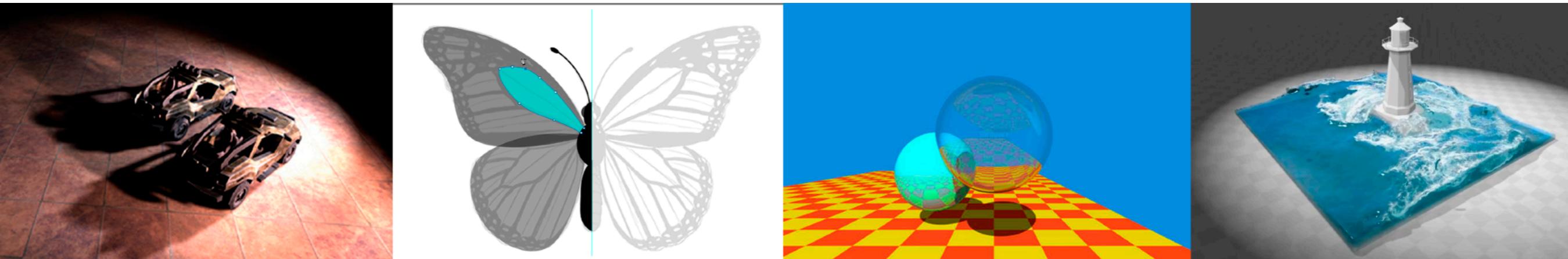


Introduction to Computer Graphics

GAMES101, Lingqi Yan, UC Santa Barbara

Lecture 8: Shading 2

(Shading, Pipeline and Texture Mapping)

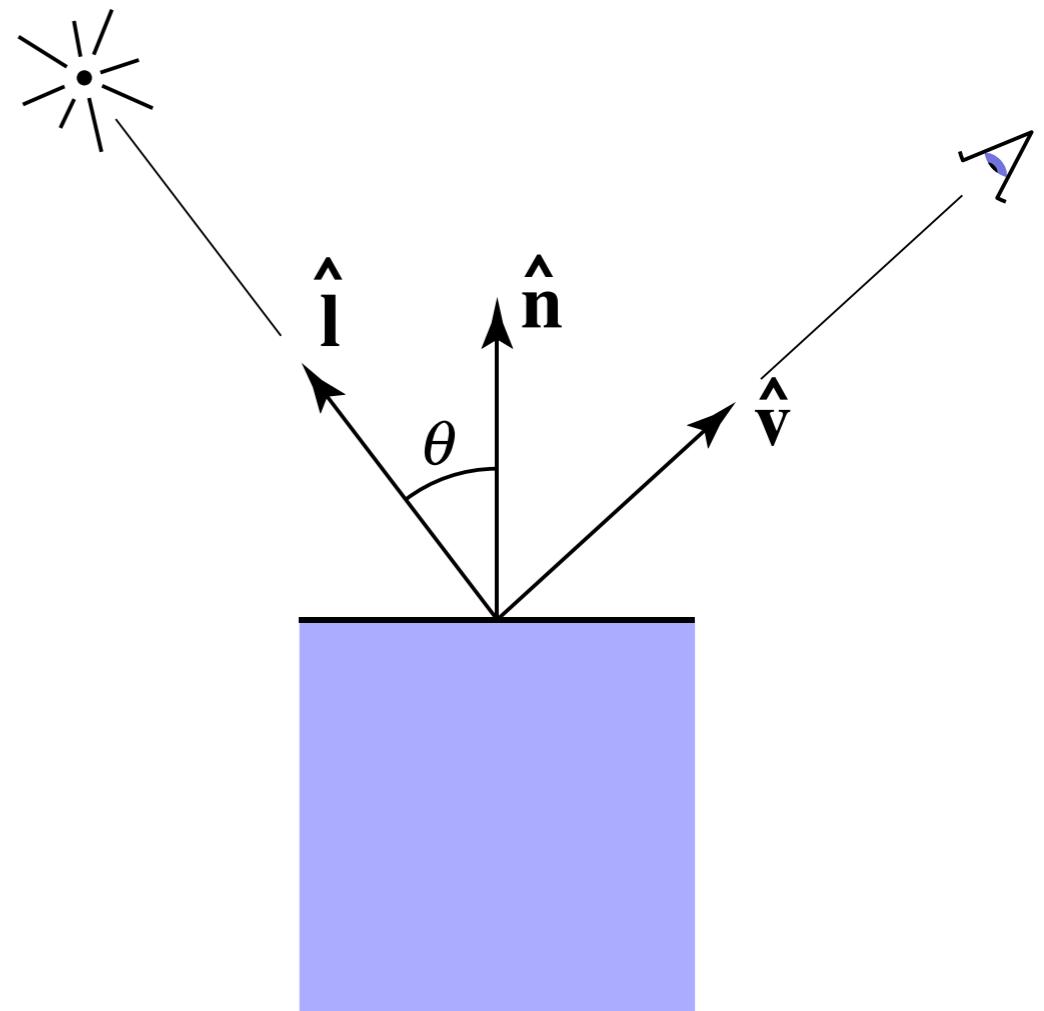


Announcements

- Homework 2
 - 45 submissions so far
 - Upside down? No problem
 - Active discussions in the BBS, pretty good
- Next homework is for shading
- Today's topics
 - Easy, but a lot

Last Lecture

- Shading 1
 - Blinn-Phong reflectance model
 - Diffuse
 - Specular
 - Ambient
 - At a **specific shading point**

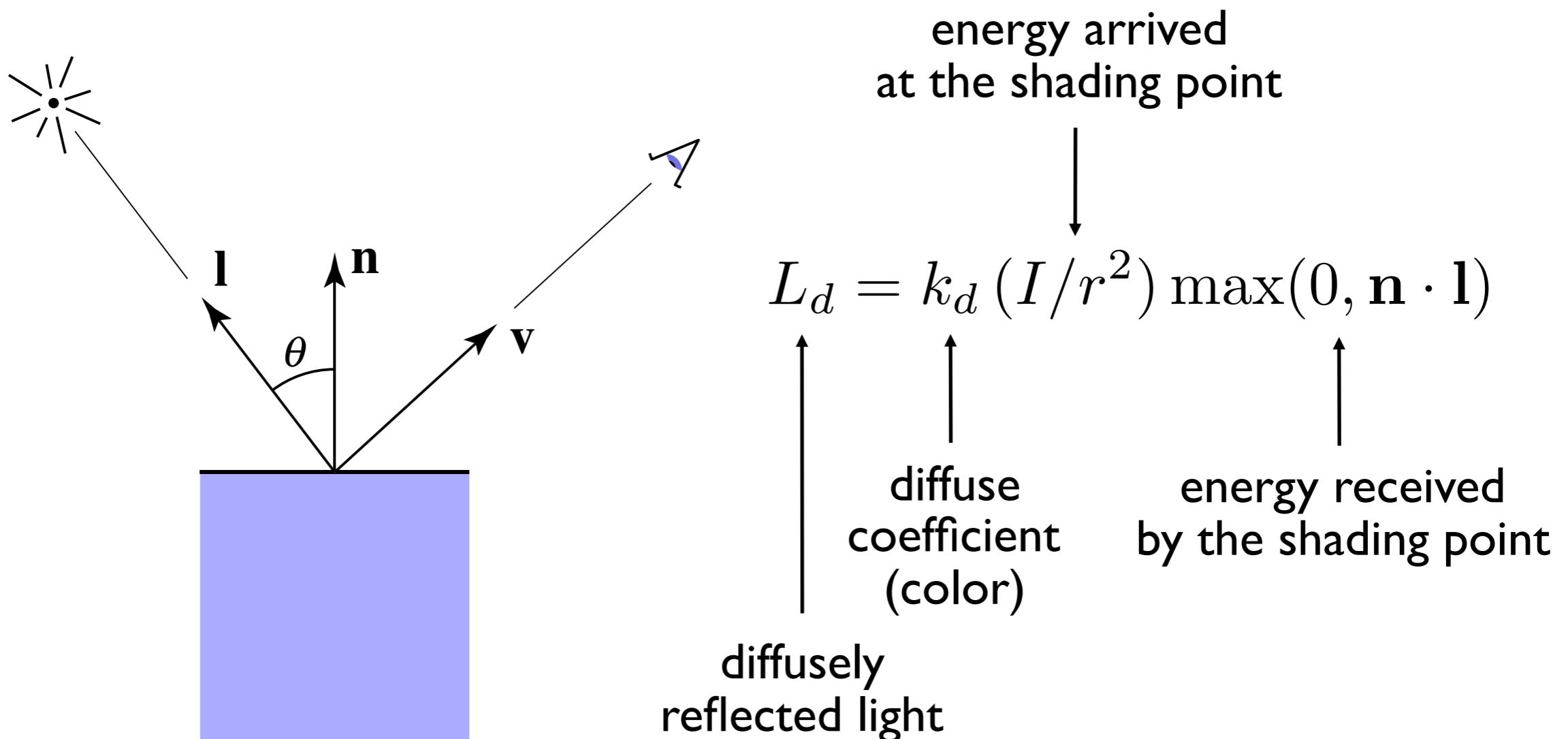


Today

- Shading 2
 - Blinn-Phong reflectance model
 - Specular and ambient terms
 - Shading frequencies
 - Graphics pipeline
 - Texture mapping
 - Barycentric coordinates

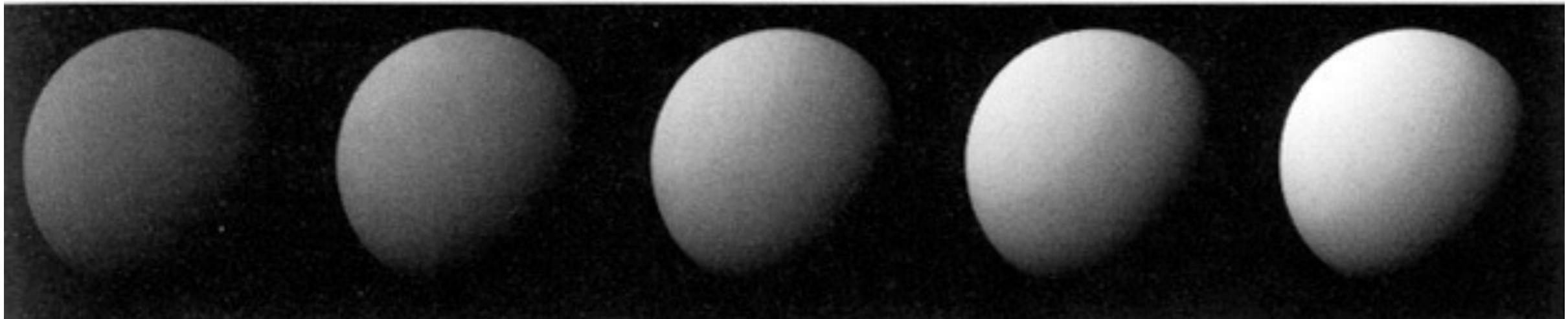
Recap: Lambertian (Diffuse) Term

Shading **independent** of view direction



Recap: Lambertian (Diffuse) Term

Produces diffuse appearance



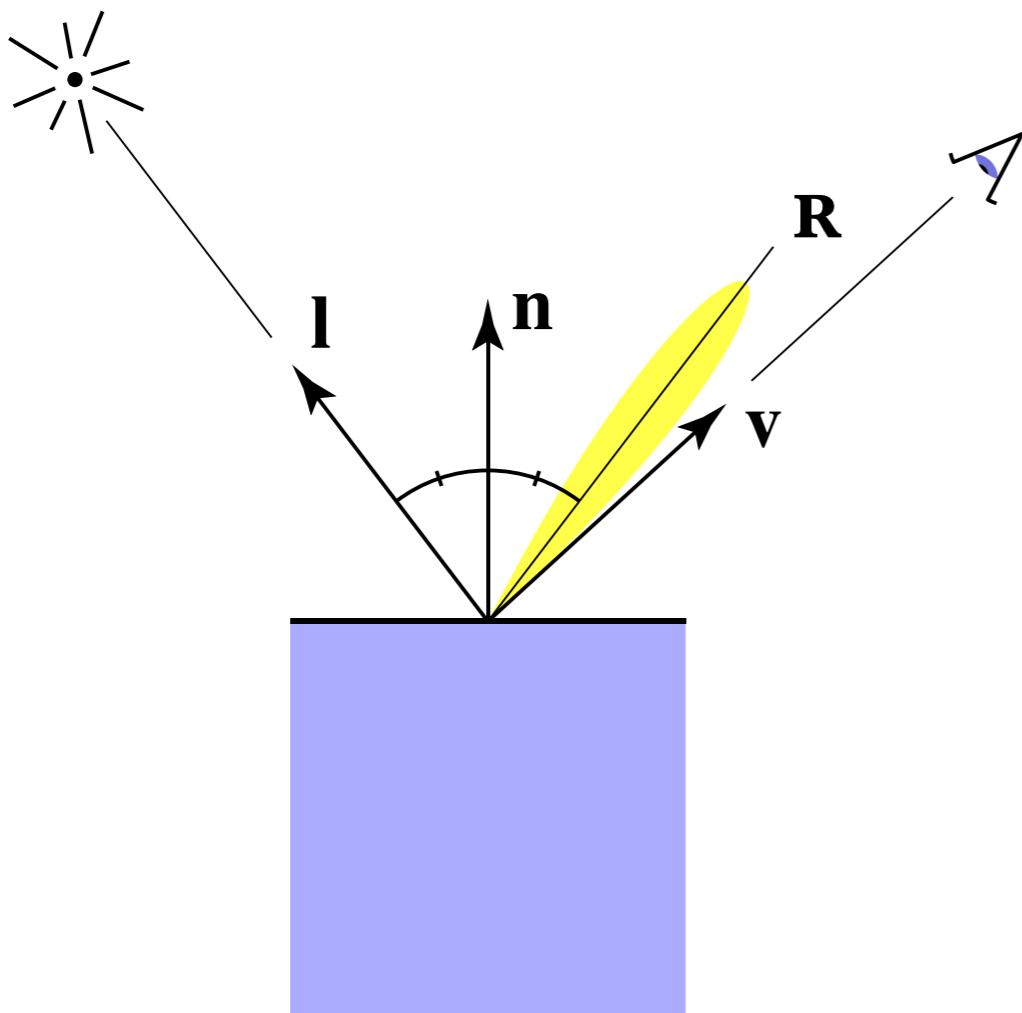
$$k_d \longrightarrow$$

[Foley et al.]

Specular Term (Blinn-Phong)

Intensity **depends** on view direction

- Bright near mirror reflection direction

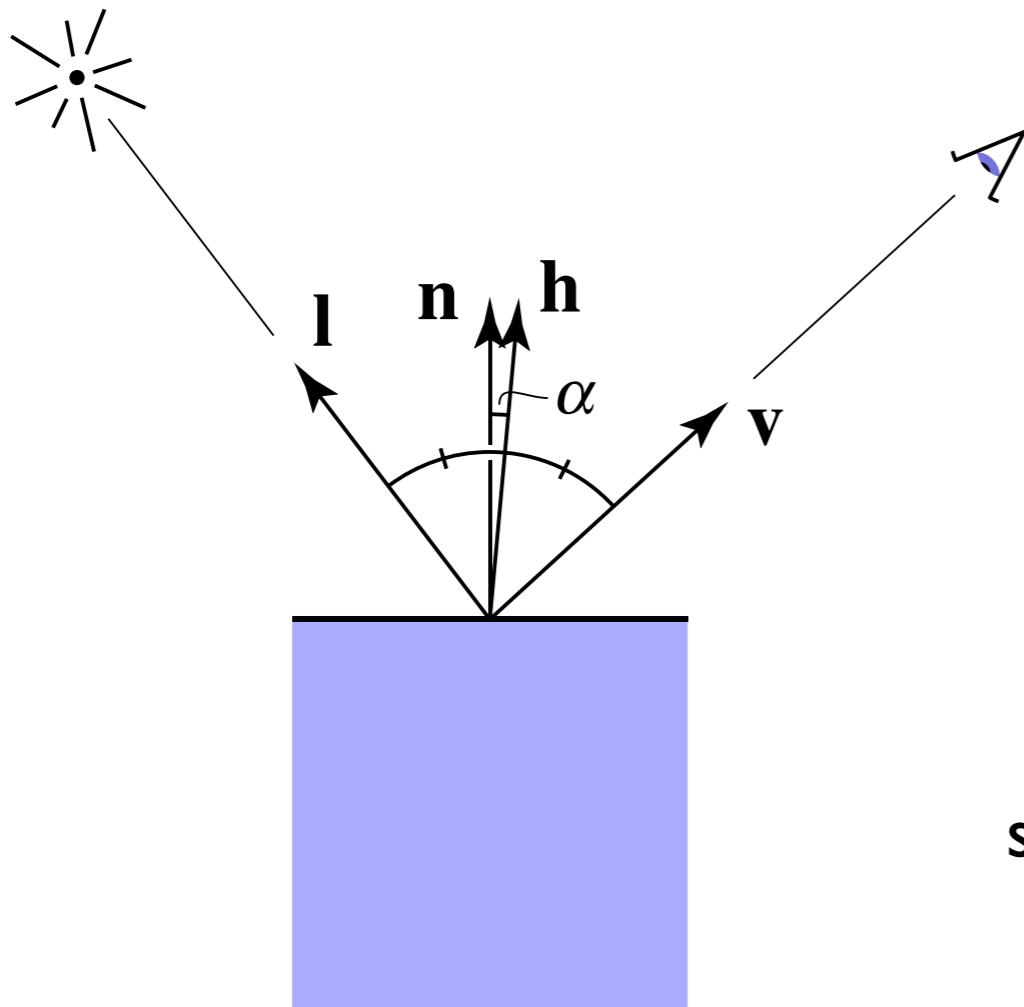


Specular Term (Blinn-Phong)

