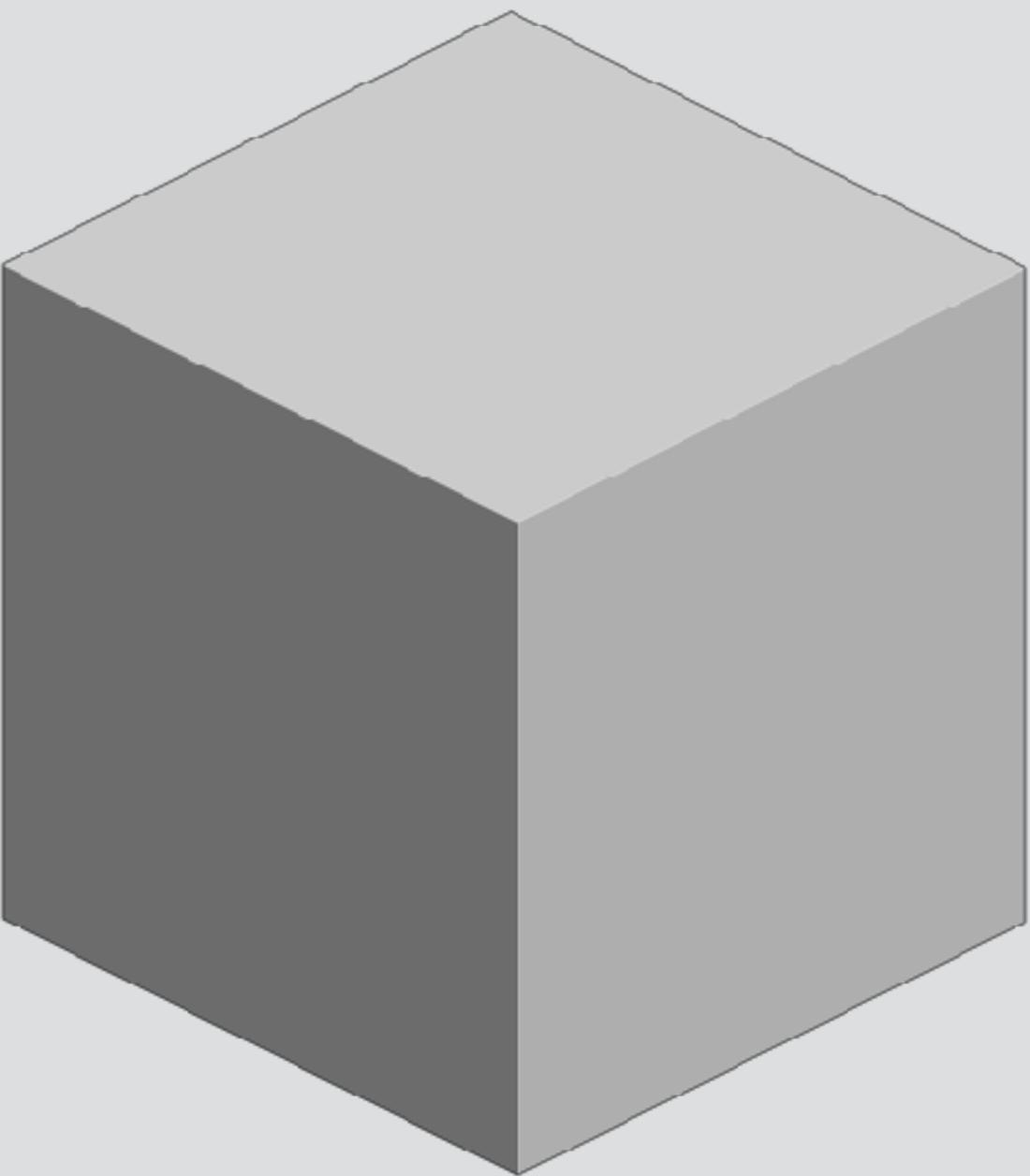


3D Graphics

Part 2





Xboxworld.net



14
AMMO

59%
HEALTH

**2 3 1
5 6 2**
ARMS



0%
ARMOR

**BULL 42 200
SHEL 14 50
ROCKT 0 50
CELL 0 300**

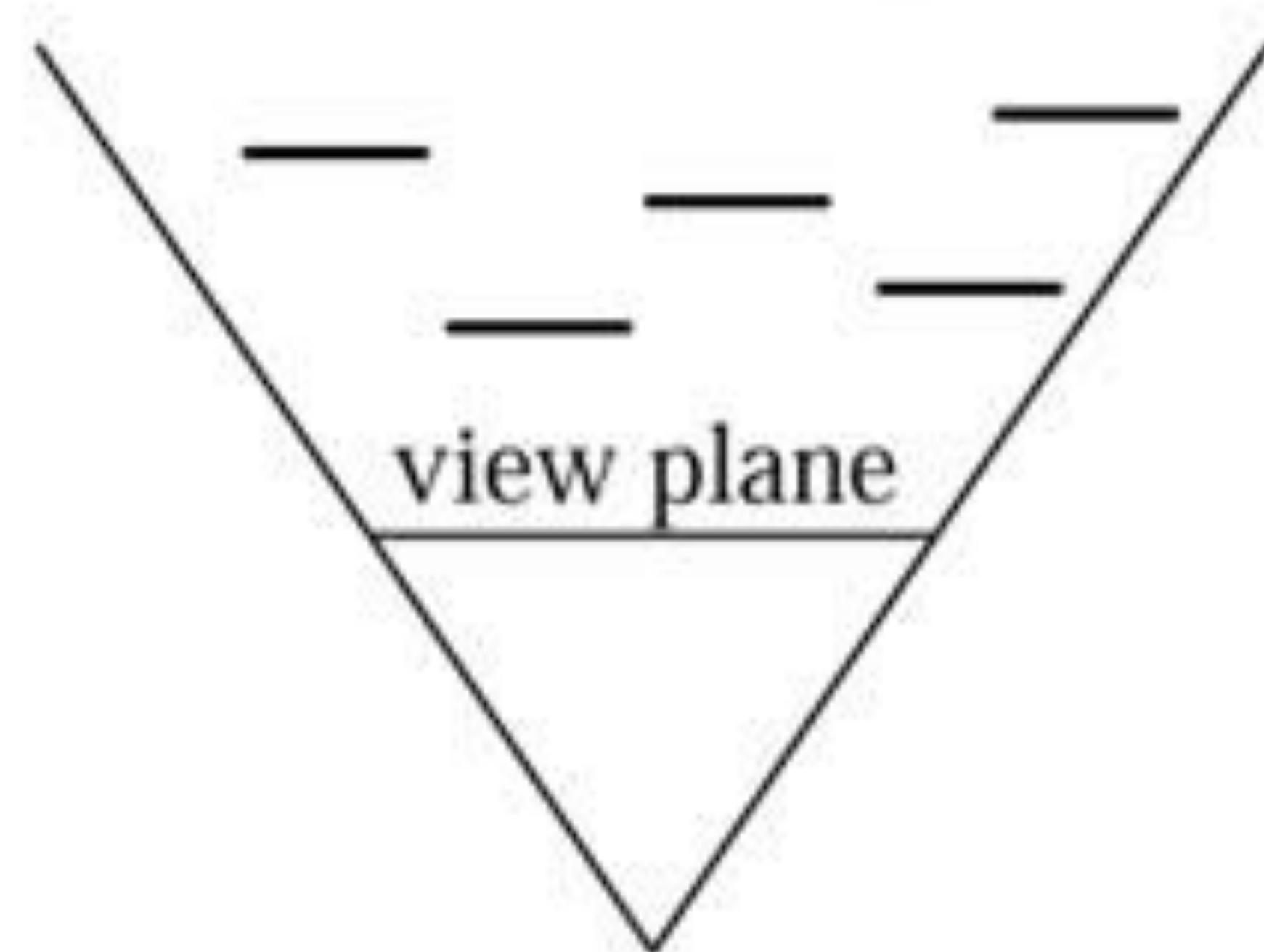
Billboards.

