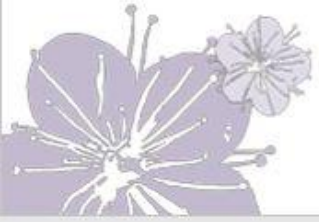# OpenGL HW3

CS 550000 Computer Graphics
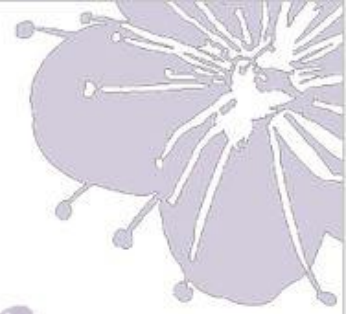
May 30, 2018

CGV Lab, NTHUCS

Outline
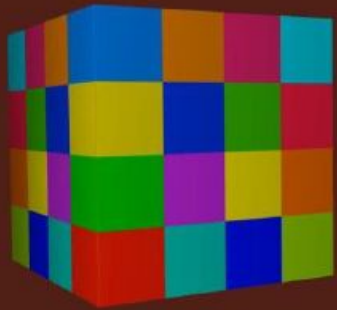
- Goal

- Requirement & Keyboard

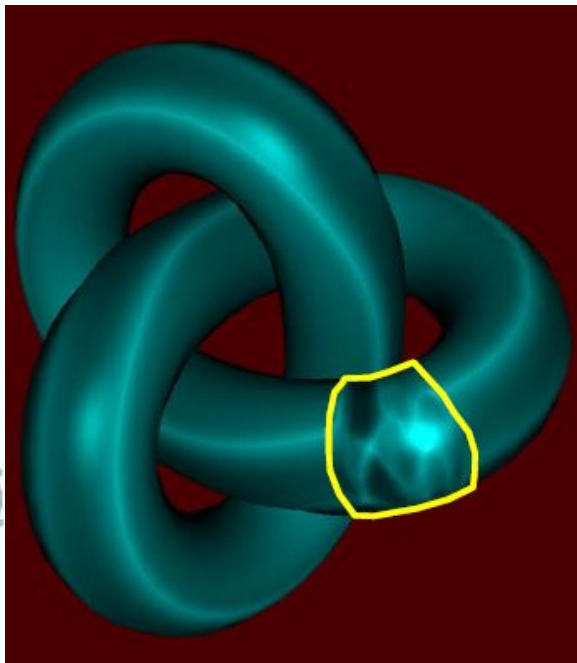- Grading principle

- How to submit your homework

Goal

Practice

- Render a texture-mapped 3D model on the screen

- Observe Linear / Nearest magnification filtering

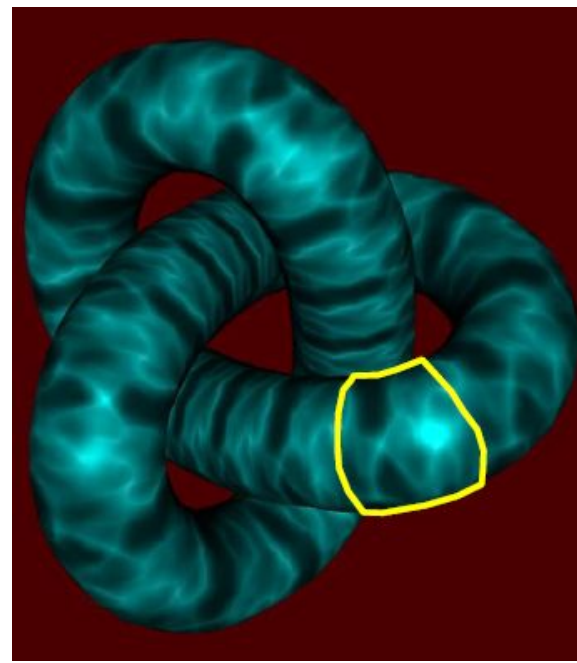- Observe Linear / Nearest minification filtering

Goal

- Observe REPEAT / CLAMP_TO_EDGE on texture s/t warp

Clamp TO EDGE

REPEAT

Requirement & Keyboard

- Texture mipmapping is required
- Key f:Toggle Linear / Nearest on magnification filtering
- Key g:Toggle Linear / Nearest on minification filtering
- Key h:Toggle REPEAT / CLAMP_TO_EDGE on texture s/t warp

