CSCI 480 Computer Graphics

Lecture 11

Texture Mapping

Texture Mapping + Shading
Filtering and Mipmaps
Non-color Texture Maps
[Angel Ch. 8.7-8.8]

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http://www-bcf.usc.edu/~jbarbic/cs480-s13/

Texture Mapping

- A way of adding surface details

- Two ways can achieve the goal:
  - Model the surface with more polygons
    - » Slows down rendering speed
    - » Hard to model fine features

  - Map a texture to the surface
    - » This lecture
    - » Image complexity does not affect complexity of processing

- Efficiently supported in hardware

Trompe L'Oeil ("Deceive the Eye")

Jesuit Church, Vienna, Austria

- Windows and columns in the dome are painted, not a real 3D object

- Similar idea with texture mapping:

Rather than modeling the intricate 3D geometry, replace it with an image !

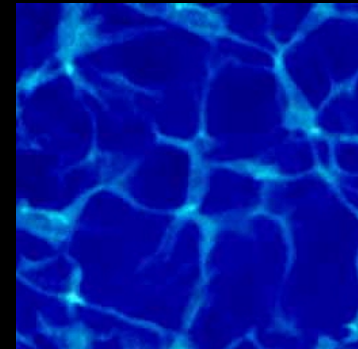# Map textures to surfaces

texture map

an image
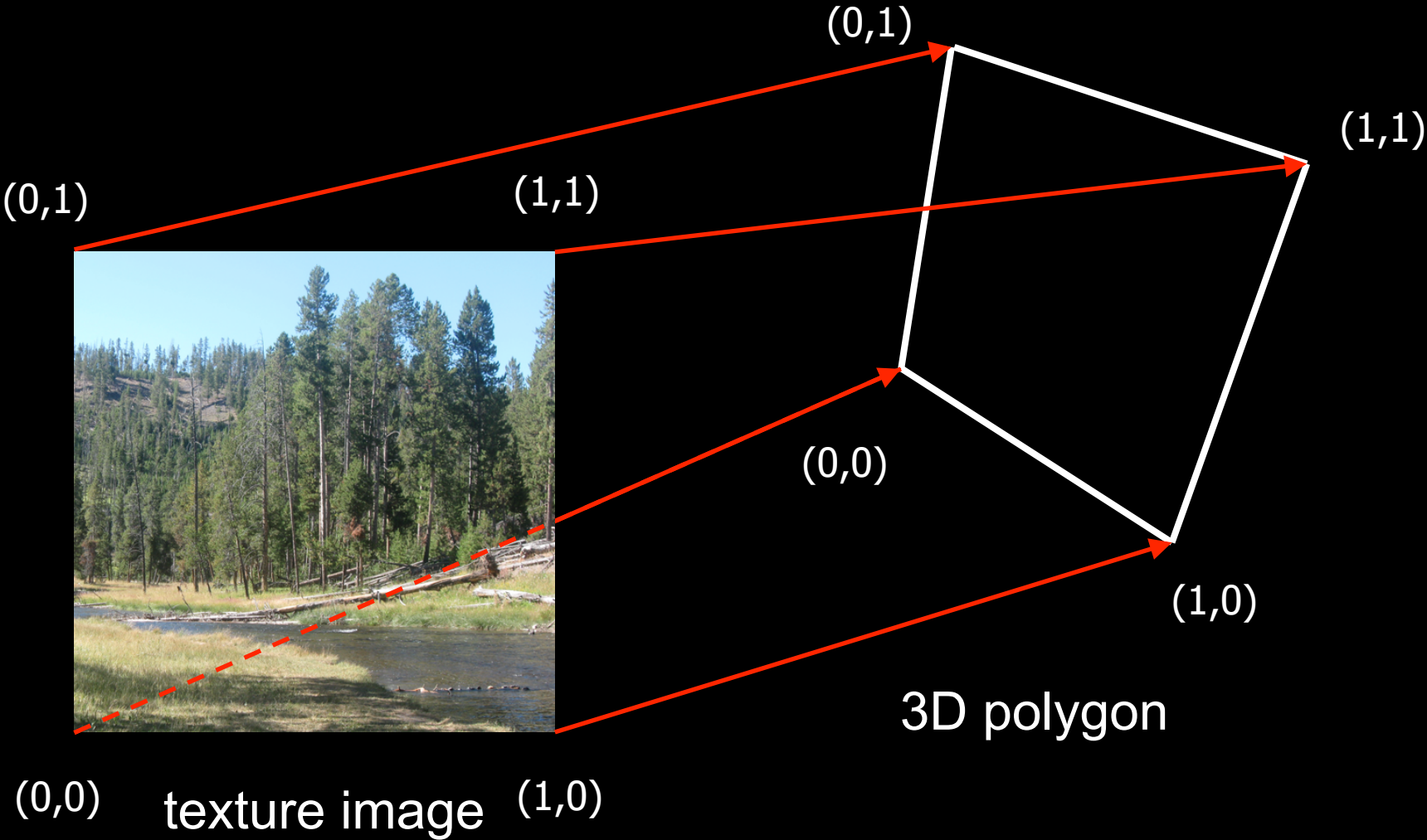
image mapped
to a 3D polygon

The polygon can have
arbitrary size, shape and
3D position

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The texture

- Texture is a bitmap image
  - Can use an image library to load image into memory
  - Or can create images yourself within the program

- 2D array:
  unsigned char texture[height][width][4]

- Or unrolled into 1D array:
  unsigned char texture[4*height*width]

