



컴퓨터 그래픽스 입문



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Lab 11. Texturing

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Programming Practice

1. Download a 3D model from thingiverse.
2. Convert it to an OBJ file.
3. Render it with phong shading. (3pts)
4. Map a texture on it. You may use any image you like. (4pts)
5. Animate texture. (3pts)

* Note: you are going to study bump mapping next week.