CIS 441/541: Introduction to Computer Graphics
Lecture 11: 2D textures, lighting and materials

Nov. 5th, 2014
Hank Childs, University of Oregon
Announcements

- 1D redux: cancelled
  - Will be 1E & 1F
- 1F on Blackboard: my apologies
- Reminder: class canceled on Weds Nov 11th
Outline

- Review
- Project 2A
- 2D textures
- More geometric primitives
- Lighting model
- Shading model
- Material model
Outline

- Review
- Project 2A
- 2D textures
- More geometric primitives
- Lighting model
- Shading model
- Material model
How to make a graphics program?

- Need to create a window
  - This window contains a “context” for OpenGL to render in.
- Need to be able to deal with events/interactions
- Need to render graphics primitives
  - OpenGL!
Creating windows and dealing with events varies from platform to platform.

Some packages provide implementations for key platforms (Windows, Unix, Mac) and abstractions for dealing with windows and events.

GLUT: library for cross-platform windowing & events.
- My experiments: doesn’t work as well as it used to.

VTK: library for visualization
- But also contains cross-platform windowing & events.
We will replace these and write our own GL calls.

from vtkpython import *
cone = vtkConeSource()
cone.SetResolution(10)
coneMapper = vtkPolyDataMapper()
coneMapper.SetInput(cone.GetOutput())
coneActor = vtkActor()
coneActor.SetMapper(coneMapper)
ren = vtkRenderer()
ren.AddActor(coneActor)
renWin = vtkRenderWindow()
renWin.SetWindowName("Cone")
renWin.SetSize(300,300)
renWin.AddRenderer(ren)
iren = vtkRenderWindowInteractor()
iren.SetRenderWindow(renWin)
iren.Initialize()
iren.Start()
How to make a graphics program?

- Need to create a window
  - This window contains a “context” for OpenGL to render in.
- Need to be able to deal with events/interactions
- Need to render graphics primitives
  - OpenGL!
OpenGL Functions

- Primitives
  - Points
  - Line Segments
  - Polygons

- Attributes

- Transformations
  - Viewing
  - Modeling

- Control (VTK)
- Input (VTK)
- Query
First OpenGL programs

- Remember: none of these programs have windowing or events
- They contain just the code to put primitives on the screen, with lighting and colors.
class vtk441PolyDataMapper : public vtkOpenGLPolyDataMapper
{
    public:
        static vtk441PolyDataMapper *New();
        virtual void RenderPiece(vtkRenderer *ren, vtkActor *act)
        {
            float ambient[3] = { 1, 1, 1 };  
            glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT, ambient);
            glBegin(GL_TRIANGLES);
            glVertex3f(0,0,0);
            glVertex3f(0,1,0);
            glVertex3f(1,1,0);
            glVertex3f(1,1,0);  
            glEnd();
        }
};
class vtk441PolyDataMapper : public vtkOpenGLPolyDataMapper
{
    public:
        static vtk441PolyDataMapper *New();
    virtual void RenderPiece(vtkRenderer *ren, vtkActor *act)
    {
        glEnable(GL_COLOR_MATERIAL);
        float ambient[3] = { 1, 1, 1 };
        glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT, ambient);
        glBegin(GL_TRIANGLES);
        glColor3ub(0, 0, 255);
        glVertex3f(0,0,0);
        glVertex3f(0,1,0);
        glVertex3f(1,1,0);
        glEnd();
    }
};
**glEnable/glDisable:** important functions

Both `glEnable` and `glDisable` take a single argument, `cap`, which can assume one of the following values:

- **GL_BLEND**
  
  If enabled, blend the computed fragment color values with the values in the color buffers. See `glBlendFunc`.

- **GL_CULL_FACE**
  
  If enabled, cull polygons based on their winding in window coordinates. See `glCullFace`.

- **GL_DEPTH_TEST**
  
  If enabled, do depth comparisons and update the depth buffer. Note that even if the depth buffer exists and the depth mask is non-zero, the depth buffer is not updated if the depth test is disabled. See `glDepthFunc` and `glDepthRange`.

- **GL_DITHER**
  
  If enabled, dither color components or indices before they are written to the color buffer.

- **GL_POLYGON_OFFSET_FILL**
  
  If enabled, an offset is added to depth values of a polygon's fragments produced by rasterization. See `glPolygonOffset`.

- **GL_SAMPLE_ALPHA_TO_COVERAGE**
  
  If enabled, compute a temporary coverage value where each bit is determined by the alpha value at the corresponding sample location. The temporary coverage value is then ANDed with the fragment coverage value.

- **GL_SAMPLE_COVERAGE**
  
  If enabled, the fragment's coverage is ANDed with the temporary coverage value. If `GL_SAMPLE_COVERAGE_INVERT` is set to `GL_TRUE`, invert the coverage value. See `glSampleCoverage`.

