

April James

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Project #3: Duckball

The third CS450 graphics assignment deals with texels, texture mapping, and texture distortion. The objectives included:

- Drawing an object with standard vertexes, along with s and t coordinates to map texture
- Importing a .bmp file to use as a texture image
- Providing the option to toggle texture mapping on and off to the object
- Providing the option to distort s and t coordinates in order to distort the texture image

Here are screenshots of my duckball in all its glory:



Here is a link to the project video: <https://youtu.be/5hVRdJfCf1w>

Thank you!