Plate 1 Screenshot from the Material example program. Left to right, top row: plaster; glazed alabaster; lemon. Middle row: hard shiny blue plastic; ebony; brass. Bottom row: soft dull red plastic; polished wood; tire rubber.
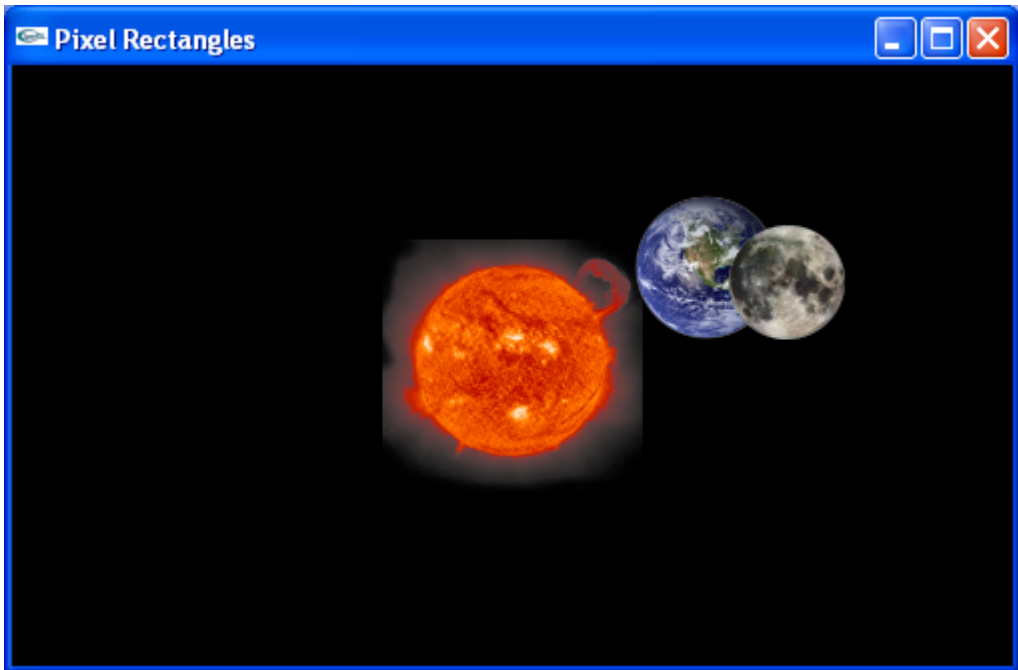
Plate 2 Screenshot from the PixelRectangles example program. The