

Plate 1.  
Surface representation of two wheels and an axle, with specular highlights. This image was produced using Doré's real-time renderer on the Stardent 1500.

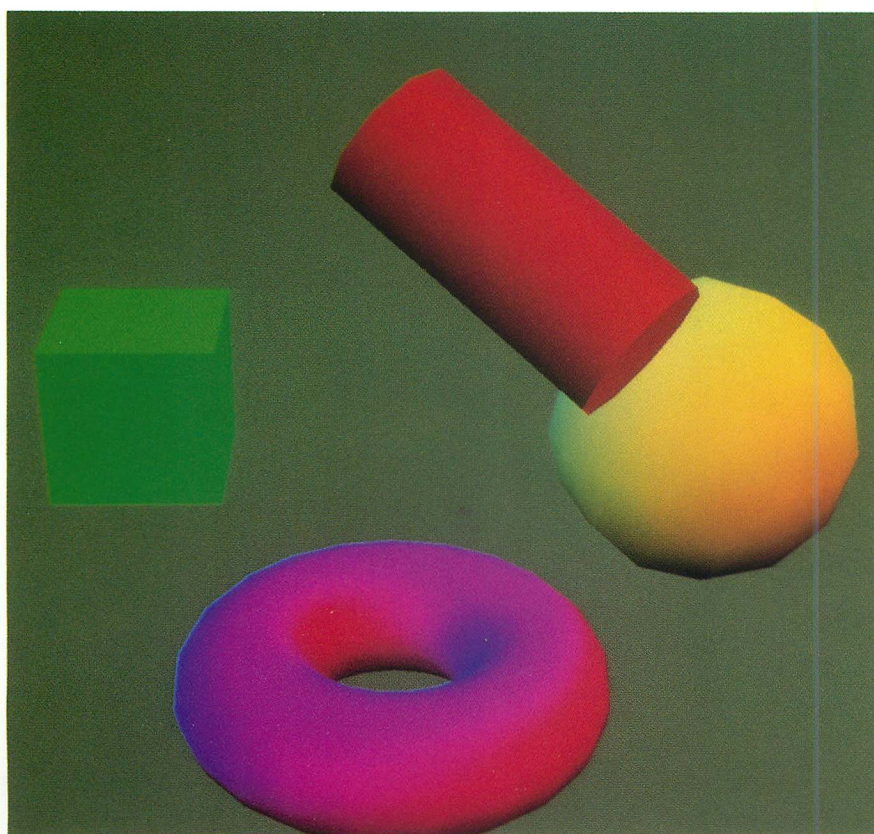


Plate 2.  
Surface representation of four Doré primitives using colored light sources. This image was produced using Doré's real-time renderer on the Stardent 1500.

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**Color Plates 3 and 4**

Plate 3.  
Wireframe representation of  
four Doré primitives.

