slide 3

a) → Pode ser qualquer modo de wrap

(0,1), (1,1), (1,0), (0,0)

b) → Qualquer wrap

$(\frac{1}{2}, \frac{1}{2}), (\frac{1}{2}, 1), (1,1), (1, \frac{1}{2})$

slide 4

c) WRAP_S = GL_MIRRORED_REPEAT

WRAP_T = GL_CLAMP_TO_BORDER

(0,0), (0,2), (2,2), (2,0)

← Edge, caso seja suposto esticar o último pixel

d) WRAP_S = GL_CLAMP_TO_BORDER

WRAP_T = GL_CLAMP_TO_BORDER

(-2,-2), (-2,1), (1,1), (1,-2)

slide 5

e) → Qualquer Wrap

$(0, \frac{1}{4}), (0, \frac{3}{4}), (\frac{1}{4}, +1), (\frac{3}{4}, +1), (1, \frac{3}{4}), (1, \frac{1}{4}), (\frac{3}{4}, 0), (\frac{1}{4}, 0)$