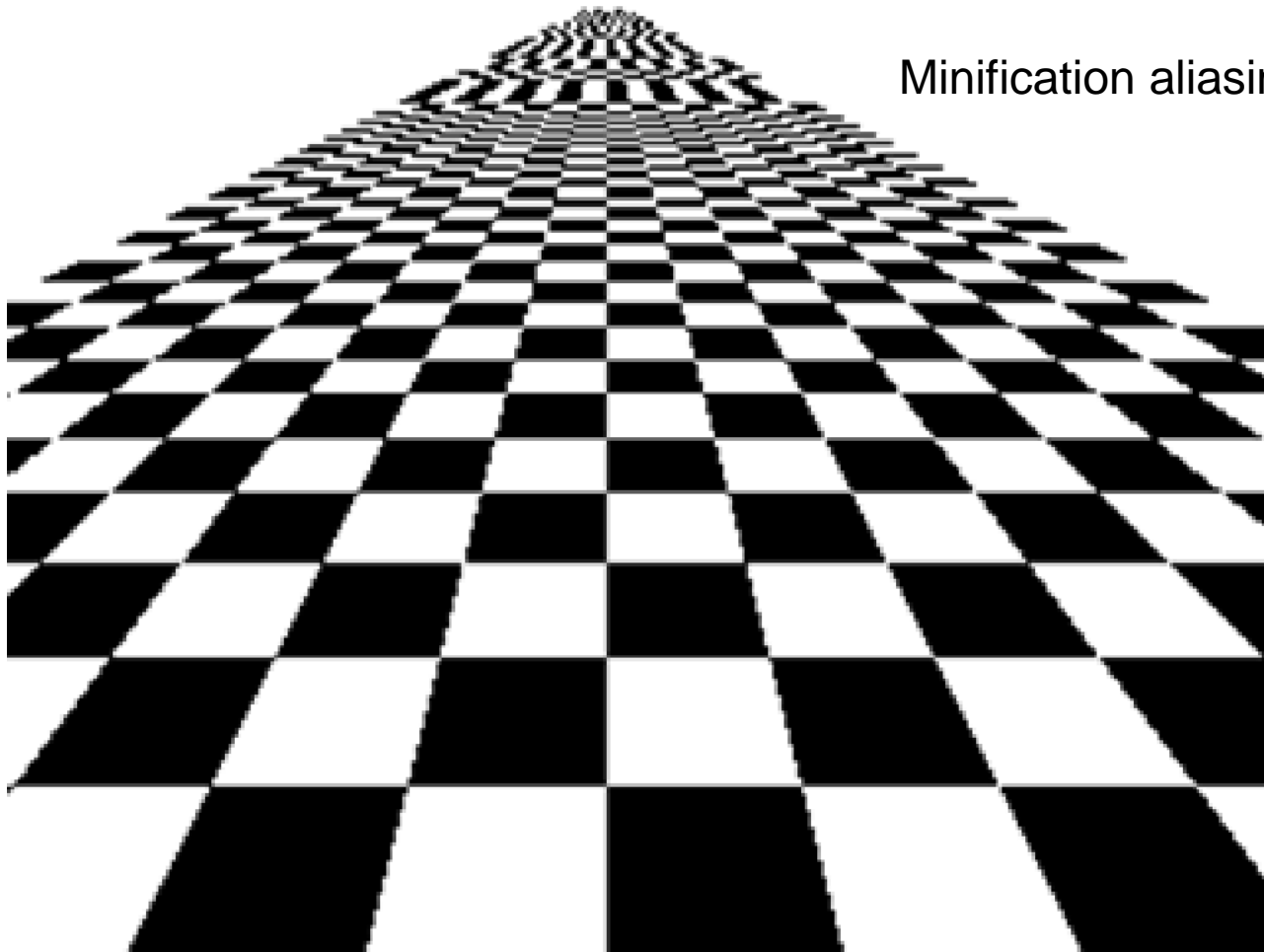


Texture Minification

CS418 Computer Graphics

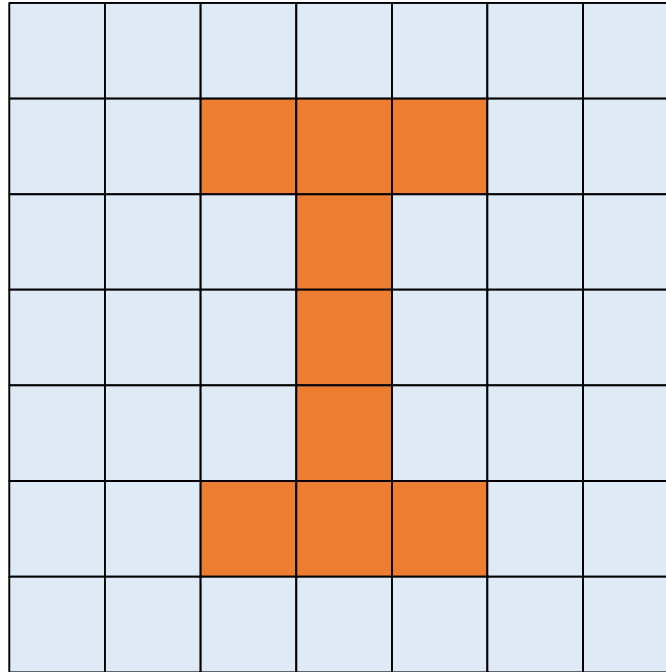
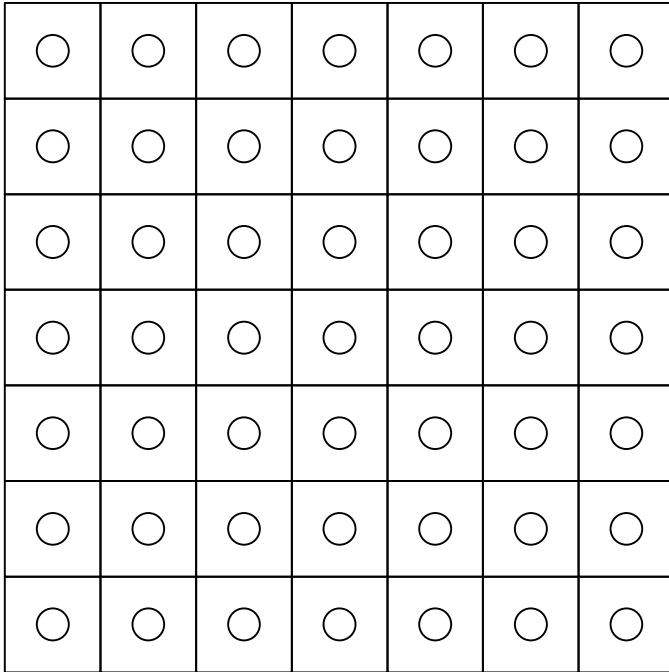
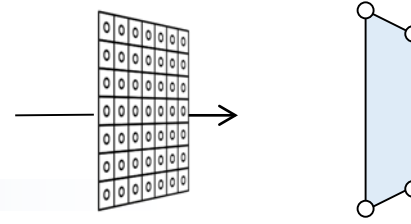
John C. Hart

