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CS 550- Introduction to Graphics
Project 3
October 21, 2020
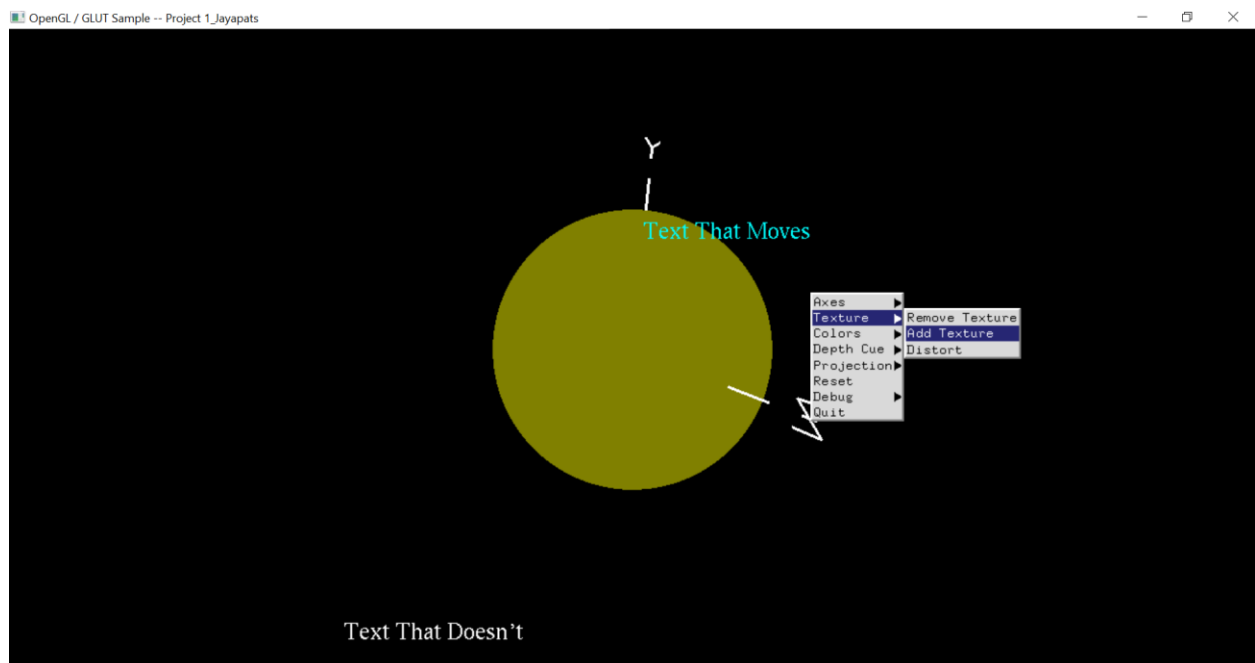
<div align="center">Project 3</div>

Video Link – https://media.oregonstate.edu/media/t/1_bjyrnldj
