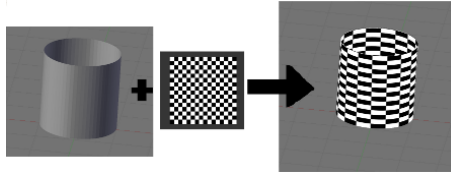


Name:

Student ID:

Homework 6



1. Write a function that procedurally generate the uv coordinates for a cylinder. That function should take the x,y,z coordinates of a point on a cylinder centered about the origin and returns the appropriate uv coordinates. (The end result should match the diagram above. You can ignore the top and bottom of the cylinder)
2. What is texture mapping? What is light mapping? What is environment mapping? What is bump mapping?