Computer Graphics (CS 4731)
Lecture 4 (Part 2): Building 3D Models (Part 2)

Prof Emmanuel Agu

Computer Science Dept.

Worcester Polytechnic Institute (WPI)

Old Way: Inefficient

- Previously drew cube by its 6 faces using
  - 6 **`glBegin`**, 6 **`glEnd`**
  - 6 **`glColor`**
  - 24 **`glVertex`**
  - More commands if we use texture and lighting
  - E.g: to draw each face

```
glBegin(GL_QUAD)
      glVertex(x1, y1, z1);
      glVertex(x2, y2, z2);
      glVertex(x3, y3, z3);
      glVertex(x4, y4, z4);
glEnd( );
```

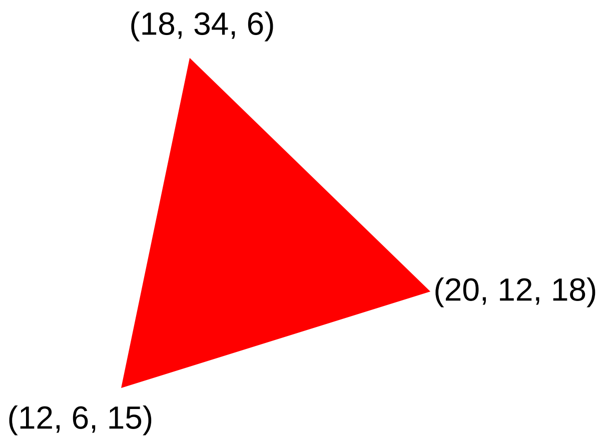
New Way: Vertex Representation and Storage

- We have declare vertex lists, edge lists and arrays
- But OpenGL expects meshes passed to have a specific structure
- We now study that structure….

Vertex Arrays

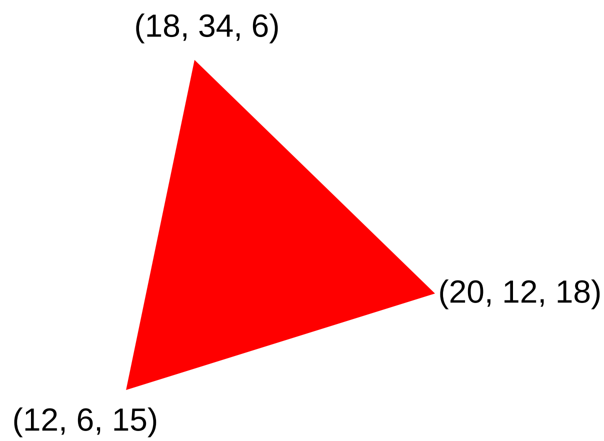
- **Previously:** OpenGL provided a facility called ***vertex arrays*** for storing rendering data
- Six types of arrays were supported initially
  - Vertices
  - Colors
  - Color indices
  - Normals
  - Texture coordinates
  - Edge flags
- Now vertex arrays can be used for **any attributes**

