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”)

- 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!

Jesuit Church, Vienna, Austria
Map textures to surfaces

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

image mapped to a 3D polygon

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

3D polygon

texture image
Texture map

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

(0,1)  (1,1)

3D polygon
Inverse texture map

For each pixel, lookup into the texture image to obtain color.
The “st” coordinate system

Note: also called “uv” space
Texture mapping: key slide

Triangle in 3D

- (0.1, 0.7)
- (0.7, 0.55)
- (0.35, 0.05)
- (0, 1)
- (2, -1, 0)
- (s = 0.7, t = 0.55)
- (s = 0.1, t = 0.7)
- (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):

```gl
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
```
What if texture coordinates are outside of $[0,1]$?
Solution 1: Repeat texture

```c
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT)
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT)
```
Solution 2: Clamp to \([0,1]\)

\[
\text{glTexParameteri(GL\_TEXTURE\_2D, GL\_TEXTURE\_WRAP\_S, GL\_CLAMP)}
\]

\[
\text{glTexParameteri(GL\_TEXTURE\_2D, GL\_TEXTURE\_WRAP\_T, GL\_CLAMP)}
\]

Use this color at \((s,t)\)
Combining texture mapping and shading

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](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 `glTexImage2D`

• 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 converts 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

Texture interpolation typically involves coordinates (s,t) that are not directly at a pixel in the texture, but are in between the pixel values. For a 5x5 texture, the (s,t) coordinates (1,1) is located at the top right corner of the texture, and any other point (s,t) will be interpolated between the neighboring pixels.

Example:
- (0,0) - Top left pixel
- (0.25,0) - Second pixel from the top left
- (0.5,0) - Middle left pixel
- (0.75,0) - Second pixel from the middle left
- (1,0) - Middle right pixel

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

```c
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 active texture
}
```

(continues on next page)
// specify texture parameters (they affect whatever texture is active)
GLenum texture_unit = GL_TEXTURE_2D;

// repeat pattern in s
glTexParameteri(glTextureUnit(), GL_TEXTURE_WRAP_S, GL_REPEAT);

// repeat pattern in t
glTexParameteri(glTextureUnit(), GL_TEXTURE_WRAP_T, GL_REPEAT);

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

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

```c
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.
...
```

```c
} // 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
We can perturb the normal vector without having to make any actual change to the shape.

This illusion can be seen through—how?
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.
Summary

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