Buffers and Event Handling

Outline

- Color buffer
- Animation and double buffering
- Display lists
- Depth buffer and hidden surface removal
- Event handling
- Assignment 1

Animation and Double Buffering

- (on the board)

Double Buffering Summary

- Screen refreshing technique
- Common refresh rate: 60-100 Hz
- Flicker if drawing overlaps screen refresh
- Problem during animation
- Example (cube_single.c)
- Solution: *use two frame buffers*
  - –Draw into one buffer
  - –Swap and display, while drawing other buffer
- Desirable frame rate >= 30 fps
  (fps = frames/second)

Double Buffering in OpenGL

- `glutInitDisplayMode(GLUT_DOUBLE);`
- `glSwapBuffers( );`

How do we display complex objects efficiently?

Display Lists

- Encapsulate a sequence of drawing commands
- Optimize and store on server
- *Retained mode* (instead of *immediate mode*)

```
#define COMPLEX_OBJECT 1

glNewList (COMPLEX_OBJECT, GL_COMPILE);  /* new list */
    glColor3f(1.0, 0.0, 1.0);
    glBegin(GL_TRIANGLES);
        glVertex3f(0.0, 0.0, 0.0);
        ...
    glEnd();
glEndList();

glCallList(listName);    /* draw one */
```

Display Lists

- Important for complex surfaces

- Display lists cannot be changed
- Display lists can be replaced

- Not necessary in first assignment

How do objects get correctly hidden behind other objects?

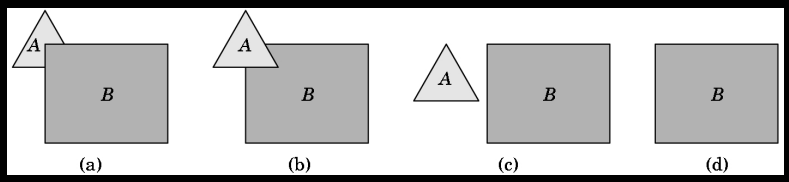
Hidden Surface Removal

- What is visible after clipping and projection?
- Object-space vs image-space approaches
- Object space: depth sort (Painter's algorithm)
- Image space: ray cast (z-buffer algorithm)
- Related: back-face culling

We'll get back to this later in the semester in much more detail!

Object-Space Approach

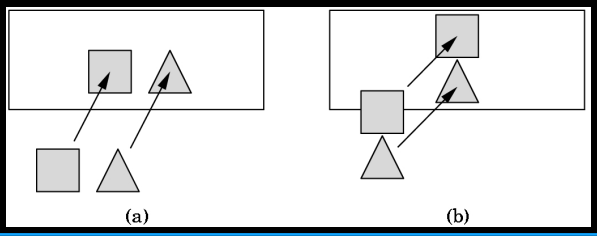
- Consider pairs of objects



- Complexity $O(k^2)$ where k = # of objects
- Painter's algorithm: render back-to-front
- "Paint" over invisible polygons
- How to sort and how to test overlap?

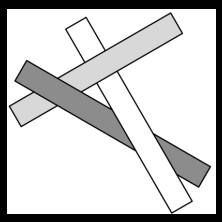
Painter's Algorithm requires Depth Sorting

- First, sort by furthest distance z from viewer
- If minimum depth of A is greater than maximum depth of B, A can be drawn before B
- If either x or y extents do not overlap, A and B can be drawn independently

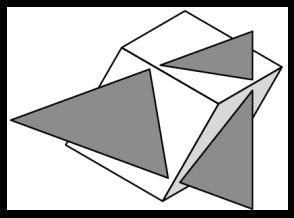


Some Difficult Cases

- Sometimes cannot sort polygons!



Cyclic overlap



Piercing Polygons

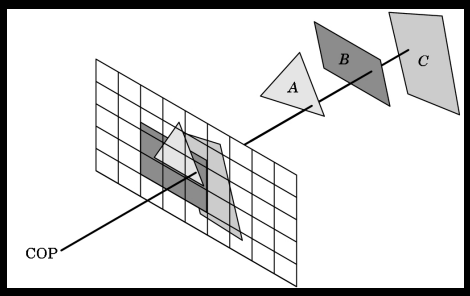
- One solution: compute intersections and subdivide → clip polygons against each other
- Do while rasterizing (difficult in object space)

Painter's Algorithm Assessment

- **Strengths**
  - Simple (most of the time)
  - Handles transparency well
- **Weaknesses**
  - Clumsy when geometry is complex
  - Sorting can be expensive
- **Usage**
  - OpenGL (by default)
  - PostScript interpreters

