심화전공실습 1

#p13\_texture\_mapping

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | P1 | P2 | P3 | P4 | E1 | Total |
| Score | 1 | 1 | 1 | 1 | 1 | 5 |

Self-scoring table

이름 최영찬

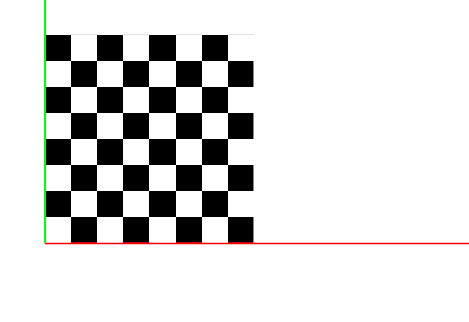
학번 2016603042

학과 수학과

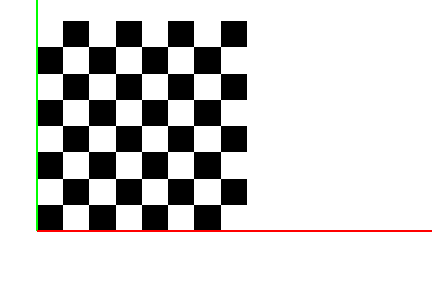
제출일 2020.11.29.

**Practice**

1. Checkerboard texture



U key를 눌렀을 때



2. Texture files in the raw format (marble and logo example)

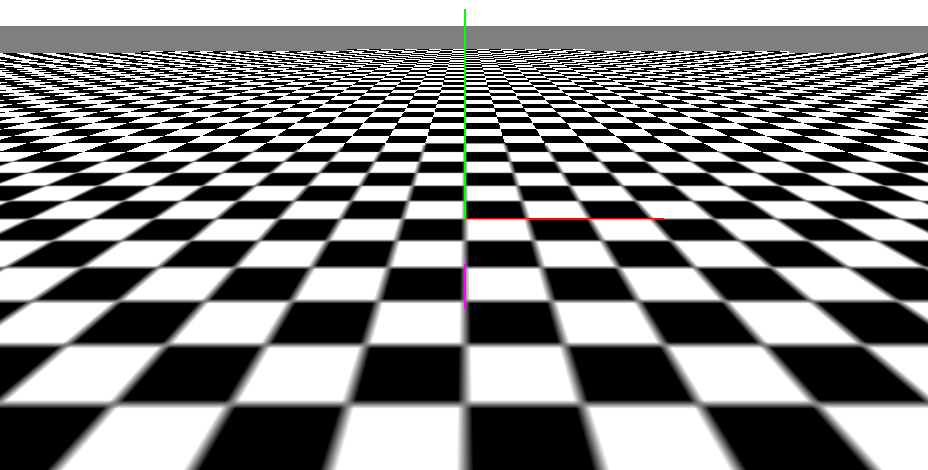
