

CuRLI_v1

CS6610 Interactive Computer Graphics HW repository. Stands for **CompUter Renders Lot of Images**. It is intended as a toy renderer/course-project.

Note to TAs: If you are viewing this as a PDF it is the same document as the [ReadMe.md](#) so you may use that if it is more convenient.

Building CuRLI for Windows

Building CuRLI for windows requires Cmake 3.0

Dependencies

Most of these dependencies are included as submodules and compiles with CMake. Only dependency that does not exist as submodule is glad which can be downloaded from generated link obtained [glad web page](#).

- MSVCv143 - VS2022 C++ or above
- [Cmake 3.0](#)
- [GLM](#)
- [ImGui](#)
- [GLFW](#) [FreeGlut](#)
- [Glad](#)
- [cyCodeBase](#)(only for .obj importer ATM)
- [EnTT](#)

Building with Cmake

1. Clone or download the files(unzip the downloaded files).
2. Create a folder to *build* binaries.
3. Run CmakeGui or Cmake select source as the project root directory and where to build binaries as *build* folder.
4. Select Visual Studio 17 2022 as the generator.
5. Configure and Generate
6. Navigate to *build* folder and open curli.sln file with Visual Studio
7. Select Under Build>Build solution(F7)
8. Run the executable i.e. **./curli.exe [params]** from console

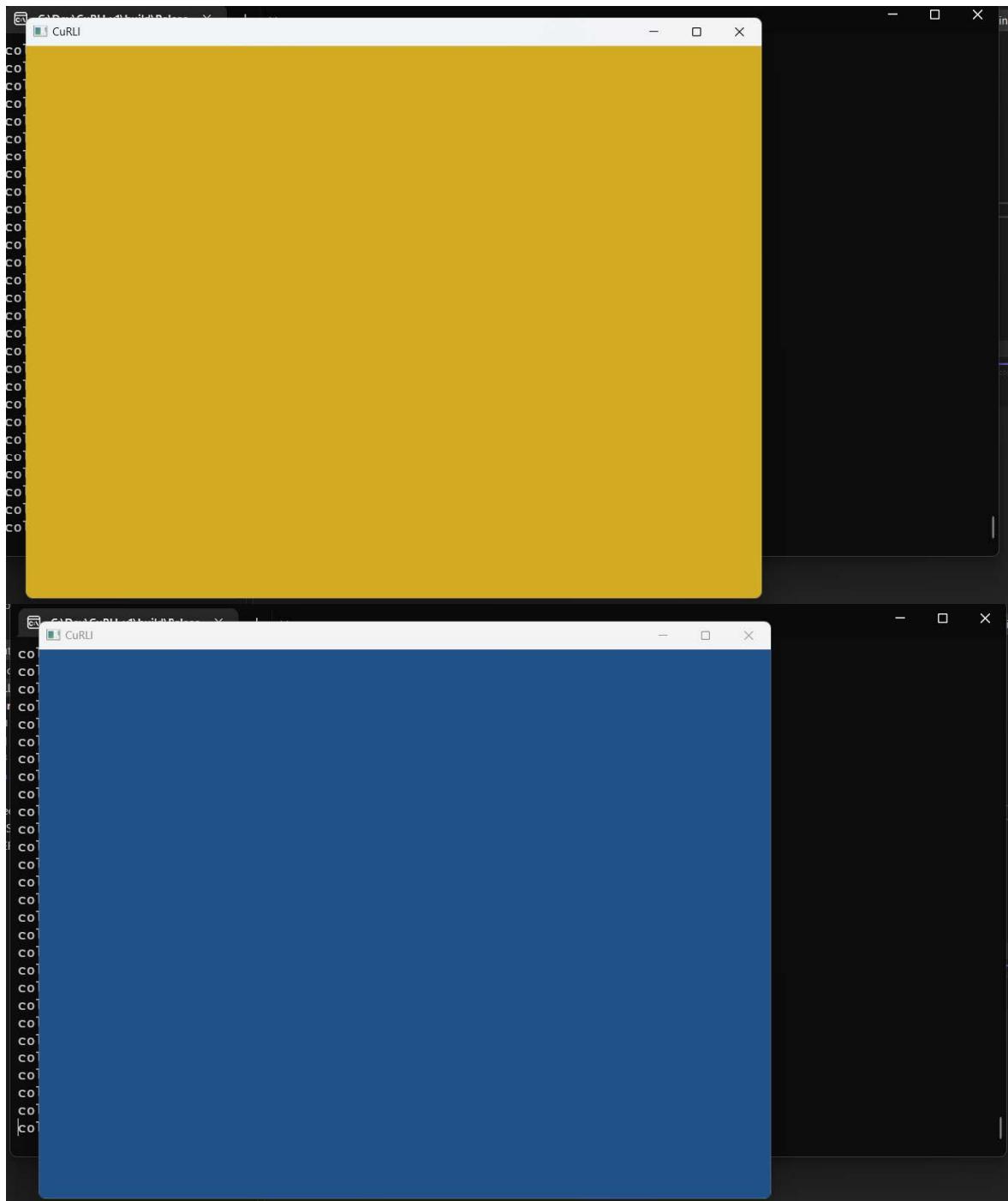
Milestones

Project 1 - H*Hello World

Project 1 requirements:

- Creating Window context
- Keyboard listeners where 'esc' is used to call `glutLeaveMainLoop();`
- Setting window size, position, name and clear color during initialization.
- Idle function where animation between two colors are generated using linear interpolation of sine value of time(ms).