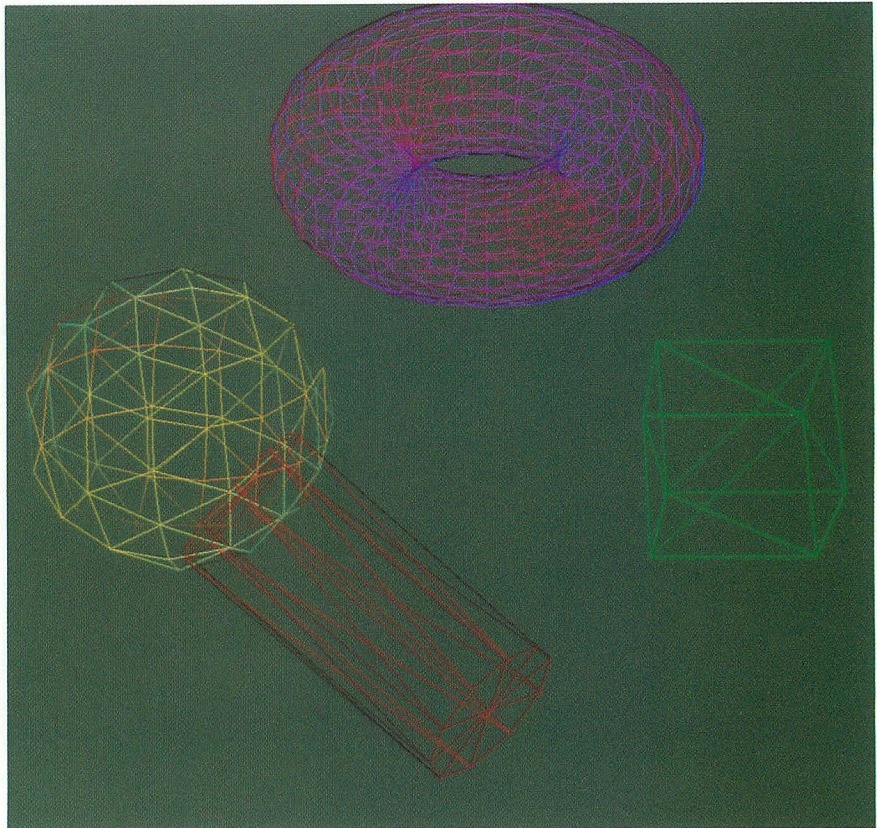
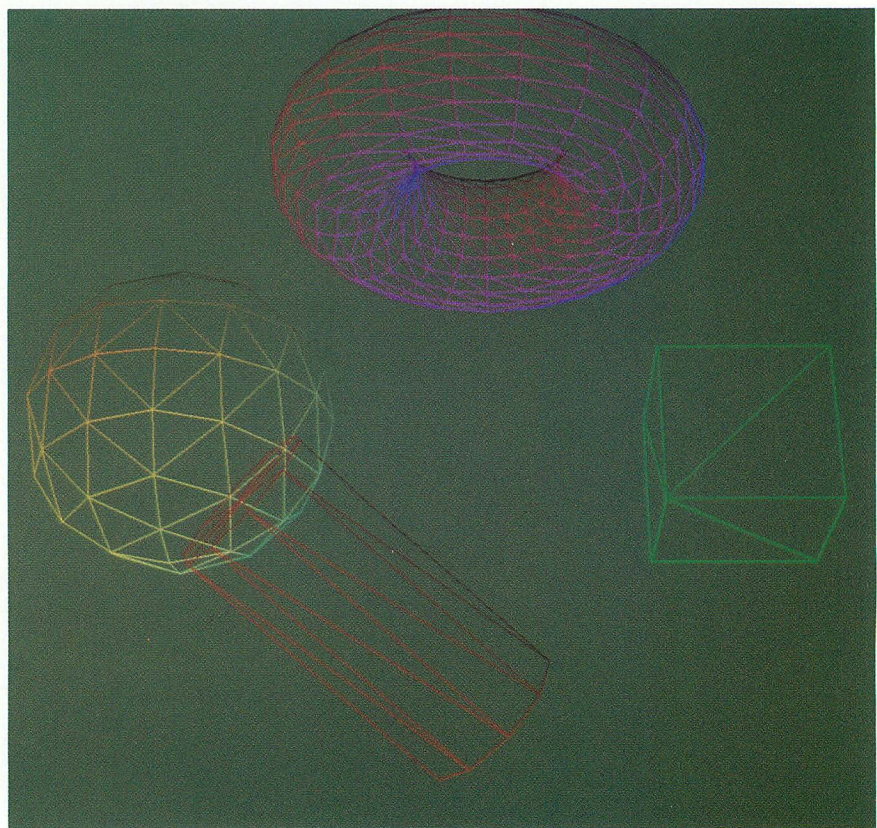


Plate 4.  
Wireframe representation of  
four Doré primitives with  
backface culling.



