

CSE 167:
Introduction to Computer Graphics
Lecture #8: Texture Mapping

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Announcements

- ▶ Homework 4 due Friday at 1pm
- ▶ Midterms to be returned on Thursday
 - ▶ answers given in class

Lecture Overview

- ▶ Texture Mapping
 - ▶ Overview
 - ▶ Wrapping
 - ▶ Texture coordinates
 - ▶ Anti-aliasing

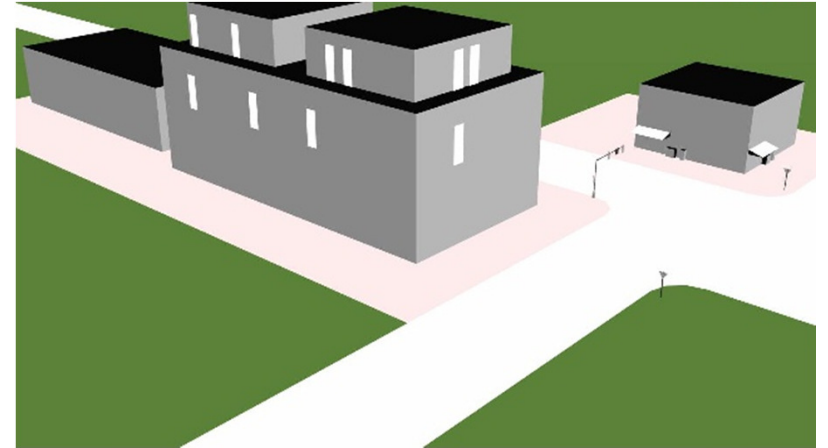
Large Triangles

Pros:

- ▶ Often sufficient for simple geometry
- ▶ Fast to render

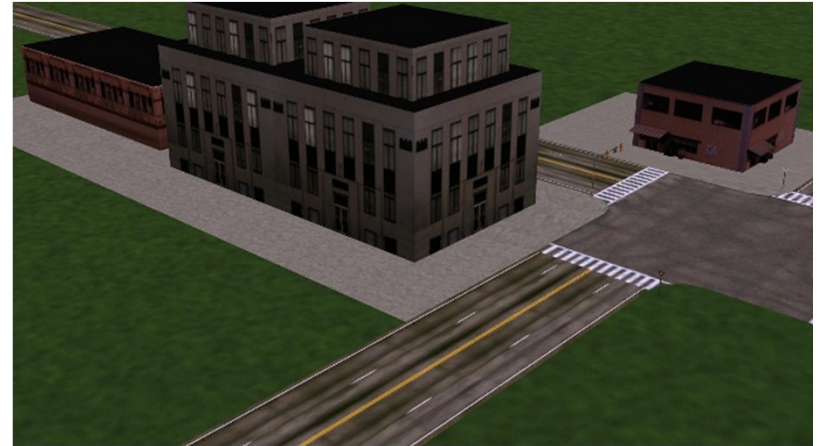
Cons:

- ▶ Per vertex colors look boring and computer-generated



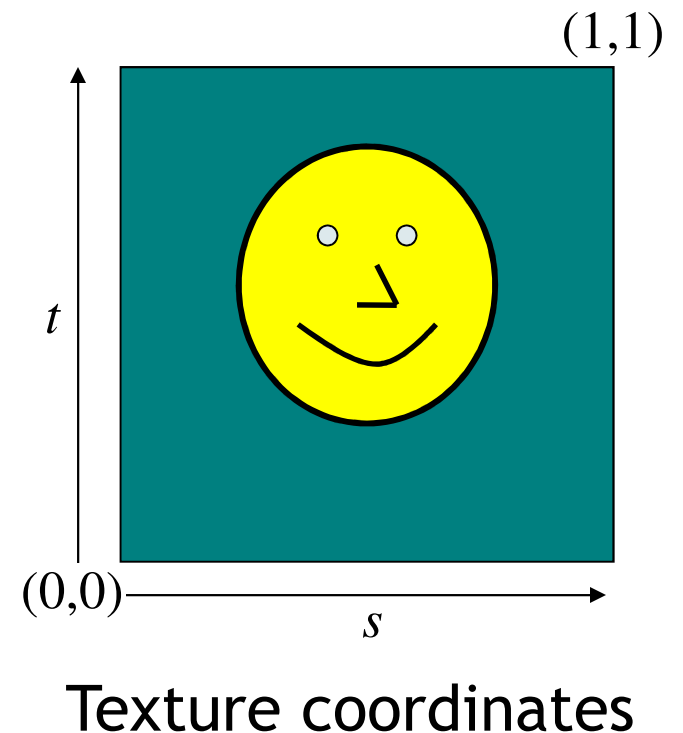
Texture Mapping

- ▶ Map textures (images) onto surface polygons
- ▶ Same triangle count, much more realistic appearance



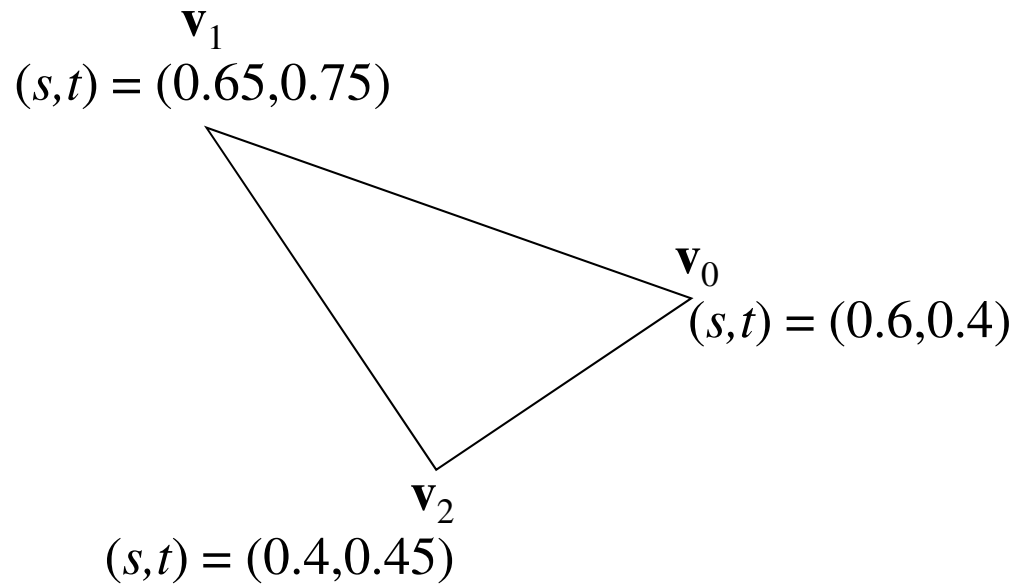
Texture Mapping

- ▶ Goal: map locations in texture to locations on 3D geometry
- ▶ Texture coordinate space
 - ▶ Texture pixels (texels) have texture coordinates (s,t)
- ▶ Convention
 - ▶ Bottom left corner of texture is at $(s,t) = (0,0)$
 - ▶ Top right corner is at $(s,t) = (1,1)$

