ph::TTexture< OutputType >

ph::TPixelTexture2D< math::Spectrum >

ph::TPixelTexture2D< math::TArithmeticArray< T, N > >

ph::TBinaryTextureOperator< InputTypeA, InputTypeB, OutputType, OperatorType >

ph::TCheckerboardTexture< OutputType >

ph::TConstantTexture< OutputType >

ph::TLinearGradientTexture< OutputType >

ph::TPixelTexture2D< OutputType >

ph::TTernaryTextureOperator< InputTypeA, InputTypeB, InputTypeC, OutputType, OperatorType >

ph::TUnaryTextureOperator< InputType, OutputType, OperatorType >