1) In this work I learnt how to apply texture to an object or a scene. Now I understand in games how they apply textures to the whole scene and make it look like an infinite space by just moving the position of the object or position of the camera.

2) I also learnt how to put different textures to different objects. Moreover, I learnt how texture brings so many effects to the scene. We can also add bumps on top of the textue and aloso create env maps.

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