CSCI 420 Computer Graphics
Lecture 3

Interaction

Client/Server Model
Callbacks
Double Buffering
Hidden Surface Removal
Simple Transformations
(Angel Ch. 3)

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Triangles (Clarification)

- Can be any shape or size
- Well-shaped triangles have advantages for numerical simulation
- Shape quality makes little difference for basic OpenGL rendering

Choice of Programming Language

- OpenGL lives close to the hardware
- OpenGL is not object-oriented
- OpenGL is not a functional language (as in, ML)
- Use C to expose and exploit low-level details
- Use C++, Java, ... for toolkits
- Support for C in assignments

Client/Server Model

- Graphics hardware and caching
  - "Client"
  - "Server"
  - "CPU" ➔ "GPU"
  - Important for efficiency
  - Need to be aware where data are stored
  - Examples: vertex arrays, display lists

The CPU-GPU bus

- AGP, PCI, PCI Express
- Fast, but limited bandwidth
- "Client" ➔ "GPU" possibly, but very slow

Display Lists

- Cache a sequence of drawing commands
- Optimize and store on server (GPU)

- "Client" ➔ "GPU"
- Store geometry, colors, lighting properties of objects on the GPU
Display Lists

• Cache a sequence of drawing commands
• Optimize and store on server (GPU)

```c
GLuint listName = glGenLists(1); /* new list name */
glNewList(listName, GL_COMPILE); /* new list */
glColor3f(1.0, 0.0, 1.0);
glBegin(GL_TRIANGLES);
    glVertex3f(0.0, 0.0, 0.0);
    ...;
    glEnd();
glEndList(); /* at this point, OpenGL compiles the list */
glCallList(listName); /* draw the object */
```

Display Lists Details

• Very useful with complex objects that are redrawn often (e.g., with transformations)
• Another example: fonts (2D or 3D)
• Display lists can call other display lists
• Display lists cannot be changed
• Display lists can be erased / replaced
• Not necessary in first assignment
• Display lists are now deprecated in OpenGL
• For complex usage, use the VertexBufferObject (VBO) extension

Vertex Arrays

• Draw cube with 6*4=24 or with 8 vertices?
• Expense in drawing and transformation
• Strips help to some extent
• Vertex arrays provide general solution
• Advanced (since OpenGL 1.2)
  – Define (transmit) array of vertices, colors, normals
  – Draw using index into array(s)
  – Vertex sharing for efficient operations
• Not needed for first assignment

Outline

• Client/Server Model
• Callbacks
• Double Buffering
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• Example

GLUT Program with Callbacks

Main Event Loop

• Standard technique for interaction (GLUT, Qt, wxWidgets, ...)
• Main loop processes events
• Dispatch to functions specified by client
• Callbacks also common in operating systems
• “Poor man’s functional programming”
Types of Callbacks

• Display ( ) : when window must be drawn
• Idle ( ) : when no other events to be handled
• Keyboard (unsigned char key, int x, int y) : key pressed
• Menu (...) : after selection from menu
• Mouse (int button, int state, int x, int y) : mouse button
• Motion (...) : mouse movement
• Reshape (int w, int h) : window resize
• Any callback can be NULL

Screen Refresh

• Common: 60-100 Hz
• Flicker if drawing overlaps screen refresh
• Problem during animation
• Solution: use two separate frame buffers:
  – Draw into one buffer
  – Swap and display, while drawing into other buffer
• Desirable frame rate >= 30 fps (frames/second)

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Enabling Single/Double Buffering

• glutDisplayMode(GLUT_SINGLE);
• glutDisplayMode(GLUT_DOUBLE);

• Single buffering:
  Must call glFinish() at the end of Display()
• Double buffering:
  Must call glutSwapBuffers() at the end of Display()
• Must call glutPostRedisplay() at the end of Idle()

• If something in OpenGL has no effect or does not work, check the modes in glutDisplayMode

Hidden Surface Removal

• Classic problem of computer graphics
• What is visible after clipping and projection?

• Object-space vs image-space approaches
• Object space: depth sort (Painter’s algorithm)
• Image space: z-buffer algorithm
• Related: back-face culling
Object-Space Approach

- Consider objects pairwise
- Complexity $O(k^2)$ where $k = \#$ of objects
- Painter’s algorithm: render back-to-front
- "Paint" over invisible polygons
- How to sort and how to test overlap?

