Texture Mapping

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Adapted from Brian Curless
CSE 457
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Reading

Recommended

- Angel, 8.6, 8.7, 8.9, 8.10, 9.13-9.13.2
- Paul S. Heckbert. Survey of texture mapping. **IEEE Computer Graphics and Applications** 6(11): 56--67, November 1986.

Optional

- Woo, Neider, & Davis, Chapter 9
- James F. Blinn and Martin E. Newell. Texture and reflection in computer generated images. **Communications of the ACM** 19(10): 542--547, October 1976.

Texture mapping

Texture mapping (Woo et al., fig. 9-1)

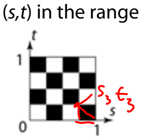
Texture mapping allows you to take a simple polygon and give it the appearance of something much more complex.

- Due to Ed Catmull, PhD thesis, 1974
- Refined by Blinn & Newell, 1976

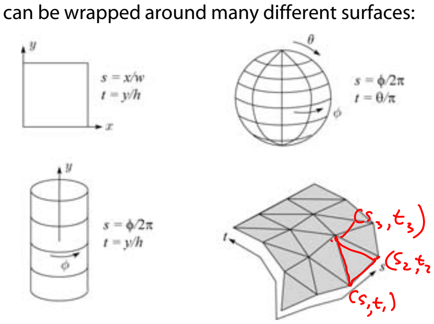
A texture can modulate just about any parameter – diffuse color, specular color, specular exponent, …

Implementing texture mapping

A texture lives in it own abstract image coordinates paramaterized by (s,t) in the range ([0..1], [0..1]):



It can be wrapped around many different surfaces:



With a ray caster, we can do the sphere and cylinder mappings directly (as we will see later). For z-buffers, everything gets converted to a triangle mesh with associated (s,t) coordinates.

Note: if the surface moves/deforms, the texture goes with it.

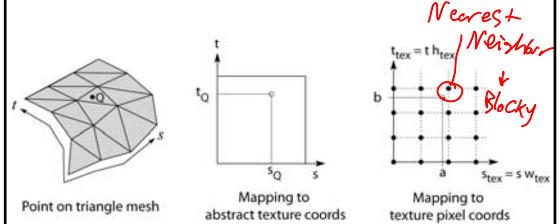
Mapping to texture image coords

The texture is usually stored as an image. Thus, we need to convert from abstract texture coordinate:

(s,t) in the range ([0..1], [0..1])

to texture image coordinates:

(s_{tex}, t_{tex}) in the range ([0.. w_{tex}], [0.. h_{tex}])

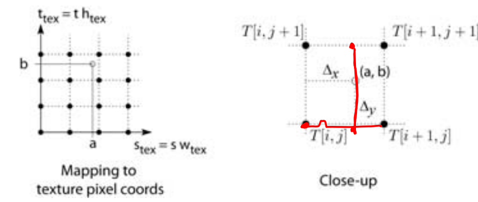


Q: What do you do when the texture sample you need lands between texture pixels?

Texture resampling

$0 \le \Delta x, \Delta y \le 1$

We need to resample the texture:



Thus, we seek to solve for: $T(a,b) = T(i+\Delta_x, j+\Delta_y)$

A common choice is **bilinear interpolation**:

$$T(i+\Delta_x, j) = \underline{(1-\Delta x)}\, T[i,j] + \underline{\Delta x}\, T[i+1,j]$$

$$T(i+\Delta_x, j+1) = \underline{(1-\Delta x)}\, T[i,j+1] + \underline{(\Delta x)}\, T[i+1,j+1]$$

$$T(i+\Delta_x, j+\Delta_y) = \underline{(1-\Delta y)}\, T(i+\Delta_x, j) + \underline{\Delta y}\, T(i+\Delta_x, j+1)$$

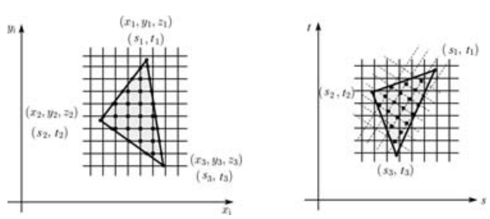
$$= \underline{(1-\Delta x)(1-\Delta y)}\, T[i,j] + \underline{\Delta x(1-\Delta y)}\, T[i+1,j] + \underline{(1-\Delta x)\Delta y}\, T[i,j+1] + \underline{\Delta x\, \Delta y}\, T[i+1,j+1]$$

Texture mapping and the z-buffer

Texture-mapping can also be handled in z-buffer algorithms.

Method:

- Scan conversion is done in screen space, as usual
- Each pixel is colored according to the texture
- Texture coordinates are found by Gouraud-style interpolation

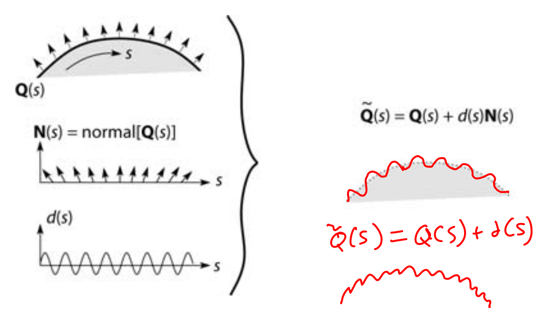


Note: Mapping is more complicated to handle perspective correctly!

