

Edu Phong. glsl

Phong Phong shaders

Phong Gouraud shader

in/out variables

phLight (array) and phGlobal - uniform variables

Material properties: - generic vertex attributes.

Texture maps

Texture coordinates

Aliasing + texture maps

Bilinear interpolation

Mipmapping

Supersampling: Stochastic supersampling

Jittered supersampling

Jittered stochastic supersampling

Video 9.4 discusses how to use texture maps in OpenGL

My Geometries.cpp

Texture file names

Texture names (OpenGL assigned)

RgbImage::LoadBmpFile

glGenTextures

glBindTexture

glTexParameteri (wrapping, repeating,
mipmapping)

glTexImage2D

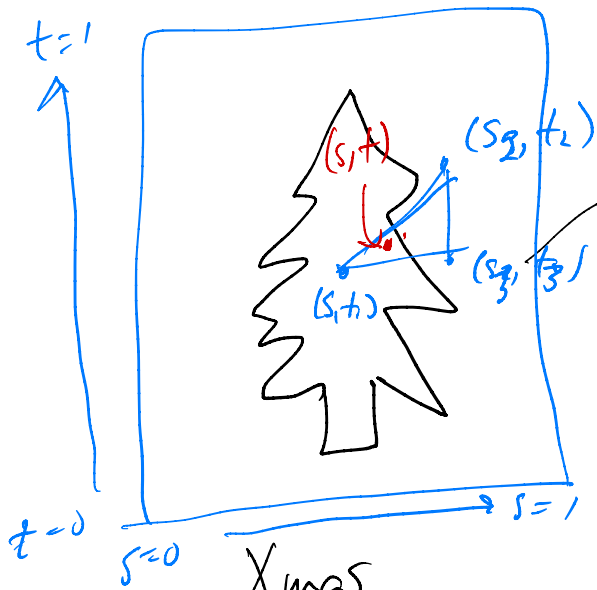
glGenerateMipMap(...)

glUniform1i (applyTextureMapLocation, true)

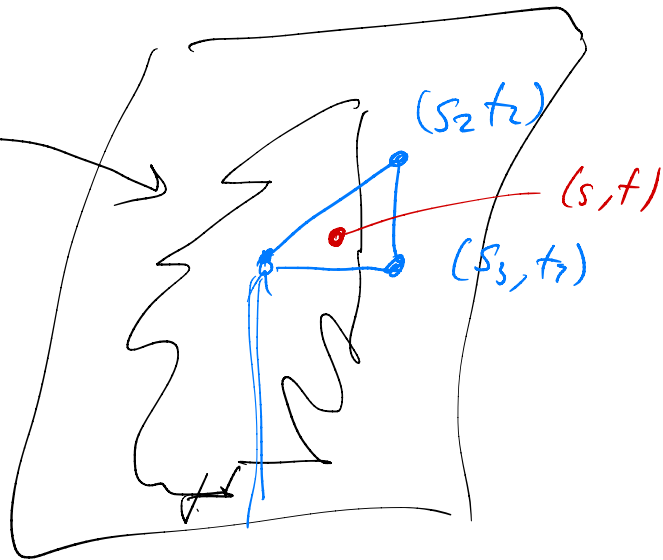
glBindTexture(...)

Then render

GLGeomCylinder::RenderSide, RenderTop, RenderBottom



Xmas
 tree
 picture



(s, t) - texture
 coordinates