

Texture Mapping

Reading

Angel, pages 373-386

Optional

- Paul S. Heckbert. Survey of texture mapping. *IEEE Computer Graphics and Applications* 6(11): 56-67, November 1986
<http://www.cs.cmu.edu/afs/cs/user/ph/www/textsurv.ps.gz>

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Texture mapping

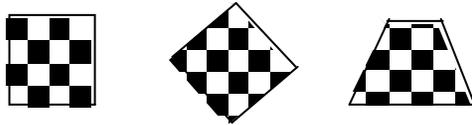
Texture mapping allows you to take a simple polygon and give it the appearance of something much more complex

- Due to Ed Catmull, PhD thesis, 1974
- ensures that “all the right things” happen as a texture polygon is transformed and rendered

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Non-parametric texture mapping

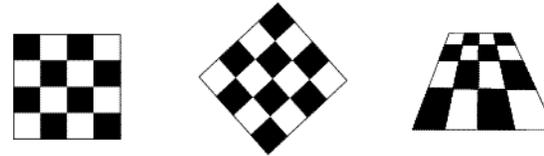


With non parametric texture mapping:

- Texture size and orientation are fixed
- Unrelated to size and orientation of polygon
- Gives a cookie-cutter effect

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Parametric texture mapping



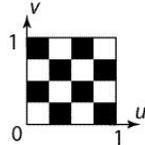
With parametric texture mapping, texture size and orientation are tied to the polygon:

- Separate texture space and screen space
- Texture the polygon as before but in texture space
- Deform (render) the textured polygon into screen space

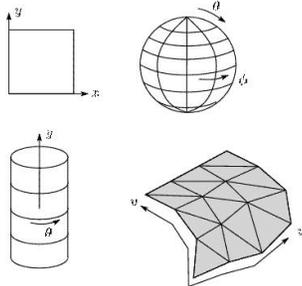
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Implementing texture mapping

A texture lives in its own image coordinates parameterized by (u,v) :



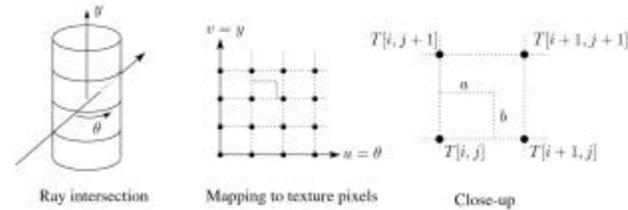
It can be wrapped around many different surfaces:



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Texture resampling

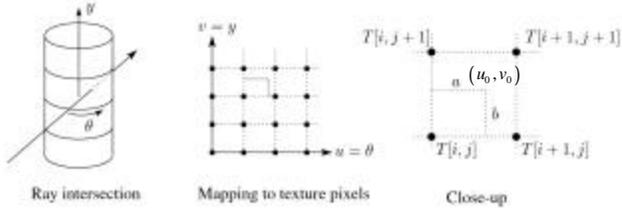
What do we do when the texture sample lands between the texture pixels?



We resample. Common choice is **bilinear resampling**.

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Bilinear Resampling

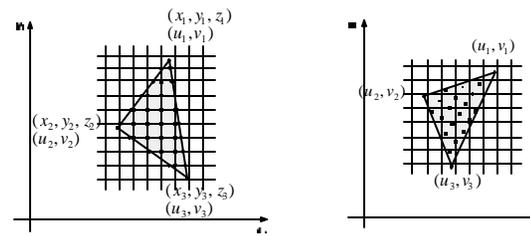


$$T(u_0, v_0) = T(iD + a, jD + b) = \frac{a}{b} T[i, j] + \frac{a}{b} T[i+1, j] + \frac{c}{b} T[i, j+1] + \frac{c}{b} T[i+1, j+1]$$

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Implementing, cont.

