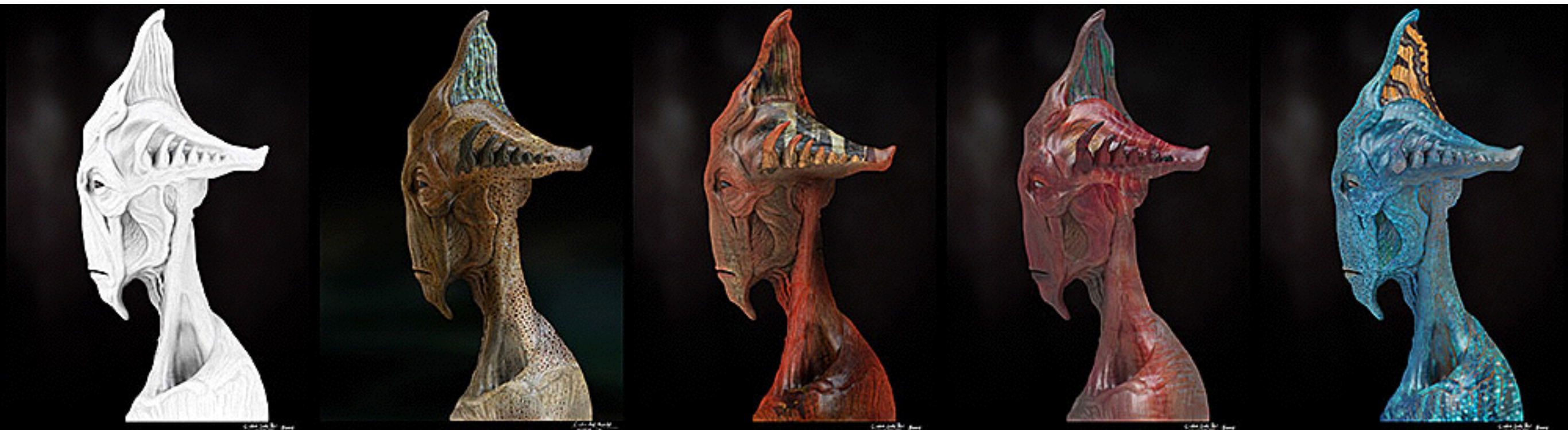


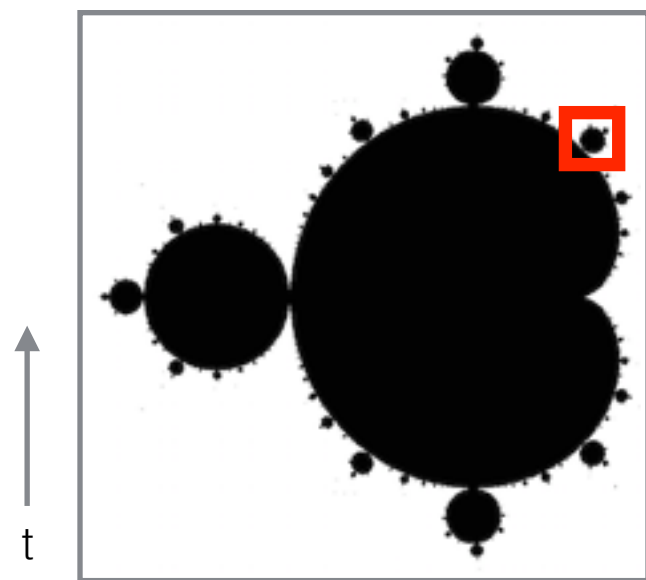


<http://www.thegnomonworkshop.com/store/product/525/Creature-Head-Texture-Look-Dev>

