

CSCI-4962: Three-Dimensional Computer Graphics
Class 19: October 31, 2002
Texture Mapping

Today's Class

We will continue our discussion of texture mapping techniques.

1. Forward and inverse texture mapping
2. Texture rendering and perspective-correct texture mapping
3. Magnification, minification, and aliasing
4. Mipmapping (see `mipmap.cpp`)
5. Bump mapping

Reading

Chapters 7.5–7.8 of the Angel textbook.
Chapter 9 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.

See <http://nate.scuzzy.net/docs/advtexture/> for more advanced OpenGL texture mapping options.

Next Class

Environment mapping, Visible surface detection.