Subject: warp image related question?
Posted by jyli on Tue, 28 Nov 1995 08:00:00 GMT
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What I want to do: warp a pattern onto a cube and get high quality print out.

Problems encountered: To warp an arbitary 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?

Thanks a million,

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