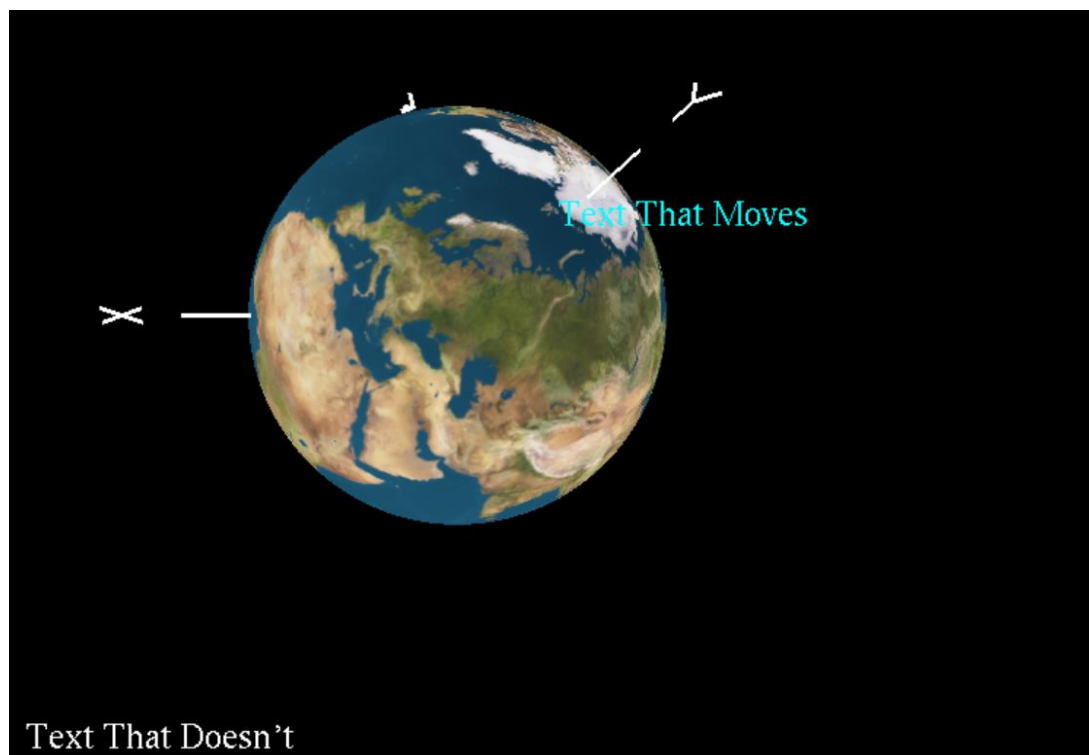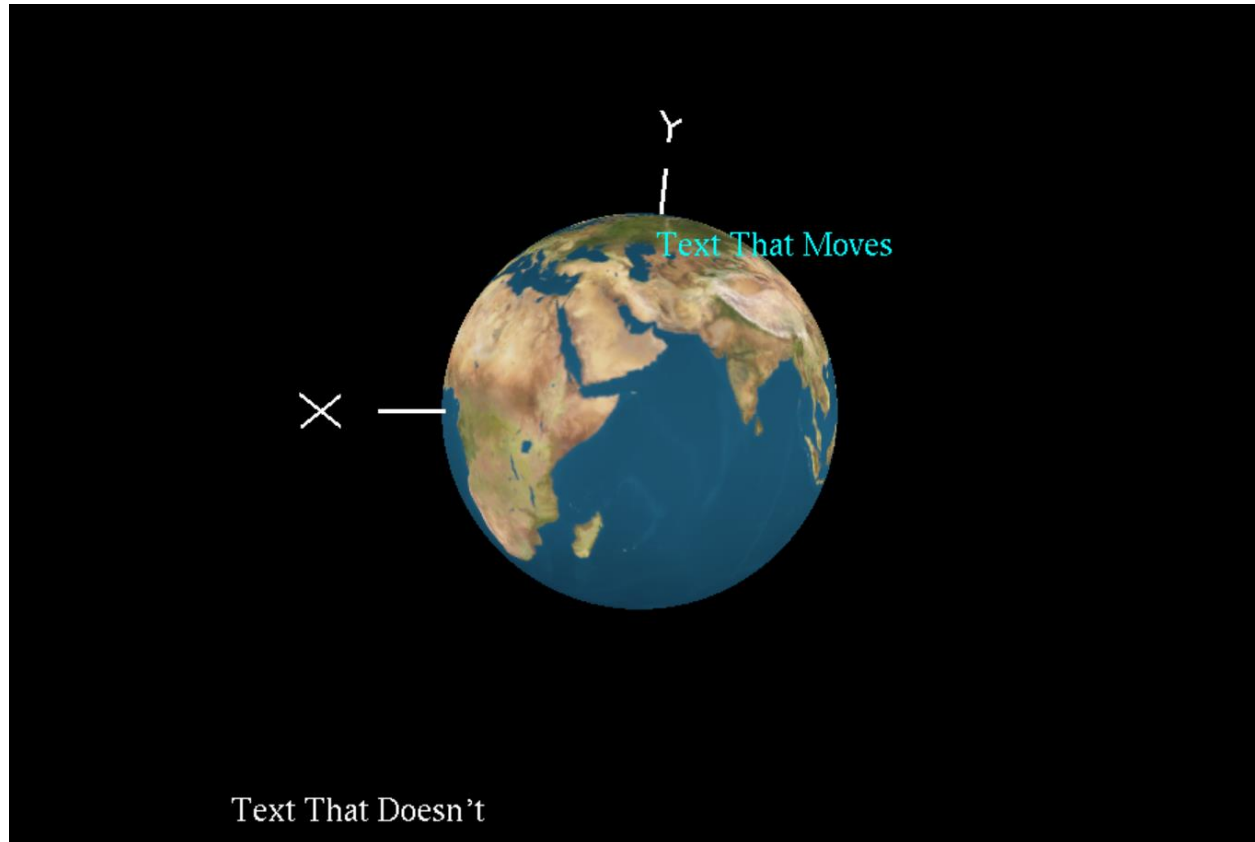
Description – I have drawn a Sphere as the object, and I have used the world map texture which was provided by the professor and applied it on the sphere.
