

Computer Graphics

by Ruen-Rone Lee



Assignment #2

Draw some 3D models with Viewing Transformations Plus Lighting



Per Vertex Lighting



Per Pixel Lighting



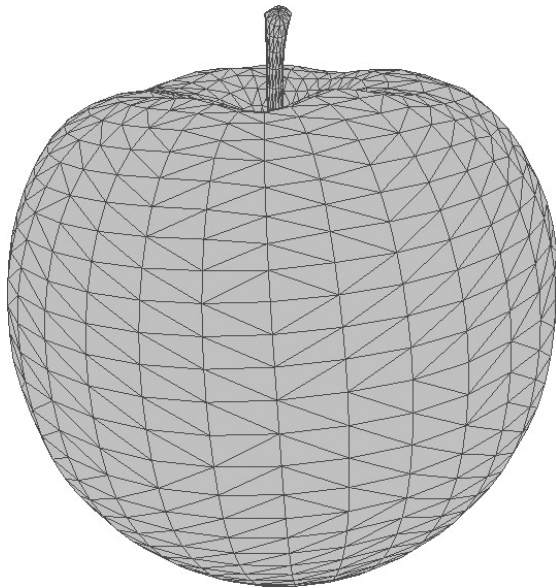
Purpose of the assignment

- ◆ **Know how to manipulate 3D models with vertex normal and material data**
- ◆ **Know how to apply lighting equation**
- ◆ **Know how to manipulate the light source and derive the lighting as you expect**
- ◆ **Know the difference between vertex lighting and per-pixel lighting**
- ◆ **Know the difference when using different types of light sources**

