Input, Interaction and Animation

CS 432 Interactive Computer Graphics
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Objectives

- Introduce the basic input devices
  - Physical Devices
  - Logical Devices
  - Input Modes
- Event-driven input
- Introduce double buffering for smooth animations
- Programming event input with WebGL

Project Sketchpad

- Ivan Sutherland (MIT 1963) established the basic interactive paradigm that characterizes interactive computer graphics:
  - User sees an object on the display
  - User points to (picks) the object with an input device (light pen, mouse, trackball)
  - Object changes (moves, rotates, morphs)
  - Repeat

Graphical Input

- Devices can be described either by
  - Physical properties
    - Mouse
    - Keyboard
    - Trackball
  - Logical Properties
    - What is returned to program via API
      - A position
      - An object identifier
      - A scalar value
- Modes
  - How and when input is obtained
    - Request or event

Physical Devices

- Devices such as the data tablet return a position directly to the operating system
- Devices such as the mouse, trackball, and joy stick return incremental inputs (or velocities) to the operating system
  - Must integrate these inputs to obtain an absolute position
    - Rotation of cylinders in mouse
    - Roll of trackball
    - Difficult to obtain absolute position
      - Position drift
  - Can get variable sensitivity

Incremental (Relative) Devices
Logical Devices

• Consider the C and C++ code
  - C++: `cin >> x;`
  - C: `scanf ("%d", &x);`

• What is the input device?
  - Can’t tell from the code
  - Could be keyboard, file, output from another program

• The code provides logical input
  - A number (an int) is returned to the program regardless of the physical device

Graphical Logical Devices

• Graphical input is more varied than input to standard programs which is usually numbers, characters, or bits

• Two older APIs (GKS, PHIGS) define six types of logical input
  - Locator: return a position
  - Pick: return ID of an object
  - Keyboard: return strings of characters
  - Stroke: return array of positions
  - Valuator: return floating point number
  - Choice: return one of n items

X Window Input

• The X Window System introduced a client-server model for a network of workstations
  - Client: OpenGL program
  - Graphics Server: bitmap display with a pointing device and a keyboard

Input Modes

• Input devices contain a trigger which can be used to send a signal to the operating system
  - Button on mouse
  - Pressing or releasing a key

• When triggered, input devices return information (their measure) to the system
  - Mouse returns position information
  - Keyboard returns ASCII code

Request Mode

• Input provided to program only when user triggers the device

• Typical of keyboard input
  - Can erase (backspace), edit, correct until enter (return) key (the trigger) is depressed

Event Mode

• Most systems have more than one input device, each of which can be triggered at an arbitrary time by a user

• Each trigger generates an event whose measure is put in an event queue which can be examined by the user program
Event Types

- Window: resize, expose, iconify
- Mouse: click one or more buttons
- Motion: move mouse
- Keyboard: press or release a key
- Idle: nonevent
  - Define what should be done if no other event is in queue

Animation

- Define what should be done if no other event is in queue

Callbacks

- Programming interface for event-driven input uses callback functions or event listeners
  - Define a callback for each event the graphics system recognizes
  - Browsers enters an event loop and responds to those events for which it has callbacks registered
  - The callback function is executed when the event occurs

Execution in a Browser

- Start with HTML file
  - Describes the page
  - May contain the shaders
  - Loads files
- Files are loaded asynchronously and JS code is executed
- Then what?
- Browser is in an event loop and waits for an event

onload Event

- What happens with our JS file containing the graphics part of our application?
  - All the “action” is within functions such as init() and render()
  - Consequently these functions are never executed and we see nothing
- Solution: use the onload window event to initiate execution of the init function
  - onload event occurs when all files read
  - window.onload = init;
Rotating Square

- Consider the four points

\[
\text{vertices}[0] = \text{vec2}(
\sin(\theta), \cos(\theta)\)
\]

\[
\text{vertices}[1] = \text{vec2}(
\sin(\theta), -\cos(\theta)\)
\]

\[
\text{vertices}[2] = \text{vec2}(-\sin(\theta), -\cos(\theta))
\]

\[
\text{vertices}[3] = \text{vec2}(-\sin(\theta), \cos(\theta))
\]

Animate display by re-rendering with different values of \(\theta\)

