

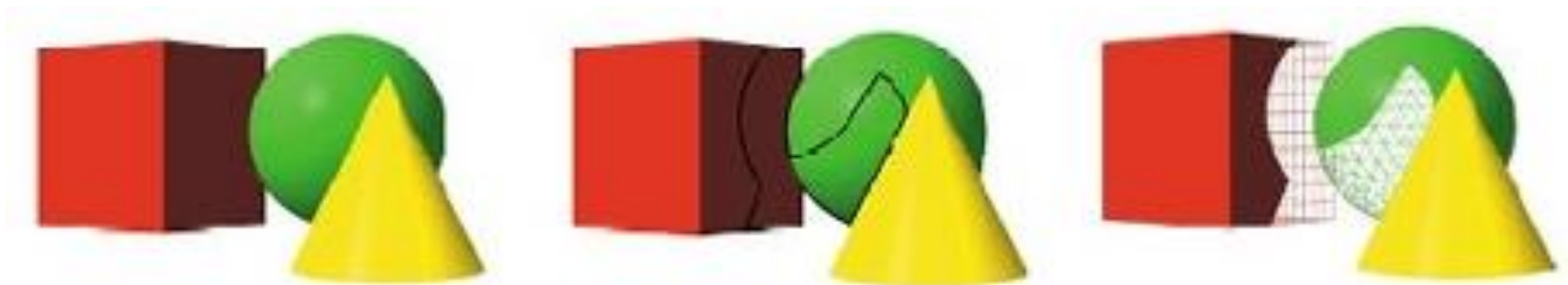
Computer Graphics 14: Surface Detection Methods

Today we will start to take a look at visible surface detection techniques:

- Why surface detection?
- Back face detection
- Depth-buffer method
- A-buffer method
- Scan-line method

We must determine what is visible within a scene from a chosen viewing position

For 3D worlds this is known as **visible surface detection** or **hidden surface elimination**



Two Main Approaches

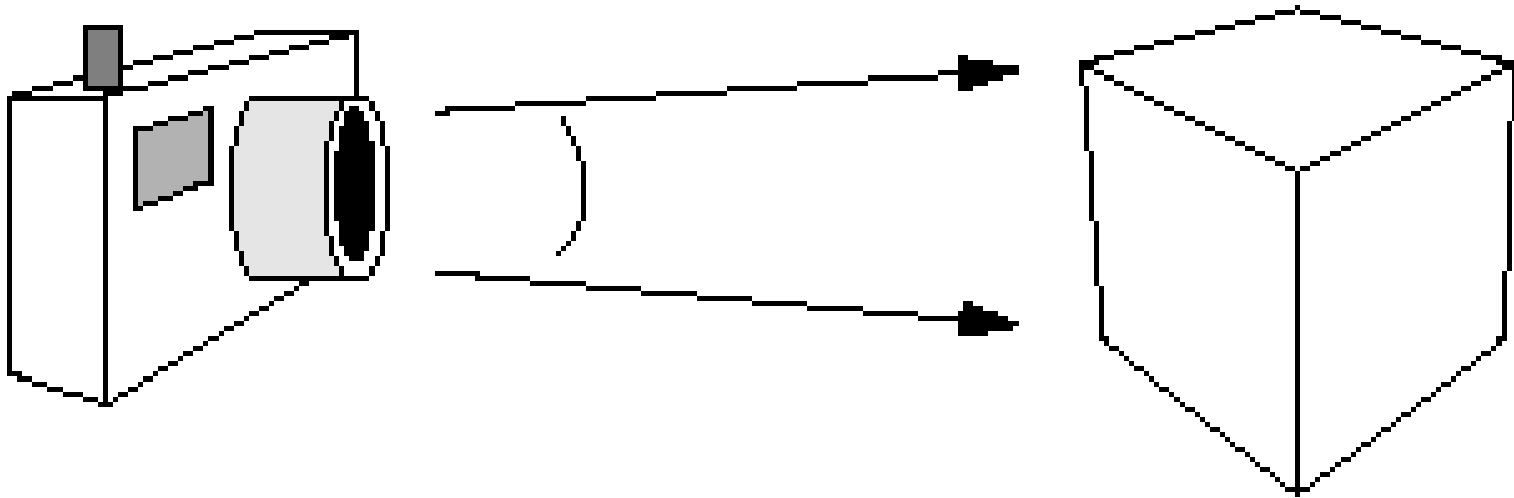
Visible surface detection algorithms are broadly classified as:

- **Object Space Methods:** Compares objects and parts of objects to each other within the scene definition to determine which surfaces are visible
- **Image Space Methods:** Visibility is decided point-by-point at each pixel position on the projection plane

Image space methods are by far the more common

Back-Face Detection

The simplest thing we can do is find the faces on the backs of polyhedra and discard them



Back-Face Detection (cont...)

