Texture Mapping

Computer Graphics
CMU 15-462/15-662

Texture Mapping

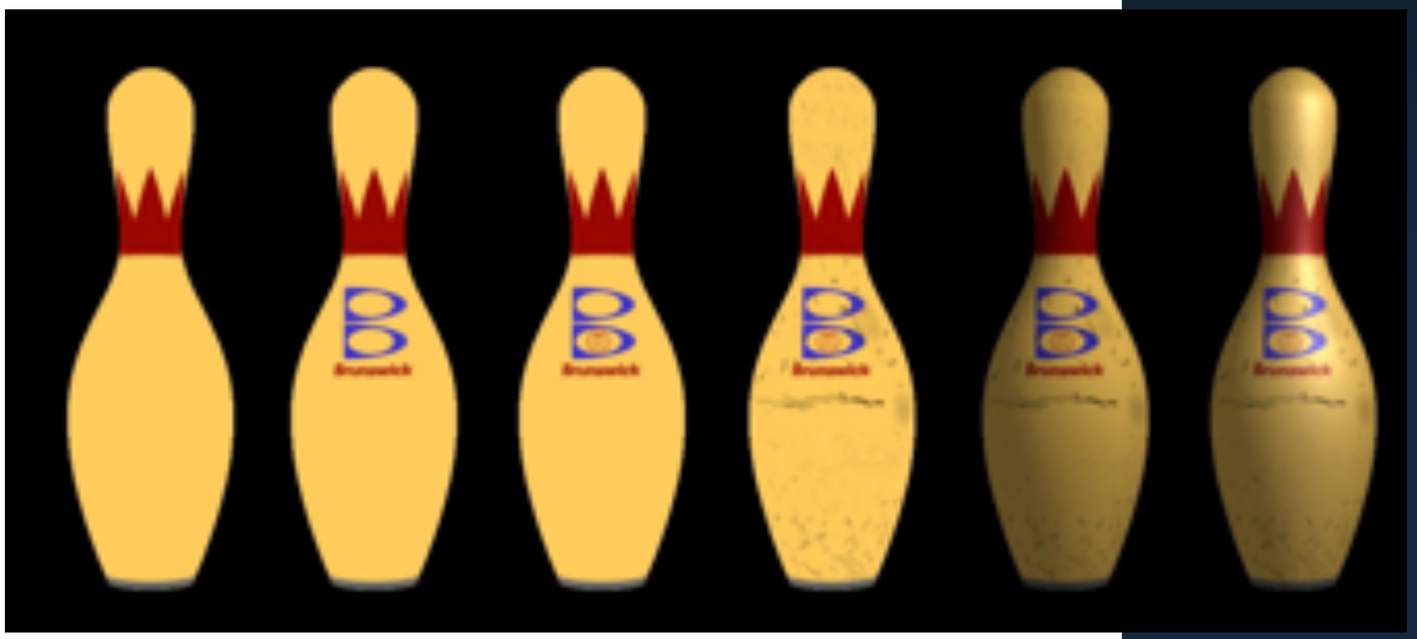
Many uses of texture mapping

Define variation in surface reflectance

Pattern on ball

Wood grain on floor

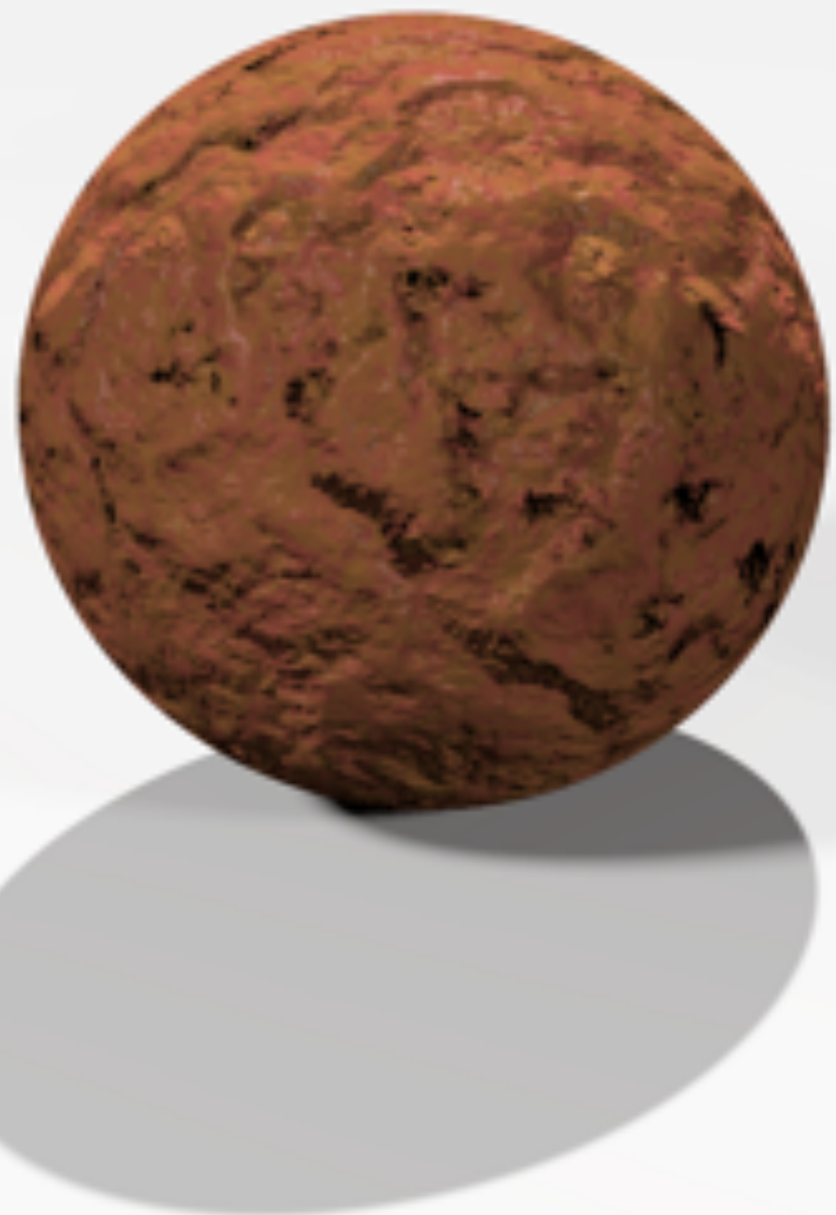
Describe surface material properties



Multiple layers of texture maps for color, logos, scratches, etc.

Normal & Displacement Mapping

normal mapping



Use texture value to perturb surface normal to "fake" appearance of a bumpy surface

displacement mapping

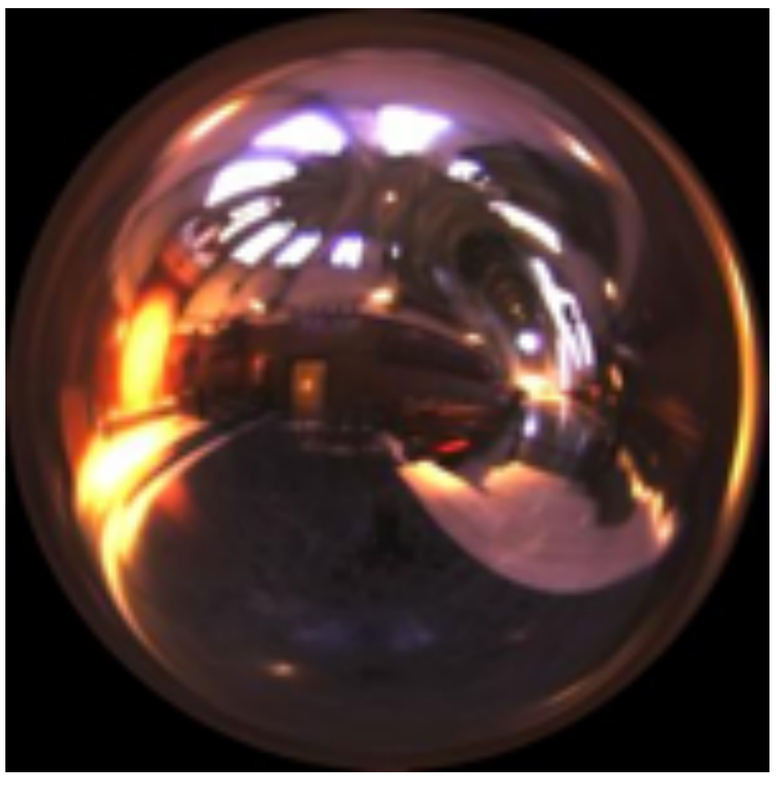
dice up surface geometry into tiny triangles & offset positions according to texture values (note bumpy silhouette and shadow boundary)

Represent precomputed lighting and shadows

Original model

With ambient occlusion

Extracted ambient occlusion map



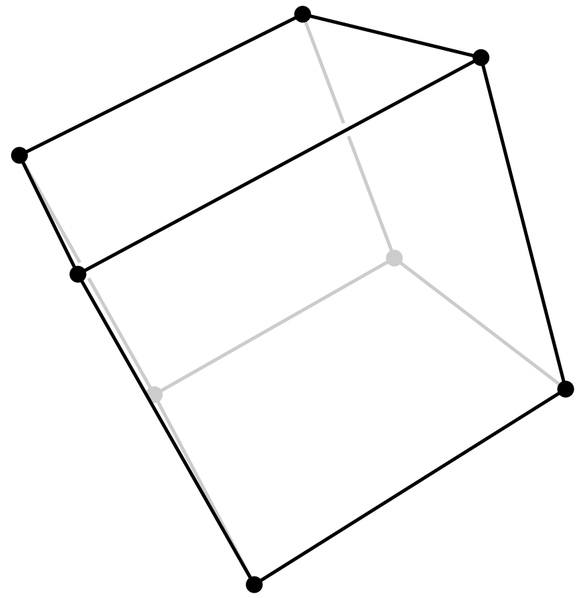
Grace Cathedral environment map

Environment map used in rendering

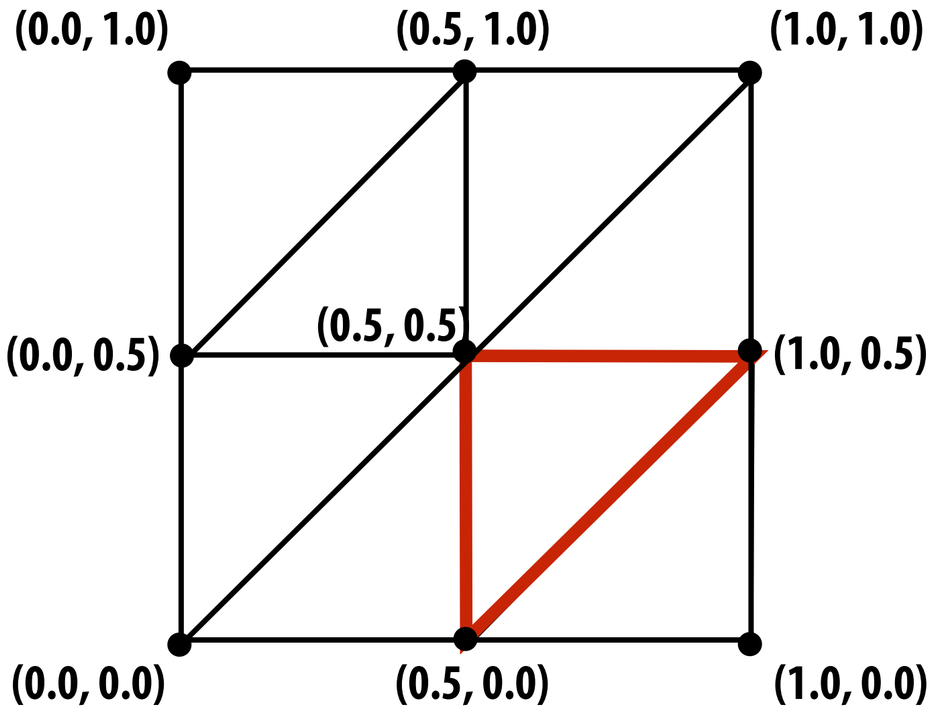
Texture coordinates

- "Texture coordinates" define a mapping from surface coordinates to points in texture domain
- Often defined by linearly interpolating texture coordinates at triangle vertices

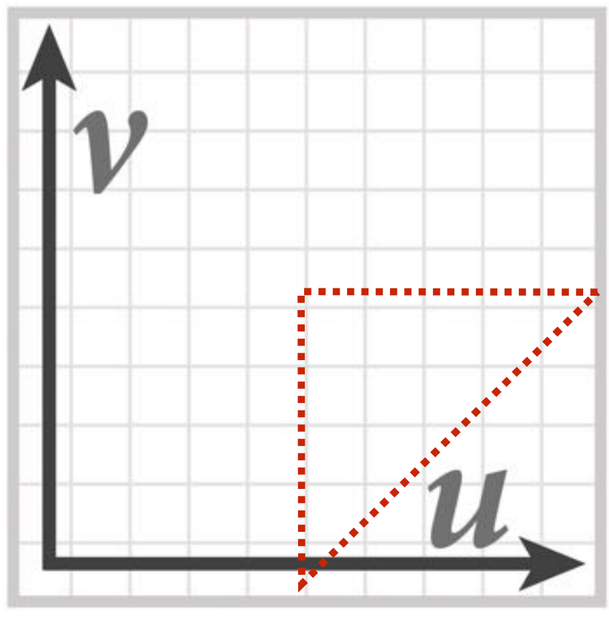
example: texture this cube



Suppose each cube face is split into eight triangles, with texture coordinates (u,v) at each vertex

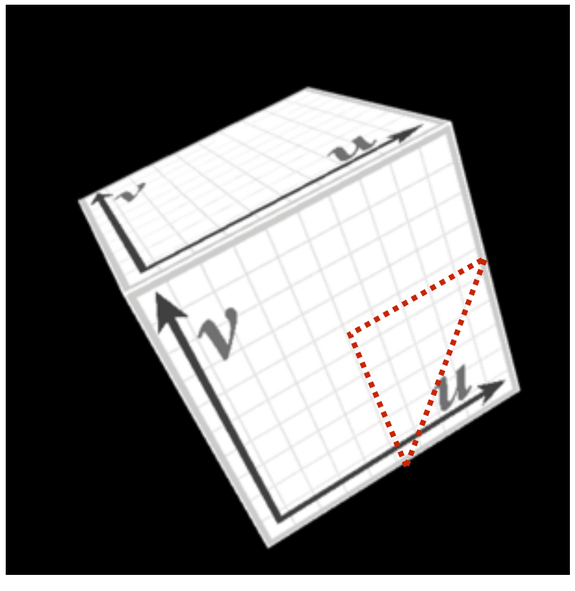


A texture on the $[0,1]^2$ domain can be specified by a 2048x2048 image



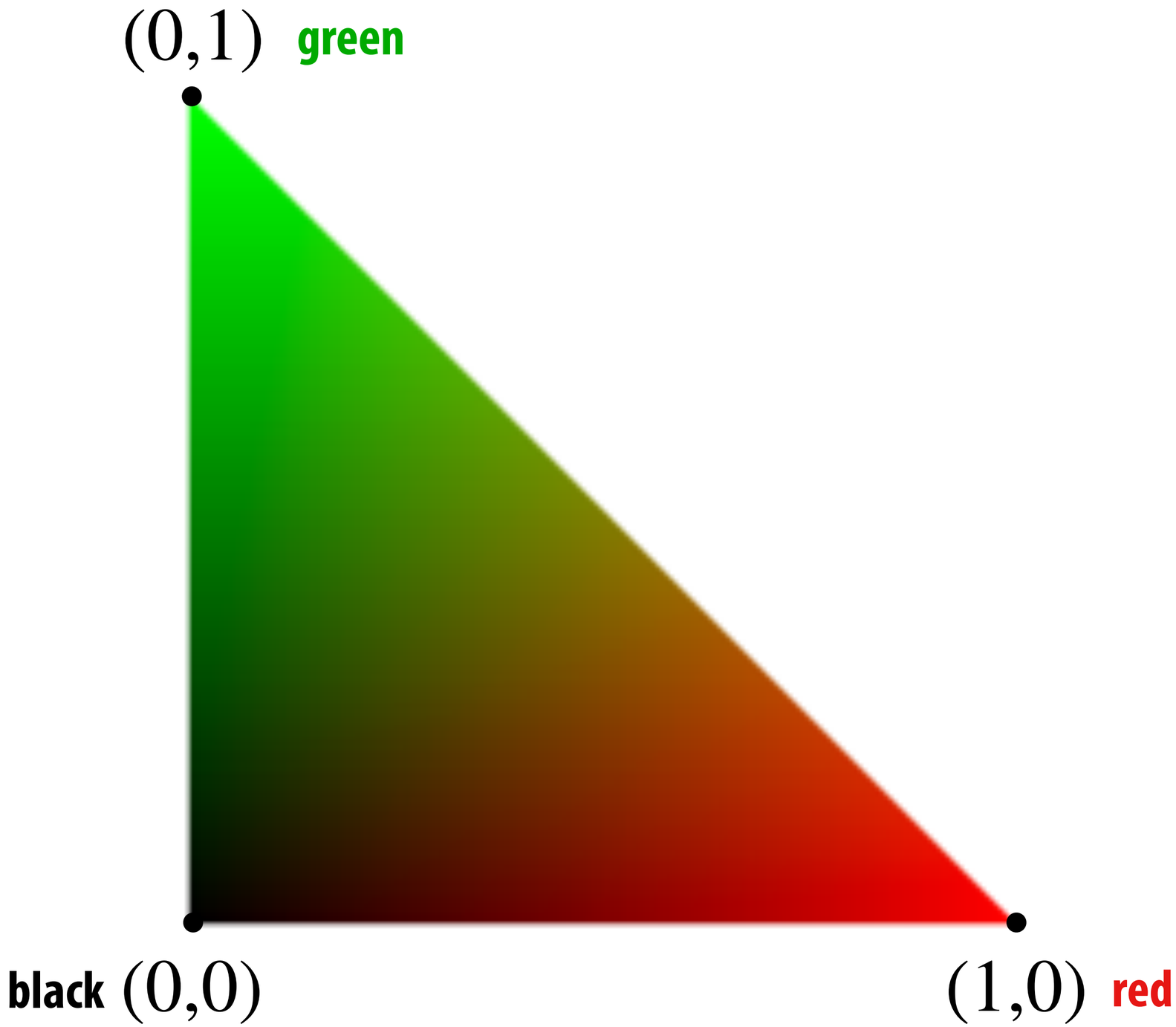
(location of highlighted triangle in texture space shown in red)

Linearly interpolating texture coordinates & "looking up" color in texture gives this image:



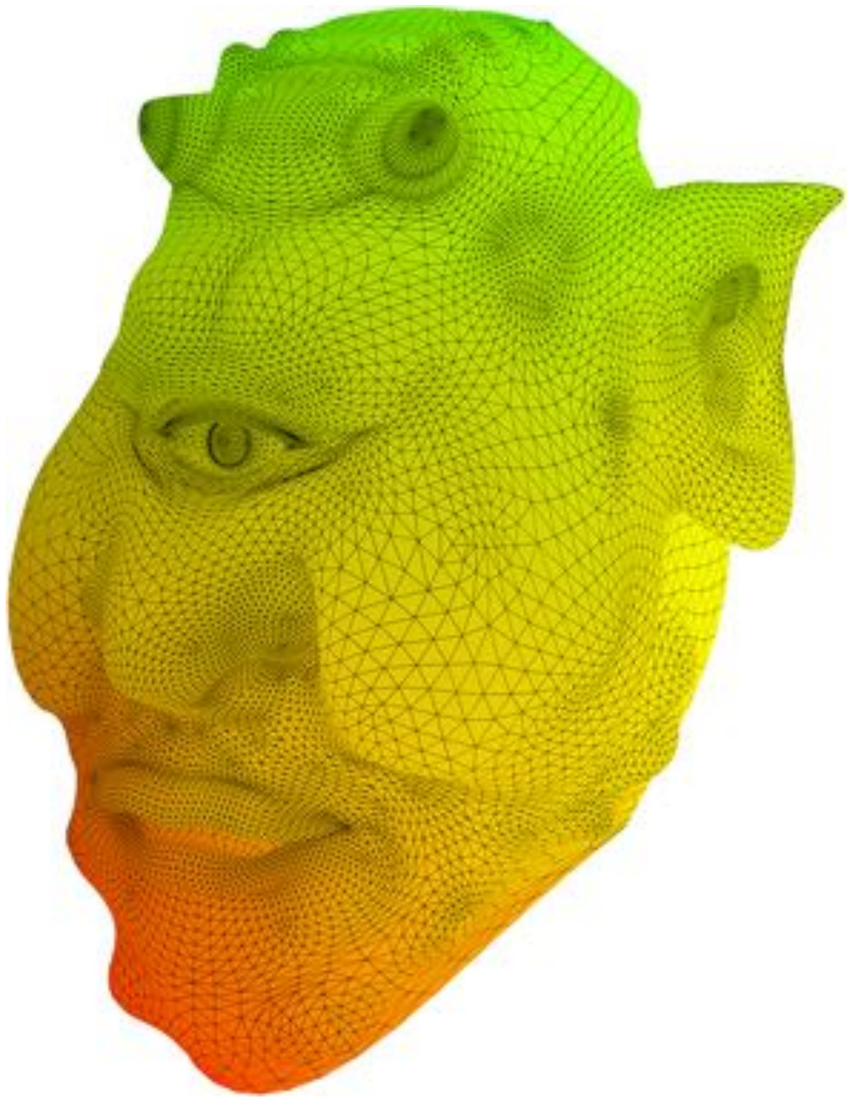
Visualization of texture coordinates

Associating texture coordinates (u, v) with colors helps to visualize mapping

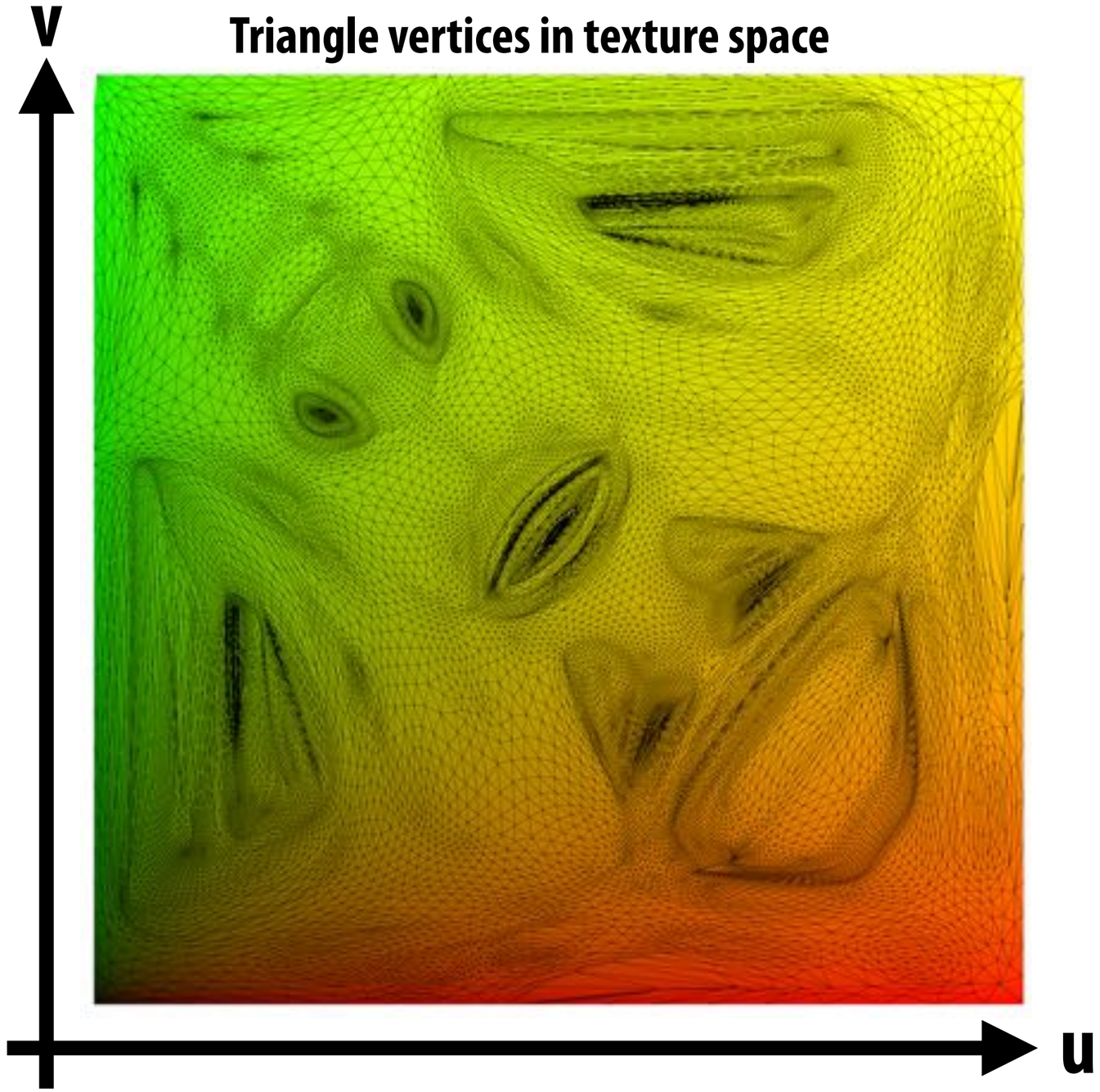


More complex mapping

Visualization of texture coordinates



Triangle vertices in texture space

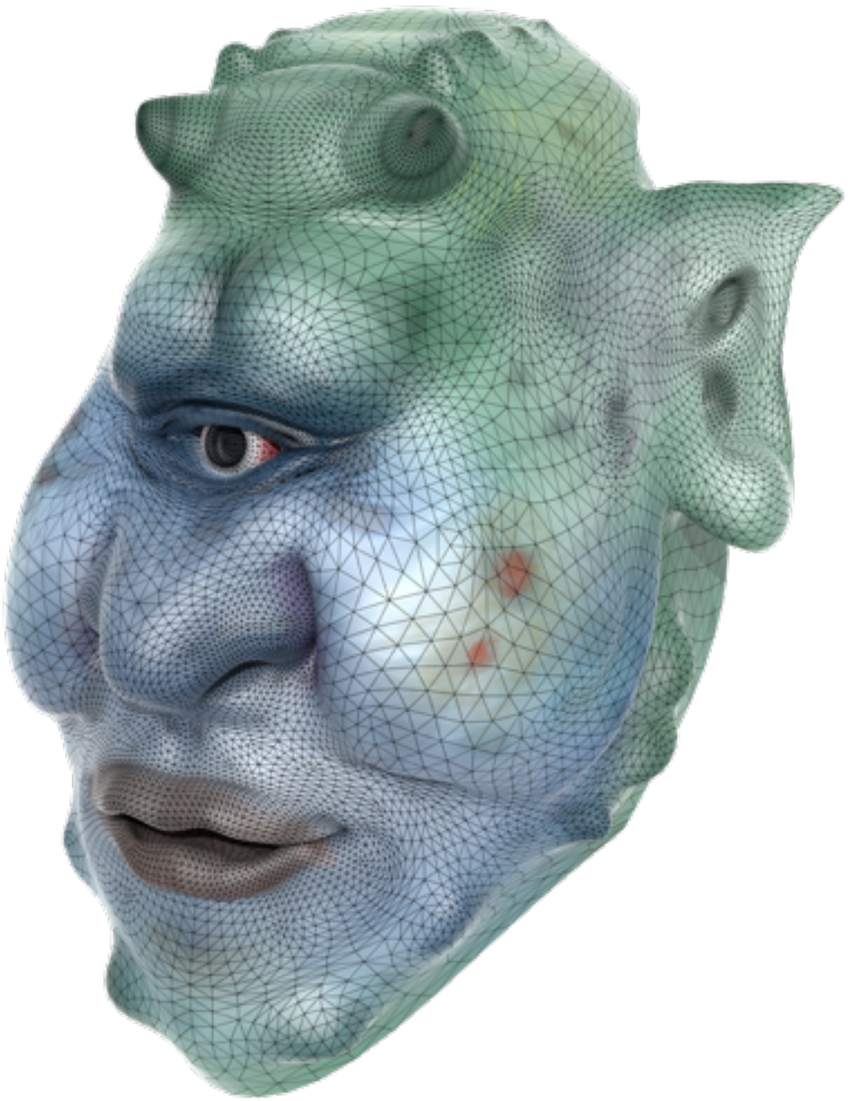


Each vertex has a coordinate (u,v) in texture space

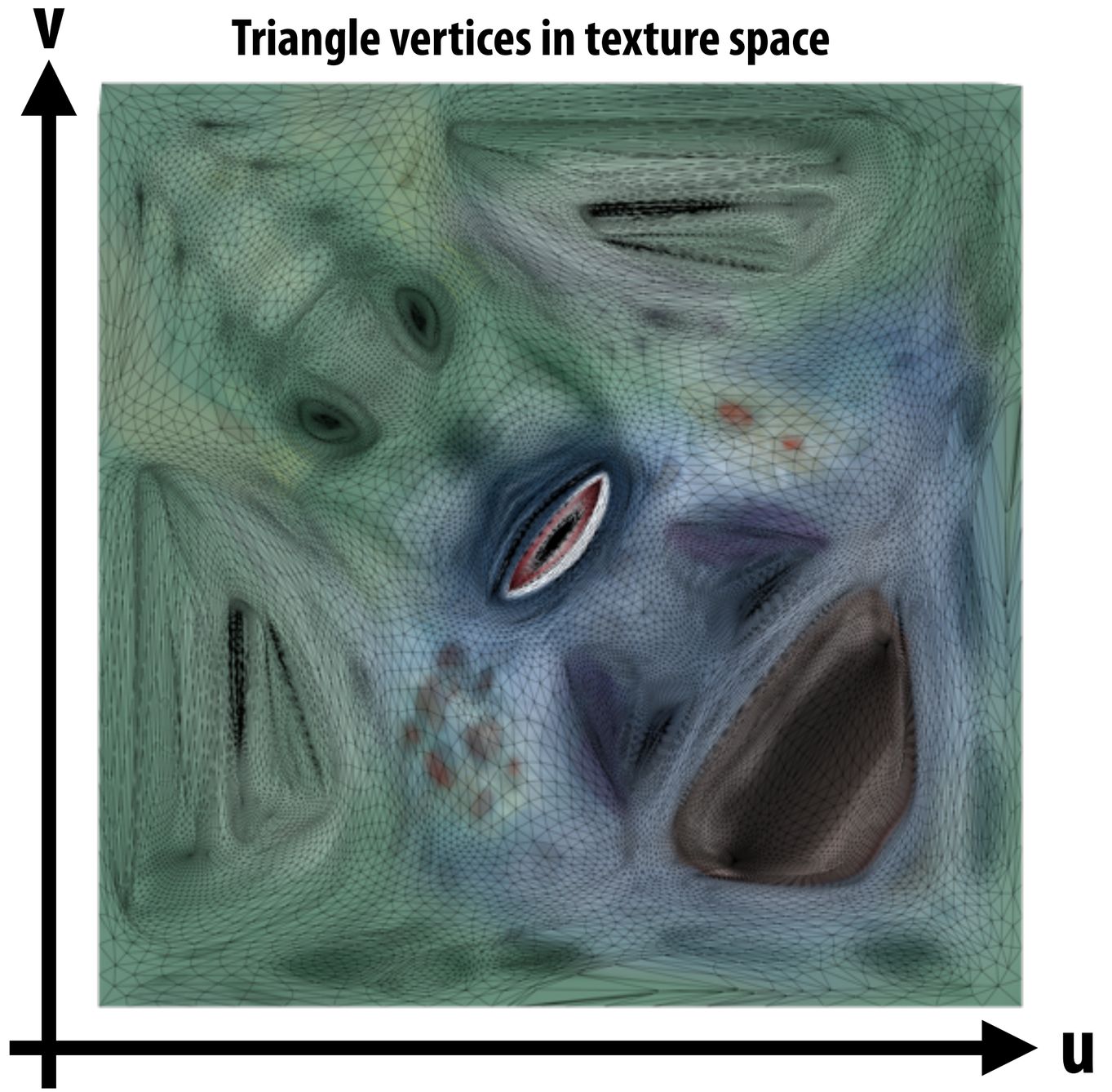
(Actually coming up with these coordinates is another story!)

