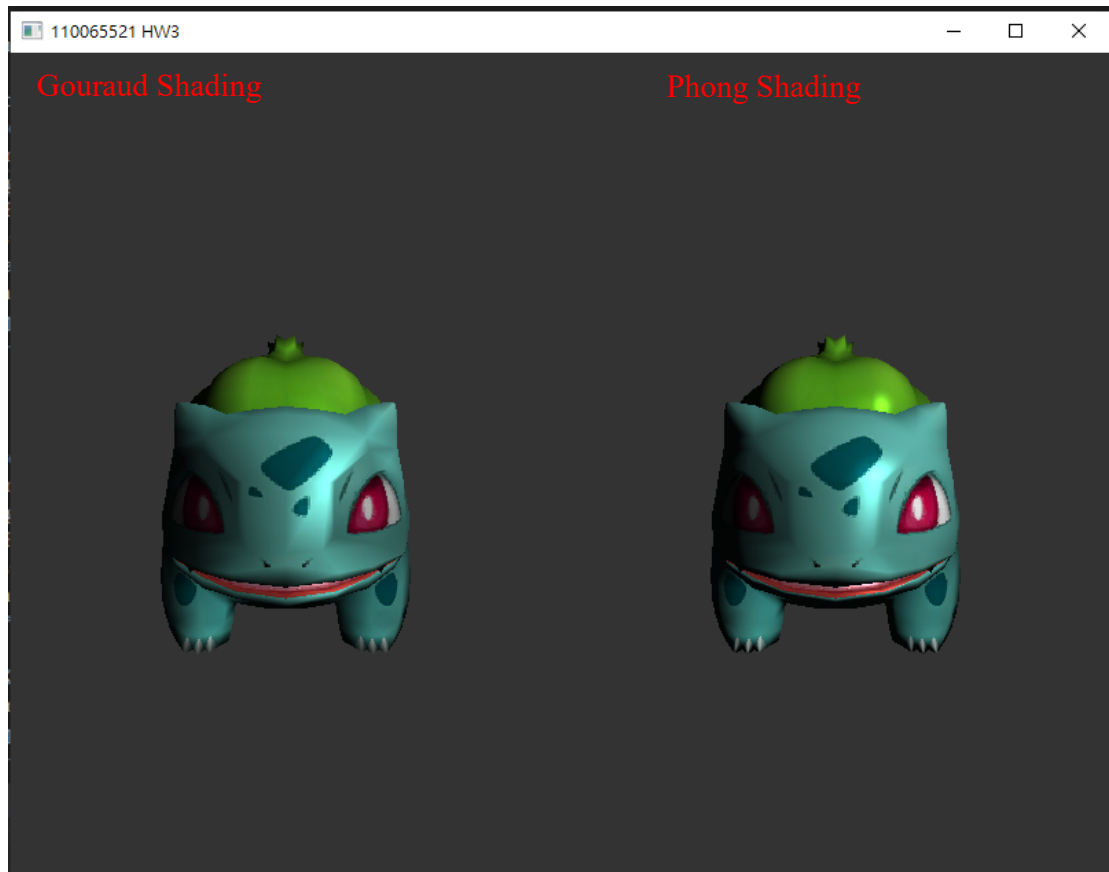


Introduction to Computer Graphics

Assignment 3 – Texture Mapping

1. The Result of the Program

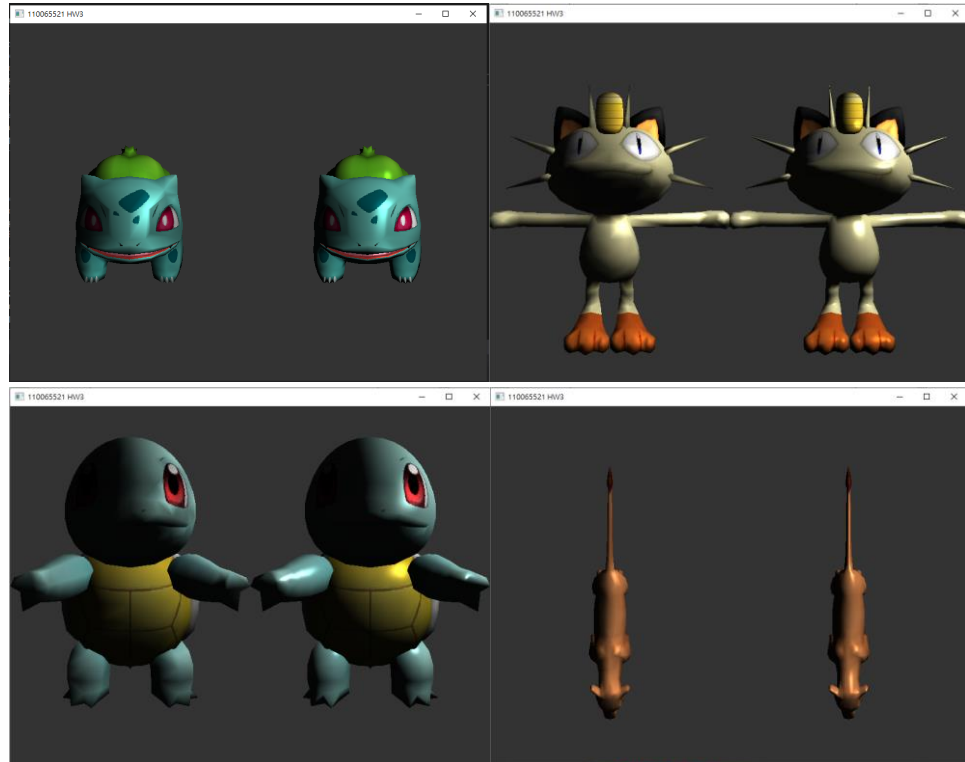


Key Mapping

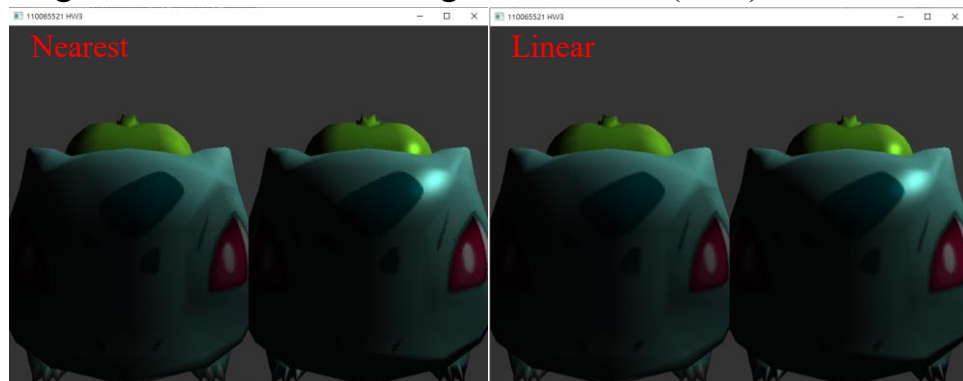
- ◆ G: switch the magnification texture filtering mode between **nearest** / **linear** sampling
- ◆ B: switch the minification texture filtering mode between **nearest** / **linear_mipmap_linear** sampling
