



Where to implement texturing.

- CPU

- Vertex Shader

- Fragment Shader

pringlest ingrigated to making to sufficient dule soni-- Finguent Shally

det texture lookur in coordinate system of the texture find the location of the "Shading" point read the color from the image Color texture lookup (Texture to float u, Float u) ? i = round (u* t.width)

j = round (u* t. height) return t.get-pixel(i,j)

and texture larger in coord note systems which the polyton is this " polyda" at fo red to all the more Color texture to move to move to their industry (Allw. + x) kmin = j (West, Jewis Emme) = (felder that thelling

Color Shade_Surface -point (Surface S, Point y, Texturet),

normal = S.get_hormal (p)

(u,v) = S.get_texture_coord (p)

texture sample = texture_lookup(t, u,v)

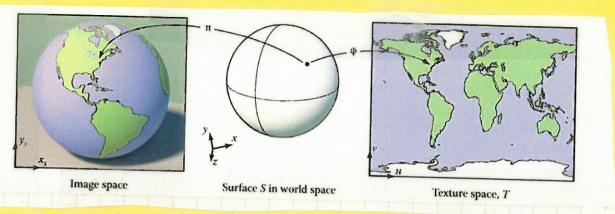
'shade using favorite shading also

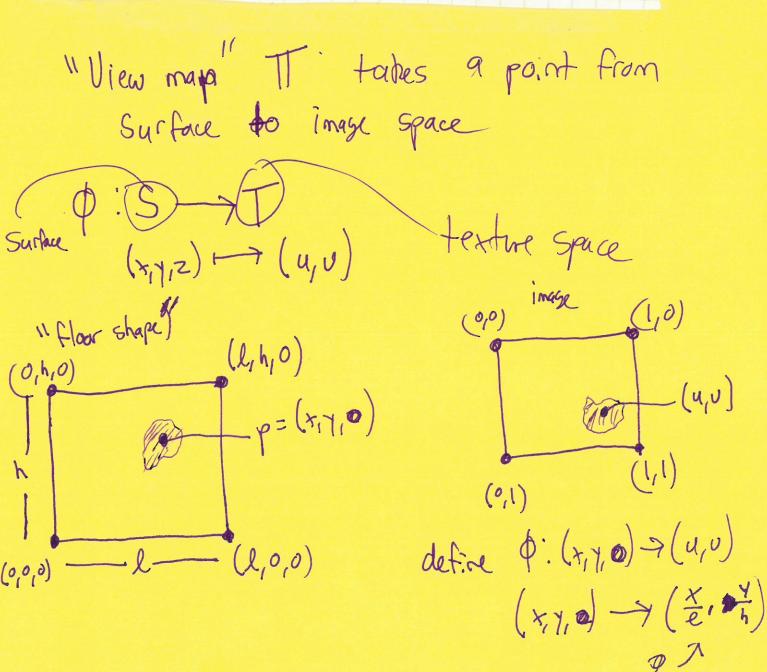
return color_from_Shading

3

Color shall surface point (surface is listly leaves (9) lemon tee 2 = Lemon (4, 4) = 5. get to the could (p) (UU) I pused survey of stones when is shade using thouse is shading algor return color from ship

(U, U) = S. get-texture_cood (p)





(U,U) = S. get lextox ad (P)