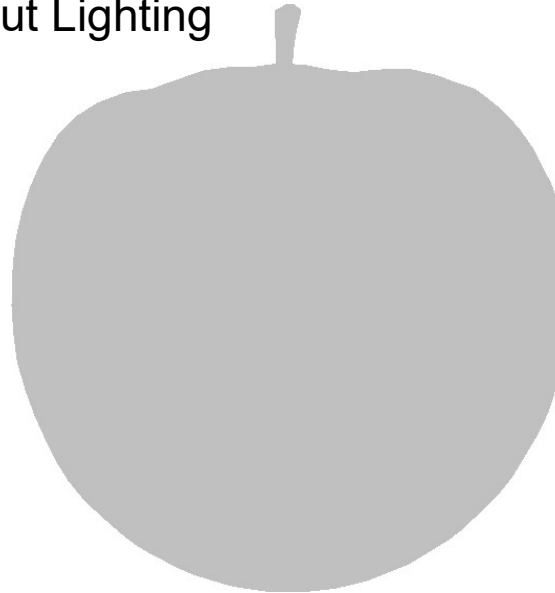


Lighting 3D Models

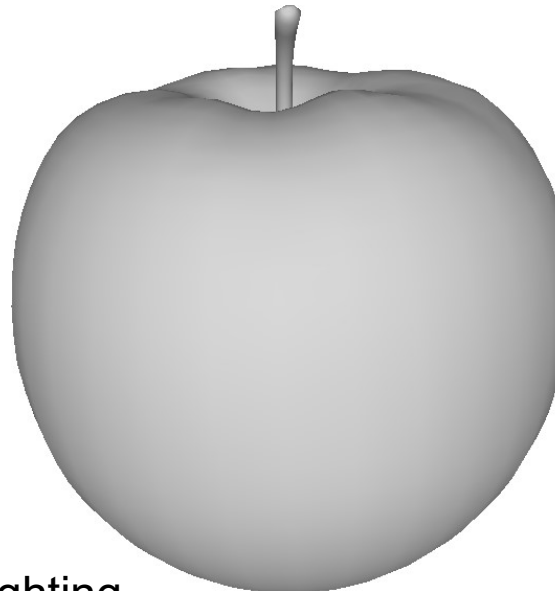
Original 3D Model



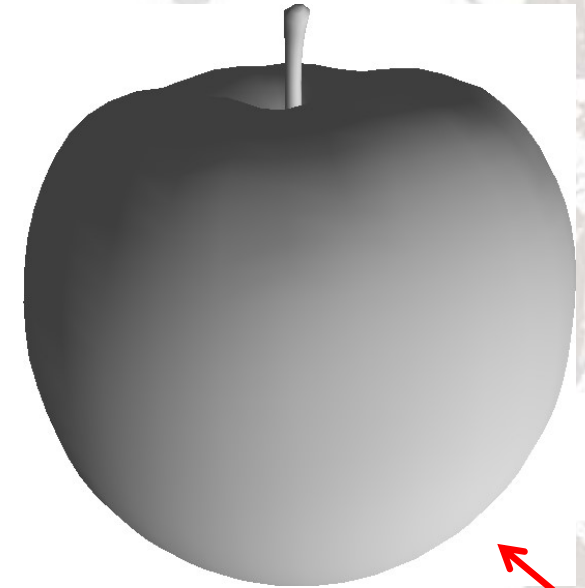
Without Lighting



With Lighting



Changing light source position



light source



light source



Requirement

- ◆ You are required to write a program that can accept 3D test models (with vertex normal provided) and render the 3D models with smooth shading (**without ground floor polygon**)
- ◆ The models should be rendered with given light sources
- ◆ Three different light sources, **directional light, positional light, and spot light**, should be implemented.



Requirement

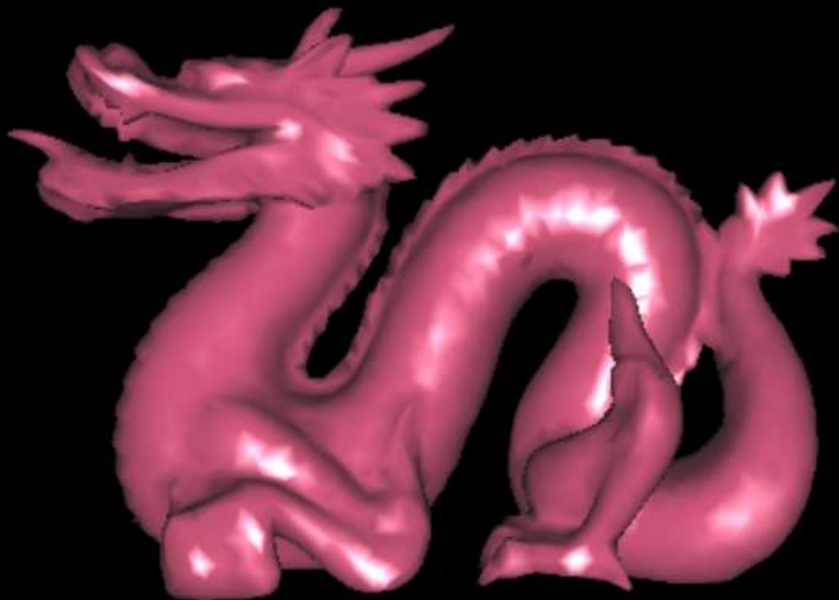
- ◆ **Light source position should be able to change manually**
 - Please check TA's instruction in how to control the light source
- ◆ **Per vertex lighting is required**
 - All the lighting calculations are performed in vertex shader.
- ◆ **Per pixel lighting is also required**
 - All the lighting calculations are preformed in fragment shader.



Requirement

- ◆ Display different lighting model (per-vertex and per-pixel) with different light source types (directional, positional, spot) **side-by-side** for comparing the rendering effects

Per-Vertex Lighting / Point Light



Per-Pixel Lighting / Point Light



Requirement

- ◆ **Use keyboard and mouse to control the objects transformation as implemented in assignment #1**
- ◆ **Use a key to switch between different lights source types for both per-vertex lighting and per-pixel lighting simultaneously**
 - **Show the current light source type on console window**
- ◆ **Display help file for how to control the actions of your program as in assignment #1**



Input Model Format

- ◆ Wavefront 3D Graphics model description file with extension .obj and **material file .mtl**
 - Material file will have the **material name** follow by **newmtl** and the ambient, diffuse, and specular coefficients of **Ka, Kd, and Ks**, respectively
 - Please ignore the other material values and **set the specular exponent properly by yourself**
- ◆ Model file contains not only the vertex positions but also **the vertex normals**



