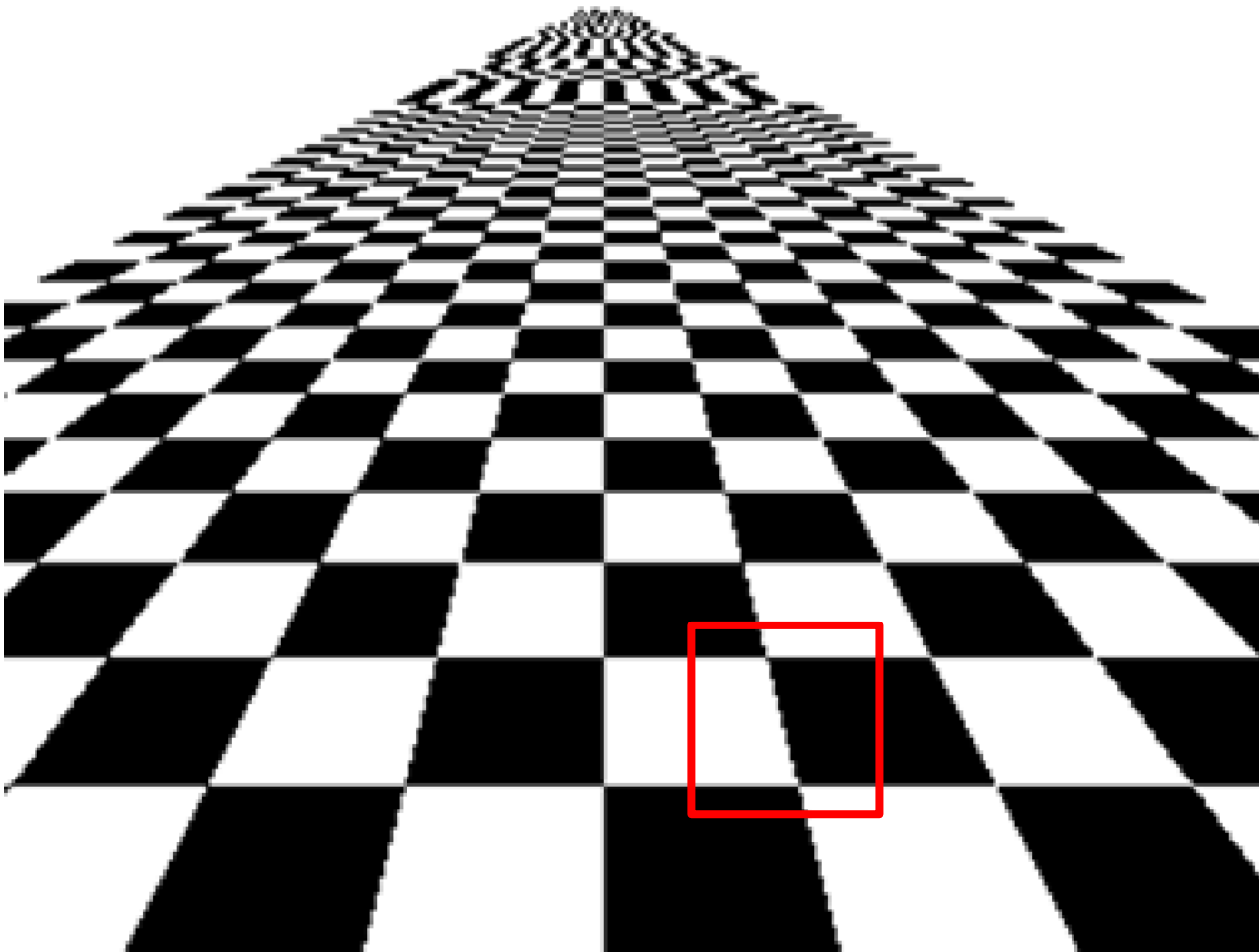


Texture Magnification

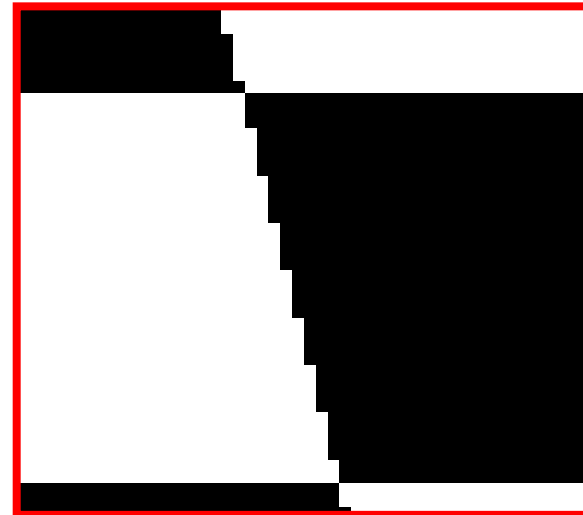
CS418 Computer Graphics

John C. Hart

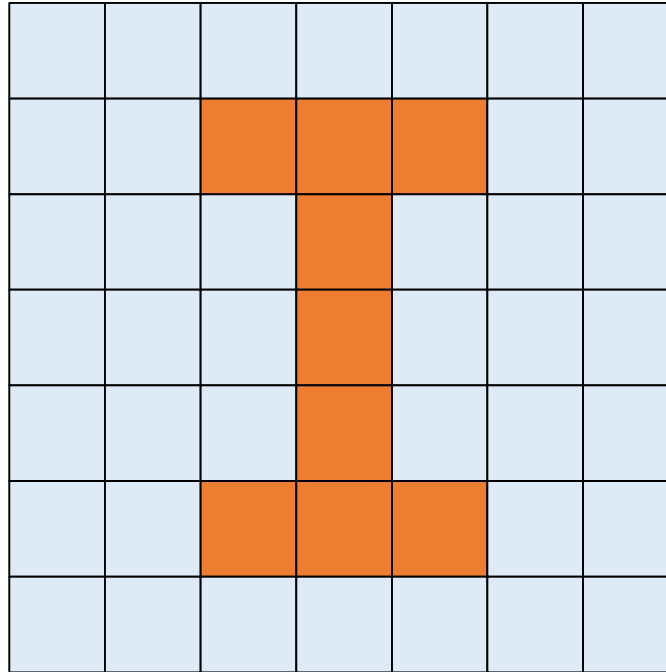
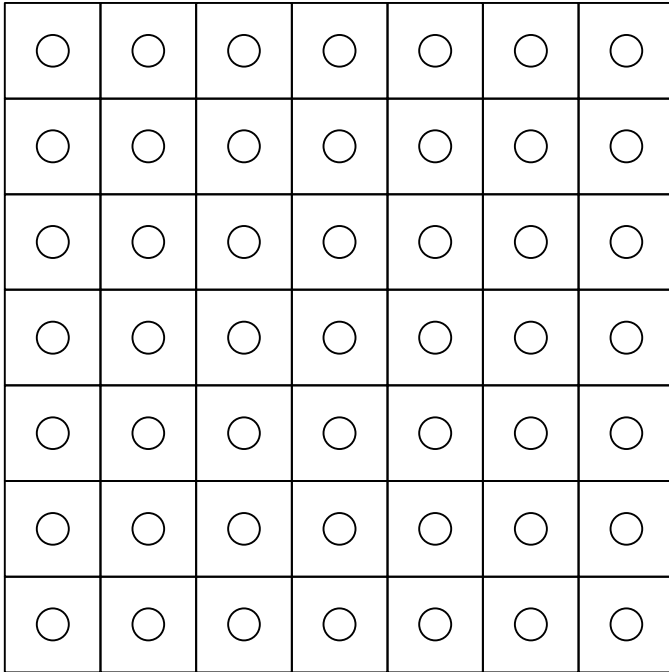
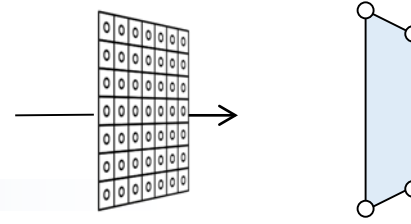
Texture Aliasing



