Computer Graphics (CS 543) Lecture 1 (Part 2): Introduction to OpenGL/GLUT(Part 1)

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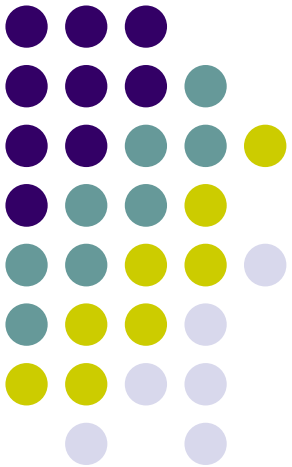
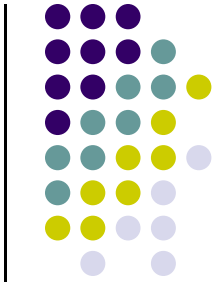
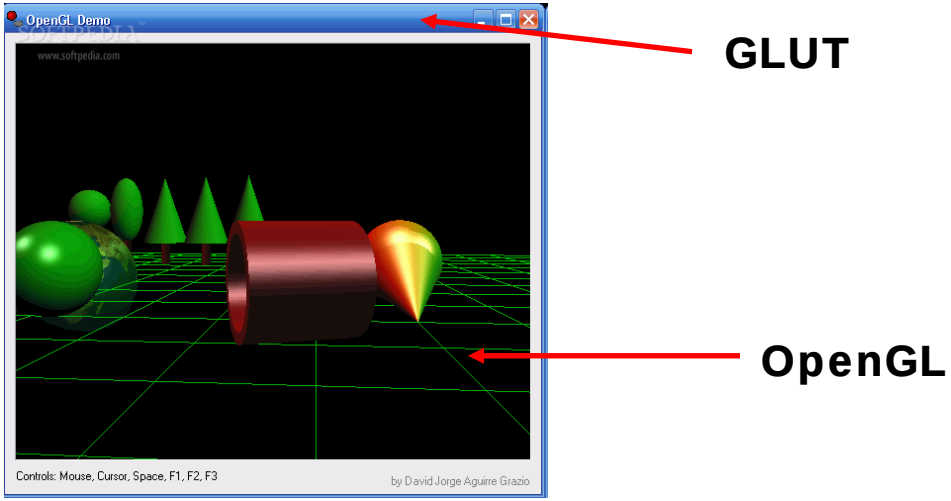


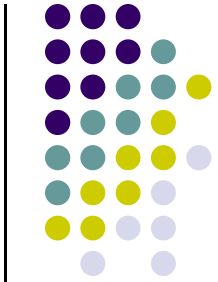
Recall: OpenGL Basics



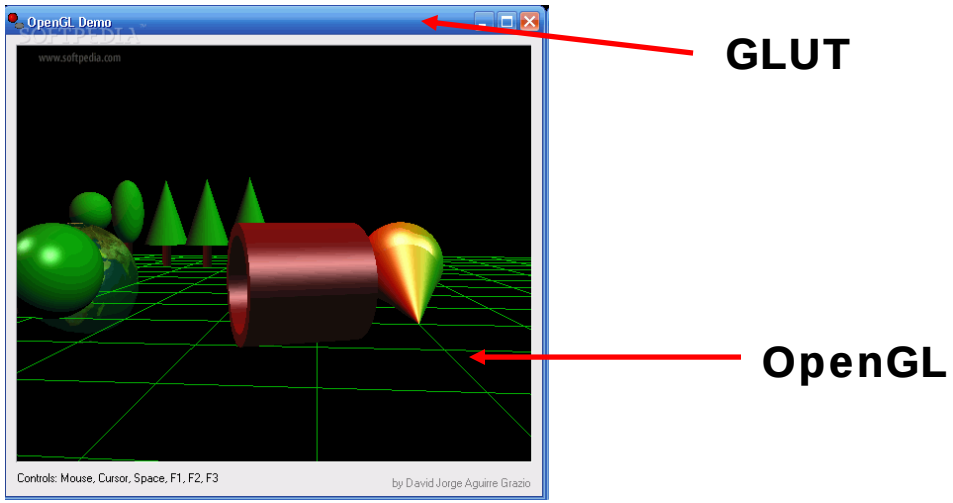
- OpenGL's function – Rendering (or drawing)
- OpenGL can render: 2D, 3D or images
- OpenGL does not manage drawing window
- Portable code!



Recall: GL Utility Toolkit (GLUT)

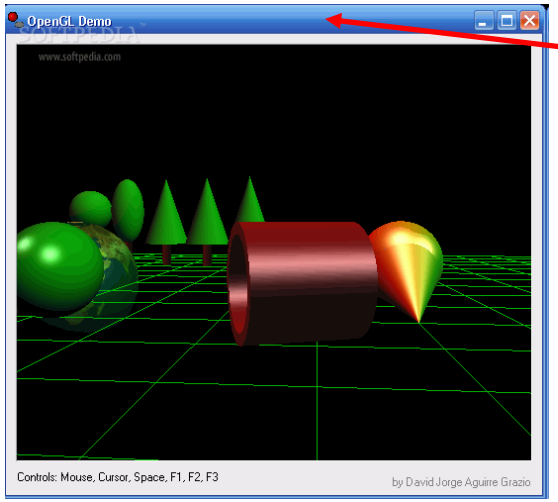


- Minimal window management
- Interfaces with different windowing systems
- Easy porting between windowing systems. Fast prototyping

