Shading

CS 537 Interactive Computer Graphics
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Objectives

• Learn to shade objects so their images appear three-dimensional
• Introduce the types of light-material interactions
• Build a simple reflection model---the Phong model---that can be used with real time graphics hardware
Why we need shading

• Suppose we build a model of a sphere using many polygons and color it with one color. We get something like

• But we want
Shading

• Why does the image of a real sphere look like this?

• Light-material interactions cause each point to have a different color or shade

• Need to consider
  - Light sources
  - Material properties
  - Location of viewer
  - Surface orientation
Scattering

- Light strikes A
  - Some scattered
  - Some absorbed

- Some of scattered light strikes B
  - Some scattered
  - Some absorbed

- Some of this scattered light strikes A
  and so on
Rendered Equation

- The infinite scattering and absorption of light can be described by the rendering equation.
  - Cannot be solved in general
  - Ray tracing is a special case for perfectly reflecting surfaces

- Rendering equation is global and includes:
  - Shadows
  - Multiple scattering from object to object
Global Effects

- shadow
- multiple reflection
- translucent surface
Local vs Global Rendering

• Correct shading requires a global calculation involving all objects and light sources
  - Incompatible with pipeline model which shades each polygon independently (local rendering)

• However, in computer graphics, especially real time graphics, we are happy if things “look right”
  - There are many techniques for approximating global effects
Light-Material Interaction

• Light that strikes an object is partially absorbed and partially scattered (reflected)

• The amount reflected determines the color and brightness of the object
  - A surface appears red under white light because the red component of the light is reflected and the rest is absorbed

• The reflected light is scattered in a manner that depends on the smoothness and orientation of the surface
Light Sources

General light sources are difficult to work with because we must integrate light coming from all points on the source.
Simple Light Sources

• Point source
  - Model with position and color
  - Distant source = infinite distance away (parallel)

• Spotlight
  - Restrict light from ideal point source

• Ambient light
  - Same amount of light everywhere in scene
  - Can model contribution of many sources and reflecting surfaces
Surface Types

- The smoother a surface, the more reflected light is concentrated in the direction a perfect mirror would reflect the light.
- A very rough surface scatters light in all directions.

smooth surface

rough surface
Phong Model

- A simple model that can be computed rapidly
- Has three components
  - Diffuse
  - Specular
  - Ambient
- Uses four vectors
  - To light source
  - To viewer
  - Normal
  - Perfect reflector
Ideal Reflector

- Normal is determined by local orientation
- Angle of incidence = angle of reflection
- The three vectors must be coplanar

\[ \mathbf{r} = 2 (\mathbf{l} \cdot \mathbf{n}) \mathbf{n} - \mathbf{l} \]
Lambertian Surface

- Perfectly diffuse reflector
- Light scattered equally in all directions
- Amount of light reflected is proportional to the vertical component of incoming light
  - reflected light $\sim \cos \theta_i$
  - $\cos \theta_i = \mathbf{l} \cdot \mathbf{n}$ if vectors normalized
  - There are also three coefficients, $k_r$, $k_b$, $k_g$ that show how much of each color component is reflected
Lambert’s Law for Diffuse Reflection

Purely diffuse object

\[ I = I_L k_d \cos \theta \]
\[ = I_L k_d (\mathbf{n} \cdot \mathbf{L}) \]

- \( I \): resulting intensity
- \( I_L \): light source intensity
- \( k_d \): (diffuse) surface reflectance coefficient
  - \( k_d \in [0,1] \)
- \( \theta \): angle between normal & light direction
Specular Surfaces

• Most surfaces are neither ideal diffusers nor perfectly specular (ideal reflectors)
• Smooth surfaces show specular highlights due to incoming light being reflected in directions concentrated close to the direction of a perfect reflection
Modeling Specular Reflections

- Phong proposed using a term that dropped off as the angle between the viewer and the ideal reflection increased.

