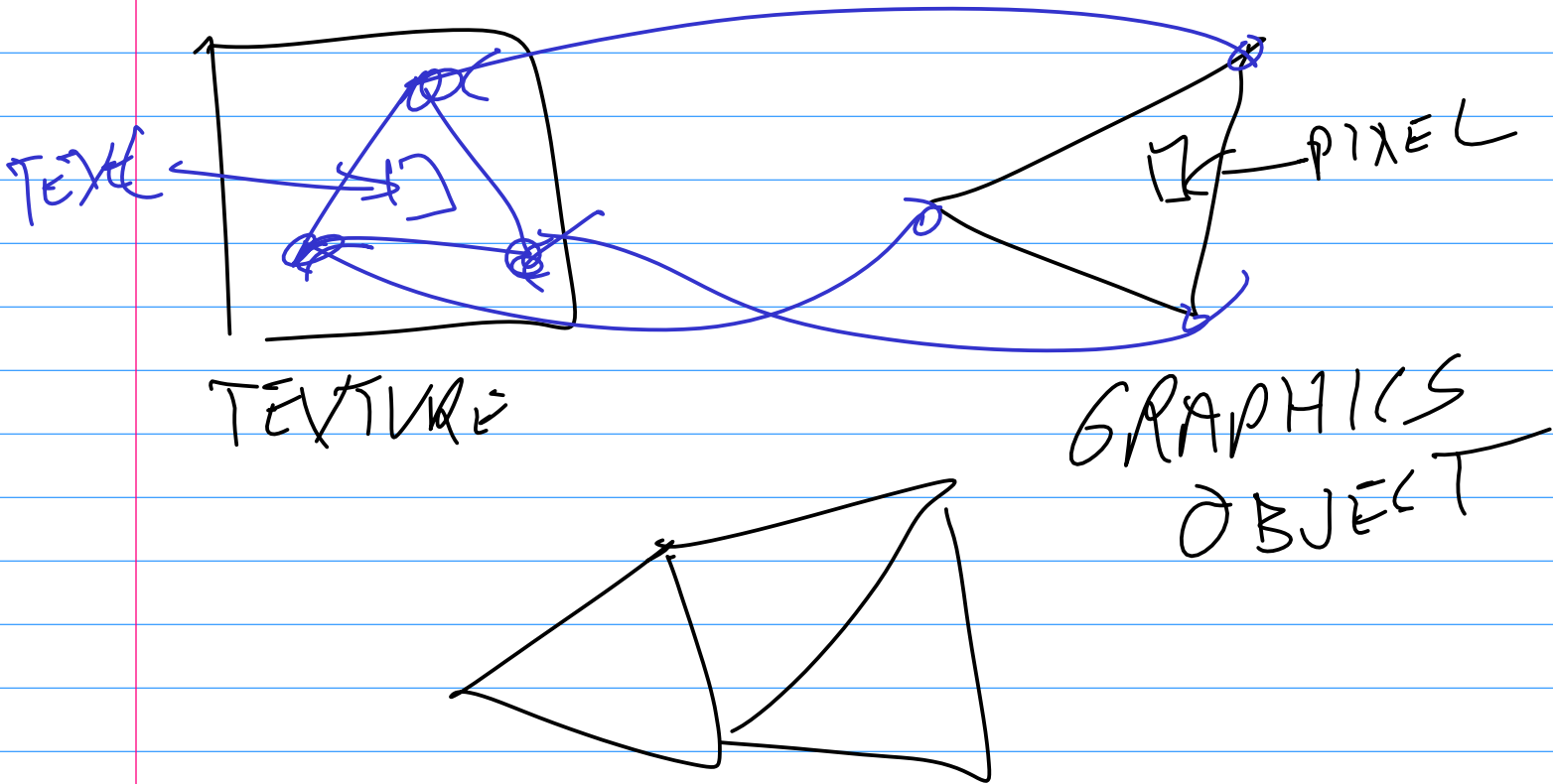


CS 411/3/17 p1



want to texture map adjacent triangles compatibly  
you do not want to see the edge between the triangles

If texels are smaller than pixels then must combine them smoothly  
Curved objects are another whole problem.