We know from before that a point (x, y, z) is behind a polygon surface if:

$$Ax + By + Cz + D < 0$$

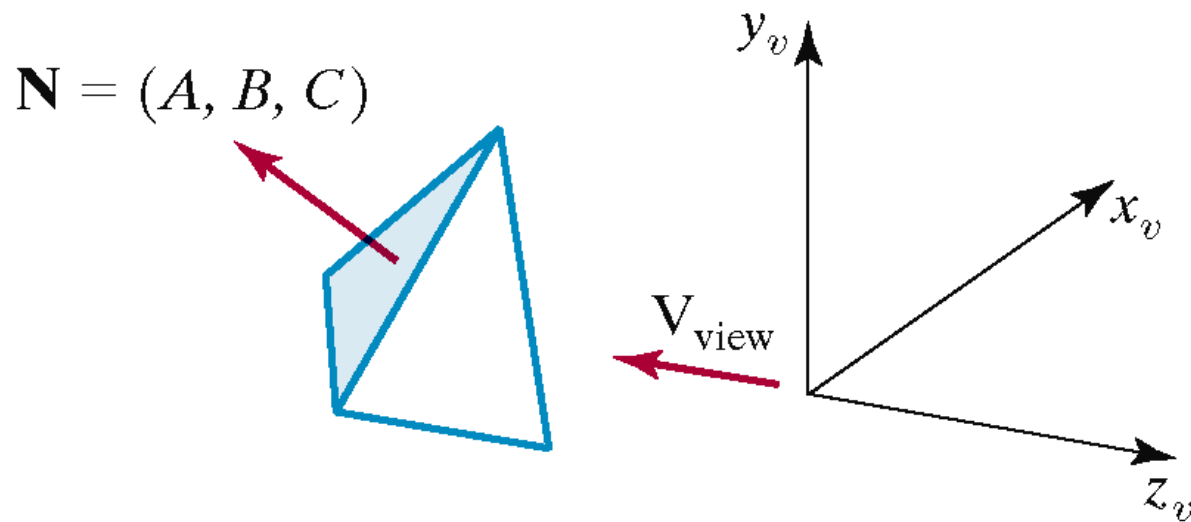
where A , B , C & D are the plane parameters for the surface

This can actually be made even easier if we organise things to suit ourselves

Back-Face Detection (cont...)

Ensure we have a right handed system with the viewing direction along the negative z -axis

Now we can simply say that if the z component of the polygon's normal is less than zero the surface cannot be seen

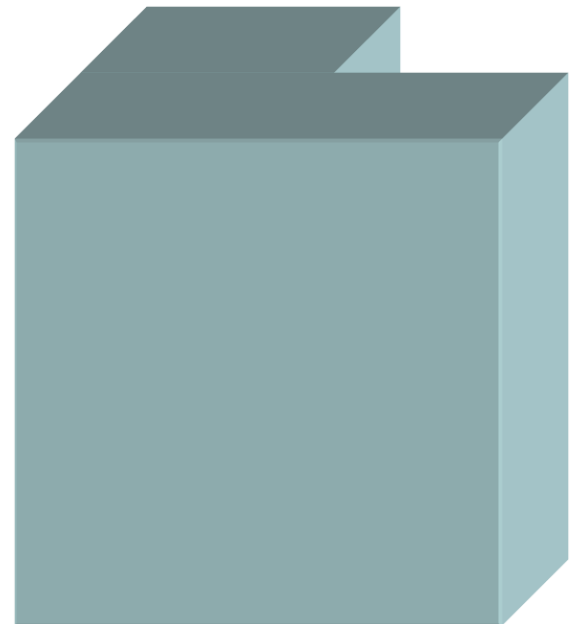


Back-Face Detection (cont...)

In general back-face detection can be expected to eliminate about half of the polygon surfaces in a scene from further visibility tests

More complicated surfaces though trouble us!