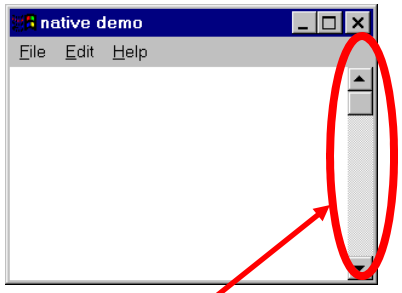


GL Utility Toolkit (GLUT)

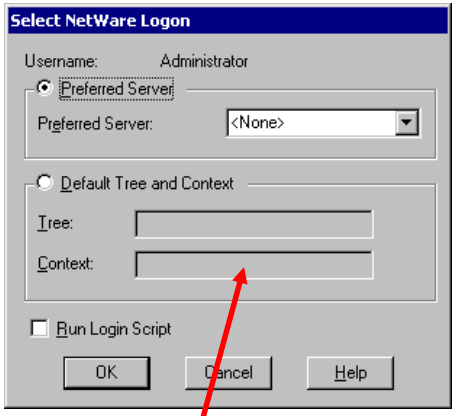
- No bells and whistles
  - No sliders
  - No dialog boxes
  - No elaborate menus, etc
- To add bells and whistles, use system's API or GLUI:
  - X window system
  - Apple: AGL
  - Microsoft :WGL, etc



GLUT (minimal)

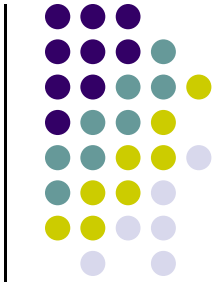


Slider



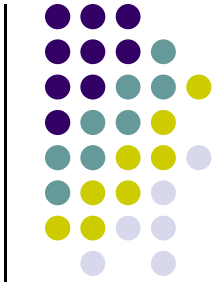
Dialog box

OpenGL Basics

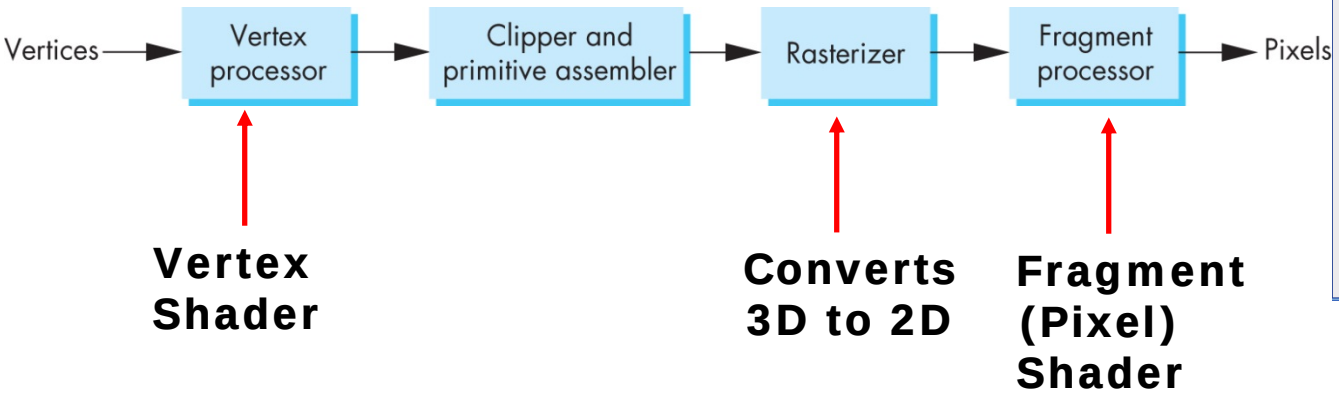


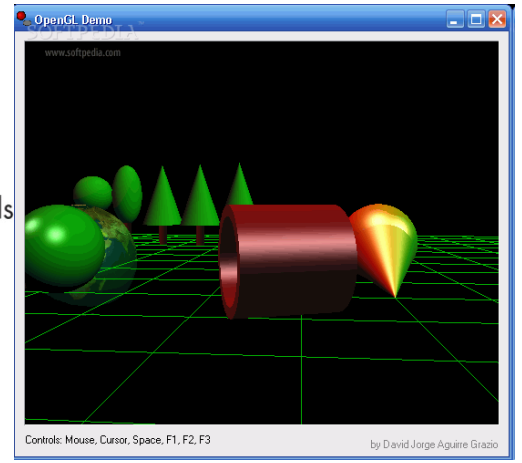
- Low-level graphics rendering API
- Maximal portability
  - **Display device independent (Monitor type, etc)**
  - **Window system independent based (Windows, X, etc)**
  - **Operating system independent (Unix, Windows, etc)**
- OpenGL programs behave same on different devices, OS
- Event-driven

Simplified OpenGL Pipeline

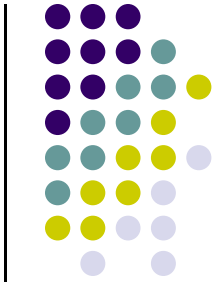


- Vertices go in, sequence of steps (vertex processor, clipper, rasterizer, fragment processor) image rendered

