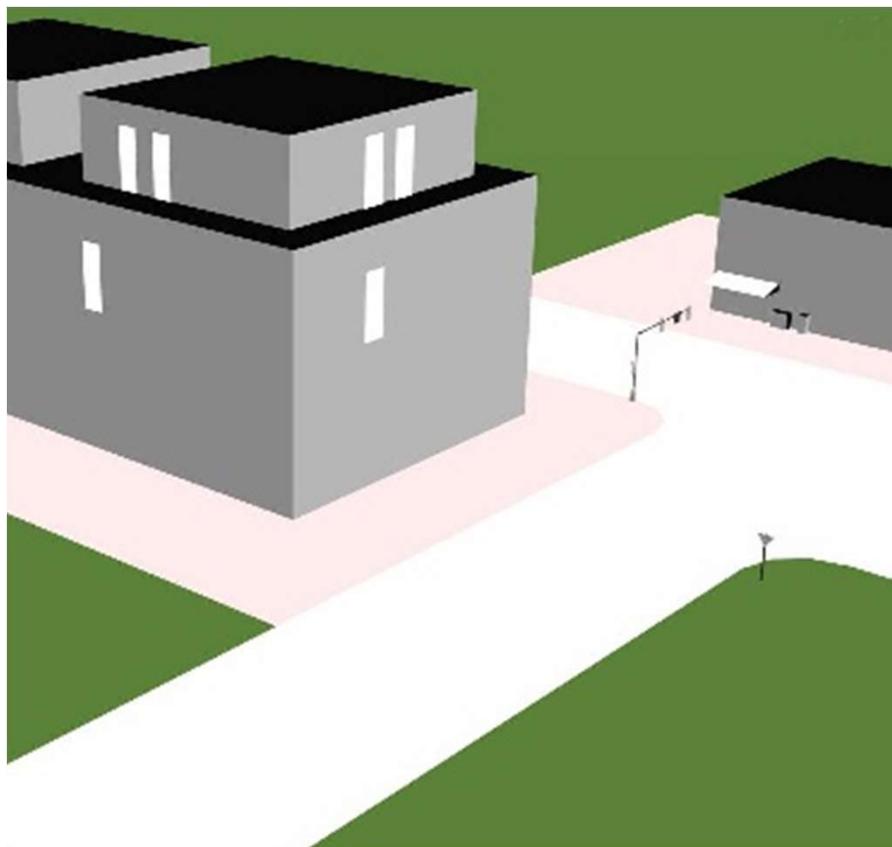


Texturing

Texturing = Map Image to Surface



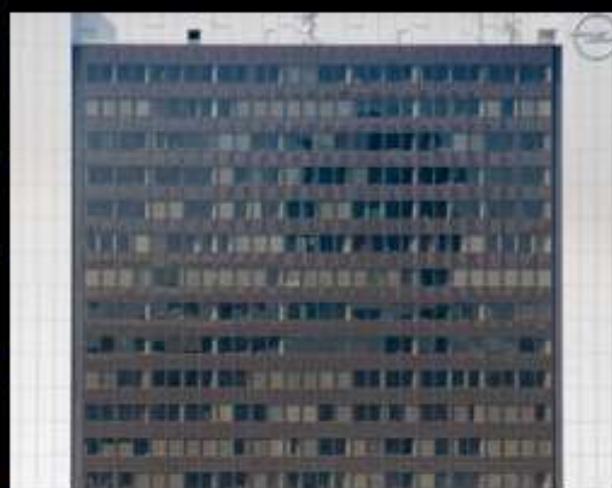
Adding Surface Detail



Texturen – Scheinarchitektur



Texturen – Scheinarchitektur



Texturen – Scheinarchitektur



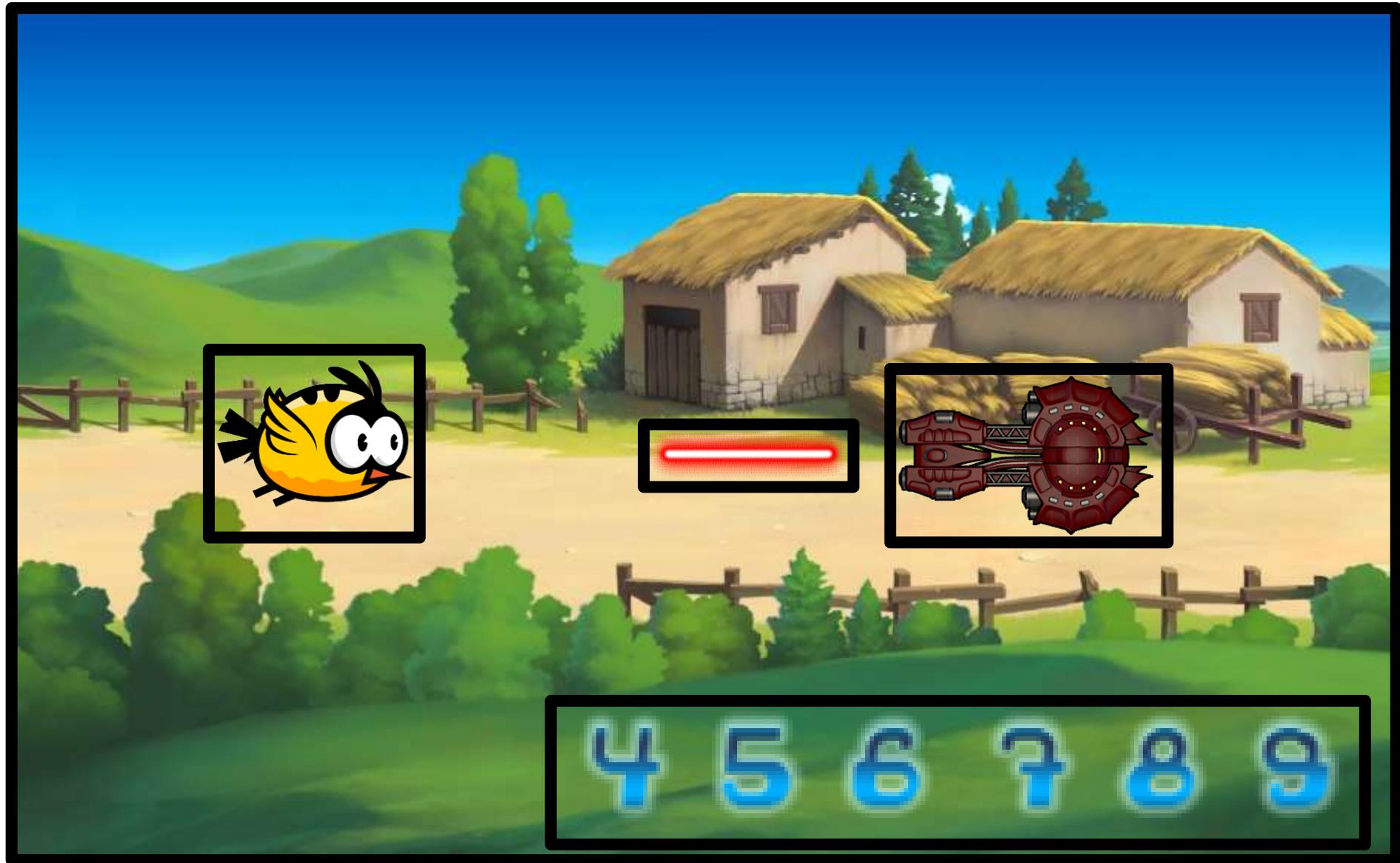
An aerial photograph of a dense urban area, likely a city like New York or Chicago, showing a high concentration of skyscrapers and buildings packed closely together.

Texturen – Scheinarchitektur

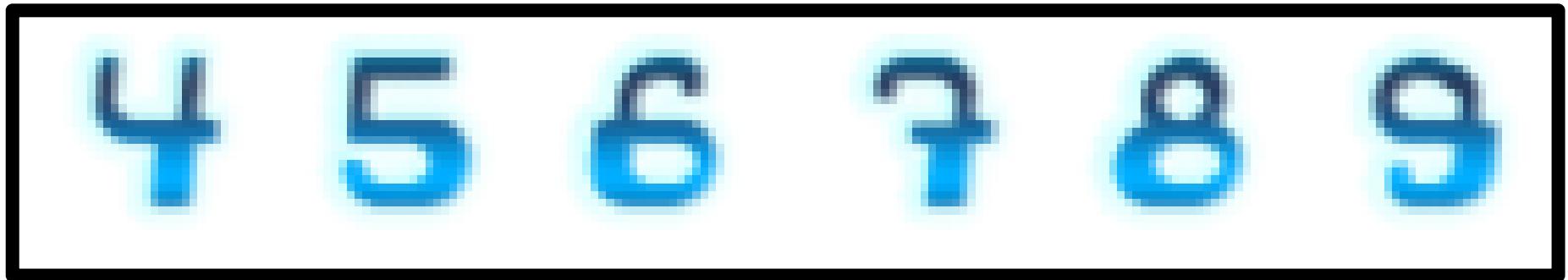
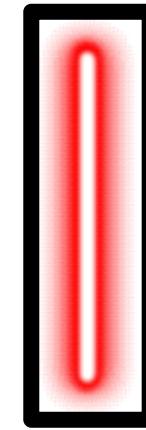
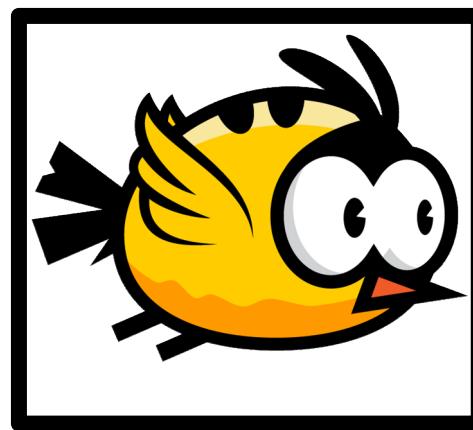
2D Game Scene



Scene composed of Sprites



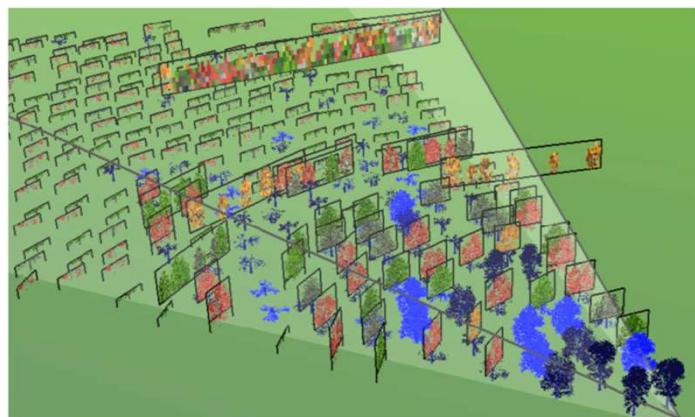
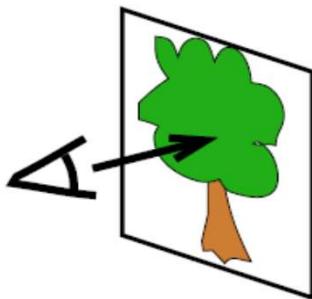
Sprite – Image of object



Sprite = Impostor 3D



Sprite = Impostor 3D

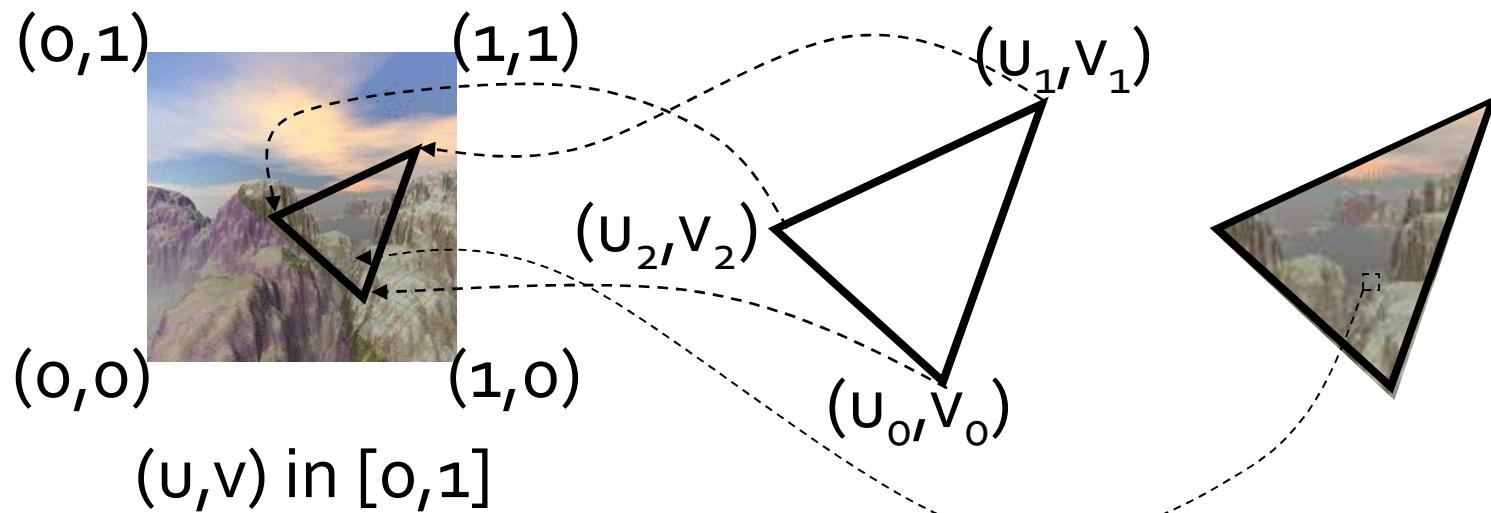


Texturen – Impostor



Texture Coordinates

Mapping Texture



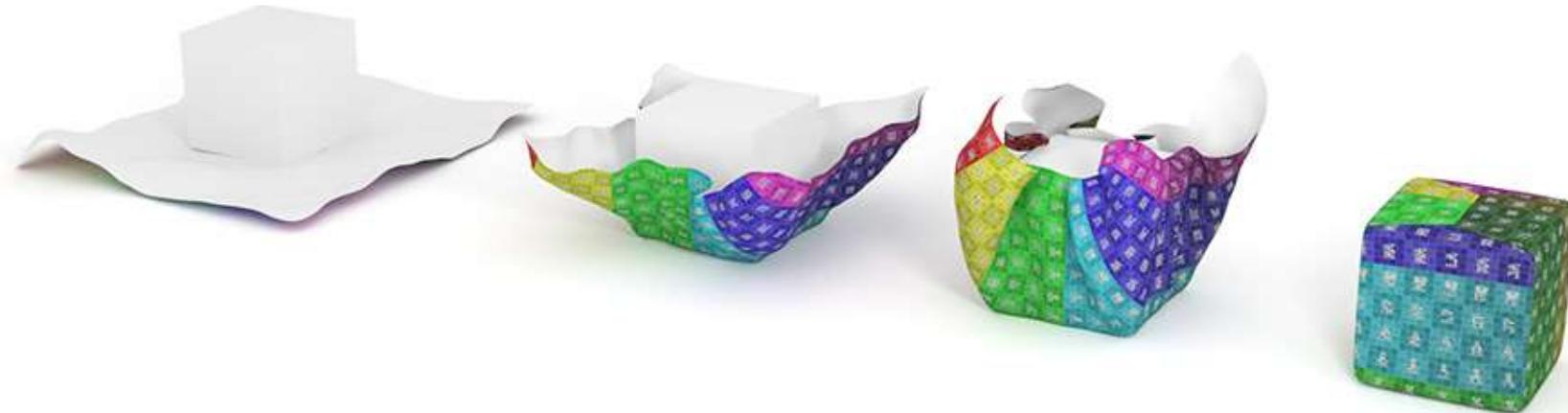
Sources of Texture Coordinates

- Manual UV coordinates by DCC program
 - Note: **a modeling Problem!**
- Specify programmatically

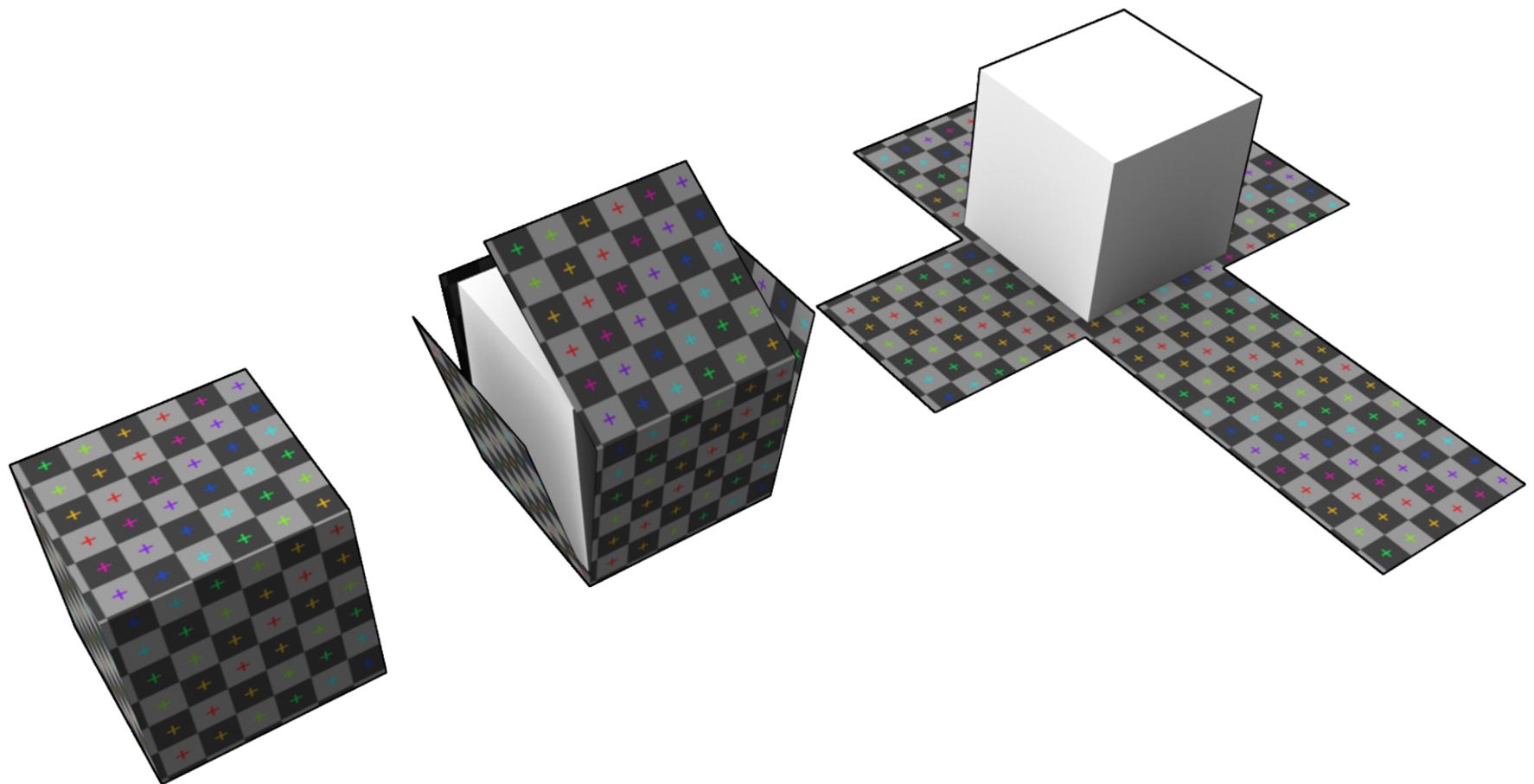
Manual UV coordinates



Automatic UV coordinates



Automatic UV coordinates

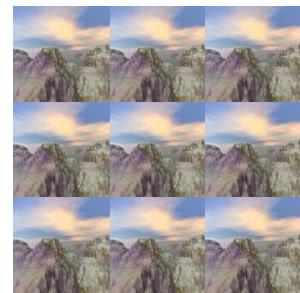
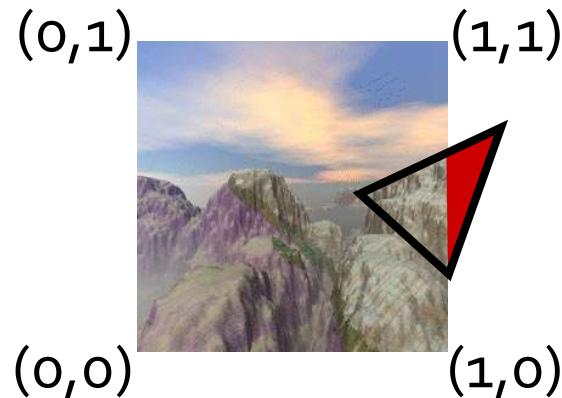


Texture coordinates



Texture functions

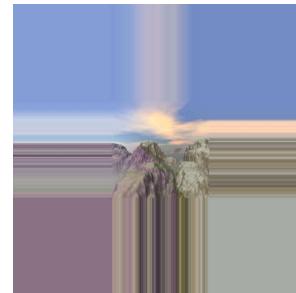
- How to extend texture **beyond** border?
- Border and repeat/clamp modes



repeat



mirrored



clamp



border

Texture functions



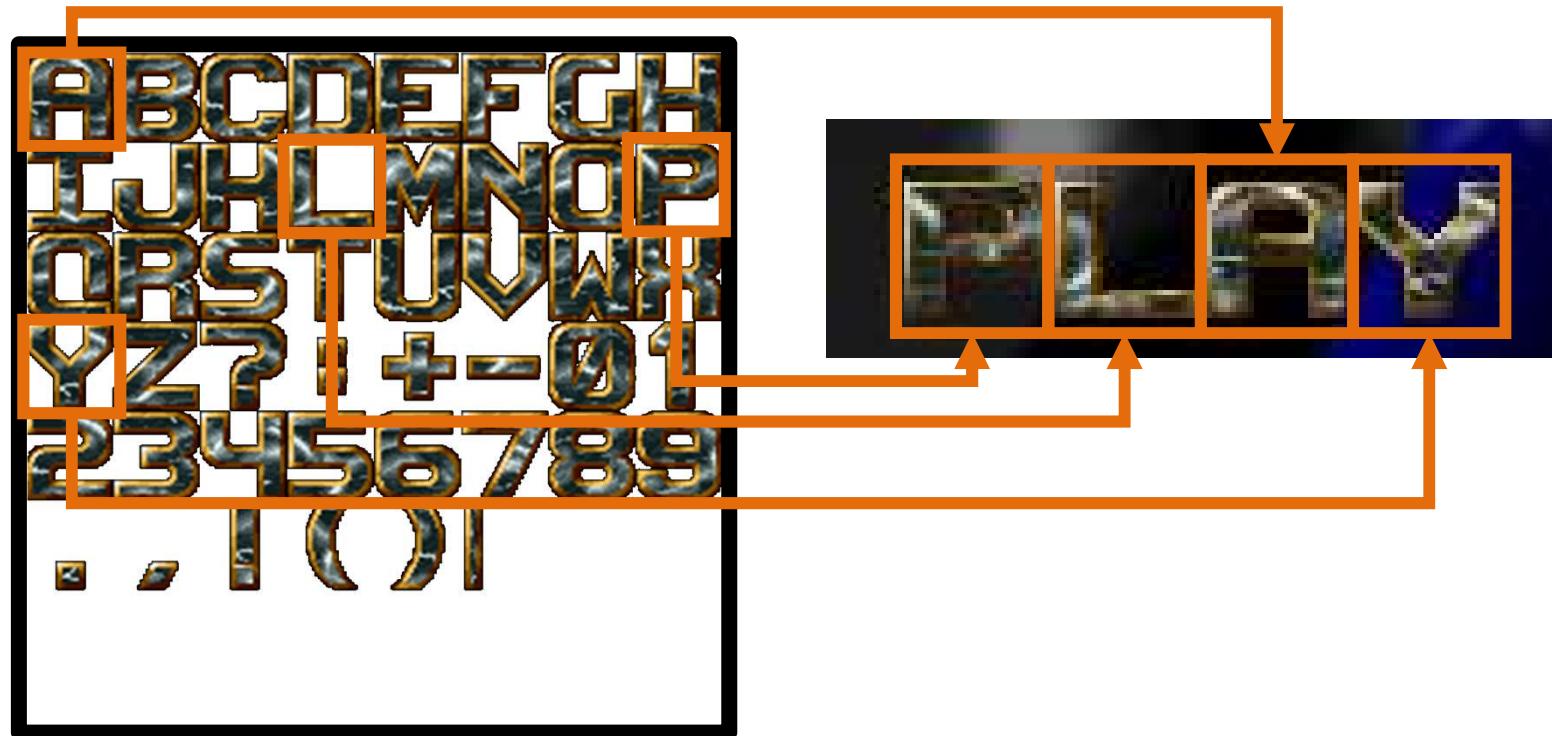
Bitmap Texture Font

- Want to show changing text



Bitmap Texture Font

- Idea
 - Characters are from a predefined set
 - Each character has a certain set of texture coordinates
 - Render textured quads one for each character



Texture Animations

- Each animation frame is stored inside a texture
- Then different frames are accessed over time

