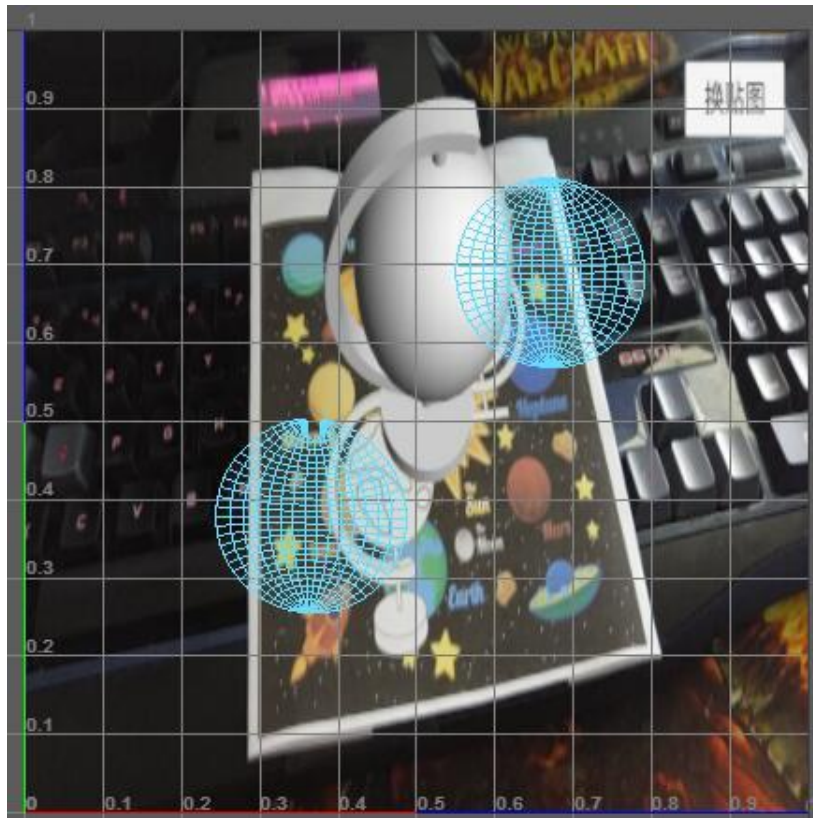


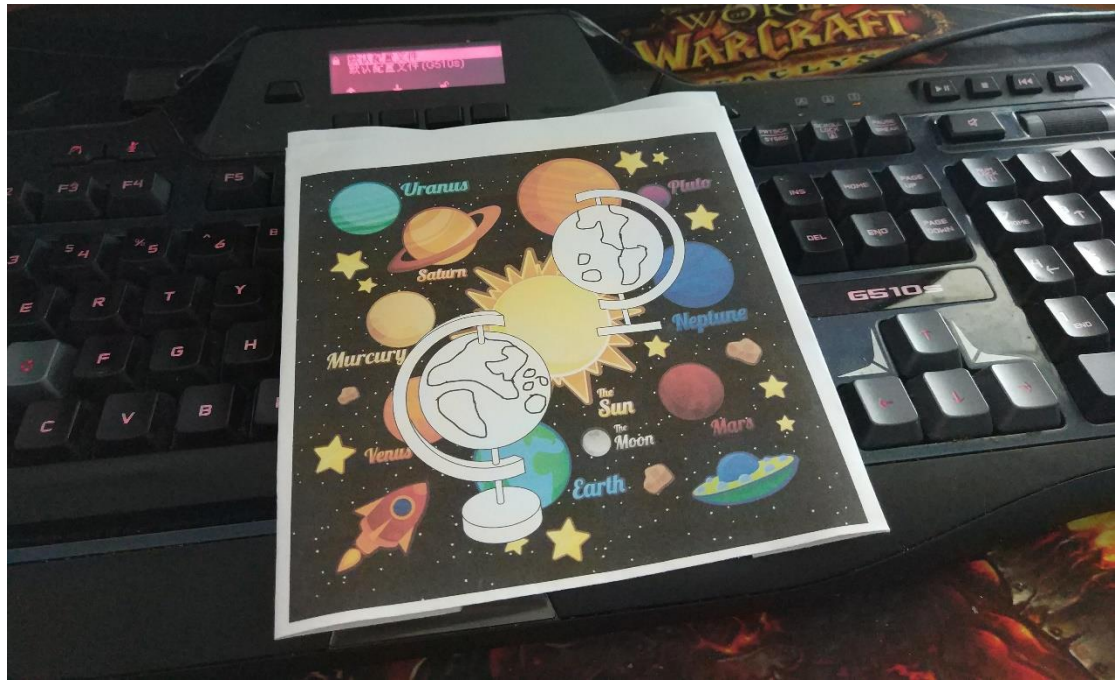
1.5.2 How to Get the Right Mapping

The matching relationship between model UV and screen capture is not correct after the screen capture is