

10/22

Texture Map Recap

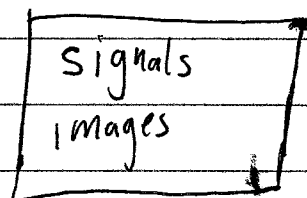
← Change gears (fancy texture w/ hardware)

Sampling

Texture Mapping problem

- Continuous  $\Rightarrow$  Discrete

Images in general  
sampling vs. quantization



Point samples vs. little squares

FINITE NUMBER OF MEASUREMENTS

Depends on signal

- how many measurements do you need?
- always lose! ← how to lose consistently
- other info

Define Image  
Define Pixel