THE GEORGE WASHINGTON UNIVERSITY
Department of Computer Science
CS 6554 - Computer Graphics II - Spring 2023

Assignment 4 Due: May 11
Texture Mapping

Description: You are to augment assignment 3 by adding textures (e.g., color). You can use any of the mapping techniques we discussed in class. Projective texture map that I talked about in class is probably the easiest mapping. You can use Phong shading model.

Input: a) Geometric data for a polygonal objects
               b) Viewing parameters
               c) Lighting parameters
               d) Texture map

Output: Texture mapped, Phong shaded view of objects

Hand in: Put your source code on Blackboard
               Place some images you generated on Blackboard forum

Extensions: Modulate different parameters: Environment mapping, bump mapping, transparency, etc. Use procedurally generated textures (e.g., Perlin).