Texture Aliasing

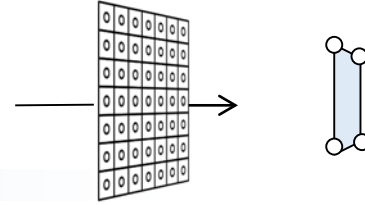


Minification aliasing

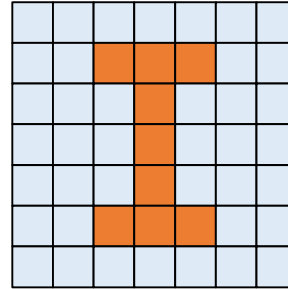
Texture Mapping



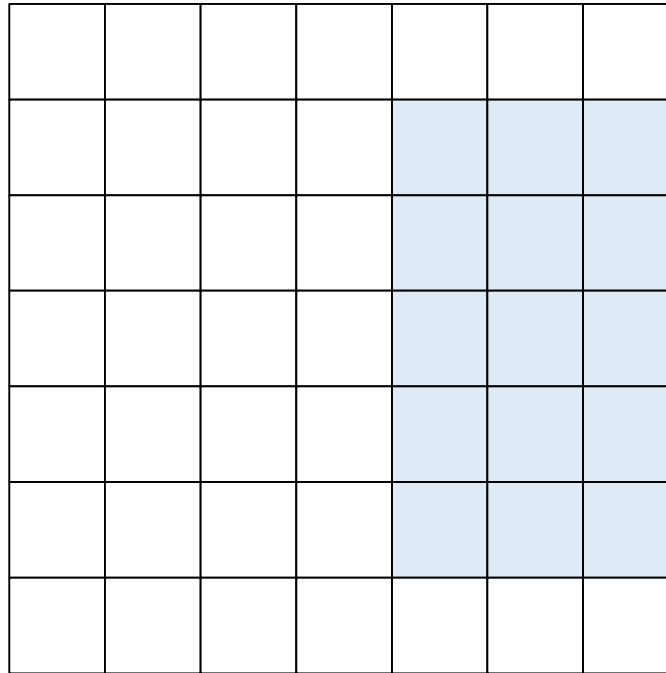
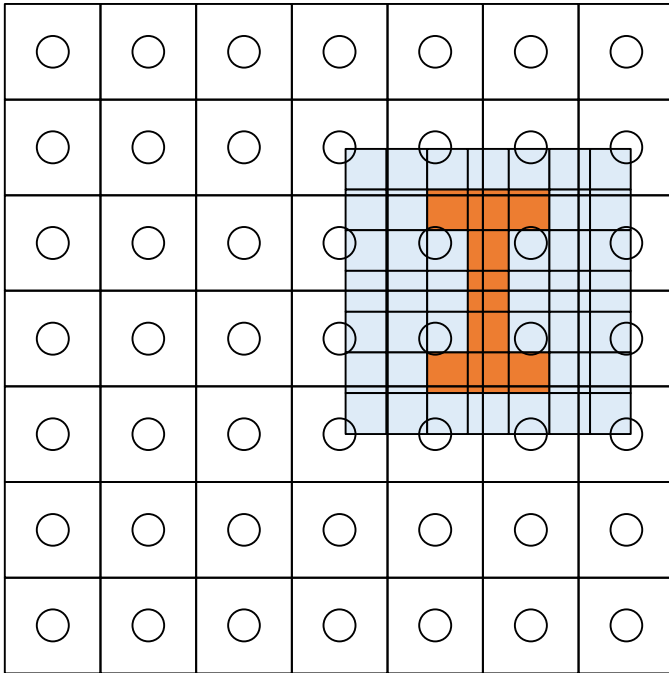
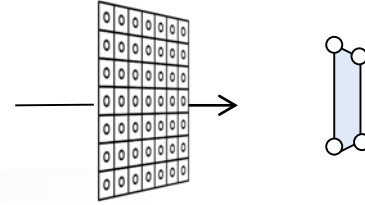
Texture Minification



