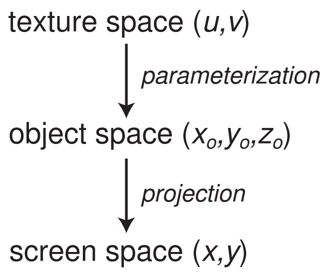


Figure 1: The overall mapping is composed of a surface parameterization and a viewing projection.

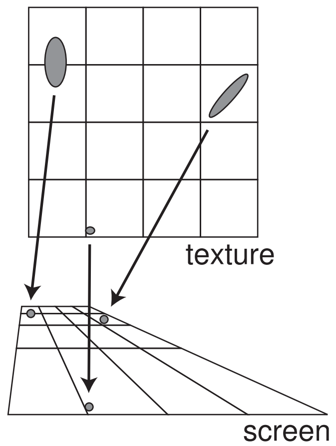


Figure 2: Corresponding areas in texture space and screen space. Circular pixels in screen space correspond to elliptical areas in texture space. Texture ellipses get very large near horizons and silhouettes.

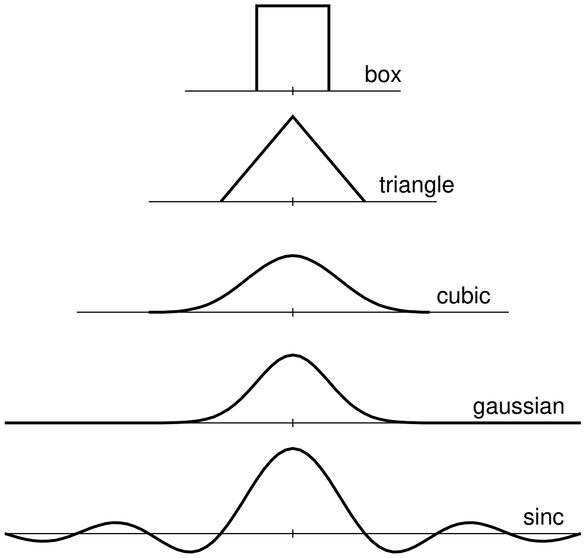


Figure 3: Cross sections of some common texture filters, ordered by quality. The top three are finite impulse response filters.

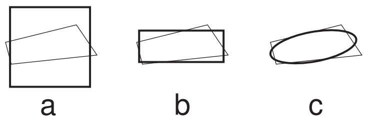
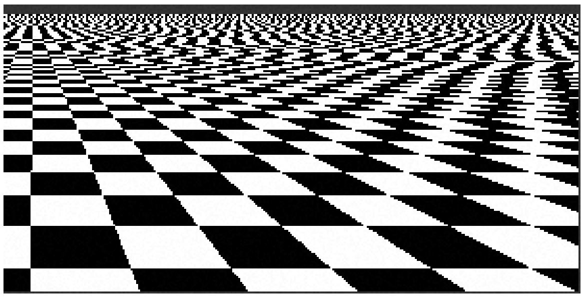
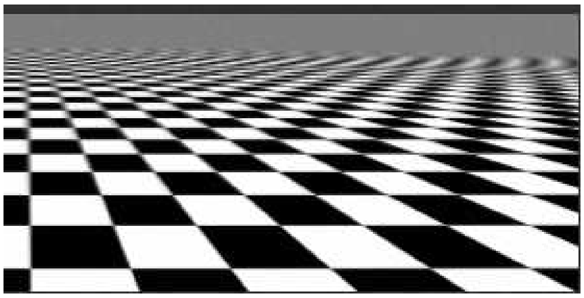


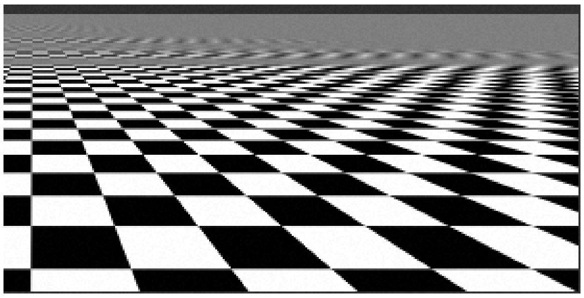
Figure 4: Approximating a quadrilateral texture area with (a) a square, (b) a rectangle, and (c) an ellipse. Too small an area causes aliasing; too large an area causes blurring.



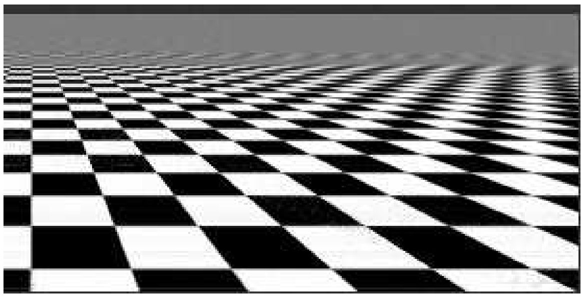
(a) Point sampling.



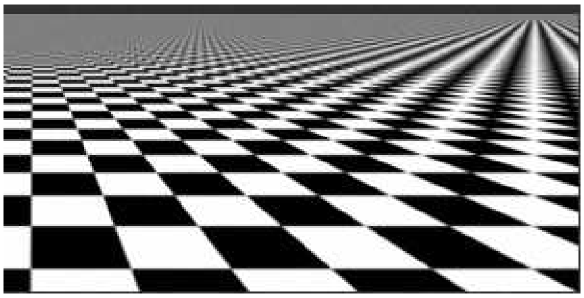
(b) Trilinear interpolation on a pyramid.



(c) First-order repeated integration (summed area table).



(d) Second-order repeated integration.



(e) EWA filter with Gaussian cross section on a pyramid.

Figure 5: Comparison of five texture filters.