Depth Sorting

- First, sort by furthest distance $z$ from viewer
- If minimum depth of $A$ is greater than maximum depth of $B$, $A$ can be drawn before $B$
- If either $x$ or $y$ extents do not overlap, $A$ and $B$ can be drawn independently

Some Difficult Cases

- Sometimes cannot sort polygons!
  - Cyclic overlap
  - Piercing Polygons
- One solution: compute intersections & subdivide
- Do while rasterizing (difficult in object space)

Painter’s Algorithm Assessment

- Strengths
  - Simple (most of the time)
  - Handles transparency well
  - Sometimes, no need to sort (e.g., heightfield)
- Weaknesses
  - Clumsy when geometry is complex
  - Sorting can be expensive
- Usage
  - PostScript interpreters
  - OpenGL: not supported (must implement Painter’s Algorithm manually)

Image-space approach

- 3D geometry
- Depth image
darker color is closer

Depth sensor camera

- Kinect for Xbox 360
Image-Space Approach
• Raycasting: intersect ray with polygons
• $O(k)$ worst case (often better)
• Images can be more jagged (need anti-aliasing)

The z-Buffer Algorithm
• z-buffer stores depth values $z$ for each pixel
• Before writing a pixel into framebuffer:
  – Compute distance $z$ of pixel from viewer
  – If closer, write and update z-buffer, otherwise discard

z-Buffer Algorithm Assessment
• Strengths
  – Simple (no sorting or splitting)
  – Independent of geometric primitives
• Weaknesses
  – Memory intensive (but memory is cheap now)
  – Tricky to handle transparency and blending
  – Depth-ordering artifacts
• Usage
  – z-Buffering comes standard with OpenGL; disabled by default; must be enabled

Depth Buffer in OpenGL
• `glutInitDisplayMode(GLUT_DOUBLE | GLUT_RGBA | GLUT_DEPTH);`
• `glEnable(GL_DEPTH_TEST);`
• Inside `Display()`:
  `glClear(GL_DEPTH_BUFFER_BIT);`
• Remember all of these!
• Some “tricks” use z-buffer in read-only mode

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Specifying the Viewing Volume
• Clip everything not in viewing volume
• Separate matrices for transformation and projection
  ```
  glMatrixMode(GL_PROJECTION);
  glLoadIdentity();
  ... Set viewing volume ...
  glMatrixMode(GL_MODELVIEW);
  ```
Parallel Viewing
- Orthographic projection
- Camera points in negative z direction
- \( \text{glOrtho}(x_{\text{min}}, x_{\text{max}}, y_{\text{min}}, y_{\text{max}}, \text{near}, \text{far}) \)

Perspective Viewing
- Slightly more complex
- \( \text{glFrustum}(\text{left}, \text{right}, \text{bottom}, \text{top}, \text{near}, \text{far}) \)

Simple Transformations
- Rotate by given angle (in degrees) about axis given by \((x, y, z)\)
  - \( \text{glRotatef}(\text{angle}, x, y, z) \);
- Translate by the given \(x, y, z\) values
  - \( \text{glTranslatef}(x, y, z) \);
- Scale with a factor in the \(x, y, z\) direction
  - \( \text{glScalef}(x, y, z) \);

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Example: Rotating Color Cube
- Adapted from [Angel, Ch. 4]
- Problem:
  - Draw a color cube
  - Rotate it about \(x, y,\) or \(z\) axis, depending on left, middle or right mouse click
  - Stop when space bar is pressed
  - Quit when q or Q is pressed

Step 1: Defining the Vertices
- Use parallel arrays for vertices and colors

\[
\text{/* vertices of cube about the origin */} \\
\text{GLfloat vertices[8][3] =} \\
\{[-1.0, -1.0, -1.0], [1.0, -1.0, -1.0], \\
[1.0, 1.0, -1.0], [-1.0, 1.0, -1.0], \\
[-1.0, -1.0, 1.0], [1.0, -1.0, 1.0], \\
[1.0, 1.0, 1.0], [-1.0, 1.0, 1.0]\};
\]

\[
\text{/* colors to be assigned to vertices */} \\
\text{GLfloat colors[8][3] =} \\
\{[0.0, 0.0, 0.0], [1.0, 0.0, 0.0], \\
[1.0, 1.0, 0.0], [0.0, 1.0, 0.0], \\
[0.0, 0.0, 1.0], [1.0, 0.0, 1.0], \\
[1.0, 1.0, 1.0], [0.0, 1.0, 1.0]\};
\]
Step 2: Set Up z-buffer and Double Buffering

```c
int main(int argc, char **argv)
{
    glutInit(&argc, argv);
    /* double buffering for smooth animation */
    glutDisplayMode
        (GLUT_DOUBLE | GLUT_DEPTH | GLUT_RGB);
    ... /* window creation and callbacks here */
    glEnable(GL_DEPTH_TEST);
    glutMainLoop();
    return(0);
}
```

