

Assignment 4 – Texture

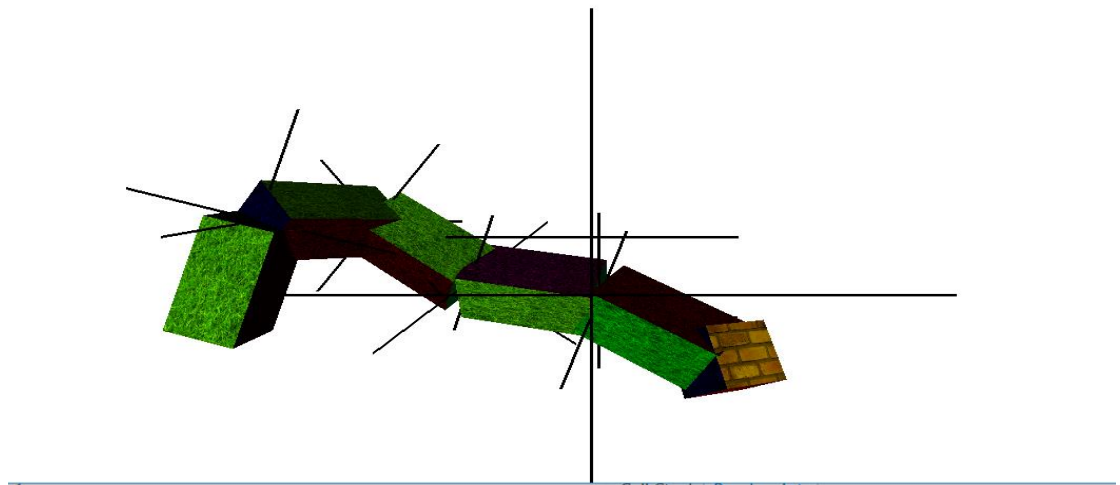
In this assignment you will add textur3 to the boxes of assignment 3:

1. Choose two different images for use as a textures. Recommended to scale the image size to $2^n \times 2^m$
2. Use stb_image.c to upload your image and save it to a c++ array:

```
unsigned char* data = stbi_load((fileName).c_str(), &width, &height, &numComponents, 4);
```

You can find stb_image.c at forClass3D project.

3. Add one image as a texture to the cube locate on the destination and the second image to every box in the chain. You may choose to combine the texture with the current color of the box.



4. The functionality of the IK and picking must remain the same as in assignment 3.
5. Zip your project and rename it to <id1>_<id2>.zip , don't forget to add your images to the project.