A3—Texture Mapping

*Due: Monday October 5 at noon*

1. Expand your rendering engine with the following features:
2. Model space rasterization parameter interpolation
3. Texture mapping with tiling and with bilinear interpolation lookup
4. Create a texture mapped scene with at least 5 texture quads
	1. At least one texture should be acquired by you with a camera
	2. At least one texture should be tiled
	3. At least one texture should be downloaded from the web
	4. At least one texture should capture complex lighting
	5. At least one texture should capture a reflection
5. Render a 10s 30Hz 720p video sequence illustrating your scene.
6. Extra credit 3%: Lighting
	1. Ambient, diffuse, and specular per pixel lighting
7. Extra credit 3%: Mipmapping
	1. Texture LoD should be adapted to screen
8. Extra credit 3%: Sprites
	1. Support textures with transparent texels
9. Turn in via blackboard one zip archive that contains
	1. Source code
	2. Executable
	3. Video file

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