V close to mirror direction \Leftrightarrow **half vector near normal**

- Measure “near” by dot product of unit vectors

根据平行四边形法则，两向量相加，可求角平分线的向量



$$\begin{aligned} \mathbf{h} &= \text{bisector}(\mathbf{v}, \mathbf{l}) \\ &= \frac{\mathbf{v} + \mathbf{l}}{\|\mathbf{v} + \mathbf{l}\|} \end{aligned}$$

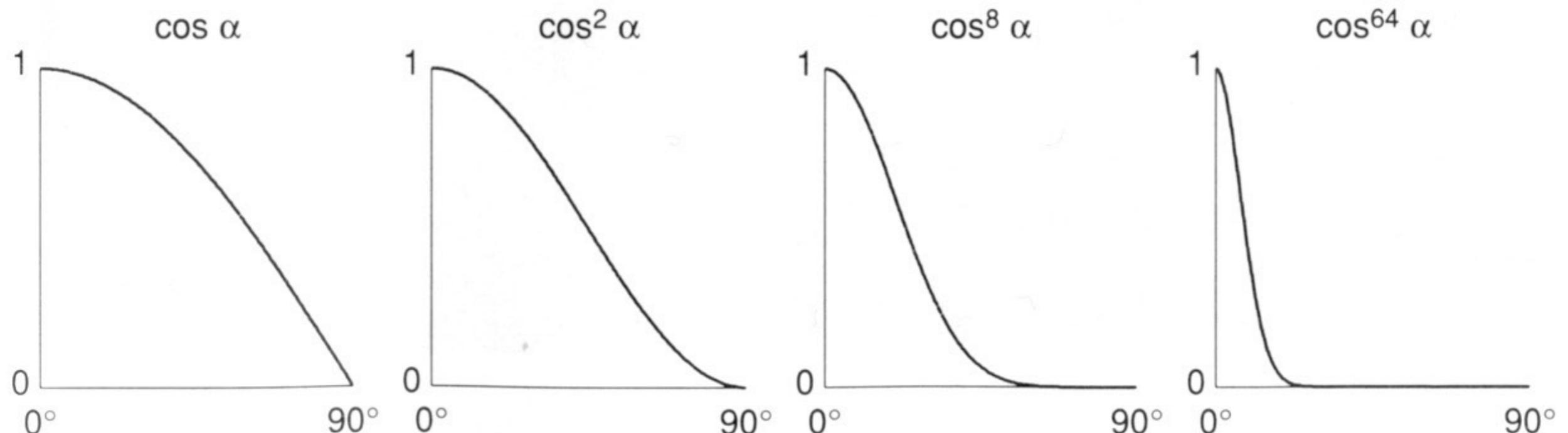
$$\begin{aligned} L_s &= k_s (I/r^2) \max(0, \cos \alpha)^p \\ &= k_s (I/r^2) \max(0, \mathbf{n} \cdot \mathbf{h})^p \end{aligned}$$

↑
specularly reflected light ↑
specular coefficient

$a \cdot b = |a||b|\cos\alpha$, 当a、b为单位向量时, $a \cdot b = \cos\alpha$

Cosine Power Plots

Increasing p narrows the reflection lobe



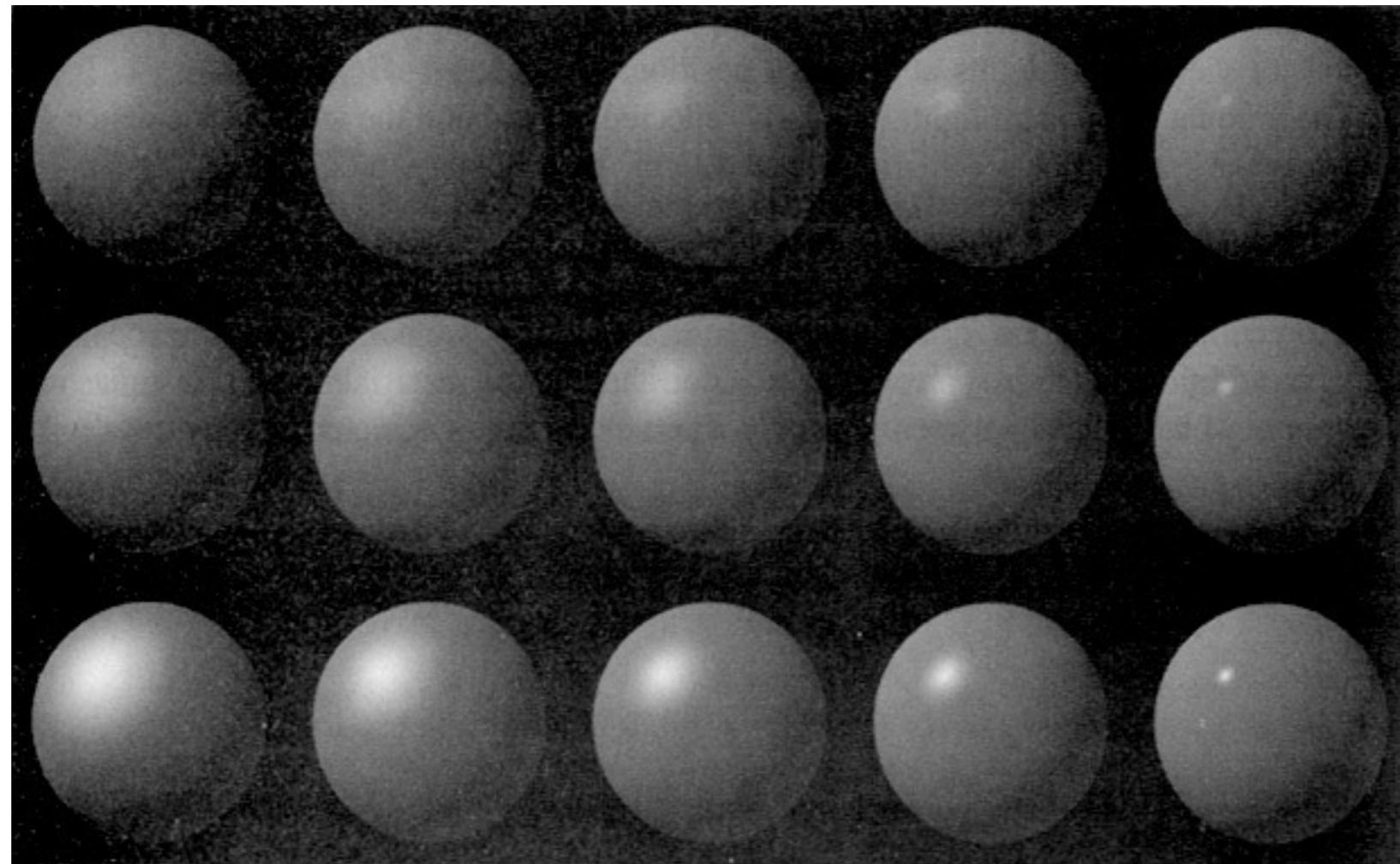
[Foley et al.]

Specular Term (Blinn-Phong)

Blinn-Phong

$$L_s = k_s (I/r^2) \max(0, \mathbf{n} \cdot \mathbf{h})^p$$

k_s



Note: showing
 $L_d + L_s$ together

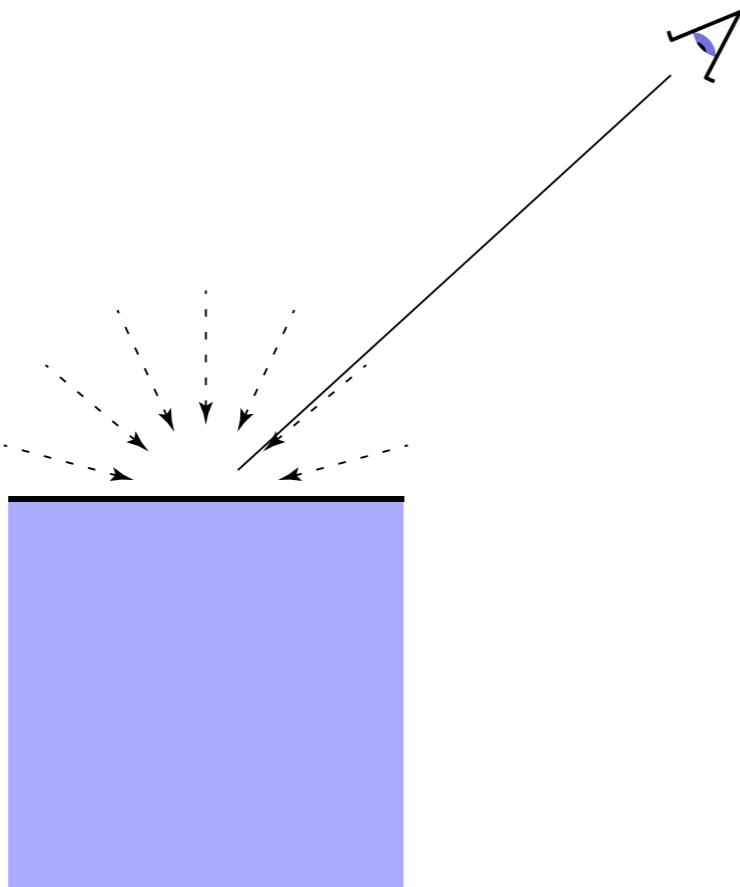
p →

[Foley et al.]

Ambient Term

Shading that does not depend on anything

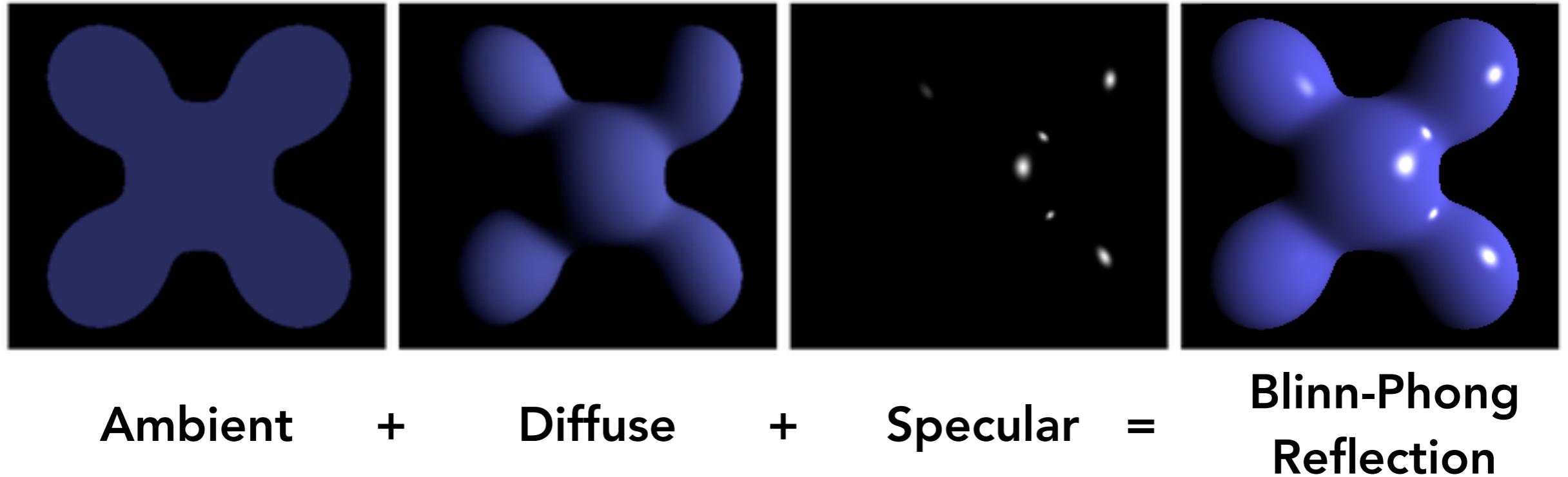
- Add constant color to account for disregarded illumination and fill in black shadows
- This is approximate / fake!



$$L_a = k_a I_a$$

↑ ↑
ambient coefficient
reflected ambient light

Blinn-Phong Reflection Model



$$L = L_a + L_d + L_s$$

$$= k_a I_a + k_d (I/r^2) \max(0, \mathbf{n} \cdot \mathbf{l}) + k_s (I/r^2) \max(0, \mathbf{n} \cdot \mathbf{h})^p$$

Questions?

Shading Frequencies

Shading Frequencies

What caused the shading difference?

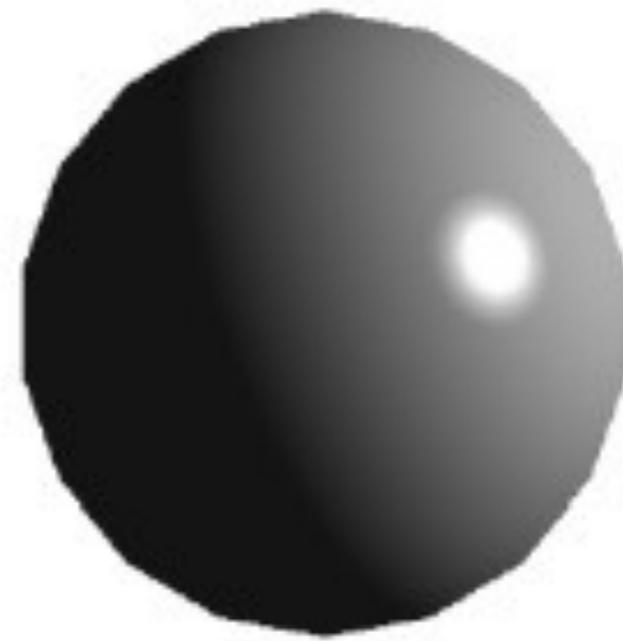


每个面做一次着色



每个顶点做一次着色

每个顶点计算其法线方向，顶点构成的三角形
内部颜色做插值计算



每个像素做一次着色

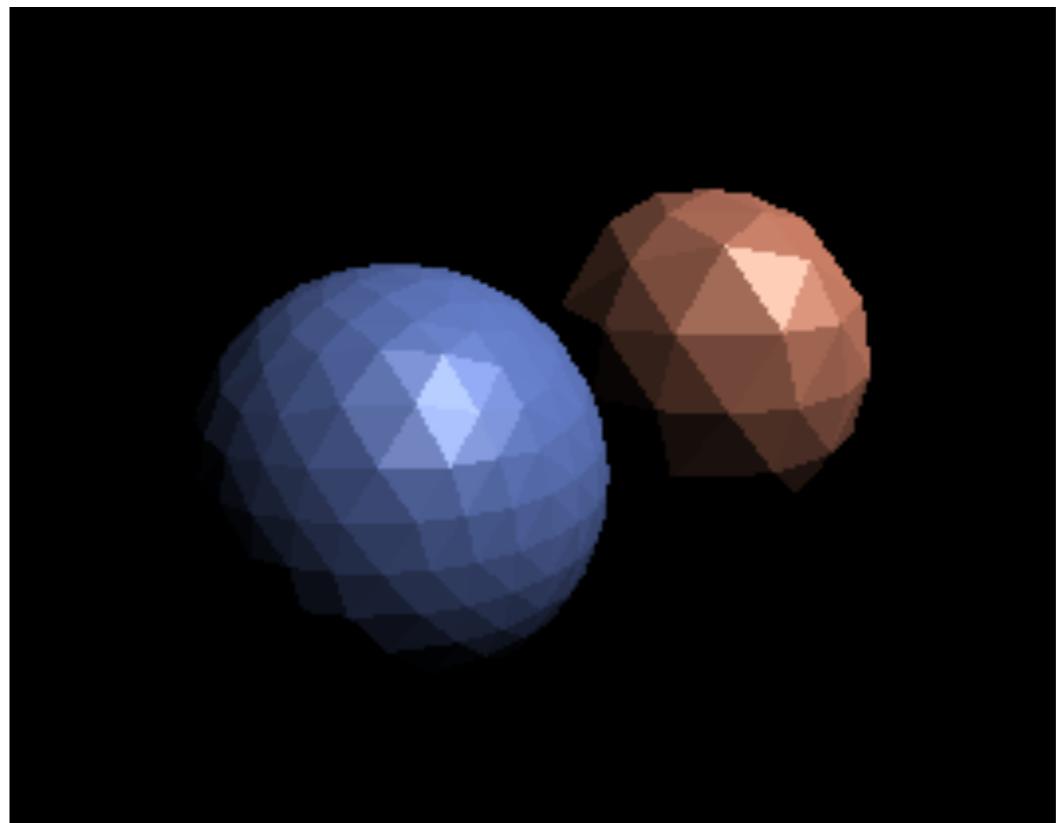
对每一个四边形或三角形的顶点求出法线，把
法线的方向在三角形内部进行插值，任何一个
像素都有自己的法线方向