\[ I_r \sim k_s I \cos^\alpha \phi \]

- \( I_r \): reflected intensity
- \( k_s \): shininess coefficient
- \( I \): incoming intensity
- \( \alpha \): angle between the viewer and the ideal reflection
- \( \phi \): angle between the normal and the ideal reflection
The Shininess Coefficient

- Values of $\alpha$ between 100 and 200 correspond to metals
- Values between 5 and 10 give surface that look like plastic

$$\cos^\alpha \phi$$

$\alpha = 1$
$\alpha = 2$
$\alpha = 5$

$-90^\circ \leq \phi \leq 90^\circ$
Ambient Light

• Ambient light is the result of multiple interactions between (large) light sources and the objects in the environment.
• Amount and color depend on both the color of the light(s) and the material properties of the object.
• Add $k_a I_a$ to diffuse and specular terms.

reflection coef  intensity of ambient light
Our Three Basic Components of Illumination

Diffuse
Specular
Ambient
Combined for the Final Result
Distance Terms

- The light from a point source that reaches a surface is inversely proportional to the square of the distance between them.
- We can add a factor of the form \( \frac{1}{a + bd + cd^2} \) to the diffuse and specular terms.
- The constant and linear terms soften the effect of the point source.
Light Sources

- In the Phong Model, we add the results from each light source.
- Each light source has separate diffuse, specular, and ambient terms to allow for maximum flexibility even though this form does not have a physical justification.
- Separate red, green and blue components.
- Hence, 9 coefficients for each point source:
  \[ I_{dr}, I_{dg}, I_{db}, I_{sr}, I_{sg}, I_{sb}, I_{ar}, I_{ag}, I_{ab} \]
Material Properties

- Material properties match light source properties
  - Nine absorption coefficients
    - $k_{dr}$, $k_{dg}$, $k_{db}$, $k_{sr}$, $k_{sg}$, $k_{sb}$, $k_{ar}$, $k_{ag}$, $k_{ab}$
  - Shininess coefficient $\alpha$
Adding up the Components

For each light source and each color component, the Phong model can be written (without the distance terms) as

\[ I = k_d I_d \mathbf{l} \cdot \mathbf{n} + k_s I_s (\mathbf{v} \cdot \mathbf{r})^\alpha + k_a I_a \]

For each color component we add contributions from all light sources.
Too Intense

With multiple light sources, it is easy to generate values of $I > 1$

One solution is to set the color value to be $\text{MIN}(I, I)$

• An object can change color, saturating towards white
  
  Ex. $(0.1, 0.4, 0.8) + (0.5, 0.5, 0.5) = (0.6, 0.9, 1.0)$

Another solution is to renormalize the intensities to vary from 0 to 1 if one $I > 1$.

• Requires calculating all $I$’s before rendering anything.
• No over-saturation, but image may be too bright, and contrasts a little off.

Image-processing on image to be rendered (with original $I$’s) will produce better results, but is costly.
Modified Phong Model

- The specular term in the Phong model is problematic because it requires the calculation of a new reflection vector and view vector for each vertex.
- Blinn suggested an approximation using the halfway vector that is more efficient.
The Halfway Vector

- $h$ is normalized vector halfway between $l$ and $v$

$$h = \frac{l + v}{|l + v|}$$
Using the halfway vector

- Replace $(\mathbf{v} \cdot \mathbf{r})^\alpha$ by $(\mathbf{n} \cdot \mathbf{h})^\beta$
- $\beta$ is chosen to match shininess
- Note that halfway angle is half of angle between $\mathbf{r}$ and $\mathbf{v}$ if vectors are coplanar
- Resulting model is known as the modified Phong or Blinn lighting model
  - Specified in OpenGL standard
Only differences in these teapots are the parameters in the modified Phong model
Computation of Vectors