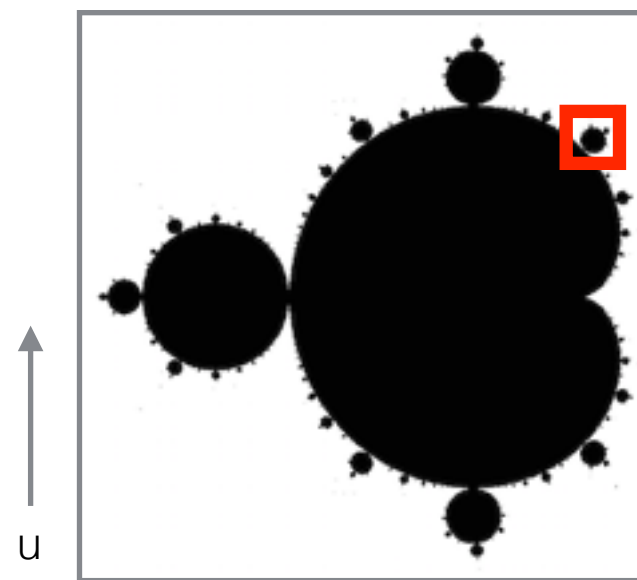
Textures

C. Andrews

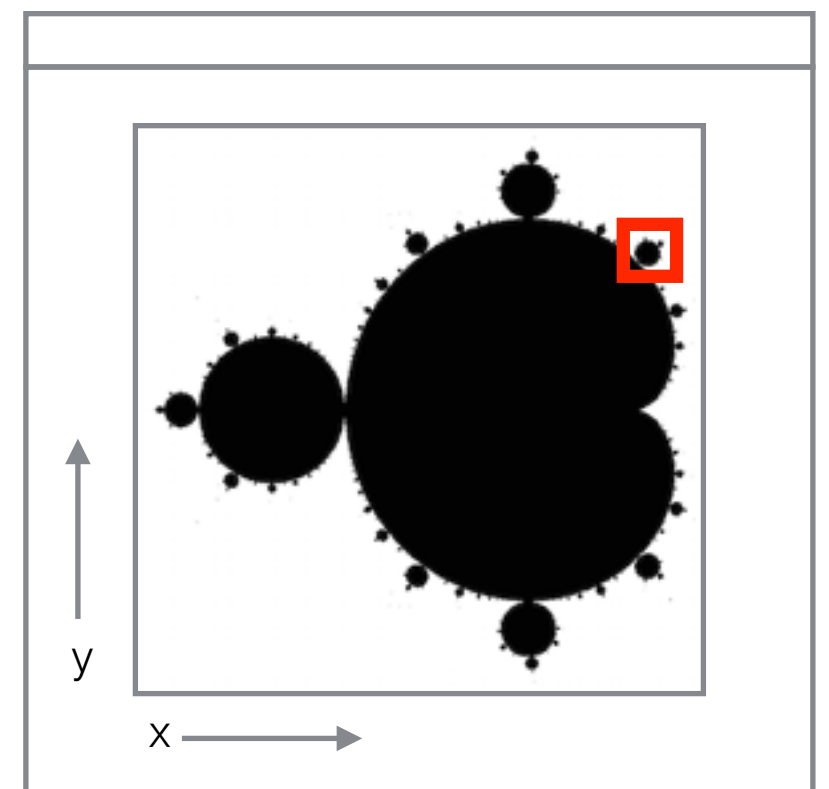
Simplest texture mapping



texture

