Computer Graphics – Homework 3

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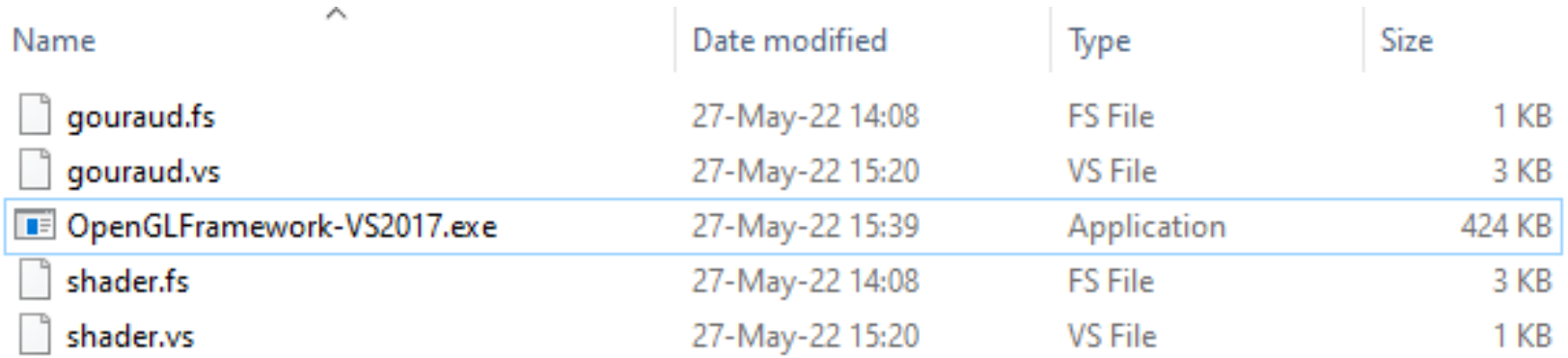
Executable

- The shaders must be in the same folder as the binary's in order to execute the program.



Name	Date modified	Type	Size
gouraud.fs	27-May-22 14:08	FS File	1 KB
gouraud.vs	27-May-22 15:20	VS File	3 KB
OpenGLFramework-VS2017.exe	27-May-22 15:39	Application	424 KB
shader.fs	27-May-22 14:08	FS File	3 KB
shader.vs	27-May-22 15:20	VS File	1 KB

Figure: Executable folder

Static Key Controls

- G: nearest/linear magnification
- B: nearest-mipmap-linear/linear-mipmap-linear minification
- $\rightarrow$: next eye texture
- $\leftarrow$: previous eye texture

Texture Wrapping

- Since GL_REPEAT is the default behavior for textures in OpenGL, explicitly invoking the respective API for type B models is not needed.

Figure: Type B model

Texture Filtering – Magnification

Figure: Nearest magnification

Texture Filtering – Magnification (Continued)

Figure: Linear magnification

Texture Filtering – Minification

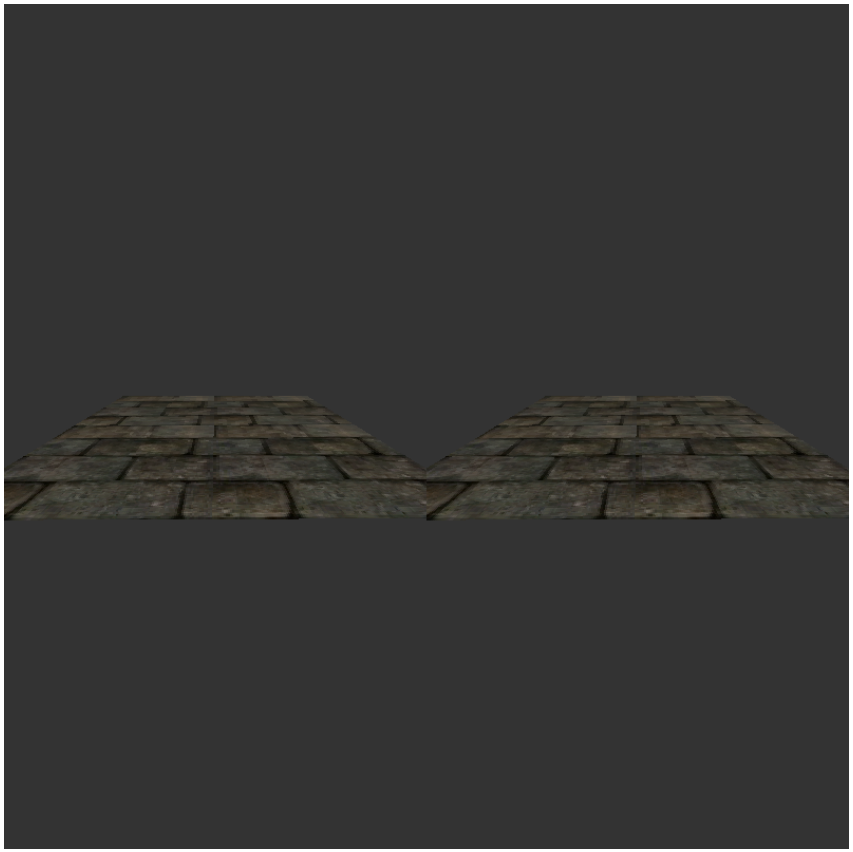


Figure: Nearest-mipmap-linear minification

Texture Filtering – Minification (Continued)

