

# Master Project - Real Time Rendering of skeletal structures - Notes on implicit surfaces texturing

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February 7, 2011

## 1 Directional projection

One direction -> lot of distortion Several -> blending artefacts

## 2 Particle based

There is something in Spore, see how it is. Found a paper where texture coordinates are assigned by particle trajectories between the implicit surface and a support surface (eg a cylinder). Is it possible on the GPU?

## References