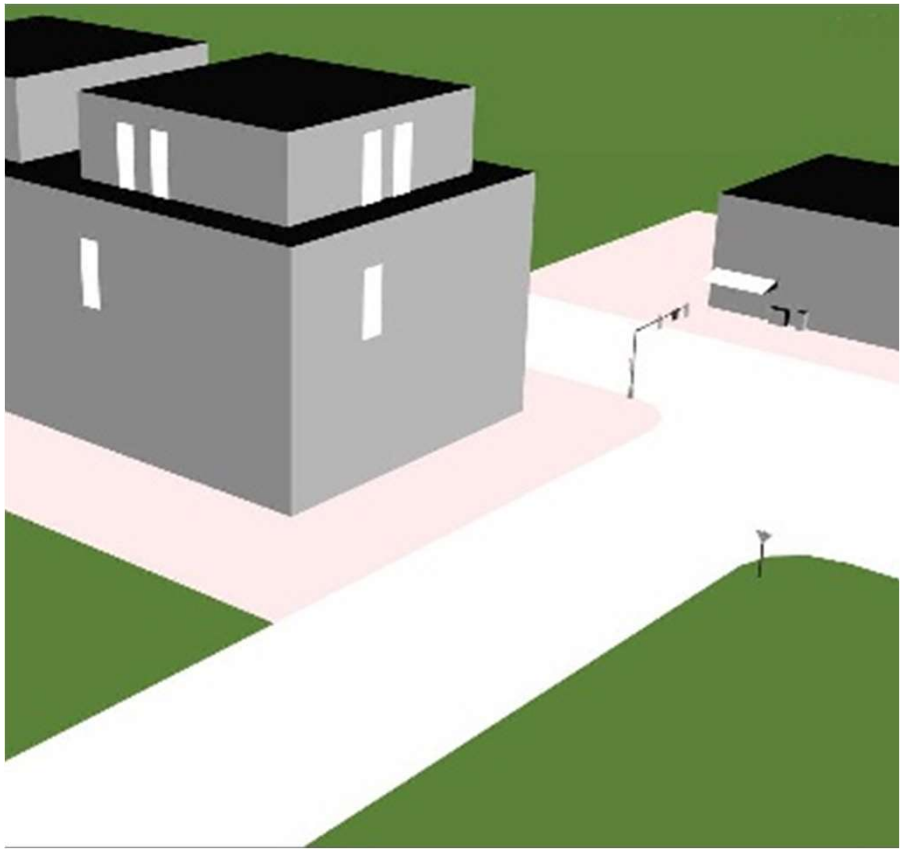
Texturing

Texturing = Map Image to Surface



Adding Surface Detail

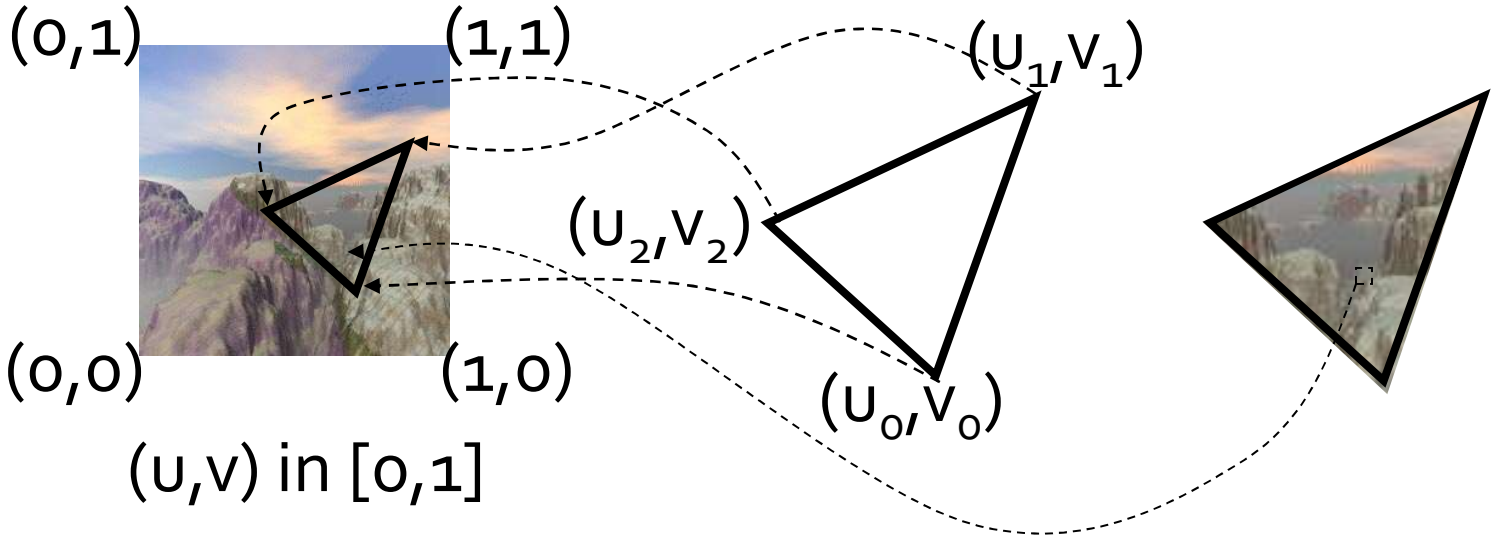
Texturen – Scheinarchitektur

Texturen – Scheinarchitektur

Texturen – Scheinarchitektur

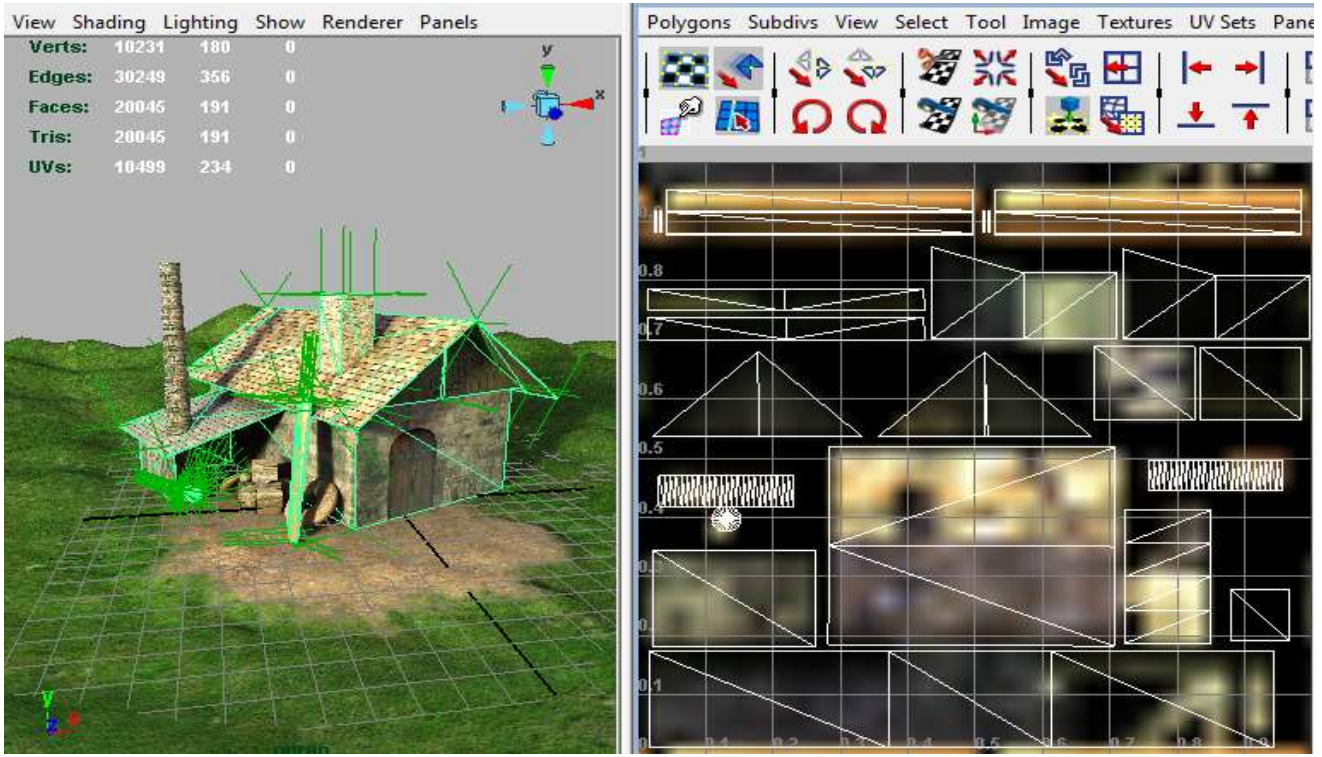
Texturen – Scheinarchitektur

Mapping – Texture coordinates



Texture coordinates

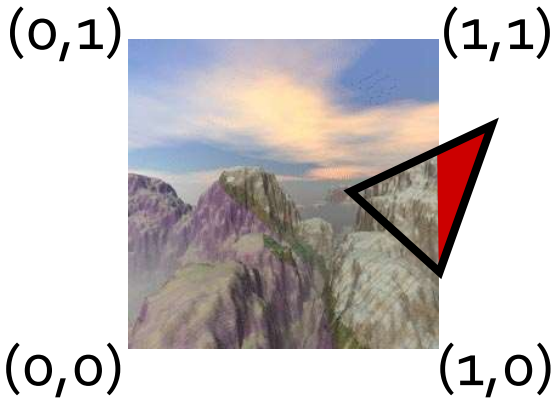
- Where do texture coordinates come from?
  - **Offline**: manual UV coordinates by DCC program
  - Note: **a modeling Problem!**
- Specify yourself

