

1. Given (u, v) coordinates of $(0.54, 0.44)$ and a texture with resolution 512×2048 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
2. Given (u, v) coordinates of $(0.67, 0.84)$ and a texture of size $(1381, 1609)$, what texel will be chosen by nearest neighbor sampling?
3. Given (u, v) coordinates of $(0.59, 0.19)$ and a texture of size $(1307, 1898)$, what texel will be chosen by nearest neighbor sampling?
4. Given (u, v) coordinates of $(0.77, 0.90)$ and a texture of size $(1644, 1429)$, what texel will be chosen by nearest neighbor sampling?
5. a) Given a texture of size $(69, 69)$ and an image of size $(85, 85)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
6. Suppose a texture is applied to an area of size 116×116 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
7. Given (u, v) coordinates of $(0.88, 0.63)$ and a texture with resolution 1024×2048 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
8. Given (u, v) coordinates of $(0.31, 0.48)$ and a texture of size $(1239, 383)$, what texel will be chosen by nearest neighbor sampling?
9. Given (u, v) coordinates of $(0.29, 0.43)$ and a texture of size $(774, 606)$, what texel will be chosen by nearest neighbor sampling?
10. a) Given a texture of size $(35, 35)$ and an image of size $(102, 102)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
11. Given (u, v) coordinates of $(0.23, 0.04)$ and a texture of size $(1568, 1109)$, what texel will be chosen by nearest neighbor sampling?
12. Given (u, v) coordinates of $(0.12, 0.26)$ and a texture with resolution 1024×128 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
13. Suppose a texture is applied to an area of size 21×21 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
14. a) Given a texture of size $(32, 32)$ and an image of size $(109, 109)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
15. Given (u, v) coordinates of $(0.69, 0.74)$ and a texture of size $(272, 940)$, what texel will be chosen by nearest neighbor sampling?

16. a) Given a texture of size (48, 48) and an image of size (88, 88), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
17. a) Given a texture of size (24, 24) and an image of size (123, 123), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
18. Given (u, v) coordinates of (0.52, 0.09) and a texture of size (746, 1936), what texel will be chosen by nearest neighbor sampling?
19. a) Given a texture of size (84, 84) and an image of size (86, 86), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
20. Given (u, v) coordinates of (0.68, 0.01) and a texture of size (945, 632), what texel will be chosen by nearest neighbor sampling?
21. Suppose a texture is applied to an area of size 104 x 104.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
22. Given (u, v) coordinates of (0.07, 0.62) and a texture with resolution 2048 x 512, where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
23. Given (u, v) coordinates of (0.12, 0.36) and a texture with resolution 2048 x 256, where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
24. Given (u, v) coordinates of (0.17, 0.99) and a texture with resolution 256 x 1024, where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
25. a) Given a texture of size (18, 18) and an image of size (51, 51), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
26. Suppose a texture is applied to an area of size 113 x 113.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
27. Suppose a texture is applied to an area of size 72 x 72.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
28. a) Given a texture of size (53, 53) and an image of size (23, 23), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
29. Given (u, v) coordinates of (0.78, 0.63) and a texture with resolution 256 x 512, where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?

30. Given (u, v) coordinates of $(0.34, 0.13)$ and a texture with resolution 256×2048 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
31. a) Given a texture of size $(24, 24)$ and an image of size $(59, 59)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
32. Suppose a texture is applied to an area of size 43×43 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
33. Suppose a texture is applied to an area of size 63×63 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
34. a) Given a texture of size $(30, 30)$ and an image of size $(37, 37)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
35. Suppose a texture is applied to an area of size 80×80 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
36. Given (u, v) coordinates of $(0.93, 0.81)$ and a texture with resolution 2048×2048 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
37. Suppose a texture is applied to an area of size 45×45 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
38. Suppose a texture is applied to an area of size 96×96 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
39. Suppose a texture is applied to an area of size 43×43 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
40. Suppose a texture is applied to an area of size 85×85 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
41. a) Given a texture of size $(112, 112)$ and an image of size $(75, 75)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
42. Suppose a texture is applied to an area of size 75×75 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?

43. a) Given a texture of size (116, 116) and an image of size (81, 81), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
44. a) Given a texture of size (126, 126) and an image of size (43, 43), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
45. Suppose a texture is applied to an area of size 31 x 31.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
46. a) Given a texture of size (50, 50) and an image of size (105, 105), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
47. Given (u, v) coordinates of (0.42, 0.17) and a texture with resolution 512 x 2048, where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
48. Given (u, v) coordinates of (0.26, 0.71) and a texture with resolution 2048 x 256, where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
49. Suppose a texture is applied to an area of size 63 x 63.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
50. Given (u, v) coordinates of (0.20, 0.47) and a texture of size (1512, 1023), what texel will be chosen by nearest neighbor sampling?
51. a) Given a texture of size (39, 39) and an image of size (16, 16), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
52. Given (u, v) coordinates of (0.76, 0.22) and a texture with resolution 512 x 512, where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
53. a) Given a texture of size (53, 53) and an image of size (24, 24), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
54. Suppose a texture is applied to an area of size 63 x 63.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
55. a) Given a texture of size (86, 86) and an image of size (42, 42), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?

56. Given (u, v) coordinates of $(0.02, 0.51)$ and a texture with resolution 128×512 , where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
57. Suppose a texture is applied to an area of size 94×94 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
58. a) Given a texture of size $(78, 78)$ and an image of size $(71, 71)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
59. Suppose a texture is applied to an area of size 94×94 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
60. Given (u, v) coordinates of $(0.99, 0.85)$ and a texture with resolution 128×2048 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
61. Suppose a texture is applied to an area of size 123×123 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
62. Suppose a texture is applied to an area of size 115×115 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
63. Given (u, v) coordinates of $(0.62, 0.75)$ and a texture of size $(308, 347)$, what texel will be chosen by nearest neighbor sampling?
64. Given (u, v) coordinates of $(0.80, 0.44)$ and a texture with resolution 256×128 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
65. Given (u, v) coordinates of $(0.94, 0.87)$ and a texture of size $(1874, 371)$, what texel will be chosen by nearest neighbor sampling?
66. Given (u, v) coordinates of $(0.30, 0.89)$ and a texture of size $(647, 874)$, what texel will be chosen by nearest neighbor sampling?
67. a) Given a texture of size $(75, 75)$ and an image of size $(67, 67)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
68. Given (u, v) coordinates of $(1.00, 0.81)$ and a texture of size $(1717, 1061)$, what texel will be chosen by nearest neighbor sampling?
69. Suppose a texture is applied to an area of size 75×75 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?

70. a) Given a texture of size (95, 95) and an image of size (77, 77), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
71. Suppose a texture is applied to an area of size 25 x 25.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
72. Suppose a texture is applied to an area of size 114 x 114.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
73. a) Given a texture of size (98, 98) and an image of size (77, 77), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
74. Suppose a texture is applied to an area of size 37 x 37.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
75. a) Given a texture of size (107, 107) and an image of size (108, 108), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
76. a) Given a texture of size (17, 17) and an image of size (36, 36), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
77. Suppose a texture is applied to an area of size 85 x 85.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
78. Given (u, v) coordinates of (0.57, 0.29) and a texture of size (1904, 987), what texel will be chosen by nearest neighbor sampling?
79. Given (u, v) coordinates of (0.18, 0.10) and a texture of size (540, 1799), what texel will be chosen by nearest neighbor sampling?
80. Suppose a texture is applied to an area of size 41 x 41.
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
81. Given (u, v) coordinates of (0.43, 0.32) and a texture with resolution 2048 x 1024, where the value at each (s, t) texture location is $(s+t+1)/2$, what is the value retrieved by bilinear interpolation?
82. a) Given a texture of size (127, 127) and an image of size (59, 59), how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
83. Given (u, v) coordinates of (0.56, 0.96) and a texture with resolution 512 x 256, where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?