Vertex Attributes

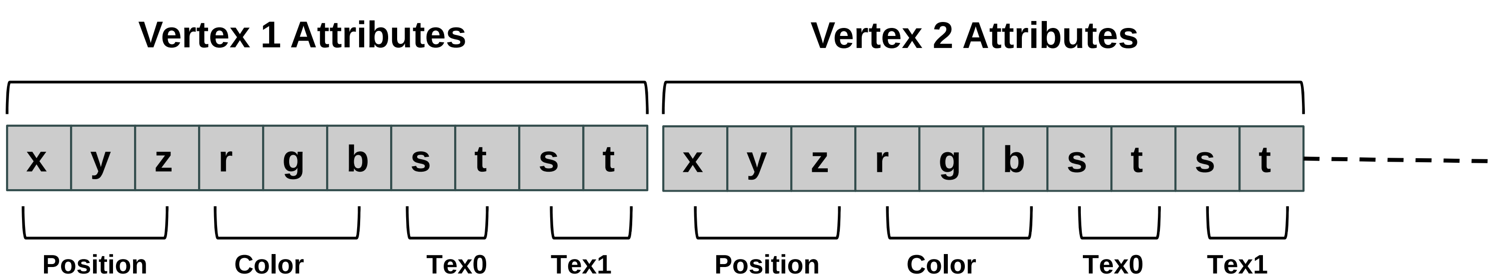


- Vertices can have attributes
  - Position (e.g 20, 12, 18)
  - Color (e.g. red)
  - Normal (x,y,z)
  - Texture coordinates

Vertex Attributes

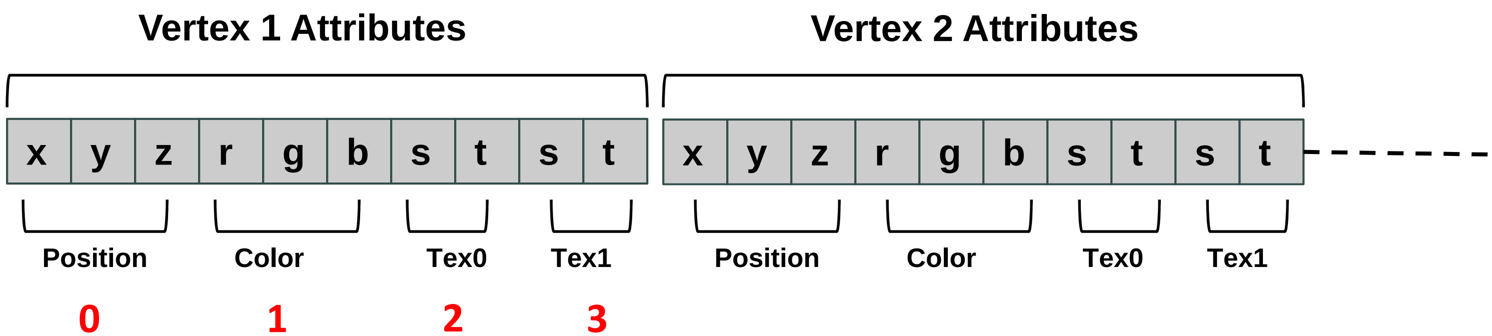


- Store vertex attributes in single Array (array of structures)



Declaring Array of Vertex Attributes

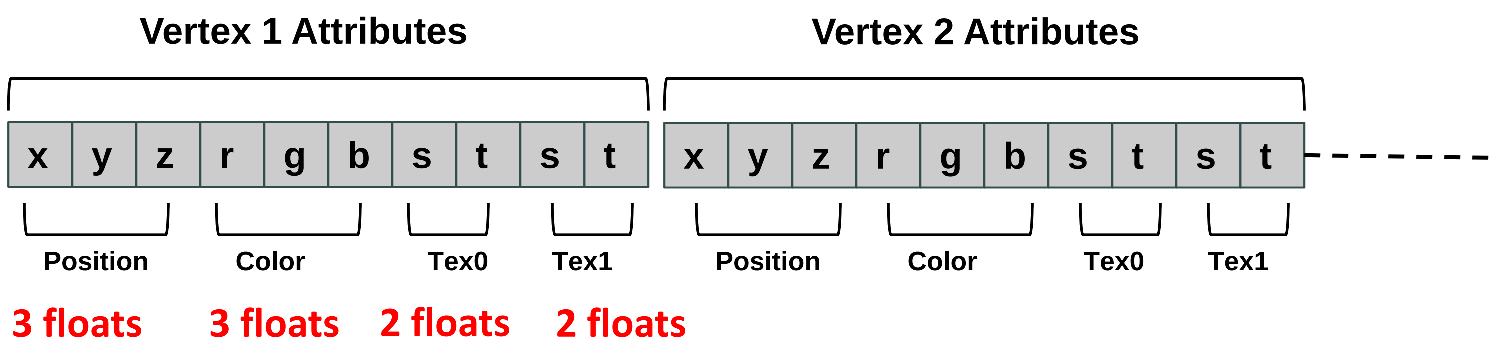
- Consider the following array of vertex attributes