- **GL_SCISSOR_TEST**
  
  If enabled, discard fragments that are outside the scissor rectangle. See `glScissor`.

- **GL_STENCIL_TEST**
  
  If enabled, do stencil testing and update the stencil buffer. See `glStencilFunc` and `glStencilOp`.

---

**Name**

- `glEnable` — enable or disable server-side GL capability

**C Specification**

- `void glEnable(GLenum cap);`

**Parameters**

- `cap`

  Specifies a symbolic constant indicating a GL capability.

---

**Name**

- `glDisable` — enable or disable server-side GL capability

**C Specification**

- `void glDisable(GLenum cap);`

**Parameters**

- `cap`

  Specifies a symbolic constant indicating a GL capability.
class vtk441PolyDataMapper : public vtkOpenGLPolyDataMapper
{
public:
    static vtk441PolyDataMapper *New();
    virtual void RenderPiece(vtkRenderer *ren, vtkActor *act)
    {
        glEnable(GL_COLOR_MATERIAL);
        float ambient[3] = {1, 1, 1};
        glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT, ambient);
        glBegin(GL_TRIANGLES);
        glColor3ub(0, 0, 255);
        glVertex3f(0, 0, 0);
        glColor3ub(0, 255, 0);
        glVertex3f(0, 1, 0);
        glColor3ub(255, 0, 0);
        glVertex3f(1, 1, 0);
        glEnd();
    }
};
Visualization use case

Why is there purple in this picture?
class vtk441PolyDataMapper : public vtkOpenGLPolyDataMapper
{
    public:
    static vtk441PolyDataMapper *New();
    virtual void RenderPiece(vtkRenderer *ren, vtkActor *act)
    {
        glEnable(GL_COLOR_MATERIAL);
        float ambient[3] = { 1, 1, 1 };
        glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT, ambient);
        glBegin(GL_TRIANGLES);
        glColor3ub(0, 0, 255);
        glVertex3f(0,0,0);
        glColor3ub(0, 255, 0);
        glVertex3f(0,1,0);
        glColor3ub(255, 0, 0);
        glVertex3f(1,1,0);
        glEnd();
    }
};
Textures: a better way to specify a color map

There is no purple when we use textures
Textures

- “Textures” are a mechanism for adding “texture” to surfaces.
  - Think of texture of a cloth being applied to a surface
  - Typically used in 2D form
- We will start with a 1D form, and work our way up to 2D later.
1D textures: basic idea

- Store color map on GPU as a texture
  - An array of colors

- Old color interpolation of fragment on a scanline:
  - For (int j = 0 ; j < 3 ; j++)
    - RGB[j] = leftRGB[j] + proportion*(rightRGB[j]-leftRGB[j])

- New color interpolation of fragment on a scanline:
  - textureVal = leftTextureVal
    + proportion*(rightTextureVal-leftTextureVal)
  - RGB ← textureLookup[textureVal]
Example

- Triangle with vertices with scalar values 2.9, 3.3, and 3.1.

- T for 2.9 = \( \frac{(2.9-3.0)}{(3.25-3)} = -0.4 \)

- T for 3.1 = \( \frac{(3.1-3.0)}{(3.25-3)} = 0.4 \)

- T for 3.3 = \( \frac{(3.3-3.0)}{(3.25-3)} = 1.2 \)

- Fragment colors come from interpolating texture coordinates and applying texture
class vtk441PolyDataMapper : public vtkOpenGLPolyDataMapper
{
    public:
    static vtk441PolyDataMapper *New();

    virtual void RenderPiece(vtkRenderer *ren, vtkActor *act)
    {
        GLubyte Texture3[9] = {
            0, 0, 255,  // blue
            255, 255, 255,  // white
            255, 0, 0,  // red
        };
        glTexImage1D(GL_TEXTURE_1D, 0, GL_RGB, 3, 0, GL_RGB,
                      GL_UNSIGNED_BYTE, Texture3);
        glEnable(GL_COLOR_MATERIAL);
        glTexParameterf(GL_TEXTURE_1D, GL_TEXTURE_WRAP_S, GL_CLAMP_TO_EDGE);
        glTexParameterf(GL_TEXTURE_1D, GL_TEXTURE_MIN_FILTER, GL_LINEAR);
        glEnable(GL_TEXTURE_1D);
        float ambient[3] = { 1, 1, 1 };
        glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT, ambient);
        glBegin(GL_TRIANGLES);
        glTexCoord1f(0);
        glVertex3f(0,0,0);
        glTexCoord1f(0.0);
        glVertex3f(0,1,0);
        glTexCoord1f(1.);
        glVertex3f(1,1,0);
        glEnd();
    }
};
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iren.Start()
Project #2A (8%), Due Nov. 12th

- Goal: OpenGL program that does regular colors and textures
- New VTK-based project2A.cxx
- New CMakeLists.txt (but same as old ones)
Hints

- I recommend you “walk before you run” & “take small bites”. OpenGL can be very punishing. Get a picture up and then improve on it. Make sure you know how to retreat to your previously working version at every step.