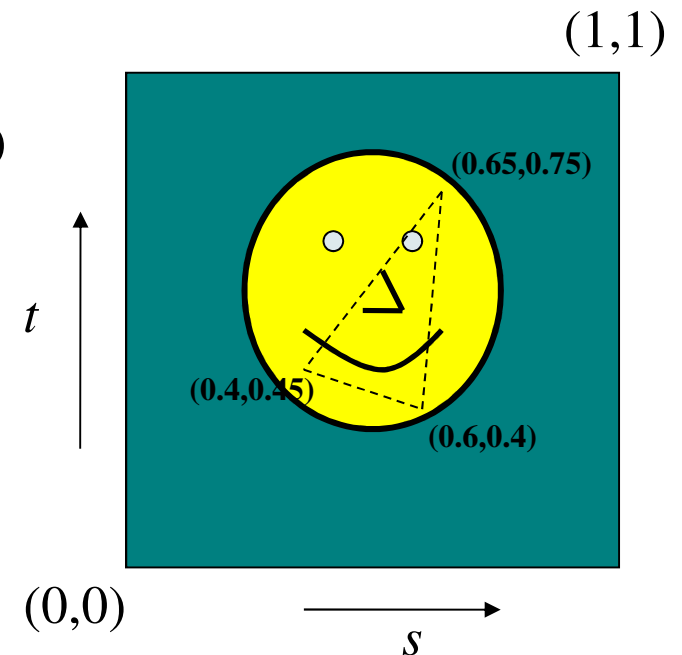


Texture Mapping

- ▶ Store 2D texture coordinates s, t with each triangle vertex



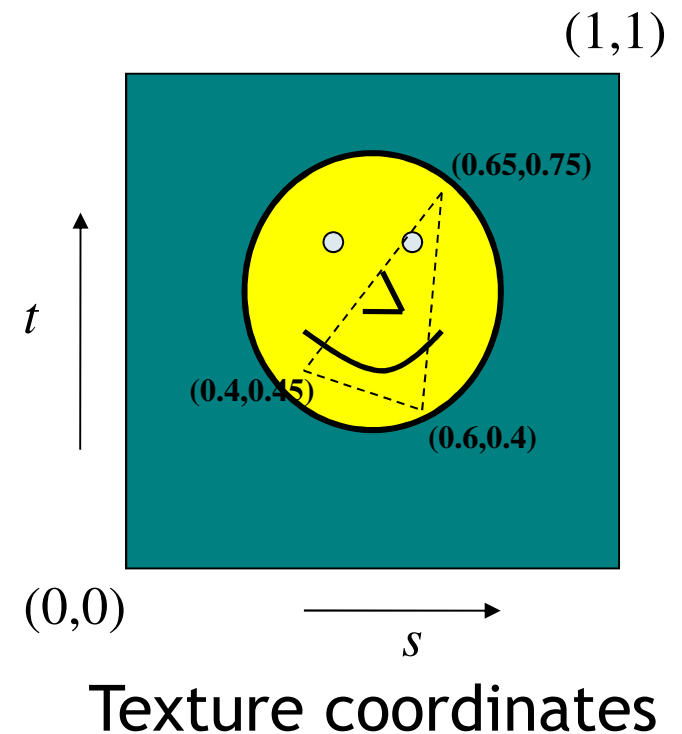
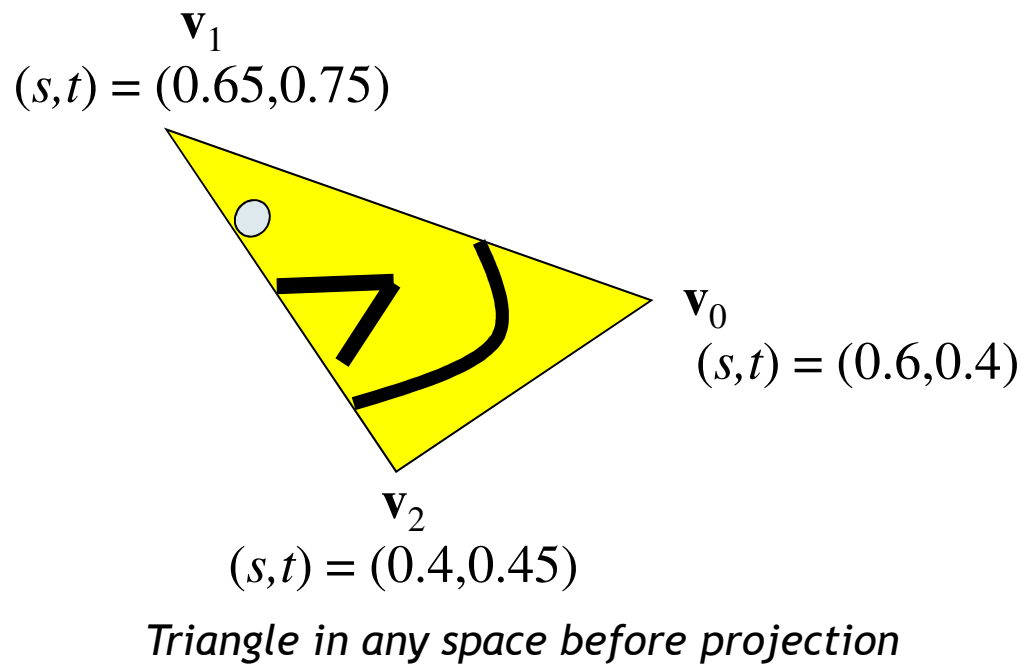
Triangle in any space before projection



Texture coordinates

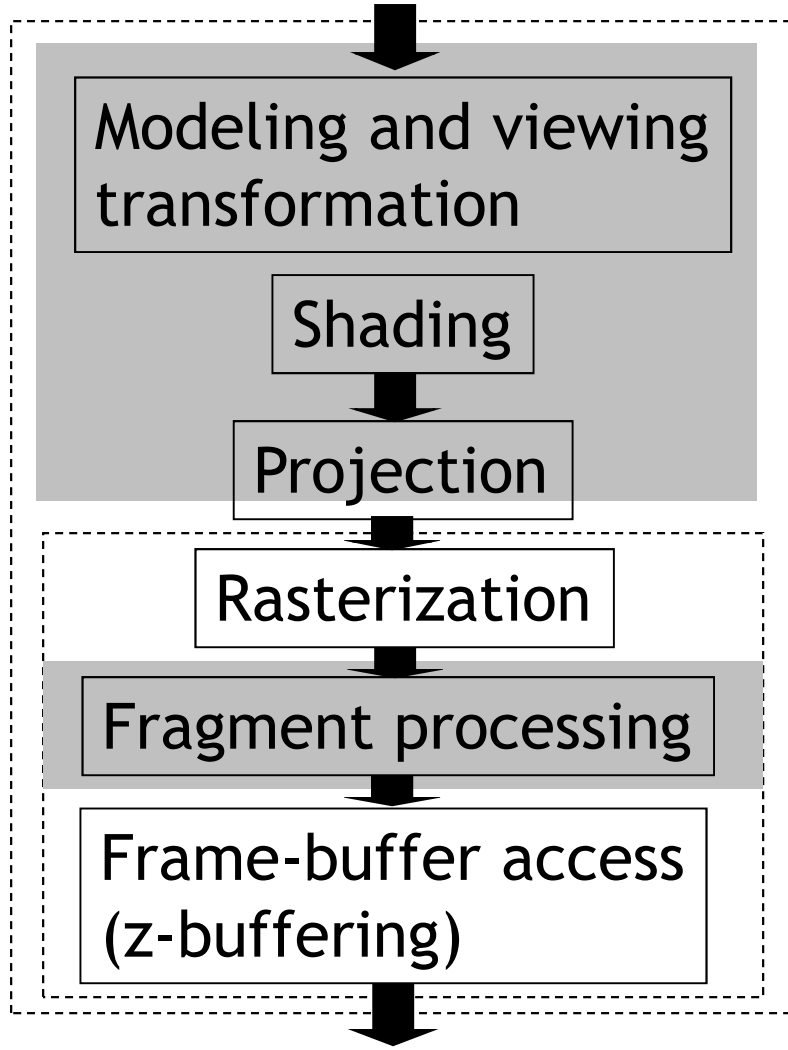
Texture Mapping

- ▶ Each point on triangle gets color from its corresponding point in texture



Texture Mapping

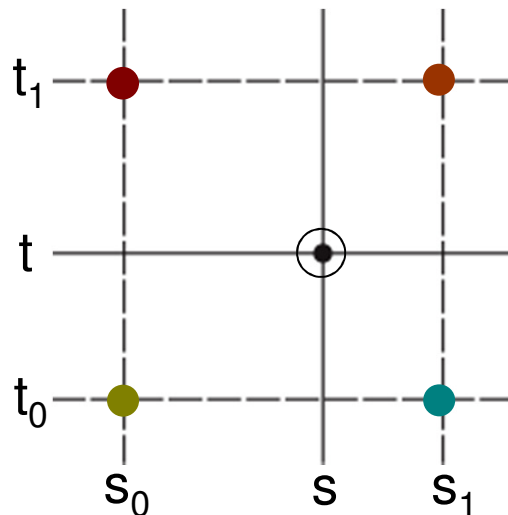
Primitives



Includes texture mapping

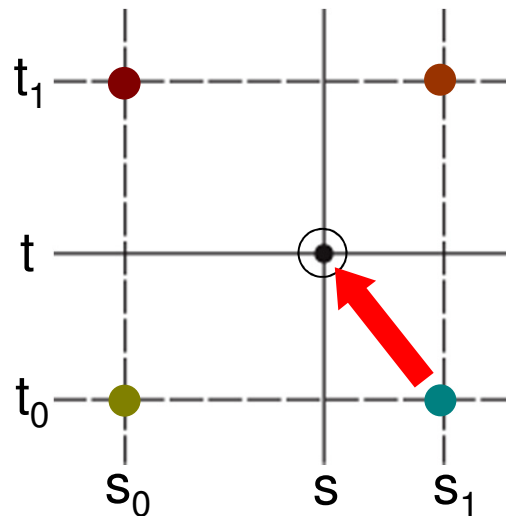
Texture Look-Up

- ▶ Given interpolated texture coordinates (s, t) at current pixel
- ▶ Closest four texels in texture space are at (s_0, t_0) , (s_1, t_0) , (s_0, t_1) , (s_1, t_1)
- ▶ How to compute pixel color?