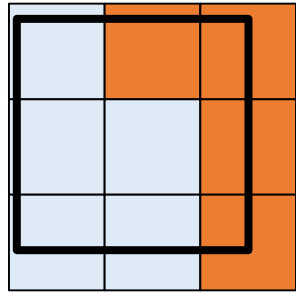
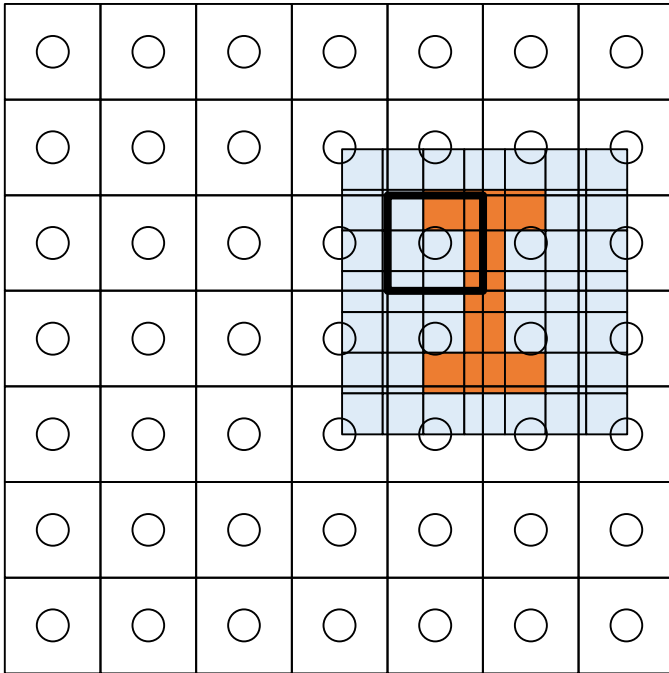
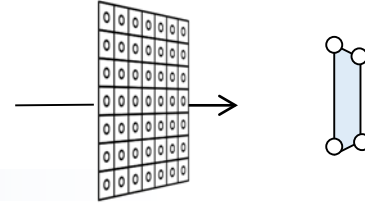
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○	○	○	○	○	○	○
○	○	○	○	○	○	○
○	○	○	○	○	○	○
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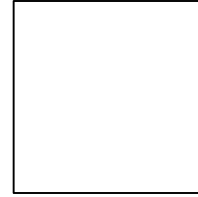
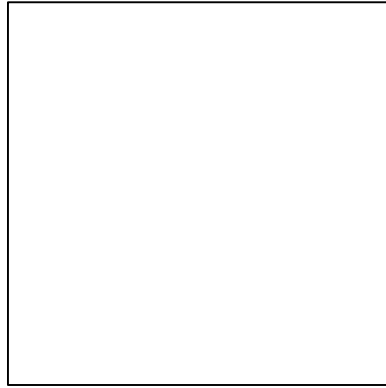
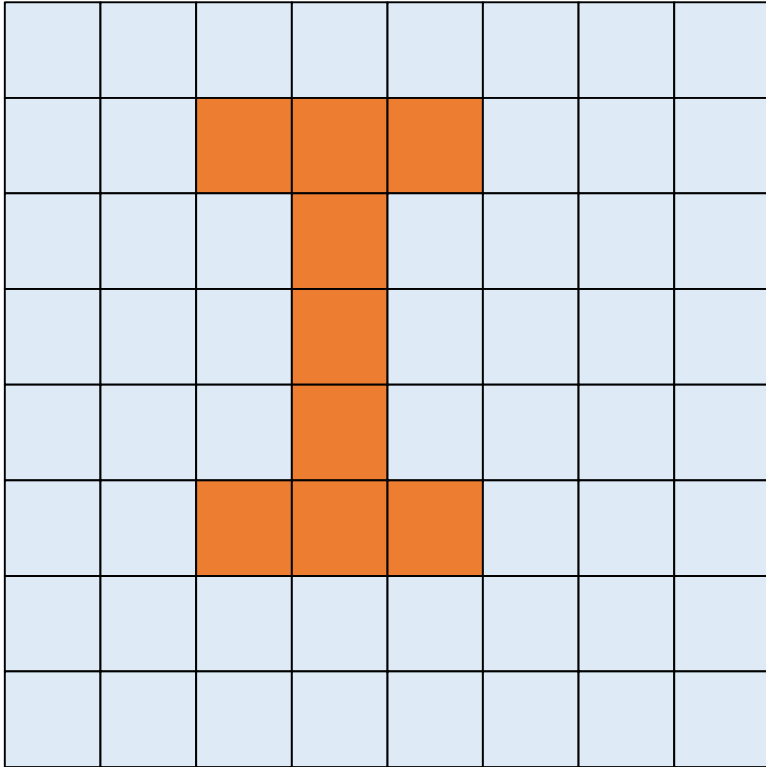
Texture Minification