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



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Antialiasing

- If you point-sample the texture map, you get aliasing:



- Proper antialiasing requires area averaging in the texture:



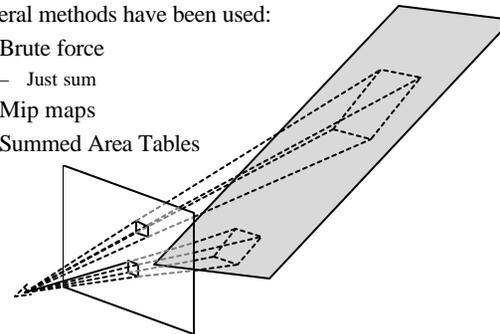
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Computing average color

Computationally difficult part is summing over the covered pixels:

Several methods have been used:

1. Brute force
 - Just sum
2. Mip maps
3. Summed Area Tables



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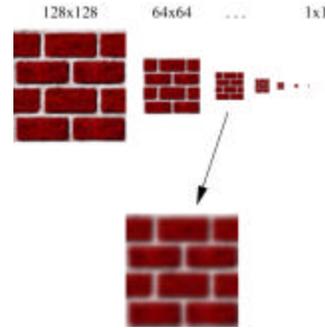
Mip Maps



- Lance Williams, 1983
- “multum in parvo” – many things in a small place
- Keep textures prefiltered at multiple resolutions

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Mip maps, cont'd

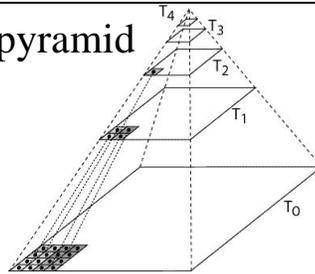


1. Figure out two closest levels
2. Linear interpolate between the two

Q: What would the mip map return for an average over a 65x65 neighborhood at (u,v) ?

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Mip map pyramid

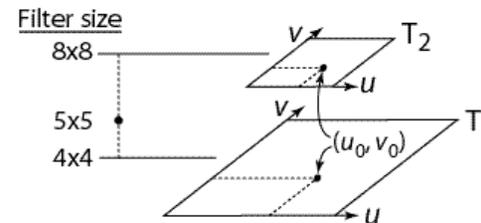


- The mip map hierarchy can be thought of as an image pyramid:
 - Level 0 ($T_0[i,j]$) is the original image.
 - Level 1 ($T_1[i,j]$) averages over 2x2 neighborhoods of original.
 - Level 2 ($T_2[i,j]$) averages over 4x4 neighborhoods of original
 - Level 3 ($T_3[i,j]$) averages over 8x8 neighborhoods of original
- What's a fast way to pre-compute the texture map for each level?

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Mip map resampling

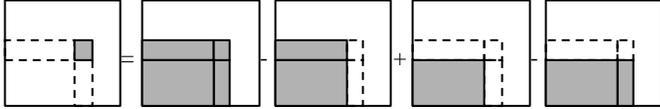
- What would the mip-map return for an average over a 5x5 neighborhood at location (u_0, v_0) ?



- How do we measure the fractional distance between levels?
- What if you need to average over a non-square region?

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Summed area tables



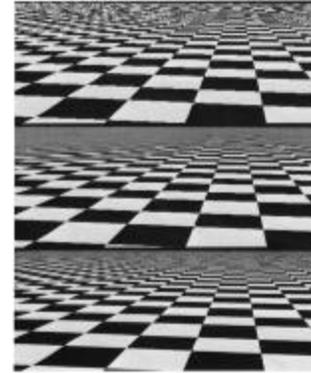
- Recall from calculus: $\int_a^b f(x) dx = \int_{-\infty}^b f(x) dx - \int_{-\infty}^a f(x) dx$

Or in discrete form:
$$\sum_{i=k}^m f[i] = \sum_{i=0}^m f[i] - \sum_{i=0}^k f[i]$$

- Due to Frank Crow, 1984
- Keep sum of everything below and to the left
- Use four table lookups
- Requires more memory (2-4 times the original image)
- Gives less blurry textures

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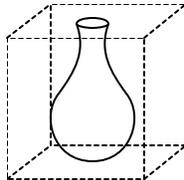
Comparison of techniques



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Solid textures

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



- 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.

