CSCI 480 Computer Graphics
Lecture 10

Shading in OpenGL

Normal Vectors in OpenGL
Polygonal Shading
Light Source in OpenGL
Material Properties in OpenGL
Approximating a Sphere

[Angel Ch. 6.5-6.9]

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http://www-bcf.usc.edu/~jbarbic/cs480-s11/
Outline

• Normal Vectors in OpenGL
• Polygonal Shading
• Light Sources in OpenGL
• Material Properties in OpenGL
• Example: Approximating a Sphere
Defining and Maintaining Normals

- Define **unit normal** before each vertex

```
    glNormal3f(nx, ny, nz);
    glVertex3f(x_1, y_1, z_1);
    glVertex3f(x_2, y_2, z_2);
    glVertex3f(x_3, y_3, z_3);
```

same normal for all vertices

```
    glNormal3f(nx_1, ny_1, nz_1);
    glVertex3f(x_1, y_1, z_1);
    glVertex3f(x_2, y_2, z_2);
    glVertex3f(x_3, y_3, z_3);
```

different normals
Normalization

• Length of normals changes under some modelview transformations (but not under translations and rotations)

• Ask OpenGL to automatically re-normalize

  glEnable(GL_NORMALIZE);

• Faster alternative (works only with translate, rotate and \textit{uniform} scaling)

  glEnable(GL_RESCALE_NORMAL);

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Enabling Lighting and Lights

- Lighting “master switch” must be enabled:
  ```
  glEnable(GL_LIGHTING);
  ```
- Each individual light must be enabled:
  ```
  glEnable(GL_LIGHT0);
  ```
- OpenGL supports at least 8 light sources
What Determines Vertex Color in OpenGL

Is OpenGL lighting enabled?

NO

Color determined by glColor3f(...)

Ignored:
  • normals
  • lights
  • material properties

YES

Color determined by Phong lighting which uses:
  • normals
  • lights
  • material properties

See also: http://www.sjbaker.org/steve/omniv/opengl_lighting.html
Reminder: Phong Lighting

• Light components for each color:
  – Ambient ($L_a$), diffuse ($L_d$), specular ($L_s$)

• Material coefficients for each color:
  – Ambient ($k_a$), diffuse ($k_d$), specular ($k_s$)

• Distance $q$ for surface point from light source

$$I = \frac{1}{a + bq + cq^2} (k_d L_d (l \cdot n) + k_s L_s (r \cdot v)^\alpha) + k_a L_a$$

$I$ = unit vector to light  $r = l$ reflected about $n$

$n$ = surface normal  $v$ = vector to viewer
Global Ambient Light

• Set ambient intensity for entire scene
  \[
  \text{GLfloat } \text{al[]} = \{0.2, 0.2, 0.2, 1.0\};
  \text{glLightModelfv(GL_LIGHT_MODEL_AMBIENT, al);}
  \]

• The above is default
• Also: local vs infinite viewer
  \[
  \text{glLightModeli(GL_LIGHT_MODEL_LOCAL_VIEWER, GL_TRUE);}\]
  
  – Local viewer: Correct specular highlights
    • More expensive, but sometimes more accurate
  – Non-local viewer: Assumes camera is far from object
    • Approximate, but faster (this is default)
Defining a Light Source

- Use vectors \{r, g, b, a\} for light properties
- Beware: light positions will be transformed by the modelview matrix

```c
GLfloat light_ambient[] = {0.2, 0.2, 0.2, 1.0};
GLfloat light_diffuse[] = {1.0, 1.0, 1.0, 1.0};
GLfloat light_specular[] = {1.0, 1.0, 1.0, 1.0};
GLfloat light_position[] = {-1.0, 1.0, -1.0, 0.0};
glLightfv(GL_LIGHT0, GL_AMBIENT, light_ambient);
glLightfv(GL_LIGHT0, GL_DIFFUSE, light_diffuse);
glLightfv(GL_LIGHT0, GL_SPECULAR, light_specular);
glLightfv(GL_LIGHT0, GL_POSITION, light_position);
```
Point Source vs Directional Source

• Directional light given by “position” vector

```c
GLfloat light_position[] = {-1.0, 1.0, -1.0, 0.0};
glLightfv(GL_LIGHT0, GL_POSITION, light_position);
```

• Point source given by “position” point

```c
GLfloat light_position[] = {-1.0, 1.0, -1.0, 1.0};
glLightfv(GL_LIGHT0, GL_POSITION, light_position);
```
Spotlights

• Create point source as before
• Specify additional properties to create spotlight

GLfloat sd[] = {-1.0, -1.0, 0.0};
glLightfv(GL_LIGHT0, GL_SPOT_DIRECTION, sd);
glLightf(GL_LIGHT0, GL_SPOT_CUTOFF, 45.0);
glLightf(GL_LIGHT0, GL_SPOT_EXPONENT, 2.0);
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Defining Material Properties

