					Texture< Tvalue >				
StdTexture< double	TextureCoord2D > StdTexture < double,		TextureCoord3D >	StdTexture < Treturn, TextureCoord2D >		ConstantTexture < Tvalue >		MixTexture < Tvalue >	StdTexture < Tvalue, Tcoord >
Checkerboard2D		Checkerboard3D		ImageTexture < Treturn, Tmemory >					