Nearest-Neighbor Interpolation

- ▶ Use color of closest texel



- ▶ Simple, but low quality and aliasing

Bilinear Interpolation

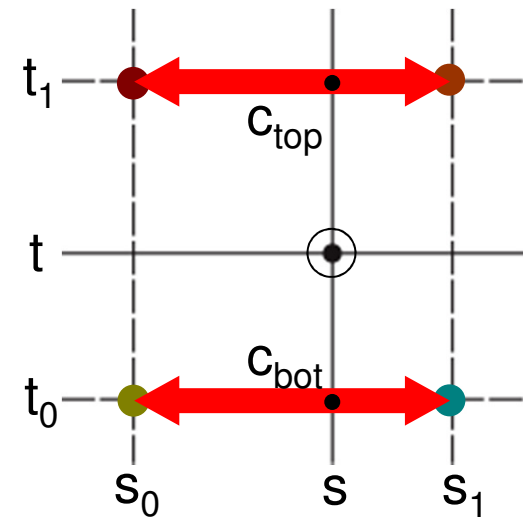
I. Linear interpolation horizontally:

Ratio in s direction r_s :

$$r_s = \frac{s - s_0}{s_1 - s_0}$$

$$c_{\text{top}} = \text{tex}(s_0, t_1) (1 - r_s) + \text{tex}(s_1, t_1) r_s$$

$$c_{\text{bot}} = \text{tex}(s_0, t_0) (1 - r_s) + \text{tex}(s_1, t_0) r_s$$



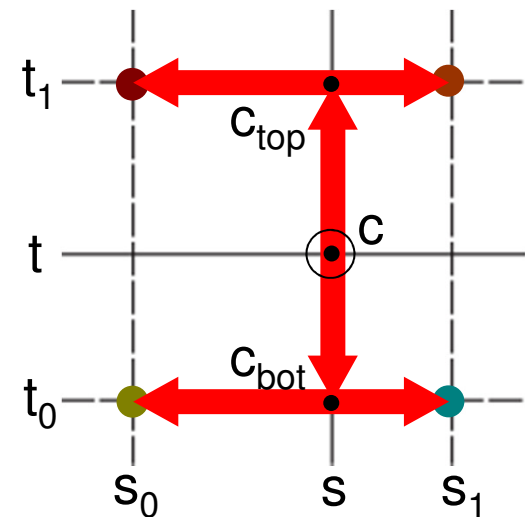
Bilinear Interpolation

2. Linear interpolation vertically

Ratio in t direction r_t :

$$r_t = \frac{t - t_0}{t_1 - t_0}$$

$$c = c_{\text{bot}} (1 - r_t) + c_{\text{top}} r_t$$



Lecture Overview

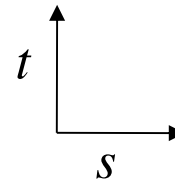
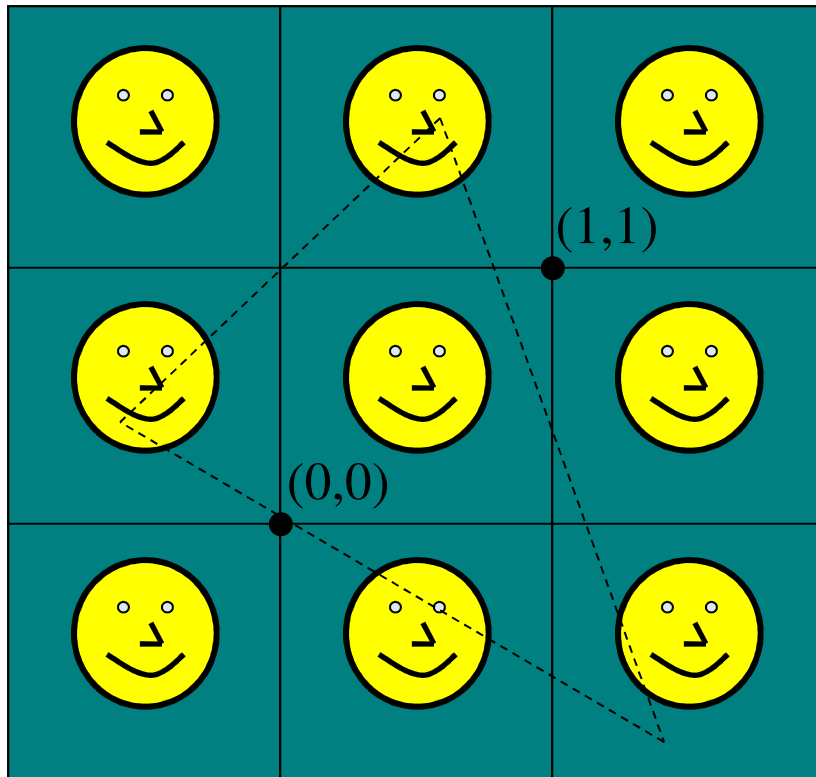
- ▶ Texture Mapping
 - ▶ Wrapping
 - ▶ Texture coordinates
 - ▶ Anti-aliasing

Wrap Modes

- ▶ Texture image extends from $[0,0]$ to $[1,1]$ in texture space
 - ▶ What if (s,t) texture coordinates are beyond that range?
- ▶ → Texture wrap modes

Repeat

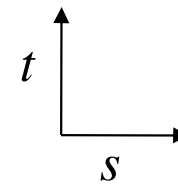
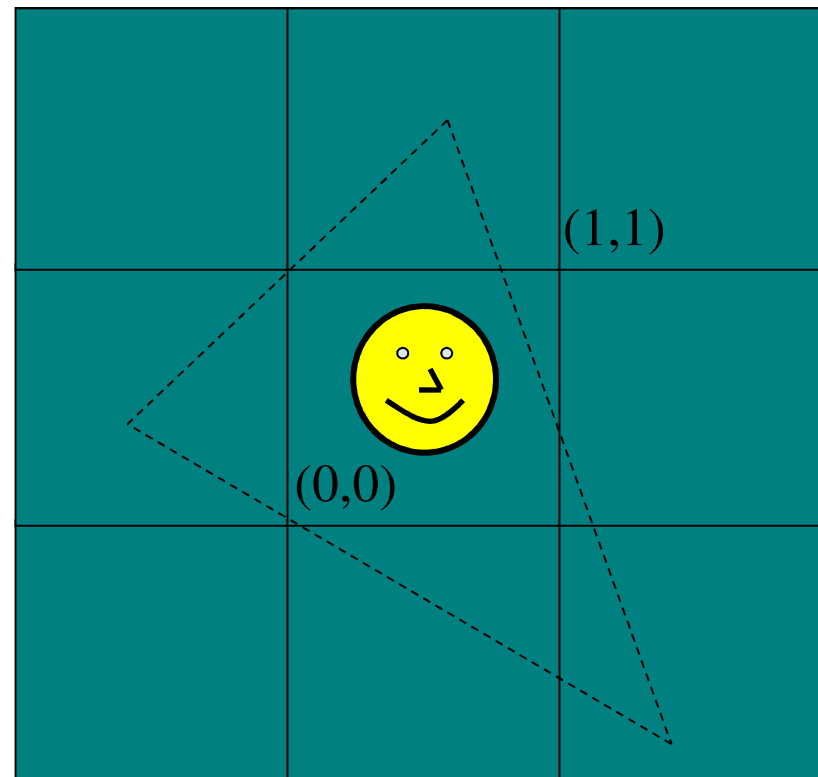
- ▶ Repeat the texture
 - ▶ Creates discontinuities at edges
 - ▶ unless texture designed to line up



Seamless brick wall texture
(by Christopher Revoir)

Clamp

- ▶ Use edge value everywhere outside data range $[0..1]$
- ▶ Or, ignore the texture outside $[0..1]$



Wrap Mode Specification in OpenGL

- ▶ **Default:**

- ▶ `glTexParameterf(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT);`

- ▶ `glTexParameterf(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT);`

- ▶ **Options for wrap mode:**

- ▶ `GL_CLAMP` (requires border to be set)

- ▶ `GL_CLAMP_TO_EDGE` (repeats last pixel in texture),

- ▶ `GL_REPEAT`

Example



Rendered by Byungil Jeong, EVL

Video

- ▶ **OpenGL – Texture**

- ▶ <http://www.youtube.com/watch?v=zBF0dxEuIKE>



Lecture Overview

- ▶ Texture Mapping
 - ▶ Wrapping
 - ▶ **Texture coordinates**
 - ▶ Anti-aliasing

Texture Coordinates

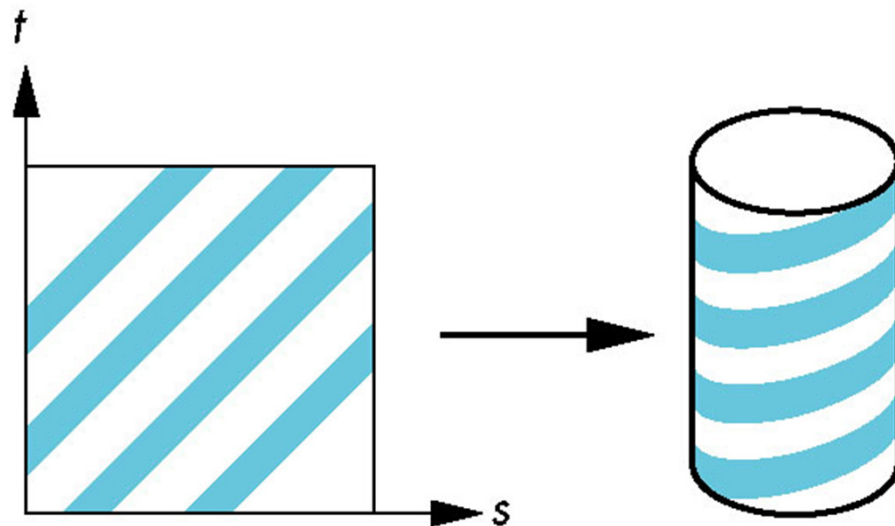
What if texture extends across multiple polygons?

