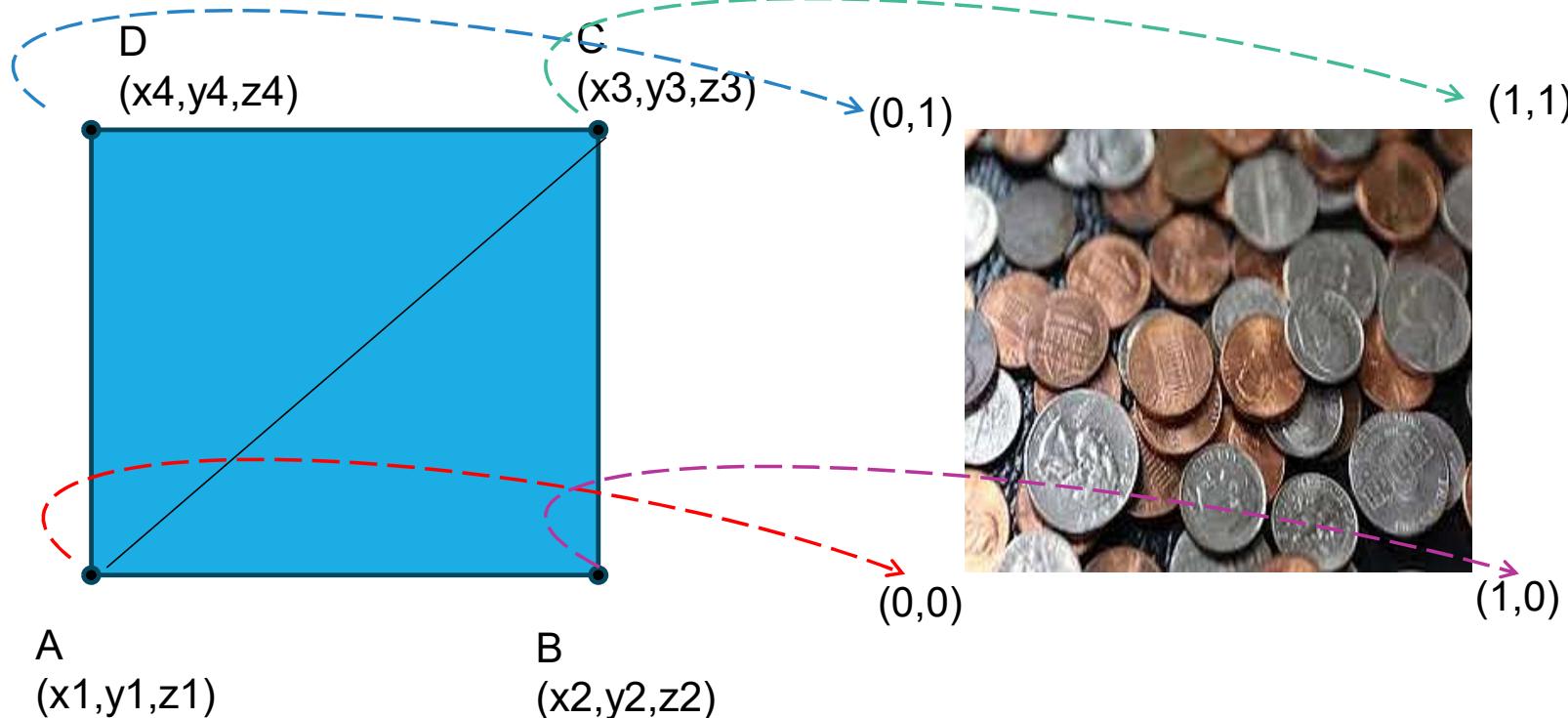


OpenGL – Textures

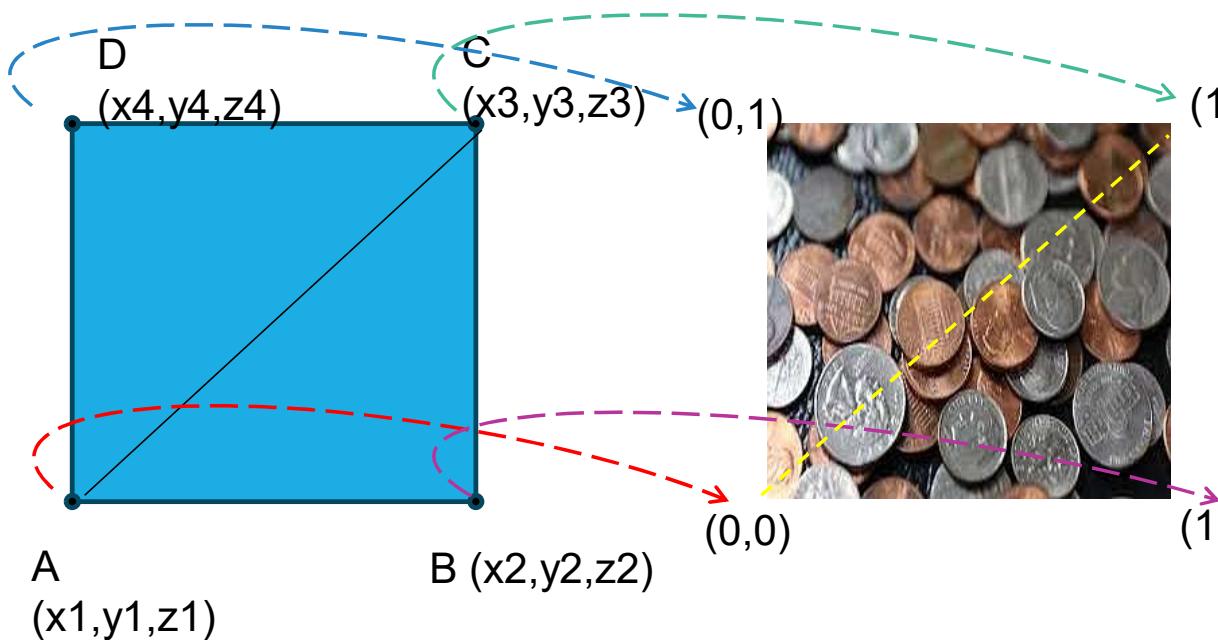
συμπλήρωμα

Texture mapping

- UV coordinates range from 0 to 1 in the x and y axis
 - (0,0) for the lower left corner of a texture image to
 - (1,1) for the upper right corner of a texture image.



Texture mapping



If we want to apply image exactly on our facet, then

Vertex A (x_1, y_1, z_1) -> uv coords (0,0)

Vertex B (x_2, y_2, z_2) -> uv coords (1,0)

Vertex C (x_3, y_3, z_3) -> uv coords (1,1)

Vertex D (x_4, y_4, z_4) -> uv coords (0,1)