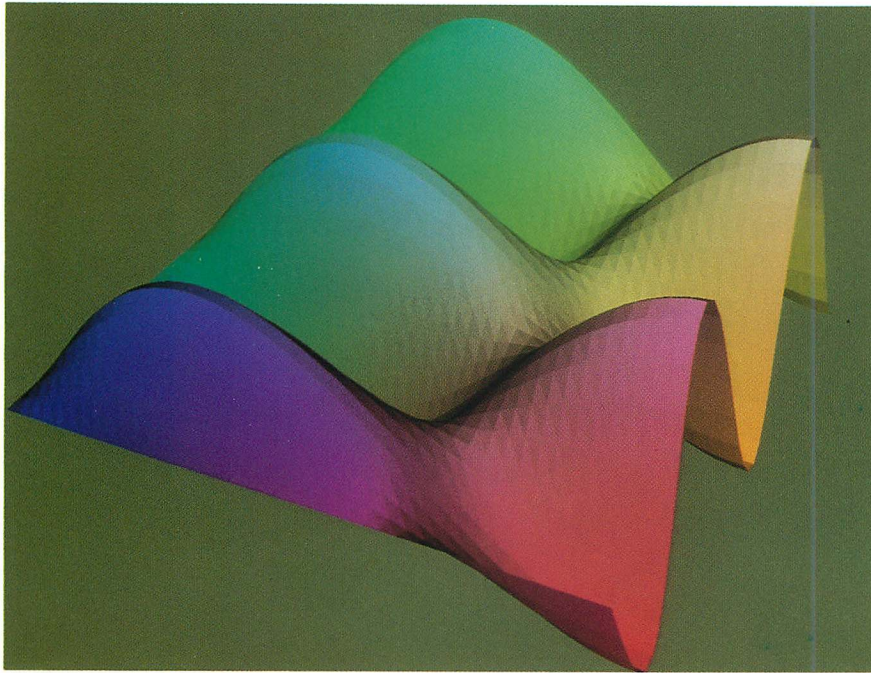


Plate 5.  
Triangle mesh based on the two-dimensional function  $z = \sin(x) * \sin(3y)$ . This image uses vertex colors and has the smooth flag set to *false*.

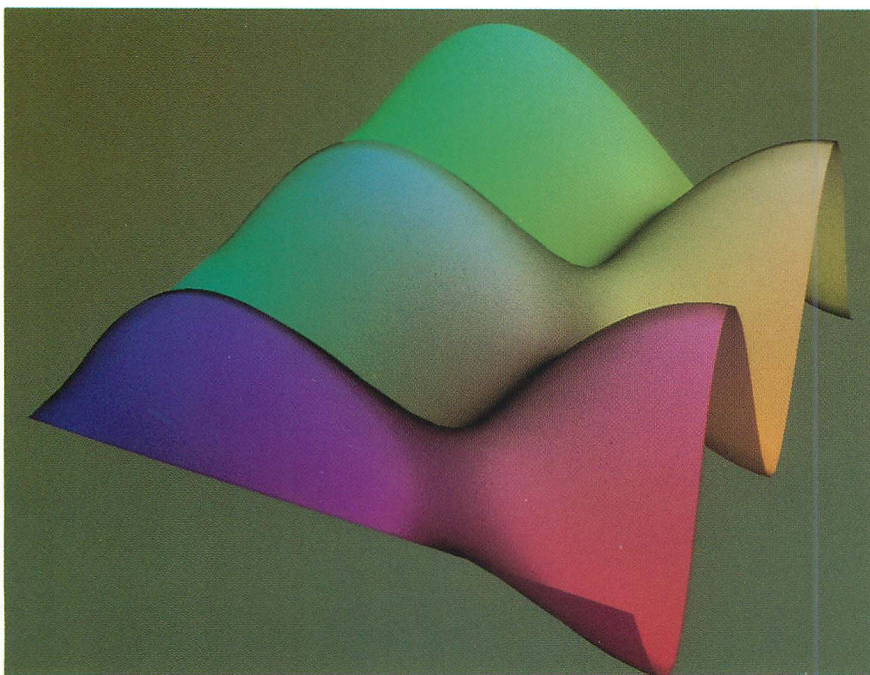


Plate 6.  
This image is based on the same data used to generate Plate 5, but with the smooth flag set to *true* to make the mesh approximate a smooth surface.

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**Color Plates 7 and 8**

Plate 7.  
Food processor, with  
transparency, reflections,  
shadows, and specular  
highlights. This image was  
produced using Doré's  
integral ray tracer.

