



Figure V.1: The square on the left is a texture map. The square on the right is filled with a quadrilateral region of this texture map. The coordinates labeling the corners of the square are s, t values indexing into the texture map. The subregion of the checkerboard texture map selected by the s and t coordinates is shown in the left square. This subregion of the texture map was converted to two triangles first, and each triangle was mapped by linear interpolation into the corresponding triangle in the square on the right: this caused the visible diagonal boundary between the triangles.