

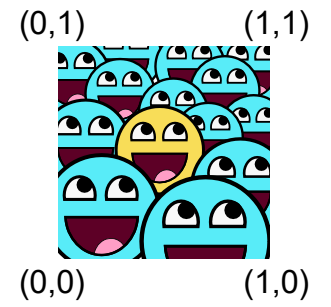
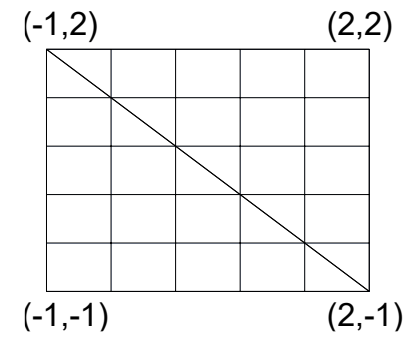
# Computer Graphics

## – Textures (Questions)

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J.-Prof. Dr. habil. Kai Lawonn

# Possible Questions



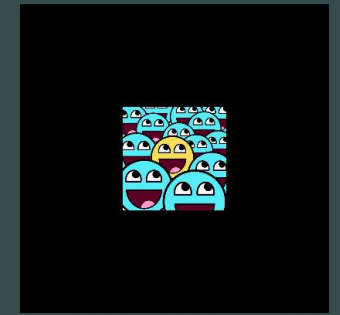
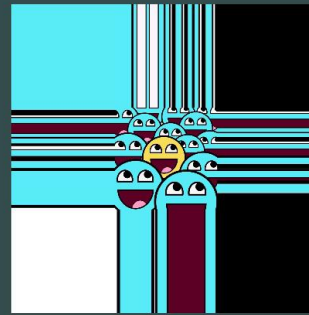
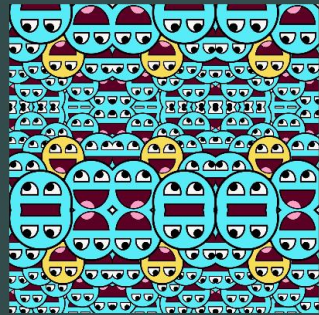
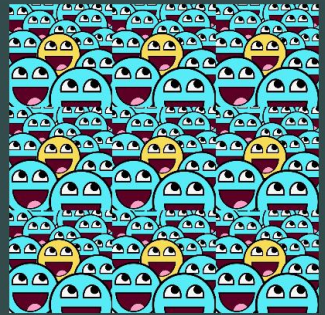
- Assign the correct setting to the image

GL\_CLAMP\_TO\_BORDER

GL\_REPEAT

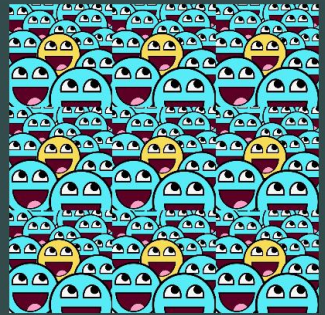
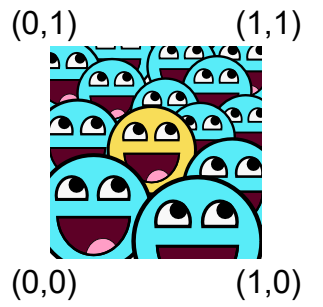
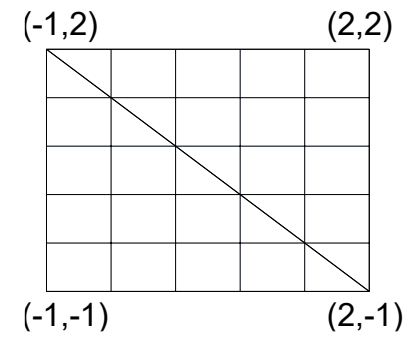
GL\_CLAMP\_TO\_EDGE