Displacement mapping

Textures can be used for more than just color.

In **displacement mapping**, a texture is used to perturb the surface geometry itself. Here's the idea in 2D:



- These displacements "animate" with the surface
- In 3D, you would of course have (s,t) parameters instead of just s.

Suppose **Q** is a simple surface, like a cube. Will it take more work to render the modified surface $\tilde{\mathbf{Q}}$? much more

Bump mapping

In **bump mapping**, a texture is used to perturb the normal:

- Use the original, simpler geometry, **Q**(*s*), for hidden surfaces
- Use the normal from the displacement map for shading:

$$\tilde{\mathbf{N}} = \text{normal}[\tilde{\mathbf{Q}}(s)]$$

Q(*s*)

What artifacts in the images would reveal that bump mapping is a fake?

shadows   silhouetts
lighting   perspective

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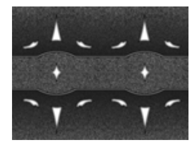
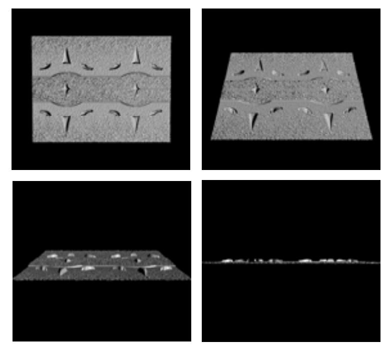
Displacement vs. bump mapping

Input texture



Rendered as displacement map over a rectangular surface



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Displacement vs. bump mapping (cont'd)

Original rendering

Rendering with bump map wrapped around a cylinder

Bump map and rendering by Wyvern Aldinger

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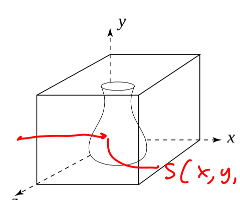
Solid textures

Q: What kinds of artifacts might you see from using a marble veneer instead of real marble?



$s(x,y,z) \to f(s,t,v)$

One solution is to use **solid textures**:

- Use model-space coordinates to index into a 3D texture
- Like "carving" the object from the material

One difficulty of solid texturing is coming up with the textures.

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Solid textures (cont'd)

Here's an example for a vase cut from a solid marble texture:

Solid marble texture by Ken Perlin, (Foley, IV-21)

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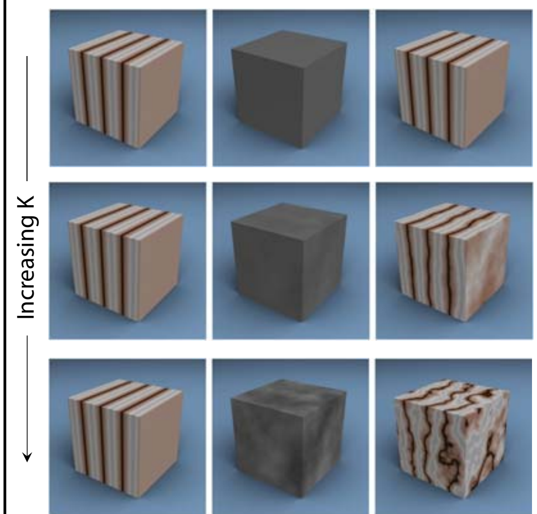
Solid textures (cont'd)

in(x,y,z) = stripes(x)	shift(x,y,z) = K• noise(x,y,z)	out(x,y,z) = stripes(x+shift(x,y,z))



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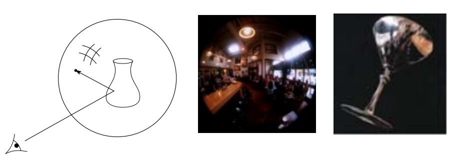
Environment mapping



In **environment mapping** (also known as **reflection mapping**), a texture is used to model an object's environment:

- Rays are bounced off objects into environment
- Color of the environment used to determine color of the illumination
- Environment mapping works well when there is just a single object – or in conjunction with ray tracing

This can be readily implemented (without interreflection) using a fragment shader, where the texture is stored in a "cube map" instead of a sphere.

With a ray tracer, the concept is easily extended to handle refraction as well as reflection (and interreflection).

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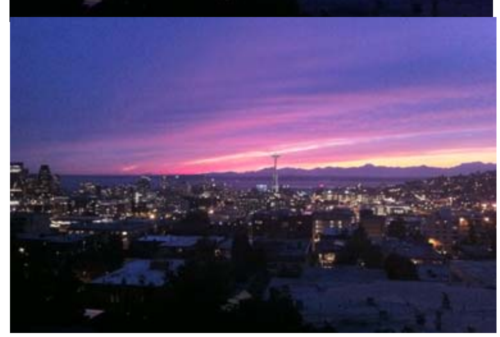
HDR Capture



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Summary

What to take home from this lecture:

1. The meaning of the boldfaced terms.

2. Familiarity with the various kinds of texture mapping, including their strengths and limitations.

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