

CSCI-4961/6961: 3D Computer Graphics
Class 20: November 6, 2006
Texture Mapping 2

Announcements

- Project 3 is due by 11:59:59pm on Tuesday, November 7.
- HW 4 is due on Thursday, November 9.
- Late days are posted on webct.

Today's Class

We will continue our discussion of texture mapping techniques.

1. Billboarding
2. Light maps
3. Environment mapping
4. Bump mapping

Reading

Chapters 10.17–10.18, 10.13, and 10.21 of Hearn and Baker.
Chapter 9 (environment mapping) of the OpenGL red book.

Activity

Next Class

Procedural texturing, and Fractals (Chapter 8.23 of H & B).