code uses `glDrawPixels`() to render images of the Sun, Earth, and Moon. The varying alpha values in the RGBA data allow transparency and translucency.
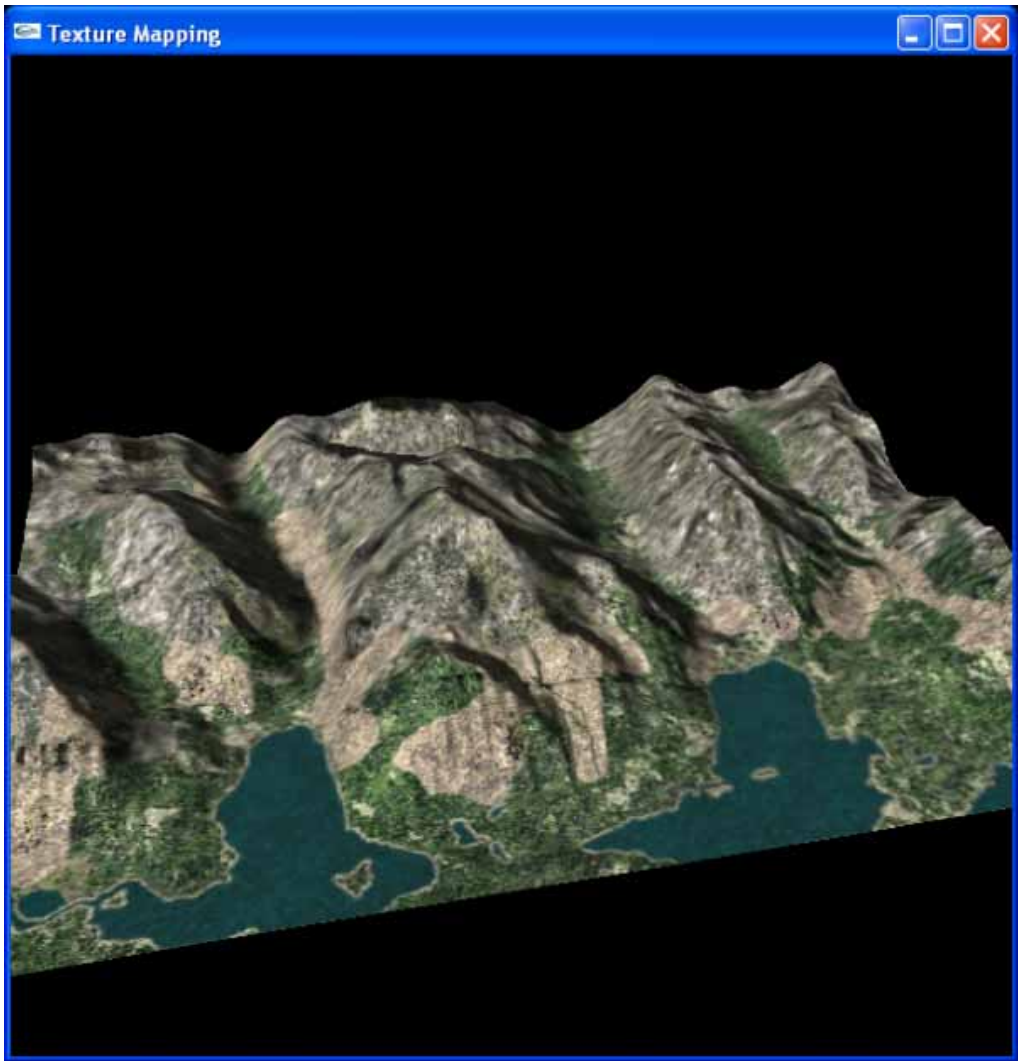
Plate 3 A screenshot from the TextureMapping example program, which renders elevation data and imagery for a section of the Teton mountain range in Wyoming.