- OpenGL “state thrashing” is common and tricky to debug.
  - Get one window working perfectly.
  - Then make the second one work perfectly.
  - Then try to get them to work together.
    - Things often go wrong, when one program leaves the OpenGL state in a way that doesn’t suit another renderer.
Outline

- Review
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- More geometric primitives
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Example

- Triangle with vertices with scalar values 2.9, 3.3, and 3.1.
- T for 2.9 = (2.9-3.0)/(3.25-3) = -0.4
- T for 3.1 = (3.1-3.0)/(3.25-3) = 0.4
- T for 3.3 = (3.3-3.0)/(3.25-3) = 1.2
- Fragment colors come from interpolating texture coordinates and applying texture
class vtk441PolyDataMapper : public vtkOpenGLPolyDataMapper
{
  public:
    static vtk441PolyDataMapper *New();

    virtual void RenderPiece(vtkRenderer *ren, vtkActor *act) {
      GLubyte Texture3[9] = {
        0, 0, 255,  // blue
        255, 255, 255, // white
        255, 0, 0, // red
      };
      glTexImage1D(GL_TEXTURE_1D, 0, GL_RGB, 3, 0, GL_RGB,
                   GL_UNSIGNED_BYTE, Texture3);
      glEnable(GL_COLOR_MATERIAL);
      glTexParameter1f(GL_TEXTURE_1D, GL_TEXTURE_WRAP_S, GL_CLAMP_TO_EDGE);
      glTexParameter1f(GL_TEXTURE_1D, GL_TEXTURE_MIN_FILTER, GL_LINEAR);

      glEnable(GL_TEXTURE_1D);
      float ambient[3] = { 1, 1, 1 };
      glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT, ambient);
      glBegin(GL_TRIANGLES);
      glVertex3f(0,0,0);
      glVertex3f(0,0,0);
      glVertex3f(0,1,0);
      glVertex3f(0,1,0);
      glVertex3f(1,0,0);
      glVertex3f(1,0,0);
      glEnd();
    }
};
Textures with GL_REPEAT

class vtk441PolyDataMapper : public vtkOpenGLPolyDataMapper
{
  public:
    static vtk441PolyDataMapper *New();

  virtual void RenderPiece(vtkRenderer *ren, vtkActor *act)
  {
    GLubyte Texture3[9] = {
        0, 0, 255, // blue
        255, 255, 255, // white
        255, 0, 0, // red
    };
    glTexImage1D(GL_TEXTURE_1D, 0, GL_RGB, 3, 0, GL_RGB,
                 GL_UNSIGNED_BYTE, Texture3);
    glEnable(GL_COLOR_MATERIAL);
    glTexParameterf(GL_TEXTURE_1D, GL_TEXTURE_WRAP_S, GL_REPEAT);
    glTexParameterf(GL_TEXTURE_1D, GL_TEXTURE_MIN_FILTER, GL_LINEAR);

    glEnable(GL_TEXTURE_1D);
    float ambient[3] = { 1, 1, 1 };
    glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT, ambient);
    glBegin(GL_TRIANGLES);
    glTexCoord1f(-2);
    glVertex3f(0,0,0);
    glTexCoord1f(0);
    glVertex3f(0,1,0);
    glTexCoord1f(4.);
    glVertex3f(1,1,0);
    glEnd();
  }
};
1D, 2D, 3D textures

- 2D textures most common
- 1D textures: color maps (e.g., what we just did)
- 3D textures: “volume rendering”
  - Use combination of opacity and color (i.e., RGBA)
2D Textures

- Pre-rendered images painted onto geometry
- `glTexImage1D` → `glTexImage2D`
- `GL_TEXTURE_WRAP_S` → `GL_TEXTURE_WRAP_S` + `GL_TEXTURE_WRAP_T`
- `glTexCoord1f` → `glTexCoord2f`
2D Texture Program

class vtk441PolyDataMapper : public vtkOpenGLPolyDataMapper
{
    public:
        static vtk441PolyDataMapper *New();

    virtual void RenderPiece(vtkRenderer *ren, vtkActor *act)
    {
        vtkJPEGReader *rdr = vtkJPEGReader::New();
        rdr->SetFileName("HankChilds_345.jpg");
        rdr->Update();
        vtkImageData *img = rdr->GetOutput();
        int dims[3];
        img->GetDimensions(dims);
        unsigned char *buffer = (unsigned char *) img->GetScalarPointer(0, 0, 0);
        glTexImage2D(GL_TEXTURE_2D, 0, GL_RGB, dims[0], dims[1], 0, GL_RGB,
                      GL_UNSIGNED_BYTE, buffer);
        glEnable(GL_COLOR_MATERIAL);
        glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT);
        glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT);
        glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST);
        glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_NEAREST);

        glEnable(GL_TEXTURE_2D);
        float ambient[3] = {1, 1, 1};
        glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT, ambient);
        glBegin(GL_TRIANGLES);
        glVertex3f(0,0);
        glVertex3f(0,0);
        glVertex3f(0,0);
        glVertex3f(0,1,0);
        glVertex3f(0,1,0);
        glVertex3f(1,1,0);
        glEnd();
    }
};

