

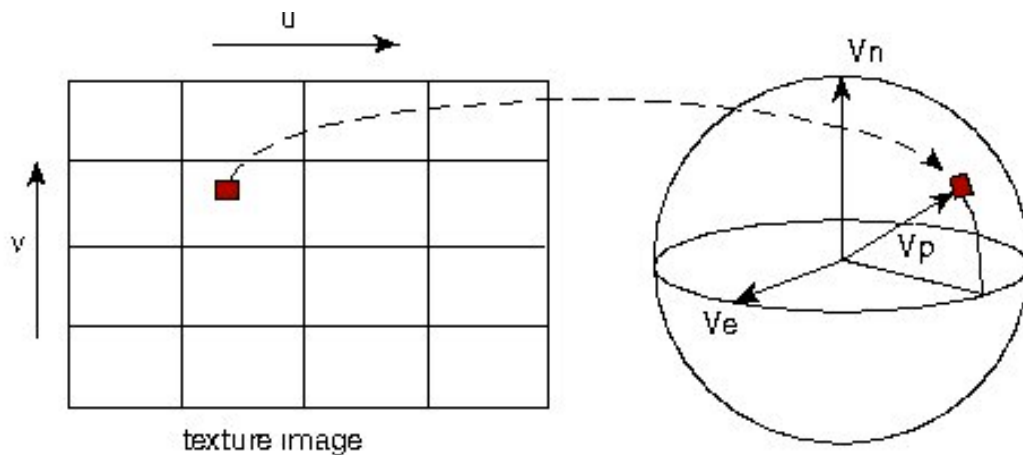
CMSC 435 / 634 Introduction to Computer Graphics

Homework Assignment 3 (Due Nov 5 before class)

- The work must be all your own.
- Be explicit, define your symbols, and explain your steps. (This will make it a lot easier for us to assign partial credit.)

1. (15 points)

Similar to the cylinder exercise we did in class, you are now given the opportunity to perform the transformation, which takes a map and wraps it around a sphere with texture mapping. What are the texture coordinates which perform this operation? Be sure to consider the range of the texture coordinates and any assumptions you make.



To submit, please bring a hard copy to the class. Submission by email is not accepted.