



Texture Mapping

CSE167: Computer Graphics

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Texture Mapping

- Texture mapping is the process of mapping an image onto a triangle in order to increase the detail of the rendering
 - This allows us to get fine scale details without resorting to rendering tons of tiny triangles
 - The image that gets mapped onto the triangle is called a *texture map* or *texture* and is usually a regular color image
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Texture Map

- We define our texture map as existing in *texture space*, which is a normal 2D space
 - The lower left corner of the image is the coordinate $(0,0)$ and the upper right of the image is the coordinate $(1,1)$
 - The actual texture map might be 512 x 256 pixels for example, with a 24 bit color stored per pixel
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