

Computer Graphics (CS 543)

Lecture 8b: Texturing

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The Limits of Geometric Modeling

- Although graphics cards can render over 10 million polygons per second
- Many phenomena even more detailed
 - Clouds
 - Grass
 - Terrain
 - Skin
- **Images:** Computationally inexpensive way to add details

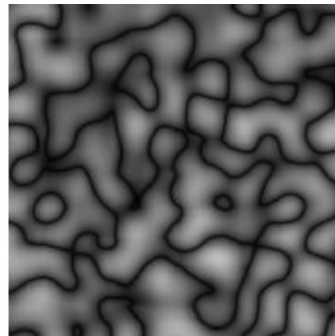
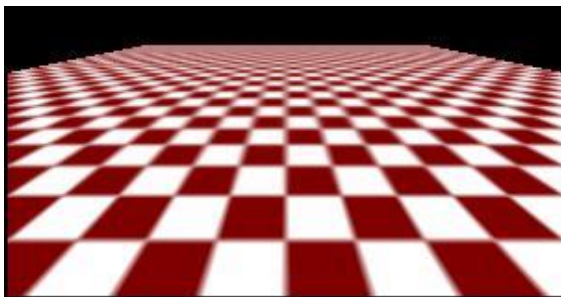


Image complexity does not affect the complexity of geometry processing (transformation, clipping...)

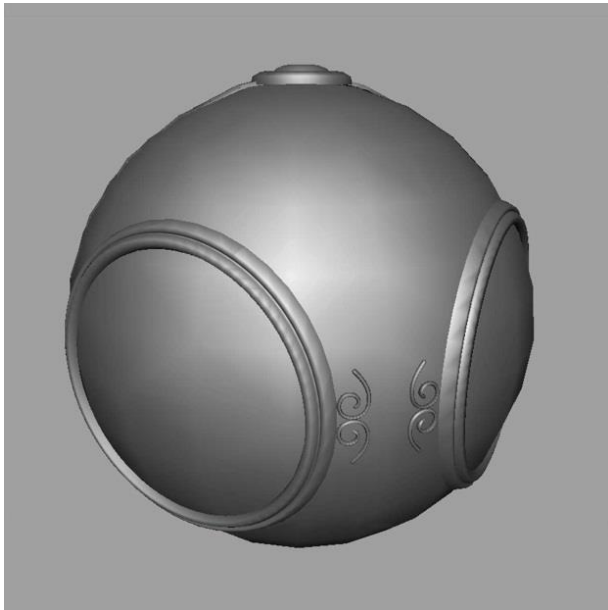


Textures in Games

- Mostly made of textures except foreground characters that require interaction
- Even details on foreground texture (e.g. clothes) is texture



Types of Texturing

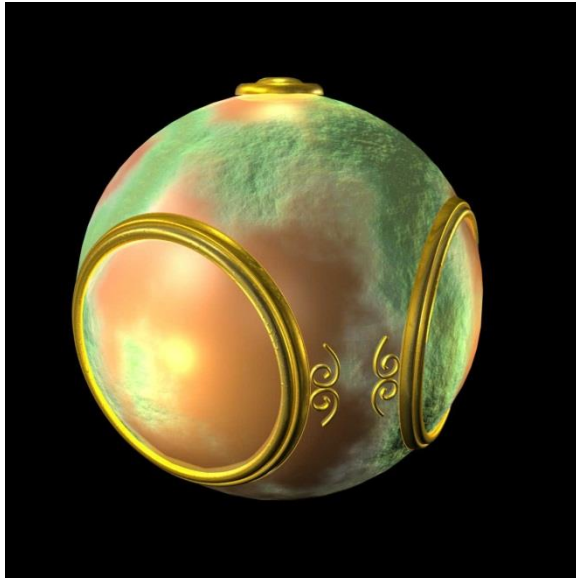


1. geometric model



**2. texture mapped
Paste image (marble)
onto polygon**

Types of Texturing



3. Bump mapping
Simulate surface roughness
(dimples)



4. Environment mapping
Picture of sky/environment
over object



Texture Mapping

1. Define texture position on geometry

2. projection

4. patch texel

3. texture lookup

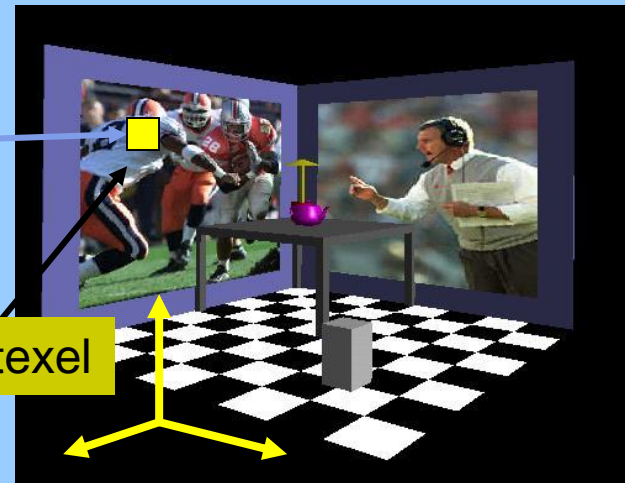
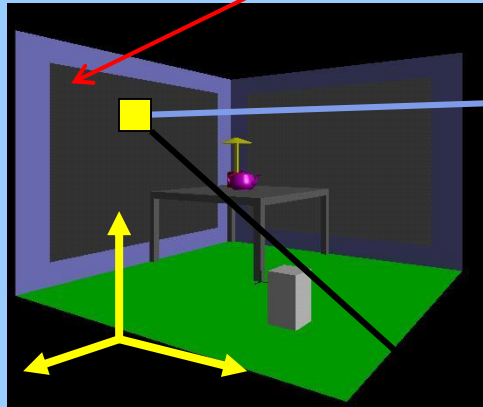
3D geometry

