

# CSC 240

# Computer Graphics

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Fall 2016  
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# Outline: 11/16

- Recap Lab 10
- Finish texture mapping
- Mini-lab to make sure Blender is installed correctly (we will start Blender properly on Monday)
  - **HW 7**: due today (I can stay a bit after class)
  - **HW 8**: due next Tues
  - **Office Hours**: Mon/Tues 4-5pm
    - can also come Thurs 4-5pm

# Perspective Correct Texture Mapping

