Assignment 3 – Texture Mapping Detail Instruction

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Goal

◆ **Binding and passing the texture to shader.**

◆ **Modify the texture filtering & wrapping mode.**

◆ **Finish the code in main.cpp, vertex shader and fragment shader**

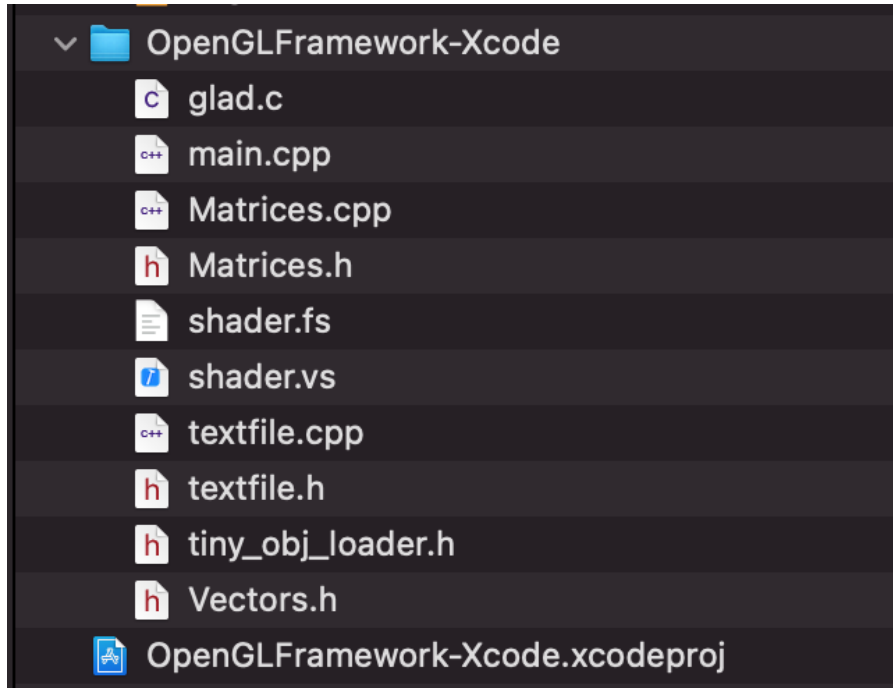# *Assignment 3*

◆ **Announce date: 2021/05/19**

◆ **Deadline: 2021/06/09 23:59 (UTC+8)**

◆ **Late work will be penalized by 20/week.**

◆ **Copy & paste others' code will get 0.**

◆ **Hand in your homework by FTP in the following format(-10 for penalty)**

  ◆ **studentID_HW3.zip**

  ◆ **studentID_HW3_Report.pdf**

In studentID_HW3.zip

◆ **Depend on your device**

◆ **-10 for those upload "TextureModels"**

For Mac

In studentID_HW3.zip

◆ **Depend on your device**

◆ **-10 for those upload "x64" or "TextureModels"**

glad.c
main.cpp
Matrices.cpp
Matrices.h
OpenGLFramework-VS2017.exe
shader.fs
shader.vs
textfile.cpp
textfile.h
tiny_obj_loader.h
Vectors.h

TextureModels   Don't upload!!!
Unzip_dir
glad.c
main.cpp
Matrices.cpp
Matrices.h
OpenGLFramework-VS2017.exe
shader.fs
shader.vs
textfile.cpp
textfile.h
tiny_obj_loader.h
Vectors.h

For Windows　　　　　　**Make Sure exe can run**

Key Mapping

◆ **Please follow the spec bellow, or you would not get the score of item.**

◆ **You must make sure your key mapping is exactly same to ours.**

◆ **Transformation and lighting are the same with previous assignments**

Key Mapping

◆ **G: switch the magnification texture filtering mode between nearest / linear sampling**

◆ **B: switch the minification texture filtering mode between nearest / linear_mipmap_linear sampling**

◆ **V: switch the texture coordinate addressing mode between mirror / repeat mode**

Report

◆ **Some screen shot**

◆ **Description of your program control instructions**

◆ **Other special things you have done**

Grading Policy

Item	Score
Textured model rendered	35%
Magnification texture filtering mode switch	20%
Minification texture filtering mode switch	20%
Texture coordinate addressing mode switch	20%
Report	5%
Total	100%