2D projection of 3D geometry

2D image

t

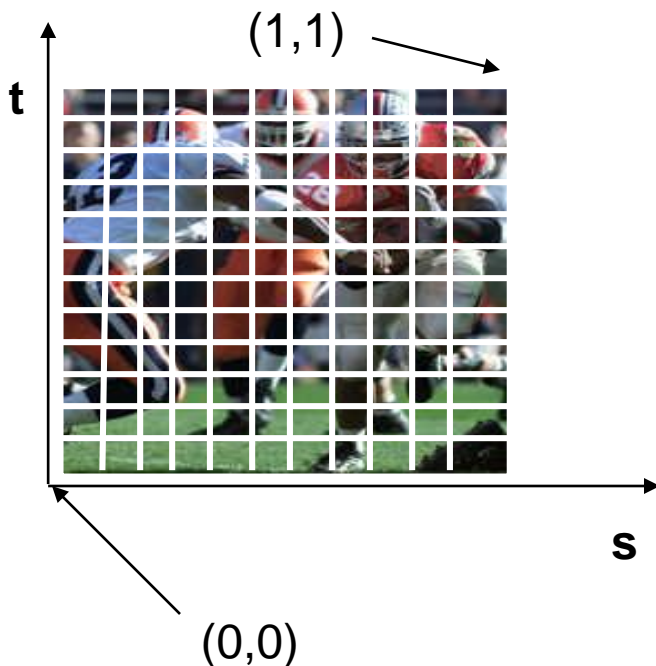
s





Texture Representation

- ✓ **Bitmap (pixel map) textures:** images (jpg, bmp, etc) loaded
- **Procedural textures:** E.g. fractal picture generated in OpenGL program
- Textures applied in shaders



Bitmap texture:

- 2D image - 2D array **texture[height][width]**
- Each element (or **texel**) has coordinate (s, t)
- s and t normalized to [0,1] range
- Any (s,t) => [red, green, blue] color

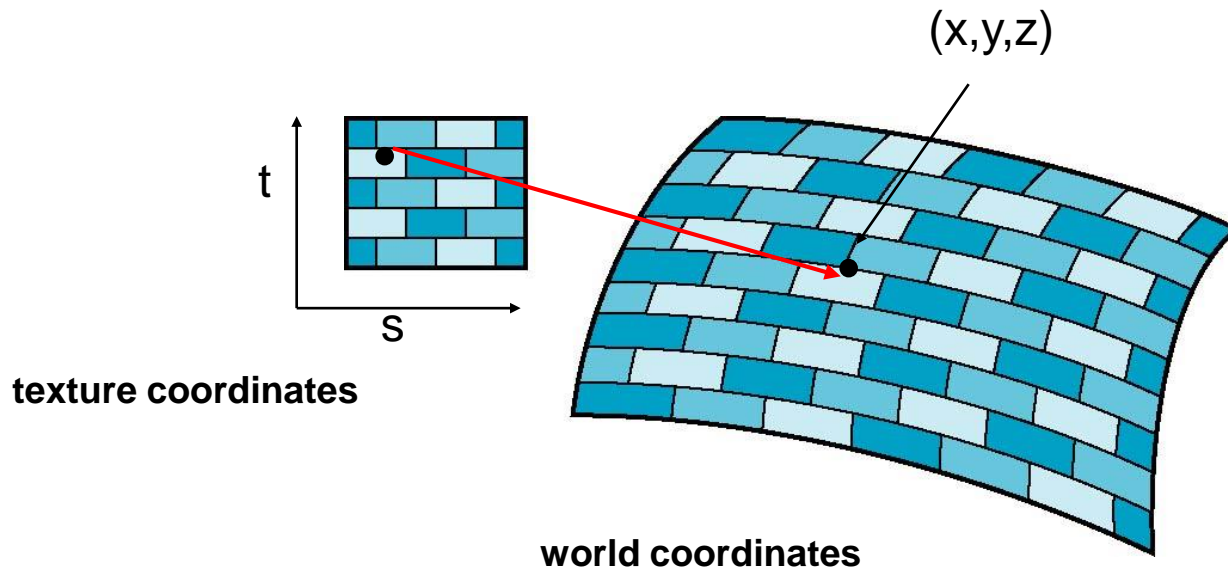


Texture Mapping

- Map? Each (x,y,z) point on object, has corresponding (s, t) point in texture

$$s = s(x,y,z)$$

$$t = t(x,y,z)$$





6 Main Steps to Apply Texture

1. Create texture object
2. Specify the texture
 - Read or generate image
 - assign to texture (hardware) unit
 - enable texturing (turn on)
3. Assign texture (corners) to Object corners
4. Specify texture parameters
 - wrapping, filtering
5. Pass textures to shaders
6. Apply textures in shaders



Step 1: Create Texture Object

- OpenGL has **texture objects** (multiple objects possible)
 - 1 object stores 1 texture image + texture parameters
- First set up texture object

```
GLuint mytex[1];  
glGenTextures(1, mytex); // Get texture identifier  
glBindTexture(GL_TEXTURE_2D, mytex[0]); // Form new texture object
```

- Subsequent texture functions use this object
- Another call to **glBindTexture** with new name starts new texture object



Step 2: Specifying a Texture Image

- Define picture to paste onto geometry
- Define texture image as array of **texels** in CPU memory
`Glubyte my_texels[512][512][3];`
- Read in scanned images (jpeg, png, bmp, etc files)
 - If uncompressed (e.g. bitmap): read from disk
 - If compressed (e.g. jpeg), use third party libraries (e.g. Qt, devil) to uncompress + load

