

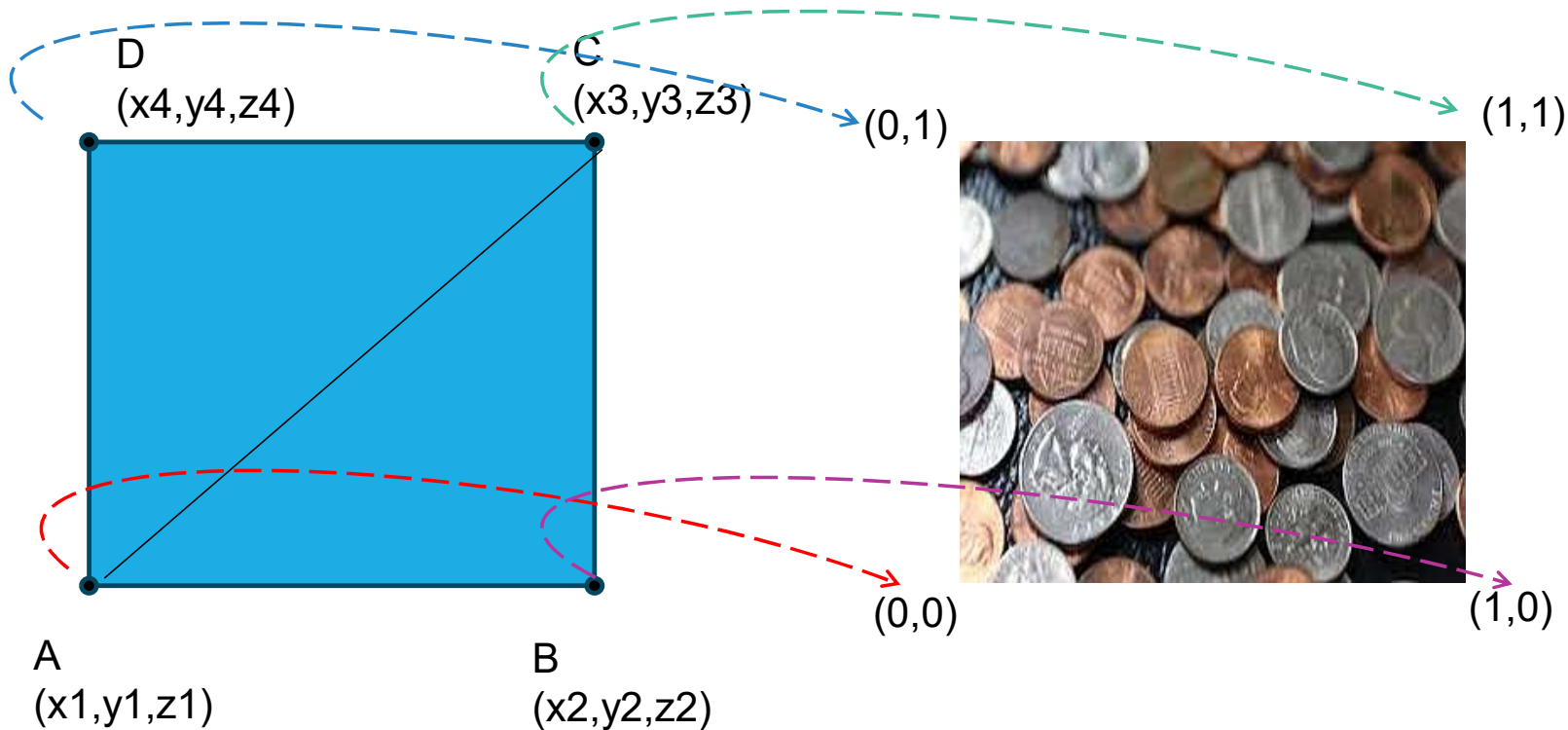
# OpenGL – Textures

## συμπλήρωμα

---

# Texture mapping

- UV coordinates range from 0 to 1 in the x and y axis
  - (0,0) for the lower left corner of a texture image to
  - (1,1) for the upper right corner of a texture image.



# Texture mapping

