Building Models

CS 537 Interactive Computer Graphics
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Objectives

• Introduce simple data structures for building polygonal models
  - Vertex lists
  - Edge lists
Representation of 3D Transformations

- Z axis represents depth
- Right Handed System
  - When looking “down” at the origin, positive rotation is CCW
- Left Handed System
  - When looking “down”, positive rotation is in CW
  - More natural interpretation for displays, big z means “far”
Representing a Mesh

• Consider a mesh

• There are 8 nodes and 12 edges
  - 5 interior polygons
  - 6 interior (shared) edges

• Each vertex has a location $v_i = (x_i, y_i, z_i)$
Simple Representation

• Define each polygon by the geometric locations of its vertices
• Leads to OpenGL code such as

```c
vertex[i] = vec3(x1, y1, z1);
vertex[i+1] = vec3(x6, y6, z6);
vertex[i+2] = vec3(x7, y7, z7);
i+=3;
```

• Inefficient and unstructured
  - Consider moving a vertex to a new location
  - Must search for all occurrences
Inward and Outward Facing Polygons

• The order $\{v_1, v_6, v_7\}$ and $\{v_6, v_7, v_1\}$ are equivalent in that the same polygon will be rendered by OpenGL but the order $\{v_1, v_7, v_6\}$ is different.
• The first two describe outwardly facing polygons.
• Use the right-hand rule = counter-clockwise encirclement of outward-pointing normal.
• OpenGL can treat inward and outward facing polygons differently.
• Generally it is a good idea to look for data structures that separate the geometry from the topology
  - Geometry: locations of the vertices
  - Topology: organization of the vertices and edges
  - Example: a polygon is an ordered list of vertices with an edge connecting successive pairs of vertices and the last to the first
  - Topology holds even if geometry changes
Vertex Lists

- Put the geometry in an array
- Use pointers from the vertices into this array
- Introduce a polygon list

[topology] P1 P2 P3 P4 P5 [geometry] v1 v7 v6 v8 v5 v6 x1 y1 z1 x2 y2 z2 x3 y3 z3 x4 y4 z4 x5 y5 z5 x6 y6 z6 x7 y7 z7 x8 y8 z8
Shared Edges

• Vertex lists will draw filled polygons correctly but if we draw the polygon by its edges, shared edges are drawn twice

• Can store mesh by edge list
Note polygons are not represented
Rotating Cube

• Full example
• Model Colored Cube
• Use 3 button mouse to change direction of rotation
• Use idle function to increment angle of rotation
Draw cube from faces

```c
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 );
}
```

Note that vertices are ordered so that we obtain correct outward facing normals
// 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 )
};
// RGBA colors
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 for each face and assigns colors
to the vertices

int Index = 0;
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++;
}
// 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 );
}
void
init()
{
    colorcube();

    // Create a vertex array object
    GLuint vao;
    glGenVertexArrays ( 1, &vao );
    glBindVertexArray ( vao );
// Create and initialize a buffer object
GLuint buffer;
glGenBuffers( 1, &buffer );
glBindBuffer( GL_ARRAY_BUFFER, buffer );
glBufferData( GL_ARRAY_BUFFER, sizeof(points) +
    sizeof(colors), NULL, GL_STATIC_DRAW );
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( "vshdrcube.glsl", "fshdrcube.glsl" );
glUseProgram( program );
// 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)) );

Glint thetaLoc = glGetUniformLocation( program, "theta" );
void display( void )
{
    glClear( GL_COLOR_BUFFER_BIT |
    GL_DEPTH_BUFFER_BIT );

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

    glutSwapBuffers();
}
OpenGL code

• Remember that matrices are column major order in GLSL, so …

Transpose your matrices when sending them to the shaders!

```glUniformMatrix4fv(matrix_loc, 1, GL_TRUE, model_view);```
Mouse Callback

```c
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;
        }
    }
}
```
Idle Callback

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

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

    glutPostRedisplay();
}
```
in vec4 vPosition, vColor;
out vec4 color;
uniform mat4 rot;

void main()
{
    gl_Position = rot * vPosition;
    color = vColor;
}
The default viewing volume is a box centered at the origin with sides of length 2

\((-1, -1, -1) \rightarrow (1, 1, 1)\)

All geometry in box is parallel-projected into the \(z=0\) plane!

