E13 – A complete rendering example with textures

This example is an extension of Example 12, including also the inclusion of a Texture, and the generation of its Mip Map levels.

As for the previous example, each function of the code has been linked in the comments to the lesson where it has been described and new parts with respect to Example 12 have been clearly marked. This can be a possible starting point for an exam project that includes textures.