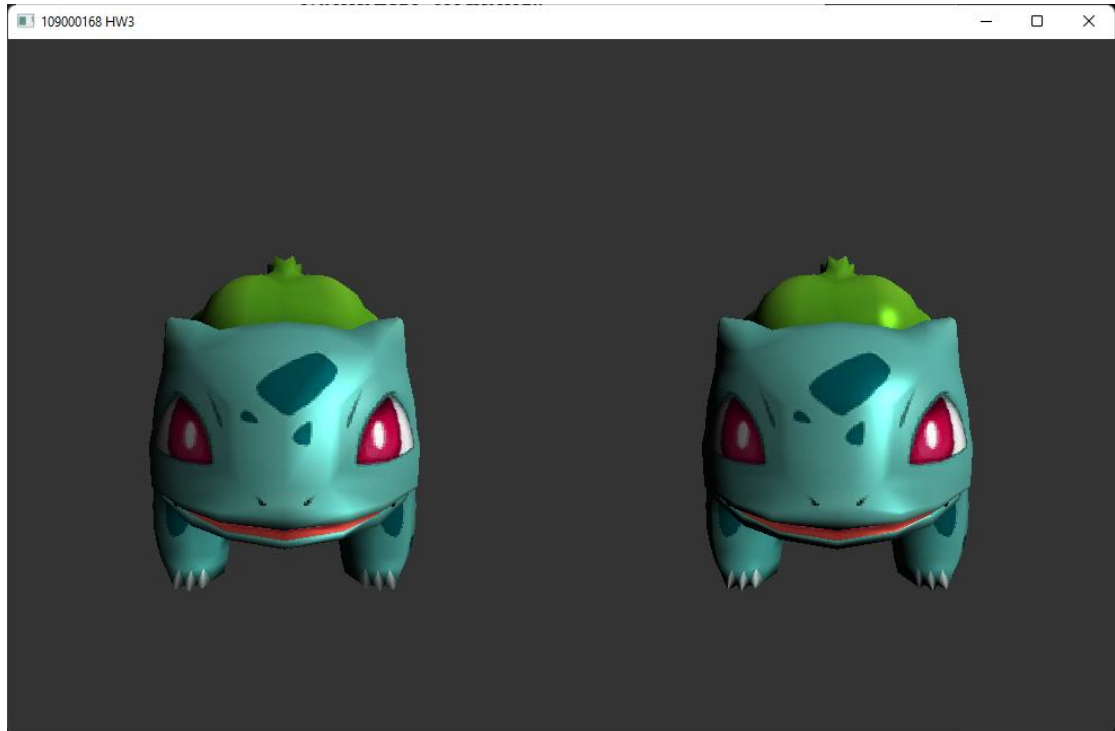


# Computer Graphics

## Assignment 3 Texture Mapping

109000168 許媛香

- Textured model rendered



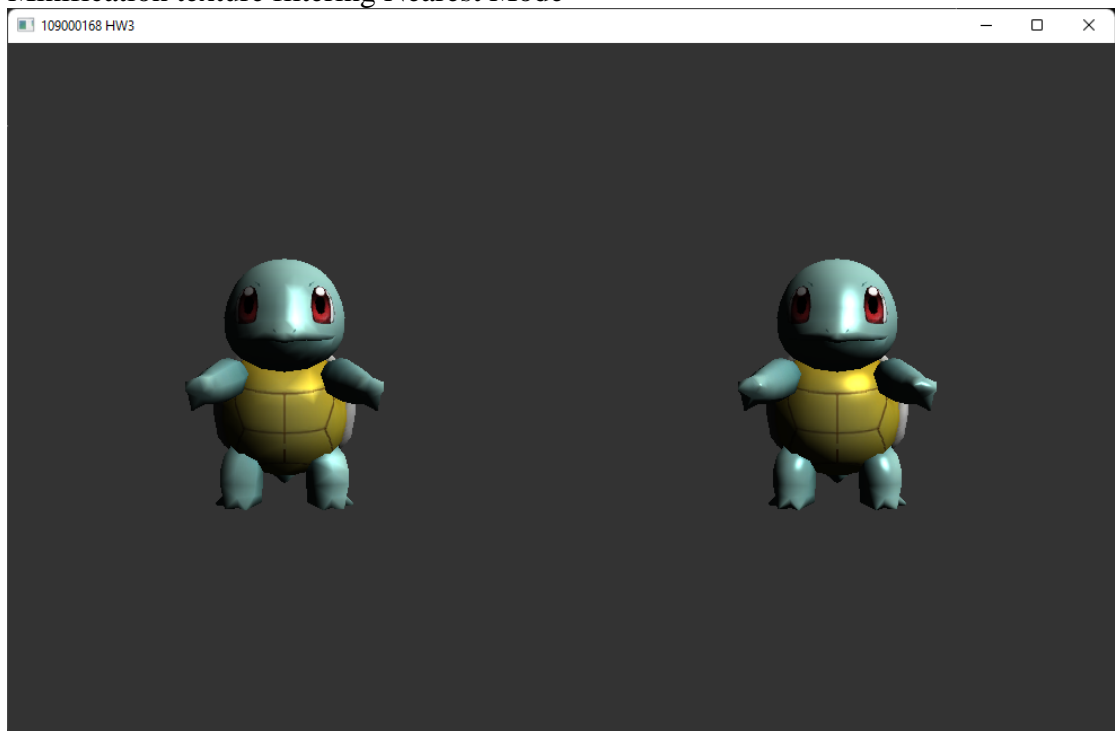
- Magnification texture filtering Nearest Mode