- Pixels of the texture are called *texels*

- Texel coordinates (s,t) scaled to [0,1] range
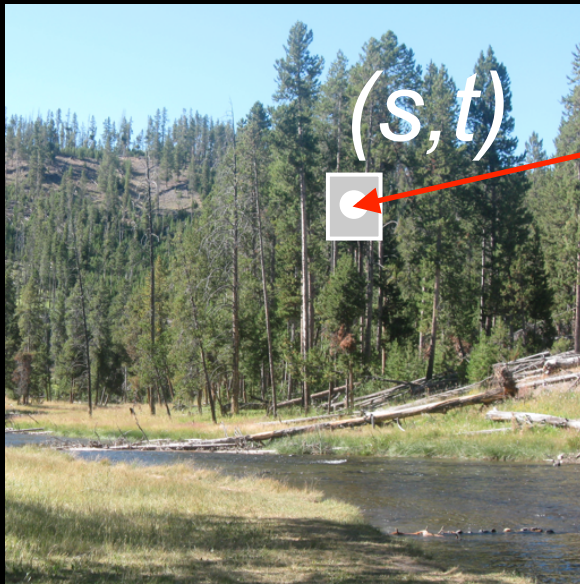
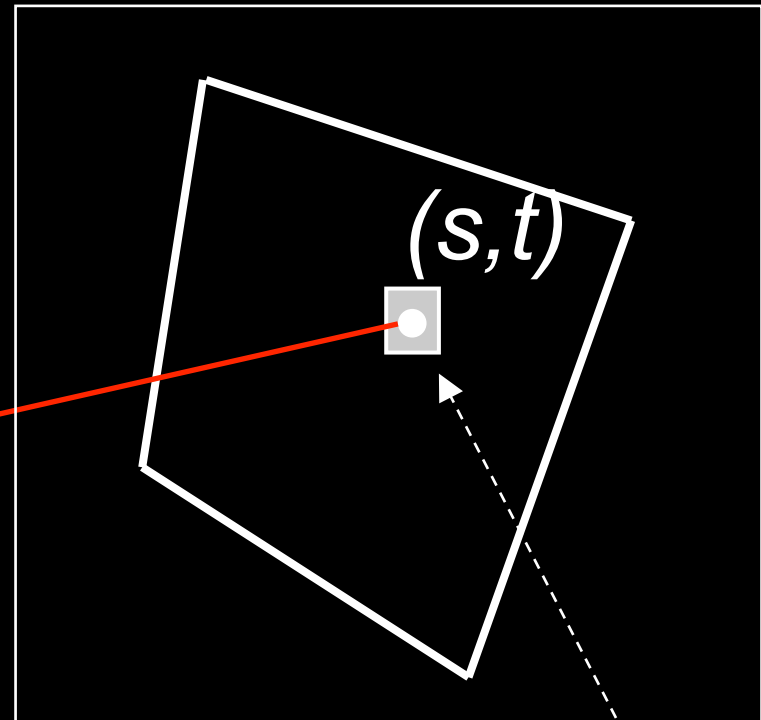# Texture map

(0,1)

(1,1)

(0,1)

(1,1)

(0,0)

(1,0)

(0,0)   texture image   (1,0)

3D polygon

Texture map

(0,1)

(1,1)

(0,1)   (1,1)

(0,0)

(1,0)

3D polygon

(0,0)   texture image   (1,0)
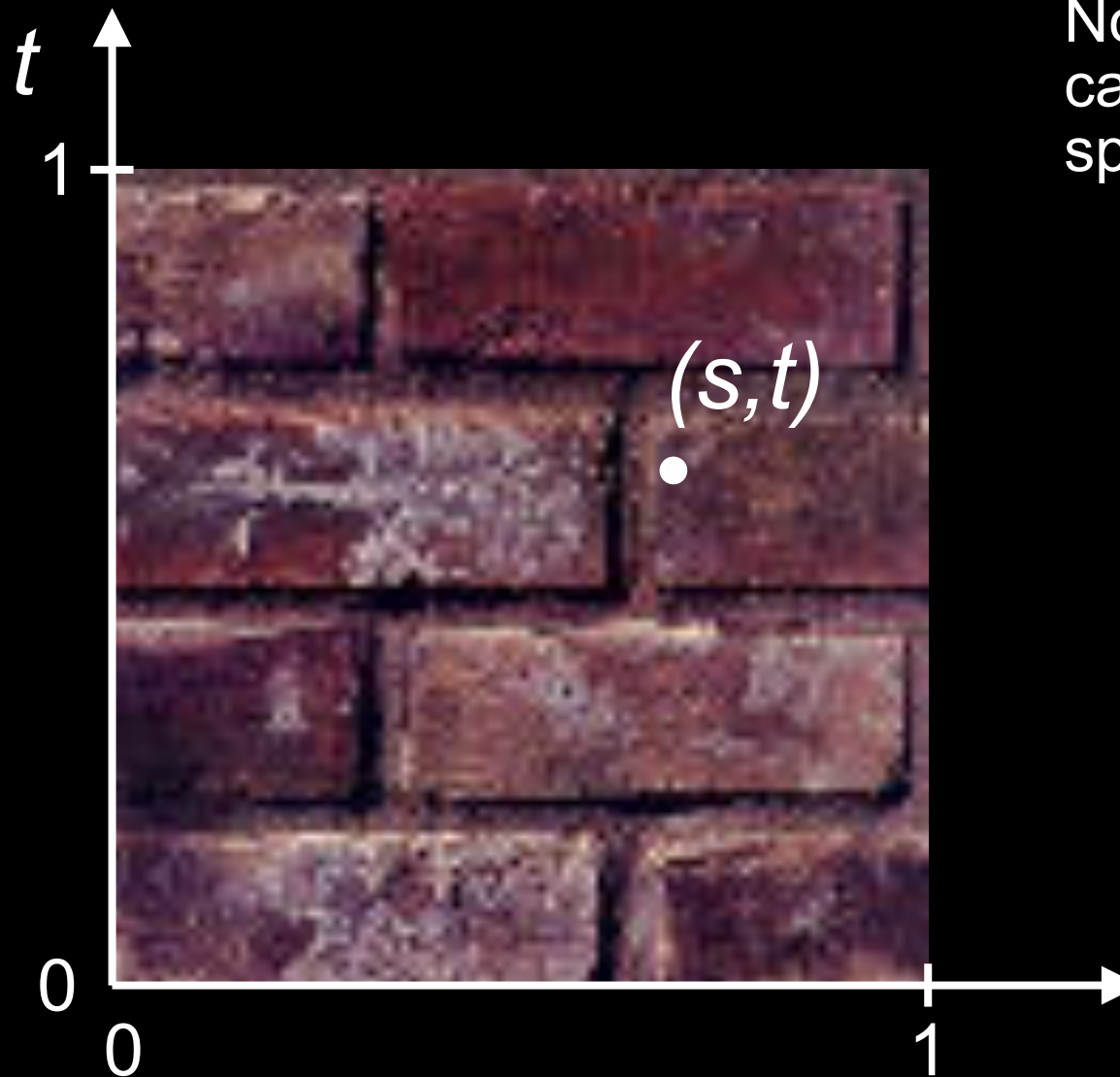
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Inverse texture map

(s,t)

(s,t)

screen image

texture image

For each pixel, lookup into the texture image to obtain color.

