Figure 1. the original cow.d



camera position: x = 0 y = 0 z = -5 d = 3 one coordinate unit is 50 pixels

Figure 2. the texture(black stripe)

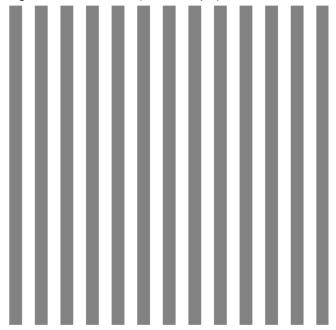


Figure 3. the cow.d rendering with stripe texture



camera position: x = 0 y = 0 z = -5 d = 3 one coordinate unit is 50 pixels

Cylinder intermidate surface is used for texture-mapping.