

CPSC 314 Homework 6

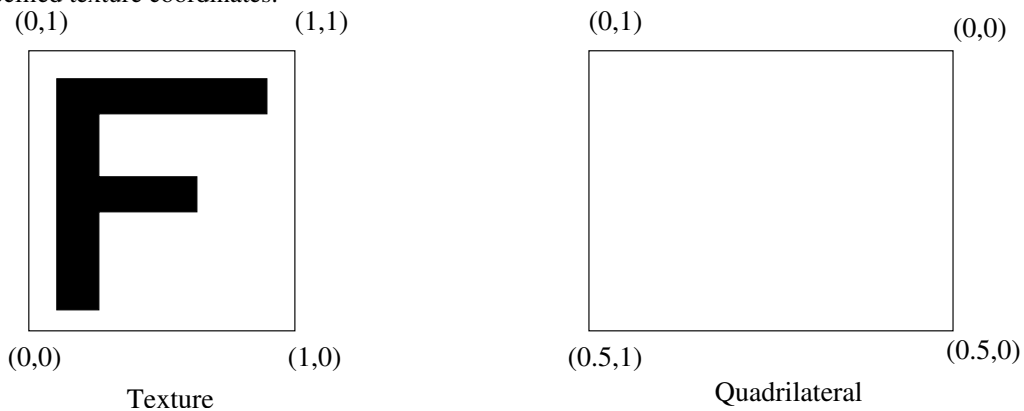


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This problem sheet deals with the depth buffer and blending. Solutions will be discussed in the labs in the week of March 14-18.

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