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The "st" coordinate system

Note: also called "uv" space

t

1

(s,t)

0

0

1

s

Texture mapping: key slide

t

1

(0.1,0.7)

(0.7,0.55)

(0.35,0.05)

0

0

1

s

triangle
in 3D

(-2,1,0)

s = 0.7
t = 0.55

(0,1,0)

s = 0.1
t = 0.7

(2,-1,0)

s = 0.35
t = 0.05
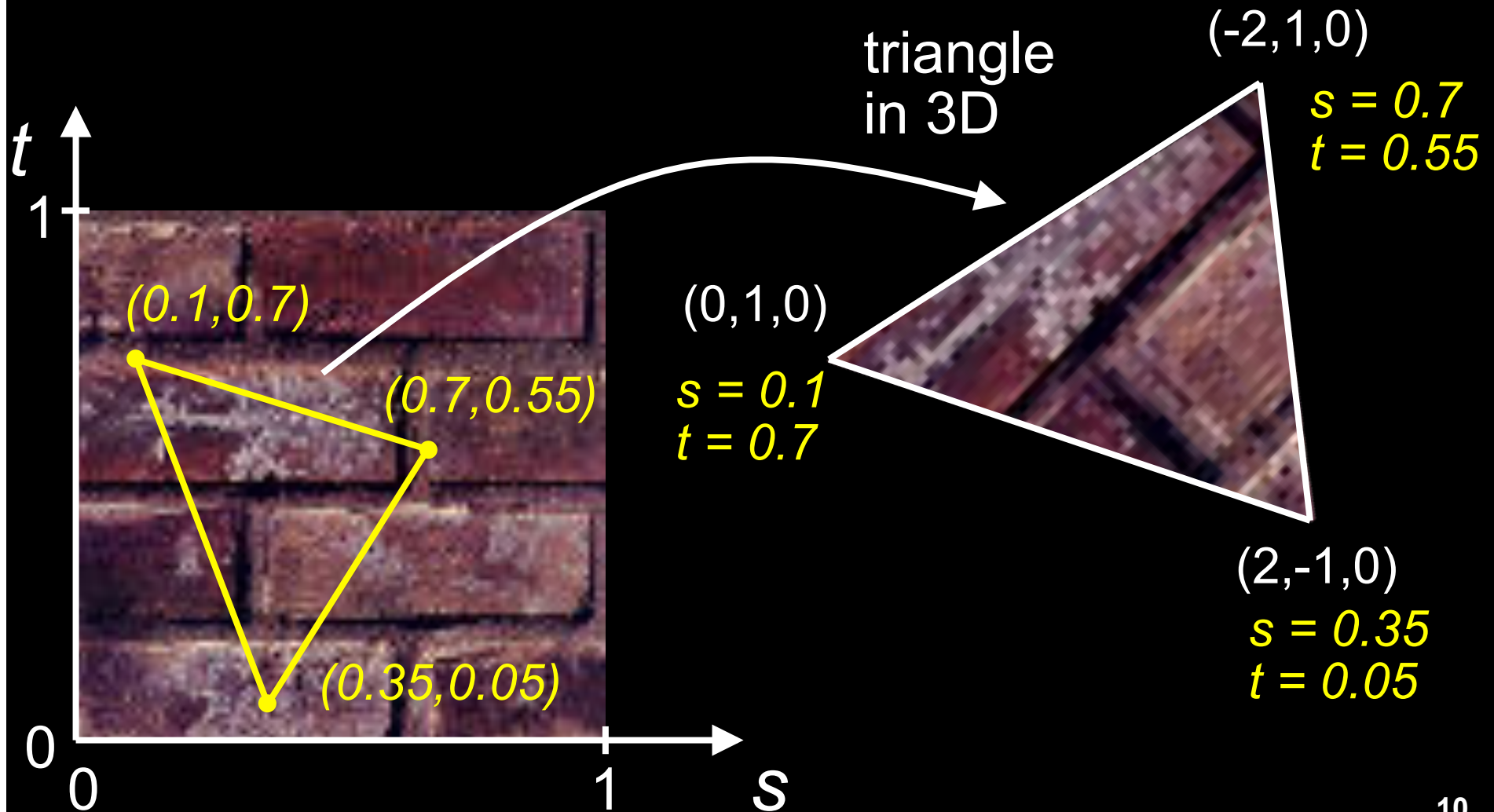
Specifying texture coordinates in OpenGL

- Use glTexCoord2f(s,t)

- State machine: Texture coordinates remain valid until you change them

- Example (from previous slide) :