- So we can define attribute positions (per vertex)

```
#define VERTEX_POS_INDEX          0
#define VERTEX_COLOR_INDEX        1
#define VERTEX_TEXCOORD0_INDX     2
#define VERTEX_TEXCOORD1_INDX     3
```

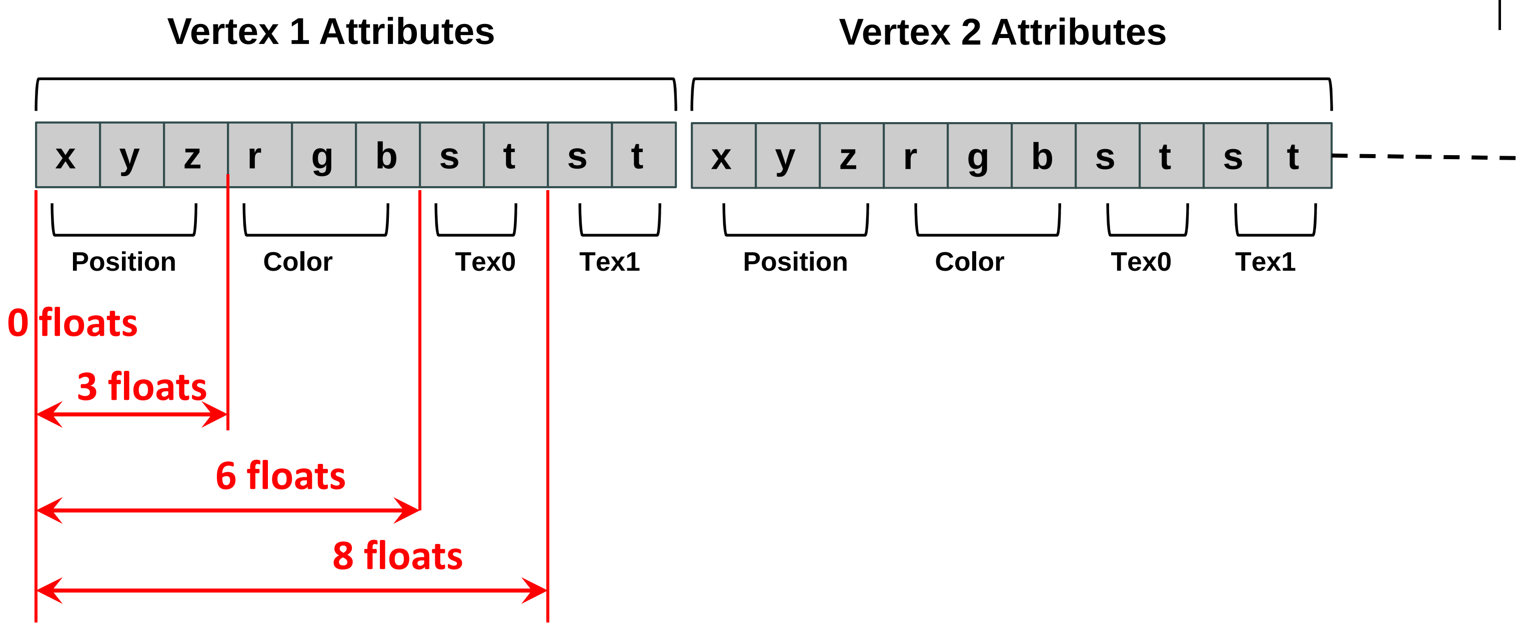
Declaring Array of Vertex Attributes



- Also define number of floats (storage) for each vertex attribute

```
#define VERTEX_POS_SIZE              3    // x, y and z
#define VERTEX_COLOR_SIZE            3    // r, g and b
#define VERTEX_TEXCOORD0_SIZE        2    // s and t
#define VERTEX_TEXCOORD1_SIZE        2    // s and t

#define VERTEX_ATTRIB_SIZE    VERTEX_POS_SIZE + VERTEX_COLOR_SIZE + \
                              VERTEX_TEXCOORD0_SIZE + \
                              VERTEX_TEXCOORD1_SIZE
```