Shade each triangle (flat shading)

三角形的两边做叉积，求出法线方向

Flat shading

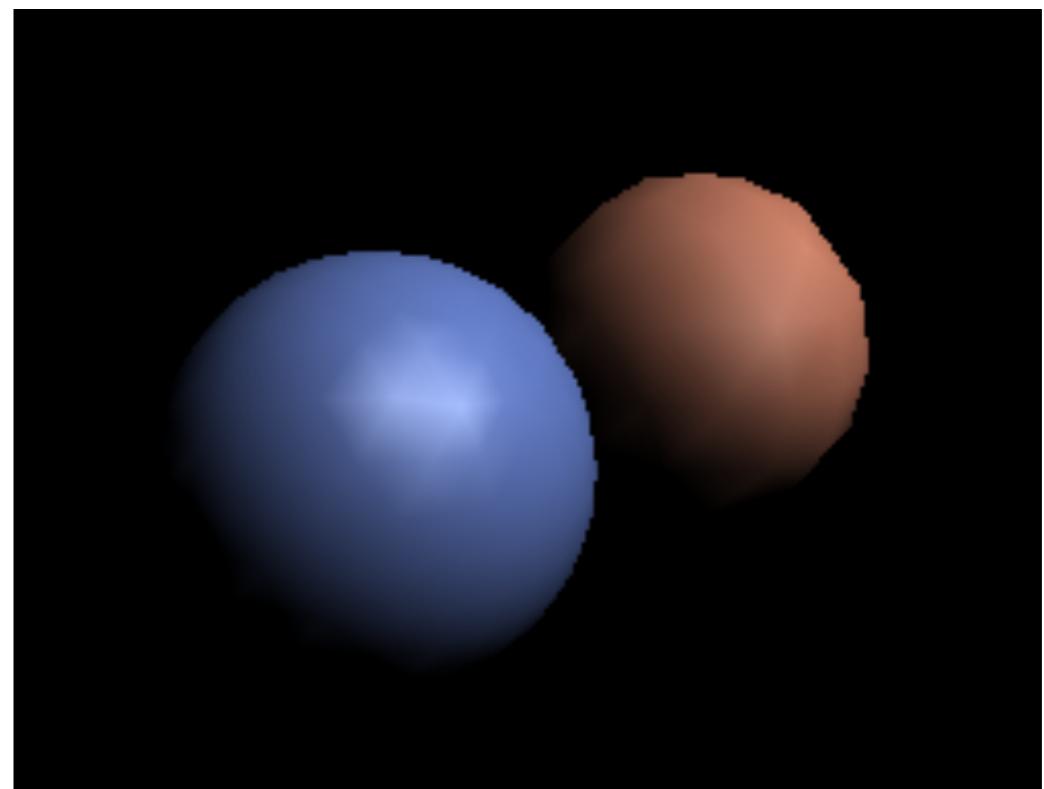
- Triangle face is flat — one normal vector
- Not good for smooth surfaces



Shade each vertex (Gouraud shading)

Gouraud shading

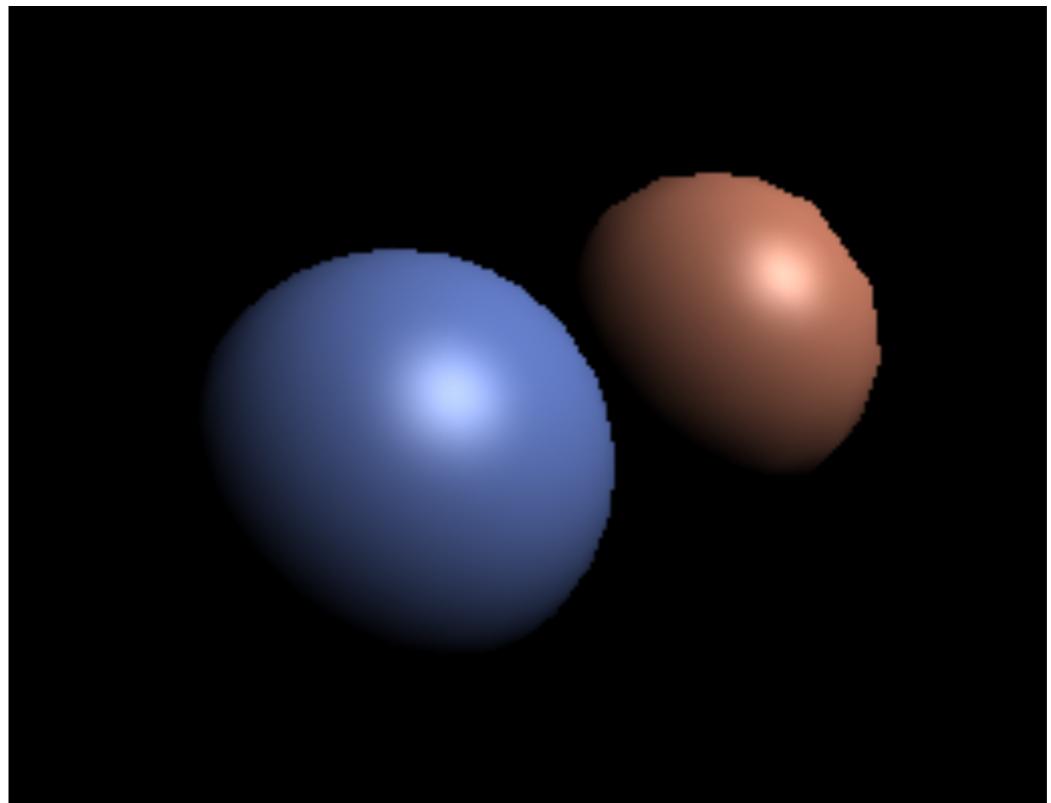
- **Interpolate** colors from vertices across triangle
- Each vertex has a normal vector (how?)



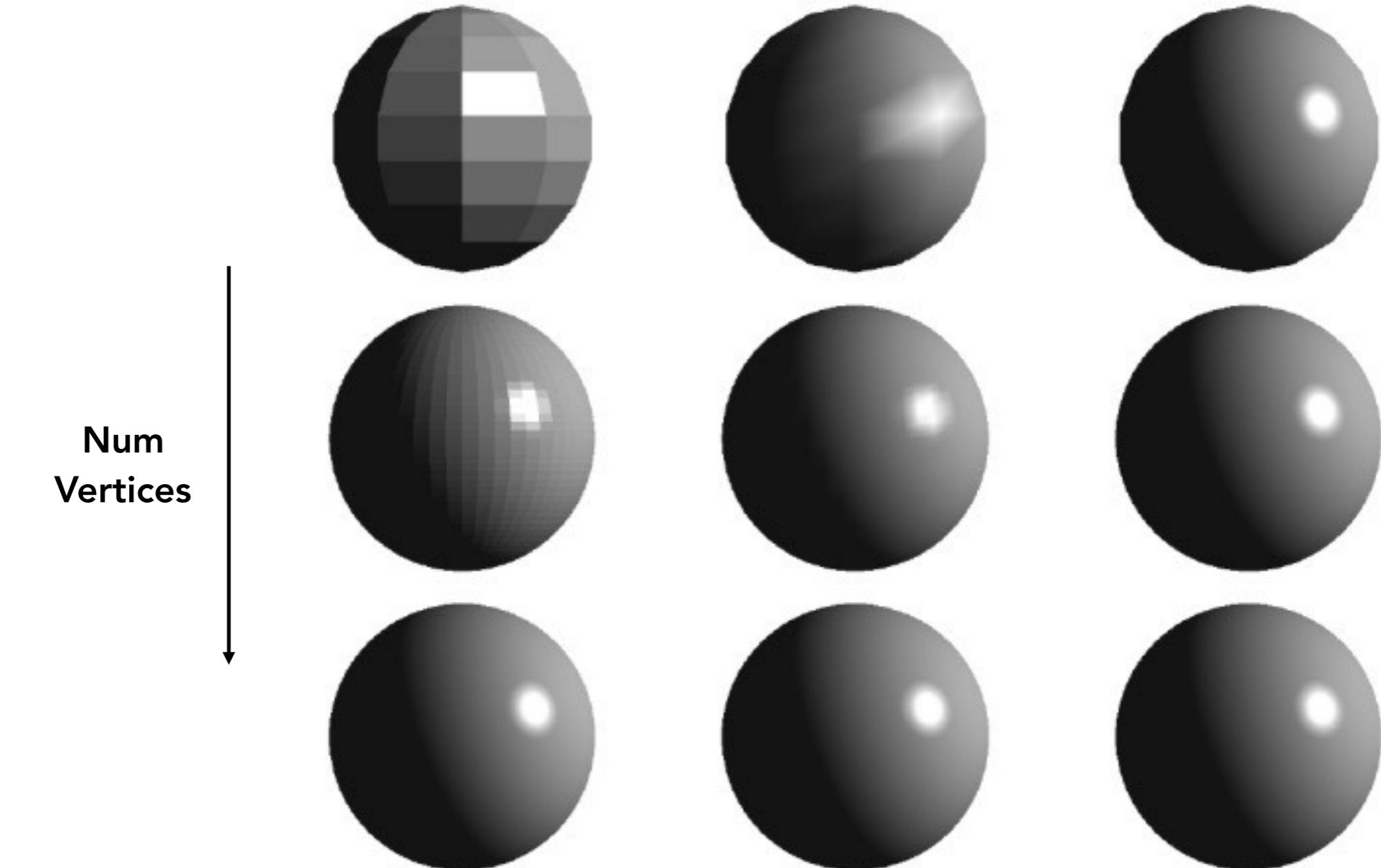
Shade each pixel (Phong shading)

Phong shading

- Interpolate normal vectors across each triangle
- Compute full shading model at each pixel
- Not the **Blinn-Phong Reflectance Model**



Shading Frequency: Face, Vertex or Pixel



Shading freq. : Face

Shading type : Flat

Vertex

Gouraud

Pixel

Phong

Defining Per-Vertex Normal Vectors

Best to get vertex normals from the underlying geometry

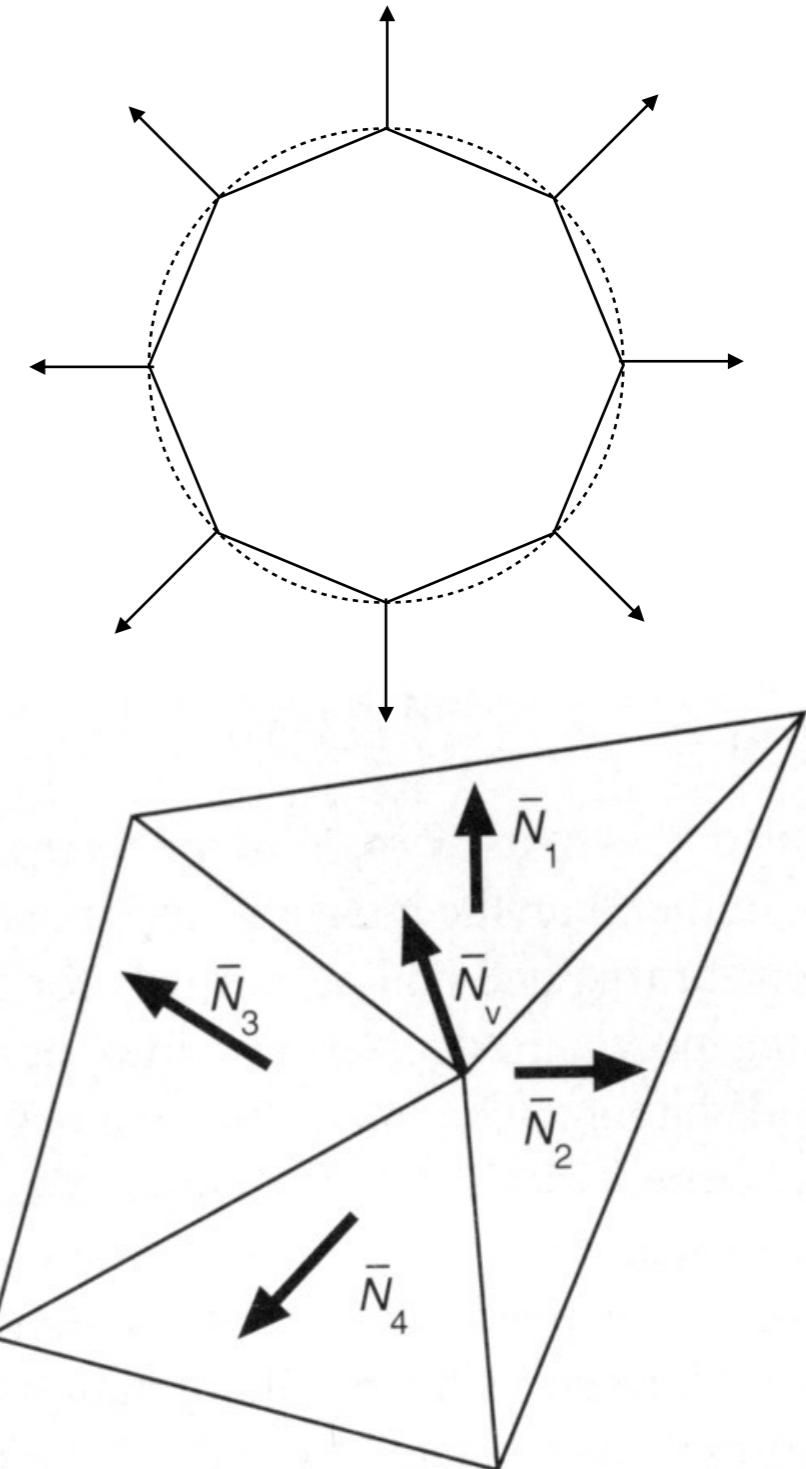
- e.g. consider a sphere

Otherwise have to infer vertex normals from triangle faces

- Simple scheme: **average surrounding face normals**

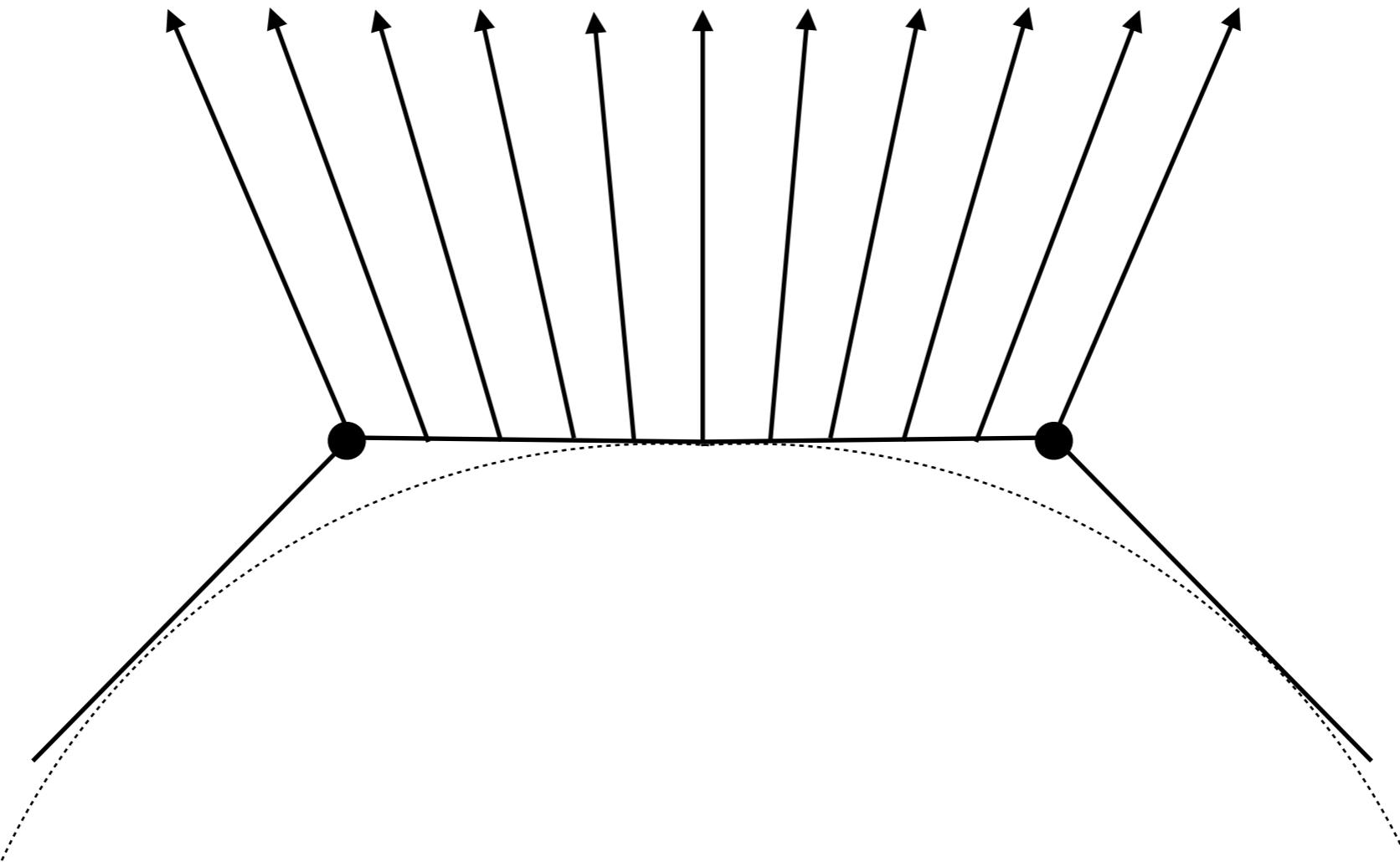
$$N_v = \frac{\sum_i N_i}{\|\sum_i N_i\|}$$