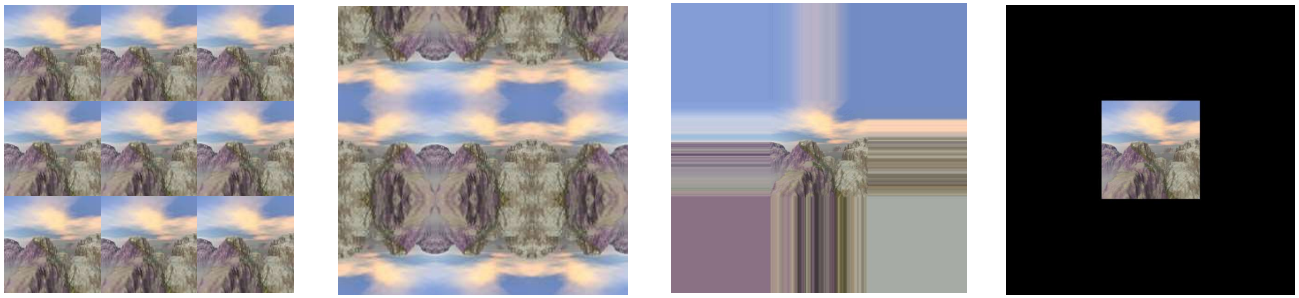


Texture coordinates

Texture functions

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





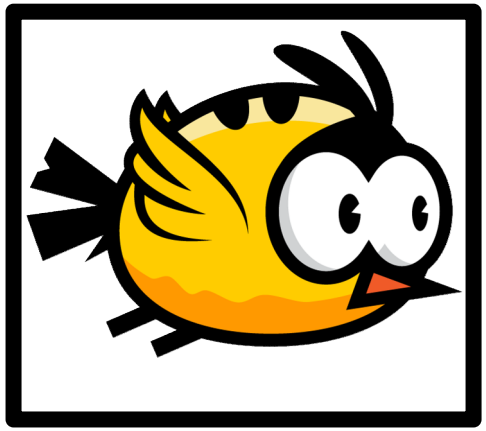
repeat mirrored clamp border

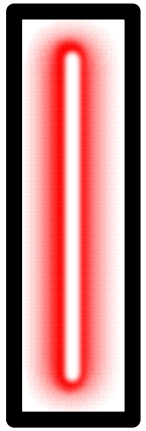