s = 0.7
t = 0.55

```
glEnable(GL_TEXTURE_2D); // turn texture mapping on
glBegin(GL_TRIANGLES);
   glTexCoord2f(0.35,0.05); glVertex3f(2.0,-1.0,0.0);
   glTexCoord2f(0.7,0.55); glVertex3f(-2.0,1.0,0.0);
   glTexCoord2f(0.1,0.7); glVertex3f(0.0,1.0,0.0);
glEnd();
glDisable(GL_TEXTURE_2D); // turn texture mapping off
```
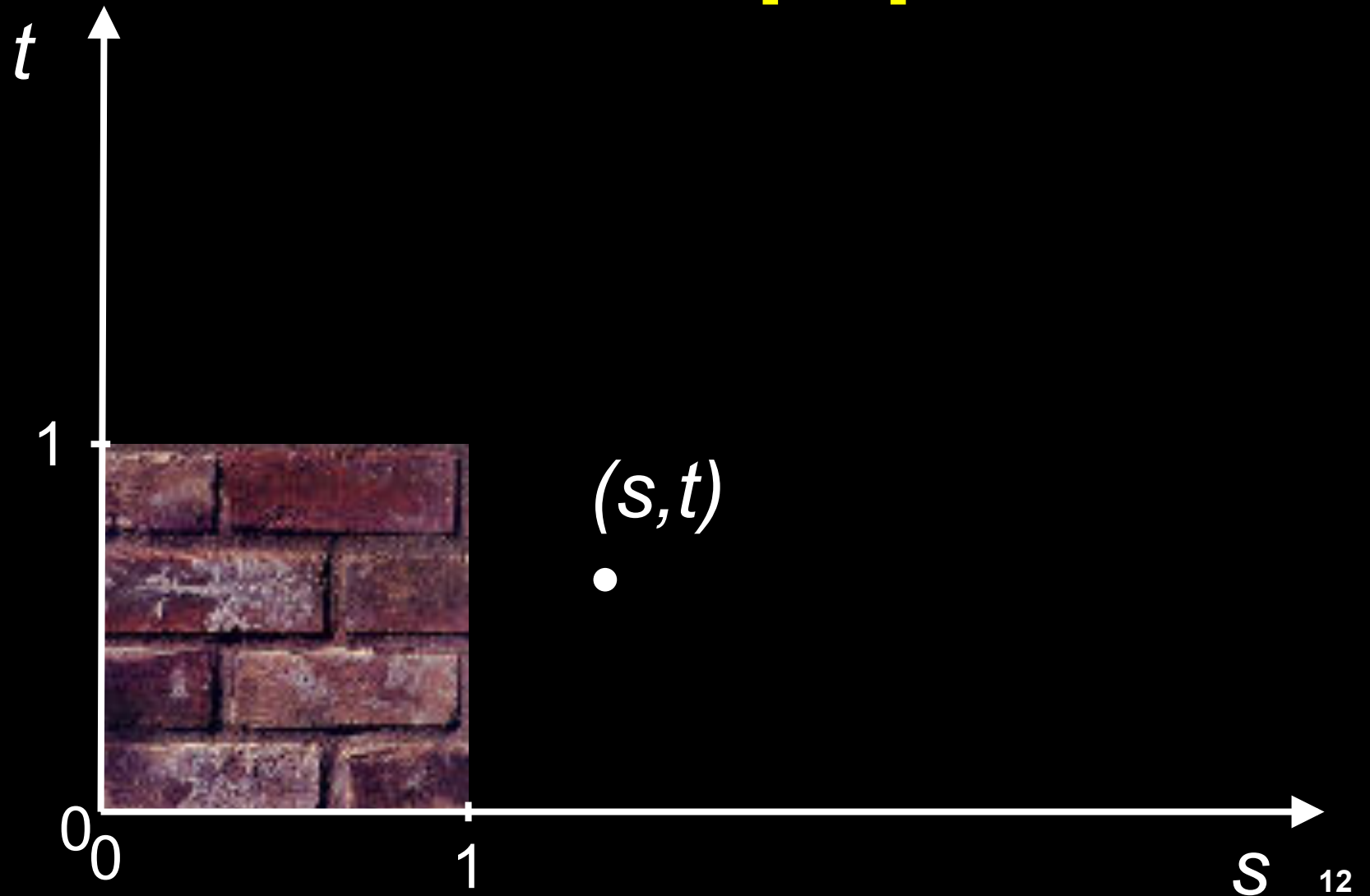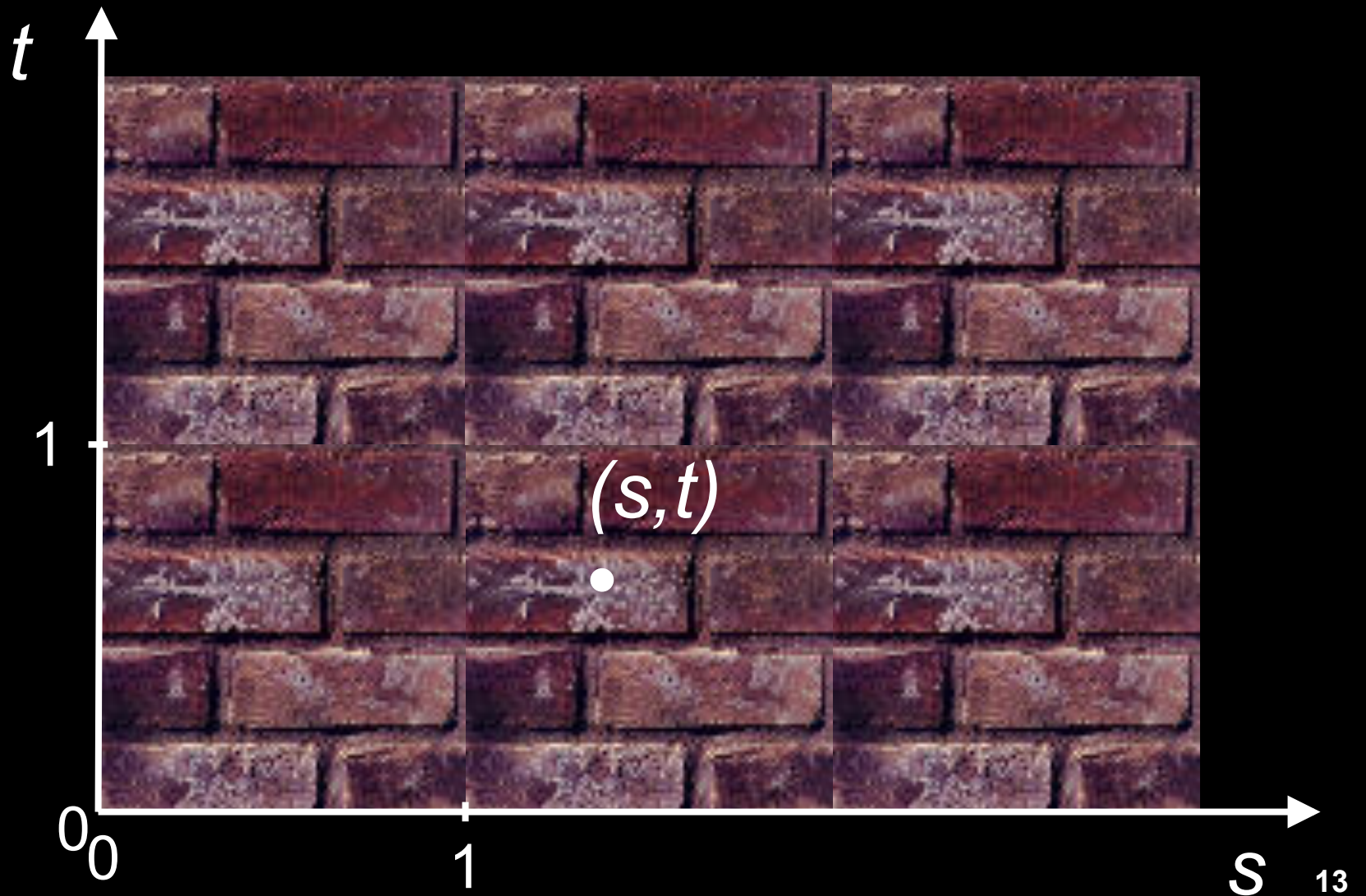
s = 0.1
t = 0.7
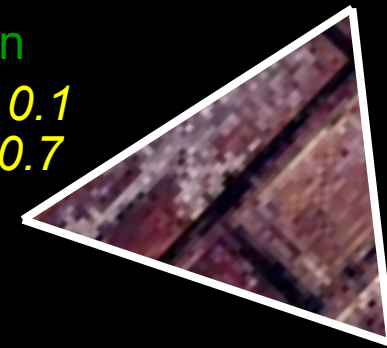
s = 0.35
t = 0.05

