

(b) Routine `My_Piece_Of_The_World::render()` is supposed to render the platform overlays. For each scuffed overlay it should emit primitive(s) with the corresponding texture attached. The texture application, alpha test, and blending modes need to be set so that only the scuff marks cover the underlying platform (and semi-transparently if possible). The routine has some code. Finish it, and make changes elsewhere as needed.

See `gpup/demo-8-textures.cc` for examples of how to do texturing, blending, and alpha testing. If you are not sure if your own texture is working you can use the texture created in `sample_tex_make`.

Problem 2: Answer each question below about performance aspects of texturing.

(a) The texel array that we send to OpenGL is an array of `floats`, because that lets us use our familiar `pColor` objects. What would be the impact of using a color representation that matched the depth of our displays, eight bits per color?

(b) Suppose we vary `nx` and `nz`, and choose `twid_x` and `twid_z` so that the total number of texels across the platform, `nx * twid_x`, is constant. Describe the impact on performance as `nx` and `nz` change vary from 1 to their maximum (say, 10240 for the assignment code).