



Benha University

Computer Graphics ECE 411C

Computer Systems Engineering
Electrical Engineering Department



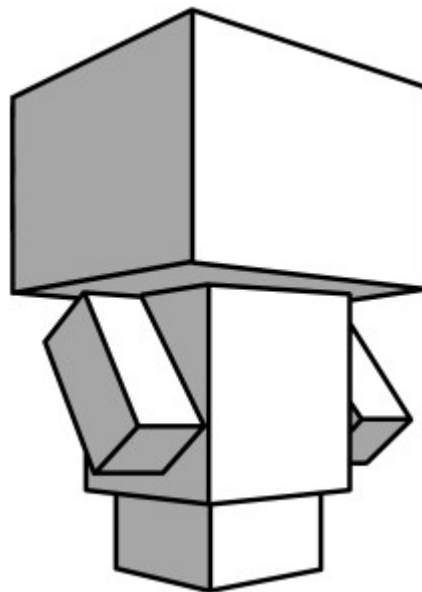
Faculty of Engineering
(at Shoubra)

Sheet 9

On chapter 7

Write a complete WebGL program that applies texture mapping to your blank/animated cubeecraft¹. I've already shared many bitmaps with you and you can find more here:

<http://www.cubeecraft.com/blog/stuff/>



¹ <http://www.cubeecraft.com/>