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Subject: texture mapping: arbitrary orientation impossible?

Posted by [Harald von der Osten-\[1\]](#) on Fri, 03 May 2002 22:02:49 GMT

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Hi out there,

it seems that it is only possible to combine pictures with 3-D-surfaces if they are orientated parallel to the coordinate axes. Is this correct? Or does perhaps anyone know a tricky method combining pictures of arbitrary orientation with surfaces? For example a picture rotated by 30 degrees...?

Thanks a lot for any answer

Harald

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