84. Suppose a texture is applied to an area of size 45×45 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
85. Given (u, v) coordinates of $(0.65, 0.44)$ and a texture with resolution 1024×2048 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
86. Suppose a texture is applied to an area of size 38×38 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
87. Given (u, v) coordinates of $(0.21, 0.76)$ and a texture of size $(1401, 724)$, what texel will be chosen by nearest neighbor sampling?
88. a) Given a texture of size $(111, 111)$ and an image of size $(43, 43)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
89. Given (u, v) coordinates of $(0.75, 0.94)$ and a texture with resolution 2048×2048 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
90. Given (u, v) coordinates of $(0.11, 0.81)$ and a texture of size $(1512, 942)$, what texel will be chosen by nearest neighbor sampling?
91. Given (u, v) coordinates of $(0.50, 0.03)$ and a texture of size $(1860, 1584)$, what texel will be chosen by nearest neighbor sampling?
92. a) Given a texture of size $(112, 112)$ and an image of size $(62, 62)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
93. a) Given a texture of size $(117, 117)$ and an image of size $(101, 101)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
94. Suppose a texture is applied to an area of size 54×54 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
95. Suppose a texture is applied to an area of size 50×50 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
96. Suppose a texture is applied to an area of size 126×126 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
97. Given (u, v) coordinates of $(0.81, 0.09)$ and a texture of size $(1911, 1124)$, what texel will be chosen by nearest neighbor sampling?

98. Given (u, v) coordinates of $(0.95, 0.88)$ and a texture with resolution 2048×1024 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
99. Given (u, v) coordinates of $(0.21, 0.28)$ and a texture of size $(1729, 375)$, what texel will be chosen by nearest neighbor sampling?
100. Suppose a texture is applied to an area of size 94×94 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
101. Given (u, v) coordinates of $(0.83, 0.38)$ and a texture of size $(1873, 328)$, what texel will be chosen by nearest neighbor sampling?
102. Given (u, v) coordinates of $(0.64, 0.43)$ and a texture of size $(1186, 832)$, what texel will be chosen by nearest neighbor sampling?
103. Suppose a texture is applied to an area of size 19×19 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
104. Suppose a texture is applied to an area of size 115×115 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
105. Suppose a texture is applied to an area of size 20×20 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
106. Given (u, v) coordinates of $(0.85, 0.39)$ and a texture with resolution 512×128 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
107. Suppose a texture is applied to an area of size 112×112 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
108. Suppose a texture is applied to an area of size 123×123 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
109. Given (u, v) coordinates of $(0.18, 0.02)$ and a texture with resolution 128×256 , where the value at each (s, t) texture location is $(s+t+3)/2$, what is the value retrieved by bilinear interpolation?
110. Suppose a texture is applied to an area of size 99×99 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
111. Suppose a texture is applied to an area of size 75×75 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?

112. Suppose a texture is applied to an area of size 109×109 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
113. Given (u, v) coordinates of $(0.42, 0.87)$ and a texture of size $(1556, 33)$, what texel will be chosen by nearest neighbor sampling?
114. Given (u, v) coordinates of $(0.51, 0.06)$ and a texture of size $(617, 1235)$, what texel will be chosen by nearest neighbor sampling?
115. Given (u, v) coordinates of $(0.55, 0.81)$ and a texture of size $(488, 1098)$, what texel will be chosen by nearest neighbor sampling?
116. a) Given a texture of size $(77, 77)$ and an image of size $(125, 125)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
117. Suppose a texture is applied to an area of size 101×101 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
118. Given (u, v) coordinates of $(0.19, 0.82)$ and a texture of size $(289, 1664)$, what texel will be chosen by nearest neighbor sampling?
119. Suppose a texture is applied to an area of size 115×115 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
120. Given (u, v) coordinates of $(0.57, 0.79)$ and a texture of size $(1352, 1702)$, what texel will be chosen by nearest neighbor sampling?
121. Given (u, v) coordinates of $(0.15, 0.92)$ and a texture of size $(1046, 1390)$, what texel will be chosen by nearest neighbor sampling?
122. Given (u, v) coordinates of $(0.69, 0.00)$ and a texture of size $(783, 1398)$, what texel will be chosen by nearest neighbor sampling?
123. Suppose a texture is applied to an area of size 92×92 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
124. Suppose a texture is applied to an area of size 49×49 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
125. Suppose a texture is applied to an area of size 24×24 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
126. a) Given a texture of size $(30, 30)$ and an image of size $(68, 68)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?

127. Given (u, v) coordinates of $(0.42, 0.48)$ and a texture of size $(430, 1419)$, what texel will be chosen by nearest neighbor sampling?
128. Suppose a texture is applied to an area of size 72×72 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
129. Suppose a texture is applied to an area of size 26×26 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
130. a) Given a texture of size $(86, 86)$ and an image of size $(108, 108)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
131. a) Given a texture of size $(110, 110)$ and an image of size $(34, 34)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
132. Given (u, v) coordinates of $(0.64, 0.04)$ and a texture of size $(856, 607)$, what texel will be chosen by nearest neighbor sampling?
133. Given (u, v) coordinates of $(0.33, 0.38)$ and a texture of size $(1094, 736)$, what texel will be chosen by nearest neighbor sampling?
134. a) Given a texture of size $(87, 87)$ and an image of size $(86, 86)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
135. Given (u, v) coordinates of $(0.91, 0.69)$ and a texture with resolution 1024×2048 , where the value at each (s, t) texture location is $(s+t+1)/2$, what is the value retrieved by bilinear interpolation?
136. Given (u, v) coordinates of $(0.95, 0.50)$ and a texture with resolution 2048×128 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
137. Given (u, v) coordinates of $(0.71, 0.61)$ and a texture of size $(1085, 2039)$, what texel will be chosen by nearest neighbor sampling?
138. Given (u, v) coordinates of $(0.73, 0.08)$ and a texture with resolution 128×256 , where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?
139. a) Given a texture of size $(97, 97)$ and an image of size $(37, 37)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
140. a) Given a texture of size $(19, 19)$ and an image of size $(21, 21)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?

141. Suppose a texture is applied to an area of size 80×80 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
142. Suppose a texture is applied to an area of size 49×49 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
143. Suppose a texture is applied to an area of size 78×78 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
144. a) Given a texture of size $(21, 21)$ and an image of size $(110, 110)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
145. Suppose a texture is applied to an area of size 97×97 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
146. Given (u, v) coordinates of $(0.83, 0.72)$ and a texture with resolution 1024×2048 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
147. Suppose a texture is applied to an area of size 61×61 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
148. Given (u, v) coordinates of $(0.01, 0.04)$ and a texture with resolution 256×512 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
149. Given (u, v) coordinates of $(0.85, 0.60)$ and a texture of size $(252, 223)$, what texel will be chosen by nearest neighbor sampling?
150. a) Given a texture of size $(20, 20)$ and an image of size $(115, 115)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
151. Suppose a texture is applied to an area of size 17×17 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
152. Suppose a texture is applied to an area of size 58×58 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
153. Given (u, v) coordinates of $(0.93, 0.07)$ and a texture with resolution 512×128 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?

154. Given (u, v) coordinates of $(0.80, 0.32)$ and a texture with resolution 128×512 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
155. Given (u, v) coordinates of $(0.47, 0.85)$ and a texture with resolution 128×2048 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
156. Suppose a texture is applied to an area of size 119×119 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
157. a) Given a texture of size $(18, 18)$ and an image of size $(103, 103)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
158. Given (u, v) coordinates of $(0.51, 0.46)$ and a texture of size $(1125, 1051)$, what texel will be chosen by nearest neighbor sampling?
159. Given (u, v) coordinates of $(0.41, 0.71)$ and a texture of size $(1393, 1880)$, what texel will be chosen by nearest neighbor sampling?
160. Given (u, v) coordinates of $(0.03, 0.62)$ and a texture of size $(1930, 1707)$, what texel will be chosen by nearest neighbor sampling?
161. a) Given a texture of size $(88, 88)$ and an image of size $(74, 74)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
162. Suppose a texture is applied to an area of size 17×17 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
163. Given (u, v) coordinates of $(0.14, 0.30)$ and a texture of size $(1394, 561)$, what texel will be chosen by nearest neighbor sampling?
164. Given (u, v) coordinates of $(0.19, 0.01)$ and a texture with resolution 1024×512 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
165. a) Given a texture of size $(75, 75)$ and an image of size $(122, 122)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
166. Given (u, v) coordinates of $(0.66, 0.10)$ and a texture of size $(1299, 836)$, what texel will be chosen by nearest neighbor sampling?
167. Given (u, v) coordinates of $(0.28, 0.66)$ and a texture with resolution 2048×2048 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
168. Suppose a texture is applied to an area of size 45×45 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?

