15-462 Computer Graphics I
Lecture 15

Rasterization

Scan Conversion of Polygons
Antialiasing
Compositing
[Angel, Ch. 7.10-7.11, 9.7-9.8]

March 21, 2002
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http://www.cs.cmu.edu/~fp/courses/graphics/

Review

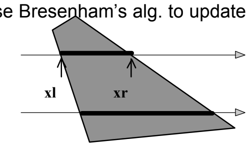
- Rasterization: from screen coordinates (floats) to frame buffer (ints)
- Scan conversion of lines
  - DDA algorithm
  - Bresenham's incremental algorithm

Scan Conversion of Polygons

- Multiple tasks for scan conversion
  - Filling polygon (inside/outside)
  - Pixel shading (color interpolation)
  - Blending (accumulation, not just writing)
  - Depth values (z-buffer hidden-surface removal)
  - Texture coordinate interpolation (texture mapping)
- Hardware efficiency critical
- Many algorithms for filling (inside/outside)
- Much fewer that handle all tasks well

Filling Convex Polygons

- Find top and bottom vertices
- List edges along left and right sides
- For each scan line from top to bottom
  - Find left and right endpoints of span, xl and xr
  - Fill pixels between xl and xr
  - Can use Bresenham's alg. to update xl and xr

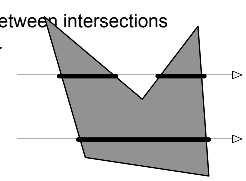


Other Operations

- Pixel shading (Gouraud)
  - Bilinear interpolation of vertex colors
- Depth values (z-Buffer)
  - Bilinear interpolation of vertex depth
  - Read, and write only if visible
  - Preserve depth (final orthographic projection)
- Texture coordinates u and v
  - Rational linear interpolation to avoid distortion
  - u(x,y) = (Ax+By+C)/(Dx+Ey+F) similarly for v(x,y)
  - Two divisions per pixel for texture mapping
  - Due to perspective transformation

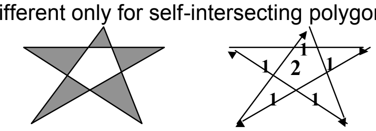
Concave Polygons: Odd-Even Test

- Approach 1: odd-even test
- For each scan line
  - Find all scan line/polygon intersections
  - Sort them left to right
  - Fill the interior spans between intersections
- Parity rule: inside after an odd number of crossings



Concave Polygons: Winding Rule

- Approach 2: winding rule
- Orient the lines in polygon
- For each scan line
  - Winding number = right-hdd – left-hdd crossings
  - Interior if winding number non-zero
- Different only for self-intersecting polygons



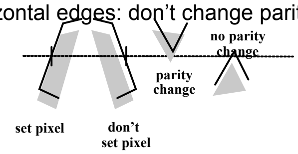
Even-odd rule **Winding rule**

Concave Polygons: Tessellation

- Approach 3: divide non-convex, non-flat, or non-simple polygons into triangles
- OpenGL specification
  - Need accept only simple, flat, convex polygons
  - Tessellate explicitly with tessellator objects
  - Implicitly if you are lucky
- GeForce3 scan converts only triangles

Boundary Cases

- Boundaries and special cases require care
  - Cracks between polygons
  - Parity bugs: fill to infinity
- Intersections on pixel: set at beginning, not end
- Shared vertices: count y_{min} for parity, not y_{max}
- Horizontal edges: don’t change parity



Edge/Scan Line Intersections

- Brute force: calculate intersections explicitly
- Incremental method (Bresenham’s algorithm)
- Caching intersection information
  - Edge table with edges sorted by y_{min}
  - Active edges, sorted by x-intersection, left to right
- Process image from smallest y_{min} up

Flood Fill

- Draw outline of polygon
- Color seed
- Color surrounding pixels and recurse
- Must be able to test boundary and duplication
- More appropriate for drawing than rendering

Outline

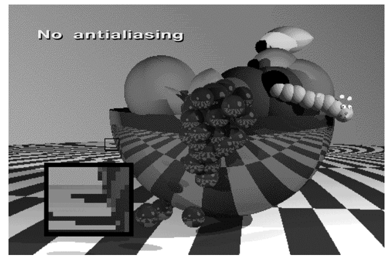
- Scan Conversion for Polygons
- Antialiasing
- Compositing

Aliasing

- Artefacts created during scan conversion
- Inevitable (going from continuous to discrete)
- Aliasing (name from digital signal processing): we sample a continues image at grid points
- Effect
  - Jagged edges
  - Moire patterns

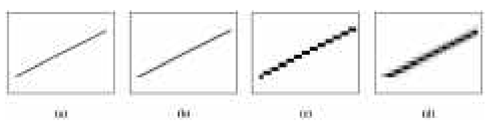
Moire pattern from sandlotscience.com

More Aliasing



Antialiasing for Line Segments

- Use area averaging at boundary

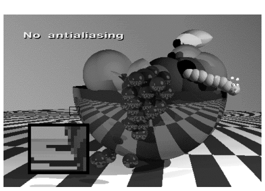


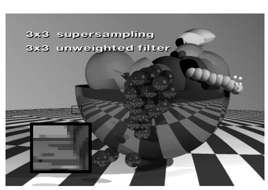
- (c) is aliased, magnified
- (d) is antialiased, magnified
- Warning: these images are sampled on screen!

