

Rendering Tutorial 7

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Assignment 1

Implement bilinear filtering for `TextureImage`, as discussed in the lecture.

Assignment 2

Implement equirectangular environment maps, as discussed in the lecture. Recreate the example image from the lecture using your code.

Make sure that the argument of the `asin` function is in the allowed domain, even in numerical corner cases! Otherwise you might get NaN values in your image.

The code that generates the scene is given in the tutorial material in `example-scene.cpp`.