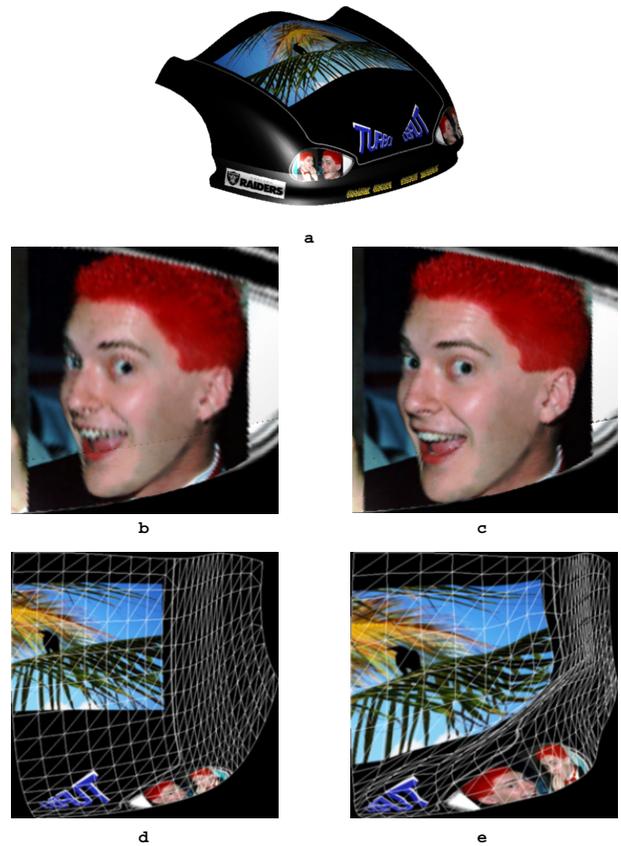


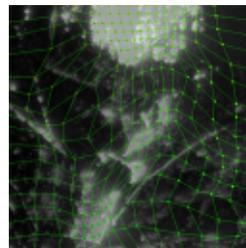
**P. Sloan et al: Figure 1:** Example of an unoptimized (left column) and optimized texture (right column) mapped onto a sphere.



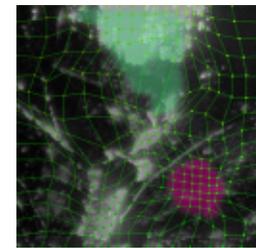
**P. Sloan et al: Figure 2:** A comparison of texture mapping using standard (b,d) parameterization versus importance driven (c,e) parameterization. Note the fidelity preserved in the newly painted detail (the head), when added in a region identified as important.



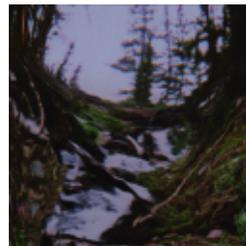
a



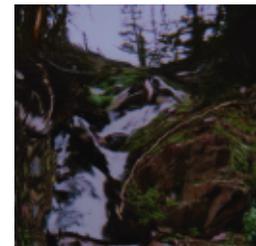
b



c



d



e

**P. Sloan et al: Figure 7:** A nature scene (a) with the automatic importance map and derived mesh (b) and a user-specified map and derived mesh (c). Note the increased importance in the magenta region and decreased importance in the turquoise region. (d) and (e) are (a) reparameterized by the meshes in (b) and (c).