We need better techniques to handle these kind of situations



Depth-Buffer Method

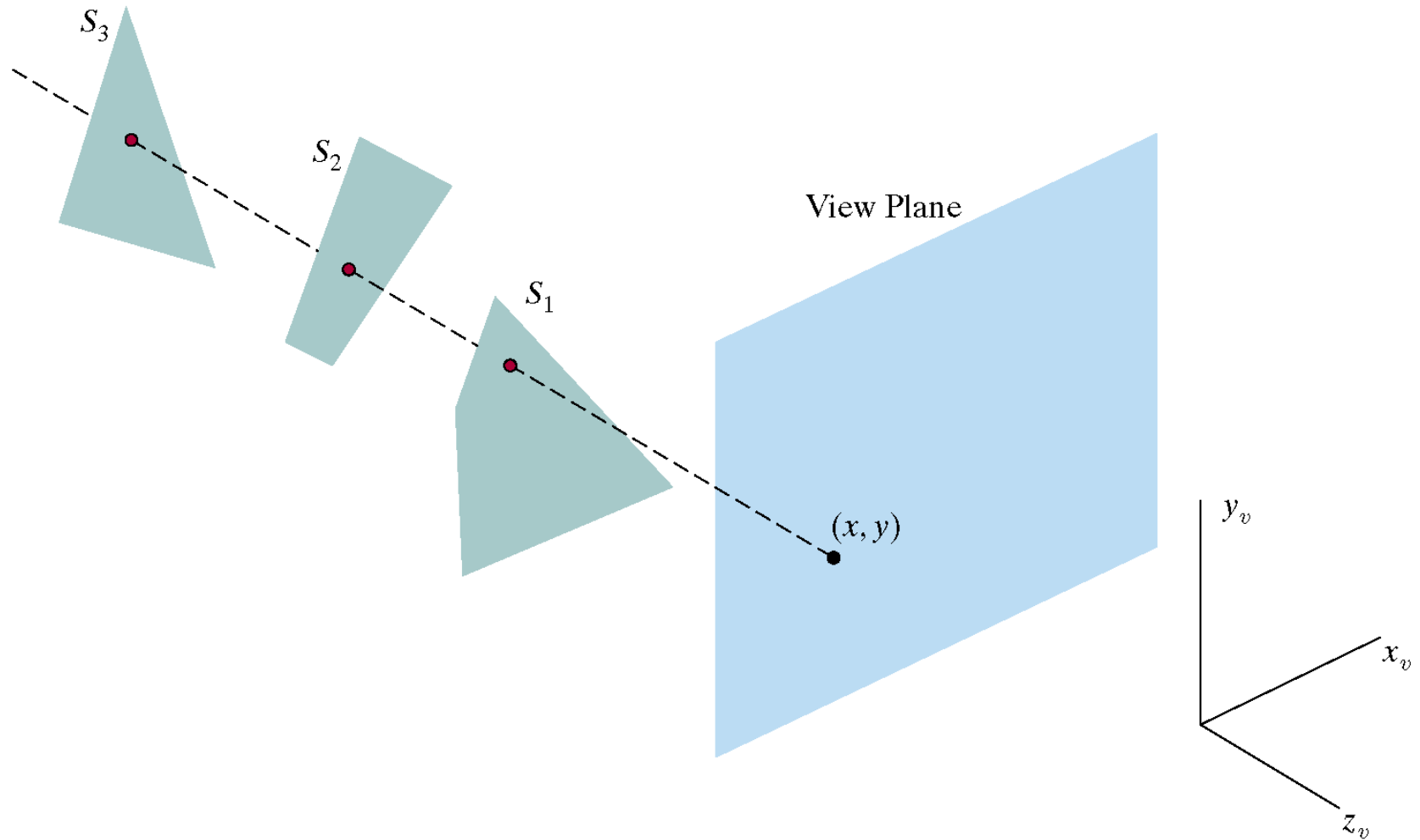
Compares surface depth values throughout a scene for each pixel position on the projection plane

Usually applied to scenes only containing polygons

As depth values can be computed easily, this tends to be very fast

Also often called the z-buffer method

Depth-Buffer Method (cont...)



Depth-Buffer Algorithm

1. Initialise the depth buffer and frame buffer so that for all buffer positions (x, y)
 $\text{depthBuff}(x, y) = 1.0$
 $\text{frameBuff}(x, y) = \text{bgColour}$

Depth-Buffer Algorithm (cont...)