如何求出一个顶点的法线?
对顶点周围的面法线做一个加权平均，面积更大的三角形贡献的更多



Defining Per-Pixel Normal Vectors

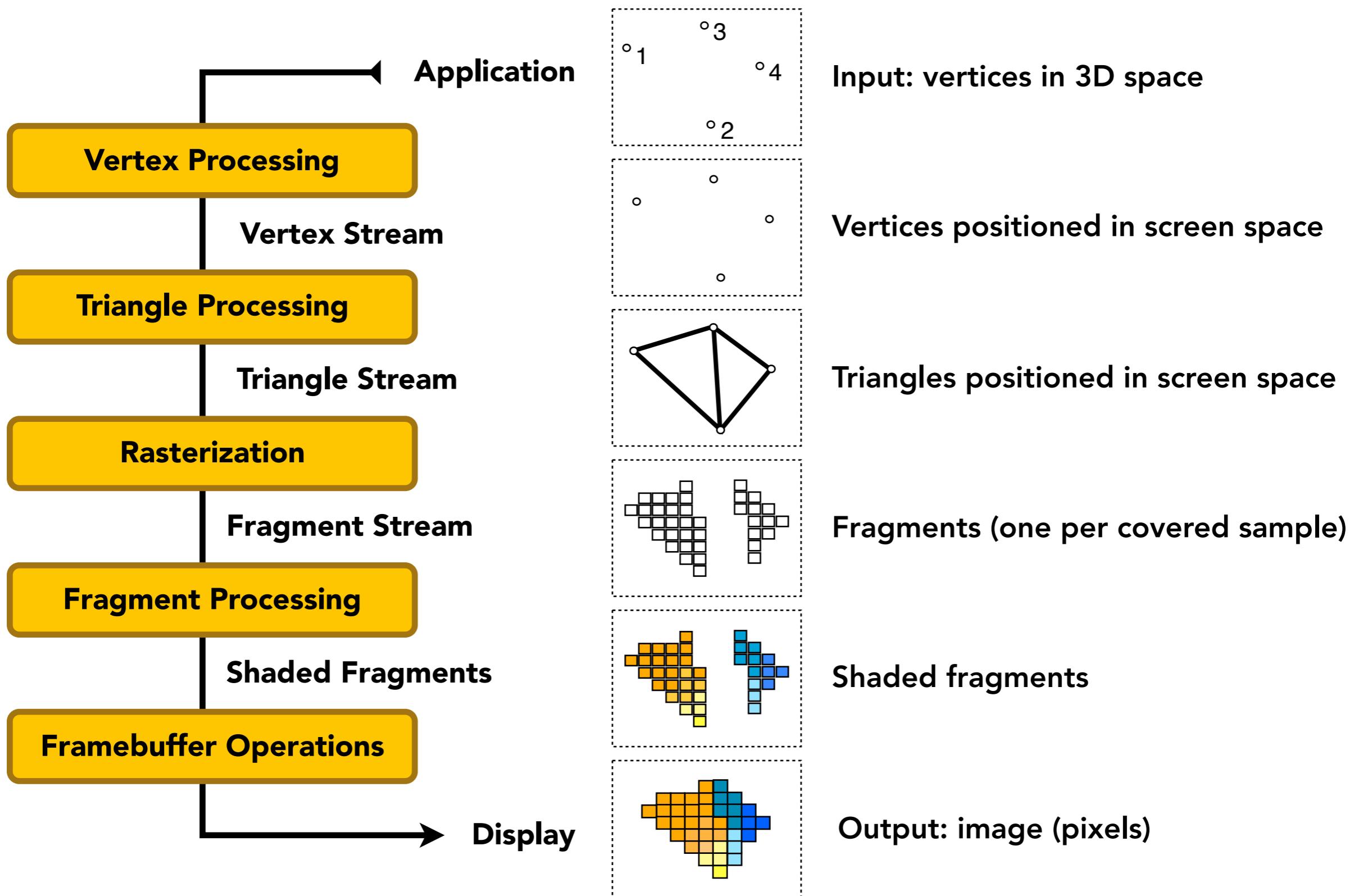
Barycentric interpolation (introducing soon)
of vertex normals



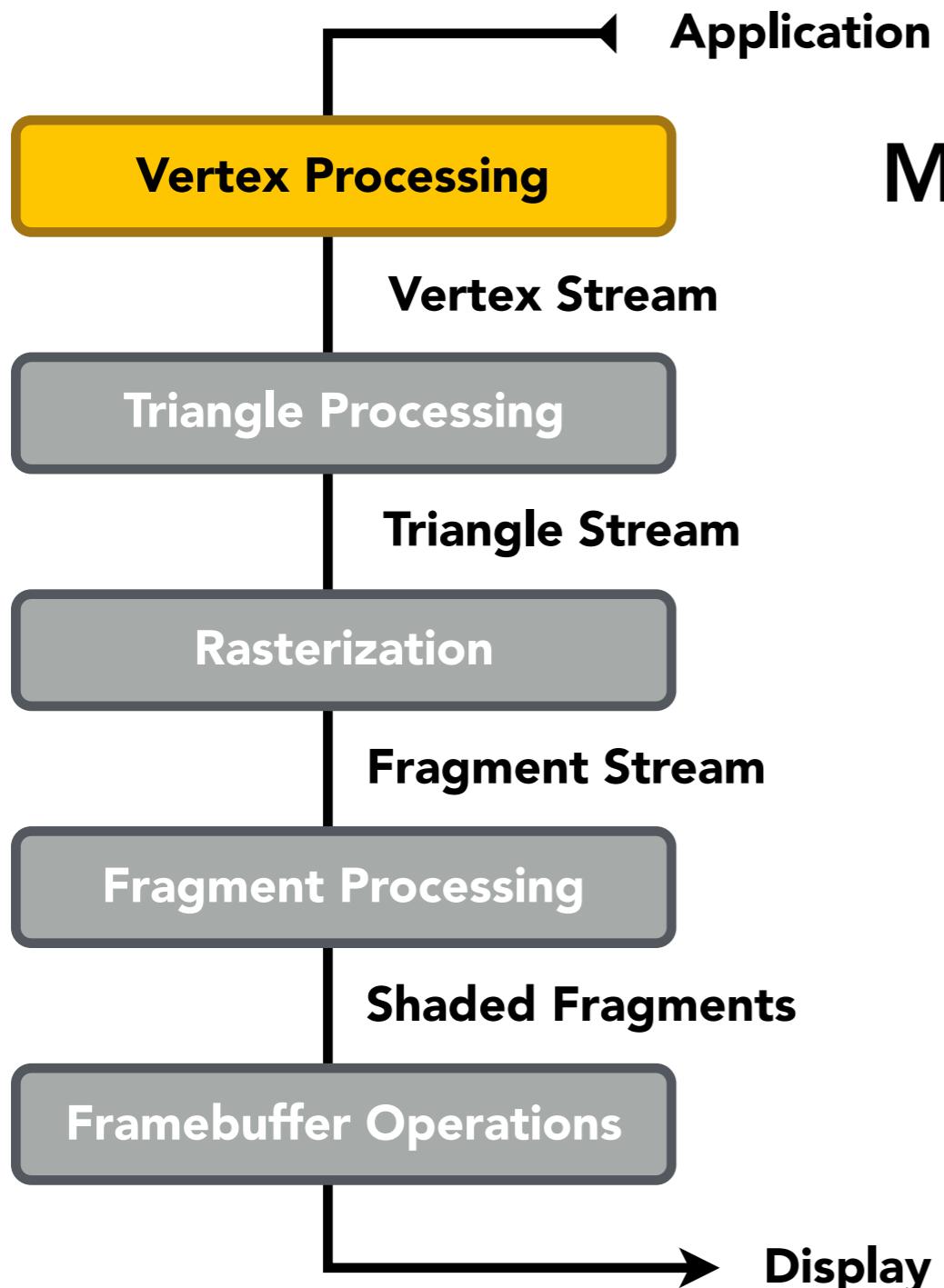
Don't forget to **normalize** the interpolated directions