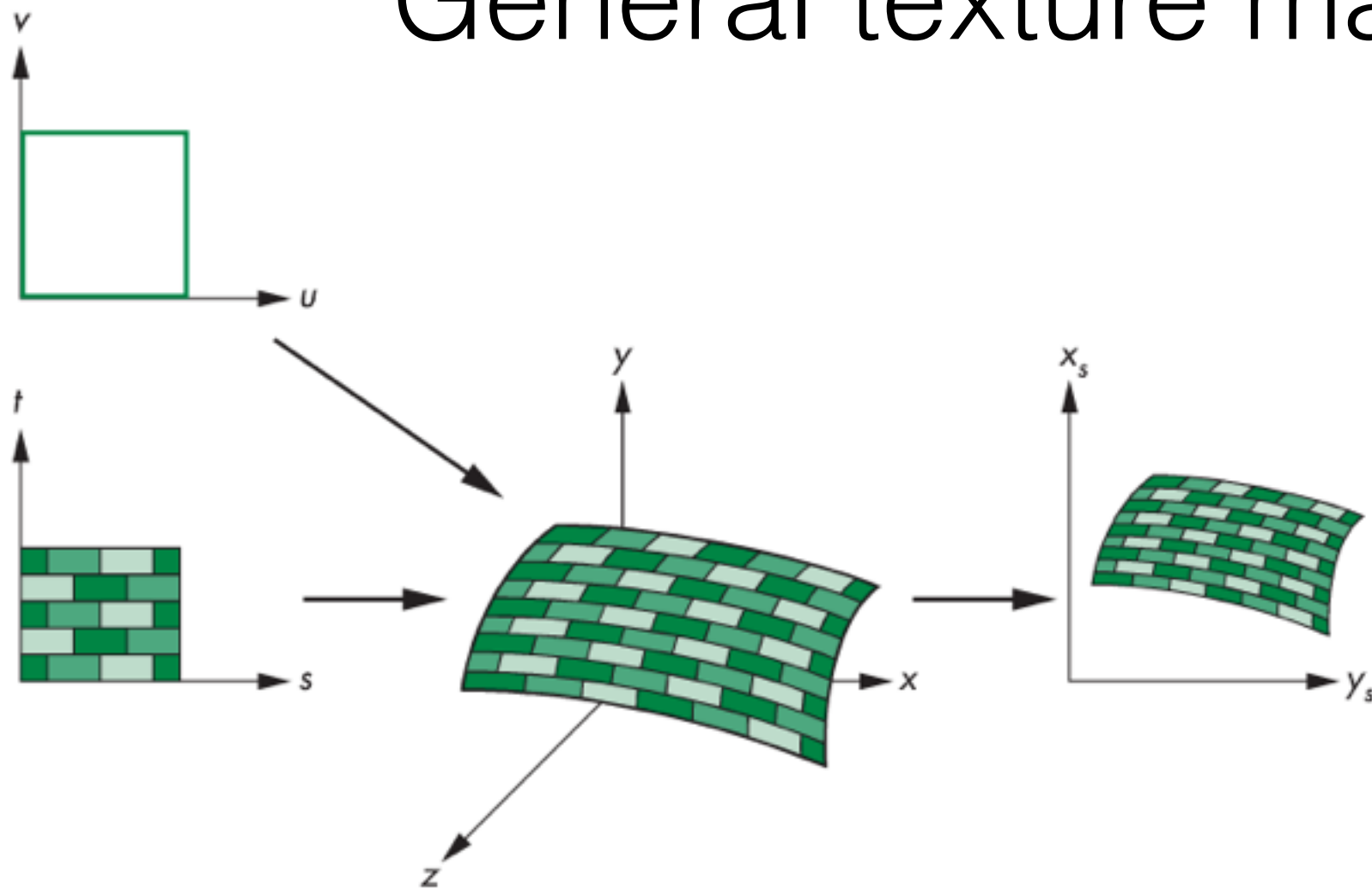


object

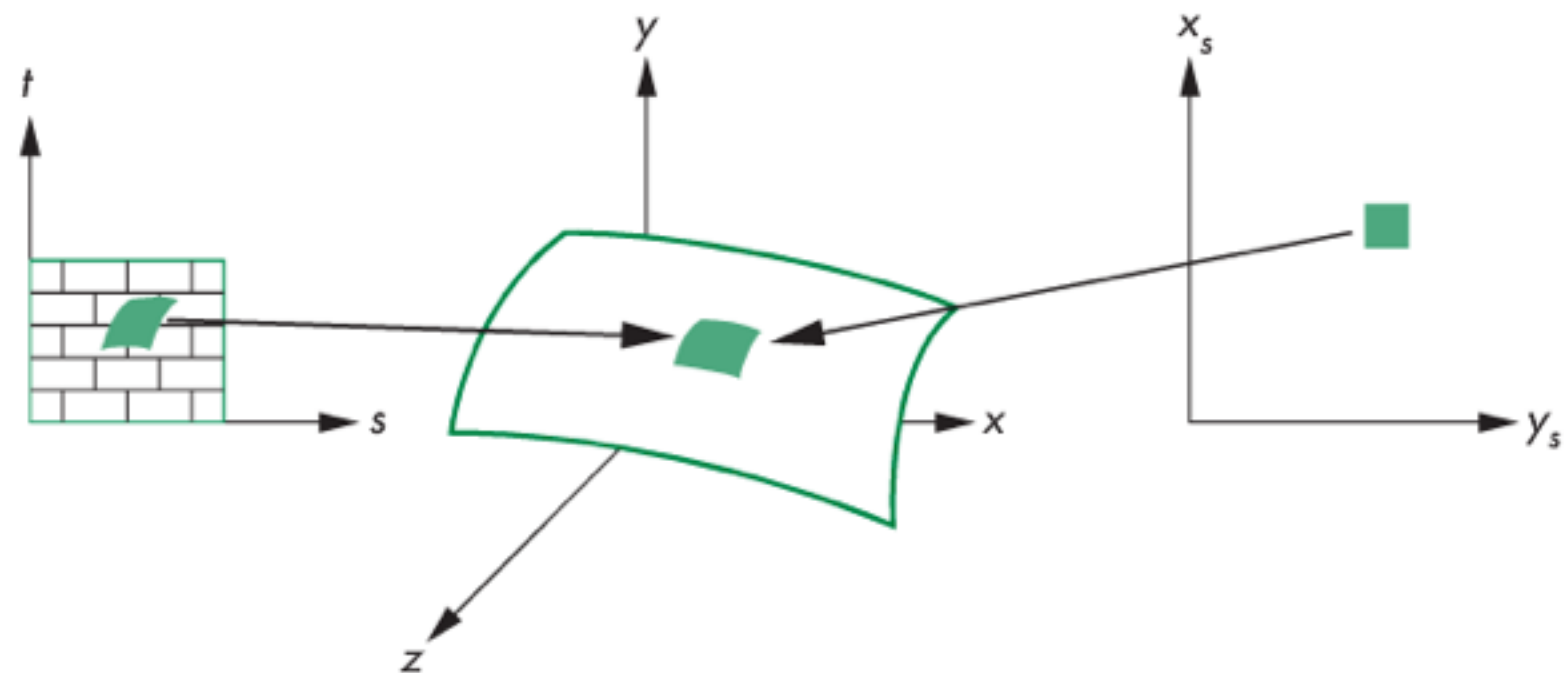


display

General texture mapping

