

Textures

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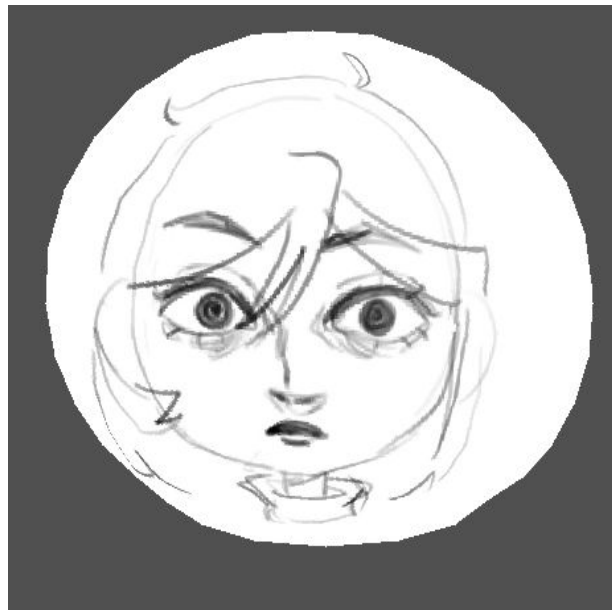
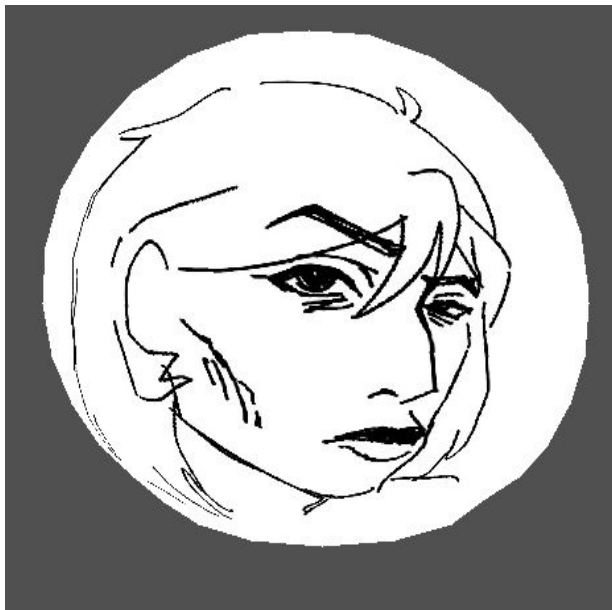
Goals

- expand on current renderer
- load texture
- sample using u,v
- trap her in some shapes

Results



Results



With an actual drawing



thanks

