

# ***Assignment 3 – Texture Mapping Detail Instruction***

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# Goal

- ◆ Binding and passing the texture to shader.
- ◆ Modify the texture filtering & wrapping mode.
- ◆ Finish all the **TODO** in main.cpp, vertex shader and fragment shader



# Assignment 3

- ◆ **Announce date: 2020/05/27**
- ◆ **Deadline: 2020/06/17 23:59 (UTC+8)**
- ◆ **Late work will be penalized by 20/week.**
- ◆ **Hand in your homework by FTP in the following format:**
  - **Student ID (create one folder)**
    - ▶ **studentID\_HW3.zip**
    - ▶ **studentID\_HW3\_Report.pdf**



# FTP

- ◆ Use FileZilla to upload your assignment
- ◆ Server: `cgv.cs.nthu.edu.tw`
- ◆ Account: `cg2020`
- ◆ Password: `2020cg`
- ◆ Folder: Assignment 3
- ◆ To upload a new version, create a new one with `_v2`, for example: **123456789\_HW3\_v2.zip**



# Key Mapping

- ◆ **G**: switch the magnification texture filtering mode between **nearest/linear** sampling
- ◆ **B**: switch the minification texture filtering mode between **nearest/linear\_mipmap\_linear** sampling
- ◆ **V**: switch the texture coordinate addressing mode between **mirror/repeat** mode



# *Hint*

- ◆ **Finish all TODO in sample code, the transformation function is provided.**
- ◆ **Read the hint in code comment.**



# ***Report***

- ◆ **Some screen shot**
- ◆ **Description of your program control instructions**
- ◆ **Other special things you have done**



# Grading Policy

Item	Score
Textured model rendered	35%
Magnification texture filtering mode switch	20%
Minification texture filtering mode switch	20%
Texture coordinate addressing mode switch	20%
Report	5%
Total	100%