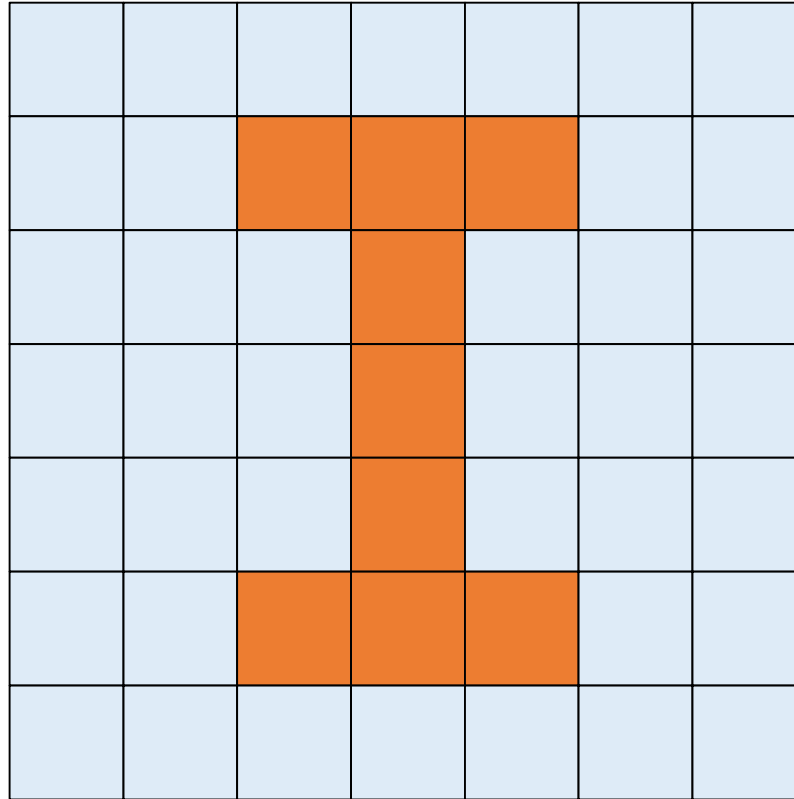
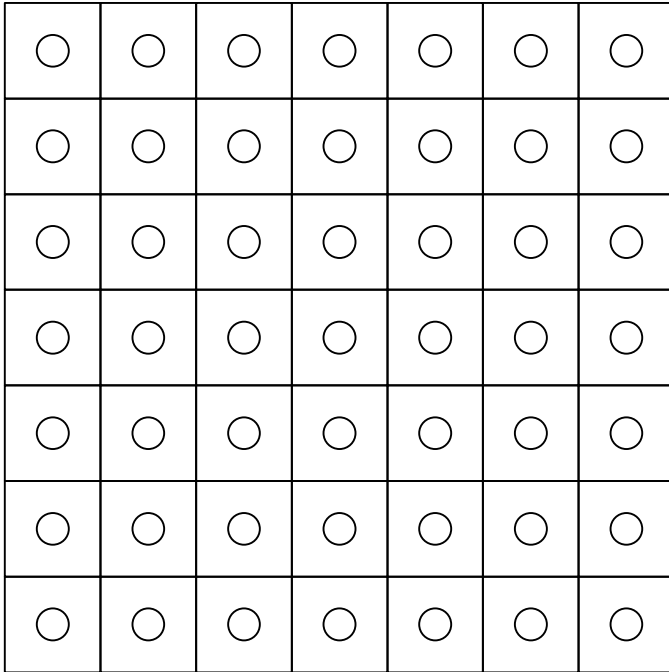
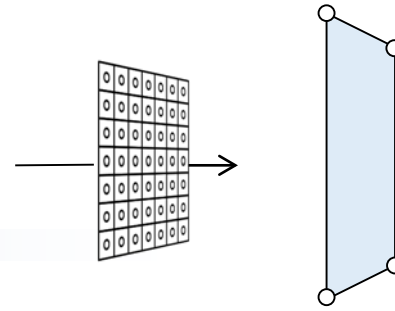
Magnification aliasing