Texture mapping adds detail

Rendered result



Triangle vertices in texture space



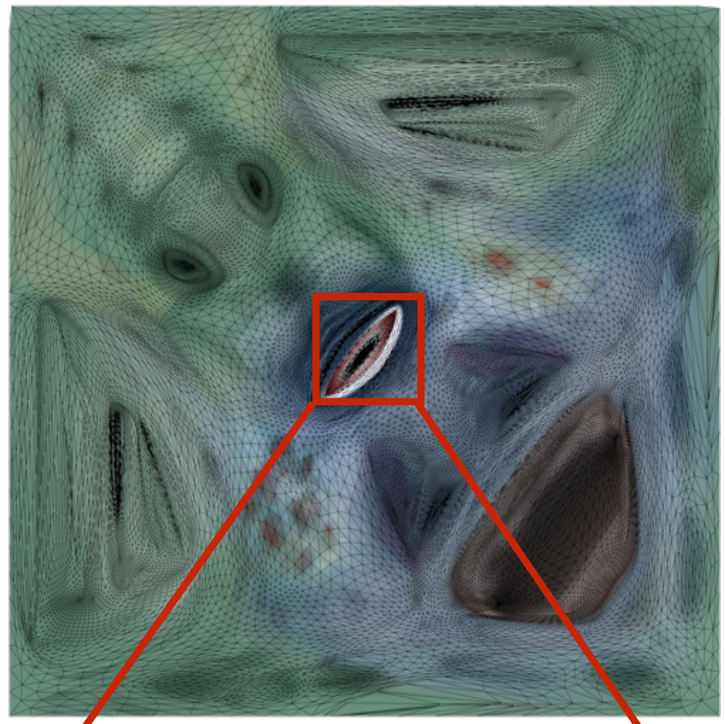
Each triangle "copies" a piece of the image back to the surface

Texture mapping adds detail

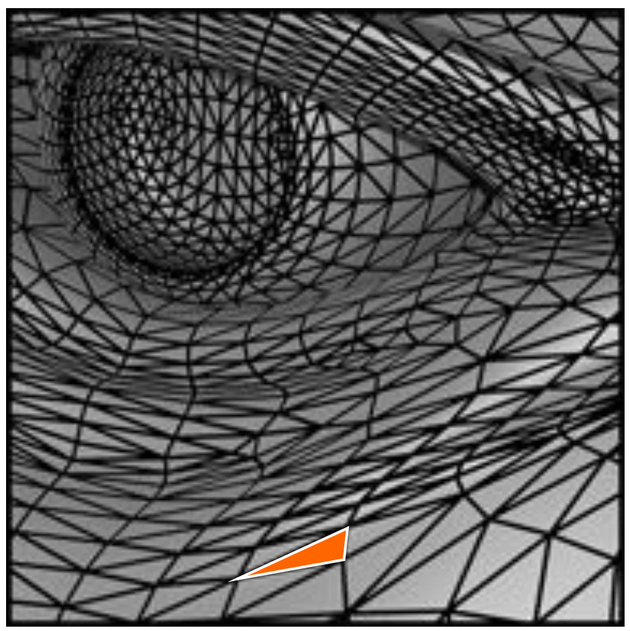
rendering without texture

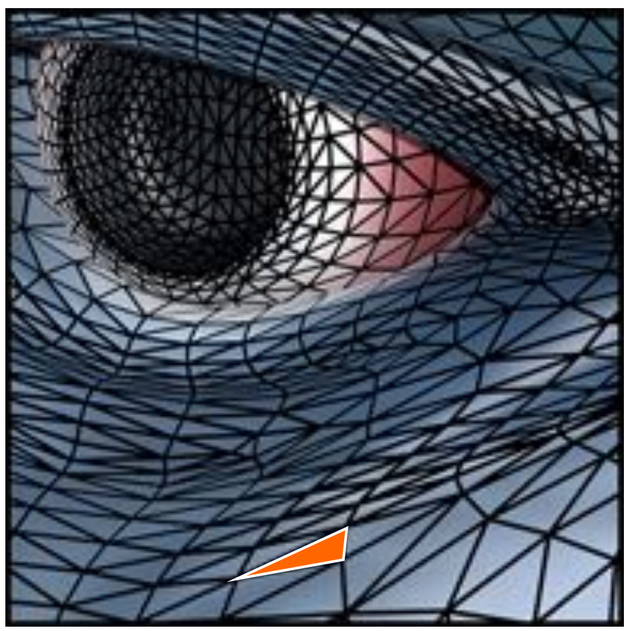
rendering with texture

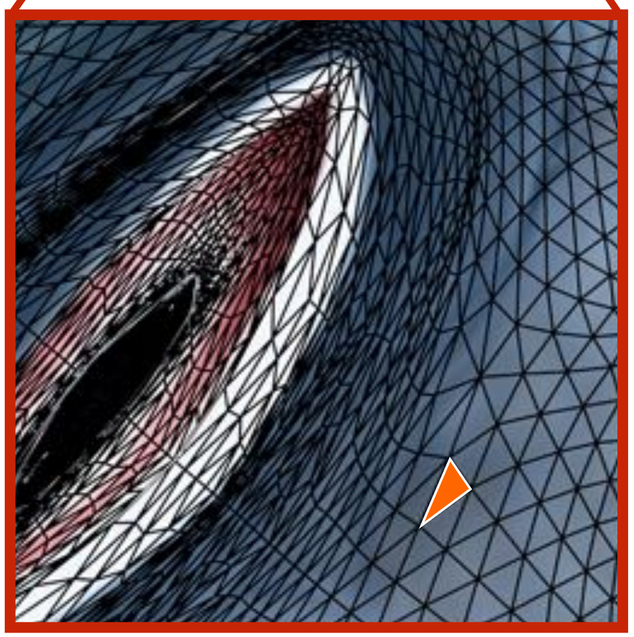
texture image



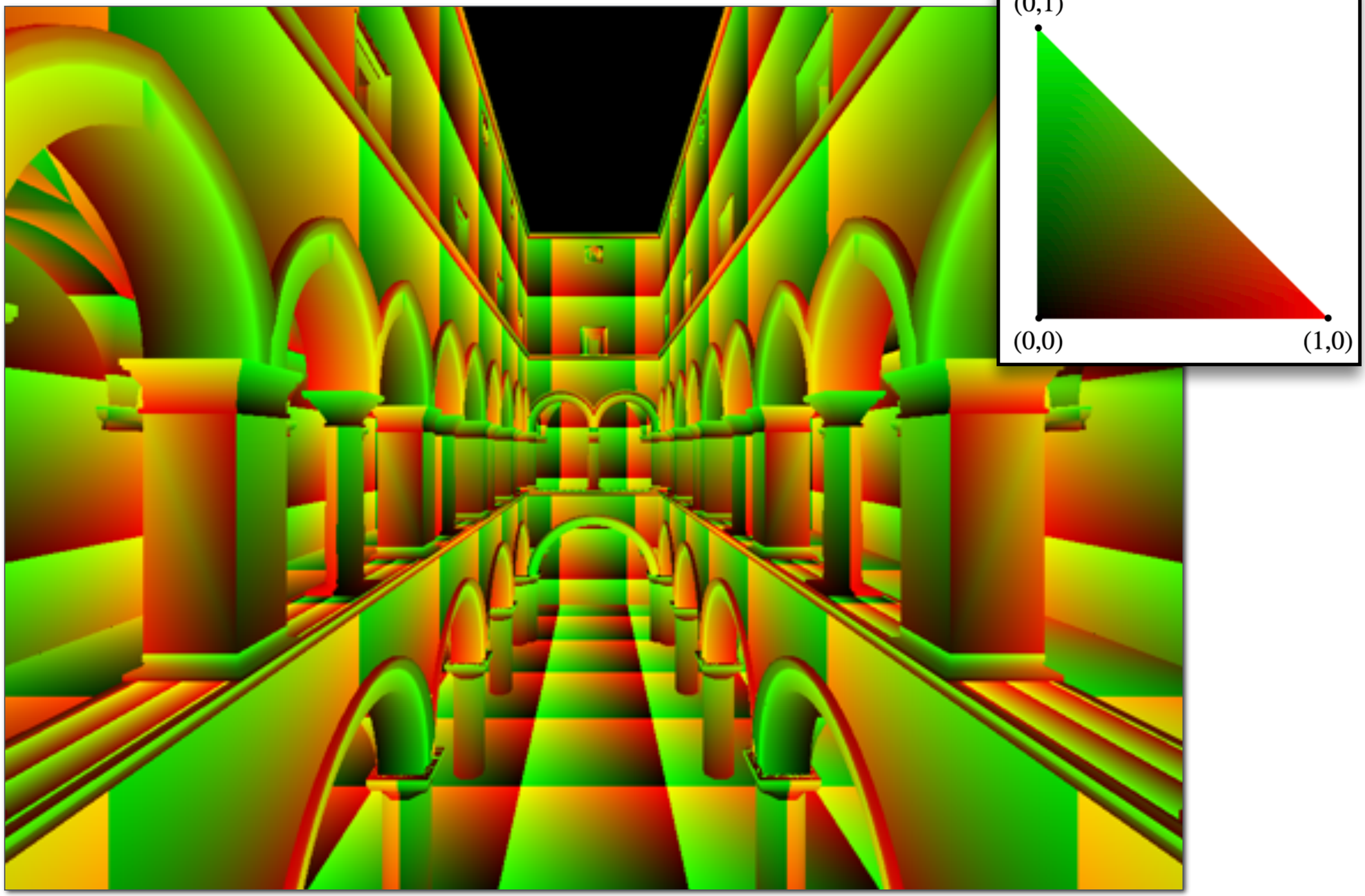
zoom







Another example: periodic coordinates



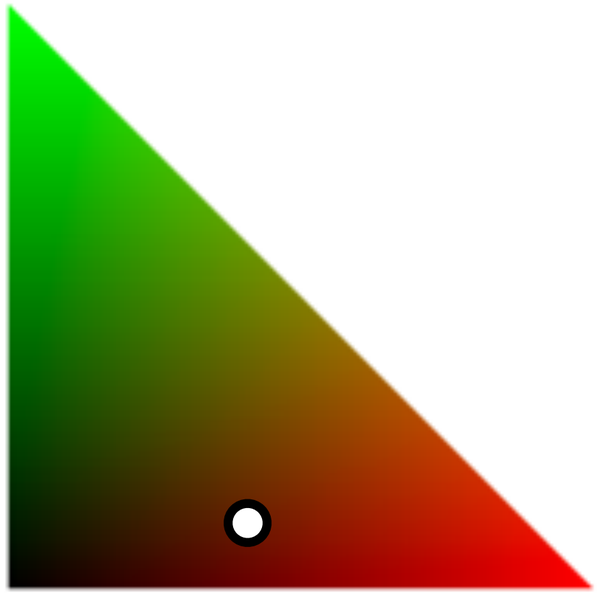
Q: Why do you think texture coordinates might repeat over the surface?

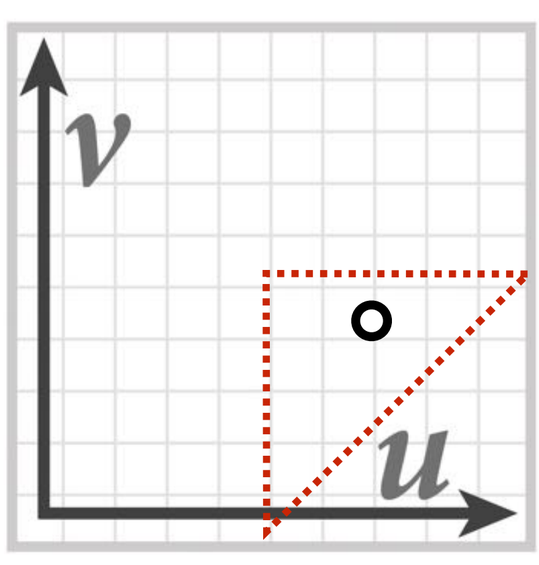
Textured Sponza

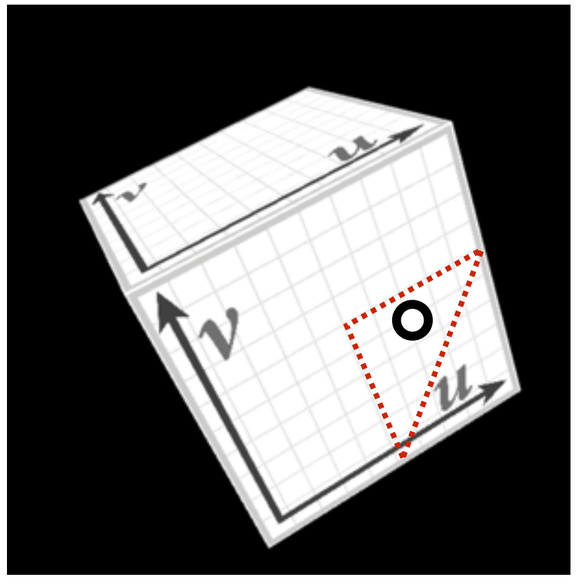
A: Want to tile a texture many times (rather than store a huge image!)

Texture Sampling 101

- **Basic algorithm for texture mapping:**
  - `for each pixel in the rasterized image:`
    - `interpolate` (u, v) `coordinates across triangle`
    - `sample (evaluate) texture at interpolated` (u, v)
    - `set color of fragment to sampled texture value`



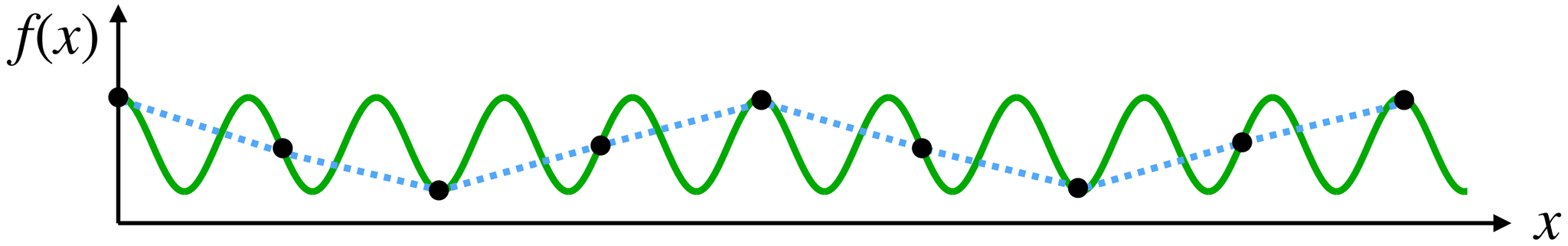


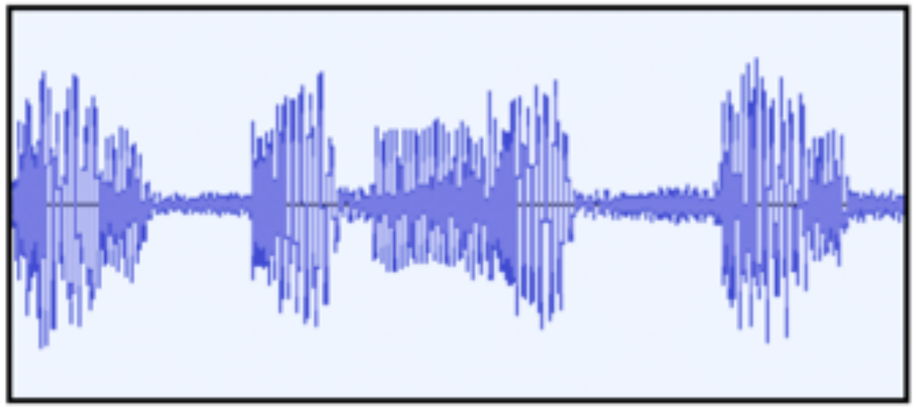


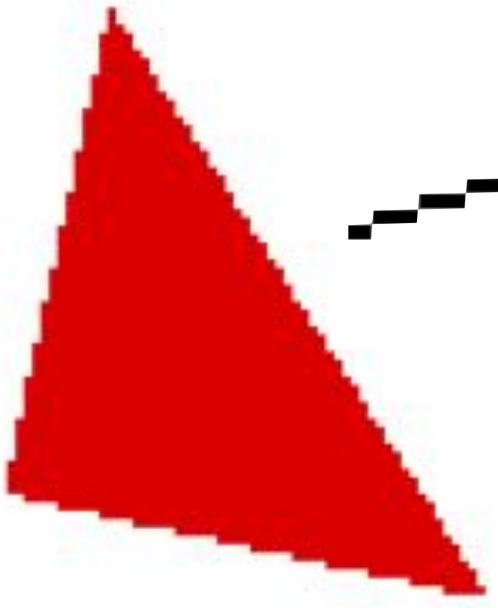
. . . sadly not this easy in general!

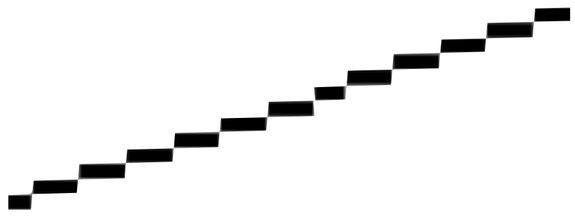
Recall: aliasing

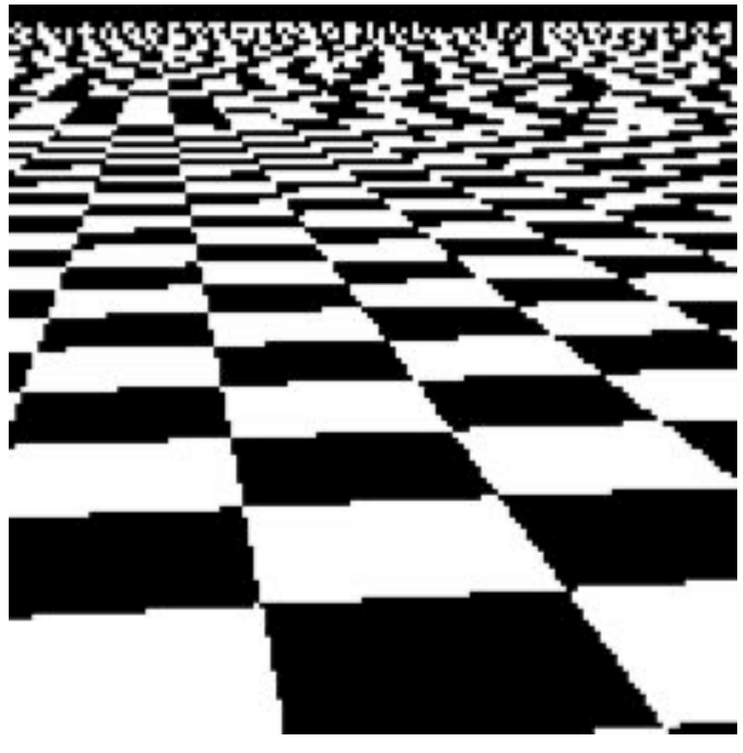
Undersampling a high-frequency signal can result in aliasing







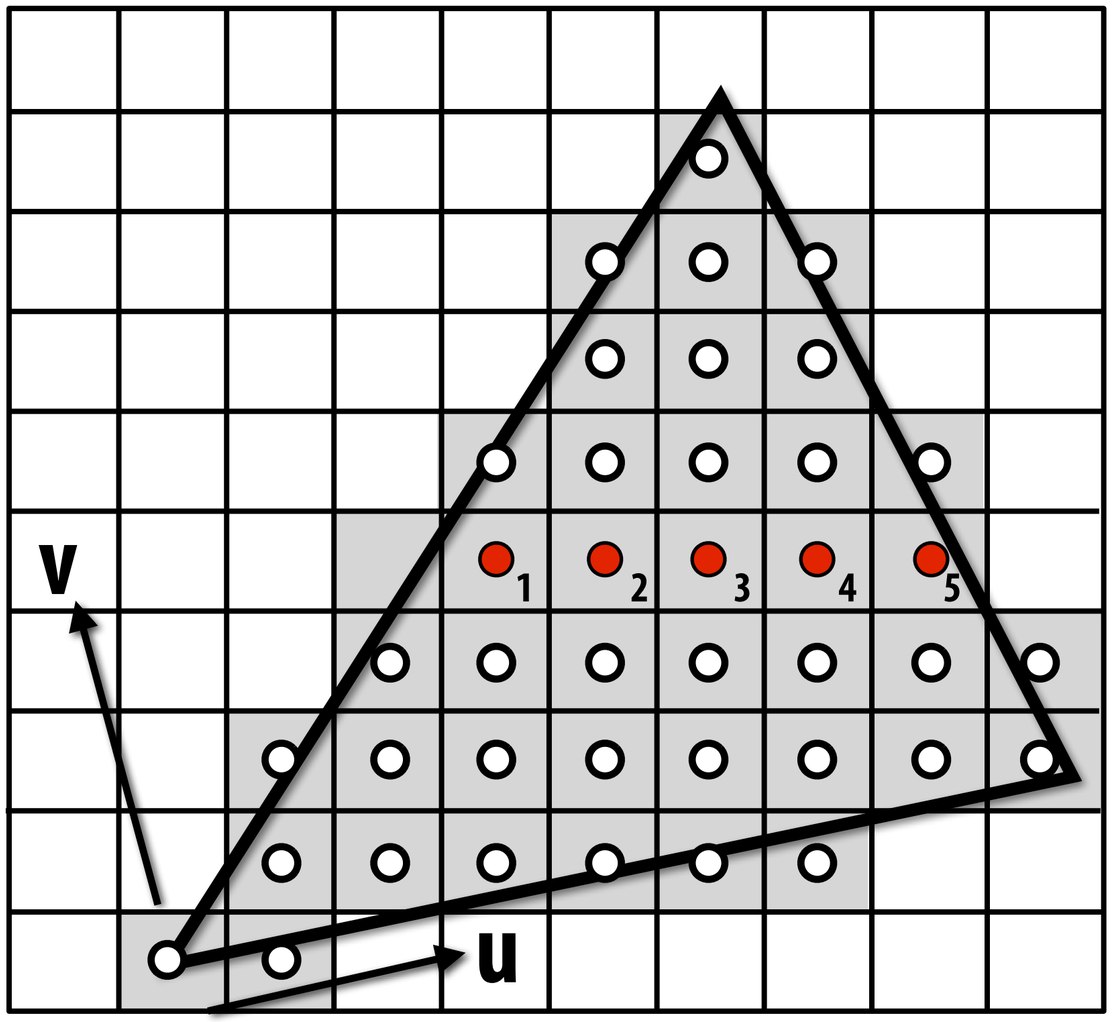




Visualizing texture samples

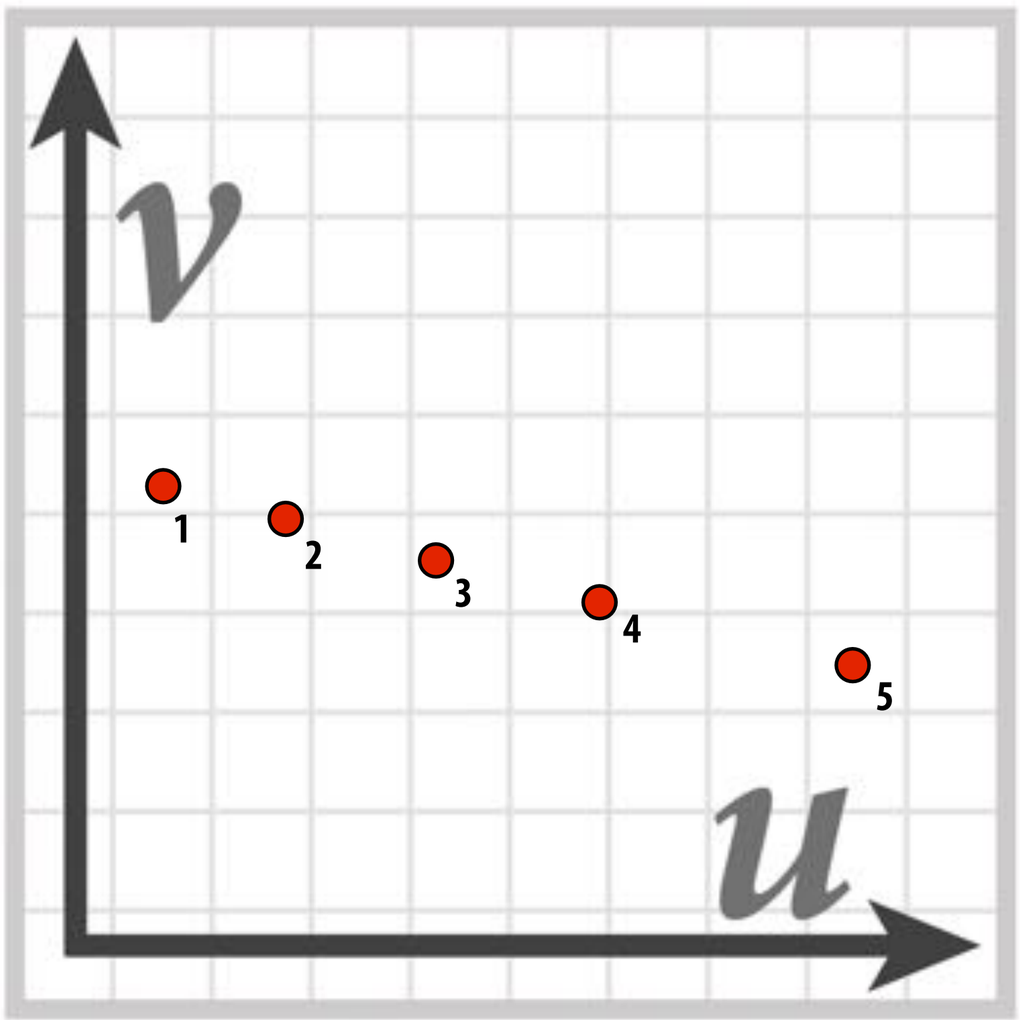
Since triangles are projected from 3D to 2D, pixels in screen space will correspond to regions of varying size & location in texture

sample positions in screen space



Sample positions are uniformly distributed in screen space (rasterizer samples triangle's appearance at these locations)

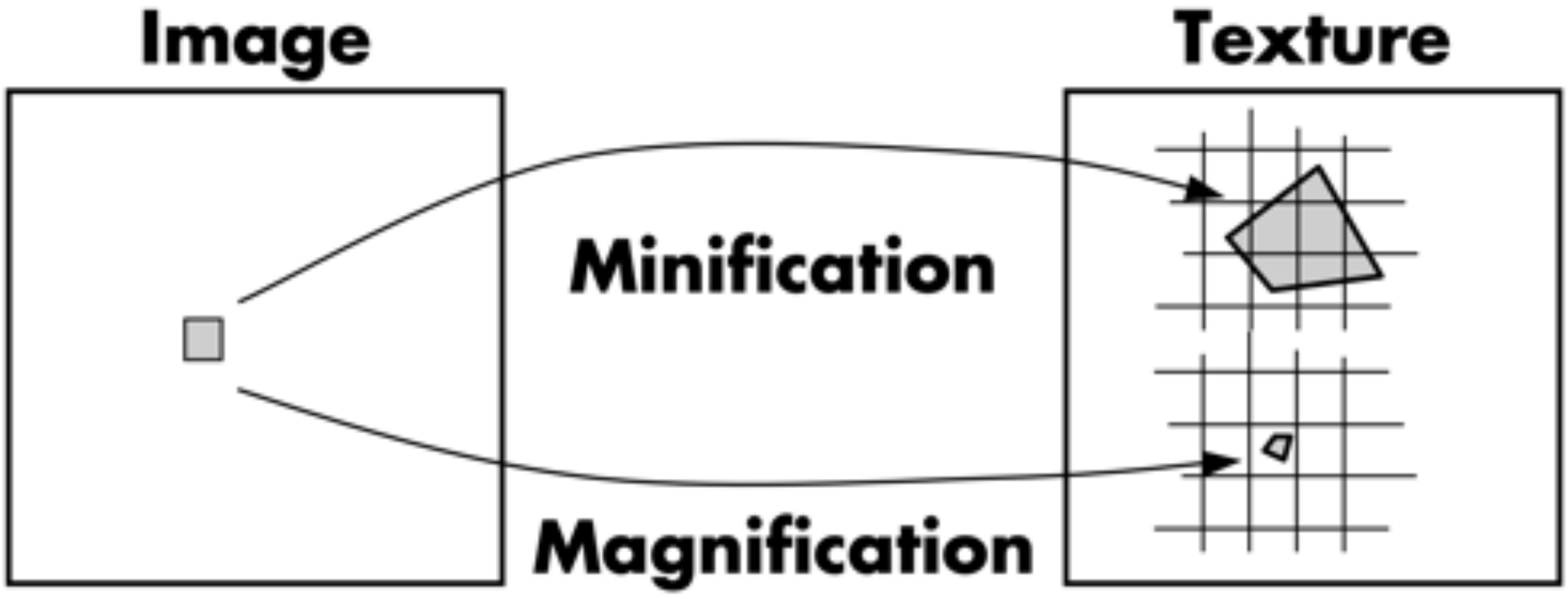
sample positions in texture space



Sample positions in texture space are not uniform (texture function is sampled at these locations)

Irregular sampling pattern makes it hard to avoid aliasing!

Magnification vs. Minification

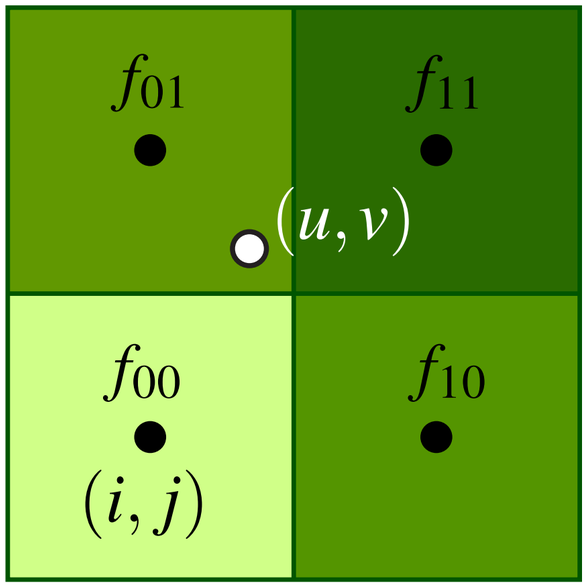


- **Magnification (easier):**
  - Example: camera is very close to scene object
  - Single screen pixel maps to tiny region of texture
  - Can just interpolate value at screen pixel center
- **Minification (harder):**
  - Example: scene object is very far away
  - Single screen pixel maps to large region of texture
  - Need to compute average texture value over pixel to avoid aliasing

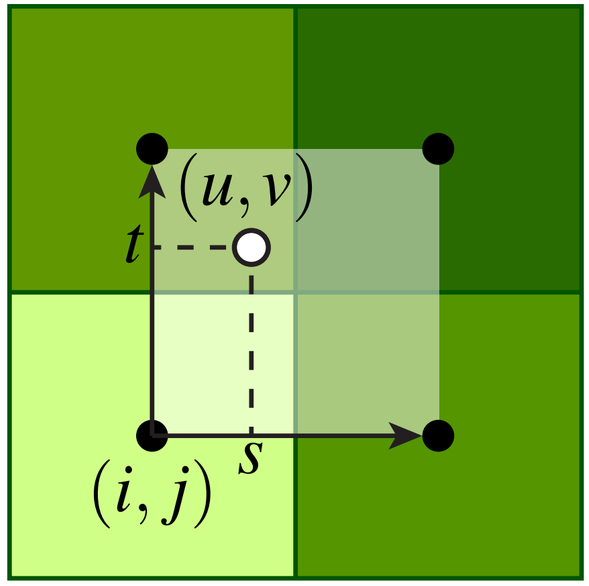
Figure credit: Akeley and Hanrahan

Bilinear interpolation (magnification)

How can we "look up" a texture value at a non-integer location (u, v)?



$$i = \lfloor u - \tfrac{1}{2} \rfloor$$
$$j = \lfloor v - \tfrac{1}{2} \rfloor$$

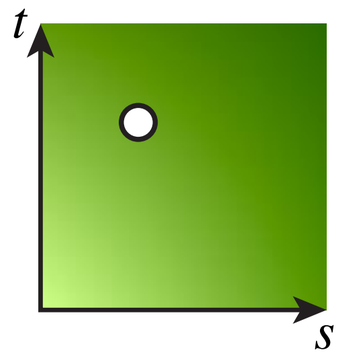


$$s = u - \left(i + \tfrac{1}{2}\right) \in [0,1]$$
$$t = v - \left(j + \tfrac{1}{2}\right) \in [0,1]$$

linear (each row)

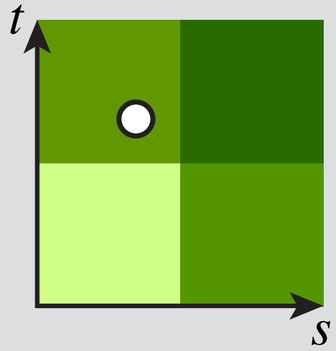
$$(1-s) f_{01} + s f_{11}$$
$$(1-s) f_{00} + s f_{10}$$

bilinear



$$(1-t)\left((1-s) f_{00} + s f_{10}\right) + t\left((1-s) f_{01} + s f_{11}\right)$$

nearest neighbor

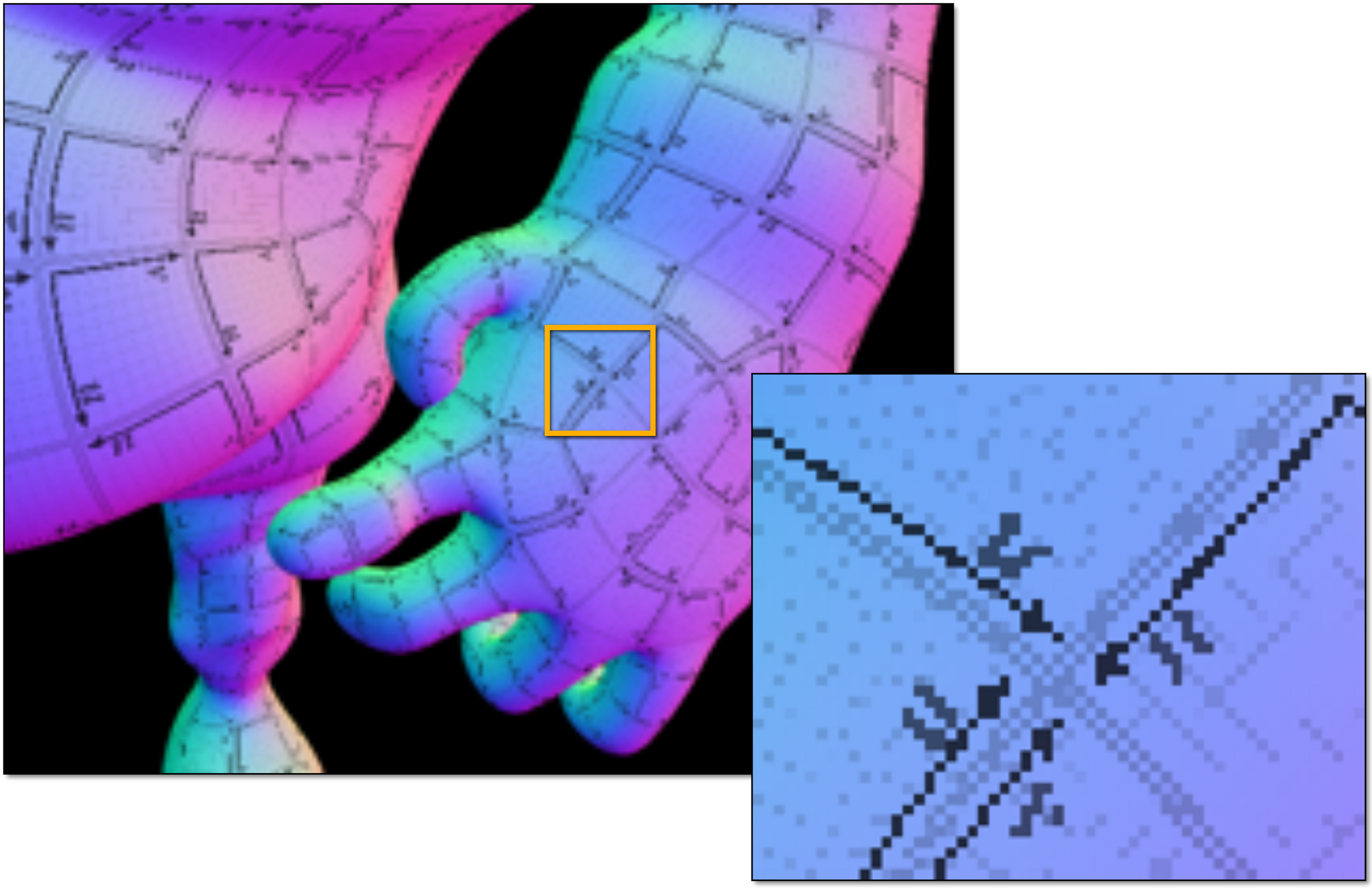


fast but ugly:

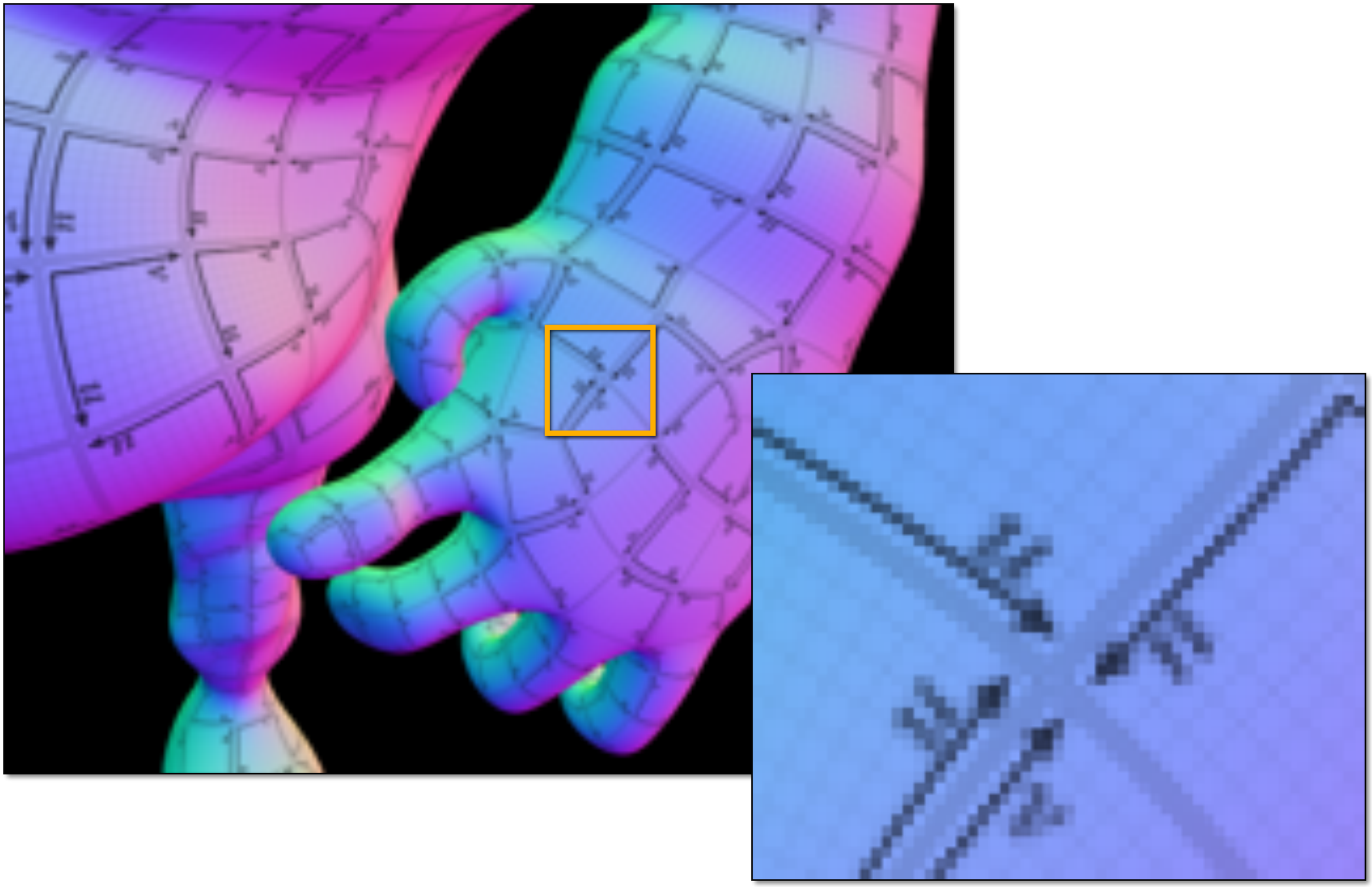
just grab value of nearest "texel" (texture pixel)

Q: What happens if we interpolate vertically first?

Aliasing due to minification



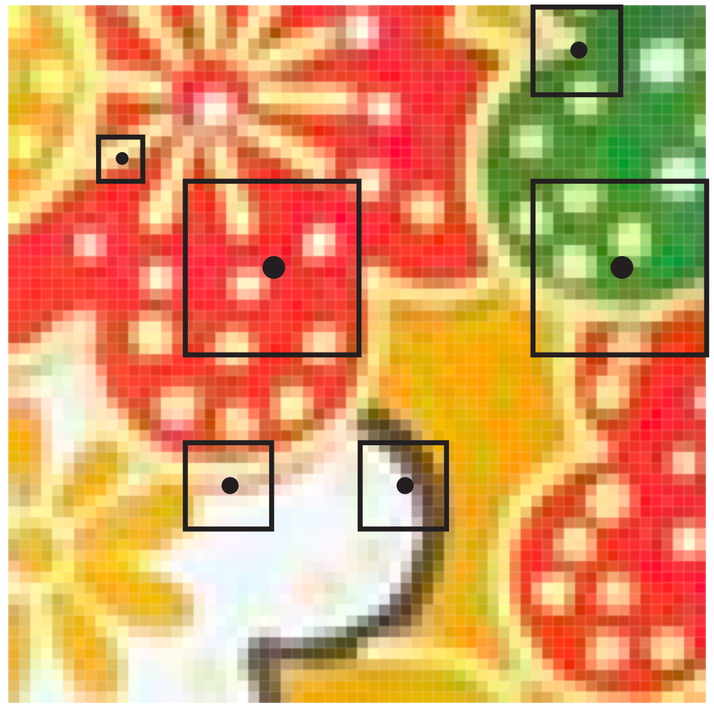
“Pre-filtering” texture (minification)



Texture prefiltering — basic idea

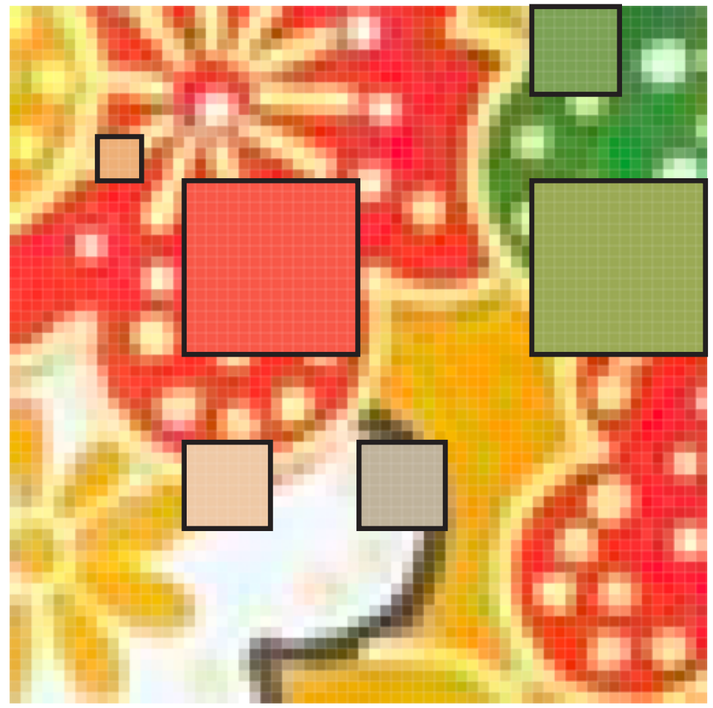
- Texture aliasing often occurs because a single pixel on the screen covers many pixels of the texture

- If we just grab the texture value at the center of the pixel, we get aliasing (get a "random" color that changes if the sample moves even very slightly)



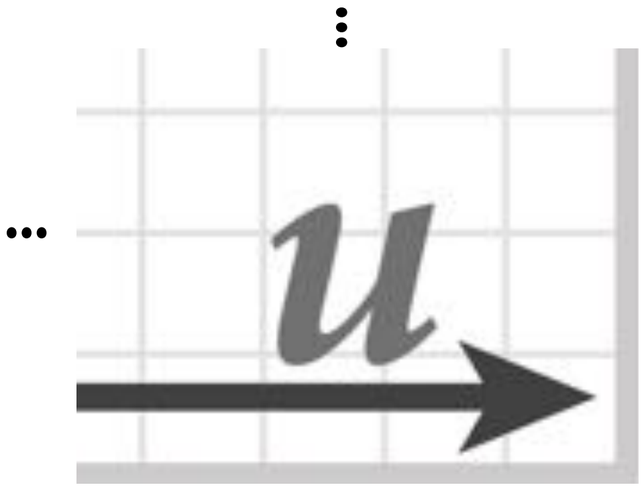
- Ideally, would use the average texture value—but this is expensive to compute

- Instead, we can pre-compute the averages (once) and just look up these averages (many times) at run-time

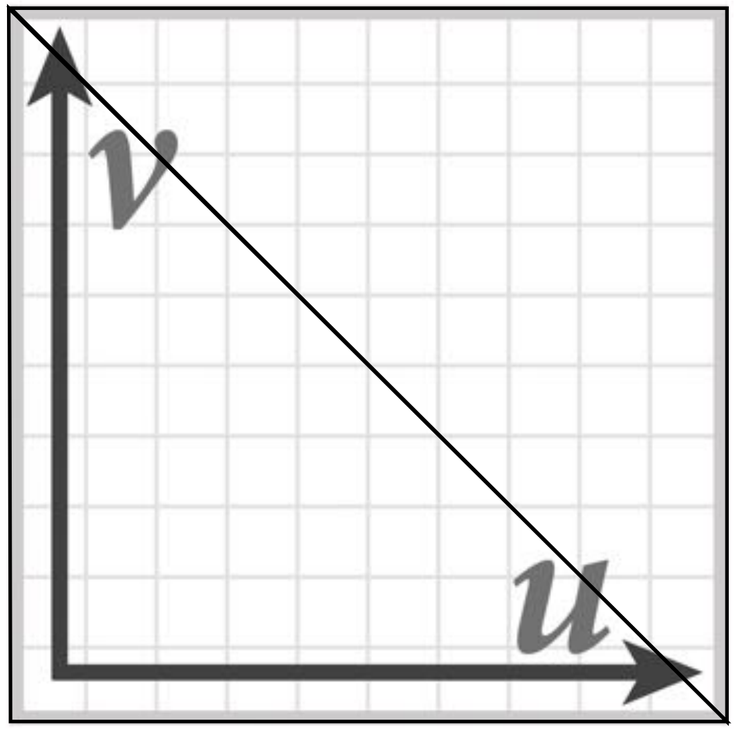


But which averages should we store? Can't precompute them all!

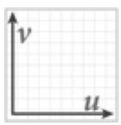
Prefiltered textures



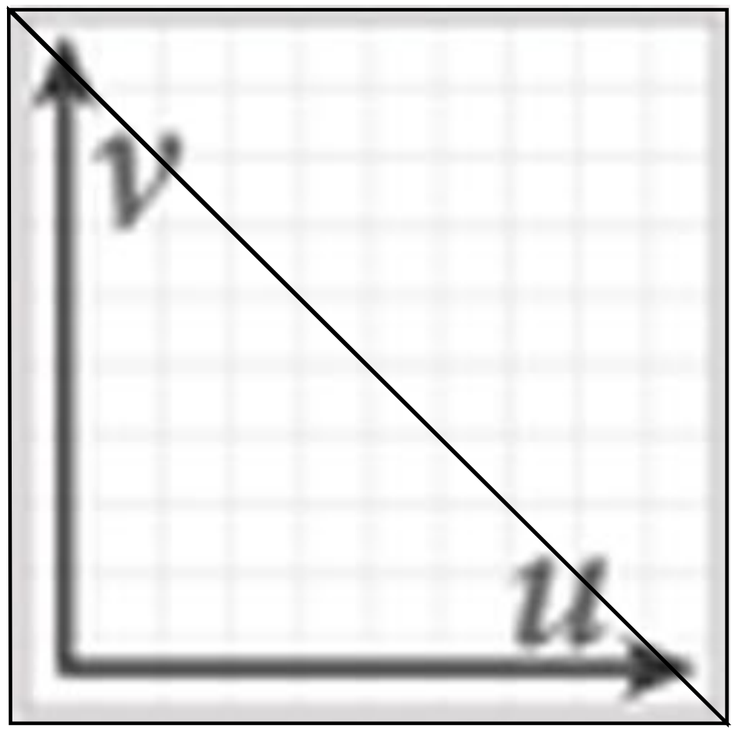
Actual texture: 700x700 image
(only a crop is shown)



Texture minification



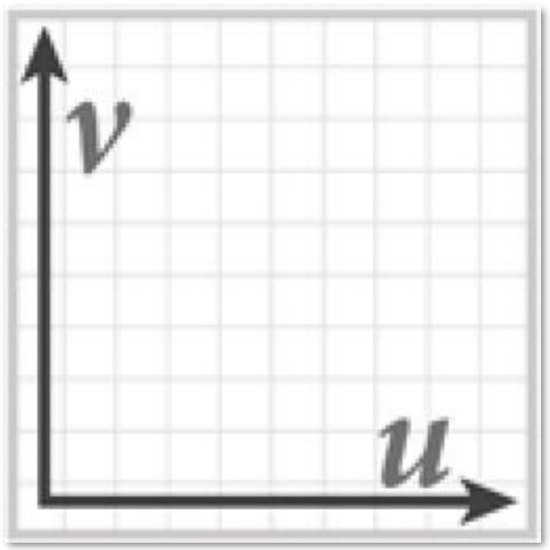
Actual texture: 64x64 image



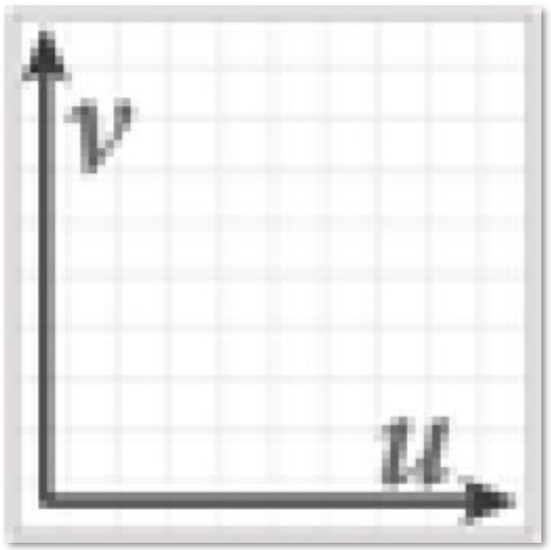
Texture magnification

Q: Are two resolutions enough? A: No…

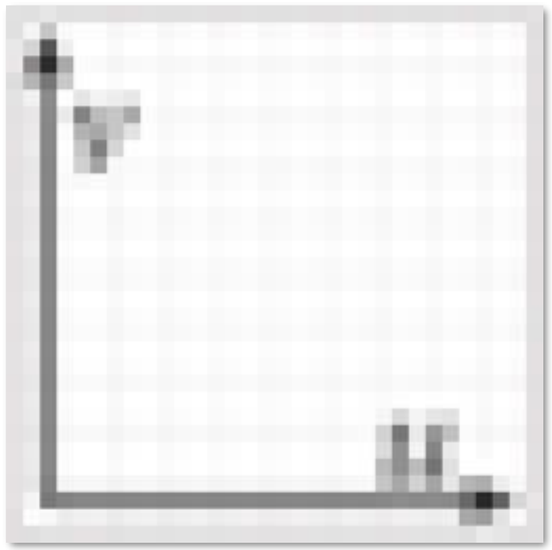
MIP map (L. Williams 83)



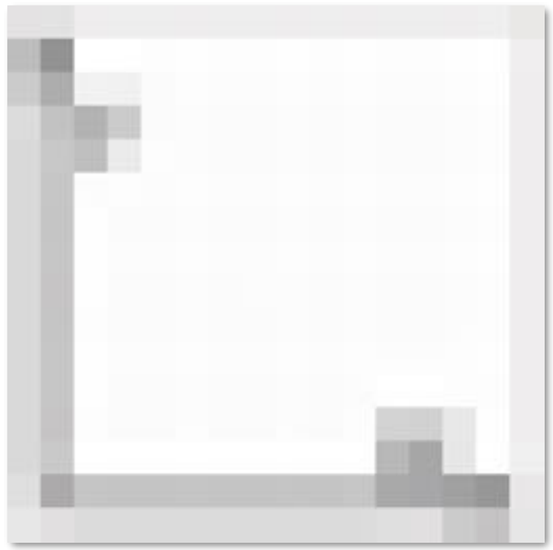
Level 0 = 128x128



Level 1 = 64x64

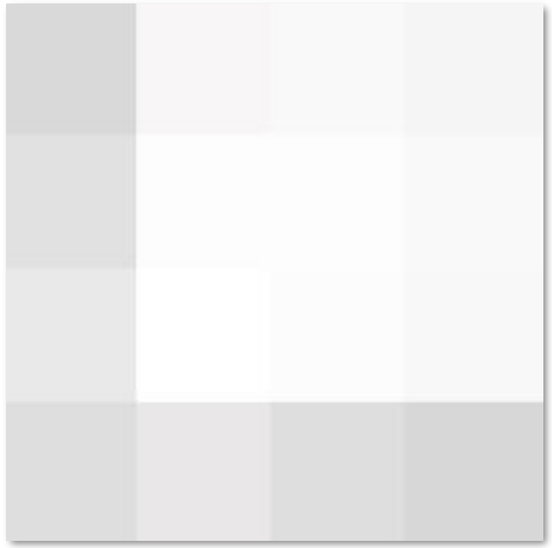


Level 2 = 32x32



Level 3 = 16x16

Level 4 = 8x8



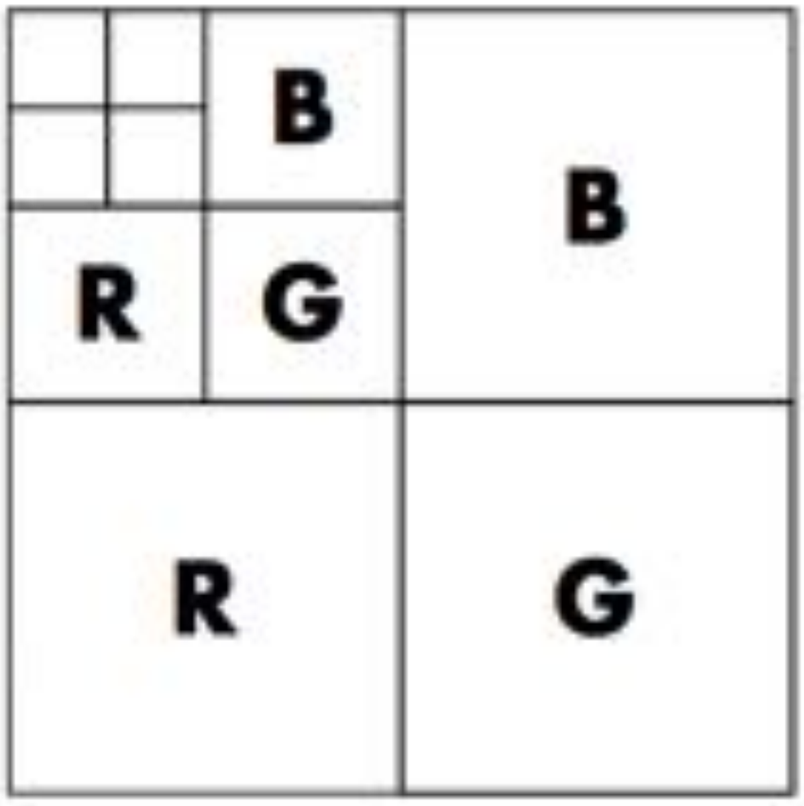
Level 5 = 4x4

Level 6 = 2x2

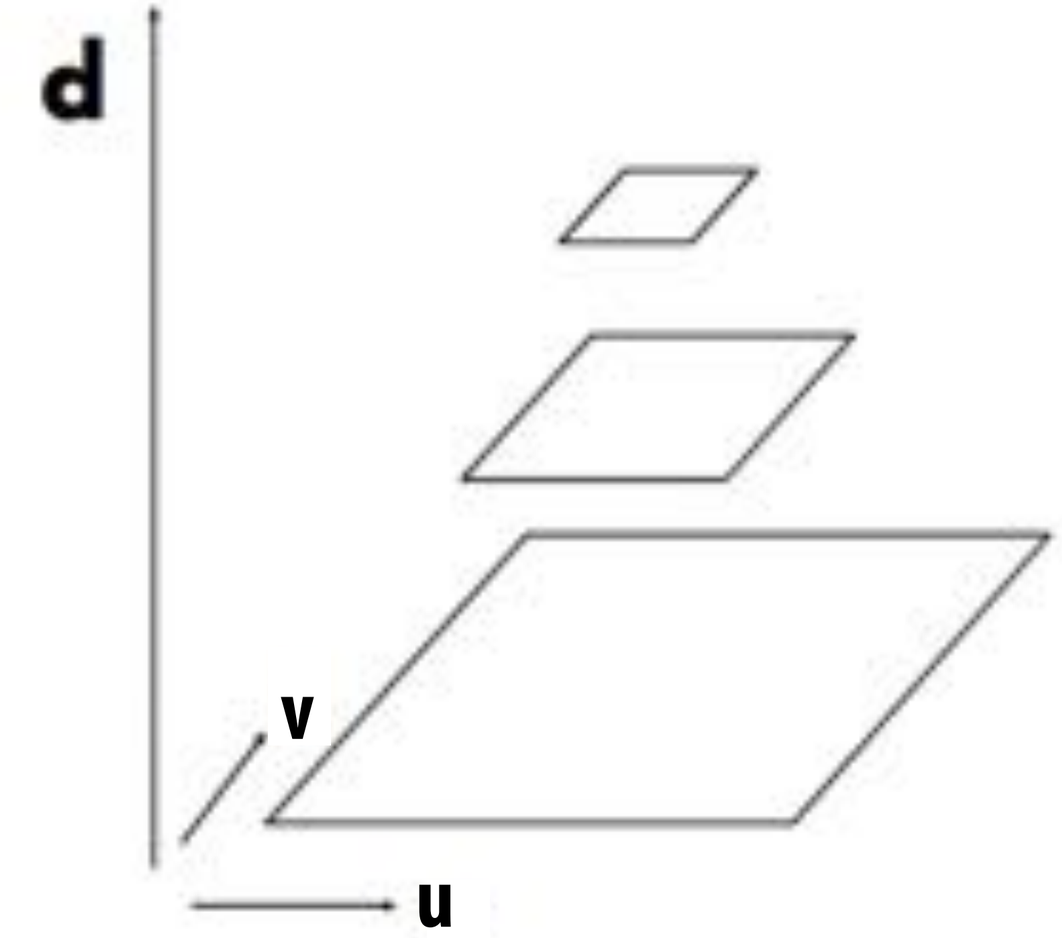
Level 7 = 1x1

- Rough idea: store prefiltered image at "every possible scale"
- Texels at higher levels store average of texture over a region of texture space (downsampled)
- Later: look up a single pixel from MIP map of appropriate size

Mipmap (L. Williams 83)



Williams' original proposed mip-map layout



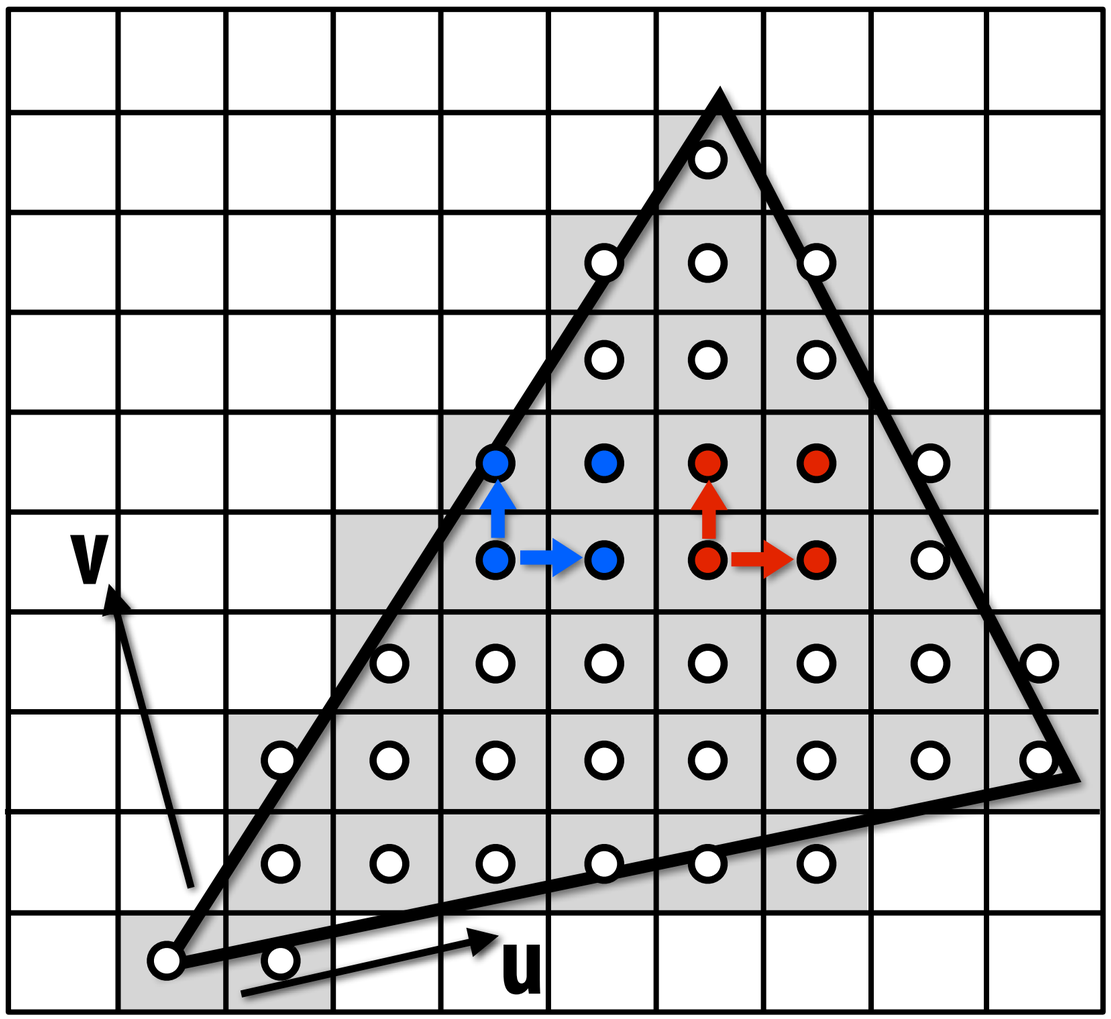
"Mip hierarchy" level = d

Q: What's the storage overhead of a mipmap?

