

Nama : Nabila A'idah Diani
NRP : 5025211032
Kelas : Grafika Komputer A

Tugas Texture Mapping

1. Code yang ditambahkan

```
function draw() {  
    gl.clearColor(0,0,0,1);  
    gl.clear(gl.COLOR_BUFFER_BIT | gl.DEPTH_BUFFER_BIT);  
  
    /* Set up modelview to hold the viewing transform. */  
  
    mat4.lookAt(modelview, [0,0,10], [0,0,0], [0,1,0]);  
    mat4.rotateX(modelview, modelview, rotateX);  
    mat4.rotateY(modelview, modelview, rotateY);  
    mat4.rotateZ(modelview, modelview, rotateZ);  
  
    drawSquare(textureObjects[0]); // back face  
    mat4.rotateY(modelview, modelview, Math.PI/2);  
    drawSquare(textureObjects[1]); // left face  
    mat4.rotateY(modelview, modelview, Math.PI/2);  
    drawSquare(textureObjects[2]); // front face  
    mat4.rotateY(modelview, modelview, Math.PI/2);  
    drawSquare(textureObjects[3]); // right face  
    mat4.rotateX(modelview, modelview, -Math.PI/2);  
    drawSquare(textureObjects[4]); // top face  
    mat4.rotateX(modelview, modelview, Math.PI);  
    drawSquare(textureObjects[5]); // bottom face  
}
```

```
/* Initialize the WebGL context. Called from init() */  
function initGL() {  
    let prog = createProgram( gl, vertexShaderSource, fragmentShaderSource );  
    gl.useProgram(prog);  
  
    let aCoordsLoc = gl.getAttributeLocation(prog, "a_coords");
```

```

let coordsBuf = gl.createBuffer();
gl.bindBuffer( gl.ARRAY_BUFFER, coordsBuf );
let coords = new Float32Array( [ -1,-1,1, 1,-1,1, 1,1,1, -1,1,1 ] );
gl.bufferData( gl.ARRAY_BUFFER, coords, gl.STATIC_DRAW );
gl.vertexAttribPointer(aCoordsLoc, 3, gl.FLOAT, false, 0, 0);
gl.enableVertexAttribArray(aCoordsLoc);

let aTexCoordsLoc = gl.getAttribLocation(prog, "a_texCoords");
let tCoordsBuf = gl.createBuffer();
gl.bindBuffer( gl.ARRAY_BUFFER, tCoordsBuf );
let tCoords = new Float32Array( [ 0,0, 1,0, 1,1, 0,1 ] );
gl.bufferData( gl.ARRAY_BUFFER, tCoords, gl.STATIC_DRAW );
gl.vertexAttribPointer(aTexCoordsLoc, 2, gl.FLOAT, false, 0, 0);
gl.enableVertexAttribArray(aTexCoordsLoc);

uTransformMatrixLoc = gl.getUniformLocation(prog, "u_transformMatrix");
uNormalMatrixLoc = gl.getUniformLocation(prog, "u_normalMatrix");

let uNormalLoc = gl.getUniformLocation(prog, "u_normal");
gl.uniform3f(uNormalLoc, 0, 0, 1);
let uDiffuseLoc = gl.getUniformLocation(prog, "u_diffuse");
gl.uniform3f(uDiffuseLoc, 1, 1, 1);

gl.enable(gl.DEPTH_TEST);

mat4.perspective(projection, Math.PI/8, 1, 5, 15);

gl.pixelStorei(gl.UNPACK_FLIP_Y_WEBGL,1);

let image = 0; // To keep track of loaded images
for (let i = 0; i < 6; i++) {
    img[i] = new Image();
    img[i].onload = function (index) {
        return function () {
            textureObjects[index] = gl.createTexture();
            gl.bindTexture(gl.TEXTURE_2D, textureObjects[index]);
            gl.texImage2D(gl.TEXTURE_2D, 0, gl.RGBA, gl.RGBA, gl.UNSIGNED_BYTE,
img[index]);
            gl.generateMipmap(gl.TEXTURE_2D);

```

```
    image++;

    if (image === 6) {
        draw();
    }
};

}(i); // Pass the current value of i to the closure

img[i].src = textureURLs[i];
}
}
```