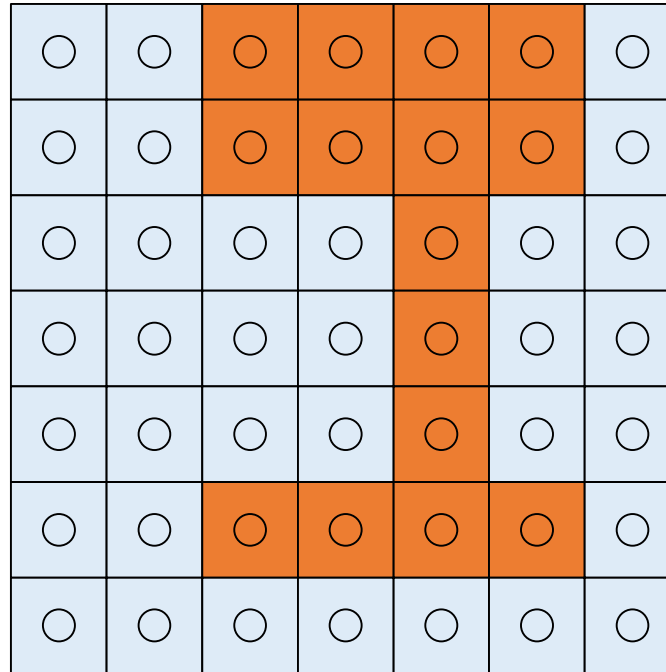
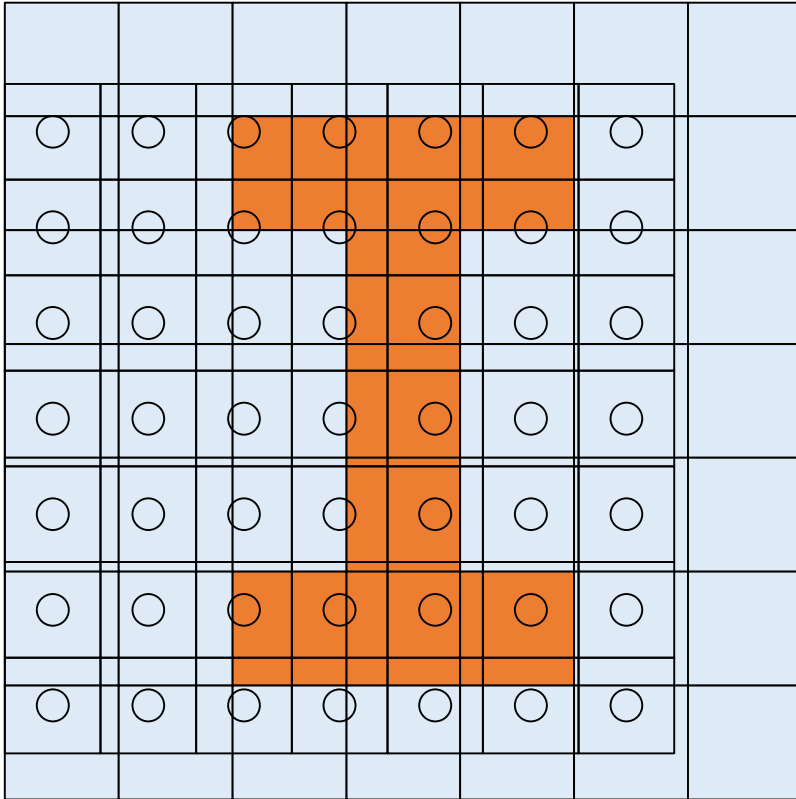
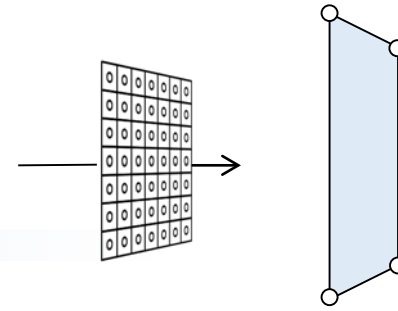
Texture Mapping



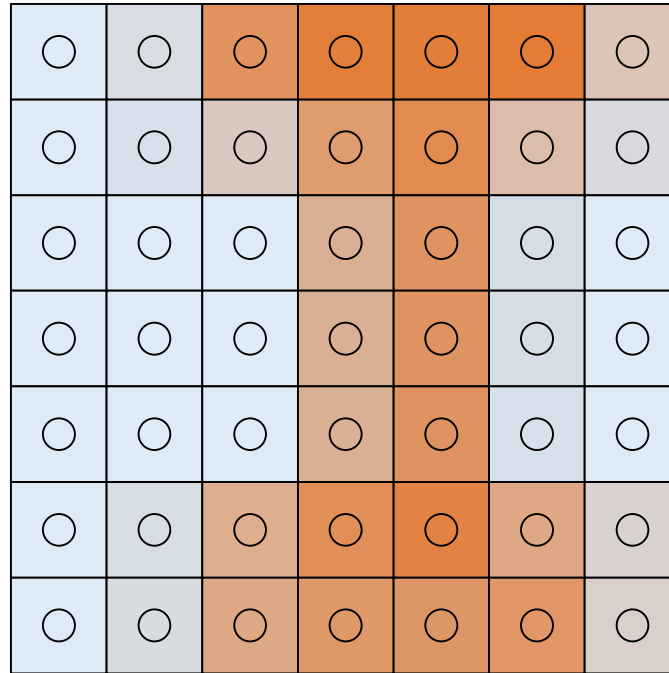
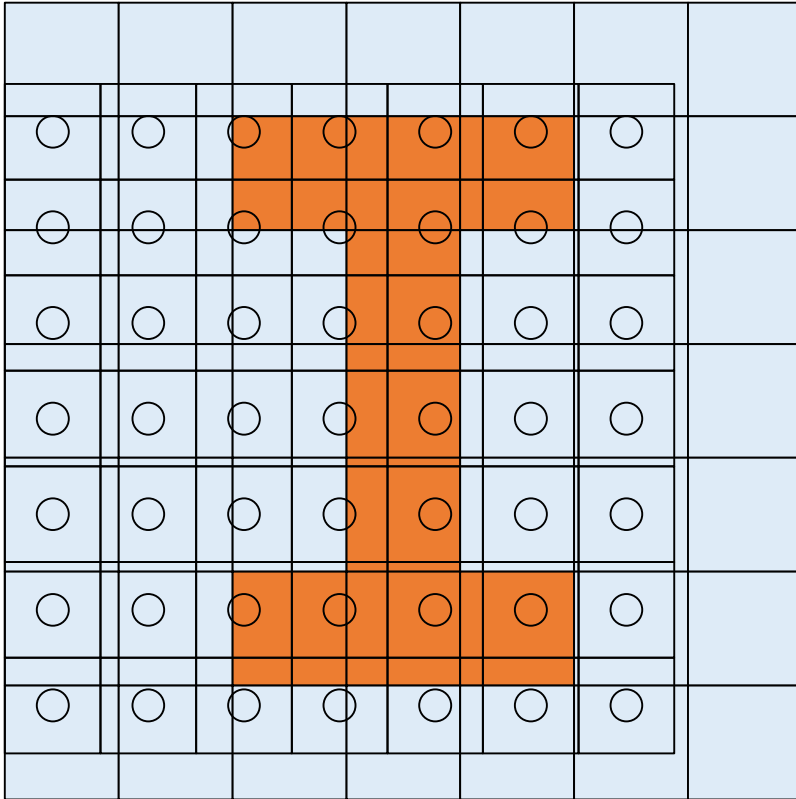
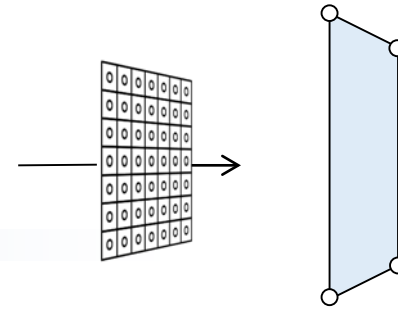
Texture Magnification