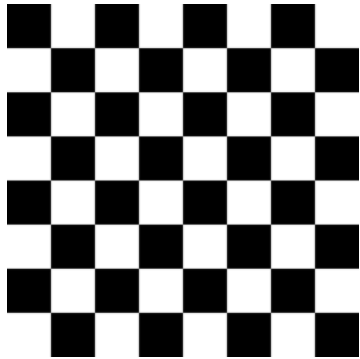


← bmp, jpeg, png, etc



Step 2: Specifying a Texture Image

- Procedural texture: generate pattern in application code



- Enable texture mapping
 - `glEnable(GL_TEXTURE_2D)`
 - OpenGL supports 1-4 dimensional texture maps



Specify Image as a Texture

Tell OpenGL: this image is a texture!!

```
glTexImage2D( target, level, components,  
             w, h, border, format, type, texels );
```

target: type of texture, e.g. `GL_TEXTURE_2D`

level: used for mipmapping (0: highest resolution. More later)

components: elements per texel

w, h: width and height of `texels` in pixels

border: used for smoothing (discussed later)

format, type: describe texels

texels: pointer to texel array

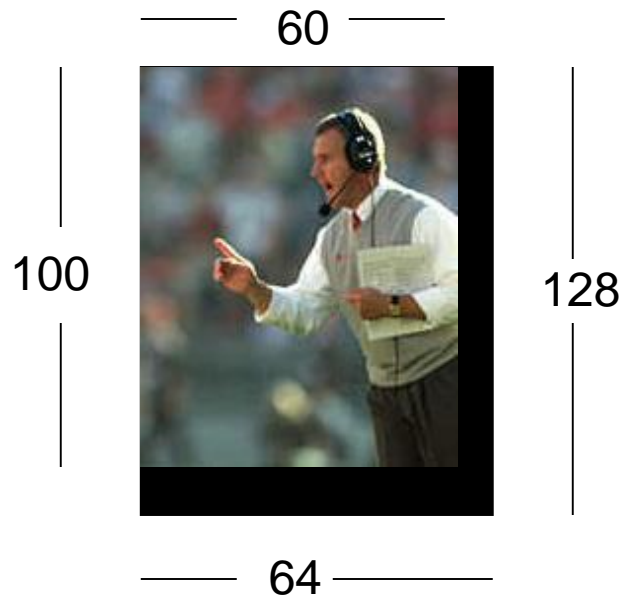
Example:

```
glTexImage2D(GL_TEXTURE_2D, 0, 3, 512, 512, 0, GL_RGB,  
            GL_UNSIGNED_BYTE, my_texels);
```



Fix texture size

- OpenGL textures must be power of 2
- If texture dimensions not power of 2, either
 - 1) Pad zeros
 - 2) Scale the Image





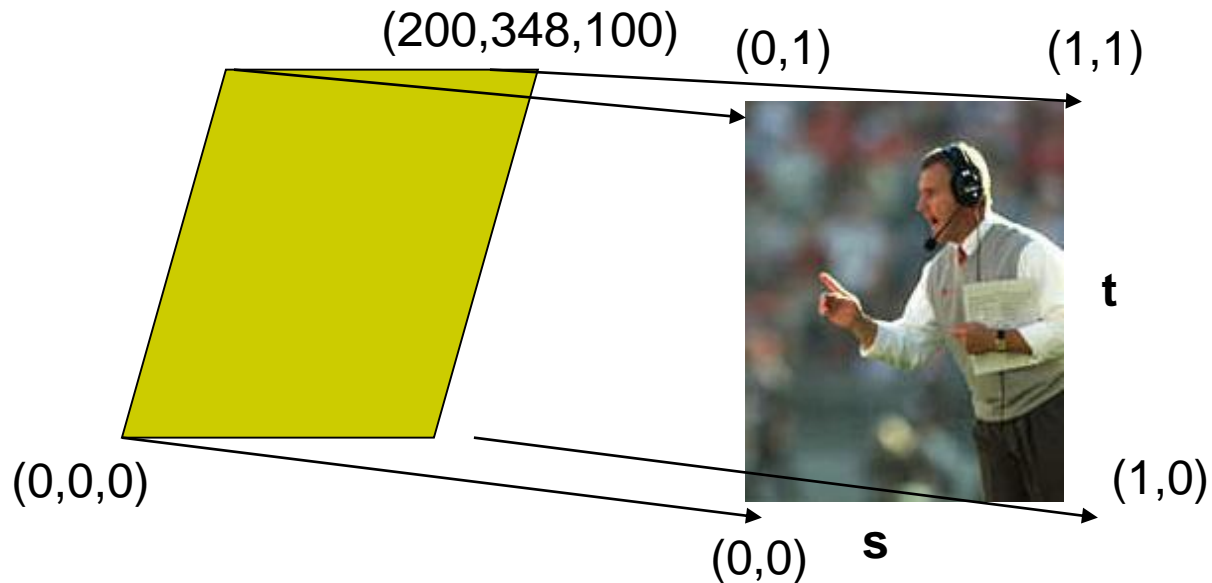
6 Main Steps. **Where are we?**

1. Create texture object
2. Specify the texture
 - Read or generate image
 - assign to texture (hardware) unit
 - enable texturing (turn on)
3. **Assign texture (corners) to Object corners**
4. Specify texture parameters
 - wrapping, filtering
5. Pass textures to shaders
6. Apply textures in shaders

