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Subject: Re: warp image related question?

Posted by [rivers](#) on Tue, 28 Nov 1995 08:00:00 GMT

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In article <jyli-2811951352250001@macjyli.gsfc.nasa.gov>, jyli@climate.gsfc.nasa.gov (Jason Y. LI) writes:

>

> What I want to do: warp a pattern onto a cube and get high quality print out.

>

> Problems encountered: To warp an arbitrary size pattern on a cube, I  
> followed the standard Z-graphics buffer technique (polyfill etc). However,  
> this method involves tvrd() to render the final product on screen. The  
> image quality is degraded considerably - looks awful.

>

>

> Question: the direct question would be how do I get around the problem. Is  
> there any other way to warp a pattern onto a 3-D object without using  
> Z-buffer method and tvrd() procedure?

You can increase the resolution of the Z device to get a better looking result. The default (640x480) is pretty low resolution. Use the SET\_RESOLUTION keyword to DEVICE.

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