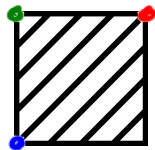


# Texture coordinates: example and exercise 2

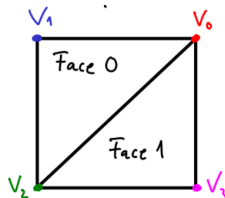
**Example:** Create a uv-map for a plane and apply the texture on the right:

► see `textureCoordinateDemo.js`

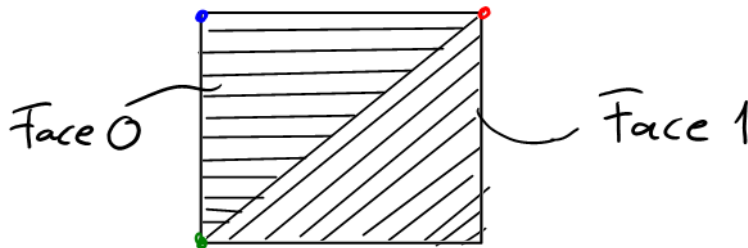


**Exercise 2:** What happens when you change the uv-map for Face 0 as follows:

Vertex  $V_k$ :  
 $(u_k, v_k)$ :  
0: (1,1)  
1: (0,0)  
2: (0,1)



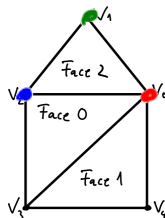
1. Work out the resulting image with pen and paper.
2. Verify by changing the code in `textureCoordinateDemo.js`.



## Exercise 3

Consider the `myPlaneHouseGeo` with the following vertices and faces.

(see file `textureCoordinateDemo.js`)

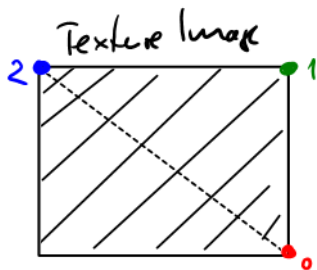


Create a uv-map such that with the texture `Schraffur.jpg` applied the result looks like this:

- Copy the uv-map for faces 0 and 1 from `myPlaneGeo`
- Don't apply 'trial and error' but work out uv-map for face 2 by pen and paper at first.



The uvs for Face 0 and 1 are the same as for the square above. We just have to work out the uvs for Face 2.



Vertex	0	1	2
uvs	(1,0)	(1,1)	(0,1)