Step 3: Assign Object Corners to Texture Corners



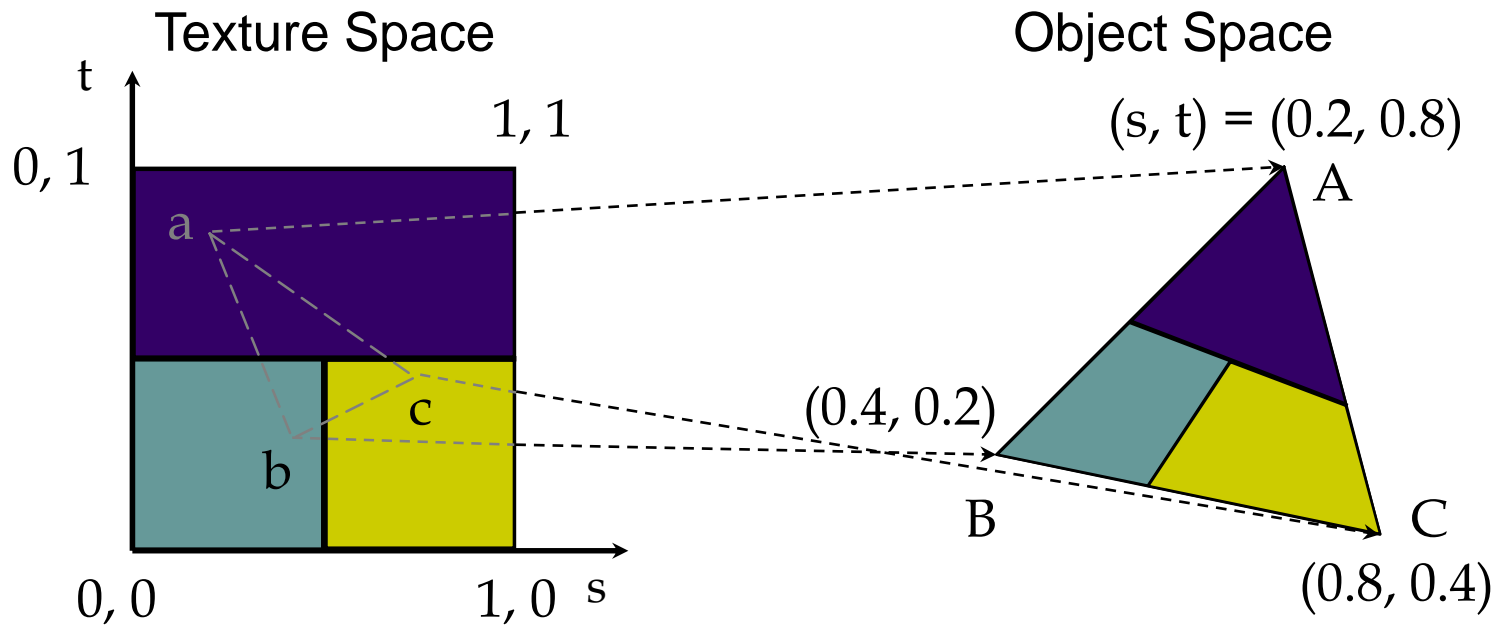
- Each object corner $(x,y,z) \Rightarrow$ image corner (s, t)
 - E.g. object $(200,348,100) \Rightarrow (1,1)$ in image
- Programmer establishes this mapping





Step 3: Assigning Texture Coordinates

- After specifying corners, interior (s,t) ranges also mapped
- Example? Corners mapped below, abc subrange also mapped

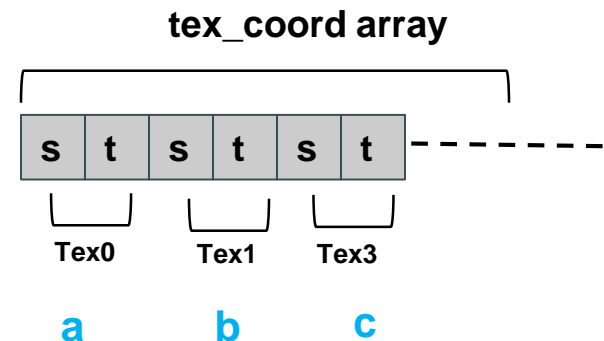
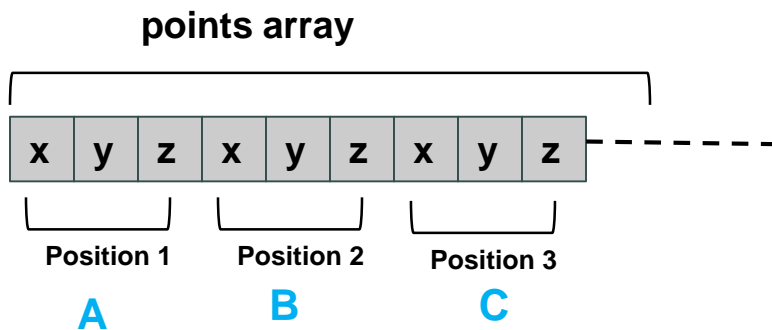


Step 3: Code for Assigning Texture Coordinates



- **Example:** Map a picture to a quad
- For each quad corner (vertex), specify
 - Vertex (x,y,z) ,
 - Corresponding corner of texture (s, t)
- May generate array of vertices + array of texture coordinates

