Textures store channels, not colors.
Textures - look up everything needed to color a fragment

1. BRDF params

2. Light

3. Normal
Textures - look up everything needed to color a fragment

1. BRDF params
   - diffuse color
   - ambient color
   - specular color
   - intensity
   - size
   - roughness

2. Light

3. Normal
Textures - look up everything needed to color a fragment

1. BRDF per-fragment
   - decals
2. Light
3. Normal
Textures - look up everything needed to color a fragment

1. BRDF params

2. Light

3. Normal

Baked lighting
Environment map
Cube map

\( \frac{x}{z}, \frac{y}{z}, 1 \)
Textures - look up everything needed to color a fragment

1. BRDF params

2. Light

3. Normal

Baked lighting
Environment map
Cube map

\(
\begin{pmatrix}
\frac{x}{w} \\
\frac{y}{w} \\
\frac{z}{w}
\end{pmatrix}
\)
Textures - look up everything needed to color a fragment

1. BRDF params

2. Light →
   - Baked lighting
   - Environment map
   - Cube map

3. Normal
Textures - look up everything needed to color a fragment

1. BRDF params

2. Light

3. Normal

Baked lighting

Environment map

Cube map

look up $\frac{\ell}{3}$ in $\hat{n}$

$(\frac{x}{9}, \frac{z}{1})$
Textures - look up everything needed to color a fragment

1. BRDF params

2. Light

3. Normal - Bump mapping

Diagram:
- Normal map
- Parallel mapping
- UV mapping
- V = -0.3
- Vx + 1
Textures - look up everything needed to color a fragment

1. BRDF params

2. Light

3. Normal - Bump mapping
Displacement map