

# Visual Verification of Texture Mapping for Various Geometries in Multiple X3D Browsers

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# Motivation and Availability

- Texture mapping is important but hard to check.
- X3D has a variety of similar geometry nodes with slight differences that deserve close scrutiny.
- Visual verification of multiple examples at one time can provide thorough confirmation of correctness.
- Test scenes and imagery can be maintained in version control for regular review and updates.
- Online at
  - X3D Example Archives: X3D for Advanced Modeling, Texture Mapping
  - <http://X3dGraphics.com/examples/X3dForAdvancedModeling/TextureMapping>
  - [Texture Map Comparisons Cylinder](#) and [Texture Map Comparisons Rectangle](#)

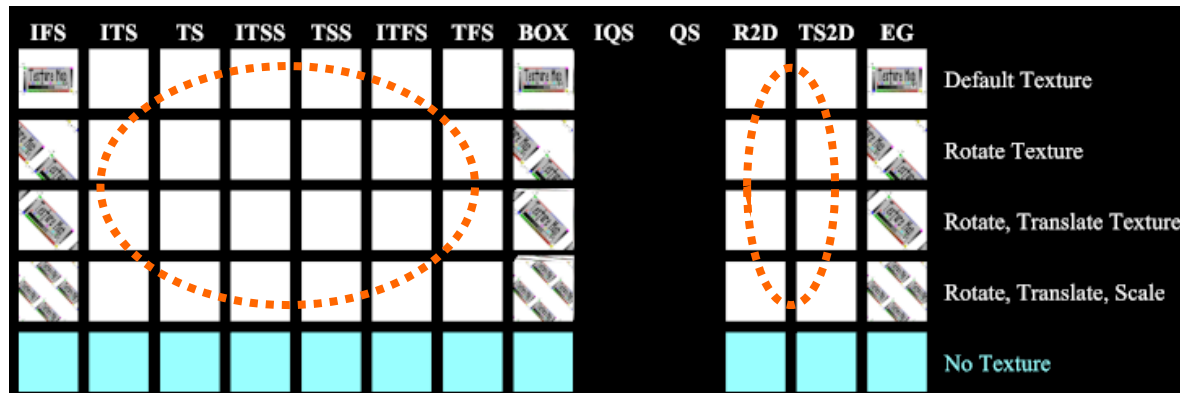


# Texture map comparison after bugfix of Xj3D Viewer

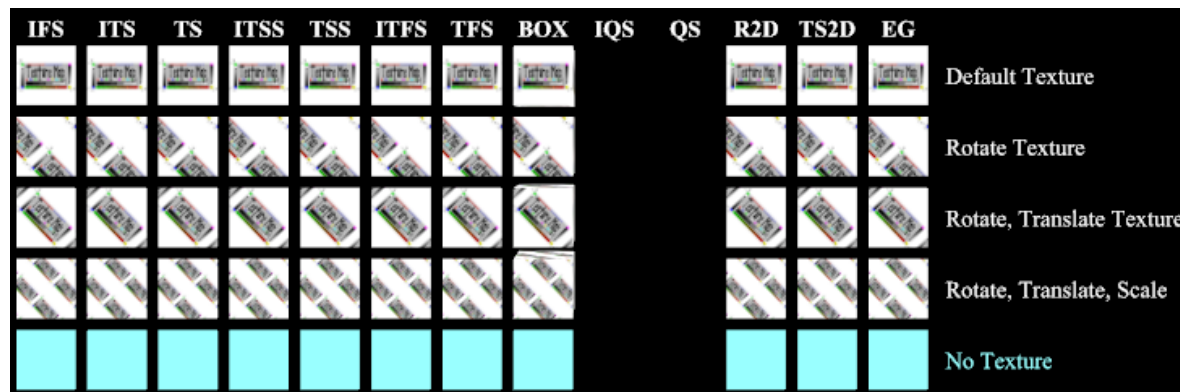
X ITE = Base Line



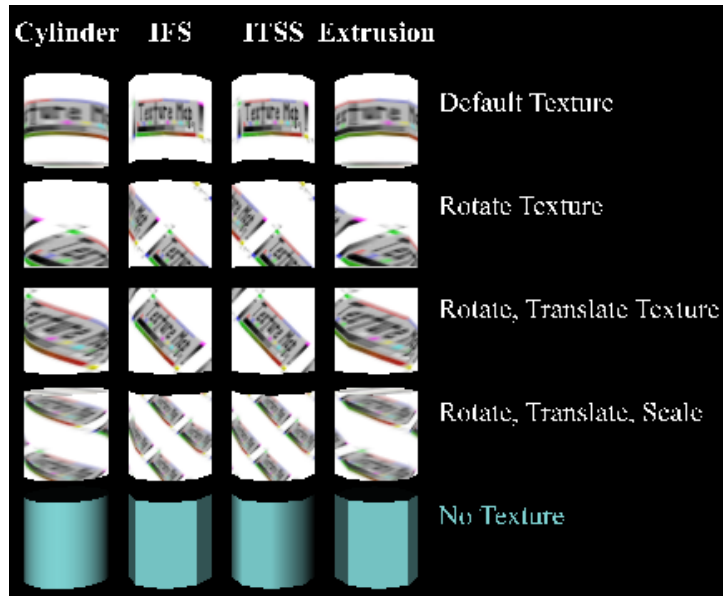
Old Xj3D Viewer



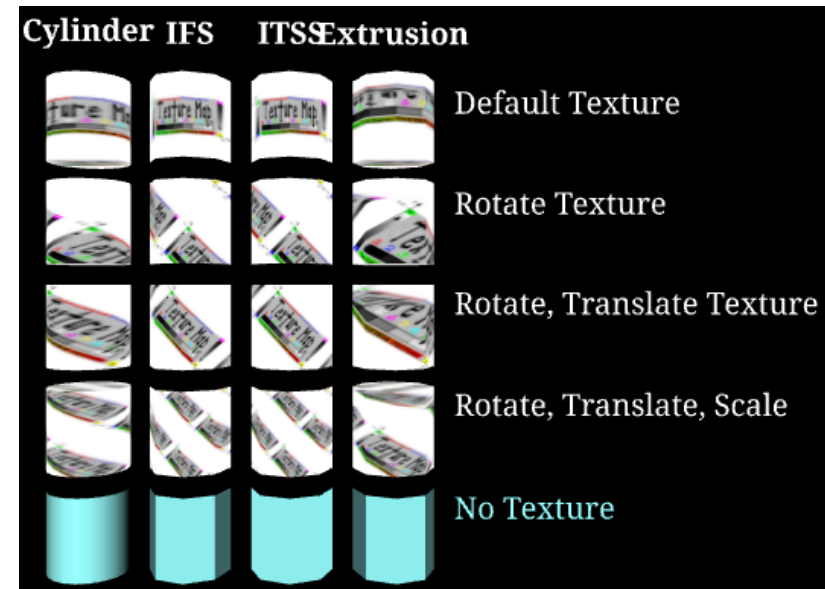
New Xj3D Viewer



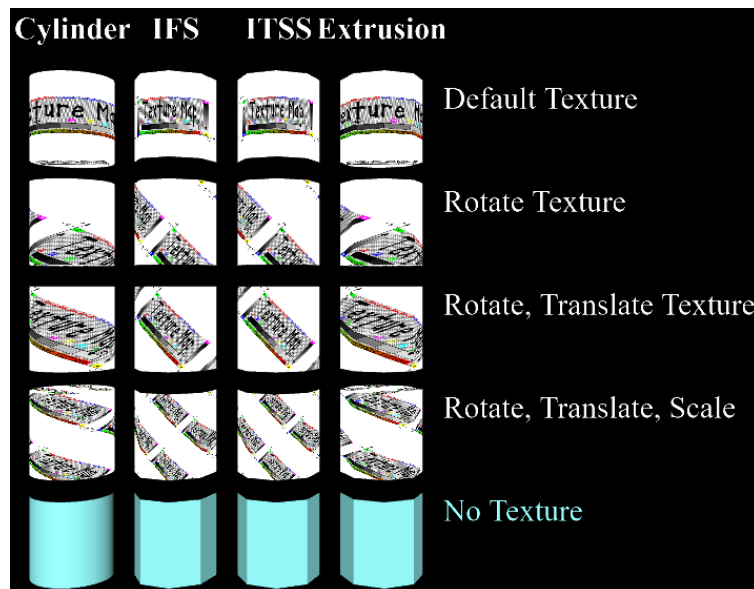
# Texture map comparison for various Cylinders.