Billboards

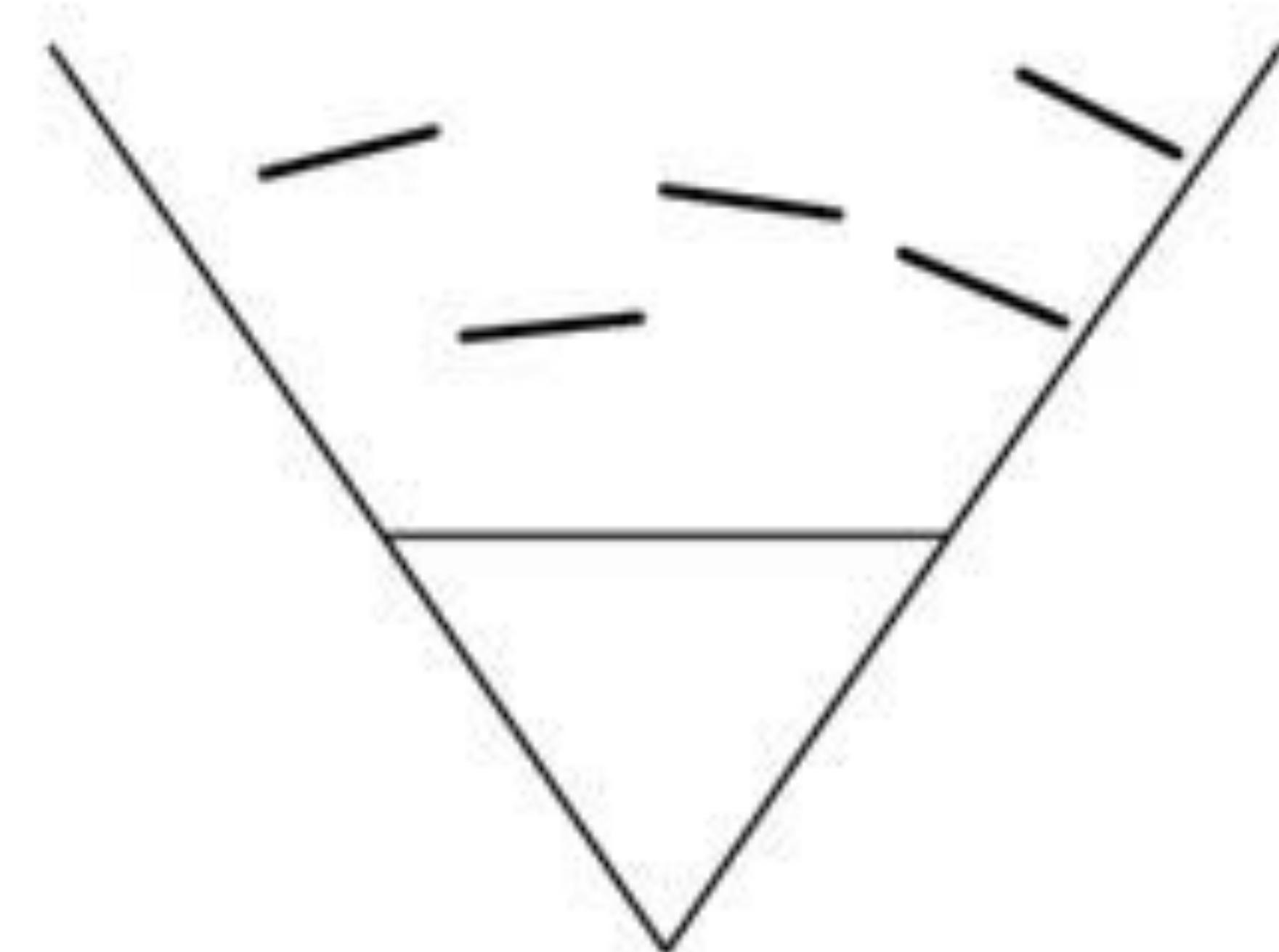
=

Sprites that **always** face the camera.

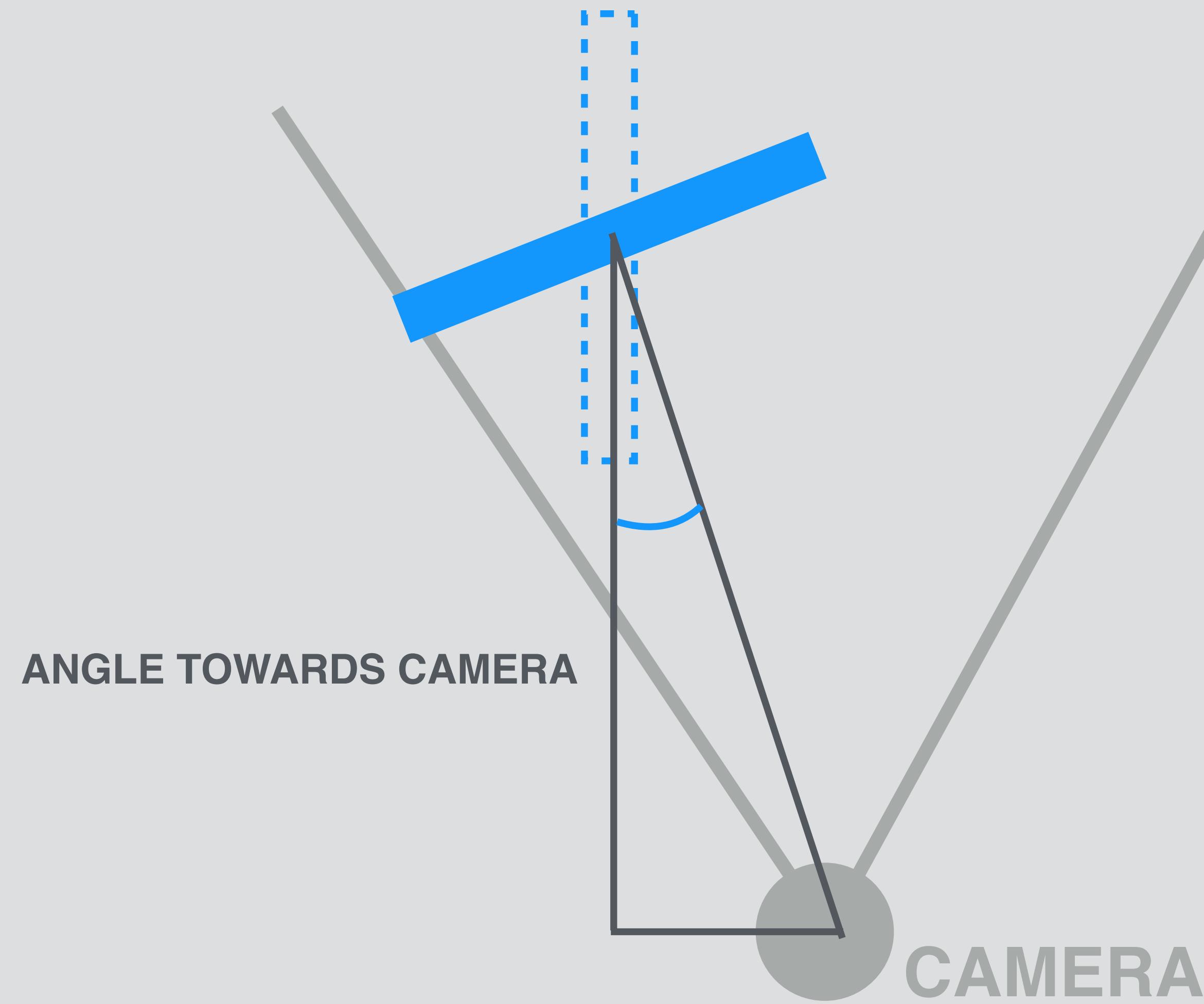
view plane aligned



viewpoint oriented



Method #1 - Rotate all billboards towards camera. Viewpoint oriented

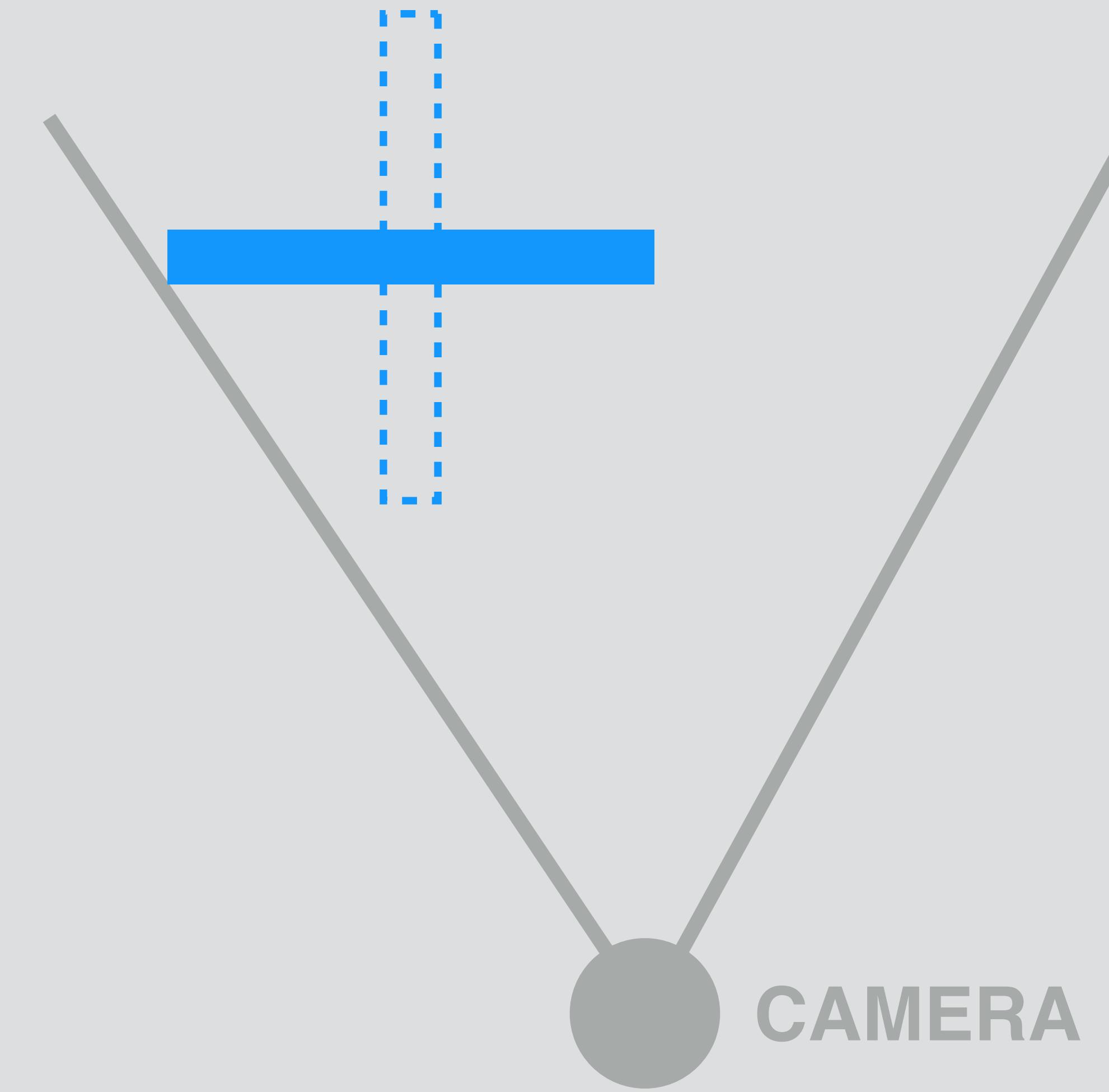


Method #1 - Rotate all billboards towards camera. Viewpoint oriented

```
for(int i=0; i < entities.size(); i++) {  
  
    if(entities[i]->billboard) {  
  
        float directionX = entities[i]->position.x - camera->position.x;  
        float directionZ = entities[i]->position.z - camera->position.z;  
  
        entities[i]->rotation.y = atan2f(directionX, directionZ);  
    }  
  
    entities[i]->Render();  
}
```

Method #2 - Remove all rotation from the modelview matrix.