What do we expect the output to be?
Minifying: texture bigger than triangle.
- How to map multiple texture elements onto a pixel?
  - GL_NEAREST: pick closest texture
  - GL_LINEAR: average neighboring textures

Magnifying (GL_TEXTURE_MAG_FILTER): triangle bigger than texture
- How to map single texture element onto multiple pixels?
  - GL_NEAREST: no interpolation
  - GL_LINEAR: interpolate with neighboring textures
GL_TEXTURE_MAG_FILTER with NEAREST and LINEAR

class vtk441PolyDataMapper : public vtkOpenGLPolyDataMapper
{
public:
  static vtk441PolyDataMapper *New();

  virtual void RenderPiece(vtkRenderer *ren, vtkActor *act)
  {
    GLubyte Texture3[9] = {
      0, 0, 255, // blue
      255, 255, 255, // white
      255, 0, 0, // red
    };
    glTexImage1D(GL_TEXTURE_1D, 0, GL_RGB, 3, 0, GL_RGB, GL_UNSIGNED_BYTE, Texture3);
    glEnable(GL_COLOR_MATERIAL);
    glTexParameteri(GL_TEXTURE_1D, GL_TEXTURE_WRAP_S, GL_CLAMP_TO_EDGE);
    ---------
    glTexParameteri(GL_TEXTURE_1D, GL_TEXTURE_MAG_FILTER, GL_NEAREST);
    --- OR ---
    glTexParameteri(GL_TEXTURE_1D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);
    ---------
    glTexParameteri(GL_TEXTURE_1D, GL_TEXTURE_MIN_FILTER, GL_NEAREST);

    glEnable(GL_TEXTURE_1D);
    float ambient[3] = { 1, 1, 1 }; 
    glMaterialfv(GL_FRONT_AND_BACK, GL_AMBIENT, ambient);
    glBegin(GL_TRIANGLES);
    glTexCoord1f(0.);
    glVertex3f(0,0,0);
    glVertex3f(0,0,0);
    glVertex3f(0,1,0);
    glVertex3f(0,1,0);
    glVertex3f(1,0,0);
    glVertex3f(1,1,0);
    glEnd();
  }
};
2D Texture Program

This is a terrible program ... why?

virtual void RenderPiece(vtkRenderer *ren, vtkActor *act) {
  vtkJPEGReader *rdr = vtkJPEGReader::New();
  rdr->SetFileName("HankChilds_345.jpg");
  rdr->Update();
  vtkImageData *img = rdr->GetOutput();
  int dims[3];
  img->GetDimensions(dims);
  unsigned char *buffer = (unsigned char *) img->GetScalarBuffer();
  glTexImage2D(GL_TEXTURE_2D, 0, GL_RGB, dims[0], dims[1], 0,
               GL_UNSIGNED_BYTE, buffer);
  glEnable(GL_COLOR_MATERIAL);
  glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT);
  glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT);
  glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST);
  glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_NEAREST);

  glEnable(GL_TEXTURE_2D);
  float ambient[3] = {1, 1, 1};
  glMaterialfv(GL_FRONT, GL_AMBIENT, ambient);
  glMatrixMode(GL_MODELVIEW);
  glLoadIdentity();
  gllVertex3f(1.1,0,0);
  glTexCoord2f(0, 0);
  gllVertex3f(0.1,0,0);
  glEnd();
}

Texture is not 1:1, should probably scale geometry.
glBindTexture: tell the GPU about the texture once and re-use it!
Outline

- Review
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- 2D textures
- **More geometric primitives**
- Lighting model
- Shading model
- Material model
Geometry Specification: glBegin

Name

`glBegin` — delimit the vertices of a primitive or a group of like primitives

C Specification

```c
void glBegin(GLenum mode);
```

Parameters

`mode`

Specifies the primitive or primitives that will be created from vertices presented between `glBegin` and the subsequent `glEnd`. Ten symbolic constants are accepted: `GL_POINTS`, `GL_LINES`, `GL_LINE_STRIP`, `GL_LINE_LOOP`, `GL_TRIANGLES`, `GL_TRIANGLE_STRIP`, `GL_TRIANGLE_FAN`, `GL_QUADS`, `GL_QUAD_STRIP`, and `GL_POLYGON`.

