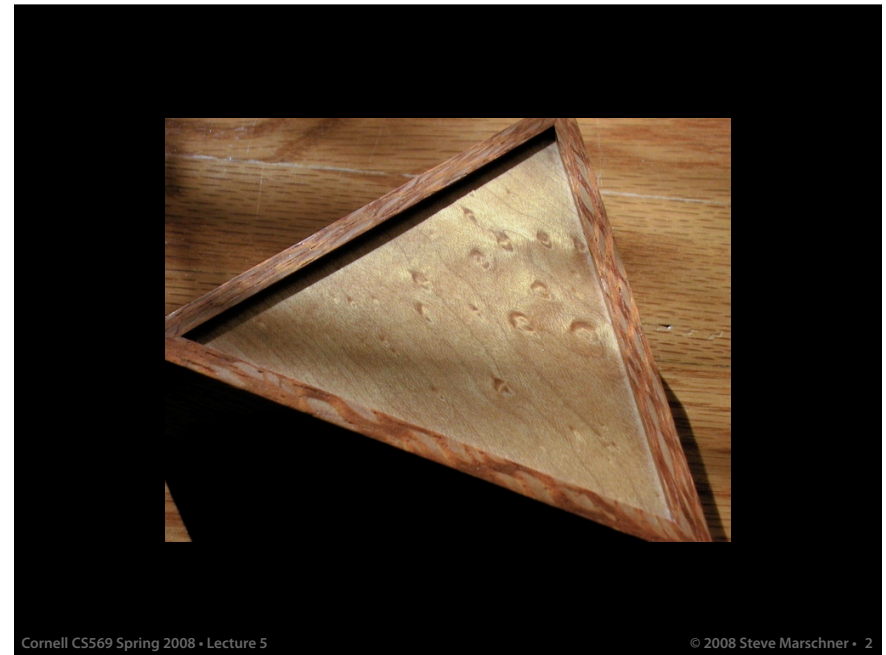


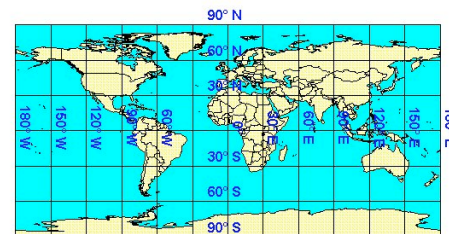
Textures

Lecture 5



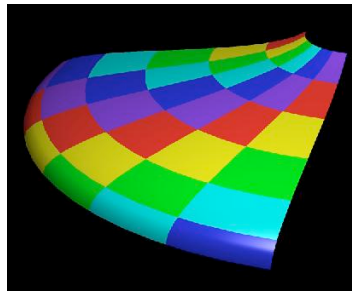
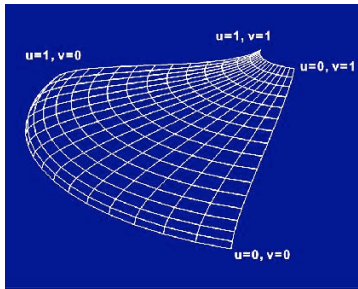
Examples of coordinate functions

- Sphere: latitude-longitude coordinates



Examples of coordinate functions

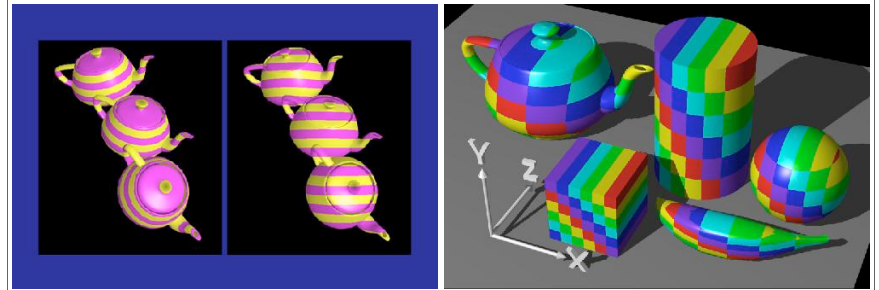
- Parametric surface (e.g. spline patch)



[Wolfe / SG97 Slide set]

Examples of coordinate functions

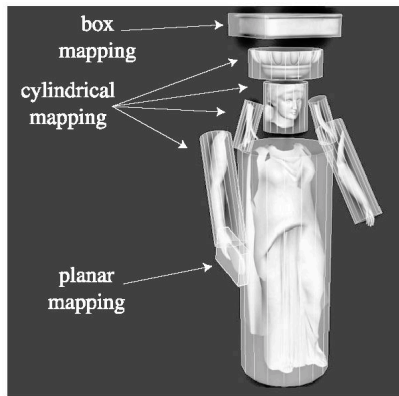
- Non-parametric surfaces: 3-space coordinates



[Wolfe / SG97 Slide set]

