

Texturing

Due date: Friday, March 9

Add textures to your assignment 2 implementation. Feel free to use any textures you want (you can convert any images to tga format using ImageMagick convert tool, GIMP or Photoshop), and code for loading tga files is provided. If you prefer, you can also use a library of your choice to load other formats directly.

- Texture-map the sphere, with the whole surface covered by the texture.
- Texture-map the cylinder, with texture applied to the whole surface, including caps (again, write your own function for the cylinder).
- Texture map the teapot or another object you use, using a projective texture mapping.
- Map a pattern to the ground plane.

Pressing M should toggle mipmaps for all textures, pressing F toggles the filters between linear and nearest neighbor.

1 What to turn in

Just the source code and a working executable of your program; please make sure you include all textures your program uses.