Texture Mapping

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CSE 457
Spring 2014

Reading

Required

- Angel, 7.4-7.10

Recommended

- 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)

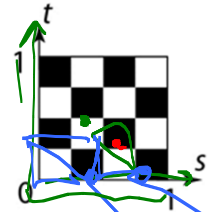
Texture mapping allows you to take a simple polygon and give it the appearance of something much more complex.

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

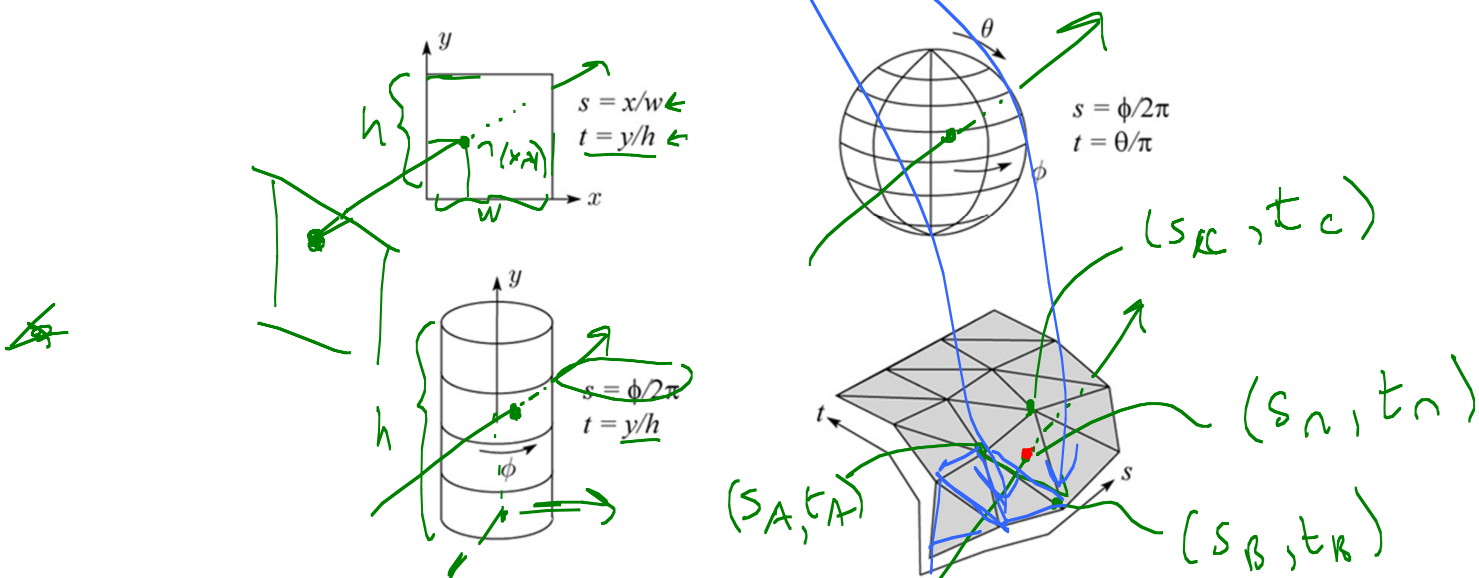
A texture can modulate just about any parameter – diffuse color, specular color, specular exponent, …

Implementing texture mapping

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

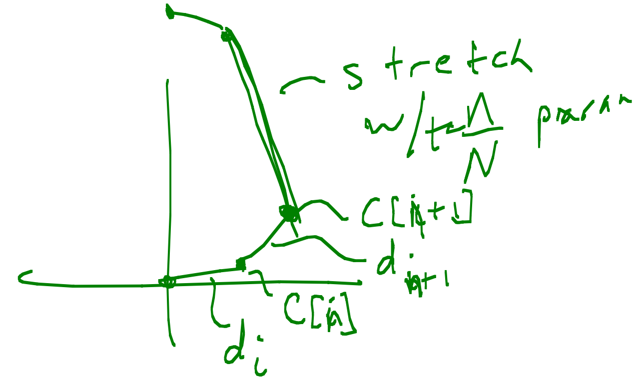


It can be wrapped around many different surfaces:

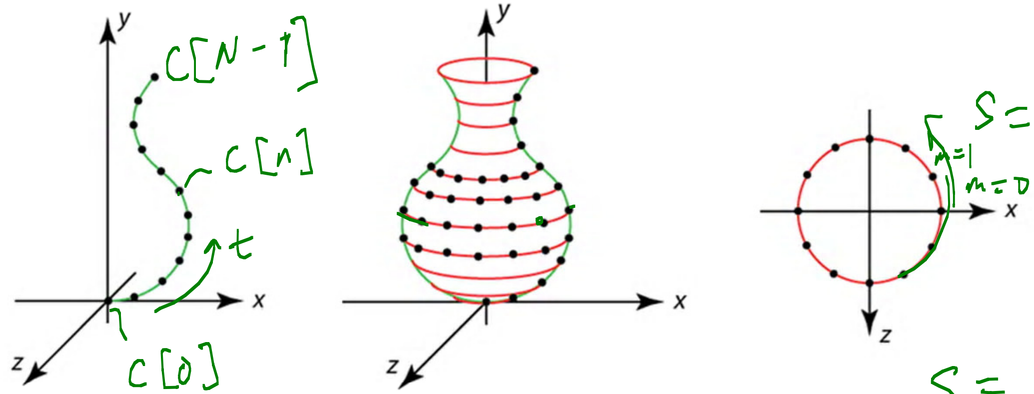


With a ray caster, we can do the sphere and cylinder mappings directly (as we will see later). For z-buffers, everything gets converted to a triangle mesh with associated (*s*,*t*) coordinates.

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



Texture coordinates on a surface of revolution



$s = \frac{\phi}{2\pi}$

m indexes equals steps in angle

$s = \frac{m}{M}$

$n \in [0 \ldots N-1]$

$t = \frac{n}{N}$

$$t = \frac{\sum_{i=0}^{n} d_i}{\sum_{i=0}^{N-1} d_i}$$

← length "so far" along curve

← total length of curve

use this one

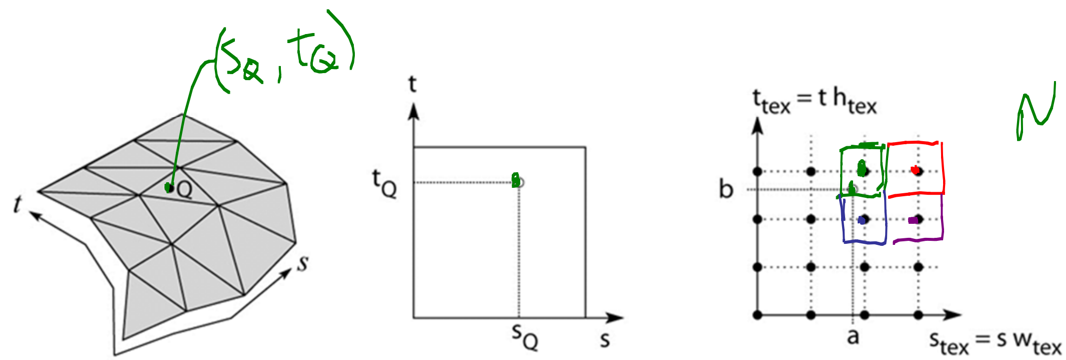
Mapping to texture image coords

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

$$(s,t) \text{ in the range } ([0..1], [0..1])$$

to texture image coordinates:

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



Point on triangle mesh

Mapping to abstract texture coords

Mapping to texture pixel coords

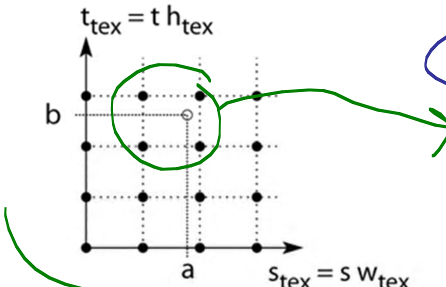
Nearest neighbor interpolation

Ick!

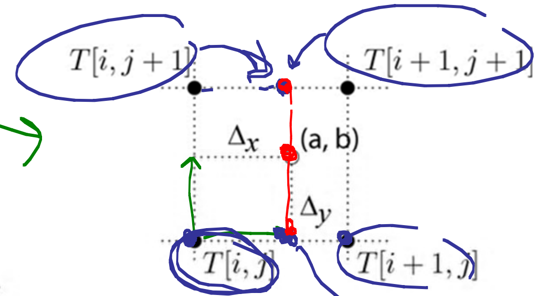
Q: What do you do when the texture sample you need lands between texture pixels?