- ◆ Texture transform on some Pokemon models' eyes
- ◆ Apply change on **normal order (1-7)** when press **right arrow** key.
- ◆ Apply change on **reverse order (7-1)** when press **left arrow** key.
- ◆ Always use **repeat mode** for texture coordinate addressing.

2. Results

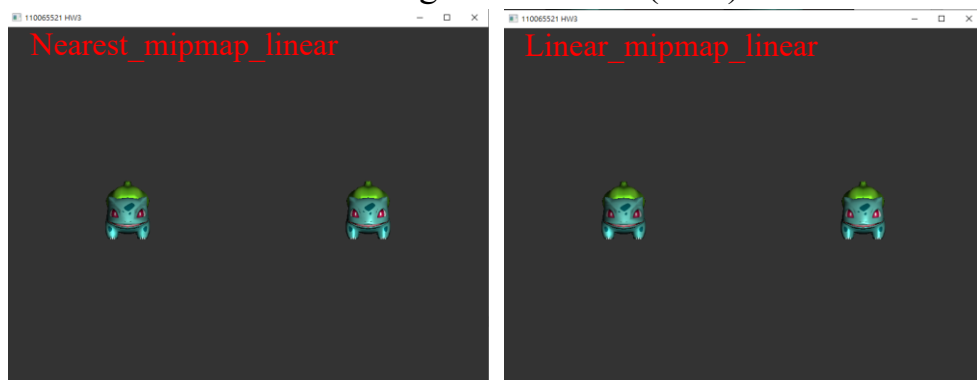
- Textured model rendered (35%)



- Magnification texture filtering mode switch (20%)



- Minification texture filtering mode switch (20%)



- Texture transform (20%)

