

Homework3: Texture Mapping

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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

A: disable/enable ambient

D: disable/enable diffuse

N: disable/enable specular