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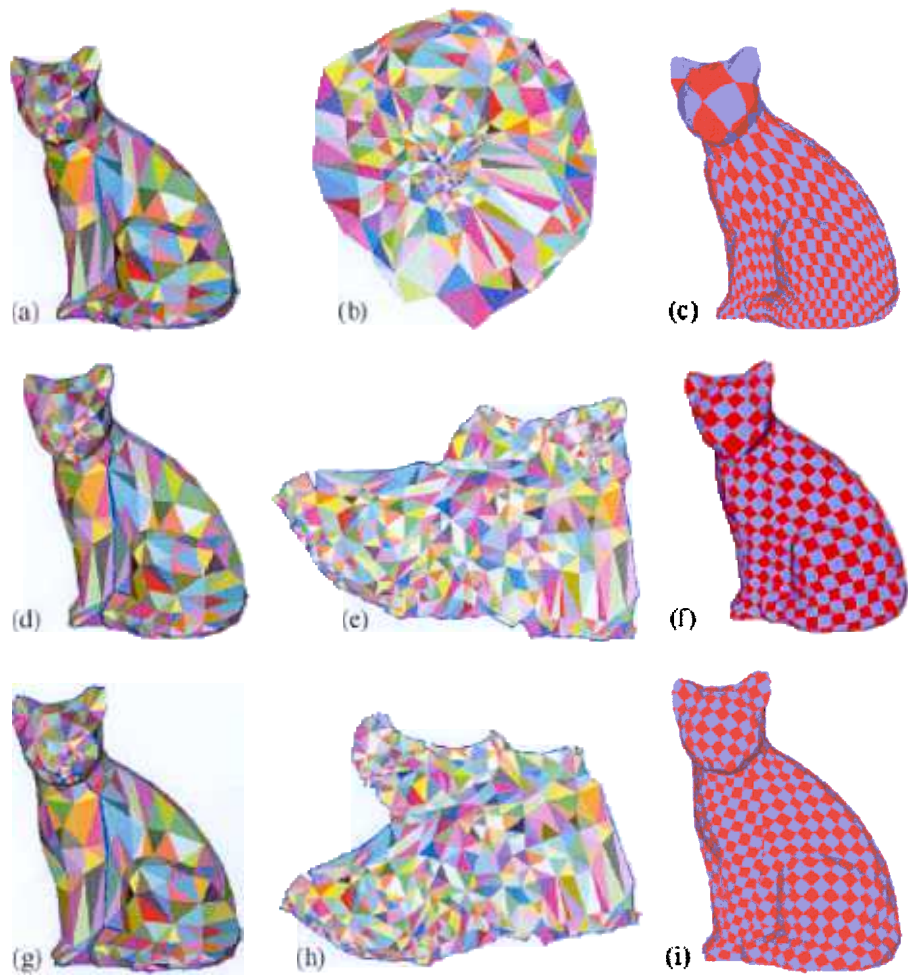


Figure 4. Texture mapping for a cat model (without the planar base).

- (a) The model (671 elements).
- (b) Flat parameterization.
- (c) Generated texture.
- (d) The model with seams (in blue) with $r = 1$.
- (e) Flat parameterization containing seams.
- (f) Surface texture.
- (g) The seams generated with $r = 2$.
- (h) Flat parameterization containing the seams.
- (i) Surface texture ($r = 2$).

Figure 5. Texture mapping for a rabbit model (898 faces).

- (a) The model with seams (in blue).
- (b) Flat parameterization.
- (c) Generated texture.

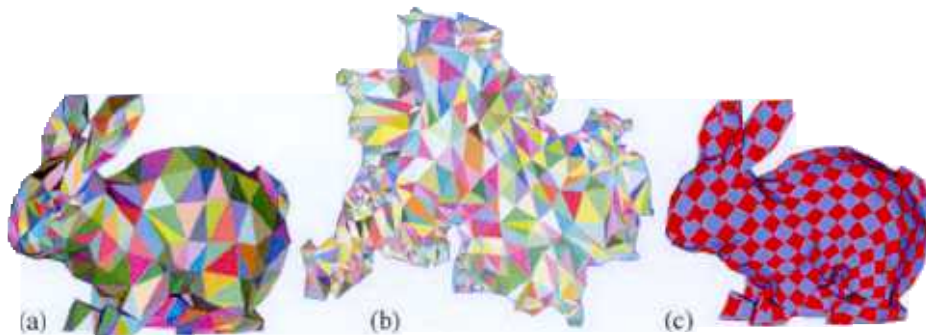


Figure 6. Texture mapping for a cow model (5803 faces)

- (a) The model with seams (in blue).
- (b) Flat parameterization.
- (c) Generated texture.