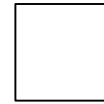
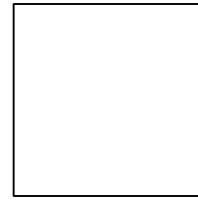
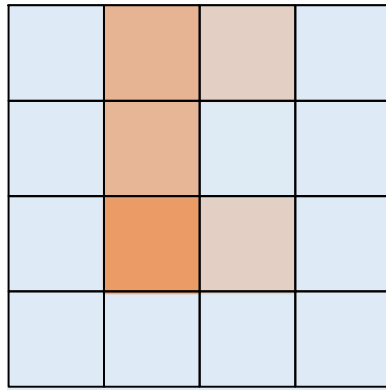
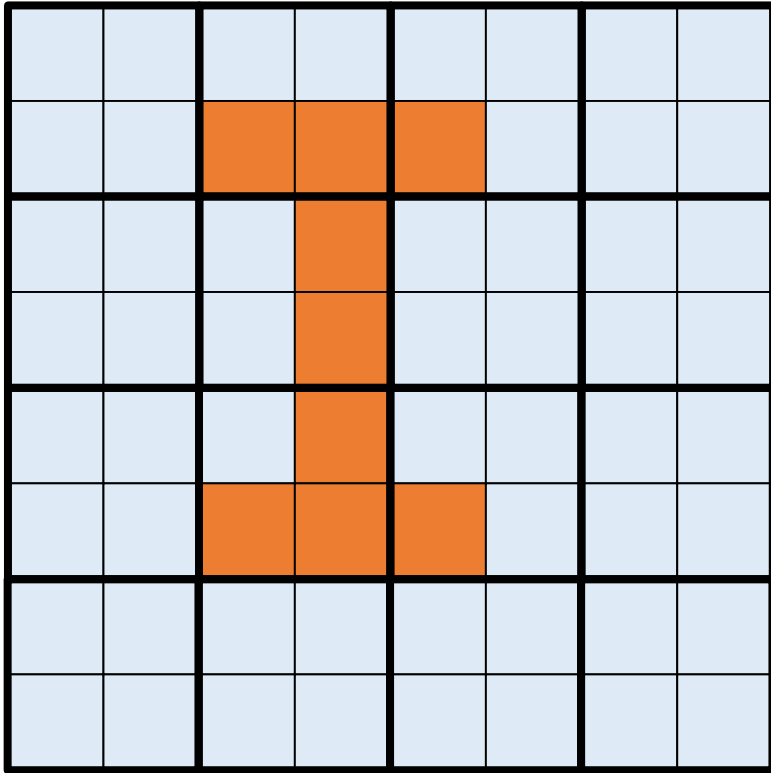
Texture Minification



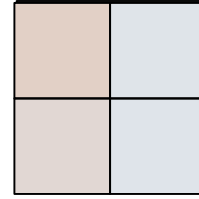
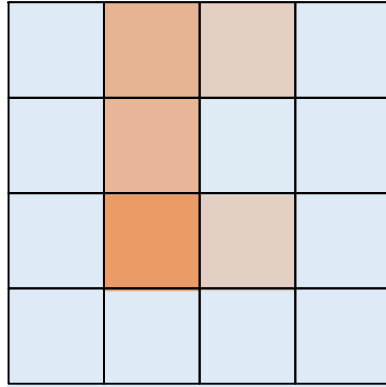
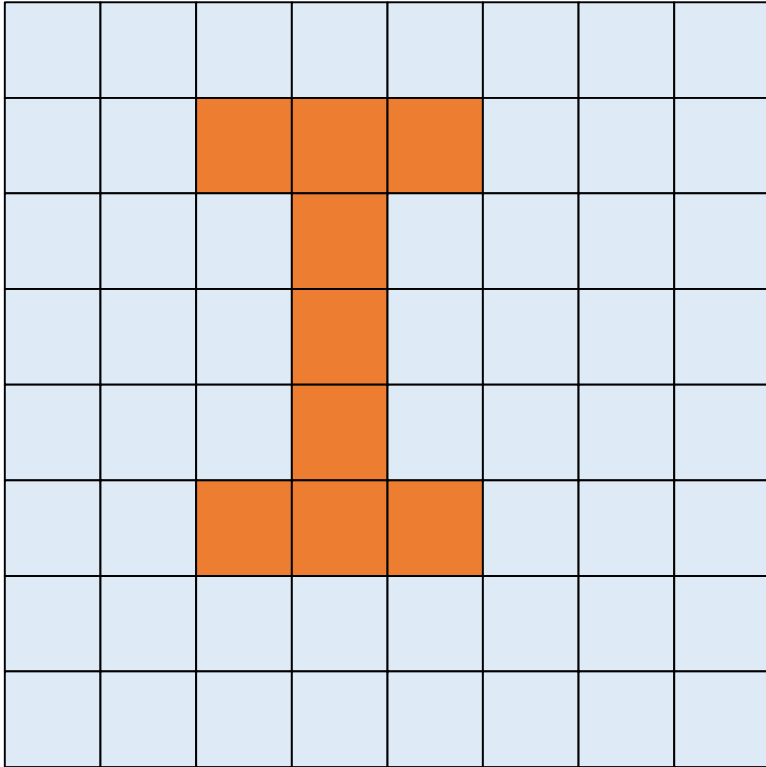
MIP Mapping



