



# User Guide

Fast Third-Order Texture Filtering

**DEVELOPMENT**

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## What Is This?

This sample demonstrates a fast and efficient technique for doing third-order texture filtering on a GPU. Detailed information about the technique can be found in chapter 20 of *GPU Gems 2*. An excerpt of the chapter is included with the sample.

# Using this Sample

Table 1. Keyboard Commands

Key	Description
<b>Right Mouse Button</b>	Activate pop-up menu
<b>1</b>	Display buffer 1
<b>2</b>	Display buffer 2
<b>3</b>	Display buffer 3
<b>4</b>	Display buffer 4
<b>5</b>	Display all buffers
<b>d</b>	Generate dumbbell
<b>p</b>	Generate pyramid
<b>c</b>	Generate cube
<b>r</b>	Generate random



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<b>Key</b>	<b>Description</b>
<b>v</b>	Adjust isovalue mode
<b>n</b>	Adjust slices mode
<b>b</b>	Adjust k1 bias mode
<b>B</b>	Adjust k2 bias mode
<b>s</b>	Adjust k1 scale mode
<b>S</b>	Adjust k2 scale mode
<b>+</b>	Increase current
<b>-</b>	Decrease current
<b>Esc, q</b>	Exit

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