Viewplane aligned



Method #2 - Remove all rotation from the modelview matrix. Viewplane aligned

```
attribute vec4 position;
attribute vec2 texCoord;

uniform mat4 modelMatrix;
uniform mat4 viewMatrix;
uniform mat4 projectionMatrix;

varying vec2 texCoordVar;
void main()
{
    mat4 modelViewMatrix = viewMatrix * modelMatrix;

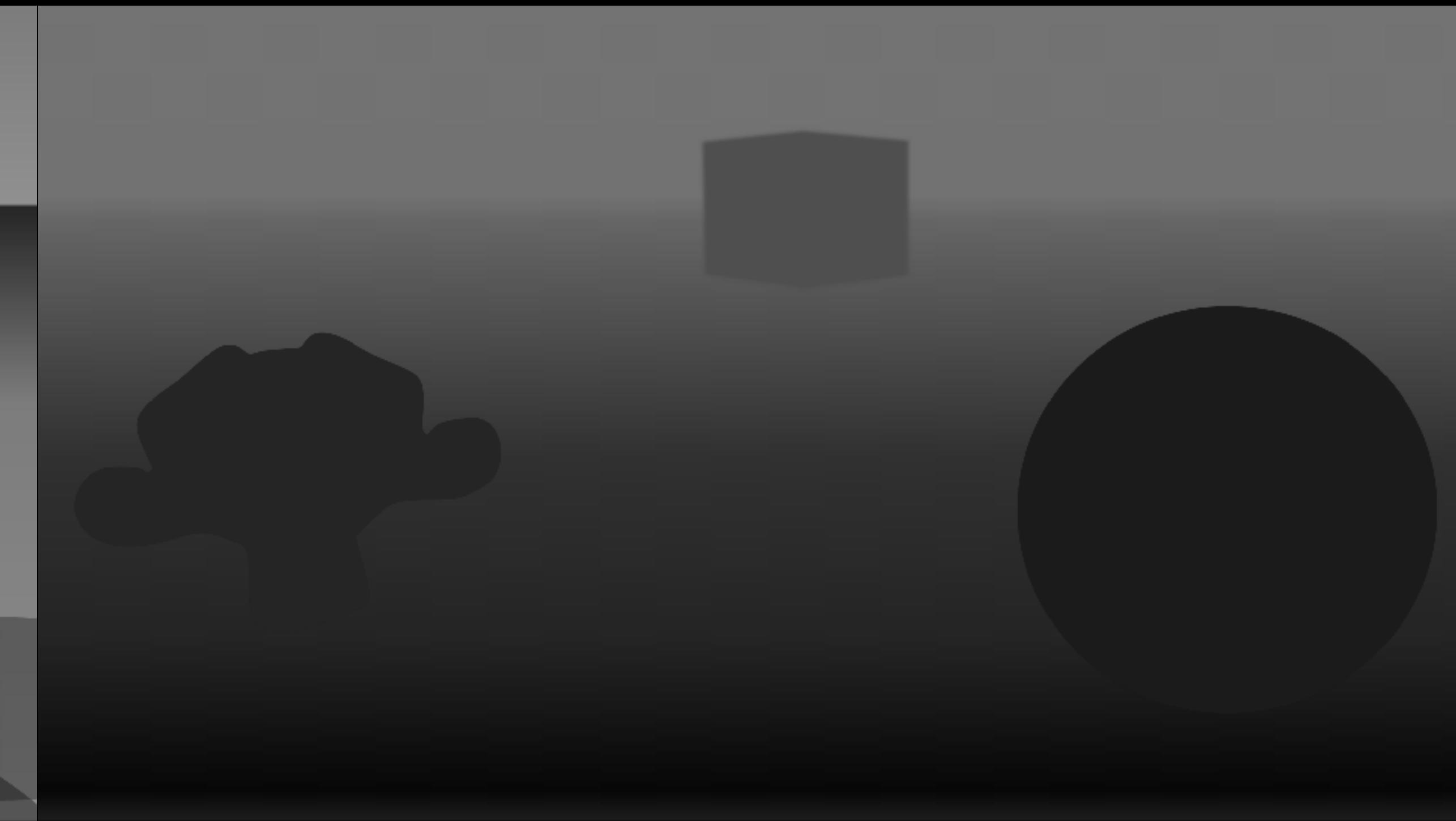
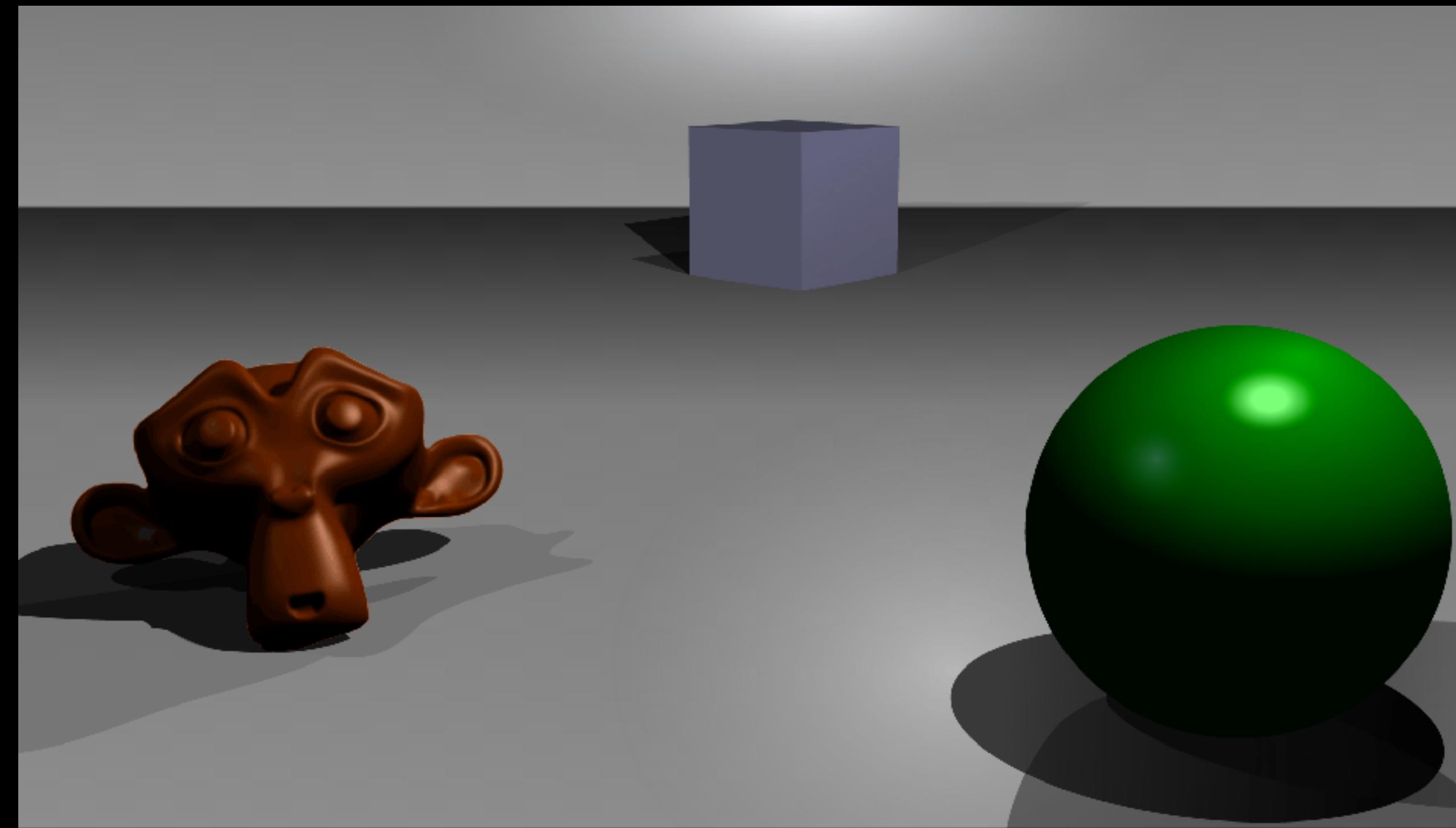
    modelViewMatrix[0][0] = 1.0;
    modelViewMatrix[0][1] = 0.0;
    modelViewMatrix[0][2] = 0.0;

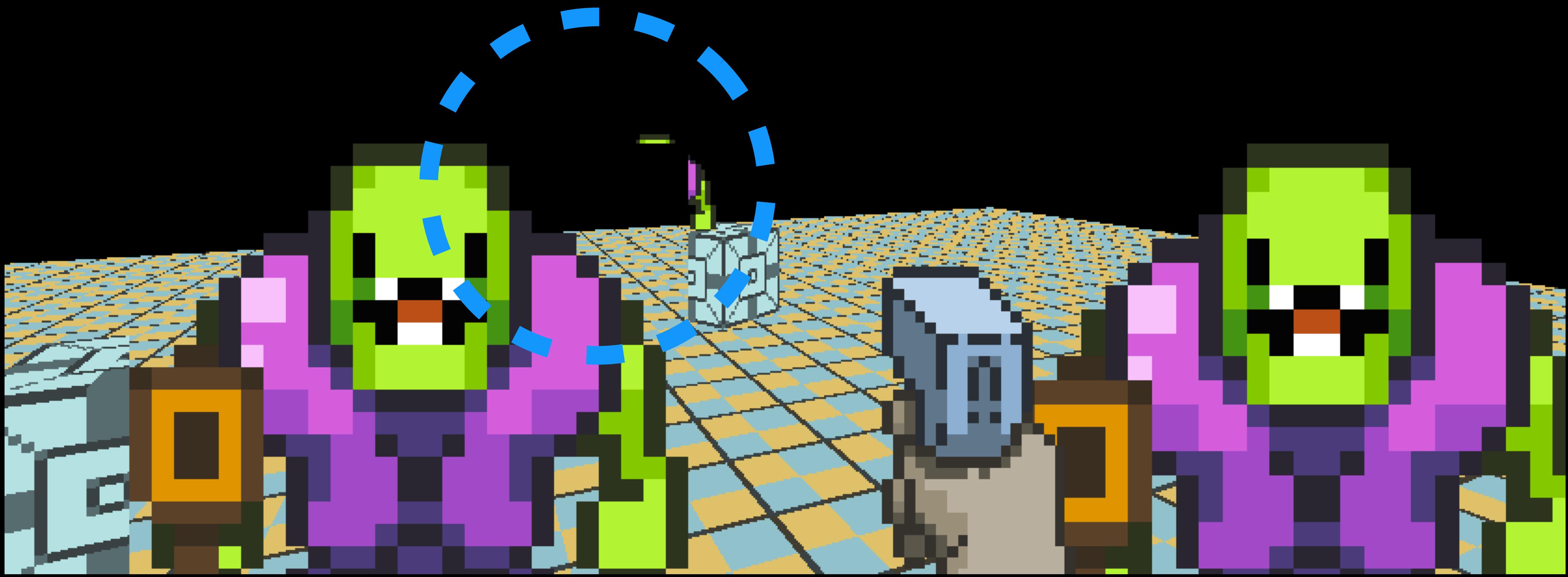
    modelViewMatrix[1][0] = 0.0;
    modelViewMatrix[1][1] = 1.0;
    modelViewMatrix[1][2] = 0.0;

    modelViewMatrix[2][0] = 0.0;
    modelViewMatrix[2][1] = 0.0;
    modelViewMatrix[2][2] = 1.0;

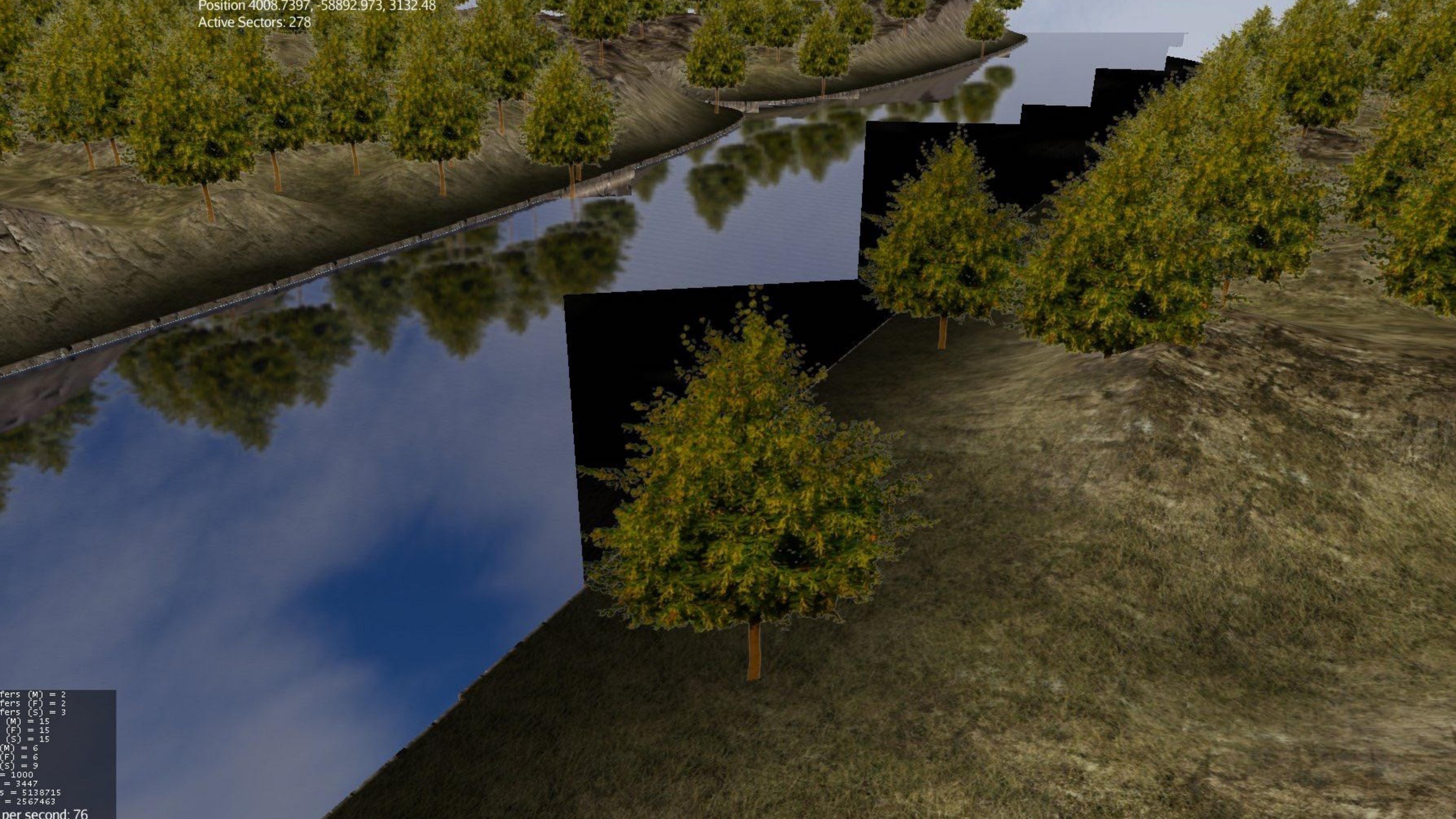
    vec4 p = modelViewMatrix * position;
    texCoordVar = texCoord;
    gl_Position = projectionMatrix * p;
}
```