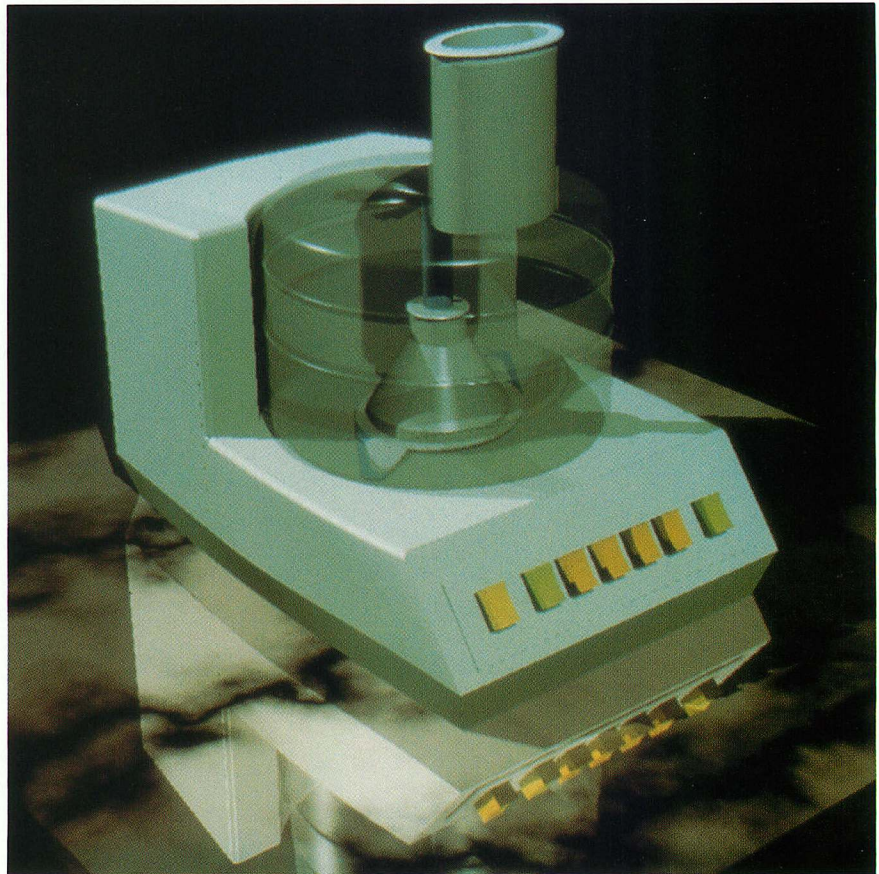


Plate 8.  
Surface representation of a  
sheared Newell teapot with  
vertex shading. The teapot is  
composed of 32 Bezier  
patches.