Graphics (**Real-time Rendering**) Pipeline

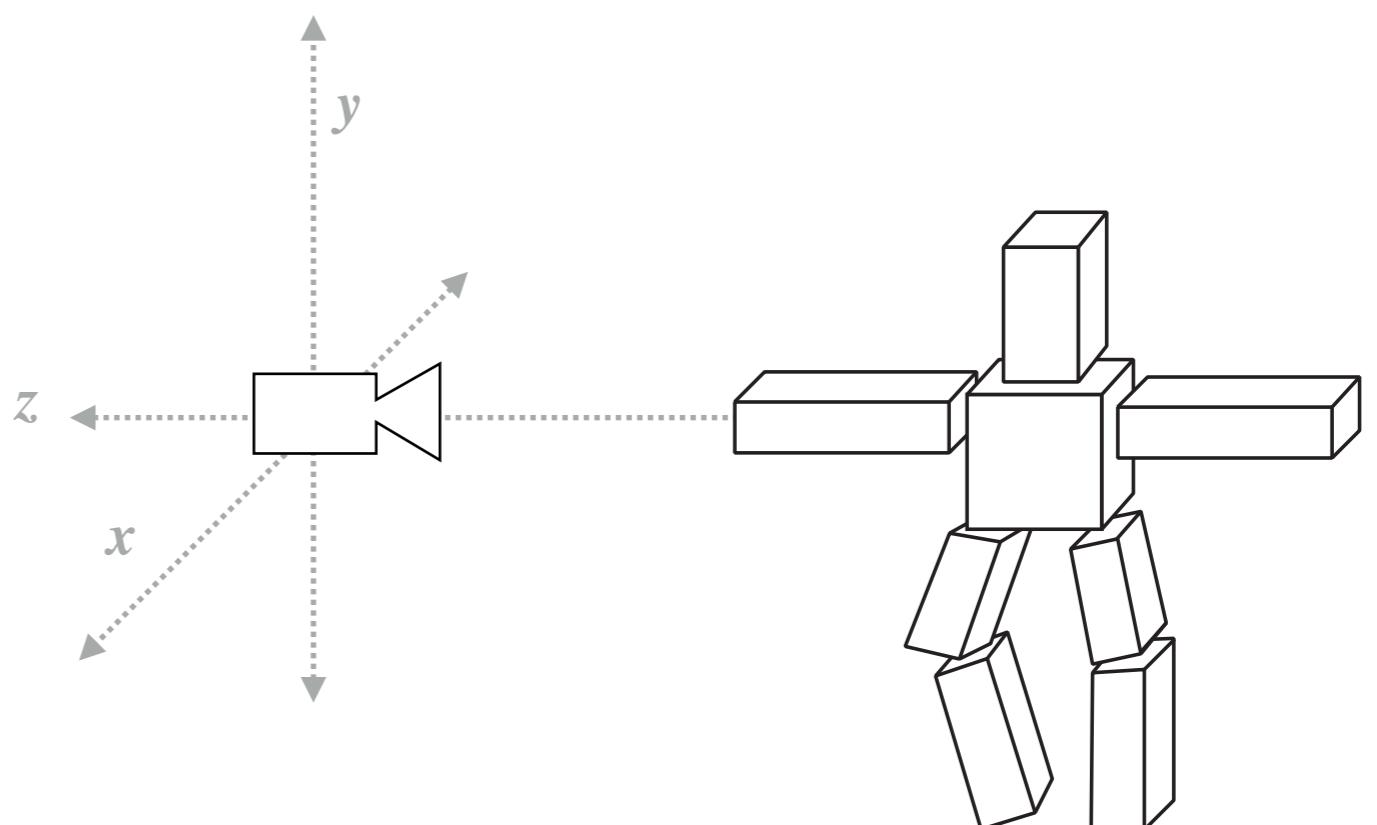
Graphics Pipeline



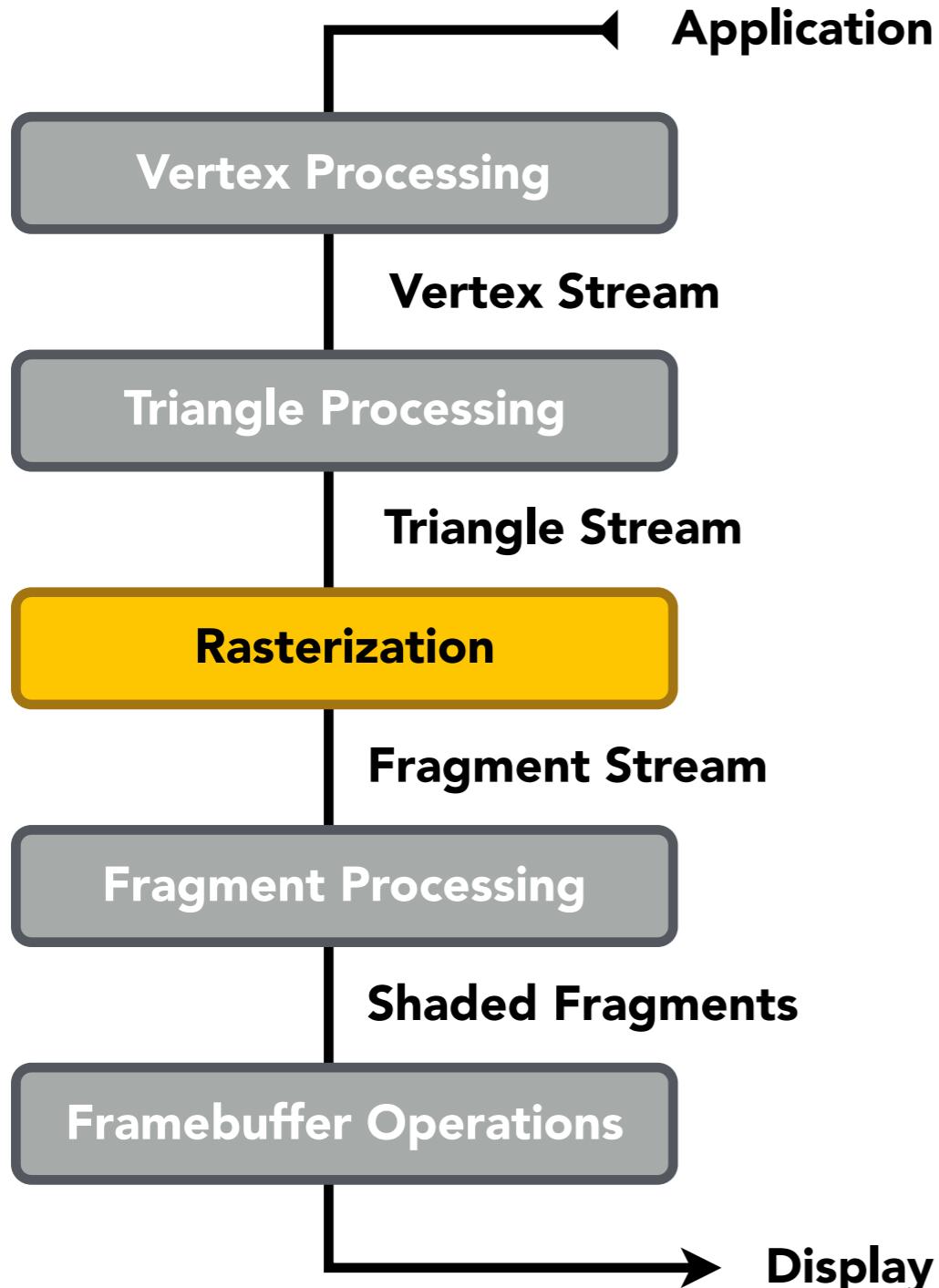
Graphics Pipeline



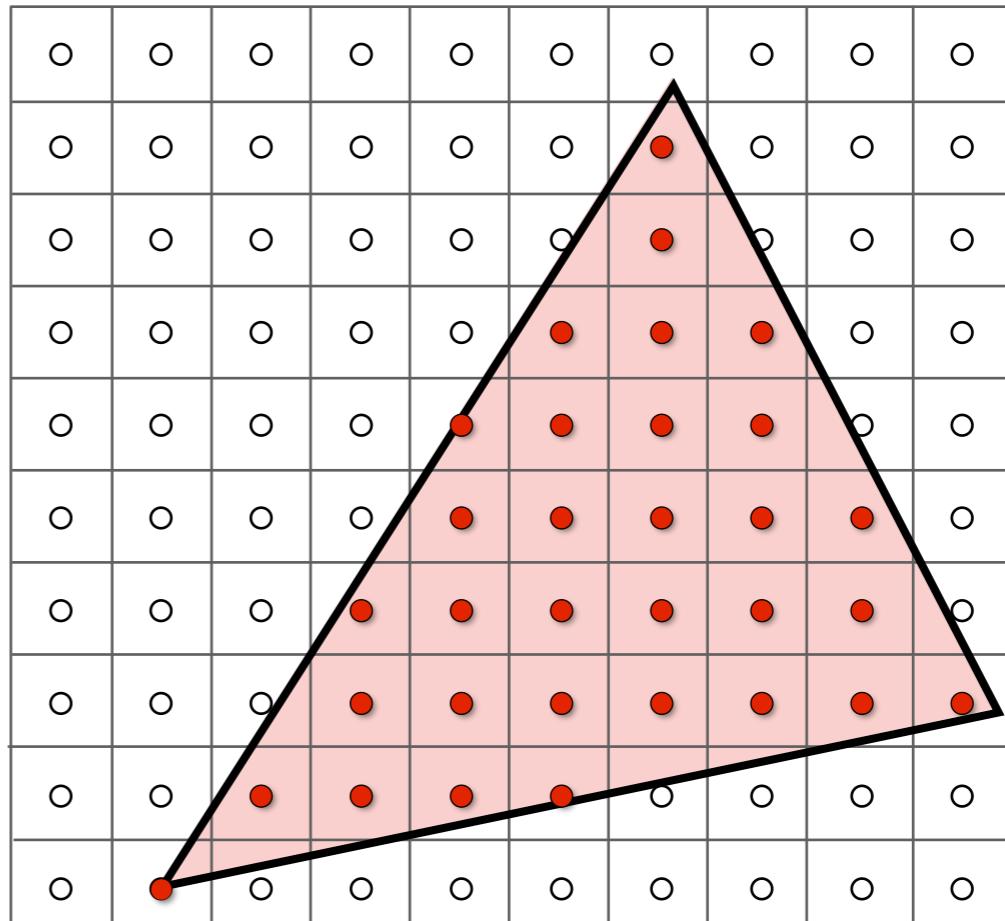
Model, View, Projection transforms



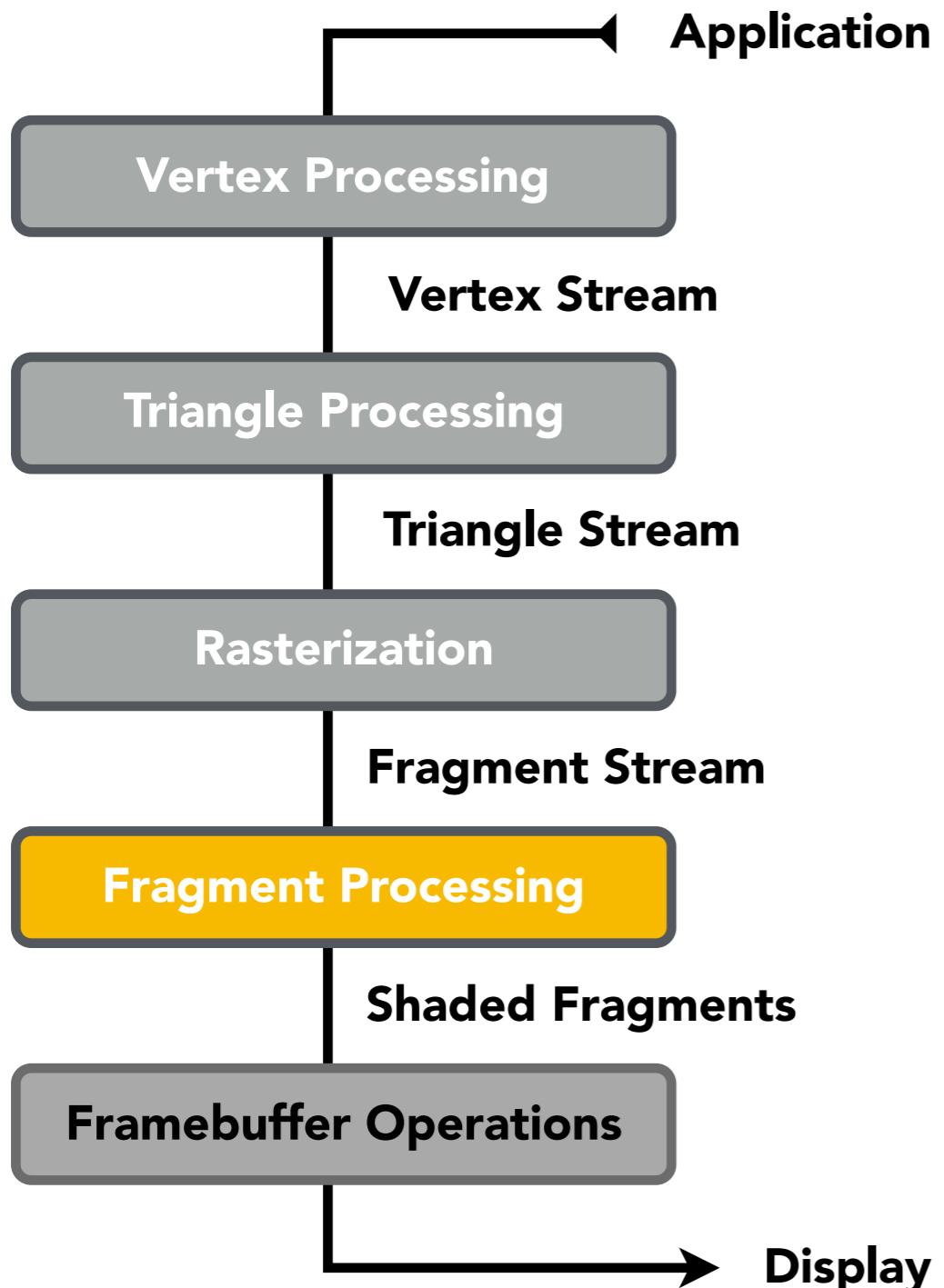
Graphics Pipeline



Sampling triangle coverage



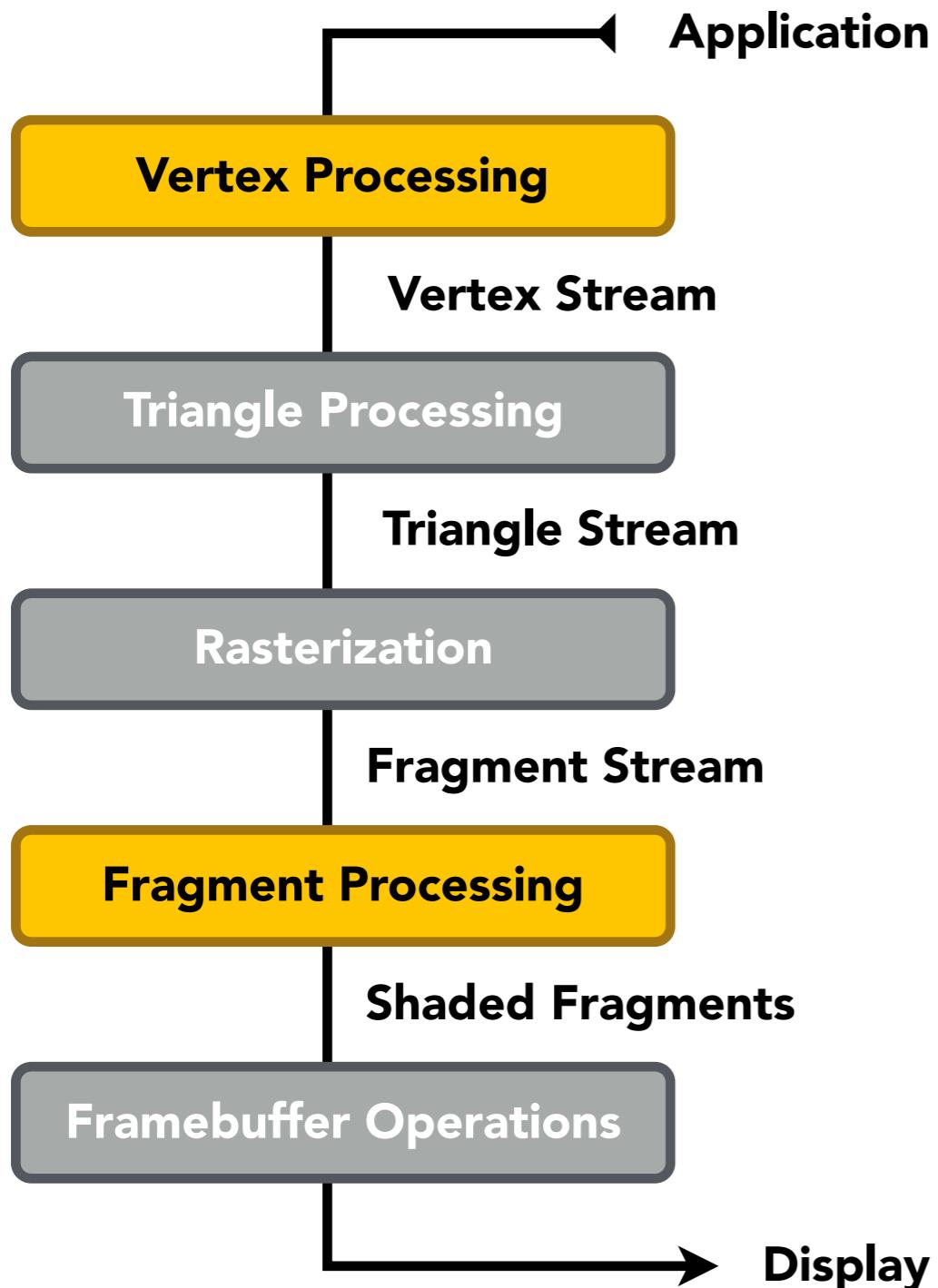
Rasterization Pipeline



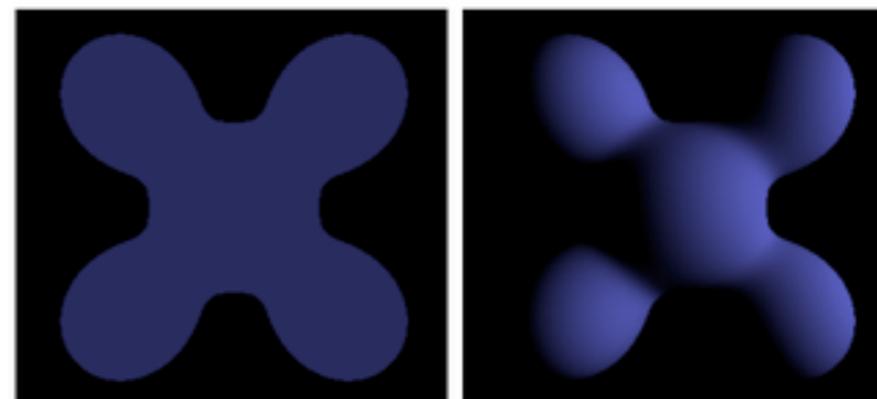
Z-Buffer Visibility Tests



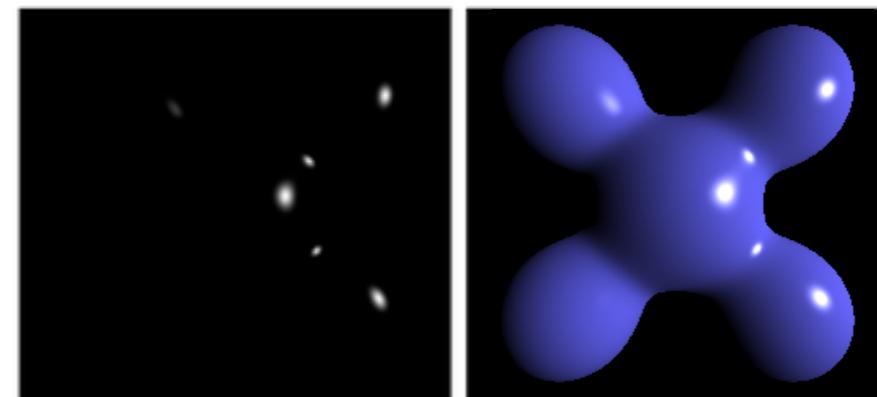
Graphics Pipeline



Shading

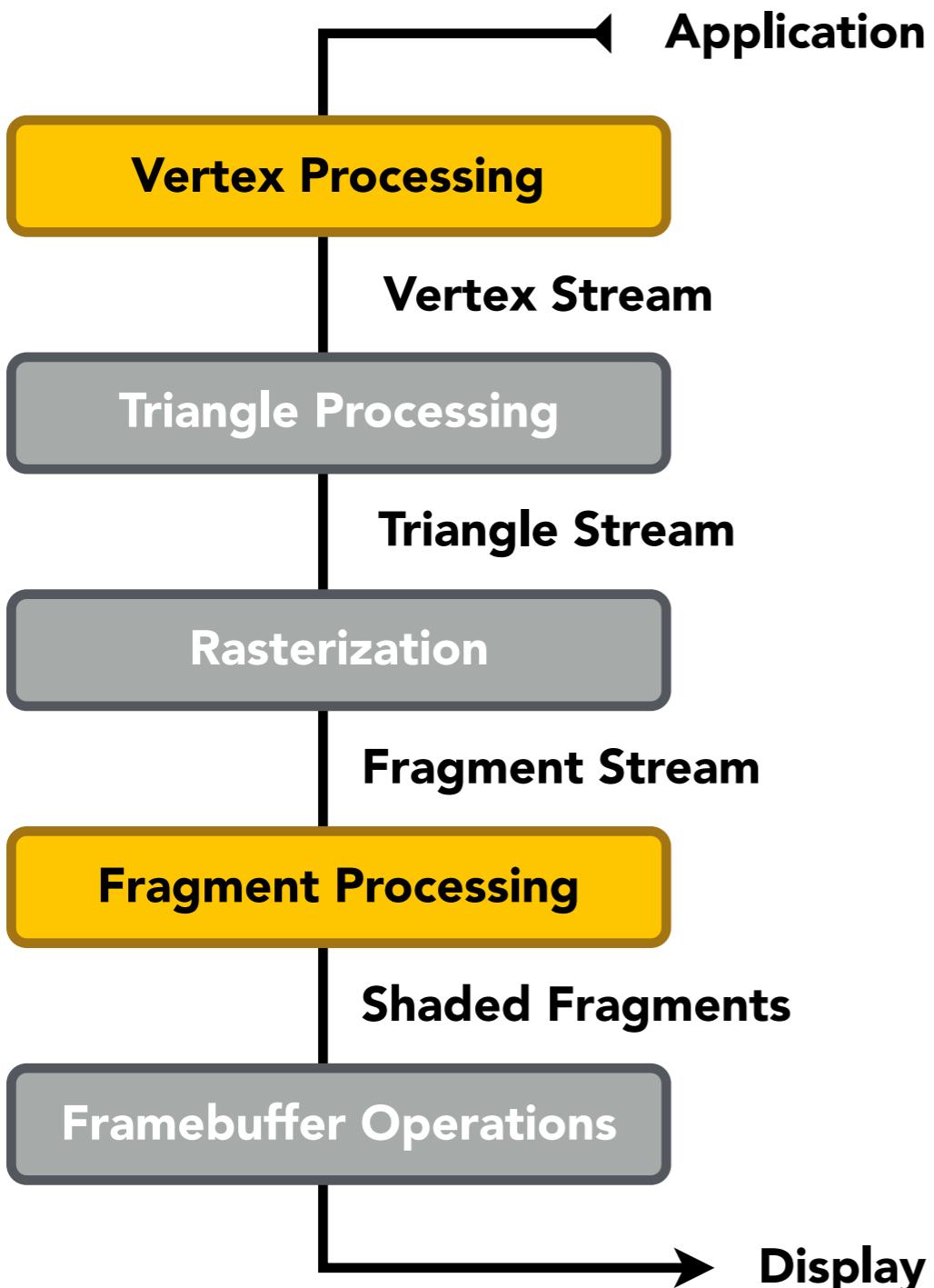


Ambient + Diffuse

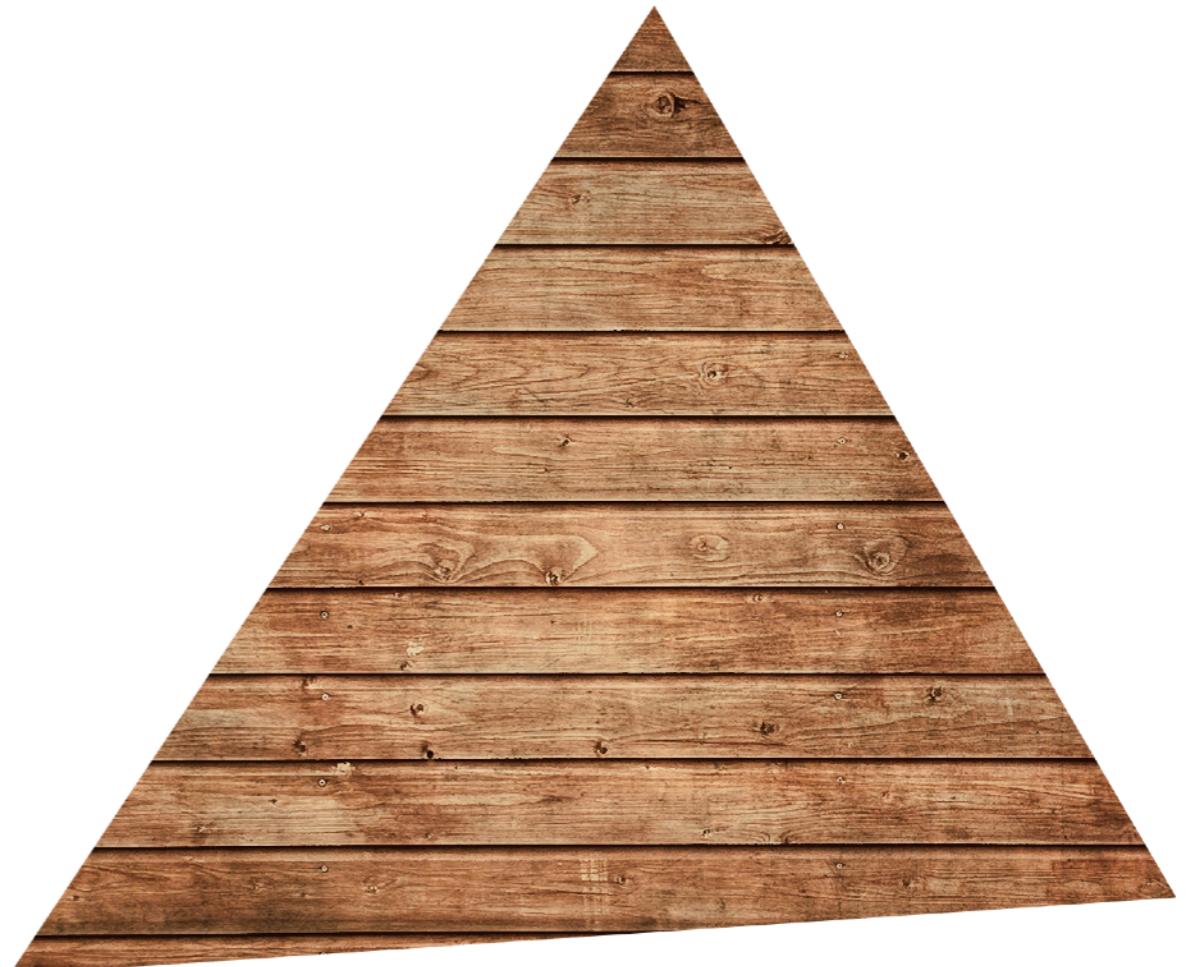


+ Specular = Blinn-Phong Reflectance Model

Graphics Pipeline



**Texture mapping
(introducing soon)**



Shader Programs

- Program vertex and fragment processing stages
- Describe operation on a single vertex (or fragment)

Example GLSL fragment shader program

```
uniform sampler2D myTexture;
uniform vec3 lightDir;
varying vec2 uv;
varying vec3 norm;

void diffuseShader()
{
    vec3 kd;
    kd = texture2d(myTexture, uv);
    kd *= clamp(dot(-lightDir, norm), 0.0, 1.0);
    gl_FragColor = vec4(kd, 1.0);
}
```

- **Shader function executes once per fragment.**
- **Outputs color of surface at the current fragment's screen sample position.**
- **This shader performs a texture lookup to obtain the surface's material color at this point, then performs a diffuse lighting calculation.**

Shader Programs

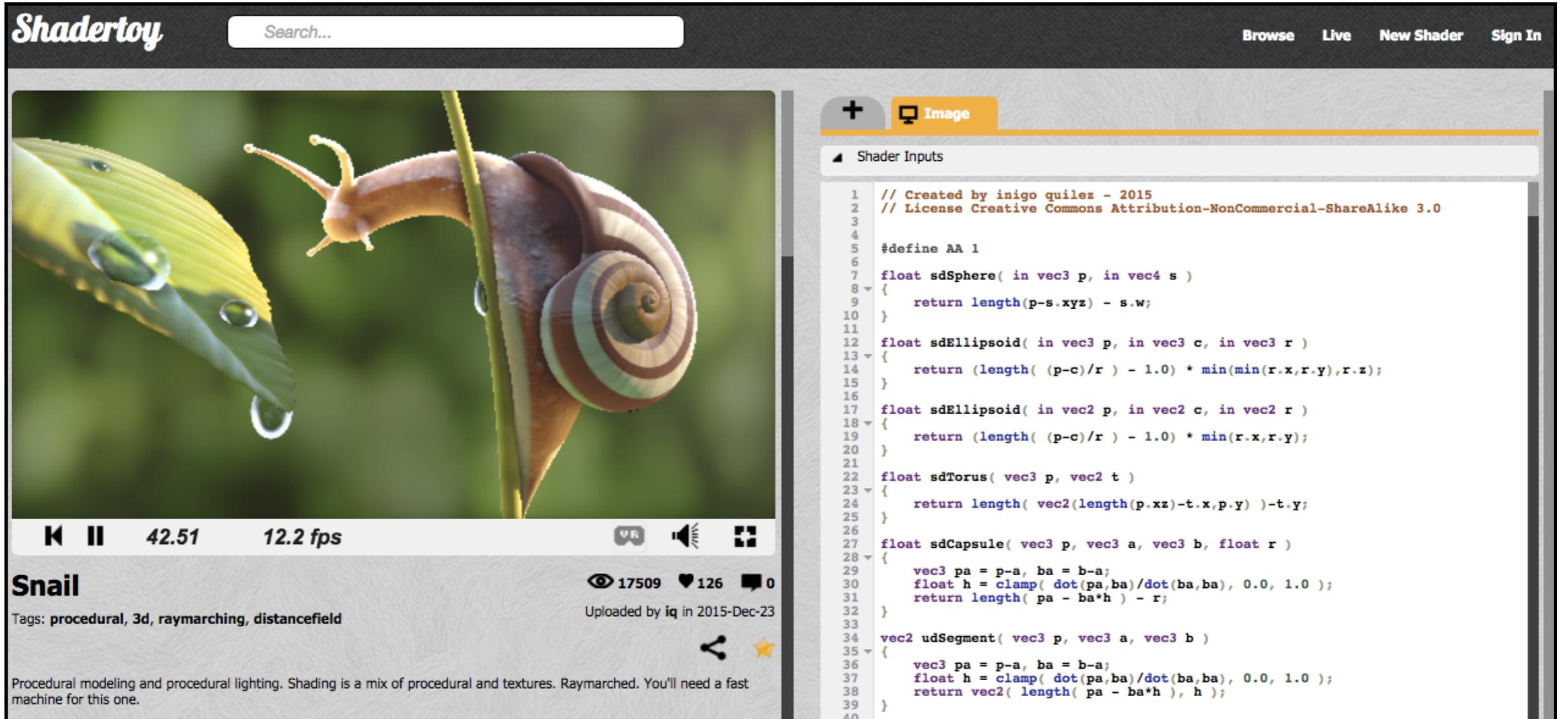
- Program vertex and fragment processing stages
- Describe operation on a single vertex (or fragment)

Example GLSL fragment shader program

```
uniform sampler2D myTexture;      // program parameter
uniform vec3 lightDir;           // program parameter
varying vec2 uv;                 // per fragment value (interp. by rasterizer)
varying vec3 norm;               // per fragment value (interp. by rasterizer)

void diffuseShader()
{
    vec3 kd;
    kd = texture2d(myTexture, uv);          // material color from texture
    kd *= clamp(dot(-lightDir, norm), 0.0, 1.0); // Lambertian shading model
    gl_FragColor = vec4(kd, 1.0);           // output fragment color
}
```

Snail Shader Program