attached to the model as a mapping before, which leads to the display errors on the model. As shown in the following figure:

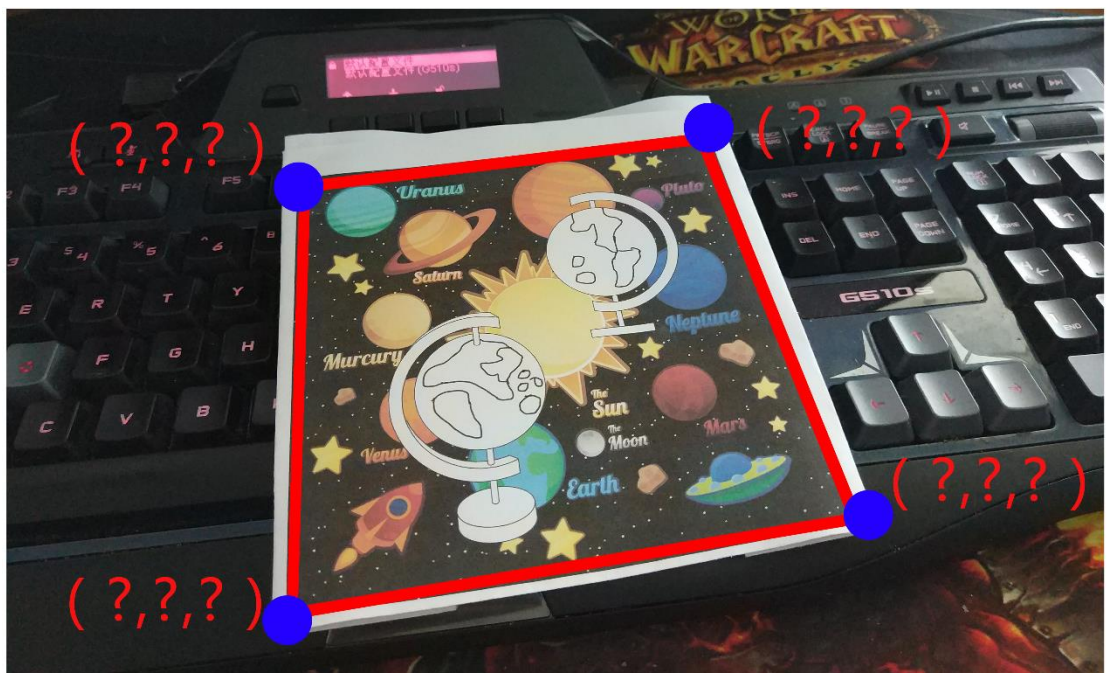


To get the right mapping, you need the following steps:

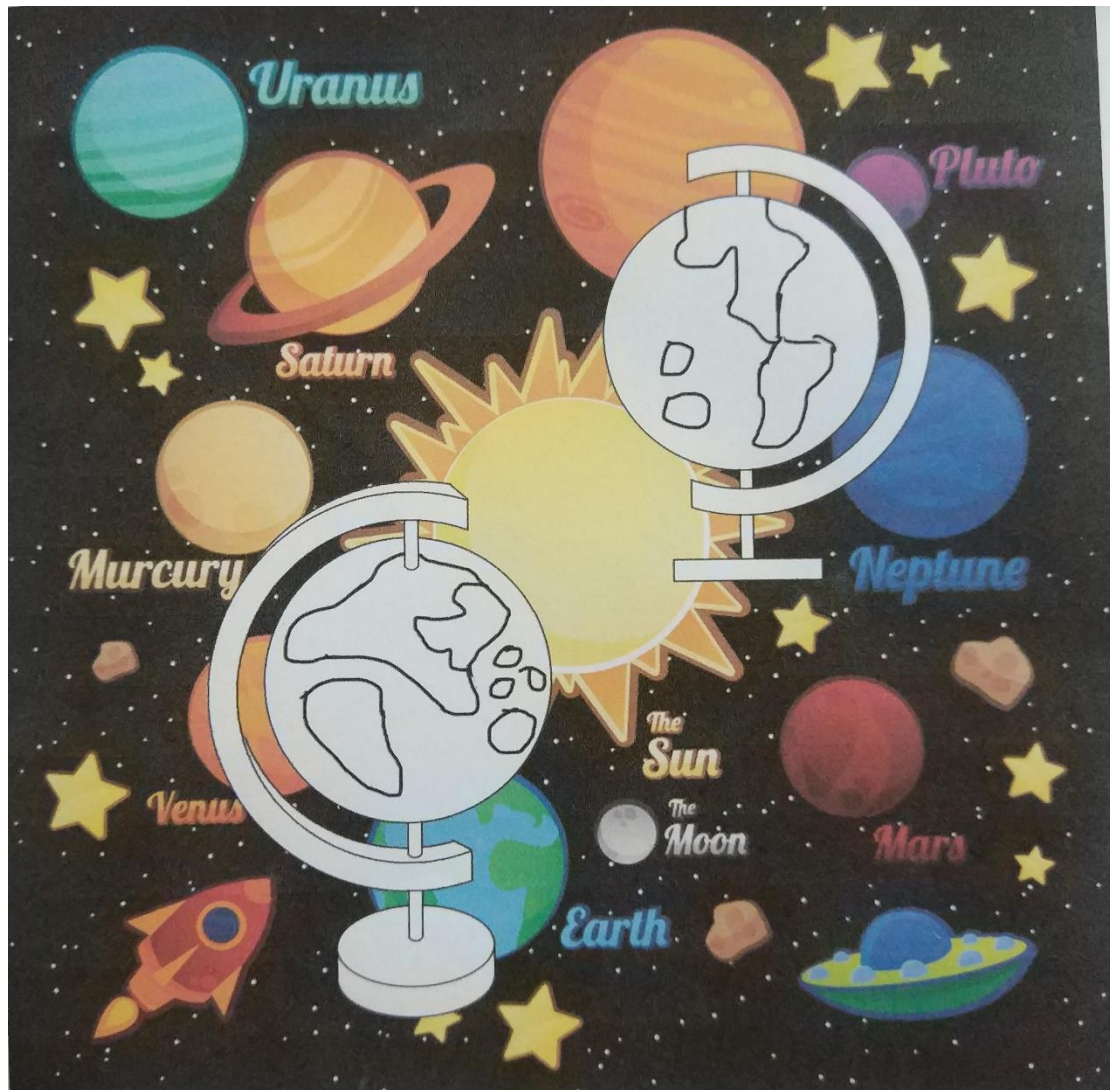
1. do not display the model on the screen at the time of the screenshot.



2. Get the correct range of the recognition Image in the world coordinates, track the quadrilateral panel, determine the range of the recognition Image in the world coordinates, that is, determine the position of the four points of the quadrilateral, that is, the coordinate points of the four points in the world coordinate system.



3. The position of the recognition map in the world coordinates is presented as a positive plane in the shader by matrix transformation.



4. At this time, the transformed screen capture is attached to the model as a texture, and the UV of the model can match the texture correctly.