169. Suppose a texture is applied to an area of size 47×47 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
170. Given (u, v) coordinates of $(0.95, 0.56)$ and a texture of size $(23, 311)$, what texel will be chosen by nearest neighbor sampling?
171. Given (u, v) coordinates of $(0.74, 0.94)$ and a texture with resolution 1024×2048 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
172. Given (u, v) coordinates of $(0.35, 0.92)$ and a texture with resolution 128×128 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
173. a) Given a texture of size $(86, 86)$ and an image of size $(56, 56)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
174. Suppose a texture is applied to an area of size 97×97 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
175. Given (u, v) coordinates of $(0.15, 0.24)$ and a texture with resolution 2048×1024 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
176. a) Given a texture of size $(78, 78)$ and an image of size $(89, 89)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
177. Given (u, v) coordinates of $(0.60, 0.53)$ and a texture of size $(1217, 1531)$, what texel will be chosen by nearest neighbor sampling?
178. Suppose a texture is applied to an area of size 99×99 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
179. a) Given a texture of size $(53, 53)$ and an image of size $(89, 89)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
180. Given (u, v) coordinates of $(0.81, 0.73)$ and a texture of size $(820, 1260)$, what texel will be chosen by nearest neighbor sampling?
181. a) Given a texture of size $(42, 42)$ and an image of size $(100, 100)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
182. Suppose a texture is applied to an area of size 21×21 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?

183. Given (u, v) coordinates of $(0.91, 0.79)$ and a texture of size $(1741, 260)$, what texel will be chosen by nearest neighbor sampling?
184. a) Given a texture of size $(94, 94)$ and an image of size $(82, 82)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
185. Given (u, v) coordinates of $(0.68, 0.23)$ and a texture with resolution 256×256 , where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?
186. Suppose a texture is applied to an area of size 50×50 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
187. a) Given a texture of size $(84, 84)$ and an image of size $(46, 46)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
188. Suppose a texture is applied to an area of size 125×125 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
189. Suppose a texture is applied to an area of size 116×116 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
190. a) Given a texture of size $(19, 19)$ and an image of size $(116, 116)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
191. a) Given a texture of size $(43, 43)$ and an image of size $(93, 93)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
192. Given (u, v) coordinates of $(0.34, 0.17)$ and a texture of size $(114, 1005)$, what texel will be chosen by nearest neighbor sampling?
193. Given (u, v) coordinates of $(0.96, 0.34)$ and a texture of size $(1540, 1923)$, what texel will be chosen by nearest neighbor sampling?
194. Suppose a texture is applied to an area of size 18×18 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
195. Given (u, v) coordinates of $(0.57, 0.57)$ and a texture with resolution 512×256 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
196. Given (u, v) coordinates of $(0.57, 0.26)$ and a texture of size $(1200, 1943)$, what texel will be chosen by nearest neighbor sampling?

197. Given (u, v) coordinates of $(0.74, 0.56)$ and a texture of size $(349, 1544)$, what texel will be chosen by nearest neighbor sampling?
198. a) Given a texture of size $(29, 29)$ and an image of size $(61, 61)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
199. Given (u, v) coordinates of $(0.52, 0.78)$ and a texture with resolution 2048×1024 , where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?
200. Given (u, v) coordinates of $(0.33, 0.08)$ and a texture with resolution 128×2048 , where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?
201. Given (u, v) coordinates of $(0.22, 0.31)$ and a texture of size $(366, 2039)$, what texel will be chosen by nearest neighbor sampling?
202. Given (u, v) coordinates of $(0.81, 0.65)$ and a texture of size $(300, 802)$, what texel will be chosen by nearest neighbor sampling?
203. Given (u, v) coordinates of $(0.47, 0.30)$ and a texture of size $(714, 192)$, what texel will be chosen by nearest neighbor sampling?
204. a) Given a texture of size $(84, 84)$ and an image of size $(74, 74)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
205. Given (u, v) coordinates of $(0.31, 0.63)$ and a texture of size $(1064, 1591)$, what texel will be chosen by nearest neighbor sampling?
206. Given (u, v) coordinates of $(0.95, 0.55)$ and a texture of size $(1845, 1663)$, what texel will be chosen by nearest neighbor sampling?
207. Given (u, v) coordinates of $(0.88, 0.19)$ and a texture of size $(1681, 1741)$, what texel will be chosen by nearest neighbor sampling?
208. Given (u, v) coordinates of $(0.05, 0.61)$ and a texture of size $(355, 109)$, what texel will be chosen by nearest neighbor sampling?
209. Given (u, v) coordinates of $(0.21, 0.58)$ and a texture of size $(927, 1345)$, what texel will be chosen by nearest neighbor sampling?
210. a) Given a texture of size $(27, 27)$ and an image of size $(97, 97)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
211. Suppose a texture is applied to an area of size 126×126 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
212. Given (u, v) coordinates of $(0.07, 0.55)$ and a texture with resolution 128×256 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?

213. Suppose a texture is applied to an area of size 80×80 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
214. a) Given a texture of size $(118, 118)$ and an image of size $(19, 19)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
215. Given (u, v) coordinates of $(0.43, 0.45)$ and a texture of size $(668, 1724)$, what texel will be chosen by nearest neighbor sampling?
216. Given (u, v) coordinates of $(0.18, 0.21)$ and a texture with resolution 128×128 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
217. Suppose a texture is applied to an area of size 71×71 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
218. a) Given a texture of size $(44, 44)$ and an image of size $(121, 121)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
219. Suppose a texture is applied to an area of size 116×116 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
220. Given (u, v) coordinates of $(0.37, 0.58)$ and a texture with resolution 128×512 , where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
221. Given (u, v) coordinates of $(0.99, 0.93)$ and a texture with resolution 128×2048 , where the value at each (s, t) texture location is $(s+t+1)/2$, what is the value retrieved by bilinear interpolation?
222. a) Given a texture of size $(118, 118)$ and an image of size $(42, 42)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
223. Given (u, v) coordinates of $(0.66, 0.38)$ and a texture with resolution 256×1024 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
224. a) Given a texture of size $(54, 54)$ and an image of size $(104, 104)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
225. Given (u, v) coordinates of $(0.08, 0.86)$ and a texture of size $(1355, 1745)$, what texel will be chosen by nearest neighbor sampling?
226. Suppose a texture is applied to an area of size 100×100 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?

227. Suppose a texture is applied to an area of size 75×75 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
228. Given (u, v) coordinates of $(0.89, 0.85)$ and a texture with resolution 1024×512 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
229. a) Given a texture of size $(45, 45)$ and an image of size $(84, 84)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
230. Suppose a texture is applied to an area of size 77×77 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
231. Suppose a texture is applied to an area of size 98×98 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
232. Suppose a texture is applied to an area of size 44×44 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
233. a) Given a texture of size $(40, 40)$ and an image of size $(96, 96)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
234. Suppose a texture is applied to an area of size 46×46 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
235. Given (u, v) coordinates of $(0.35, 0.80)$ and a texture of size $(1907, 1687)$, what texel will be chosen by nearest neighbor sampling?
236. Given (u, v) coordinates of $(0.30, 0.45)$ and a texture with resolution 256×128 , where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?
237. Suppose a texture is applied to an area of size 45×45 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
238. Given (u, v) coordinates of $(0.33, 0.42)$ and a texture with resolution 128×128 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
239. Given (u, v) coordinates of $(0.43, 0.85)$ and a texture of size $(1620, 620)$, what texel will be chosen by nearest neighbor sampling?
240. Given (u, v) coordinates of $(0.02, 0.50)$ and a texture of size $(1258, 1440)$, what texel will be chosen by nearest neighbor sampling?

