

Texture Mapping

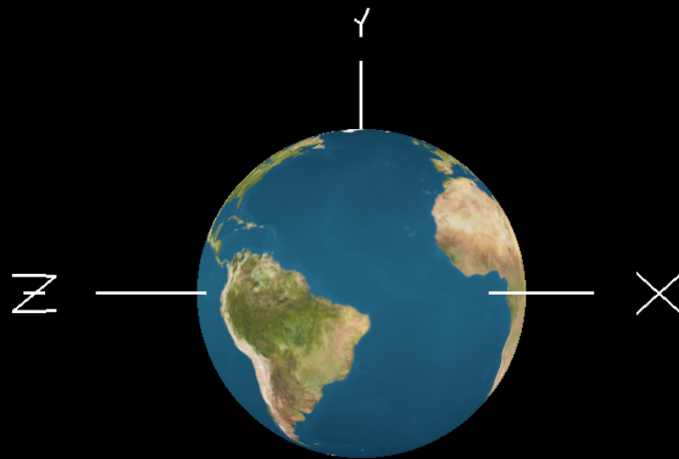
Project 3

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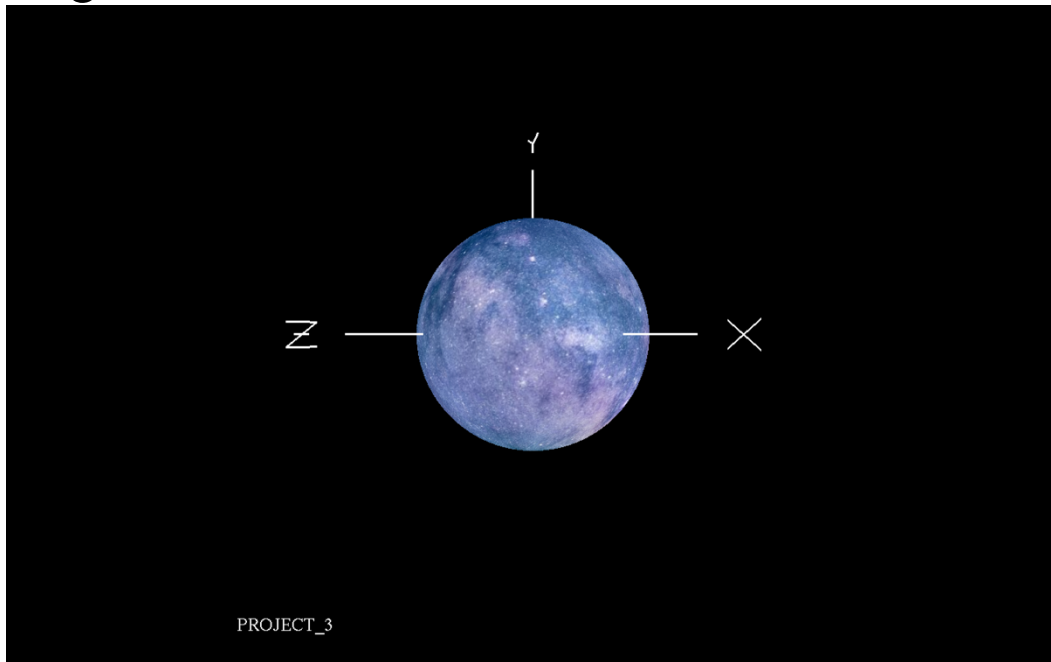
Output:

1)Image 1

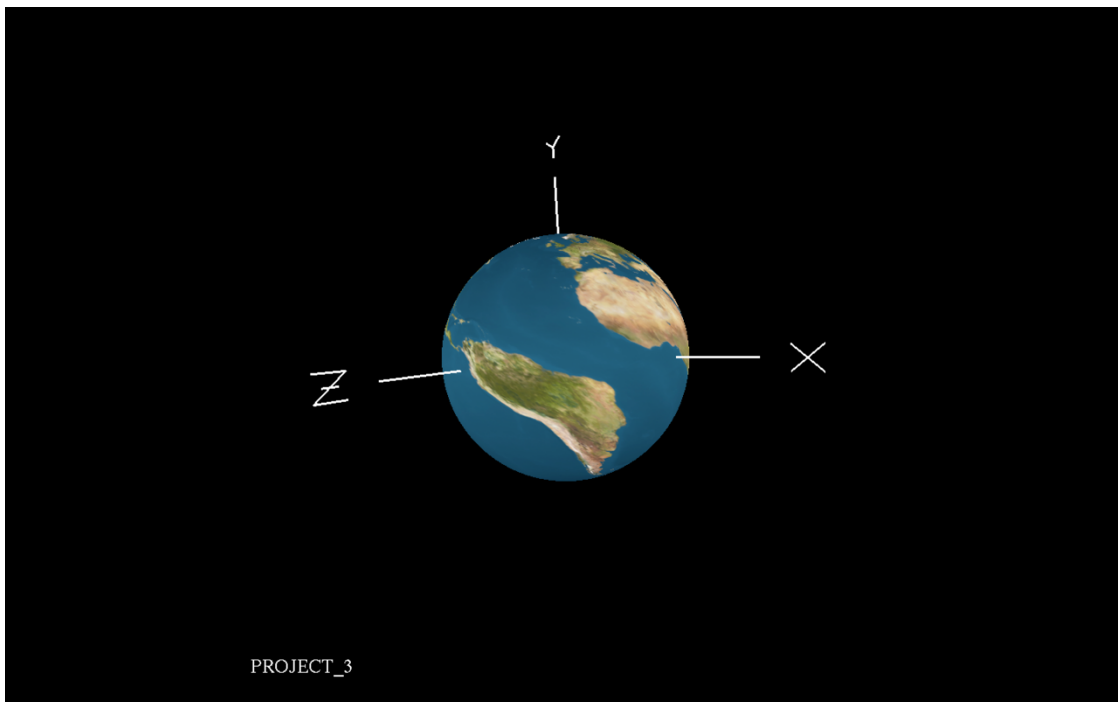


PROJECT_3

2) Image 2



3) Distort



Here is the video creating sphere and adding texture and distortion as per requirements given in file.

Video Link: https://media.oregonstate.edu/media/t/1_dxd6a06p