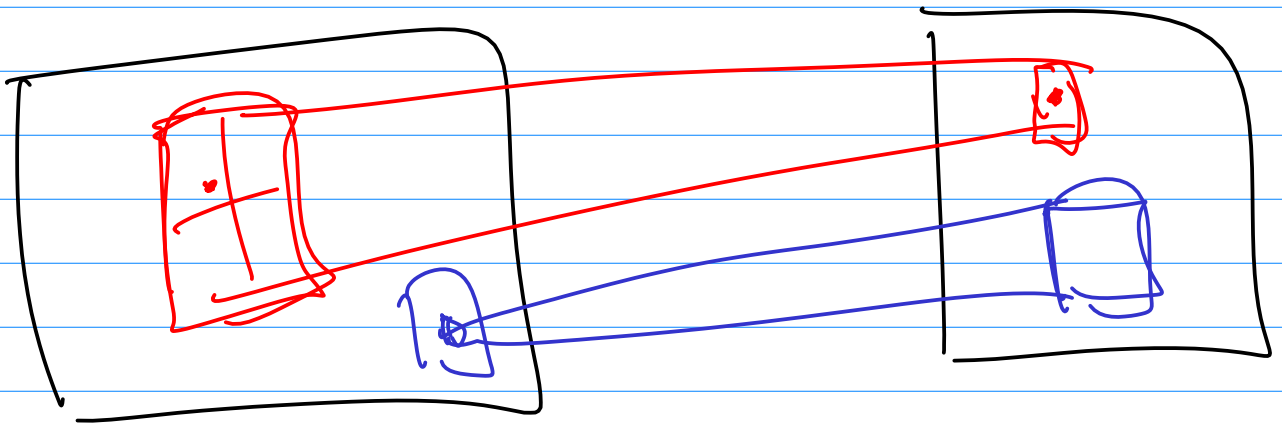
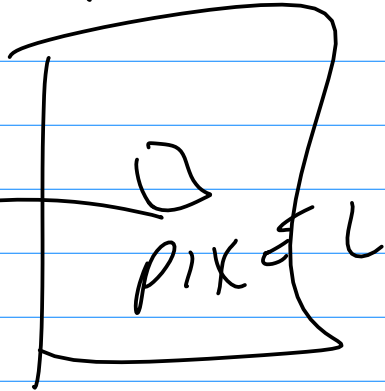
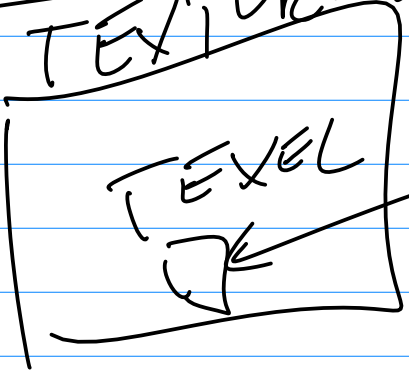


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TEXTURES

POLYGON

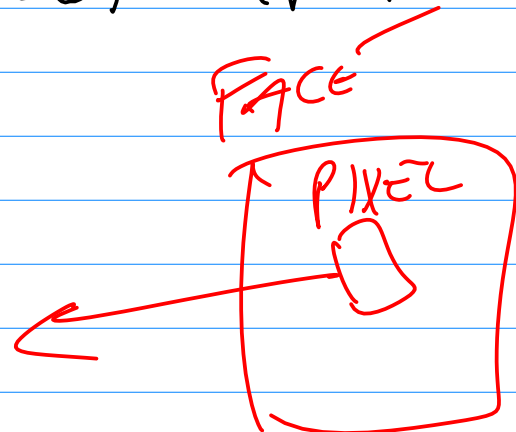
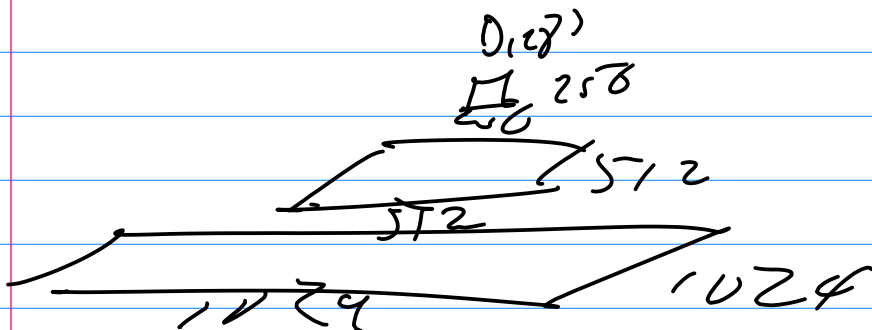
TEXTURE MAP