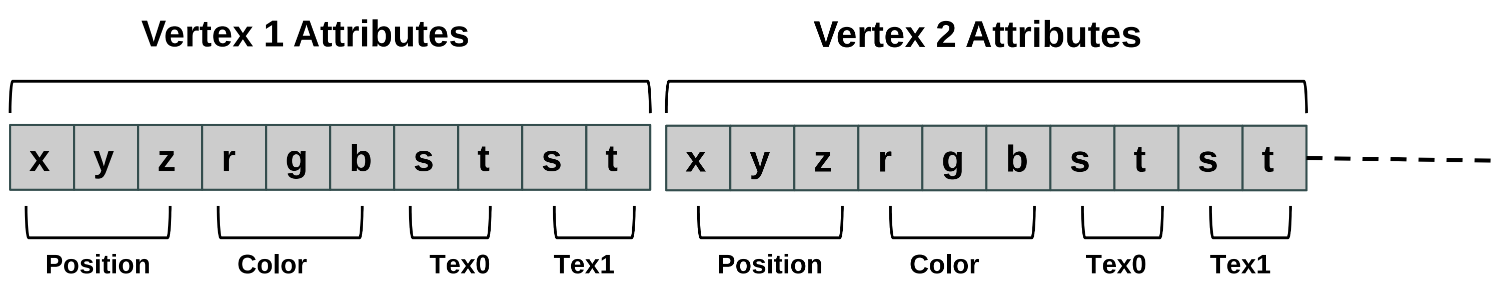
Declaring Array of Vertex Attributes



- Define offsets (# of floats) of each vertex attribute from beginning

```
#define VERTEX_POS_OFFSET          0
#define VERTEX_COLOR_OFFSET        3
#define VERTEX_TEXCOORD0_OFFSET    6
#define VERTEX_TEXCOORD1_OFFSET    8
```

Allocating Array of Vertex Attributes

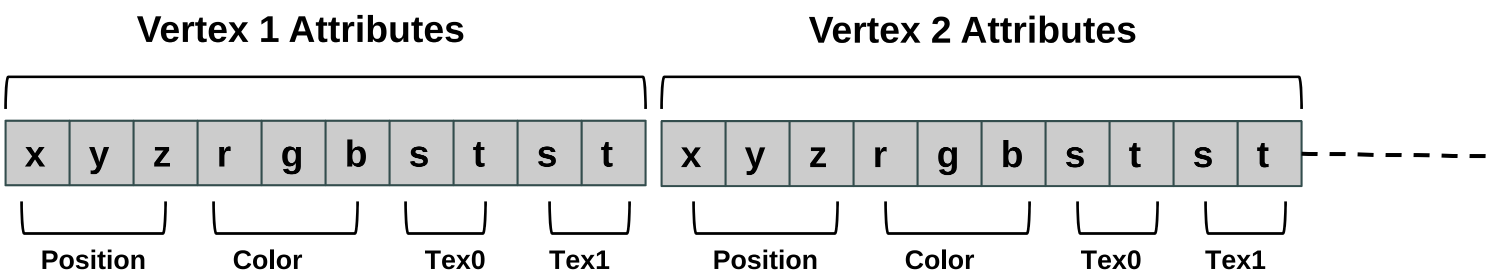


- Allocate memory for entire array of vertex attributes

```
#define VERTEX_ATTRIB_SIZE    VERTEX_POS_SIZE + VERTEX_COLOR_SIZE + \
                              VERTEX_TEXCOORD0_SIZE + \
                              VERTEX_TEXCOORD1_SIZE

float *p = malloc(numVertices * VERTEX_ATTRIB_SIZE * sizeof(float));
```