2. Hasil

Texture Mapping on the Sides of a Cube

Nabila A'idah Diani - 5025211032

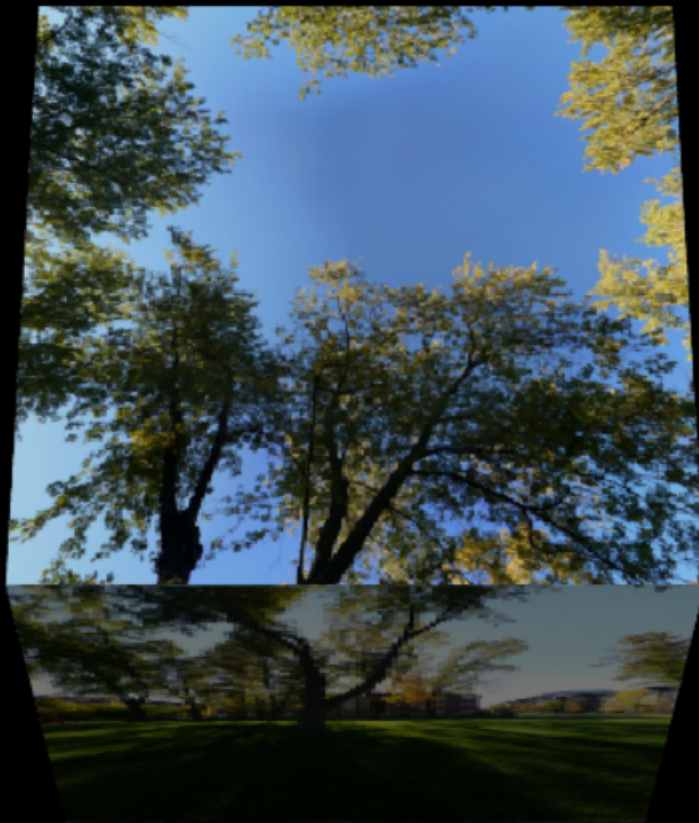
Use the arrow keys, PageUp, and PageDown to rotate the object.
Press Home and Enter or Return to go back to the default view.



Texture Mapping on the Sides of a Cube

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Use the arrow keys, PageUp, and PageDown to rotate the object.
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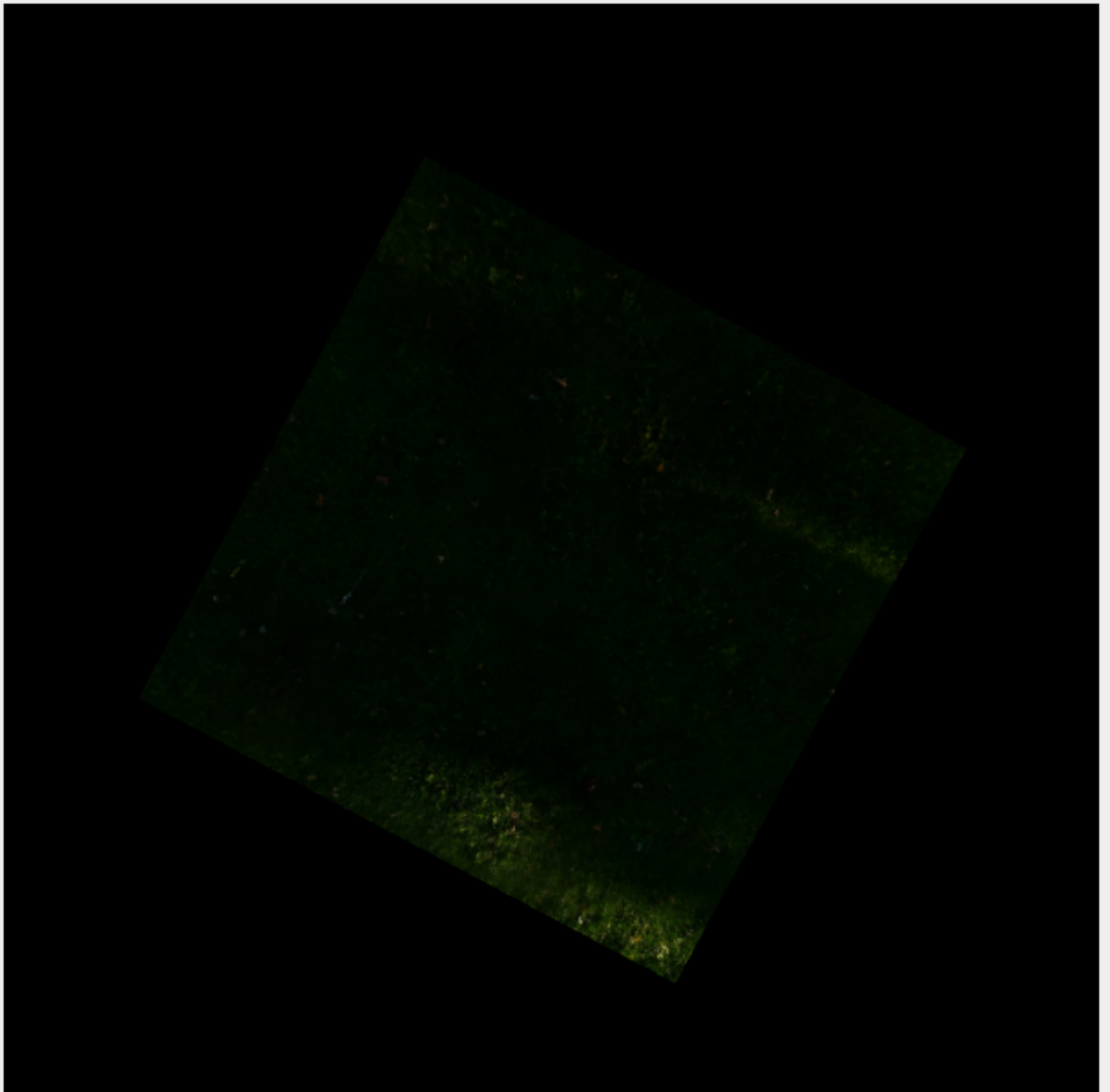
Use the arrow keys, PageUp, and PageDown to rotate the object.
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3. Link github
<https://github.com/nabilaaidah/WebGL-MappingTexture>