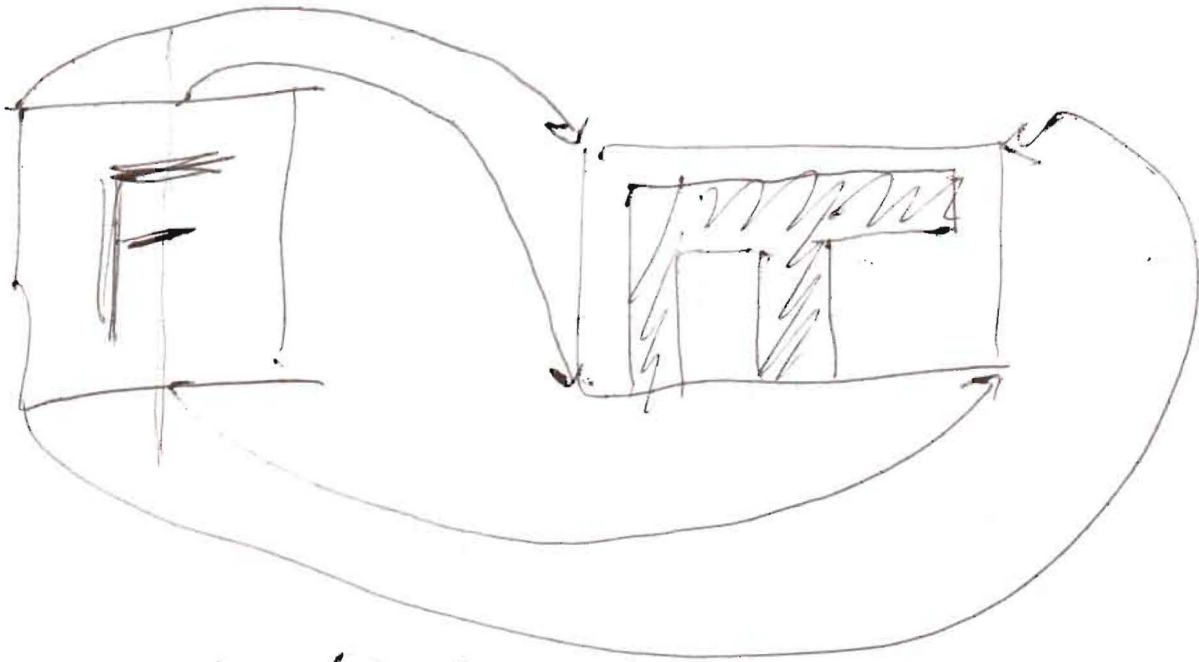6 (a)

b)   gl Matrix Mode (GL_TEXTURE)

   gl Scalef (0.5, -1.0)

   gl Rotatef (90.0, 0.0, 0.0, 1.0)

   draw square...

6.2 a) Texture mapping, where the texture modifies the normal at each pixel

   b) texture mapping, where each pixel is actually moved in 3D, as well
       as the normal being updated

   c) Texture representing surrounding objects. Used to render reflections

   d) MIP Mapping: textures stored at multiple resolutions ("pyramid")
       to solve the texture mini fication problem