Texture resampling

We need to resample the texture:



Mapping to texture pixel coords



Close-up

$(\Delta x, \Delta y)$

$\Delta x, \Delta y \in [0, 1]$

$T(i + \Delta x, j)$

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

A common choice is **bilinear interpolation**:

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

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

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

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

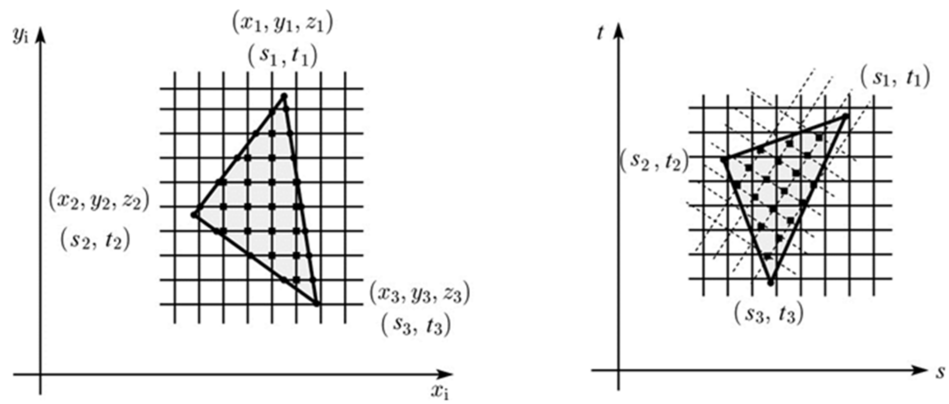
$$\underline{(1-\Delta x)\,\Delta y}\ \mathrm{T}[i,j+1] \quad + \quad \underline{\Delta x\,\Delta y}\ \mathrm{T}[i+1,j+1]$$

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

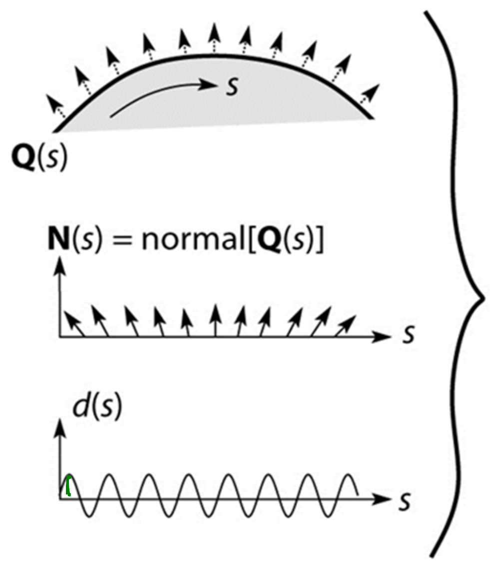


Note: Mapping is more complicated to handle perspective correctly!

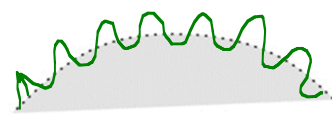
Displacement mapping

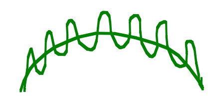
Textures can be used for more than just color.

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



$$\tilde{\mathbf{Q}}(s) = \mathbf{Q}(s) + d(s)\mathbf{N}(s)$$





- 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 $\tilde{\mathbf{Q}}$?

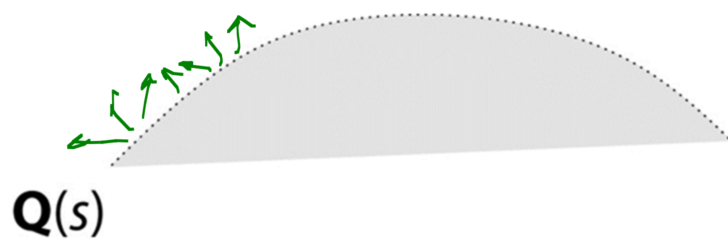
Yes.

Bump mapping

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

- Use the original, simpler geometry, $\mathbf{Q}(s)$, for hidden surfaces
- Use the normal from the displacement map for shading:

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

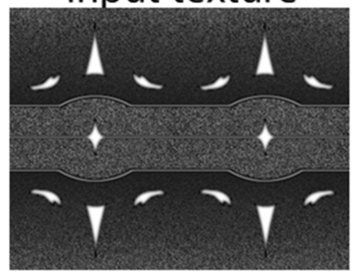


What artifacts in the images would reveal that bump mapping is a fake?

