

Oblig1 INF2270

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Innhold

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1 Texture discription

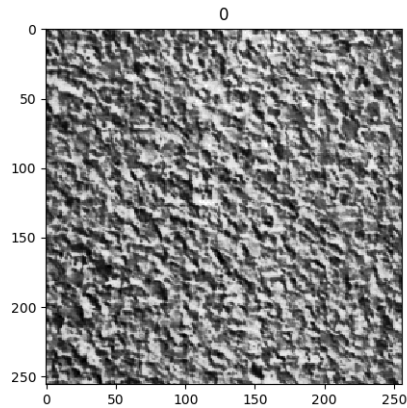
First, when i describe the different textures, i will index the different images in the following way: (the same is true for the program)

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

This means i will start in the top left corner of mosaic1 and and in the bottom right corner of mosaic2. In the program 8 and 9 is reserved for the whole mosaic1 and mosaic2 respectivly.

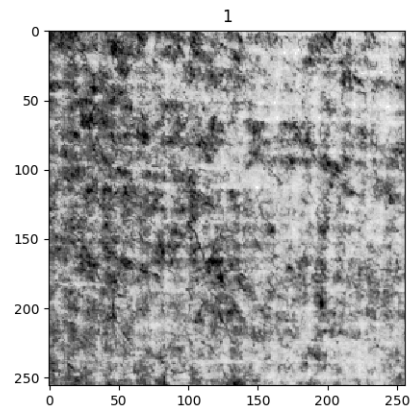
1.1 Texture 0

disc of texture disc of texture disc of texture disc of texture disc of texture disc of texture disc of texture



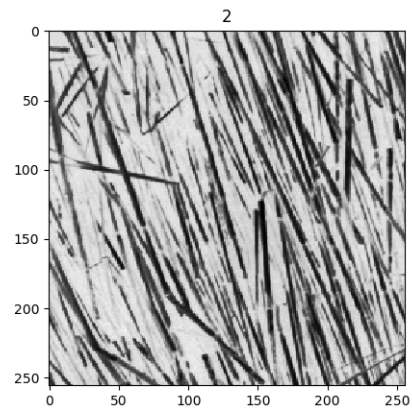
1.2 Texture 1

disc of texture disc of texture disc of texture disc of texture disc of
texture disc of texture



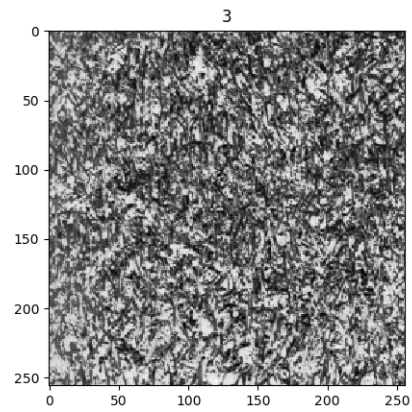
1.3 Texture 2

disc of texture disc of texture disc of texture disc of texture disc of
texture disc of texture



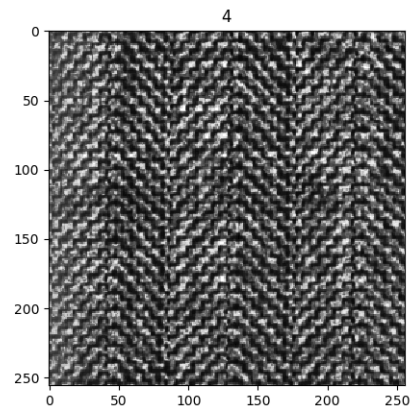
1.4 Texture 3

disc of texture disc of texture disc of texture disc of texture disc of
texture disc of texture



1.5 Texture 4

disc of texture disc of texture disc of texture disc of texture disc of
texture disc of texture



1.6 Texture 5

disc of texture disc of texture disc of texture disc of texture disc of texture disc of texture disc of texture

