



Prof. Dr.-Ing. Ralf Steinmetz
Multimedia communications Lab

Dr. Florian Mehm
Dipl. Inf. Robert Konrad



TECHNISCHE
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DARMSTADT

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Exercise 11

For bonus points upload your solutions until **Saturday the 21st of January, 9:50**

General Information

- The exercises may be solved by teams of up to three people.
- The solutions have to be uploaded to the Git repositories assigned to the individual teams.
- **The submission date (for practical and theoretical tasks) is noted on top of each exercise sheet.**
- If you have questions about the exercises write a mail to game-technology@kom.tu-darmstadt.de or use the forum at <https://www.fachschaft.informatik.tu-darmstadt.de/forum/viewforum.php?f=557>

P11 Practical Task: Coarse Texture Streaming (5 Points)

Implement coarse texture streaming – load in higher resolution textures for close objects, kick out higher resolutions for far away objects. Try to keep the framerate high and steady.

<https://github.com/KTXSoftware/Exercise11.git> contains additional code to help you out. You can either copy the code changes manually or just pull them into your own repository using `git pull` <https://github.com/KTXSoftware/Exercise11.git>

T11 Theoretical Tasks: Compression (5 Points)

T11.1 Hardware

What makes it so important that texture compression algorithms are directly supported by the hardware?

T11.2 Artifacts

ETC is a lossy texture compression algorithm. Describe what characteristics an image should have to make those losses clearly visible.

T11.3 Tilemaps

Outline an algorithm to display tilemaps correctly in a 3D environment.