Texture functions

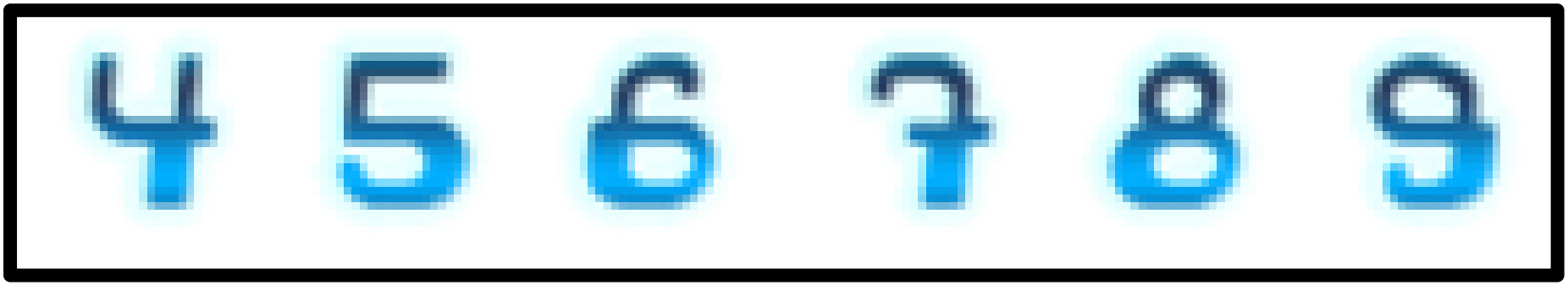
2D Game Scene

Scene composed of Sprites

Sprite – Image of object

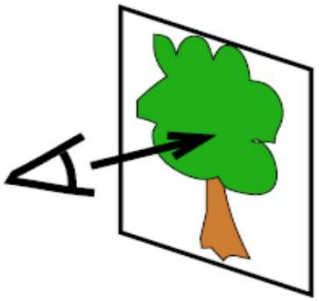


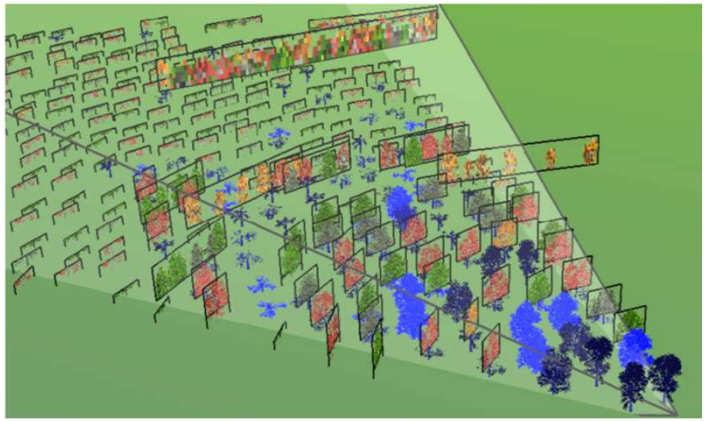


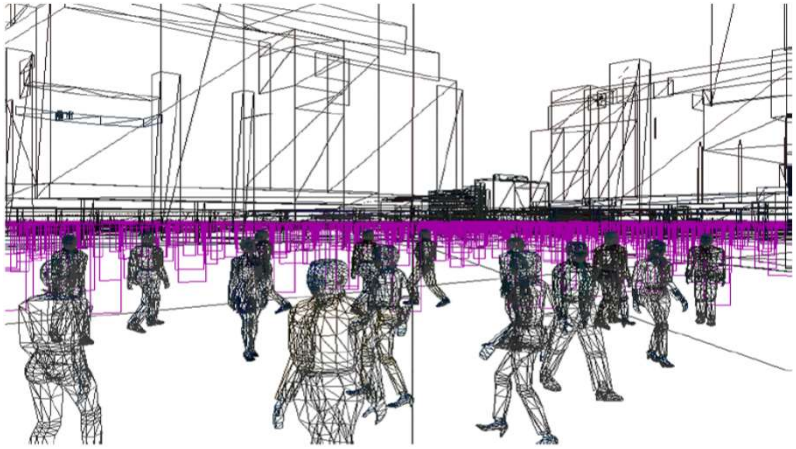