The screenshot shows the Shadertoy interface. On the left, there is a preview window displaying a close-up of a snail crawling on a green leaf with water droplets. Below the preview are playback controls (play/pause), frame rate (42.51), and FPS (12.2 fps). To the right of the preview are social sharing icons and statistics: 17509 views, 126 likes, and 0 comments. The file was uploaded by iq on 2015-Dec-23. A detailed description below states: "Procedural modeling and procedural lighting. Shading is a mix of procedural and textures. Raymarched. You'll need a fast machine for this one." At the top of the page, there is a search bar and navigation links: Browse, Live, New Shader, and Sign In.

Snail

Tags: procedural, 3d, raymarching, distancefield

Uploaded by iq in 2015-Dec-23

Procedural modeling and procedural lighting. Shading is a mix of procedural and textures. Raymarched. You'll need a fast machine for this one.

Shader Inputs

```
// Created by inigo quilez - 2015
// License Creative Commons Attribution-NonCommercial-ShareAlike 3.0

#define AA 1

float sdSphere( in vec3 p, in vec4 s )
{
    return length(p-s.xyz) - s.w;
}

float sdEllipsoid( in vec3 p, in vec3 c, in vec3 r )
{
    return (length( (p-c)/r ) - 1.0) * min(min(r.x,r.y),r.z);
}

float sdEllipsoid( in vec2 p, in vec2 c, in vec2 r )
{
    return (length( (p-c)/r ) - 1.0) * min(r.x,r.y);
}

float sdTorus( vec3 p, vec2 t )
{
    return length( vec2(length(p.xz)-t.x,p.y) )-t.y;
}

float sdCapsule( vec3 p, vec3 a, vec3 b, float r )
{
    vec3 pa = p-a, ba = b-a;
    float h = clamp( dot(pa,ba)/dot(ba,ba), 0.0, 1.0 );
    return length( pa - ba*h ) - r;
}

vec2 udSegment( vec3 p, vec3 a, vec3 b )
{
    vec3 pa = p-a, ba = b-a;
    float h = clamp( dot(pa,ba)/dot(ba,ba), 0.0, 1.0 );
    return vec2( length( pa - ba*h ), h );
}
```

Inigo Quilez

Procedurally modeled, 800 line shader.
<http://shadertoy.com/view/l03Gz2>

Snail Shader Program



Inigo Quilez, <https://youtu.be/XuSnLbB1j6E>

Goal: Highly Complex 3D Scenes in Realtime

- 100's of thousands to millions of triangles in a scene
- Complex vertex and fragment shader computations
- High resolution (2-4 megapixel + supersampling)
- 30-60 frames per second (even higher for VR)



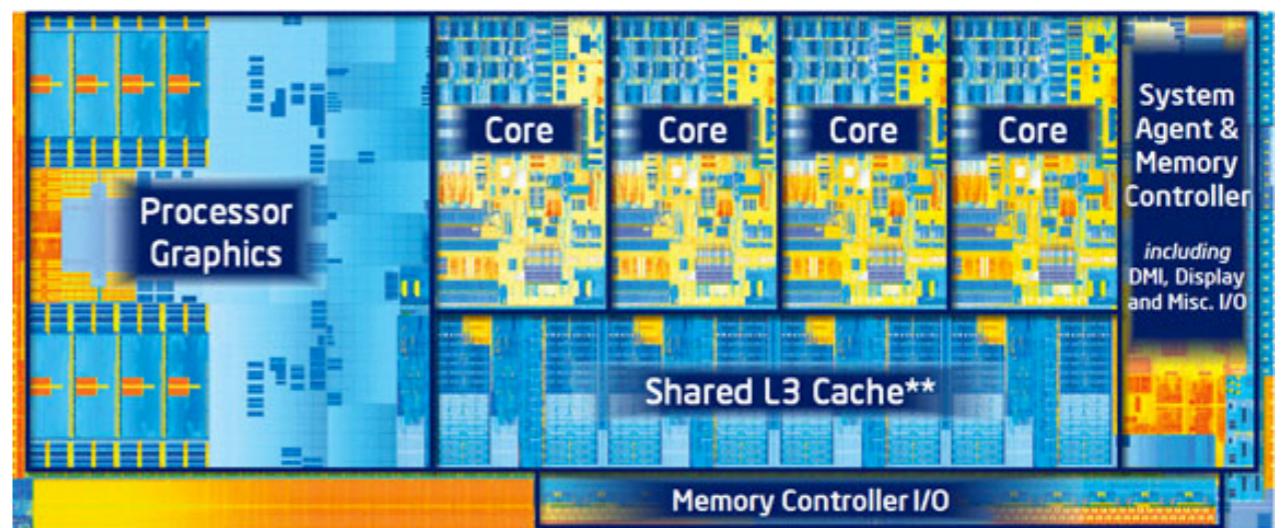
Unreal Engine Kite Demo (Epic Games 2015)

Graphics Pipeline Implementation: GPUs

Specialized processors for executing graphics pipeline computations

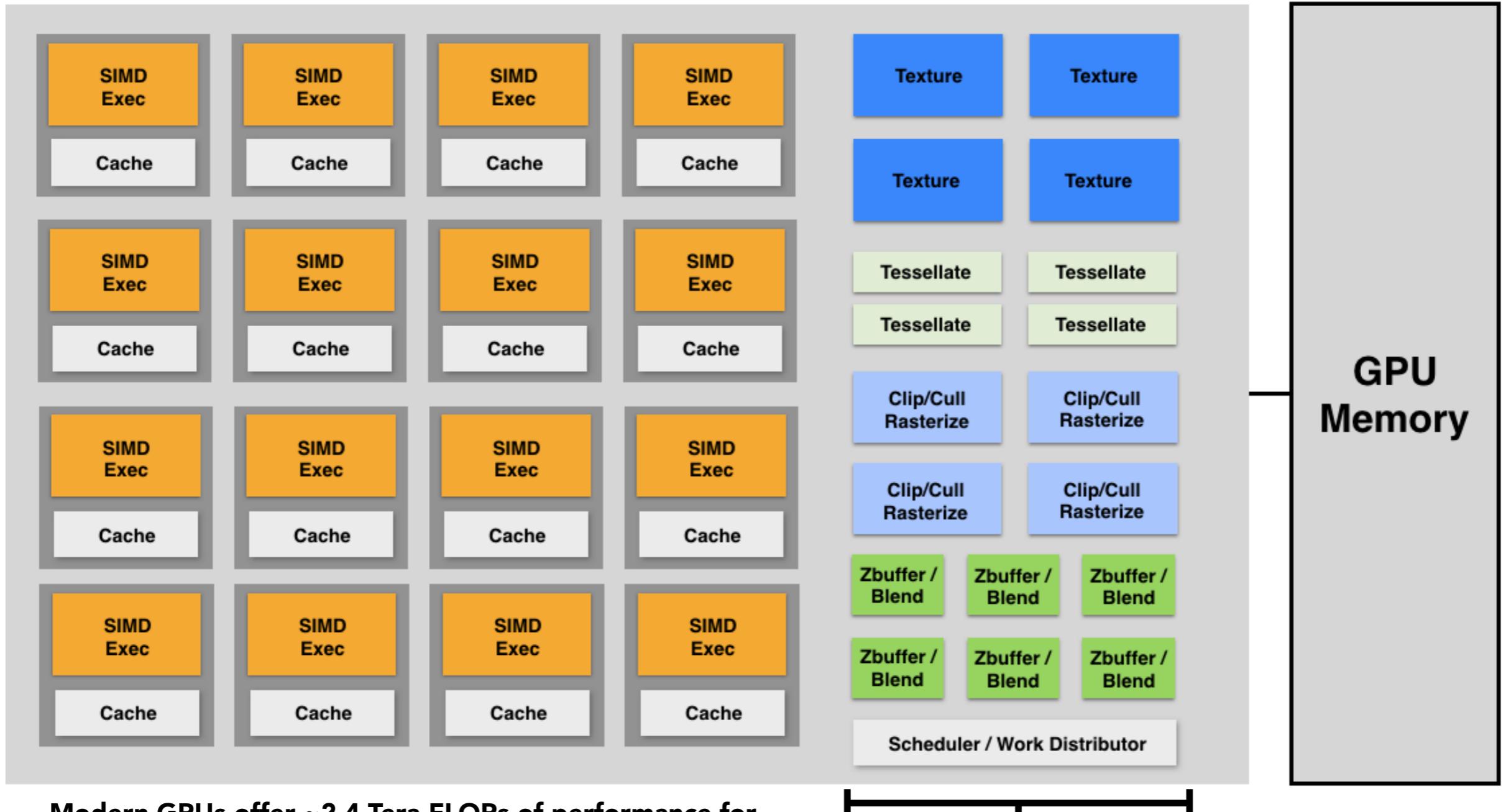


Discrete GPU Card
(NVIDIA GeForce Titan X)



Integrated GPU:
(Part of Intel CPU die)

GPU: Heterogeneous, Multi-Core Processor



Modern GPUs offer ~2-4 Tera-FLOPs of performance for executing vertex and fragment shader programs

Tera-Op's of fixed-function compute capability over here

Texture Mapping

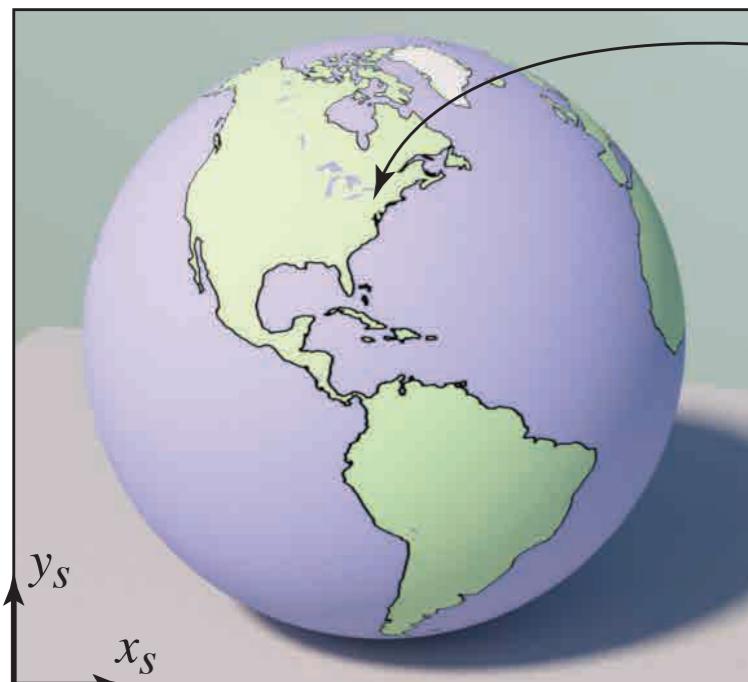
Different Colors at Different Places?