Allocate memory for all vertices

Specifying Array of Vertex Attributes



- **glVertexAttribPointer** used to specify vertex attributes
- Example: to specify vertex position attribute

Position 0

3 floats (x, y, z)

```
glVertexAttribPointer(VERTEX_POS_INDX, VERTEX_POS_SIZE,
                      GL_FLOAT, GL_FALSE,
                      VERTEX_ATTRIB_SIZE * sizeof(float), p);
```

Data should not Be normalized

Data is floats

Stride: distance between consecutive vertices

Pointer to data

```
glEnableVertexAttribArray(0);
```

- `do same for normal, tex0 and tex1`

New Way: Drawing the cube

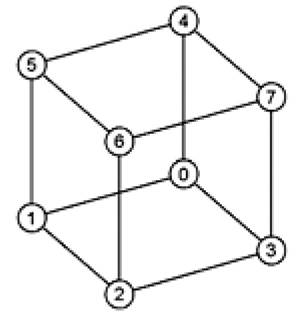
- Drawing Similar to 2D
  - Move array of 3D mesh vertices to **vertex buffer object**
  - Draw mesh using **glDrawArrays**

Full Example: Rotating Cube

- **Desired** Program behaviour:
  - Draw colored cube
  - Use 3-button mouse to change direction of rotation
  - Use idle function to increment angle of rotation
- **Note:** Default camera?
  - If we don't set camera, we get a default camera
  - Located at origin and points in the negative z direction

Cube Vertices

```
// (x,y,z,w) coordinates of the
//  vertices of a unit cube centered at origin
//  sides aligned with axes

point4 vertices[8] = {
    point4( -0.5, -0.5,  0.5, 1.0 ),
    point4( -0.5,  0.5,  0.5, 1.0 ),
    point4(  0.5,  0.5,  0.5, 1.0 ),
    point4(  0.5, -0.5,  0.5, 1.0 ),
    point4( -0.5, -0.5, -0.5, 1.0 ),
    point4( -0.5,  0.5, -0.5, 1.0 ),
    point4(  0.5,  0.5, -0.5, 1.0 ),
    point4(  0.5, -0.5, -0.5, 1.0 )
};
```

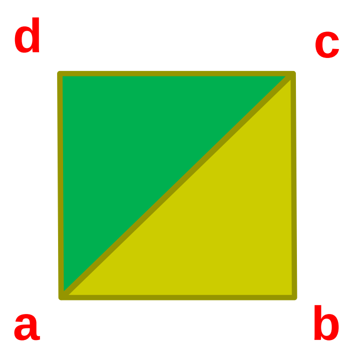


Colors

```
// Unique set of RGBA colors that vertices can have

color4 vertex_colors[8] = {
    color4( 0.0, 0.0, 0.0, 1.0 ),  // black
    color4( 1.0, 0.0, 0.0, 1.0 ),  // red
    color4( 1.0, 1.0, 0.0, 1.0 ),  // yellow
    color4( 0.0, 1.0, 0.0, 1.0 ),  // green
    color4( 0.0, 0.0, 1.0, 1.0 ),  // blue
    color4( 1.0, 0.0, 1.0, 1.0 ),  // magenta
    color4( 1.0, 1.0, 1.0, 1.0 ),  // white
    color4( 0.0, 1.0, 1.0, 1.0 )   // cyan
};
```