Blending and the Z-Buffer





Position 4008.7397, -58892.973, 3132.48
Active Sectors: 278



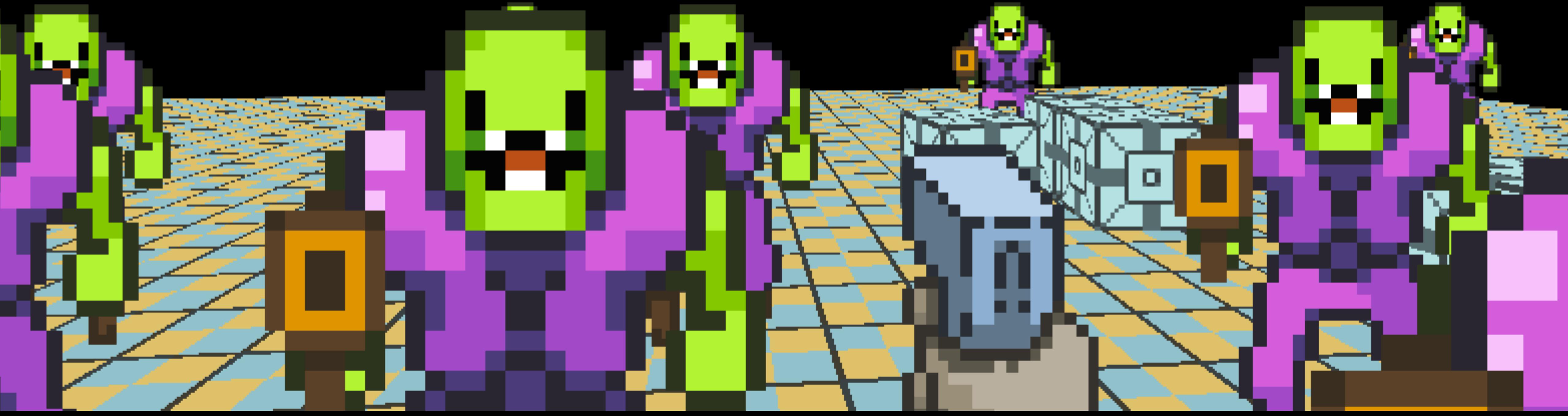
fers (M) = 2
fers (F) = 2
fers (S) = 3
(M) = 15
(F) = 15
(S) = 15
(M) = 6
(F) = 6
(S) = 9
= 1000
= 3447
s = 5138715
= 2567463
per second: 76

Discarding fragments.

