CSCI 420 Computer Graphics
Lecture 12

Texture Mapping

Texture Mapping + Shading
Filtering and Mipmaps
Non-color Texture Maps
[Angel Ch. 7]

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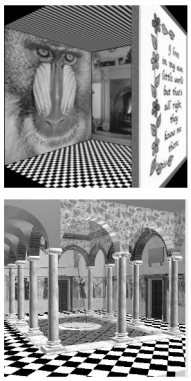
1

Texture Mapping

- A way of adding surface details
- Two ways can achieve the goal:
  - Model the surface with more polygons
    - » Slows down rendering speed
    - » Hard to model fine features
  - Map a texture to the surface
    - » This lecture
    - » Image complexity does not affect complexity of processing
- Efficiently supported in hardware



2

Trompe L'Oeil ("Deceive the Eye")

Jesuit Church, Vienna, Austria

- Windows and columns in the dome are painted, not a real 3D object
- Similar idea with texture mapping:

  Rather than modeling the intricate 3D geometry, replace it with an image !

3

Map textures to surfaces

an image

texture map

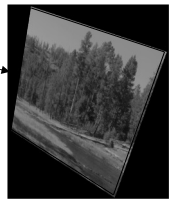


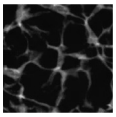
image mapped to a 3D polygon

The polygon can have arbitrary size, shape and 3D position

4

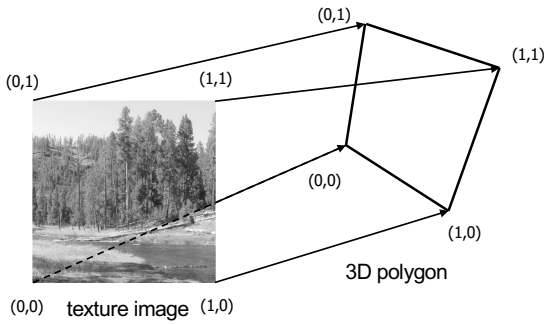
The texture

- Texture is a bitmap image
  - Can use an image library to load image into memory
  - Or can create images yourself within the program
- 2D array:
  unsigned char texture[height][width][4]
- Or unrolled into 1D array:
  unsigned char texture[4*height*width]
- Pixels of the texture are called *texels*
- Texel coordinates (s,t) scaled to [0,1] range



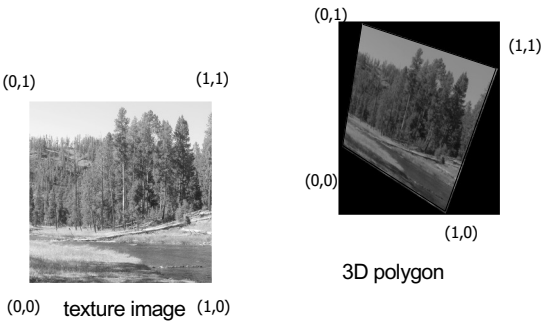
5

Texture map



6

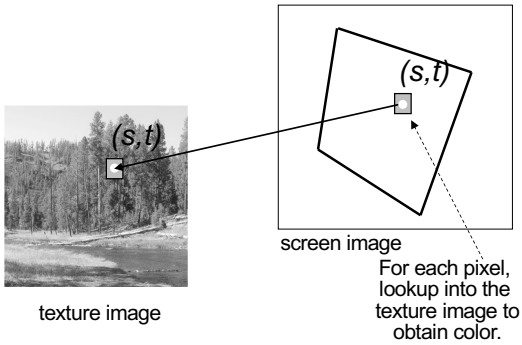
Texture map



7

7

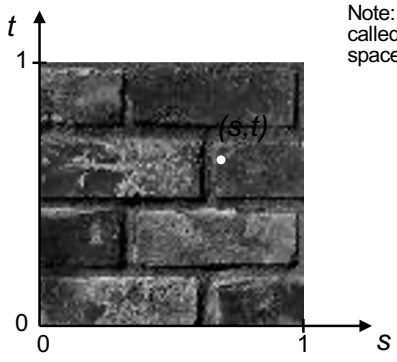
Texture coordinates



8

8

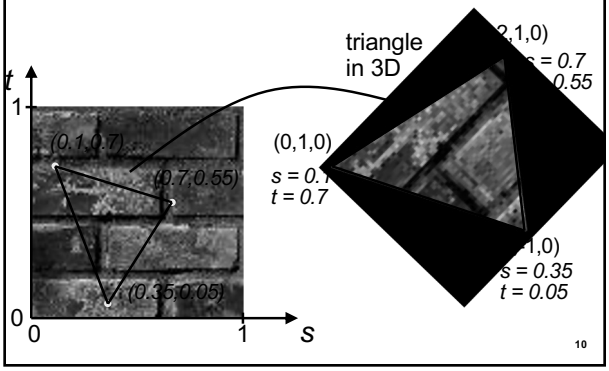
The "st" coordinate system



9

9

Texture mapping: key slide

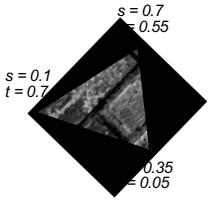


10

10

Specifying texture coordinates in OpenGL (core profile)