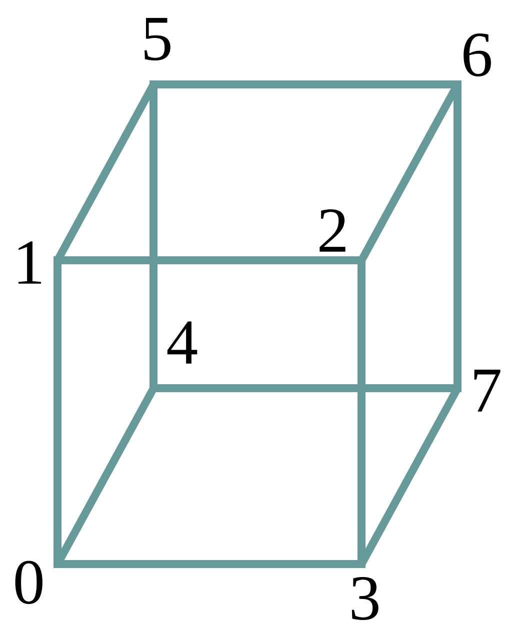
Quad Function

```
// quad generates two triangles (a,b,c) and (a,c,d) for each face and
// assigns colors to the vertices

int Index = 0;  // Index goes from 1 to 6, one per face

void quad( int a, int b, int c, int d )
{
    colors[Index] = vertex_colors[a]; points[Index] = vertices[a]; Index++
    colors[Index] = vertex_colors[b]; points[Index] = vertices[b]; Index++
    colors[Index] = vertex_colors[c]; points[Index] = vertices[c]; Index++
    colors[Index] = vertex_colors[a]; points[Index] = vertices[a]; Index++
    colors[Index] = vertex_colors[c]; points[Index] = vertices[c]; Index++
    colors[Index] = vertex_colors[d]; points[Index] = vertices[d]; Index++
}
```



Color Cube

```
// generate 12 triangles: 36 vertices and 36 colors

void colorcube()
{
    quad( 1, 0, 3, 2 );
    quad( 2, 3, 7, 6 );
    quad( 3, 0, 4, 7 );
    quad( 6, 5, 1, 2 );
    quad( 4, 5, 6, 7 );
    quad( 5, 4, 0, 1 );
}
```



Initialization I

```
void init()
{
    colorcube(); // Generates cube data in application


    // Create a vertex array object (allows us switch between VBOs)

    GLuint vao;
    glGenVertexArrays ( 1, &vao );
    glBindVertexArray ( vao );
```

Initialization II

```
// Create and initialize a buffer object and move points
// data to GPU

    GLuint buffer;
    glGenBuffers( 1, &buffer );
    glBindBuffer( GL_ARRAY_BUFFER, buffer );
    glBufferData( GL_ARRAY_BUFFER, sizeof(points) +
                  sizeof(colors), NULL, GL_STATIC_DRAW );
```

Initialization III

Transfer points[ ] and colors[ ] data
Separately using **`glBufferSubData`**

```
    glBufferSubData( GL_ARRAY_BUFFER, 0, sizeof(points), points );
    glBufferSubData( GL_ARRAY_BUFFER, sizeof(points),
                                      sizeof(colors), colors );

// Load shaders and use the resulting shader program
    GLuint program = InitShader( "vshader36.glsl", "fshader36.glsl" );
    glUseProgram( program );
```

Initialize vertex and fragment shaders

Initialization IV

Specify vertex data

```
// set up vertex arrays

    GLuint vPosition = glGetAttribLocation( program, "vPosition" );
    glEnableVertexAttribArray( vPosition );
    glVertexAttribPointer( vPosition, 4, GL_FLOAT, GL_FALSE, 0,
                           BUFFER_OFFSET(0) );

    GLuint vColor = glGetAttribLocation( program, "vColor" );
    glEnableVertexAttribArray( vColor );
    glVertexAttribPointer( vColor, 4, GL_FLOAT, GL_FALSE, 0,
                           BUFFER_OFFSET(sizeof(points)) );

    theta = glGetUniformLocation( program, "theta" );
```

Connect variable theta in program
To variable in shader

Display Callback

```
void display( void )
{
    glClear( GL_COLOR_BUFFER_BIT|GL_DEPTH_BUFFER_BIT );

    glUniform3fv( theta, 1, theta );
    glDrawArrays( GL_TRIANGLES, 0, NumVertices );

    glutSwapBuffers();
}
```