marble



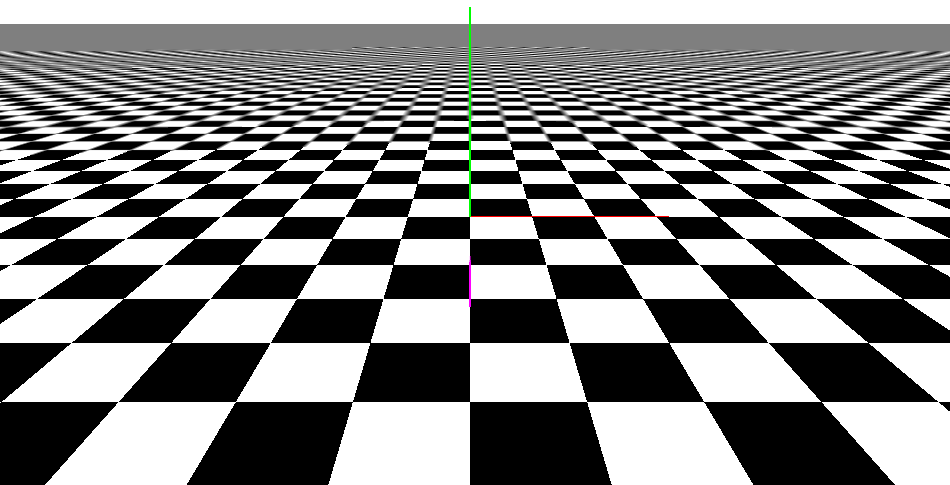
logo

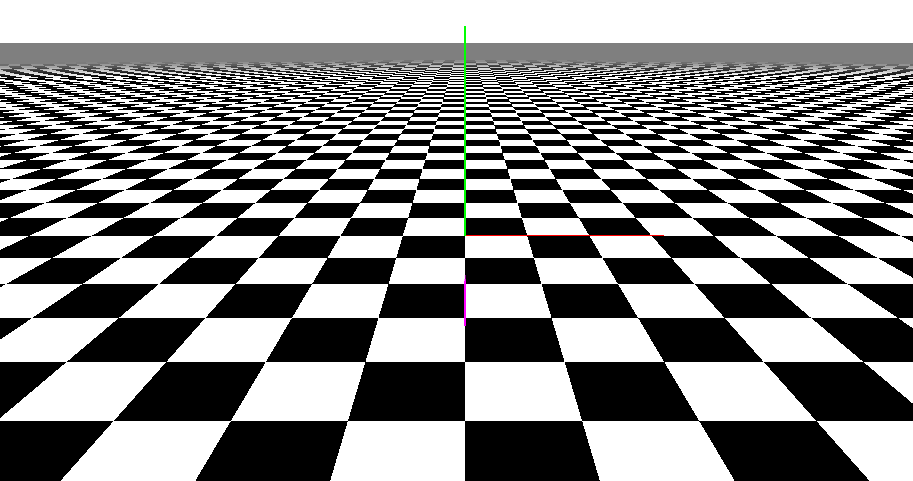


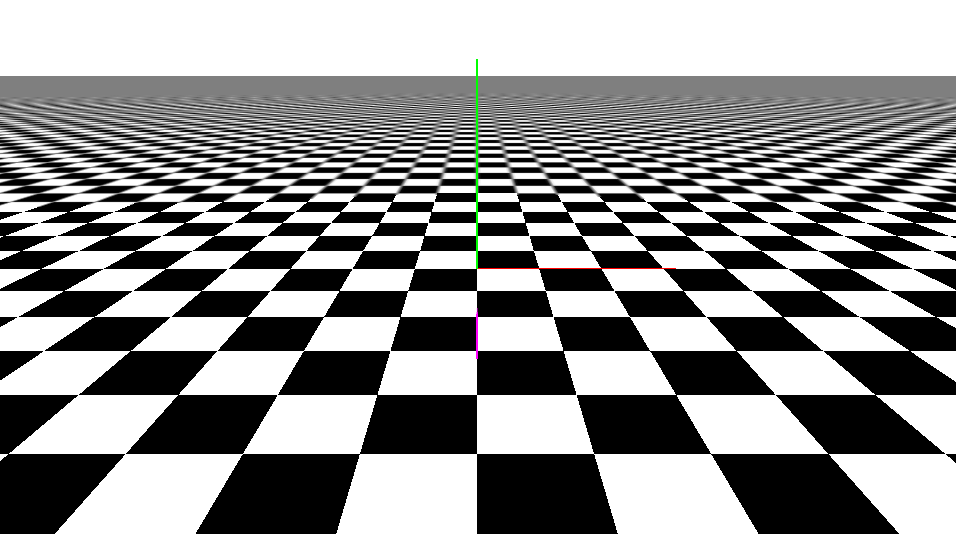
3. Antialiasing with mipmapping (floor example)

GL\_NEAREST\_MIPMAP\_LINEAR 

GL\_LINEAR\_MIPMAP\_NEAREST

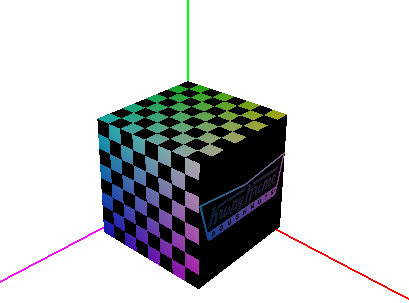


GL\_NEAREST\_MIPMAP\_LINEAR 

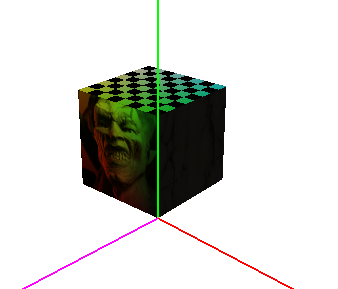
GL\_LINEAR\_MIPMAP\_LINEAR 

8번을 눌렀을 때 Antialiasing이 가장 자연스럽게 잘 되었다.