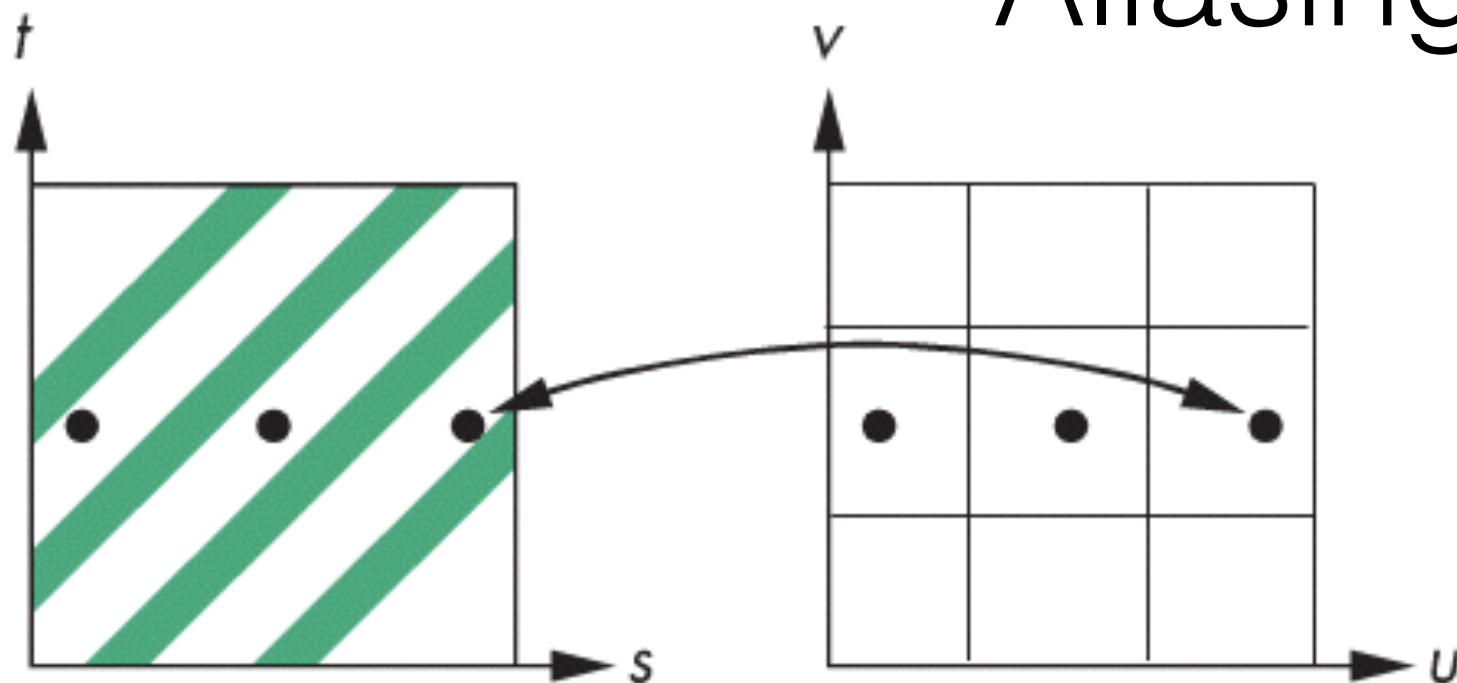


Angel, fig 7.5



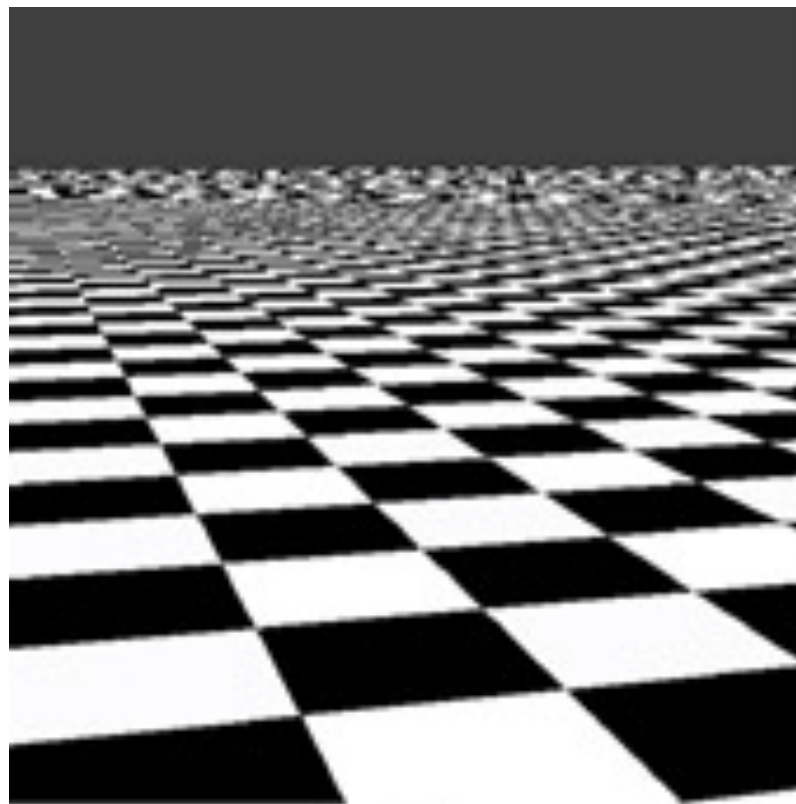
Angel, fig 7.6

Aliasing

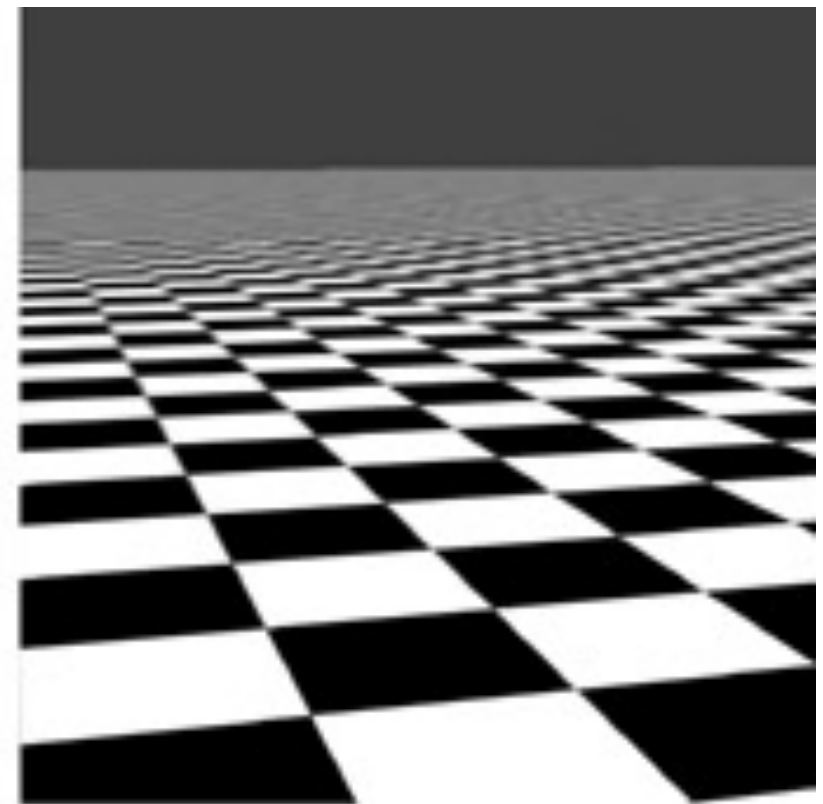


