

Assignment 4: Texturing Models

Assignment Description:

In this assignment, you are supposed to apply textures on the models you built in Assignment1 using your favorite pictures. You can choose different images for texturing different models. The models are as follows: (a) cube, (b) pyramid, (c) cone, (d) hexagon, (e) disc and (f) sphere. Place different models at different locations on the screen after applying model transformation. Final output may look like Figure 1.

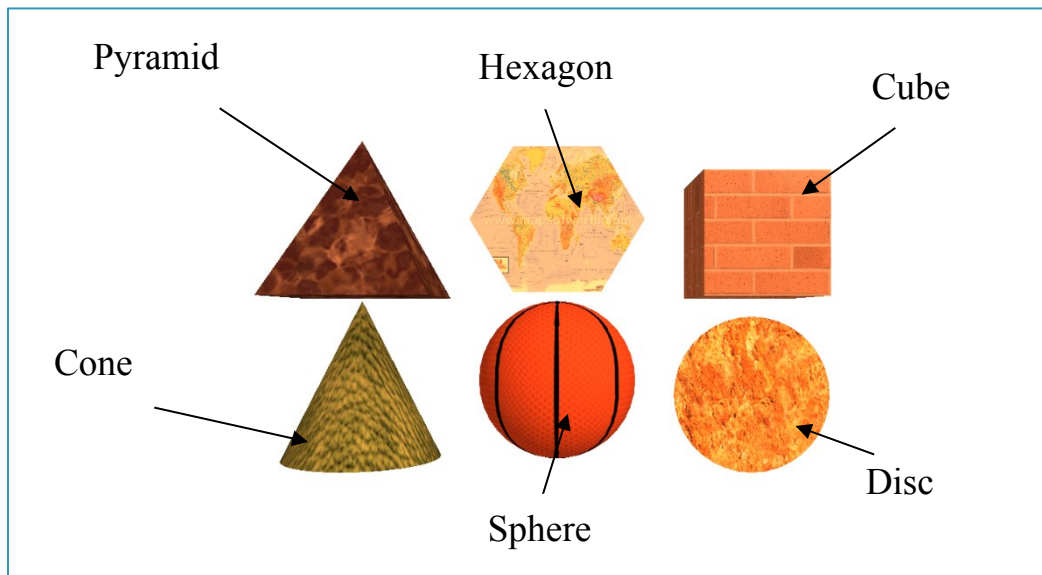


Figure 1: Texturing Models.

Implementation:

You can start working on the assignment using the example “TexturedPlane” uploaded on canvas. You can use the same shader files. Add codes for texture coordinates for each model.

Submission:

Submit all necessary files in a zipped format. Name the file as **Firstname_Lastname_4.zip** (your first name and last name).

Submission deadline is **Tuesday, May 15, 11:59 pm**.

This assignment carries a weightage of **15%** of this course.