• \( \mathbf{l} \) and \( \mathbf{v} \) are specified by the application
• Can compute \( \mathbf{r} \) from \( \mathbf{l} \) and \( \mathbf{n} \)
• Problem is determining \( \mathbf{n} \)
• For simple surfaces \( \mathbf{n} \) can be determined, but how we determine \( \mathbf{n} \) differs depending on underlying representation of surface
• OpenGL leaves determination of normal to application
  - Exception for GLU quadrics and Bezier surfaces which are deprecated
Computing Reflection Direction

- Angle of incidence = angle of reflection
- Normal, light direction and reflection direction are coplaner
- Want all three to be unit length

\[ r = 2(l \cdot n)n - l \]
Plane Normals

• Equation of plane: \( ax + by + cz + d = 0 \)
• From Chapter 3 we know that plane is determined by three points \( p_0, p_2, p_3 \) or normal \( \mathbf{n} \) and \( p_0 \)
• Normal can be obtained by

\[
\mathbf{n} = (p_2 - p_0) \times (p_1 - p_0)
\]
Normal to Sphere

- Implicit function $f(x, y, z) = 0$
- Normal given by gradient
- Sphere $f(p) = p \cdot p - 1$
- $n = \left[ \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z} \right]^T = p$
Parametric Form

- For sphere
  \[ x = x(u,v) = \cos u \sin v \]
  \[ y = y(u,v) = \cos u \cos v \]
  \[ z = z(u,v) = \sin u \]

- Tangent plane determined by vectors
  \[ \frac{\partial \mathbf{p}}{\partial u} = [\frac{\partial x}{\partial u}, \frac{\partial y}{\partial u}, \frac{\partial z}{\partial u}]^T \]
  \[ \frac{\partial \mathbf{p}}{\partial v} = [\frac{\partial x}{\partial v}, \frac{\partial y}{\partial v}, \frac{\partial z}{\partial v}]^T \]

- Normal given by cross product
  \[ \mathbf{n} = \frac{\partial \mathbf{p}}{\partial u} \times \frac{\partial \mathbf{p}}{\partial v} \]
General Case

• We can compute parametric normals for other simple cases
  - Quadrics
  - Parameteric polynomial surfaces
    • Bezier surface patches (Chapter 10)
Shading in OpenGL

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Objectives

• Introduce the OpenGL shading methods
  - per vertex vs per fragment shading
  - Where to carry out

• Discuss polygonal shading
  - Flat
  - Smooth
  - Gouraud
OpenGL shading

- Need
  - Normals
  - Material properties
  - Lights
  - State-based shading functions have been deprecated (glNormal, glMaterial, glLight)
  - Get computed in application or send attributes to shaders
Normalization

- Cosine terms in lighting calculations can be computed using dot product
- Unit length vectors simplify calculation
- Usually we want to set the magnitudes to have unit length but
  - Length can be affected by transformations
  - Note that scaling does not preserve length
- GLSL has a normalization function
Specifying a Point Light Source

• For each light source, we can set its position and an RGBA for the diffuse, specular, and ambient components

```cpp
vec4 diffuse0 = vec4(1.0, 0.0, 0.0, 1.0);
vec4 ambient0 = vec4(1.0, 0.0, 0.0, 1.0);
vec4 specular0 = vec4(1.0, 0.0, 0.0, 1.0);
vec4 light0_pos = vec4(1.0, 2.0, 3.0, 1.0);
```
Distance and Direction

• The source colors are specified in RGBA
• The position is given in homogeneous coordinates
  - If \( w = 1.0 \), we are specifying a finite location
  - If \( w = 0.0 \), we are specifying a parallel source with the given direction vector
• The coefficients in distance terms are usually quadratic \( \frac{1}{a + b \cdot d + c \cdot d^2} \) where \( d \) is the distance from the point being rendered to the light source
Spotlights

• Derive from point source
  - Direction
  - Cutoff
  - Attenuation Proportional to $\cos^\alpha \phi$
Global Ambient Light

