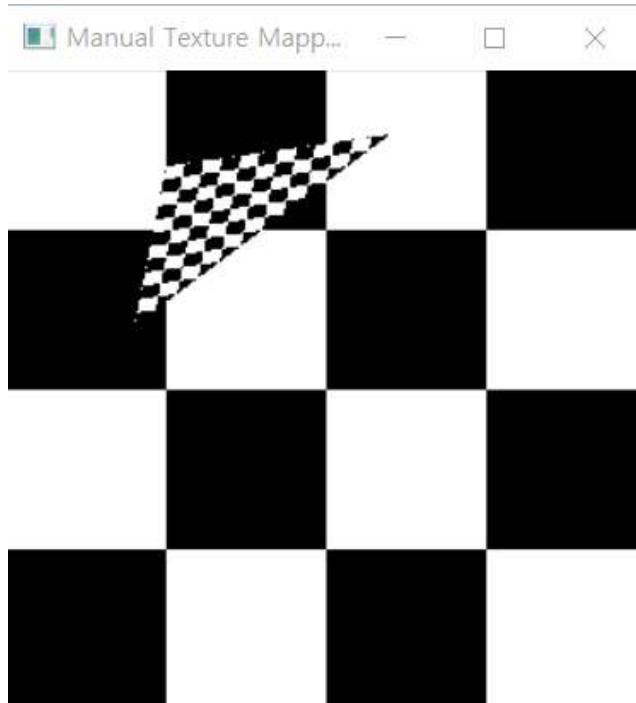
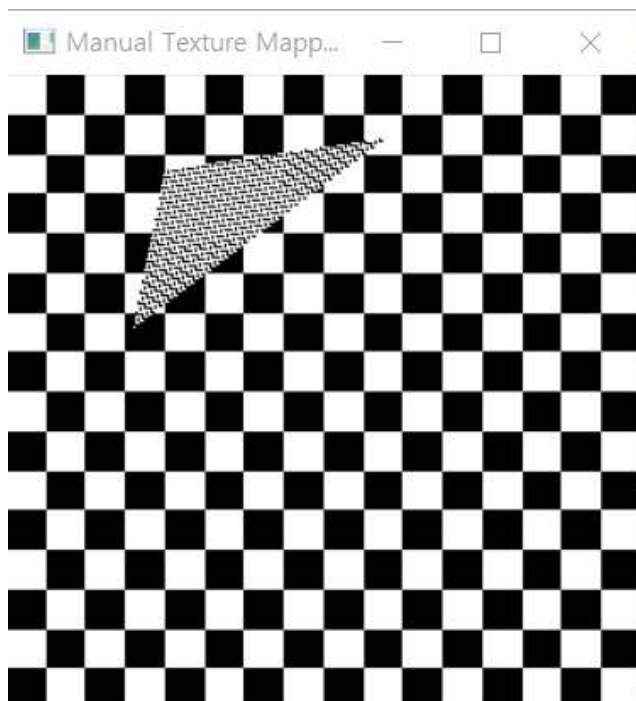