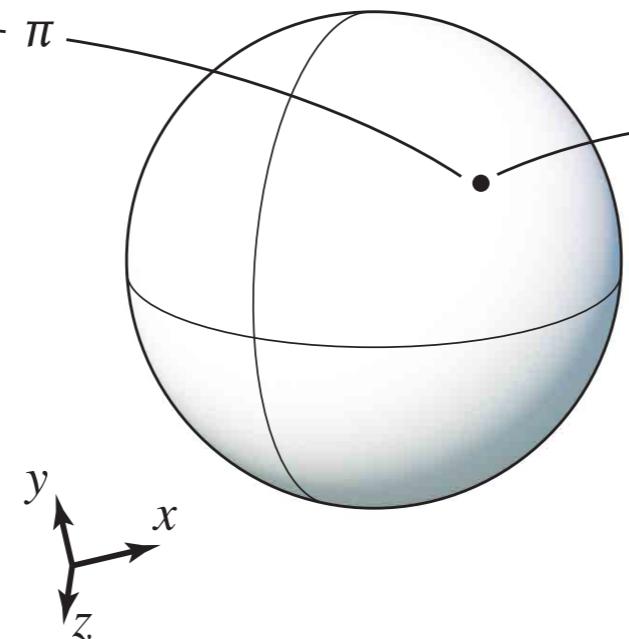
Surfaces are 2D

Surface lives in 3D world space

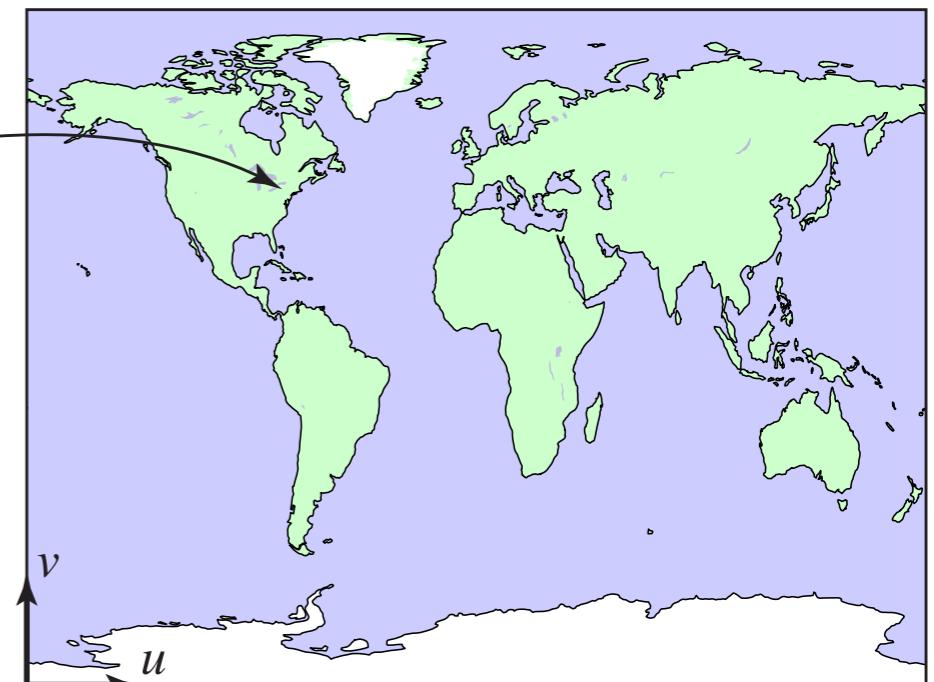
Every 3D surface point also has a place where it goes in the 2D image (**texture**).



Screen space



World space



Texture space

Texture Applied to Surface

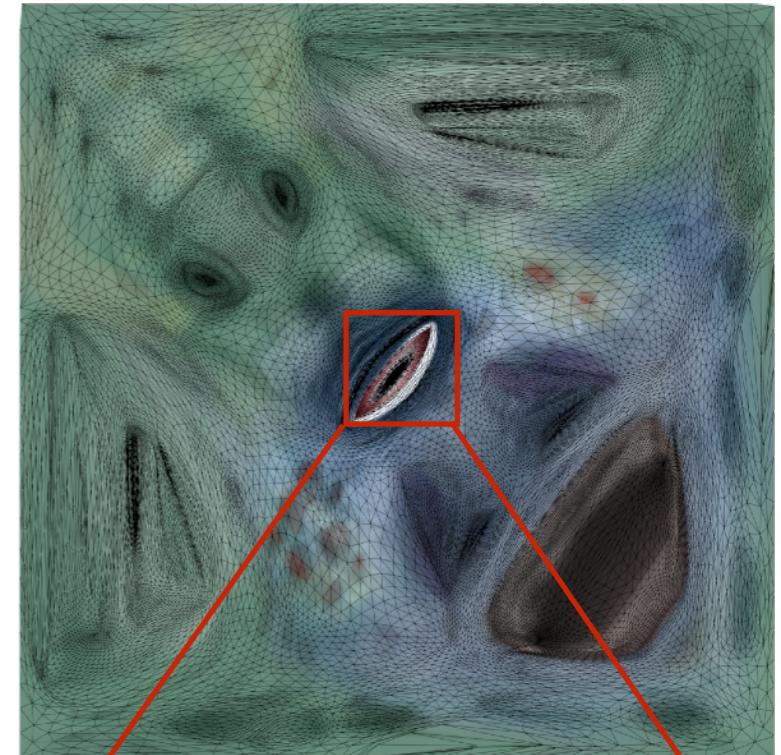
Rendering without texture



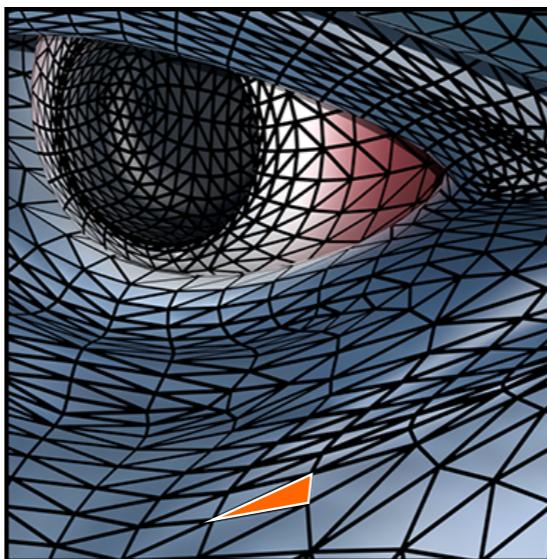
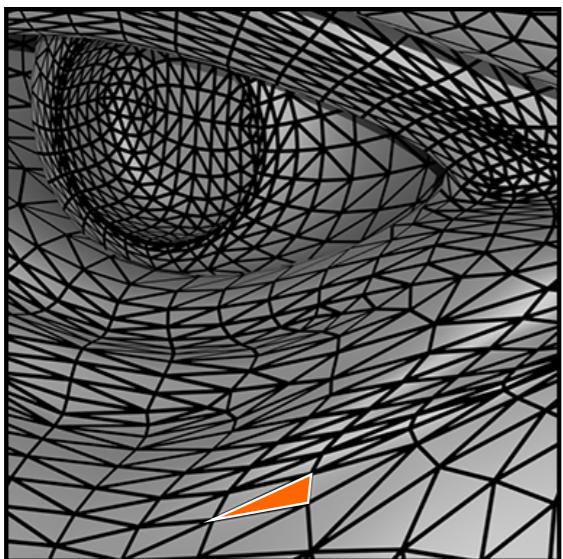
Rendering with texture



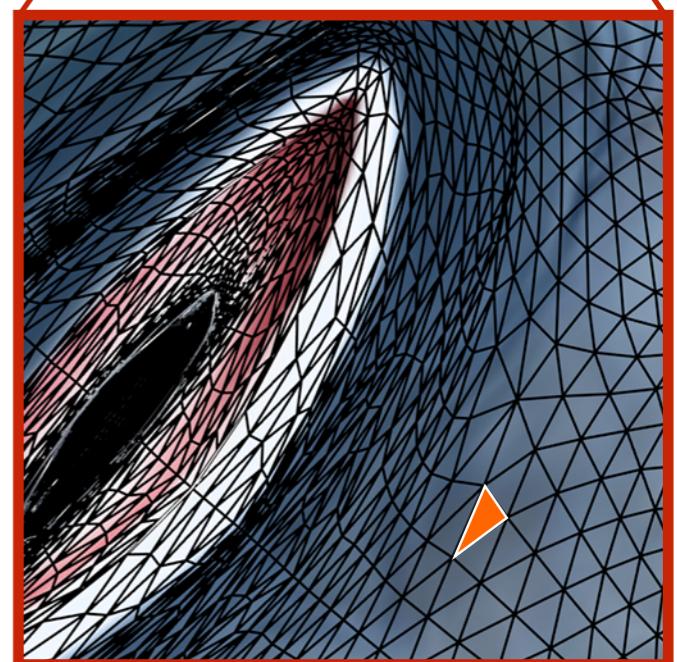
Texture



Zoom



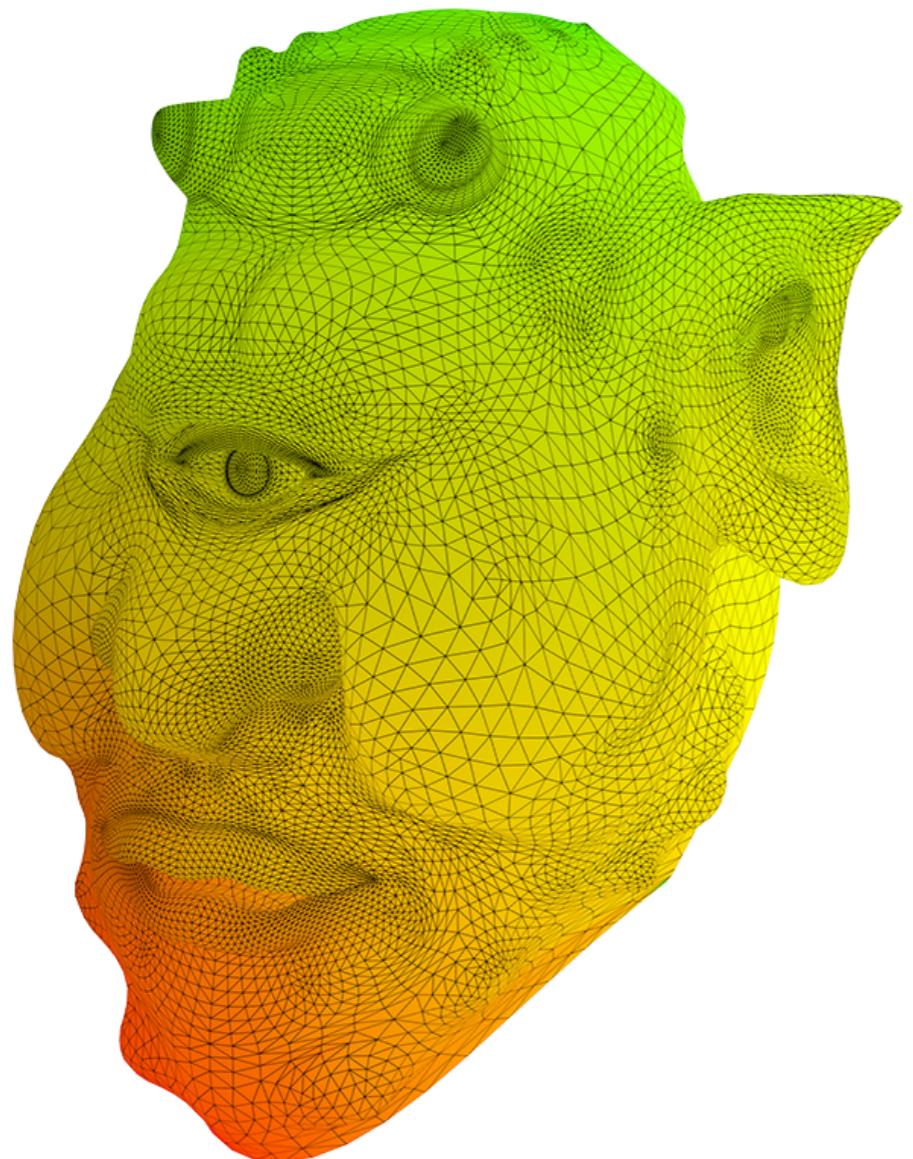
Each triangle “copies” a piece of the texture image to the surface.



