

E - Empty

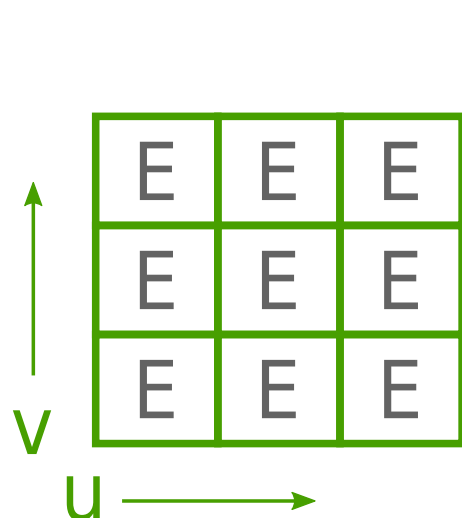
A - Activated

C - Cached

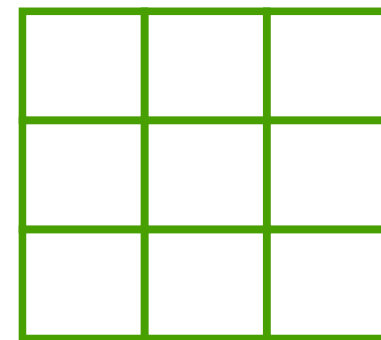
Tabulka potřebných **uv**

(0,1)
(1,1)

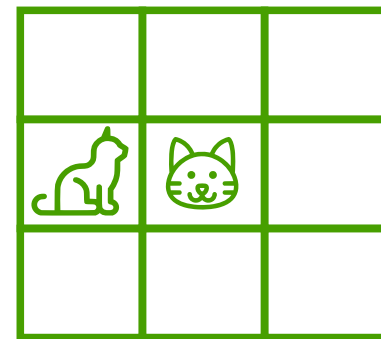
(1,1)



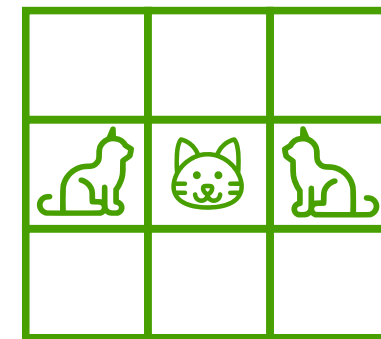
Generování



1. iterace



2. iterace



3. iterace

Cache tabulka

Lightfield textura