241. Suppose a texture is applied to an area of size 49×49 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
242. Given (u, v) coordinates of $(0.77, 0.69)$ and a texture with resolution 2048×2048 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
243. a) Given a texture of size $(27, 27)$ and an image of size $(19, 19)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
244. a) Given a texture of size $(29, 29)$ and an image of size $(20, 20)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
245. a) Given a texture of size $(29, 29)$ and an image of size $(30, 30)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
246. a) Given a texture of size $(101, 101)$ and an image of size $(99, 99)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
247. Given (u, v) coordinates of $(0.18, 0.66)$ and a texture with resolution 256×512 , where the value at each (s, t) texture location is $(s+t+1)/2$, what is the value retrieved by bilinear interpolation?
248. a) Given a texture of size $(121, 121)$ and an image of size $(18, 18)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
249. Suppose a texture is applied to an area of size 58×58 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
250. Suppose a texture is applied to an area of size 40×40 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
251. Given (u, v) coordinates of $(0.23, 0.90)$ and a texture with resolution 2048×512 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
252. Given (u, v) coordinates of $(0.01, 0.56)$ and a texture with resolution 256×512 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
253. a) Given a texture of size $(126, 126)$ and an image of size $(81, 81)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?

254. Given (u, v) coordinates of $(0.49, 0.87)$ and a texture with resolution 2048×1024 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
255. Given (u, v) coordinates of $(0.38, 1.00)$ and a texture with resolution 256×256 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
256. Given (u, v) coordinates of $(0.64, 0.68)$ and a texture of size $(694, 106)$, what texel will be chosen by nearest neighbor sampling?
257. Suppose a texture is applied to an area of size 20×20 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
258. Given (u, v) coordinates of $(0.05, 0.70)$ and a texture of size $(1635, 254)$, what texel will be chosen by nearest neighbor sampling?
259. a) Given a texture of size $(48, 48)$ and an image of size $(61, 61)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
260. a) Given a texture of size $(86, 86)$ and an image of size $(125, 125)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
261. a) Given a texture of size $(33, 33)$ and an image of size $(58, 58)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
262. Given (u, v) coordinates of $(0.21, 0.07)$ and a texture of size $(1759, 471)$, what texel will be chosen by nearest neighbor sampling?
263. a) Given a texture of size $(78, 78)$ and an image of size $(49, 49)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
264. Suppose a texture is applied to an area of size 16×16 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
265. Suppose a texture is applied to an area of size 68×68 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
266. Suppose a texture is applied to an area of size 24×24 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
267. Suppose a texture is applied to an area of size 71×71 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?

268. Given (u, v) coordinates of $(0.11, 0.03)$ and a texture with resolution 2048×1024 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
269. Given (u, v) coordinates of $(0.45, 0.60)$ and a texture with resolution 512×512 , where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
270. Suppose a texture is applied to an area of size 73×73 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
271. Suppose a texture is applied to an area of size 20×20 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
272. Given (u, v) coordinates of $(0.74, 0.10)$ and a texture of size $(687, 463)$, what texel will be chosen by nearest neighbor sampling?
273. Given (u, v) coordinates of $(0.39, 0.19)$ and a texture with resolution 128×512 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
274. Given (u, v) coordinates of $(0.50, 0.90)$ and a texture of size $(656, 1436)$, what texel will be chosen by nearest neighbor sampling?
275. Given (u, v) coordinates of $(0.15, 0.01)$ and a texture with resolution 512×1024 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
276. Given (u, v) coordinates of $(0.74, 0.46)$ and a texture with resolution 128×1024 , where the value at each (s, t) texture location is $(s+t+3)/2$, what is the value retrieved by bilinear interpolation?
277. Suppose a texture is applied to an area of size 89×89 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
278. Suppose a texture is applied to an area of size 27×27 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
279. Suppose a texture is applied to an area of size 23×23 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
280. Suppose a texture is applied to an area of size 32×32 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
281. Given (u, v) coordinates of $(0.97, 0.84)$ and a texture with resolution 256×256 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?

282. Given (u, v) coordinates of $(0.67, 0.49)$ and a texture with resolution 2048×128 , where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
283. Given (u, v) coordinates of $(0.17, 0.25)$ and a texture with resolution 512×256 , where the value at each (s, t) texture location is $(s+t+1)/2$, what is the value retrieved by bilinear interpolation?
284. Given (u, v) coordinates of $(0.83, 0.53)$ and a texture of size $(511, 633)$, what texel will be chosen by nearest neighbor sampling?
285. a) Given a texture of size $(49, 49)$ and an image of size $(98, 98)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
286. Suppose a texture is applied to an area of size 100×100 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
287. Suppose a texture is applied to an area of size 126×126 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
288. Given (u, v) coordinates of $(0.44, 0.23)$ and a texture with resolution 1024×512 , where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
289. Given (u, v) coordinates of $(0.66, 0.64)$ and a texture of size $(1192, 388)$, what texel will be chosen by nearest neighbor sampling?
290. Given (u, v) coordinates of $(0.96, 0.45)$ and a texture of size $(1931, 219)$, what texel will be chosen by nearest neighbor sampling?
291. Suppose a texture is applied to an area of size 105×105 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
292. Given (u, v) coordinates of $(0.82, 0.75)$ and a texture with resolution 2048×512 , where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
293. a) Given a texture of size $(106, 106)$ and an image of size $(122, 122)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
294. Given (u, v) coordinates of $(0.25, 0.55)$ and a texture of size $(153, 967)$, what texel will be chosen by nearest neighbor sampling?
295. Given (u, v) coordinates of $(0.18, 0.75)$ and a texture with resolution 256×128 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?

296. Given (u, v) coordinates of $(0.52, 0.31)$ and a texture with resolution 2048×256 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
297. Suppose a texture is applied to an area of size 66×66 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
298. Suppose a texture is applied to an area of size 60×60 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
299. Given (u, v) coordinates of $(0.86, 0.91)$ and a texture of size $(1259, 2037)$, what texel will be chosen by nearest neighbor sampling?
300. a) Given a texture of size $(92, 92)$ and an image of size $(28, 28)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
301. Suppose a texture is applied to an area of size 32×32 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
302. a) Given a texture of size $(36, 36)$ and an image of size $(47, 47)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
303. Suppose a texture is applied to an area of size 48×48 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
304. a) Given a texture of size $(102, 102)$ and an image of size $(60, 60)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
305. a) Given a texture of size $(72, 72)$ and an image of size $(119, 119)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
306. Given (u, v) coordinates of $(0.23, 0.27)$ and a texture of size $(1696, 803)$, what texel will be chosen by nearest neighbor sampling?
307. Given (u, v) coordinates of $(0.56, 0.38)$ and a texture of size $(612, 1883)$, what texel will be chosen by nearest neighbor sampling?
308. a) Given a texture of size $(110, 110)$ and an image of size $(71, 71)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
309. Given (u, v) coordinates of $(0.18, 0.49)$ and a texture with resolution 512×256 , where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?