Antialiasing by Supersampling

- Mostly for off-line rendering (e.g., ray tracing)
- Render, say, 3x3 grid of mini-pixels
- Average results using a filter
- Can be done adaptively
  - Stop if colors are similar
  - Subdivide at discontinuities

Supersampling Example

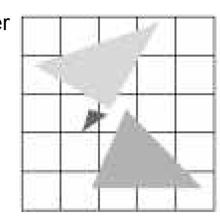




- Other improvements
  - Stochastic sampling (avoiding repetition)
  - Jittering (perturb a regular grid)

Pixel-Sharing Polygons

- Another aliasing error
- Assign color based on area-weighted average
- Interaction with depth information
- Use accumulation buffer or α-blending

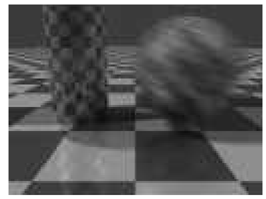


Temporal Aliasing

- Sampling rate is frame rate (30 Hz for video)
- Example: spokes of wagon wheel in movie
- Possible to supersample and average
- Fast-moving objects are blurred
- Happens automatically in video and movies
  - Exposure time (shutter speed)
  - Memory persistence (video camera)
  - Effect is motion blur

Motion Blur

- Achieve by stochastic sampling in time
- Still-frame motion blur, but smooth animation



Motion Blur Example

T. Porter, Pixar, 1984
16 samples/pixel

Outline

- Scan Conversion for Polygons
- Antialiasing
- Compositing

Accumulation Buffer

- OpenGL mechanism for supersampling or jitter
- Accumulation buffer parallel to frame buffer
- Superimpose images from frame buffer
- Copy back into frame buffer for display

```
γλΧλεαρ(ΓΛ_ΑΧΧΥΜ_ΒΥΦΦΕΡ_ΒΙΤ);
φορ (ι = 0; ι < νυμ_ιμαγεσ; ι++) {
  γλΧλεαρ(ΓΛ_ΧΟΛΟΡ_ΒΥΦΦΕΡ_ΒΙΤ, ΓΛ_ΔΕΠΤΗ_ΒΥΦΦΕΡ_ΒΙΤ);
  δισπλαψ_ιμαγε(ι);
  γλΑχχυμ(ΓΛ_ΑΧΧΥΜ, 1.0/(φλοατ)νυμ_ιμαγεσ);
}
γλΑχχυμ(ΓΛ_ΡΕΤΥΡΝ, 1.0);
```


Filtering and Convolution

- Image transformation at pixel level
- Represent N × M image as matrix **A** = $[a_{ik}]$
- Process each color component separately
- Linear filter produces matrix **B** = $[b_{ik}]$ with

$$b_{ik} = \sum_{j=-m}^{m} \sum_{l=-n}^{n} a_{jl} h_{i-j,k-l}$$

- **B** is the result of convolving **A** with filter **H**
- Represent **H** by n × m convolution matrix

Filters for Antialiasing

- Averaging pixels with neighbors

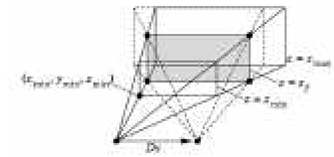
$$\mathbf{H} = \frac{1}{5}\begin{bmatrix} 0 & 1 & 0 \\ 1 & 1 & 1 \\ 0 & 1 & 0 \end{bmatrix}$$

- For antialiasing: weigh center more heavily

$$\mathbf{H} = \frac{1}{16}\begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$$

Filter for Depth-of-Field

- Simulate camera depth-of-field
  - Keep plane z = z_f in focus
  - Keep near and far planes unchanged
- Move viewer by Δx
- Compute x'_{min}, x'_{max}, y'_{min}, y'_{max} for new frustum



Depth-of-Field Jitter

- Compute

$$x'_{min} = x_{min} + \frac{\Delta x}{z_f}(z_f - z_{min})$$

- Blend the two images in accumulation buffer

Blending

- Frame buffer
  - Simple color model: R, G, B; 8 bits each
  - α-channel A, another 8 bits
- Alpha determines opacity, pixel-by-pixel
  - α = 1: opaque
  - α = 0: transparent
- Blend translucent objects during rendering
- Achieve other effects (e.g., shadows)