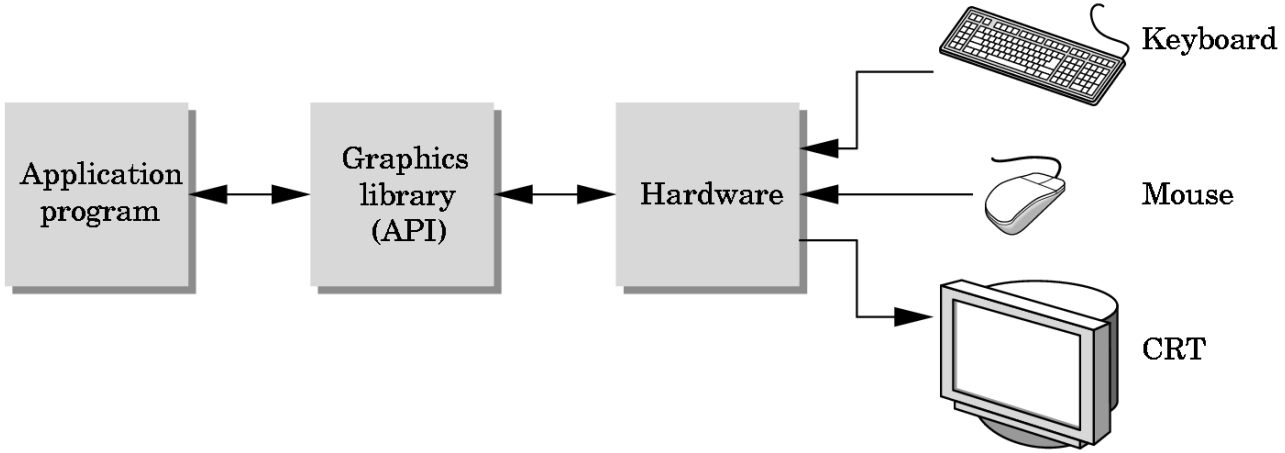




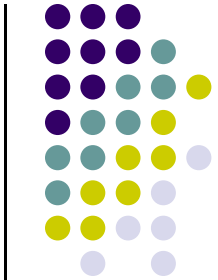
OpenGL Programming Interface



- Programmer view of OpenGL?
  - Application Programmer Interface (API)
  - Writes OpenGL Application programs

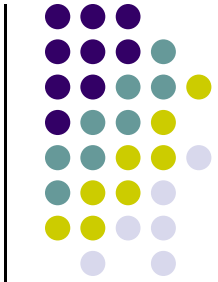


Sequential Vs Event-driven

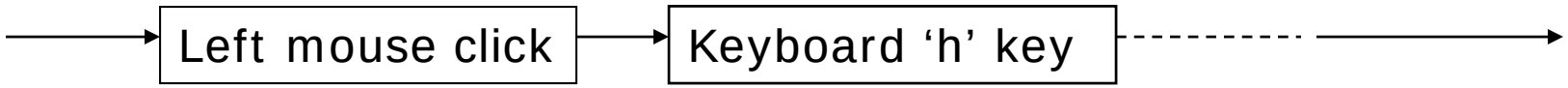


- Sequential program
  - **Start at main( )**
  - **Perform actions 1, 2, 3…. *N***
  - **End**
- Event-driven program
  - **Start at main( )**
  - **Initialize**
  - **Wait in infinite loop**
    - **Wait till defined event occurs**
    - **Event occurs => Take defined actions**
- What is World's most famous event-driven program?

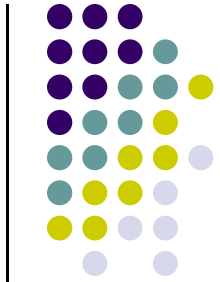
OpenGL: Event-driven



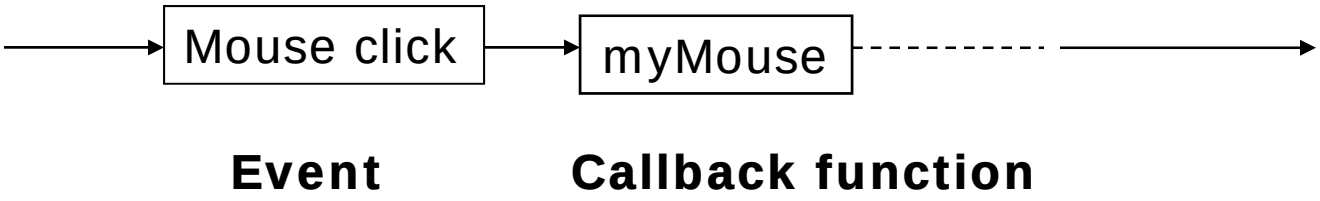
- Program only responds to events
- Do nothing until event occurs
- Example Events:
  - **mouse clicks,**
  - **keyboard stroke**
  - **window resize**
- Programmer:
  - defines events
  - Defines actions to be taken
- System:
  - maintains event queue
  - takes programmer-defined actions



OpenGL: Event-driven

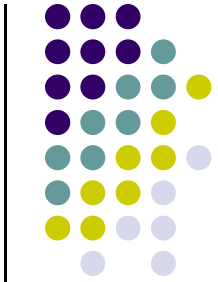


- How in OpenGL?
  - Programmer registers callback functions (event handler)
  - Callback function called when event occurs
- Example: Programmer
  1. Declare function *myMouse*, called on mouse click
  2. Register it: glutMouseFunc(*myMouse*);



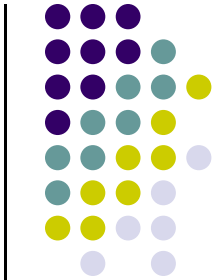
Note: OS receives mouse click, calls callback function **myMouse**

