Oblig1 INF2270
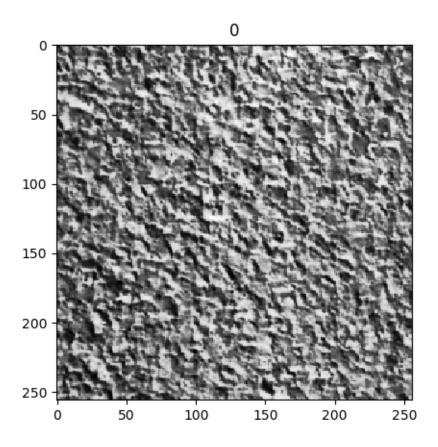
mathiaki

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Innhold

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1 Texture discription

First, when i describe the different textures, i will index the different images in
the following way: (the same is true for the program)

```
 img0        img1        img0       img1
|---|---|  |---|---|  |-------|  |-------|
| 0 | 1 |  | 4 | 5 |  |       |  |       |
|---|---|  |---|---|  |   8   |  |   9   |
| 2 | 3 |  | 6 | 7 |  |       |  |       |
|---|---|  |---|---|  |-------|  |-------|
```