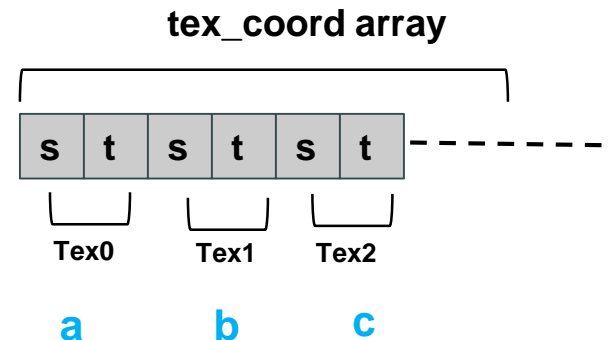
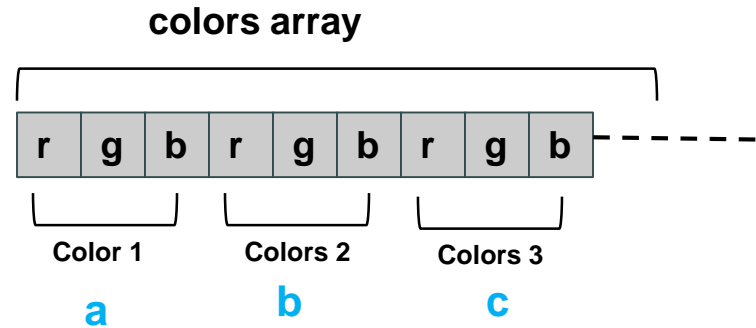
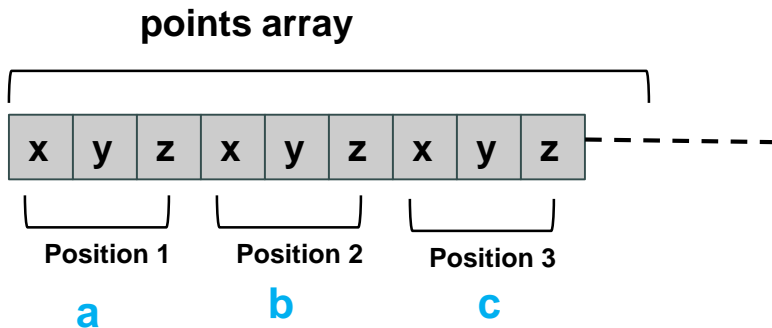
```
points[i] = point3(2,4,6);  
tex_coord[i] = point2(0.0, 1.0);
```



Step 3: Code for Assigning Texture Coordinates



```
void quad( int a, int b, int c, int d )
{
    quad_colors[Index] = colors[a]; // specify vertex color
    points[Index] = vertices[a]; // specify vertex position
    tex_coords[Index] = vec2( 0.0, 0.0 ); //specify corresponding texture corner
    index++;
    quad_colors[Index] = colors[b];
    points[Index] = vertices[b];
    tex_coords[Index] = vec2( 0.0, 1.0 );
    Index++;
// other vertices
}
```





Step 5: Passing Texture to Shader

- Pass vertex, texture coordinate data as vertex array
- Set texture unit

```
offset = 0;
GLuint vPosition = glGetAttribLocation( program, "vPosition" );
glEnableVertexAttribArray( vPosition );
glVertexAttribPointer( vPosition, 4, GL_FLOAT, GL_FALSE,
    0, BUFFER_OFFSET(offset) );
```

```
offset += sizeof(points);
GLuint vTexCoord = glGetAttribLocation( program, "vTexCoord" );
glEnableVertexAttribArray( vTexCoord );
glVertexAttribPointer( vTexCoord, 2, GL_FLOAT,
    GL_FALSE, 0, BUFFER_OFFSET(offset) );
```

```
// Set the value of the fragment shader texture sampler variable
// ("texture") to the appropriate texture unit.
```

```
glUniform1i( glGetUniformLocation(program, "texture"), 0 );
```

Variable names
in shader



Step 6: Apply Texture in Shader (Vertex Shader)



- Vertex shader receives data, output texture coordinates to fragment shader

```
in vec4 vPosition; //vertex position in object coordinates
in vec4 vColor; //vertex color from application
in vec2 vTexCoord; //texture coordinate from application
```

```
out vec4 color; //output color to be interpolated
out vec2 texCoord; //output tex coordinate to be interpolated
```

```
texCoord = vTexCoord
color = vColor
gl_Position = modelview * projection * vPosition
```

Step 6: Apply Texture in Shader (Fragment Shader)



- Textures applied in fragment shader
- Samplers return a texture color from a texture object

```
in vec4 color; //color from rasterizer
in vec2 texCoord; //texture coordinate from rasterizer
uniform sampler2D texture; //texture object from application
```

```
void main() {
    gl_FragColor = color * texture2D( texture, texCoord );
}
```