Draw series of triangles forming cube

Mouse Callback

```
void mouse( int button, int state, int x, int y )
{
    if ( state == GLUT_DOWN ) {
        switch( button ) {
            case GLUT_LEFT_BUTTON:    axis = Xaxis;  break;
            case GLUT_MIDDLE_BUTTON:  axis = Yaxis;  break;
            case GLUT_RIGHT_BUTTON:   axis = Zaxis;  break;
        }
    }
}
```

Select axis (x,y,z) to rotate around
Using mouse click

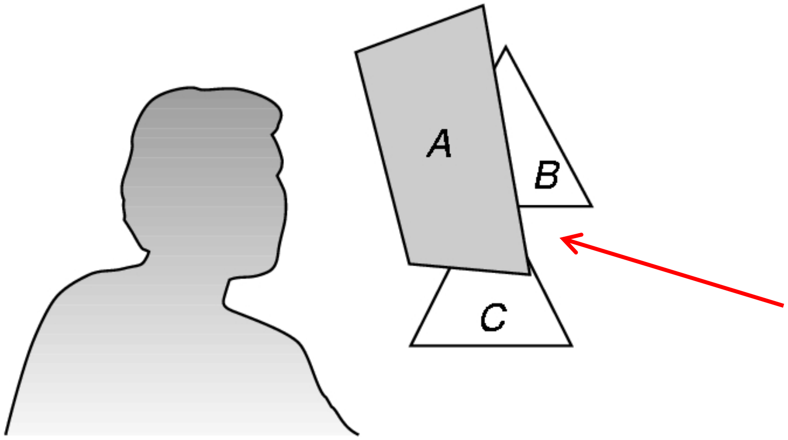
Idle Callback

```
void idle( void )
{
    theta[axis] += 0.01;

    if ( theta[axis] > 360.0 ) {
        theta[axis] -= 360.0;
    }

    glutPostRedisplay();
}
```

The idle( ) function is called
Whenever nothing to do
Rotate by theta = 0.01
around axes.

Hidden-Surface Removal

- We want to see only surfaces in front of other surfaces
- OpenGL uses *hidden-surface* technique called the ***z-buffer*** algorithm
- Z-buffer uses distance from viewer (depth) to determine closer objects
- Objects rendered so that only front objects appear in image