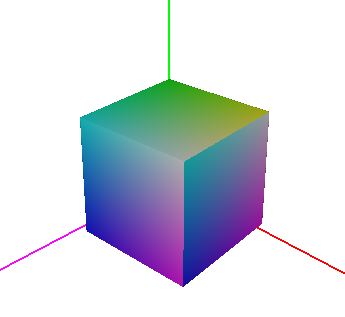
4. Texture mapping to a cube



회전시키는 모습



Texture off

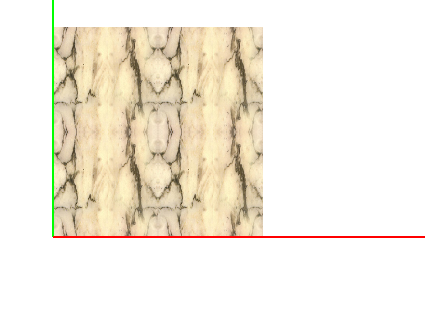


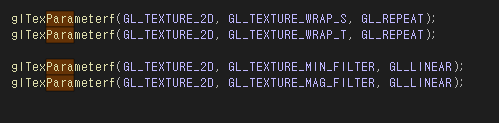
**Exercise**

1. Texture wrapping using a marble texture

왼쪽은 실행 후 m 만 누른상태

오른쪽은 shift+up key를 한번 누른 상태

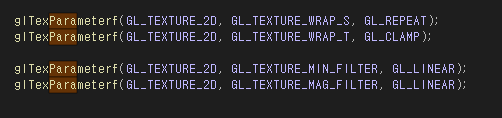




그림이 REPEAT 되어 4개가 나왔다.

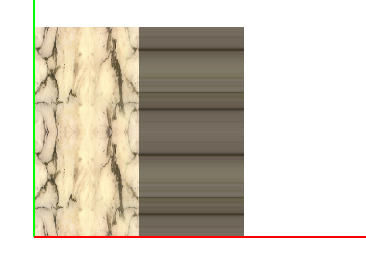


shift+up key를 한번 누른 상태

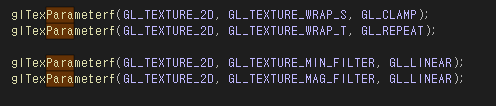


GL\_TEXTURE\_WRAP\_T 에서 GL\_REPEAT를 GL\_CLAMP 로 바꿨다.

상단 오른쪽은 REPEAT가 되었고 하단은 CLAMP 되었다.

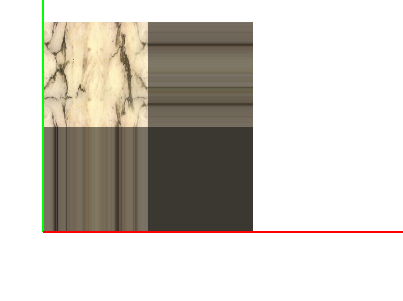


shift+up key를 한번 누른 상태

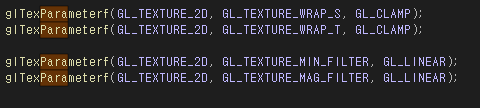


GL\_TEXTURE\_WRAP\_S 에서 GL\_REPEAT에서 GL\_CLAMP로 바꿨다.

하단 좌측은 GL\_REPEAT 되었고 우측은 GL\_CLAMP 되었다.



shift+up key를 한번 누른 상태



GL\_TEXTURE\_WRAP\_S 와 GL\_TEXTURE\_WRAP\_T 를 모두 GL\_CLAMP 로 바꿨다.

모두 GL\_CLAMP 되었다.