GL\_MIRRORED\_REPEAT

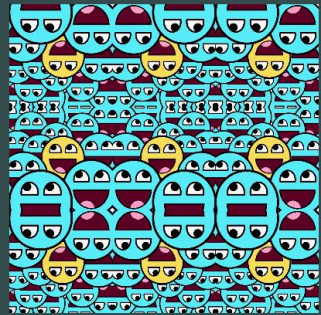


# Possible Questions

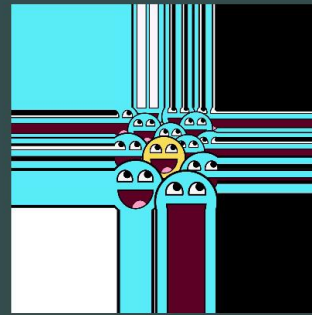
- Assign the correct setting to the image



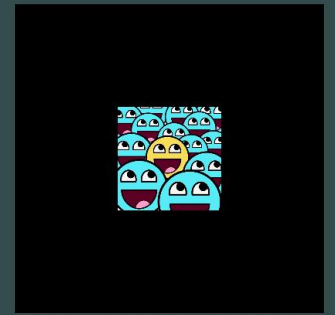
GL\_REPEAT



GL\_MIRRORED\_REPEAT



GL\_CLAMP\_TO\_EDGE

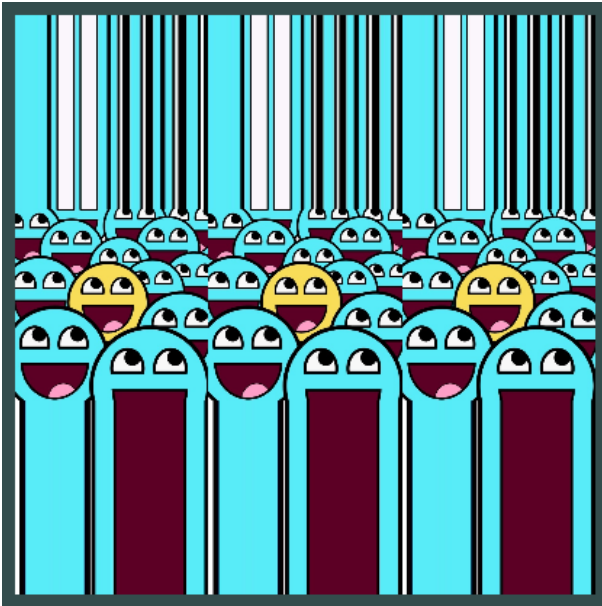


GL\_CLAMP\_TO\_BORDER

# Possible Questions

Fill in the correct setting for the following output:

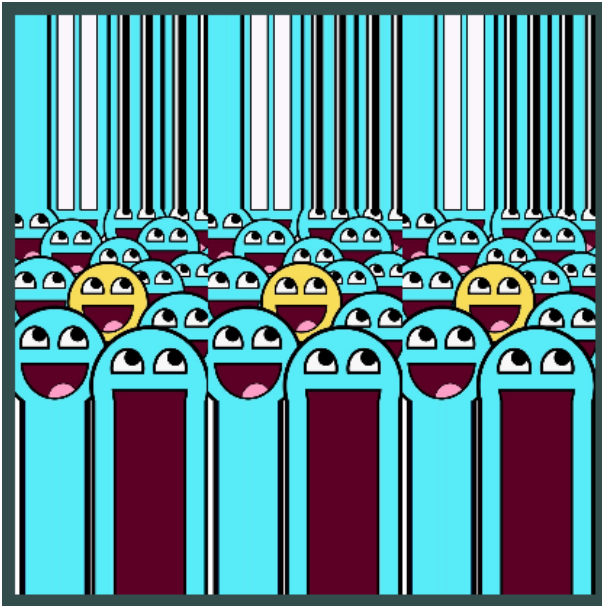
```
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT);  
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, _____);
```



