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OpenGL Transformations

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Objectives

- Learn how to carry out transformations in OpenGL
  - Rotation
  - Translation
  - Scaling
- Introduce OpenGL matrix modes
  - Model-view
  - Projection

OpenGL Matrices

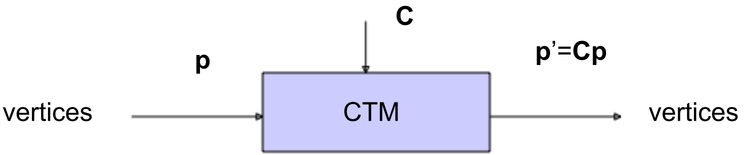
- In OpenGL matrices are part of the state
- Multiple types

  Model-View (**GL_MODELVIEW**)
  Projection (**GL_PROJECTION**)
  Texture (**GL_TEXTURE**) (ignore for now)
  Color(**GL_COLOR**) (ignore for now)
- Single set of functions for manipulation
- Select which to manipulated by

```
glMatrixMode(GL_MODELVIEW);
glMatrixMode(GL_PROJECTION);
```

Current Transformation Matrix (CTM)

- Conceptually there is a 4 x 4 homogeneous coordinate matrix, the *current transformation matrix* (CTM) that is part of the state and is applied to all vertices that pass down the pipeline
- The CTM is defined in the user program and loaded into a transformation unit



CTM operations

- The CTM can be altered either by loading a new CTM or by postmutiplication

  Load an identity matrix: $\mathbf{C} \leftarrow \mathbf{I}$
  Load an arbitrary matrix: $\mathbf{C} \leftarrow \mathbf{M}$

  Load a translation matrix: $\mathbf{C} \leftarrow \mathbf{T}$
  Load a rotation matrix: $\mathbf{C} \leftarrow \mathbf{R}$
  Load a scaling matrix: $\mathbf{C} \leftarrow \mathbf{S}$

  Postmultiply by an arbitrary matrix: $\mathbf{C} \leftarrow \mathbf{CM}$
  Postmultiply by a translation matrix: $\mathbf{C} \leftarrow \mathbf{CT}$
  Postmultiply by a rotation matrix: $\mathbf{C} \leftarrow \mathbf{C}\,\mathbf{R}$
  Postmultiply by a scaling matrix: $\mathbf{C} \leftarrow \mathbf{C}\,\mathbf{S}$

Rotation about a Fixed Point

Start with identity matrix: **C □ I**

Move fixed point to origin: **C □ CT**

Rotate: **C □ CR**

Move fixed point back: **C □ CT** -1

Result: **C** = **TR T** –1 which is **backwards**.

This result is a consequence of doing postmultiplications.
Let’s try again.

Reversing the Order

We want $\mathbf{C} = \mathbf{T}^{-1}\,\mathbf{R}\,\mathbf{T}$
so we must do the operations in the following order

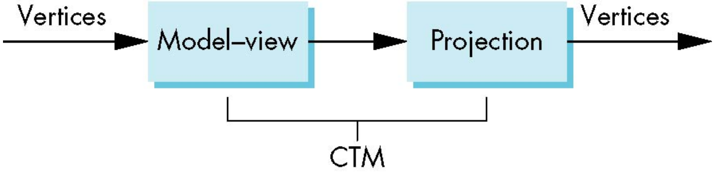
$\mathbf{C}\ \square\ \mathbf{I}$
$\mathbf{C}\ \square\ \mathbf{C}\mathbf{T}^{-1}$
$\mathbf{C}\ \square\ \mathbf{C}\mathbf{R}$
$\mathbf{C}\ \square\ \mathbf{C}\mathbf{T}$

Each operation corresponds to one function call in the program.

Note that the last operation specified is the first executed in the program

CTM in OpenGL

- OpenGL has a model-view and a projection matrix in the pipeline which are concatenated together to form the CTM
- Can manipulate each by first setting the correct matrix mode



Rotation, Translation, Scaling

Load an identity matrix:

```
glLoadIdentity()
```

Multiply on right:

```
glRotatef(theta, vx, vy, vz)
```

`theta` in degrees, (**`vx, vy, vz`**) define axis of rotation

```
glTranslatef(dx, dy, dz)

glScalef( sx, sy, sz)
```

Each has a float (f) and double (d) format (**`glScaled`**)

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Example

- Rotation about z axis by 30 degrees with a fixed point of (1.0, 2.0, 3.0)

```
glMatrixMode(GL_MODELVIEW);
glLoadIdentity();
glTranslatef(1.0, 2.0, 3.0);
glRotatef(30.0, 0.0, 0.0, 1.0);
glTranslatef(-1.0, -2.0, -3.0);
```