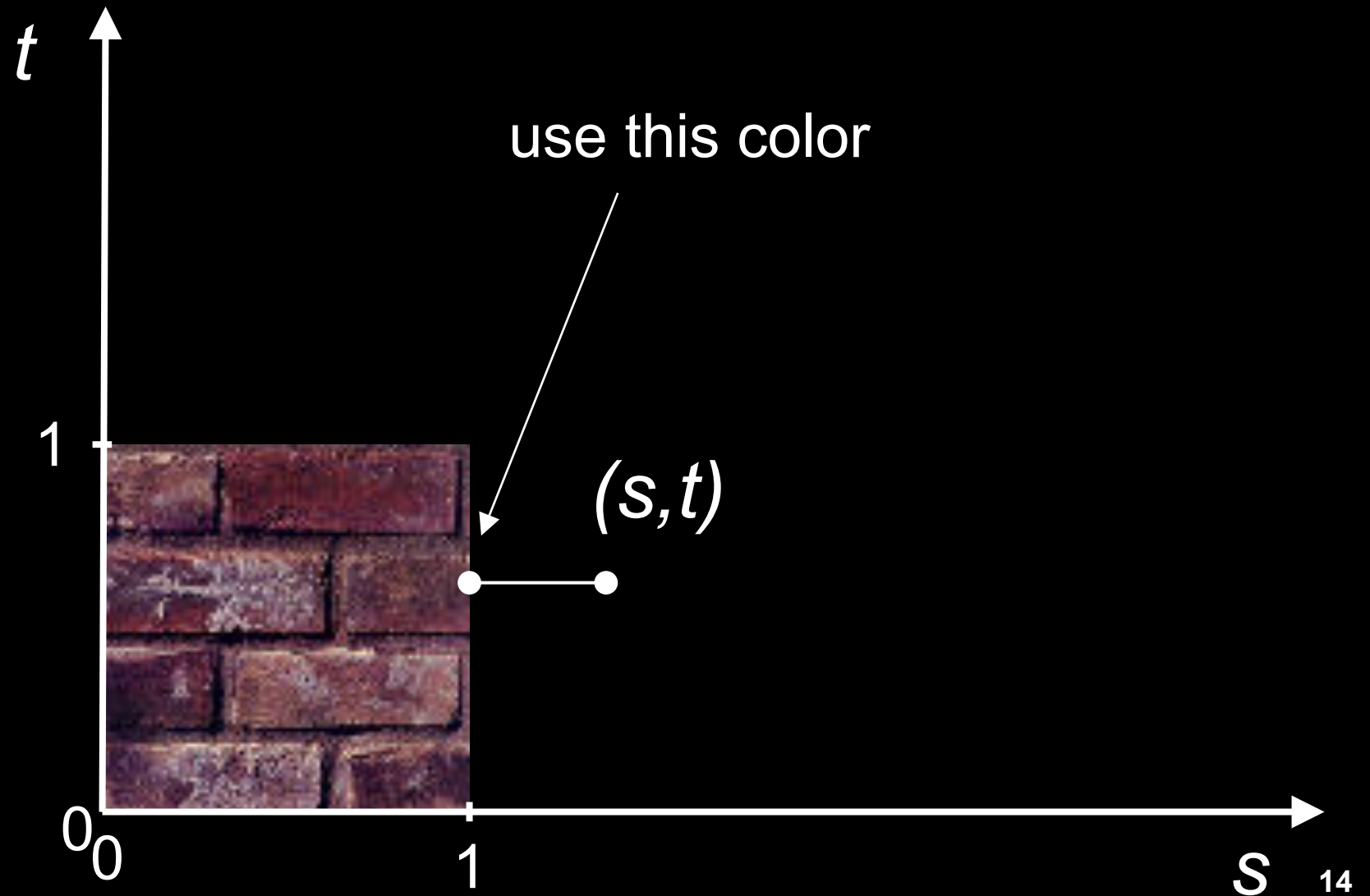What if texture coordinates are outside of [0,1] ?

Solution 1: Repeat texture

glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT)
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT)

Solution 2: Clamp to [0,1]

glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_CLAMP)
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_CLAMP)

t

use this color

(s,t)

1

0
0   1 s

Combining texture mapping and shading
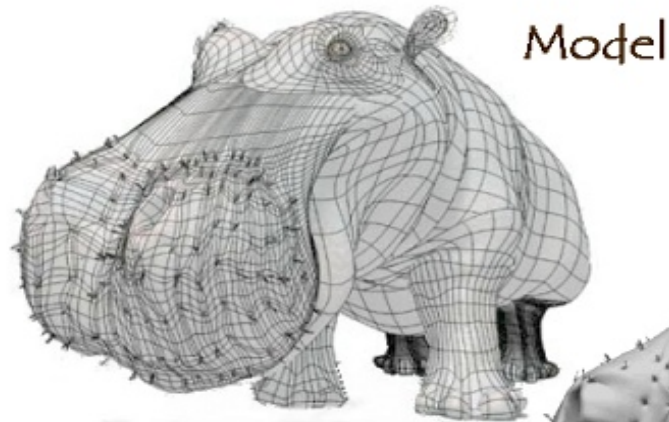
Model

Model + Shading

Model + Shading + Textures

At what point do things start looking real?

For more info on the computer artwork of Jeremy Birn see http://www.3drender.com/jbirn/productions.html

Combining texture mapping and shading

- Final pixel color = a combination of texture color and color under standard OpenGL Phong lighting

- GL_MODULATE:
  multiply texture and Phong lighting color

- GL_BLEND:
  linear combination of texture and Phong lighting color

- GL_REPLACE:
  use texture color only (ignore Phong lighting)

- Example:
  ```
  glTexEnvf(GL_TEXTURE_ENV,
      GL_TEXTURE_ENV_MODE,  GL_REPLACE);
  ```

Outline

- Introduction
- Texture mapping in OpenGL
- Filtering and Mipmaps
- Example
- Non-color texture maps

Texture mapping in OpenGL

- During your initialization:

  1. Read texture image from file into an array in memory, or generate the image using your program

  2. Specify texture mapping parameters

     » Wrapping, filtering, etc.

