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.

![Texture Quadrilateral](image)

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 the following terms:
Bump Mapping

Displacement Mapping

Environment Mapping

MIP Mapping