Some Screenshots:



Project 2 - Transformations

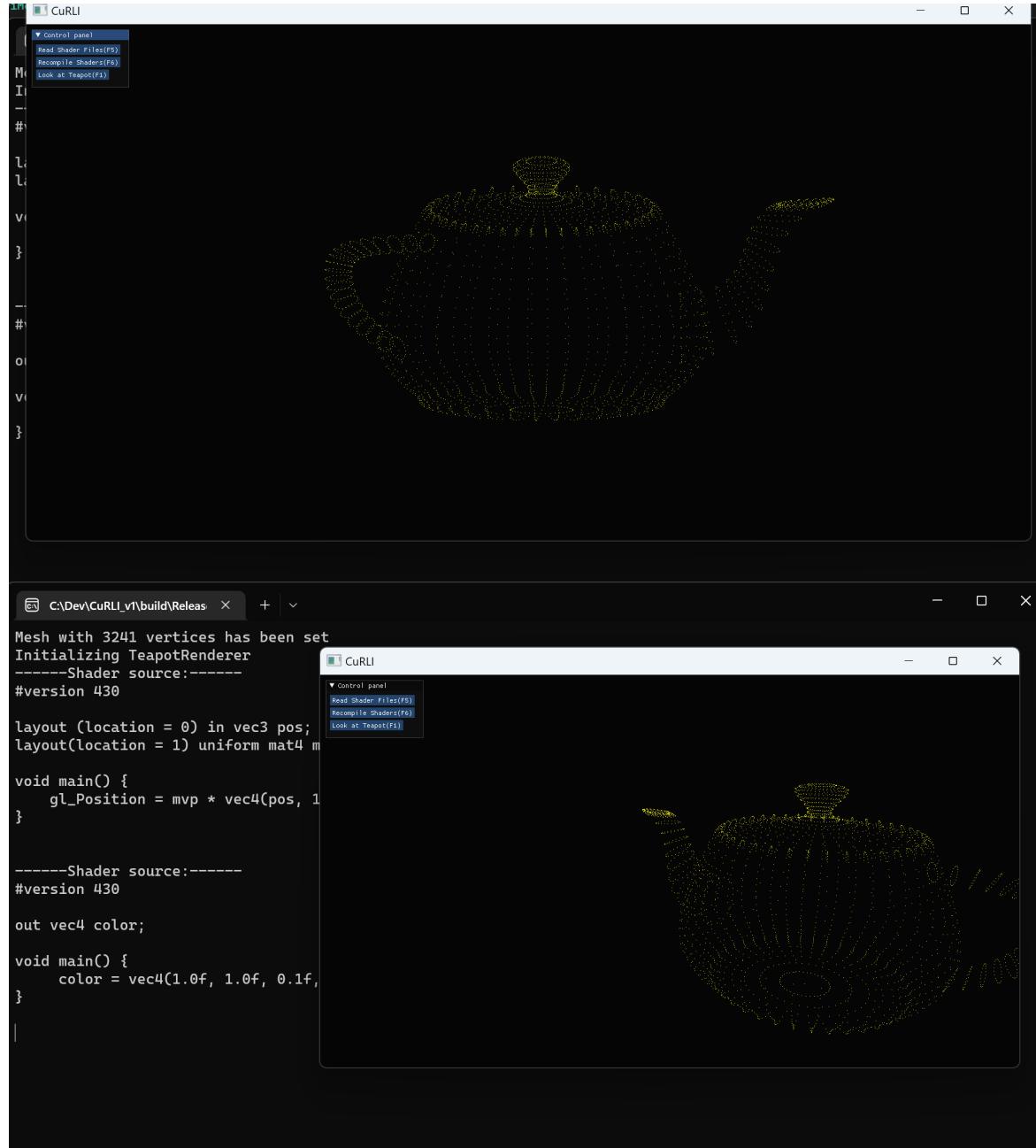
Project 2 requirements:

- Integrated cyTriMesh class to load .obj files from console arguments. Now path to a .obj mesh needs to be given to executable as the first argument as follows: `./curli.exe path/to/mesh`
- Implemented very simple shaders (`/assets/shaders/simple/...`) to transform and render vertex points in a constant single color as `GL_POINTS`.
- Implemented tarball controlled lookAt camera where `left mouse button + drag` adjusts two angles of the camera and `right mouse button + drag` adjusts the distance of the camera to *center*.
- Programmed a ImGui window and keyboard shortcuts that allows reloading(`F5`) and recompiling(`F6`) of the shader files. This means that one can edit shader files after curli launches, pressing F5 and F6 will use the edited shaders if compilation is successful.
- ImGui window also includes a button that recenters camera(`F1`) to the mesh center point.
- Pressing `P` also lets user switch between orthographic and perspective projection types.