- Other key functions provided by the Framework 3
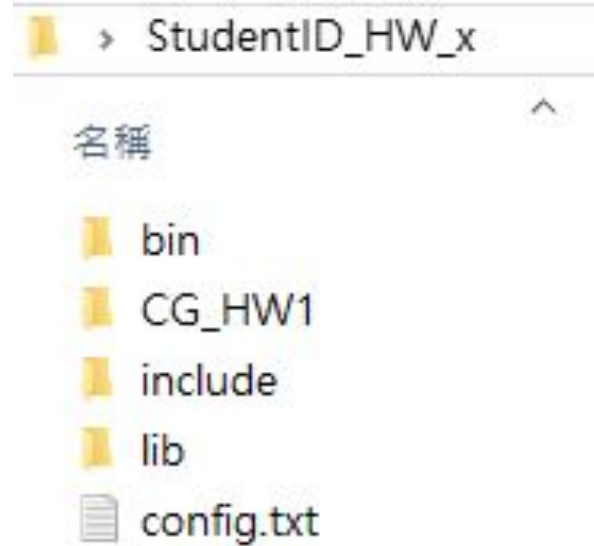
Grading principle

Total score: 100

- Render texture map model correctly (50 %)

- Filtering (15 %)

- Texture s/t warp (15 %)

- **Report (20 %)**

  - Please write down your observation about what's the difference between each texture mode

How to submit your homework

- Check your folder structure
  - Folder name: StudentID_HW_x
  - StudentID : type your student id

How to submit your homework

- In StudentID_HW_x\CG_HWx
    - Delete CG_HWx.VC.db
    - **Must delete .vs**

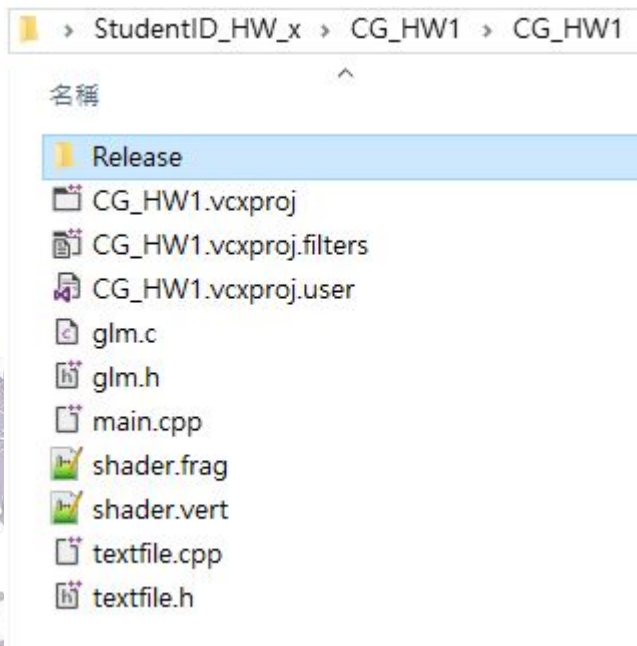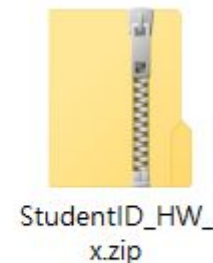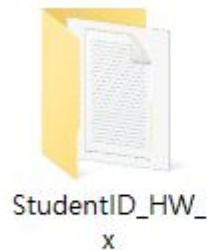# How to submit your homework

- In StudentID_HW_x\CG_HWx\CG_HWx
  - Delete Release
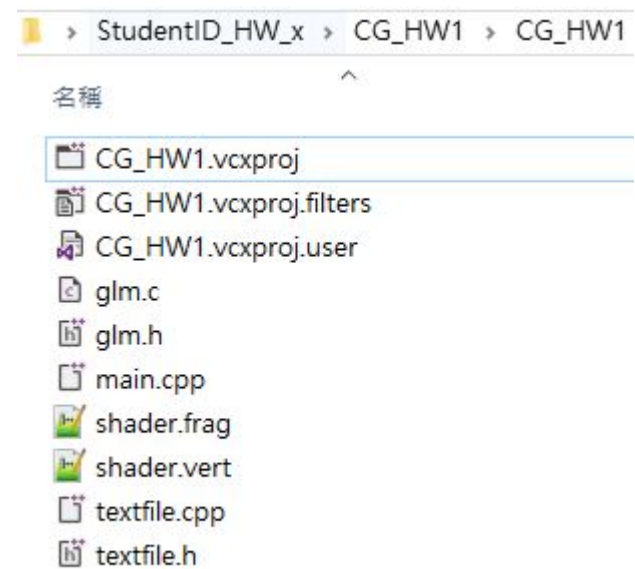
How to submit your homework

- Zip StudentID_HW_x -> StudentID_HW_x .zip
- Please make sure your zip file **DOES NOT** contain the folder of ColorModels

StudentID_HW_
x

⟶

StudentID_HW_
x.zip

How to submit your homework

- Submit zip to iLMS
- iLMS homework page
  - Title: HWx_yourStudentID_name
  - Ex: HW3_106012345_李曉萍