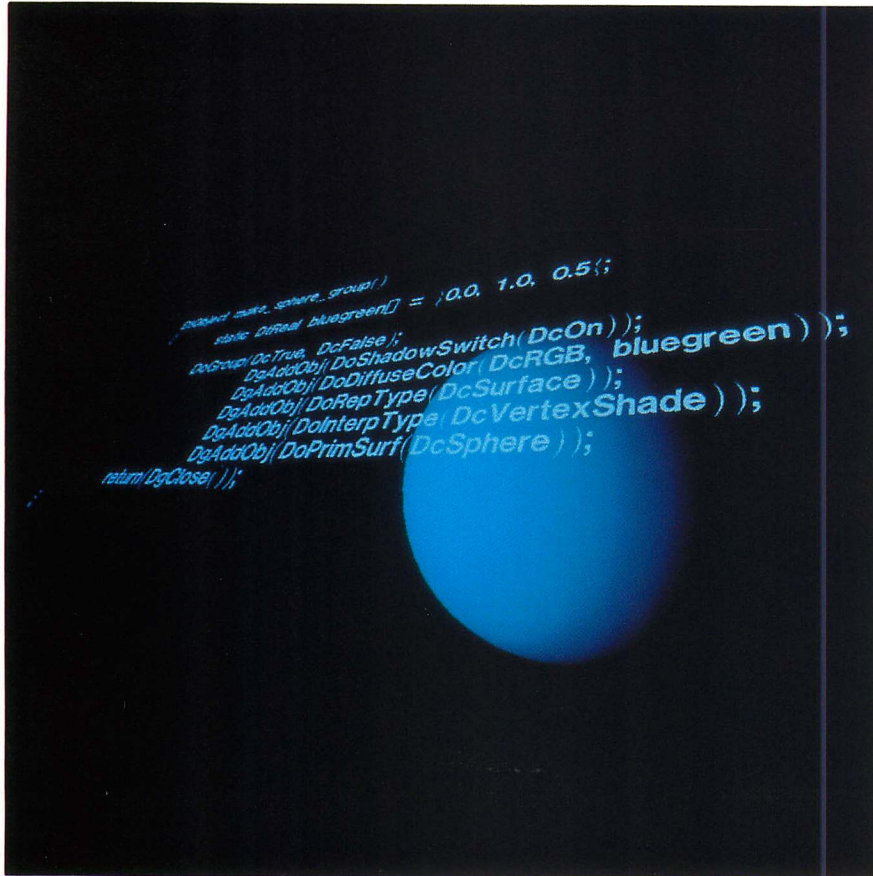


Plate 9.  
Perspective view of Doré text  
and sphere primitives.

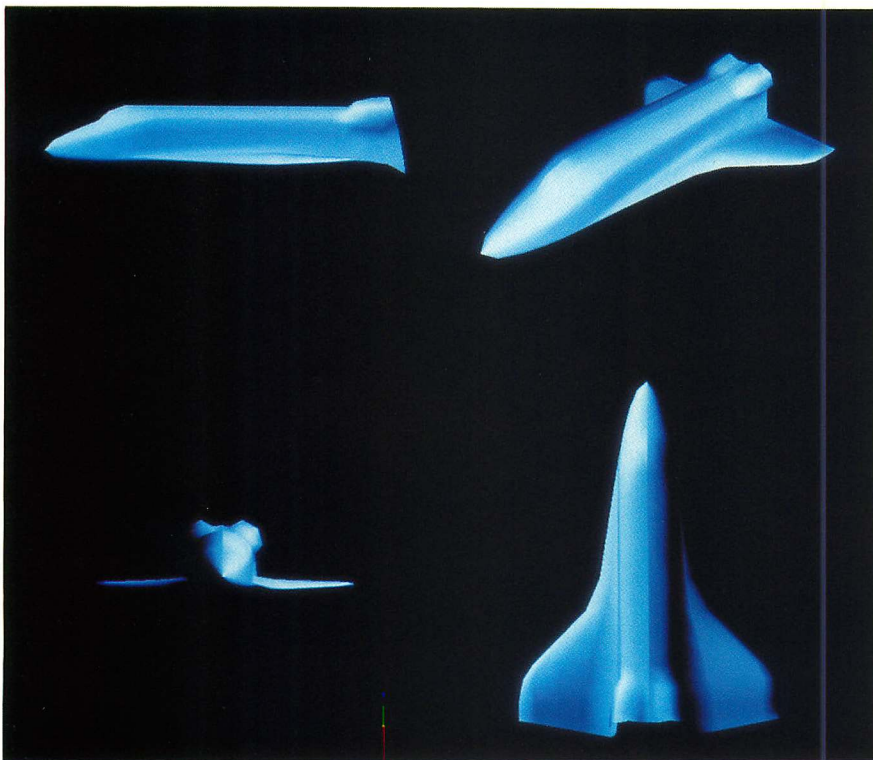


Plate 10.  
Four views of a space shuttle,  
each using a different camera.

Plate 11.

Multiple views on a single Doré device. The menu views contain text objects, and the simulation view contains a wireframe representation of a DNA molecule. (Data courtesy of BioDesign, Inc.)