Image Compositing

- Compositing operation
  - Source: **s** = [s_r s_g s_b s_a]
  - Destination: **d** = [d_r d_g d_b d_a]
  - **b** = [b_r b_g b_b b_a] source blending factors
  - **c** = [c_r c_g c_b c_a] destination blending factors
  - **d'** = [$b_r s_r + c_r d_r$ $b_g s_g + c_g d_g$ $b_b s_b + c_b d_b$ $b_a s_a + c_a d_a$]
- Overlay n images with equal weight
  - Set α-value for each pixel in each image to 1/n
  - Source blending factor is "α"
  - Destination blending factor is "1"

Blending in OpenGL

- Enable blending

γλΕναβλε(ΓΛ_ΒΛΕΝΔ);

- Set up source and destination factors

γλΒλενδΦυνδ(σουρχε_φαχτορ, δεστ_φαχτορ);

- Source and destination choices
  - GL_ONE, GL_ZERO
  - GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA
  - GL_DST_ALPHA, GL_ONE_MINUS_DST_ALPHA

Blending Errors

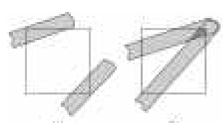
- Operations are not commutative
- Operations are not idempotent
- Interaction with hidden-surface removal
  - Polygon behind opaque one should be culled
  - Translucent in front of others should be composited
  - Solution: make z-buffer read-only for translucent polygons with `glDepthMask(GL_FALSE);`

Antialiasing Revisited

- Single-polygon case first
- Set α-value of each pixel to covered fraction
- Use destination factor of "$1 - \alpha$"
- Use source factor of "α"
- This will blend background with foreground
- Overlaps can lead to blending errors

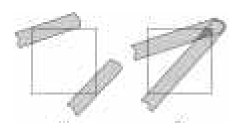
Antialiasing with Multiple Polygons

- Initially, background color $\mathbf{C}_0$, $\alpha_0 = 0$
- Render first polygon; color C_1 fraction α_1
  - $\mathbf{C}_d = (1 - \alpha_1)\mathbf{C}_0 + \alpha_1\mathbf{C}_1$
  - $\alpha_d = \alpha_1$
- Render second polygon; assume fraction α_2
- If no overlap (a), then
  - $\mathbf{C'}_d = (1 - \alpha_2)\mathbf{C}_d + \alpha_2\mathbf{C}_2$
  - $\alpha'_d = \alpha_1 + \alpha_2$



Antialiasing with Overlap

- Now assume overlap (b)
- Average overlap is $\alpha_1\alpha_2$
- So $\alpha_d = \alpha_1 + \alpha_2 - \alpha_1\alpha_2$
- Make front/back decision for color as usual



Antialiasing in OpenGL

- Avoid explicit α-calculation in program
- Enable both smoothing and blending

```
γλΕναβλε(ΓΛ_ΠΟΙΝΤ_ΣΜΟΟΤΗ);
γλΕναβλε(ΓΛ_ΛΙΝΕ_ΣΜΟΟΤΗ);
γλΕναβλε(ΓΛ_ΒΛΕΝΔ);
γλΒλενδΦυνχ(ΓΛ_ΣΡΧ_ΑΛΠΗΑ, ΓΛ_ΟΝΕ_ΜΙΝΥΣ_ΣΡΧ_ΑΛΠΗΑ);
```


Depth Cueing and Fog

- Another application of blending
- Use distance-dependent (z) blending
  - Linear dependence: depth cueing effect
  - Exponential dependence: fog effect
  - This is not a physically-based model

```
ΓΛφλοατ φχολορ[4] = {...};
γλΕναβλε(ΓΛ_ΦΟΓ);
γλΦογφ(ΓΛ_ΦΟΓ_ΜΟΔΕ; ΓΛ_ΕΞΠ);
γλΦογφ(ΓΛ_ΦΟΓ_ΔΕΝΣΙΤΨ, 0.5);
γλΦογφϖ(ΓΛ_ΦΟΓ_ΧΟΛΟΡ, φχολορ);
```

[Example: Fog Tutor]

Summary

- Scan Conversion for Polygons
  - Basic scan line algorithm
  - Convex vs concave
  - Odd-even and winding rules, tessellation
- Antialiasing (spatial and temporal)
  - Area averaging
  - Supersampling
  - Stochastic sampling
- Compositing
  - Accumulation buffer
  - Blending and α-values

Preview

- Assignment 5 extended to Friday night
- Assignment 6 out tonight, due next Thursday
- Next topics:
  - More on image processing and pixel operations
  - Ray tracing