



## Project 3



### Description

Attached Files: [proj3.pdf](#) (52.496 KB)



### Sample code

Attached Files: [sample3-1023.tgz](#) (8.866 MB)

Illustrates basic use of textures. Use 3D models provided with project 2 in this project. Textures are provided in the 'textures' directory.

Note that your code will have to include modulation of texture color with illumination for full credit.



### Sample output



### Putting a tilable texture on a torus

Attached Files: [torus.pdf](#) (28.779 KB)

You can model the torus as described in this writeup.  
For a vertex at  $P(\psi, \phi)$  use texture coordinates  $\psi/(2\pi)$ ,  $\phi/(2\pi)$ .



### Model of sphere

Attached Files: [sphere.t.bz2](#) (55.83 KB)

Good for testing environment map (the reflection should be very close to the original texture). Once this works, use models from project 2 for more fun results.