Texture mapping review

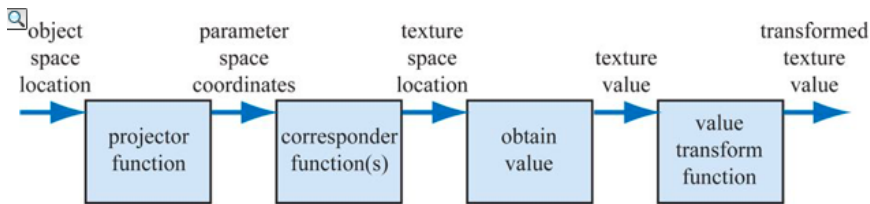## Qualitative questions

1. Why use textures?

   Answer:
   Create effects that are much more complex and realistic without adding orders of magnitude to the geometry (number of polygons)

2. Describe the steps for applying a 2D texture to a surface.

   Answer:

   (a) Project the object space coordinates into parameter space (u, v)

   (b) Use the (u, v) parameter coordinates and some corresponder function to get a texture space location

   (c) Get a texture value from that location
   (optional: transform the texture value)

   (d) Apply that value to the corresponding location on the surface.

   Projector functions

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