

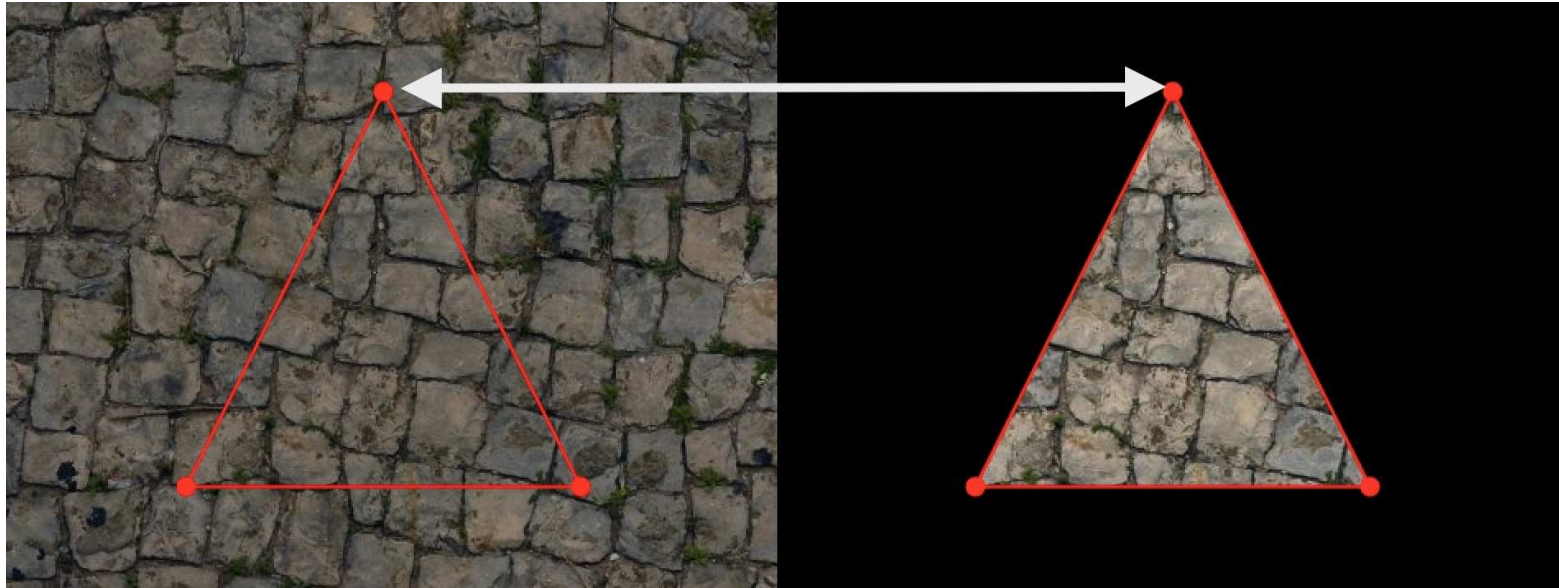
Applying Textures

Involves copying pixel colours from a source image
Onto the pixels of a target shape (e.g. a triangle)

Each vertex of Target maps to a point in the Source

Source

Target



The Challenge

Main problem is that source points can be anywhere
They might be in a different order to target vertices

Source area might be much narrower than the target
Or much wider or taller or shorter

The source points might be inverted or mirrored

TextureMapper

When trying to solve these problems
Interpolation is our friend...

We need to interpolate between "Top" & "Bottom"...

...to find the texture point for the start of a rake row

We need to interpolate between "Top" & "Right"...

...to find the texture point for the end of a rake row

We need to interpolate between rake start & end...

...to find the texture point for a pixel

A Festival of Interpolation !