Some OpenGL History



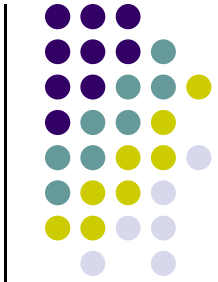
- OpenGL either on graphics card or in software (e.g. Mesa)
- Each graphics card supports specific OpenGL version
- OpenGL previously fixed function pipeline (up to version 1.x)
  - Pre-defined functions to generate picture
  - Programmer could not change steps, algorithms. Restrictive!!
- Shaders
  - allow programmer to write/load some OpenGL functions
  - proposed as *extensions* to version 1.4
  - part of core in OpenGL version 2.0 till date (ver 4.2)
- For this class you need: OpenGL version 3.3 or later

glInfo: Finding out about your Graphics Card



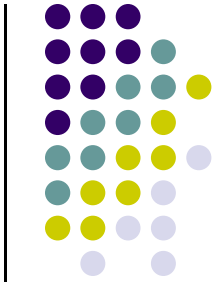
- Gives OpenGL version and extensions your graphics card supports
- Homework 0!

Other OpenGL Versions

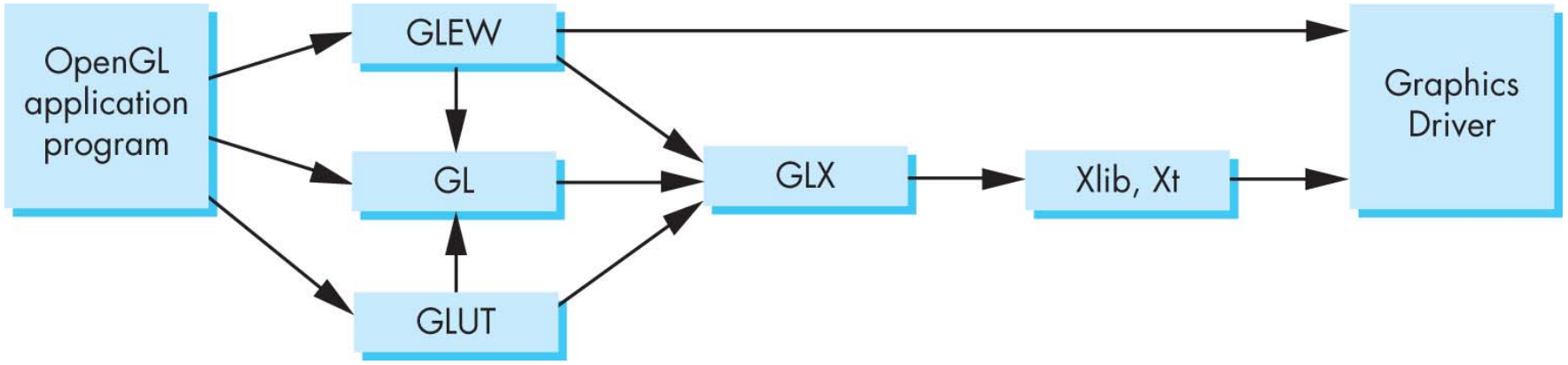


- OpenGL 4.1 and 4.2
  - Adds geometry shaders
- OpenGL ES: Mobile Devices
  - Version 2.0 shader based
- WebGL
  - Javascript implementation of ES 2.0
  - Supported on newer browsers

GLEW

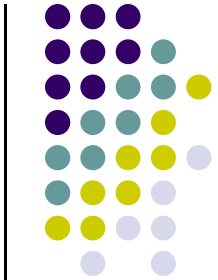


- OpenGL Extension Wrangler Library
- Makes it easy to access OpenGL extensions available on a particular system
- More on this later

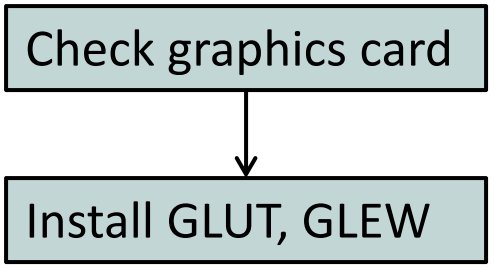


OpenGL/GLEW architecture on X Windows

Windows Installation of GLUT, GLEW

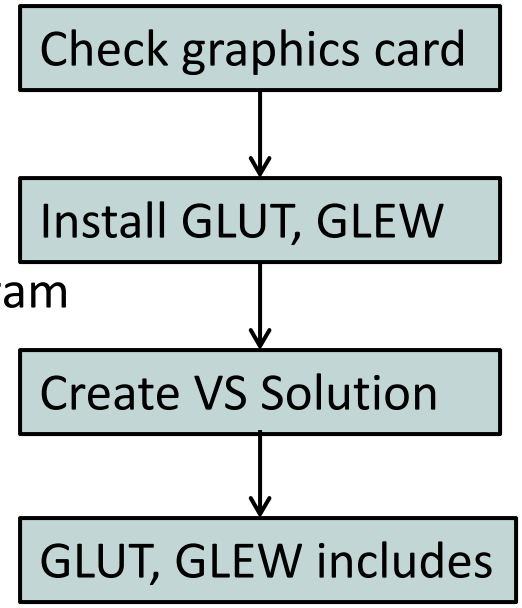


- Install Visual Studio (e.g 2010)
- Download freeglut 32-bit (GLUT implementation)
  - http://freeglut.sourceforge.net/
- Download GLEW
  - http://glew.sourceforge.net/
- Unzip => .lib, .h, .dll files
- Install
  - Put .dll files (for GLUT and GLEW) in C:\windows\system
  - Put .h files in Visual Studio…\include\ directory
  - Put .lib files in Visual Studio….\lib\ directory
  - **Note:** Use include, lib directories of highest VS version



