

**THE GEORGE WASHINGTON UNIVERSITY**  
**Department of Computer Science**  
**CS 263 - Computer Graphics II - Spring 2012**

**Assignment 4 Due: April 19**  
**Texture Mapping**

**Description:** You are to augment assignment 3 by adding textures (e.g. color). You can use any of the mapping techniques we discussed in class. You can use Phong shading model.

**Input:**

- a) Geometric data for a polygonal objects
- b) Viewing parameters
- c) Lighting parameters
- d) Texture map

**Output:** Texture mapped, Phong shaded view of objects

**Hand in:** Put your source code on BlackBoard  
Place some images you generated in the class web page.

**Extensions:** Modulate different parameters: Environment mapping, bump mapping, transparency, etc. Use procedurally generated textures (a la Perlin).