Simple but Slow Method

```javascript
for (var theta = 0.0; theta < thetaMax; theta += dtheta; {
    vertices[0] = vec2(Math.sin(theta), Math.cos(theta));
    vertices[1] = vec2(Math.sin(theta), -Math.cos(theta));
    vertices[3] = vec2(-Math.sin(theta), Math.cos(theta));
    gl.bufferSubData(.................
        render();
}
```

Better Way

- Send original vertices to vertex shader
- Send \(\theta\) to shader as a uniform variable
- Compute vertices in vertex shader
- Render recursively/repeatedly

Render Function

```javascript
var thetaLoc = gl.getUniformLocation(program, "theta");

function render()
{
    gl.clear(gl.COLOR_BUFFER_BIT);
    theta += 0.1;
    gl.uniform1f(thetaLoc, theta);
    gl.drawArrays(gl.TRIANGLE_STRIP, 0, 4);
    render();
}
```

Vertex Shader

```javascript
attribute vec4 vPosition;
uniform float theta;

void main()
{
    gl_Position.x = -sin(theta) * vPosition.x + cos(theta) * vPosition.y;
    gl_Position.y = sin(theta) * vPosition.y + cos(theta) * vPosition.x;
    gl_Position.z = 0.0;
    gl_Position.w = 1.0;
}
```

Double Buffering

- Although we are rendering the square, it always goes into a buffer that is not displayed
- Browser uses double buffering
  - Always display front buffer
  - Rendering into back buffer
  - Need a buffer swap
- Prevents display of a partial rendering
Triggering a Buffer Swap

- Browsers refresh the display at ~60 Hz
  - redisplay of front buffer
  - not a buffer swap
- Trigger a buffer swap through an event
- Two options for rotating square
  - Interval timer
  - requestAnimFrame

Interval Timer

- Executes a function after a specified number of milliseconds
  - Also generates a buffer swap
- Set timer through an event
- Two options for rotating square
  - Interval Timer
  - requestAnimFrame()

Interval Timer

- window.setInterval(function, interval);
- Calls a function or evaluates an expression at specified intervals (in milliseconds)
- Method will continue calling the function until clearInterval() is called, or the window is closed
- ID value returned by setInterval() is used as the parameter for the clearInterval() method

requestAnimFrame()

- Tells the browser that you wish to perform an animation
  - Animation function is called before the browser performs the next repaint
  - Calls generally match the display refresh rate

Add an Interval with setTimeout()

- Calls a function or evaluates an expression after a specified number of milliseconds
  - window.setTimeout(function, delay);
  - Defers the invocation of a JavaScript function or the evaluation of a string of JavaScript code for delay milliseconds
  - Executes code only once.
Working with Callbacks

Objectives

- Learn to build interactive programs using event listeners
  - Buttons
  - Menus
  - Mouse
  - Keyboard
  - Reshape

Adding a Button

- Let's add a button to control the rotation direction for our rotating cube
- In the render function we can use a var direction which is true or false to add or subtract a constant to the angle

```
var direction = true; // global initialization

// in render()
if (direction) theta += 0.1;
else theta -= 0.1;
```

The Button

- In the HTML file
  - Uses HTML button tag
  - id gives an identifier we can use in JS file
  - Text “Change Rotation Direction” displayed in button
- Clicking on button generates a click event
- Note we are using default style and could use CSS or jQuery to get a prettier button

```
<button id="DirectionButton">Change Rotation Direction</button>
```

Button Event Listener

- We still need to define the listener
  - no listener and the event occurs but is ignored
- Two forms for event listener in JS file

```
var myButton = document.getElementById("DirectionButton");

myButton.addEventListener("click", function() {
  direction = !direction;
});

document.getElementById("DirectionButton").onclick = function() {
  direction = !direction;
};
```

onclick Variants

```
myButton.addEventListener("click", function() {
  if (event.button == 0) {
    direction = !direction;
  }
});

myButton.addEventListener("click", function() {
  if (event.shiftKey == true) {
    direction = !direction;
  }
});

<button onclick="direction = !direction"></button>
```
Controling Rotation Speed

```
var delay = 100;
function render()
{
    gl.clear(gl.COLOR_BUFFER_BIT);
    theta += 0.1;
    gl.uniform1f(thetaLoc, theta);
    gl.drawArrays(gl.TRIANGLE_STRIP, 0, 4);
    setTimeout(function() {requestAnimFrame(render);}, delay);
}
```