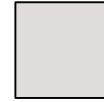
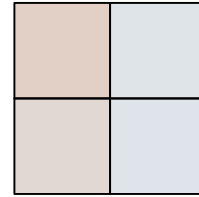
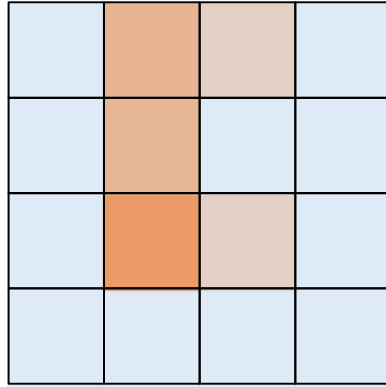
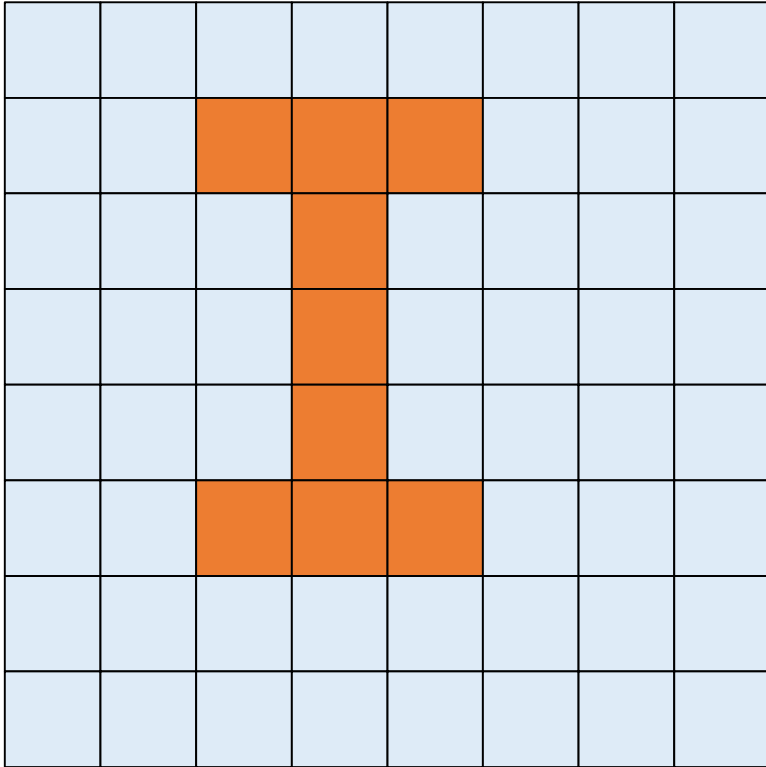
MIP Mapping



