

Modules 6 - Texture Mapping and Matrix Stacks

Extended Resources

- ❖ This article addresses how texture maps are created and placed into a Frame Buffer and how they are then applied to a object's surface in the Fragment Shader:

<https://webglfundamentals.org/webgl/lessons/webgl-3d-textures.html>

-
- ❖ This article explains how Matrix stacks are used to preserve the state of the Model View Matrix in different scenarios:

<https://webglfundamentals.org/webgl/lessons/webgl-2d-matrix-stack.html>