**Output color
Of fragment**

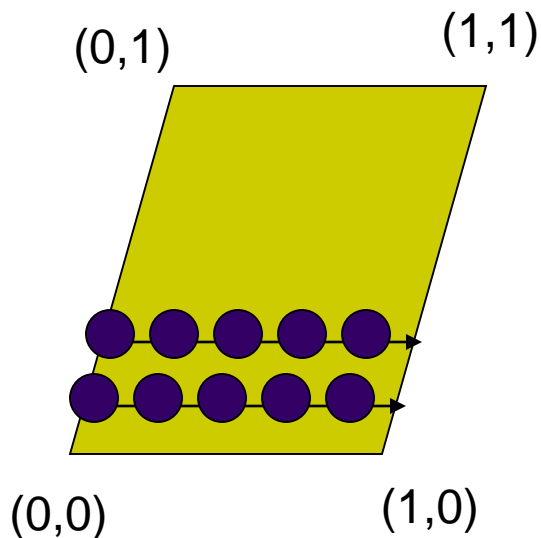
**Original color
of object**

**Lookup color of
texCoord (s,t) in texture**



Map textures to surfaces

- Texture mapping is performed in rasterization

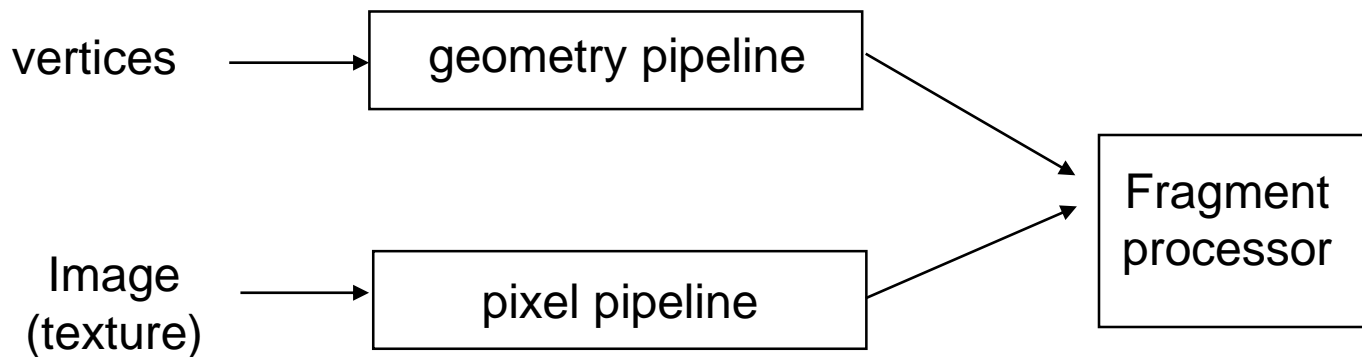


- For each pixel, its texture coordinates (s, t) interpolated based on corners' texture coordinates (why not just interpolate the color?)
- The interpolated texture (s, t) coordinates are then used to perform texture lookup

Texture Mapping and the OpenGL Pipeline



- Images and geometry flow through separate pipelines that join during fragment processing
 - Object geometry: geometry pipeline
 - Image: pixel pipeline
 - “complex” textures do not affect geometric complexity





6 Main Steps to Apply Texture

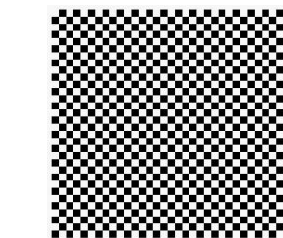
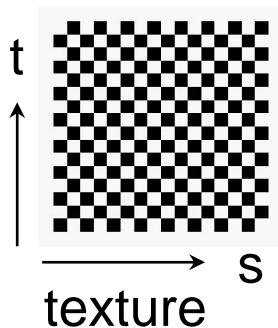
1. Create texture object
 2. Specify the texture
 - Read or generate image
 - assign to texture (hardware) unit
 - enable texturing (turn on)
 3. Assign texture (corners) to Object corners
 4. **Specify texture parameters**
 - wrapping, filtering
 5. Pass textures to shaders
 6. Apply textures in shaders
- still haven't talked about setting texture parameters



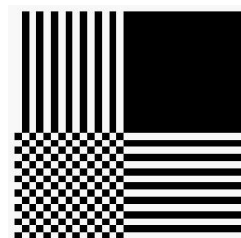
Step 4: Specify Texture Parameters

- Texture parameters control how texture is applied
 - **Wrapping parameters** used if s, t outside $(0, 1)$ range
 - Clamping:** if $s, t > 1$ use 1, if $s, t < 0$ use 0
 - Wrapping:** use s, t modulo 1

```
glTexParameteri( GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_CLAMP )  
glTexParameteri( GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT )
```



GL_REPEAT



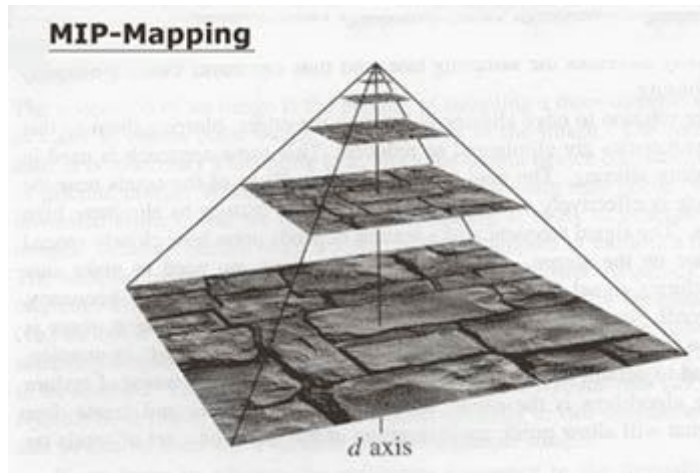
GL_CLAMP

Step 4: Specify Texture Parameters

Mipmapped Textures



- **Mipmapping** pre-generates prefiltered (averaged) texture maps of decreasing resolutions
- Declare mipmap level during texture definition
`glTexImage2D(GL_TEXTURE_2D, level, ...)`

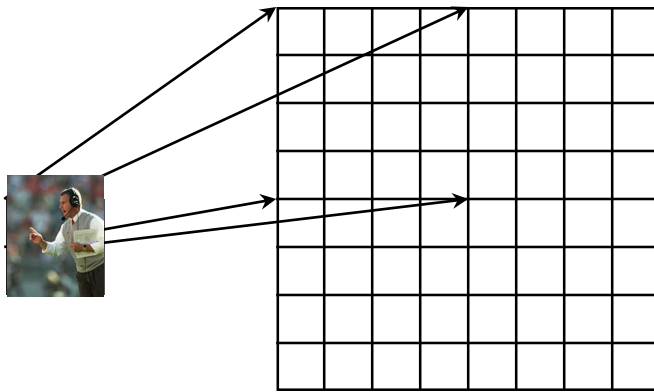


Magnification and Minification



Magnification: Stretch small texture to fill many pixels

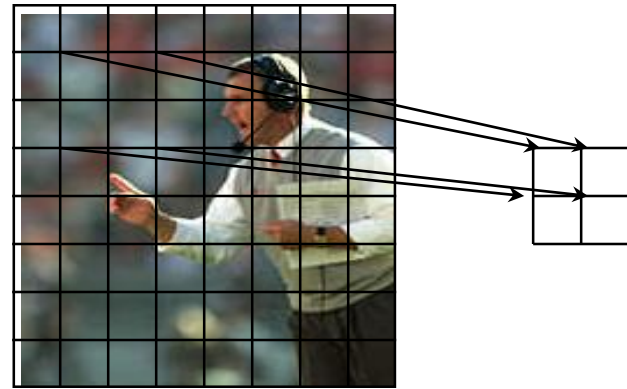
Minification: Shrink large texture to fit few pixels