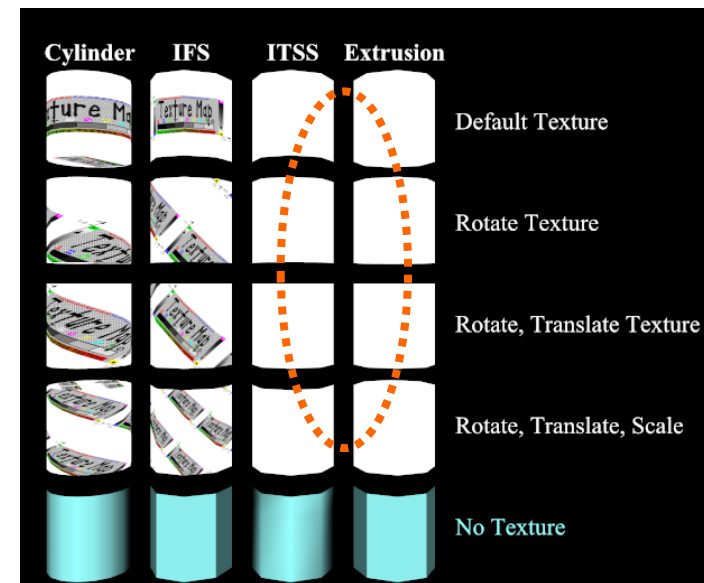
Instant Reality



X ITE

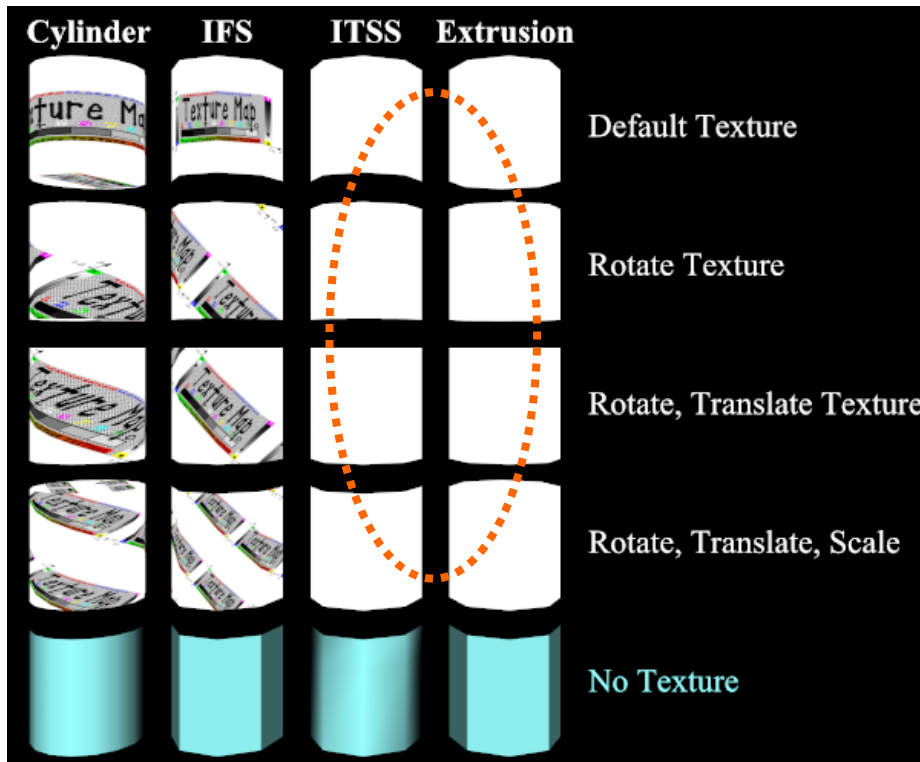


X3DOM

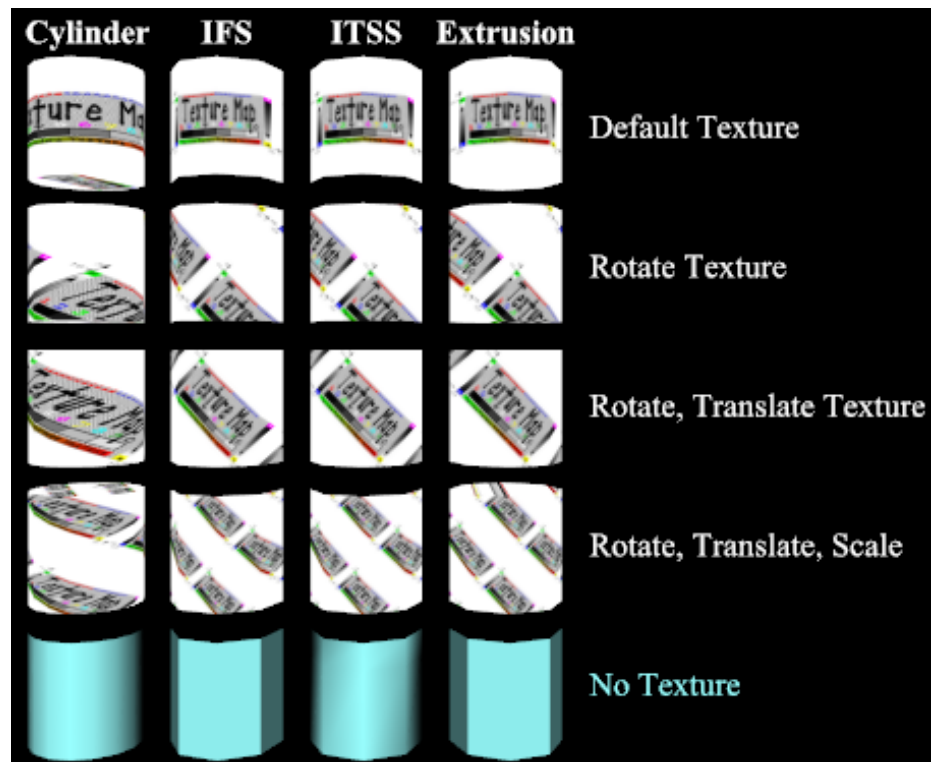


Old Xj3D Viewer

# Texture map comparison after bugfix of Xj3D Viewer



Old Xj3D Viewer



New Xj3D Viewer