2. Process each polygon in a scene, one at a time
 - For each projected (x, y) pixel position of a polygon, calculate the depth z (if not already known)
 - If $z < \text{depthBuff}(x, y)$, compute the surface colour at that position and set
$$\text{depthBuff}(x, y) = z$$
$$\text{frameBuff}(x, y) = \text{surfColour}(x, y)$$
- After all surfaces are processed depthBuff and frameBuff will store correct values

At any surface position the depth is calculated from the plane equation as:

$$z = \frac{-Ax - By - D}{C}$$

For any scan line adjacent x positions differ by ± 1 , as do adjacent y positions

$$z' = \frac{-A(x+1) - By - D}{C}$$

$$z' = z - \frac{A}{C}$$

The depth-buffer algorithm proceeds by starting at the top vertex of the polygon

Then we recursively calculate the x -coordinate values down a left edge of the polygon

The x value for the beginning position on each scan line can be calculated from the previous one

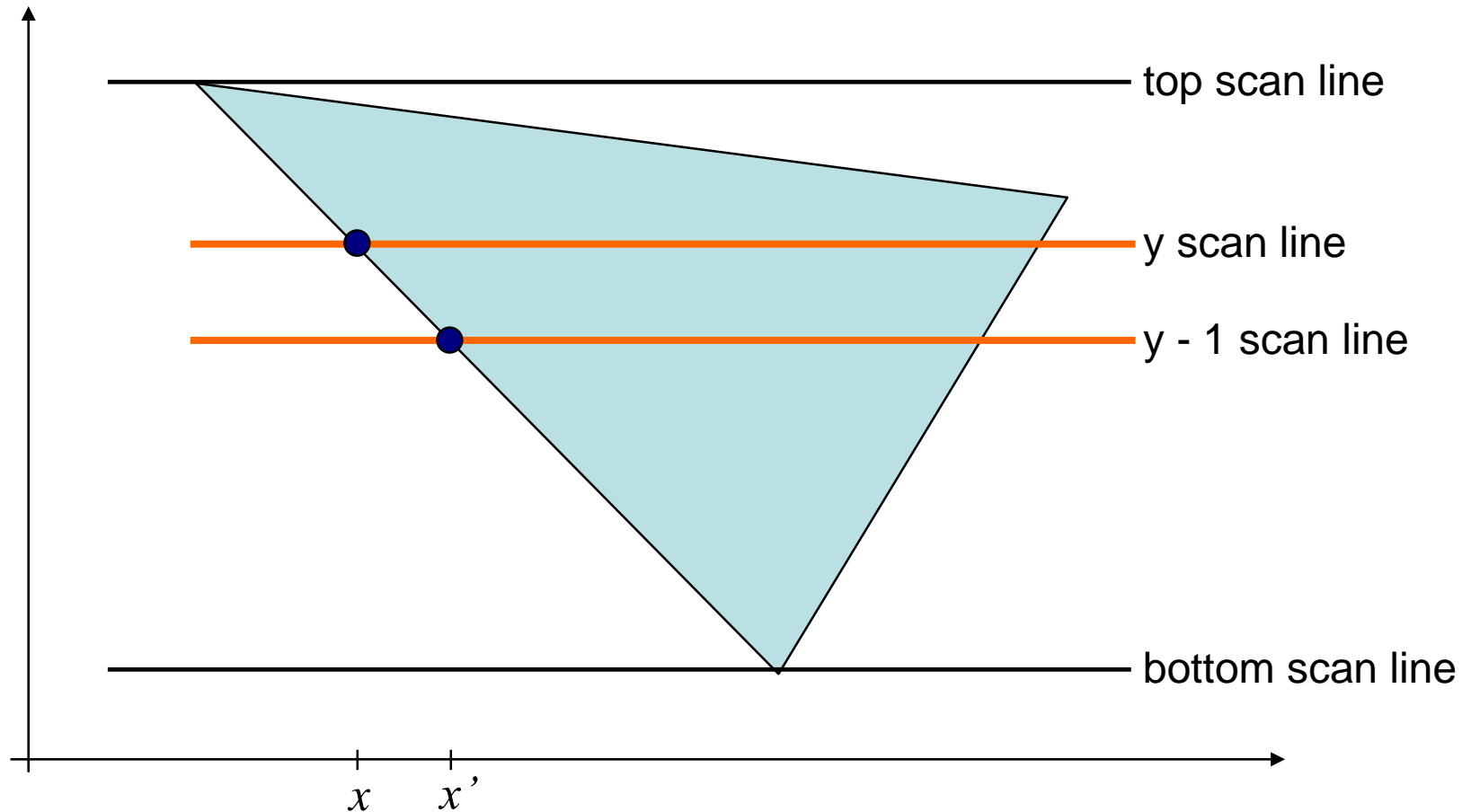
$$x' = x - \frac{1}{m} \quad \text{where } m \text{ is the slope}$$

Iterative Calculations (cont...)