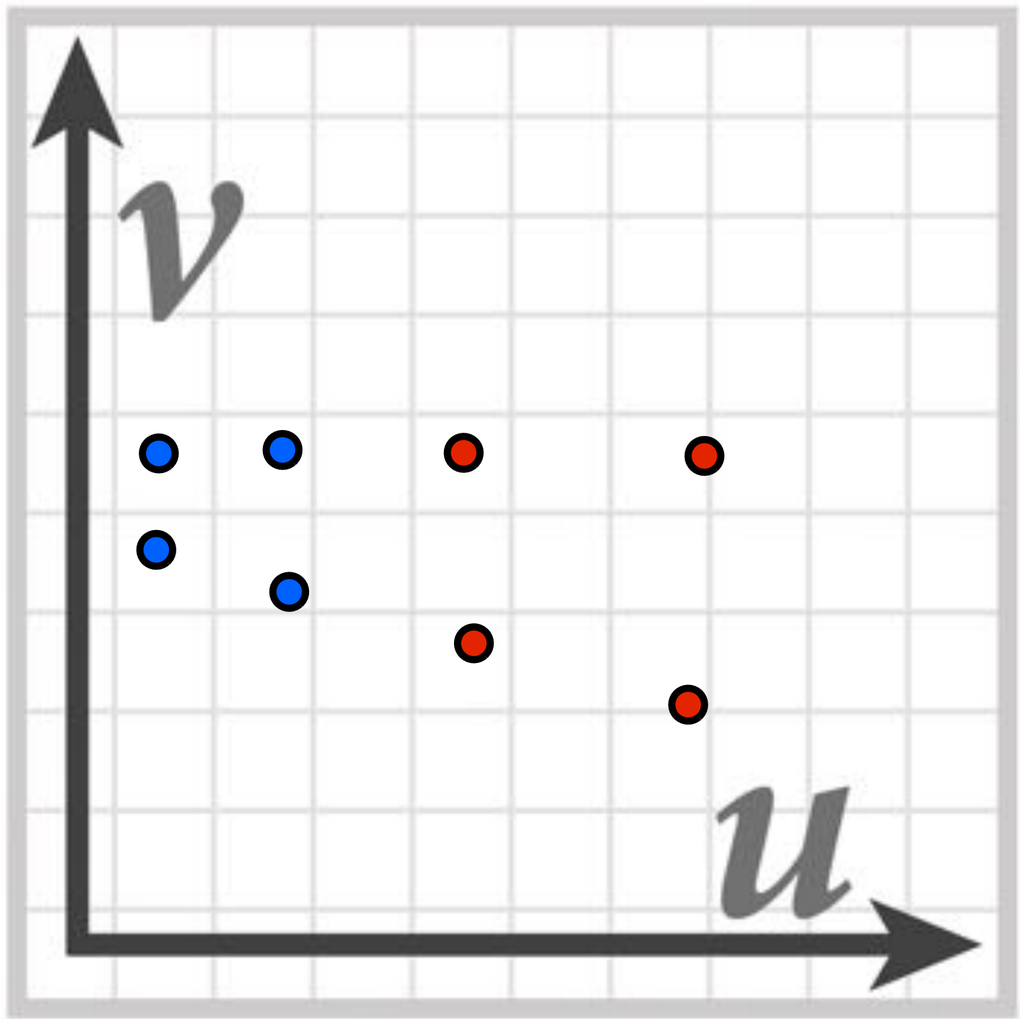
Slide credit: Akeley and Hanrahan

Computing MIP Map Level

Even within a single triangle, may want to sample from different MIP map levels:



Screen space

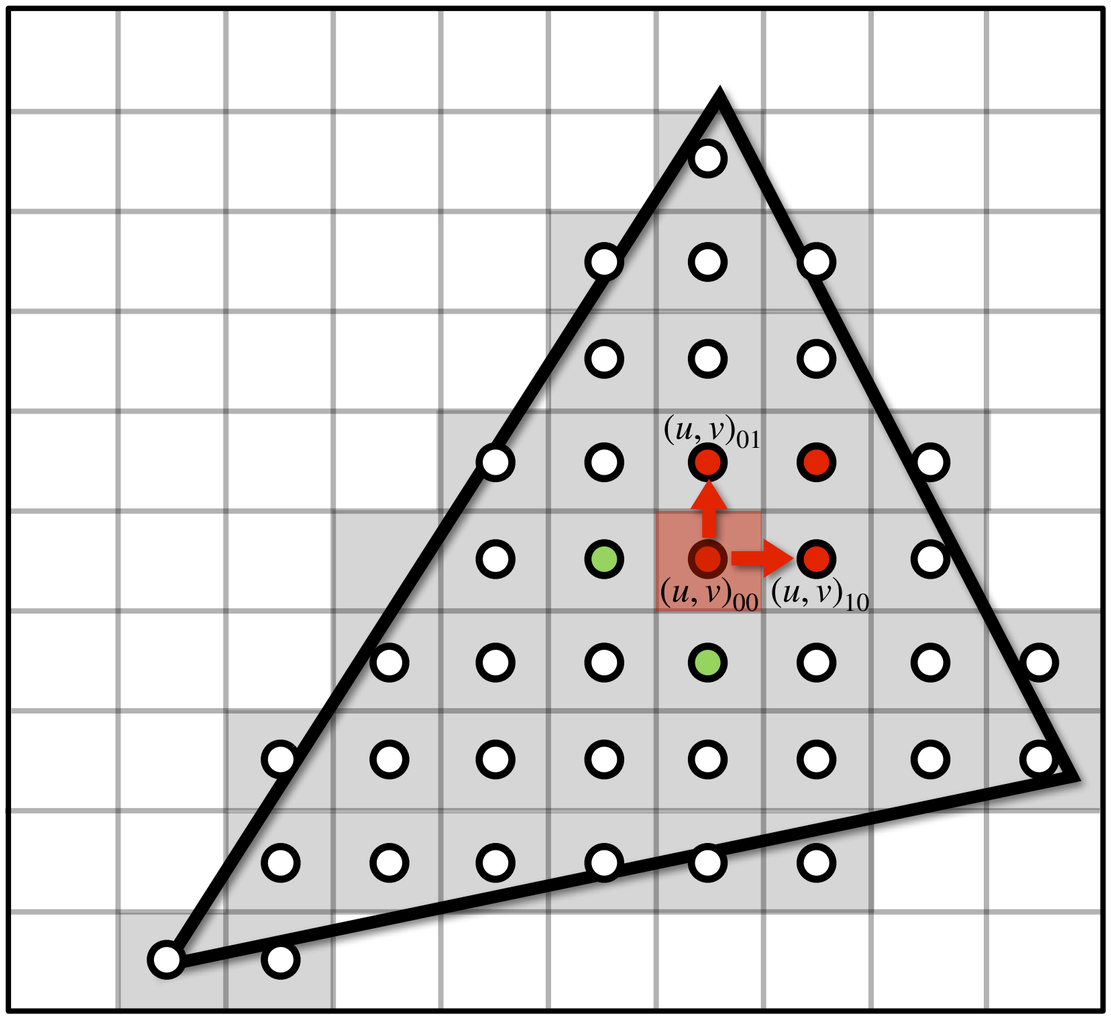


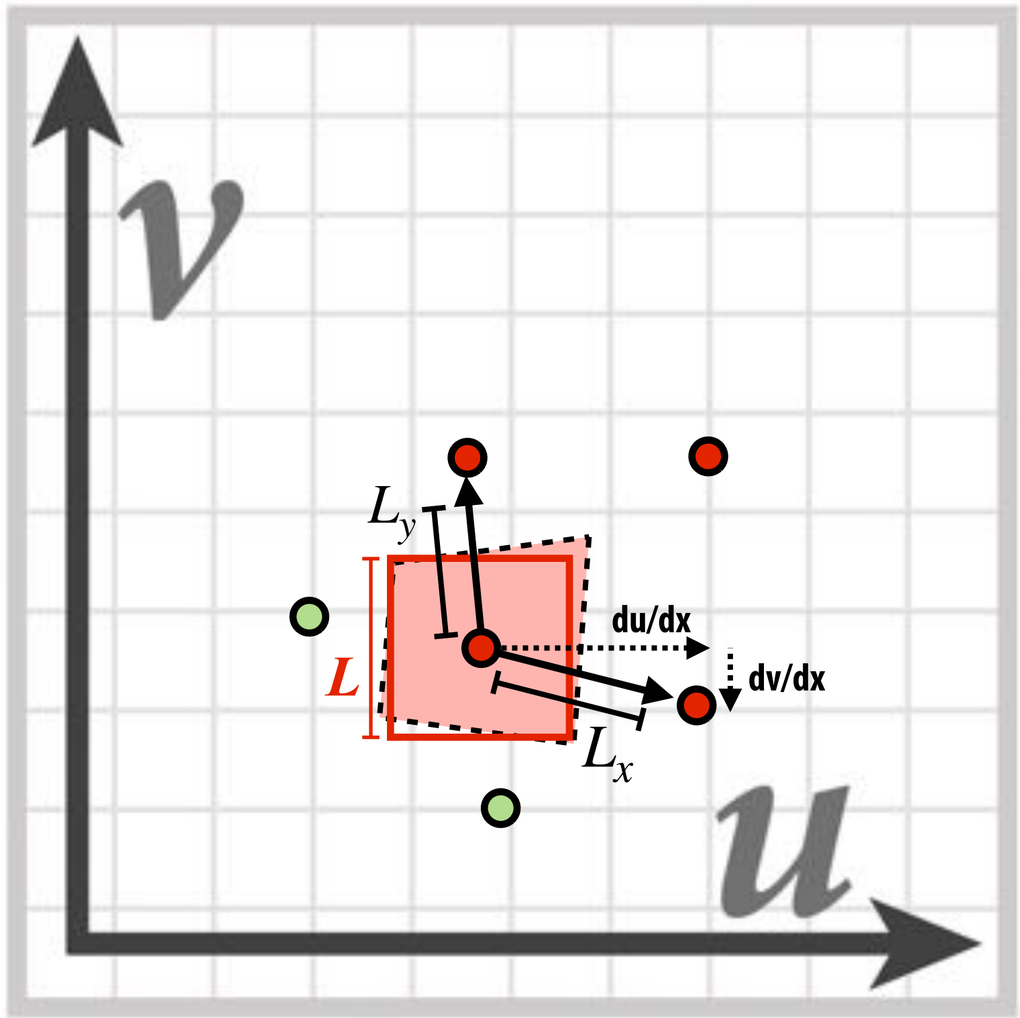
Texture space

Q: Which pixel should sample from a coarser MIP map level: the blue one, or the red one?

Computing Mip Map Level

Compute differences between texture coordinate values at neighboring samples





$$\frac{du}{dx} = u_{10} - u_{00} \qquad \frac{dv}{dx} = v_{10} - v_{00}$$

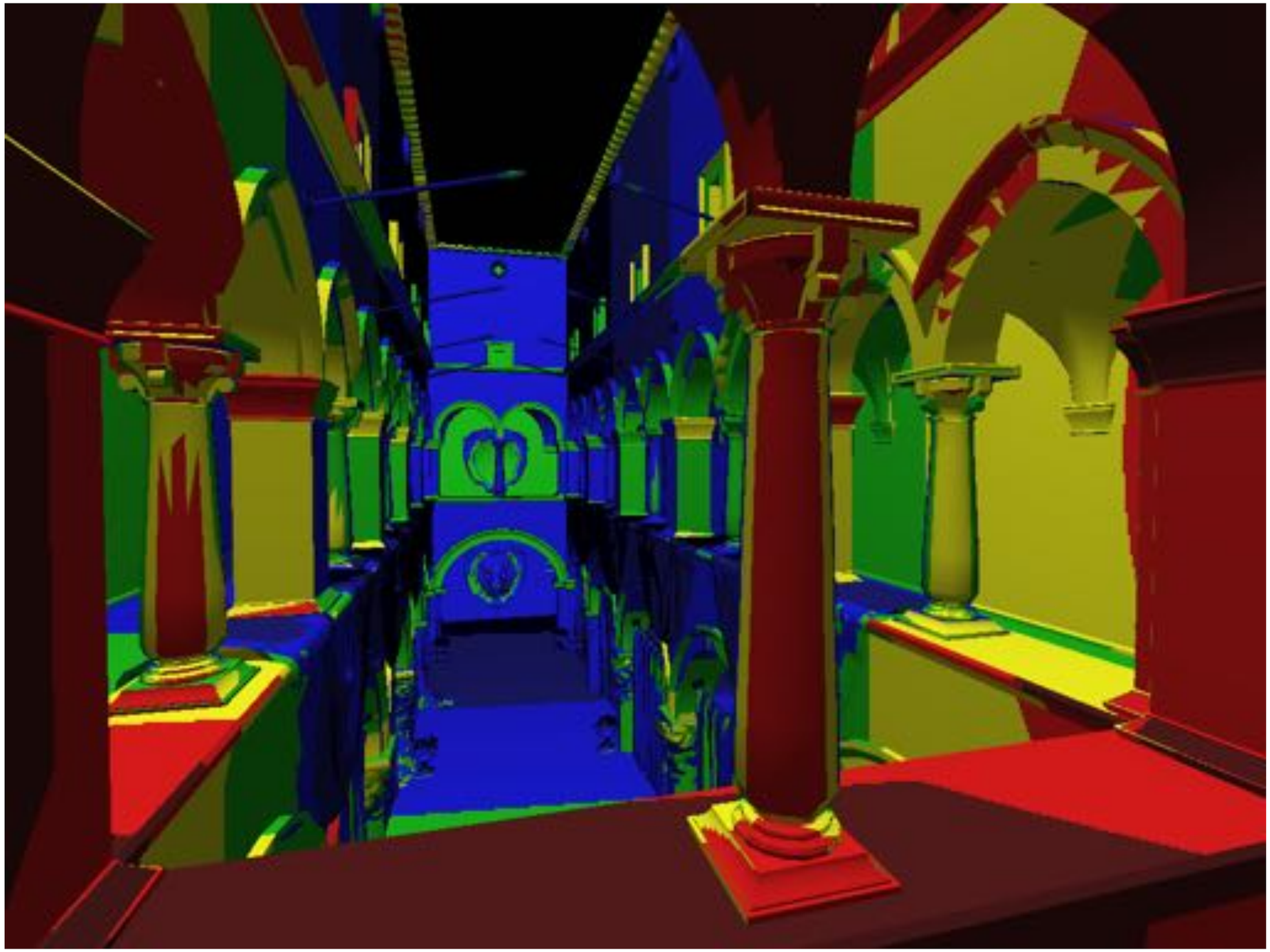
$$\frac{du}{dy} = u_{01} - u_{00} \qquad \frac{dv}{dy} = v_{01} - v_{00}$$

$$L_x^2 = \left(\frac{du}{dx}\right)^2 + \left(\frac{dv}{dx}\right)^2 \qquad L_y^2 = \left(\frac{du}{dy}\right)^2 + \left(\frac{dv}{dy}\right)^2$$

$$L = \sqrt{\max(L_x^2, L_y^2)}$$

mip-map level: $d = \log_2 L$

Visualization of mip-map level
(d clamped to nearest level)



Sponza (bilinear resampling at level 0)

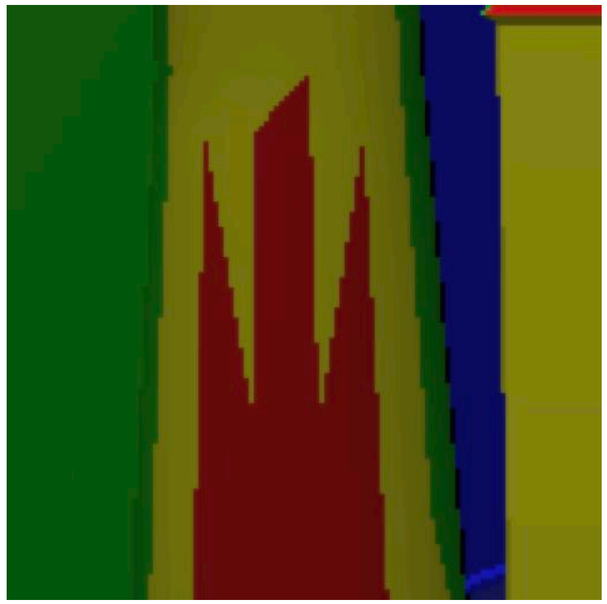
Sponza (bilinear resampling at level 2)

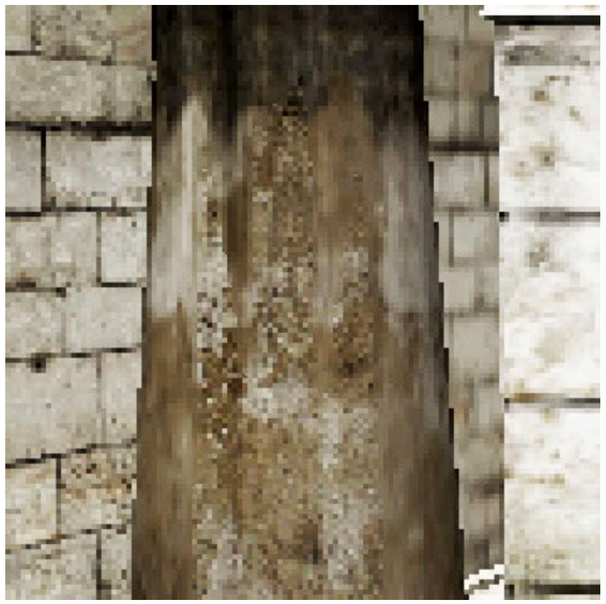
Sponza (bilinear resampling at level 4)

Sponza (MIP mapped)

Problem with basic MIP mapping

- If we just use the nearest level, can get artifacts where level "jumps"—appearance sharply transitions from detailed to blurry texture
- **IDEA**: rather than clamping the MIP map level to the closest integer, use the original (continuous) MIP map level d
- **PROBLEM**: we only computed a fixed number of MIP map levels. How do we interpolate between levels?

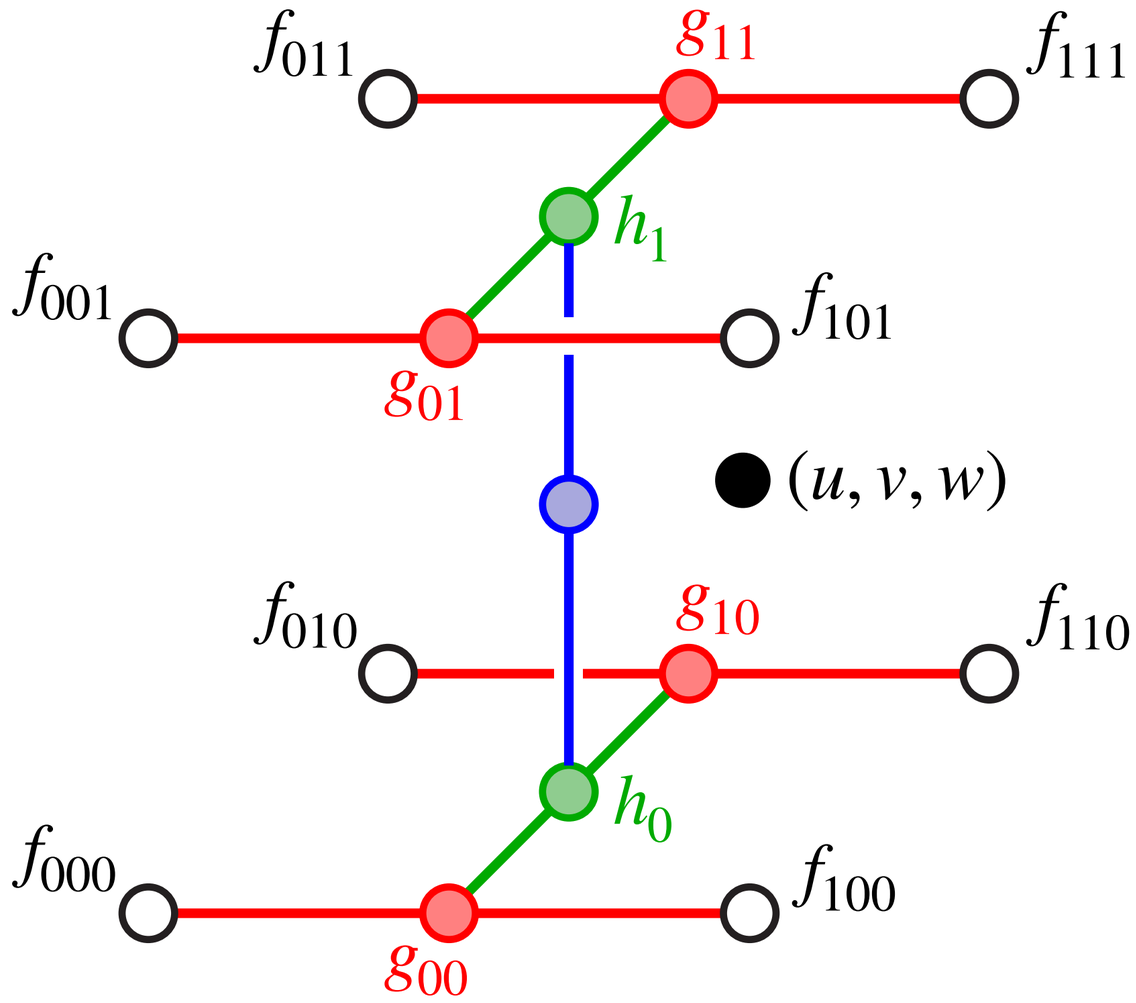




Trilinear Filtering

image adapted from: Akeley and Hanrahan

- Used <u>bilinear</u> filtering for 2D data; can use <u>trilinear</u> filtering for 3D data
- Given a point $(u, v, w) \in [0,1]^3$, and eight closest values f_{ijk}
- Just iterate linear filtering:
  - weighted average along u
  - weighted average along v
  - weighted average along w



$$g_{00} = (1-u)f_{000} + uf_{100}$$
$$g_{10} = (1-u)f_{010} + uf_{110}$$
$$g_{01} = (1-u)f_{001} + uf_{101}$$
$$g_{11} = (1-u)f_{011} + uf_{111}$$

$$h_0 = (1-v)g_{00} + vg_{10}$$
$$h_1 = (1-v)g_{01} + vg_{11}$$

$$(1-w)h_0 + wh_1$$

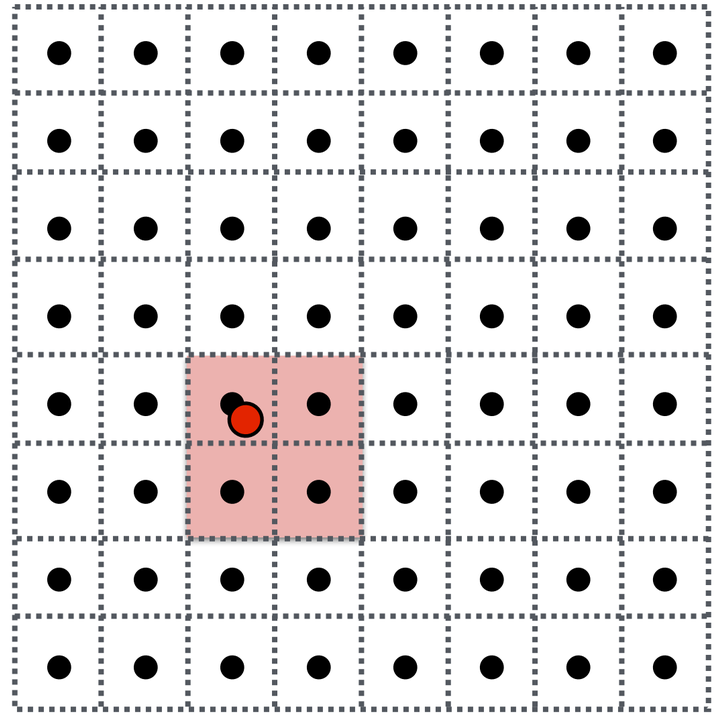
MIP Map Lookup

- MIP map interpolation works essentially the same way
  - not interpolating from 3D grid
  - interpolate from two MIP map levels closest to $d \in \mathbb{R}$
  - perform bilinear interpolation independently in each level
  - interpolate between two bilinear values using $w = d - \lfloor d \rfloor$

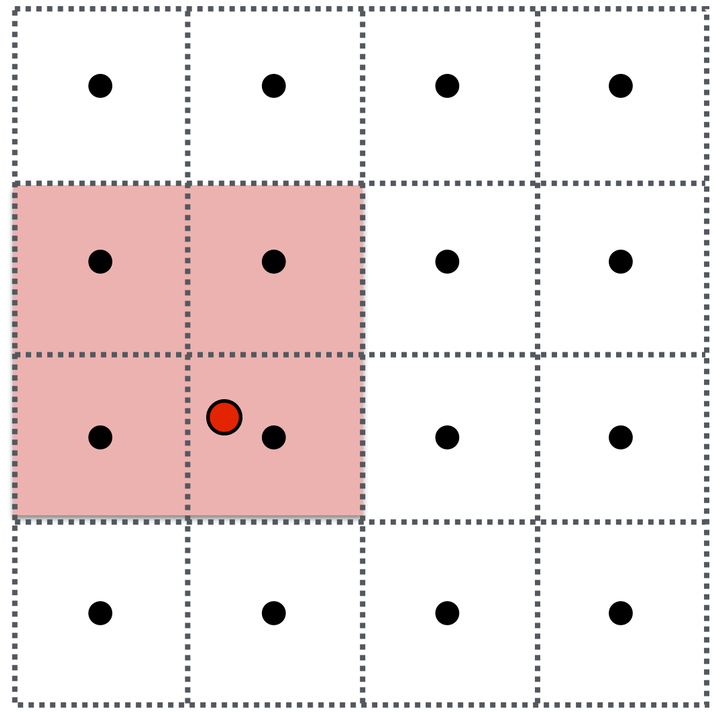
Starts getting expensive! (➟ specialized hardware)

Bilinear interpolation:
four texel reads
3 linear interpolations (3 mul + 6 add)

Trilinear/MIP map interpolation:
eight texel reads
7 linear interpolations (7 mul + 14 add)



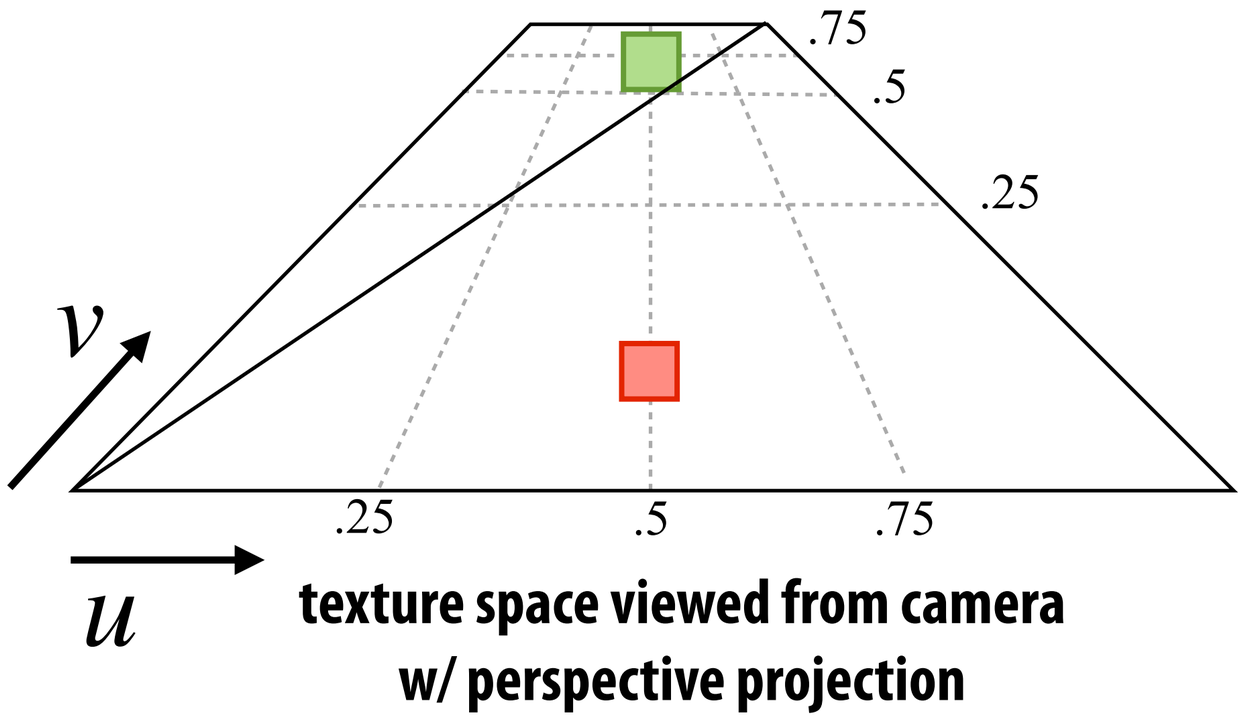
mip-map texels: level $\lfloor d \rfloor$



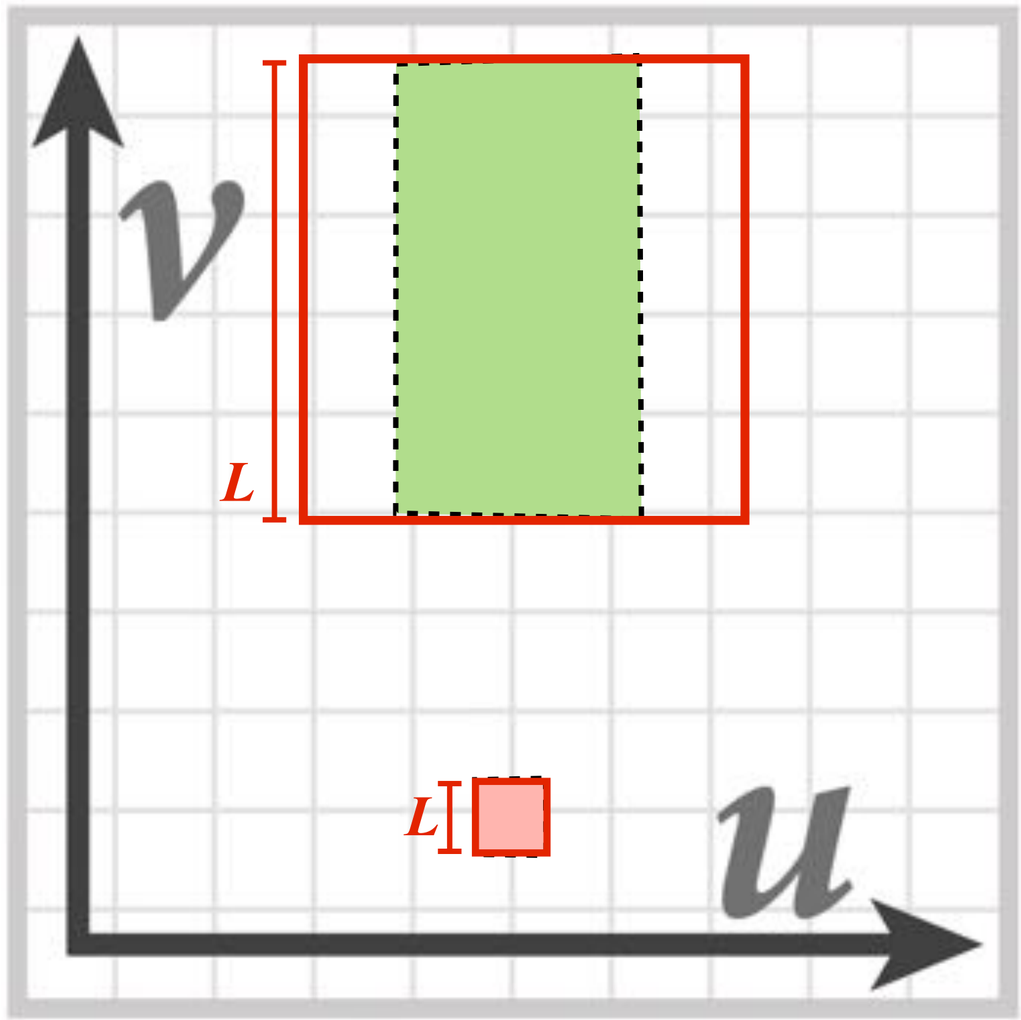
mip-map texels: level $\lfloor d \rfloor + 1$

Anisotropic Filtering

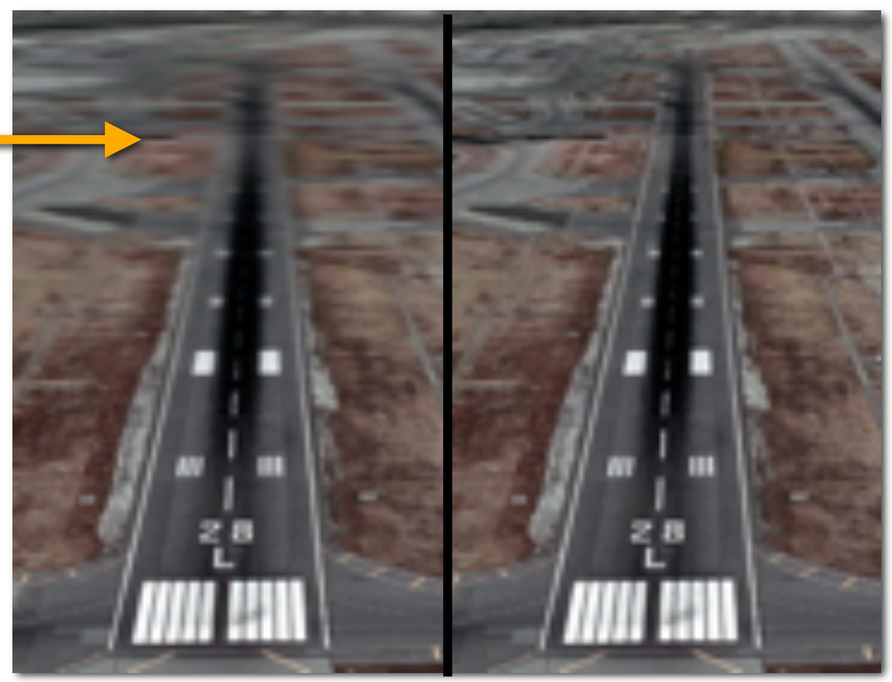
At grazing angles, samples may be stretched out by (very) different amounts along u and v



texture space viewed from camera
w/ perspective projection



Overblurring in u direction



isotropic Filtering (trilinear)

anisotropic Filtering

Common solution: combine multiple MIP map samples
(even more arithmetic/bandwidth!)