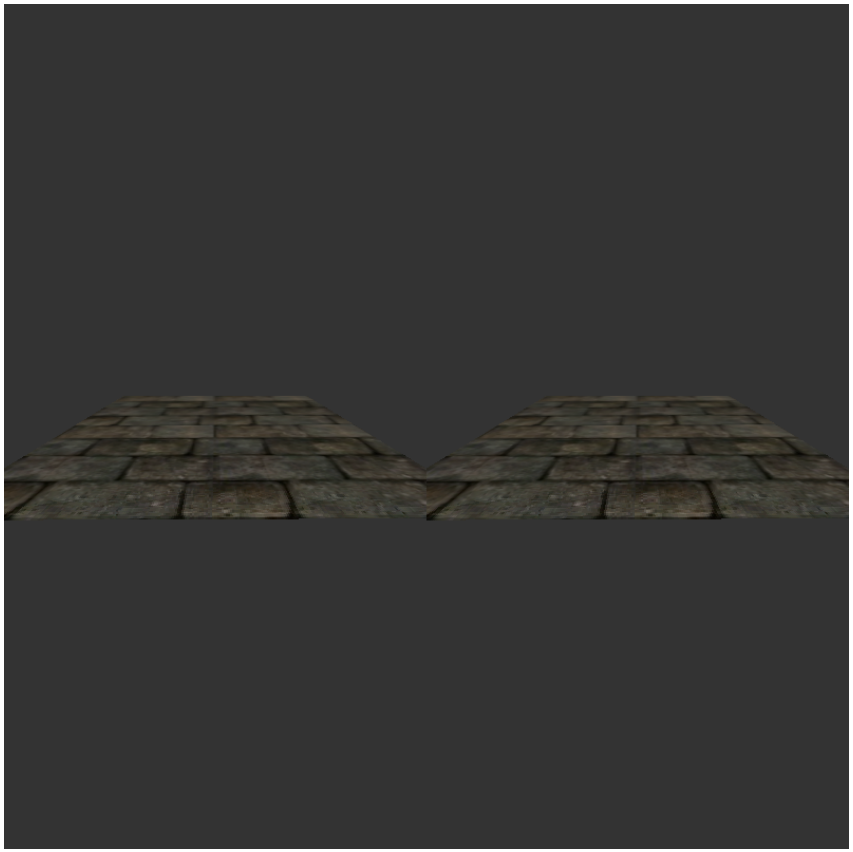


Figure: Linear-mipmap-linear minification

Texture Transform

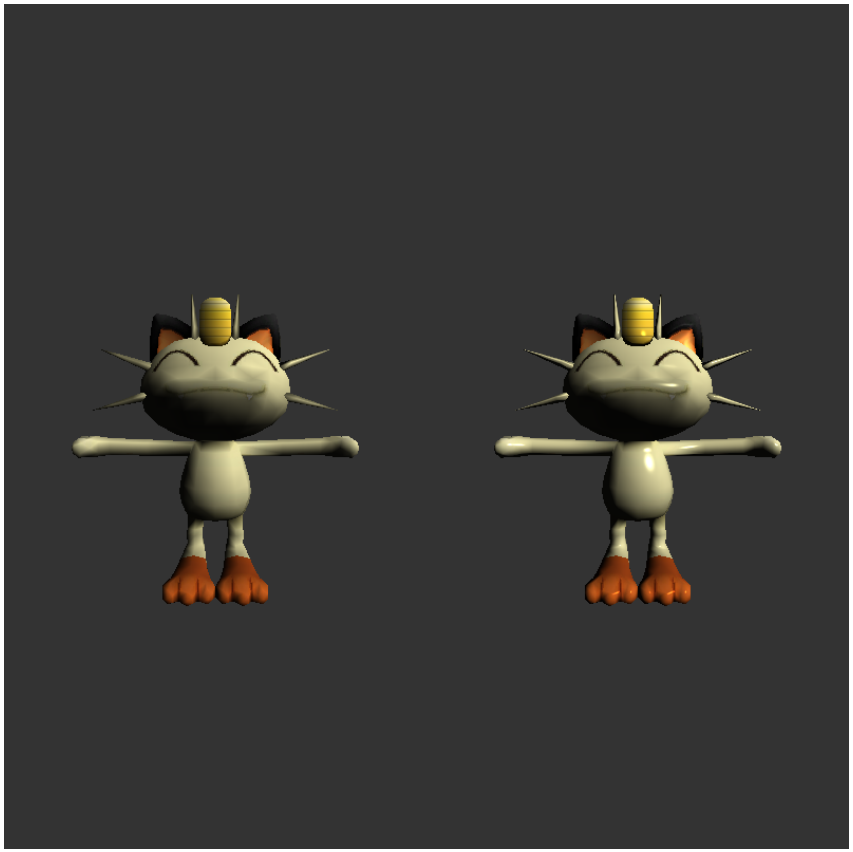


Figure: Eye texture