→ Surface parameterization

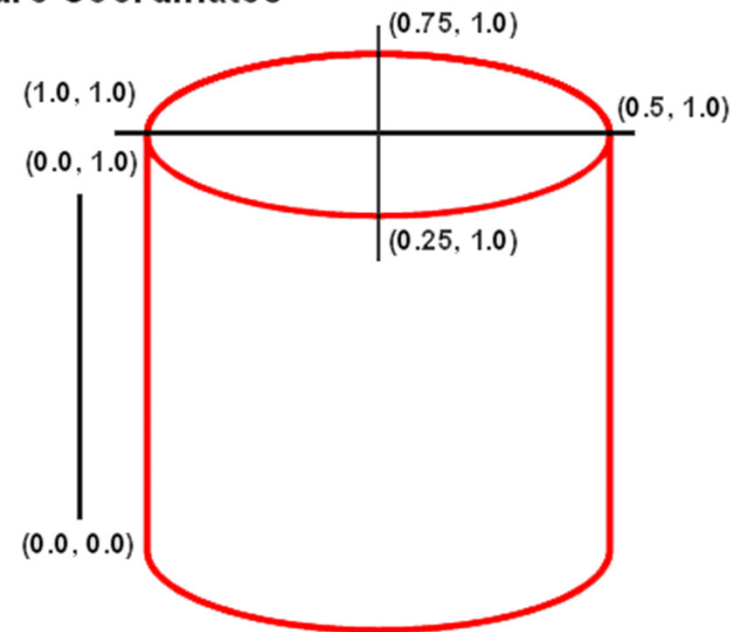
- ▶ Mapping between 3D positions on surface and 2D texture coordinates
 - ▶ Defined by texture coordinates of triangle vertices
- ▶ Options for mapping:
 - ▶ Parametric
 - ▶ Orthographic
 - ▶ Projective
 - ▶ Spherical
 - ▶ Cylindrical
 - ▶ Skin

Cylindrical Mapping

- ▶ Similar to spherical mapping, but with cylindrical coordinates

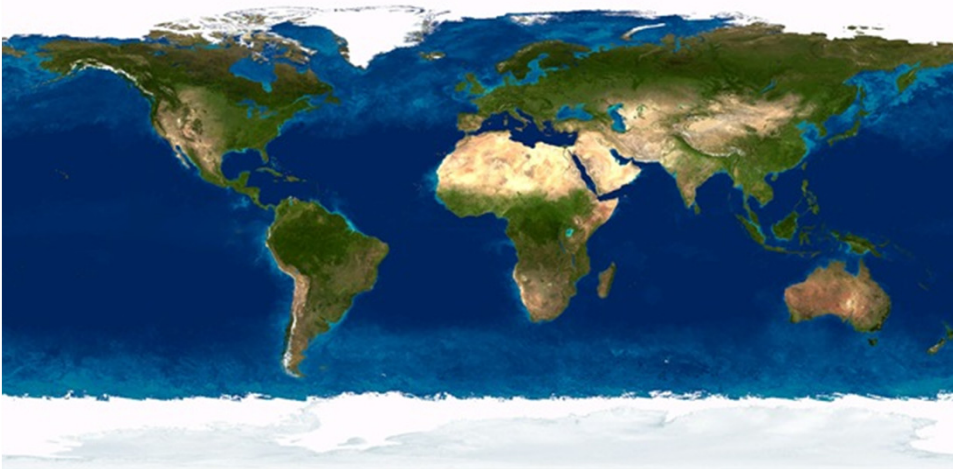


Cylinder Sides
Texture Coordinates



Spherical Mapping

- ▶ Use spherical coordinates
- ▶ “Shrink-wrap” sphere to object



Texture map



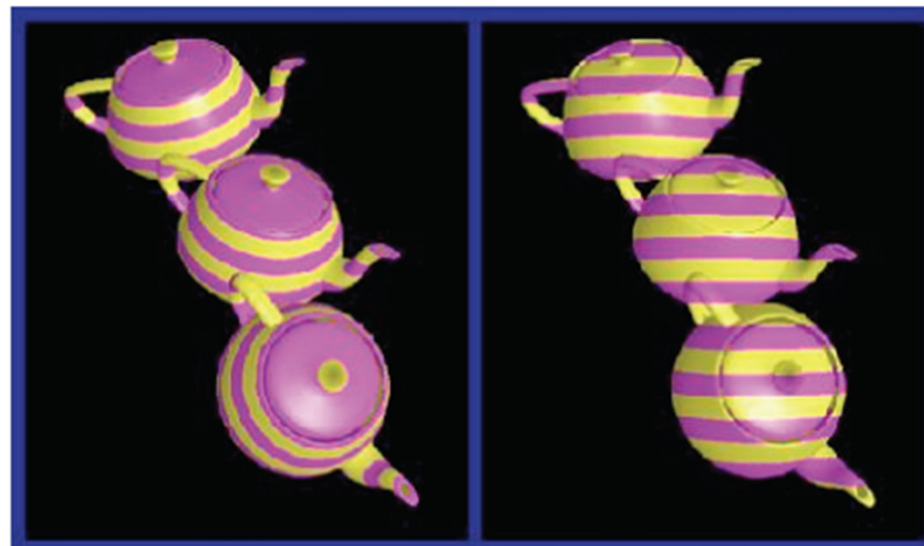
Mapping result

Orthographic Mapping

- ▶ Use linear transformation of object's xyz coordinates

- ▶ Example:

$$\begin{bmatrix} s \\ t \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ w \end{bmatrix}$$



xyz in object space

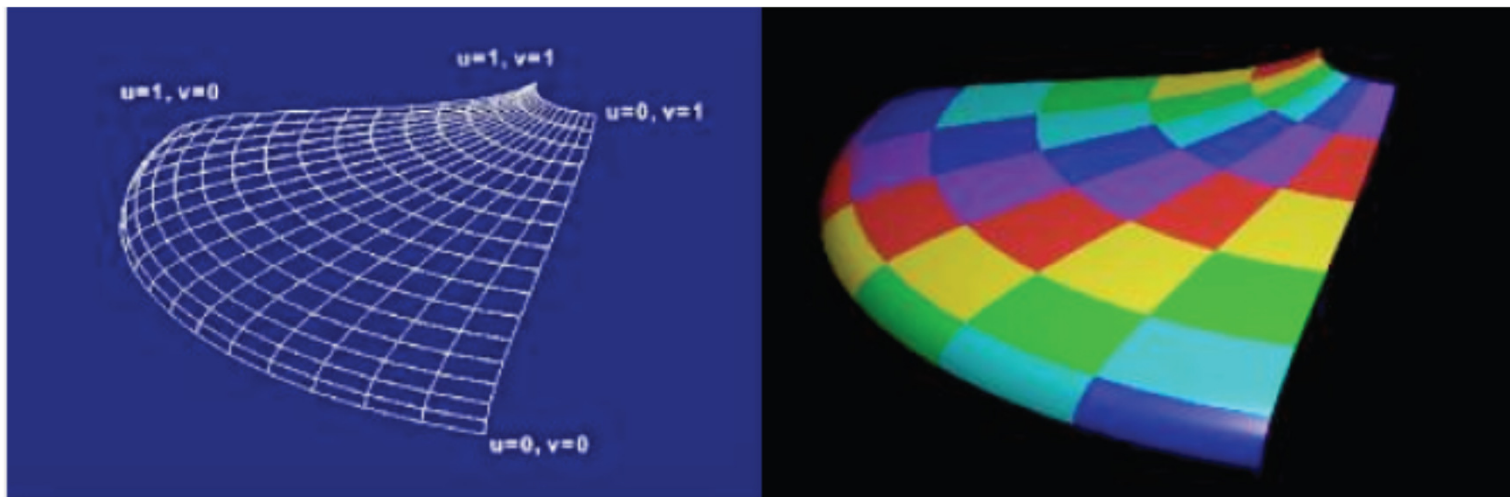
xyz in camera space

Parametric Mapping

- ▶ Surface given by parametric functions

$$x = f(u, v) \quad y = f(u, v) \quad z = f(u, v)$$

- ▶ Very common in CAD
- ▶ Clamp (u, v) parameters to $[0..1]$ and use as texture coordinates (s, t)

