Basic Graphics Programming

Graphics Pipeline
OpenGL API
Primitives: Lines, Polygons
Attributes: Color
Example

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http://www.cs.cmu.edu/~fp/courses/graphics/

[Angel Ch. 2]
A Graphics Pipeline

- Pipelines and parallelism
- Latency vs throughput
- Efficiently implementable in hardware
- Not so efficiently implementable in software
Programming a Pipeline

- Specify the operation of each box
- Replace or accumulate
- State and lack of modularity
- Immediate mode graphics
  - On-line (OpenGL)
- Modeling-rendering pipeline
  - Off-line (Pixar’s Renderman)
Vertices

- Vertices in **world coordinates**
- `void glVertex3f(GLfloat x, GLfloat y, GLfloat z)`
  - Vertex (x, y, z) sent down the pipeline
  - Function call 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!
  
  \[
  \text{glRotatef}(45.0, 0.0, 0.0, -1.0);
  \]
  
  \[
  \text{glVertex2f}(1.0, 0.0);
  \]

- Complex [Angel Ch. 4]
Clipper

- Mostly automatic from viewport
Projector

- Complex transformation [Angel Ch. 5]

Orthographic  Perspective
Rasterizer

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

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

- GLU (OpenGL Utility Library), modeling
- GLUT (GL Utility Toolkit), window system interface
Graphics Functions

• Primitive functions
• Attribute functions
• Transformation functions
• Viewing functions
• Input functions
• Control functions
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Primitives

- Specified via vertices
- General schema

```c
glBegin(type);
   glVertex*(...);
...
   glVertex*(...);
glEnd();
```

- *type* determines interpretation of vertices
Example: Square Outline

- **Type** GL_LINE_LOOP

  ```
  glBegin(GL_LINE_LOOP);
  glVertex2f(0.0, 0.0);
  glVertex2f(1.0, 0.0);
  glVertex2f(1.0, 1.0);
  glVertex2f(0.0, 1.0);
  glEnd();
  ```

- **z** coordinate defaults to 0
- Calls to other functions are allowed between `glBegin(type)` and `glEnd();`
Points and Line Segments

- Make sense in three dimensions
Polygons

- Polygons enclose an area

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

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

(a) simple, but not convex

(b) non-simple
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!
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Attributes

- Part of the state of the graphics pipeline
- Set before primitives are drawn
- Remain in effect!
- Examples:
  - Color, including transparency
  - Reflection properties
  - Shading properties
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
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

• Others for movies and printing
RGB vs HSV

Apple Color Picker
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Example: Drawing a shaded polygon

• Initialization: the “main” function

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

- Window system independent interaction
- glutMainLoop processes events

```c
...
  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

- Handles exposure events
- Install with glutDisplayFunc(display)

```c
void display(void)
{
    glClear (GL_COLOR_BUFFER_BIT); /* clear buffer */
    triangle (); /* draw triangle */
    glFlush (); /* force display */
}
```
Drawing

• In world coordinates; remember state!

```c
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

- Color of last vertex with flat shading

```c
glShadeModel(GL_FLAT)  glShadeModel(GL_SMOOTH)
```
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);
}
```
Viewport

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

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

1. A Graphics Pipeline
2. The OpenGL API
3. Primitives: vertices, lines, polygons
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Reminder

- Programming Assignment 1 out today (or tomorrow)
- Due in two weeks
- Compilation instructions on course page together with assignment