

# CSci 427 Homework 5

Due: 12:00 pm, Tuesday, 2/26

Eric Shih

This assignment took approximately 7 hours to complete. No additional files or methods were implemented. Image 1 and 3 are off by 5000 pixels and 1000 pixels respectively. I think this is because the preciseness of the coordinates that I provide `_texture`.

The role of the transformation in the constructor of the texture projections is to transform the newly constructed triangles in the projection. This is useful when different parts of the scene get transformed separately. The `texturedAlbedo` will load in the image when there is one available. This image is then evaluated as a material, where the colors are returned and the coordinates matched. This gets repeated with the other types of materials depending on the type of projection being done.