Outline: 11/16

• Recap Lab 10

• Finish texture mapping

• Mini-lab to make sure Blender is installed correctly (we will start Blender properly on Monday)

  • **HW 7**: due today (I can stay a bit after class)
  • **HW 8**: due next Tues
  • **Office Hours**: Mon/Tues 4-5pm
    • can also come Thurs 4-5pm
Perspective Correct Texture Mapping

Camera: (0,0,0)

Viewport

\[ x_0, x_1, p_0, p_1 \]

1

\[ z_0, z_1 \]