

Assignment N°7 – Textures

Goal

Getting started with textures

Exercise

- Create three hexagons arranged according to the configuration depicted in the Figure 1 below: the two hexagons above utilize the textures brickwall.jpg and arrow1.png, while the remaining hexagon (below) uses the texture arrow2.jpg.



arrow2.jpg



arrow1.png



brickwall.jpg

- Pressing the "up" and "down" key to change how much the texture brickwall.jpg or the texture arrow1.png is visible.

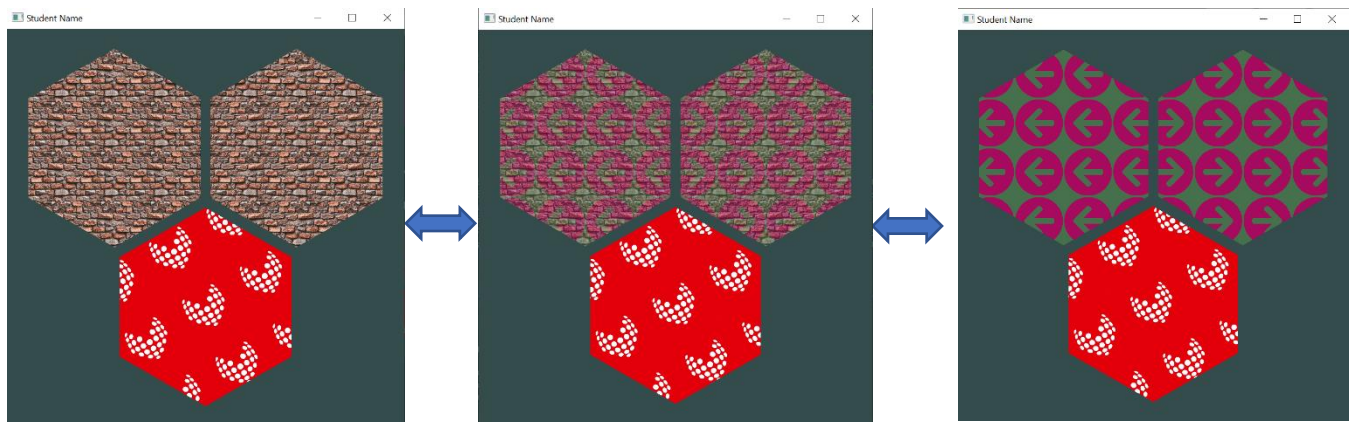


Figure 1

- Windows name = Student name
- Window size = 800 pixels x 800 pixels
- Exit the program: E

Deliverable (a zip file - StudentName_AssignmentNumber.zip on blackboard)

- Screen capture
- Source code
- Compiled program



References

<https://learnopengl.com/Getting-started/Textures>

https://www.glfw.org/docs/3.3/group__input.html#gaeaed62e69c3bd62b7ff8f7b19913ce4f

https://github.com/nothings/stb/blob/master/stb_image.h