

**Programming Assignment # 4**

*due: 4-26*

*percent of your your grade: 12.5*

For this project, the idea is to add textures to objects such as those you used in the previous project.

Implement:

bump maps

texture files (read in .bmp file and apply it)

Toon shading via 1D textures

Use an object which is composed of rectangular patches, such as the Utah teapot.