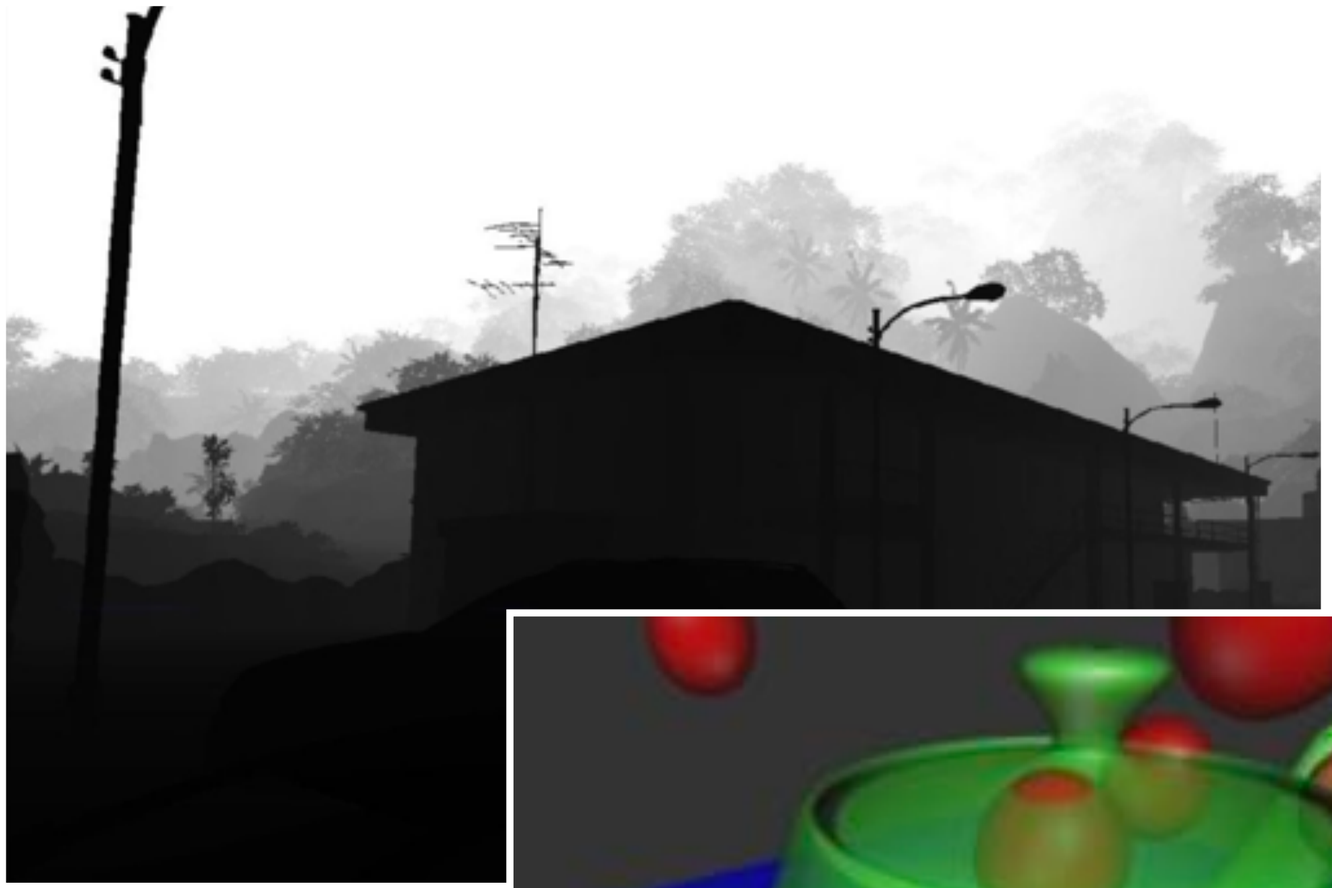
Texture Sampling Pipeline

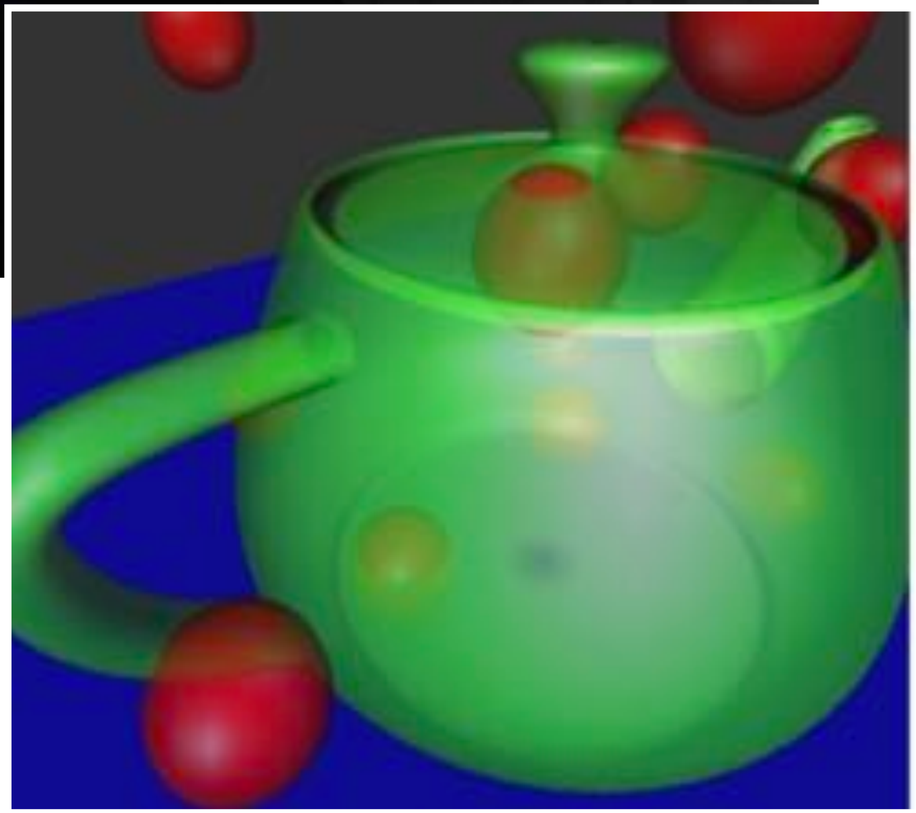
1. **Compute u and v from screen sample (x, y) via barycentric interpolation**
2. **Approximate $\frac{du}{dx}, \frac{du}{dy}, \frac{dv}{dx}, \frac{dv}{dy}$ by taking differences of screen-adjacent samples**
3. **Compute mip map level d**
4. **Convert normalized $[0,1]$ texture coordinate (u, v) to pixel locations $(U, V) \in [W, H]$ in texture image**
5. **Determine addresses of texels needed for filter (e.g., eight neighbors for trilinear)**
6. **Load texels into local registers**
7. **Perform tri-linear interpolation according to (U, V, d)**
8. **(…even more work for anisotropic filtering…)**

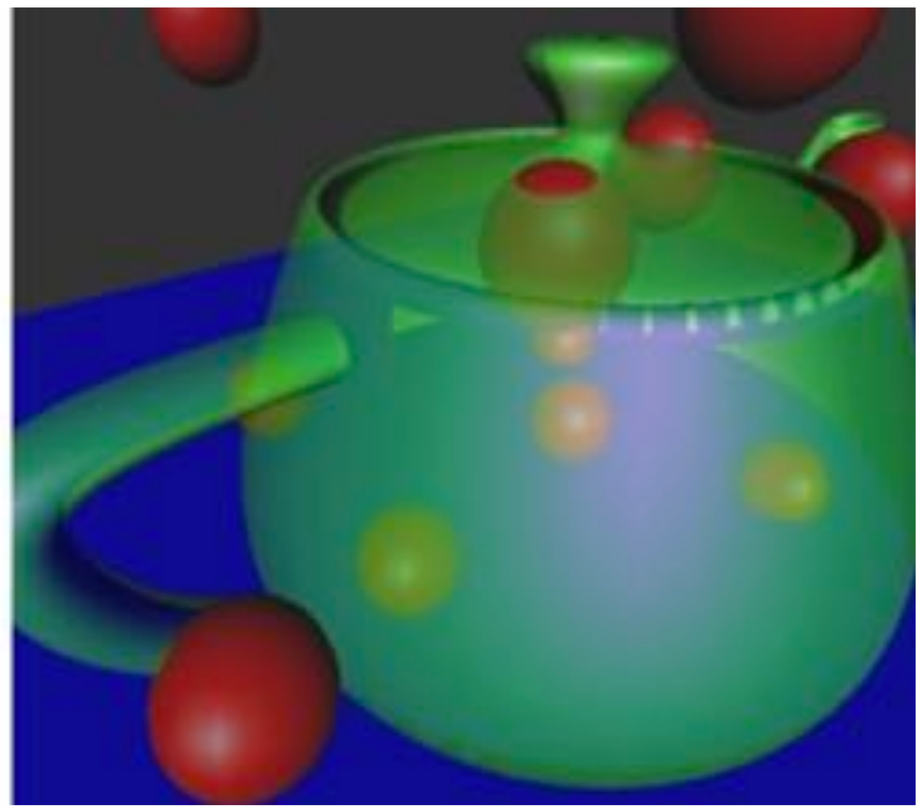
Takeaway: high-quality texturing requires far more work than just looking up a pixel in an image! Each sample demands significant arithmetic & bandwidth

For this reason, graphics processing units (GPUs) have dedicated, fixed-function hardware support to perform texture sampling operations

Moving to: Depth & Transparency







Depth and Transparency

Computer Graphics
CMU 15-462/15-662

Wrap up the rasterization pipeline!

Remember our goal:

- Start with INPUTS (triangles)
  - –possibly w/ other data (e.g., colors or texture coordinates)
- Apply a series of transformations: STAGES of pipeline
- Produce OUTPUT (final image)

INPUT (TRIANGLES)

VERTICES

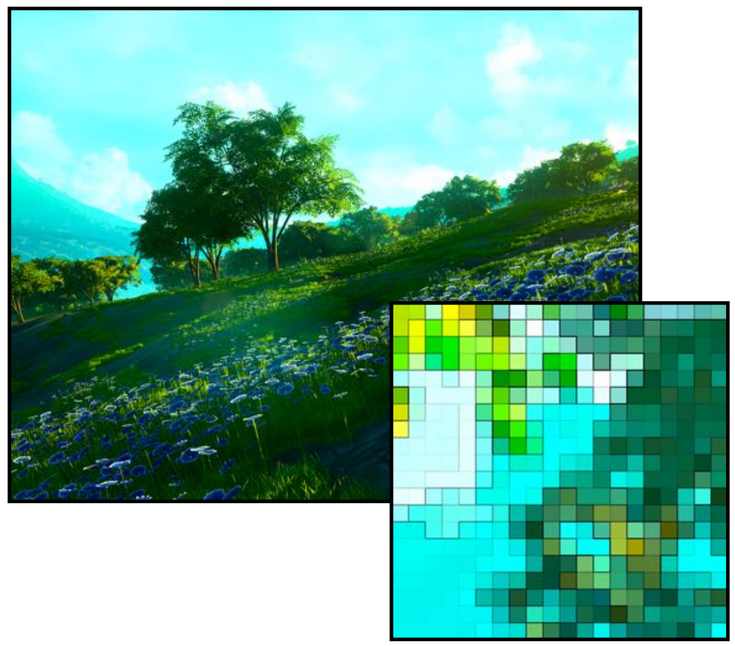
```
A: ( 1, 1, 1 )   E: ( 1, 1,-1 )
B: (-1, 1, 1 )   F: (-1, 1,-1 )
C: ( 1,-1, 1 )   G: ( 1,-1,-1 )
D: (-1,-1, 1 )   H: (-1,-1,-1 )
```

TRIANGLES

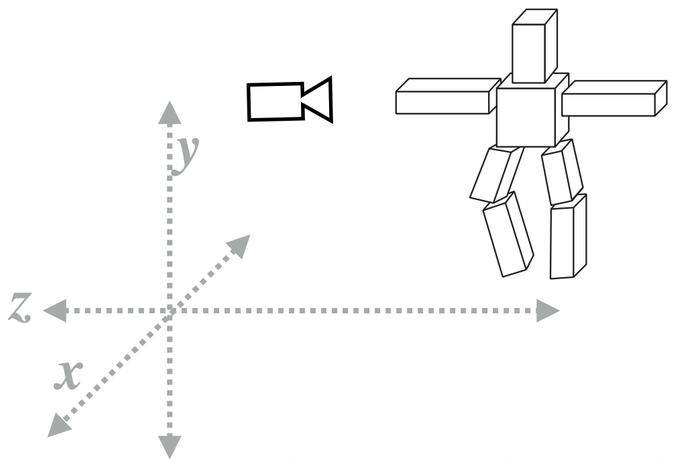
```
EHF, GFH, FGB, CBG,
GHC, DCH, ABD, CDB,
HED, ADE, EFA, BAF
```

RASTERIZATION PIPELINE

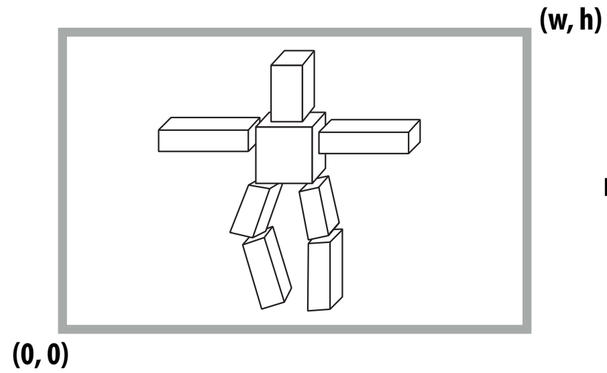
OUTPUT (BITMAP IMAGE)



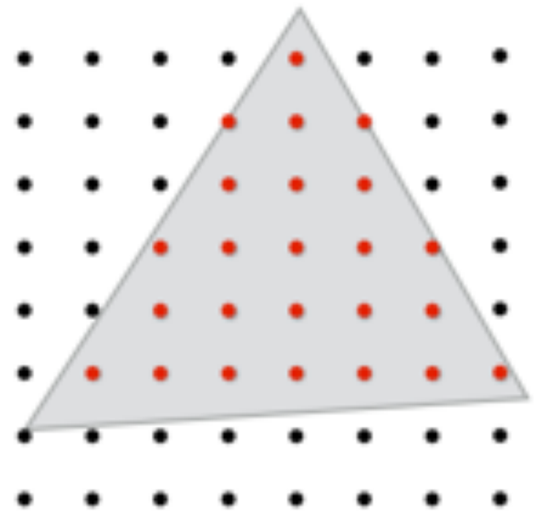
What we know how to do so far…



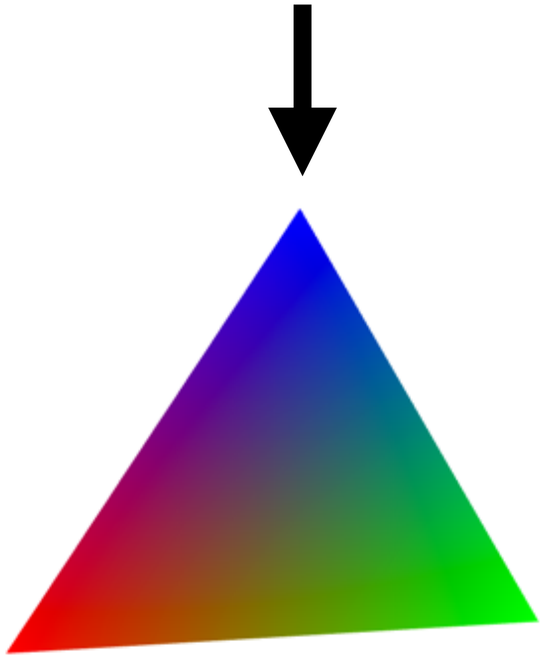
position objects in the world
(3D transformations)



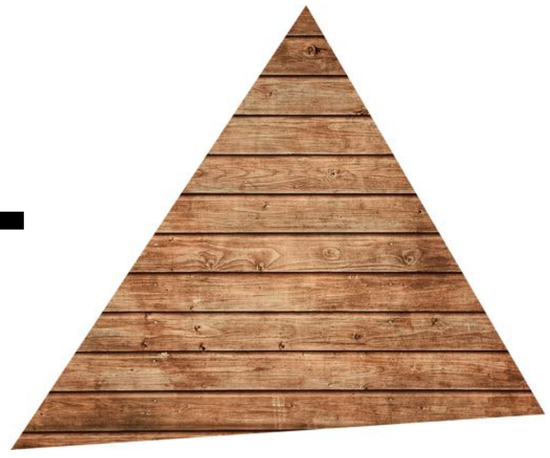
project objects onto the screen
(perspective projection)



sample triangle coverage
(rasterization)



interpolate vertex attributes
(barycentric coodinates)



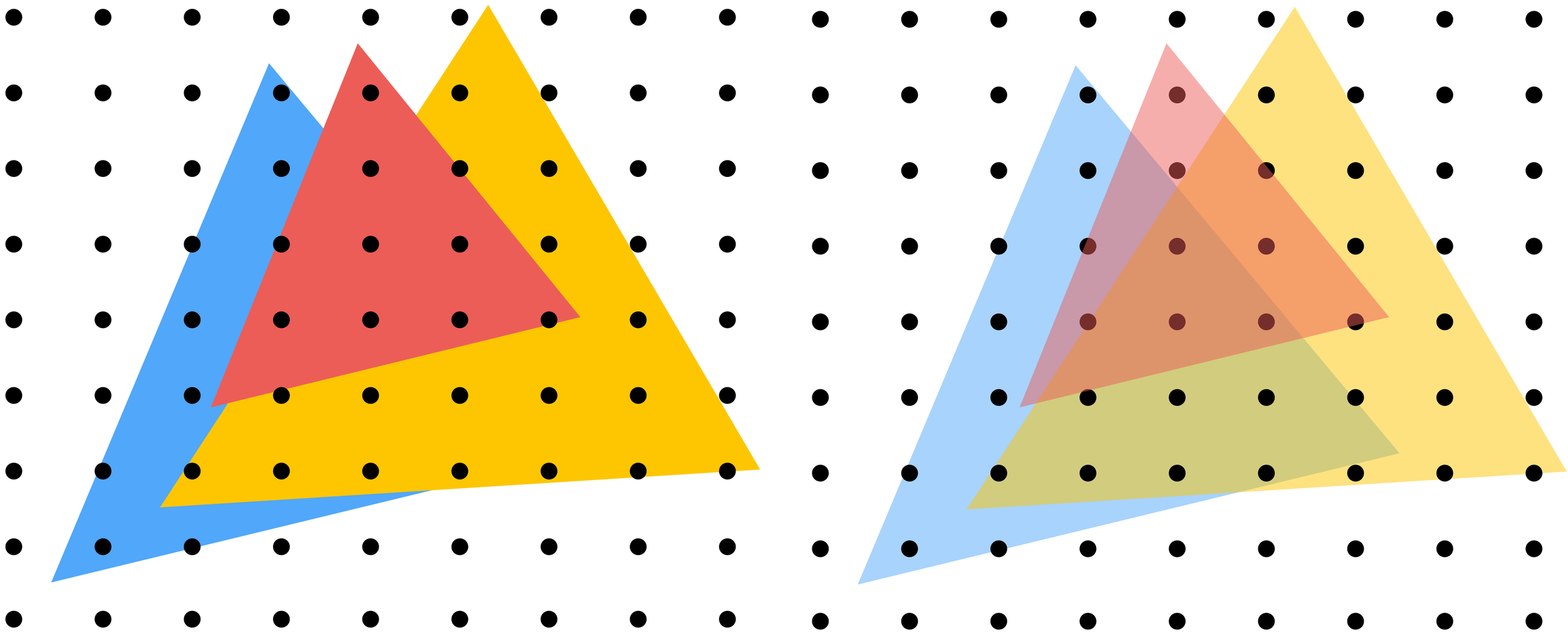
sample texture maps
(filtering, mipmapping)

???

put samples into frame buffer
(depth & alpha)

Occlusion

Occlusion: which triangle is visible at each covered sample point?



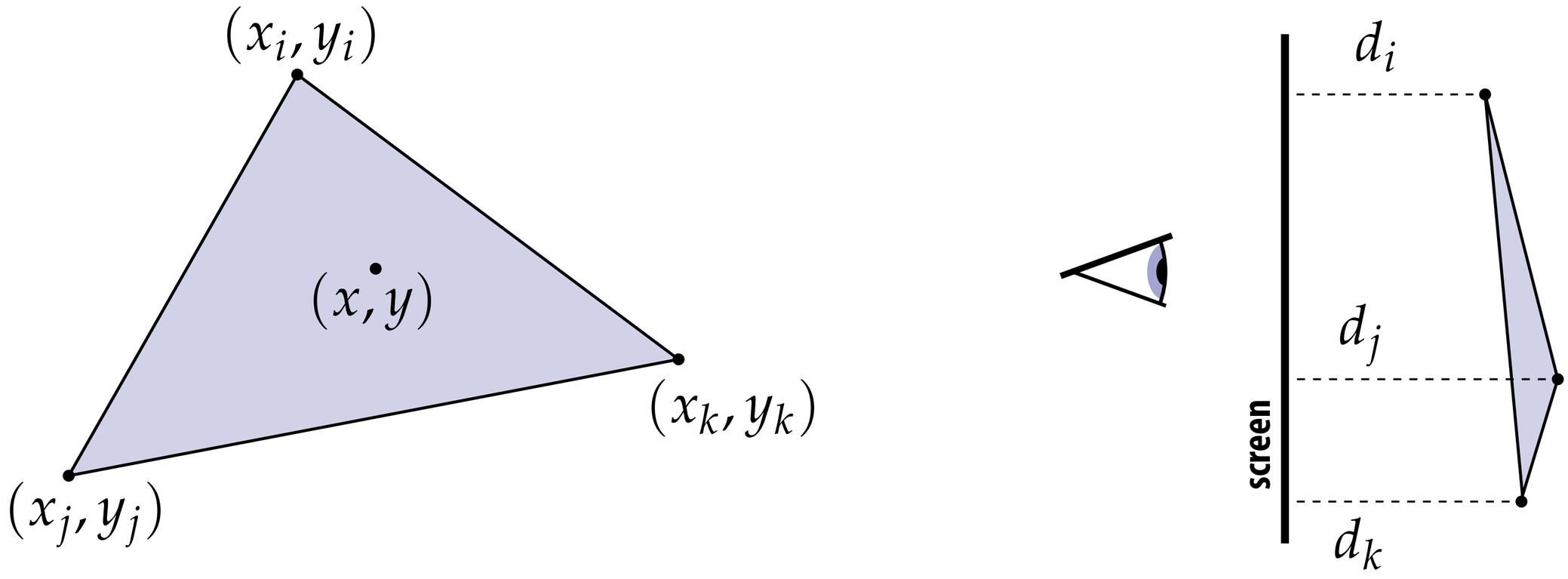
Opaque Triangles

50% transparent triangles

Sampling Depth

Assume we have a triangle given by:

- **the projected 2D coordinates (x_i, y_i) of each vertex**
- **the "depth" d_i of each vertex (i.e., distance from the viewer)**

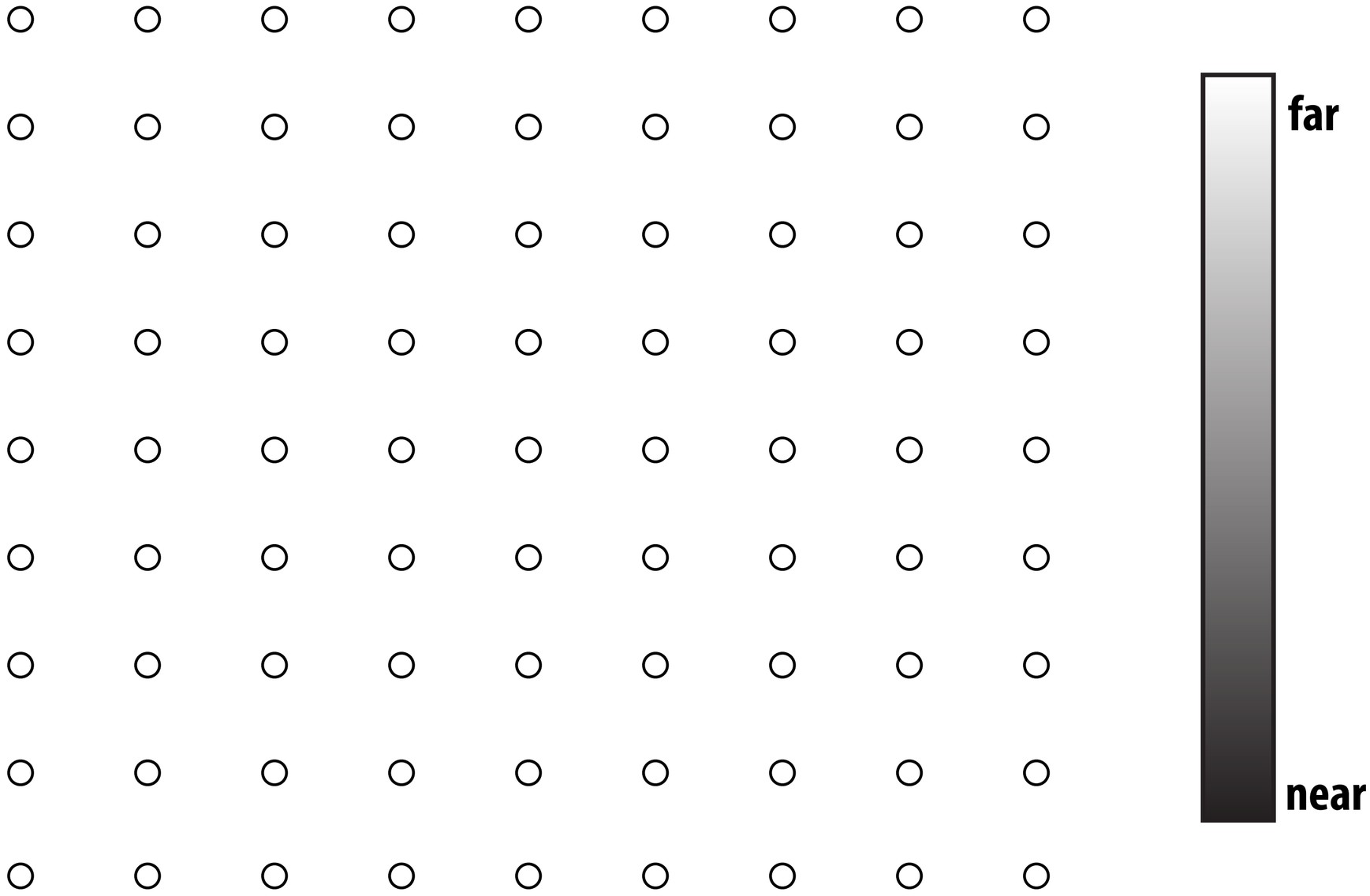


Q: How do we compute the depth d at a given sample point (x, y)?

A: Interpolate it using barycentric coordinates—just like any other attribute that varies linearly over the triangle

The depth-buffer (Z-buffer)

For each sample, depth-buffer stores the depth of the closest triangle seen so far

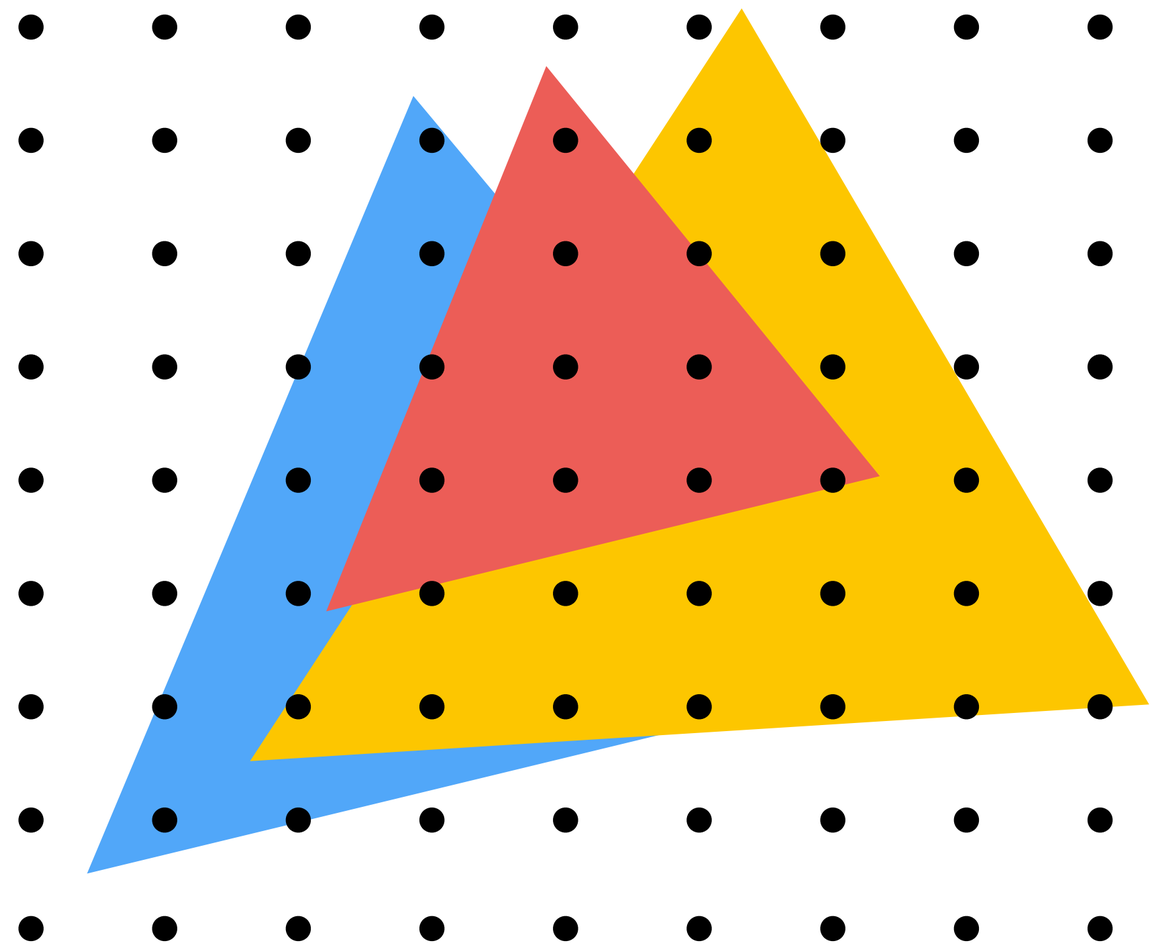


Initialize all depth buffer values to “infinity” (max value)

Depth buffer example

near far

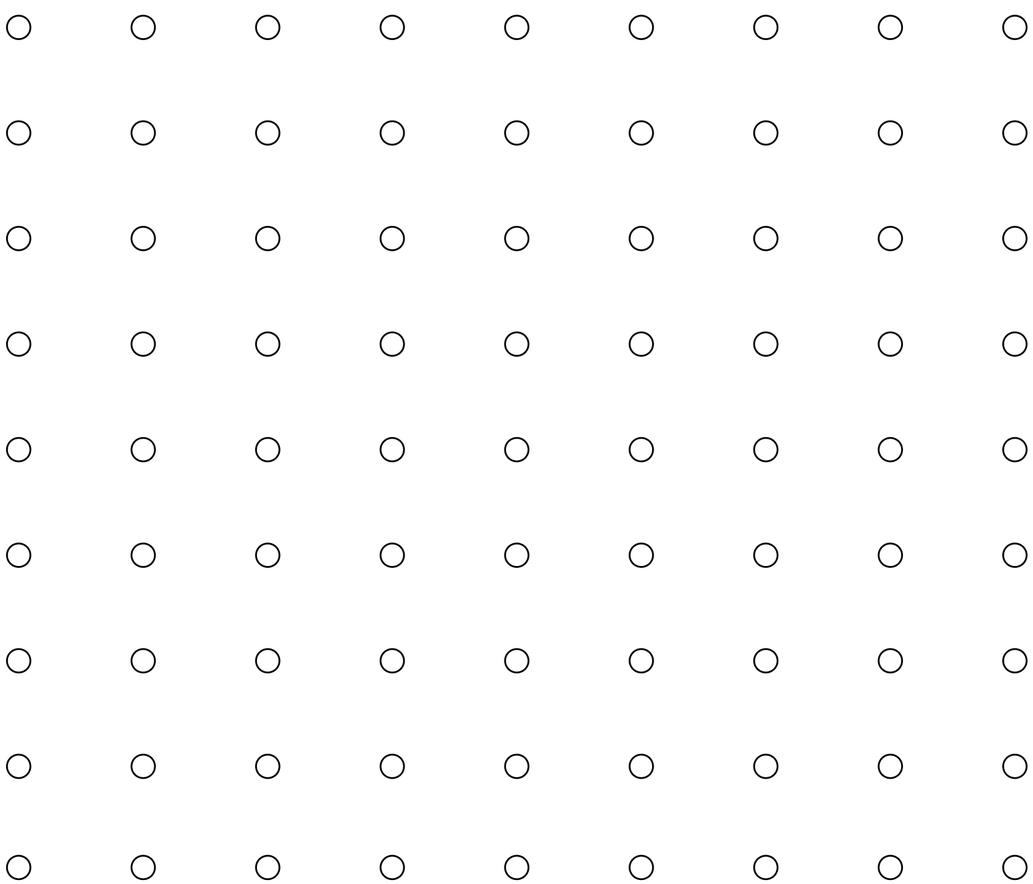
Example: rendering three opaque triangles



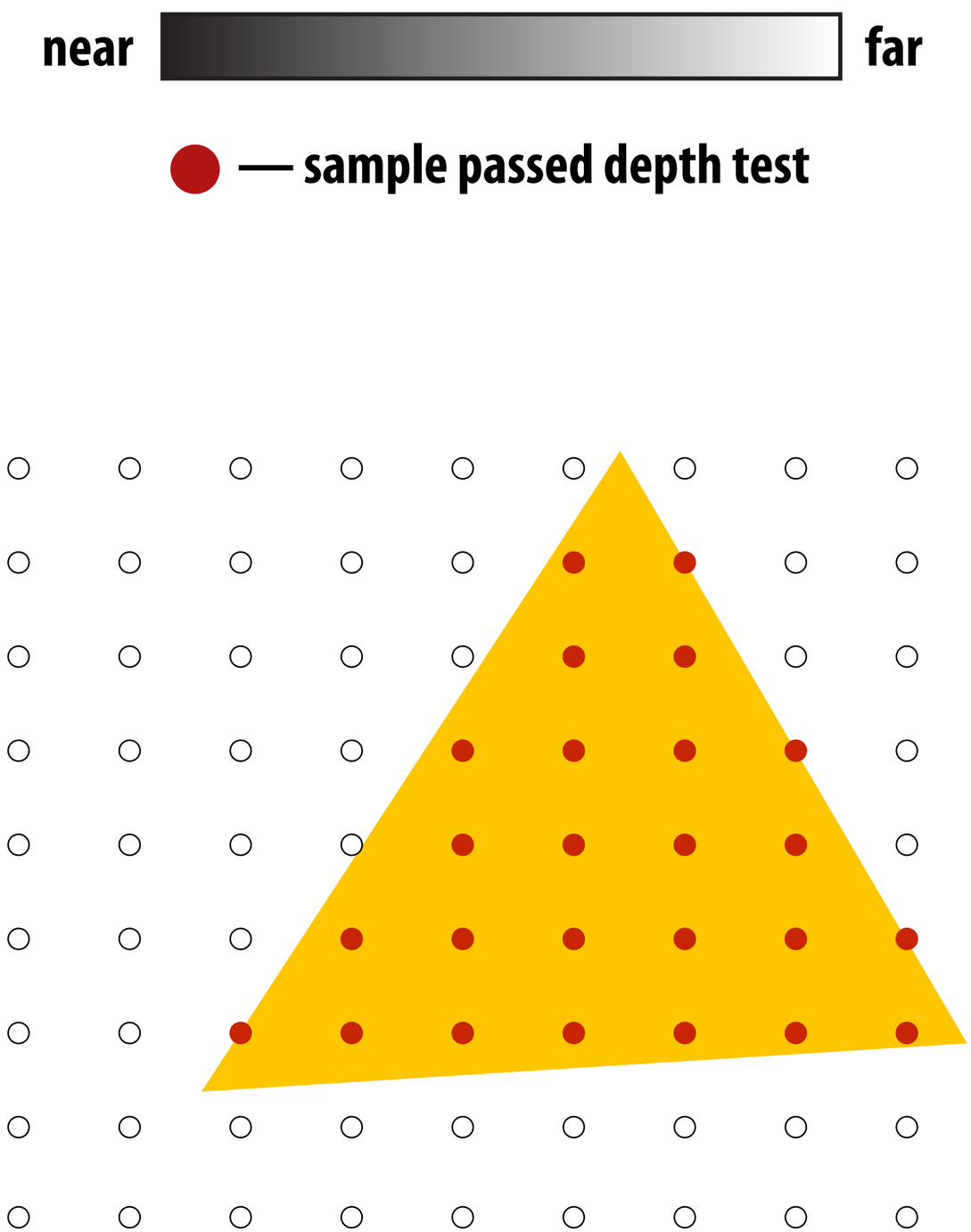
Occlusion using the depth-buffer (Z-buffer)