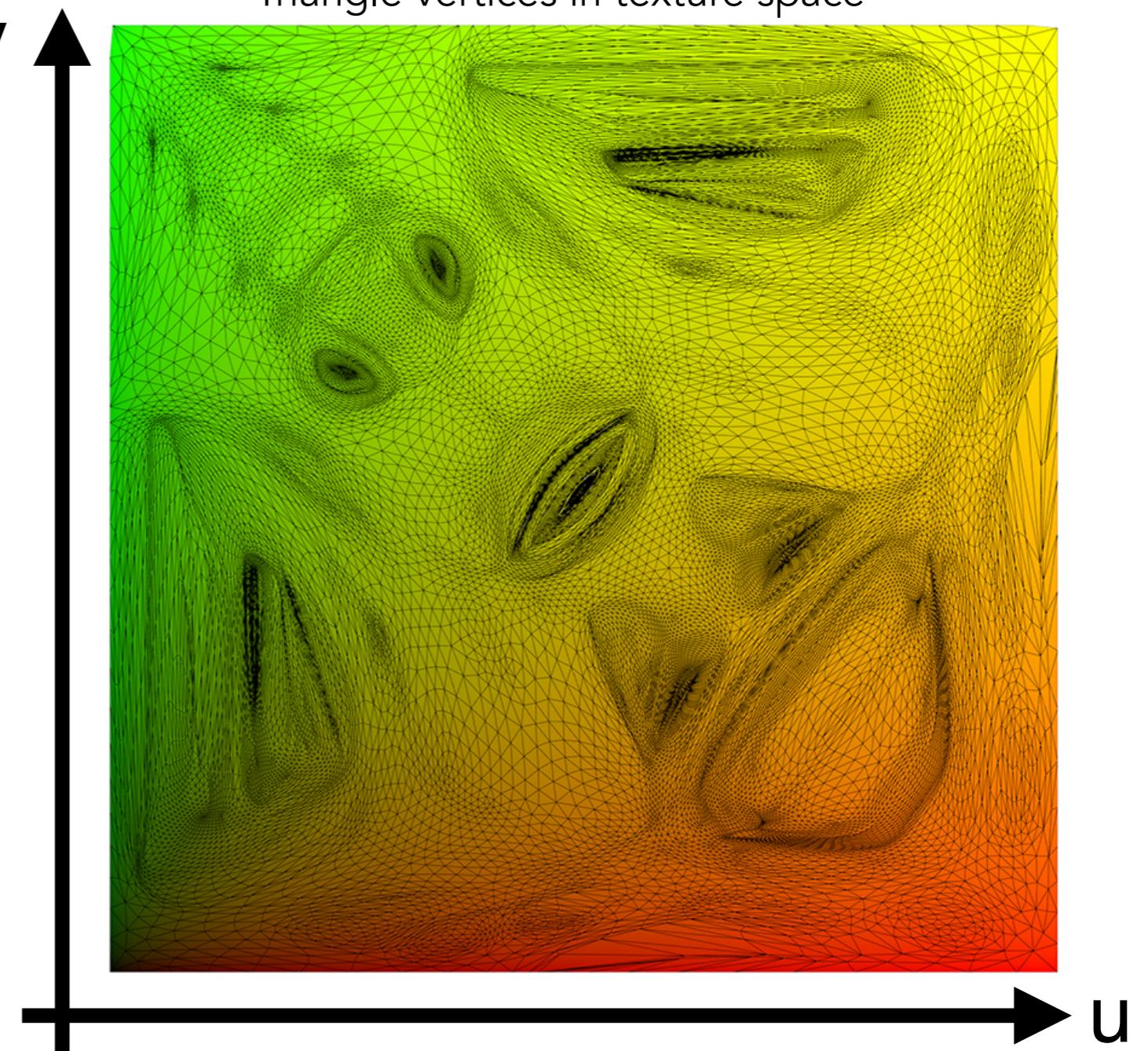
Visualization of Texture Coordinates

Each triangle vertex is assigned a texture coordinate (u,v)

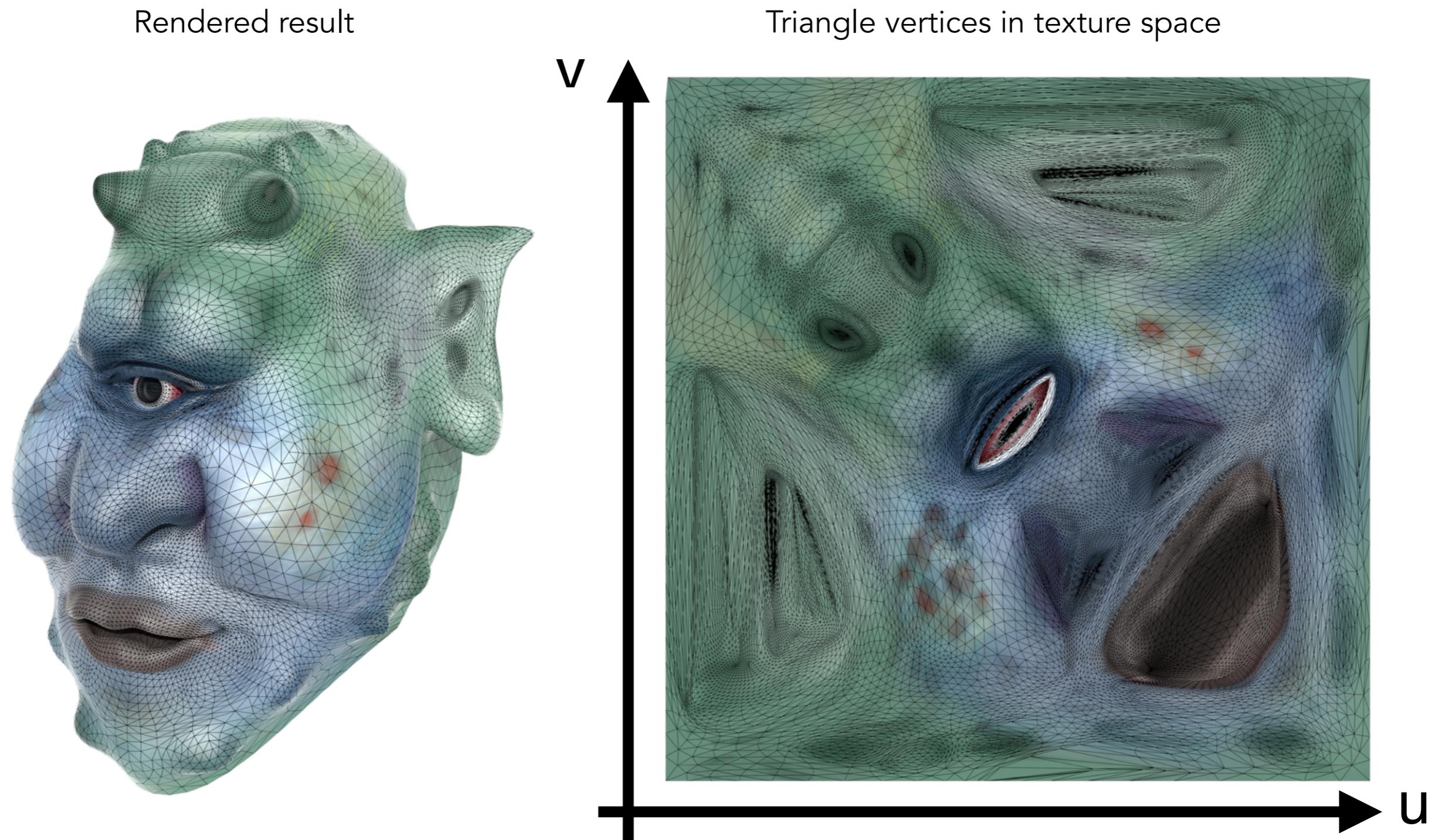
Visualization of texture coordinates



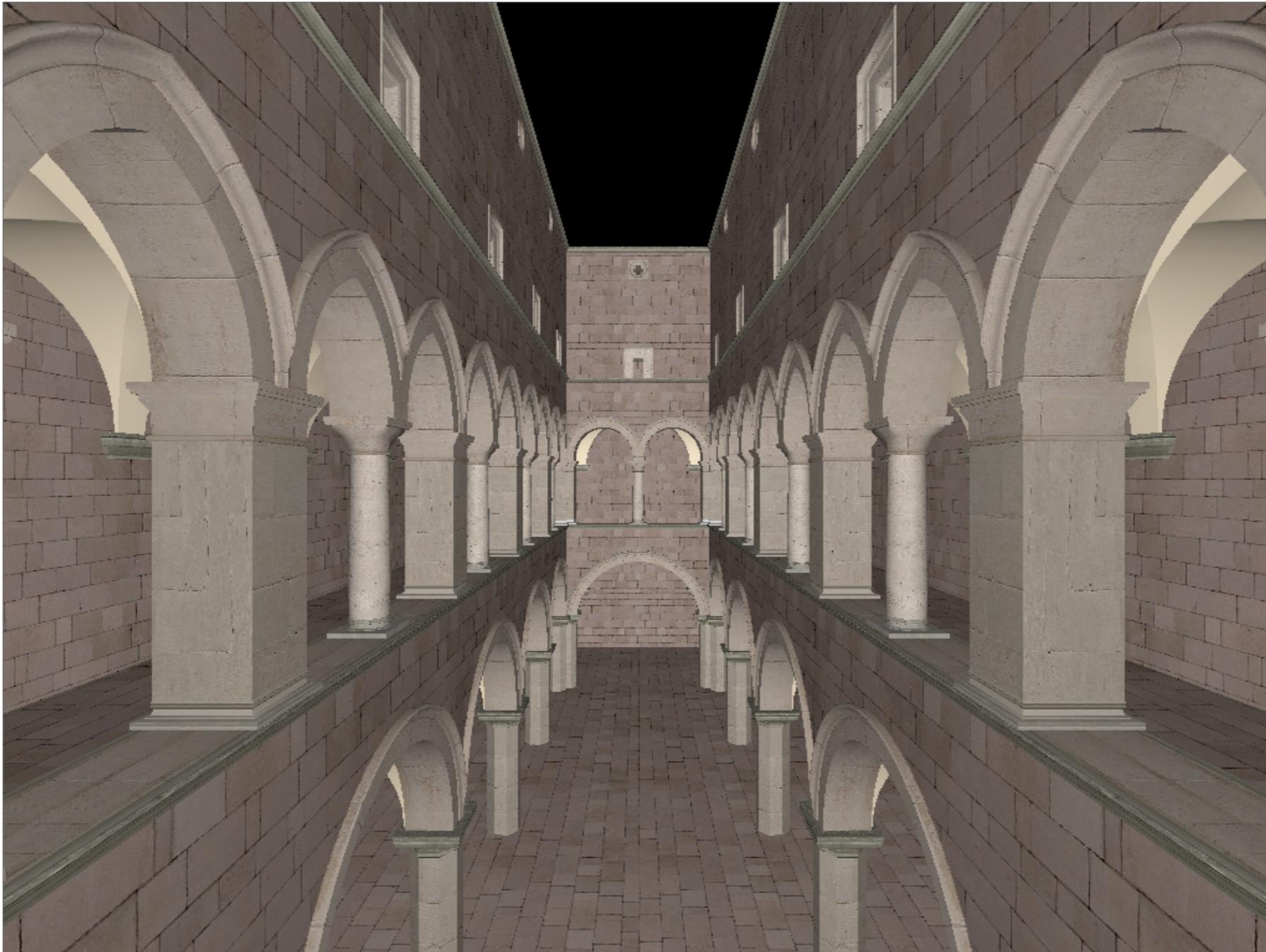
Triangle vertices in texture space



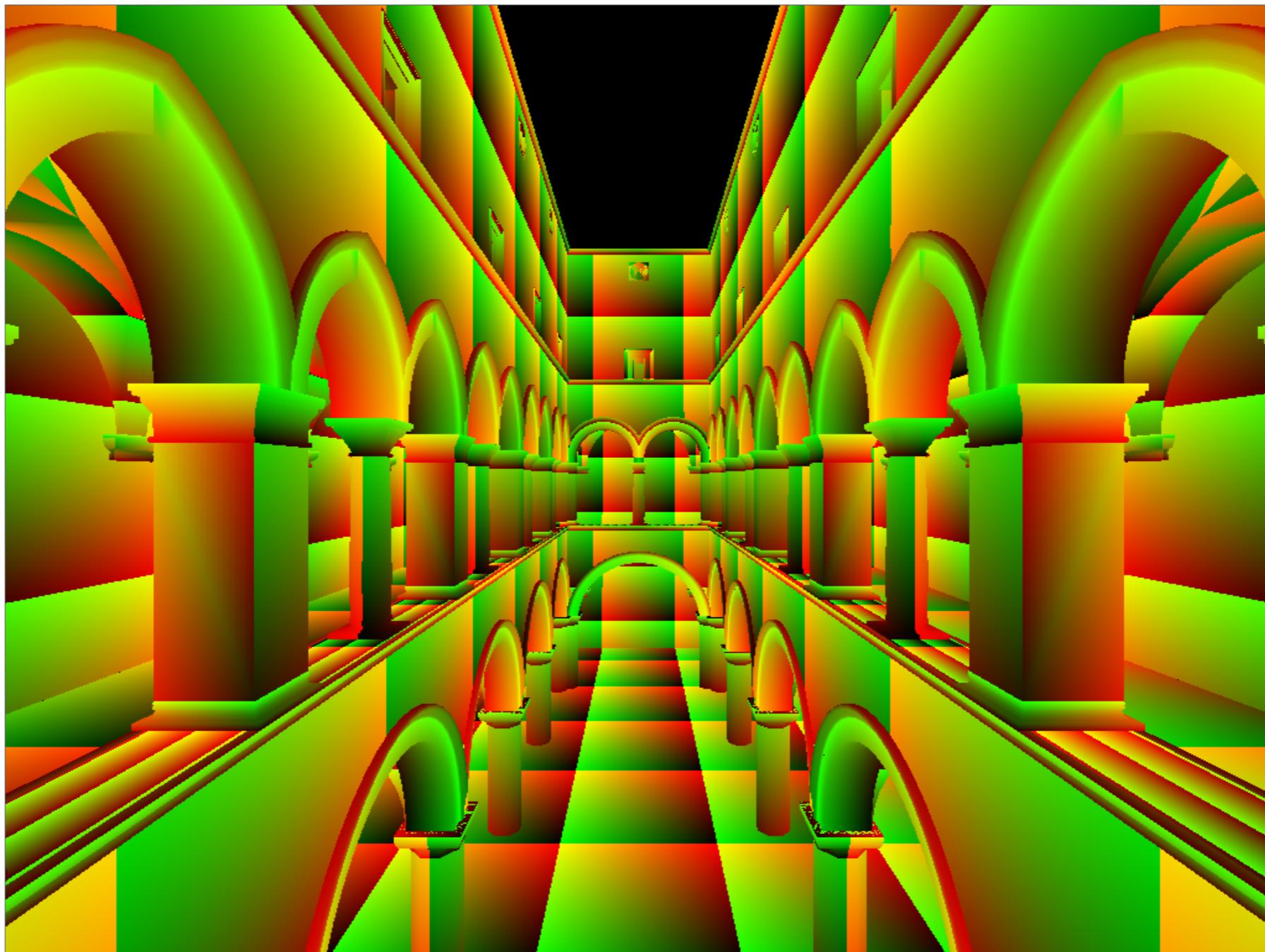
Texture Applied to Surface



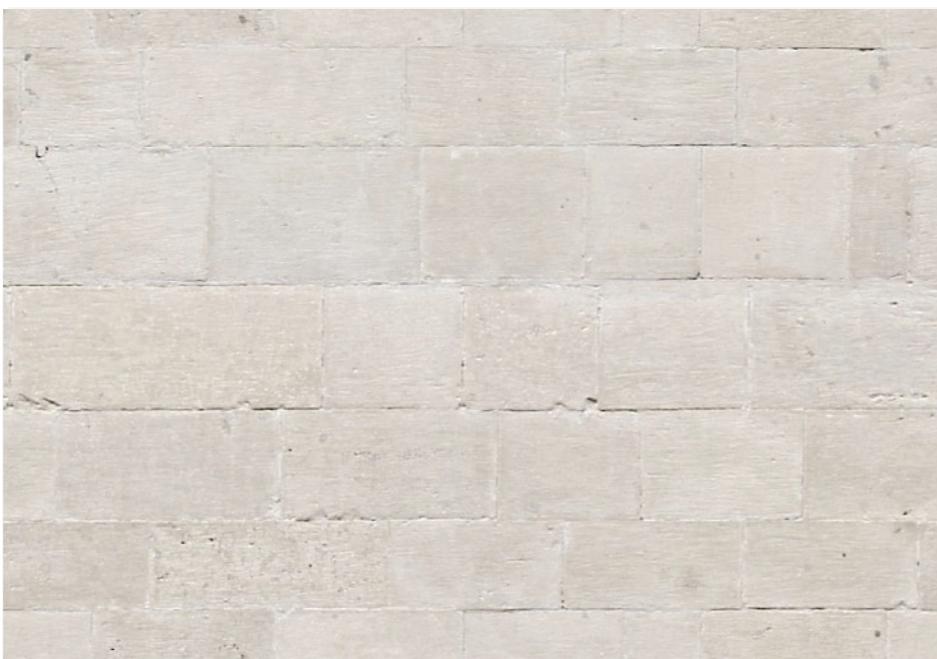
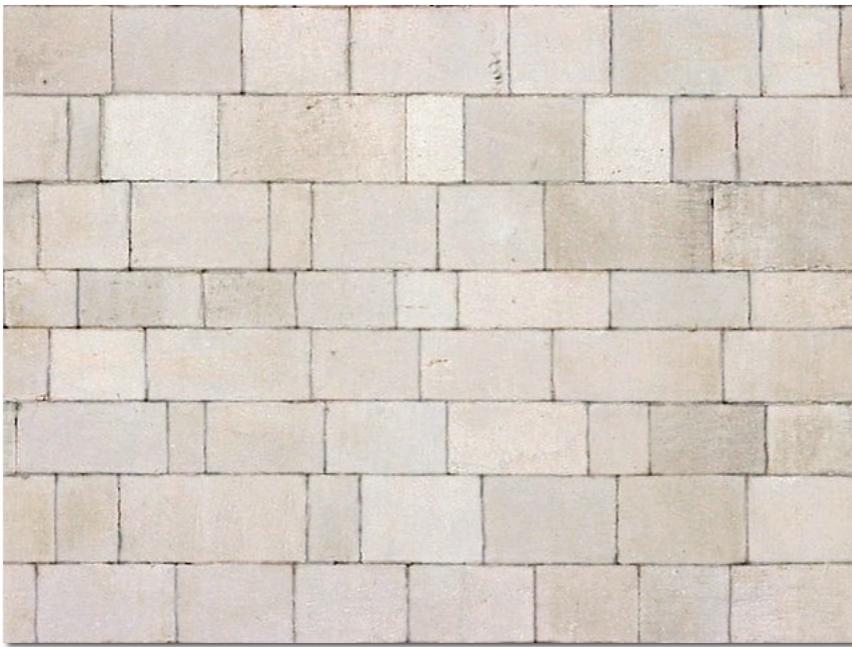
Textures applied to surfaces



Visualization of texture coordinates



Textures can be used multiple times!



example textures
used / **tiled**

tileable texture

Thank you!

(And thank Prof. Ravi Ramamoorthi and Prof. Ren Ng for many of the slides!)