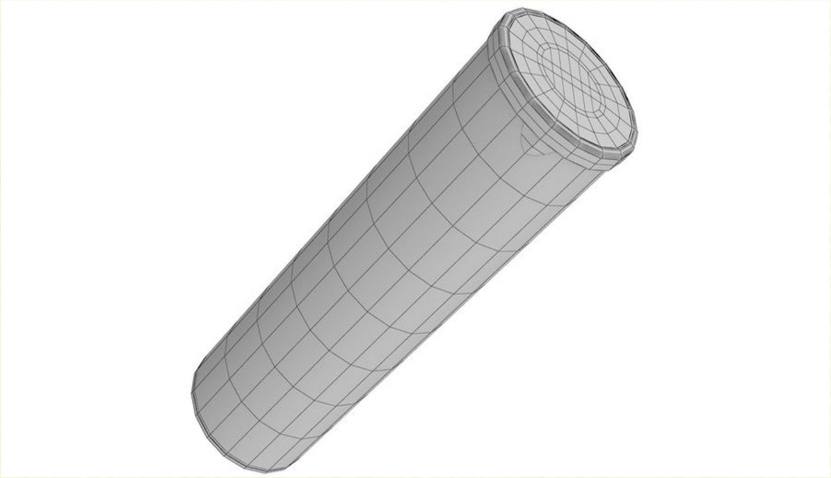
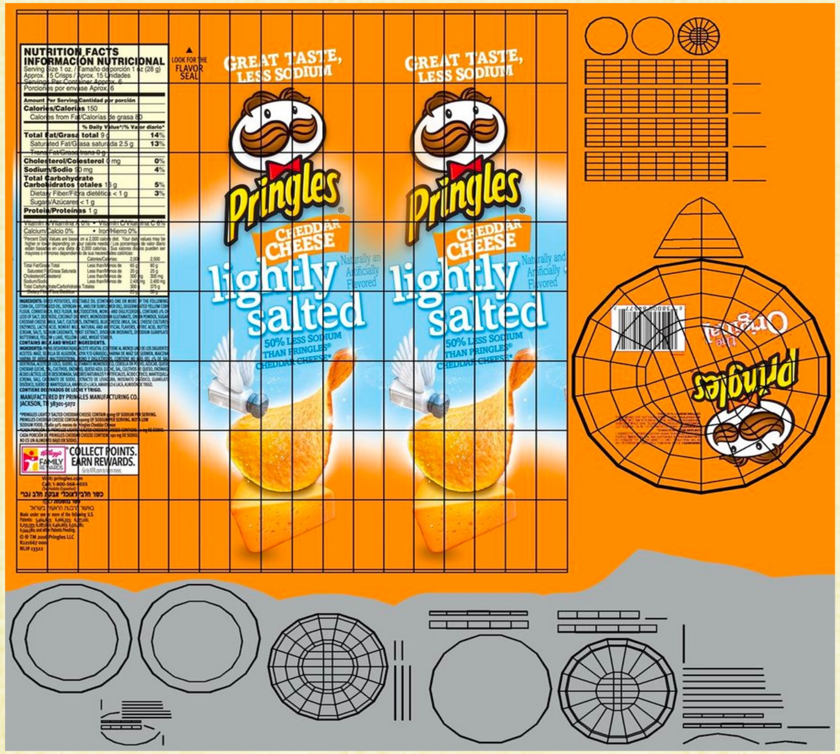
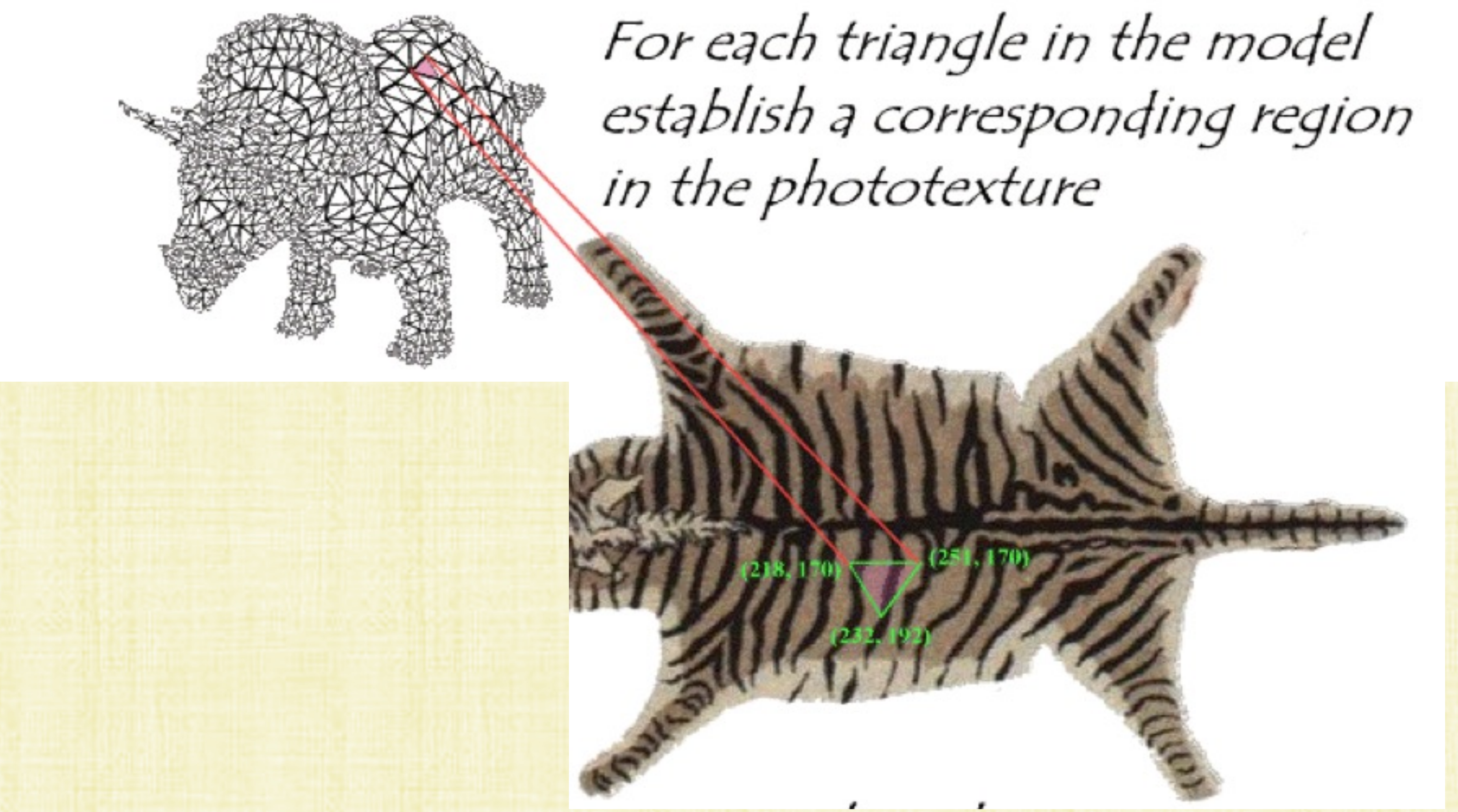
Texture Mapping





Texture Mapping

- Adds back the details lost by assuming that the BRDF doesn’t vary along an object’s surface
- These RGB reflectance modifications are stored as an image (called a texture)
- The image colors are mapped to the object’s surface (one triangle at a time)

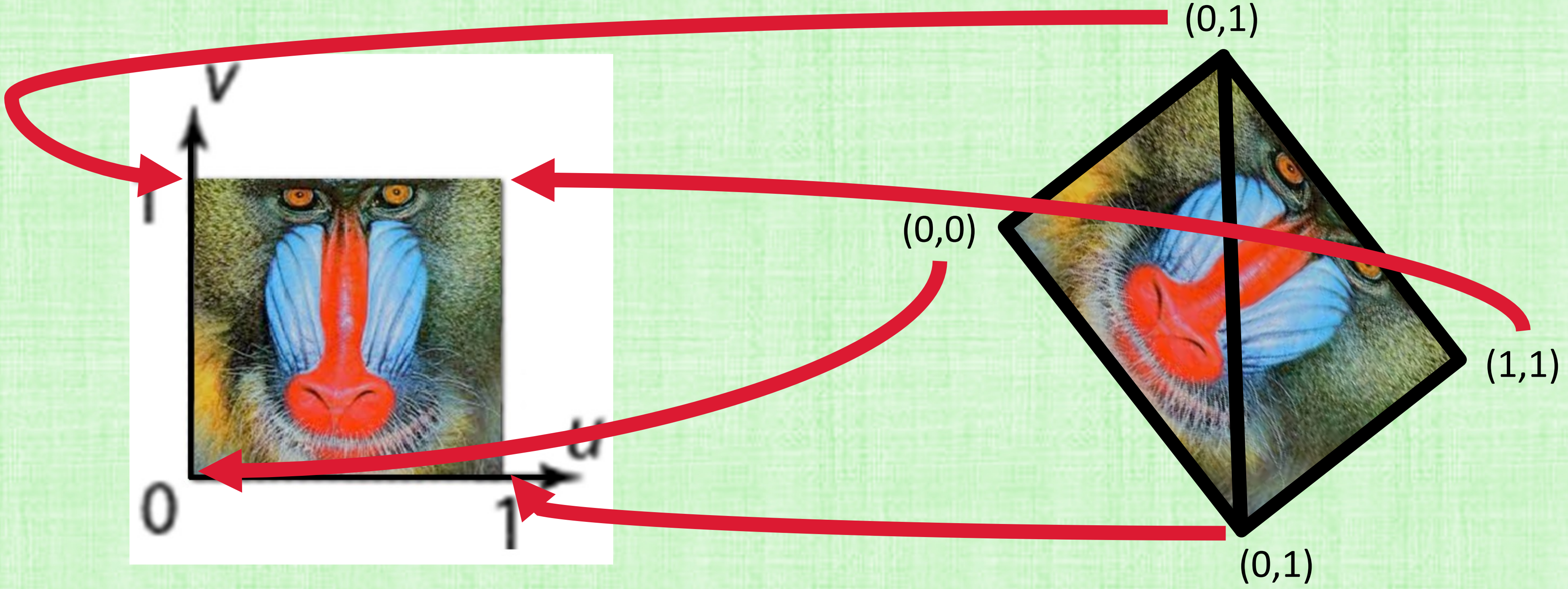


For each triangle in the model establish a corresponding region in the phototexture

Similar to Putting on Stickers

Texture Coordinates

- A texture image is defined in a 2D coordinate system: (u, v)
- Texture mapping assigns a (u, v) coordinate to each triangle vertex
- Then, the texture is “stuck” onto the triangle (potentially, with distortion):
  - Let p be a point inside the triangle, with barycentric weights $\alpha_0, \alpha_1, \alpha_2$
  - The <u>color</u> assigned to p is the <u>texture color</u> at $\left(u_p, v_p\right) = \alpha_0(u_0, v_0) + \alpha_1(u_1, v_1) + \alpha_2(u_2, v_2)$
  - That is, texture coordinates are barycentrically interpolated



texture image

2 triangles

Recall: Screen Space vs. World Space Barycentric Weights

- Express the pixel p' terms of its screen space barycentric weights: $\alpha'_0, \alpha'_1, \alpha'_2$
- Express the point p that projects to p' in terms of unknown world space barycentric weights: $\alpha_o, \alpha_1, \alpha_2$

- Project p into screen space and set the result equal to p'
- Solve for $\alpha_o, \alpha_1, \alpha_2$ to obtain:

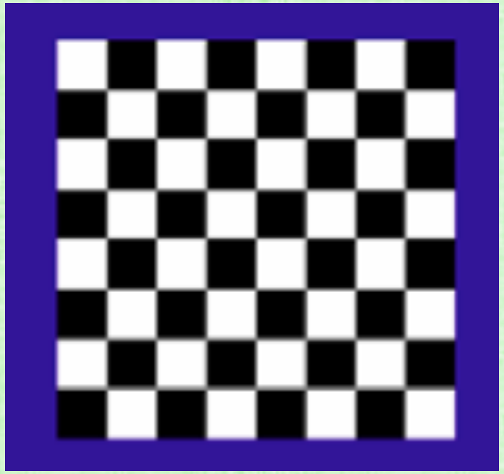
$$\alpha_0 = \frac{z_1 z_2 \alpha'_0}{z_1 z_2 \alpha'_0 + z_0 z_2 \alpha'_1 + z_0 z_1 \alpha'_2}$$

$$\alpha_1 = \frac{z_0 z_2 \alpha'_1}{z_1 z_2 \alpha'_0 + z_0 z_2 \alpha'_1 + z_0 z_1 \alpha'_2}$$

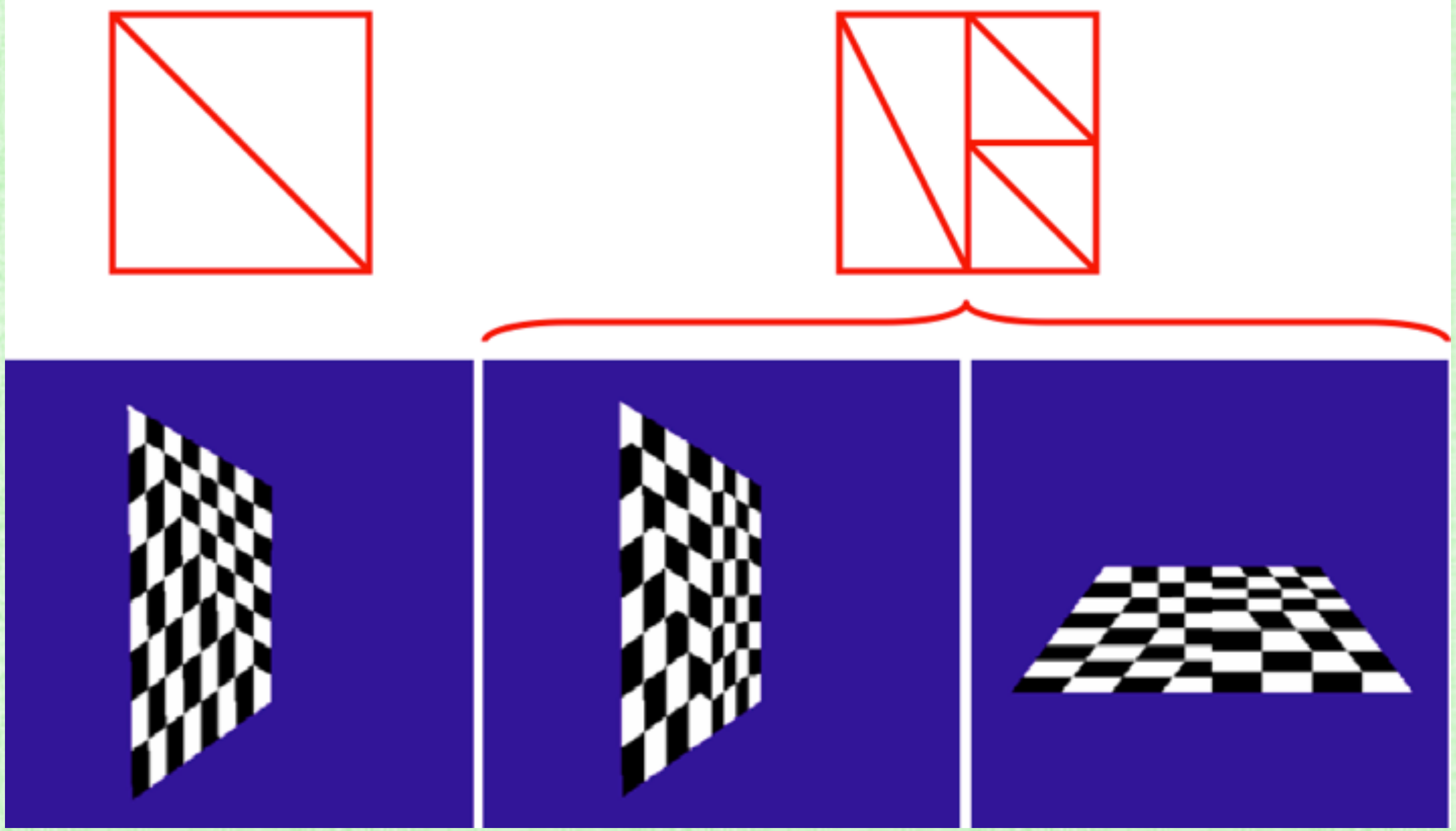
$$\alpha_2 = \frac{z_0 z_1 \alpha'_2}{z_1 z_2 \alpha'_0 + z_0 z_2 \alpha'_1 + z_0 z_1 \alpha'_2}$$

Screen Space vs. World Space Barycentric Weights

- Perspective transformation (nonlinearly) changes triangle shape
- Interpolating texture coordinates in screen space (nonlinealy) distorts textures

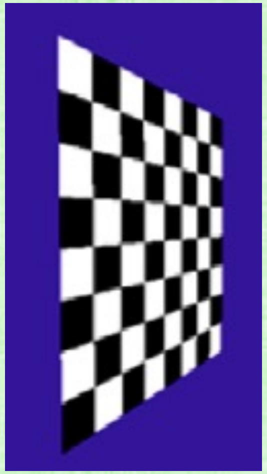


texture



screen space B.W.

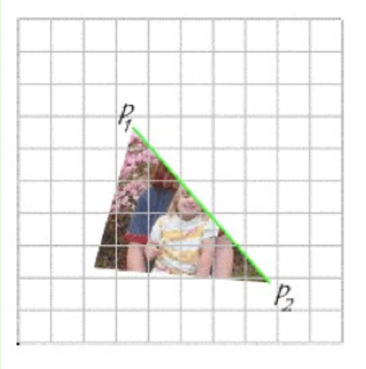
mesh refinement helps (less z variance per triangle)

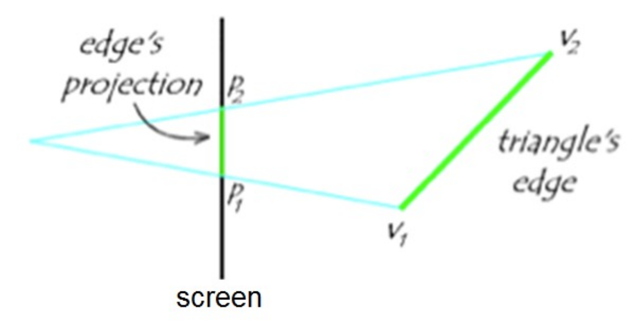


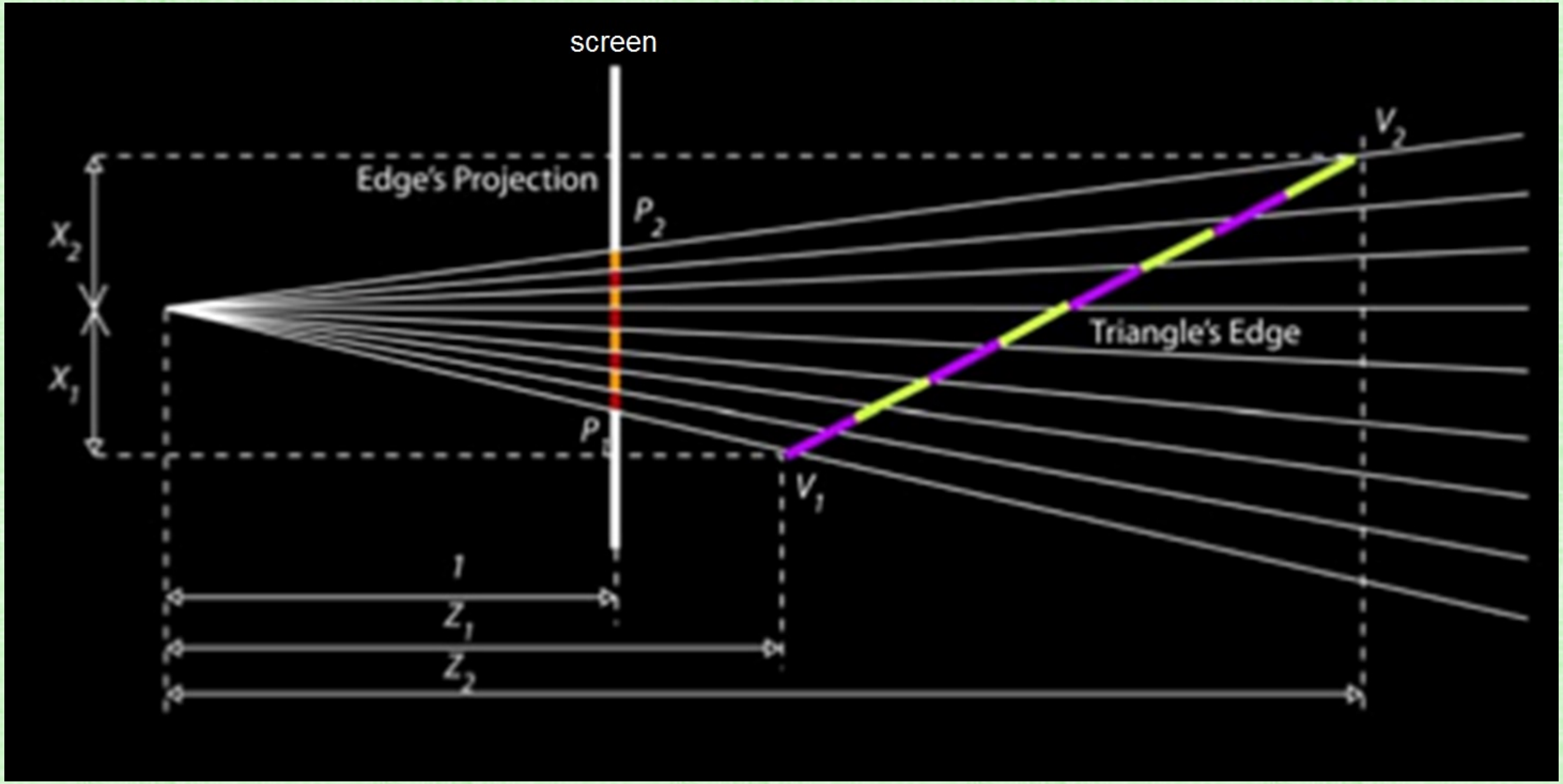
world space B.W.

Texture Distortion

- Consider a single edge of one triangle
- Uniform increments (along the edge) in screen space do not correspond to uniform increments in world space



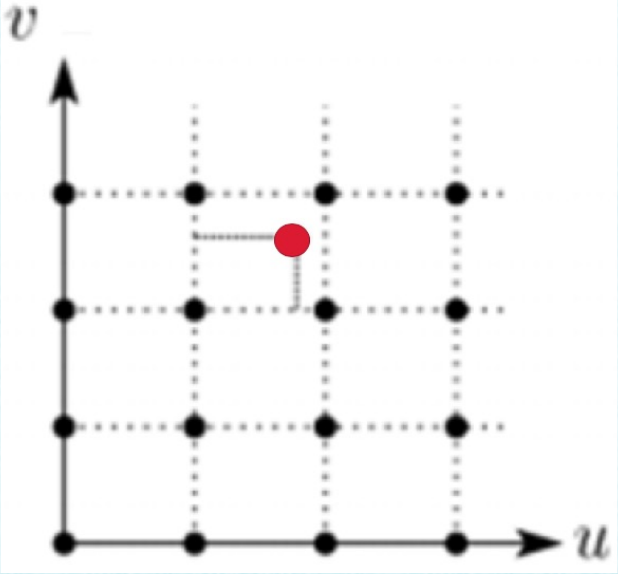




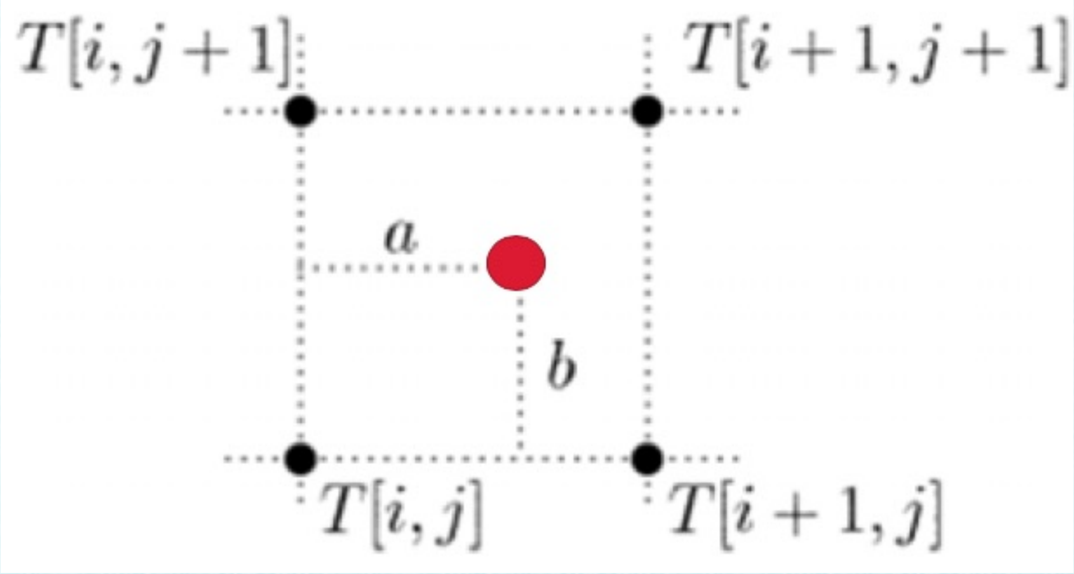
Interpolating from the Texture Image

- (u_p, v_p) is surrounded by 4 pixels in the texture image
- Use bilinear interpolation to interpolate values for: R, G, B, α, etc.
  - First, linearly interpolate in the u direction; then, in the v direction (or vice versa)

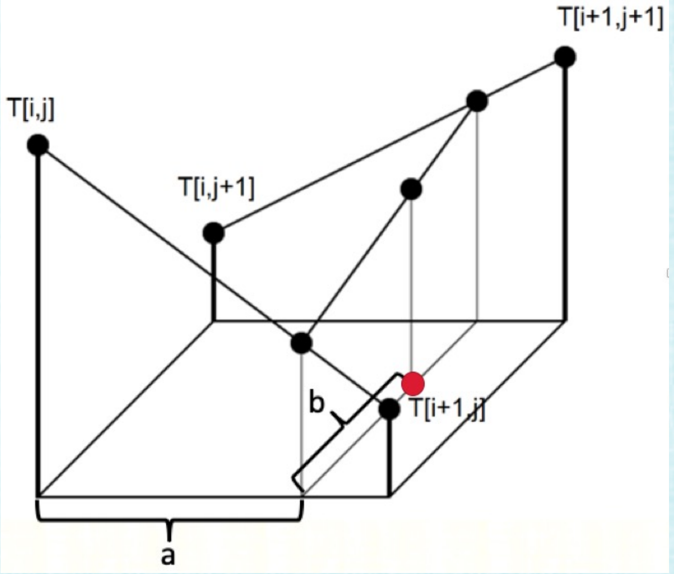
$$T(u_p, v_P) = (1-a)(1-b)T_{i,j} + a(1-b)T_{i+1,j} + (1-a)bT_{i,j+1} + abT_{i+1,j+1}$$



texture image



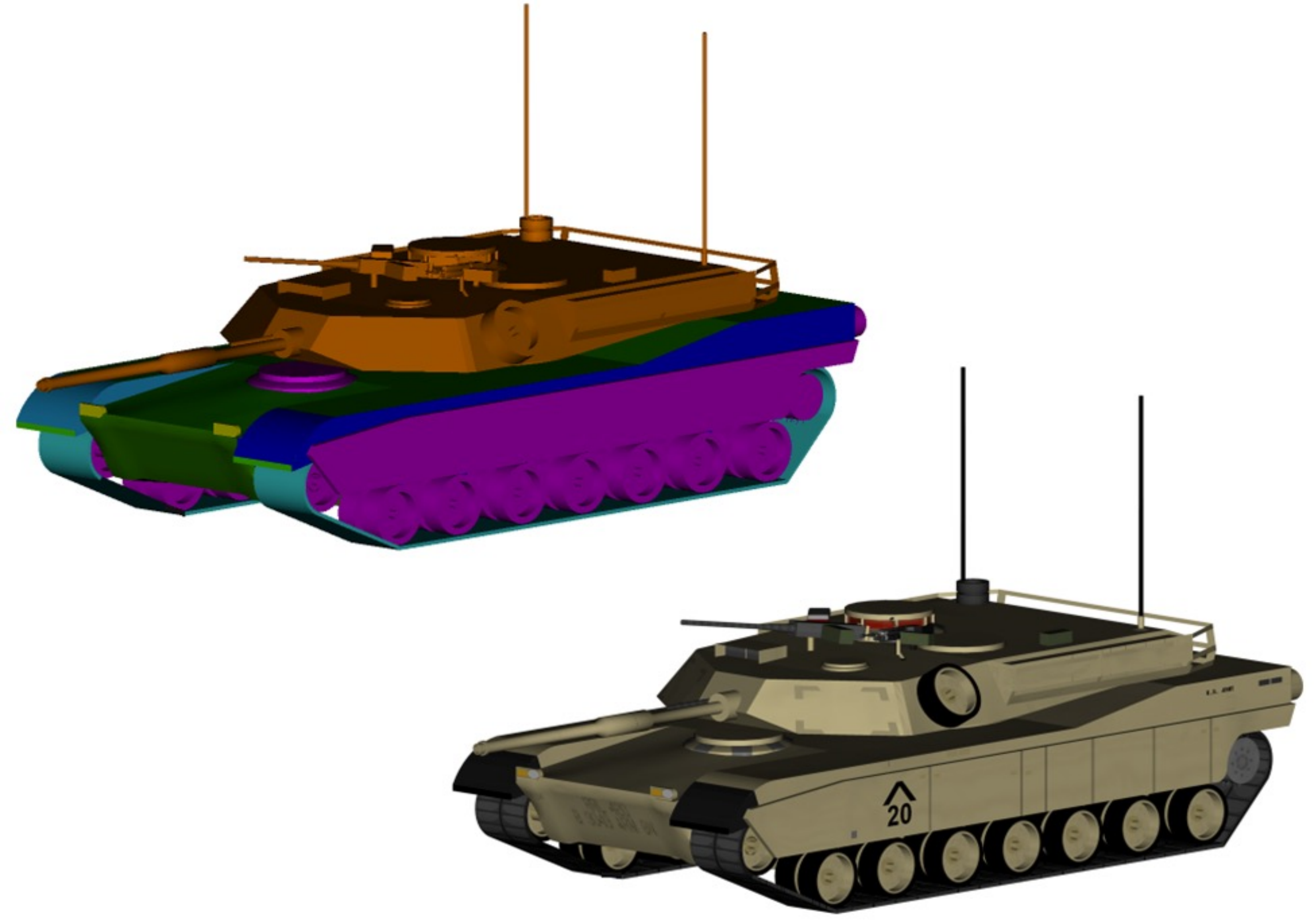
close-up view (of 4 surrounding pixels)



bilinear interpolation

Assigning Texture Coordinates

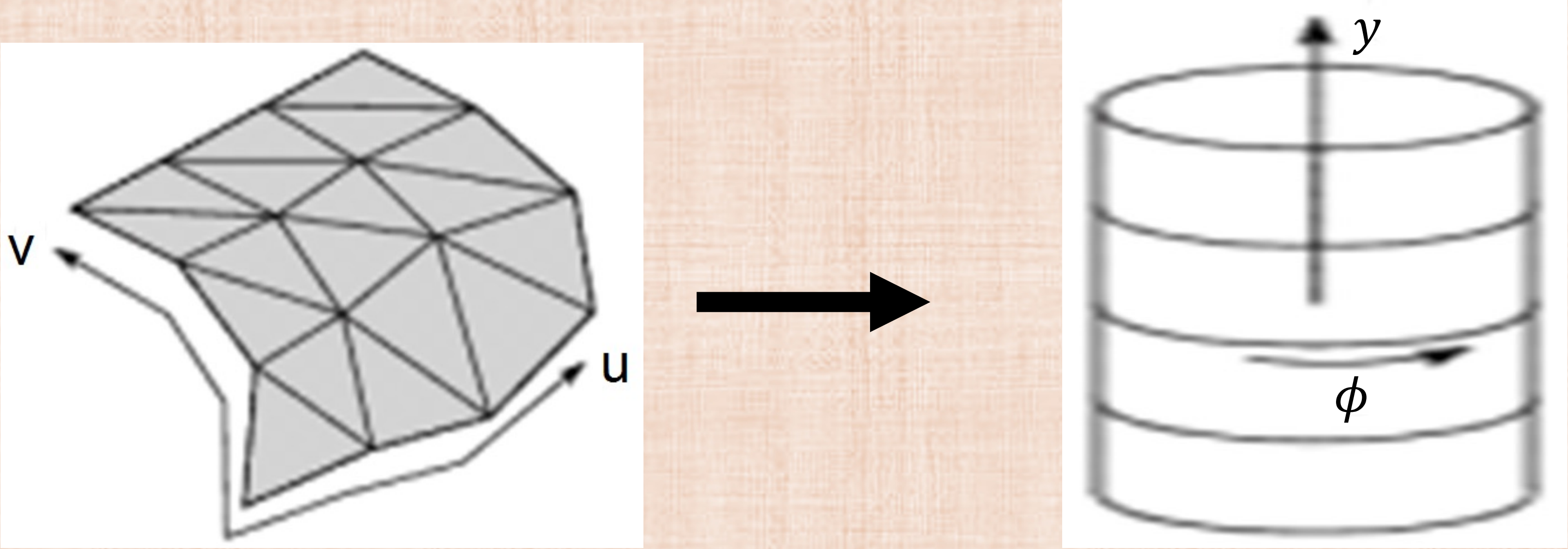
- Assign texture coordinates on complex objects one part/component at a time



Assigning Texture Coordinates

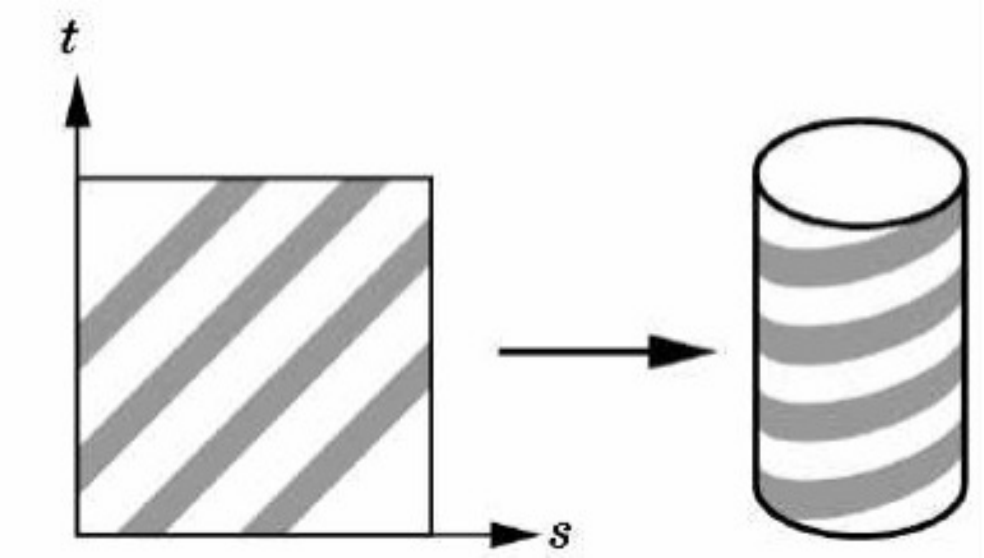
- Manually assigning (u, v) one vertex at a time can be tedious

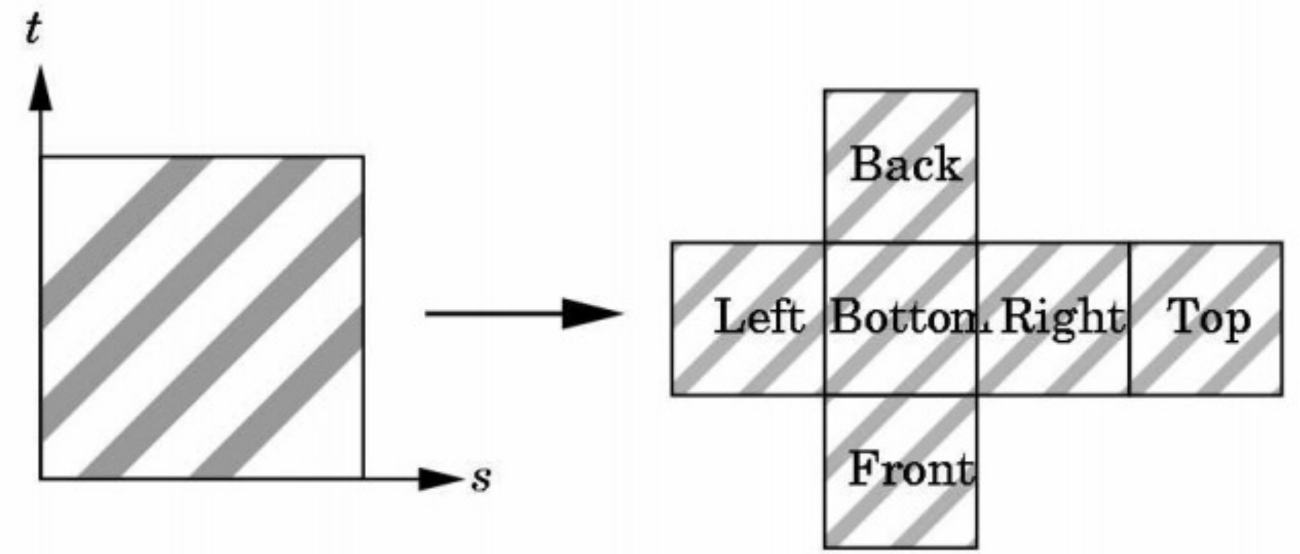
- For some surfaces, the (u, v) texture coordinates can be generated procedurally
- E.g. Cylinder (wrap the image around the outside)
  - map the $[0,1]$ values of the u coordinate to $[0,2\pi]$ for ϕ
  - map the $[0,1]$ values of the v coordinate to $[0, h]$ for y



Proxy Objects – Step 1

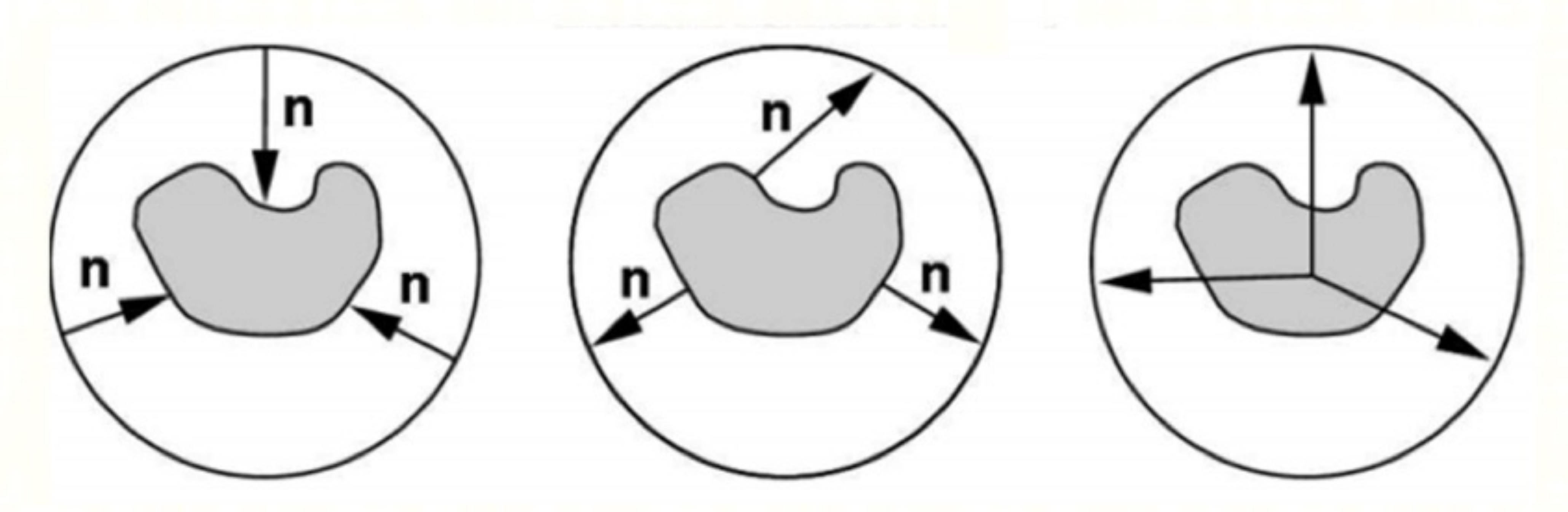
- Assign texture coordinates to proxy objects:
  - Example: Cylinder
    - wrap texture coordinates around the outside of the cylinder
    - not the top or bottom (to avoid distorting the texture)
  - Example: Cube
    - unwrap cube, and map texture coordinates over the unwrapped cube
    - texture is seamless across some of the edges, but not other edges





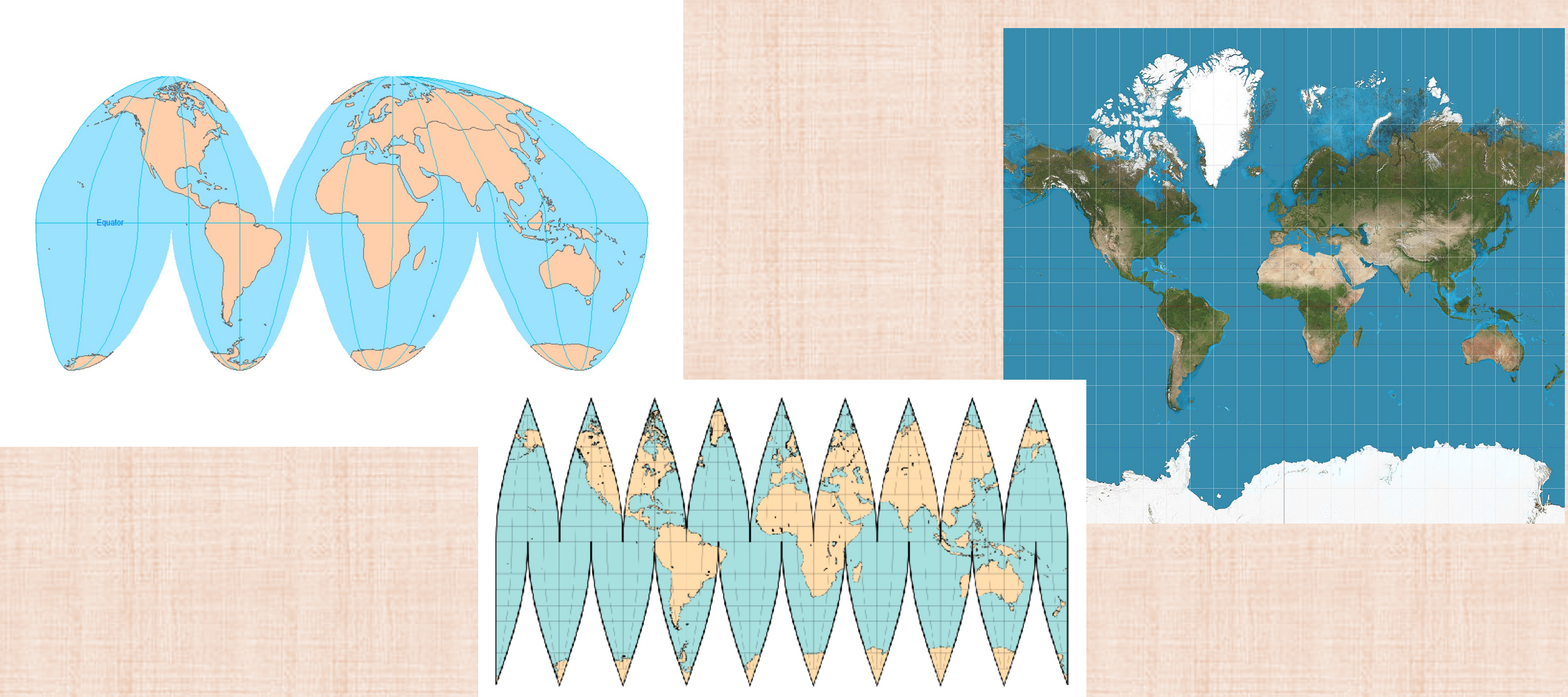
Proxy Objects – Step 2

- Transfer texture coordinates from the proxy object to the final object
- Various ways of doing this:
  - Use the proxy object’s surface normal
  - Use the target object’s surface normal
  - Use rays emanating from a “center”-point/line of the target or proxy object

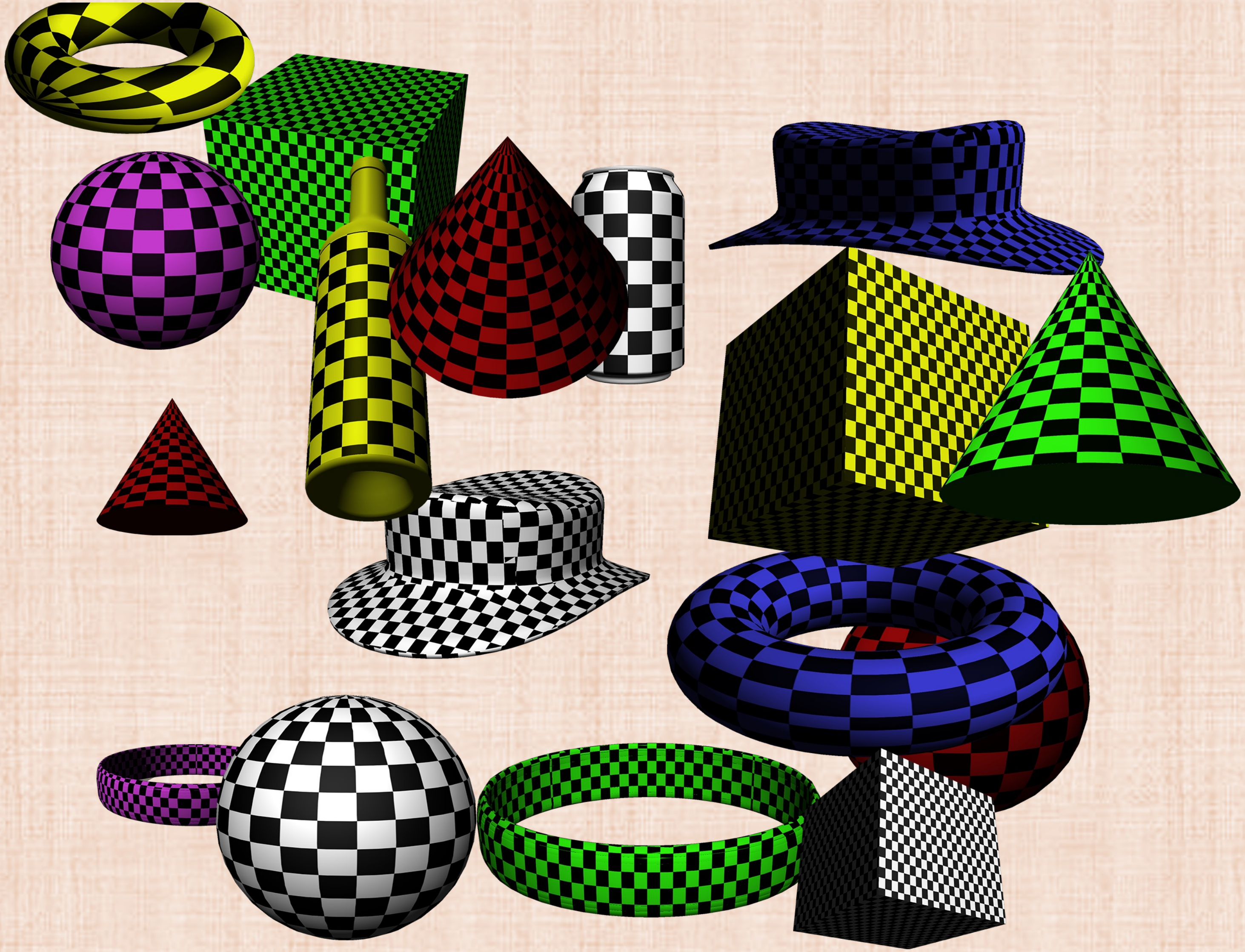


Distortion

- Difficult to find low-distortion mappings (back and forth) from a 2D plane to 3D surfaces

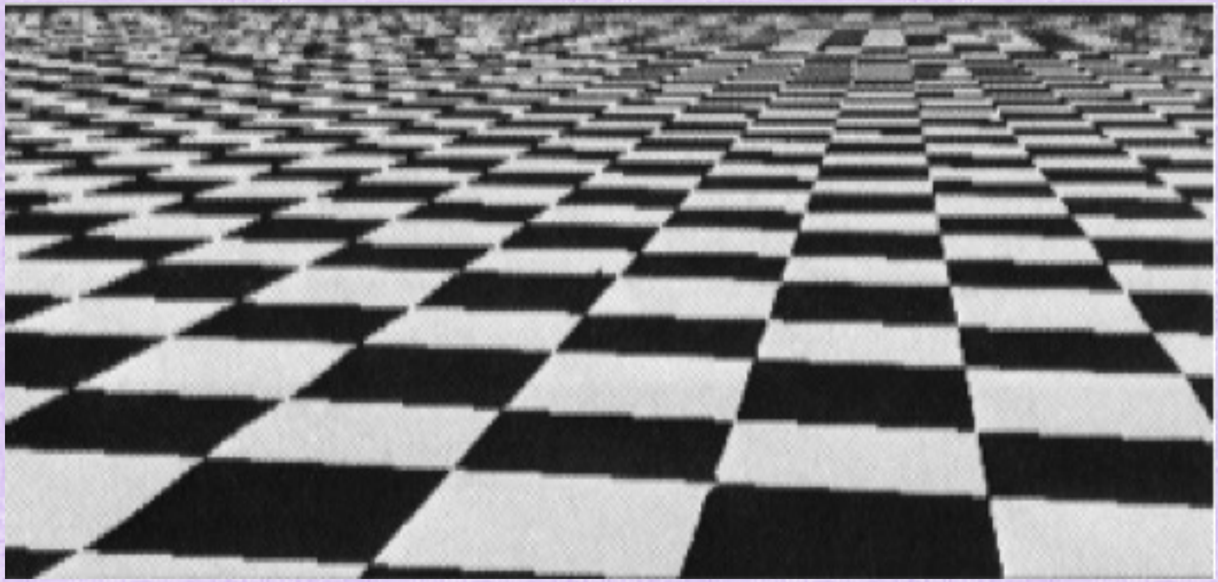


DEBUG with checkerboard textures

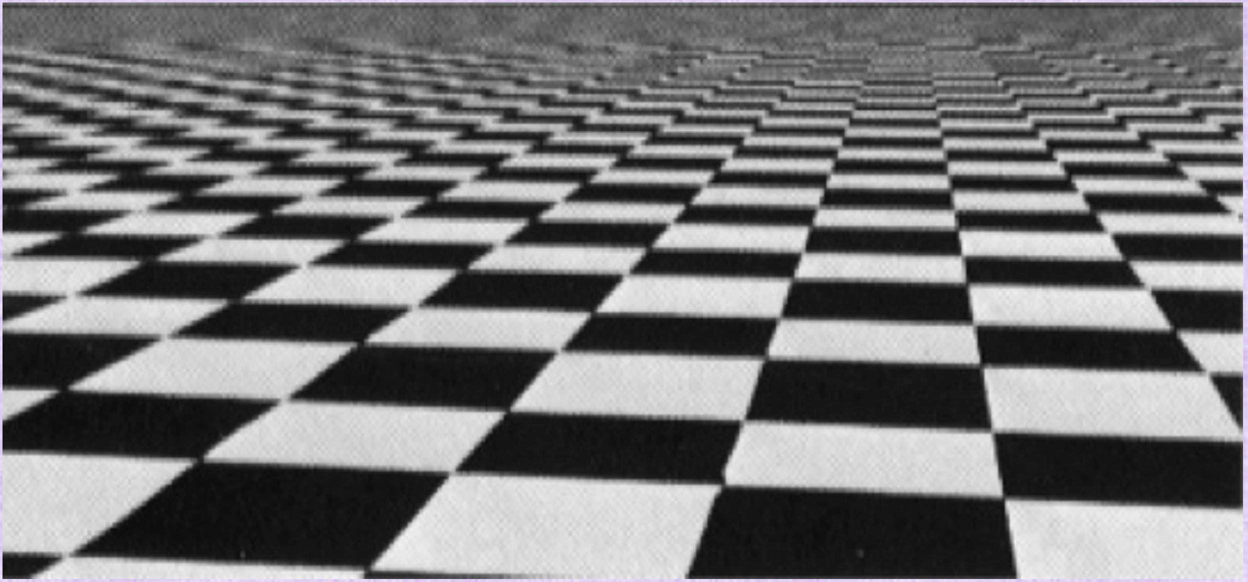


Aliasing

- Textures often alias when viewed from a distance



incorrect

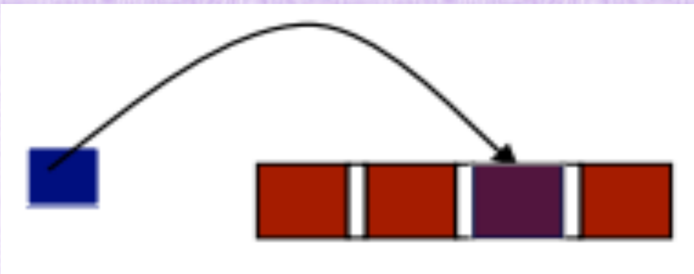


correct

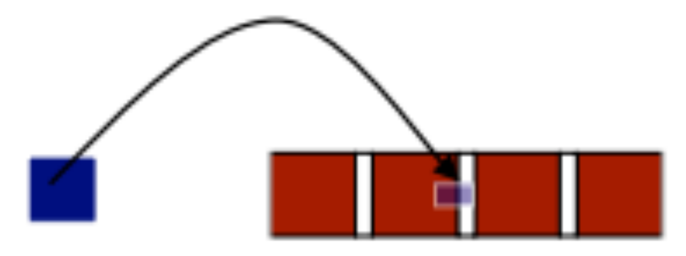
Aliasing

- Aliasing occurs when the sampling frequency is too low compared to the texture resolution (which is the signal frequency)

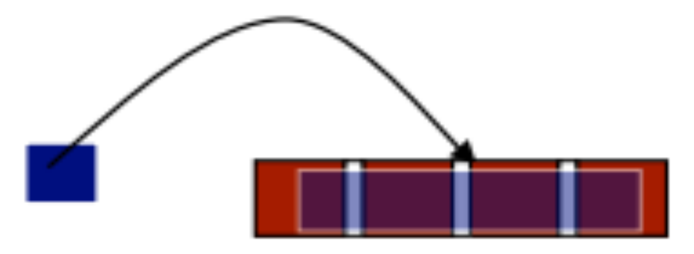
- At an optimal distance, there is a 1 to 1 mapping from triangle pixels to texture pixels (texels)
- At closer distances, triangle pixels (correctly) interpolate from texels
- At far distances, a triangle pixel <u>should</u> average together several texels
  - But, interpolation ignores all but the neighboring texels (resulting in aliasing)



1 to 1 (optimal)



pixel interpolates from texels



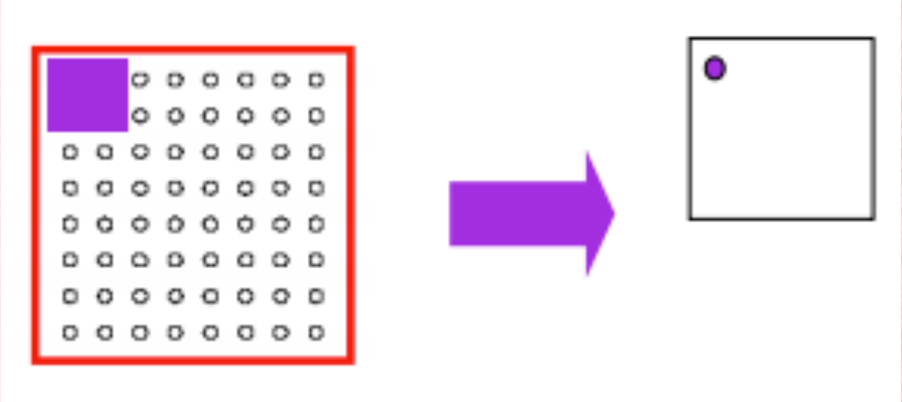
pixel should use multiple texels

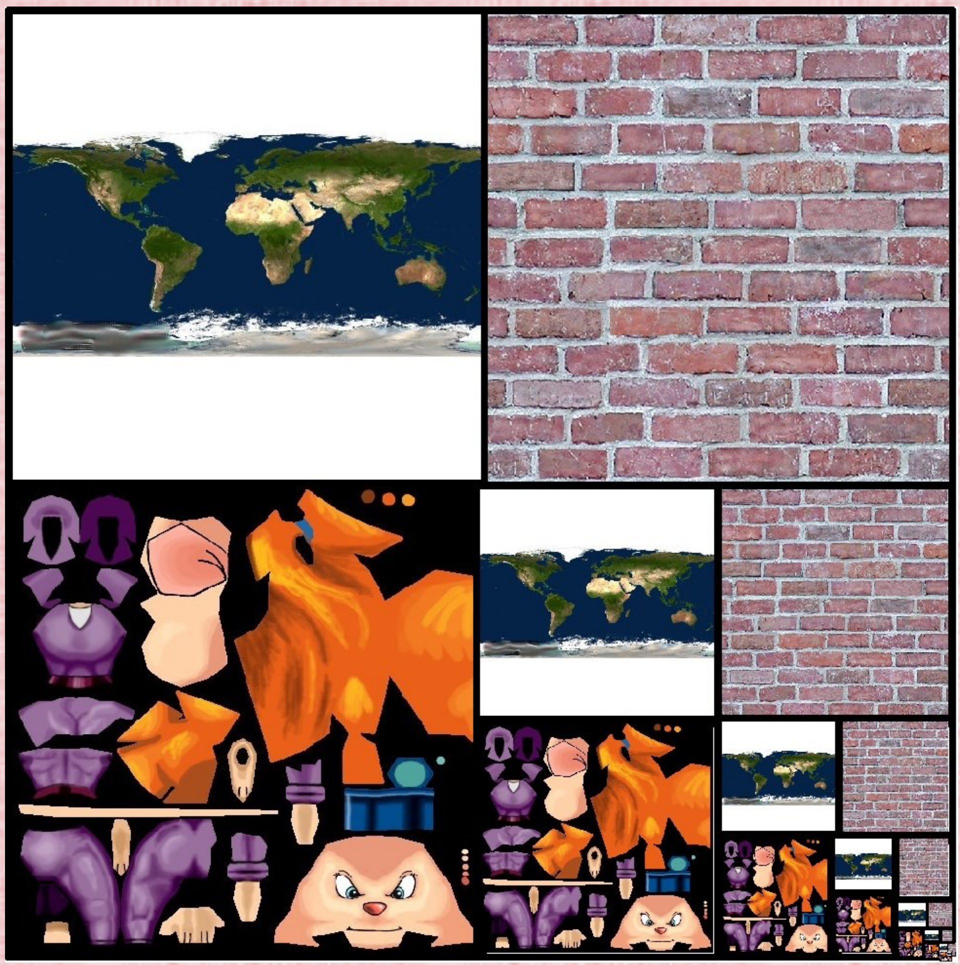
MIP Maps

- Multum in Parvo (much in little)
- Precompute texture images at multiple resolutions, using <u>averaging</u> as a low pass filter
- Averaging “bakes-in” all the nearby texels that are otherwise interpolated incorrectly
- When texture mapping, choose the image size that (approximately) gives a 1 to 1 pixel to texel correspondence

MIP Maps

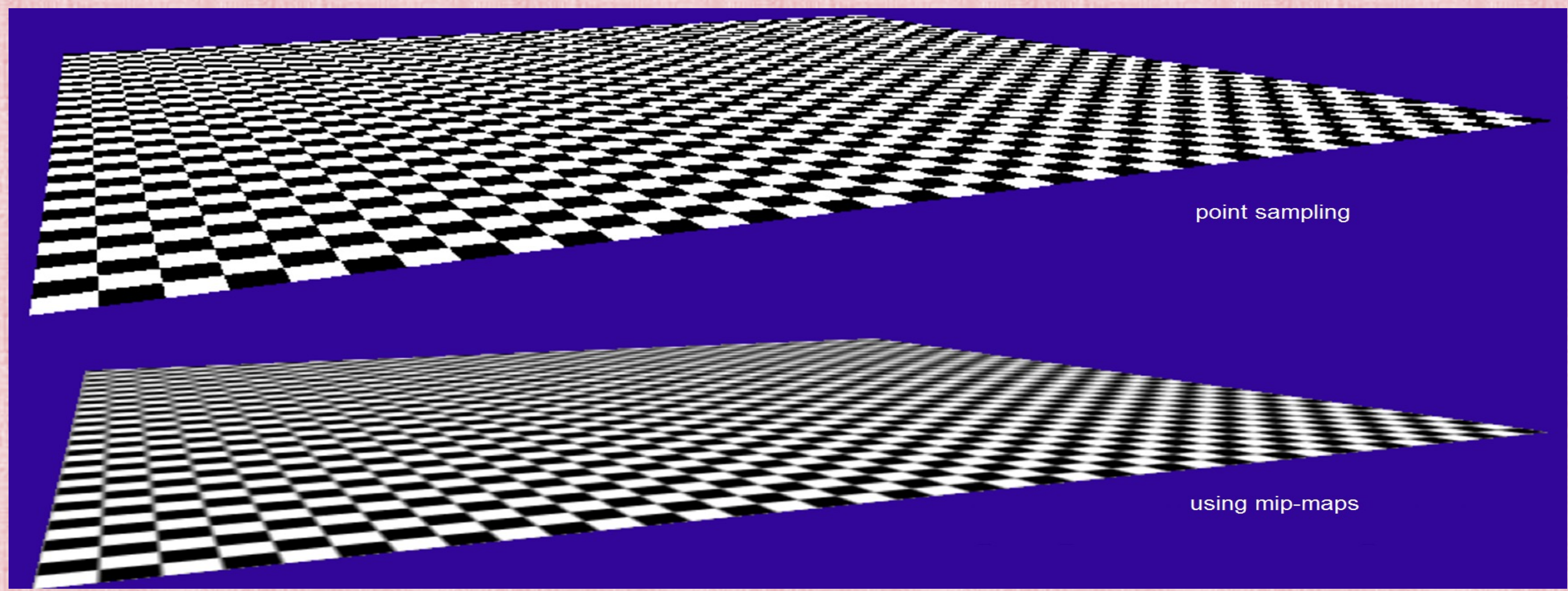
- 4 neighboring texels of one level are averaged to form a single texel at the next level
- Since $1 + \frac{1}{4} + \frac{1}{16} + \cdots = \frac{4}{3}$, can store all coarser resolutions with 1/3 additional space





Using MIP Maps

- Find the MIP map image just above and just below the screen space pixel resolution
- Use bilinear interpolation on both MIP map images
- Linearly interpolate between the two results (with weights based on comparing the screen space resolution to that of the two MIP map images)

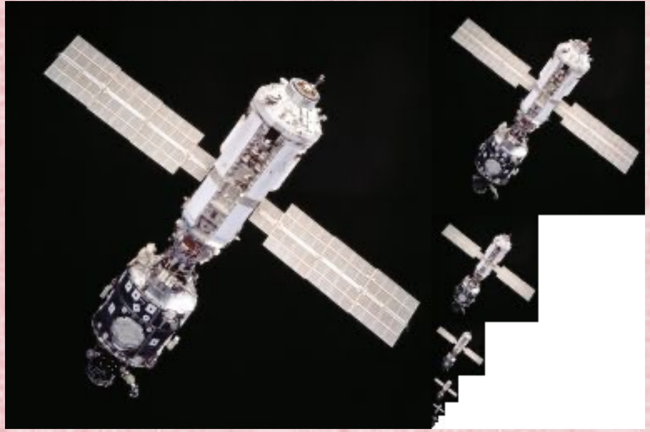


RIP Maps

- A triangle tilted away from the camera has different texel sampling rates in the horizontal and vertical directions
- MIP map images can only match one of the two sampling rates
- Anisotropic RIP maps are designed to account for this
- RIP maps require 4 times the storage:

$$\left(1+\frac{1}{4}+\frac{1}{16}+\cdots\right)\left[1+2\left(\frac{1}{2}+\frac{1}{4}+\frac{1}{8}+\cdots\right)\right]=4$$

MIP map



RIP map