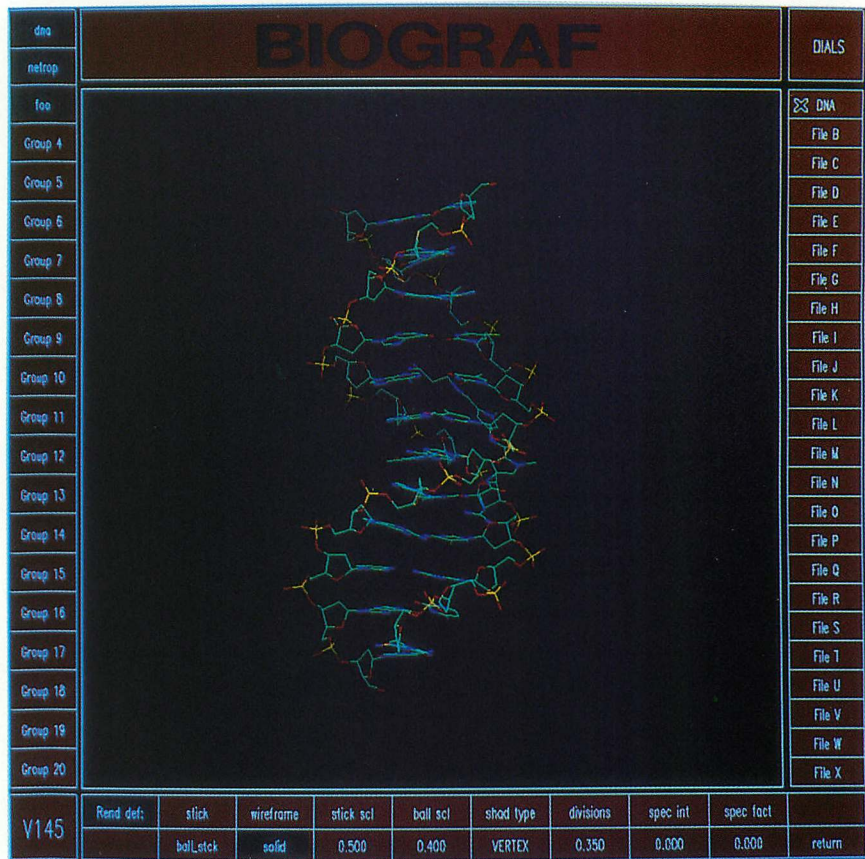
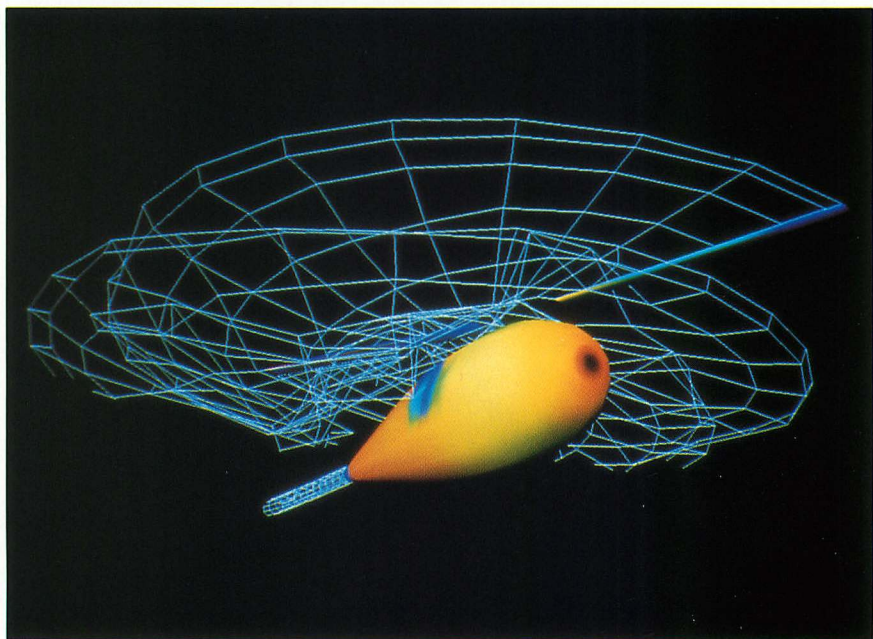


Plate 12.

Surface representation of a helicopter, with wireframe wake.



