



(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.