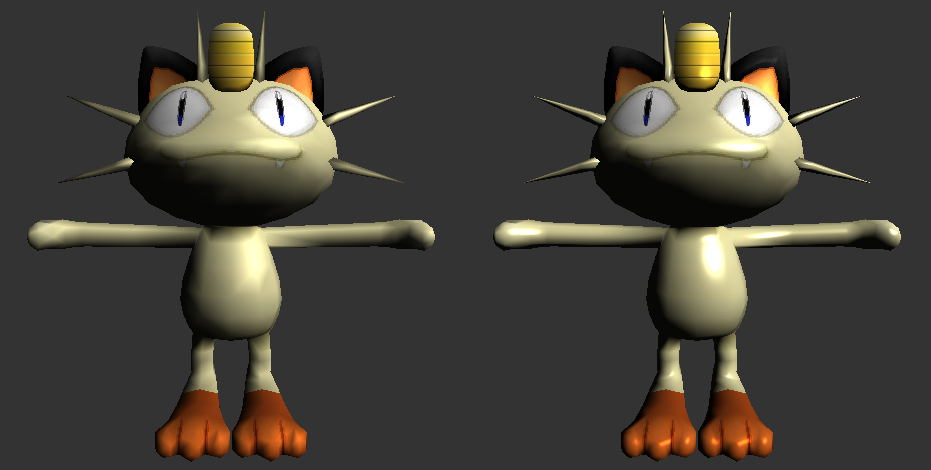
HW3\_Report

109065539 韓承翰

## Demo：

## 

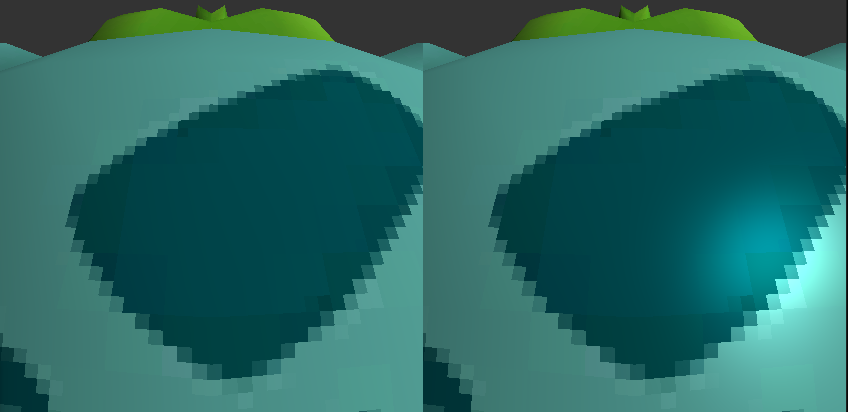






**Magnification texture filtering mode：**

* nearest sampling

****

* linear sampling

****

**Magnification texture filtering mode：**

* nearest sampling



* linear\_mipmap\_linear



**Texture transform on Pokemon models’ eyes：(1-7)**

**   **

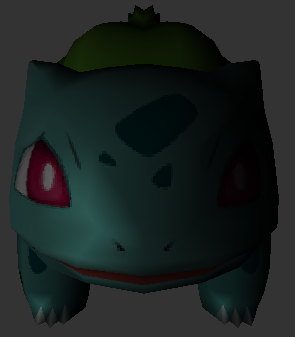
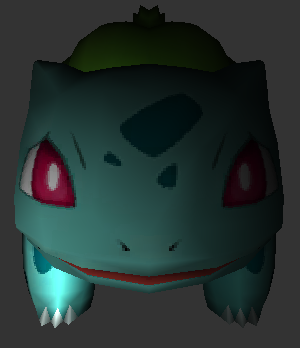
**  **

**Lighting in previous Homework (HW2)：**

* Directional/Point/Spot light

**  **

* Light Editing Mode

**  **

* Shininess Editing Mode

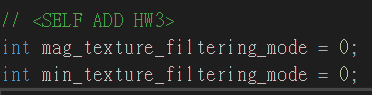
**  **

## Code：

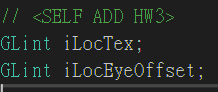
\* Lightning部分與上次相同

### **main.cpp**

* 新增變數：
  + 紀錄目前texture filtering mode

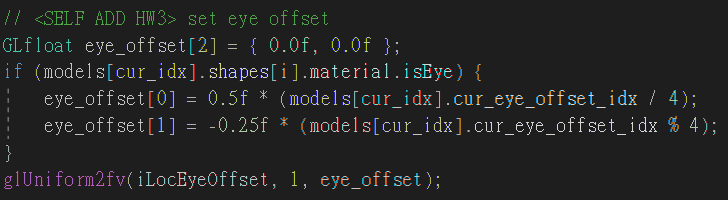


* 新增傳到shader的參數

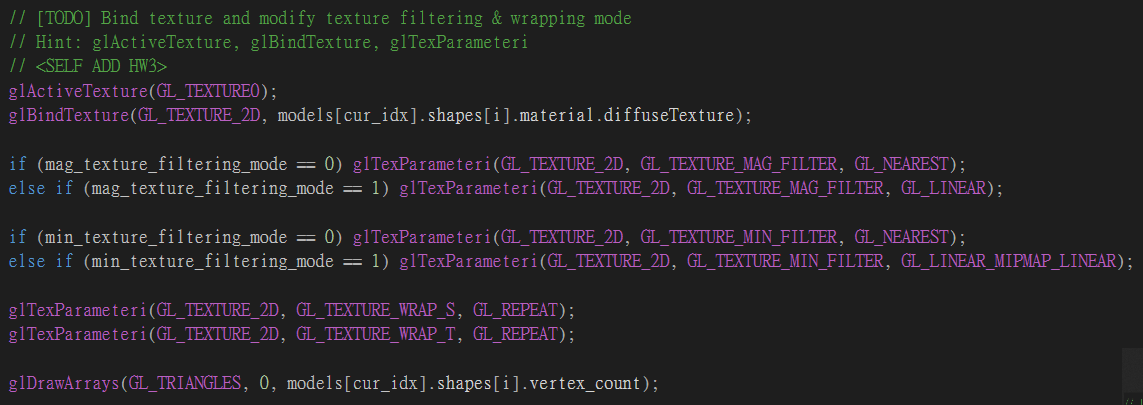


* 修改function：
* RenderScene() :

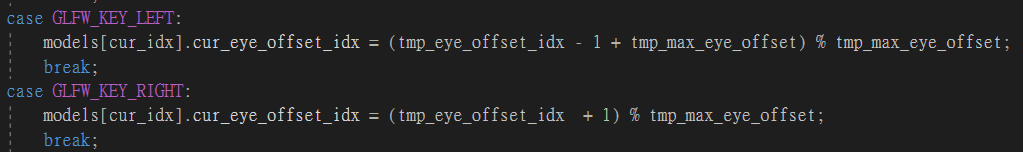
將eye\_offset傳進shader中



Bind texture

****

* KeyCallback(): 左右鍵

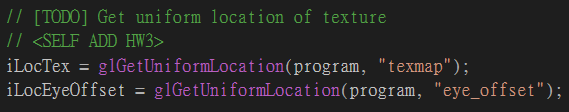


* LoadTexturedModels():

根據檔名確認是否是眼睛檔案，來設定material中的isEye

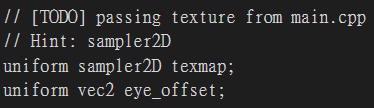


* setUniformVariables():



### **shader.fs.glsl**

本次新增/修改部分：





### **shader.vs.glsl**

本次新增/修改部分：