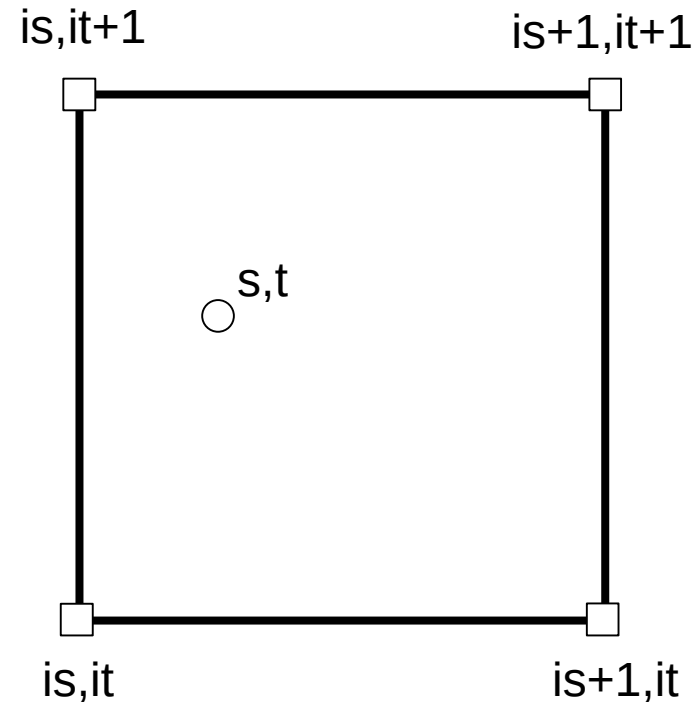
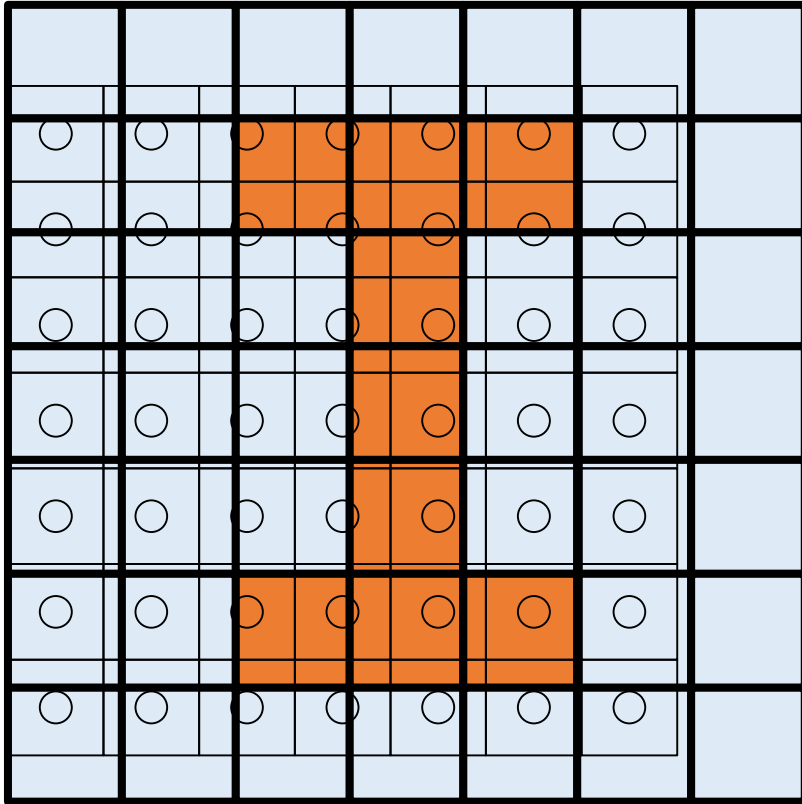
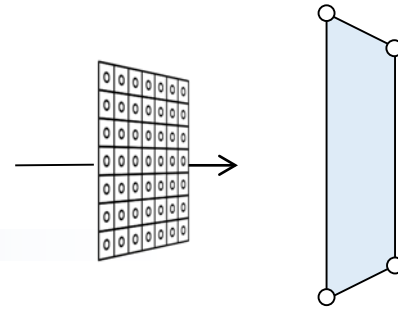
Nearest Neighbor



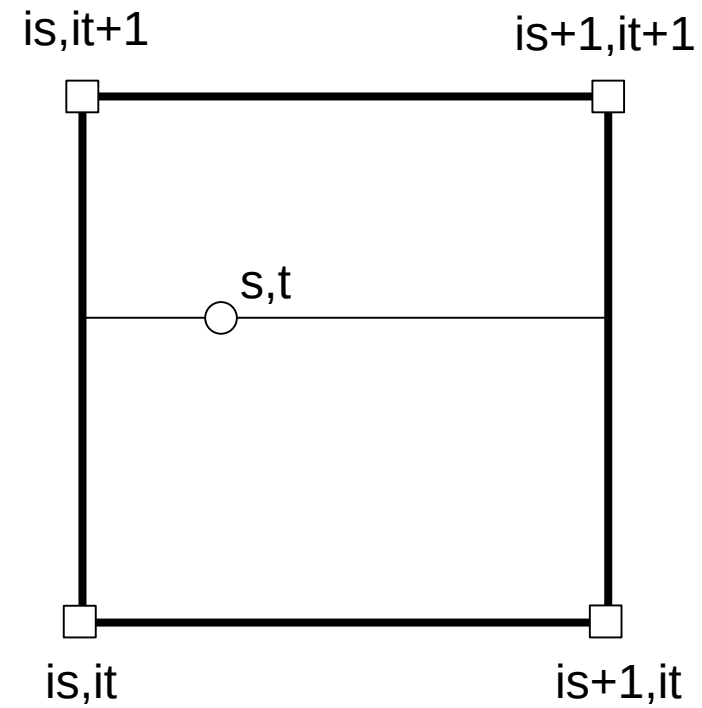
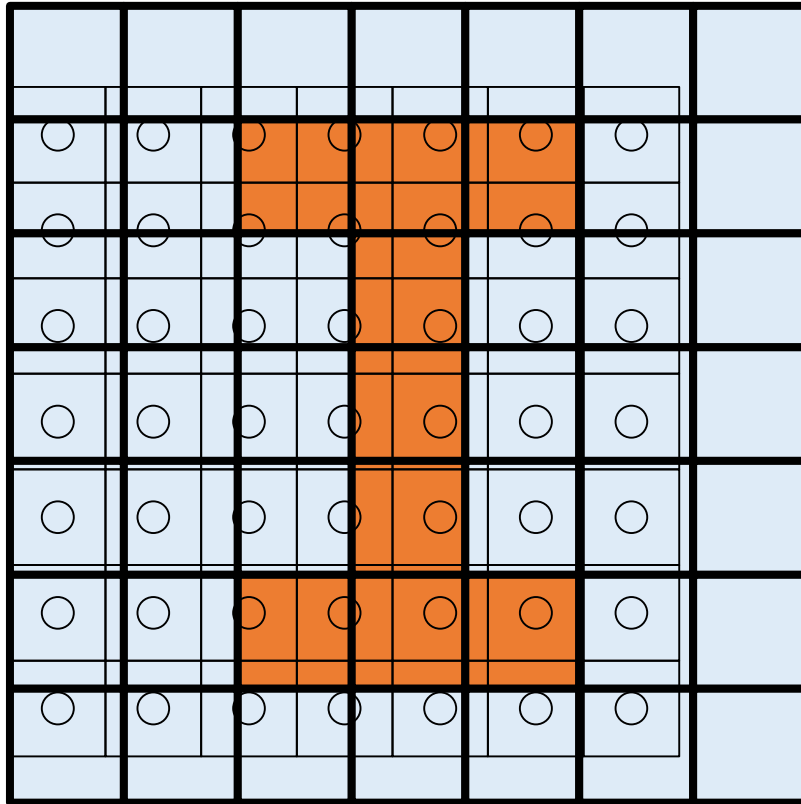
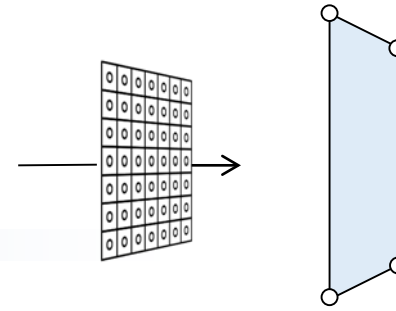
Bilinear Interpolation