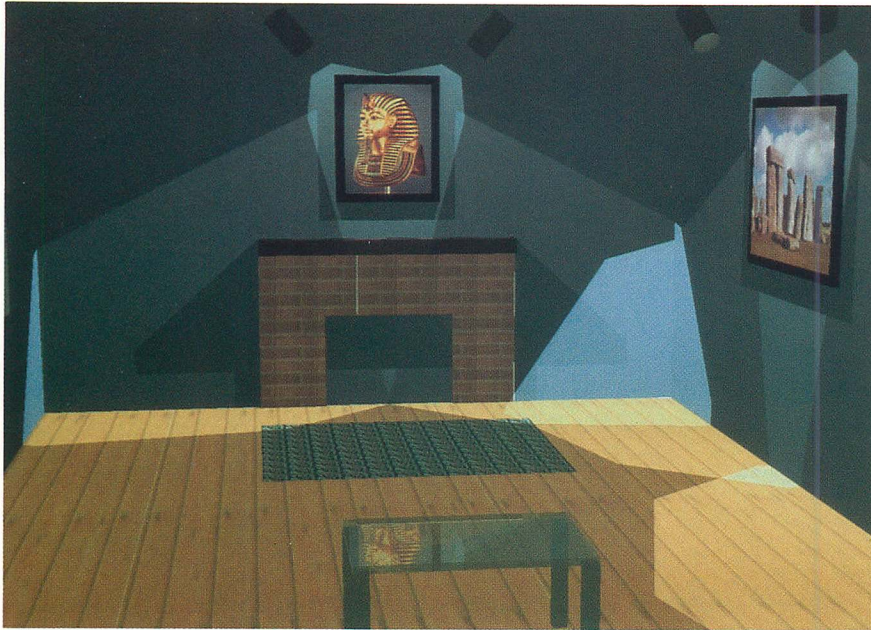


Plate 13.  
View of a room with texture-  
mapped images and both  
point lights and spot lights.

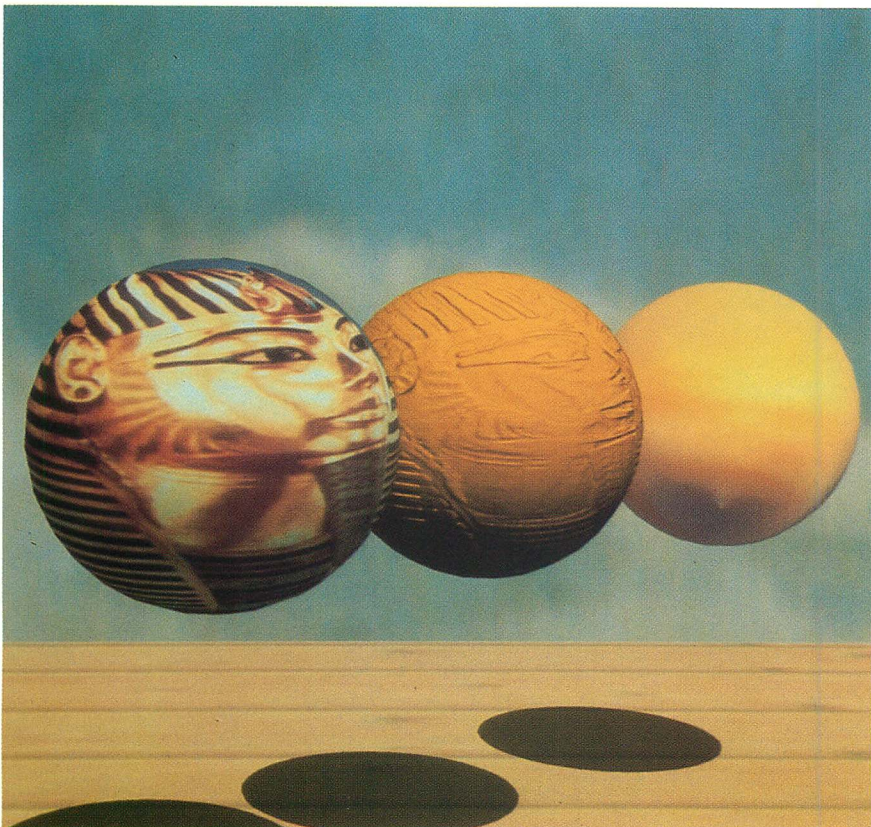


Plate 14.  
Three spheres showing  
texture mapping with diffuse  
color, bump mapping, and  
environment mapping.

Plate 15.

A simulated flow field past a sphere. Colors are used to represent pressure. This image was produced using Doré's real-time renderer on a Stardent 1500.



Plate 16.

A thermolysin molecule. The complex structure of this protein is represented by a ribbon with vertex colors depicting the different amino acid types that make up the molecule. This ribbon approximates the position of the backbone atoms of the protein. The spheres represent metals bound to the enzyme.

