

## Assignment 4: Mip mapping

### -Video link:

<https://youtu.be/vR7oq1Ycotg>

### -Description of the video:

notice the changing in texture at the far- and near sides, when mouse clicks:

in the first state (before mouse-click):

When magnifying the image (no bigger mipmap available), use LINEAR filtering; When minifying the image, use a LINEAR blend of two mipmaps, each filtered LINEARLY;

in the second state (after mouse click):

both sides filtered NEAREST

### -Library used:

Anton's Maths\_functions

Assimp for loading mesh

stb\_image.h for loading image

### -Shaders code following:

<https://stackoverflow.com/questions/24388346/how-to-access-automatic-mipmap-level-in-glsl-fragment-shader-texture>

### -Codes are (mostly) in:

TEXTURE\_FUNCTIONS

fragment shader: txFS.glsl