Getting Started: Set up Visual studio Solution

1. Create empty project
2. Create blank console application (C program)
3. Add console application to project
4. Include **`glew.h`** and **`glut.h`** at top of your program

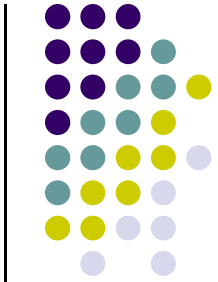



```
#include <glew.h>
#include <GL/glut.h>
```

Note: **`GL/`** is sub-directory of compiler **`include/`** directory

- **`glut.h`** contains GLUT functions, also includes **`gl.h`**
- OpenGL drawing functions in **`gl.h`**

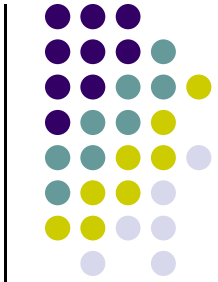
Getting Started: More #includes



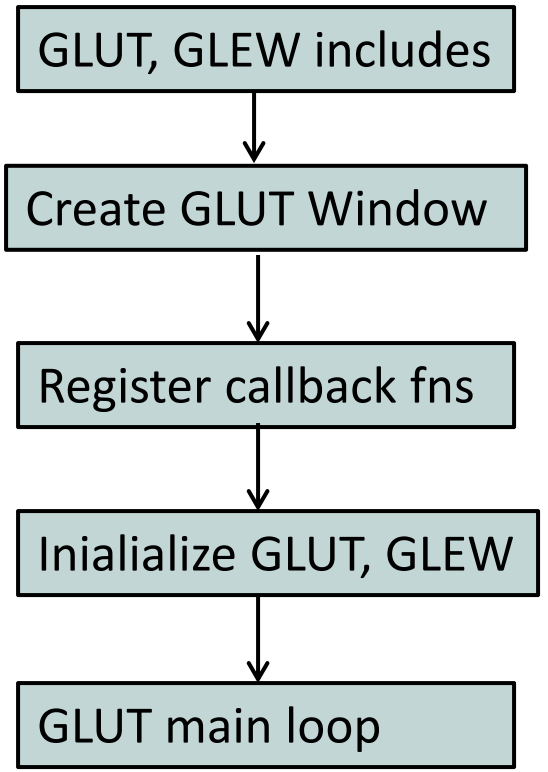
- Most OpenGL applications use standard C library (e.g for **`printf`**), so

```
#include <stdlib.h>
#include <stdio.h>
```

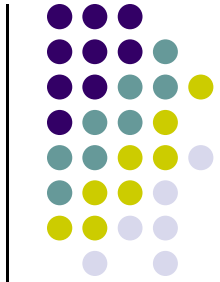
OpenGL/GLUT Program Structure



- Configure and open window (GLUT)
  - Configure Display mode, Window position, window size
- Register input callback functions (GLUT)
  - Render, resize, input: keyboard, mouse, etc
- My initialization
  - Set background color, clear color, etc
  - Generate points to be drawn
  - Initialize shader stuff
- Initialize GLEW
- Register GLUT callbacks
- glutMainLoop( )
  - Waits here infinitely till event

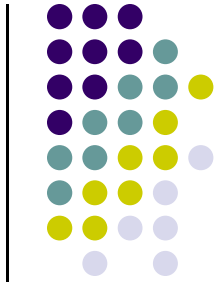


GLUT: Opening a window

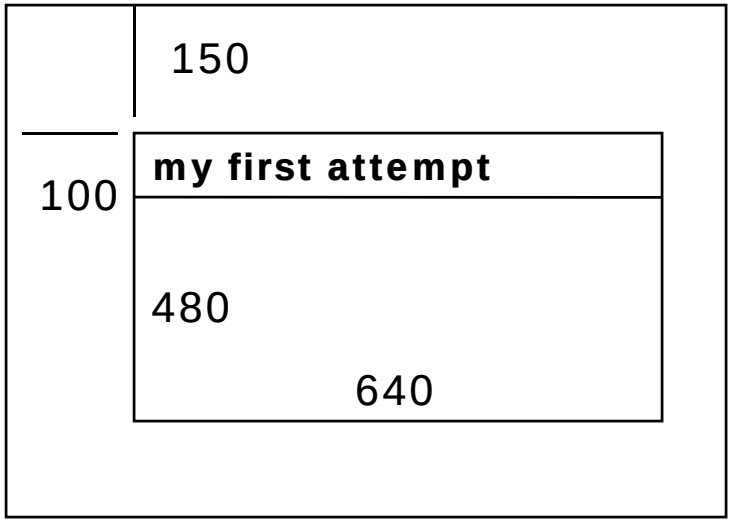


- GLUT used to create and open window
  - **`glutInit(&argc, argv);`**
    - Initializes GLUT
  - **`glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);`**
    - sets display mode (e.g. single buffer with RGB colors)
  - **`glutInitWindowSize(640,480);`**
    - sets window size (Width x Height) in pixels
  - **`glutInitPosition(100,150);`**
    - sets location of upper left corner of window
  - **`glutCreateWindow("my first attempt");`**
    - open window with title "my first attempt"
- Then also initialize GLEW
  - **`glewInit( );`**

