

CSCI-4962: Three-Dimensional Computer Graphics
Class 18: October 28, 2002
Surfaces, and Texture Mapping

Announcements

- Project 3 is due by 11:59:59pm on Tuesday, November 12.

Today's Class

We will complete our discussion of surface representations and then look at texture mapping.

1. Surface representations:
 - (a) Polygon mesh surfaces
 - (b) Quadric and superquadric surfaces
2. Texture mapping:
 - (a) Forward and inverse texture mapping
 - (b) Texture mapping in OpenGL (see `texture_teapot.cpp` and `TextureMap.cpp`)

Reading

Chapter 10.11 (quadrics) and Chapters 7.2, 7.5–7.6 (texture mapping) of the Angel textbook.
Chapter 11 (quadrics) and 9 (texture mapping) of the OpenGL red book.

Activity

Try Nate Robins' *Texture* tutorial (on CD in Angel textbook).

See <http://www.gamedev.net/reference/articles/article947.asp> for a handy overview of OpenGL texture mapping commands.

Next Class

Texture mapping (continued).