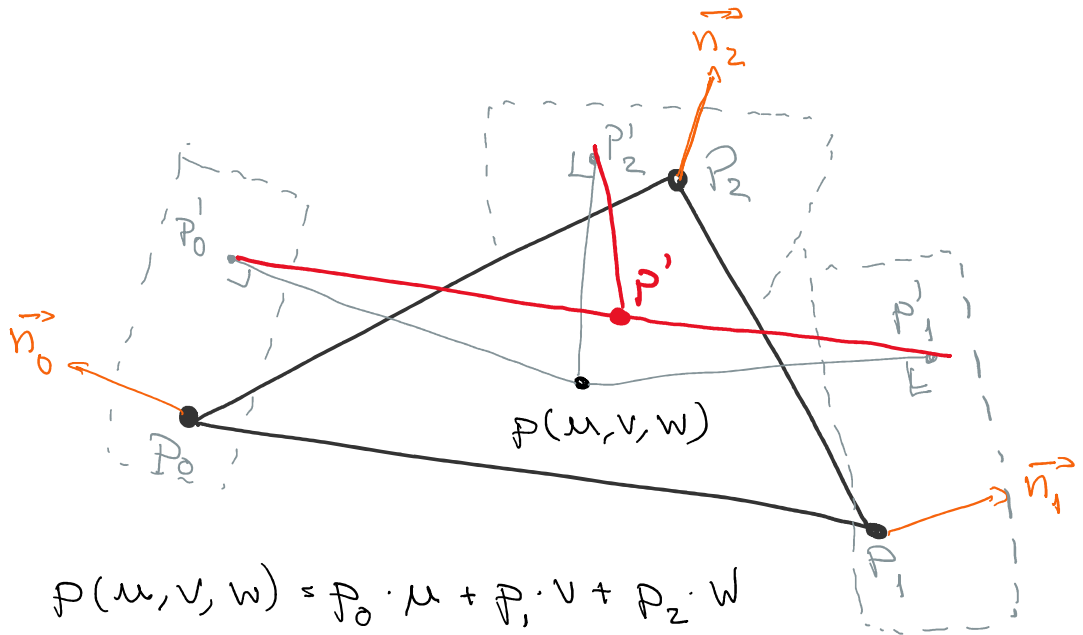


Phong Tessellation

Thursday, 10 December 2020 03:32

Interpolates tessellated vertices based on the original triangle vertices



$$p(u, v, w) = p_0 \cdot u + p_1 \cdot v + p_2 \cdot w$$

p'_i is the projection of p in the plane defined by P_i and \vec{n}_i

$$p'_i = p - d_i \cdot \vec{n}_i \quad d_i = (p - p_i) \cdot \vec{n}_i$$

$$p' = p'_0 \cdot u + p'_1 \cdot v + p'_2 \cdot w$$

The final point is a linear combination between p and p' with weight α

$$res = (1 - \alpha) \cdot p + \alpha p'$$

A default value of 0.75 is a good option for α