Environment Mapping

Cube Mapping

Volumetric Texture

Procedural Textures

Displacement Mapping

Volumetric Bump Mapping

Cube Mapping

Sphere Mapping

Volumetric Bump Mapping

Texture mapping creates texture coordinates that are
• defined in 3D space
• loading from disk
• sphere
• procedural textures
• bump, displacement

Several good explanations

Common for material
• common in games
• cloth, wood, etc.
• material texture
• procedural texture
• bump, displacement

Dirichlet boundary condition
Texture is illustrated by grey view
Texture is assigned to each face
Texture is assigned to each face
Texture is assigned to each face
Texture is assigned to each face
Texture is assigned to each face