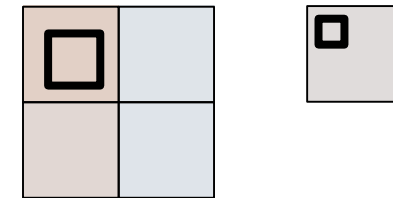
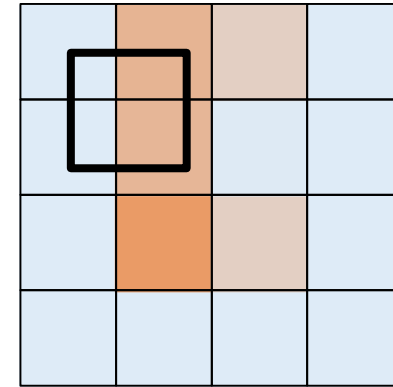
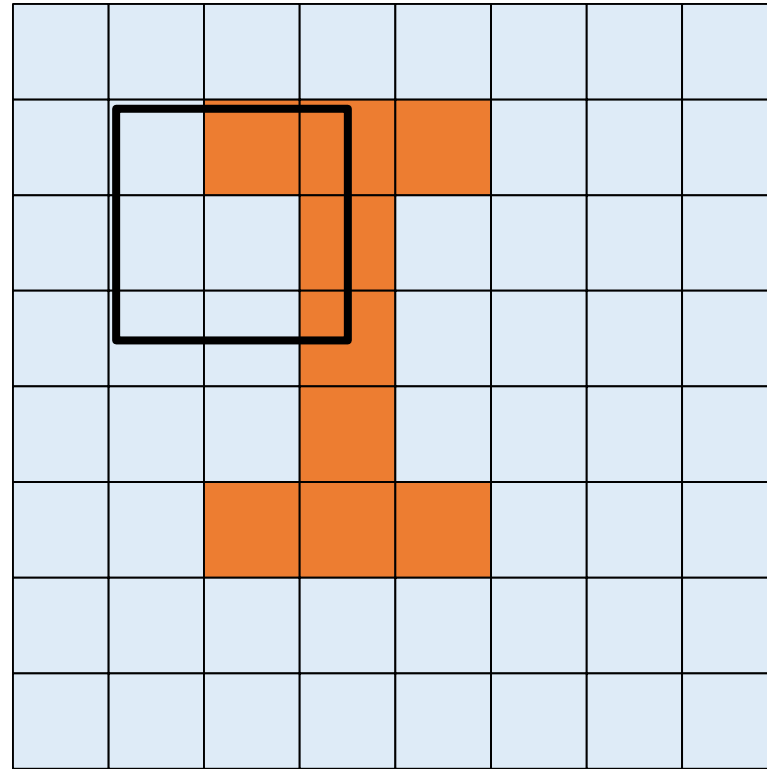
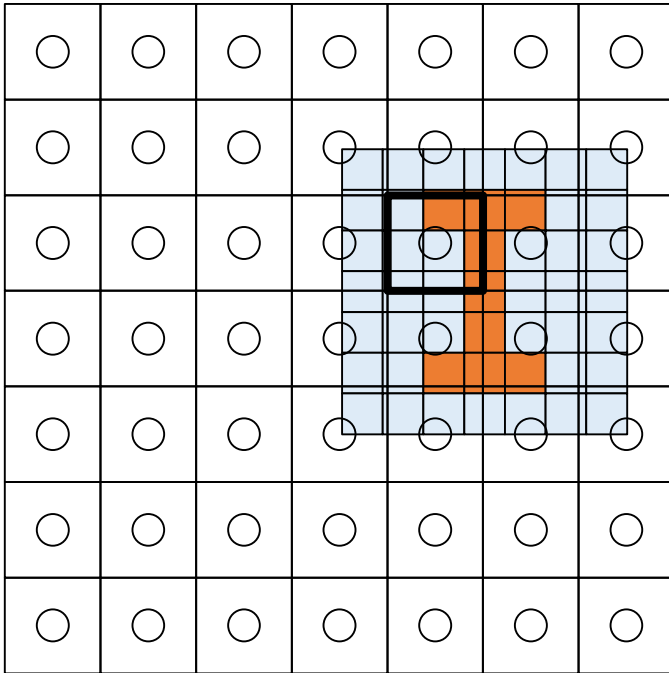