Image-Space Approach

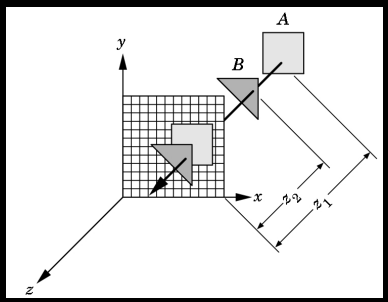
- Raycasting: intersect ray with polygons



- O(k) worst case (often better)
  where k=# of objects

The z-Buffer Algorithm

- z-buffer with depth value z for each pixel
- Before writing a pixel into framebuffer
  Compute distance z of pixel origin from viewer
  If closer write and update z-buffer, otherwise discard



z-Buffer Algorithm Assessment

- **Strengths**
  - Simple (no sorting or splitting)
  - Independent of geometric primitives
- **Weaknesses**
  - Memory intensive (but memory is cheap now)
  - Tricky to handle transparency and blending
  - Depth-ordering artifacts for near values
  - Render some wasted polygons
- **Usage**
  - OpenGL when enabled

z-buffer algorithm is implemented using the Depth Buffer in OpenGL

- `glutInitDisplayMode(GLUT_DEPTH);`
- `glEnable(GL_DEPTH_TEST);`
- `glClear(GL_DEPTH_BUFFER_BIT);`
- Remember all of these!

Event handling is done through callbacks

- Window system independent interaction
- glutMainLoop processes events

```
...
  glutDisplayFunc(display);
  glutReshapeFunc(reshape);
  glutKeyboardFunc(keyboard);
  glutIdleFunc(idle);
  glutMainLoop();
  return 0;
}
```

Event handling – Routines you might write to handle various events

- `Display( )` when window must be drawn
- `Idle( )` when no other events to be handled
- `Keyboard(unsigned char key, int x, int y)` key events
- `Menu (...)` after selection from menu
- `Mouse (int button, int state, int x, int y)` mouse
- `Motion (...)` mouse movement
- `Reshape (int w, int h)` window resize
- Any callback can be `NULL`

Example: Rotating Color Cube

- Draw a color cube
- Rotate it about x, y, or z axis, depending on left, middle or right mouse click
- Stop when space bar is pressed
- Quit when q or Q is pressed

- See Angel: Sec. 4.4 and CD program

Step 1: Defining the Vertices

- Use parallel arrays for vertices and colors

```
/* vertices of cube about the origin */
GLfloat vertices[8][3] =
  {{-1.0, -1.0, -1.0}, {1.0, -1.0, -1.0},
   {1.0, 1.0, -1.0}, {-1.0, 1.0, -1.0}, {-1.0, -1.0, 1.0},
   {1.0, -1.0, 1.0}, {1.0, 1.0, 1.0}, {-1.0, 1.0, 1.0}};

/* colors to be assigned to edges */
GLfloat colors[8][3] =
  {{0.0, 0.0, 0.0}, {1.0, 0.0, 0.0},
   {1.0, 1.0, 0.0}, {0.0, 1.0, 0.0}, {0.0, 0.0, 1.0},
   {1.0, 0.0, 1.0}, {1.0, 1.0, 1.0}, {0.0, 1.0, 1.0}};
```

Step 2: Set Up

- Enable depth testing and double buffering

```
int main(int argc, char **argv)
{
    glutInit(&argc, argv);
    /* double buffering for smooth animation */
    glutInitDisplayMode
     (GLUT_DOUBLE | GLUT_DEPTH | GLUT_RGB);
    ...    /* window creation and callbacks here */
    glEnable(GL_DEPTH_TEST);
    glutMainLoop();
    return(0);
}
```

Step 3: Install Callbacks

- Create window and set callbacks

```
glutInitWindowSize(500, 500);
glutCreateWindow("cube");
glutReshapeFunc(myReshape);
glutDisplayFunc(display);
glutIdleFunc(spinCube);
glutMouseFunc(mouse);
glutKeyboardFunc(keyboard);
```

Step 4: Reshape Callback

- Enclose cube, preserve aspect ratio

```
void myReshape(int w, int h)
{
    GLfloat aspect = (GLfloat) w / (GLfloat) h;
    glViewport(0, 0, w, h);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    if (w <= h) /* aspect <= 1 */
      glOrtho(-2.0, 2.0, -2.0/aspect, 2.0/aspect, -10.0, 10.0);
    else /* aspect > 1 */
      glOrtho(-2.0*aspect, 2.0*aspect, -2.0, 2.0, -10.0, 10.0);
    glMatrixMode(GL_MODELVIEW);
}
```