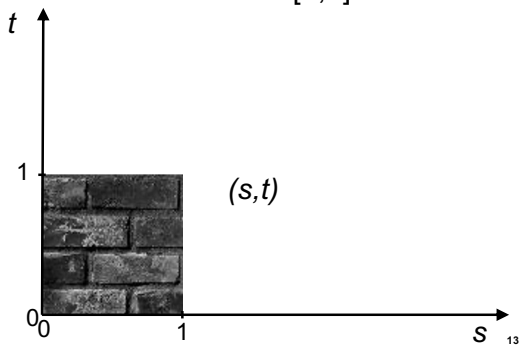
- Use VBO
- Either create a separate VBO for texture coordinates, or put them with vertex positions into one VBO



11

11

What if texture coordinates are outside of [0,1] ?

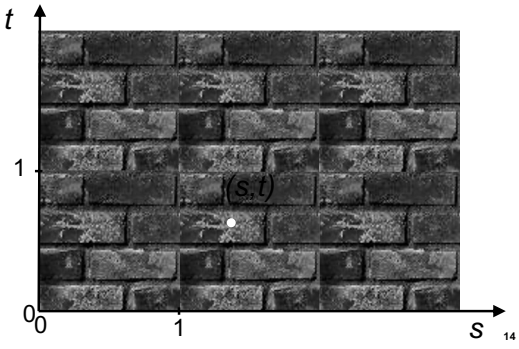


13

13

Solution 1: Repeat texture

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

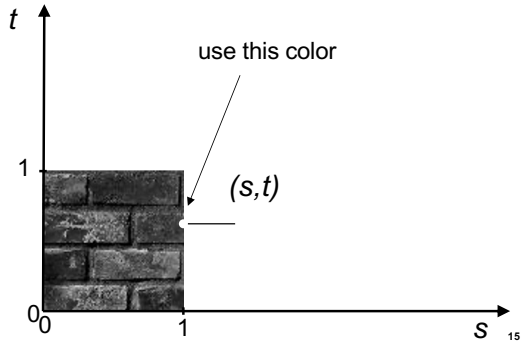


14

14

Solution 2: Clamp to [0,1]

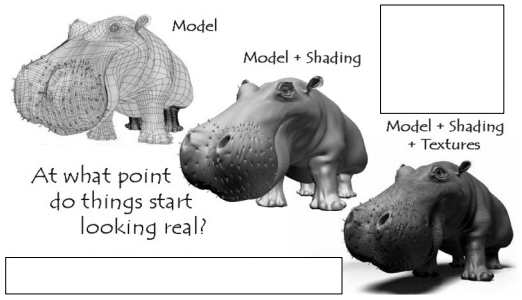
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_CLAMP_TO_EDGE)
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_CLAMP_TO_EDGE)



15

15

Combining texture mapping and shading



Source: Jeremy Birn

16

16

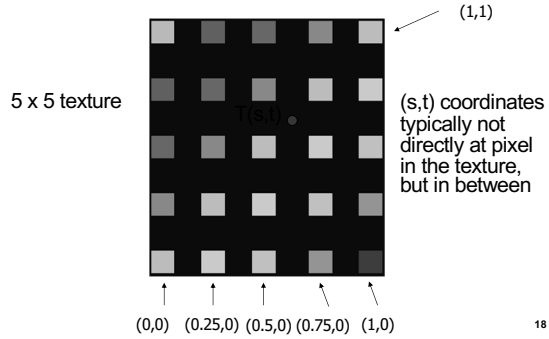
Outline

- Introduction
- Filtering and Mipmaps
- Non-color texture maps
- Texture mapping in OpenGL

17

17

Texture interpolation



18

18

Texture interpolation

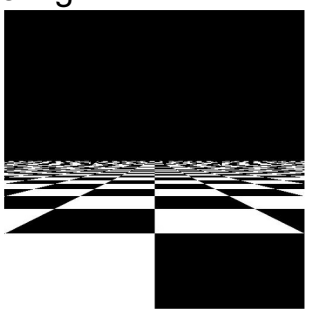
- (s,t) coordinates typically not directly at pixel in the texture, but in between
- Solutions:
  - Use the nearest neighbor to determine color
    - » Faster, but worse quality
    - » glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST);
  - Linear interpolation
    - » Incorporate colors of several neighbors to determine color
    - » Slower, better quality
    - » glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR)

