

---

Subject: Re: Is 'texture mapping' possible on Painter?

Posted by [mirek](#) on Fri, 31 Jan 2020 16:30:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Tom1 wrote on Tue, 28 January 2020 15:32Hi,

I would like to 'texture map' an image in a shape of a sector or fan. Is this possible in Painter, like it is in OpenGL using a triangle fan?

(I.e. by defining the center, radius and starting and ending angles of a sector and then fill the area with an Image having its top edge touching the center point and its lower edge touching the arc defined by the radius, stretching out between the starting and ending angles.)

I would like to avoid using OpenGL in this project, partly because this is "just a simple" 2D mapping. However, rendering speed may be a factor here as the data is updated quite frequently.

Best regards,

Tom

Now that is an interesting task... :) I think individual triangles are still affine transformations, so IMO should be possible to do this.

EDIT:

Well, not affine after all, but IMO neither this is possible in OpenGL with simple texture mapping. IMO you need to add some advanced non-affine shaders to do this 100% correctly... Probably easier to do without the fan at that point, just pixel shader that maps the texture.

Mirek

---