C Specification

```c
void glEnd(void);
```

Description

`glBegin` and `glEnd` delimit the vertices that define a primitive or a group of like primitives. `glBegin` accepts a single argument that specifies in which of ten ways the vertices are interpreted. Taking \( n \) as an integer count starting at one, and \( N \) as the total number of vertices specified, the interpretations are as follows:
Geometry Primitives

GL_POINTS

Treats each vertex as a single point. Vertex n defines point n. N points are drawn.

GL_LINES

Treats each pair of vertices as an independent line segment. Vertices 2 * n - 1 and 2 * n define line n. N 2 lines are drawn.

GL_LINE_STRIP

Draws a connected group of line segments from the first vertex to the last. Vertices n and n + 1 define line n. N - 1 lines are drawn.

GL_LINE_LOOP

Draws a connected group of line segments from the first vertex to the last, then back to the first. Vertices n and n + 1 define line n. The last line, however, is defined by vertices N and 1. N lines are drawn.
Geometry Primitives

GL_TRIANGLES

Treats each triplet of vertices as an independent triangle. Vertices \(3 \times n - 2\), \(3 \times n - 1\), and \(3 \times n\) define triangle \(n\). \(N\) 3 triangles are drawn.

GL_TRIANGLE_STRIP

Draws a connected group of triangles. One triangle is defined for each vertex presented after the first two vertices. For odd \(n\), vertices \(n, n + 1\), and \(n + 2\) define triangle \(n\). For even \(n\), vertices \(n + 1, n\), and \(n + 2\) define triangle \(n\). \(N - 2\) triangles are drawn.

GL_TRIANGLE_FAN

Draws a connected group of triangles. One triangle is defined for each vertex presented after the first two vertices. Vertices \(1, n + 1\), and \(n + 2\) define triangle \(n\). \(N - 2\) triangles are drawn.
GL_QUADS

Treats each group of four vertices as an independent quadrilateral. Vertices 4 \( \times \) \( n - 3 \), 4 \( \times \) \( n - 2 \), 4 \( \times \) \( n - 1 \), and 4 \( \times \) \( n \) define quadrilateral \( n \). \( N \) 4 quadrilaterals are drawn.

GL_QUAD_STRIP

Draws a connected group of quadrilaterals. One quadrilateral is defined for each pair of vertices presented after the first pair. Vertices 2 \( \times \) \( n - 1 \), 2 \( \times \) \( n \), 2 \( \times \) \( n + 2 \), and 2 \( \times \) \( n + 1 \) define quadrilateral \( n \). \( N \) 2 - 1 quadrilaterals are drawn. Note that the order in which vertices are used to construct a quadrilateral from strip data is different from that used with independent data.

GL_POLYGON

Draws a single, convex polygon. Vertices 1 through \( N \) define this polygon.
What can go inside a `glBegin`?

Only a subset of GL commands can be used between `glBegin` and `glEnd`. The commands are `glVertex`, `glColor`, `glSecondaryColor`, `glIndex`, `glNormal`, `glFogCoord`, `glTexCoord`, `glMultiTexCoord`, `glVertexAttrib`, `glEvalCoord`, `glEvalPoint`, `glArrayElement`, `glMaterial`, and `glEdgeFlag`. Also, it is acceptable to use `glCallList` or `glCallLists` to execute display lists that include only the preceding commands. If any other GL command is executed between `glBegin` and `glEnd`, the error flag is set and the command is ignored.
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Lighting

- `glEnable(GL_LIGHTING);`
  - Tells OpenGL you want to have lighting.

- Eight lights
  - Enable and disable individually
    - `glEnable(GL_LIGHT0)`
    - `glDisable(GL_LIGHT7)`
  - Set attributes individually
    - `glLightfv(GL_LIGHTi, ARGUMENT, VALUES)`
Ten parameters (ones you will use):

- **GL_AMBIENT**
  - `params` contains four fixed-point or floating-point values that specify the ambient RGBA intensity of the light. Both fixed-point and floating-point values are mapped directly. Neither fixed-point nor floating-point values are clamped. The initial ambient light intensity is \((0, 0, 0, 1)\).

- **GL_DIFFUSE**
  - `params` contains four fixed-point or floating-point values that specify the diffuse RGBA intensity of the light. Both fixed-point and floating-point values are mapped directly. Neither fixed-point nor floating-point values are clamped. The initial value for `GL_LIGHT0` is \((1, 1, 1, 1)\). For other lights, the initial value is \((0, 0, 0, 0)\).

- **GL_SPECULAR**
  - `params` contains four fixed-point or floating-point values that specify the specular RGBA intensity of the light. Both fixed-point and floating-point values are mapped directly. Neither fixed-point nor floating-point values are clamped. The initial value for `GL_LIGHT0` is \((1, 1, 1, 1)\). For other lights, the initial value is \((0, 0, 0, 0)\).