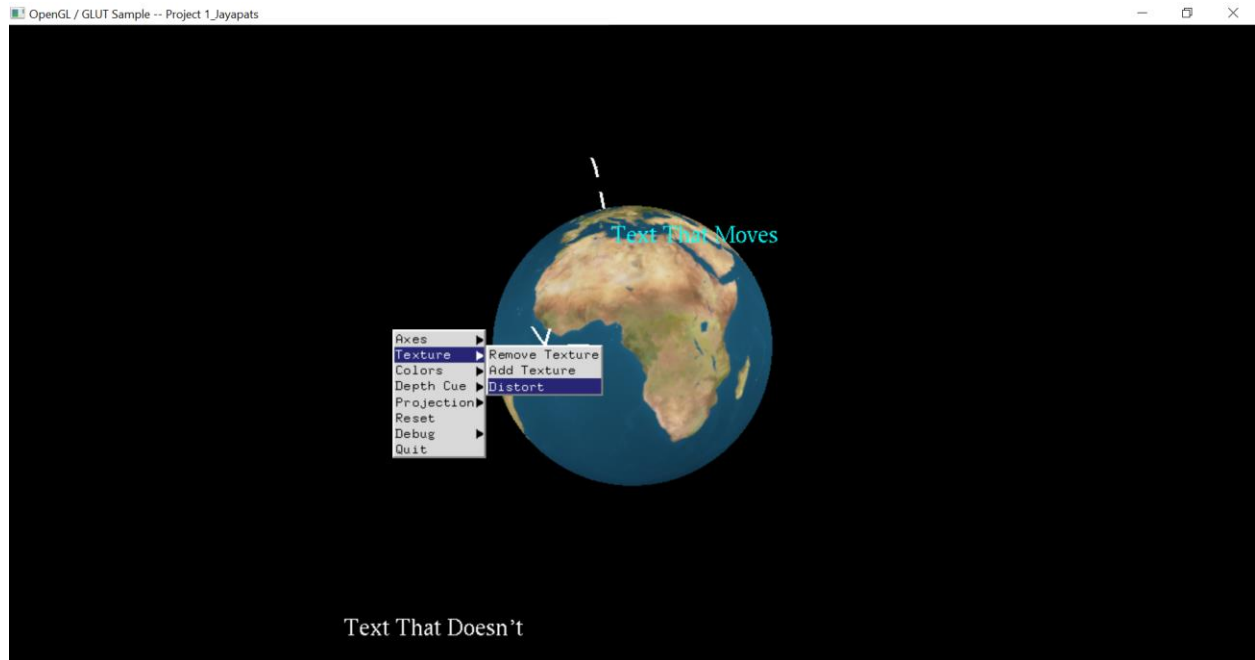
Screenshot

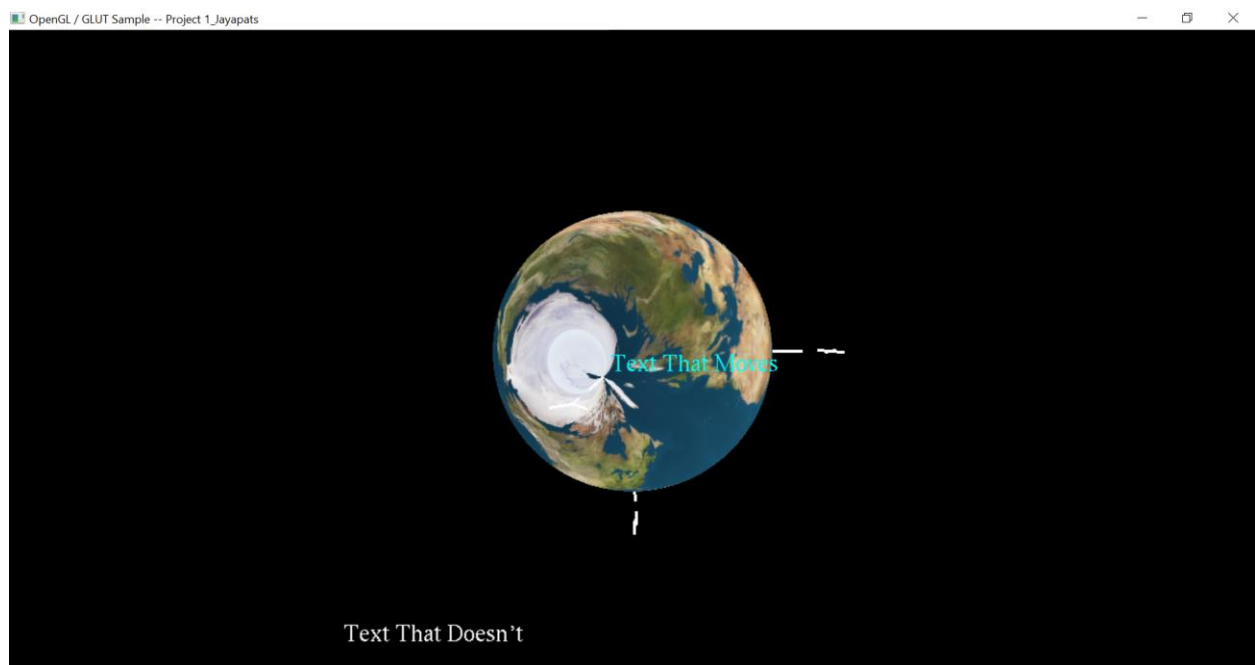Object before adding texture
