
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 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?

Thanks a million,

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Jason LI (jyli@climate.gsfc.nasa.gov)
Code 913, NASA Goddard Space Flight Center
Greenbelt, MD 20771, U.S.A
