



Figure VII.15: Two solutions to the cracking problem. On the left, the subdivided \mathbf{q}_1 and the original \mathbf{q}_2 share a common, straight boundary. However, the lighting and shading calculations may cause the surface to be rendered discontinuously at the boundary. On the right, the patch \mathbf{q}_2 has been subdivided in an ad hoc way to allow the common boundary to have the same points and normals with respect to both patches.