GLfloat mat_a[] = {0.1, 0.5, 0.8, 1.0};
GLfloat mat_d[] = {0.1, 0.5, 0.8, 1.0};
GLfloat mat_s[] = {1.0, 1.0, 1.0, 1.0};
GLfloat low_sh[] = {5.0};
glMaterialfv(GL_FRONT, GL_AMBIENT, mat_a);
glMaterialfv(GL_FRONT, GL_AMBIENT, mat_d);
glMaterialfv(GL_FRONT, GL_SPECULAR, mat_s);
glMaterialfv(GL_FRONT, GL_SHININESS, low_sh);

OpenGL is a state machine:
material properties stay in effect until changed.
Color Material Mode

• Can shortcut material properties using glColor
• Must be explicitly enabled and disabled

glEnable(GL_COLOR_MATERIAL);
/* affect all faces, diffuse reflection properties */
glColorMaterial(GL_FRONT_AND_BACK, GL_DIFFUSE);
glColor3f(0.0, 0.0, 0.8);
/* draw some objects here in blue */
glColor3f(1.0, 0.0, 0.0);
/* draw some objects here in red */
glDisable(GL_COLOR_MATERIAL);
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Polygonal Shading

• Now we know vertex colors
  – either via OpenGL lighting,
  – or by setting directly via glColor3f if lighting disabled

• How do we shade the interior of the triangle?
Polygonsal Shading

• Curved surfaces are approximated by polygons

• How do we shade?
  – Flat shading
  – Interpolative shading
  – Gouraud shading
  – Phong shading (different from Phong illumination!)
Flat Shading

• Enable with `glShadeModel(GL_FLAT);`
• Shading constant across polygon
• Color of last vertex determines interior color
• Only suitable for very small polygons
Flat Shading Assessment

• Inexpensive to compute
• Appropriate for objects with flat faces
• Less pleasant for smooth surfaces
Interpolative Shading

• Enable with `glShadeModel(GL_SMOOTH);`
• Interpolate color in interior
• Computed during scan conversion (rasterization)
• Much better than flat shading
• More expensive to calculate (but not a problem for modern graphics cards)
Gouraud Shading
Invented by Henri Gouraud, Univ. of Utah, 1971

- Special case of interpolative shading
- How do we calculate vertex normals for a polygonal surface? Gouraud:
  1. average all adjacent face normals

\[ n = \frac{n_1 + n_2 + n_3 + n_4}{|n_1 + n_2 + n_3 + n_4|} \]

2. use \( n \) for Phong lighting
3. interpolate vertex colors into the interior

- Requires knowledge about which faces share a vertex
Data Structures for Gouraud Shading

- Sometimes vertex normals can be computed directly (e.g. height field with uniform mesh)
- More generally, need data structure for mesh
- Key: which polygons meet at each vertex
Phong Shading ("per-pixel lighting")
Invented by Bui Tuong Phong, Univ. of Utah, 1973

- **At each pixel** (as opposed to at each vertex):
  1. Interpolate *normals* (rather than colors)
  2. Apply Phong lighting to the interpolated normal

- Significantly more expensive

- Done off-line or in GPU shaders (not supported in OpenGL directly)
Phong Shading Results

Michael Gold, Nvidia

Single light Phong Lighting Gouraud Shading

Two lights Phong Lighting Gouraud Shading

Two lights Phong Lighting Phong Shading
Polygonal Shading Summary

- Gouraud shading
  - Set vertex normals
  - Calculate colors at vertices
  - Interpolate colors across polygon

- Must calculate vertex normals!
- Must normalize vertex normals to unit length!
Outline

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Example: Icosahedron

• Define the vertices
  
  ```
  #define X .525731112119133606
  #define Z .850650808352039932
  
  static GLfloat vdata[12][3] = {
    {-X, 0.0, Z}, {X, 0.0, Z}, {-X, 0.0, -Z}, {X, 0.0, -Z},
    {0.0, Z, X}, {0.0, Z, -X}, {0.0, -Z, X}, {0.0, -Z, -X},
    {Z, X, 0.0}, {-Z, X, 0.0}, {Z, -X, 0.0}, {-Z, -X, 0.0}
  };
  ```

• For simplicity, this example avoids the use of vertex arrays
Defining the Faces

• Index into vertex data array

```cpp
static GLuint tindices[20][3] = {
    {1,4,0}, {4,9,0}, {4,9,5}, {8,5,4}, {1,8,4},
    {1,10,8}, {10,3,8}, {8,3,5}, {3,2,5}, {3,7,2},
    {3,10,7}, {10,6,7}, {6,11,7}, {6,0,11}, {6,1,0},
    {10,1,6}, {11,0,9}, {2,11,9}, {5,2,9}, {11,2,7}
};
```

• Be careful about orientation!
Drawing the Icosahedron

- Normal vector calculation next
  ```cpp
glBegin(GL_TRIANGLES);
  for (i = 0; i < 20; i++) {
    icoNormVec(i);
    glVertex3fv(&vdata[tindices[i][0][0]] [0]);
    glVertex3fv(&vdata[tindices[i][1][0]] [0]);
    glVertex3fv(&vdata[tindices[i][2][0]] [0]);
  }
  glEnd();
```

