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(i) Adding texture to faces. →

Texture mapping is a method of adding realism to a computer generated graphic. An image. The texture is added (mapped) to a simpler shape that is generated in the scene. Like a decal posted to a flat surface. This reduces the amount of computing needed to create the shape and texture in the scene.

Obj (i) shadow as texture.

(ii) Creating shadow with the use of shadow buffer.

2. Shadows of ~~objects~~ texture: →

The tech. of painting shadows a texture mark for shadows that are cast.

→ On a flat surface by a point light source.

Creating shadow with use of shadow buffer.

The method perform removal of hidden surface.