Additional Features:

- Curiously recurring template pattern has been utilized to have staged renderers and application.
 - Application stages are: `Initialize()`, `Render()`, `DrawGui()`, `Terminate()`. `Render` and `DrawGui` are called in a render loop.
 - Each renderer `A` that implements base class `Renderer<A>` will need to override `Start()`, `PreUpdate()`, `Update()` and `End()`. These functions are called on various stages of the application allowing customizable renderers to be written.
- Also programmed a simple event dispatcher system which gets the input&windowing events by `glfw` to be queued. The queued event is resolved in render loop.
 - Each renderer has the option to override certain event calls dispatched by the system if the functions are overridden they are called by the `dispatchEvent()`
- Inside `PreUpdate()` function of this projects renderer (`TeapotRenderer`) I set the model matrix of the teapot to a rotation matrix that updates the angle over time. This causes teapot to revolve around itself.

Some Screenshots:



Project 3 - Shading

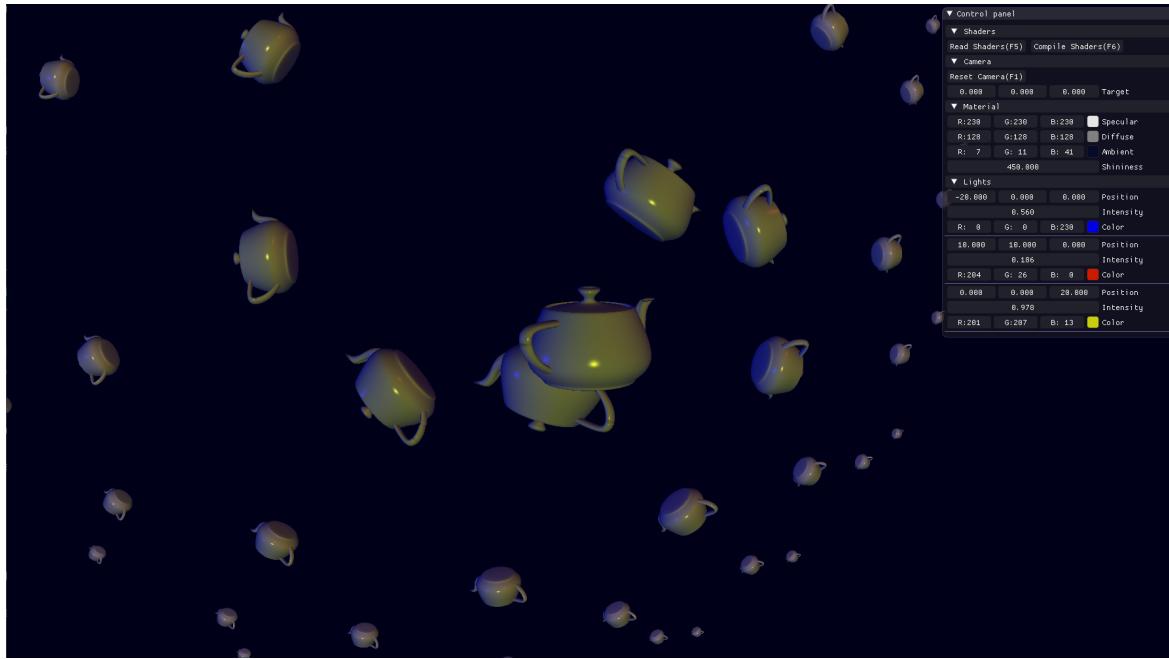
Project 3 requirements:

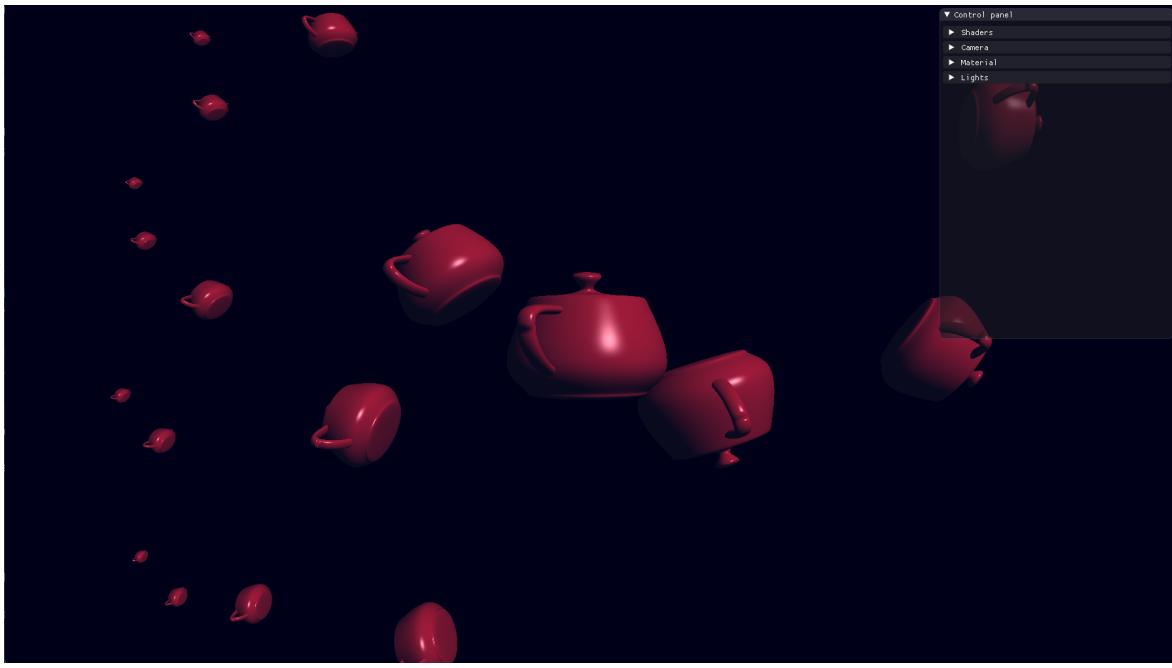
- Displayed triangles instead of points
- Uploaded and transforming vertex normals using inverse transpose of model view matrix
- Implemented Blinn-Phong shading in view space using half angles.
- Added orbital controls to the first point light source inserted into the scene.

Additional Features:

- Integrated EnTT --- an entity-component system.
 - Using EnTT several components have been developed:
 - CLight : Illuminates the scene currently only as point light but soon other types will be implemented.
 - CTransform : A transform component that is traditionally used to generate model matrices for shaders
 - CTriMesh : Wrapper for cyTriMesh allows entities to have geometry
 - CVertexArrayObject : Allows geometry to be drawn using bound VBOs and EBO(optional). Automatically handles and selects which draw calls to make.
- Implemented OpenGLProgram abstraction which allows convenience binding shaders and uploading uniforms.
- Using the ECS I let shaders render multiple light sources over multiple objects.

Some Screenshots:



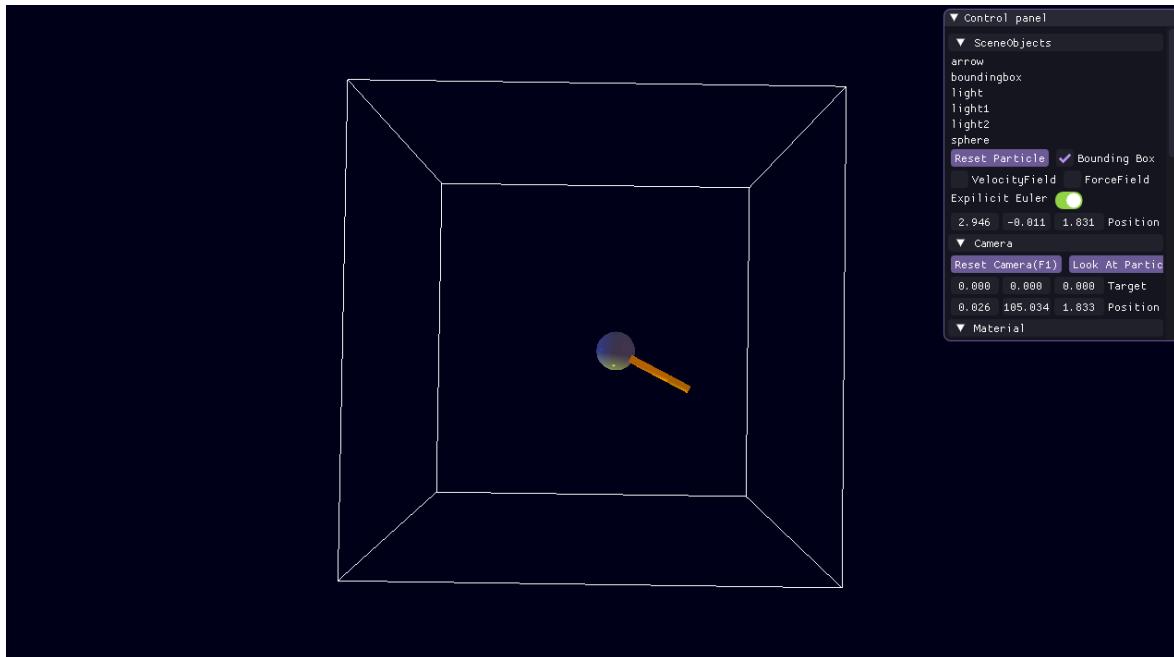


Physically Based Animation - Assignment 1

A simple one-particle system:

- Rendering and shading 3D sphere as a particle.
- LShift + Mouse drag can interactively apply force.
- 3D arrow as force vector indicator.
- Programmable VelocityField2D component with respective UI to add/remove from the scene.
- Programmable ForceField2D component with respective UI to add/remove from the scene.
- Euler integrator (explicit or implicit) and its selection UI.
- BoundingBox class with VertexArrayObject component so it can be drawn as GL_LINES.

