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(1)

Textures and Material Properties Programming Exercise

Part 1

Convert from Real space $[0, 1]$
to Integer space $[0, n-1]$

uniform int uSize;

...

int x = int(uSize * vTex(coord.x));

int y = int(uSize * vTex(coord.y));

4x4

0,3	1,3	2,3	3,3
0,2	1,2	2,2	3,2
0,1	1,1	2,1	3,1
0,0	1,0	2,0	3,0

n x n

0, n-1			n-1, n-1
:			
0, 1	1, 1	...	
0, 0	1, 0		n-1, 0

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(2)

Git Branch/Merge workflow

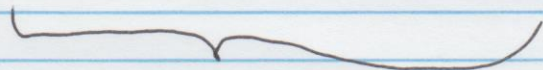
```
git checkout -b part1
```

```
< edit >
```

```
git add ...
```

```
git commit
```

```
git push -u origin part1
```



only needed 1st time

Creating
+
Pushing
a
branch

Checking out someone else's branch

~~git pull~~
~~git checkout~~

```
git fetch
```

```
git branch -a -vv
```

```
git checkout -b part1 --track origin/part1
```

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Merging into master

git fetch

git checkout master

git merge part1

* If necessary resolve merge conflicts before committing and pushing.