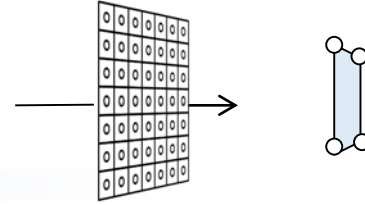
MIP Mapping



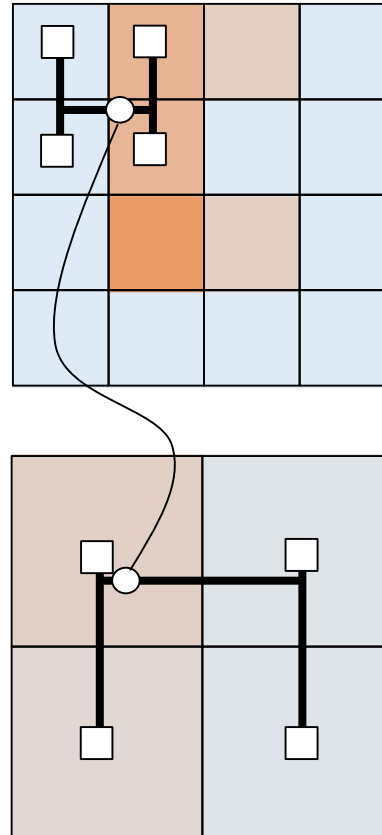
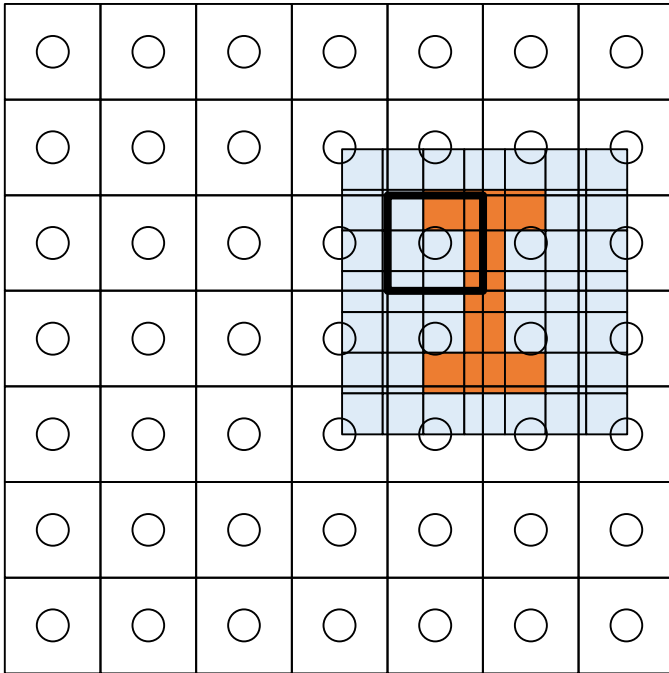
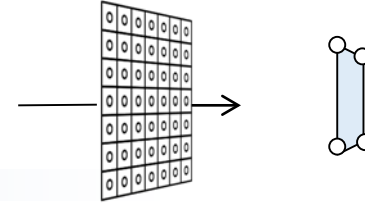
MIP Mapping