Discard fragment if alpha value is 0.

```
uniform sampler2D diffuse;
varying vec2 texCoordVar;

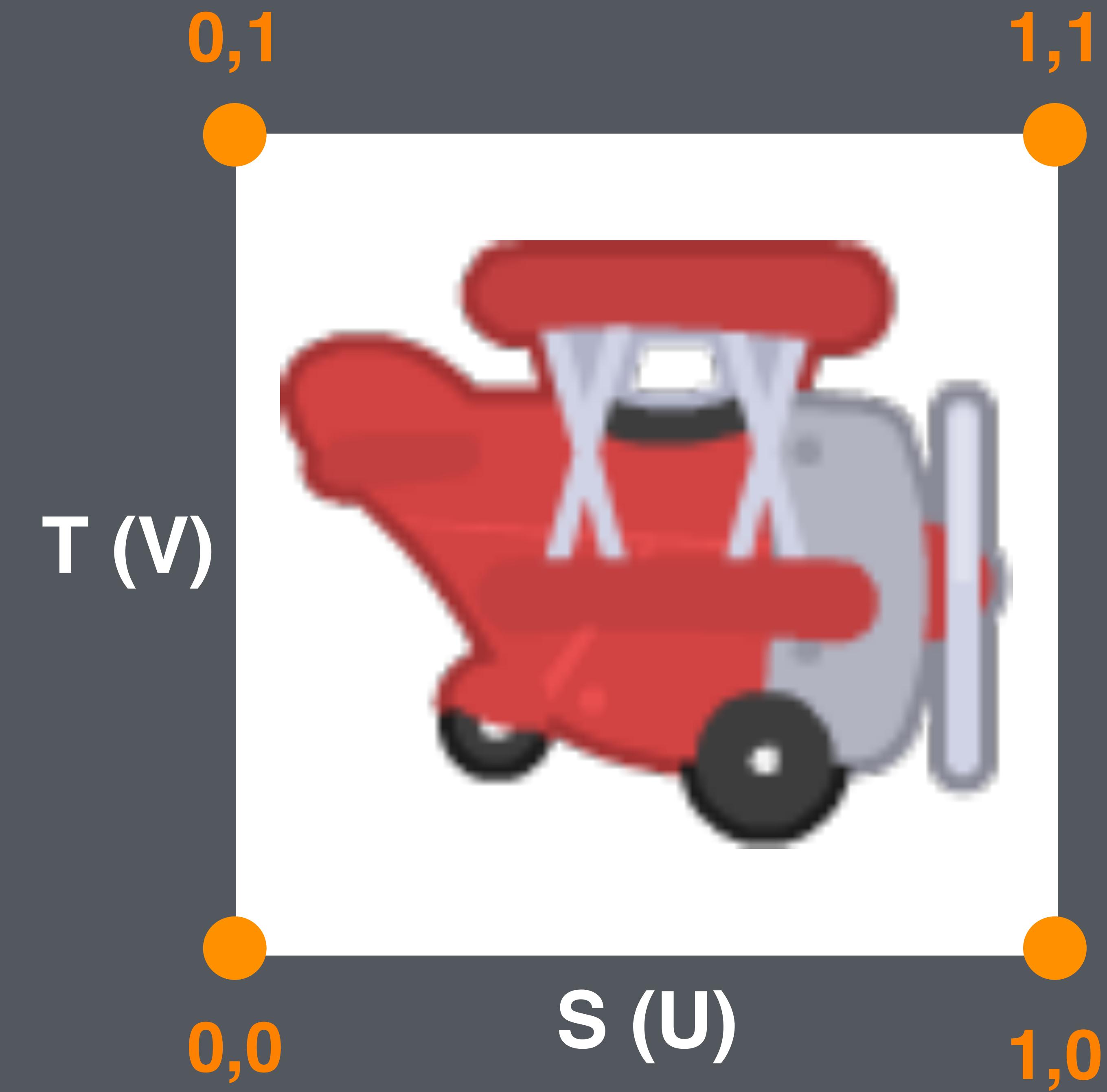
void main()
{
    gl_FragColor = texture2D(diffuse, texCoordVar);
    if(gl_FragColor.a == 0.0) {
        discard;
    }
}
```

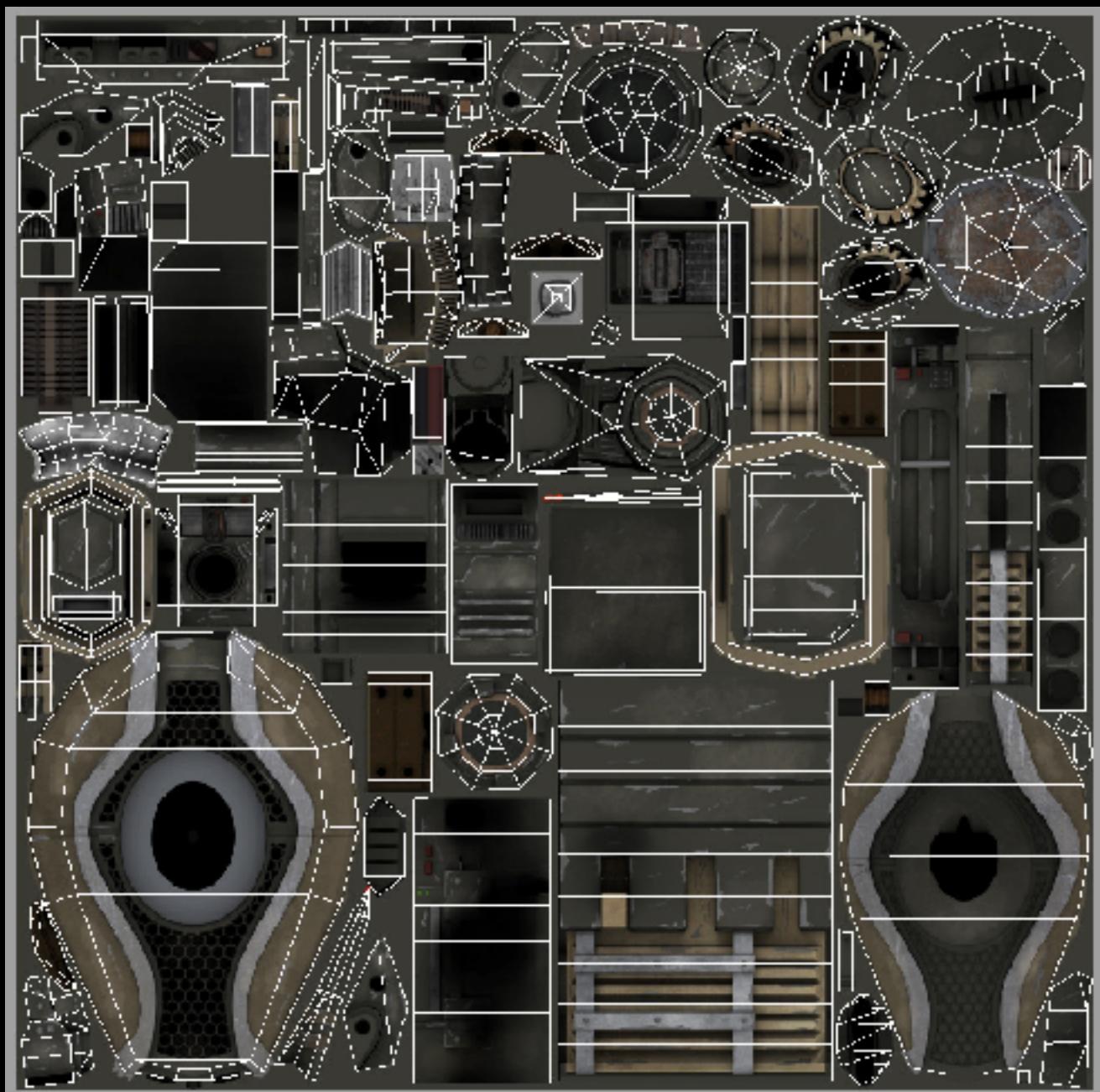
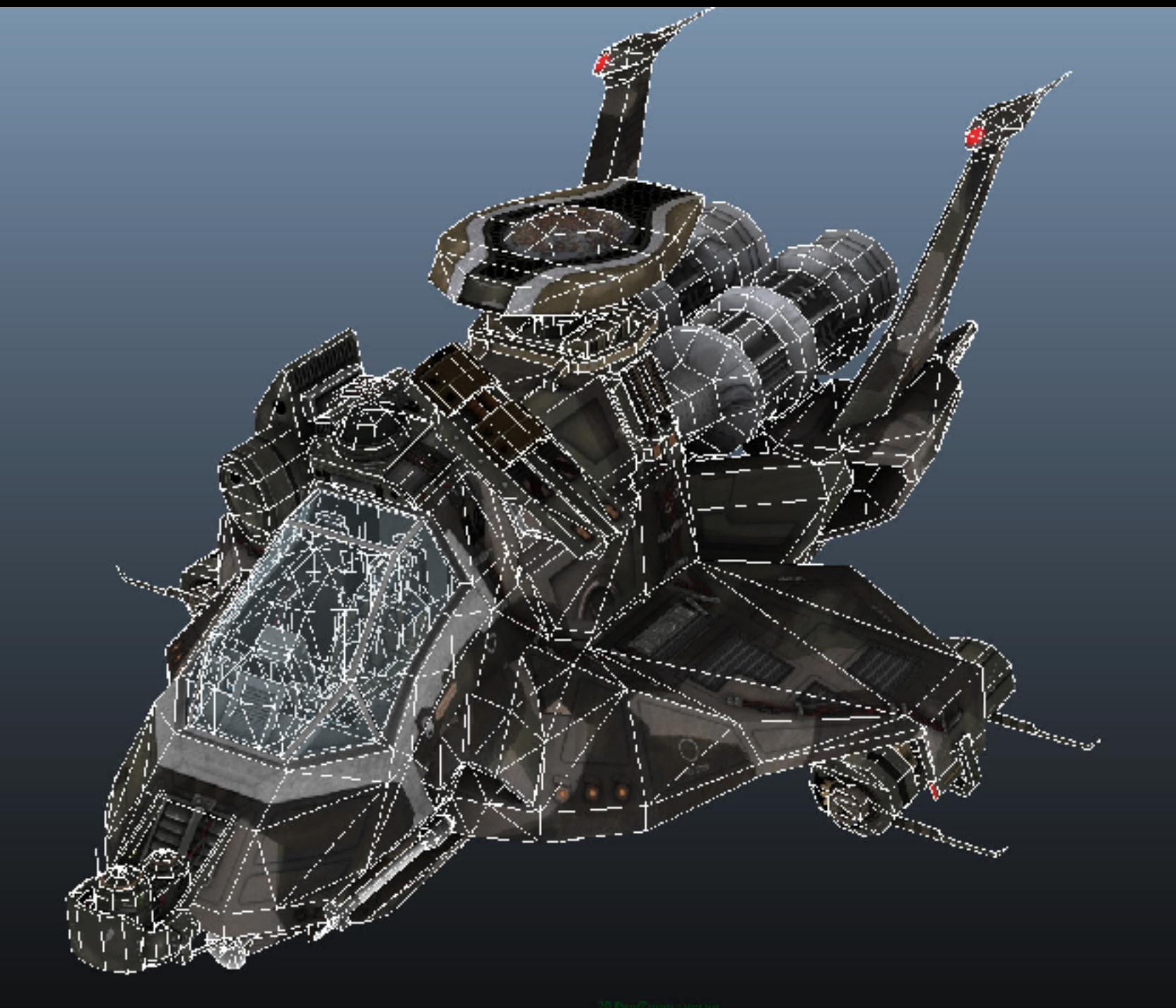


Working with 3D meshes.

Position coordinates.