Step 3: Install Callbacks

- Create window and set callbacks
  ```c
glutInitWindowSize(500, 500);
glutCreateWindow("cube");
glutReshapeFunc(myReshape);
glutDisplayFunc(display);
glutIdleFunc(spinCube);
glutMouseFunc(mouse);
glutKeyboardFunc(keyboard);
```

Step 4: Reshape Callback

- Set projection and viewport, preserve aspect ratio

```c
void myReshape(int w, int h)
{
    GLfloat aspect = (GLfloat) w / (GLfloat) h;
    glViewport(0, 0, w, h);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    if (w <= h) /* aspect <= 1 */
        glOrtho(-2.0, 2.0, -2.0/aspect, 2.0/aspect, -10.0, 10.0);
    else /* aspect > 1 */
        glOrtho(-2.0*aspect, 2.0*aspect, -2.0, 2.0, -10.0, 10.0);
    glMatrixMode(GL_MODELVIEW);
}
```

Step 5: Display Callback

- Clear, rotate, draw, flush, swap
  ```c
  GLfloat theta[3] = {0.0, 0.0, 0.0};
  void display(void)
  {
      glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
      glLoadIdentity();
      glRotatef(theta[0], 1.0, 0.0, 0.0);
      glRotatef(theta[1], 0.0, 1.0, 0.0);
      glRotatef(theta[2], 0.0, 0.0, 1.0);
      colorcube();
      glutSwapBuffers();
  }
  ```

Step 6: Drawing Faces

- Call face(a, b, c, d) with vertex index
- Orient consistently

```c
void colorcube(void)
{
    face(0,3,2,1);
    face(2,3,7,6);
    face(0,4,7,3);
    face(1,2,6,5);
    face(4,5,6,7);
    face(0,1,5,4);
}
```

Step 7: Drawing a Face

- Use vector form of primitives and attributes

```c
void face(int a, int b, int c, int d)
{
    glBegin(GL_POLYGON);
    glColor3fv(colors[a]);
    glVertex3fv(vertices[a]);
    glColor3fv(colors[b]);
    glVertex3fv(vertices[b]);
    glColor3fv(colors[c]);
    glVertex3fv(vertices[c]);
    glColor3fv(colors[d]);
    glVertex3fv(vertices[d]);
    glEnd();
}
```
Step 8: Animation

- Set idle callback

```c
GLfloat delta = 2.0;
GLuint axis = 2;
void spinCube()
{
    /* spin the cube delta degrees about selected axis */
    theta[axis] += delta;
    if (theta[axis] > 360.0) theta[axis] -= 360.0;
    /* display result (do not forget this!) */
    glutPostRedisplay();
}
```

Step 9: Change Axis of Rotation

- Mouse callback

```c
void mouse(int btn, int state, int x, int y)
{
    if ((btn==GLUT_LEFT_BUTTON) && (state == GLUT_DOWN))
        axis = 0;
    if ((btn==GLUT_MIDDLE_BUTTON) && (state == GLUT_DOWN))
        axis = 1;
    if ((btn==GLUT_RIGHT_BUTTON) && (state == GLUT_DOWN))
        axis = 2;
}
```

Step 10: Toggle Rotation or Exit

- Keyboard callback

```c
void keyboard(unsigned char key, int x, int y)
{
    if (key=='q' || key == 'Q')
        exit(0);
    if (key=='.')
        stop = !stop;
    if (stop)
        glutIdleFunc(NULL);
    else
        glutIdleFunc(spinCube);
}
```

Summary

- Client/Server Model
- Callbacks
- Double Buffering
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Announcements

- Assignment 1 will be posted this week
- Microsoft Visual Studio (Windows) access enabled via Microsoft’s MSDN
- Please start early
- Check web page for instructions