































(b)



(d)



(a)



(c)

**Fig. 9.** The different rendering passes in producing a frame from the photorealistic renderings of the Berkeley campus virtual fly-b . **(a)** The campus buildings and terrain; these areas were seen from only one viewpoint and are thus rendered before the VDTM passes. **(b)** The Berkeley tower after the first pass of view-dependent texture mapping. **(c)** The Berkeley tower after the second pass of view-dependent texture mapping. **(d)** The complete rendering of the scene.