

THE GEORGE WASHINGTON UNIVERSITY
Department of Computer Science
CS 6554 - Computer Graphics II - Spring 2019

Assignment 4 Due: April 4
Texture Mapping

Description: You are to augment assignment 3 by adding textures (e.g. color). You can use any of the mapping techniques we discussed in class. You can use Phong shading model.

Input:

- a) Geometric data for a polygonal objects
- b) Viewing parameters
- c) Lighting parameters
- d) Texture map

Output: Texture mapped, Phong shaded view of objects

Hand in: Put your source code on Blackboard
Place some images you generated on Blackboard forum

Extensions: Modulate different parameters: Environment mapping, bump mapping, transparency, etc. Use procedurally generated textures (a la Perlin).