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Remarks:

This application was filed on 20 - 12 - 2006 as a divisional application to the application mentioned under INID code 62.

(54) **Method and apparatus for encoding texture information**

(57) A pixel is textured by storing a first texel reference value, a second texel reference value, and a texel value operative to map a texel to a 3-tuple of the first texel reference value, the second texel reference value and a third texel reference value to thereby represent a block of texels. A pixel value for the pixel is generated from the stored texel values and the pixel is displayed responsive to the generated pixel value. In some embodiments, respective pluralities of texel reference values and texel values that map thereto are stored for respective ones of a plurality of overlapping blocks of texels. In further embodiments, a first mipmap value for a pixel is bilinearly interpolated from the retrieved texel values for the set of nearest neighbor texels. A second mipmap value for the pixel is generated by averaging the retrieved texel values for the set of nearest neighbor texels. A pixel value for the pixel is generated by interpolating between the first and second mipmap values. The present invention may be embodied as methods, apparatus and computer program products.

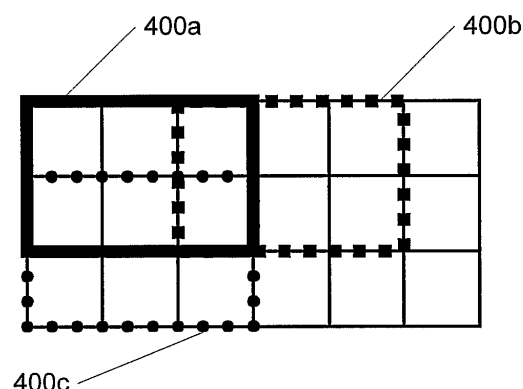


FIG. 4