

Week 5

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3 issues in implementing texture mapping:

1. Since we are not only using polygon shapes but also mathematical primitives, an algorithm to project specific point on object to its texture is necessary, if we are going to have textures on the sphere.
2. Triangle texturing is presented in the reading, but modern CG artist always prefer non-planar polygons. Some modification (maybe?) is needed to interpolate polygons to 2D textures.
3. As I imagine, there should be ways to save huge computing powers rather than doing the interpolation every frame. Maybe we are going to have a data structures that reuses the interpolations we already have.