Plate 4   The texture image used by the TextureMapping example program. Note that the image itself already contains lighting and shading effects.
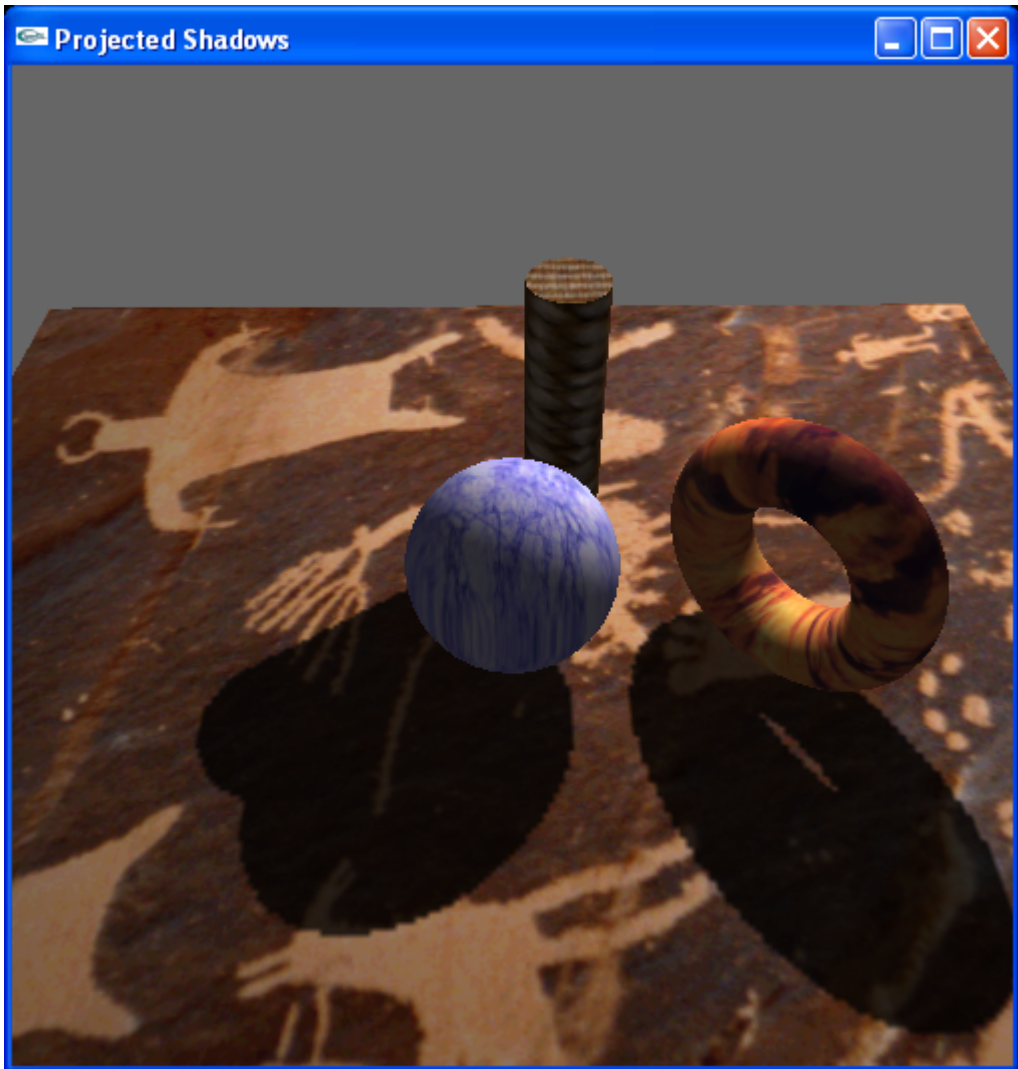
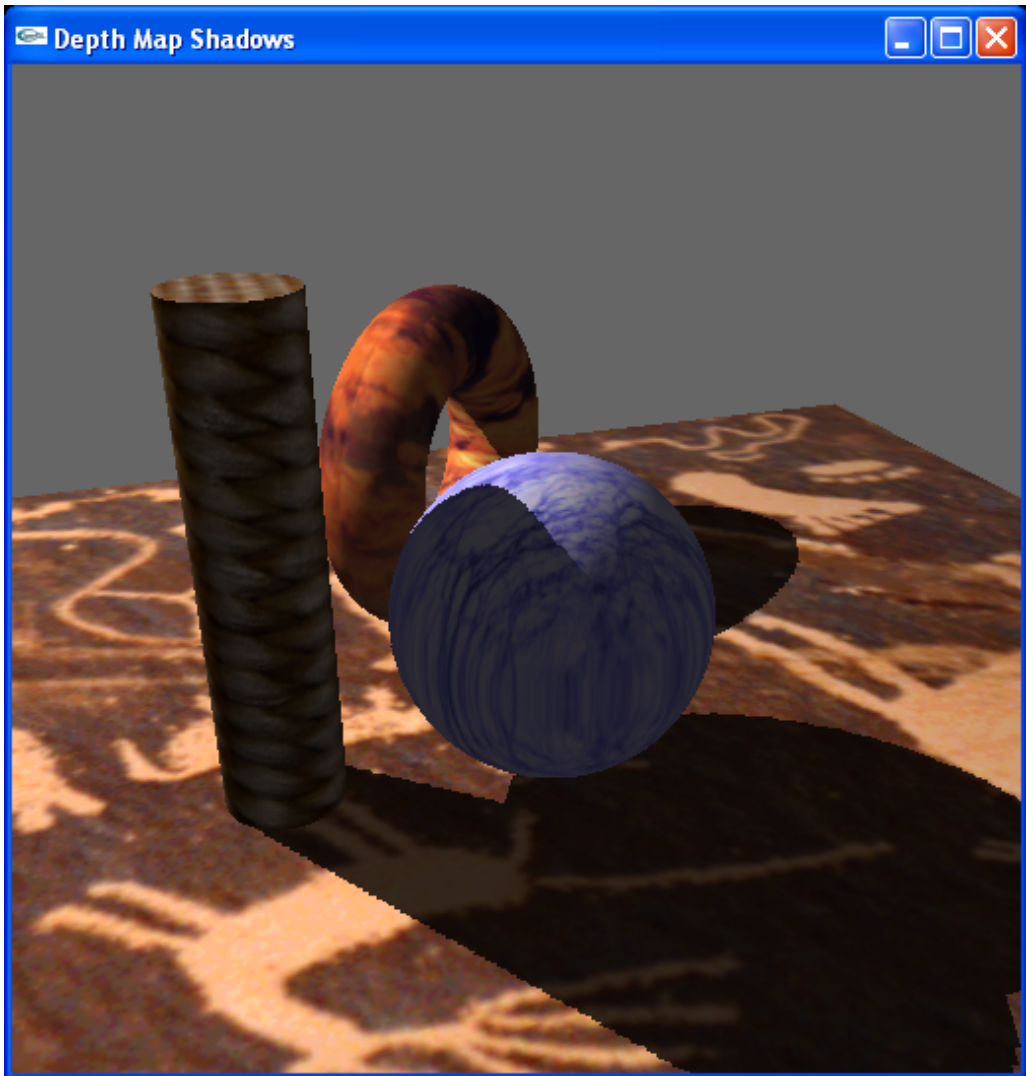**Plate 5** Screen shot from the ProjectedShadows example program.

