

CPSC 314 Homework 6

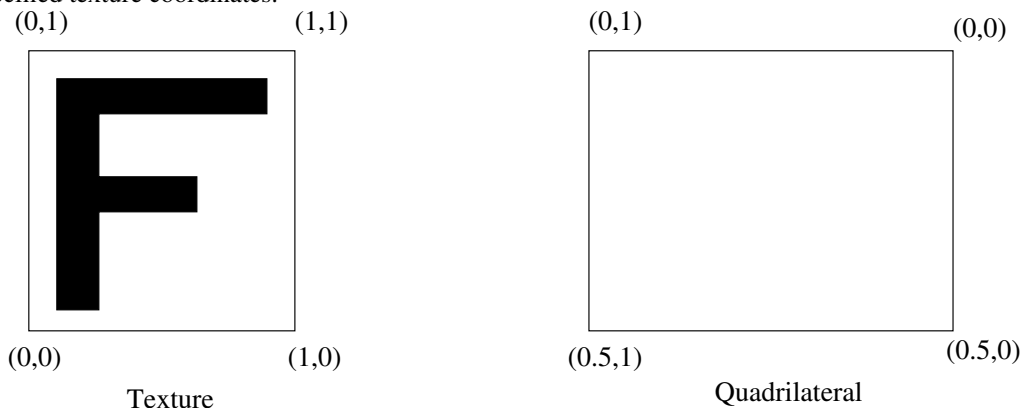


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This problem sheet deals with the depth buffer and blending. Solutions will be discussed in the labs in the week of March 9-13.

1 Texture Mapping

a) In the following figure, sketch the texture (left) as it would be applied to the rectangle (right) with the specified texture coordinates.



b) Starting with a rectangle with texture coordinates 0,0 (lower left), 1,0 (lower right), 1,1 (upper right), and 0,1 (upper left), specify the sequence of OpenGL commands that creates the texture coordinates shown on the right side of the figure above.

2 Texture Mapping Terminology

Define of the following terms:

Bump Mapping

Displacement Mapping

Environment Mapping

MIP Mapping