

Due: Tuesday March 9th at 6:00am
(OK to turn in by March 12th at 6:00am, but texture mapping is required for midterm)

Assignment 5—Texture Mapping

In a nutshell

Extend your interactive 3-D graphics application with texture mapping support.

Details

1. Texturing
 - Model space interpolation of texture coordinates
 - Bilinear or nearest neighbor texture lookup (selection through GUI)
 - Tiling by repetition and by mirroring (selection through GUI)
2. Example
 - Make a 3-D model with at least 4 texture mapped quads
 - The model should correspond to real world 3-D scene
 - At least 3 of the textures should be digital photographs that you acquire
 - Examples include the corner of a room or a box
 - At least one texture should be used by tiling
 - Make a 10 second 30 frames per second movie file showing your texture mapped scene.
3. Extra credit
 - Mip-mapping (3%)
 - Video sprite (3%)
 - Nice scene, i.e. complex geometry, animation (x%)

Turn in

- Code
- A README.txt description of your GUI
- Movie file