Texture Mapping

CS 465 Lecture 14

Texture mapping

- Objects have properties that vary across the surface

Texture Mapping

- So we make the shading parameters vary across the surface

[Foley et al. / Perlin]

Texture mapping

- Adds visual complexity; makes appealing images

[Pixar / *Toy Story*]

Texture mapping

- Color is not the same everywhere on a surface
  - one solution: multiple primitives
- Want a function that assigns a color to each point
  - the surface is a 2D domain, so that is essentially an image
  - can represent using any image representation
  - raster texture images are very popular

A definition

Texture mapping: a technique of defining surface properties (especially shading parameters) in such a way that they vary as a function of position on the surface.

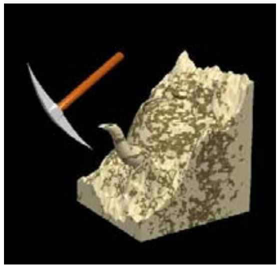
- This is very simple!
  - but it produces complex-looking effects

Examples

- Wood gym floor with smooth finish
  - diffuse color k_D varies with position
  - specular properties k_S, n are constant
- Glazed pot with finger prints
  - diffuse and specular colors k_D, k_S are constant
  - specular exponent n varies with position
- Adding dirt to painted surfaces
- Simulating stone, fabric, …
  - in many cases textures are used to approximate effects of small-scale geometry
    - they look flat but are a lot better than nothing

Mapping textures to surfaces

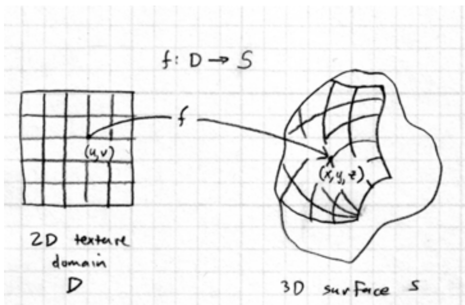
- Usually the texture is an image (function of *u,* v)
  - the big question of texture mapping: where on the surface does the image go?
  - obvious only for a flat rectangle the same shape as the image
  - otherwise more interesting
- Note that *3D textures* also exist
  - texture is a function of (*u*, *v*, *w*)
  - can just evaluate texture at 3D surface point
  - good for solid materials
  - often defined procedurally



[Wolfe / SG97 Slide set]

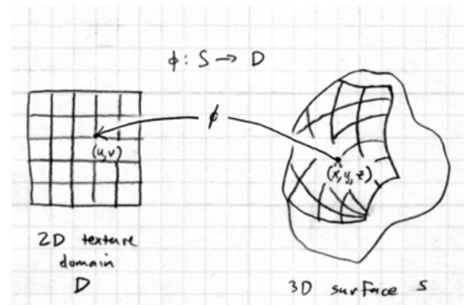
Mapping textures to surfaces

- “Putting the image on the surface”
  - this means we need a function *f* that tells where each point on the image goes
  - this looks a lot like a parametric surface function
  - for parametric surfaces you get *f* for free



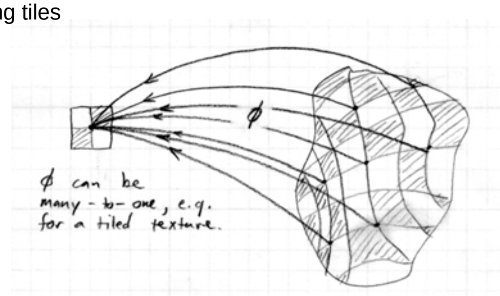
Texture coordinate functions

- Non-parametrically defined surfaces: more to do
  - can’t assign texture coordinates as we generate the surface
  - need to have the *inverse* of the function *f*
- Texture coordinate fn.
  - $\phi : S \to \mathbb{R}^2$
    get texture at $\phi(\mathbf{p})$



Texture coordinate functions

- Mapping from *S* to *D* can be many-to-one
  - that is, every surface point gets only one color assigned
  - but it is OK (and in fact useful) for multiple surface points to be mapped to the same texture point
    - e.g. repeating tiles



Texture coordinate functions

- Define texture image as a function

  $T : D \to C$
  - where *C* is the set of colors for the diffuse component
- Diffuse color (for example) at point **p** is then

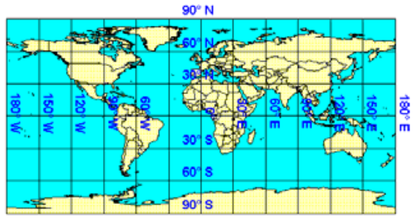
$$k_D(\mathbf{p}) = T(\phi(\mathbf{p}))$$