Sprite = Impostor 3D

Sprite = Impostor 3D







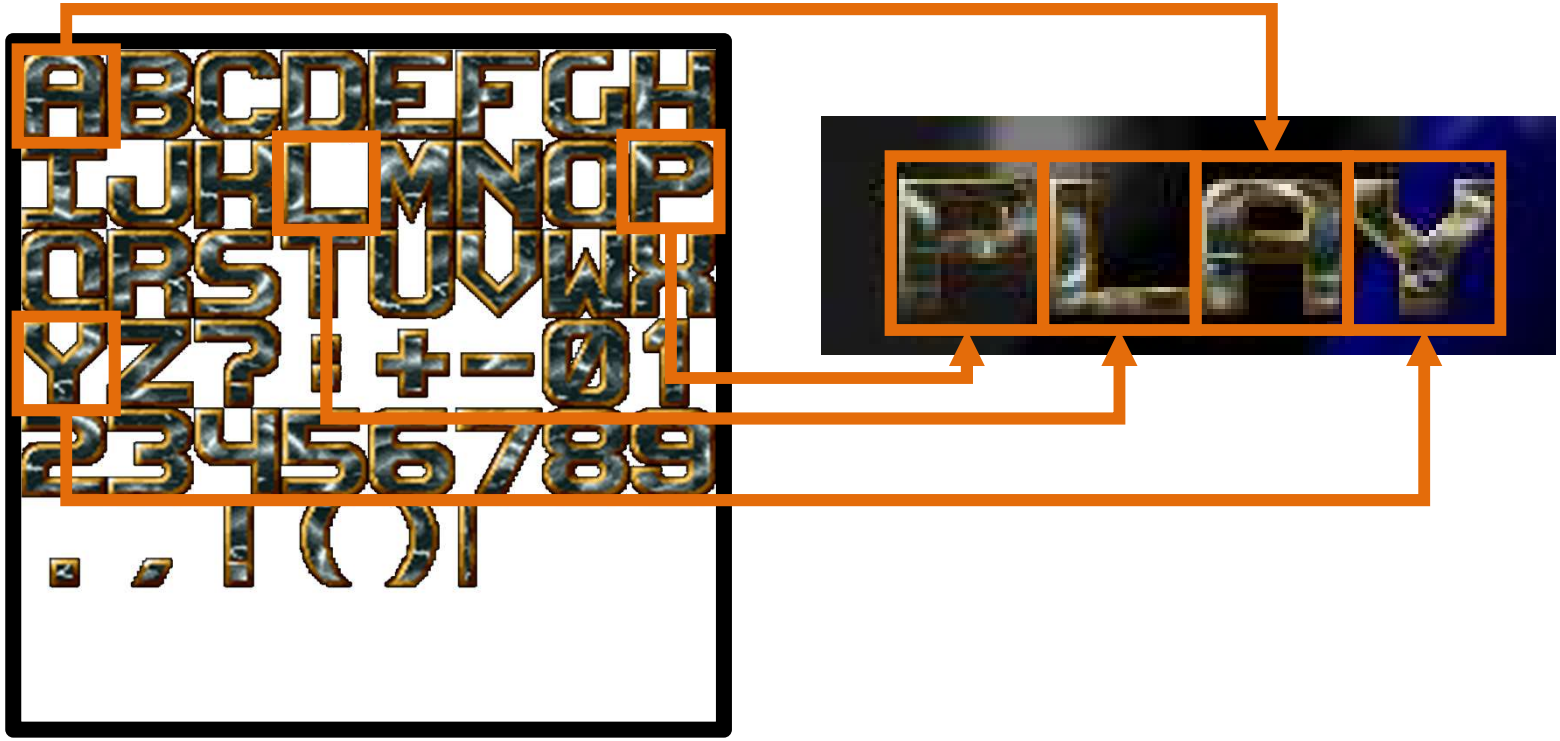
Texturen – Impostor

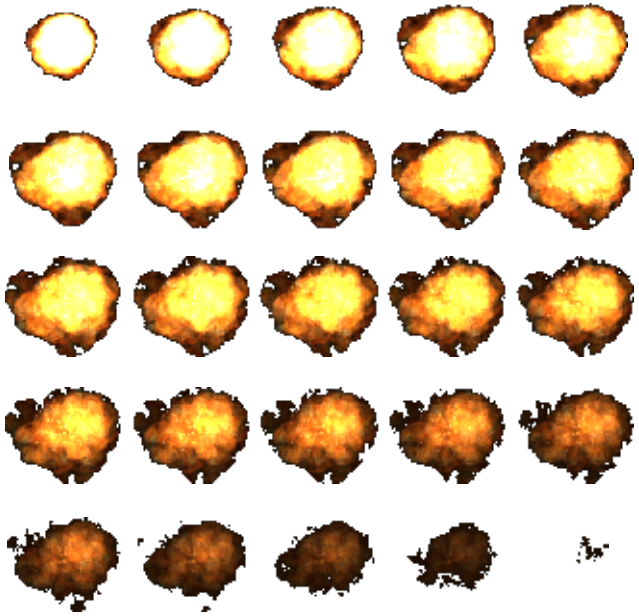
Bitmap Texture Font

- 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