

CSCI-4962: Three-Dimensional Computer Graphics
Class 17: October 24, 2002
Surfaces, and Texture Mapping

Today's Class

We will complete our discussion of surface representations, and then move on to texture mapping.

1. Surfaces
 - (a) Spline surfaces (see `bezmesh.cpp` and `bezsurf.cpp`)
 - (b) Polygon mesh surfaces
 - (c) Quadric and superquadric surfaces
2. Texture mapping introduction
3. Forward and inverse texture mapping

Reading

For texture mapping:

Chapters 7.2, 7.5–7.6 of the Angel textbook.

Chapter 9 of the OpenGL red book.

Activity

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

Next Class

Texture mapping (continued).