• Ambient light depends on color of light sources
  - A red light in a white room will cause a red ambient term that disappears when the light is turned off
• A global ambient term is often helpful for testing
Moving Light Sources

- Light sources are geometric objects whose positions or directions are affected by the model-view matrix.
- Depending on where we place the position (direction) setting function, we can:
  - Move the light source(s) with the object(s)
  - Fix the object(s) and move the light source(s)
  - Fix the light source(s) and move the object(s)
  - Move the light source(s) and object(s) independently.
Material Properties

• Material properties should match the terms in the light model

• Reflectivities

• w component gives opacity

```cpp
vec4 ambient = vec4(0.2, 0.2, 0.2, 1.0);
vec4 diffuse = vec4(1.0, 0.8, 0.0, 1.0);
vec4 specular = vec4(1.0, 1.0, 1.0, 1.0);
GLfloat shine = 100.0
```
Front and Back Faces

• Every face has a front and back
• For many objects, we never see the back face so we don’t care how or if it’s rendered
• If it matters, we can handle in shader

back faces not visible
back faces visible
Transparency

- Material properties are specified as RGBA values
- The A value can be used to make the surface translucent
- The default is that all surfaces are opaque regardless of A
- Later we will enable blending and use this feature
Polygonal Shading

- In per vertex shading, shading calculations are done for each vertex
  - Vertex colors become vertex shades and can be sent to the vertex shader as a vertex attribute
  - Alternately, we can send the parameters to the vertex shader and have it compute the shade
- By default, vertex shades are interpolated across an object if passed to the fragment shader as a varying variable (smooth shading)
- We can also use uniform variables to shade with a single shade (flat shading)
Polygon Normals

• Triangles have a single normal
  - Shades at the vertices as computed by the Phong model can almost be the same
  - Identical for a distant viewer (default) or if there is no specular component
• Consider model of sphere
• Want different normals at each vertex
Smooth Shading

• We can set a new normal at each vertex
• Easy for sphere model
  - If centered at origin \( n = p \)
• Now smooth shading works
• Note *silhouette edge*
Mesh Shading

• The previous example is not general because we knew the normal at each vertex analytically.

• For polygonal models, Gouraud proposed we use the average of the normals around a mesh vertex:

\[ \mathbf{n} = \frac{\mathbf{n}_1 + \mathbf{n}_2 + \mathbf{n}_3 + \mathbf{n}_4}{|\mathbf{n}_1 + \mathbf{n}_2 + \mathbf{n}_3 + \mathbf{n}_4|} \]
Normal for Triangle

\[ \text{plane } \mathbf{n} \cdot (\mathbf{p} - \mathbf{p}_0) = 0 \]

\[ \mathbf{n} = (\mathbf{p}_2 - \mathbf{p}_0) \times (\mathbf{p}_1 - \mathbf{p}_0) \]

normalize \( \mathbf{n} \leftarrow \frac{\mathbf{n}}{|\mathbf{n}|} \)

Note that right-hand rule determines outward face
Simple Mesh Format (SMF)


- Triangle data
- List of 3D vertices
- List of references to vertex array
define faces (triangles)

- Vertex indices begin at 1

```plaintext
#$SMF 1.0
#$vertices 5
#$faces 6
v 2.0 0.0 2.0
v 2.0 0.0 -2.0
v -2.0 0.0 -2.0
v -2.0 0.0 2.0
v 0.0 5.0 0.0
f 1 3 2
f 1 4 3
f 3 5 2
f 2 5 1
f 1 5 4
f 4 5 3
```
Calculating Normals

- Create vector structure (for normals) same size as vertex structure
- For each face
  - Calculate unit normal
  - Add to normal structure using vertex indices
- Normalize all the normals
Gouraud and Phong Shading

• Gouraud Shading
  - Find average normal at each vertex (vertex normals)
  - Apply modified Phong model at each vertex
  - Interpolate vertex shades across each polygon