Processing yellow triangle:

depth = 0.5



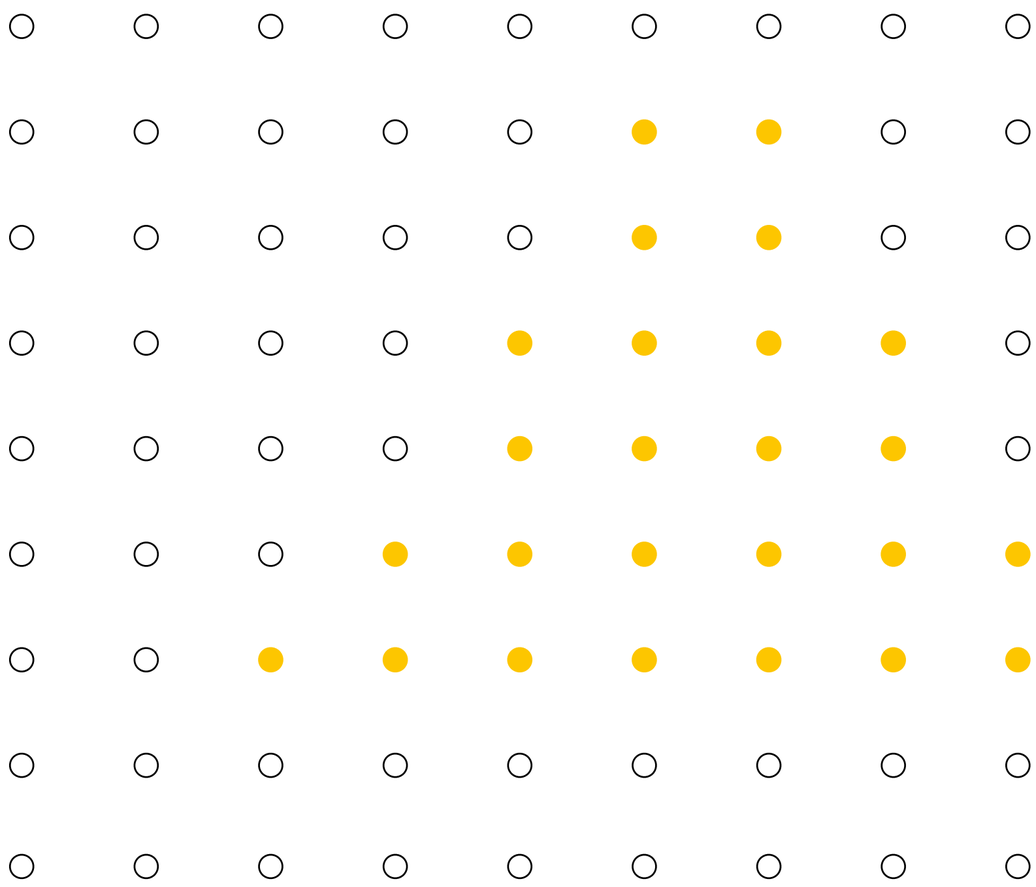
Color buffer contents



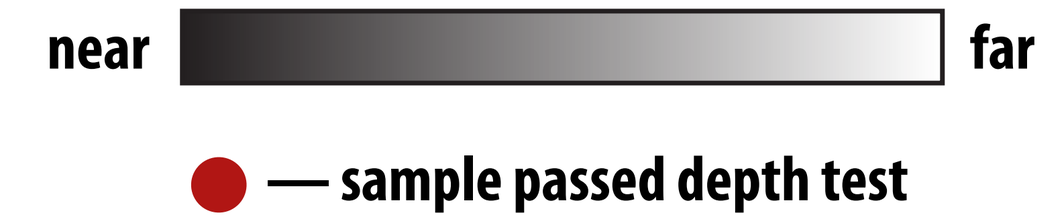
Depth buffer contents

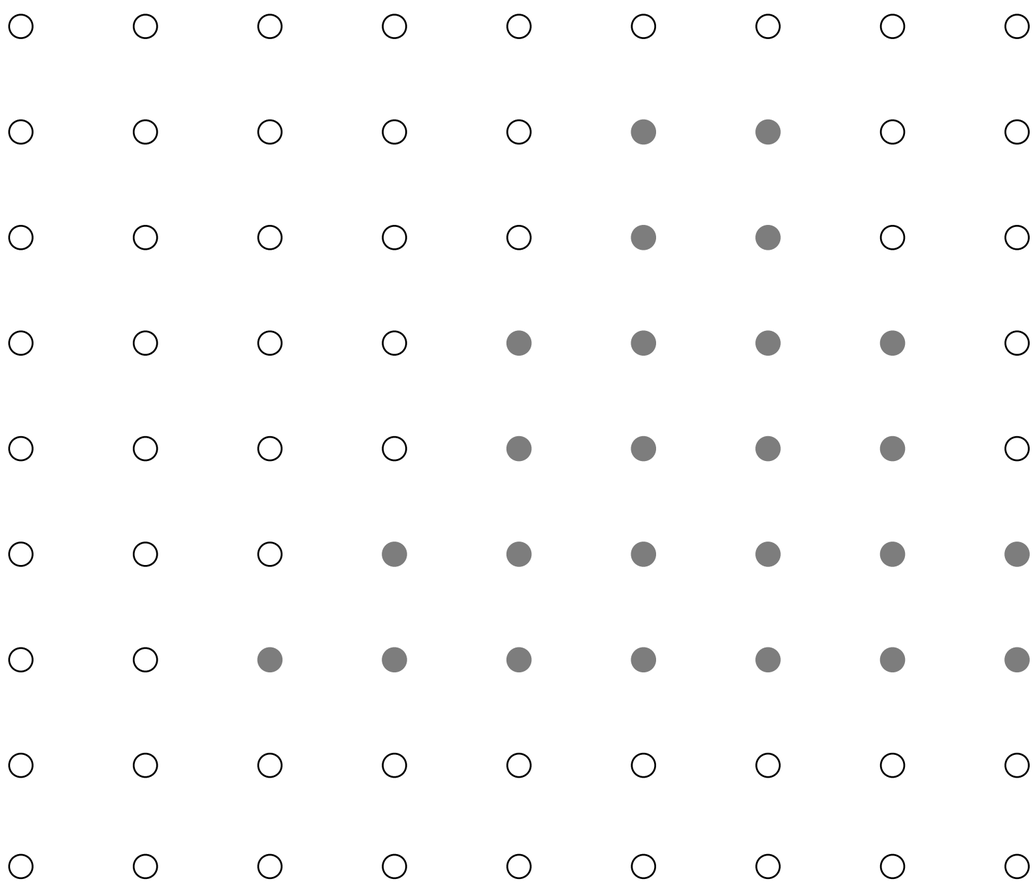
Occlusion using the depth-buffer (Z-buffer)

After processing yellow triangle:



Color buffer contents



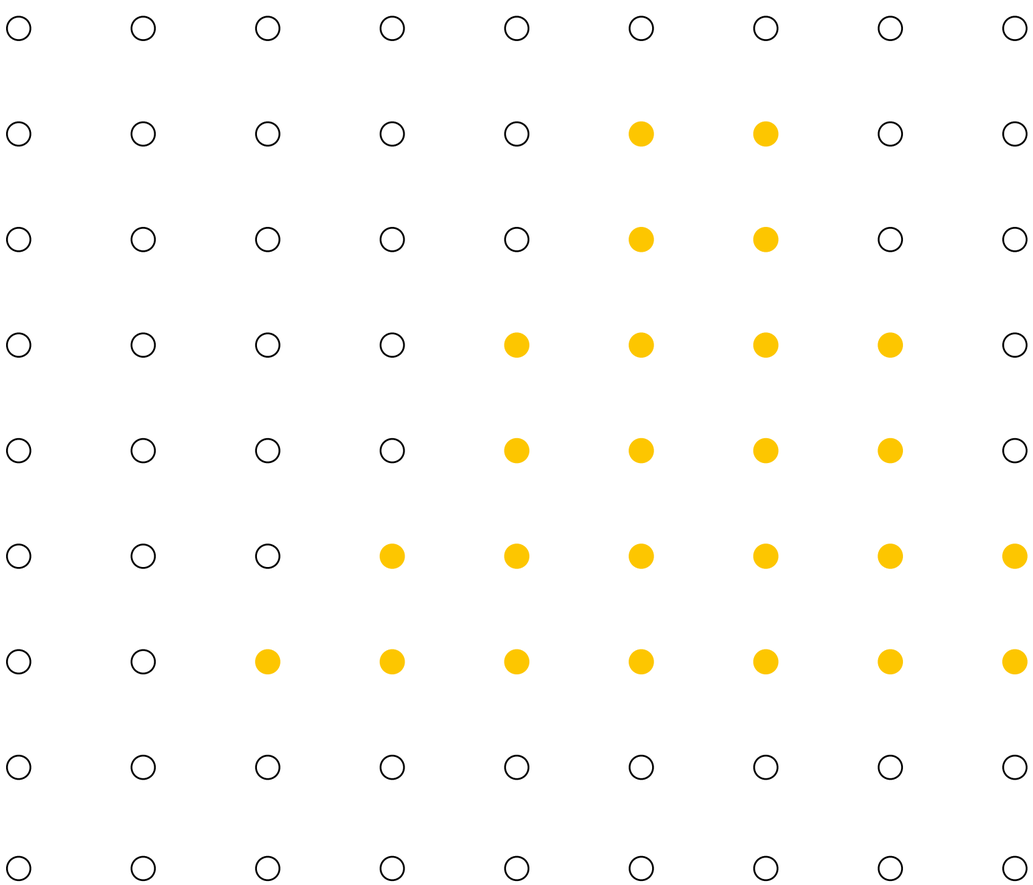


Depth buffer contents

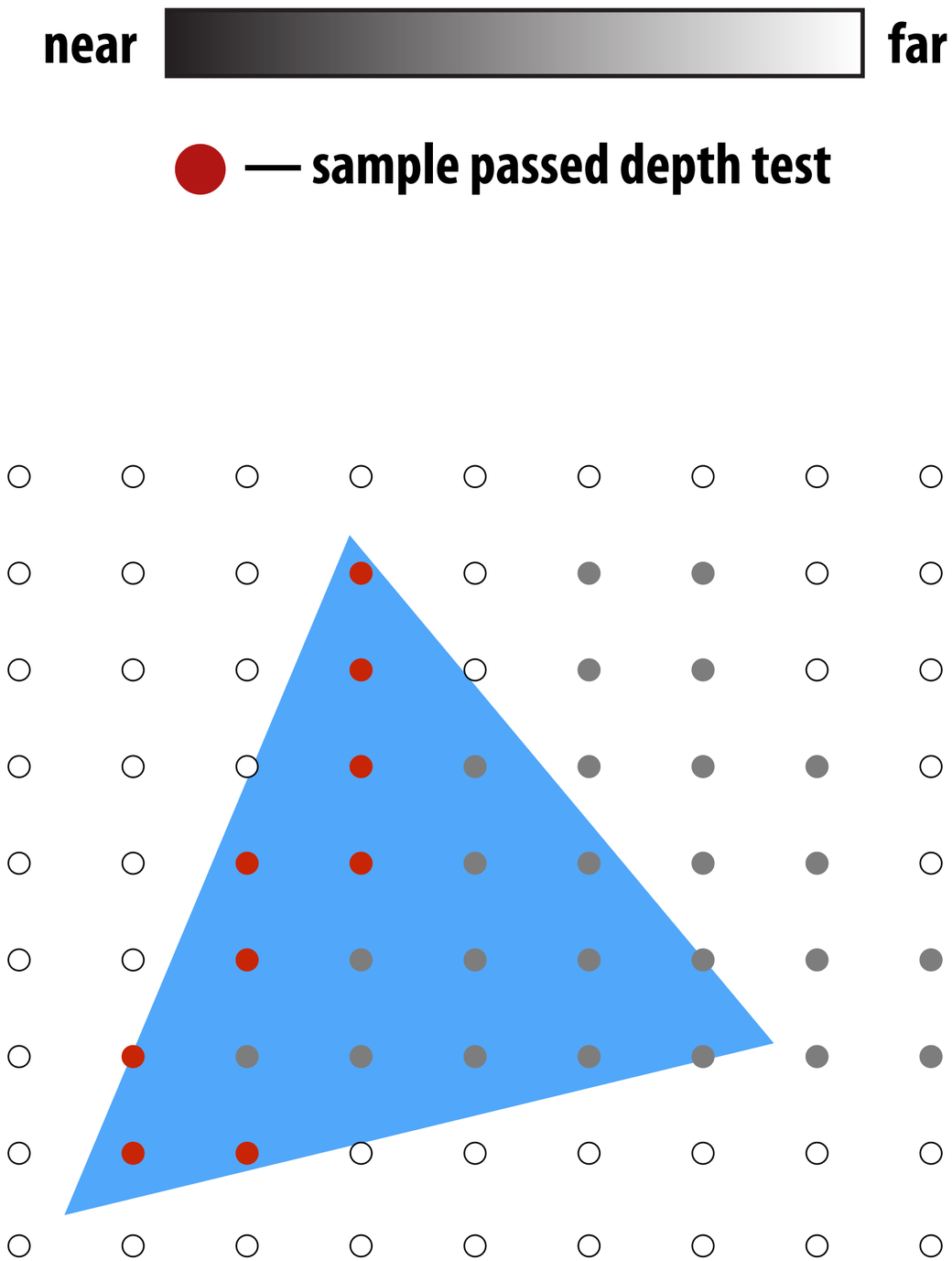
Occlusion using the depth-buffer (Z-buffer)

Processing blue triangle:

depth = 0.75



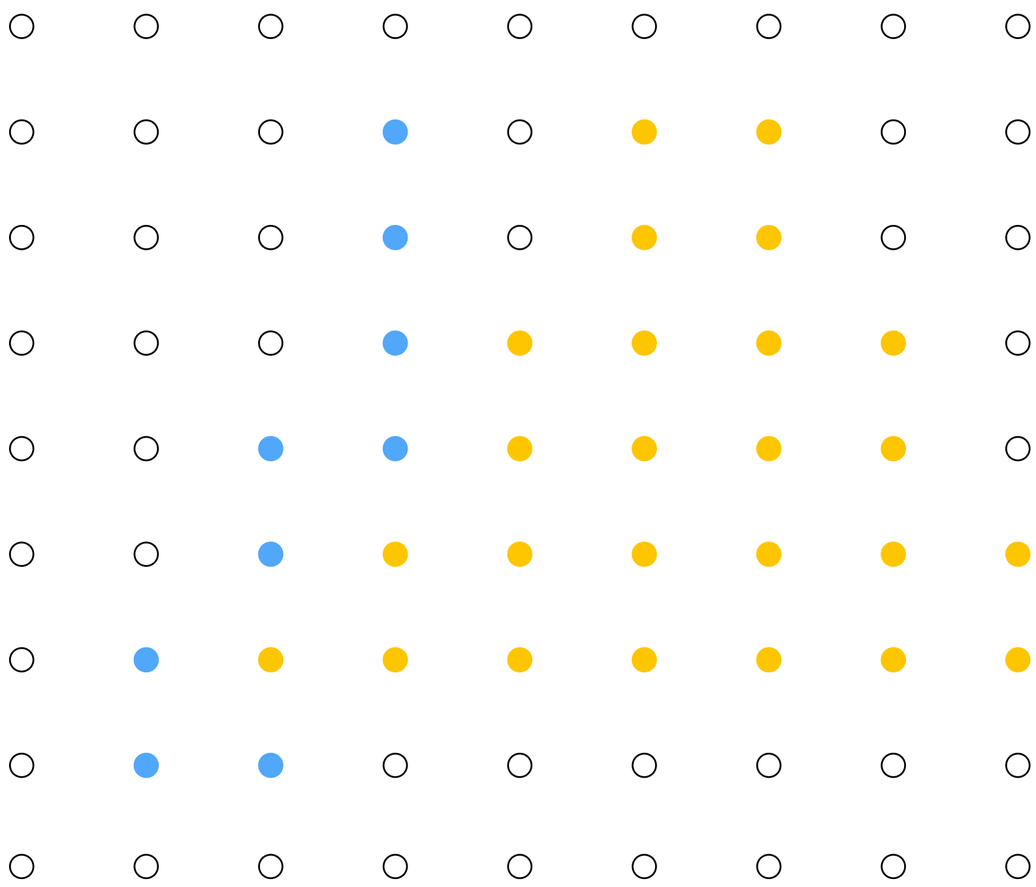
Color buffer contents



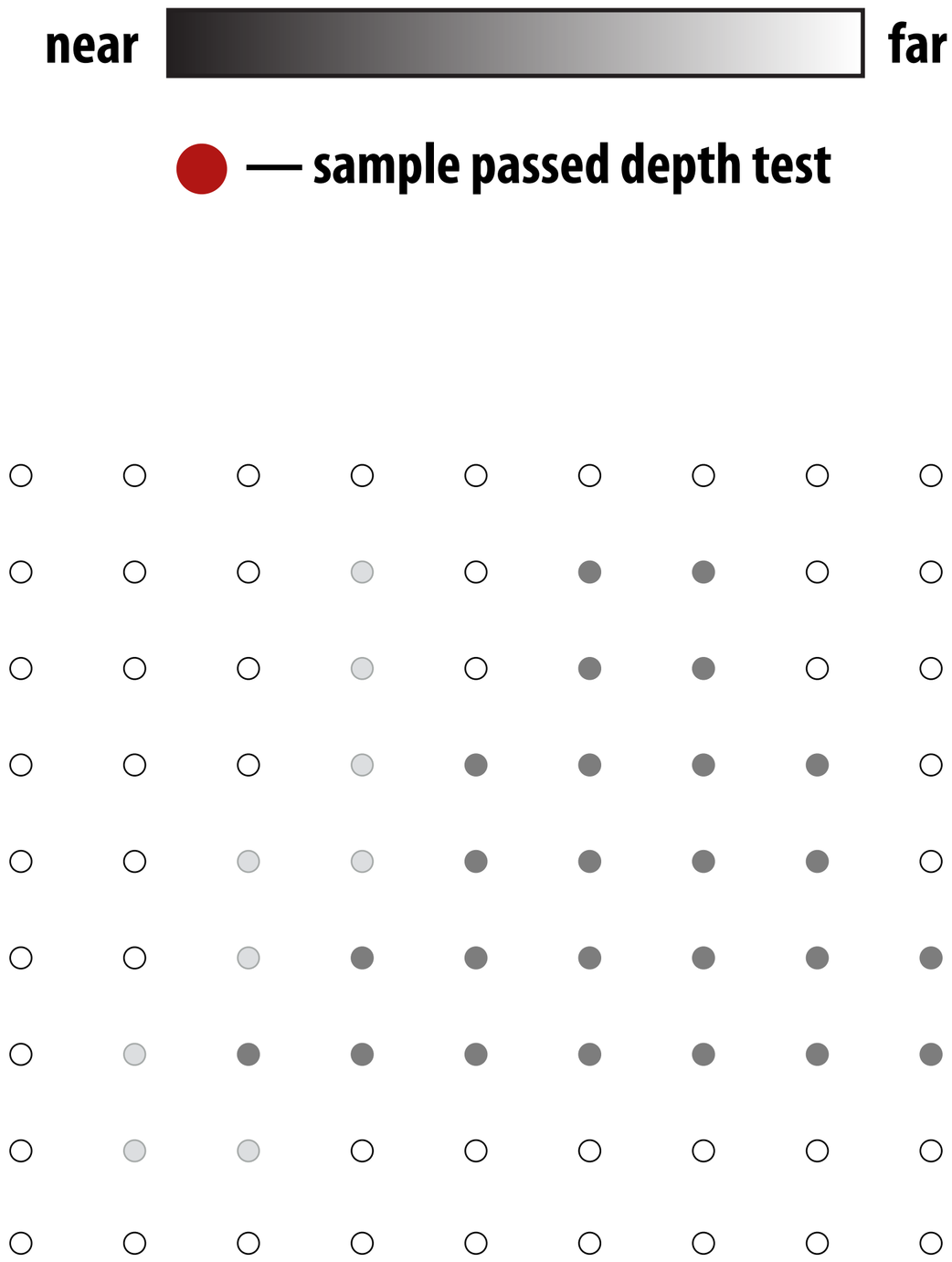
Depth buffer contents

Occlusion using the depth-buffer (Z-buffer)

After processing blue triangle:



Color buffer contents



Depth buffer contents

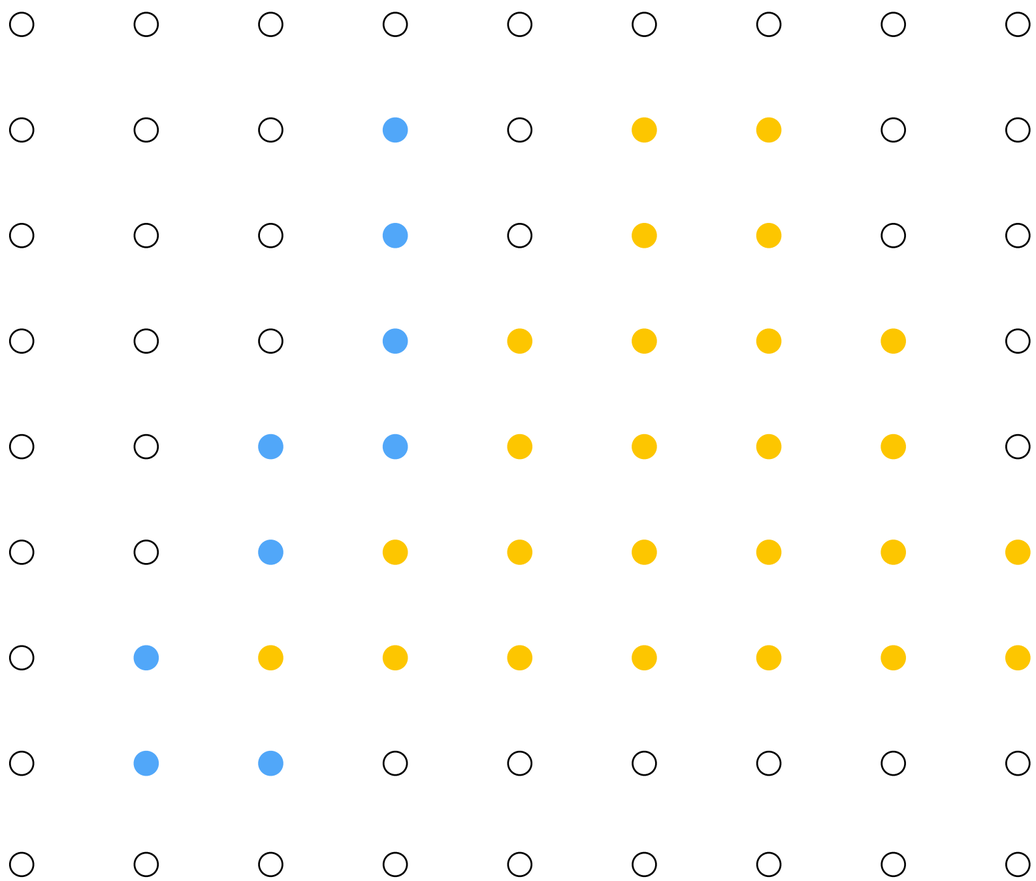
Occlusion using the depth-buffer (Z-buffer)

Processing red triangle:

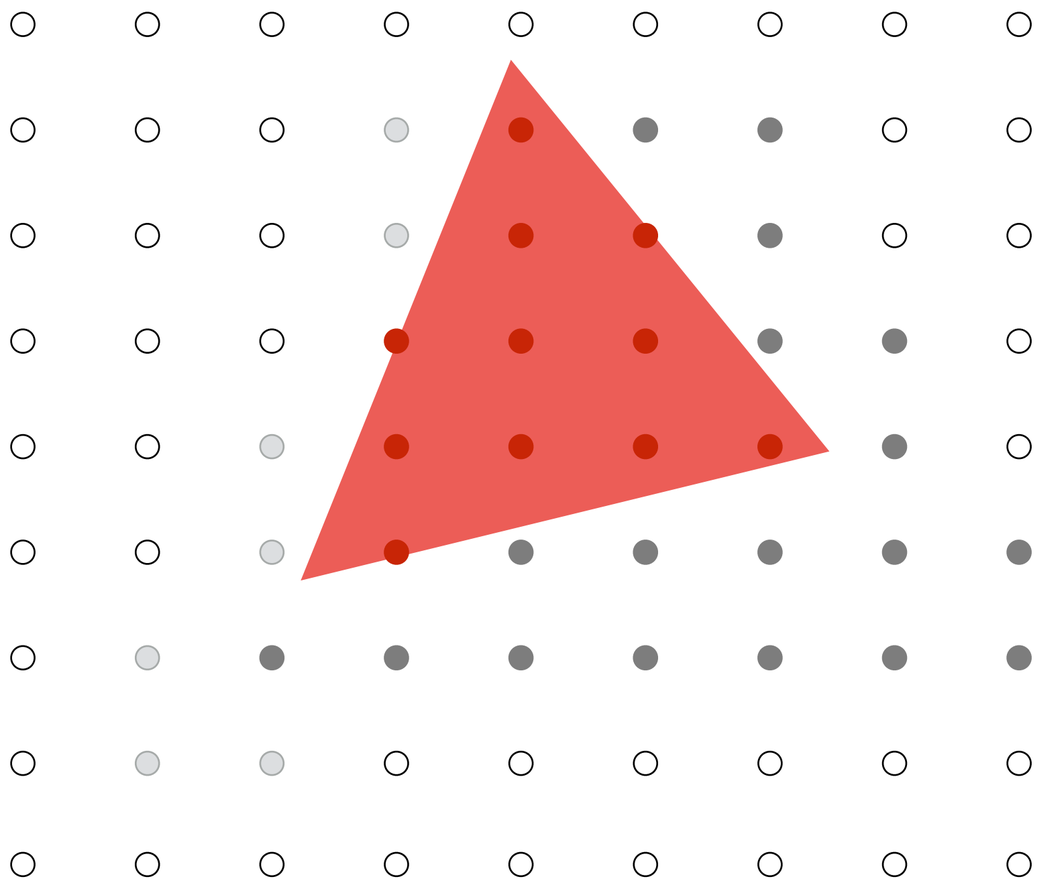
depth = 0.25

near — far

— sample passed depth test



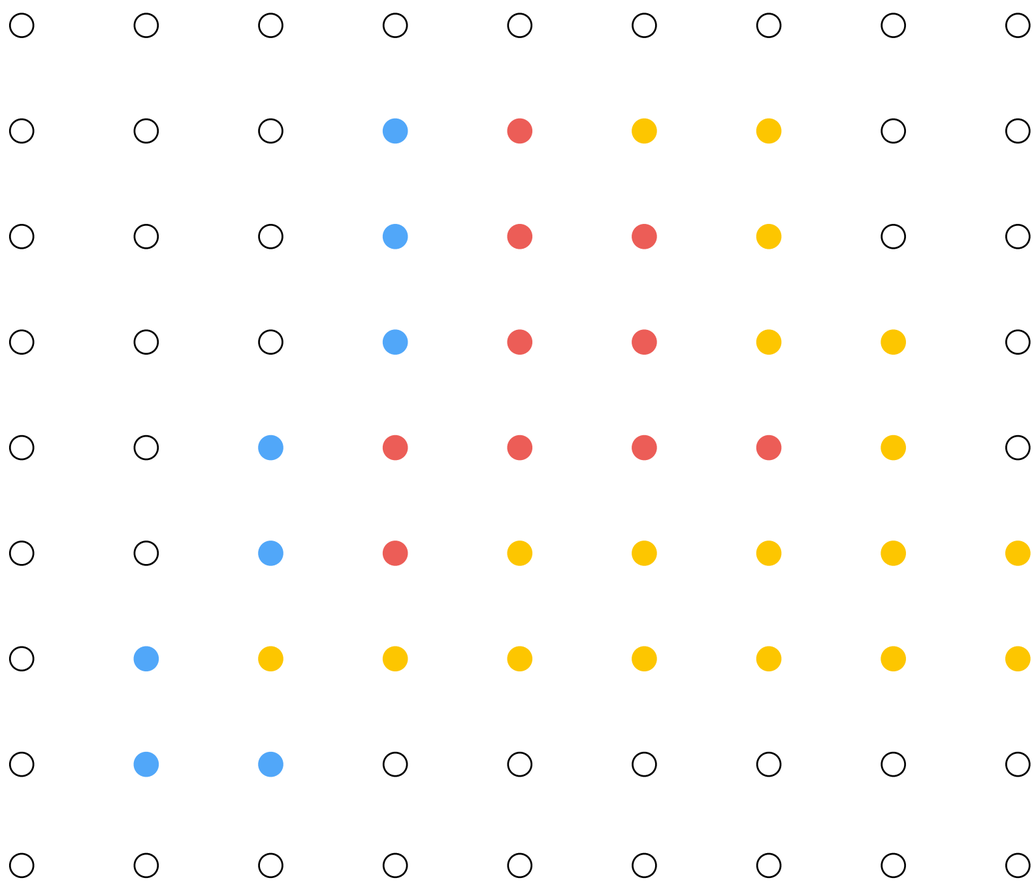
Color buffer contents



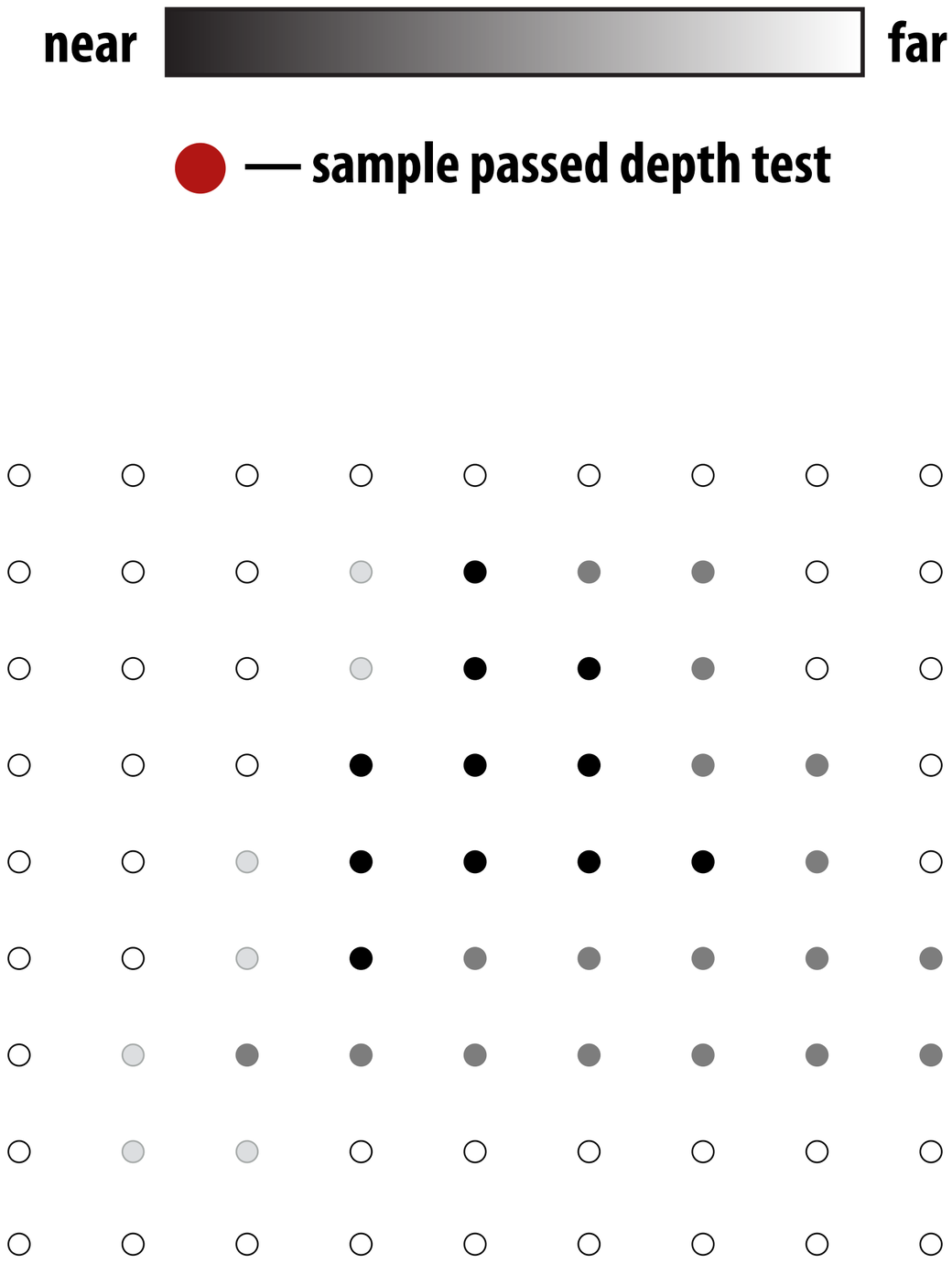
Depth buffer contents

Occlusion using the depth-buffer (Z-buffer)

After processing red triangle:



Color buffer contents



Depth buffer contents

Occlusion using the depth buffer

```
bool pass_depth_test(d1, d2)
{
    return d1 < d2;
}
```

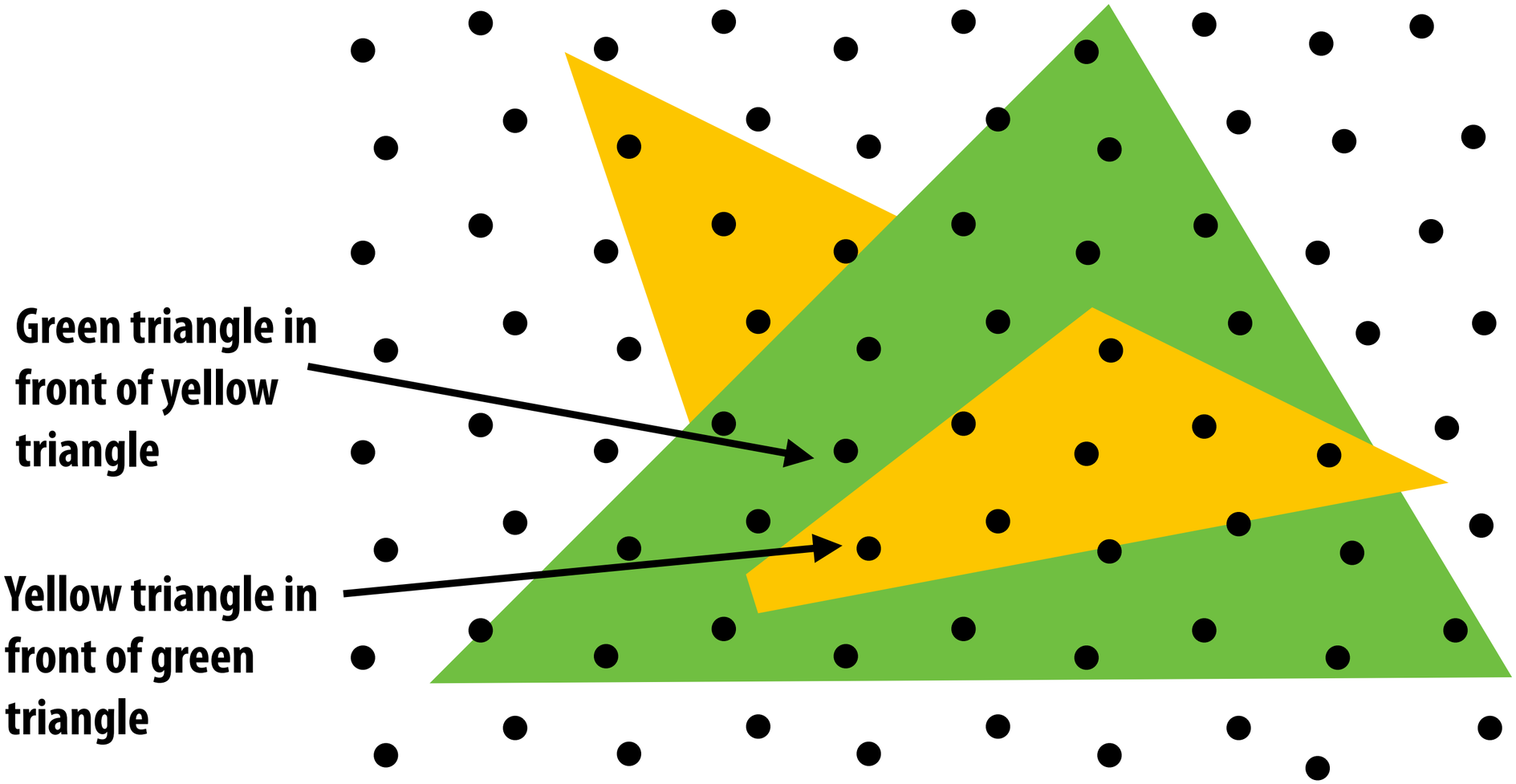
```
draw_sample(x, y, d, c) //new depth d & color c at (x,y)
{
  if( pass_depth_test( d, zbuffer[x][y] ))
  {
    // triangle is closest object seen so far at this
    // sample point. Update depth and color buffers.
    zbuffer[x][y] = d;  // update zbuffer
    color[x][y] = c;    // update color buffer
  }
  // otherwise, we've seen something closer already;
  // don't update color or depth
}
```

Depth + Intersection

Q: Does depth-buffer algorithm handle interpenetrating surfaces?