Menus

- Use the HTML `select` element
- Each entry in the menu is an `option` element with an integer value returned by click event

```
<select id="mymenu" size="3">
    <option value="0">Toggle Rotation Direction</option>
    <option value="1">Spin Faster</option>
    <option value="2">Spin Slower</option>
</select>
```

Menu Listener

```
var m = document.getElementById("mymenu");
m.addEventListener("click", function() {
    switch (m.selectedIndex) {
        case 0:
            direction = !direction;
            break;
        case 1:
            delay /= 2.0;
            break;
        case 2:
            delay *= 2.0;
            break;
    }
});
```

Using keydown Event

```
window.addEventListener("keydown", function() {
    switch (event.keyCode) {
        case 49: // '1' key
            direction = !direction;
            break;
        case 50: // '2' key
            delay /= 2.0;
            break;
        case 51: // '3' key
            delay *= 2.0;
            break;
    }
});
```

Don't Know Unicode?

```
window.onkeydown = function(event) {
    var key = String.fromCharCode(event.keyCode);
    switch (key) {
        case "1":
            direction = !direction;
            break;
        case "2":
            delay /= 2.0;
            break;
        case "3":
            delay *= 2.0;
            break;
    }
};
```

Slider Element

- Puts slider (type: range) on page
  - Give it an identifier
  - Give it minimum and maximum values
  - Give it a step size needed to generate an event
  - Give it an initial value
- Use `div` tag to put below canvas

```
<div>
    speed 0 <input id="slide" type="range" min="0" max="100" step="10" value="50" /> 100
</div>
```
onchange Event Listener

document.getElementById("slide").onchange =
  function() { delay = event.srcElement.value; }; 

Position Input

Objectives

- Learn to use the mouse to give locations
  - Must convert from position on canvas to
    position in application
- Respond to window events such as
  reshapings triggered by the mouse

Window Coordinates

Window to Clip Coordinates

\[
(x, y) \rightarrow (-1, -1)
\]

\[
(w, 0) \rightarrow (1, 0)
\]

\[
x = -1 + \frac{2 \times x}{w}
\]

\[
y = -1 + \frac{2 \times (h - y)}{h}
\]

Returning Position from Click Event

Canvas specified in HTML file with size

canvas.width x canvas.height

Returned window coordinates are event.clientX

and event.clientY

// add a vertex to GPU for each click
canvas.addEventListener("click", function() {
  gl.bindBuffer(gl.ARRAY_BUFFER, vBuffer);
  var t = vec2(-1 + 2*event.clientX/canvas.width,
               -1 + 2*(canvas.height-event.clientY)/canvas.height);
  gl.bufferSubData(gl.ARRAY_BUFFER,
                   "sizeof(vec2)"*index, flatten(t));
  index++;
});

Angel and Shreiner: Interactive Computer Graphics © Addison-Wesley 2015
**CAD-like Example**

triangle.(html.js): first three mouse clicks define first triangle of triangle strip. Each succeeding mouse clicks adds a new triangle at end of strip. Colors are also defined for each vertex.

n.b. flatten() converts javascript 64-bit numbers into 32-bit numbers!

**Window Events**

- Events can be generated by actions that affect the canvas window
  - moving or exposing a window
  - resizing a window
  - opening a window
  - iconifying/deiconifying a window
- Note that events generated by other application that use the canvas can affect the WebGL canvas
  - There are default callbacks for some of these events

**Reshape Events**

- Suppose we use the mouse to change the size of our canvas
- Must redraw the contents
- Options
  - Display the same objects but change size
  - Display more or fewer objects at the same size
- Almost always want to keep proportions

**Reshape possibilities**

- original
- resized

**onresize Event**

- Size of new canvas is available through `window.innerHeight` and `window.innerWidth`
- Use `innerHeight` and `innerWidth` to change `canvas.height` and `canvas.width`
- Example (next slide): maintaining a square display

**Keeping Square Proportions**

```javascript
window.onresize = function() {
  var min = innerWidth;
  if (innerHeight < min) {
    min = innerHeight;
  }
  if ((min < canvas.width) || (min < canvas.height)) {
    gl.viewport(0, canvas.height - min, min, min);
  }
};
```