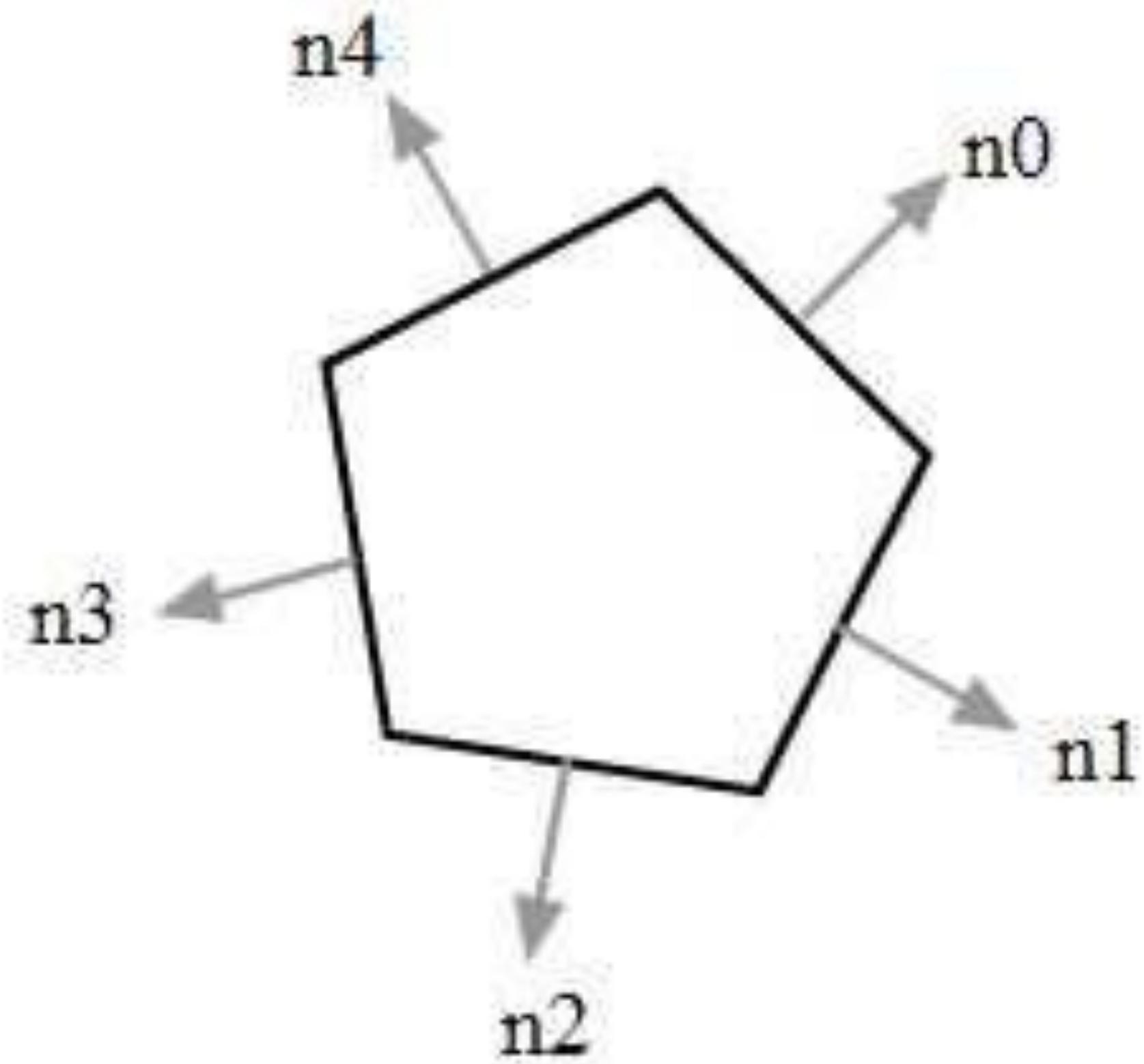
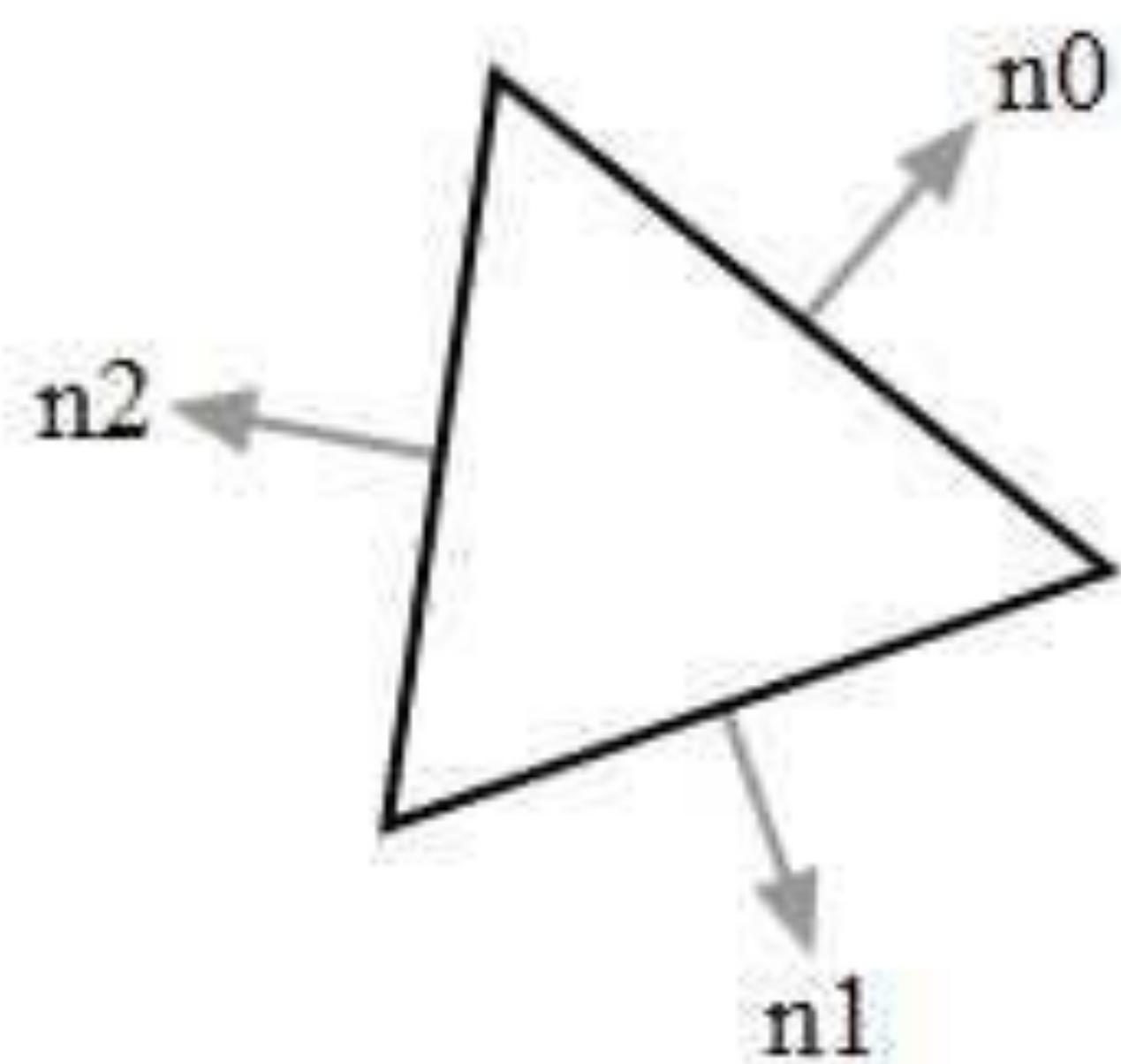
Texture coordinates.