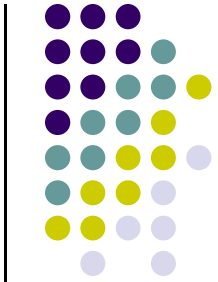
OpenGL Skeleton



```
void main(int argc, char** argv){
    // First initialize toolkit, set display mode and create window

    glutInit(&argc, argv);   // initialize toolkit
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
    glutInitWindowSize(640, 480);
    glutInitWindowPosition(100, 150);
    glutCreateWindow("my first attempt");
    glewInit( );

    // … then register callback functions,
    // … do my initialization
    // .. wait in glutMainLoop for events

}
```

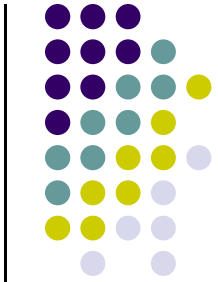


GLUT Callback Functions

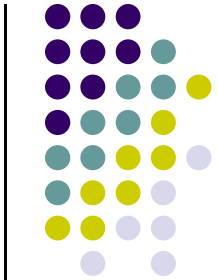


- Register all events your program will react to
- Callback: a function system calls when event occurs
- Event occurs => system callback
- No registered callback = no action
- Example: if no registered keyboard callback function, hitting keyboard keys generates NO RESPONSE!!

GLUT Callback Functions



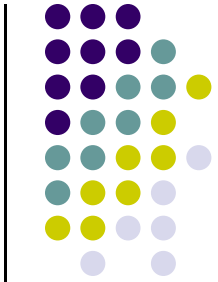
- GLUT Callback functions in skeleton
  - **`glutDisplayFunc(myDisplay);`** Image to be drawn initially
  - **`glutReshapeFunc(myReshape);`** called when window is reshaped
  - **`glutMouseFunc(myMouse);`** called when mouse button is pressed
  - **`glutKeyboardFunc(mykeyboard);`** called when keyboard is pressed or released
- **`glutMainLoop( );`**
  - program draws initial picture (by calling myDisplay function once)
  - Enters infinite loop till event



OpenGL Skeleton

```
void main(int argc, char** argv){
    // First initialize toolkit, set display mode and create window
    glutInit(&argc, argv);   // initialize toolkit
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
    glutInitWindowSize(640, 480);
    glutInitWindowPosition(100, 150);
    glutCreateWindow("my first attempt");
    glewInit( );

    // … now register callback functions
    glutDisplayFunc(myDisplay);
    glutReshapeFunc(myReshape);
    glutMouseFunc(myMouse);
    glutKeyboardFunc(myKeyboard);

    myInit( );
    glutMainLoop( );
}
```

Example of Rendering Callback

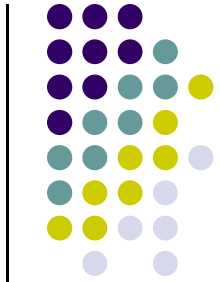


- Do all drawing code in display function
- Called once initially and when picture changes (e.g.resize)
- First, register callback in main( ) function

```
glutDisplayFunc( myDisplay );
```

- Then, implement display function

```
void myDisplay( void )
{
    // put drawing commands here

}
```

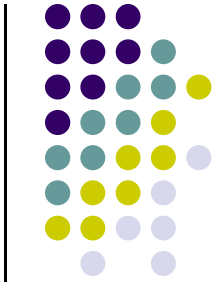


Old way: Drawing Primitives

- Draw points, lines, polylines, polygons
- Primitives specified using glBegin, glEnd format:

```
void myDisplay( void )
   {
      glBegin(primType)

        // define your primitives here

      glEnd( )
   }
```

Old way: Drawing Example



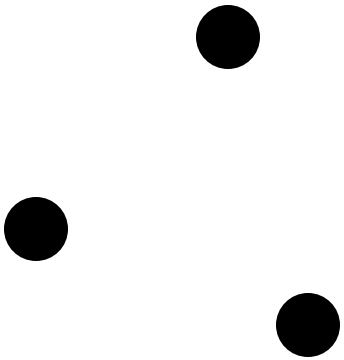
- Example: draw three dots. How?
  - Specify vertices
- Immediate mode
  - Generate points, render them (points not stored)
  - Compile scene with OpenGL program

```
void myDisplay( void )
{
   ....

   glBegin(GL_POINTS)
        glVertex2i(100,50);
        glVertex2i(100,130);
        glVertex2i(150, 130);
       glFlush( );
   glEnd( )
```

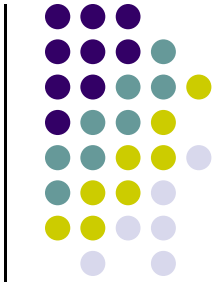
Also GL_LINES, GL_POLYGON….

Forces drawing to complete

x *y*

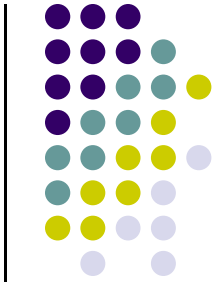


Immediate Mode Graphics



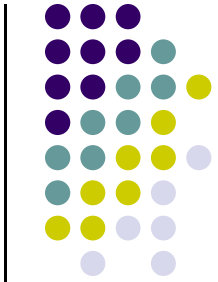
- Geometry specified as sequence of vertices in application
- Immediate mode
  - OpenGL application receives input on CPU, moved to GPU, render!
  - Each time a vertex is specified in application, its location is sent to GPU
  - Creates bottleneck between CPU and GPU
  - Removed from OpenGL 3.1

