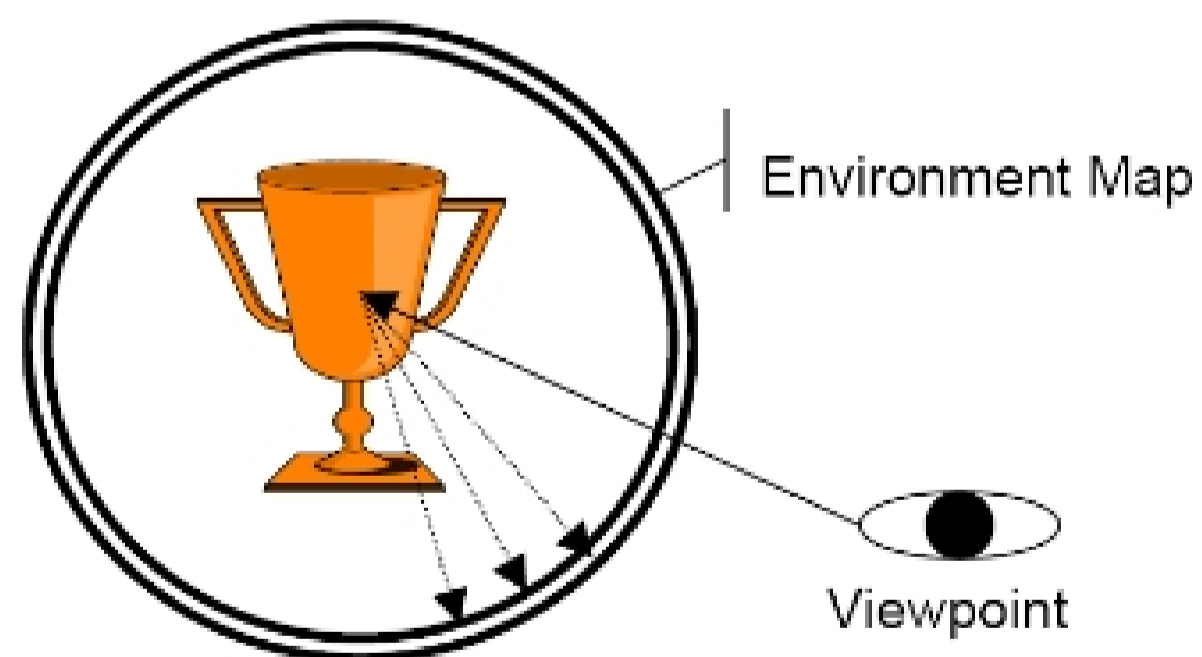
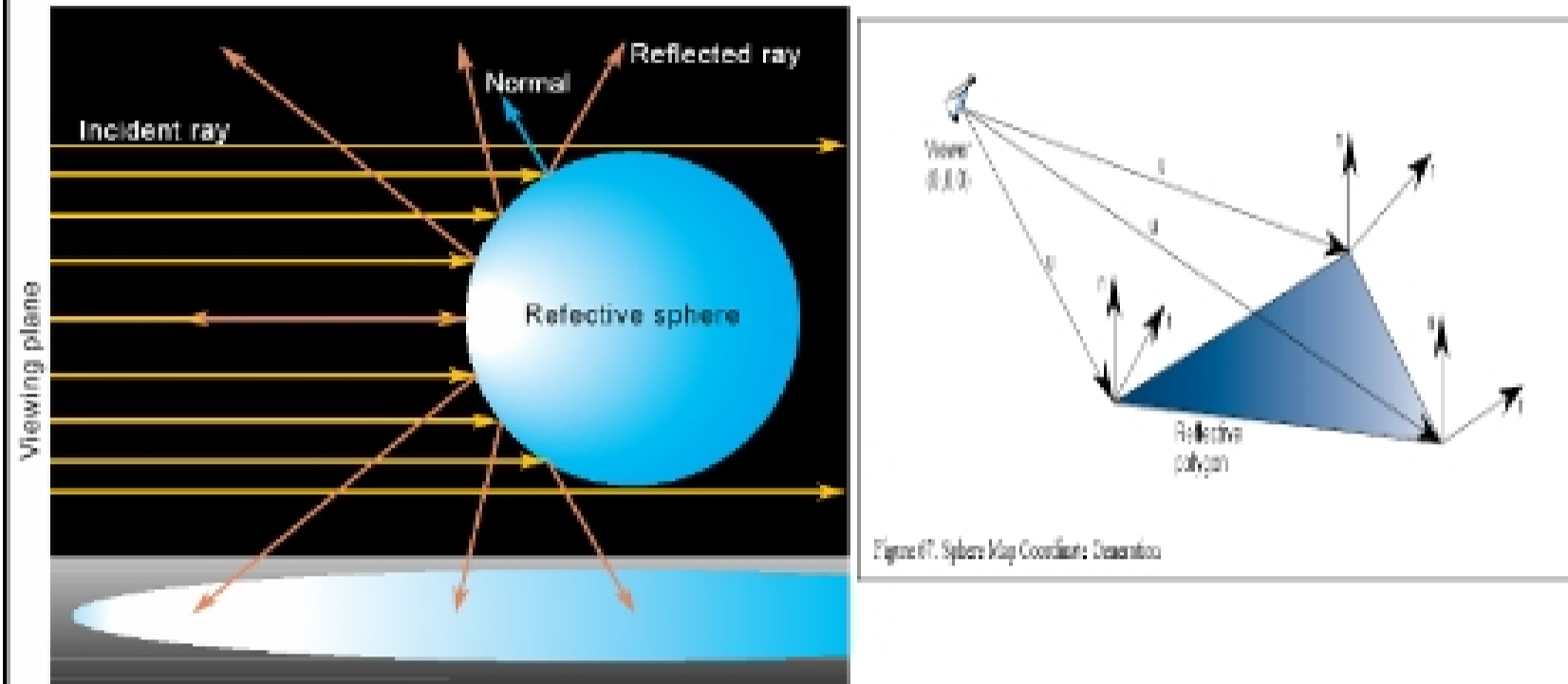


# Environment Mapping



*Nvidia*

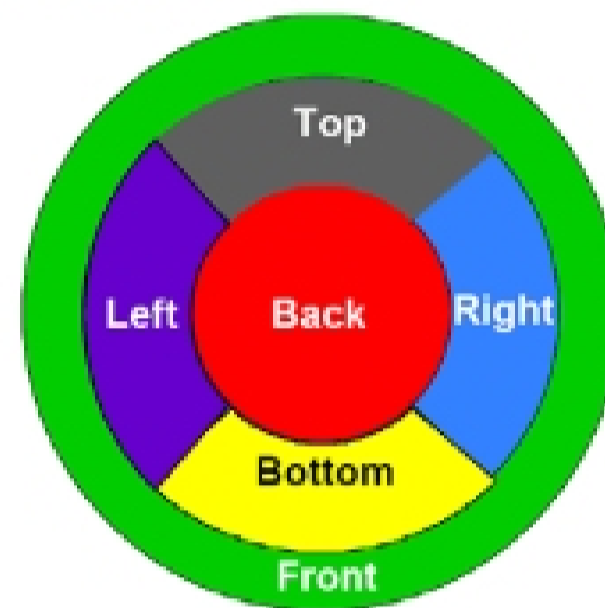
# Spherical Environment Maps



# Sphere Mapping Demos

# Spherical Environment Maps

- Pros:
  - Single texture (no “if’s”)
  - Triangles don’t span texture boundaries
    - Per-vertex computation!
- Cons:
  - Bad sampling
  - Only works for single viewpoint / view direction



# Gene Miller