1. 텍스처 수동 매핑

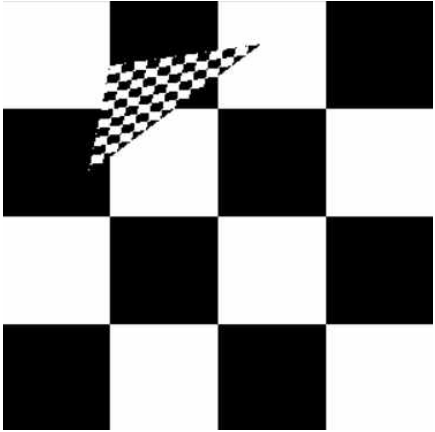
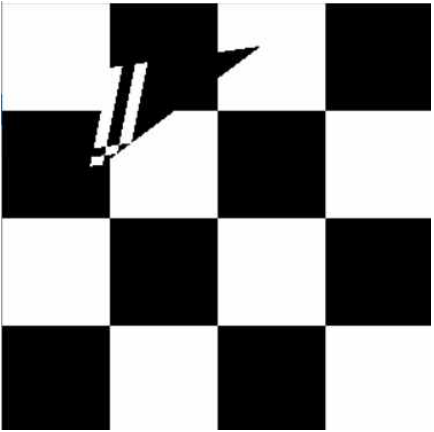
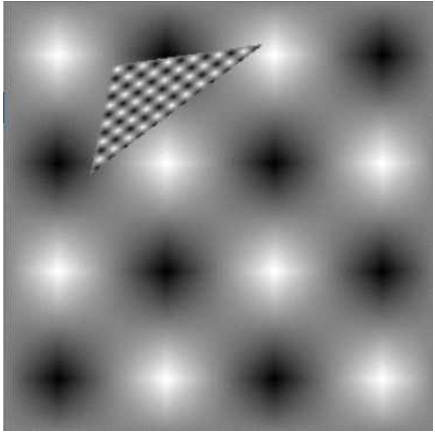
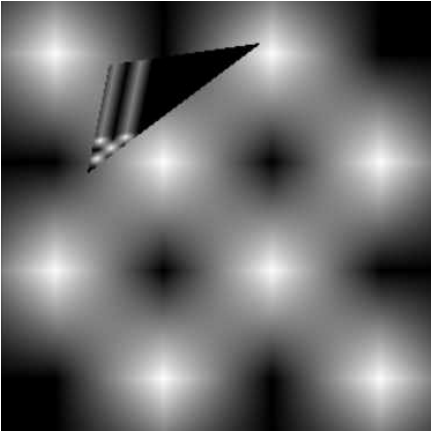
1-1) 텍스처를 사각형, 삼각형에 대하여 수동으로 매핑시켜보자.



1-2) 텍스처의 해상도를 바꾸어 결과를 비교해보자.

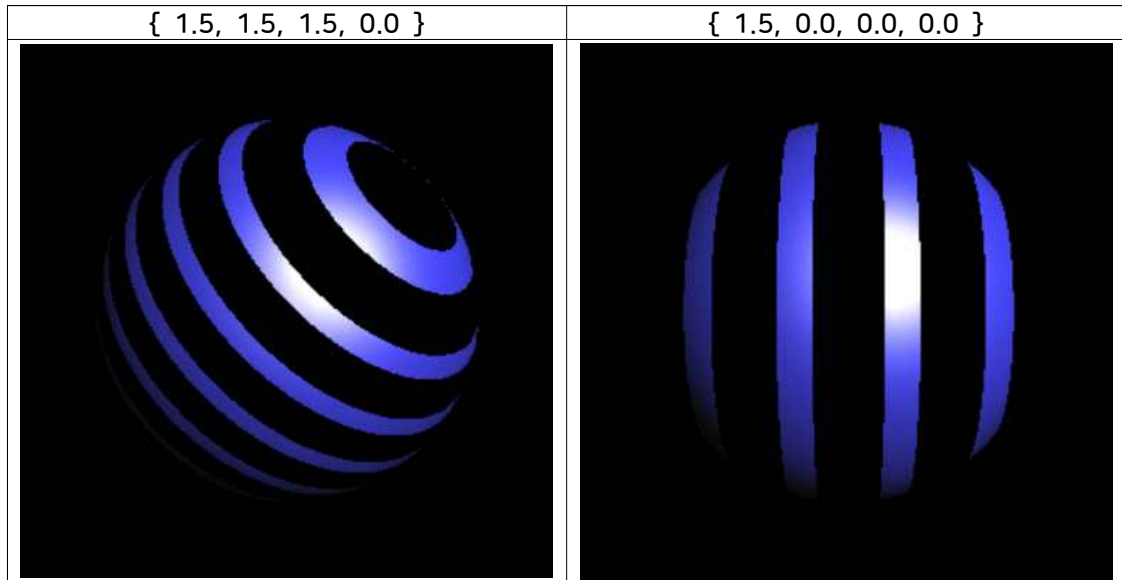


1-3) 텍스처 파라미터를 바꾸어 결과를 비교해보자.
(GL_REPEAT | GL_CLAMP, GL_NEAREST | GL_LINEAR)

