

Assignment 4: Multitextured Bunny

In this Assignment, you are supposed to apply multiple textures over a bunny model. At first, you have to generate texture coordinates for the bunny model. One of the approaches to generate texture coordinates is to import obj model via Meshlab. Next, use the following steps:

Filters → Textures → Parametrization: Flat Plane

Next, export the obj model with the generated texture coordinates.

In tutorial 5, there are two dds files: test.dds and test3.dds. Both of these files need to be used for texturing the bunny model. Figure 1 shows the two images (at the left) to be used for multitexturing the bunny model at the right.



Figure: Applying multiple textures on a model.

In shader, compute the final texture color as the summation of the two texture colors.

Next, discard some fragment based on the value of the red color component of the texture color. If the red component of the calculated texture color is more than 0.95, discard that part of the fragment.

Finally, apply two-sided lighting to the perforated model.

Submission:

Submit the assignment in a zipped file via canvas. Name the file as Firstname_Lastname_4_CSCD471.zip. Deadline is Wednesday, February 10, 11:59 pm.

This assignment carries a weightage of 15% of this course.