Angel, fig 7.7

point sampled

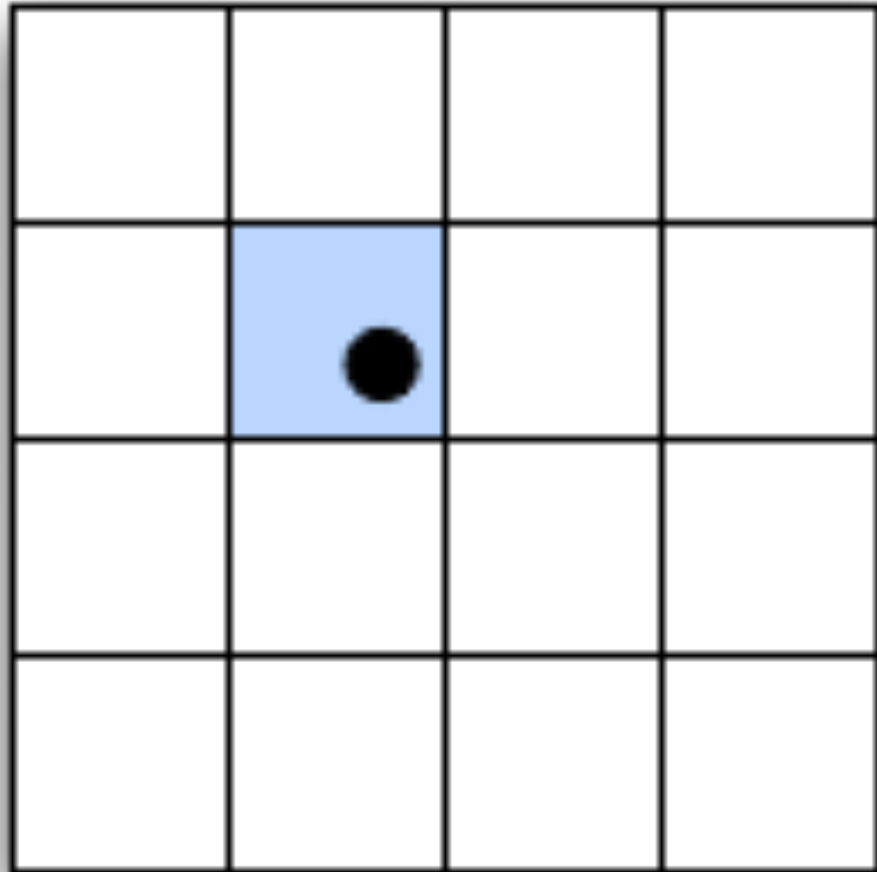


linear filtering

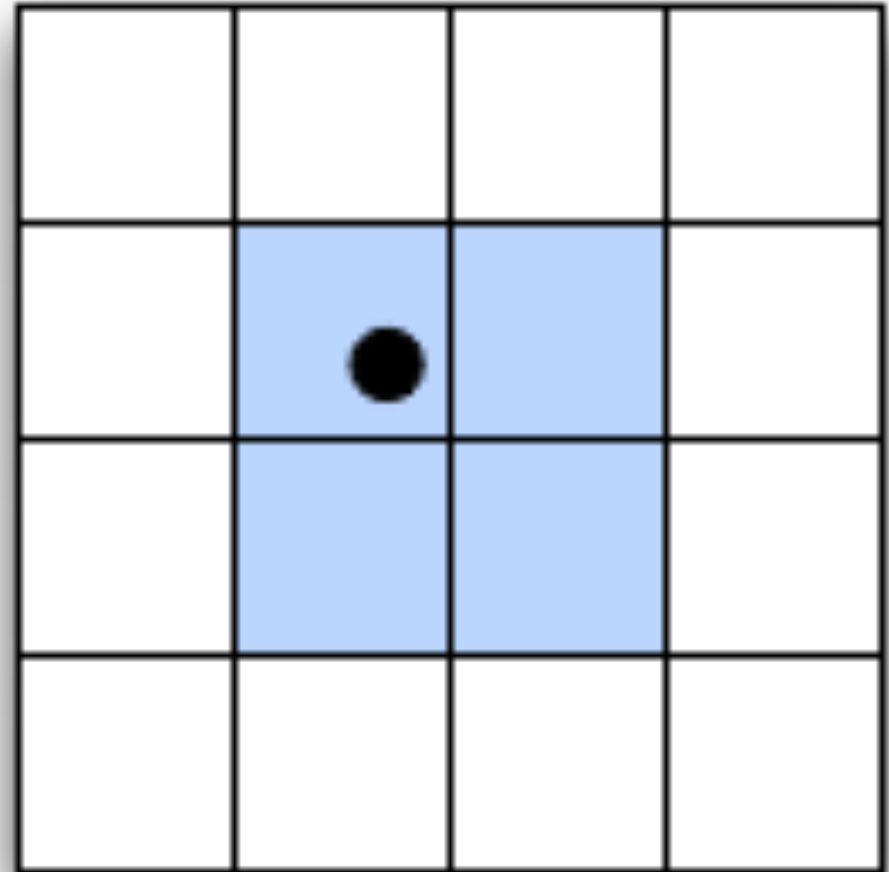