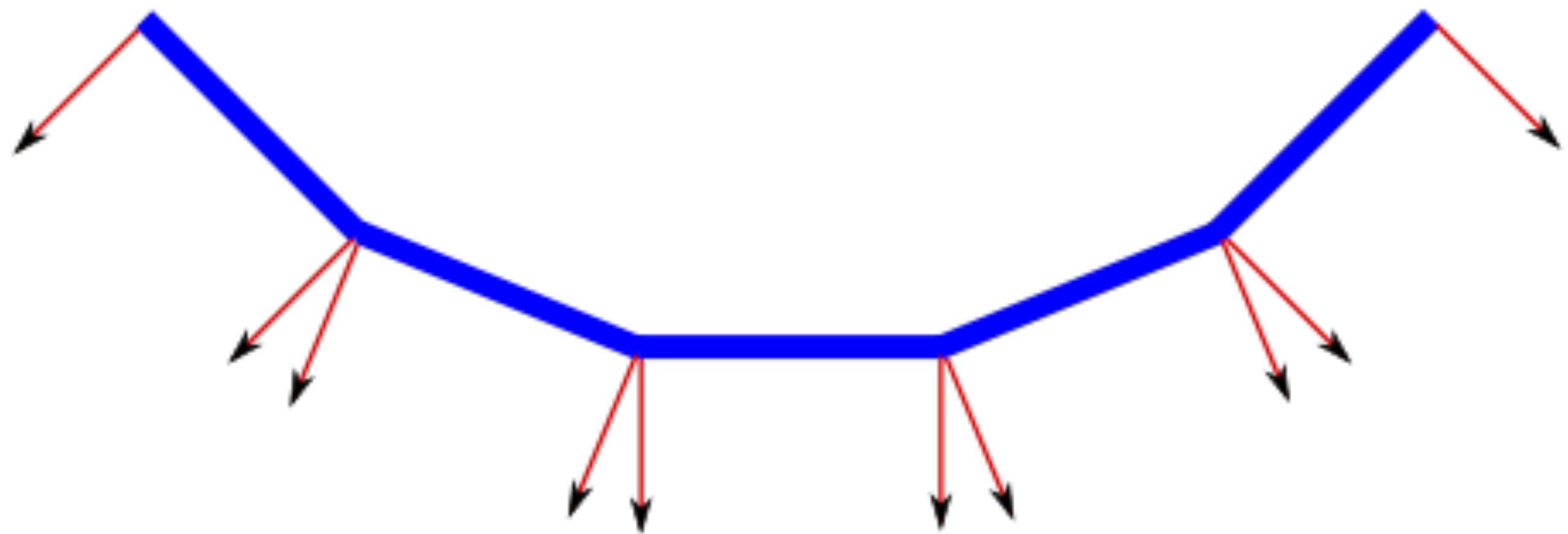
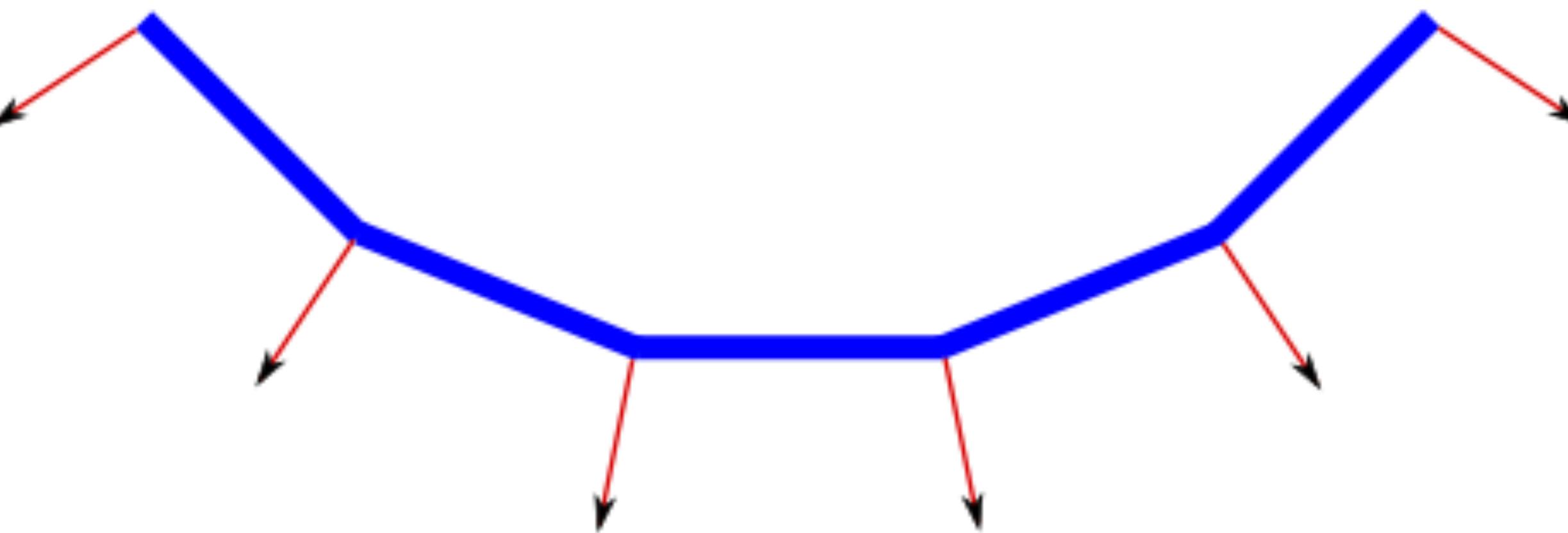


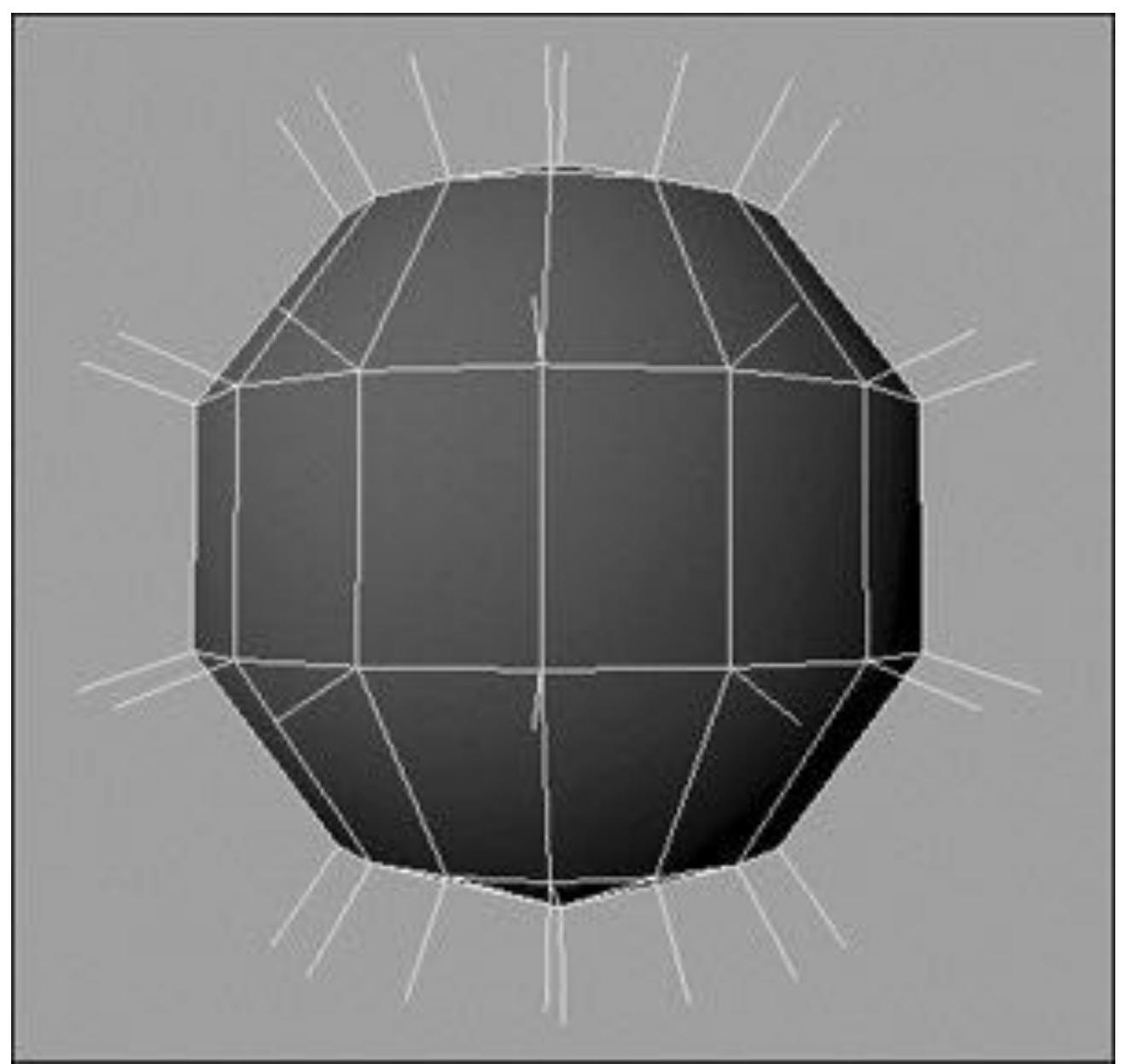
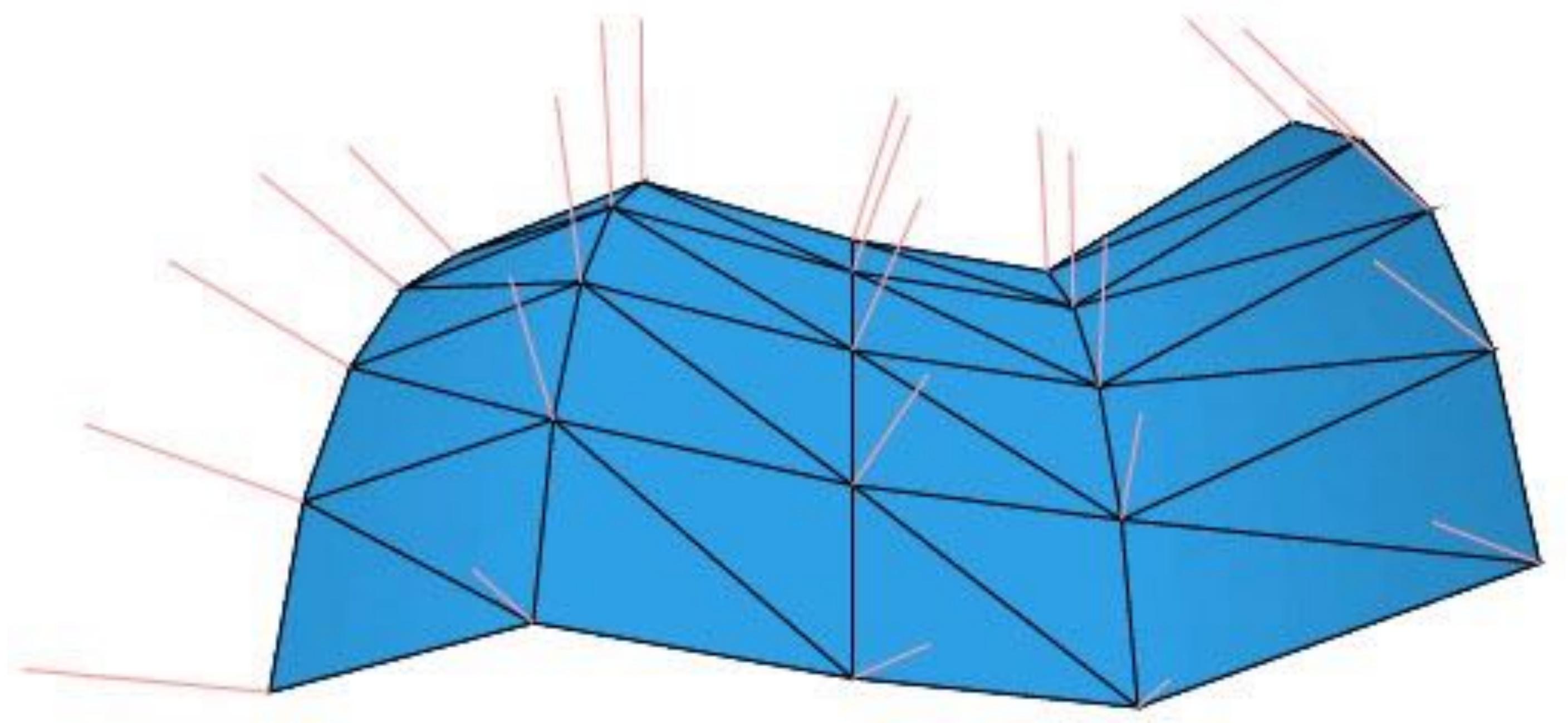


