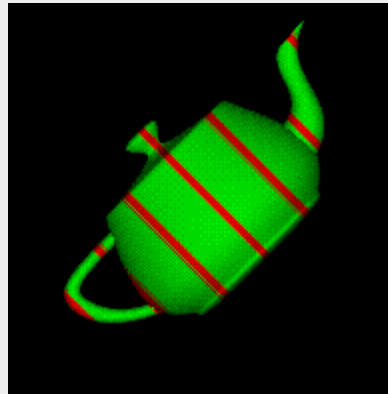


Generating Texture Coordinates

- We have assumed so far that texture coordinates are provided with data. If not, application should generate them. There are various ways of doing that.
- One option: Specify a plane, and then generate texture coordinates based upon distance from the plane
- A one-dimensional texture mapping example based on plane distance:

1D texture:



See Ch. 7.7.6 in the textbook

- Another option: Use the two-part mapping approach described previously.