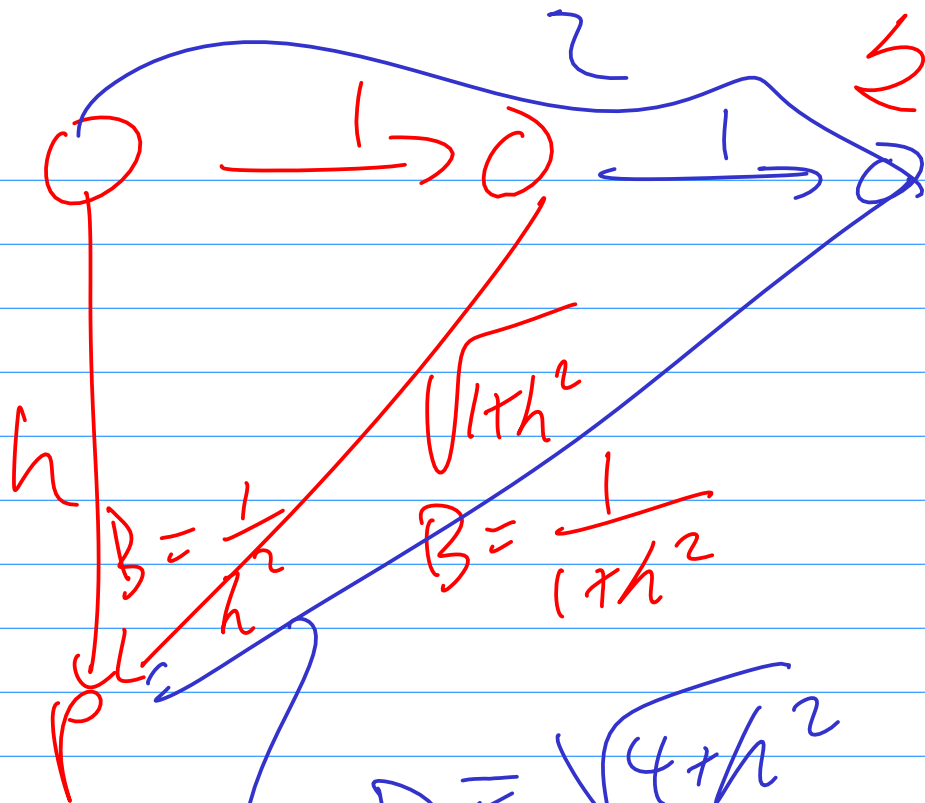


ALIASING

TOO MUCH FINE, HIGH-FREQUENCY, DETAIL IS BAD. SMOOTH IT!

MIPMAPPING



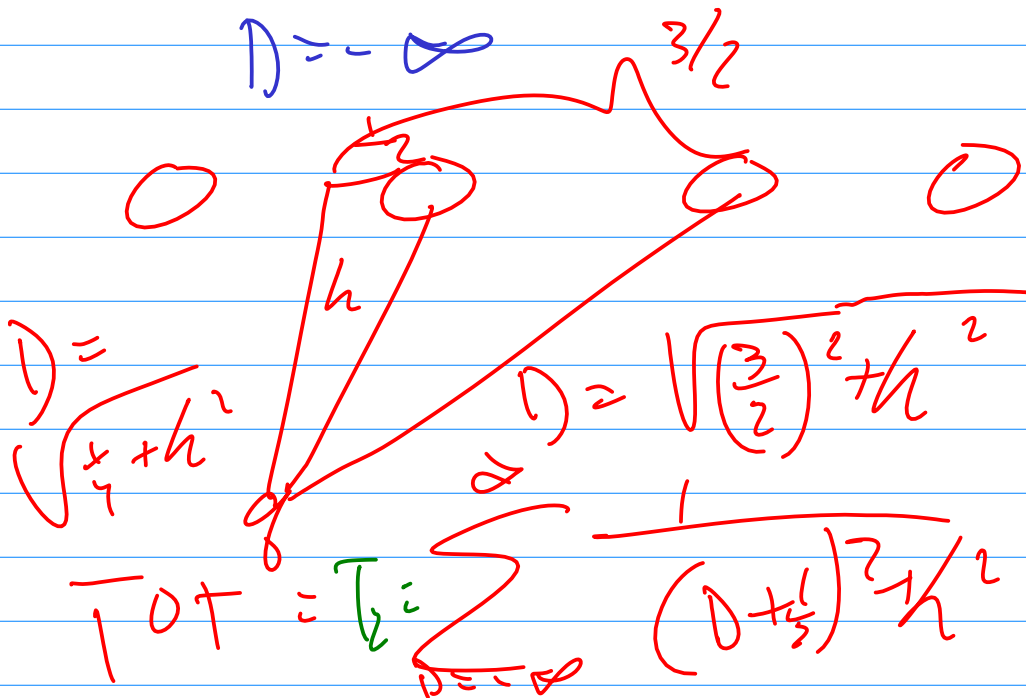


$$D = \sqrt{4 + h^2}$$

$$B = \frac{1}{D^2} = \frac{1}{4 + h^2}$$

TOTAL BRIGHTNESS @ P

$$T \propto \sum_{D=0}^{\infty} \frac{1}{D^2 + h^2}$$



$$D = \sqrt{l^2 + h^2}$$

$$D = \sqrt{\left(\frac{3}{2}\right)^2 + h^2}$$

$$TOT = T \propto \sum_{D=0}^{\infty} \frac{1}{\left(D + \frac{l}{2}\right)^2 + h^2}$$

I WANT T_1 AND T_2
TO BE SAME $\pm 5\%$

$$T_1 = \sum_{D=\infty}^{\infty} \frac{1}{D^2+h^2}$$

PLOT T_1, T_2 FOR
VARIOUS h