



Figure 1: Left: correct shadow mapping with shell maps. Right: furry shell mapped tiger.

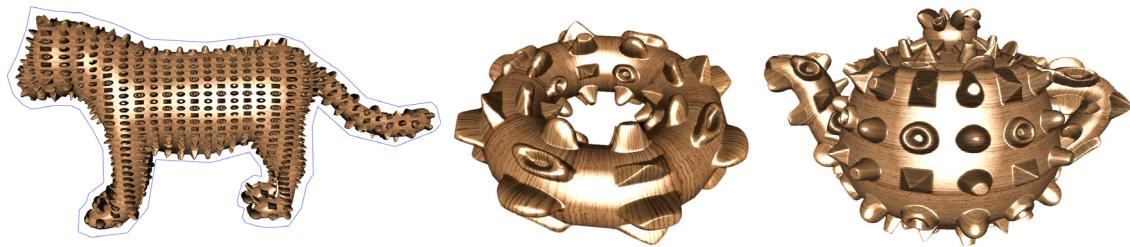


Figure 2: Curved shell mapping for tiger, torus and teapot. The blue outline shows the low geometric complexity of the tiger.

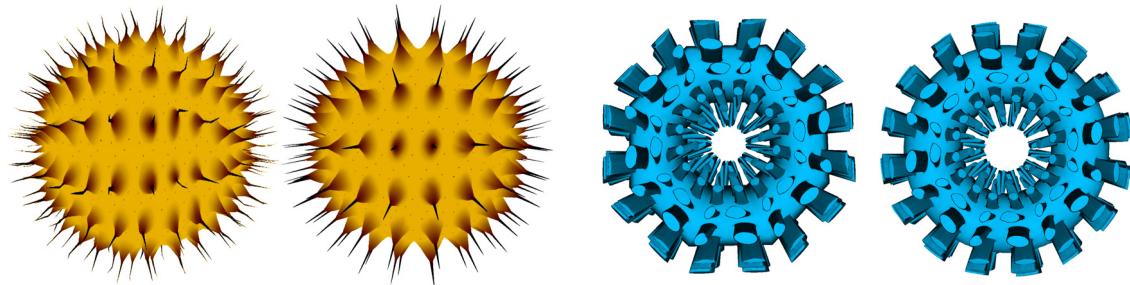


Figure 3: Left: sphere mapped with the tetrahedra-based and smooth shells. Note the wrinkled spikes in the first image. Right: torus mapped with smooth and curved shells. Note the smooth torus silhouette in the second image.



Figure 4: Left: inside view from a torus. The displacement map is mirrored at half height. Right: 3D texture of a bug mapped into a shell. Note that the bug resolution is only 128x128x128 pixels.

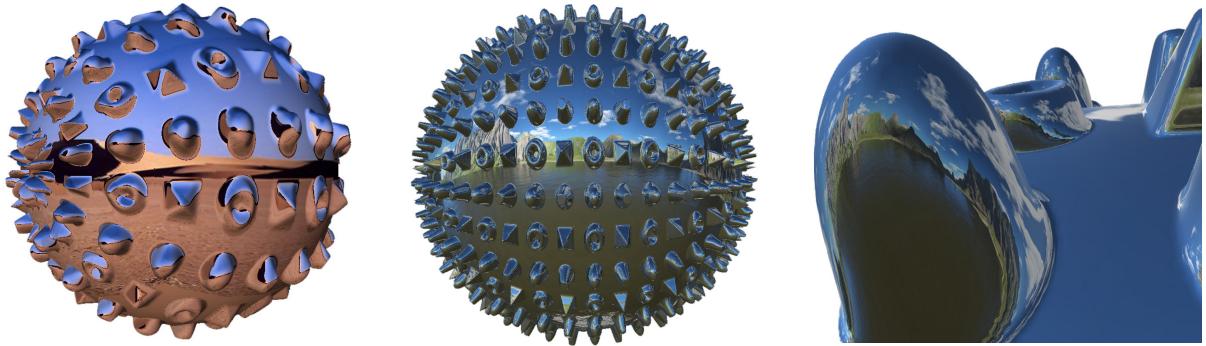


Figure 5: Environment mapped sphere. The right image shows a closeup view of the sphere in the middle. Note the smooth silhouette and reflections despite the low texture resolution of only 128x128 pixels. This is provided by the high quality reconstruction filter described in the paper.