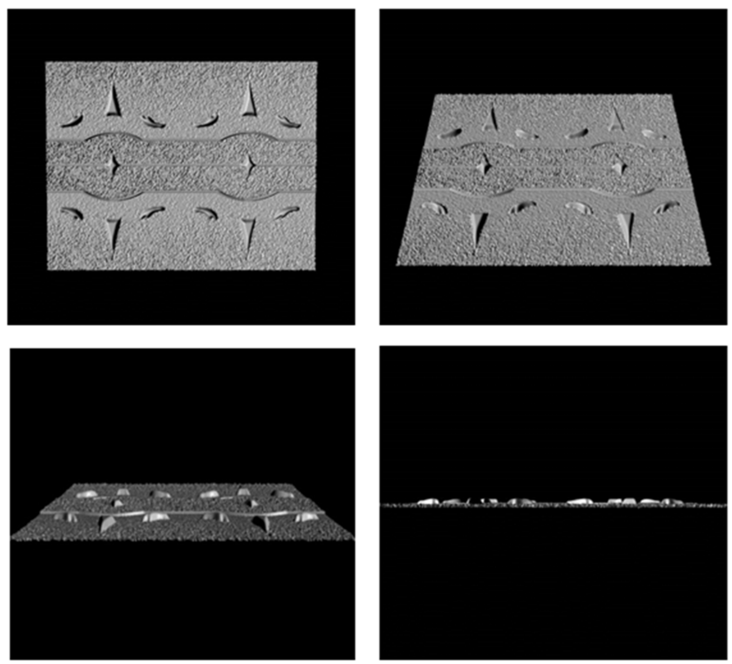
silhouettes are not bumpy
cast shadows not bumpy

Displacement vs. bump mapping

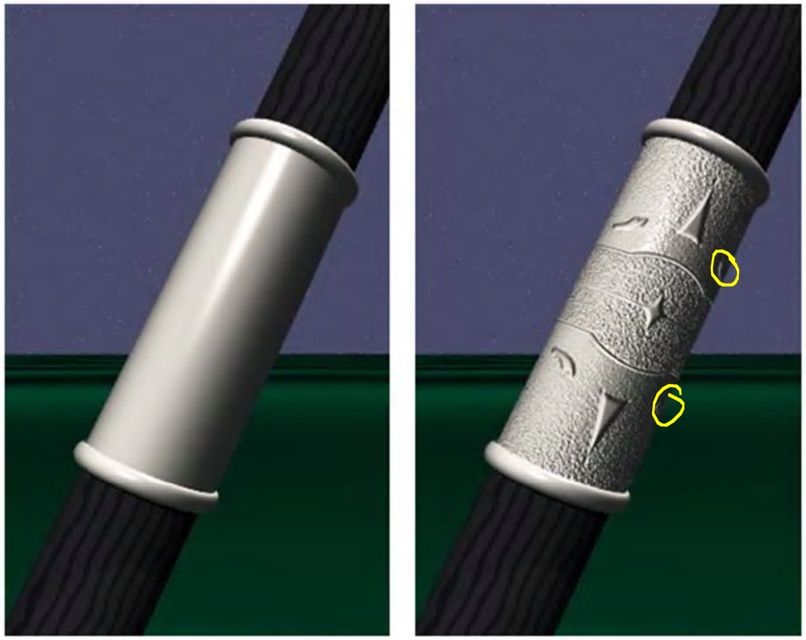
Input texture



Rendered as displacement map over a rectangular surface



Displacement vs. bump mapping (cont'd)



Original rendering

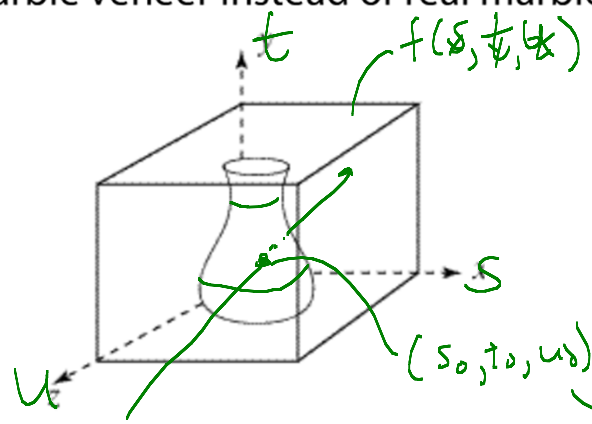
Rendering with bump map wrapped around a cylinder

