CSCI 480 Computer Graphics
Lecture 2

Basic Graphics Programming

Graphics Pipeline
OpenGL API
Primitives: Lines, Polygons
Attributes: Color
Example
[Angel Ch. 2]

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What is OpenGL

- A low-level graphics library (API) for 2D and 3D interactive graphics.
- Descendent of GL (from SGI)
- First version in 1992; now: 4.2 (2012)
- Managed by Khronos Group (non-profit consortium)
- API is governed by Architecture Review Board (part of Khronos)
Where is OpenGL used

- CAD
- Virtual reality
- Scientific visualization
- Flight simulation
- Video games
Graphics library (API)

- Intermediary between applications and graphics hardware

- Other popular APIs:
  - Direct3D (Microsoft)
  - OpenGL ES (embedded devices)
  - X3D (successor of VRML)
OpenGL is cross-platform

- Same code works with little/no modifications
- Implementations:
  Windows, Mac, Linux: ships with the OS
  Linux: Mesa, a freeware implementation.

```c
#if defined(WIN32) || defined(linux)
#include <GL/gl.h>
#include <GL/glu.h>
#include <GL/glut.h>
#elif defined(__APPLE__)
#include <OpenGL/gl.h>
#include <OpenGL/glu.h>
#include <GLUT/glut.h>
#endif
```
How does OpenGL work

From the programmer’s point of view:

1. Specify geometric objects
2. Describe object properties
   • Color
   • How objects reflect light
How does OpenGL work (continued)

3. Define how objects should be viewed
   • where is the camera
   • what type of camera

4. Specify light sources
   • where, what kind

5. Move camera or objects around for animation
The result
OpenGL is a state machine

State variables: color, camera position, light position, material properties...

These variables (the *state*) then apply to every subsequent drawing command.

They persist until set to new values by the programmer.
OpenGL Library Organization

- GL (Graphics Library): core graphics capabilities
- GLU (OpenGL Utility Library): utilities on top of GL
- GLUT (OpenGL Utility Toolkit): input and windowing
Graphics Pipeline

Vertices → Transformer → Clipper → Projector → Rasterizer → Pixels

Primitives + material properties → Translate Rotate Scale → Is it visible on screen? → 3D to 2D → Convert to pixels → Shown on the screen (framebuffer)
OpenGL uses *immediate-mode rendering*

- Application generates stream of geometric primitives (polygons, lines)
- System draws each one into the framebuffer
- Entire scene redrawn anew every frame
- Compare to: off-line rendering (e.g., Pixar Renderman, ray tracers)
The pipeline is implemented by OpenGL, graphics driver and the graphics hardware.

OpenGL programmer does not need to implement the pipeline.

However, pipeline is reconfigurable if needed ➔ “shaders”
Graphics Pipeline

- Efficiently implementable in hardware (but not in software)

- Each stage can employ multiple specialized processors, working in parallel, busses between stages

- #processors per stage, bus bandwidths are fully tuned for typical graphics use

- Latency vs throughput
Vertices

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

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

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

- Complex [Angel Ch. 4]
Clipper

- Mostly automatic (must set viewport)
Projector

- Complex transformation [Angel Ch. 5]

Orthographic  Perspective
Rasterizer

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

• Specified via vertices
• General schema

\[
\text{glBegin}(\text{type});
\text{glVertex3f}(x_1, y_1, z_1);
\ldots
\text{glVertex3f}(x_N, y_N, z_N);
\text{glEnd}();
\]

• \textit{type} determines interpretation of vertices
• Can use \text{glVertex2f}(x,y) in 2D
Example: Draw Square Outline

- **Type = GL_LINE_LOOP**

```c
glBegin(GL_LINE_LOOP);
glVertex3f(0.0, 0.0, 0.0);
glVertex3f(1.0, 0.0, 0.0);
glVertex3f(1.0, 1.0, 0.0);
glVertex3f(0.0, 1.0, 0.0);
glEnd();
```

- Calls to other functions are allowed between `glBegin(type)` and `glEnd();`
Points and Line Segments

```
glBegin (GL_POINTS);
glVertex3f(...);
...
glVertex3f(...);
glEnd();
```

Draw points
Polygons

- Polygons enclose an area

- Rendering of area (fill) depends on attributes
- All vertices must be in one plane in 3D
Polygon Restrictions

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

(a) simple, but not convex

(b) non-simple

(c) convex
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
Polygon Strips

- Efficiency in space and time
- Reduces visual artefacts

- Polygons have a front and a back, possibly with different attributes!
Attributes:
color, shading and reflection properties

- Part of the OpenGL state
- Set before primitives are drawn
- Remain in effect until changed!
Physics of Color

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

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

Source: Vos & Walraven
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

- Other formats for movies and printing
RGB vs HSV

Gimp Color Picker

![Gimp Color Picker](image)
Example: Drawing a shaded polygon

• Initialization: the “main” function

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

• Window system independent interaction
• glutMainLoop processes events

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

- Separate in “init” function

```c
void init(void)
{
    glClearColor (0.0, 0.0, 0.0, 0.0);
    /* glShadeModel (GL_FLAT); */
    glShadeModel (GL_SMOOTH);
}
```
The Display Callback

- The routine where you render the object
- Install with glutDisplayFunc(display)

```c
void display(void)
{
    glClear (GL_COLOR_BUFFER_BIT); /* clear buffer */
    setupCamera(); /* set up the camera */
    triangle (); /* draw triangle */
    glutSwapBuffers (); /* force display */
}
```
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();
}
The Image

\texttt{glShadeModel(GL\_FLAT)}
\hspace{2cm} \texttt{glShadeModel(GL\_SMOOTH)}

- \texttt{glShadeModel(GL\_FLAT)}: color of last vertex
- \texttt{glShadeModel(GL\_SMOOTH)}: each vertex separate color smoothly interpolated
Flat vs Smooth Shading

Flat Shading

Smooth Shading
Projection

- Mapping world to screen coordinates

```c
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);
}
```
Orthographic Projection

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

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

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