Depth values along the edge being considered are calculated using

$$z' = z - \frac{A/m + B}{C}$$

Iterative Calculations (cont...)



The A-buffer method is an extension of the depth-buffer method

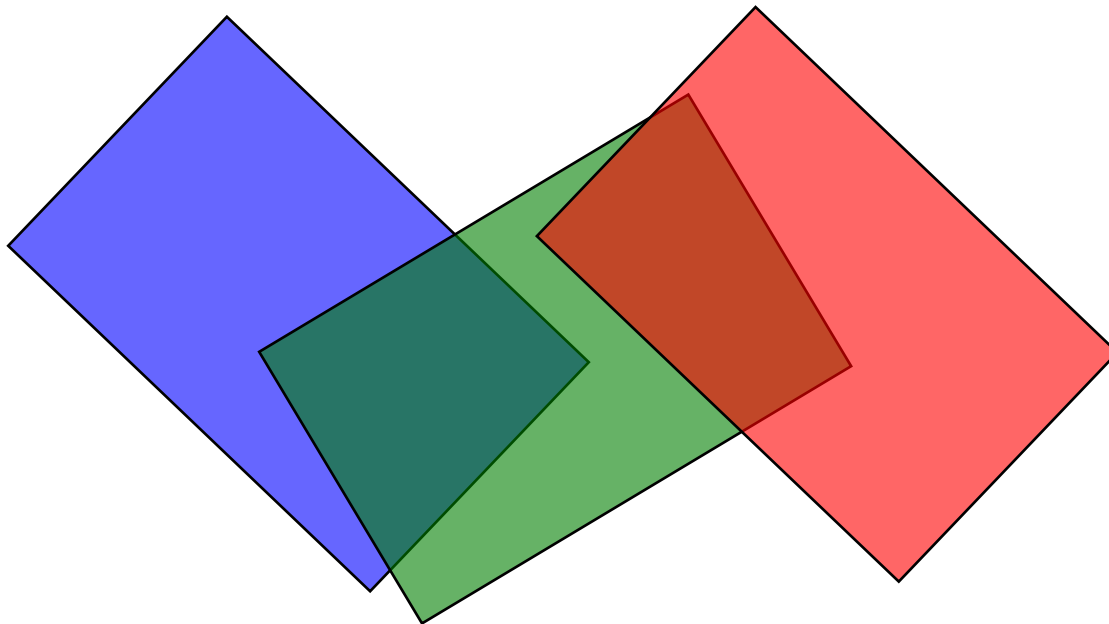
The A-buffer method is visibility detection method developed at Lucasfilm Studios for the rendering system REYES (**R**enders **E**verything **Y**ou **E**ver **S**aw)



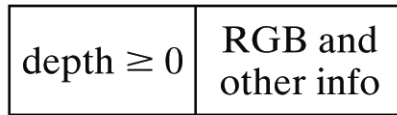
A-Buffer Method (cont...)

The A-buffer expands on the depth buffer method to allow transparencies

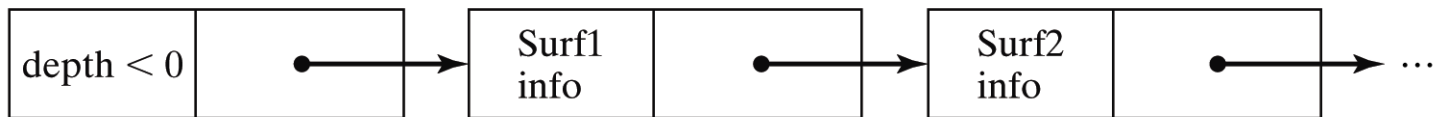
The key data structure in the A-buffer is the *accumulation buffer*



A-Buffer Method (cont...)



