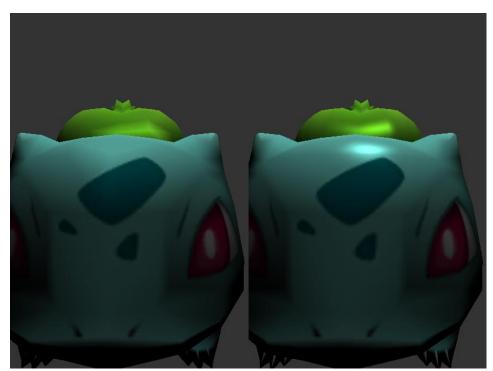
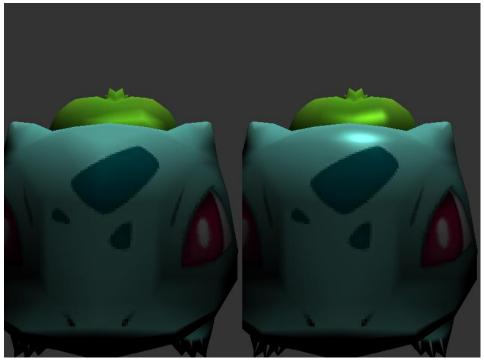
## Homework3: Texture Mapping

108062509 林奕奇

## 1. Some Screen Shot

(i) magnification texture filtering: (上面的是 linear,下面是 nearest)





(ii) minification texture filtering: (上面的是 linear\_mipmap\_linear,下面 是 nearest)





(iii) texture coordinate addressing: (上面的是 mirror,下面的是 repeat)





## 2. Description of my program control instructions

Key mapping:

Z/X: switch model

P: Perspective projection

O: Orthogonal projection

T: Translation mode

S: Scale mode

R: Rotation mode

E: eye position mode

C: viewing center position

U: camera up vector mode

L: change light type

K: light editing mode

J: Shininess editing mode

I: print some information

G: change magnification texture filtering mode nearest/linear

B: change minification texture filtering mode nearest/linear mipmap linear

V: texture coordinate addressing mode mirror/repeat

## 3. Other special things I have done

ESC: exit program

D: disable/enable diffuse

A: disable/enable ambient

N: disable/enable specular