Bump map and rendering by Wyvern Aldinger

Solid textures

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

seam why.
left/right
edges of
texture
meet



Stretching
artifacts

$f(s_0, t_0, u_0)$

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

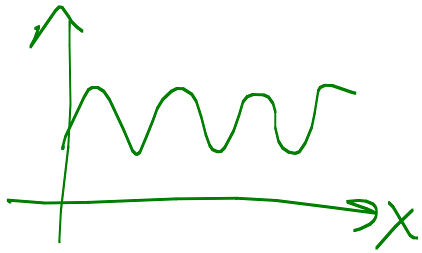
- Use model-space coordinates to index into a 3D texture
- Like "carving" the object from the material

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

Solid textures (cont'd)

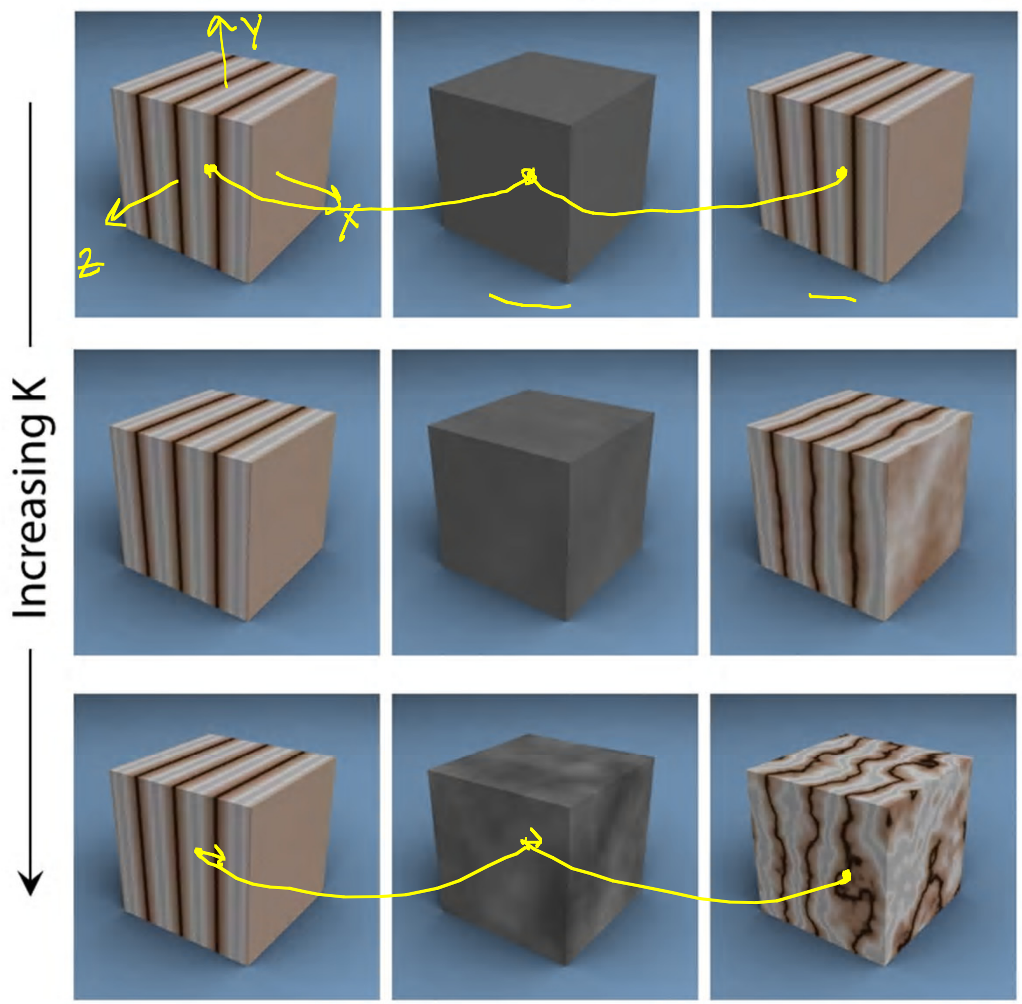
Here's an example for a vase cut from a solid marble texture:

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

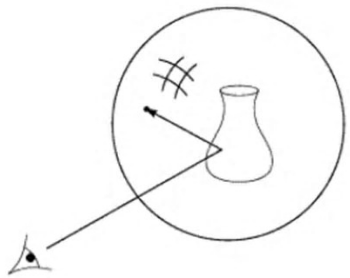


Solid textures (cont'd)

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*))



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).

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.