Computer Graphics

Lecture 4-5

Implicit and Parametric Representations
Triangle Meshes: Texture Coordinates
Announcements

• HW0 due tonight

• A1 code due **Monday**!
  - Code is due Monday night - push to github and fill out the A0 Survey.
  - Submit your artifact to the A1 assignment on Canvas by Tuesday night

• Class is back in AW305 starting Monday.
Goals

• Understand the distinction between implicit and parametric representations of geometric objects.

• Understand how texture mapping can be used to establish correspondence between a 2D texture and a 3D shape.

• Know how texture coordinates are interpreted in meshes and represented OBJ format.
Logistics

• Same groups as last class (to the extent possible)

• If you didn't finish the L04 problems, start with those, then move onto the L05 problems.

• Same submission as last time
  
  • Send me (one) email with your OBJ file and the group member names (present today) in the body of the email.
  
  • Hand in L04 #3 and L05 #1-2 on paper.