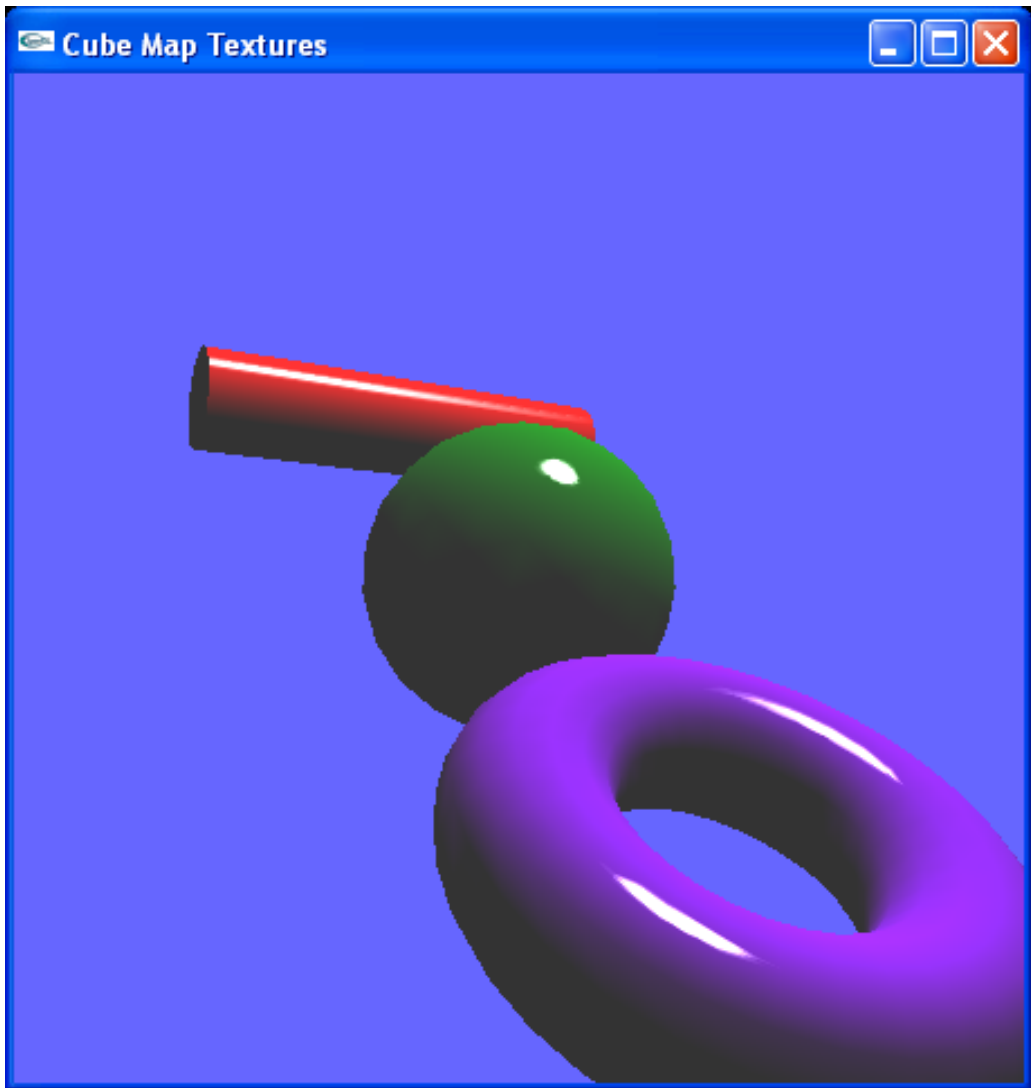**Plate 6**   A screen shot from the DepthMapShadows example program.

Plate 7 Screen shot from the CubeMap example program. The geometry lacks sufficient resolution to produce an acceptable specular highlight using OpenGL lighting. Instead, the example uses cube maps to produce the specular highlights.