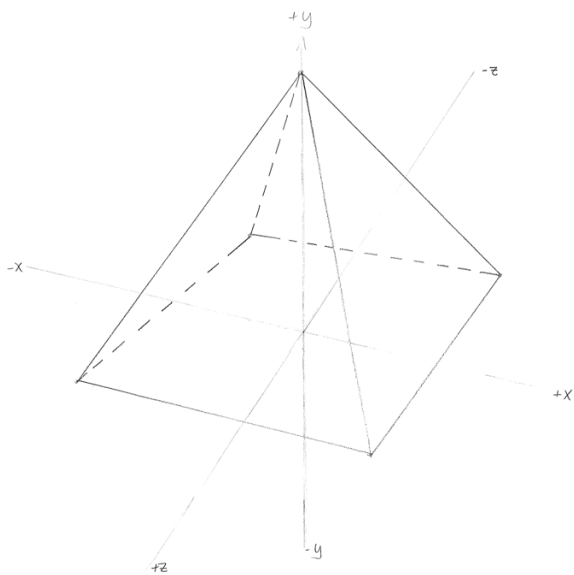


CSCI 480/580 – 1/14/2020 – Texture Coordinate Practice

Add **texture coordinates** to the pyramid mesh specified in OBJ format below. First write out the six unique texture coordinates on the left, then for each triangle face on the right, write the index of the texture coordinate for each of its vertices after the slash.

# positions:		# triangles:		
v 1.0 0.0 -1.0 # 1		# pos/tex	pos/tex	pos/tex
v 1.0 0.0 1.0 # 2		f 1 /	5 /	2 /
v -1.0 0.0 1.0 # 3		f 2 /	5 /	3 /
v -1.0 0.0 -1.0 # 4		f 3 /	5 /	4 /
v 0.0 1.0 0.0 # 5		f 4 /	5 /	1 /
# texture coordinates:		f 1 /	2 /	3 /
vt # 1		f 1 /	3 /	4 /
vt # 2				
vt # 3				
vt # 4				
vt # 5				
vt # 6				

Pyramid geometry:



Texture mapping scheme:

