



Computação Gráfica

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TP09: Textura - simples

Mini-teste 2023

Complete o pseudo-código com as coordenadas de textura e configuração adequada para obter os resultados conforme as imagens.

obs 1: os parâmetros de configuração podem ser em pseudo-código, mas devem ser claros e coerentes com as configurações reais possíveis.

obs 2: A imagem está em espaço de coordenadas de textura com dimensão normalizada, eixo t orientado para baixo, eixo s orientado para a direita e origem no topo-esquerdo da imagem.

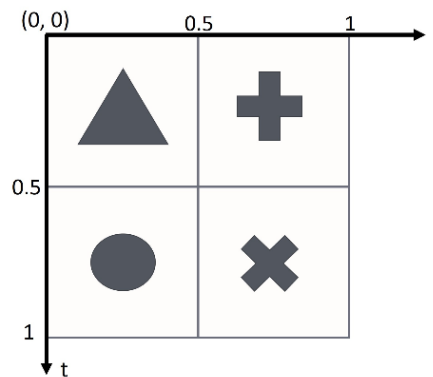
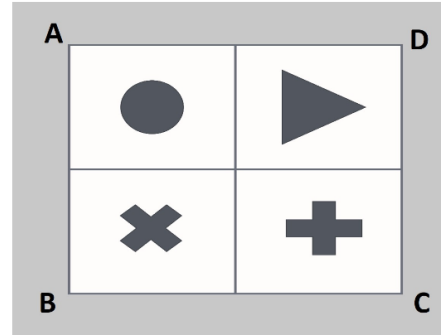


Imagem original

```

texParameter(GL_TEXTURE_WRAP_S, -----);
texParameter(GL_TEXTURE_WRAP_T, -----);
glBegin(GL_QUADS);
texCoord(---, ---); vertex_A(-0.5, 0.5, 0);
texCoord(---, ---); vertex_B(-0.5, -0.5, 0);
texCoord(---, ---); vertex_C(0.5, -0.5, 0);
texCoord(---, ---); vertex_D(0.5, 0.5, 0);
glEnd();

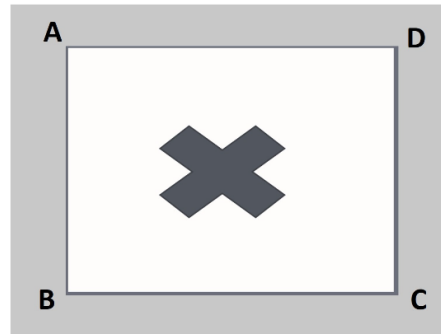
```



```

texParameter(GL_TEXTURE_WRAP_S, -----);
texParameter(GL_TEXTURE_WRAP_T, -----);
glBegin(GL_QUADS);
texCoord(---, ---); vertex_A(-0.5, 0.5, 0);
texCoord(---, ---); vertex_B(-0.5, -0.5, 0);
texCoord(---, ---); vertex_C(0.5, -0.5, 0);
texCoord(---, ---); vertex_D(0.5, 0.5, 0);
glEnd();

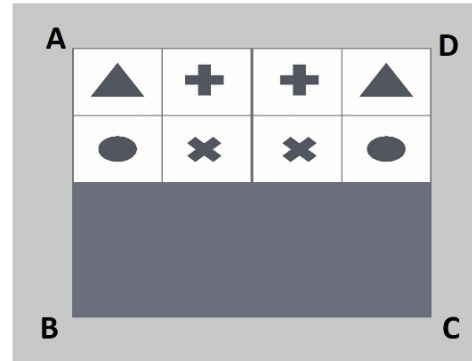
```



```

texParameter (GL_TEXTURE_WRAP_S, ----- );
texParameter (GL_TEXTURE_WRAP_T, ----- );
glBegin (GL_QUADS);
texCoord ( --- , --- ); vertex_A ( -0.5, 0.5, 0);
texCoord ( --- , --- ); vertex_B ( -0.5, -0.5, 0);
texCoord ( --- , --- ); vertex_C ( 0.5, -0.5, 0);
texCoord ( --- , --- ); vertex_D ( 0.5, 0.5, 0);
glEnd ();

```



(d)(2 valores):

```

texParameter (GL_TEXTURE_WRAP_S, ----- );
texParameter (GL_TEXTURE_WRAP_T, ----- );
glBegin (GL_QUADS);
texCoord ( --- , --- ); vertex_A ( -0.5, 0.5, 0);
texCoord ( --- , --- ); vertex_B ( -0.5, -0.5, 0);
texCoord ( --- , --- ); vertex_C ( 0.5, -0.5, 0);
texCoord ( --- , --- ); vertex_D ( 0.5, 0.5, 0);
glEnd ();

```



```
texParameter(GL_TEXTURE_WRAP_S, ----- );  
texParameter(GL_TEXTURE_WRAP_T, ----- );  
glBegin(GL_POLYGON);  
texCoord( --- , --- ); vertex_A(-0.5, 0.25, 0);  
texCoord( --- , --- ); vertex_B(-0.5, -0.25, 0);  
texCoord( --- , --- ); vertex_C(-0.25, -0.5, 0);  
texCoord( --- , --- ); vertex_D(0.25, -0.5, 0);  
texCoord( --- , --- ); vertex_E(0.5, -0.25, 0);  
texCoord( --- , --- ); vertex_F(0.5, 0.25, 0);  
texCoord( --- , --- ); vertex_G(0.25, 0.5, 0);  
texCoord( --- , --- ); vertex_H(-0.25, 0.5, 0);  
glEnd();
```

