CS-184: Computer Graphics

Lecture #11: Texture and Other Maps

Prof. James O'Brien
University of California, Berkeley

V2013-F-11-1.0

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Today

- Texture Mapping
  - 2D
  - 3D
  - Procedural
- Bump and Displacement Maps
- Environment Maps
- Shadow Maps

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Surface Detail

- Representing all detail in an image with polygons would be cumbersome

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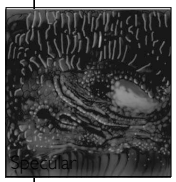
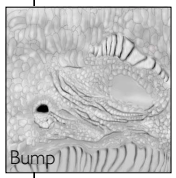
2D Texture Mapping of Images

- Use a 2D image and map it to the surface of an object





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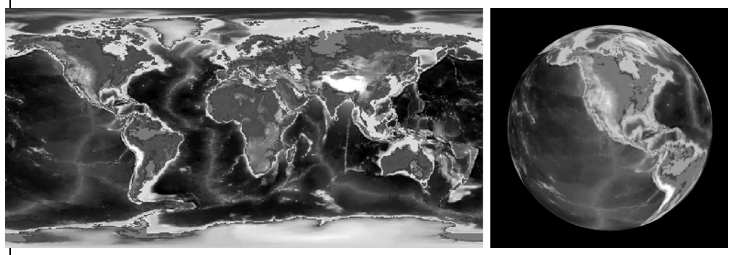
2D Texture Mapping of Images

- Example of texture distortion



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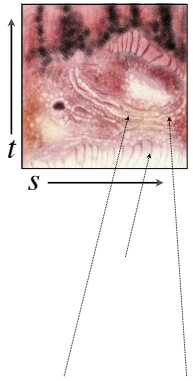
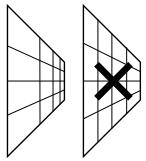
Texture Coordinates

- Assign coordinates to each vertex
- Within each triangle use linear interpolation
- Correct for distortion!





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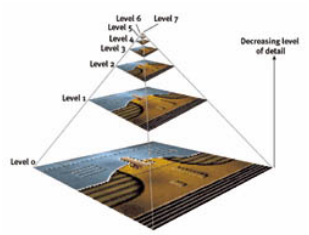
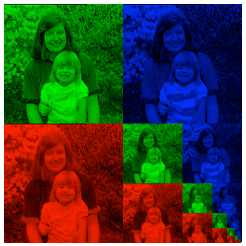
MIP Map

- Pre-compute filtered versions of the texture
  - A given UV rate is some level of the texture
  - Tri-linear filtering UV × map level





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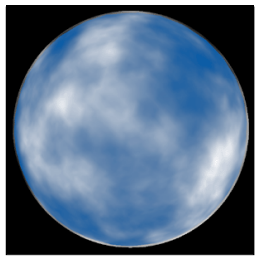
Procedural Textures

- Generate texture based on some function
  - Well suited for "random" textures
  - Often modulate some noise function



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Assigning Texture Coordinates

- Map a simple shape onto object by projection
  - Sphere, cylinder, plane, cube
- Assign by hand
- Use some optimization procedure

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Repeating Textures

- Image Tiles allow repeating textures
  - Images must be manipulated to allow tilling
  - Often result in visible artifacts
    - There are methods to get around artifacts....

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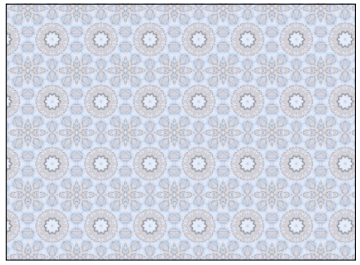
Repeating Textures

- Image Tiles allow repeating textures
  - Images must be manipulated to allow tilling
  - Often result in visible artifacts
    - Artifacts not an issue for artificial textures



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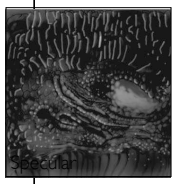
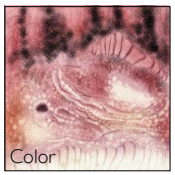
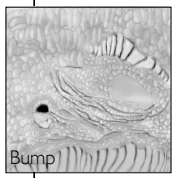
Non-Color Textures







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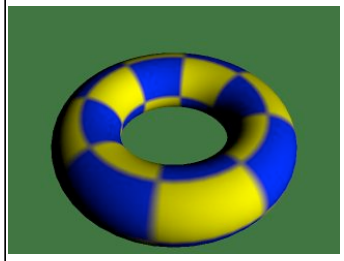
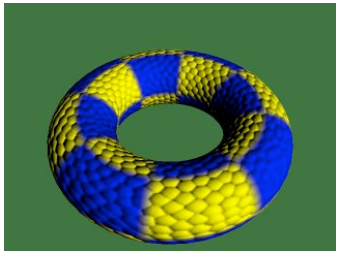
Bump Mapping



No bump mapping



With bump mapping

Images by Paul Baker
www.paulsprojects.net

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Bump Mapping

- Add offset to normal
  - Offset is in texture coordinates S,T,N
  - Store normal offsets in RGB image components
  - Should use correctly orthonormal coordinate system
- Normal offsets from gradient of a grayscale image

$$\mathbf{b}(u,v) = [s,t,n](u,v) = \nabla i(u,v)$$

$$\nabla = \left[\frac{\partial}{\partial u}, \frac{\partial}{\partial v}\right]^{\mathsf{T}}$$

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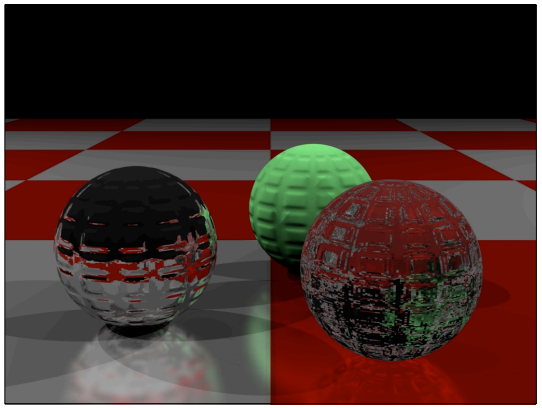
Bump Map Example



Catherine Bendebury and Jonathan Michaels
CS 184 Spring 2005

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Displacement Maps

- Actually move geometry based on texture map
  - Expensive and difficult to implement in many rendering systems
  - Note silhouette

Bump

Displacement

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Environment Maps

- Environment maps allow crude reflections
- Treat object as infinitesimal
  - Reflection only based on surface normal
- Errors hard to notice for non-flat objects

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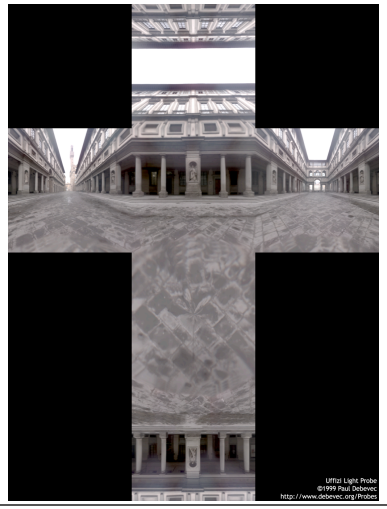
Environment Maps



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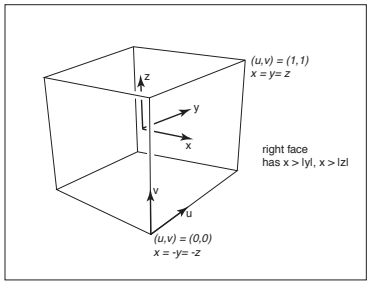
Environment Maps

$$u = \frac{y+x}{2x}$$

$$v = \frac{z+x}{2x}$$



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Environment Maps

- Sphere based parameterization
  - Wide angle image or
  - Photo of a silver ball

Images by Paul Haeberli

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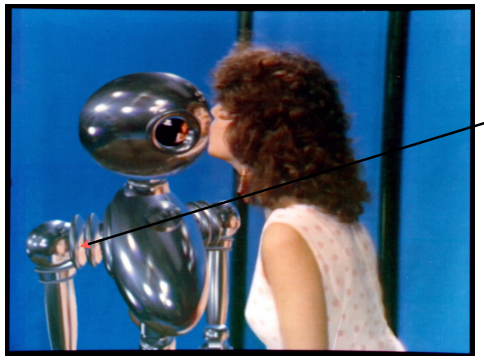
Environment Maps

- Used in 1985 in movie *Interface*
- Effect by group from the New York Institute of Technology



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Environment Maps

- Used in 1985 in movie *Interface*
  - Effect by group from the New York Institute of Technology

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Shadow Maps

- Pre-render scene from perspective of light source
  - Only render Z-Buffer (the shadow buffer)
- Render scene from camera perspective
  - Compare with shadow buffer
  - If nearer light, if further shadow

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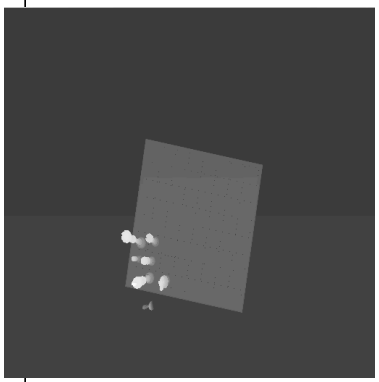
Shadow Maps



Shadow Buffer

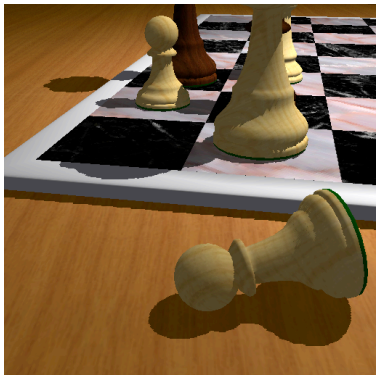


Image w/ Shadows

From Stamminger and Drettakis
SIGGRAPH 2002

Note: These images don't really go together, see the paper...

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Deep Shadow Maps

- Some objects only partially occlude light
  - A single shadow value will not work
  - Similar to transparency in Z-Buffer

From
Lokovic and Veach
SIGGRAPH 2000

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