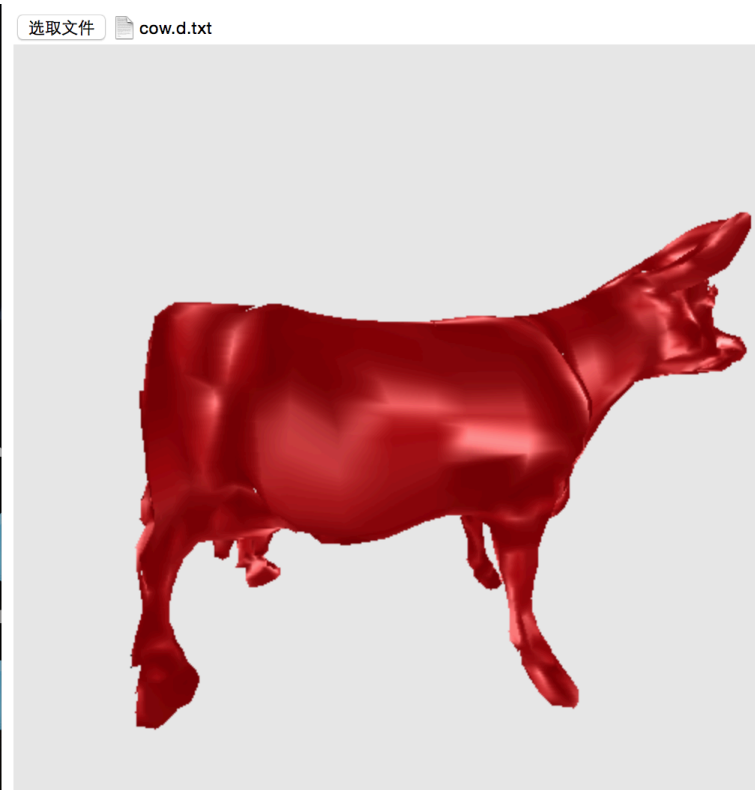


Figure 1. the original cow.d



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

Figure 2. the texture(black stripe)

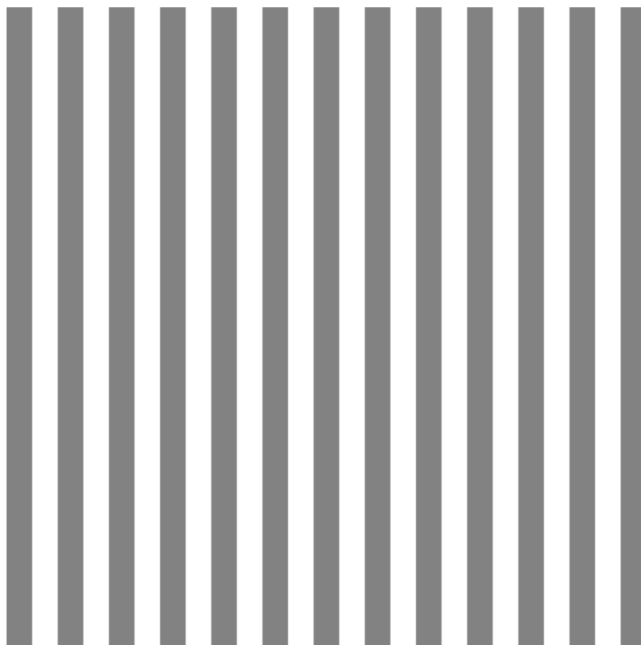


Figure 3. the cow.d rendering with stripe texture



camera position: $x = 0$ $y = 0$ $z = -5$

$d = 3$

one coordinate unit is 50 pixels

Cylinder intermediate surface is used for texture-mapping.