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Subject: Re: Issue with displaying 3D using surface()  
Posted by [Puneeth Shankar](#) on Tue, 14 Jul 2015 20:25:01 GMT  
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Hi Helder !

My main concern is to get colours from the TEXTURE\_IMAGE onto the 3D surface. I have failed to understand as to why I'm getting the output in "black". I appreciate your time on this :)

Regards,  
Puneeth

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