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Vertex normals.







```
class Mesh {
public:

    void Render(ShaderProgram *program);
    void loadOBJ(const char *fileName);

    std::vector<float> vertices;
    std::vector<float> uvs;
    std::vector<float> normals;
};

void Mesh::Render(ShaderProgram *program) {

    glVertexAttribPointer(program->positionAttribute, 3, GL_FLOAT, false, 0, vertices.data());
    glEnableVertexAttribArray(program->positionAttribute);

    glVertexAttribPointer(program->texCoordAttribute, 2, GL_FLOAT, false, 0, uvs.data());
    glEnableVertexAttribArray(program->texCoordAttribute);

    glDrawArrays(GL_TRIANGLES, 0, vertices.size()/3);

    glDisableVertexAttribArray(program->positionAttribute);
    glDisableVertexAttribArray(program->texCoordAttribute);
}
```

Loading meshes from OBJ files.

Basic OBJ file structure

Indexes are **1-based**, V is **inverse** in Texture Coordinates.

```
# comment

# vertex
v -0.436826 -0.208037 1.060532

# texture coordinate
vt 0.859375 0.500000

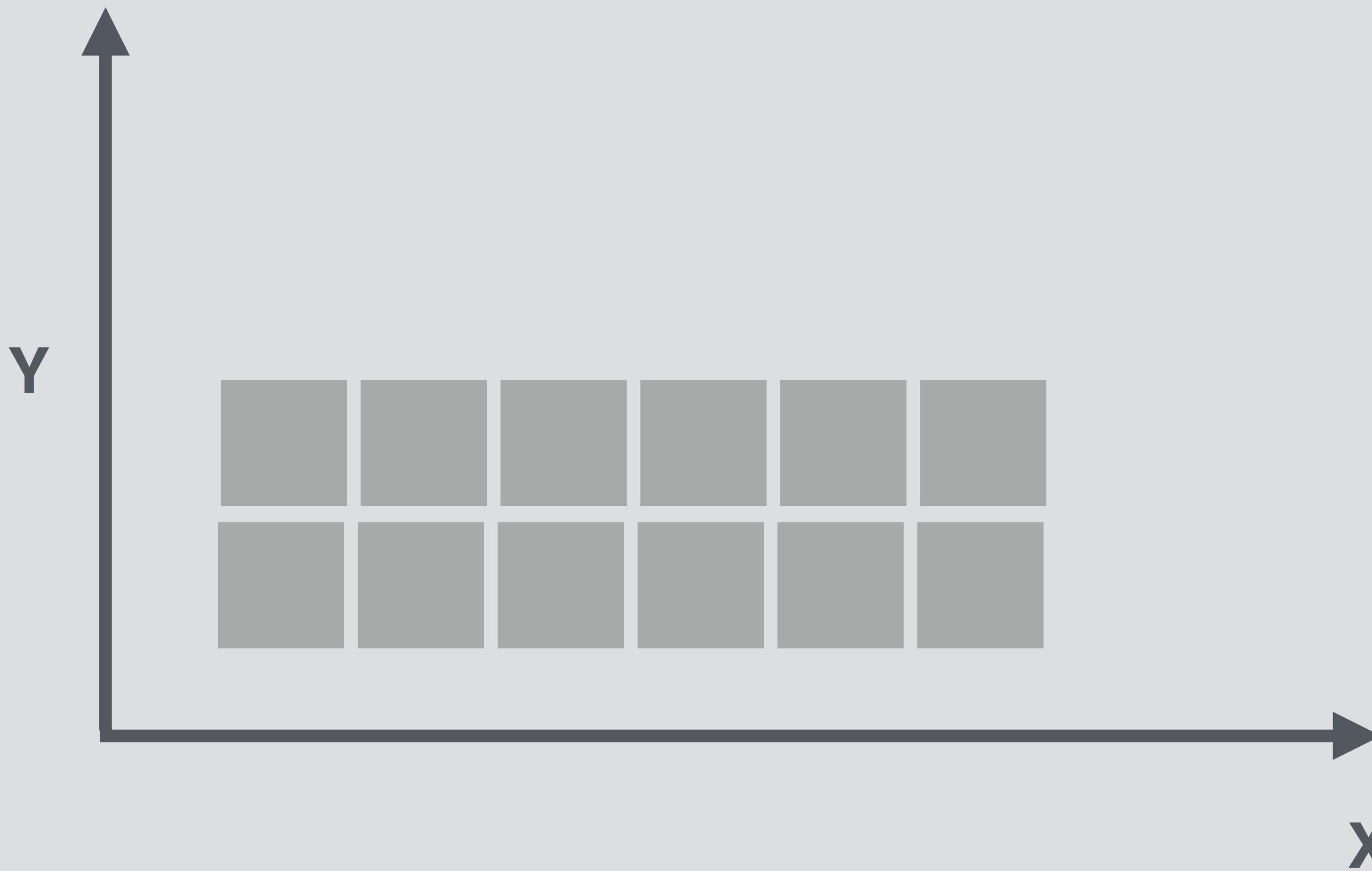
# vertex normal
vn 0.707 0.000 0.707

# indices
# can reference vertex
# or vertex / texture coordinate
# or vertex / texture coordinate / normal
f 21/10/3 16/11/5 1/7/2
```

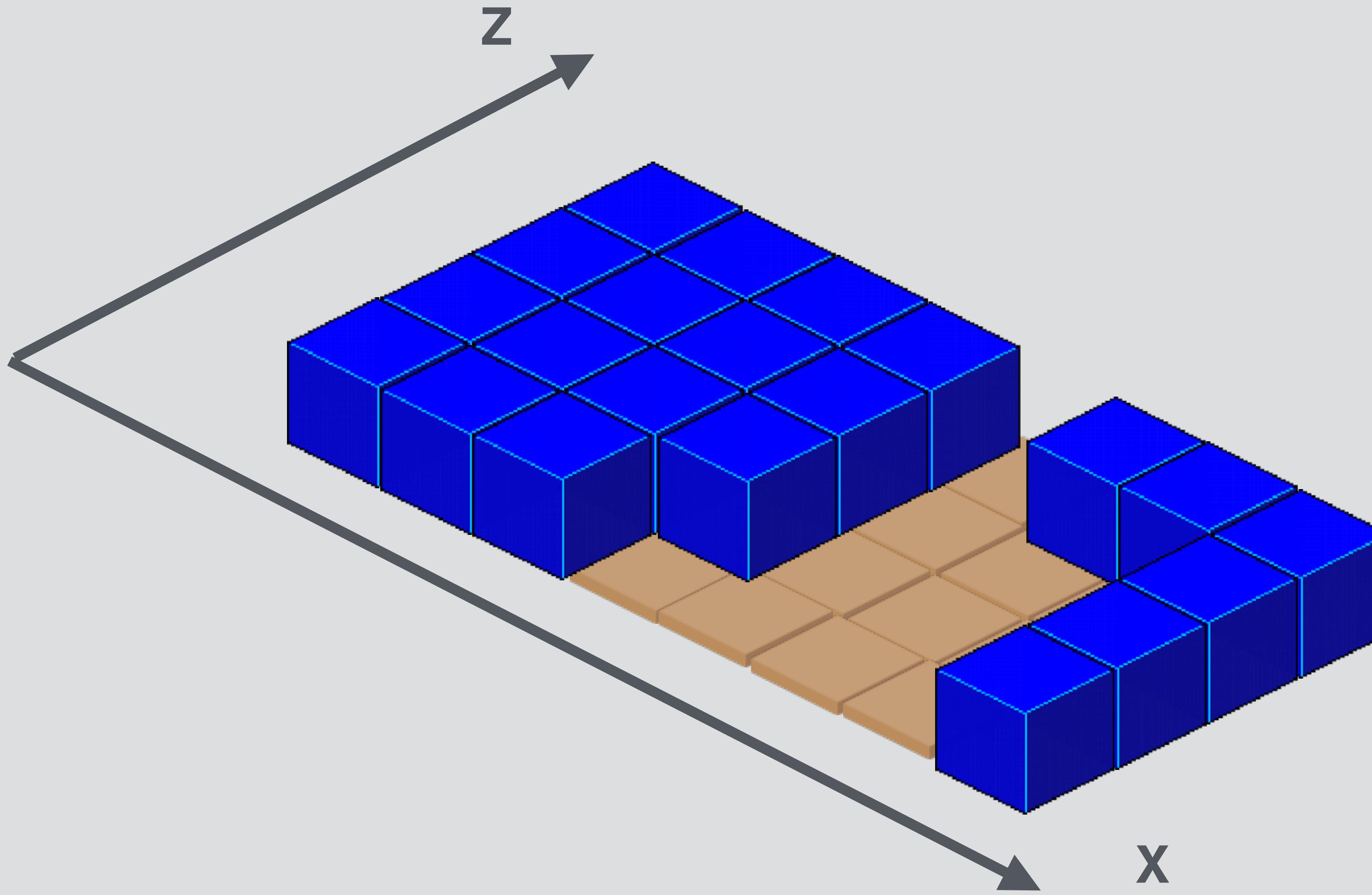
```
void Mesh::loadOBJ(const char *fileName);
```

Loading a **2D tilemap level** in 3D

In 2D



In 3D





TheHorse.com