  3. Initialize and activate the texture

- In display():

  1. Enable OpenGL texture mapping

  2. Draw objects: Assign texture coordinates to vertices

  3. Disable OpenGL texture mapping

Initializing the texture

- Do once during initialization, for each texture image in the scene, by calling glTextImage2D

- The dimensions of texture images must be powers of 2
  - if not, rescale image or pad with zero
  - or can use OpenGL extensions

- Can load textures dynamically if GPU memory is scarce

glTexImage2D

- glTexImage2D(GL_TEXTURE_2D, level, internalFormat, width, height, border, format, type, data)

- GL_TEXTURE_2D: specifies that it is a 2D texture
- Level: used for specifying levels of detail for mipmapping (default: 0)
- InternalFormat
  - Often: GL_RGB or GL_RGBA
  - Determines how the texture is stored internally
- Width, Height
  - The size of the texture must be powers of 2
- Border (often set to 0)
- Format, Type
  - Specifies what the input data is (GL_RGB, GL_RGBA, …)
  - Specifies the input data type (GL_UNSIGNED_BYTE, GL_BYTE, …)
  - Regardless of Format and Type, OpenGL convertes the data to internalFormat
- Data: pointer to the image buffer

Enable/disable texture mode

- Must be done before rendering any primitives that are to be texture-mapped
- glEnable(GL_TEXTURE_2D)
- glDisable(GL_TEXTURE_2D)

- Successively enable/disable texture mode to switch between drawing textured/non-textured polygons
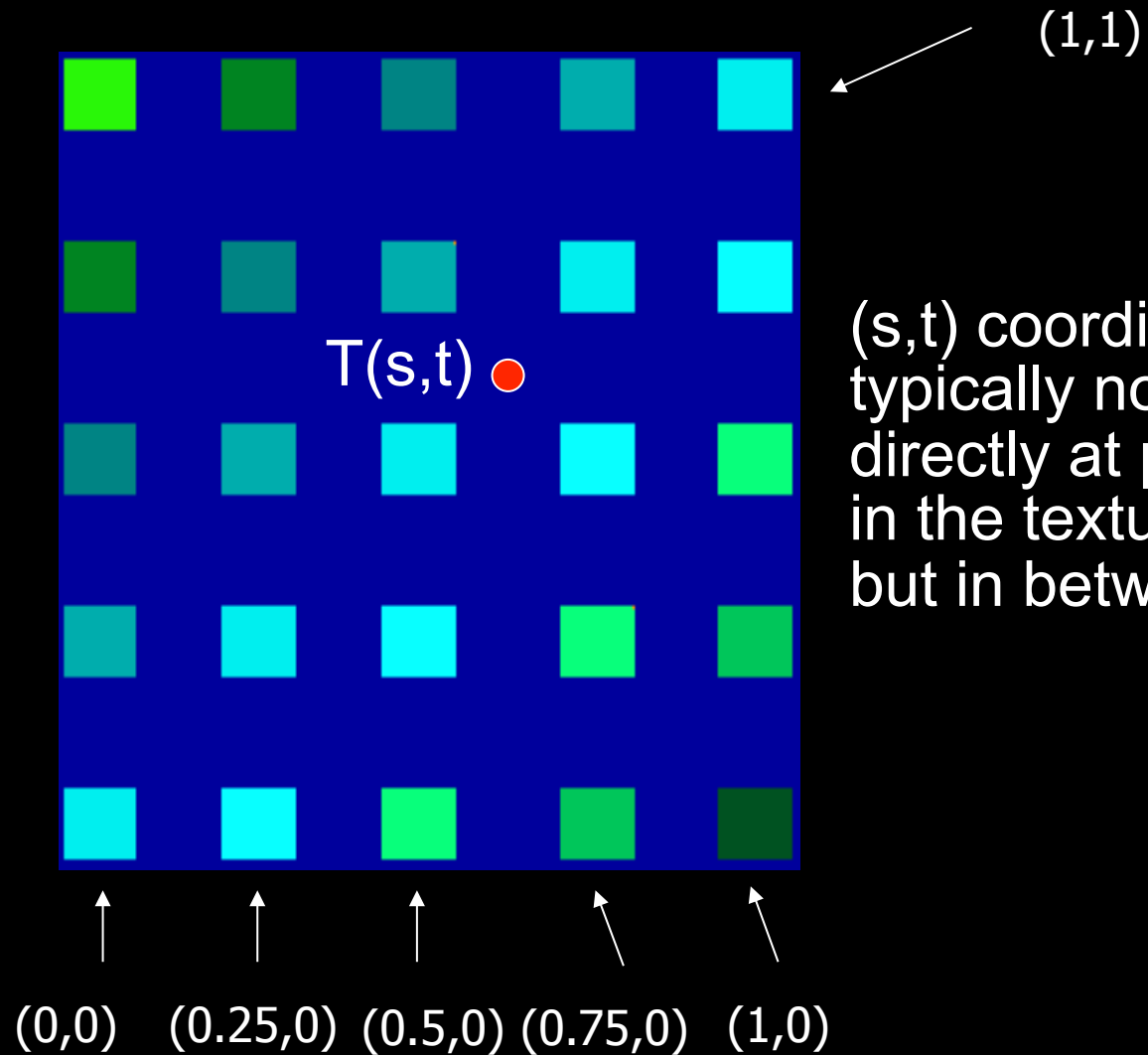

- Changing textures:
  – Only one texture is active at any given time
  (with OpenGL extensions, more than one can be used
  simultaneously; this is called *multitexturing*)
  – Use glBindTexture to select the active texture

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Texture interpolation

5 x 5 texture

(1,1)

T(s,t) ●

(s,t) coordinates typically not directly at pixel in the texture, but in between

(0,0)   (0.25,0)   (0.5,0)   (0.75,0)   (1,0)

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Texture interpolation

- (s,t) coordinates typically not directly at pixel in the texture, but in between

- Solutions:
  - Use the nearest neighbor to determine color
    - » Faster, but worse quality
    - » glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST);

  - Linear interpolation
    - » Incorporate colors of several neighbors to determine color
    - » Slower, better quality
   - » glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR)