A: Of course!

Occlusion test is based on depth of triangles at a given sample point.
Relative depth of triangles may be different at different sample points.



Intersection

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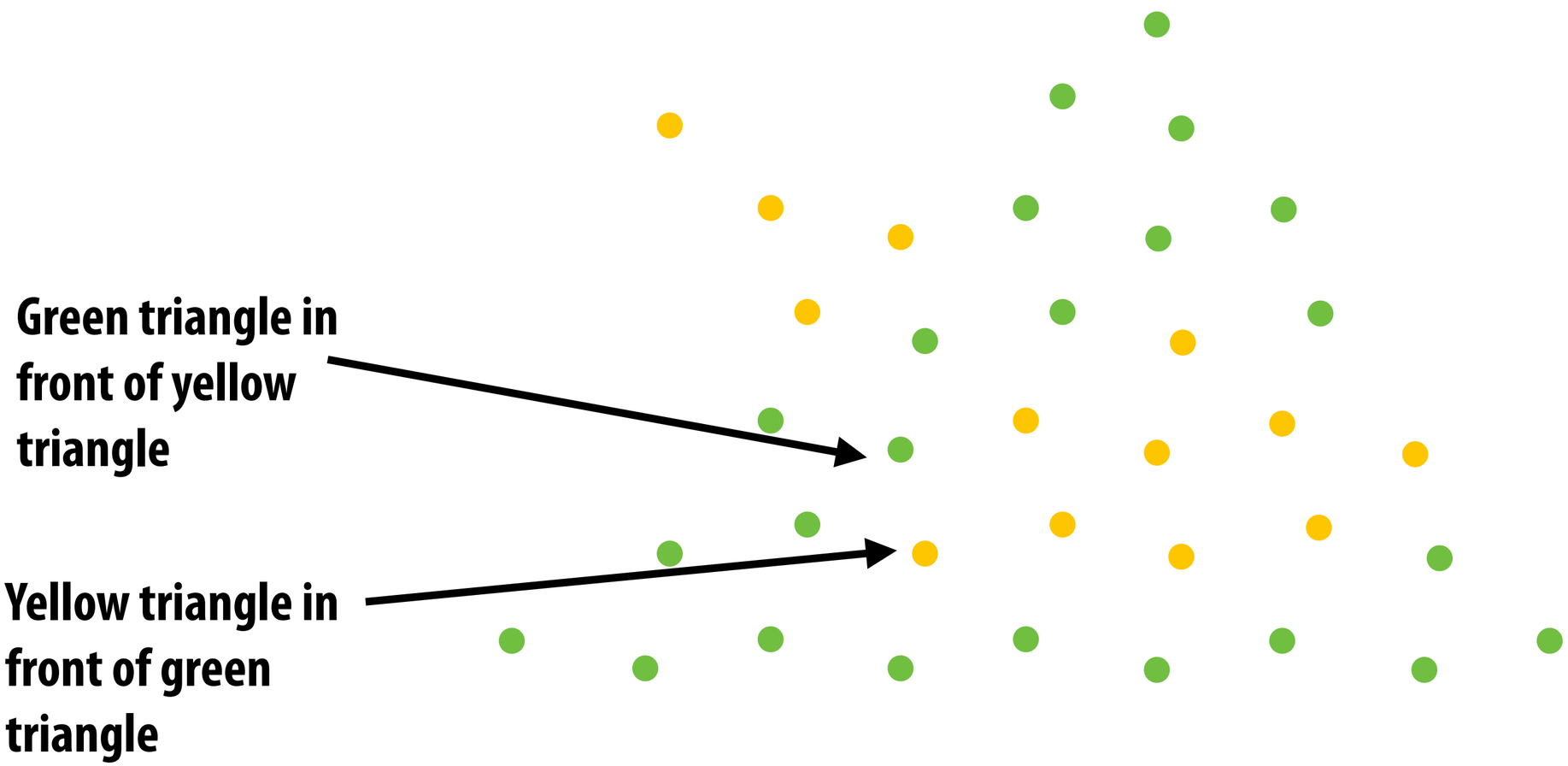
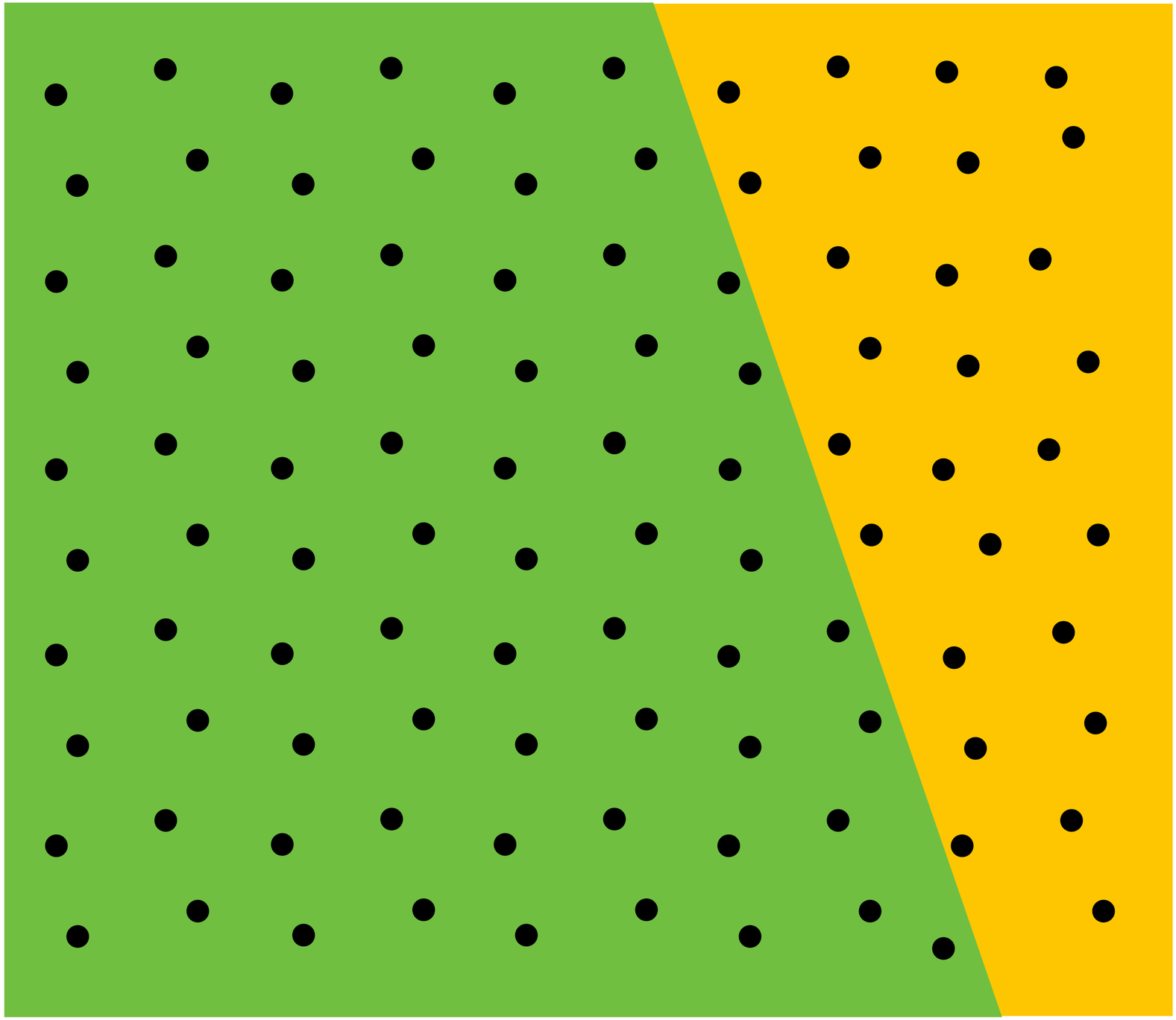


Depth + Supersampling

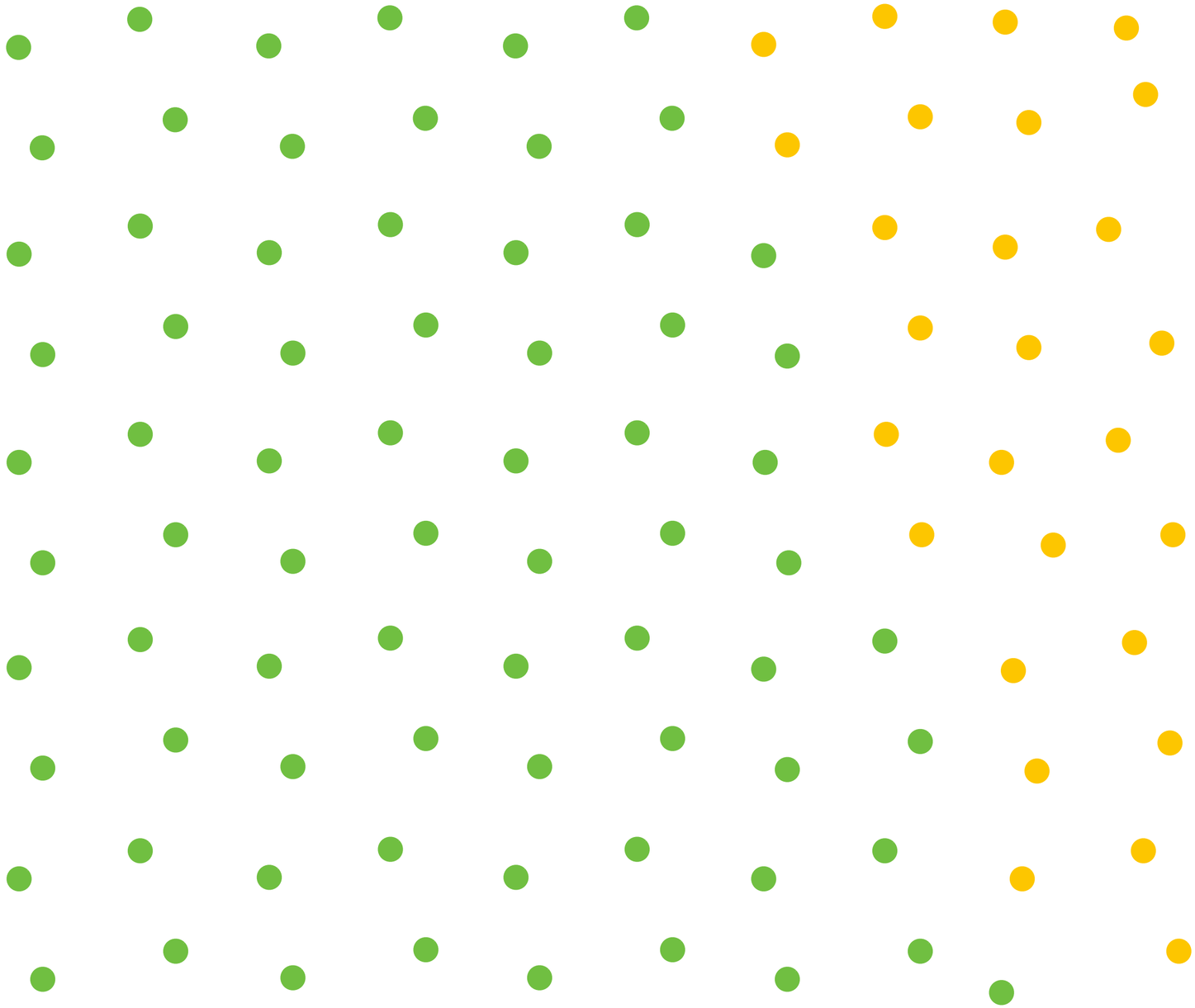
Q: Does depth buffer work with super sampling?

A: Yes! If done per (super) sample.



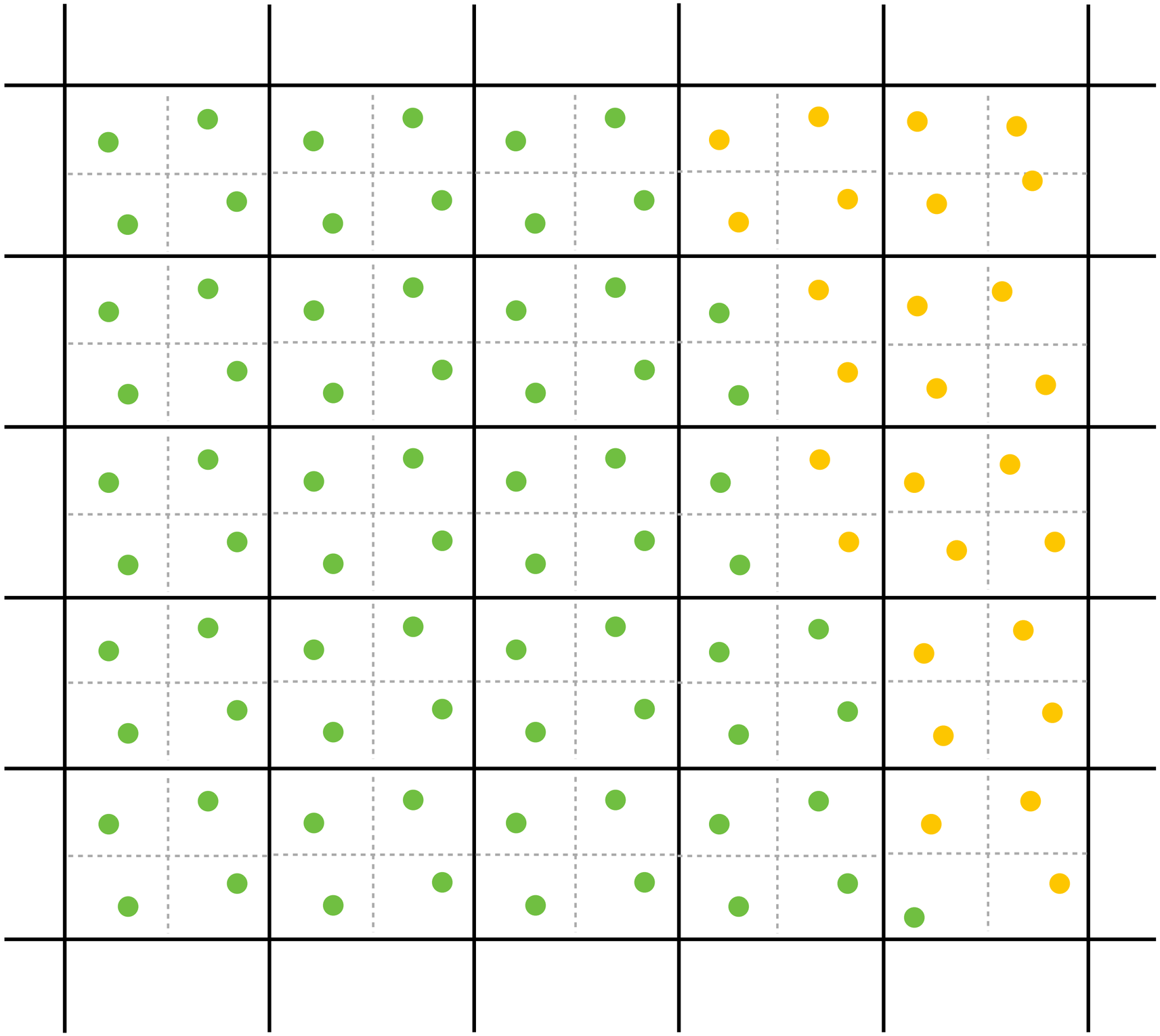
(Here: green triangle occludes yellow triangle)

Depth + Supersampling

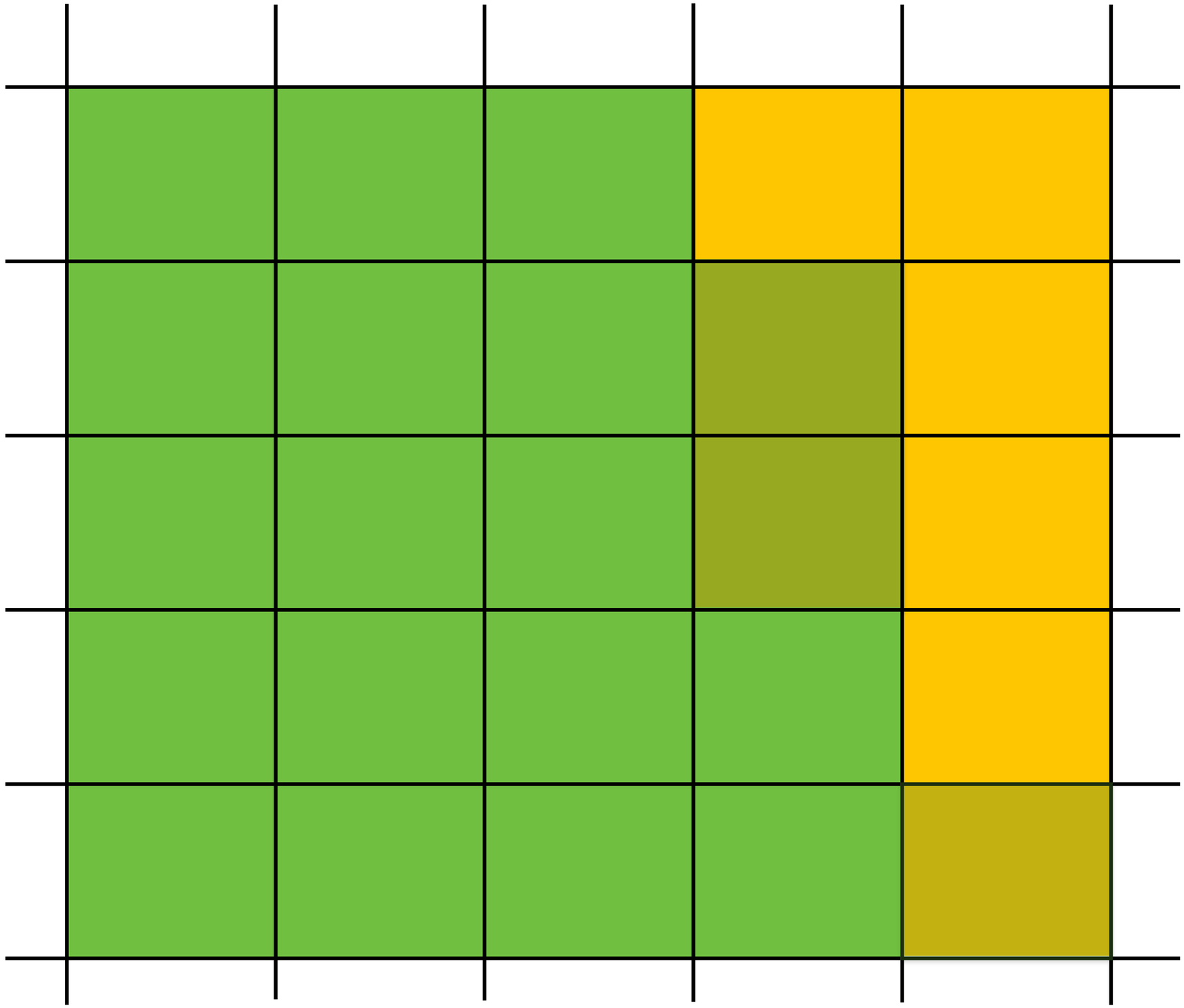


Color of super samples after rasterizing w/ depth buffer

Color buffer contents (4 samples per pixel)



Final resampled result



Note anti-aliasing of edge due to filtering of green and yellow samples

Summary: occlusion using a depth buffer

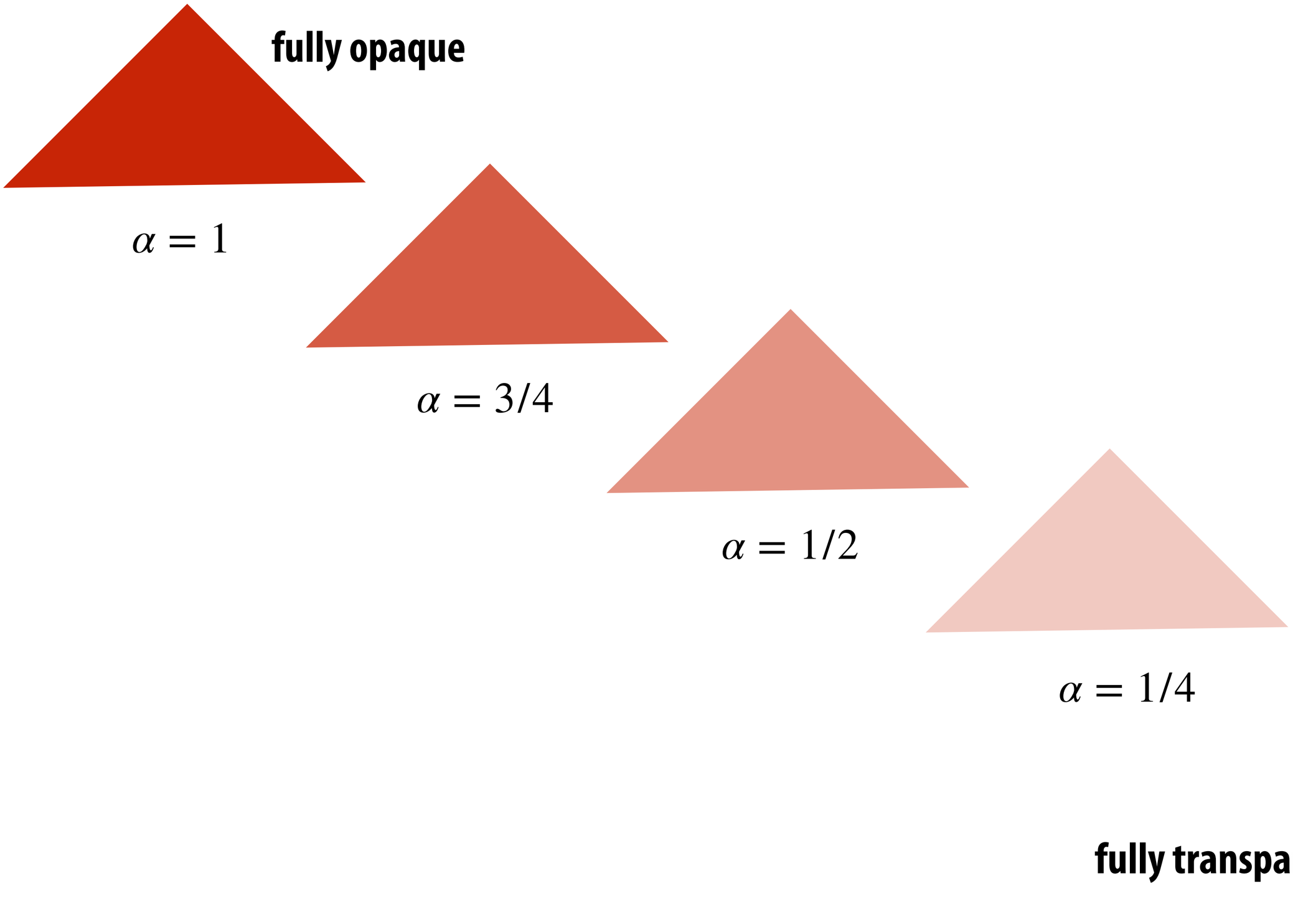
- Store one depth value per (super) sample—not one per pixel!
- Constant additional space per sample
  - Hence, constant space for depth buffer
  - Doesn't depend on number of overlapping primitives!
- Constant time occlusion test per covered sample
  - Read-modify write of depth buffer if "pass" depth test
  - Just a read if "fail"
- Not specific to triangles: only requires that surface depth can be evaluated at a screen sample point

But what about semi-transparent surfaces?

Compositing

Representing opacity as alpha

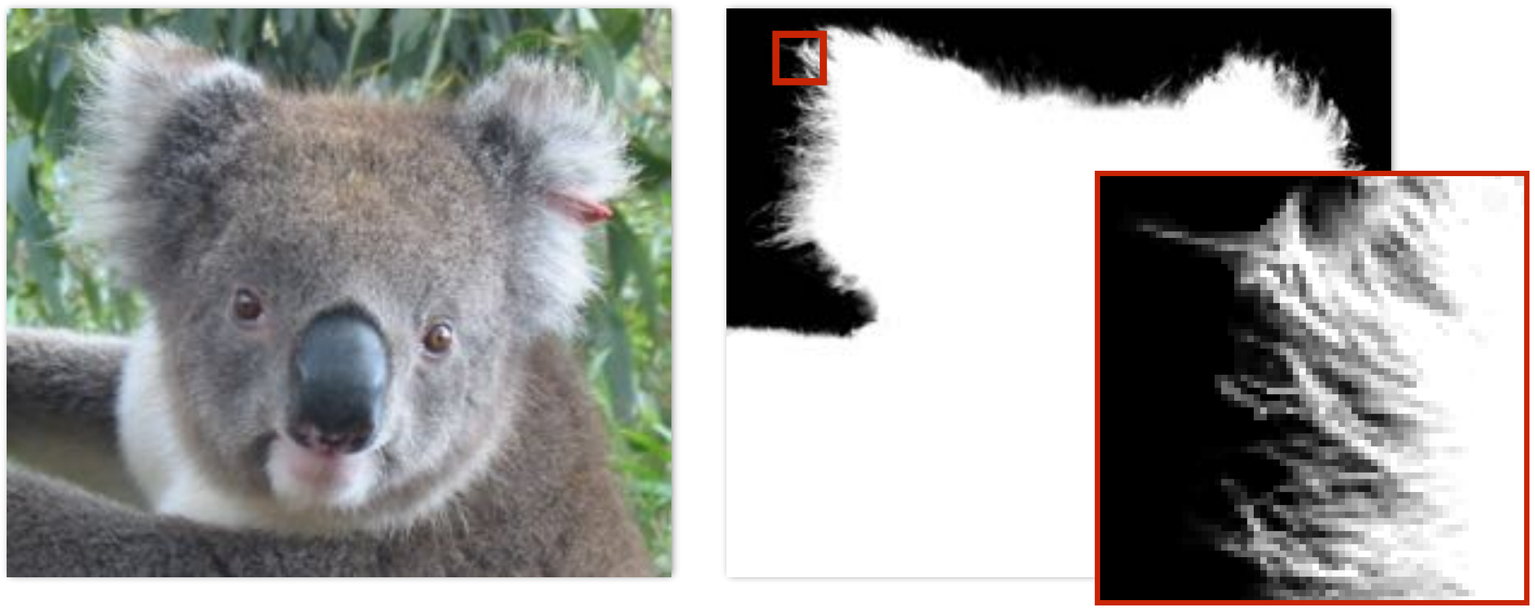
An "alpha" value $0 \leq \alpha \leq 1$ describes the opacity of an object



Alpha channel of an image

color channels

α channel

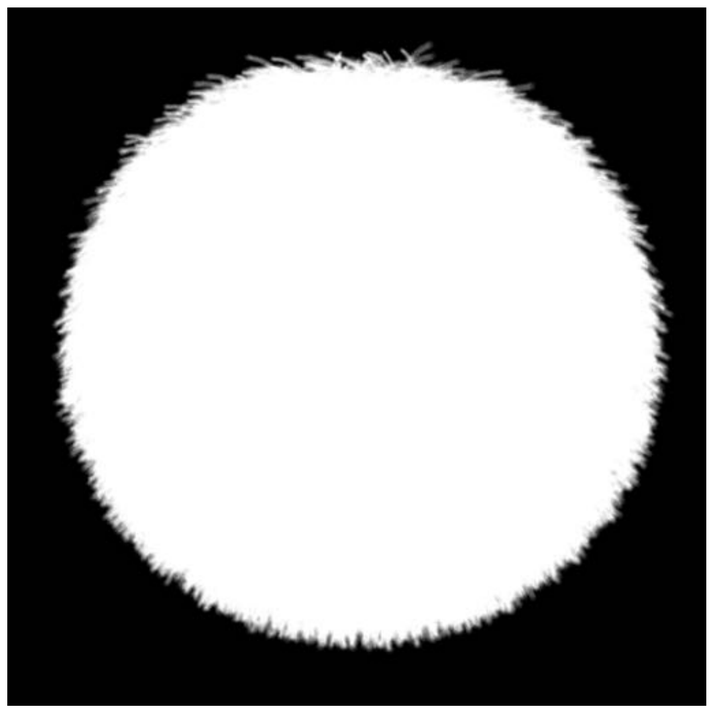


Key idea: can use α channel to composite one image on top of another.