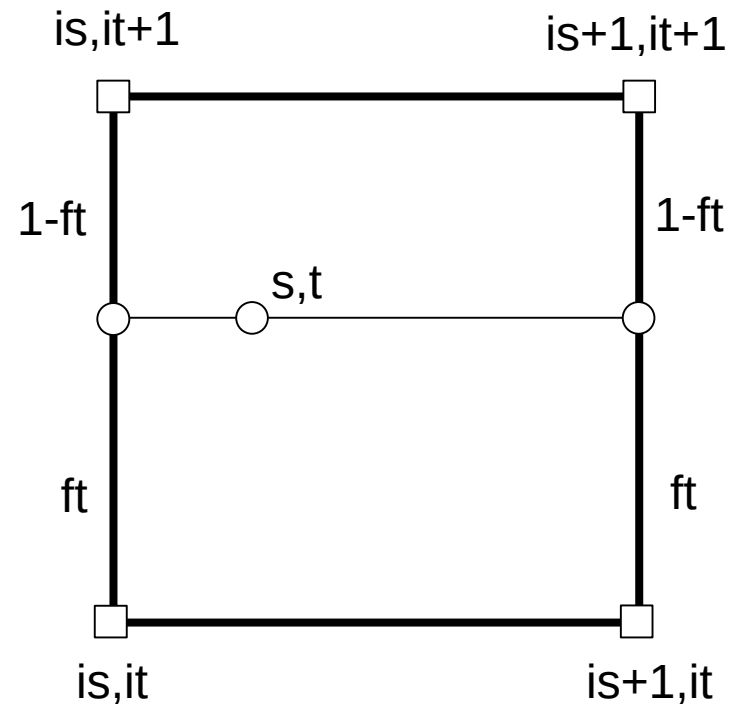
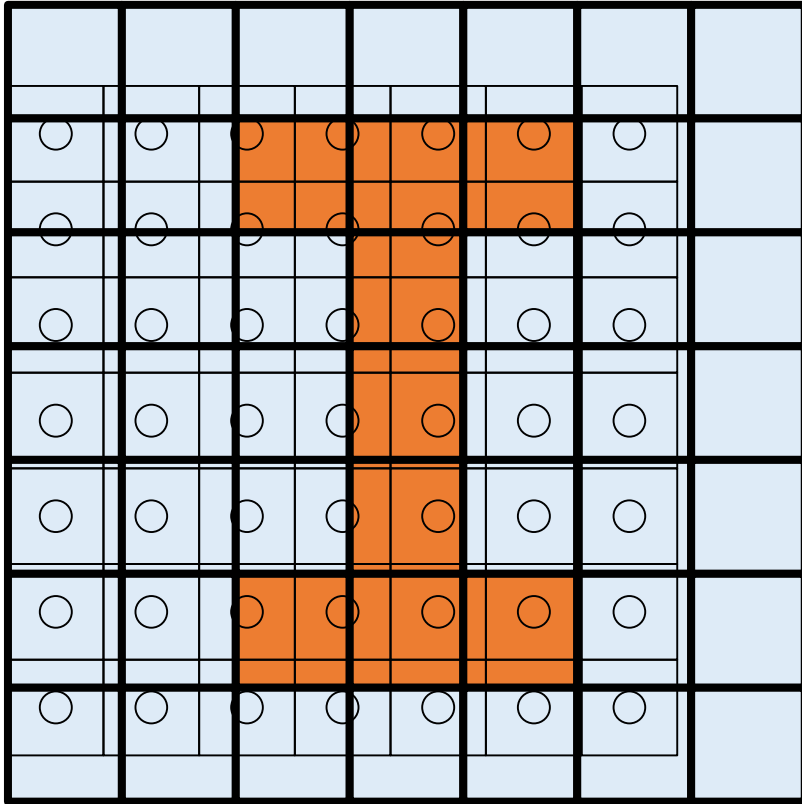
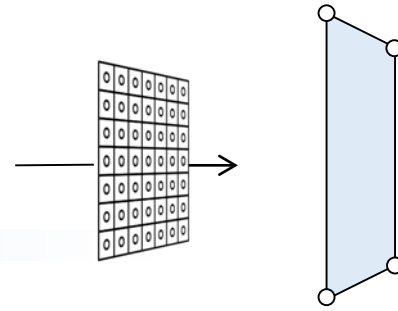
Bilinear Interpolation