Some Screenshots:



Project 4 - Textures

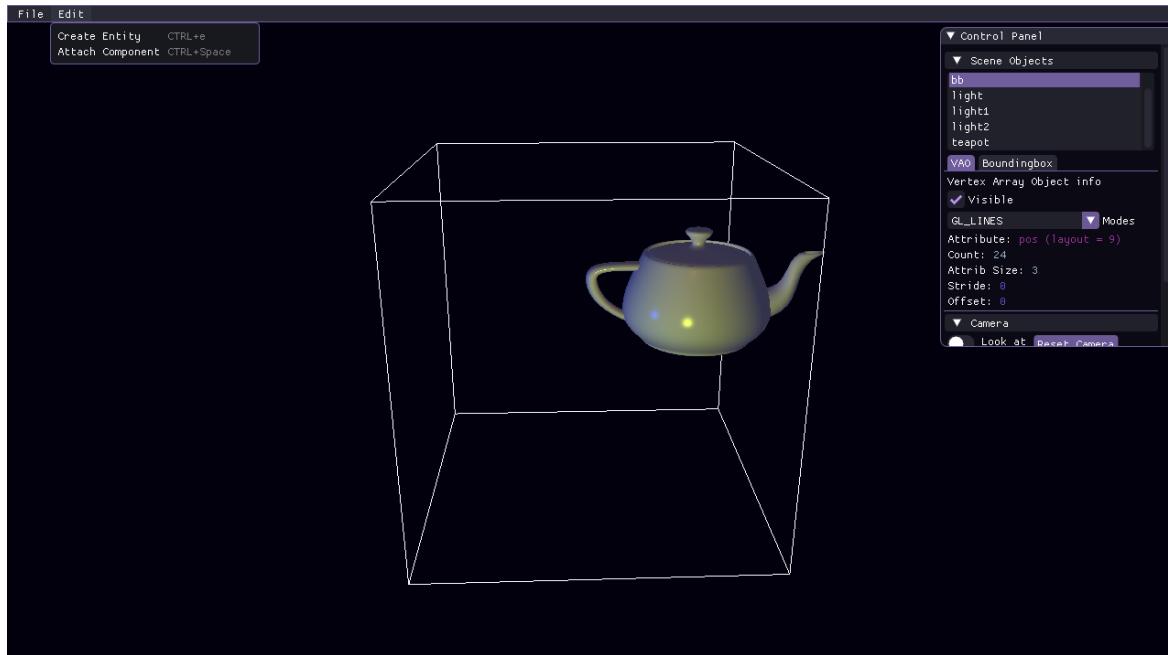
Project 4 requirements:

- Load and parse .mtl files associated with .obj files.
- Load and decode .png files as textures.
- Use cmdline to read .obj files
 - Usage `-model --path ..//path/to/your.obj`
 - Appending `--rb` after `-model` tag attaches `CRigidBody` component to the model which includes this object in WIP physics events.
- Display textures properly on the object.
- Include the specular texture, specified in the mtl file, for adjusting the specular color of the object.

Additional Features:

- Improved UI using ImGUI and EnTT.
 - Now scene objects are displayed in a list.
 - Selecting an object from a list allows user to see different components attached to the object.
- Using the Top menu bar user can load .obj files.
 - `File>import .obj file`
- Again using the top menu bar user can add components to the selected scene object.
 - Under `Edit > Attach component`
- User can also create empty entities to attach objects to it using `Edit>Create Entity`

Some Screenshots:





Project 5 - Render Buffers

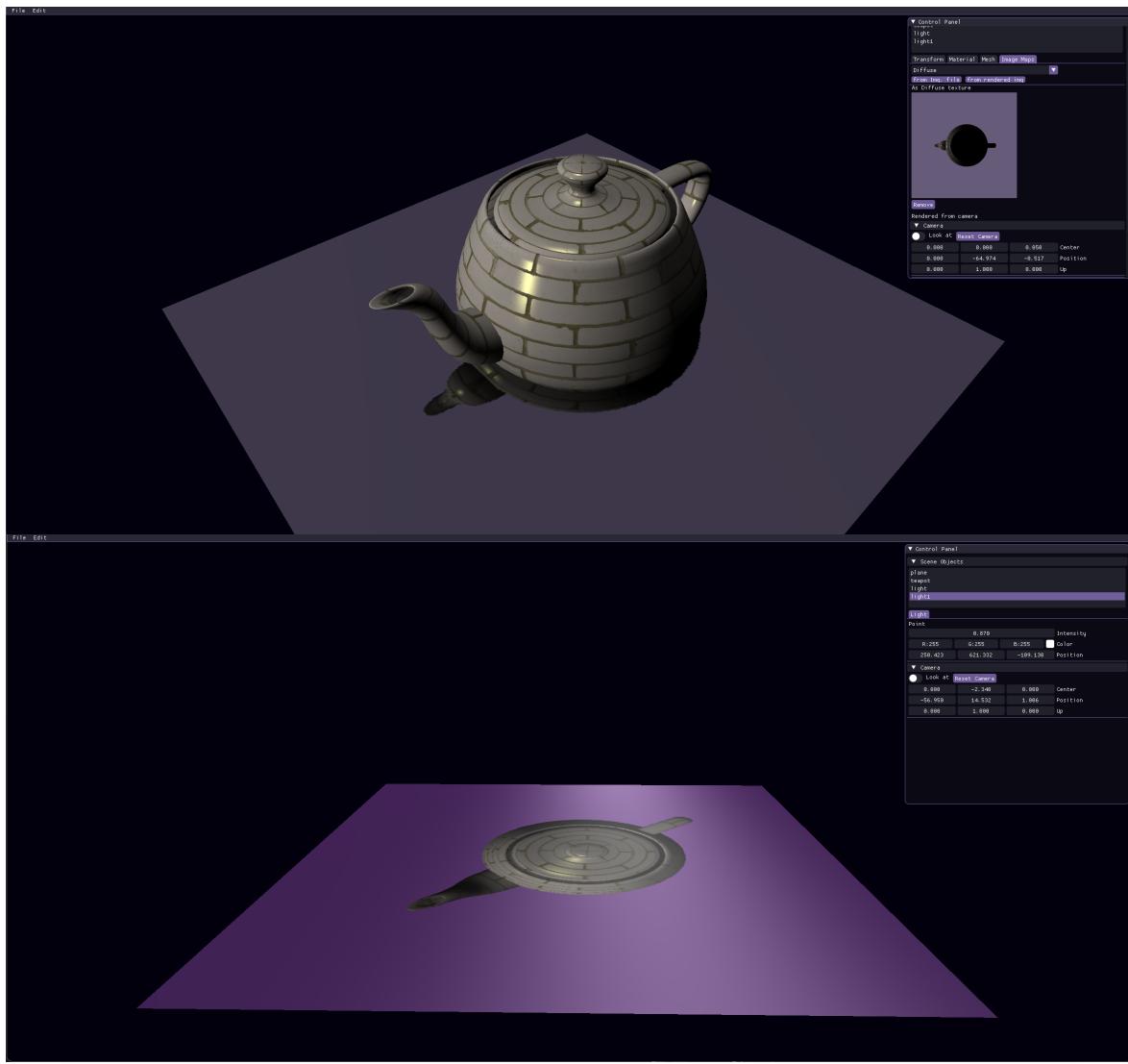
Project 5 requirements:

- Loads and parses .obj files as command-line arguments.
 - Usage -model --path .. /path/to/your.obj
 - For this specific example to work call the program with a plane.obj file provided inside assets. I have set up a scene for easy grading
- The objects are rendered with the textures coupled with their .obj and .mtl files.
- The provided scene can be rendered without the teapot on the actual viewport (but on the texture) by adjusting visibility settings on Mesh component using the GUI.
- Display the rendered texture by mapping it on a square-shaped plane.
- Camera controls work the same as with the previous assignments.
- If the ALT key is pressed, the left and right mouse buttons (and drag) controls the same view parameters for rendering texture on the plane.
- Background of the image plane is set to phong diffuse color of the plane to separate it from the background color.
- The rendered texture uses bilinear filtering for magnification and mip-mapping with anisotropic filtering for minification.

Additional Features:

- Separated OpenGL concepts like `VertexArrayObject` and `Textures` are separated from scene/entity component system.
 - This separation allows better and cleaner implementation.
 - For textures I have implemented a `CImageMaps` component which maintains a `std::vector` of `ImageMap`. `ImageMap` data and properties are converted to `OpenGLProgram` `Textures` and bound accordingly.
 - For Rendered textures I maintain a wrapper struct for `Texture2D` struct which creates frame and depth buffers on request. This struct comes with a `Render(...)` function. This function takes another `std::function` as parameter and calls it after binding the relevant buffers and the viewport. Calling `RenderedTexture2D`'s `Render` function at Renderer's `Preupdate` function I can pass the `Update` function pointer as a parameter and render the scene as it would to that texture.
 - The component `CImageMaps` handles rendered textures by creating a `Camera` object along them instead of decoding a image file and storing it.
- Implemented a GUI for textures where bound textures and their respective slots are displayed.
 - For rendered textures this view is live and can be used to adjust camera pressing `alt`.
- Reimplemented `TriMesh` class not to rely on `cy::TriMesh`. Now `cy::TriMesh` is only used for importing `.obj` files.
 - For better shading I implemented re-indexing and duplicating certain vertex attributes as OBJ format uses multiple faced indexing.