(a)



(b)

If depth is ≥ 0 , then the surface data field stores the depth of that pixel position as before

If $\text{depth} < 0$ then the data field stores a pointer to a linked list of surface data

A-Buffer Method (cont...)

Surface information in the A-buffer includes:

- RGB intensity components
- Opacity parameter
- Depth
- Percent of area coverage
- Surface identifier
- Other surface rendering parameters

The algorithm proceeds just like the depth buffer algorithm

The depth and opacity values are used to determine the final colour of a pixel

An image space method for identifying visible surfaces

Computes and compares depth values along the various scan-lines for a scene

Scan-Line Method (cont...)

Two important tables are maintained:

- The edge table
- The surface facet table

The edge table contains:

- Coordinate end points of each line in the scene
- The inverse slope of each line
- Pointers into the surface facet table to connect edges to surfaces

Scan-Line Method (cont...)

The surface facet tables contains:

- The plane coefficients
- Surface material properties
- Other surface data
- Maybe pointers into the edge table

Scan-Line Method (cont...)

To facilitate the search for surfaces crossing a given scan-line an active list of edges is formed for each scan-line as it is processed

The active list stores only those edges that cross the scan-line in order of increasing x

Also a flag is set for each surface to indicate whether a position along a scan-line is either inside or outside the surface

Scan-Line Method (cont...)

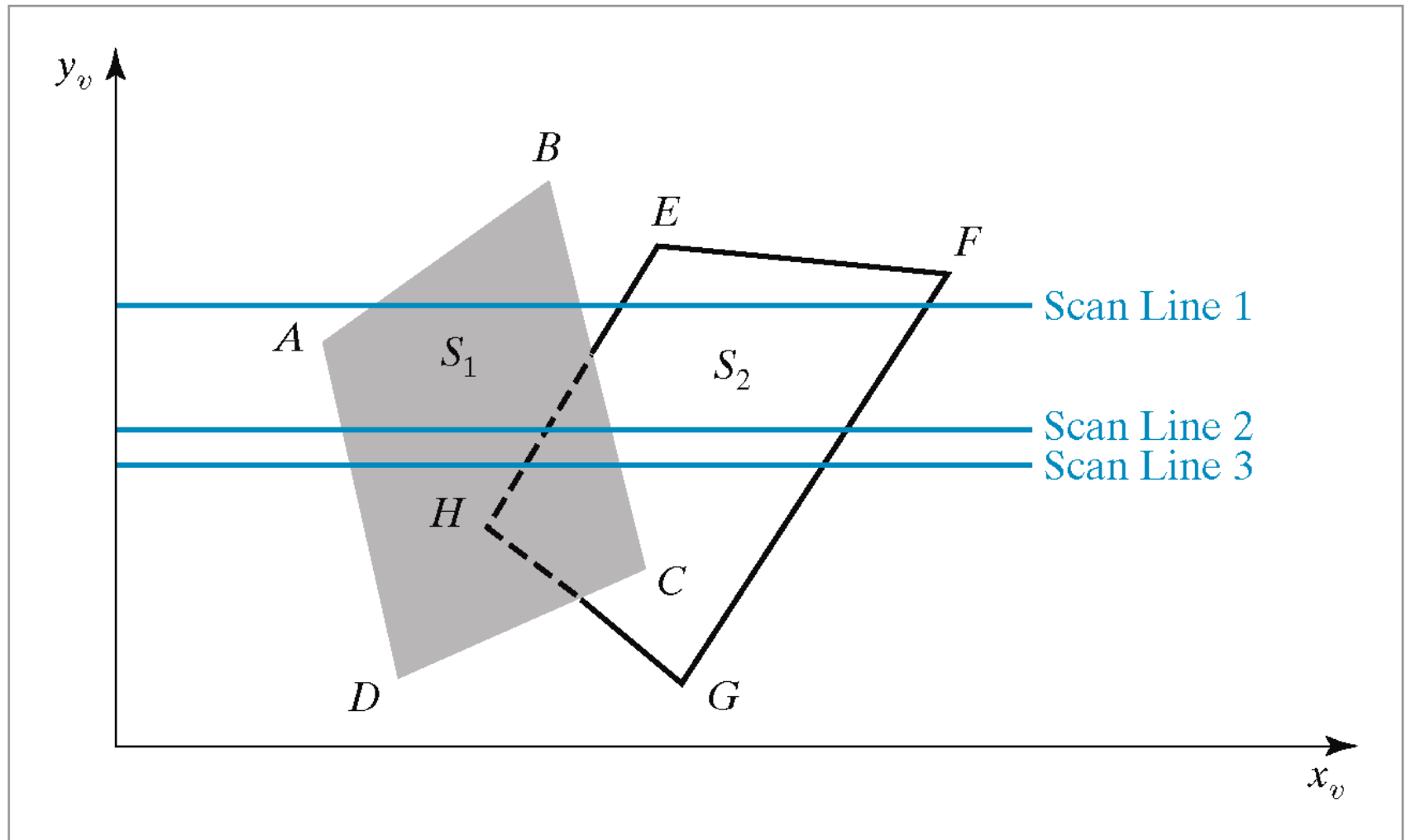
Pixel positions across each scan-line are processed from left to right