GPU Gems, fig 25-1

Sampling from the texture

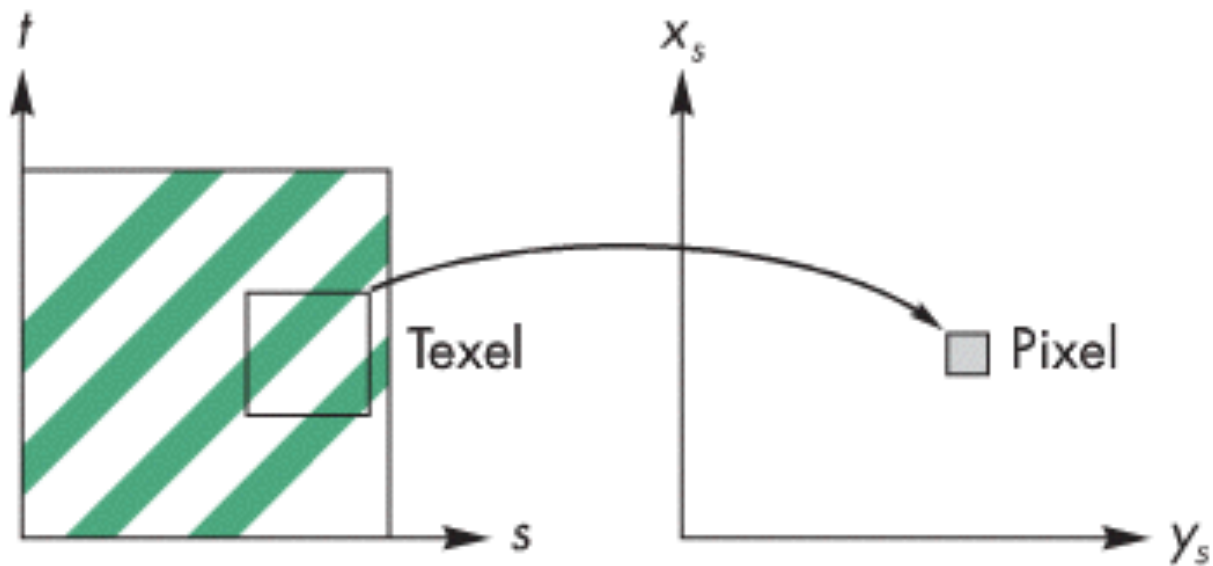


point sampled
(nearest)