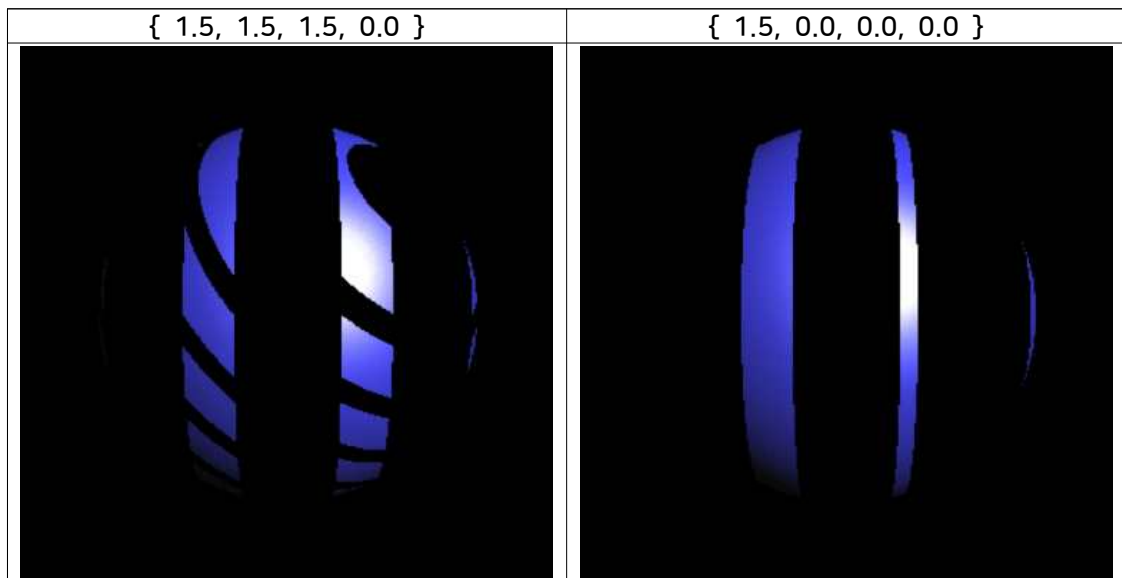
	GL_REPEAT	GL_CLAMP
GL_NEAREST		
GL_LINEAR		

2. 텍스처 자동 매핑



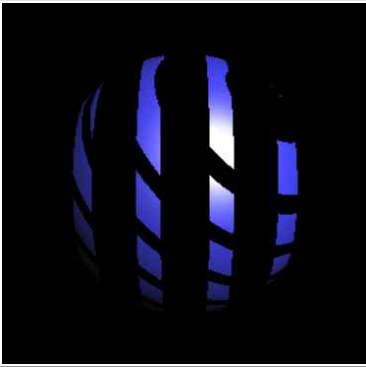
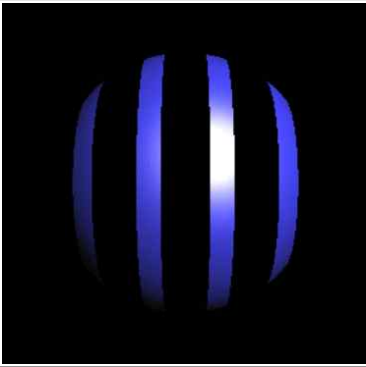
2-1) S축 텍스처 자동생성을 위한 평면을 바꾸어 결과를 비교해보자.



2-2) T축 텍스처 자동생성을 위한 평면을 바꾸어 결과를 비교해보자.



2-3) 2개의 기준평면을 이용하여 S축과 T축의 텍스처를 자동생성 해보자.

S축 \ T축	{ 1.5, 1.5, 1.5, 0.0 }	{ 1.5, 0.0, 0.0, 0.0 }
{ 1.5, 1.5, 1.5, 0.0 }		
{ 1.5, 0.0, 0.0, 0.0 }		

2-4) 텍스처 생성모드 GL_OBJECT_LINEAR, GL_EYE_LINEAR를 비교해보자.

GL_OBJECT_LINEAR	GL_EYE_LINEAR