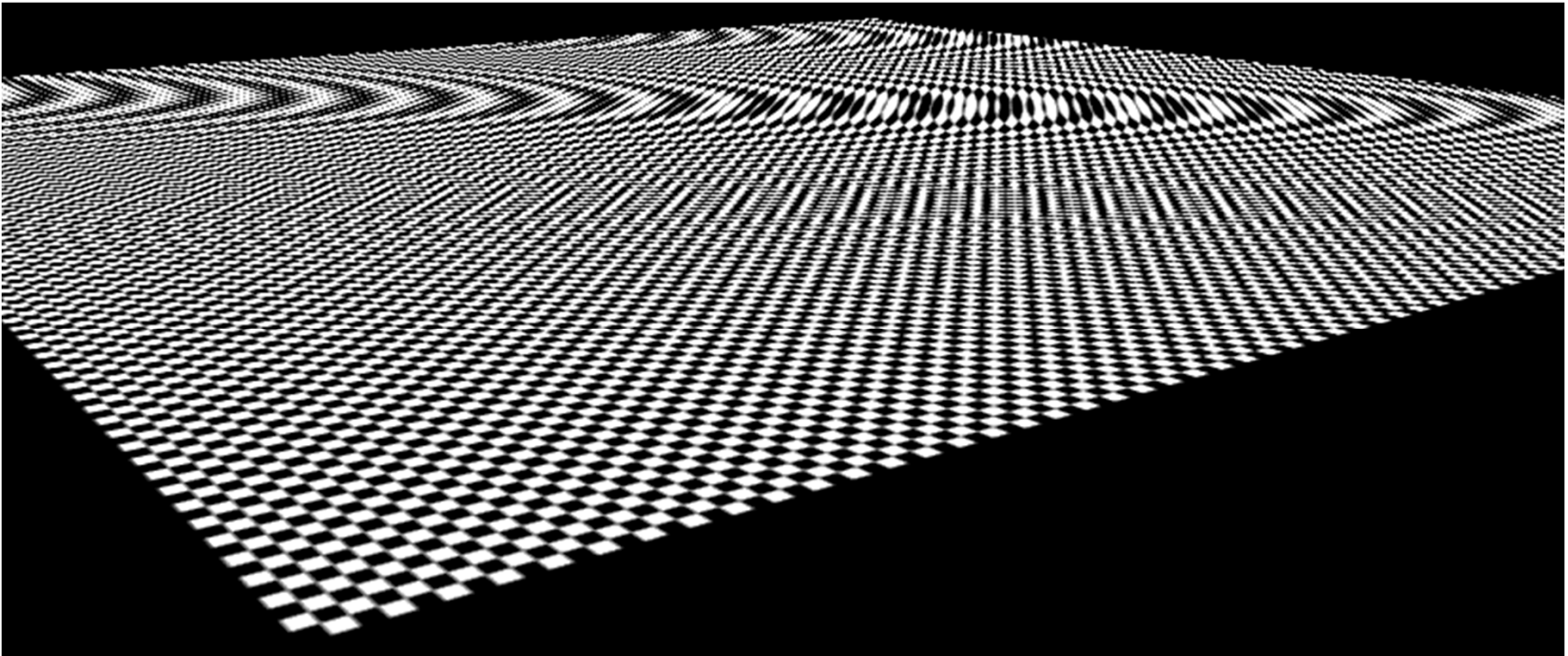


Lecture Overview

- ▶ Texture Mapping
 - ▶ Wrapping
 - ▶ Texture coordinates
 - ▶ **Anti-aliasing**

Aliasing

- ▶ What could cause this aliasing effect?



Aliasing

Sufficiently
sampled,
no aliasing

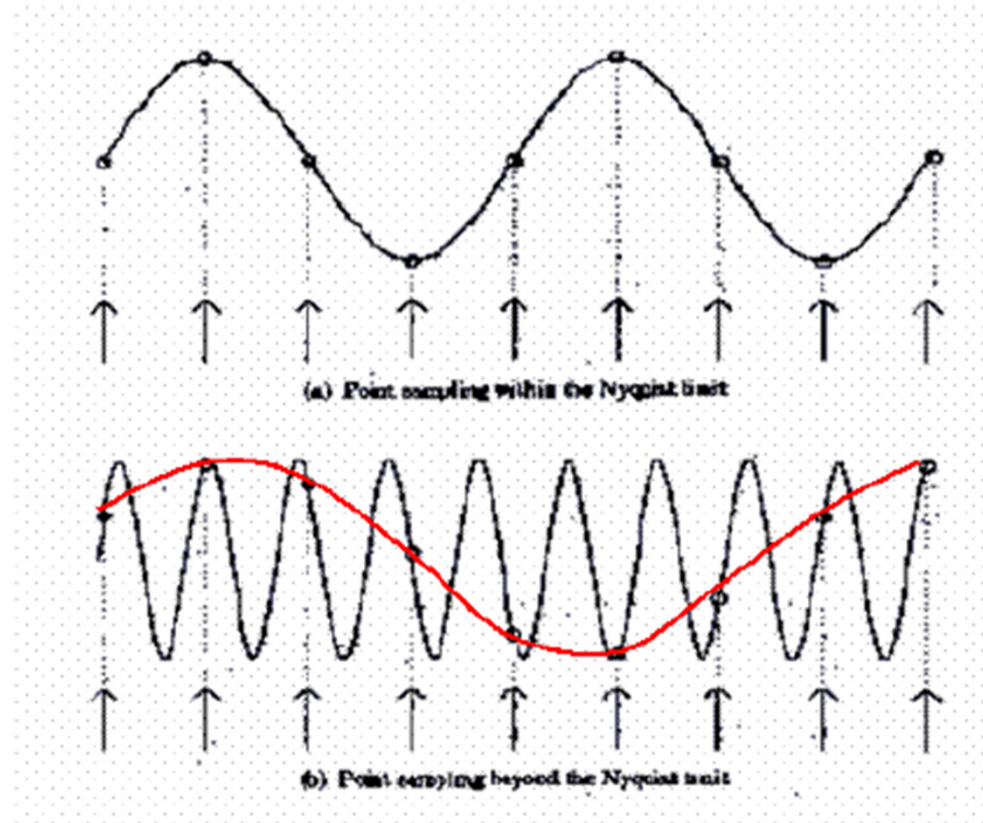
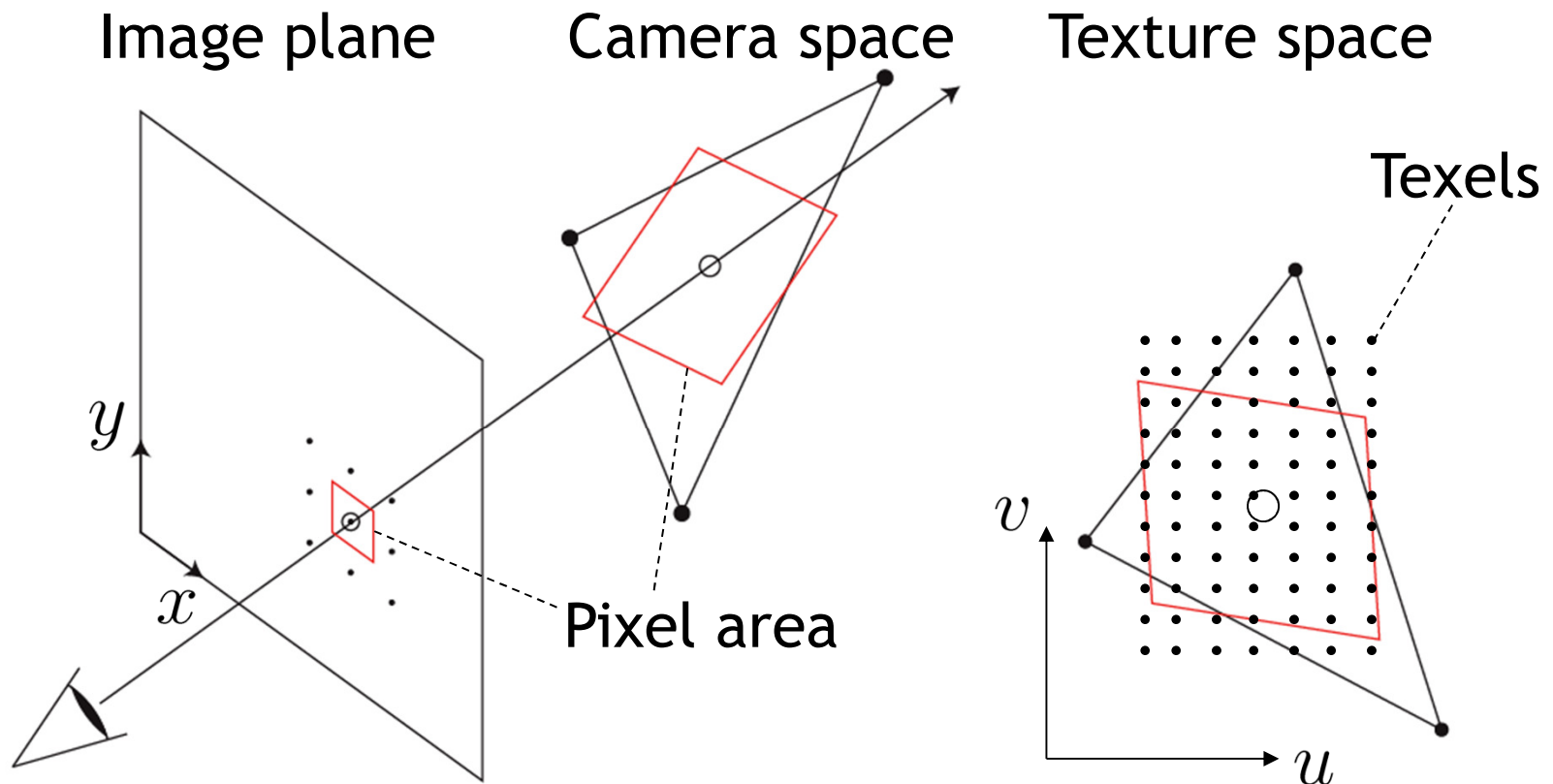


