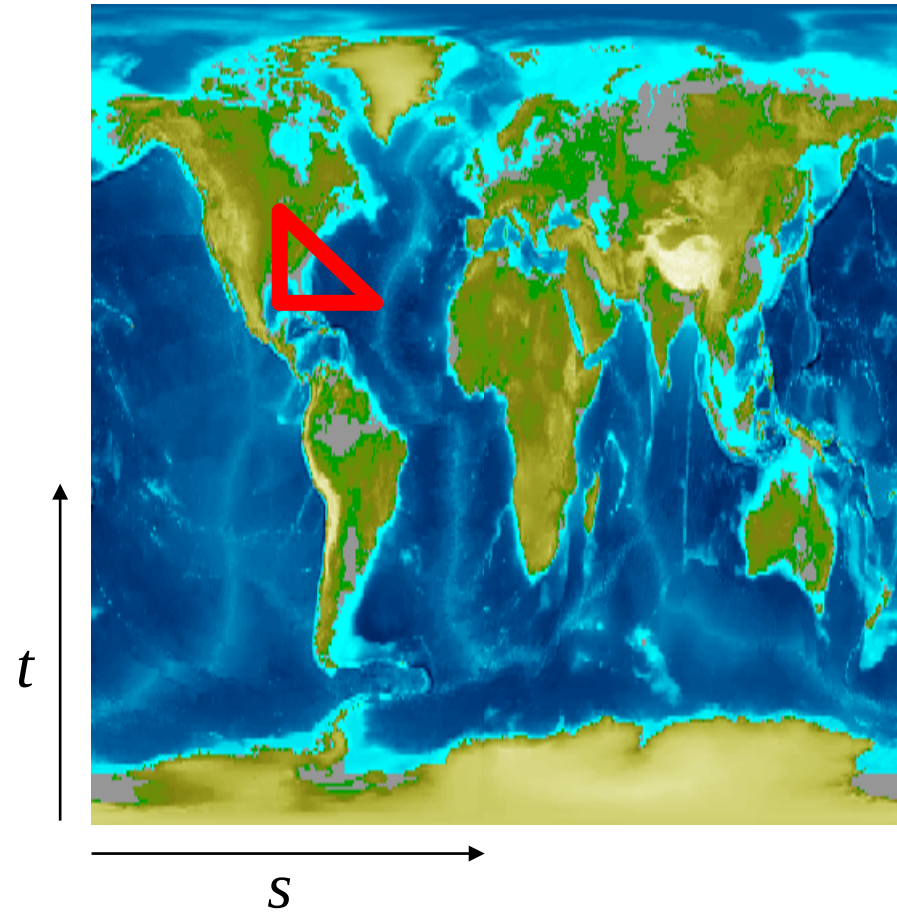
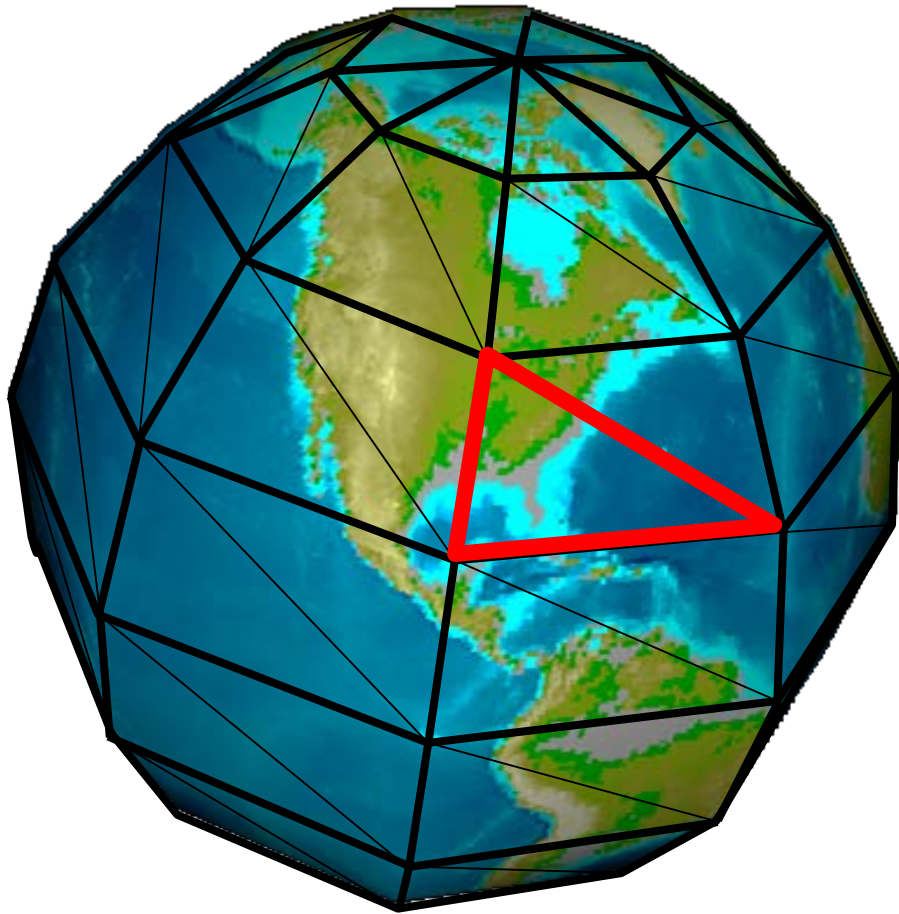


Texture Coordinates

CS418 Computer Graphics

John C. Hart

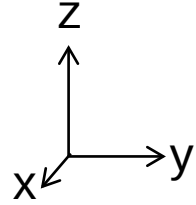
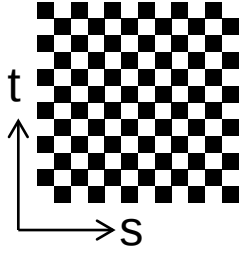
Texture Mapping