- **GL_POSITION**
  - `params` contains four fixed-point or floating-point values that specify the position of the light in homogeneous object coordinates. Both fixed-point and floating-point values are mapped directly. Neither fixed-point nor floating-point values are clamped.

The position is transformed by the modelview matrix when `glLight` is called (just as if it were a point), and it is stored in eye coordinates. If the \(w\) component of the position is 0, the light is treated as a directional source. Diffuse and specular lighting calculations take the light's direction, but not its actual position, into account, and attenuation is disabled. Otherwise, diffuse and specular lighting calculations are based on the actual location of the light in eye coordinates, and attenuation is enabled. The initial position is \((0, 0, 1, 0)\); thus, the initial light source is directional, parallel to, and in the direction of the \(-z\) axis.
glLightfv in action

For each light source, we can set an RGBA for the diffuse, specular, and ambient components:

```c
 glEnable(GL_LIGHTING);
 glEnable(GL_LIGHT0);
 GLfloat diffuse0[4] = { 0.7, 0.7, 0.7, 1 }; 
 glLightfv(GL_LIGHT0, GL_DIFFUSE, diffuse0);
 ... // set ambient, specular, position
 glDisable(GL_LIGHT1); // do we need to do this? 
 ... 
 glDisable(GL_LIGHT7); // do we need to do this?
```
How do we tell OpenGL about the surface normals?

- **Flat shading:**
  
  ```
  glNormal3f(0, 0.707, -0.707);
  glVertex3f(0, 0, 0);
  glVertex3f(1, 1, 0);
  glVertex3f(1, 0, 0);
  ```

- **Smooth shading:**
  
  ```
  glNormal3f(0, 0.707, -0.707);
  glVertex3f(0, 0, 0);
  glNormal3f(0, 0.707, +0.707);
  glVertex3f(1, 1, 0);
  glNormal3f(1, 0, 0);
  glVertex3f(1, 0, 0);
  ```
Distance and Direction

- The source colors are specified in RGBA
- The position is given in homogeneous coordinates
  - If $w = 1.0$, we are specifying a finite location
  - If $w = 0.0$, we are specifying a parallel source with the given direction vector
glLightfv parameters (2)

- Ten parameters (ones you will never use)

**GL_SPOT_DIRECTION**

`params` contains three fixed-point or floating-point values that specify the direction of the light in homogeneous object coordinates. Both fixed-point and floating-point values are mapped directly. Neither fixed-point nor floating-point values are clamped.

The spot direction is transformed by the upper 3x3 of the modelview matrix when `glLight` is called, and it is stored in eye coordinates. It is significant only when `GL_SPOT_CUTOFF` is not 180, which it is initially. The initial direction is (0, 0, -1).

**GL_SPOT_EXPONENT**

`params` is a single fixed-point or floating-point value that specifies the intensity distribution of the light. Fixed-point and floating-point values are mapped directly. Only values in the range [0, 128] are accepted.

Effective light intensity is attenuated by the cosine of the angle between the direction of the light and the direction from the light to the vertex being lighted, raised to the power of the spot exponent. Thus, higher spot exponents result in a more focused light source, regardless of the spot cutoff angle (see `GL_SPOT_CUTOFF`, next paragraph). The initial spot exponent is 0, resulting in uniform light distribution.

**GL_SPOT_CUTOFF**

`params` is a single fixed-point or floating-point value that specifies the maximum spread angle of a light source. Fixed-point and floating-point values are mapped directly. Only values in the range [0, 90] and the special value 180 are accepted. If the angle between the direction of the light and the direction from the light to the vertex being lighted is greater than the spot cutoff angle, the light is completely masked. Otherwise, its intensity is controlled by the spot exponent and the attenuation factors. The initial spot cutoff is 180, resulting in uniform light distribution.

**GL_CONSTANT_ATTENUATION, GL_LINEAR_ATTENUATION, GL_QUADRATIC_ATTENUATION**

`params` is a single fixed-point or floating-point value that specifies one of the three light attenuation factors. Fixed-point and floating-point values are mapped directly. Only nonnegative values are accepted. If the light is positional, rather than directional, its intensity is attenuated by the reciprocal of the sum of the constant factor, the linear factor times the distance between the light and the vertex being lighted, and the quadratic factor times the square of the same distance. The initial attenuation factors are (1, 0, 0), resulting in no attenuation.
Spotlights

• Use `glLightv` to set
  - Direction `GL_SPOT_DIRECTION`
  - Cutoff `GL_SPOT_CUTOFF`
  - Attenuation `GL_SPOT_EXPONENT`
    • Proportional to \( \cos^{\alpha}\phi \)
What happens with multiple lights?

```c
glEnable(GL_LIGHT0);
glEnable(GL_LIGHT1);
```