Image: Robert L. Cook

High frequencies in the input data can appear as
lower frequencies in the sampled signal

Antialiasing: Intuition

- ▶ Pixel may cover large area on triangle in camera space
- ▶ Corresponds to many texels in texture space
- ▶ Need to compute average



Lecture Overview

- ▶ Texture Mapping
 - ▶ Mip Mapping

Antialiasing Using Mip-Maps

- ▶ **Averaging over texels is expensive**
 - ▶ Many texels as objects get smaller
 - ▶ Large memory access and computation cost
- ▶ **Precompute filtered (averaged) textures**
 - ▶ Mip-maps
- ▶ **Practical solution to aliasing problem**
 - ▶ Fast and simple
 - ▶ Available in OpenGL, implemented in GPUs
 - ▶ Reasonable quality

Mipmaps

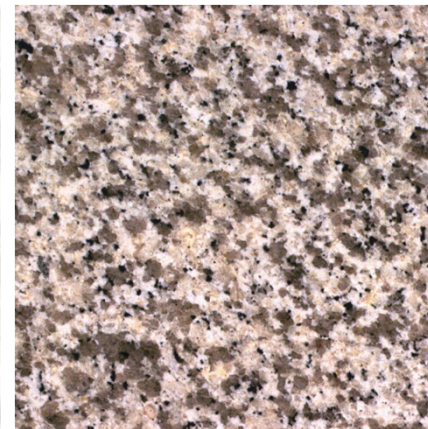
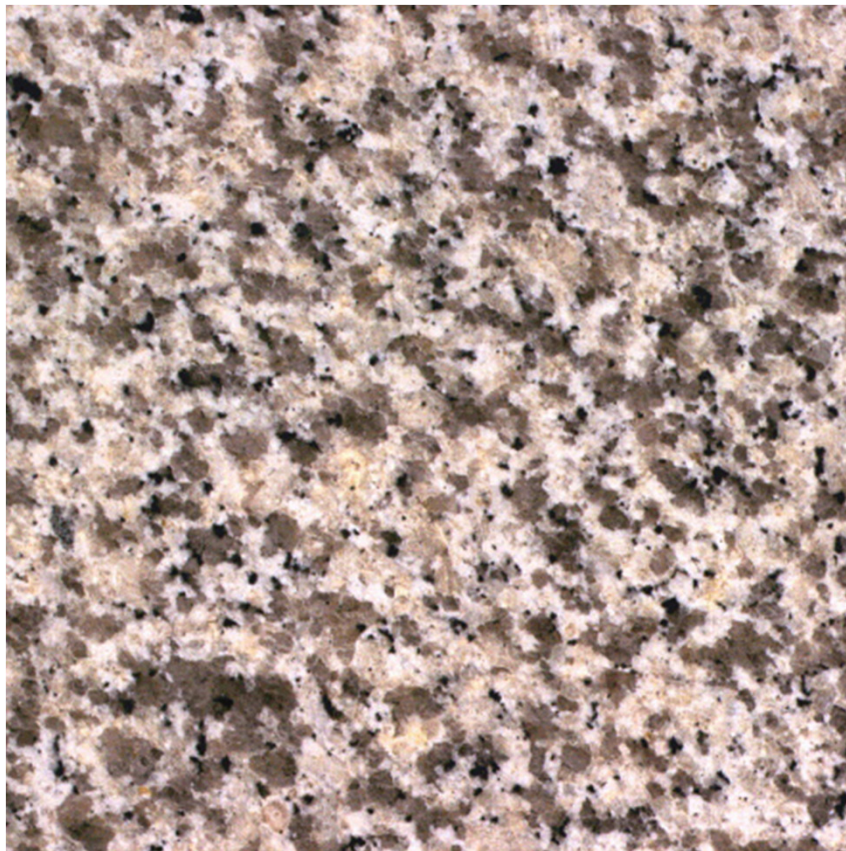
- ▶ MIP stands for *multum in parvo* = “much in little” (Williams 1983)

Before rendering

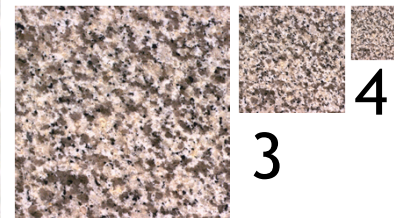
- ▶ Pre-compute and store down scaled versions of textures
 - ▶ Reduce resolution by factors of two successively
 - ▶ Use high quality filtering (averaging) scheme
- ▶ Increases memory cost by 1/3
 - ▶ $1/3 = 1/4 + 1/16 + 1/64 + \dots$
- ▶ Width and height of texture should be powers of two (non-power of two supported since OpenGL 2.0)

Mipmaps

- ▶ Example: resolutions 512x512, 256x256, 128x128, 64x64, 32x32 pixels



Level 1



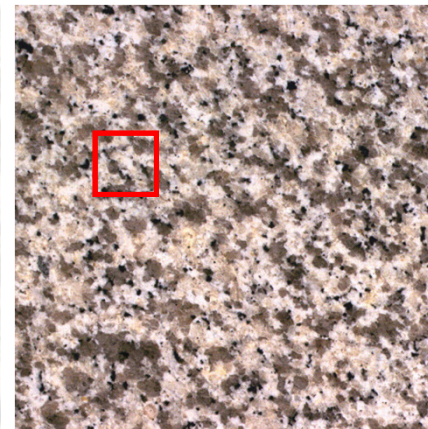
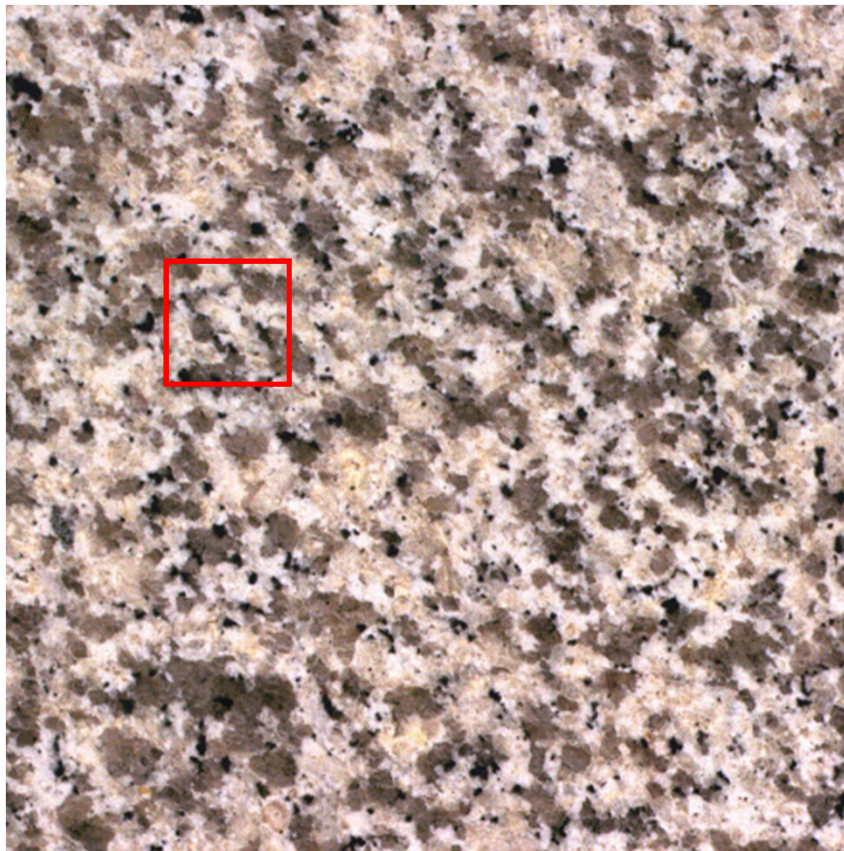
2