Filtering

- Texture image is shrunk in distant parts of the image

- This leads to aliasing

- Can be fixed with *filtering*
  - bilinear in space
  - trilinear in space and level of detail (mipmapping)
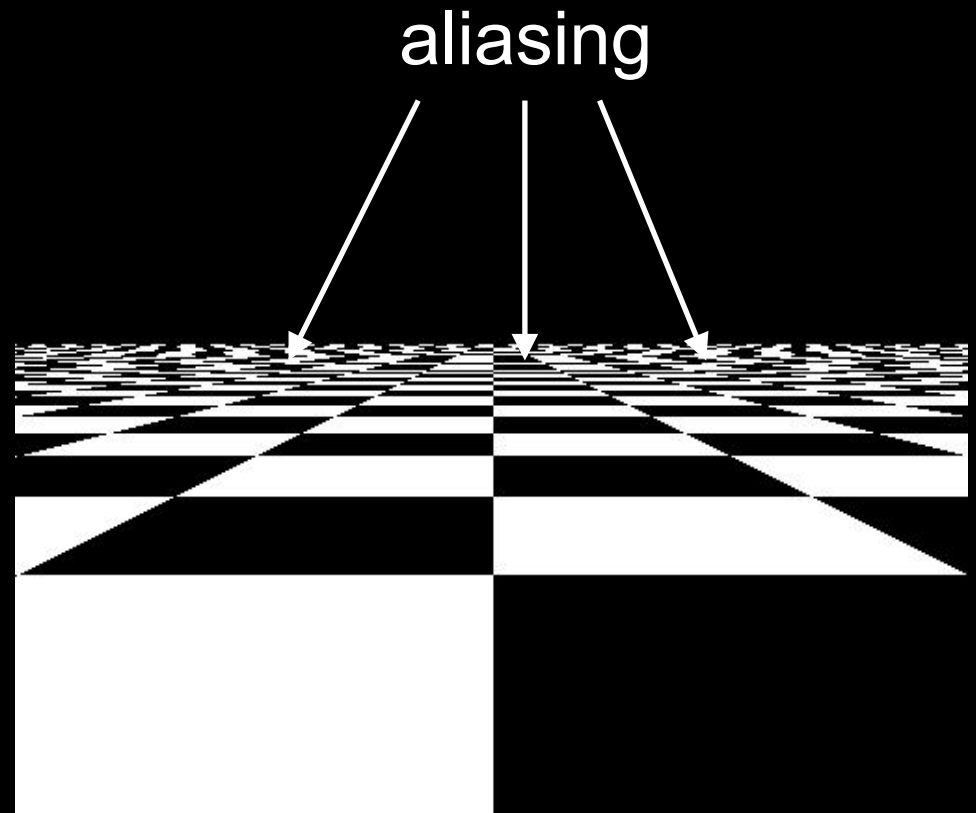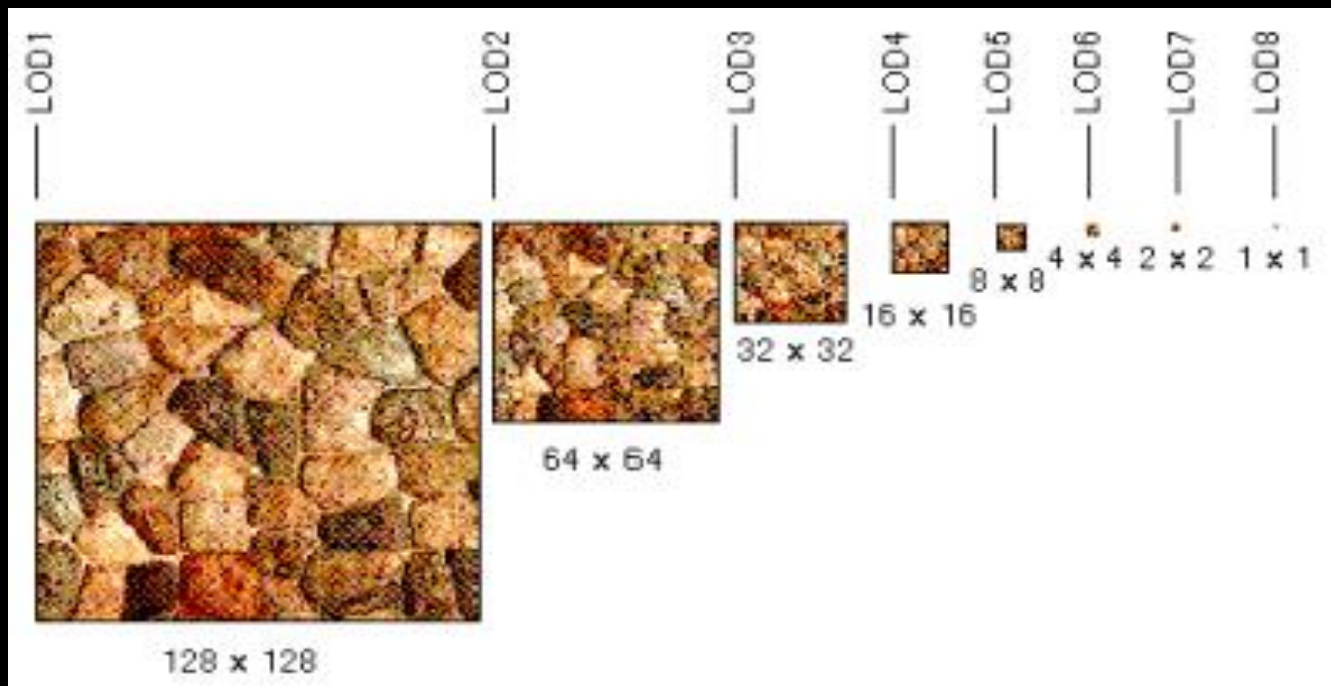
aliasing

Mipmapping

- Pre-calculate how the texture should look at various distances, then use the appropriate texture at each distance
- Reduces / fixes the aliasing problem
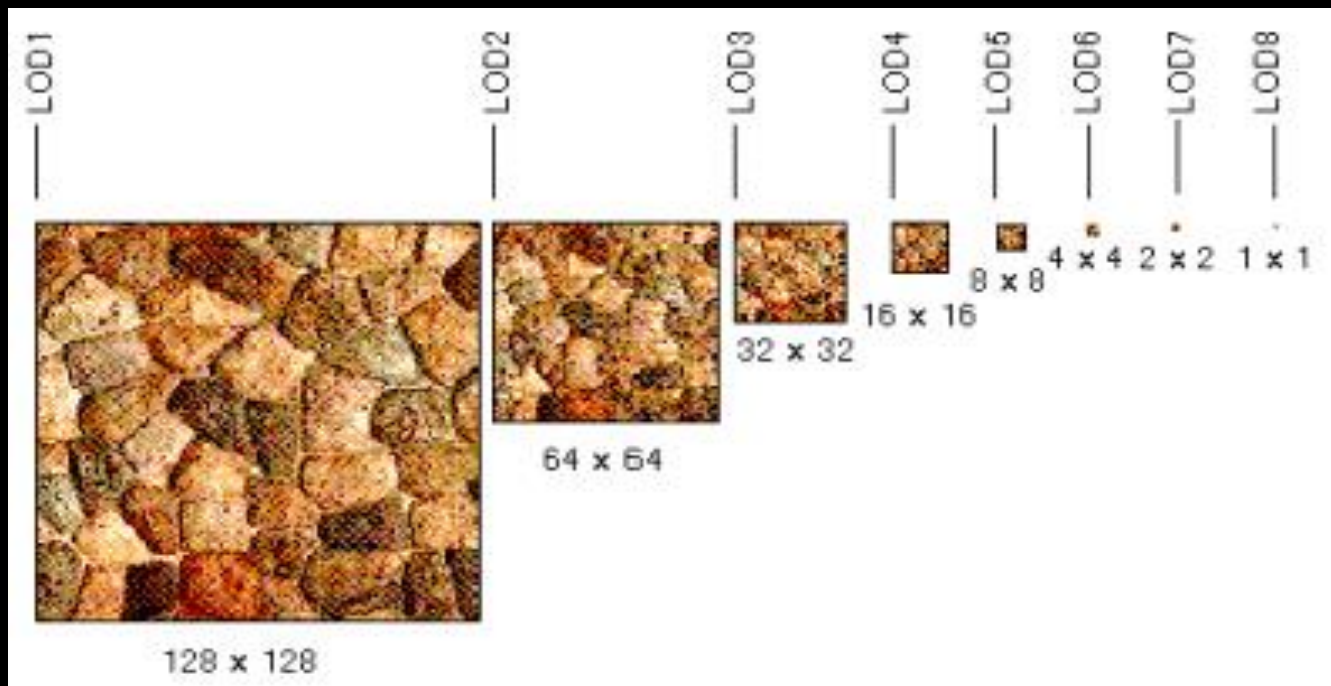
Mipmapping

- Each mipmap (each image below) represents a level of depth (LOD).