19

19

Filtering

- Texture image is shrunk in distant parts of the image
- This leads to aliasing
- Can be fixed with *filtering*
  - bilinear in space
  - trilinear in space and level of detail (mipmapping)



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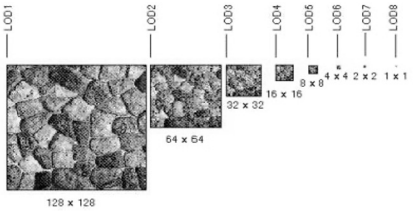
20

Mipmapping

- Pre-calculate how the texture should look at various distances, then use the appropriate texture at each distance
- Reduces / fixes the aliasing problem

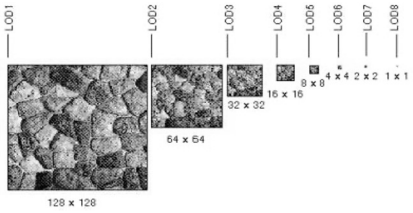


21

21

Mipmapping

- Each mipmap (each image below) represents a level of depth (LOD).
- Decrease image 2x at each level



22

22

Mipmapping in OpenGL

- Generate mipmaps automatically (for the currently bound texture):

  Core profile:
  glGenerateMipmap(GL_TEXTURE_2D);

  Compatibility profile:
  gluBuild2DMipmaps(GL_TEXTURE_2D, components, width, height, format, type, data)

- Must also instruct OpenGL to use mipmaps:

  glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR_MIPMAP_LINEAR)

23

23

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24

24

Textures do not have to represent color

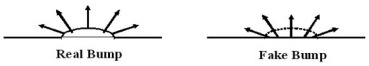
- Specularity (patches of shininess)
- Transparency (patches of clearness)
- Normal vector changes (bump maps)
- Reflected light (environment maps)
- Shadows
- Changes in surface height (displacement maps)

25

25

Bump mapping

- How do you make a surface look *rough*?
  - Option 1: model the surface with many small polygons
  - Option 2: perturb the normal vectors before the shading calculation
    - » Fakes small displacements above or below the true surface
    - » The surface doesn't actually change, but shading makes it look like there are irregularities!
    - » A texture stores information about the "fake" height of the surface

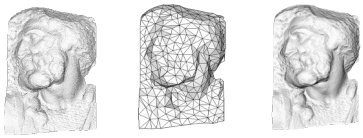


26

26

Bump mapping

- We can perturb the normal vector without having to make any actual change to the shape.
- This illusion can be seen through—how?

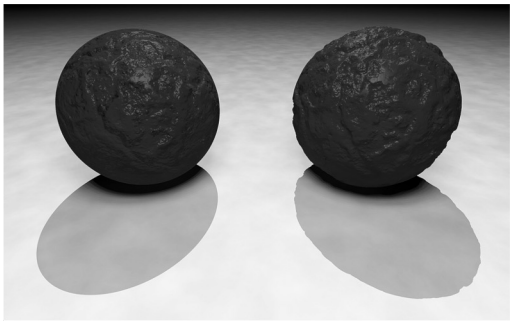


Original model (5M) | Simplified (500) | Simple model with bump map

27

27

Bump vs Displacement Mapping



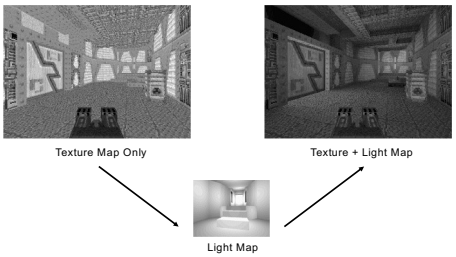
Left: bump mapping Right: displacement mapping

28

28

Light Mapping

- *Quake* uses *light maps* in addition to texture maps. Texture maps are used to add detail to surfaces, and light maps are used to store pre-computed illumination. The two are multiplied together at run-time, and cached for efficiency.



29

29

Example: Far Cry 4 (low mapping setting)

Note the low detail on the weapon.

30

30

Example: Far Cry 4 (high mapping setting)

Note the high detail on the weapon, due to specular mapping.