“multum in parvo”

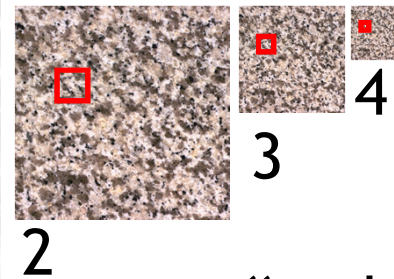
- ▶ 34 Level 0

Mipmaps

- ▶ One texel in level 4 is the average of $4^4=256$ texels in level 0

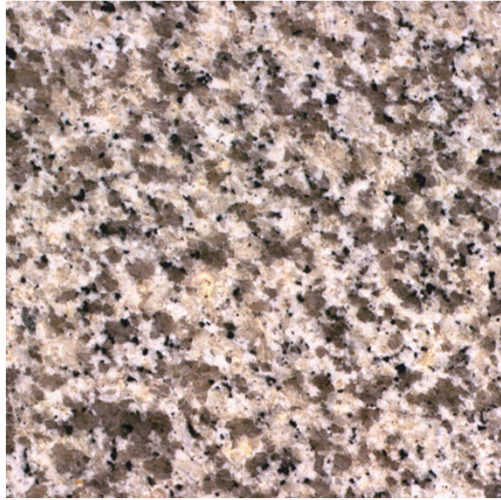


Level 1

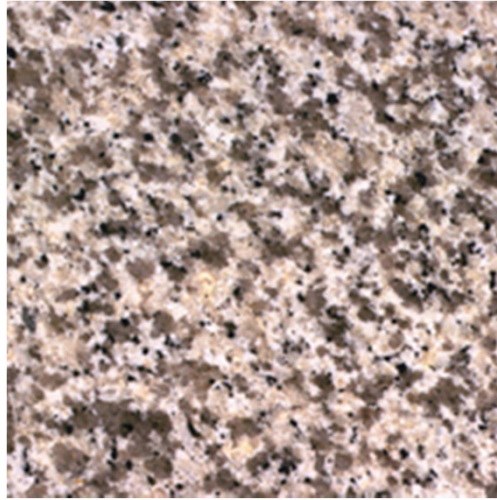


“multum in parvo”

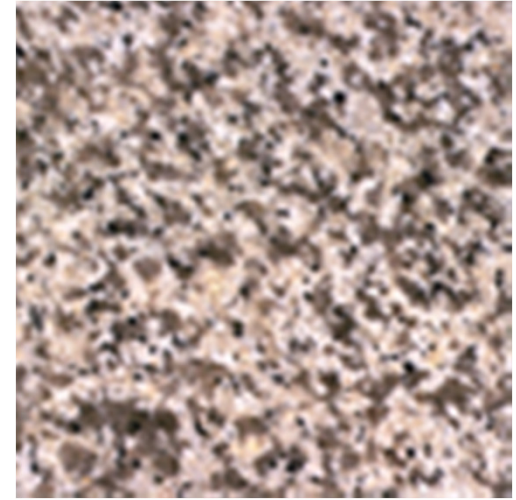
Mipmaps



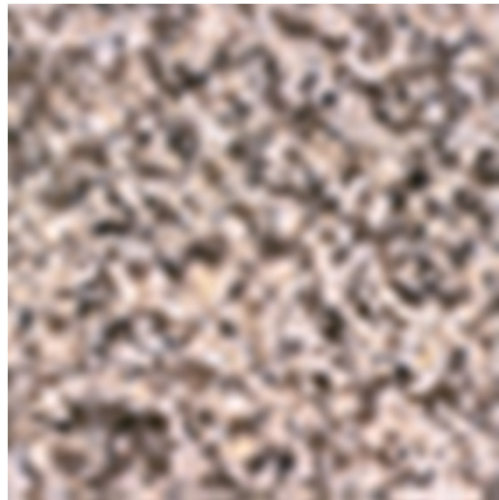
Level 0



Level 1



Level 2



Level 3

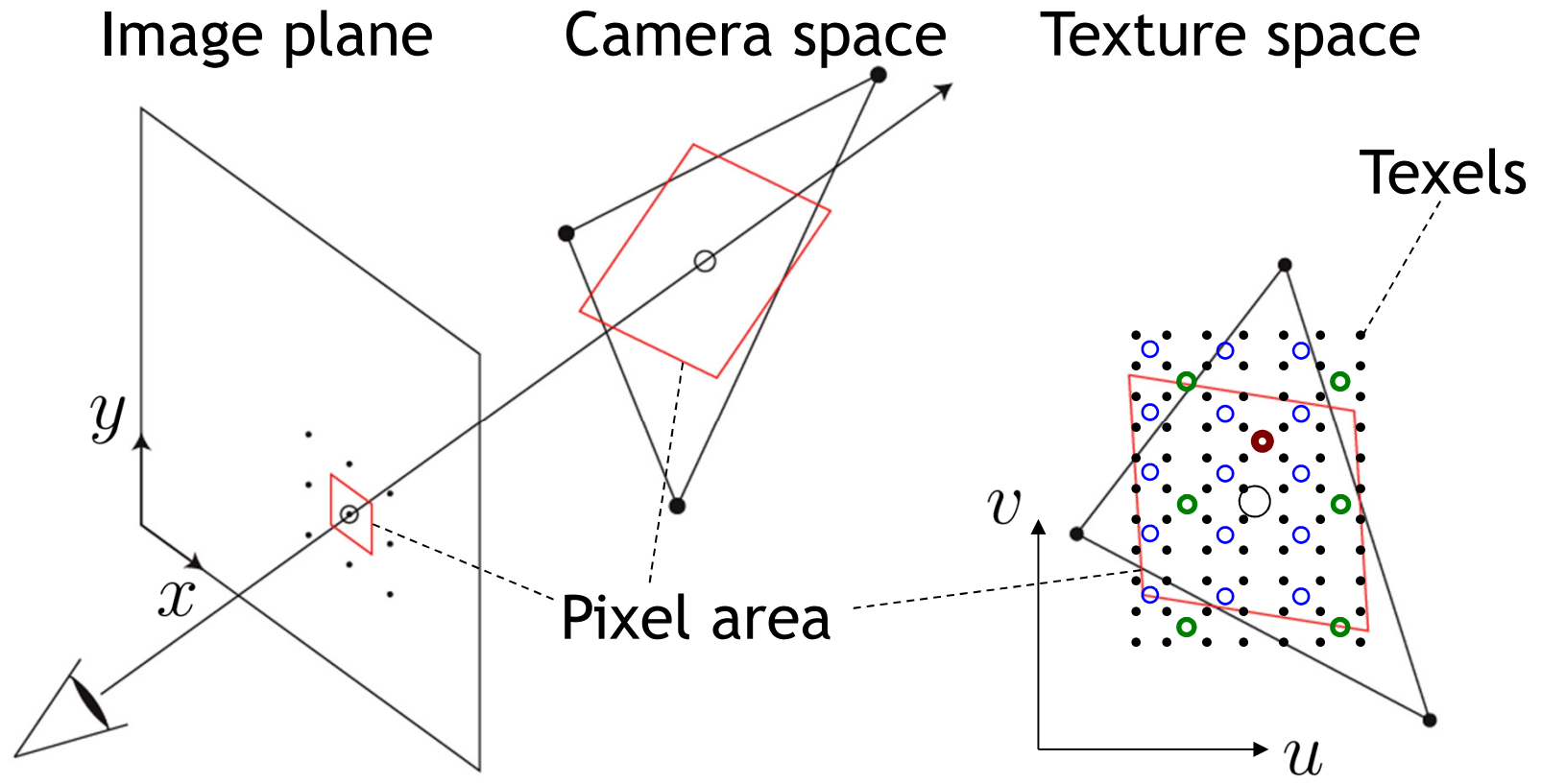


Level 4

Rendering With Mipmaps

- ▶ “Mipmapping”
- ▶ Interpolate texture coordinates of each pixel as without mipmapping
- ▶ Compute approximate size of pixel in texture space
- ▶ Look up color in nearest mipmap
 - ▶ E.g., if pixel corresponds to 10x10 texels use mipmap level 3
 - ▶ Use nearest neighbor or bilinear interpolation as before

