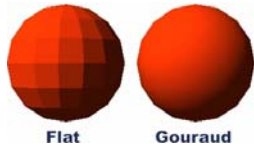


Problems with Interpolated Shading

- Polygonal Silhouettes

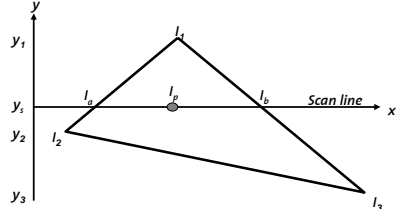


→ subdivision

7. Texture Mapping

Problems with Interpolated Shading

- Linear interpolation on current scan line



$$I_a = I_1 \cdot (I_1 - I_2) \frac{(y_1 - y_3)}{(y_1 - y_2)}$$

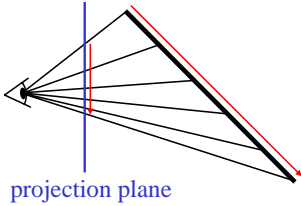
$$I_b = I_1 \cdot (I_1 - I_3) \frac{(y_1 - y_3)}{(y_1 - y_3)}$$

$$I_p = I_b \cdot (I_b - I_a) \frac{(x_b - x_a)}{(x_b - x_a)}$$

7. Texture Mapping

Problems with Interpolated Shading

- Perspective Distortion

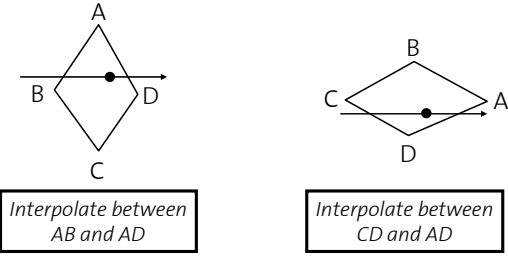


→ subdivision
→ perspective interpolation

7. Texture Mapping

Problems with Interpolated Shading

- Orientation Dependence



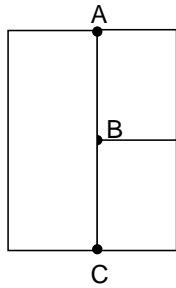
→ triangles

7. Texture Mapping



Problems with Interpolated Shading

- Shared Vertices



→ tessellation

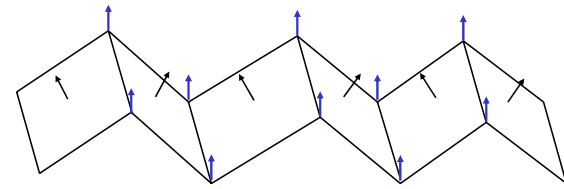
5

7. Texture Mapping



Problems with Interpolated Shading

- Unrepresentative vertex normals



→ subdivision

6

7. Texture Mapping