New: Better Way of Drawing: Retained Mode Graphics



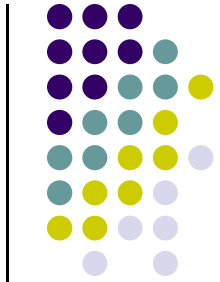
1. Generate points
2. Store all vertices into an array
3. Create GPU buffer for vetices
4. Move vertices from CPU to GPU buffer
5. Draw points from array on GPU using **`glDrawArray`**

Better Way of Drawing: Retained Mode Graphics



- Useful to declare types *point3* for <x,y> locations*, vec3* for <x,y,z> vector coordinates with their constructors
- put declarations in *header file vec.h*

```
#include “vec.h”

Vec3 vector1;
```

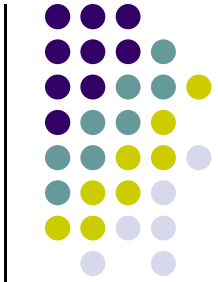


1. Generate Points to be Drawn
2. Store in an array

- Generate points & store vertices into an array

```
point3 points[3] = { point2(100,50),
                     point2(100,130),
                     point2(150, 130); }
```

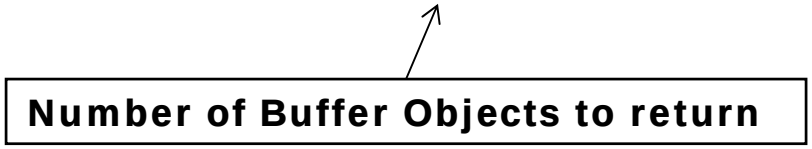
- Draw points from array using **`glDrawArray`**



3. Create GPU Buffer for Vertices

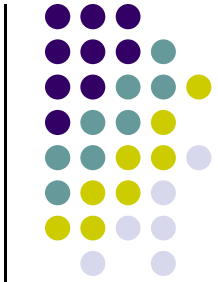
- Rendering from GPU memory significantly faster. Move data there
- Fast GPU (off-screen) memory for data called ***Buffer Objects***
- Two steps:
  1. Create VBO and give it name (unique ID number)

```
GLuint buffer;
glGenBuffers(1, &buffer); // create one buffer object
```



  2. Make created VBO currently active one

```
glBindBuffer(GL_ARRAY_BUFFER, buffer); //data is array
```



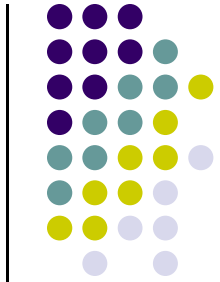
4. Move points GPU memory

3. Move **`points`** generated earlier to VBO

```
glBufferData(GL_ARRAY_BUFFER, buffer, sizeof(points),
points, GL_STATIC_DRAW ); //data is array
```

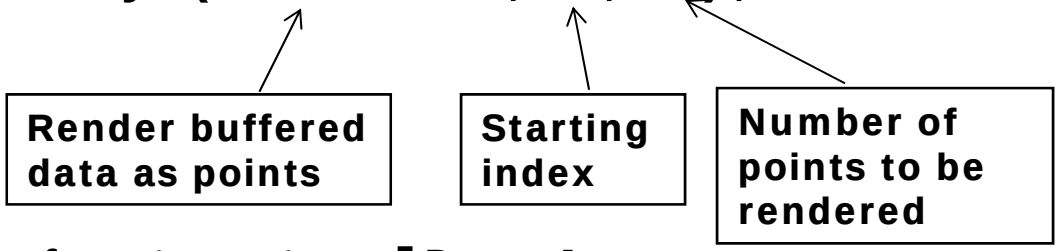
Data to be transferred to GPU memory (generated earlier)

- **`GL_STATIC_DRAW:`** buffer object data will be specified once by application and used many times to draw
- **`GL_DYNAMIC_DRAW:`** buffer object data will be specified repeatedly and used many times to draw



5. Draw points (from VBO)

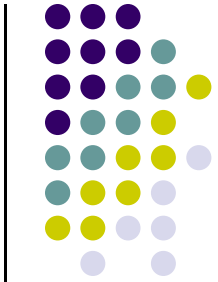
```
glDrawArrays(GL_POINTS, 0, N);
```



- Display function using **`glDrawArrays:`**

```
void mydisplay(void){
      glClear(GL_COLOR_BUFFER_BIT); // clear screen
      glDrawArrays(GL_POINTS, 0, N);
      glFlush( );        // force rendering to show
}
```

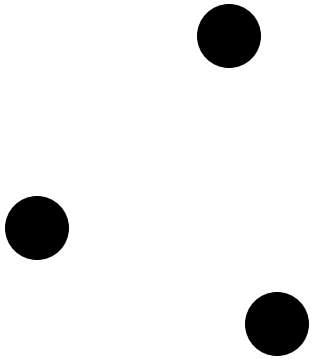
- Other possible arguments to **`glDrawArrays`** instead of **`GL_POINTS?`**



glDrawArrays() Parameters

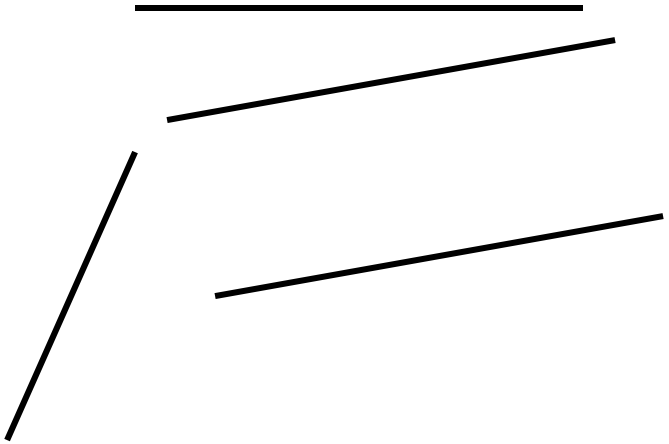
glDrawArrays(GL_POINTS, ….)