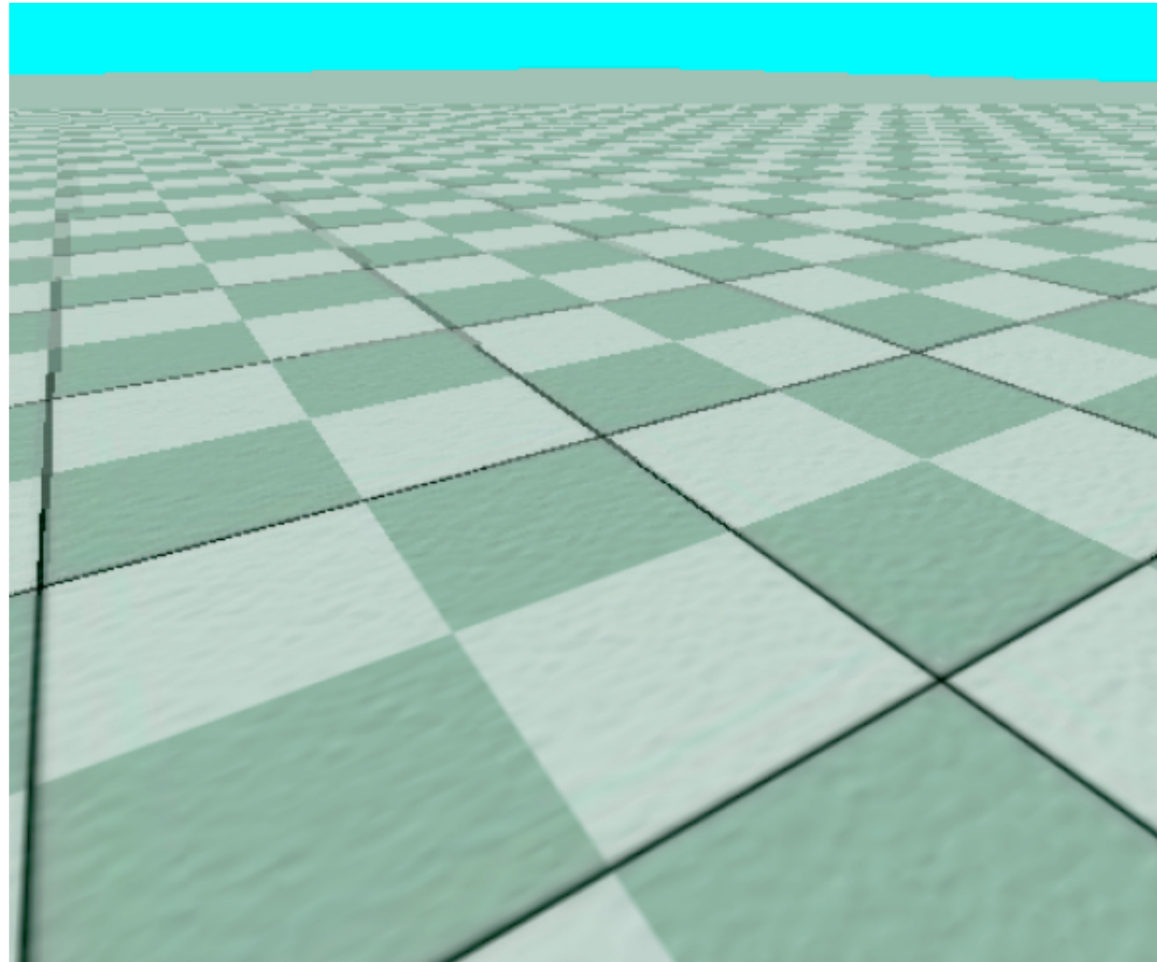
Mipmapping



- Mip-map level 0
- Mip-map level 1
- Mip-map level 2
- Mip-map level 3

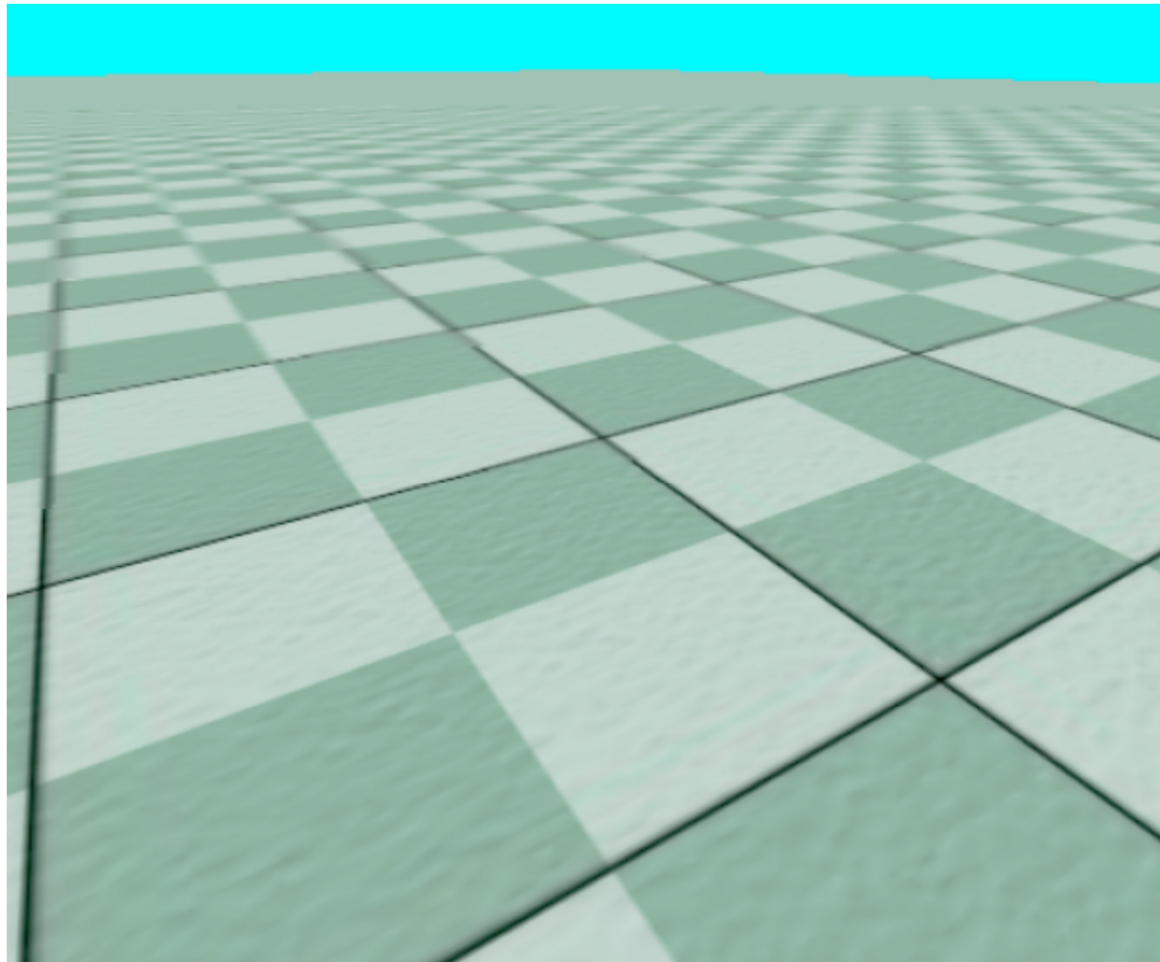
Nearest Mipmap, Nearest Neighbor

- ▶ Visible transition between mipmap levels



Nearest Mipmap, Bilinear

- ▶ Visible transition between mipmap levels



Trilinear Mipmapping

- ▶ Use two nearest mipmap levels
 - ▶ E.g., if pixel corresponds to 10x10 texels, use mipmap levels 3 (8x8) and 4 (16x16)
- ▶ 2-Step approach:
 - ▶ Step 1: perform bilinear interpolation in both mip-maps
 - ▶ Step 2: linearly interpolate between the results
- ▶ Requires access to 8 texels for each pixel
- ▶ Supported by hardware without performance penalty

More Info

- ▶ Mipmapping tutorial w/source code:

- ▶ http://www.videotutorialsrock.com/opengl_tutorial/mipmapping/text.php