

CSCI-4967: Three-Dimensional Computer Graphics
Class 20: November 8, 2004
Texture Mapping

Announcements

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

Today's Class

We will look at texture mapping.

1. Texture mapping introduction
2. Forward and inverse texture mapping
3. Texture mapping in OpenGL (see `texture_teapot.cpp` and `TextureMap.cpp` on course web page)

Reading

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

Activity

Try Nate Robins' *Texture* tutorial.

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

Next Class

Texture mapping (continued, Chapter 10 of H&B and Chapter 9 of the Red book).