Texture

Polygon

Magnification



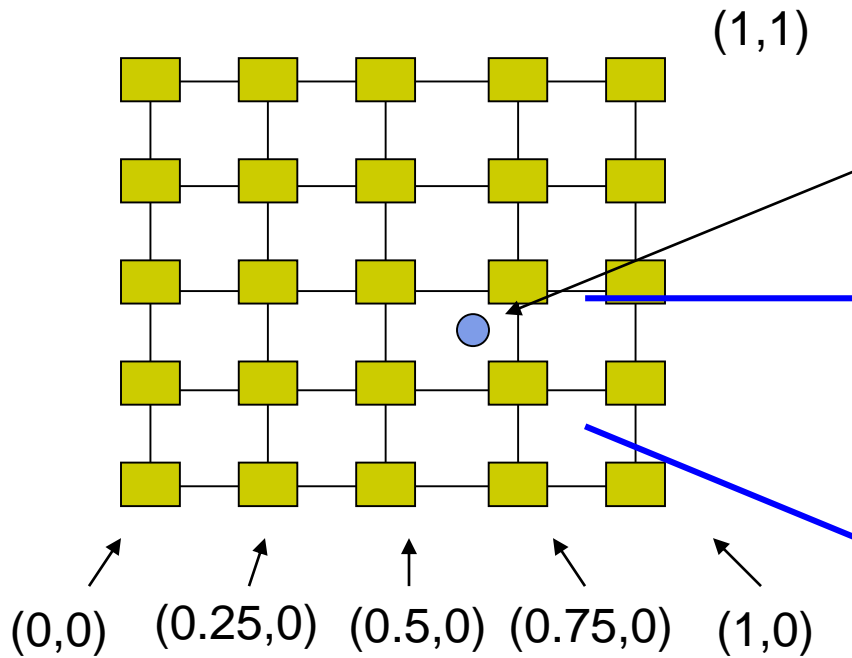
Texture

Polygon

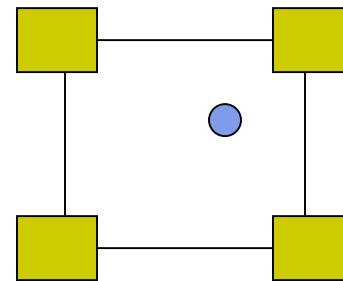
Minification

Step 4: Specify Texture Parameters

Texture Value Lookup



How about coordinates that are not exactly at the intersection (pixel) positions?



- A) Nearest neighbor
- B) Linear Interpolation
- C) Other filters



Example: Texture Magnification

- 48 x 48 image projected (stretched) onto 320 x 320 pixels

Nearest neighbor filter



Bilinear filter
(avg 4 nearest texels)



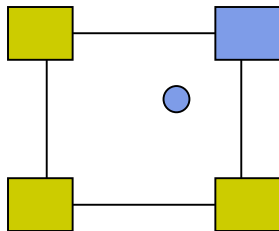
Cubic filter
(weighted avg. 5 nearest texels)



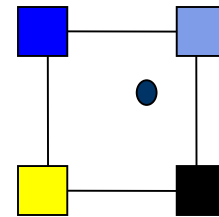


Texture mapping parameters

1) Nearest Neighbor (lower image quality)



2) Linear interpolate the neighbors (better quality, slower)



```
glTexParameteri(GL_TEXTURE_2D,  
GL_TEXTURE_MIN_FILTER, GL_NEAREST);
```

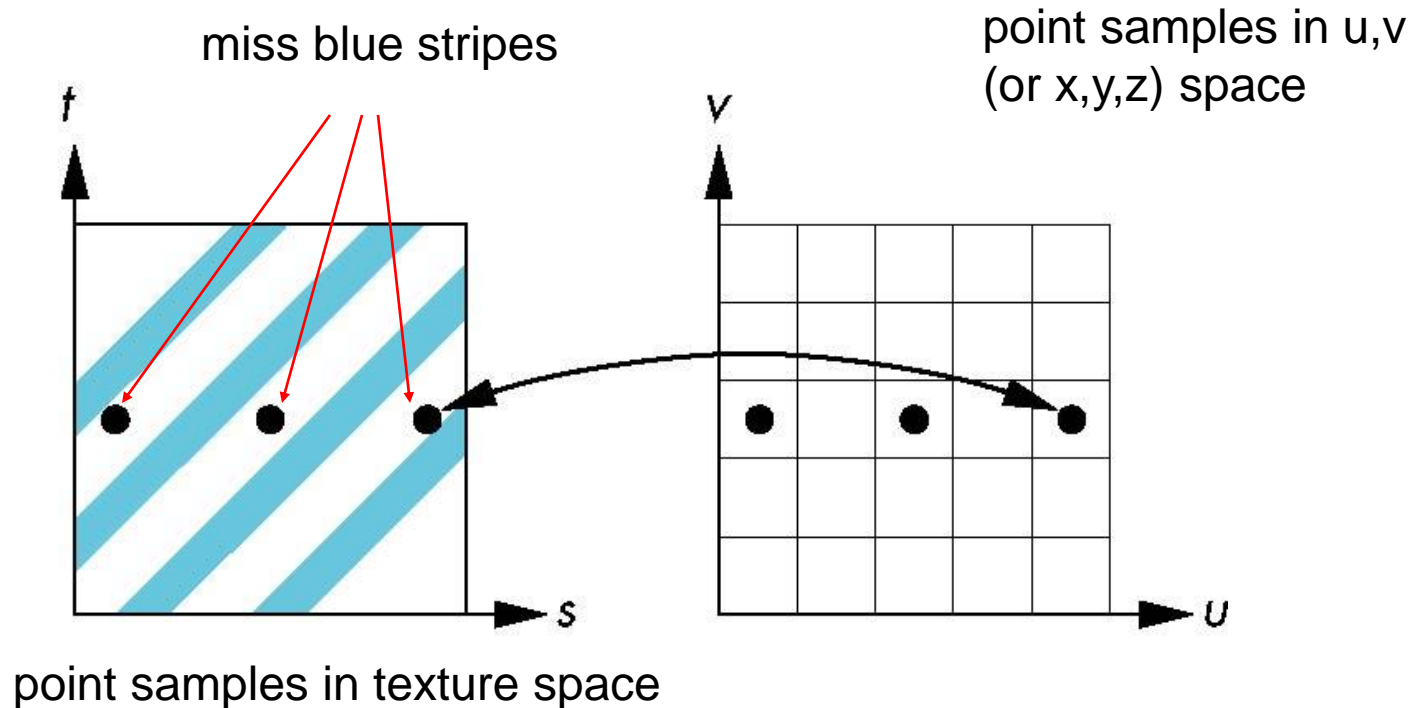
```
glTexParameteri(GL_TEXTURE_2D,  
GL_TEXTURE_MIN_FILTER,  
GL_LINEAR)
```