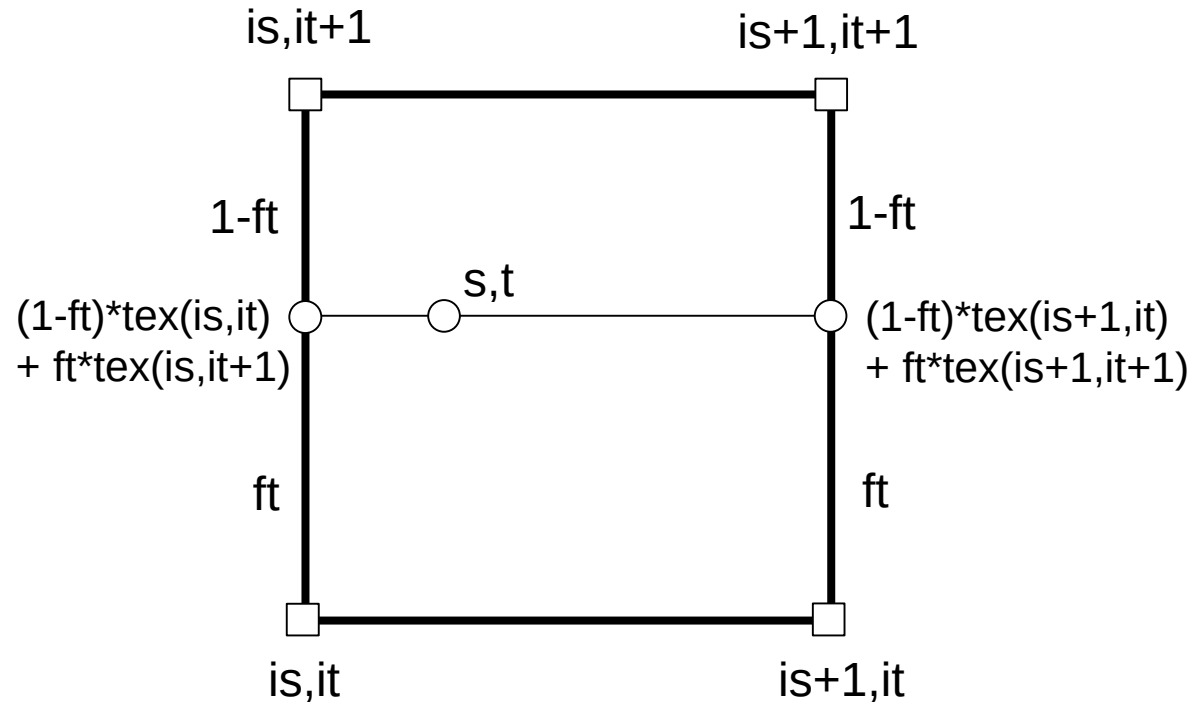
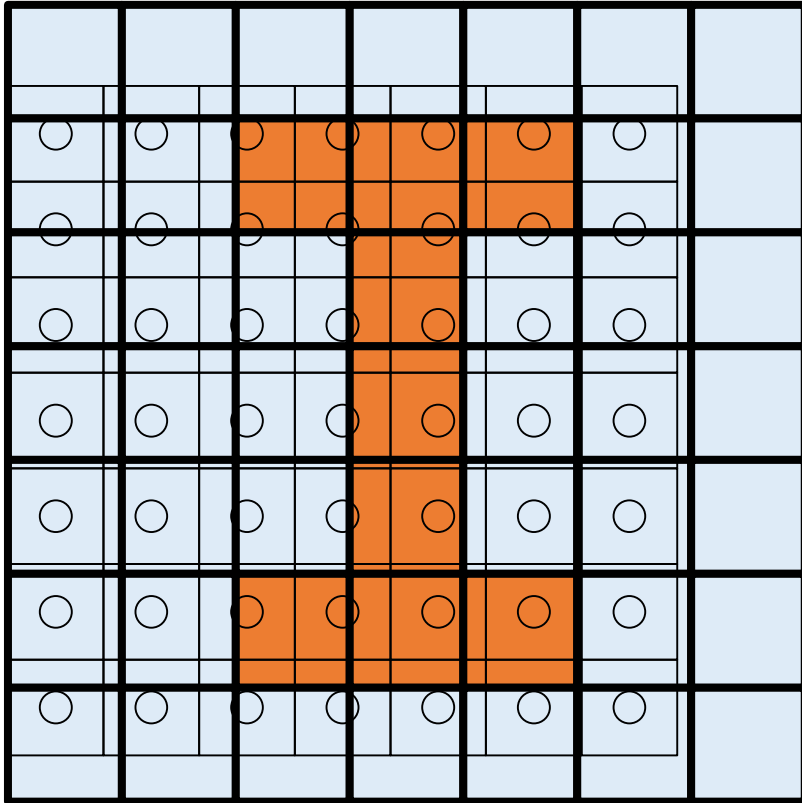
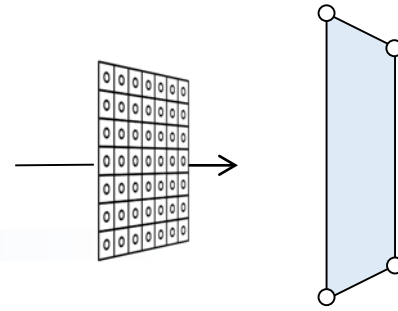
Bilinear Interpolation



