Textures

C. Andrews

Simplest texture mapping
General texture mapping

[Diagram showing texture mapping with coordinates and axes labeled.]

Angel, fig 7.5

Angel, fig 7.6
Aliasing

Angel, fig 7.7

point sampled  linear filtering

GPU Gems, fig 25-1
Sampling from the texture

point sampled (nearest)

linear filtering
Minification vs. magnification

minification

magnification

Angel, fig 7.17
Mipmapping

http://www.tomshardware.com/reviews/ati,819-2.html
Mipmapping

point sampling

mipmapped point sampling

linear filtering

mipmapped linear filtering

Angel, fig 7.18
Mipmapping

http://www.tomshardware.com/reviews/ati,819-4.html