At the left intersection with a surface the surface flag is turned on

At the right intersection point the flag is turned off

We only need to perform depth calculations when more than one surface has its flag turned on at a certain scan-line position

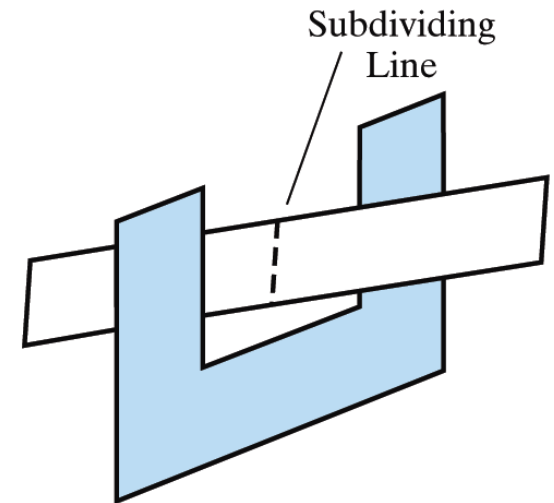
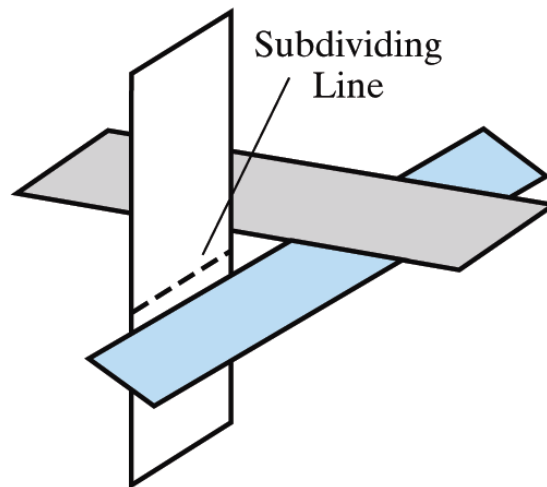
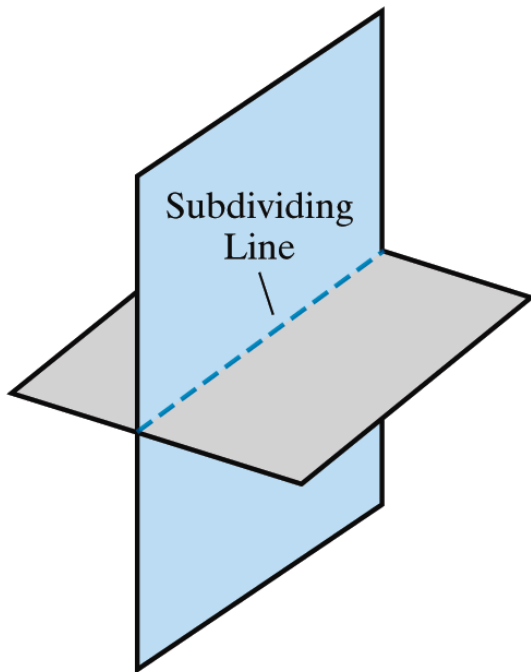
Scan Line Method Example



Scan-Line Method Limitations

The scan-line method runs into trouble when surfaces cut through each other or otherwise cyclically overlap

Such surfaces need to be divided



We need to make sure that we only draw visible surfaces when rendering scenes

There are a number of techniques for doing this such as

- Back face detection
- Depth-buffer method
- A-buffer method
- Scan-line method

Next time we will look at some more techniques and think about which techniques are suitable for which situations