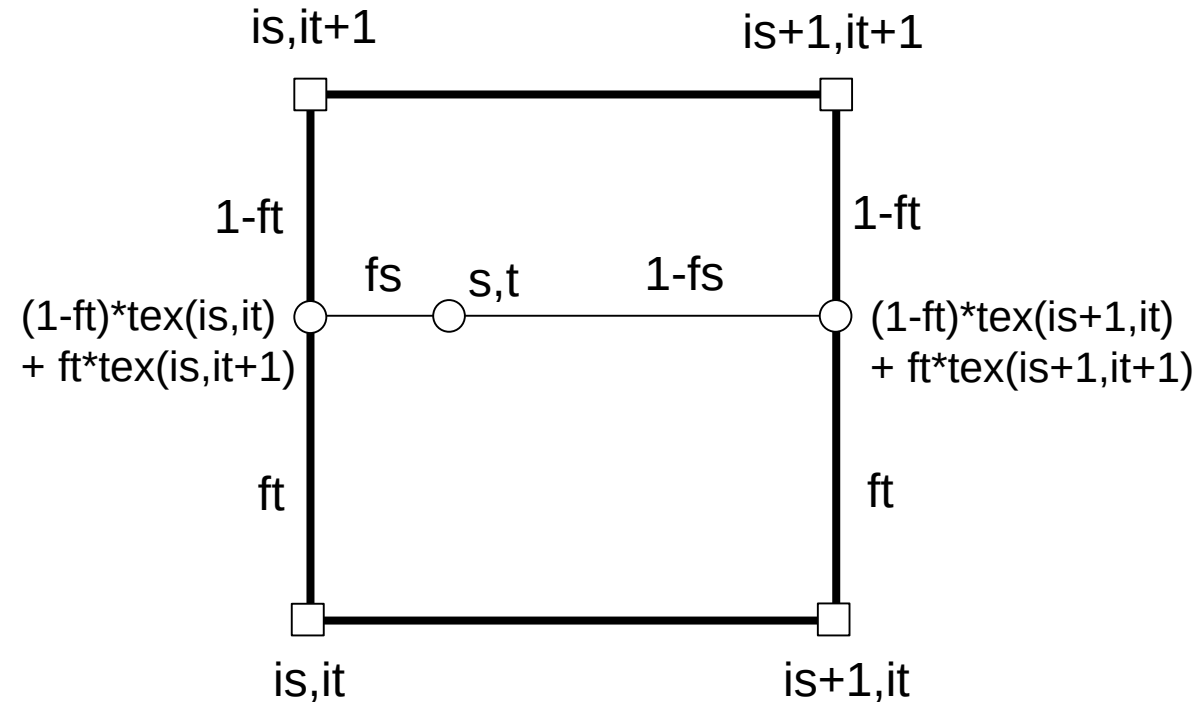
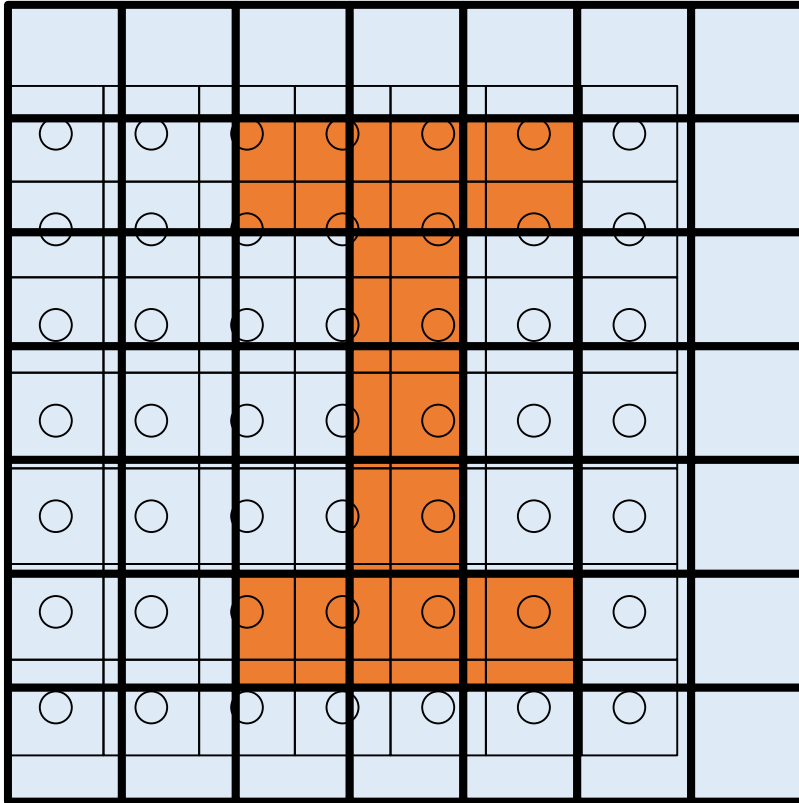
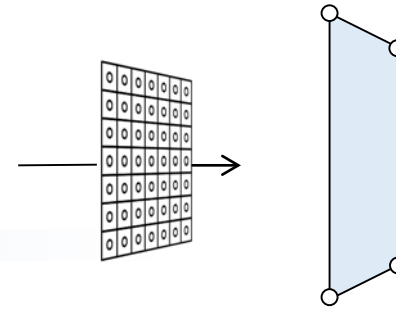
Bilinear Interpolation



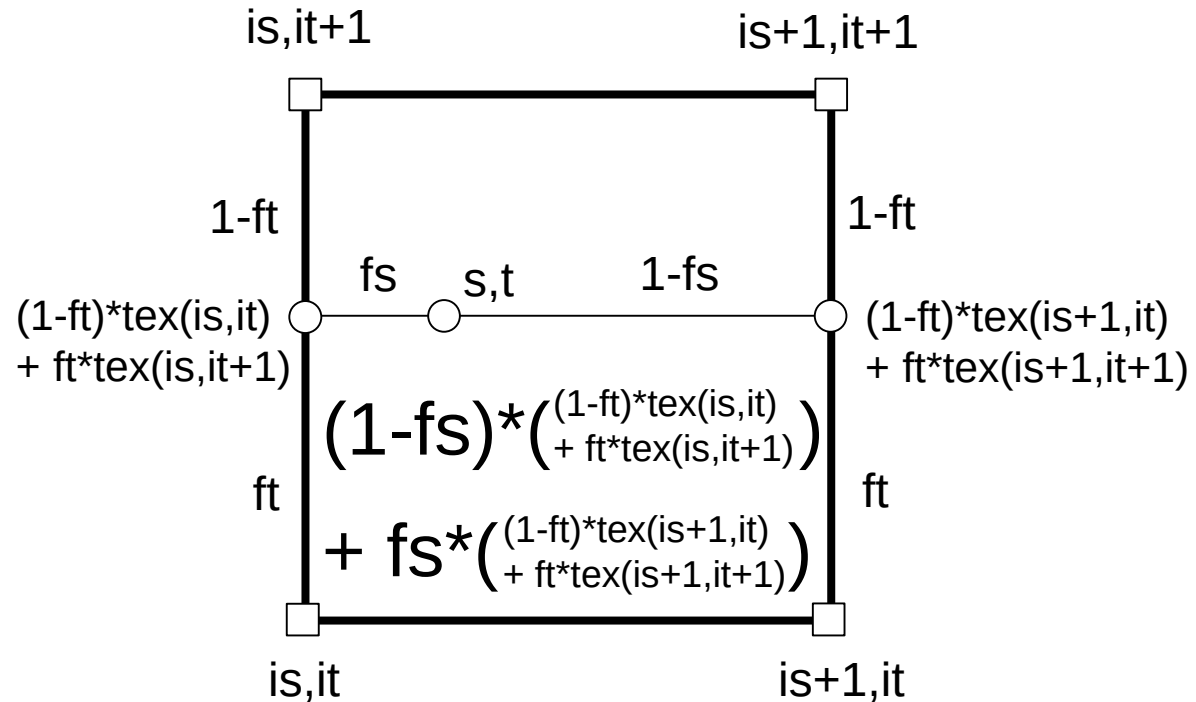
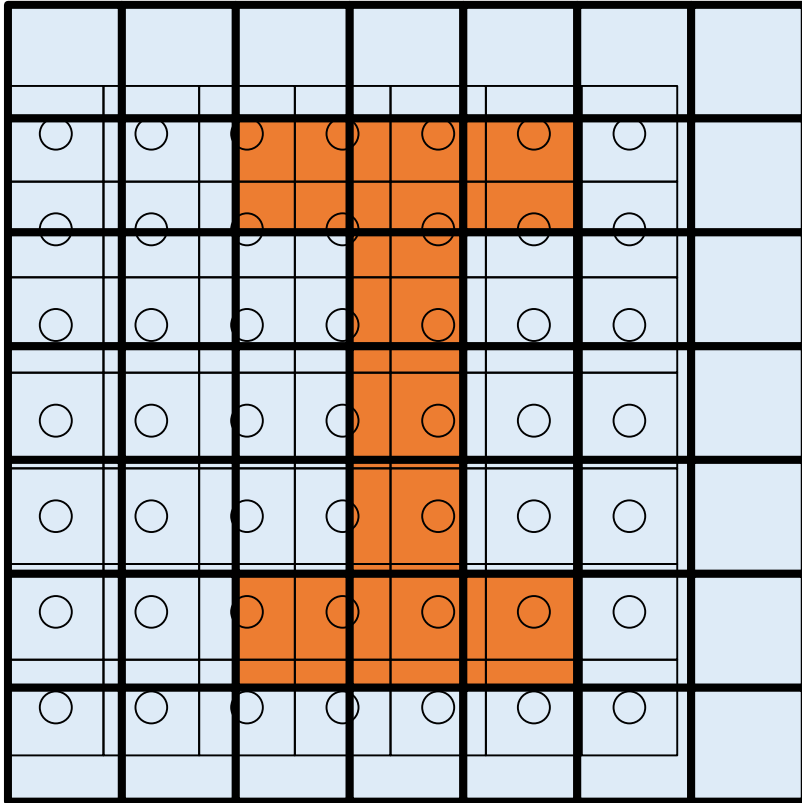
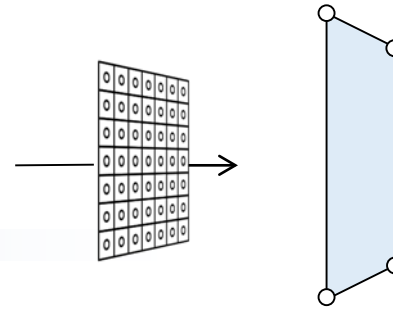
Bilinear Interpolation