Figure 6: Cube (left), teapot (middle), and tiger (right) mapped with various shell textures. The lower left image shows a distorted cube with curved shell mapping applied.

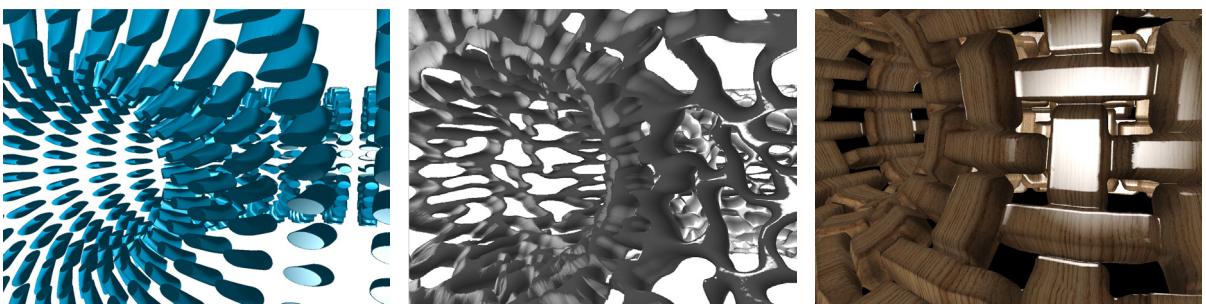


Figure 7: Same view as Figure ?? (left) with different textures. This shows the great variability of shell mapped surfaces.

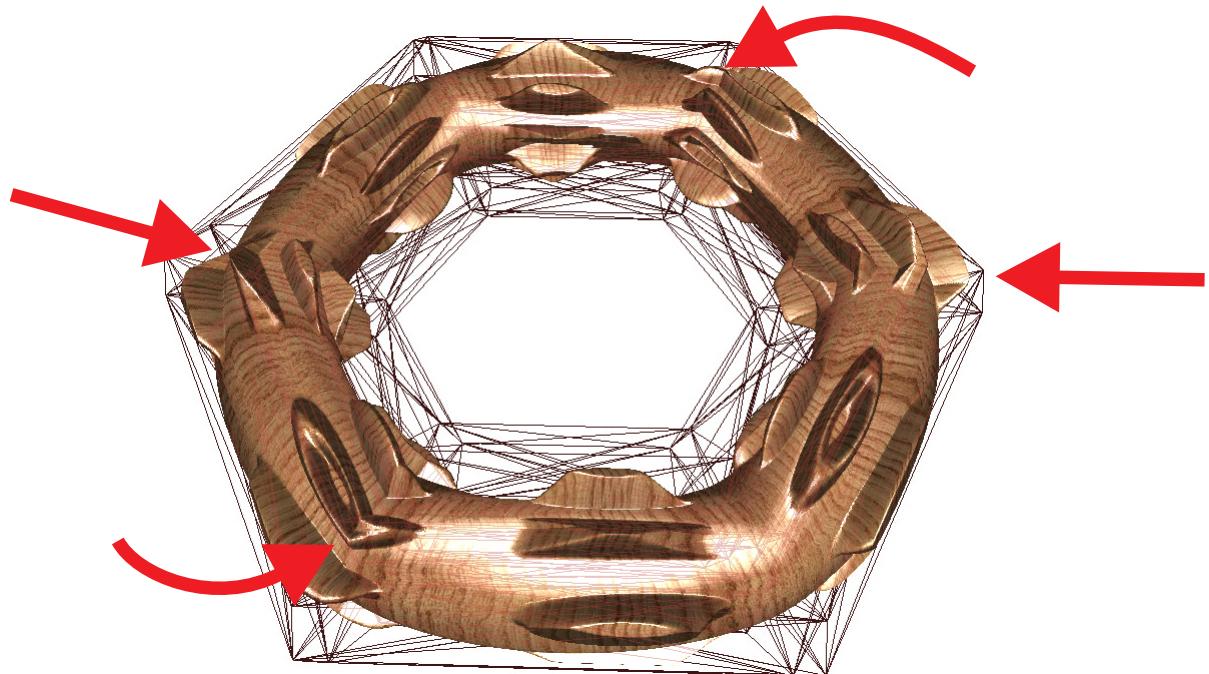


Figure 8: Curved shell mapped torus. Future work: wrinkles along tangent space due to piecewise linear texture mapping. While these errors are typically acceptable for common texture mapping, they are more visible when shells are rendered.