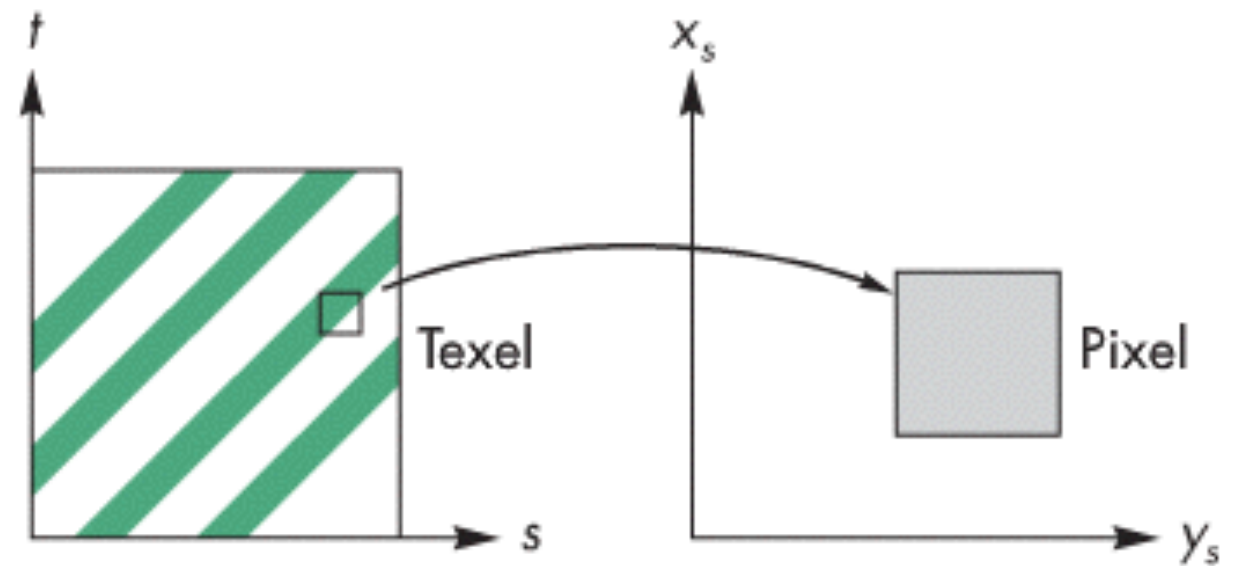
linear filtering

Minification vs. magnification



Angel, fig 7.17

minification



magnification

Mipmapping



Mipmapping

point
sampling



(a)

linear
filtering



(b)

mipmapped
point
sampling



(c)

mipmapped
linear
filtering



(d)

Mipmapping