- The effects of these lights are additive.
  - Individual shading factors are added and combined
  - Effect is to make objects brighter and brighter
    - Same as handling of high specular factors for "1E"
Global Ambient Light

• Ambient light depends on color of light sources
  - A red light in a white room will cause a red ambient term that disappears when the light is turned off

• OpenGL also allows a global ambient term that is often helpful for testing
  - `glLightModelfv(GL_LIGHT_MODEL_AMBIENT, global_ambient)`
    • VTK turns this on by default!
      - Affects lighting of materials colored with `glColor`, but not `glTexCoord1f`!!
Outline

- Review
- Project 2A
- 2D textures
- More geometric primitives
- Lighting model
- Shading model
- Material model
Polygonal Shading

• Shading calculations are done for each vertex
  - Vertex colors become vertex shades

• By default, vertex shades are interpolated across the polygon
  - `glShadeModel(GL_SMOOTH);`

• If we use `glShadeModel(GL_FLAT);` the color at the first vertex will determine the shade of the whole polygon
  - We will come back to this in a few slides
Polygon Normals

- Polygons have a single normal
  - Shades at the vertices as computed by the Phong model can be almost the same
  - Identical for a distant viewer (default) or if there is no specular component
- Consider model of sphere
- Different normals at each vertex, want single normal
Smooth Shading

• We can set a new normal at each vertex
• Easy for sphere model
  - If centered at origin \( \mathbf{n} = \mathbf{p} \)
• Now smooth shading works
• Note silhouette edge
Mesh Shading

- The previous example is not general because we knew the normal at each vertex analytically.
- For polygonal models, Gouraud proposed we use the average of the normals around a mesh vertex.

\[ \mathbf{n} = \frac{(\mathbf{n}_1 + \mathbf{n}_2 + \mathbf{n}_3 + \mathbf{n}_4)}{|\mathbf{n}_1 + \mathbf{n}_2 + \mathbf{n}_3 + \mathbf{n}_4|} \]
glShadeModel — select flat or smooth shading

C Specification

```c
void glShadeModel(GLenum mode);
```

Parameters

`mode`

Specifies a symbolic value representing a shading technique. Accepted values are `GL_FLAT` and `GL_SMOOTH`. The initial value is `GL_SMOOTH`.

Description

GL primitives can have either flat or smooth shading. Smooth shading, the default, causes the computed colors of vertices to be interpolated as the primitive is rasterized, typically assigning different colors to each resulting pixel fragment. Flat shading selects the computed color of just one vertex and assigns it to all the pixel fragments generated by rasterizing a single primitive. In either case, the computed color of a vertex is the result of lighting if lighting is enabled, or it is the current color at the time the vertex was specified if lighting is disabled.

Flat and smooth shading are indistinguishable for points. Starting when `glBegin` is issued and counting vertices and primitives from 1, the GL gives each flat-shaded line segment the computed color of vertex 1, its second vertex. Counting similarly from 1, the GL gives each flat-shaded polygon the computed color of the vertex listed in the following table. This is the last vertex to specify the polygon in all cases except single polygons, where the first vertex specifies the flat-shaded color.

<table>
<thead>
<tr>
<th>Primitive Type of Polygon</th>
<th>Vertex</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single polygon (i == 1)</td>
<td>1</td>
</tr>
<tr>
<td>Triangle strip</td>
<td>i + 2</td>
</tr>
<tr>
<td>Triangle fan</td>
<td>i + 2</td>
</tr>
<tr>
<td>Independent triangle</td>
<td>3 * i</td>
</tr>
<tr>
<td>Quad strip</td>
<td>2 * i + 2</td>
</tr>
<tr>
<td>Independent quad</td>
<td>4 * i</td>
</tr>
</tbody>
</table>
glShadeModel affects normals and colors
Outline

- Review
- Project 2A
- 2D textures
- More geometric primitives
- Lighting model
- Shading model
- Material model
**glMaterial: coarser controls for color**

- You specify how much light is reflected for the material type.
- Command:
  
  \[
  \text{glMaterialfv(FACE\_TYPE, PARAMETER, VALUE(S))}
  \]

- FACE\_TYPE =
  
  - GL\_FRONT\_AND\_BACK
  - GL\_FRONT
  - GL\_BACK

(We will talk about this on Friday)
**glMaterialfv Parameters**

**GL_AMBIENT**

*params* contains four fixed-point or floating-point values that specify the ambient RGBA reflectance of the material. The values are not clamped. The initial ambient reflectance is (0.2, 0.2, 0.2, 1.0).

**GL_DIFFUSE**

*params* contains four fixed-point or floating-point values that specify the diffuse RGBA reflectance of the material. The values are not clamped. The initial diffuse reflectance is (0.8, 0.8, 0.8, 1.0).