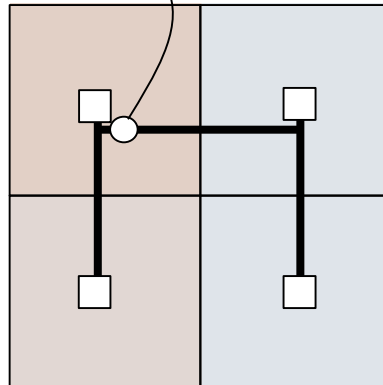
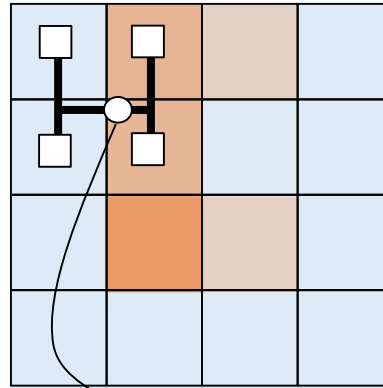
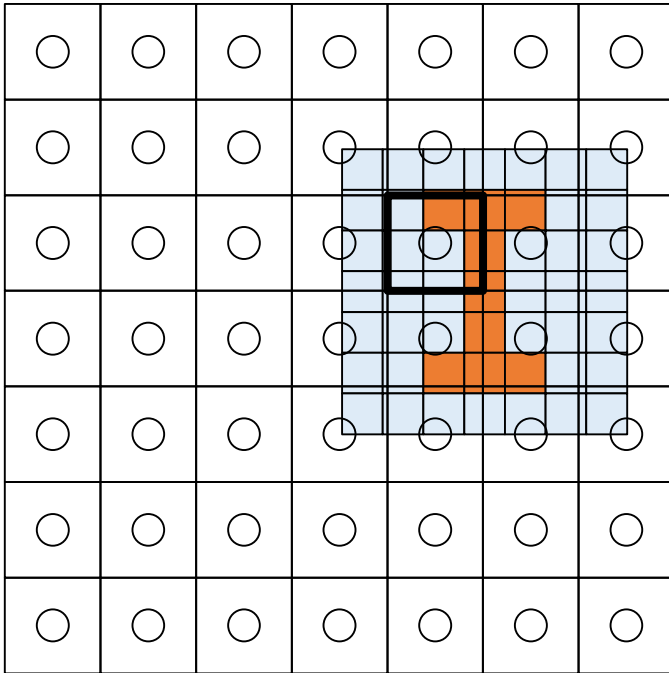
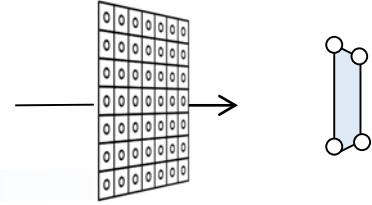
Texture Minification



Trilinear MIP Mapping



Which Level?



ds/dx

dt/dx

ds/dy

dt/dy

Trilinear MIP Mapping