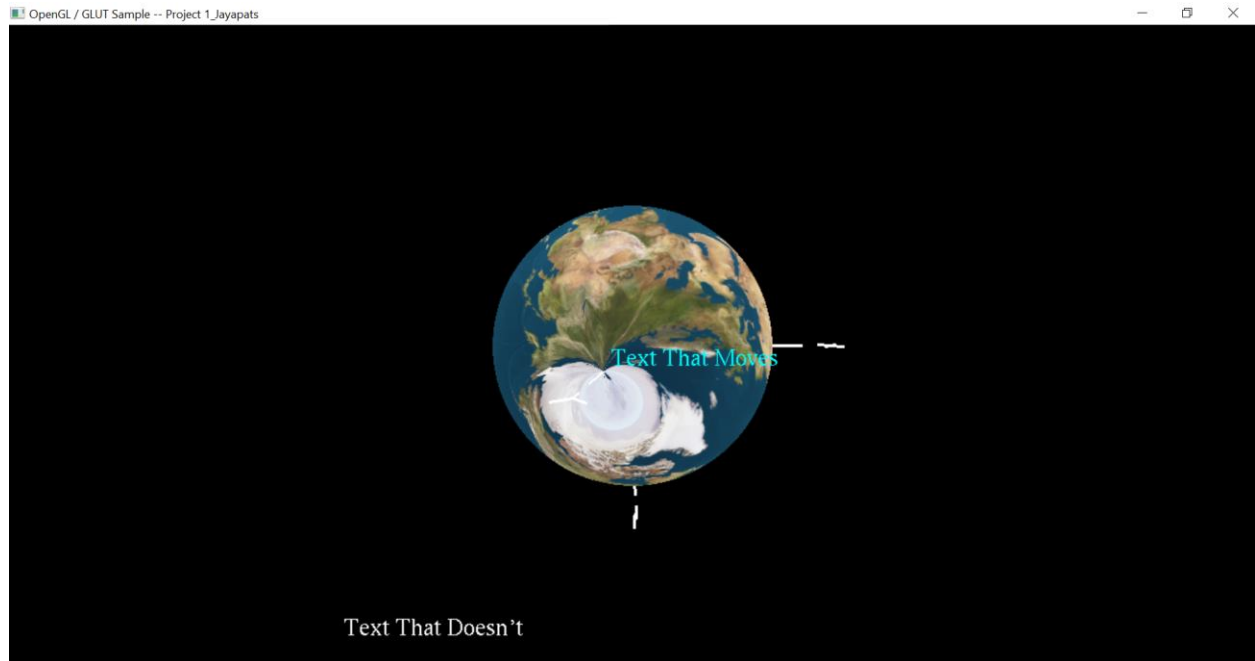
Object after adding texture

Applying the Distortion :

Snap when distorted

Snap Without Distortion