- Remember that last matrix specified in the program is the first applied

Arbitrary Matrices

- Can load and multiply by matrices defined in the application program

```
glLoadMatrixf(m)
glMultMatrixf(m)
```

- The matrix **`m`** is a one dimension array of 16 elements which are the components of the desired 4 x 4 matrix stored by <u>columns</u>
- In **`glMultMatrixf`**, **`m`** multiplies the existing matrix on the right

Matrix Stacks

- In many situations we want to save transformation matrices for use later
  - Traversing hierarchical data structures (Chapter 10)
  - Avoiding state changes when executing display lists
- OpenGL maintains stacks for each type of matrix
  - Access present type (as set by **`glMatrixMode)`** by

```
glPushMatrix(
)
glPopMatrix()
```

Reading Back Matrices

- Can also access matrices (and other parts of the state) by *query* functions

```
glGetIntegerv
glGetFloatv
glGetBooleanv
glGetDoublev
glIsEnabled
```

- For matrices, we use as

```
double m[16];
glGetFloatv(GL_MODELVIEW, m);
```

Using Transformations

- Example: use idle function to rotate a cube and mouse function to change direction of rotation
- Start with a program that draws a cube (`colorcube.c`) in a standard way
  - Centered at origin
  - Sides aligned with axes
  - Will discuss modeling in next lecture

main.c

```
void main(int argc, char **argv)
{
   glutInit(&argc, argv);
   glutInitDisplayMode(GLUT_DOUBLE | GLUT_RGB |
      GLUT_DEPTH);
   glutInitWindowSize(500, 500);
   glutCreateWindow("colorcube");
   glutReshapeFunc(myReshape);
   glutDisplayFunc(display);
   glutIdleFunc(spinCube);
   glutMouseFunc(mouse);
   glEnable(GL_DEPTH_TEST);
   glutMainLoop();
}
```

Idle and Mouse callbacks

```
void spinCube()
{
    theta[axis] += 2.0;
    if( theta[axis] > 360.0 ) theta[axis] -=
  360.0;
    glutPostRedisplay();
}
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;
}
```

Display callback

```
void display()
{
  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();
  glutSwapBuffers();
}
```

Note that because of fixed from of callbacks, variables such as **`theta`** and **`axis`** must be defined as globals

Camera information is in standard reshape callback

Using the Model-view Matrix

- In OpenGL the model-view matrix is used to
  - Position the camera
    - Can be done by rotations and translations but is often easier to use `gluLookAt`
  - Build models of objects
- The projection matrix is used to define the view volume and to select a camera lens

Model-view and Projection Matrices

- Although both are manipulated by the same functions, we have to be careful because incremental changes are always made by postmultiplication
  - For example, rotating model-view and projection matrices by the same matrix are not equivalent operations. Postmultiplication of the model-view matrix is equivalent to premultiplication of the projection matrix

Smooth Rotation

- From a practical standpoint, we are often want to use transformations to move and reorient an object smoothly
  - Problem: find a sequence of model-view matrices **M0**,**M1**,…..,**Mn** so that when they are applied successively to one or more objects we see a smooth transition
- For orientating an object, we can use the fact that every rotation corresponds to part of a great circle on a sphere
  - Find the axis of rotation and angle
  - Virtual trackball (see text)

Incremental Rotation

- Consider the two approaches
  - For a sequence of rotation matrices **R0**,**R1**,…..,**Rn** , find the Euler angles for each and use **Ri= Riz Riy Rix**
    - Not very efficient
  - Use the final positions to determine the axis and angle of rotation, then increment only the angle
- Quaternions can be more efficient than either

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Quaternions

- Extension of imaginary numbers from two to three dimensions
- Requires one real and three imaginary components **i**, **j**, **k**

$$q=q0+q1\mathbf{i}+q2\mathbf{j}+q3\mathbf{k}$$

- Quaternions can express rotations on sphere smoothly and efficiently. Process:
  - Model-view matrix → quaternion
  - Carry out operations with quaternions
  - Quaternion → Model-view matrix

Interfaces

- One of the major problems in interactive computer graphics is how to use two-dimensional devices such as a mouse to interface with three dimensional obejcts
- Example: how to form an instance matrix?
- Some alternatives
  - Virtual trackball
  - 3D input devices such as the spaceball
  - Use areas of the screen
- Distance from center controls angle, position, scale depending on mouse button depressed