Interaction

Client/Server Model
Callbacks
Double Buffering
Hidden Surface Removal
Simple Transformations
[Angel Ch. 2]
Client/Server Model

• Graphics hardware and caching

- Important for efficiency
- Need to be aware where data are stored
- Graphics driver code is on the CPU
- Rendering resources (buffers, shaders, textures, etc.) are on the GPU
The CPU-GPU bus

AGP, PCI, PCI Express
Fast, but limited bandwidth

CPU

GPU

can also read back
Buffer Objects

- Store rendering data: vertex positions, normals, texture coordinates, colors, vertex indices, etc.
- Optimize and store on server (GPU)
Vertex Buffer Objects

- Caches vertex geometric data: positions, normals, texture coordinates, colors
- Optimize and store on server (GPU)
- Required for core OpenGL profile

/* vertices of the quad (will form two triangles; rendered via GL_TRIANGLES) */
float positions[6][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}};

/* colors to be assigned to vertices (4th value is the alpha channel) */
float colors[6][4] =
    {{0.0, 0.0, 0.0, 1.0}, {1.0, 0.0, 0.0, 1.0}, {0.0, 1.0, 0.0, 1.0},
    {0.0, 0.0, 1.0, 1.0}, {1.0, 1.0, 0.0, 1.0}, {1.0, 0.0, 1.0, 1.0}};
Vertex Buffer Object: Initialization

GLuint buffer;

void initVBO()
{
    glGenBuffers(1, &buffer);
    glBindBuffer(GL_ARRAY_BUFFER, buffer);
    glBufferData(GL_ARRAY_BUFFER, sizeof(positions) + sizeof(colors), NULL, GL_STATIC_DRAW); // init buffer’s size, but don’t assign any data to it

    // upload position data
    glBufferSubData(GL_ARRAY_BUFFER, 0, sizeof(positions), positions);

    // upload color data
    glBufferSubData(GL_ARRAY_BUFFER, sizeof(positions), sizeof(colors), colors);
}
Old technology: Display Lists (compatibility profile only)

- Cache a sequence of drawing commands
- 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

- Display lists are now deprecated in OpenGL
- Replaced with VBOs
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 */
```
Element Arrays

• Draw cube with $6 \times 2 \times 3 = 36$ or with 8 vertices?
• Expense in drawing and transformation
• Triangle strips help to some extent
• Element arrays provide general solution
• Define (transmit) array of vertices, colors, normals
• Draw using index into array(s):
  
  ```
  // (must first set up the GL_ELEMENT_ARRAY_BUFFER) …
  glDrawElements(GL_TRIANGLES, 36, GL_UNSIGNED_INT, 0);
  ```
• Vertex sharing for efficient operations
• Extra credit for first assignment
Outline

• Client/Server Model
• Callbacks
• Double Buffering
• Hidden Surface Removal
• Simple Transformations
• Example
GLUT Program with Callbacks

START

Initialization

Main event loop

Idle() → Reshape(..) → Motion(..) → Mouse(..)

Display() → Keyboard(..) → Menu(..)

END
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
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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 $\geq 30$ fps (frames/second)
Enabling Single/Double Buffering

- `glutInitDisplayMode(GLUT_SINGLE);`
- `glutInitDisplayMode(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 `glutInitDisplayMode`
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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

- Number of cases is $O(k^2)$ 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!

- 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
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

After rendering A:
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

After rendering A and B:
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
Note for Mac computers

Must use the GLUT_3_2_CORE_PROFILE flag to use the core profile:

```c
glutInitDisplayMode(GLUT_3_2_CORE_PROFILE | GLUT_DOUBLE | GLUT_RGBA | GLUT_DEPTH);
```
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Specifying the Viewing Volume: Compatibility Mode

• Clip everything not in viewing volume
• Separate matrices for transformation and projection

```c
glMatrixMode (GL_PROJECTION);
glLoadIdentity();
... Set viewing volume ...
glMatrixMode(GL_MODELVIEW);
```
Specifying the Viewing Volume: Core Profile

- Clip everything not in viewing volume
- Set the 4x4 projection matrix manually (or via our provided “openGLMatrix” library) (Lecture: “Viewing”)

![Diagram showing view volume, view plane, front clipping plane, back clipping plane, and COP (Center of Projection)]
Parallel Viewing

- Orthographic projection
- Camera points in negative z direction
- Compatibility profile:
  \[ \text{glOrtho}(\text{xmin, xmax, ymin, ymax, near, far}) \]
- Core profile: set the 4x4 matrix manually (or via our provided “openGLMatrix” library)
Perspective Viewing

• Slightly more complex
• Compatibility profile:
  \texttt{glFrustum(left, right, bottom, top, near, far)}
• Core profile: set the 4x4 matrix manually (or via our provided "openGLMatrix" library)
Simple Transformations: Compatibility Profile

• Rotate by given angle (in degrees) about axis given by (x, y, z)

    
    \text{glRotate\{fd\}(angle, x, y, z);} 

• Translate by the given x, y, and z values

    
    \text{glTranslate\{fd\}(x, y, z);} 

• Scale with a factor in the x, y, and z direction

    
    \text{glScale\{fd\}(x, y, z);}
Simple Transformations: Core Profile

• Rotate by given angle (in degrees) about axis given by (x, y, z)

• Translate by the given x, y, and z values

• Scale with a factor in the x, y, and z direction

Create these 4x4 matrices manually (or via our provided “openGLMatrix” library) (Lecture: “Transformations”)
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Example: Rotating Colored Quad

- Draw a colored quad (two triangles)
- Rotate it about x, y, or z axis, depending on left, middle or right mouse click
- Stop when the space bar is pressed
- Quit when q or Q is pressed
Step 1: Defining the Vertices

Use separate arrays for vertices and colors:

/* vertices of the quad (will form two triangles; rendered via GL_TRIANGLES) */
float positions[6][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}};

/* colors to be assigned to vertices (4th value is the alpha channel) */
float colors[6][4] =
    {{0.0, 0.0, 0.0, 1.0}, {1.0, 0.0, 0.0, 1.0}, {0.0, 1.0, 0.0, 1.0},
    {0.0, 0.0, 1.0, 1.0}, {1.0, 1.0, 0.0, 1.0}, {1.0, 0.0, 1.0, 1.0}};
// black, red, green, blue, yellow, magenta
int main(int argc, char **argv)
{
    glutInit(&argc, argv);
    // double buffering for smooth animation
    glutInitDisplayMode(GLUT_DOUBLE | GLUT_DEPTH | GLUT_RGBA);
    ...
    // window creation and callbacks here (next slide)
    init(); // our custom initialization
    glutMainLoop();
    return(0);
}
Step 3: Install Callbacks

- Create window and set callbacks