Extruded Textures

$$s = x$$

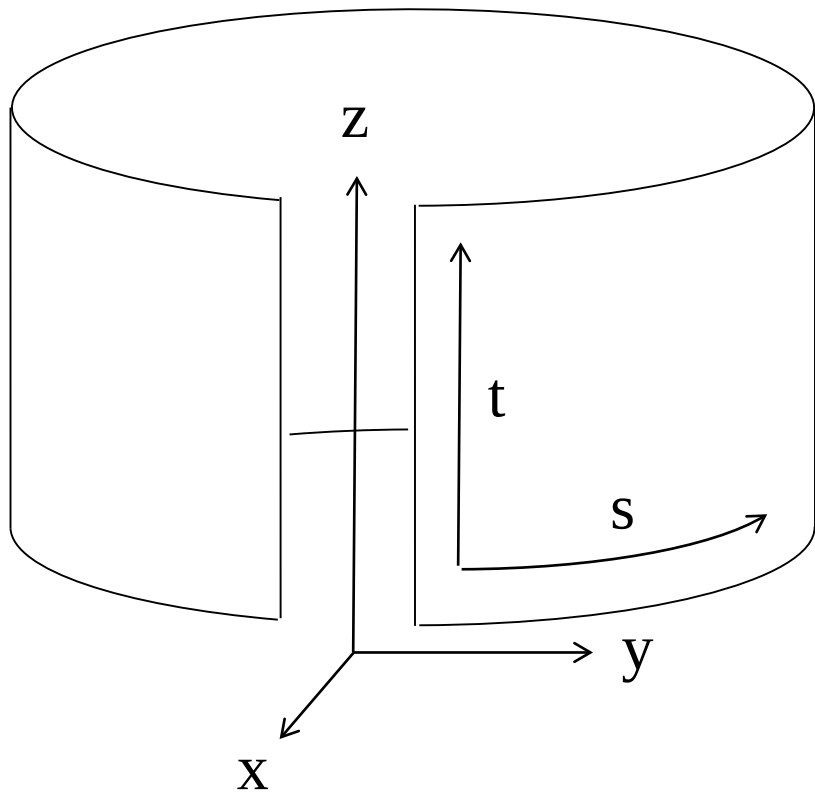
$$t = y$$



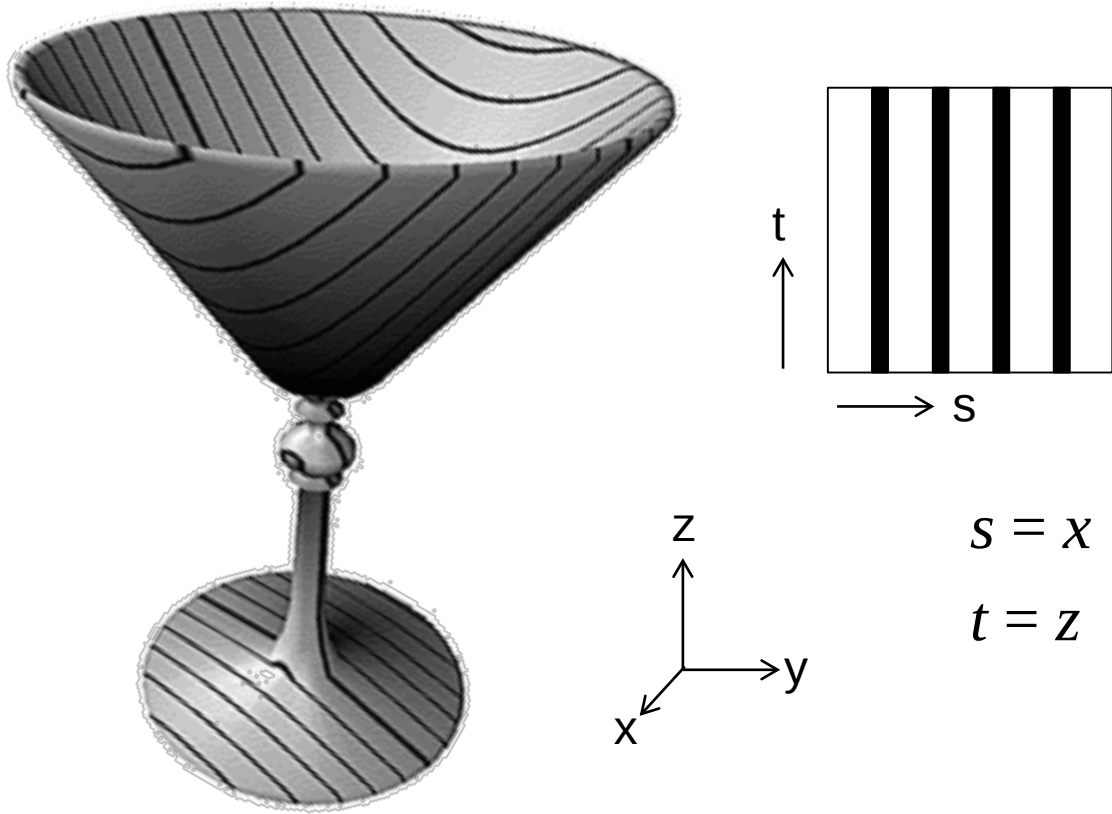
Cylindrical Mapping

$$s = \text{atan2}(y, x) / 2\pi$$

$$t = z$$



World Coordinates



Texture Mapping as a Fundamental Drawing Primitive
Paul Haeberli and Mark Segal
Graphica Obscura, June 1993

Viewing Coordinates

$$s = x$$

$$t = y$$