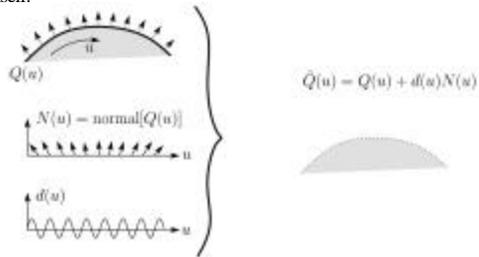
Instead of using texture coordinates to index into an image, use them to compute a function that defines the texture



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Displacement mapping

In displacement mapping, a texture is used to perturb the surface geometry itself:

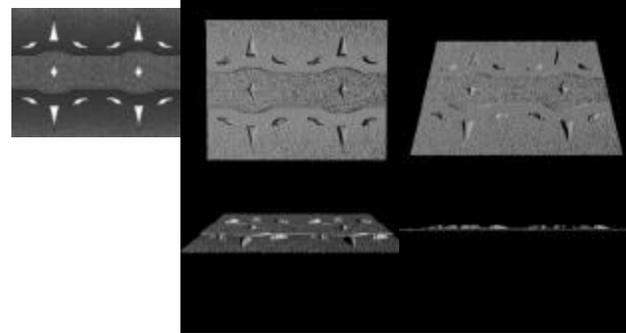


- Silhouettes are correct
- Requires doing additional hidden surface calculations

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Displacement mapping, cont.

Input texture: Displacement map over rectangular surface:



Bump mapping

Textures can be used for more than just color

$$I = k_a I_a + \sum_i f(d_i) I_{li} \left(k_d (\mathbf{N} \cdot \mathbf{L})_+ + k_s (\mathbf{V} \cdot \mathbf{R})_+^{n_s} \right)$$

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

- The normal is perturbed in each parametric direction according to the partial derivatives of the texture



- These bumps “animate” with the surface

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

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Bump mapping example

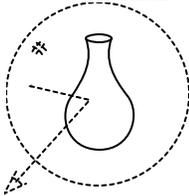


Original rendering

Rendering with bump map - shaped according to texture

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Environment mapping

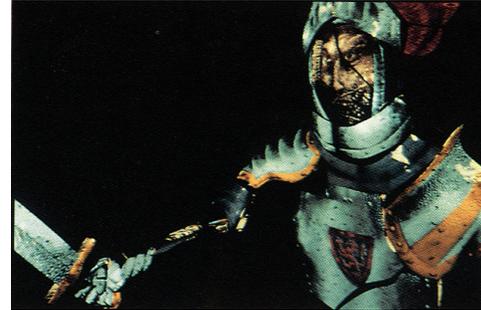


- A.k.a. reflection mapping
- Use texture to model object's environment
- Rays are bounced off objects into environment to determine color of illumination
- Works well when there is just a single object
- With some simplifications can be implemented in hardware
- Raytracer can be extended to handle refractions as well

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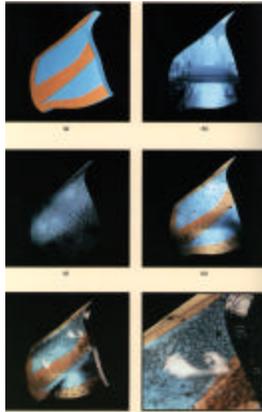
Combining texture maps

- Using texture maps in combination give even better effects



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Combining texture maps, cont.



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Summary

What to take from this lecture:

- What texture mapping is and what is it good for
- Understanding the various approaches to antialiased textured mapping
 - Brute force
 - Mip maps
 - Summed area tables
- Additional effect with texture mapping techniques
 - Bump mapping
 - Displacement mapping
 - Environment mapping

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