# Possible Questions

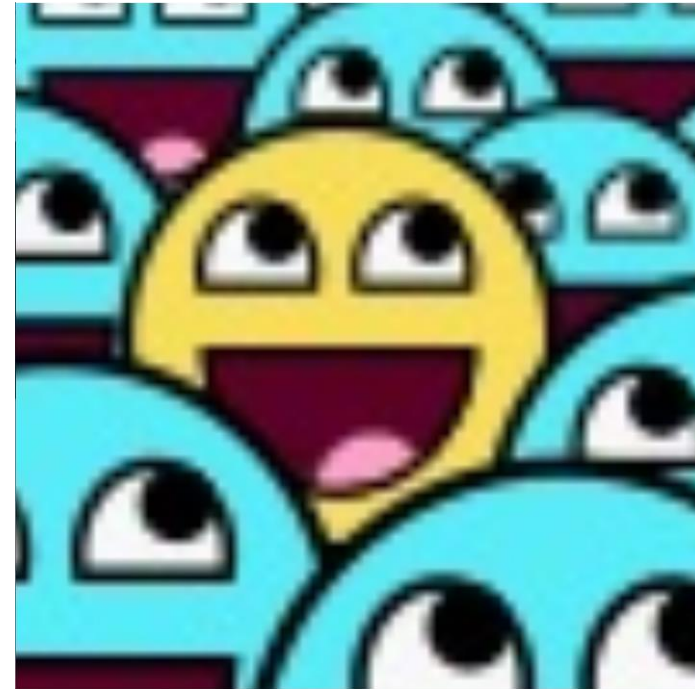
Fill in the correct setting for the following output:

```
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT);  
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_CLAMP_TO_EDGE);
```



# Possible Questions

Which texture filtering was used?



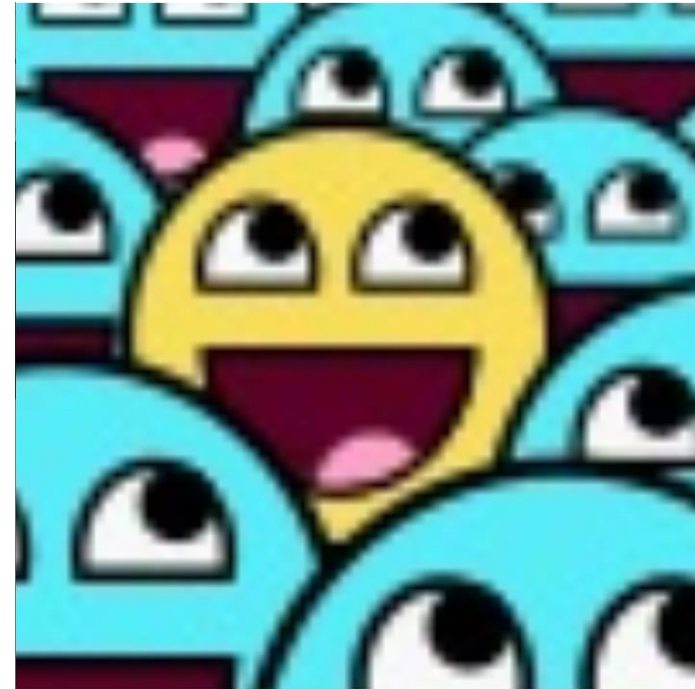
# Possible Questions

Which texture filtering was used?

GL\_NEAREST



GL\_LINEAR



# Possible Questions

What is the idea of mipmaps?



# Possible Questions

What is the idea of mipmaps?

- Idea: after a certain distance threshold from the viewer, OpenGL will use a different mipmap texture that best suits the distance to the object
- The far away the object, the smaller the resolution (not noticeable to the user)
- Mipmaps are good for performance

# Possible Questions

What does `GL_LINEAR_MIPMAP_NEAREST` mean?

# Possible Questions

What does `GL_LINEAR_MIPMAP_NEAREST` mean?

`GL_LINEAR_MIPMAP_NEAREST`: takes the nearest mipmap level and samples using linear interpolation