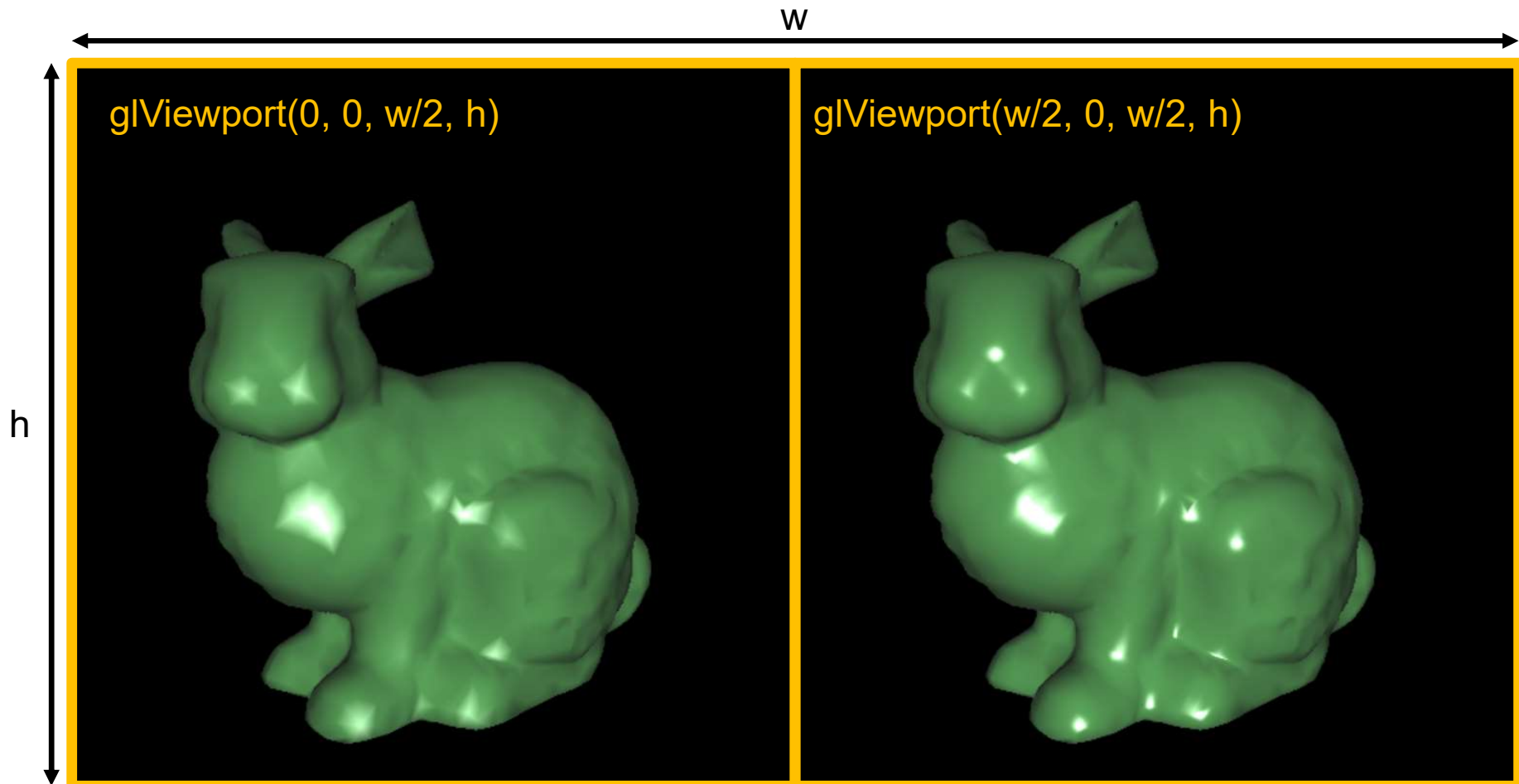
Hints

- ◆ **Normal transformation** is necessary to derive correct lighting result
- ◆ Normalization to the transformed normals is also necessary to obtain correct lighting result
- ◆ **Per pixel lighting** can be achieved by passing the transformed vertex normals to rasterizer for generating per-pixel normals and then do the lighting calculations in fragment shader
 - E.g., replace the vertex colors in assignment #1 by vertex normals



Hints

- ◆ Draw two models side-by-side
 - Set the viewport before the draw command



Hints

- ◆ **Some 3D models with vertex normals are provided for verifying your design during program development.**
- ◆ **Please download the test models from *eecclass***



Due Date

- ◆ **3 weeks after the announcement of second assignment (should be 5/22)**
- ◆ **Late submission is allowed with less score**
- ◆ **No score if you did not submit you assignment**
- ◆ **Plagiary is strictly forbidden**
 - **If you copy from others, your score will become zero**
 - **The score to the one who provide the original copy will also be downgraded**

Submission Guide

- ◆ Please submit your works **per TA's instructions**
 - *Notice: E-mail submission will not be accepted*
- ◆ Submission should include
 - Source codes (including solution and project files)
 - Executable binary (can be run on PC/windows)
 - Documentation (explain how you did it and how to operate it)
 - *Notice: please do not submit any 3D models to save the disk space (i.e., you have to use relative path instead of absolute path)*
- ◆ Contact with TAs if you have problem in submission

Q&A