Step 5: Display Callback

- Clear, rotate, draw, flush, swap

```
GLfloat theta[3] = {0.0, 0.0, 0.0};

void display(void)
{
  glClear(GL_COLOR_BUFFER_BIT
        | GL_DEPTH_BUFFER_BIT);
  glLoadIdentity();
  glRotatef(theta[0], 1.0, 0.0, 0.0);
  glRotatef(theta[1], 0.0, 1.0, 0.0);
  glRotatef(theta[2], 0.0, 0.0, 1.0);
  colorcube(); glFlush();
  glutSwapBuffers();
}
```

Step 6: Drawing Faces

- Call `face(a,b,c,d)` with vertex index
- Orient consistently

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

Step 7: Drawing a Face

- Use vector form of primitives and attributes

```
void face(int a, int b, int c, int d)
{
  glBegin(GL_POLYGON);
    glColor3fv (colors[a]);
    glVertex3fv(vertices[a]);
    glColor3fv (colors[b]);
    glVertex3fv(vertices[b]);
    glColor3fv (colors[c]);
    glVertex3fv(vertices[c]);
    glColor3fv (colors[d]);
    glVertex3fv(vertices[d]);
  glEnd();
}
```

Step 8: Animation

- Set idle callback: `spinCube()`

```
GLfloat delta = 2.0;
GLint axis = 2;
void spinCube()
{
  /* spin cube delta degrees about selected axis */
  theta[axis] += delta;
  if (theta[axis] > 360.0) theta[axis] -= 360.0;

  /* display result */
  glutPostRedisplay();
}
```

Step 9: Change Axis of Rotation

- Mouse callback

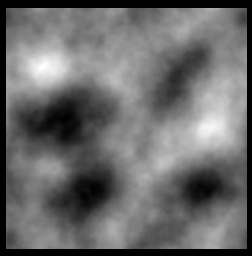
```
void mouse(int btn, int state, int x, int y)
{
  if (btn==GLUT_LEFT_BUTTON
      && state == GLUT_DOWN) axis = 0;
  if (btn==GLUT_MIDDLE_BUTTON
      && state == GLUT_DOWN) axis = 1;
  if (btn==GLUT_RIGHT_BUTTON
      && state == GLUT_DOWN) axis = 2;
}
```

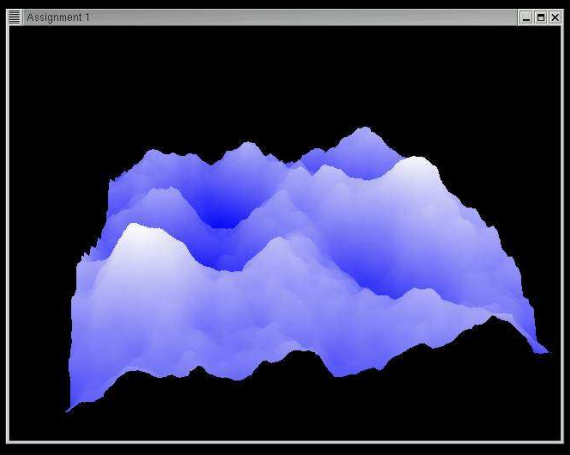
Step 10: Toggle Rotation or Exit

- Keyboard callback

```
void keyboard(unsigned char key, int x, int y)
{
  if (key=='q' || key == 'Q') exit(0);
  if (key==' ') {stop = !stop;};
  if (stop)
    glutIdleFunc(NULL);
  else
    glutIdleFunc(spinCube);
}
```

Height Fields

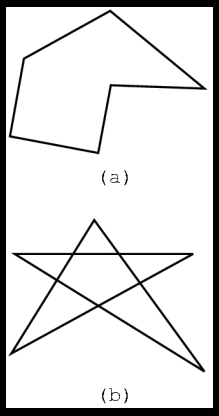




- When? -- Due midnight Thursday, January 29

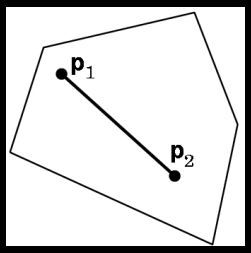
Polygon Restrictions

- OpenGL Polygons must be simple
- OpenGL Polygons must be convex



(a) simple, but not convex

convex



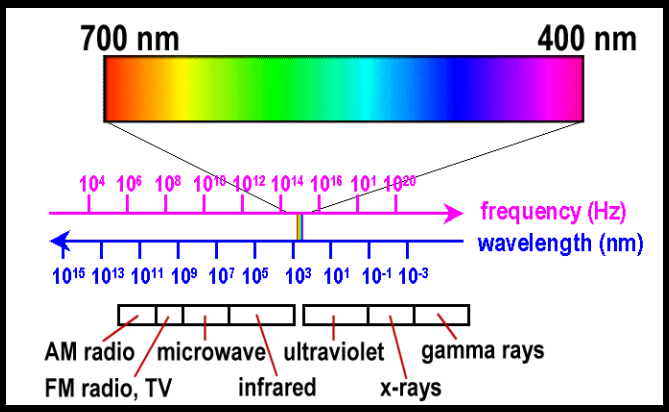
(b) non-simple

Why Polygon Restrictions?