Then rendered
Go to Assignment 4
Assignment 4 Suggestions

• Define cube geometry and color in init()

• Keyboard callback
  - Figures out how to change transformation values
  - Calculates new transformation matrix and sends it to the GPU via a uniform variable

• Display function draws cube

• Vertex shader applies transformation matrix to vertices
Classical Viewing
Objectives

• Introduce the classical views
• Compare and contrast image formation by computer with how images have been formed by architects, artists, and engineers
• Learn the benefits and drawbacks of each type of view
Classical Viewing

• Viewing requires three basic elements
  - One or more objects
  - A viewer with a projection surface
  - Projectors that go from the object(s) to the projection surface

• Classical views are based on the relationship among these elements
  - The viewer picks up the object and orients it how she would like to see it

• Each object is assumed to constructed from flat principal faces
  - Buildings, polyhedra, manufactured objects
Planar Geometric Projections

- Standard projections project onto a plane
- Projectors are lines that either
  - converge at a center of projection
  - are parallel
- Such projections preserve lines
  - but not necessarily angles
- Nonplanar projections are needed for applications such as map construction
Classical Projections

Front elevation
Elevation oblique
Plan oblique
Isometric
One-point perspective
Three-point perspective
Perspective vs Parallel

• Computer graphics treats all projections the same and implements them with a single pipeline
• Classical viewing developed different techniques for drawing each type of projection
• Fundamental distinction is between parallel and perspective viewing even though mathematically parallel viewing is the limit of perspective viewing
Taxonomy of Planar Geometric Projections

planar geometric projections

parallel
  - multiview
  - orthographic
  - axonometric
    - isometric
    - dimetric
    - trimetric

perspective
  - 1 point
  - 2 point
  - 3 point
Perspective Projection
Parallel Projection

Object

Projector

Projection plane

DOP
Orthographic Projection

Projectors are orthogonal to projection surface
Multiview Orthographic Projection

• Projection plane parallel to principal face
• Usually form front, top, side views

isometric (not multiview orthographic view)

in CAD and architecture, we often display three multiviews plus isometric
Advantages and Disadvantages

• Preserves both distances and angles
  - Shapes preserved
  - Can be used for measurements
    • Building plans
    • Manuals

• Cannot see what object really looks like because many surfaces hidden from view
  - Often we add the isometric
Axonometric Projections

Allow projection plane to move relative to object

classify by how many angles of a corner of a projected cube are the same

none: trimetric
two: dimetric
three: isometric
Types of Axonometric Projections

Dimetric

Trimetric

Isometric
Advantages and Disadvantages

• Lines are scaled (foreshortened) but can find scaling factors
• Lines preserved but angles are not
  - Projection of a circle in a plane not parallel to the projection plane is an ellipse
• Can see three principal faces of a box-like object
• Some optical illusions possible
  - Parallel lines appear to diverge
• Does not look real because far objects are scaled the same as near objects
• Used in CAD applications
Oblique Projection

Arbitrary relationship between projectors and projection plane
Advantages and Disadvantages

• Can pick the angles to emphasize a particular face
  - Architecture: plan oblique, elevation oblique
• Angles in faces parallel to projection plane are preserved while we can still see “around” side

• In physical world, cannot create with simple camera; possible with bellows camera or special lens (architectural)
Perspective Projection

Projectors converge at center of projection
Vanishing Points

- Parallel lines (not parallel to the projection plan) on the object converge at a single point in the projection (the *vanishing point*).
- Drawing simple perspectives by hand uses these vanishing point(s).
Three-Point Perspective

- No principal face parallel to projection plane
- Three vanishing points for cube
Two-Point Perspective

- One principal direction parallel to projection plane
- Two vanishing points for cube
One-Point Perspective

- One principal face parallel to projection plane
- One vanishing point for cube
Advantages and Disadvantages

- Objects further from viewer are projected smaller than the same sized objects closer to the viewer (*diminution*)
  - Looks realistic
- Equal distances along a line are not projected into equal distances (*nonuniform foreshortening*)
- Angles preserved only in planes parallel to the projection plane
- More difficult to construct by hand than parallel projections (but not more difficult by computer)
Taxonomy of Planar Geometric Projections

- planar geometric projections
  - parallel
    - multiview
      - orthographic
    - axonometric
  - perspective
    - 1 point
    - 2 point
    - 3 point
- isometric
- dimetric
- trimetric