Examples of coordinate functions

- A rectangle
  - image can be mapped directly, unchanged

Examples of coordinate functions

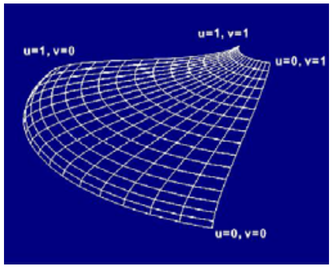
- For a sphere: latitude-longitude coordinates
  - ϕ maps point to its latitude and longitude

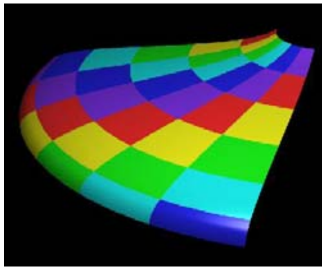


[map: Peter H. Dana]

Examples of coordinate functions

- A parametric surface (e.g., spline patch)
  - surface parameterization gives mapping function directly (well, the inverse of the parameterization)

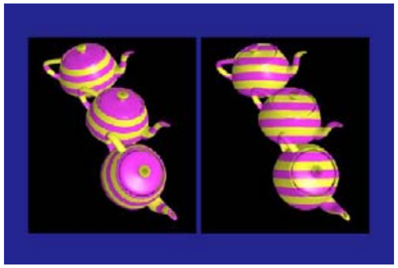




[Wolfe / SG97 Slide set]

Examples of coordinate functions

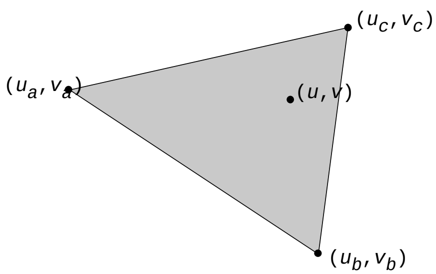
- For non-parametric surfaces it is trickier
  - directly use world coordinates
    - need to project one out



[Wolfe / SG97 Slide set]

Examples of coordinate functions

- Triangles
  - specify (u,v) for each vertex
  - define (u,v) for interior by linear interpolation

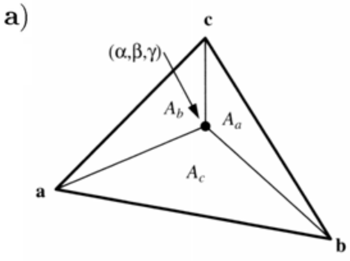


Barycentric coordinates (will see again)

- A coordinate system for triangles (will see this again)
  - interior point as convex affine combination of vertices

$$\mathbf{p} = \mathbf{a} + \beta(\mathbf{b} - \mathbf{a}) + \gamma(\mathbf{c} - \mathbf{a})$$
$$\alpha = 1 - \beta - \gamma$$
$$\mathbf{p} = \alpha\mathbf{a} + \beta\mathbf{b} + \gamma\mathbf{c}$$
$$\alpha + \beta + \gamma = 1$$

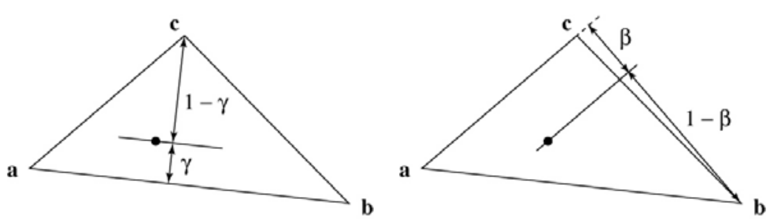
  - Geometric viewpoint: areas



[Shirley 2000]

Barycentric coordinates

- A coordinate system for triangles
  - geometric viewpoint: distance ratios perpendicular to edges

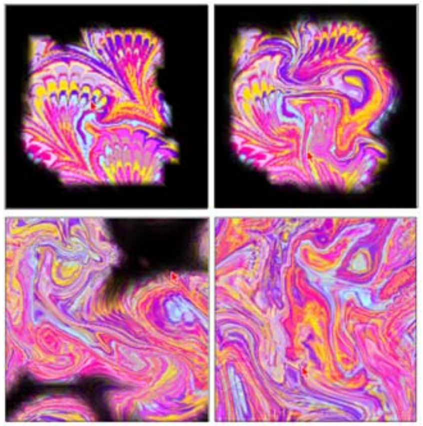


- Texture coordinate interpolation
  - $u = \alpha u_a + \beta u_b + \gamma u_c$; $v = \alpha v_a + \beta v_b + \gamma v_c$

Texture coordinates on meshes

- Texture coordinates become per-vertex data like vertex positions
  - can think of them as a second position: each vertex has a position in 3D space and in 2D texture space
- How to come up with vertex (u,v)s?
  - use any or all of the methods just discussed
    - in practice this is how you implement those for curved surfaces approximated with triangles
  - use some kind of optimization
    - try to choose vertex (u,v)s to result in a smooth, low distortion map

Cool Trick: "Advect" Texture Coords



Jos Stam, "Stable Fluids," SIGGRAPH 99