  ```c
  glutInitWindowSize(800, 800);
  glutCreateWindow("quad");
  glutReshapeFunc(myReshape);
  glutDisplayFunc(display);
  glutIdleFunc(spinQuad);
  glutMouseFunc(mouse);
  glutKeyboardFunc(keyboard);
  ```
Step 4: Our Initialization Function

#include “openGLMatrix.h” // our own (cs420) helper library

OpenGLMatrix * matrix;

void init()
{
    glClearColor (0.0, 0.0, 0.0, 0.0);
    glEnable(GL_DEPTH_TEST);
    matrix = new OpenGLMatrix();
    initVBO();
    initPipelineProgram();
}
Step 5: Init Vertex Buffer Object (VBO)

GLuint buffer;

void initVBO()
{
    glGenBuffers(1, &buffer);
    glBindBuffer(GL_ARRAY_BUFFER, buffer);
    glBufferData(GL_ARRAY_BUFFER, sizeof(positions) + sizeof(colors), NULL, GL_STATIC_DRAW); // init buffer’s size, but don’t assign any // data to it

    // upload position data
    glBufferSubData(GL_ARRAY_BUFFER, 0, sizeof(positions), positions);

    // upload color data
    glBufferSubData(GL_ARRAY_BUFFER, sizeof(positions), sizeof(colors), colors);
}


Step 6: Init Pipeline Program

void initPipelineProgram()
{
    // initialize shader pipeline program (shader lecture)
    // ...
}
Step 7: 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);
    matrix->SetMatrixMode(OpenGLMatrix::Projection);
    matrix->LoadIdentity();
    matrix->Ortho(-2.0, 2.0, -2.0/aspect, 2.0/aspect, 0.0, 10.0);
    matrix->SetMatrixMode(OpenGLMatrix::ModelView);
}
```
Step 8: Display Callback

Clear, rotate, draw, swap

GLfloat theta[3] = {0.0, 0.0, 0.0};

void display()
{
    glClear(GL_COLOR_BUFFER_BIT |
            GL_DEPTH_BUFFER_BIT);
    matrix->LoadIdentity();
    matrix->LookAt(0, 0, 0, 0, 0, -1, 0, 1, 0); // default camera
    matrix->Rotate(theta[0], 1.0, 0.0, 0.0);
    matrix->Rotate(theta[1], 0.0, 1.0, 0.0);
    matrix->Rotate(theta[2], 0.0, 0.0, 1.0);
    bindProgram();
    renderQuad();
    glutSwapBuffers();
}
Step 9: Bind Program

void bindProgram()
{
    // bind our buffer, so that glVertexAttribPointer refers
    // to the correct buffer
    glBindBuffer(GL_ARRAY_BUFFER, buffer);
    GLuint loc = glGetUniformLocation(program, "position");
    glEnableVertexAttribArray(loc);
    const void * offset = (const void*) 0;
    glVertexAttribPointer(loc, 3, GL_FLOAT, GL_FALSE, 0, offset);

    GLuint loc2 = glGetUniformLocation(program, "color");
    glEnableVertexAttribArray(loc2);
    const void * offset = (const void*) sizeof(positions);
    glVertexAttribPointer(loc2, 4, GL_FLOAT, GL_FALSE, 0, offset);

    // write projection and modelview matrix to shader
    // next texture…
}
Step 10: Drawing the Quad

• Use GL_TRIANGLES

void renderQuad()
{
    GLint first = 0;
    GLsizei numberOfVertices = 6;
    glDrawArrays(GL_TRIANGLES, first, numberOfVertices);
}
Step 11: Animation

• Set idle callback

GLfloat delta = 2.0;
GLint axis = 2;
GLint spin = 1;
void spinQuad()
{
    // spin the quad delta degrees around the selected axis
    if (spin)
        theta[axis] += delta;
    if (theta[axis] > 360.0)
        theta[axis] -= 360.0;

    // display result (do not forget this!)
    glutPostRedisplay();
}
Step 12: 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 13: 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 == ' ') // spacebar
        spin= !spin;
}
```
Summary

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