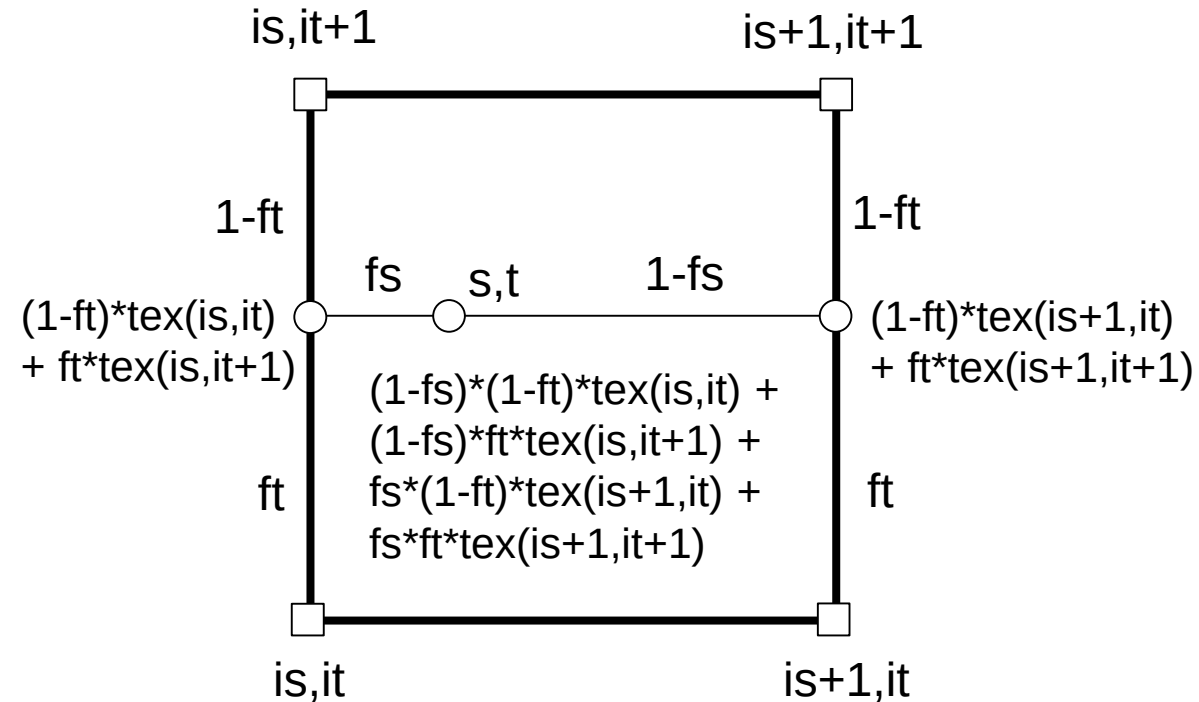
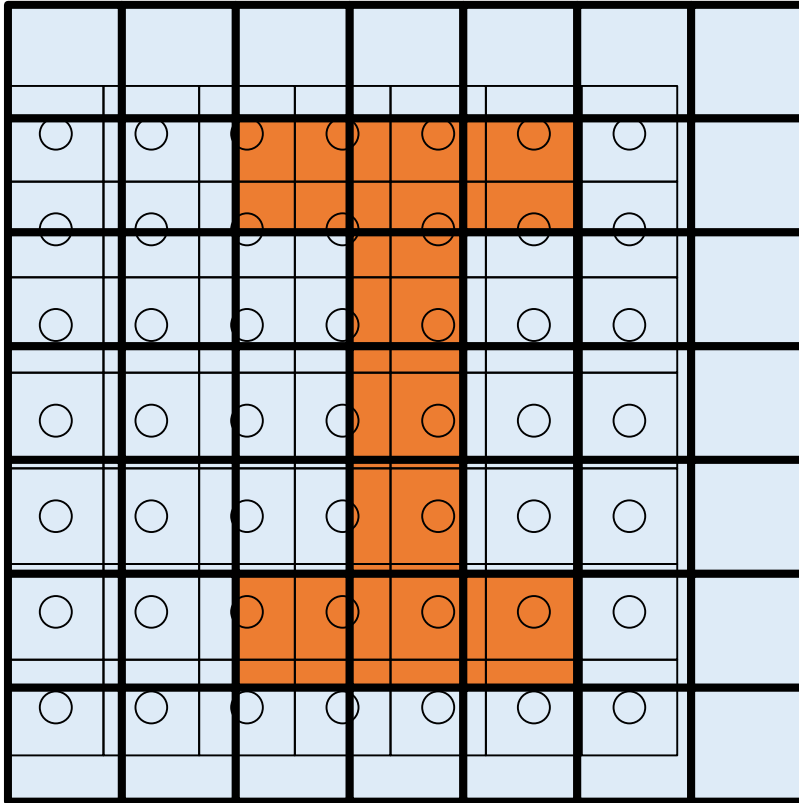
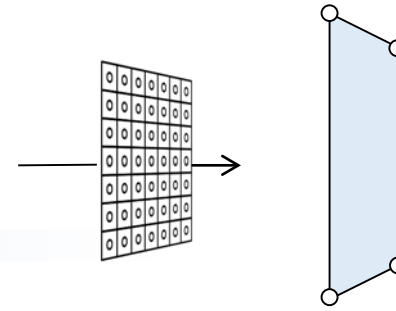
Bilinear Interpolation



Bilinear Interpolation



Bilinear Interpolation



Bilinear Interpolation

