

Basic Graphics Programming

Graphics Pipeline
OpenGL API
Primitives: Lines, Polygons
Attributes: Color
Example

[Angel Ch. 2]

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<http://www.cs.cmu.edu/~fp/courses/graphics/>

A Graphics Pipeline



- Pipelines and parallelism
- Latency vs throughput
- Efficiently implementable in hardware
- Not so efficiently implementable in software

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Programming a Pipeline



- Specify the operation of each box
- Replace or accumulate
- State and lack of modularity
- Immediate mode graphics
 - On-line (OpenGL)
- Modeling-rendering pipeline
 - Off-line (Pixar's Renderman)

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Vertices



- Vertices in world coordinates
- `void glVertex3f(GLfloat x, GLfloat y, GLfloat z)`
 - Vertex (x, y, z) sent down the pipeline
 - Function call returns
- Use *GLtype* for portability and consistency
- `glVertex{234}{sfid}[v](TYPE coords)`

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Transformer



- Transformer in world coordinates
- Must be set before object is drawn!

```
glRotatef(45.0, 0.0, 0.0, -1.0);  
glVertex2f(1.0, 0.0);
```

- Complex [Angel Ch. 4]

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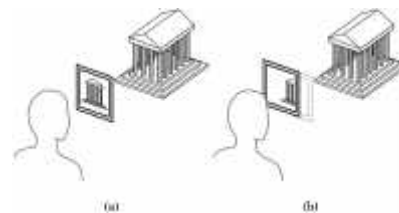
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Clipper



- Mostly automatic from viewport



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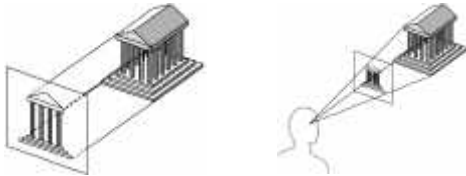
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Projector



- Complex transformation [Angel Ch. 5]
- Orthographic Perspective



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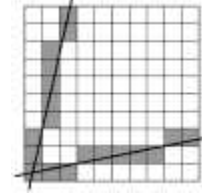
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Rasterizer



- Interesting algorithms [Angel Ch. 7]
- To window coordinates



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Outline

1. A Graphics Pipeline
2. The OpenGL API
3. Primitives: vertices, lines, polygons
4. Attributes: color
5. Example: drawing a shaded triangle

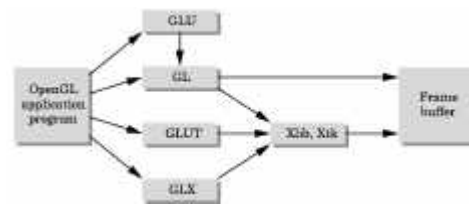
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OpenGL Library Organization

- GLU (OpenGL Utility Library), modeling
- GLUT (GL Utility Toolkit), window system interface



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Graphics Functions

- Primitive functions
- Attribute functions
- Transformation functions
- Viewing functions
- Input functions
- Control functions

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Primitives

- Specified via vertices
- General schema


```
glBegin(type);
glVertex*(...);
...
glVertex*(...);
glEnd();
```
- type* determines interpretation of vertices

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Example: Square Outline

- Type* GL_LINE_LOOP

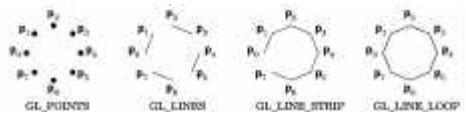

```
glBegin(GL_LINE_LOOP);
glVertex2f(0.0, 0.0);
glVertex2f(1.0, 0.0);
glVertex2f(1.0, 1.0);
glVertex2f(0.0, 1.0);
glEnd();
```
- z coordinate defaults to 0
- Calls to other functions are allowed between glBegin(*type*) and glEnd();

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Points and Line Segments



- Make sense in three dimensions

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Polygons

- Polygons enclose an area
- Rendering of area (fill) depends on attributes
- All vertices must be in one plane

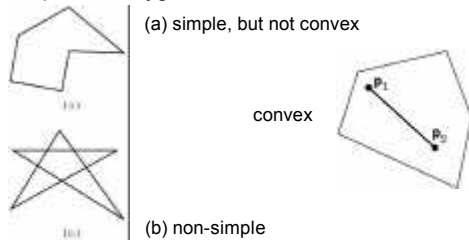
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Polygon Restrictions

- OpenGL Polygons must be simple
- OpenGL Polygons must be convex



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Why Polygon Restrictions?

- Non-convex and non-simple polygons are expensive to process and render
- Convexity and simplicity is expensive to test
- Behavior of OpenGL implementation on disallowed polygons is "undefined"
- Some tools in GLU for decomposing complex polygons (tessellation)
- Triangles are most efficient

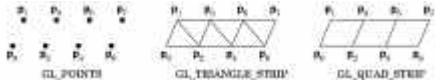
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Polygon Strips

- Efficiency in space and time
- Reduces visual artefacts



- Polygons have a front and a back, possibly with different attributes!

