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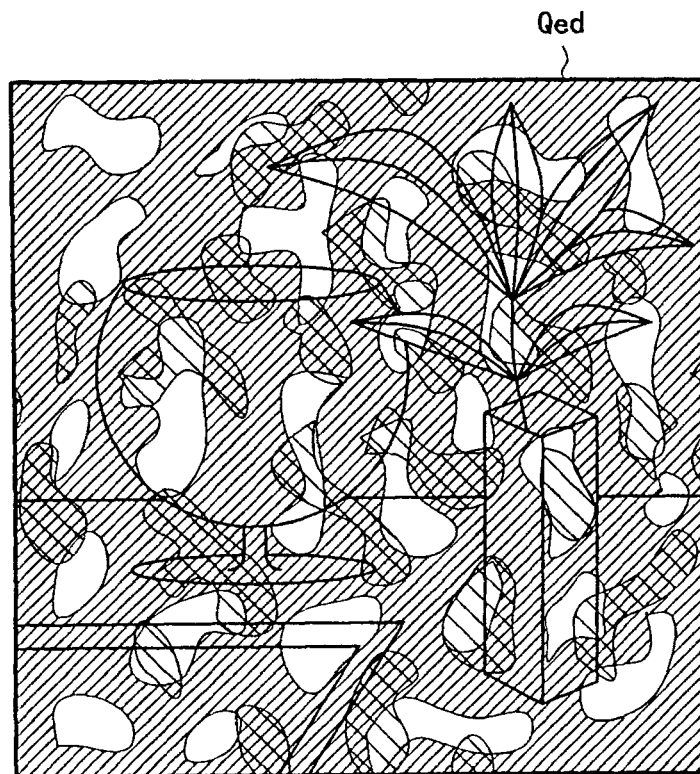
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(54) Title: METHOD AND APPARATUS FOR RENDERING REFLECTIVE TEXTURE SURFACES WITH DISTORTIONS



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(57) Abstract: The texture of a nonsmooth mirror or metal surface can be generated by a simple, highly effective bump mapping process. An original image (Ia) as a color image is combined with a gray pattern image (Ib) having differently shaped regions in different positions by a first combining unit (108) thereby to generate a first combined texture image (Ie). The original image (Is) is enlarged based on attributes (Opa) of a polygon (Op), which include the direction of a normal vector, etc., thereby to generate an enlarged original texture image (If). The enlarged original texture image (If) and a reversed gray pattern image (Id) are combined with each other by a second combining unit (112) to generate a second combined texture image (Ig). The first combined texture image (Ie) and the second combined texture image (Ig) are combined with other thereby to generate a third combined texture image (Ih). The third combined texture image (Ih) is capable of expressing the texture of a nonsmooth mirror or metal surface.