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Project 5: Texture Mapping
Video Link

Description: I used the enum and struct approach as noted in the assignment directions to populate a "Planets" enum with "Planet" structs containing the name, filepath, scale, display list, hotkey, and texture information. A for loop was used to load and set the textures to each of the planets in the "Planets" enum. A single OSU sphere of size 1 and a shininess of 8 (this gave it a softer edge to the shadow) was created in a display list. A for loop was then used to load the planet display lists (scaled from the OSU sphere) into GPU memory for each planet at the appropriate scale and bound with the appropriate texture. I then set up a directional light source to move around the planet. The keyboard hot keys were handled in the keyboard() function as always. Some logic was added to be able to switch between GL_MODULATE, GL_REPLACE and no texture at all. These modes are shown below.

Screen Shots: