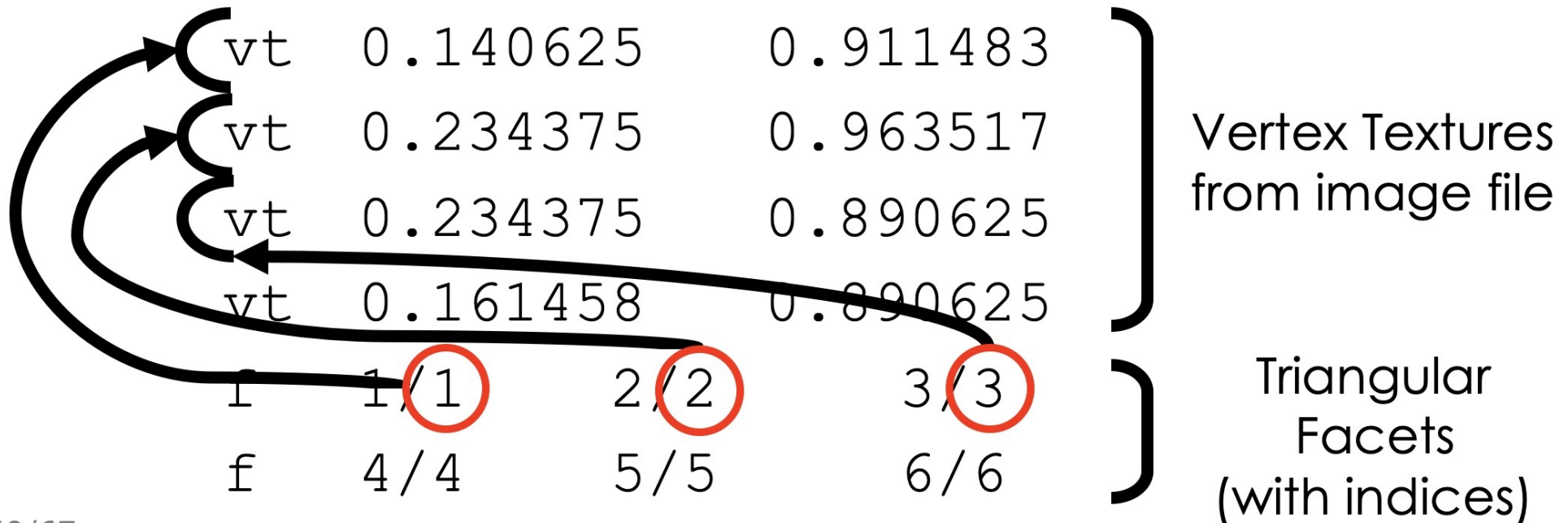


OBJ Files

We explored OBJ files in the last lecture

In addition to 3D positions and flat-colour materials

Face vertices also reference points on a texture map



OBJ Texture Maps

Surface textures are stored in a PNG or TGA file

All surfaces are combined into a single image file

Each surface is mapped to a region of that image

It's a bit like a sprite sheet in a game engine



OBJ Texture Map Oddities

Texture map proportions can sometimes be > 1.0

No idea why – seems a bit lazy to me !

Just wrap around with modulus (%) to fix this

Also watch out for a flipped Y axis !

Origin is sometimes the bottom left hand corner !!!