31

31

Example: Far Cry 4 (low mapping setting)

Note the low detail on the walls, due to low-resolution displacement mapping. 32

32

Example: Far Cry 4 (high mapping setting)

Note the high detail on the walls, due to high-resolution displacement mapping. 33

33

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34

34

OpenGL Texture Mapping (Core Profile)

- During initialization:
  1. Read texture image from file into an array in memory, or generate the image using your program
  2. Initialize the texture (glTexImage2D)
  3. Specify texture mapping parameters:
     - » Repeat/clamp, filtering, mipmapping, etc.
  4. Make VBO for the texture coordinates
  5. Create VAO
- In display():
  1. Bind VAO
  2. Select the texture unit, and texture (using glBindTexture)
  3. Render (e.g., glDrawArrays)

35

35

Read texture image from file into an array in memory

- Can use our ImageIO library
- ```
  ImageIO * imageIO = new ImageIO();
  if (imageIO->loadJPEG(imageFilename) != ImageIO::OK)
  {
    cout << "Error reading image " << imageFilename << "." << endl;
    exit(EXIT_FAILURE);
  }
  ```
- See starter code for hw2

36

36

Initializing the texture

- Do once during initialization, for each texture image in the scene, by calling glTexImage2D
- The dimensions of texture images must be a multiple of 4 (Note: they do NOT have to be a power of 2)
- Can load textures dynamically if GPU memory is scarce:

  Delete a texture (if no longer needed) using glDeleteTextures

37

37
  ```

glTexImage2D

- glTexImage2D(GL_TEXTURE_2D, level, internalFormat, width, height, border, format, type, data)
- GL_TEXTURE_2D: specifies that it is a 2D texture
- Level: used for specifying levels of detail for mipmapping (default: 0)
- InternalFormat
  - Often: GL_RGB or GL_RGBA
  - Determines how the texture is stored internally
- Width, Height
  - The size of the texture must be a multiple of 4
- Border (often set to 0)
- Format, Type
  - Specifies what the input data is (GL_RGB, GL_RGBA, …)
  - Specifies the input data type (GL_UNSIGNED_BYTE, GL_BYTE, …)
  - Regardless of Format and Type, OpenGL converts the data to internalFormat
- Data: pointer to the image buffer

38

38

Texture Initialization

Global variable:

```
GLUint texHandle;
```

During initialization:

```
// create an integer handle for the texture
glGenTextures(1, &texHandle);

int code = initTexture("sky.jpg", texHandle);
if (code != 0)
{
  printf("Error loading the texture image.\n");
  exit(EXIT_FAILURE);
}
```

Function initTexture() is given in the starter code for hw2.

39

39

Texture Shader: Vertex Program

```
#version 150

in vec3 position;
in vec2 texCoord;          // input vertex position and texture coordinates
out vec2 tc;               // output texture coordinates; they will be passed to the fragment program (interpolated by hardware)
uniform mat4 modelViewMatrix;
uniform mat4 projectionMatrix;   // transformation matrices

void main()
{
  // compute the transformed and projected vertex position (into gl_Position)
  gl_Position = projectionMatrix * modelViewMatrix * vec4(position, 1.0f);
  // pass-through the texture coordinate
  tc = texCoord;
}
```

40

40

Texture Shader: Fragment Program

```
#version 150

in vec2 tc; // input tex coordinates (computed by the interpolator)
out vec4 c; // output color (the final fragment color)
uniform sampler2D textureImage; // the texture image

void main()
{
  // compute the final fragment color,
  // by looking up into the texture map
  c = texture(textureImage, tc);
}
```

41

41

Setting up the texture coordinates

During initialization:

```
// Prepare the texture coordinates (the "UV"s).
float * uvs = (float*) malloc (sizeof(float) * numVertices * 2);
// Write into uvs here:
// …

// Put the texture coordinates into a VBO.
// 2 values per vertex, namely u and v.
VBO * vboUVs = new VBO(numVertices, 2, uvs, GL_STATIC_DRAW);

// Connect the shader variable "texCoord" to the VBO.
vao->ConnectPipelineProgramAndVBOAndShaderVariable(
   pipelineProgram, vboUVs, "texCoord");
```

42

42

Multitexturing

- The ability to use *multiple* textures simultaneously in a shader
- Useful for bump mapping, displacement mapping, etc.
- The different texture units are denoted by GL_TEXTURE0, GL_TEXTURE1, GL_TEXTURE2, etc.
- In simple applications (our homework), we only need one unit

```
void setTextureUnit(GLint unit)
{
  glActiveTexture(unit); // select texture unit affected by subsequent texture calls
  // get a handle to the "textureImage" shader variable
  GLint h_textureImage = glGetUniformLocation(program, "textureImage");
  // deem the shader variable "textureImage" to read from texture unit "unit"
  glUniform1i(h_textureImage, unit - GL_TEXTURE0);
}
```

43

43

The display function

```
void display()
{
  // put all the usual code here (clear screen, set up camera, upload
  //   the modelview matrix and projection matrix to GPU, etc.)
  // …

  // select the active texture unit
  setTextureUnit(GL_TEXTURE0); // it is safe to always use GL_TEXTURE0
  // select the texture to use (“texHandle” was generated by glGenTextures)
  glBindTexture(GL_TEXTURE_2D, texHandle);

  // here, bind the VAO and render the object using the VAO (as usual)
  // …

  glutSwapBuffers();
}
```

44

44

Summary

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45

45