1. (**Texture Mapping**) :

* 1. Find the homogeneous coordinates matrix(3X3) that maps Texel coordinates to texture coordinates (that is the unit square 0 ≤ 𝑠 ≤ 1, 0 ≤ 𝑡 ≤ 1)

Texel Matrice =

Texture Matrice =

Now, we do the rapport on Texel Matrix and Texture Matrix

Rapport For X =

Rapport For Y =

Then the response for the coordinates Matrix(3x3) is

* 1. Find the homogeneous coordinates matrix that maps Texture coordinates to Texel coordinates

Texel Matrix =

Texture Matrix =

Scaling Matrix =

Make the delta of the matrix

= (\* \* 1) + (0 \* 0 \* 0) + (0 \* 0 \* 0)

= + 0 + 0

=

Find the Inverse Matrix:

= x m

2. (**line rasterization**) :

Screen Shot:

Une image contenant flèche

Description générée automatiquement

Coordinate of different point:

Une image contenant texte

Description générée automatiquement

Link To Code: <https://github.com/Wiildand/KMU-assignement_2>

Read READ.me to make the installation.

Mandatory to have:

* CMake
* Make

1. (**homogeneous coordinates**):