- Should be encapsulated in display list
Calculating the Normal Vectors

• Normalized cross product of any two sides

```c
GLfloat d1[3], d2[3], n[3];

void icoNormVec (int i) {
    for (k = 0; k < 3; k++) {
        d1[k] = vdata[tindices[i][0]] [k] – vdata[tindices[i][1]] [k];
        d2[k] = vdata[tindices[i][1]] [k] – vdata[tindices[i][2]] [k];
    }
    normCrossProd(d1, d2, n);
    glNormal3fv(n);
}
```
The Normalized Cross Product

• Omit zero-check for brevity

```c
void normalize(float v[3]) {
    GLfloat d = sqrt(v[0]*v[0] + v[1]*v[1] + v[2]*v[2]);
}
```

```c
void normCrossProd(float u[3], float v[3], float out[3]) {
    out[1] = u[2]*v[0] – u[0]*v[2];
    out[2] = u[0]*v[1] – u[1]*v[0];
    normalize(out);
}
```
The Icosahedron

- Using simple lighting setup
Sphere Normals

• Set up instead to use normals of sphere
• Unit sphere normal is exactly sphere point

```c
glBegin(GL_TRIANGLES);
for (i = 0; i < 20; i++) {
    glNormal3fv(&vdata[tindices[i][0]][0]);
    glVertex3fv(&vdata[tindices[i][0]][0]);
    glNormal3fv(&vdata[tindices[i][1]][0]);
    glVertex3fv(&vdata[tindices[i][1]][0]);
    glNormal3fv(&vdata[tindices[i][2]][0]);
    glVertex3fv(&vdata[tindices[i][2]][0]);
}
glEnd();
```
Icosahedron with Sphere Normals

• Interpolation vs flat shading effect
Recursive Subdivision

• General method for building approximations
• Research topic: construct a good mesh
  – Low curvature, fewer mesh points
  – High curvature, more mesh points
  – Stop subdivision based on resolution
  – Some advanced data structures for animation
  – Interaction with textures
• Here: simplest case
• Approximate sphere by subdividing icosahedron
Methods of Subdivision

- Bisecting angles
- Computing center
- Bisecting sides

Here: bisect sides to retain regularity
Bisection of Sides

- Draw if no further subdivision requested

```c
void subdivide(GLfloat v1[3], GLfloat v2[3],
               GLfloat v3[3], int depth)
{
    GLfloat v12[3], v23[3], v31[3]; int i;
    if (depth == 0) { drawTriangle(v1, v2, v3); }
    for (i = 0; i < 3; i++) {
        v12[i] = (v1[i]+v2[i])/2.0;
        v23[i] = (v2[i]+v3[i])/2.0;
        v31[i] = (v3[i]+v1[i])/2.0;
    }
    ...
}
```
Extrusion of Midpoints

• Re-normalize midpoints to lie on unit sphere

```c
void subdivide(GLfloat v1[3], GLfloat v2[3],
               GLfloat v3[3], int depth)
{
    ...
    normalize(v12);
    normalize(v23);
    normalize(v31);
    subdivide(v1, v12, v31, depth-1);
    subdivide(v2, v23, v12, depth-1);
    subdivide(v3, v31, v23, depth-1);
    subdivide(v12, v23, v31, depth-1);
}
```
Start with Icosahedron

- In sample code: control depth with ‘+’ and ‘-’

```c
void display(void)
{
    ...
    for (i = 0; i < 20; i++) {
        subdivide(&vdata[tindices[i][0]][0],
                   &vdata[tindices[i][1]][0],
                   &vdata[tindices[i][2]][0],
                   depth);
    }
    glFlush();
}
```
One Subdivision
Two Subdivisions

• Each time, multiply number of faces by 4
Three Subdivisions

• Reasonable approximation to sphere
Example Lighting Properties

GLfloat light_ambient[]={0.2, 0.2, 0.2, 1.0};
GLfloat light_diffuse[]={1.0, 1.0, 1.0, 1.0};
GLfloat light_specular[]={0.0, 0.0, 0.0, 1.0};

glLightfv(GL_LIGHT0, GL_AMBIENT, light_ambient);
glLightfv(GL_LIGHT0, GL_DIFFUSE, light_diffuse);
glLightfv(GL_LIGHT0, GL_SPECULAR, light_specular);
Example Material Properties

GLfloat mat_specular[]={0.0, 0.0, 0.0, 1.0};
GLfloat mat_diffuse[]={0.8, 0.6, 0.4, 1.0};
GLfloat mat_ambient[]={0.8, 0.6, 0.4, 1.0};
GLfloat mat_shininess={20.0};
glMaterialfv(GL_FRONT, GL_SPECULAR, mat_specular);
glMaterialfv(GL_FRONT, GL_AMBIENT, mat_ambient);
glMaterialfv(GL_FRONT, GL_DIFFUSE, mat_diffuse);
glMaterialf(GL_FRONT, GL_SHININESS, mat_shininess);

glShadeModel(GL_SMOOTH); /*enable smooth shading */
glEnable(GL_LIGHTING); /* enable lighting */
glEnable(GL_LIGHT0); /* enable light 0 */
Summary

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