- Non-convex and non-simple polygons are expensive to process and render
- Convexity and simplicity is expensive to test
- Better to fix polygons as a pre-processing step
- Some tools in GLU for decomposing complex polygons (tessellations)
- Behavior of OpenGL implementation on disallowed polygons is “undefined”
- Triangles are most efficient in hardware

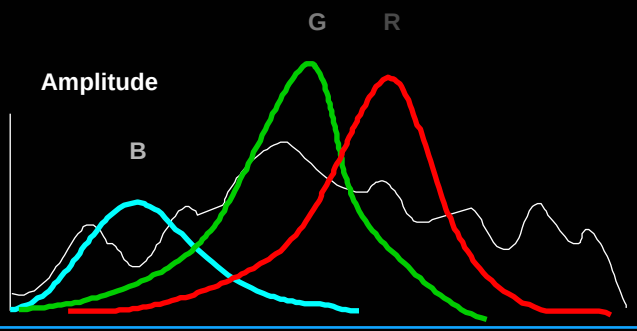
Color and the RGB color space

- Can see only tiny piece of the spectrum
- Screens can show even less



Color Filters

- Eye can perceive only 3 basic colors
- Computer screens designed accordingly
- Many visible colors still not reproducible (high contrast)



Color Spaces

- RGB (Red, Green, Blue)
  - Convenient for display
  - Can be unintuitive (3 floats in OpenGL)
- HSV (Hue, Saturation, Value)
  - Hue: what color
  - Saturation: how far away from gray
  - Value: how bright
- Others for film, video, and printing
- Getting the colors right is a time consuming problem in the industry

Shading: How do we draw a smooth shaded polygon?

- Initialization: the “main” function

```
int main(int argc, char** argv)
{
  glutInit(&argc, argv);
  glutInitDisplayMode (GLUT_SINGLE | GLUT_RGB);
  glutInitWindowSize (500, 500);
  glutInitWindowPosition (100, 100);
  glutCreateWindow (argv[0]);
  init ();
...
```

Initializing Attributes

- Separate in “init” function

```
void init(void)
{
  glClearColor (0.0, 0.0, 0.0, 0.0);

  /* glShadeModel (GL_FLAT); */
  glShadeModel (GL_SMOOTH);
}
```

The Display Callback

- Handles display events
- Install with glutDisplayFunc(display)

```
void display(void)
{
  glClear (GL_COLOR_BUFFER_BIT); /* clear buffer  */
  triangle ();                   /* draw triangle */
  glFlush ();                    /* force display */
}
```

Drawing

- In world coordinates; remember state!

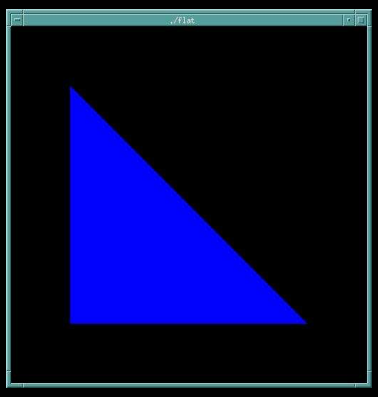
```
void triangle(void)
{
  glBegin (GL_TRIANGLES);
    glColor3f (1.0, 0.0, 0.0); /* red */
    glVertex2f (5.0, 5.0);
    glColor3f (0.0, 1.0, 0.0); /* green */
    glVertex2f (25.0, 5.0);
    glColor3f (0.0, 0.0, 1.0); /* blue */
    glVertex2f (5.0, 25.0);
  glEnd();
}
```

Last color

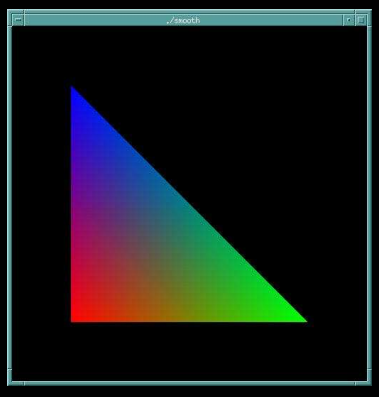
The Image

- Color of last vertex with flat shading

`glShadeModel(GL_FLAT)`



`glShadeModel(GL_SMOOTH)`



Assignment 1 -- If you want to do more...

Announcements

- Computing Lab: Wean 5336
- Accounts and ID's should work. Send email to me or the TA's if they don't.
- Assignment #1 will be up on the web page momentarily (with starter code)
  - Start early!
- Thursday more on transformations
  - Angel chapter 4