310. Given (u, v) coordinates of $(0.25, 0.09)$ and a texture of size $(1357, 1403)$, what texel will be chosen by nearest neighbor sampling?
311. Given (u, v) coordinates of $(0.73, 0.64)$ and a texture with resolution 1024×2048 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
312. Given (u, v) coordinates of $(0.11, 0.87)$ and a texture with resolution 512×512 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
313. Suppose a texture is applied to an area of size 104×104 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
314. a) Given a texture of size $(116, 116)$ and an image of size $(65, 65)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
315. a) Given a texture of size $(120, 120)$ and an image of size $(65, 65)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
316. a) Given a texture of size $(52, 52)$ and an image of size $(43, 43)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
317. Suppose a texture is applied to an area of size 46×46 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
318. Suppose a texture is applied to an area of size 61×61 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
319. Suppose a texture is applied to an area of size 53×53 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
320. Suppose a texture is applied to an area of size 112×112 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
321. Suppose a texture is applied to an area of size 104×104 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
322. a) Given a texture of size $(125, 125)$ and an image of size $(53, 53)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
323. Given (u, v) coordinates of $(0.49, 0.16)$ and a texture of size $(906, 1298)$, what texel will be chosen by nearest neighbor sampling?

324. Given (u, v) coordinates of $(1.00, 0.71)$ and a texture with resolution 512×1024 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
325. a) Given a texture of size $(73, 73)$ and an image of size $(84, 84)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
326. Suppose a texture is applied to an area of size 99×99 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
327. a) Given a texture of size $(24, 24)$ and an image of size $(21, 21)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
328. Suppose a texture is applied to an area of size 80×80 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
329. Given (u, v) coordinates of $(0.10, 0.61)$ and a texture with resolution 1024×128 , where the value at each (s, t) texture location is $(s+t+3)/2$, what is the value retrieved by bilinear interpolation?
330. a) Given a texture of size $(36, 36)$ and an image of size $(108, 108)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
331. Given (u, v) coordinates of $(0.63, 0.64)$ and a texture with resolution 128×512 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
332. Given (u, v) coordinates of $(0.69, 0.39)$ and a texture of size $(347, 1668)$, what texel will be chosen by nearest neighbor sampling?
333. Given (u, v) coordinates of $(0.69, 0.03)$ and a texture of size $(1825, 279)$, what texel will be chosen by nearest neighbor sampling?
334. Given (u, v) coordinates of $(0.75, 0.26)$ and a texture with resolution 2048×2048 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
335. Given (u, v) coordinates of $(0.67, 0.62)$ and a texture with resolution 256×2048 , where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?
336. Suppose a texture is applied to an area of size 88×88 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
337. Suppose a texture is applied to an area of size 60×60 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?

338. a) Given a texture of size (107, 107) and an image of size (80, 80), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
339. a) Given a texture of size (127, 127) and an image of size (29, 29), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
340. a) Given a texture of size (101, 101) and an image of size (32, 32), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
341. Given (u, v) coordinates of (0.09, 0.94) and a texture with resolution 256 x 128, where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
342. Given (u, v) coordinates of (0.25, 0.16) and a texture with resolution 128 x 128, where the value at each (s, t) texture location is $(s+t+1)/2$, what is the value retrieved by bilinear interpolation?
343. Suppose a texture is applied to an area of size 23 x 23.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
344. Given (u, v) coordinates of (0.67, 0.03) and a texture with resolution 512 x 256, where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
345. Given (u, v) coordinates of (0.40, 0.71) and a texture with resolution 512 x 512, where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
346. Given (u, v) coordinates of (0.18, 0.18) and a texture of size (1018, 177), what texel will be chosen by nearest neighbor sampling?
347. Suppose a texture is applied to an area of size 86 x 86.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
348. Suppose a texture is applied to an area of size 33 x 33.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
349. Suppose a texture is applied to an area of size 113 x 113.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
350. Given (u, v) coordinates of (0.02, 0.09) and a texture with resolution 256 x 128, where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?

351. a) Given a texture of size (75, 75) and an image of size (42, 42), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
352. Given (u, v) coordinates of (0.12, 0.51) and a texture of size (520, 939), what texel will be chosen by nearest neighbor sampling?
353. Suppose a texture is applied to an area of size 24 x 24.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
354. Given (u, v) coordinates of (0.57, 0.88) and a texture with resolution 512 x 128, where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
355. Given (u, v) coordinates of (0.83, 0.33) and a texture with resolution 512 x 512, where the value at each (s, t) texture location is $(s+t+1)/2$, what is the value retrieved by bilinear interpolation?
356. Given (u, v) coordinates of (0.87, 0.67) and a texture with resolution 256 x 256, where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
357. a) Given a texture of size (31, 31) and an image of size (49, 49), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
358. Given (u, v) coordinates of (0.54, 0.02) and a texture of size (486, 1938), what texel will be chosen by nearest neighbor sampling?
359. Suppose a texture is applied to an area of size 38 x 38.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
360. Suppose a texture is applied to an area of size 31 x 31.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
361. a) Given a texture of size (24, 24) and an image of size (31, 31), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
362. Given (u, v) coordinates of (0.37, 0.05) and a texture of size (1888, 1256), what texel will be chosen by nearest neighbor sampling?
363. a) Given a texture of size (39, 39) and an image of size (64, 64), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
364. a) Given a texture of size (51, 51) and an image of size (50, 50), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?

365. Suppose a texture is applied to an area of size 120×120 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
366. Given (u, v) coordinates of $(0.40, 0.39)$ and a texture with resolution 512×256 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
367. Given (u, v) coordinates of $(0.52, 0.64)$ and a texture of size $(1281, 2022)$, what texel will be chosen by nearest neighbor sampling?
368. Suppose a texture is applied to an area of size 18×18 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
369. Given (u, v) coordinates of $(0.54, 0.88)$ and a texture with resolution 256×512 , where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
370. Suppose a texture is applied to an area of size 110×110 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
371. Given (u, v) coordinates of $(0.02, 0.34)$ and a texture with resolution 512×128 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
372. Given (u, v) coordinates of $(0.82, 0.70)$ and a texture of size $(1244, 1159)$, what texel will be chosen by nearest neighbor sampling?
373. Given (u, v) coordinates of $(0.87, 0.82)$ and a texture with resolution 2048×128 , where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?
374. Given (u, v) coordinates of $(0.41, 0.23)$ and a texture of size $(763, 377)$, what texel will be chosen by nearest neighbor sampling?
375. Given (u, v) coordinates of $(0.01, 0.24)$ and a texture with resolution 256×2048 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
376. Given (u, v) coordinates of $(0.15, 0.05)$ and a texture of size $(882, 210)$, what texel will be chosen by nearest neighbor sampling?
377. Given (u, v) coordinates of $(0.15, 0.37)$ and a texture with resolution 512×1024 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
378. Given (u, v) coordinates of $(0.80, 0.93)$ and a texture of size $(971, 1630)$, what texel will be chosen by nearest neighbor sampling?
379. Suppose a texture is applied to an area of size 50×50 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?

380. Given (u, v) coordinates of $(0.25, 0.58)$ and a texture of size $(181, 710)$, what texel will be chosen by nearest neighbor sampling?
381. Suppose a texture is applied to an area of size 99×99 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
382. Suppose a texture is applied to an area of size 121×121 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
383. Given (u, v) coordinates of $(0.14, 0.32)$ and a texture of size $(762, 519)$, what texel will be chosen by nearest neighbor sampling?
384. Given (u, v) coordinates of $(0.25, 0.99)$ and a texture of size $(704, 757)$, what texel will be chosen by nearest neighbor sampling?
385. Suppose a texture is applied to an area of size 63×63 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
386. Given (u, v) coordinates of $(0.23, 0.38)$ and a texture with resolution 128×2048 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
387. a) Given a texture of size $(19, 19)$ and an image of size $(30, 30)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
388. Given (u, v) coordinates of $(0.49, 0.82)$ and a texture of size $(180, 748)$, what texel will be chosen by nearest neighbor sampling?
389. Suppose a texture is applied to an area of size 63×63 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
390. Given (u, v) coordinates of $(0.23, 0.90)$ and a texture of size $(1531, 1010)$, what texel will be chosen by nearest neighbor sampling?
391. Suppose a texture is applied to an area of size 26×26 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
392. Given (u, v) coordinates of $(0.58, 0.37)$ and a texture with resolution 512×2048 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
393. Suppose a texture is applied to an area of size 65×65 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
394. a) Given a texture of size $(53, 53)$ and an image of size $(76, 76)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?