Or `GL_TEXTURE_MAX_FILTER`



Dealing with Aliasing

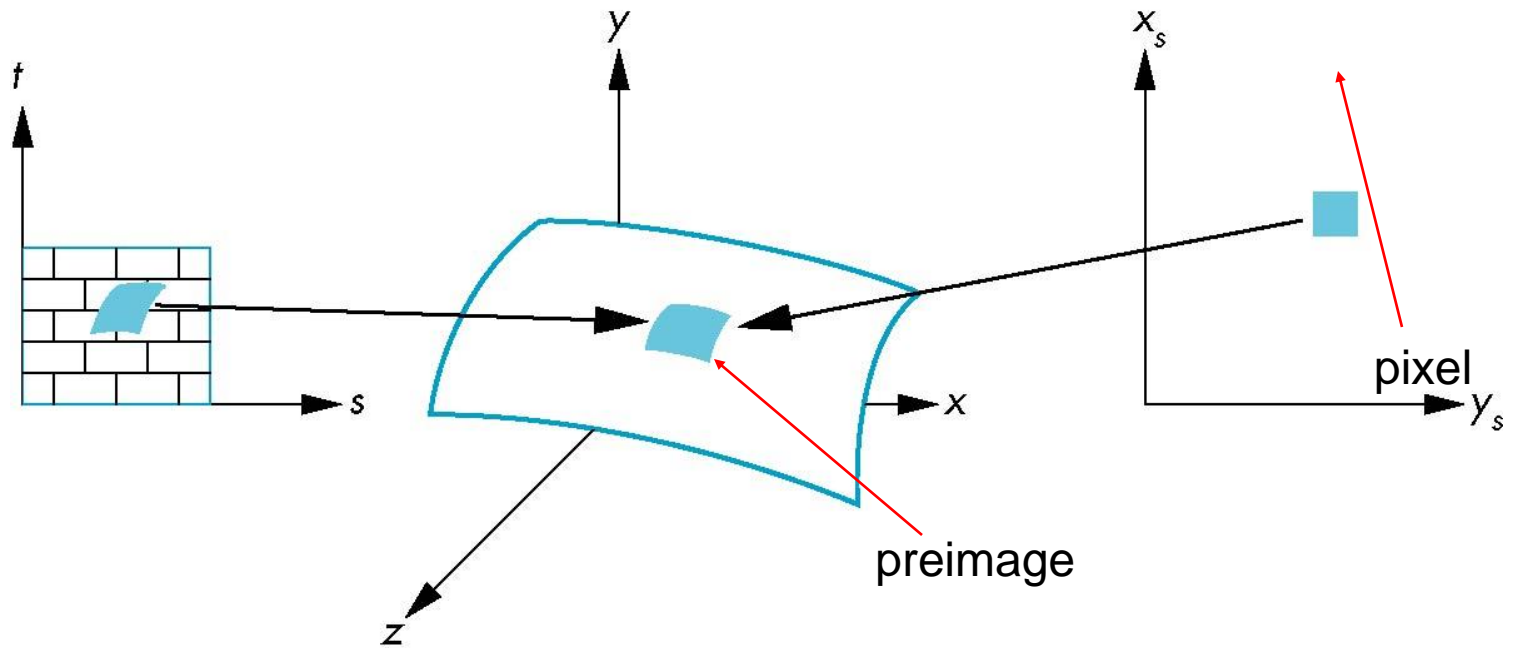
- Point sampling of texture can lead to aliasing errors





Area Averaging

Better but slower option is *area averaging*





Other Stuff

- Wrapping texture onto curved surfaces. E.g. cylinder, can, etc

$$s = \frac{\theta - \theta_a}{\theta_b - \theta_a} \qquad t = \frac{z - z_a}{z_b - z_a}$$

- Wrapping texture onto sphere

$$s = \frac{\theta - \theta_a}{\theta_b - \theta_a} \qquad t = \frac{\phi - \phi_a}{\phi_b - \phi_a}$$

- Bump mapping: perturb surface normal by a quantity proportional to texture



References

- Angel and Shreiner, Interactive Computer Graphics, 6th edition
- Hill and Kelley, Computer Graphics using OpenGL, 3rd edition
- UIUC CS 319, Advanced Computer Graphics Course
- David Luebke, CS 446, U. of Virginia, slides
- Chapter 1-6 of RT Rendering
- Hanspeter Pfister, CS 175 Introduction to Computer Graphics, Harvard Extension School, Fall 2010 slides
- Christian Miller, CS 354, Computer Graphics, U. of Texas, Austin slides, Fall 2011
- Ulf Assarsson, TDA361/DIT220 - Computer graphics 2011, Chalmers Institute of Tech, Sweden