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Attributes

- Part of the state of the graphics pipeline
- Set before primitives are drawn
- Remain in effect!
- Examples:
 - Color, including transparency
 - Reflection properties
 - Shading properties

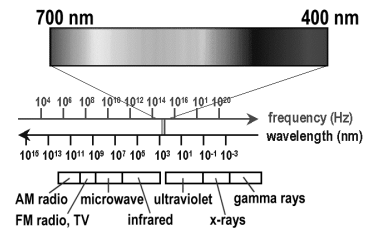
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Physics of Color

- Electromagnetic radiation
- Can see only tiny piece of the spectrum



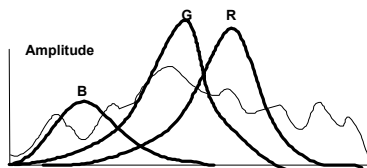
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Color Filters

- Eye can perceive only 3 basic colors
- Computer screens designed accordingly



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Color Spaces

- RGB (Red, Green, Blue)
 - Convenient for display
 - Can be unintuitive (3 floats in OpenGL)
- HSV (Hue, Saturation, Value)
 - Hue: what color
 - Saturation: how far away from gray
 - Value: how bright
- Others for movies and printing

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RGB vs HSV

Apple Color Picker

Diagram illustrating the relationship between RGB and HSV color models:

- A 3D cube representing the RGB color space with axes labeled R (Red), G (Green), and B (Blue).
- A 2D hexagon representing the RGB color space with vertices labeled R, G, and B.
- A 3D cone representing the HSV color space with axes labeled V (Value), H (Hue), and S (Saturation).

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Example: Drawing a shaded polygon

- Initialization: the "main" function

```
int main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitDisplayMode (GLUT_SINGLE | GLUT_RGB);
    glutInitWindowSize (500, 500);
    glutInitWindowPosition (100, 100);
    glutCreateWindow (argv[0]);
    init ();
    ...
}
```

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GLUT Callbacks

- Window system independent interaction
- glutMainLoop processes events

```
...
    glutDisplayFunc(display);
    glutReshapeFunc(reshape);
    glutKeyboardFunc (keyboard);
    glutMainLoop();
    return 0;
}
```

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Initializing Attributes

- Separate in "init" function

```
void init(void)
{
    glClearColor (0.0, 0.0, 0.0, 0.0);

    /* glShadeModel (GL_FLAT); */
    glShadeModel (GL_SMOOTH);
}
```

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The Display Callback

- Handles exposure events
- Install with glutDisplayFunc(display)

```
void display(void)
{
    glClear (GL_COLOR_BUFFER_BIT); /* clear buffer */
    triangle (); /* draw triangle */
    glFlush (); /* force display */
}
```

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Drawing

- In world coordinates; remember state!

```
void triangle(void)
{
    glBegin (GL_TRIANGLES);
    glColor3f (1.0, 0.0, 0.0); /* red */
    glVertex2f (5.0, 5.0);
    glColor3f (0.0, 1.0, 0.0); /* green */
    glVertex2f (25.0, 5.0);
    glColor3f (0.0, 0.0, 1.0); /* blue */
    glVertex2f (5.0, 25.0);
    glEnd();
}
```

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The Image

- Color of last vertex with flat shading

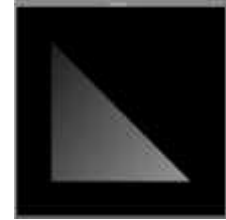
```
glShadeModel(GL_FLAT) glShadeModel(GL_SMOOTH)
```



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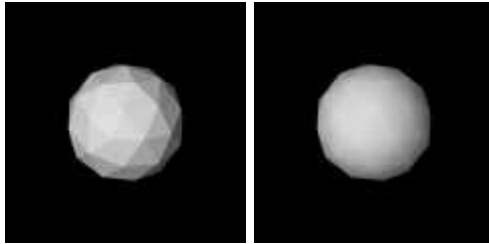


Preview: Smooth Shading

- Approximating a sphere

Flat Shading

Smooth Shading



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Projection

- Mapping world to screen coordinates

```
void reshape(int w, int h)
{
    glViewport (0, 0, (GLsizei) w, (GLsizei) h);
    glMatrixMode (GL_PROJECTION);
    glLoadIdentity ();
    if (w <= h)
        gluOrtho2D (0.0, 30.0, 0.0, 30.0 * (GLfloat) h/(GLfloat) w);
    else
        gluOrtho2D (0.0, 30.0 * (GLfloat) w/(GLfloat) h, 0.0, 30.0);
    glMatrixMode(GL_MODELVIEW);
}
```

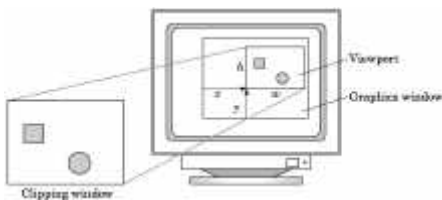
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Viewport

- Determines clipping in window coordinates
- `glViewPort(x, y, w, h)`



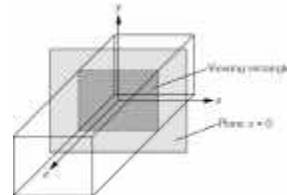
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Orthographic Projection

- 2D and 3D versions
- `glOrtho2D(left, right, bottom, top)`
- In world coordinates!



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Summary

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Reminder

- Programming Assignment 1 out today
- Due in two weeks
- Compilation instructions on course page together with assignment
- Carefully follow account setup instructions for graphics lab (WeH 5336)

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