395. a) Given a texture of size (17, 17) and an image of size (115, 115), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
396. Given (u, v) coordinates of (0.68, 0.03) and a texture of size (243, 315), what texel will be chosen by nearest neighbor sampling?
397. Given (u, v) coordinates of (0.83, 0.00) and a texture of size (563, 217), what texel will be chosen by nearest neighbor sampling?
398. Suppose a texture is applied to an area of size 47 x 47.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
399. a) Given a texture of size (126, 126) and an image of size (94, 94), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
400. Given (u, v) coordinates of (0.35, 0.77) and a texture of size (193, 333), what texel will be chosen by nearest neighbor sampling?
401. Suppose a texture is applied to an area of size 18 x 18.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
402. Given (u, v) coordinates of (0.83, 0.93) and a texture with resolution 512 x 1024, where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
403. Given (u, v) coordinates of (0.76, 0.12) and a texture with resolution 128 x 1024, where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
404. Given (u, v) coordinates of (0.99, 0.57) and a texture with resolution 512 x 2048, where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
405. a) Given a texture of size (104, 104) and an image of size (76, 76), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
406. a) Given a texture of size (120, 120) and an image of size (48, 48), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
407. Suppose a texture is applied to an area of size 22 x 22.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
408. Given (u, v) coordinates of (0.57, 0.42) and a texture of size (1551, 673), what texel will be chosen by nearest neighbor sampling?

409. Suppose a texture is applied to an area of size 35×35 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
410. Suppose a texture is applied to an area of size 76×76 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
411. Given (u, v) coordinates of $(0.06, 0.70)$ and a texture of size $(1759, 343)$, what texel will be chosen by nearest neighbor sampling?
412. Given (u, v) coordinates of $(0.05, 0.21)$ and a texture with resolution 2048×1024 , where the value at each (s, t) texture location is $(s+t+1)/2$, what is the value retrieved by bilinear interpolation?
413. a) Given a texture of size $(17, 17)$ and an image of size $(53, 53)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
414. Given (u, v) coordinates of $(0.16, 0.01)$ and a texture with resolution 256×128 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
415. Suppose a texture is applied to an area of size 33×33 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
416. Given (u, v) coordinates of $(0.47, 0.72)$ and a texture with resolution 1024×512 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
417. a) Given a texture of size $(22, 22)$ and an image of size $(78, 78)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
418. Suppose a texture is applied to an area of size 51×51 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
419. Given (u, v) coordinates of $(0.97, 0.13)$ and a texture with resolution 512×2048 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
420. a) Given a texture of size $(61, 61)$ and an image of size $(33, 33)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
421. Given (u, v) coordinates of $(1.00, 0.26)$ and a texture of size $(490, 226)$, what texel will be chosen by nearest neighbor sampling?
422. Given (u, v) coordinates of $(0.93, 0.37)$ and a texture with resolution 128×256 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?

423. Suppose a texture is applied to an area of size 61×61 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
424. Given (u, v) coordinates of $(0.25, 0.68)$ and a texture with resolution 2048×256 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
425. Given (u, v) coordinates of $(0.72, 0.04)$ and a texture with resolution 2048×1024 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
426. Given (u, v) coordinates of $(0.47, 0.61)$ and a texture of size $(822, 968)$, what texel will be chosen by nearest neighbor sampling?
427. a) Given a texture of size $(32, 32)$ and an image of size $(96, 96)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
428. Suppose a texture is applied to an area of size 94×94 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
429. Given (u, v) coordinates of $(0.39, 0.67)$ and a texture of size $(1207, 1352)$, what texel will be chosen by nearest neighbor sampling?
430. Given (u, v) coordinates of $(0.48, 0.99)$ and a texture of size $(587, 799)$, what texel will be chosen by nearest neighbor sampling?
431. Given (u, v) coordinates of $(0.66, 0.84)$ and a texture of size $(1447, 1995)$, what texel will be chosen by nearest neighbor sampling?
432. Suppose a texture is applied to an area of size 117×117 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
433. a) Given a texture of size $(92, 92)$ and an image of size $(124, 124)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
434. Given (u, v) coordinates of $(0.54, 0.25)$ and a texture with resolution 128×1024 , where the value at each (s, t) texture location is $(s+t+3)/2$, what is the value retrieved by bilinear interpolation?
435. Given (u, v) coordinates of $(0.68, 0.40)$ and a texture of size $(147, 1257)$, what texel will be chosen by nearest neighbor sampling?
436. a) Given a texture of size $(54, 54)$ and an image of size $(127, 127)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
437. a) Given a texture of size $(104, 104)$ and an image of size $(45, 45)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?

438. a) Given a texture of size (99, 99) and an image of size (60, 60), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
439. Given (u, v) coordinates of (0.09, 0.62) and a texture with resolution 512 x 2048, where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
440. a) Given a texture of size (109, 109) and an image of size (103, 103), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
441. Given (u, v) coordinates of (0.89, 0.47) and a texture with resolution 256 x 2048, where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
442. Suppose a texture is applied to an area of size 105 x 105.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
443. Given (u, v) coordinates of (0.39, 0.05) and a texture of size (1052, 671), what texel will be chosen by nearest neighbor sampling?
444. Given (u, v) coordinates of (0.99, 0.49) and a texture of size (1847, 1327), what texel will be chosen by nearest neighbor sampling?
445. Given (u, v) coordinates of (0.12, 0.78) and a texture of size (599, 618), what texel will be chosen by nearest neighbor sampling?
446. Given (u, v) coordinates of (0.34, 0.74) and a texture with resolution 128 x 256, where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
447. Given (u, v) coordinates of (0.83, 0.95) and a texture of size (789, 1574), what texel will be chosen by nearest neighbor sampling?
448. Given (u, v) coordinates of (0.40, 0.17) and a texture with resolution 512 x 256, where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
449. Suppose a texture is applied to an area of size 17 x 17.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
450. Given (u, v) coordinates of (0.59, 0.14) and a texture with resolution 2048 x 1024, where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
451. Given (u, v) coordinates of (0.99, 0.57) and a texture of size (170, 1336), what texel will be chosen by nearest neighbor sampling?
452. Given (u, v) coordinates of (0.29, 0.19) and a texture of size (1768, 1034), what texel will be chosen by nearest neighbor sampling?

453. Given (u, v) coordinates of $(0.78, 0.15)$ and a texture with resolution 128×2048 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
454. a) Given a texture of size $(44, 44)$ and an image of size $(75, 75)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
455. Suppose a texture is applied to an area of size 56×56 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
456. a) Given a texture of size $(32, 32)$ and an image of size $(90, 90)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
457. Given (u, v) coordinates of $(0.67, 0.52)$ and a texture of size $(1123, 1791)$, what texel will be chosen by nearest neighbor sampling?
458. a) Given a texture of size $(62, 62)$ and an image of size $(51, 51)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
459. Suppose a texture is applied to an area of size 55×55 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
460. Given (u, v) coordinates of $(0.61, 0.05)$ and a texture with resolution 1024×512 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
461. a) Given a texture of size $(99, 99)$ and an image of size $(59, 59)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
462. a) Given a texture of size $(74, 74)$ and an image of size $(87, 87)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
463. a) Given a texture of size $(46, 46)$ and an image of size $(46, 46)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
464. Given (u, v) coordinates of $(0.01, 0.35)$ and a texture of size $(81, 155)$, what texel will be chosen by nearest neighbor sampling?
465. a) Given a texture of size $(82, 82)$ and an image of size $(99, 99)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
466. Given (u, v) coordinates of $(0.55, 0.78)$ and a texture with resolution 256×512 , where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?

