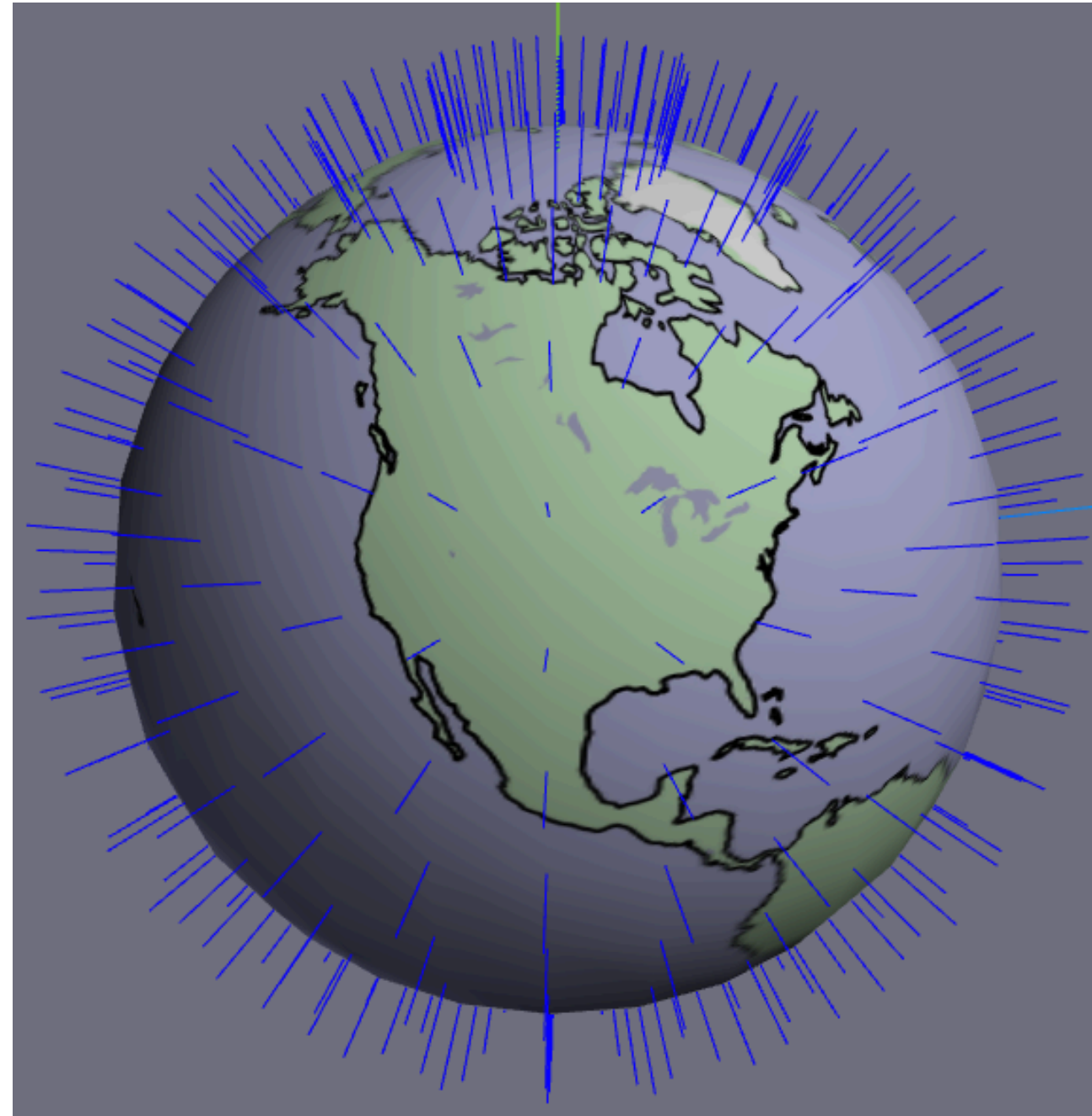# Computer Graphics

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.