Some Screenshots:



Project 6 - Environment Mapping

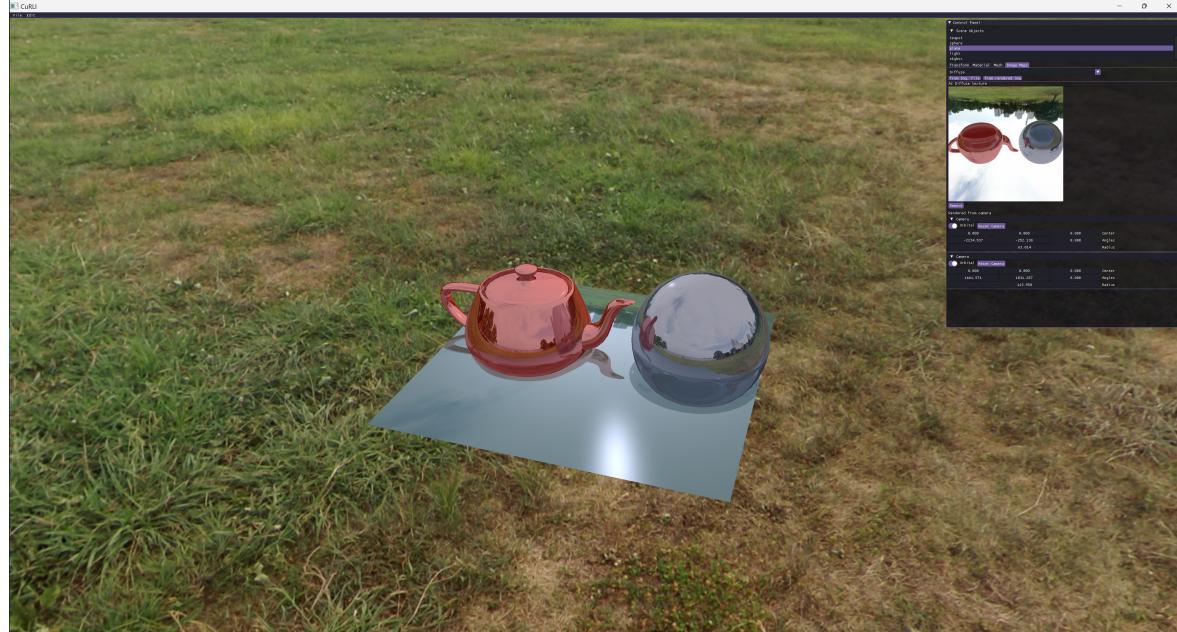
Project 6 requirements:

- Display the background(named as `cskybox`).
- Reflections on a sphere and other objects using on-the-fly generated cubemaps
 - to attach this component: Select a scene object, go to edit->attach/detach components, select ImageMaps from the attach menu. Then go to newly attached ImageMaps components tab on the right, select Environment Map from the menu and press "from rendered image".
- Flat objects like plane can also be attached with environment map components however, its better to use a `RenderedTexture2D` with it's camera positioned at reflected camera position.

Additional Features:

- Instead of drawing all cube faces in one frame CuRLI draws one side in every six frames.

Some Screenshots:



Project 7 - Shadow Mapping

Project 7 requirements:

- Program takes the name of the .obj file as its first command-line argument.
 - Same as the las assignments a obj can be imported into the scene by `-model --path .. /path/to/your.obj`
- Computes shadows from a light onto the plane and the object.
 - Currently CuRLI supports both spot directional light shadow mapping.
- The object casts shadows onto itself.
- The light position can be controlled with the UI on the right panel.
- The point&spot lights can be displayed by checking the `show` on the UI panel (See image 1&3 below).

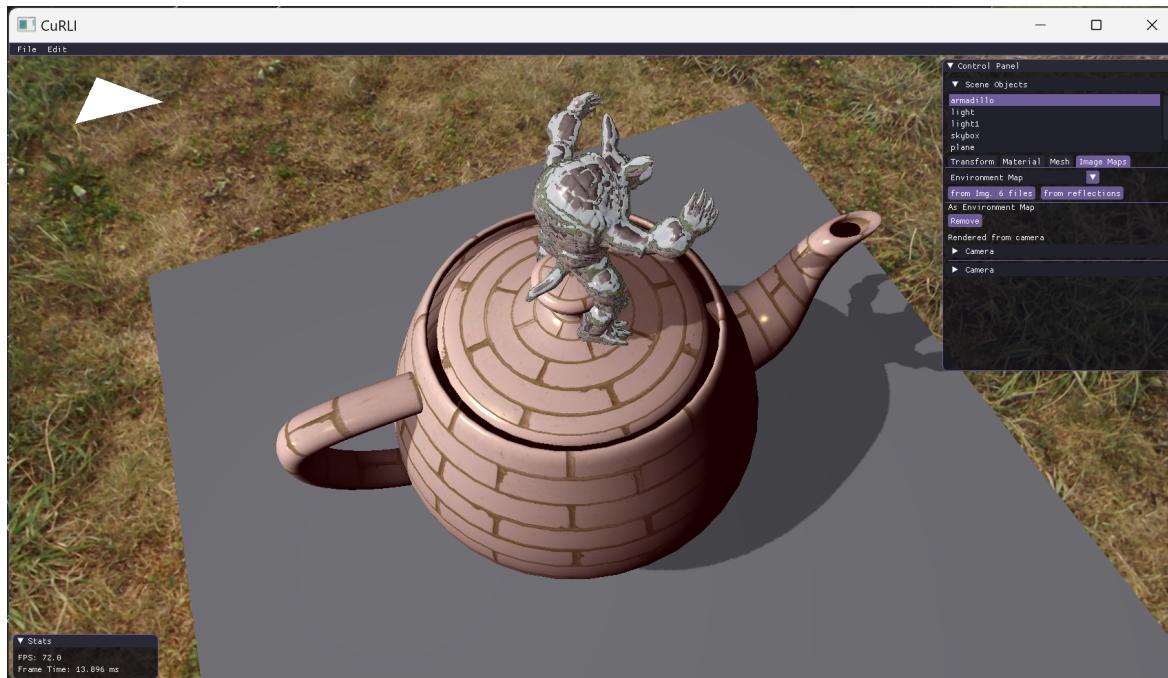
Additional Features:

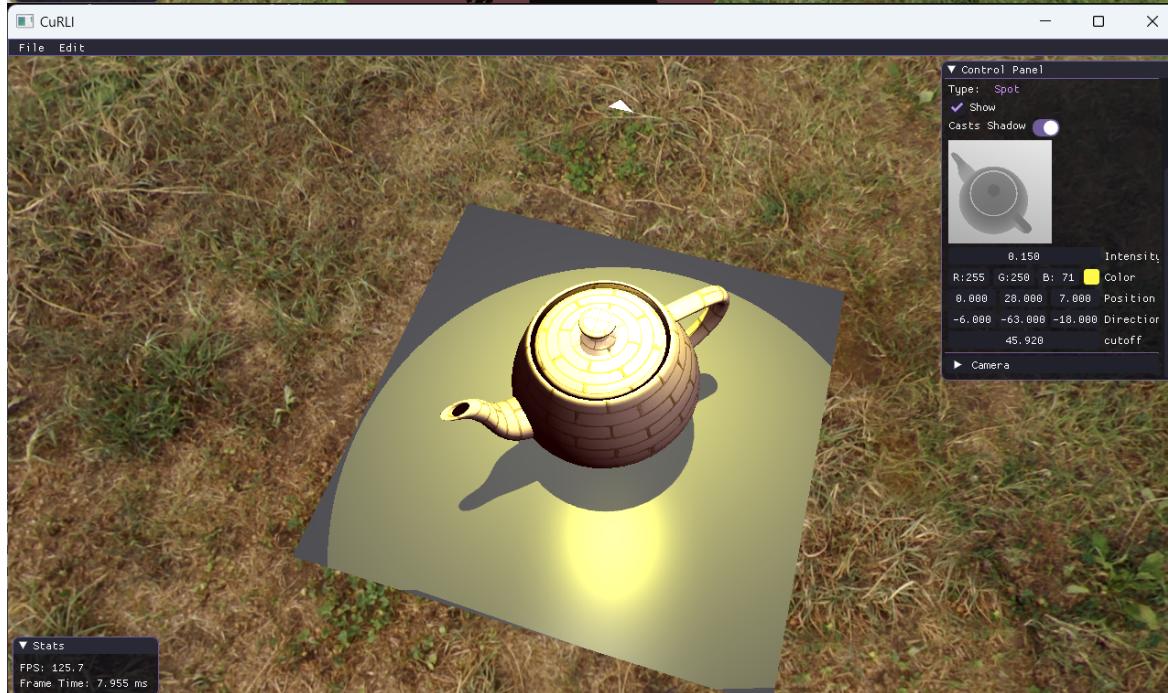
- Shadow depth textures can be displayed on the UI.
- Multiple directional light sources can be added and they can cast multiple shadows
- Shadows are calculated with poisson sampling to reduce aliasing.
- As an argument one can also give paths to skybox textures.

◦ ex:

```
-skybox .. /assets/images/cubemap/cubemap_posx.png .. /assets/images/cubemap/cubemap_negx.png .. /assets/images/cubemap/cubemap_posy.png .. /as
```

Some Screenshots:





Project 8 - Tessellation

Project 8 requirements:

- Implemented normal mapping.
- Now image map components(textures) can be loaded along side with a model object
 - model --path ../path/to/your.obj --im [amb/diff/spec/norm/disp] ../path/to/your.png
 - One can use the GUI for this as well(see fifth bullet point).
- Quad-shaped plane can be loaded from assets plane.obj.
- Normal shading(Blinn) operations are supported with this mode.
- Using geometry shaders CuRLI can generate wireframes for the scene. To activate this one can either press spacebar or click on view/Wireframe on top menu.
- Using tessellation shaders CuRLI can utilize displacement mapping to enable this one can use the GUI menu.
 - Select object, add an image map component using edit/Attach Components/Image Map then select the newly created image map tab on the selected object and load displacement map from images.
 - Same can be achieved with console arguments described in second bullet point.
 - Tessellation level can be controlled by selecting the object from the right menu and pressing up or down arrows.

- Same can be achieved by going to mesh tab and adjusting the tessellation parameter there.

Additional Features:

- Normal and displacement map textures can be viewed using the left menu tab.

Some Screenshots:

