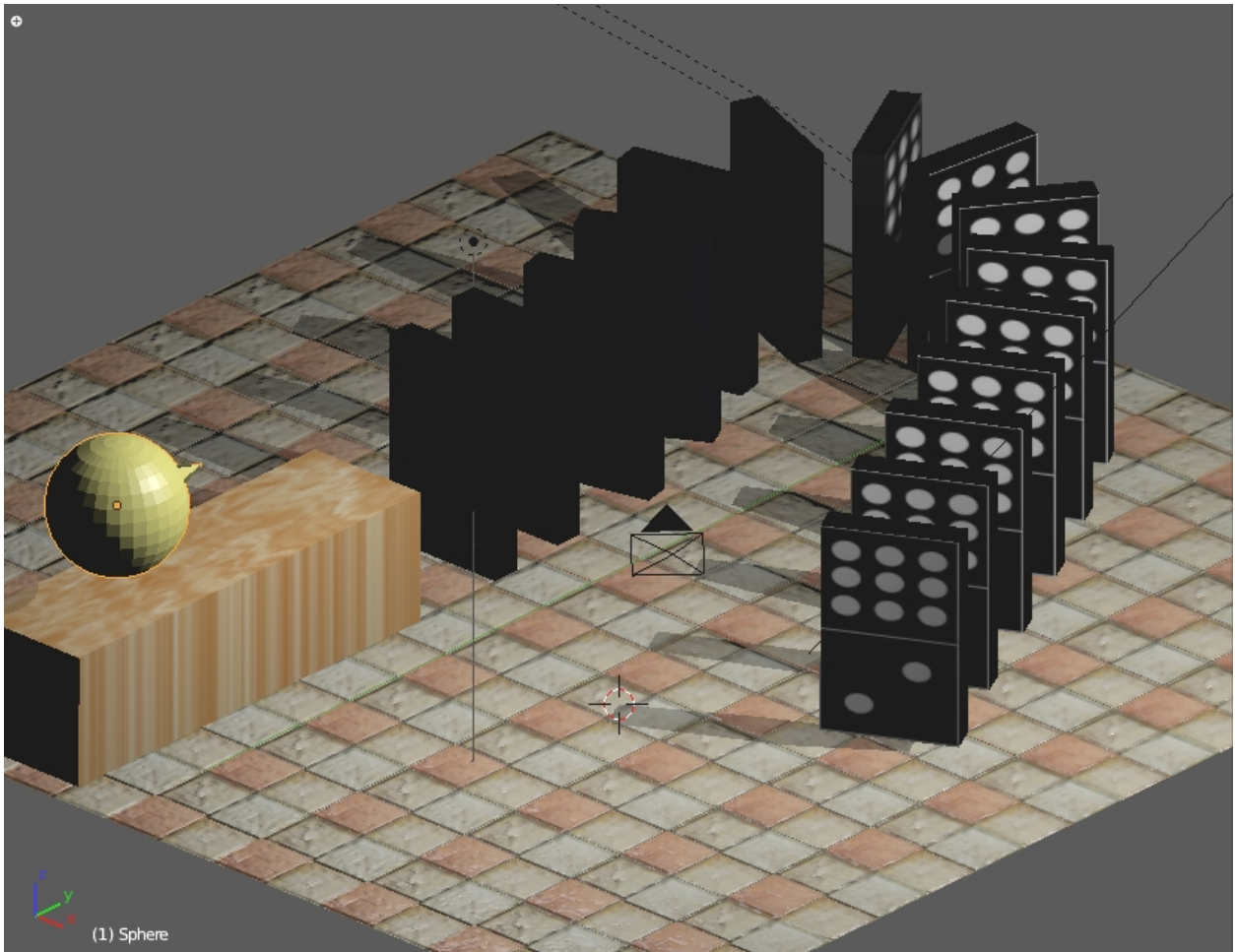


## Motion Maze Texture Exercise

Open your *Motion Maze* file from the last chapter. Your goal in this exercise is to make it look good while in game play. You may use *UV Texture Mapping* or a combination of *UV Mapping and GLSL Shading*. Find or create a nice domino texture along with appropriate textures for all other items. Remember that for a UV Mapped texture to work in GLSL, you need to switch to UV in the mapping panel in Textures.



**\*\* Call the instructor when finished\*\***