467. Suppose a texture is applied to an area of size 107×107 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
468. Given (u, v) coordinates of $(0.12, 0.27)$ and a texture of size $(747, 1326)$, what texel will be chosen by nearest neighbor sampling?
469. Given (u, v) coordinates of $(0.39, 0.35)$ and a texture of size $(1419, 1346)$, what texel will be chosen by nearest neighbor sampling?
470. Given (u, v) coordinates of $(0.12, 0.02)$ and a texture with resolution 128×128 , where the value at each (s, t) texture location is $(s+t+3)/2$, what is the value retrieved by bilinear interpolation?
471. Given (u, v) coordinates of $(0.22, 0.10)$ and a texture of size $(1246, 1406)$, what texel will be chosen by nearest neighbor sampling?
472. Given (u, v) coordinates of $(0.47, 0.82)$ and a texture of size $(1388, 1600)$, what texel will be chosen by nearest neighbor sampling?
473. Given (u, v) coordinates of $(0.47, 0.95)$ and a texture with resolution 256×512 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
474. Given (u, v) coordinates of $(0.61, 0.89)$ and a texture with resolution 2048×256 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
475. a) Given a texture of size $(56, 56)$ and an image of size $(75, 75)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
476. a) Given a texture of size $(42, 42)$ and an image of size $(117, 117)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
477. Given (u, v) coordinates of $(0.16, 0.14)$ and a texture of size $(671, 1687)$, what texel will be chosen by nearest neighbor sampling?
478. Suppose a texture is applied to an area of size 24×24 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
479. Suppose a texture is applied to an area of size 41×41 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
480. Given (u, v) coordinates of $(0.27, 0.82)$ and a texture of size $(769, 95)$, what texel will be chosen by nearest neighbor sampling?
481. Suppose a texture is applied to an area of size 79×79 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?

482. Given (u, v) coordinates of $(0.55, 0.61)$ and a texture of size $(1638, 1707)$, what texel will be chosen by nearest neighbor sampling?
483. a) Given a texture of size $(105, 105)$ and an image of size $(33, 33)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
484. a) Given a texture of size $(51, 51)$ and an image of size $(20, 20)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
485. Suppose a texture is applied to an area of size 109×109 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
486. a) Given a texture of size $(113, 113)$ and an image of size $(126, 126)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
487. Suppose a texture is applied to an area of size 64×64 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
488. Given (u, v) coordinates of $(0.22, 0.73)$ and a texture with resolution 512×2048 , where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?
489. Given (u, v) coordinates of $(0.07, 0.76)$ and a texture with resolution 1024×512 , where the value at each (s, t) texture location is $(s+t+1)/2$, what is the value retrieved by bilinear interpolation?
490. Given (u, v) coordinates of $(0.47, 0.99)$ and a texture of size $(1898, 1261)$, what texel will be chosen by nearest neighbor sampling?
491. Given (u, v) coordinates of $(0.53, 0.82)$ and a texture with resolution 2048×1024 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
492. Given (u, v) coordinates of $(0.88, 0.13)$ and a texture with resolution 128×256 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
493. a) Given a texture of size $(115, 115)$ and an image of size $(101, 101)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
494. Given (u, v) coordinates of $(0.78, 0.70)$ and a texture with resolution 1024×512 , where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
495. a) Given a texture of size $(28, 28)$ and an image of size $(58, 58)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?

496. Suppose a texture is applied to an area of size 91×91 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
497. Given (u, v) coordinates of $(0.02, 0.58)$ and a texture with resolution 1024×2048 , where the value at each (s, t) texture location is $(s+t+3)/2$, what is the value retrieved by bilinear interpolation?
498. Given (u, v) coordinates of $(0.63, 0.12)$ and a texture with resolution 2048×256 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
499. Given (u, v) coordinates of $(0.73, 0.57)$ and a texture with resolution 256×1024 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
500. Given (u, v) coordinates of $(0.83, 0.08)$ and a texture of size $(1580, 489)$, what texel will be chosen by nearest neighbor sampling?
501. Suppose a texture is applied to an area of size 114×114 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
502. a) Given a texture of size $(109, 109)$ and an image of size $(108, 108)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
503. Given (u, v) coordinates of $(0.53, 0.23)$ and a texture with resolution 128×1024 , where the value at each (s, t) texture location is $(s+t+3)/2$, what is the value retrieved by bilinear interpolation?
504. Given (u, v) coordinates of $(0.58, 0.33)$ and a texture with resolution 128×256 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
505. Suppose a texture is applied to an area of size 54×54 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
506. Given (u, v) coordinates of $(0.71, 0.82)$ and a texture of size $(1213, 458)$, what texel will be chosen by nearest neighbor sampling?
507. Given (u, v) coordinates of $(0.57, 0.50)$ and a texture of size $(127, 590)$, what texel will be chosen by nearest neighbor sampling?
508. Suppose a texture is applied to an area of size 105×105 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
509. Suppose a texture is applied to an area of size 75×75 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?

510. Given (u, v) coordinates of $(0.10, 0.50)$ and a texture with resolution 1024×256 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
511. Given (u, v) coordinates of $(0.48, 0.93)$ and a texture of size $(1770, 999)$, what texel will be chosen by nearest neighbor sampling?
512. Suppose a texture is applied to an area of size 120×120 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
513. Given (u, v) coordinates of $(0.18, 0.22)$ and a texture with resolution 1024×128 , where the value at each (s, t) texture location is $(s+t+2)/1$, what is the value retrieved by bilinear interpolation?
514. a) Given a texture of size $(124, 124)$ and an image of size $(56, 56)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
515. Suppose a texture is applied to an area of size 94×94 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
516. a) Given a texture of size $(81, 81)$ and an image of size $(61, 61)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
517. a) Given a texture of size $(64, 64)$ and an image of size $(115, 115)$, how many texels must cover each pixel?
 - b) Is this a problem of magnification (mag) or minification (min)?
518. Given (u, v) coordinates of $(0.08, 0.89)$ and a texture with resolution 128×256 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
519. Suppose a texture is applied to an area of size 115×115 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
520. Given (u, v) coordinates of $(0.25, 0.01)$ and a texture with resolution 1024×512 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
521. Suppose a texture is applied to an area of size 109×109 .
 - b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 - c) How should each one be weighted?
522. Given (u, v) coordinates of $(0.86, 0.03)$ and a texture with resolution 256×512 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?

523. Suppose a texture is applied to an area of size 124×124 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
524. Given (u, v) coordinates of $(0.10, 0.26)$ and a texture with resolution 2048×2048 , where the value at each (s, t) texture location is $(s+t+3)/3$, what is the value retrieved by bilinear interpolation?
525. Given (u, v) coordinates of $(0.37, 0.05)$ and a texture of size $(1991, 2005)$, what texel will be chosen by nearest neighbor sampling?
526. a) Given a texture of size $(56, 56)$ and an image of size $(89, 89)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
527. Given (u, v) coordinates of $(0.78, 0.86)$ and a texture of size $(545, 561)$, what texel will be chosen by nearest neighbor sampling?
528. a) Given a texture of size $(94, 94)$ and an image of size $(39, 39)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
529. Given (u, v) coordinates of $(0.38, 0.51)$ and a texture of size $(751, 1891)$, what texel will be chosen by nearest neighbor sampling?
530. Given (u, v) coordinates of $(0.87, 0.17)$ and a texture of size $(1359, 1125)$, what texel will be chosen by nearest neighbor sampling?
531. a) Given a texture of size $(85, 85)$ and an image of size $(22, 22)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
532. Given (u, v) coordinates of $(0.31, 0.66)$ and a texture of size $(1023, 1357)$, what texel will be chosen by nearest neighbor sampling?
533. Given (u, v) coordinates of $(0.76, 0.18)$ and a texture with resolution 1024×512 , where the value at each (s, t) texture location is $(s+t+2)/3$, what is the value retrieved by bilinear interpolation?
534. Suppose a texture is applied to an area of size 71×71 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
535. Suppose a texture is applied to an area of size 46×46 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
536. Given (u, v) coordinates of $(0.32, 0.41)$ and a texture of size $(278, 1744)$, what texel will be chosen by nearest neighbor sampling?
537. Suppose a texture is applied to an area of size 77×77 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?

538. a) Given a texture of size (26, 26) and an image of size (24, 24), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
539. Given (u, v) coordinates of (0.40, 0.77) and a texture with resolution 512 x 128, where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
540. a) Given a texture of size (81, 81) and an image of size (61, 61), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
541. Given (u, v) coordinates of (0.61, 0.76) and a texture with resolution 1024 x 1024, where the value at each (s, t) texture location is $(s+t+2)/2$, what is the value retrieved by bilinear interpolation?
542. Suppose a texture is applied to an area of size 89 x 89.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
543. Given (u, v) coordinates of (0.61, 0.09) and a texture of size (389, 1025), what texel will be chosen by nearest neighbor sampling?
544. Given (u, v) coordinates of (0.84, 0.54) and a texture of size (671, 1257), what texel will be chosen by nearest neighbor sampling?
545. a) Given a texture of size (88, 88) and an image of size (41, 41), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
546. Given (u, v) coordinates of (0.71, 0.00) and a texture with resolution 1024 x 256, where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
547. Given (u, v) coordinates of (0.71, 0.73) and a texture of size (563, 1491), what texel will be chosen by nearest neighbor sampling?
548. Given (u, v) coordinates of (0.77, 0.36) and a texture of size (18, 964), what texel will be chosen by nearest neighbor sampling?
549. Given (u, v) coordinates of (0.96, 0.42) and a texture of size (1139, 401), what texel will be chosen by nearest neighbor sampling?
550. Suppose a texture is applied to an area of size 27 x 27.
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
551. a) Given a texture of size (28, 28) and an image of size (21, 21), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
552. a) Given a texture of size (24, 24) and an image of size (44, 44), how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?

553. Given (u, v) coordinates of $(0.40, 0.59)$ and a texture of size $(1318, 1668)$, what texel will be chosen by nearest neighbor sampling?
554. Given (u, v) coordinates of $(0.97, 0.59)$ and a texture of size $(849, 1113)$, what texel will be chosen by nearest neighbor sampling?
555. a) Given a texture of size $(34, 34)$ and an image of size $(41, 41)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
556. Suppose a texture is applied to an area of size 125×125 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
557. Given (u, v) coordinates of $(0.09, 0.96)$ and a texture with resolution 2048×1024 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
558. a) Given a texture of size $(116, 116)$ and an image of size $(48, 48)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
559. a) Given a texture of size $(74, 74)$ and an image of size $(38, 38)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
560. Suppose a texture is applied to an area of size 79×79 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
561. Suppose a texture is applied to an area of size 64×64 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
562. Given (u, v) coordinates of $(0.94, 0.78)$ and a texture with resolution 256×1024 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
563. a) Given a texture of size $(29, 29)$ and an image of size $(111, 111)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
564. a) Given a texture of size $(49, 49)$ and an image of size $(100, 100)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
565. a) Given a texture of size $(74, 74)$ and an image of size $(86, 86)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?
566. Given (u, v) coordinates of $(0.48, 0.91)$ and a texture of size $(1910, 1116)$, what texel will be chosen by nearest neighbor sampling?

567. Suppose a texture is applied to an area of size 19×19 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
568. Given (u, v) coordinates of $(0.67, 0.67)$ and a texture with resolution 128×2048 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
569. Given (u, v) coordinates of $(0.90, 0.41)$ and a texture with resolution 1024×512 , where the value at each (s, t) texture location is $(s+t+1)/2$, what is the value retrieved by bilinear interpolation?
570. Given (u, v) coordinates of $(0.99, 0.49)$ and a texture with resolution 1024×128 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
571. Suppose a texture is applied to an area of size 18×18 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
572. Suppose a texture is applied to an area of size 29×29 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
573. Given (u, v) coordinates of $(0.44, 0.81)$ and a texture of size $(251, 1081)$, what texel will be chosen by nearest neighbor sampling?
574. Suppose a texture is applied to an area of size 118×118 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
575. Suppose a texture is applied to an area of size 127×127 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
576. Given (u, v) coordinates of $(0.81, 0.28)$ and a texture of size $(1690, 1974)$, what texel will be chosen by nearest neighbor sampling?
577. Given (u, v) coordinates of $(0.56, 0.82)$ and a texture of size $(1382, 230)$, what texel will be chosen by nearest neighbor sampling?
578. Given (u, v) coordinates of $(0.16, 0.28)$ and a texture of size $(1622, 1254)$, what texel will be chosen by nearest neighbor sampling?
579. Suppose a texture is applied to an area of size 104×104 .
 b) What two levels of detail (powers of two) should be used for trilinear interpolation?
 c) How should each one be weighted?
580. Given (u, v) coordinates of $(0.50, 0.15)$ and a texture of size $(1808, 550)$, what texel will be chosen by nearest neighbor sampling?
581. a) Given a texture of size $(100, 100)$ and an image of size $(84, 84)$, how many texels must cover each pixel?
 b) Is this a problem of magnification (mag) or minification (min)?

582. Given (u, v) coordinates of $(0.95, 0.86)$ and a texture of size $(734, 1331)$, what texel will be chosen by nearest neighbor sampling?
583. Given (u, v) coordinates of $(0.31, 0.12)$ and a texture of size $(1659, 1456)$, what texel will be chosen by nearest neighbor sampling?
584. Given (u, v) coordinates of $(0.01, 0.91)$ and a texture of size $(404, 2001)$, what texel will be chosen by nearest neighbor sampling?
585. a) Given a texture of size $(61, 61)$ and an image of size $(41, 41)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
586. Suppose a texture is applied to an area of size 108×108 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
587. Given (u, v) coordinates of $(0.14, 0.92)$ and a texture with resolution 128×128 , where the value at each (s, t) texture location is $(s+t+1)/1$, what is the value retrieved by bilinear interpolation?
588. Given (u, v) coordinates of $(0.22, 0.70)$ and a texture with resolution 512×256 , where the value at each (s, t) texture location is $(s+t+1)/3$, what is the value retrieved by bilinear interpolation?
589. Suppose a texture is applied to an area of size 65×65 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
590. Suppose a texture is applied to an area of size 60×60 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
591. Suppose a texture is applied to an area of size 20×20 .
b) What two levels of detail (powers of two) should be used for trilinear interpolation?
c) How should each one be weighted?
592. a) Given a texture of size $(108, 108)$ and an image of size $(53, 53)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
593. Given (u, v) coordinates of $(0.26, 0.58)$ and a texture of size $(1157, 886)$, what texel will be chosen by nearest neighbor sampling?
594. a) Given a texture of size $(63, 63)$ and an image of size $(52, 52)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?
595. Given (u, v) coordinates of $(0.20, 0.57)$ and a texture of size $(1751, 2010)$, what texel will be chosen by nearest neighbor sampling?
596. Given (u, v) coordinates of $(0.23, 0.87)$ and a texture of size $(280, 1562)$, what texel will be chosen by nearest neighbor sampling?

597. Given (u, v) coordinates of $(0.98, 0.13)$ and a texture of size $(1065, 901)$, what texel will be chosen by nearest neighbor sampling?
598. Given (u, v) coordinates of $(0.20, 0.00)$ and a texture with resolution 128×512 , where the value at each (s, t) texture location is $(s+t+3)/2$, what is the value retrieved by bilinear interpolation?
599. Given (u, v) coordinates of $(0.48, 0.11)$ and a texture with resolution 256×256 , where the value at each (s, t) texture location is $(s+t+3)/1$, what is the value retrieved by bilinear interpolation?
600. a) Given a texture of size $(103, 103)$ and an image of size $(50, 50)$, how many texels must cover each pixel?
b) Is this a problem of magnification (mag) or minification (min)?