Texture Mapping
Extruded Textures

\[ s = x \]
\[ t = y \]
Cylindrical Mapping

\[ s = \text{atan2}(y, x)/2\pi \]
\[ t = z \]
World Coordinates

Texture Mapping as a Fundamental Drawing Primitive
Paul Haeberli and Mark Segal
Graphica Obcura, June 1993

\[ s = x \]
\[ t = z \]
Viewing Coordinates

\[ s = x \]
\[ t = y \]