- Powers of 2 make things much easier.

Mipmapping in OpenGL

- gluBuild2DMipmaps(GL_TEXTURE_2D, components, width, height, format, type, data)
  - This will generate all the mipmaps automatically

- glTexParameterf(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST_MIPMAP_NEAREST)
  - This will tell GL to use the mipmaps for the texture

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Complete example

void initTexture()

{

load image into memory; // can use libjpeg, libtiff, or other image library

// image should be stored as a sequence of bytes, usually 3 bytes per pixel (RGB), or 4 bytes (RGBA); image size is 4 * 256 * 256 bytes in this example

// we assume that the image data location is stored in pointer "pointerToImage"

// create placeholder for texture

glGenTextures(1, &texName); // must declare a global variable in program header: GLUint texName

glBindTexture(GL_TEXTURE_2D, texName); // make texture "texName" the currently active texture

(continues on next page)

Complete example (part 2)

```
// specify texture parameters (they affect whatever texture is active)
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S,
  GL_REPEAT); // repeat pattern in s
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T,
  GL_REPEAT); // repeat pattern in t


// use linear filter both for magnification and minification
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER,
  GL_LINEAR);
glTexParameterf(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER,
  GL_LINEAR);


// load image data stored at pointer "pointerToImage" into the currently
  active texture ("texName")
glTexImage2D(GL_TEXTURE_2D, 0, GL_RGBA, 256, 256, 0,
        GL_RGBA, GL_UNSIGNED_BYTE, pointerToImage);


} // end init()
```

Complete example (part 3)

```
void display()
{

  …
  // no modulation of texture color with lighting; use texture color directly
  glTexEnvf(GL_TEXTURE_ENV, GL_TEXTURE_ENV_MODE,
    GL_REPLACE);

  // turn on texture mapping (this disables standard OpenGL lighting,
    unless in GL_MODULATE mode)
  glEnable(GL_TEXTURE_2D);

  (continues on next page)
```

Complete example (part 4)

```
glBegin(GL_QUADS); // draw a textured quad
   glTexCoord2f(0.0,0.0); glVertex3f(-2.0,-1.0,0.0);
   glTexCoord2f(0.0,1.0); glVertex3f(-2.0,1.0,0.0);
   glTexCoord2f(1.0,0.0); glVertex3f(0.0,1.0,0.0);
   glTexCoord2f(1.0,1.0); glVertex3f(0.0,-1.0,0.0);
glEnd();

// turn off texture mapping
glDisable(GL_TEXTURE_2D);

// draw some non-texture mapped objects
   (standard OpenGL lighting will be used if it is enabled)
…
// switch back to texture mode, etc.

…
} // end display()
```
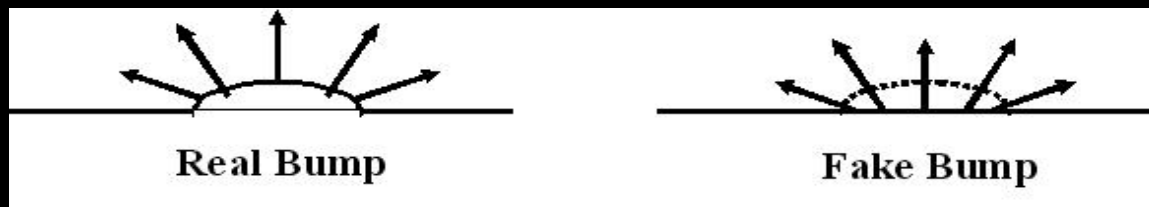
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Textures do not have to represent color

- Specularity (patches of shininess)

- Transparency (patches of clearness)

- Normal vector changes (bump maps)

- Reflected light (environment maps)

- Shadows

- Changes in surface height (displacement maps)
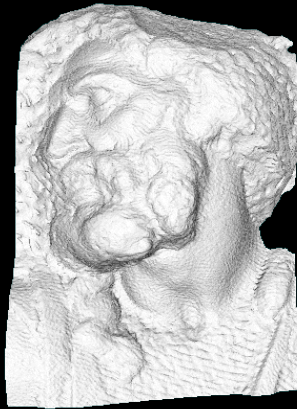
Bump mapping

- How do you make a surface look *rough*?
  - Option 1: model the surface with many small polygons
  - Option 2: perturb the normal vectors before the shading calculation
    - » Fakes small displacements above or below the true surface
    - » The surface doesn't actually change, but shading makes it look like there are irregularities!
    - » A texture stores information about the "fake" height of the surface

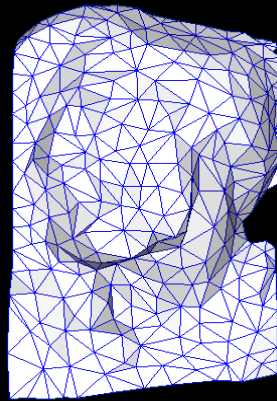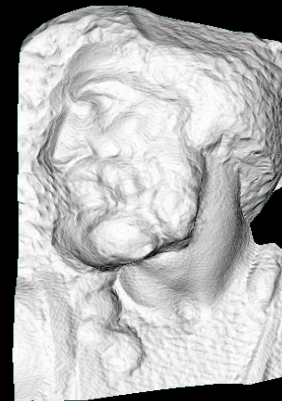Real Bump   Fake Bump

Bump mapping

- We can perturb the normal vector without having to make any actual change to the shape.

- This illusion can be seen through—how?

Original model
(5M)

Simplified
(500)

Simple model with
bump map

Light Mapping

- *Quake* uses *light maps* in addition to texture maps. Texture maps are used to add detail to surfaces, and light maps are used to store pre-computed illumination. The two are multiplied together at run-time, and cached for efficiency.

Texture Map Only

Texture + Light Map

Light Map

Summary

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- Filtering and Mipmaps
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- Non-color texture maps