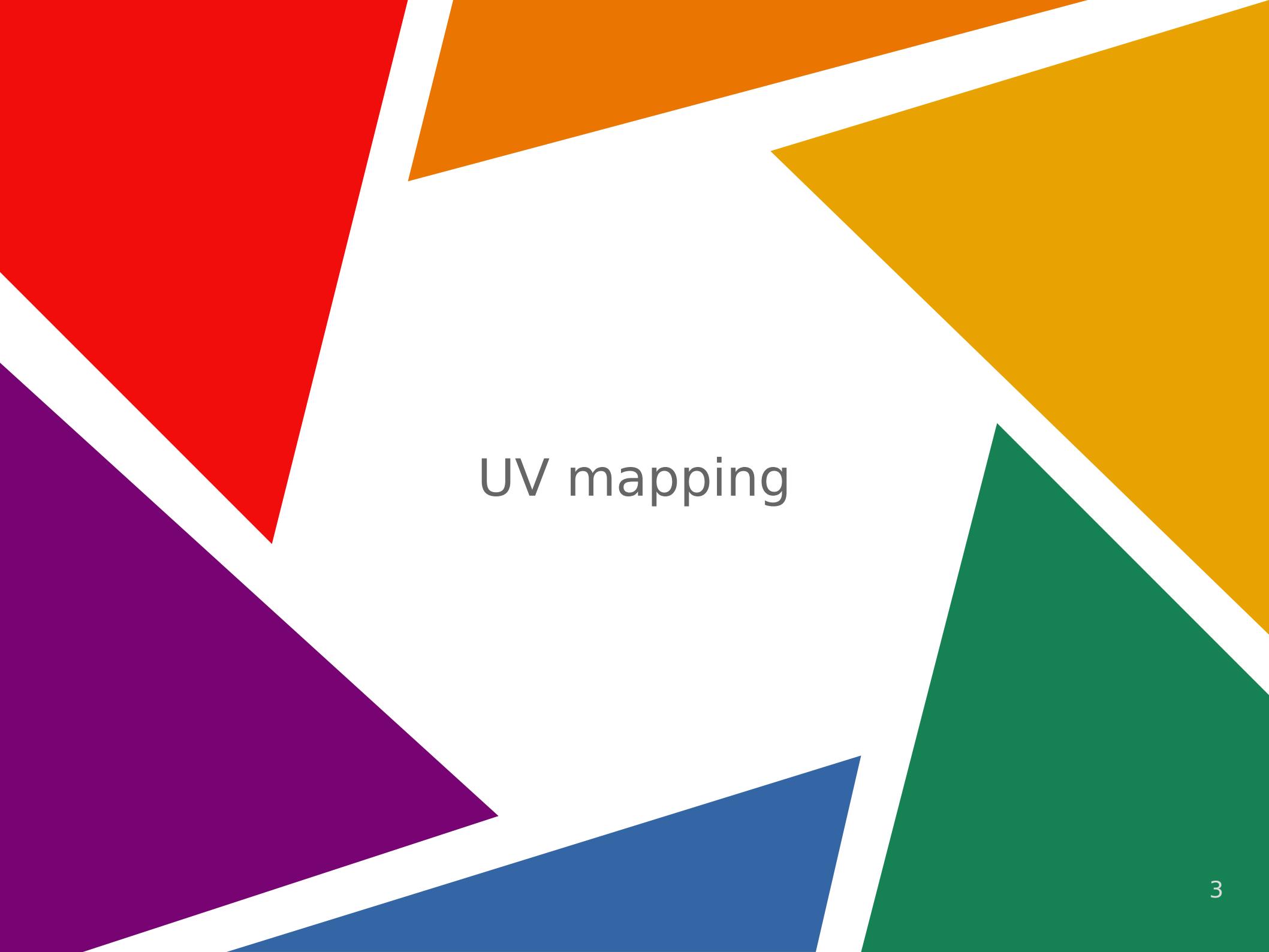


# Computer Graphics

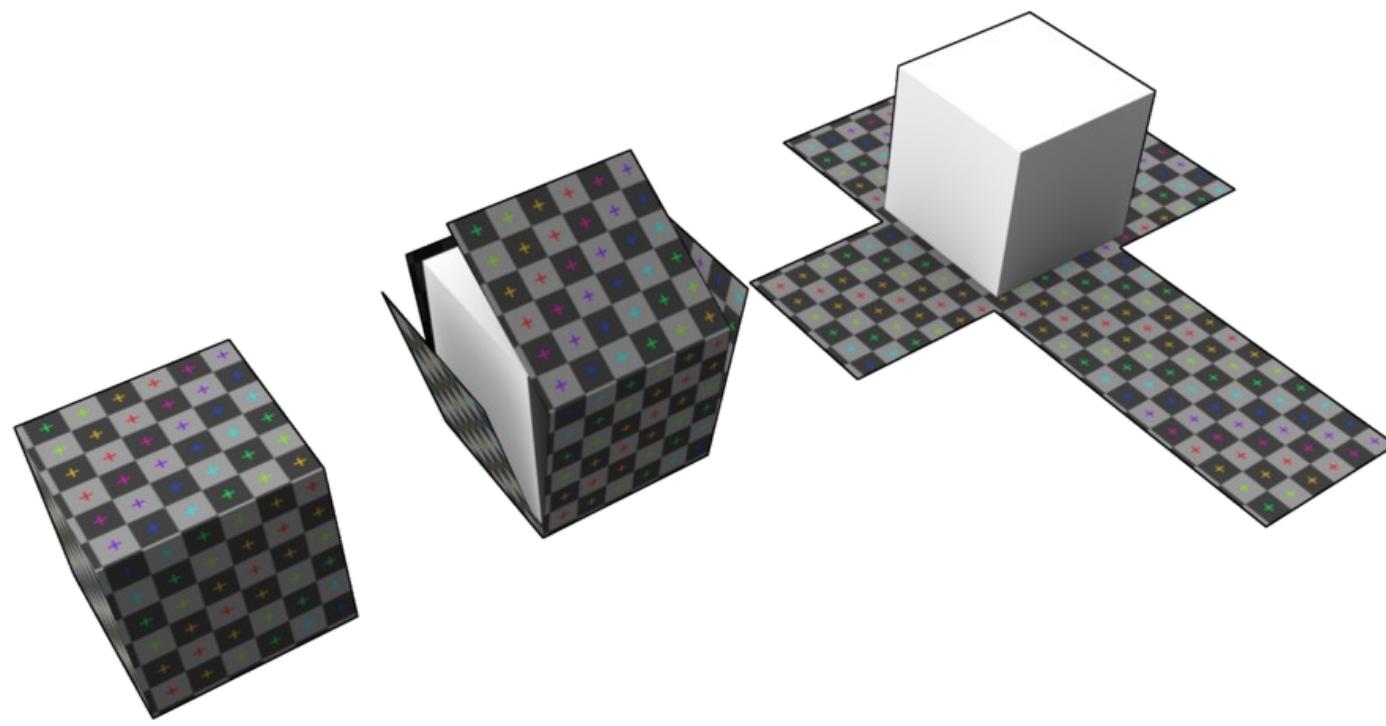
Lecture 4  
3D Models  
Textures

# Textures

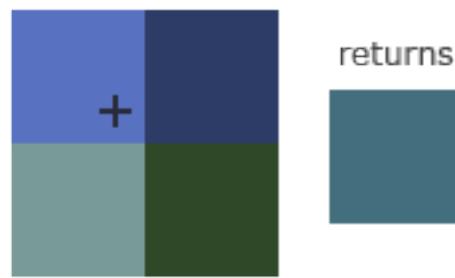


UV mapping

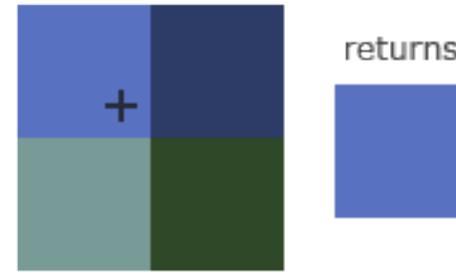
# Wrapping Example



# Textures Filtering



Linear



Nearest

# Wrapping Modes



GL\_REPEAT



GL\_MIRRORED\_REPEAT



GL\_CLAMP\_TO\_EDGE



GL\_CLAMP\_TO\_BORDER



Skybox

# 3D Models



Thank You !

# Useful Links

- <https://github.com/assimp/assimp>
- [https://en.wikipedia.org/wiki/UV\\_mapping](https://en.wikipedia.org/wiki/UV_mapping)
- <https://www.youtube.com/watch?v=Yx2JNbv8Kpg>
- <https://learnopengl.com/Getting-started/Textures>