**GL_SPECULAR**

*params* contains four fixed-point or floating-point values that specify the specular RGBA reflectance of the material. The values are not clamped. The initial specular reflectance is (0, 0, 0, 1).
glMaterialfv Parameters

GL_EMISSION

*params* contains four fixed-point or floating-point values that specify the RGBA emitted light intensity of the material. The values are not clamped. The initial emission intensity is \((0, 0, 0, 1)\).

GL_SHININESS

*params* is a single fixed-point or floating-point value that specifies the RGBA specular exponent of the material. Only values in the range \([0, 128]\) are accepted. The initial specular exponent is 0.

GL_AMBIENT_AND_DIFFUSE

Equivalent to calling `glMaterial` twice with the same parameter values, once with `GL_AMBIENT` and once with `GL_DIFFUSE`. 
OpenGL: very complex model for lighting and colors

- **glMaterial** not used
- **glColor** is no-op

---

Is OpenGL Lighting Enabled?

- `glEnable(GL_LIGHTING);`
- `glDisable(GL_LIGHTING);`

---

- **NO**

  - Final polygon colour is determined by: `glColor`(...);

---

- **YES**

  - Are Colour-driven Materials Enabled?

  - `glEnable(GL_COLOR_MATERIAL);`
  - `glDisable(GL_COLOR_MATERIAL);`

---

- **NO**

  - Final polygon colours for Ambient, Diffuse, Specular and Emission components are determined by: `glMaterial`(...);

---

- **YES**

  - Which colour components are set by `glColor` and which by `glMaterial`?

  - `glColorMaterial`(...)

---

- Final polygon colours for components specified by `glColorMaterial` are set by `glColor`(...); the remaining components are set by `glMaterial`(...);

---

http://www.sjbaker.org/steve/omniv/opengl_lighting.html
The OpenGL light model presumes that the light that reaches your eye from the polygon surface arrives by four different mechanisms:

- AMBIENT
- DIFFUSE
- SPECULAR
- EMISSION - in this case, the light is actually emitted by the polygon - equally in all directions.
Difference between lights and materials

- There are three light colours for each light:
  - Ambient, Diffuse and Specular (set with glLight)

- There are four colors for each surface
  - Same three + Emission(set with glMaterial).

- All OpenGL implementations support at least eight light sources - and the glMaterial can be changed at will for each polygon

http://www.sjbaker.org/steve/omniv/opengl_lighting.html
Interactions between lights and materials

- The final polygon colour is the sum of all four light components, each of which is formed by multiplying the glMaterial colour by the glLight colour (modified by the directionality in the case of Diffuse and Specular).

- Since there is no Emission colour for the glLight, that is added to the final colour without modification.

http://www.sjbaker.org/steve/omniv/opengl_lighting.html
Bonus slides: display lists
CPU and GPU

- Most common configuration has CPU and GPU on separate dies
  - i.e., plug GPU in CPU

CPU (typically 4-12 cores, ~10GFLOPs)

GPU (typically 100-1000 cores, ~100GFLOPs-~1000GFLOPs)

PCIe

Peripheral Component Interconnect Express

What are the performance ramifications of this architecture?
Display lists

- Idea:
  - send geometry and settings to GPU once, give it an identifier
  - GPU stores geometry and settings
  - Just pass the identifier for every subsequent render
Display lists

- Generate an identifier:
  ```c
  GLuint displayList = glGenLists(1);
  ```

- Tell GPU that all subsequent geometry is part of the list:
  ```c
  glNewList(displayList, GL_COMPILE);
  ```

- Specify geometry (i.e., glVertex, etc)

- Tell GPU we are done specifying geometry:
  ```c
  glEndList();
  ```

- Later on, tell GPU to render all the geometry and settings associated with our list:
  ```c
  glCallList(displayList);
  ```
for (int frame = 0 ; frame < nFrames ; frame++)
{
    SetCamera(frame, nFrames);
    glBegin(GL_TRIANGLES);
    for (int i = 0 ; i < triangles.size() ; i++)
    {
        for (int j = 0 ; j < 3 ; j++)
        {
            glColor3ubv(triangles[i].colors[j]);
            glColor3fv(triangles[i].vertices[j]);
        }
    glEnd();
}

GLuint displayList = glGenLists(1);
glNewList(displayList, GL_COMPILE);
 glBegin(GL_TRIANGLES);
    for (int i = 0 ; i < triangles.size() ; i++)
    {
        for (int j = 0 ; j < 3 ; j++)
        {
            glColor3ubv(triangles[i].colors[j]);
            glColor3fv(triangles[i].vertices[j]);
        }
    glEnd();
    glEndList();

for (int frame = 0 ; frame < nFrames ; frame++)
{
    SetCamera(frame, nFrames);
    glCallList(displayList);
}
glNewList

- **GL_COMPILE**
  - Make the display list for later use.

- **GL_COMPILE_AND_EXECUTE**
  - Make the display list and also execute it as you go.