Draw face **A** (front face)
Do not draw faces **B** and **C**

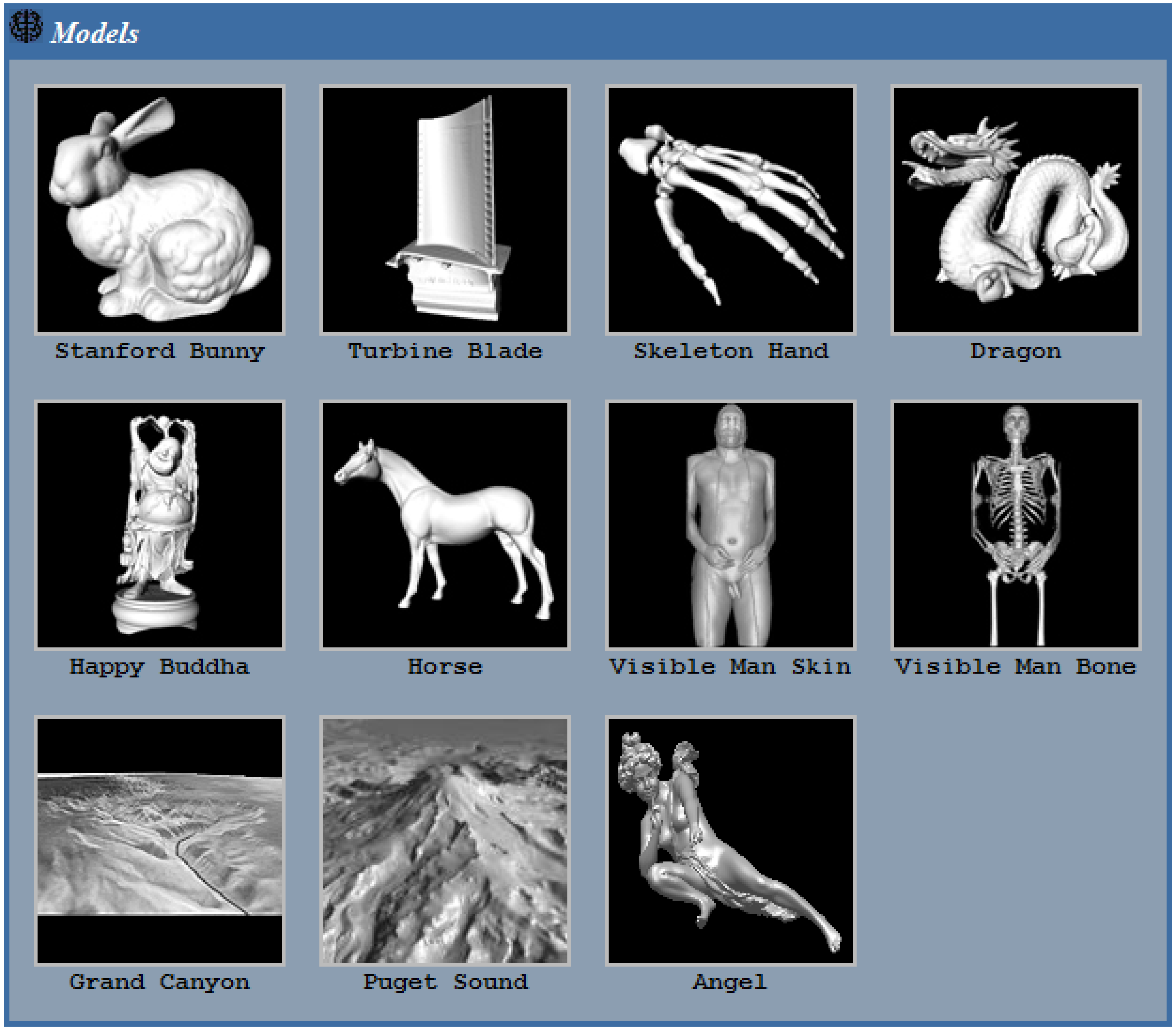
Using OpenGL's *z*-buffer algorithm

- Z-buffer uses an extra buffer, (the z-buffer), to store depth information as geometry travels down the pipeline
- 3 steps to set up Z-buffer:
  1. In **`main.c`**
     ```
     glutInitDisplayMode
       (GLUT_SINGLE | GLUT_RGB | GLUT_DEPTH)
     ```
  2. Enabled in **`init.c`**
     ```
     glEnable(GL_DEPTH_TEST)
     ```
  3. Cleared in the display callback
     ```
     glClear(GL_COLOR_BUFFER_BIT | DEPTH_BUFFER_BIT)
     ```

3D Mesh file formats

- 3D meshes usually stored in 3D file format
- Format defines how vertices, edges, and faces are declared
- Over 400 different file format
- **Polygon File Format (PLY)** used a lot in graphics
- Originally PLY was used to store 3D files from 3D scanner
- We can get PLY models from web to work with
- We will use PLY files in this class

Georgia Tech Large Models Archive



Stanford 3D Scanning Repository

Lucy: 28 million faces

Happy Buddha: 9 million faces

Sample PLY File

```
ply
format ascii 1.0
comment this is a simple file
obj_info any data, in one line of free form text
element vertex 3
property float x
property float y
property float z
element face 1
property list uchar int vertex_indices
end_header
-1 0 0
0 1 0
1 0 0
3 0 1 2
```

References

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