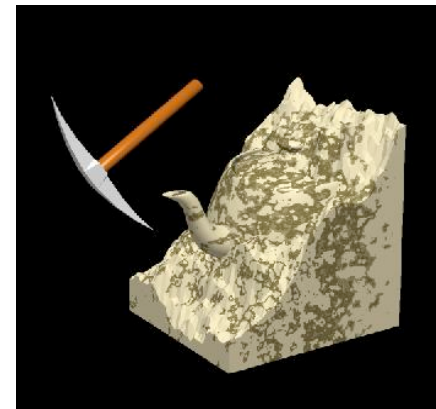
Examples of coordinate functions

- Non-parametric surfaces: project to parametric surface



[CS467 slides]

3D textures



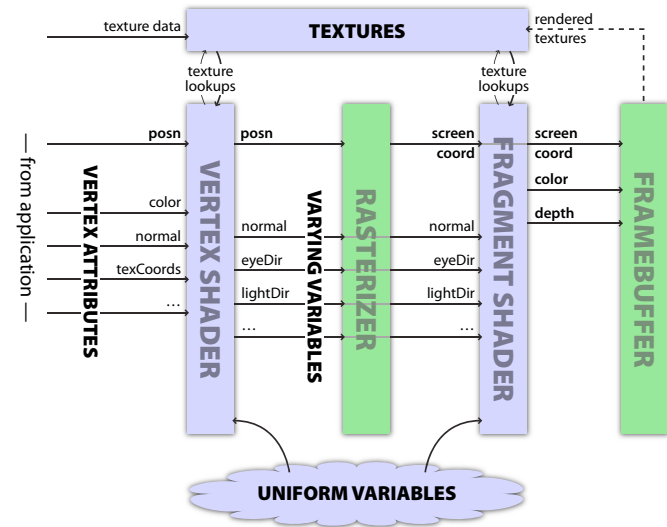
[Wolfe / SG97 Slide set]

Procedural textures

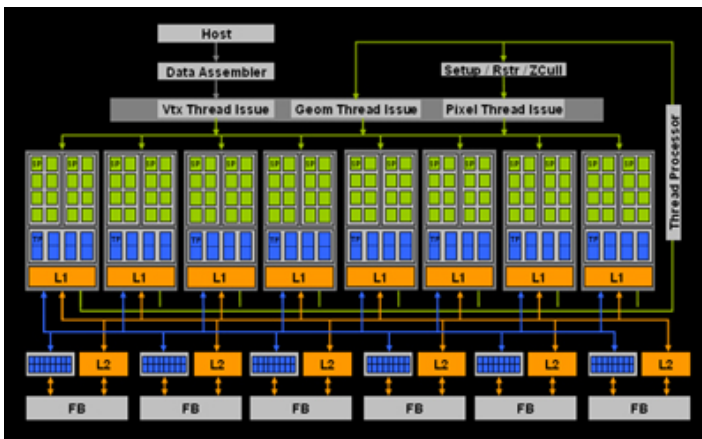


[Foley et al. / Perlin]

Programmable shading with textures

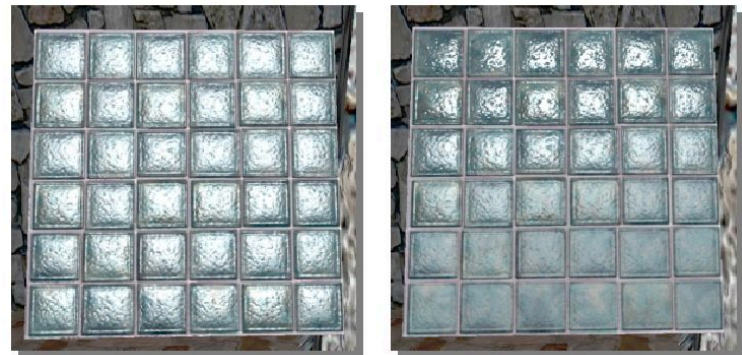


NVIDIA GeForce 8800 Architecture (2007)



[NVIDIA Corporation]

Modulating specular parameters



[ATI Technologies]

Bump mapping



[CS467 slides]

Environment Maps

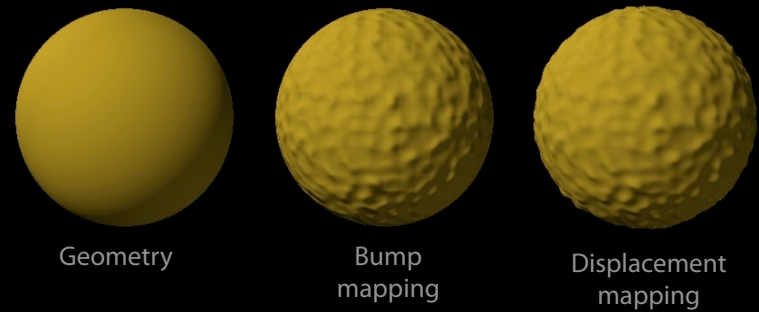


[Paul Debevec]



[CS467 slides]

Displacement mapping



Geometry clipmaps (height field)