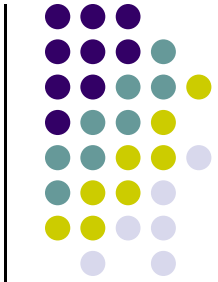
– draws dots



glDrawArrays((GL_LINES, …)

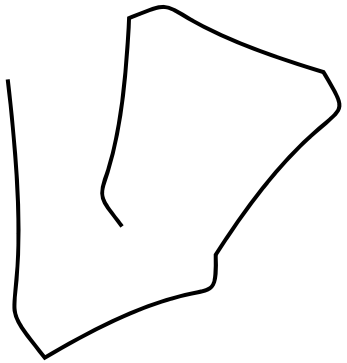
– Connect vertex pairs to draw lines



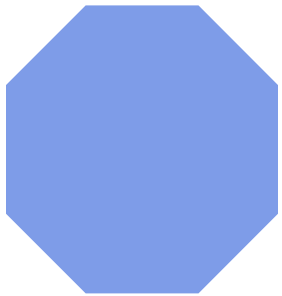


`glDrawArrays()` Parameters

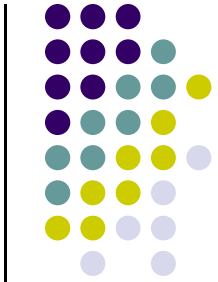
`glDrawArrays`(GL_LINE_STRIP,..)
– polylines



`glDrawArrays`(GL_POLYGON,..)
– convex filled polygon

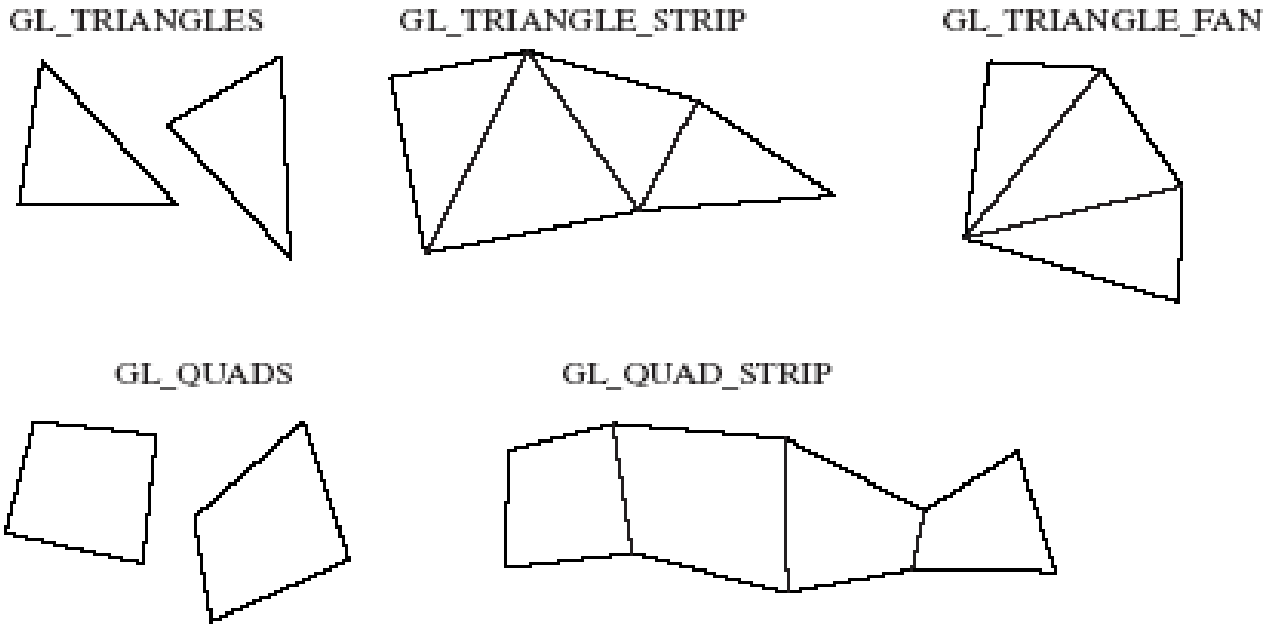


`glDrawArrays`(GL_LINE_LOOP)
– Close loop of polylines
(Like GL_LINE_STRIP but closed)

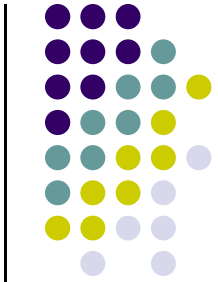


`glDrawArrays()` Parameters

- Triangles: Connect 3 vertices
  - GL_TRIANGLES, GL_TRIANGLE_STRIP, GL_TRIANGLE_FAN
- Quad: Connect 4 vertices
  - GL_QUADS, GL_QUAD_STRIP



References



- Angel and Shreiner, Interactive Computer Graphics, 6th edition, Chapter 2
- Hill and Kelley, Computer Graphics using OpenGL, 3rd edition, Chapter 2