• Phong shading
  - Find vertex normals
  - Interpolate vertex normals across edges
  - Interpolate edge normals across polygon
  - Apply modified Phong model at each fragment
Comparison

• If the polygon mesh approximates surfaces with a high curvatures, Phong shading may look smooth while Gouraud shading may show edges
• Phong shading requires much more work than Gouraud shading
  - Until recently not available in real time systems
  - Now can be done using fragment shaders
• Both need data structures to represent meshes so we can obtain vertex normals
Comparison

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Adding up the Components

For each light source and each color component, the Phong model can be written (without the distance terms) as

$$I = k_d I_d \cdot n + k_s I_s (v \cdot r)^{\alpha} + k_a I_a$$

For each color component we add contributions from all light sources.
// vertex shader
in vec3 vPosition;
in vec3 vNormal;
out vec3 color;  //vertex shade

// Light and material properties. Light color * surface color
uniform vec3 AmbientProduct, DiffuseProduct, SpecularProduct;
uniform mat4 ModelView;
uniform mat4 Projection;
uniform vec3 LightPosition;
uniform float Shininess;
void main()
{
    // Transform vertex position into eye coordinates
    vec3 pos = (ModelView * vec4(vPosition,1.0)).xyz;

    // Light defined in camera frame
    vec3 L = normalize( LightPosition - pos );
    vec3 E = normalize( -pos );
    vec3 H = normalize( L + E );

    // Transform vertex normal into eye coordinates
    vec3 N = normalize( ModelView*vec4(vNormal, 0.0 ) ).xyz;
}
// Compute terms in the illumination equation
vec3 ambient = AmbientProduct;

float Kd = max( dot(L, N), 0.0 );
vec3 diffuse = Kd*DiffuseProduct;
float Ks = pow( max(dot(N, H), 0.0), Shininess );
vec3 specular = Ks * SpecularProduct;
if( dot(L, N) < 0.0 ) specular = vec4(0.0, 0.0, 0.0, 1.0);
gl_Position = Projection * ModelView * vPosition;

color = ambient + diffuse + specular;
// fragment shader

in vec3 color;
out vec4 frag_color;

void main()
{
    frag_color = vec4(color, 1.0);
}
Fragment Lighting Shaders I
(Phong Shading)

// vertex shader
in vec3 vPosition;
in vec3 vNormal;

// output values that will be interpolated per-fragment
out vec3 fN;
out vec3 fE;
out vec3 fL;

uniform vec4 LightPosition;
uniform vec3 EyePosition;
uniform mat4 ModelView;
uniform mat4 Projection;
void main()
{
    fN = vNormal;
    fE = EyePosition - vPosition.xyz;

    // Light defined in world coordinates
    if ( LightPosition.w != 0.0 ) {
        fL = LightPosition.xyz - vPosition.xyz;
    } else {
        fL = LightPosition.xyz;
    }
    gl_Position = Projection*ModelView*vPosition;
}
// fragment shader

// per-fragment interpolated values from the vertex shader
in vec3 fN;
in vec3 fL;
in vec3 fE;
out frag_color;

uniform vec3 AmbientProduct, DiffuseProduct, SpecularProduct;
uniform mat4 ModelView;
uniform float Shininess;
void main()
{
    // Normalize the input lighting vectors
    vec3 N = normalize(fN);
    vec3 E = normalize(fE);
    vec3 L = normalize(fL);
    vec3 H = normalize(L + E);
    vec3 ambient = AmbientProduct;
}
float Kd = max(dot(L, N), 0.0);
vec3 diffuse = Kd*DiffuseProduct;

float Ks = pow(max(dot(N, H), 0.0), Shininess);
vec3 specular = Ks*SpecularProduct;

// discard the specular highlight if the light's behind the vertex
if( dot(L, N) < 0.0 )
    specular = vec3(0.0, 0.0, 0.0);

frag_color = vec4(ambient + diffuse + specular, 1.0);