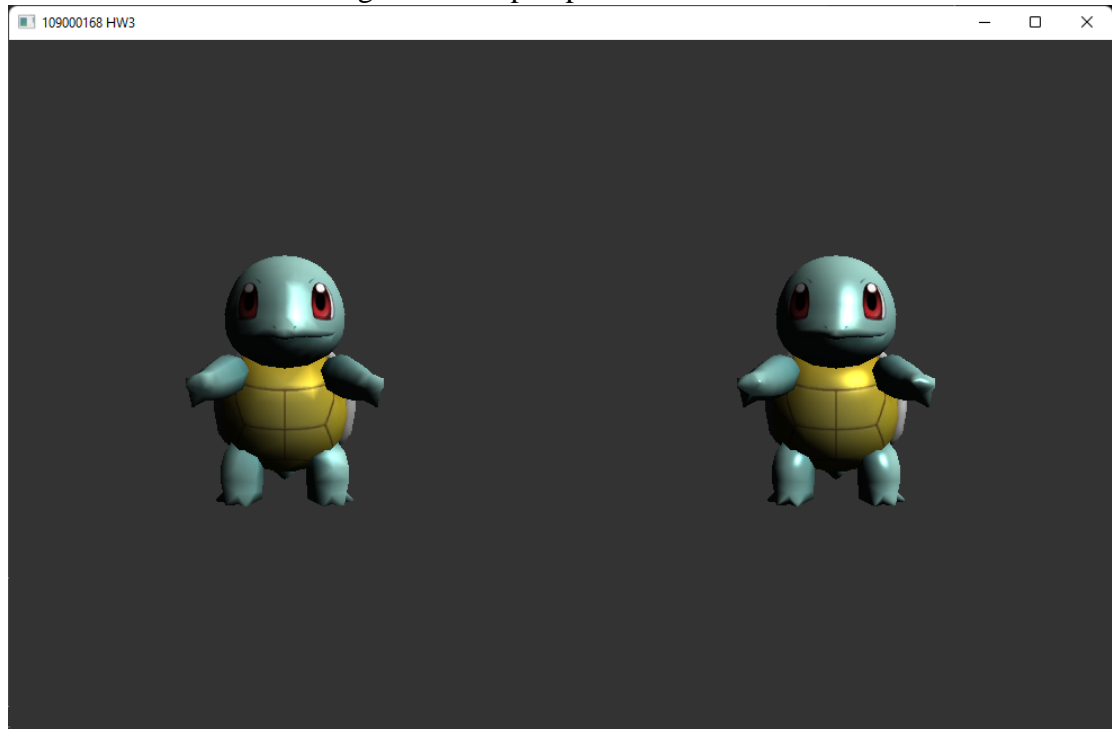
- Magnification texture filtering Linear Mode



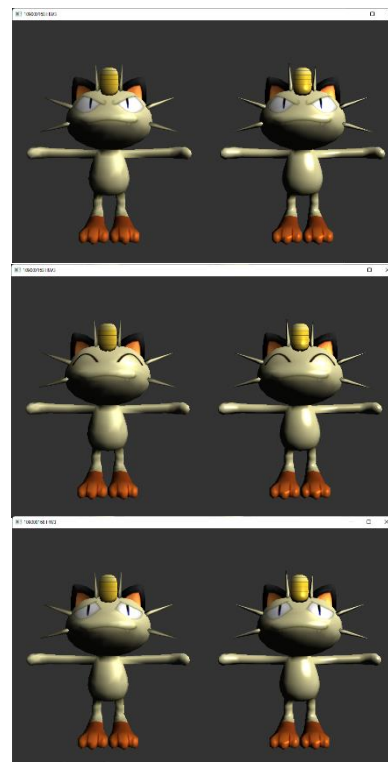
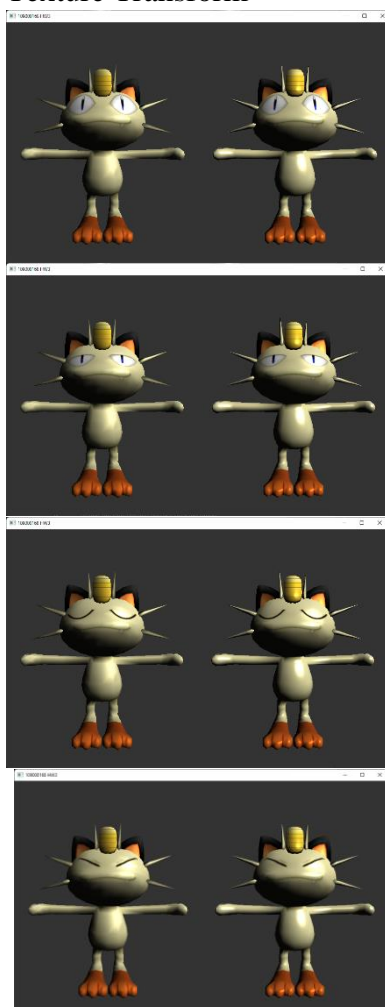
- Minification texture filtering Nearest Mode



- Minification texture filtering Linear Mipmap Linear Mode



- Texture Transform



- Program Control

The controlling is based on the description in **AS03\_Detail**.

Transformation and Lighting control are the same as **AS02\_Detail**.

- Keyboard

G : switch the magnification texture filtering mode.

B : switch the minification texture filtering mode.

Left : transform model's eyes on reverse order (7-1).

Right : transform model's eyes on normal order (1-7).

- Special things

None