(s, t)

(x, y, z)

POLYGON
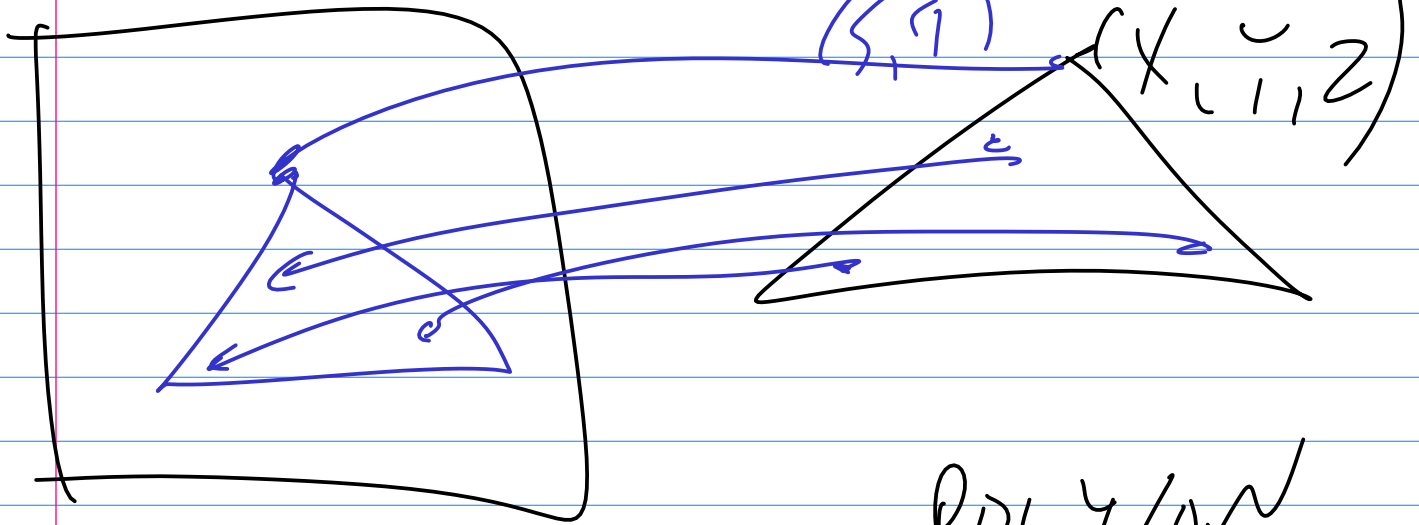
TEXTURE MAP

te

texture2d takes a texture and a 2d position.
It returns a color thus:
- pick proper level of mipmap
- interpolate between adjacent texels.