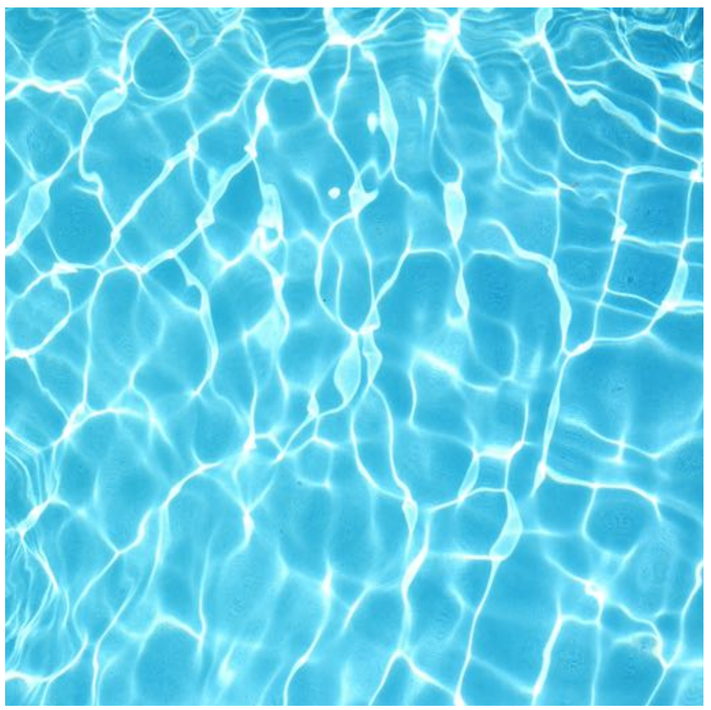
Fringing

Poor treatment of color/alpha can yield dark “fringing”:

foreground color



foreground alpha

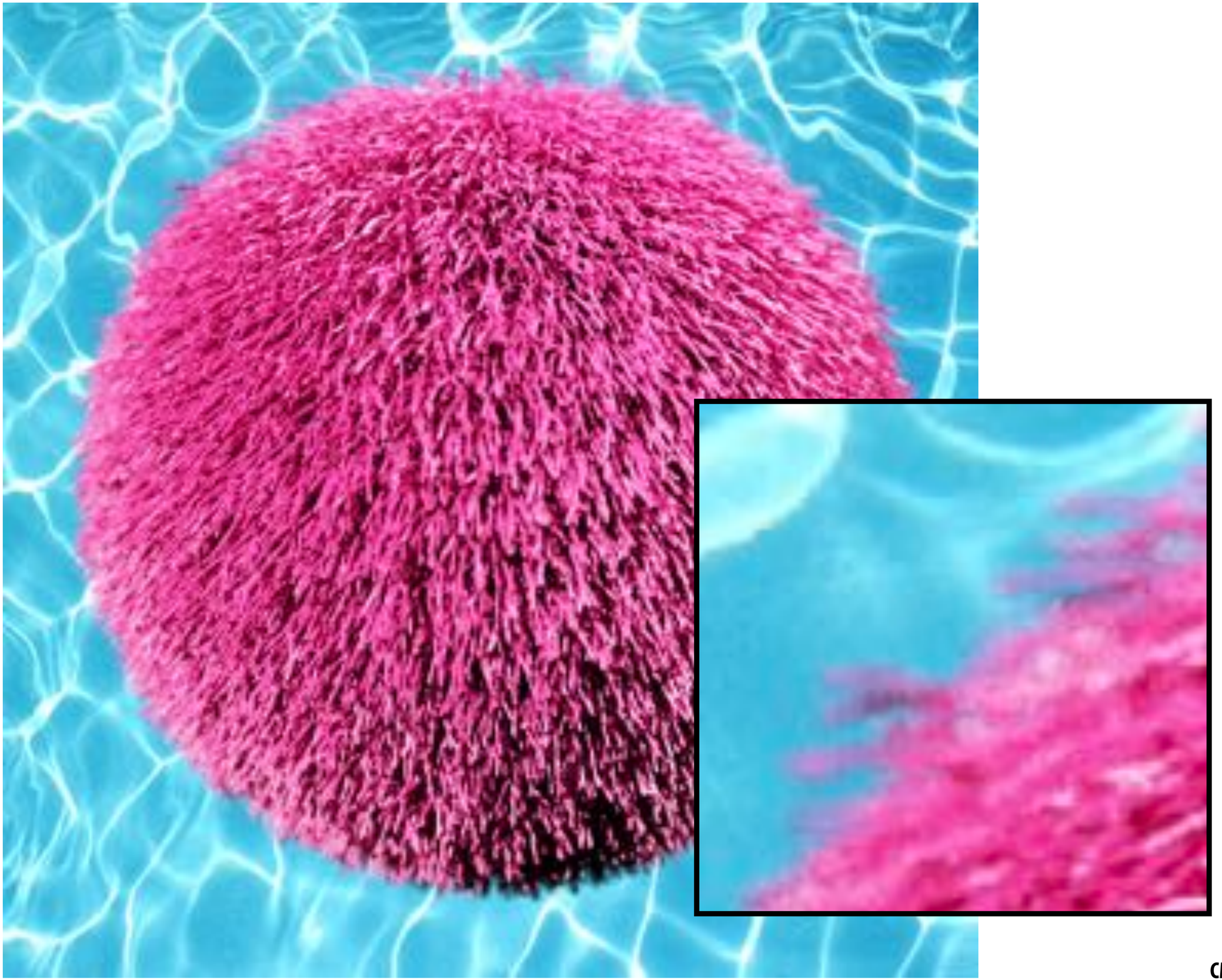


background color

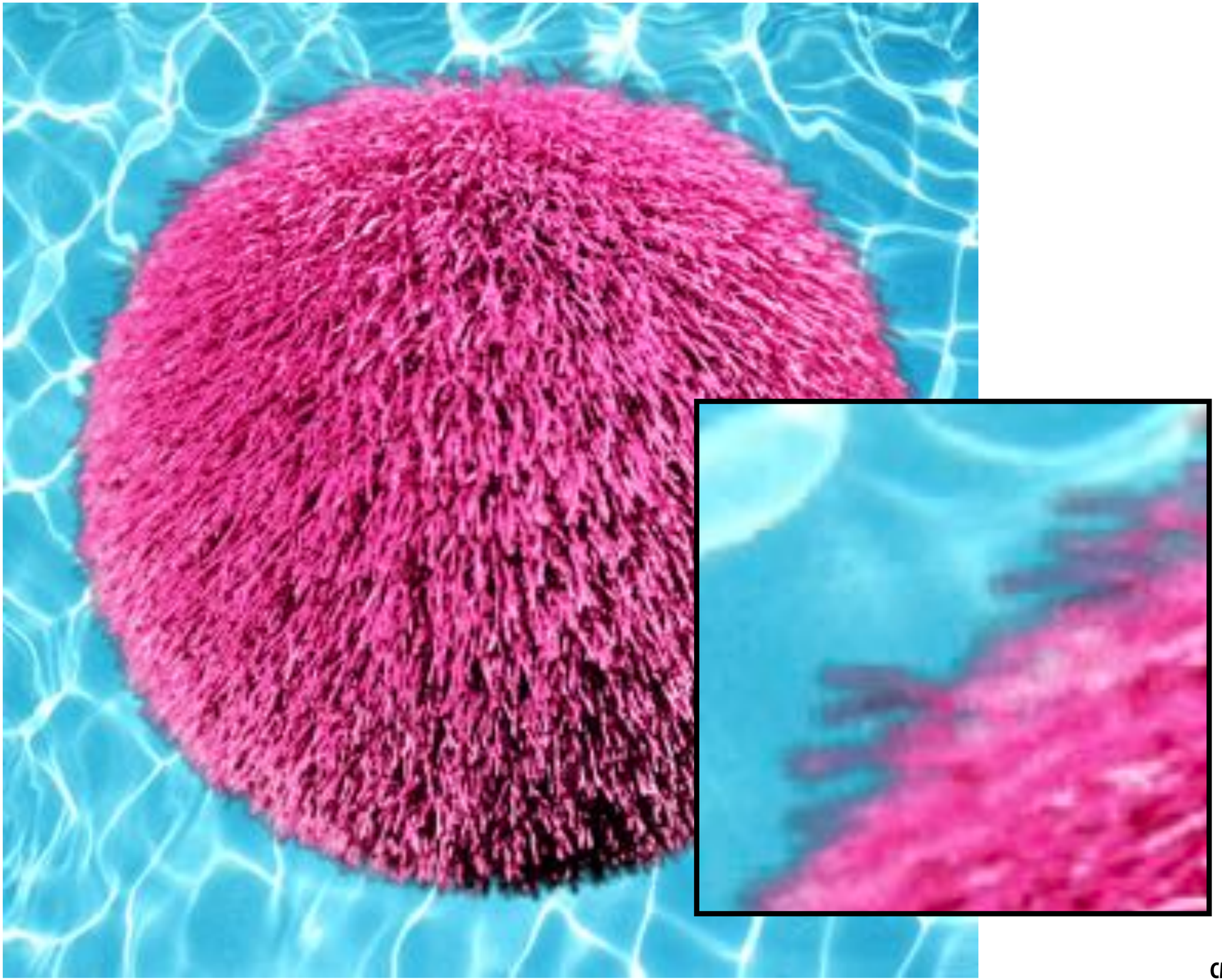
fringing

no fringing

No fringing



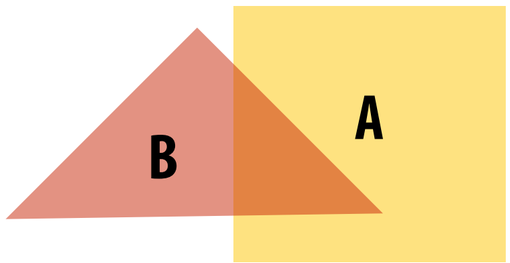
Fringing (…why does this happen?)



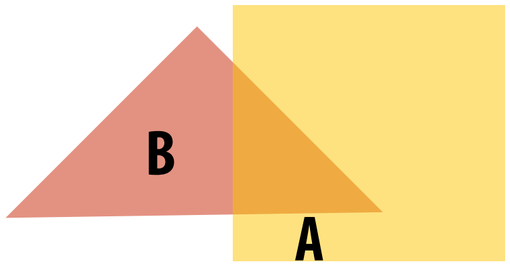
Over operator:

Composites image B with opacity α_B over image A with opacity α_A

Informally, captures behavior of "tinted glass"



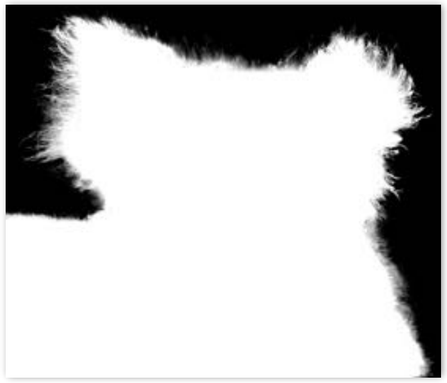
B over A



A over B

Notice: "over" is not commutative

A over $B \neq B$ over A



Koala over NYC

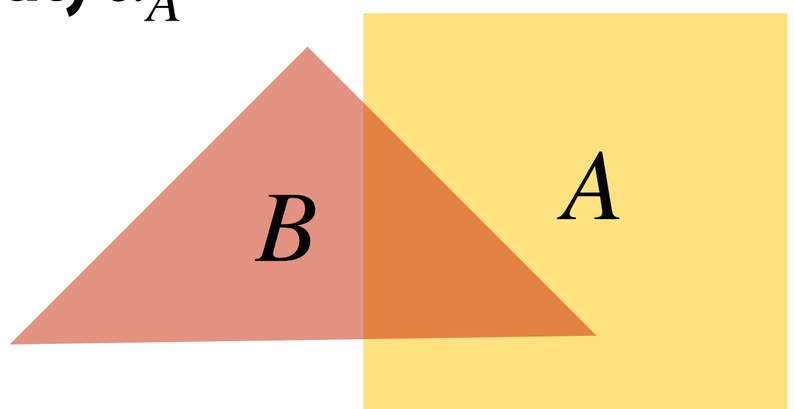
Over operator: non-premultiplied alpha

Composite image B with opacity α_B over image A with opacity α_A

A first attempt:

$$A = (A_r, A_g, A_b)$$

$$B = (B_r, B_g, B_b)$$



B over A

Composite color:

what B lets through

$$C = \alpha_B B + (1 - \alpha_B)\alpha_A A$$

appearance of semi-transparent B

appearance of semi-transparent A

Composite alpha:

$$\alpha_C = \alpha_B + (1 - \alpha_B)\alpha_A$$

Over operator: premultiplied alpha

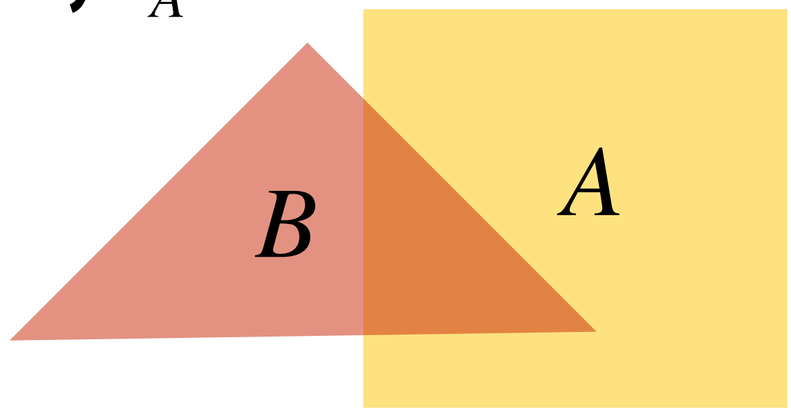
Composite image B with opacity α_B over image A with opacity α_A

Premultiplied alpha—multiply color by α, then composite:

$$A' = (\alpha_A A_r,\ \alpha_A A_g,\ \alpha_A A_b, \alpha_A)$$

$$B' = (\alpha_B B_r,\ \alpha_B B_g,\ \alpha_B B_b, \alpha_B)$$

$$C' = B' + (1 - \alpha_B)A'$$



B **over** A

Notice premultiplied alpha composites alpha just like how it composites rgb.
(Non-premultiplied alpha composites alpha differently than rgb.)

"Un-premultiply" to get final color:

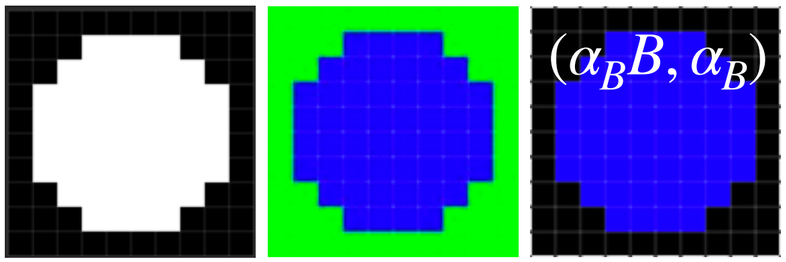
$$(C_r,\ C_g,\ C_b,\ \alpha_C) \Longrightarrow (C_r/\alpha_C, C_g/\alpha_C, C_b/\alpha_C)$$

Q: Does this division remind you of anything?

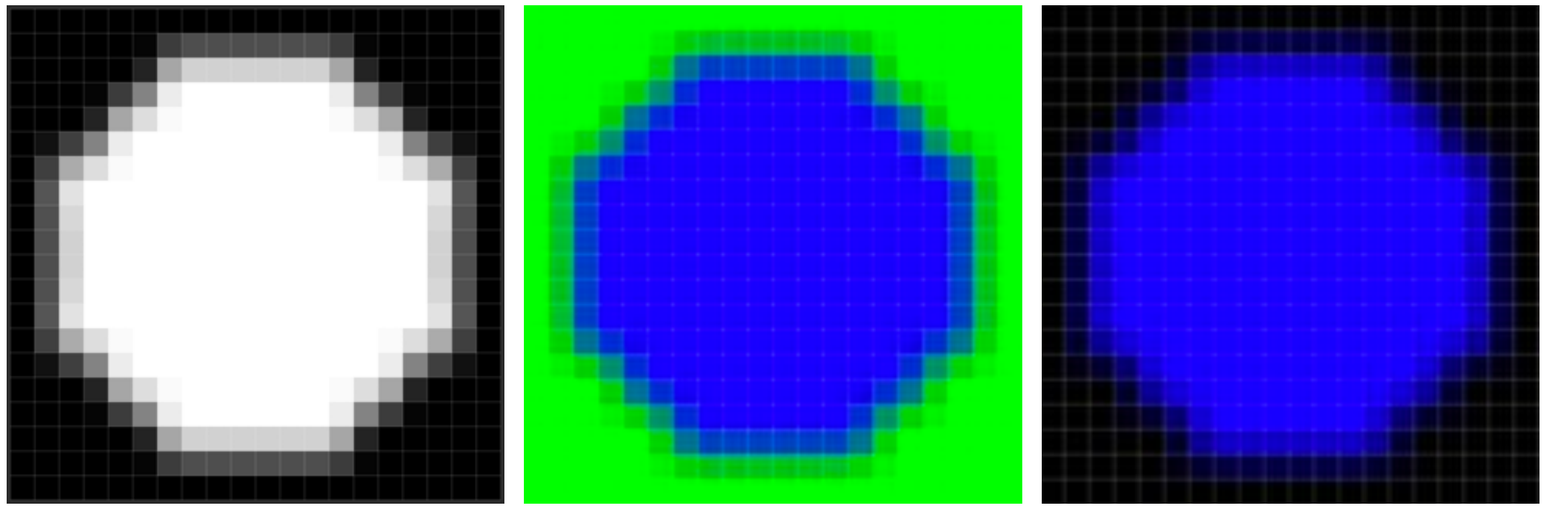
Compositing with & without premultiplied α

Suppose we upsample an image w/ an α channel, then composite it onto a background:

image B

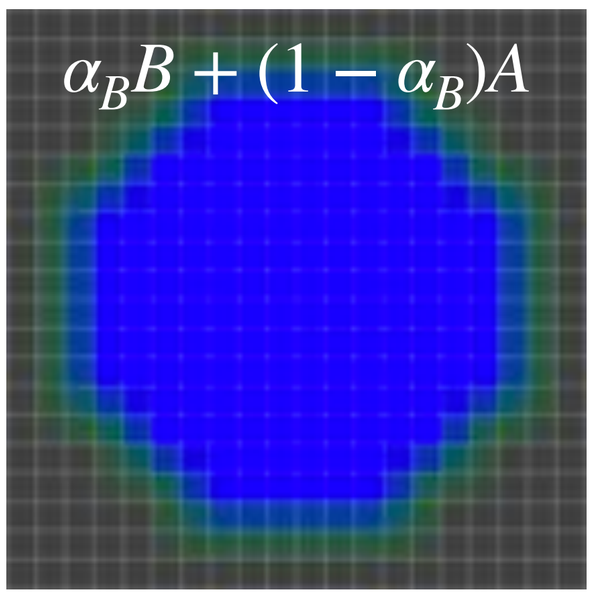


original alpha | **original color** | **premultiplied color**

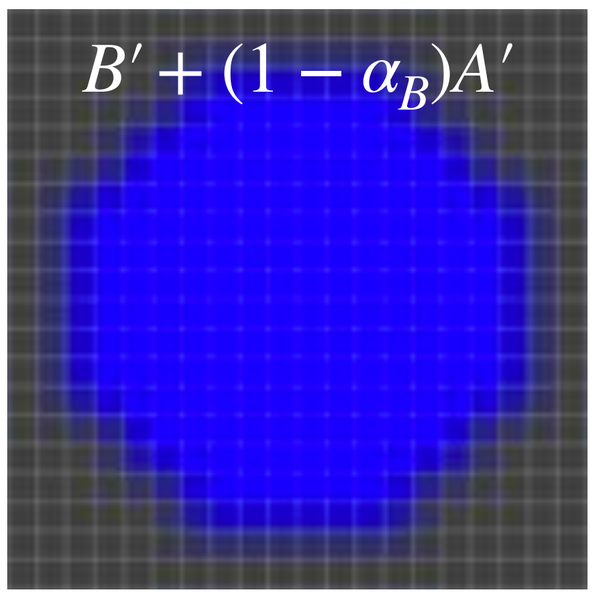


upsampled alpha | **upsampled color** | **upsampled premultiplied color**

new background A
$(\alpha_A = 1)$



B over A
non-premultiplied



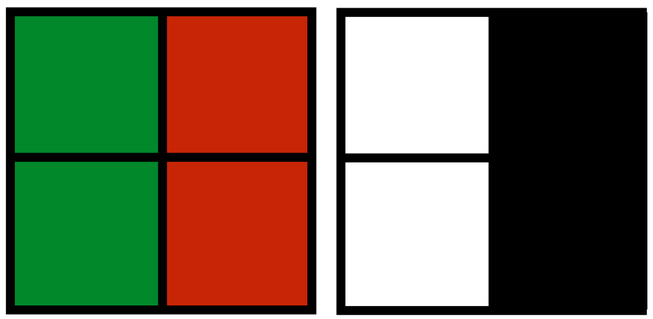
B over A
premultiplied

Q: Why do we get the "green fringe" when we don't premultiply?

Similar problem with non-premultiplied α

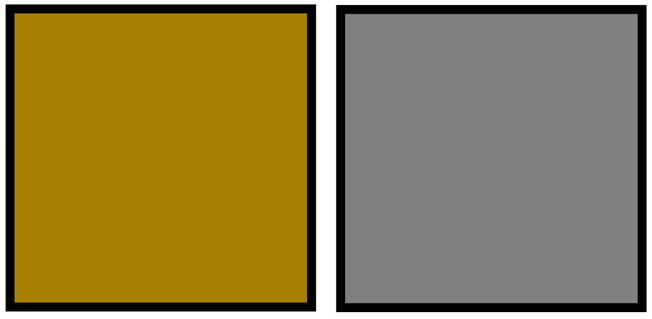
Consider pre-filtering (downsampling) a texture with an alpha matte

desired downsampled result



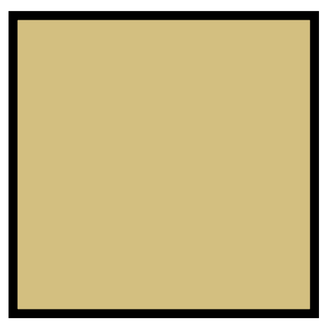
input color

input α

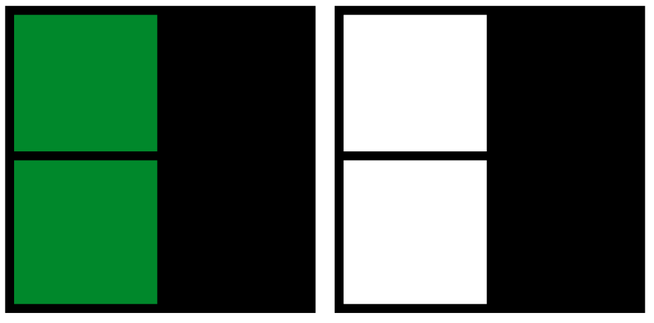


filtered color

filtered α

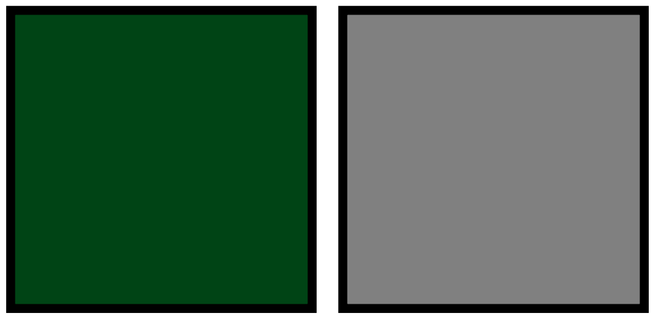


composited over white



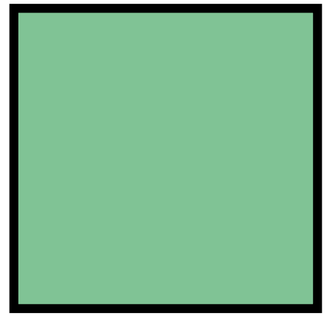
premultiplied color

premultiplied α



filtered color

filtered α



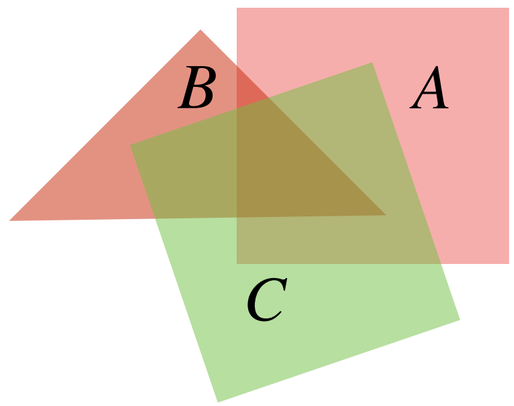
composited over white

More problems: applying "over" repeatedly

Composite image C with opacity α_C over B with opacity α_B over image A with opacity α_A

Premultiplied alpha is closed under composition; non-premultiplied alpha is not!

Example: composite 50% bright red over 50% bright red (where "bright red" = $(1,0,0)$, and $\alpha = 0.5$)



C **over** B **over** A

non-premultiplied

color

$$.5(1,0,0) + (1-.5).5(1,0,0)$$

$$\Downarrow$$

$$(0.75,0,0)$$ too dark!

alpha

$$.5 + (1-.5).5 = .75$$

premultiplied

color

$$(.5,0,0,.5)+(1-.5)(.5,0,0,.5)$$

$$\Downarrow$$

$$(.75,0,0.75)$$

$$\Downarrow$$ divide by α

bright red $(1,0,0)$

alpha

$$\alpha = 0.75$$

Summary: advantages of premultiplied alpha

- Compositing operation treats all channels the same (color and α)
- Fewer arithmetic operations for "over" operation than with non-premultiplied representation
- Closed under composition (repeated "over" operations)
- Better representation for filtering (upsampling/downsampling) images with alpha channel
- Fits naturally into rasterization pipeline (homogeneous coordinates)

Strategy for drawing semi-transparent primitives

Assuming all primitives are semi-transparent, and color values are encoded with premultiplied alpha, here's a strategy for rasterizing an image:

```
over(c1, c2)
{
   return c1.rgba + (1-c1.a) * c2.rgba;
}
```

```
update_color_buffer( x, y, sample_color, sample_depth )
{
   if (pass_depth_test(sample_depth, zbuffer[x][y])
   {
       // (how) should we update depth buffer here??
       color[x][y] = over(sample_color, color[x][y]);
  }
}
```

Q: What is the assumption made by this implementation?

Triangles must be rendered in back to front order!

Putting it all together

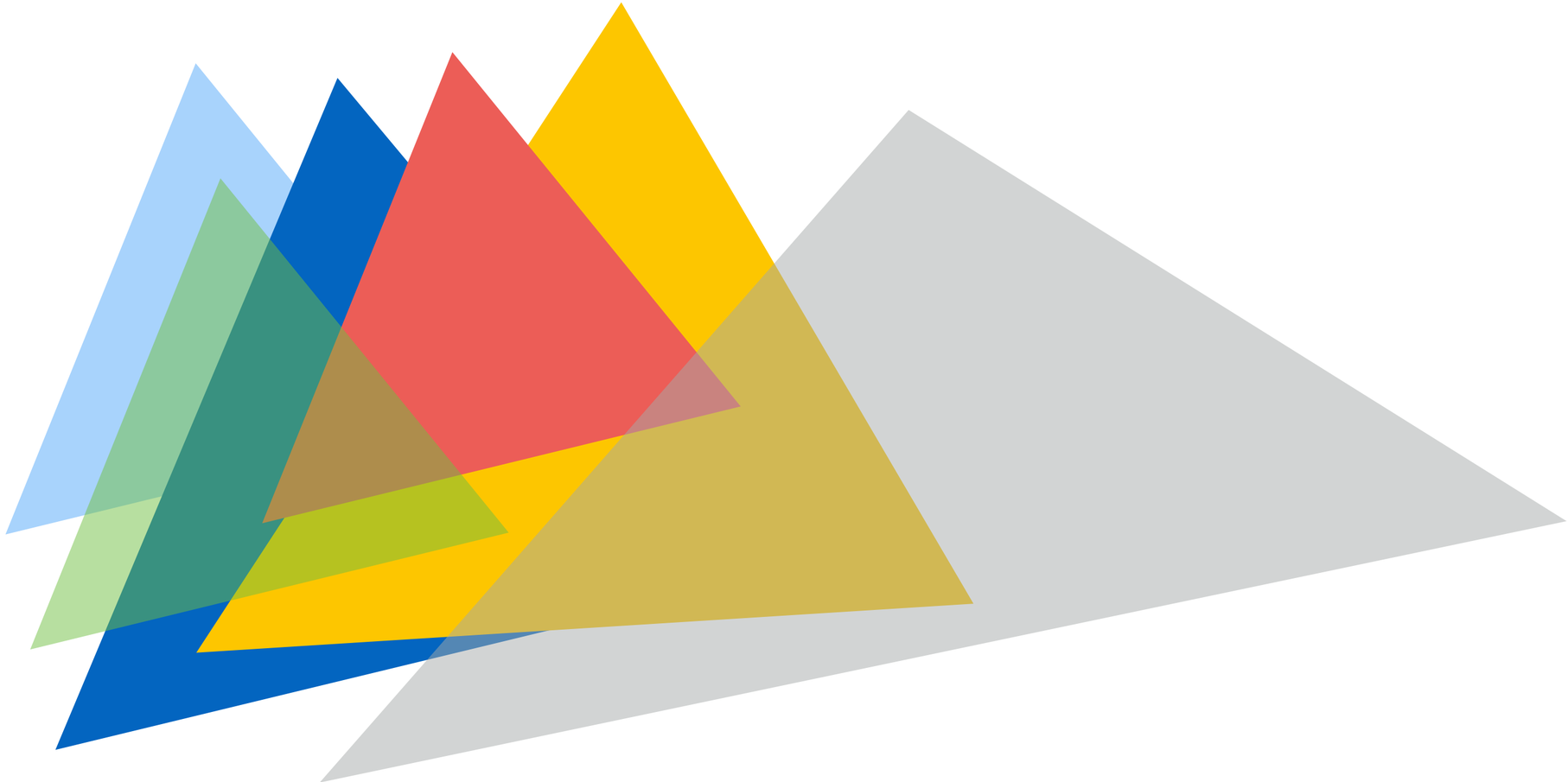
What if we have a mixture of opaque and transparent triangles?

Step 1: render opaque primitives (in any order) using depth-buffered occlusion

If pass depth test, triangle overwrites value in color buffer at sample

Step 2: disable depth buffer update, render semi-transparent surfaces in back-to-front order.

If pass depth test, triangle is composited OVER contents of color buffer at sample



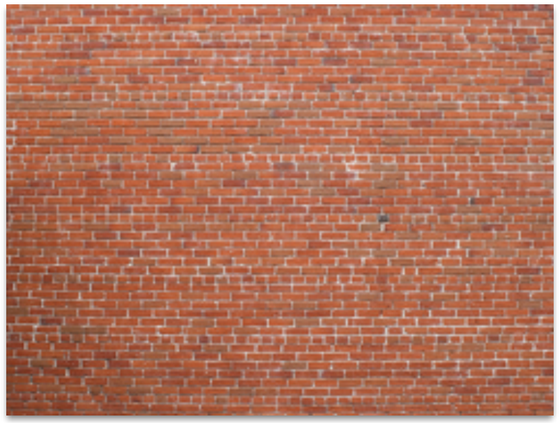
End-to-end rasterization pipeline

Goal: turn inputs into an image!

Inputs:

```
positions = {
    v0x, v0y, v0z,
    v1x, v1y, v1x,
    v2x, v2y, v2z,
    v3x, v3y, v3x,
    v4x, v4y, v4z,
    v5x, v5y, v5x
};
```

```
texcoords ={
    v0u, v0v,
    v1u, v1v,
    v2u, v2v,
    v3u, v3v,
    v4u, v4v,
    v5u, v5v
};
```



texture map

Object-to-camera-space transform $T \in \mathbb{R}^{4\times4}$

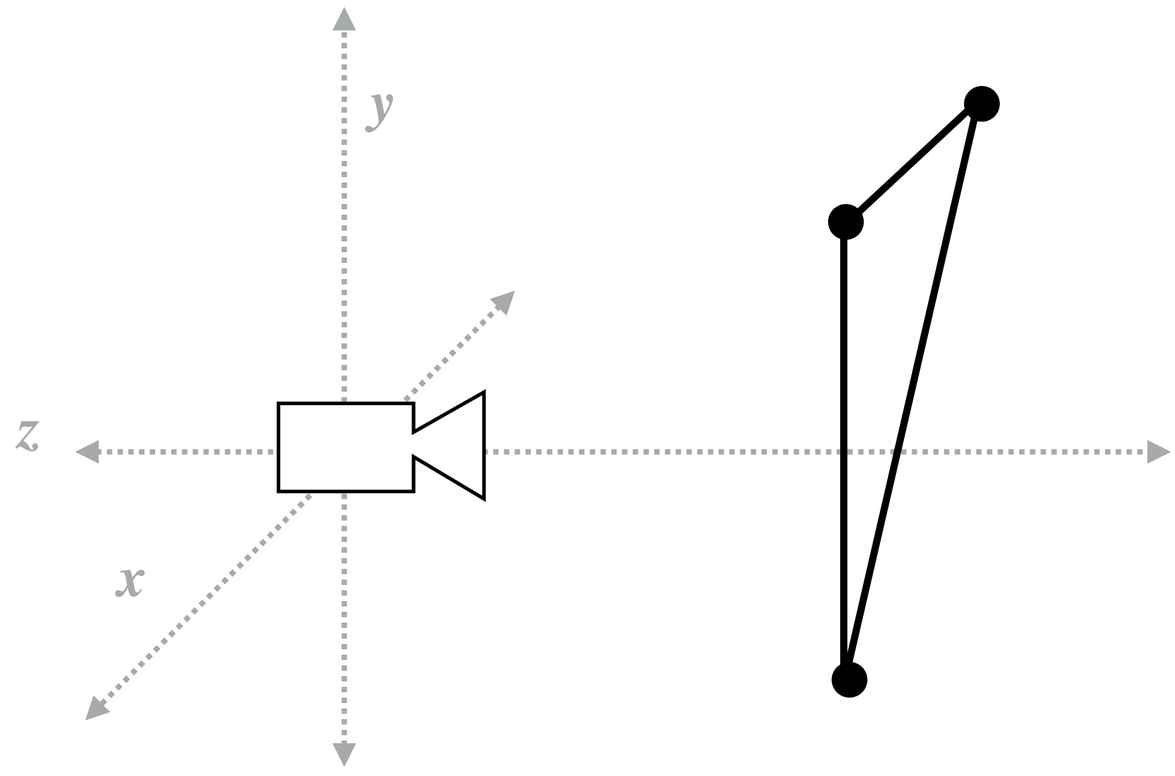
Perspective projection transform $P \in \mathbb{R}^{4\times4}$

Size of output image (W, H)

At this point we have all the tools we need to make an image…
Let's review!

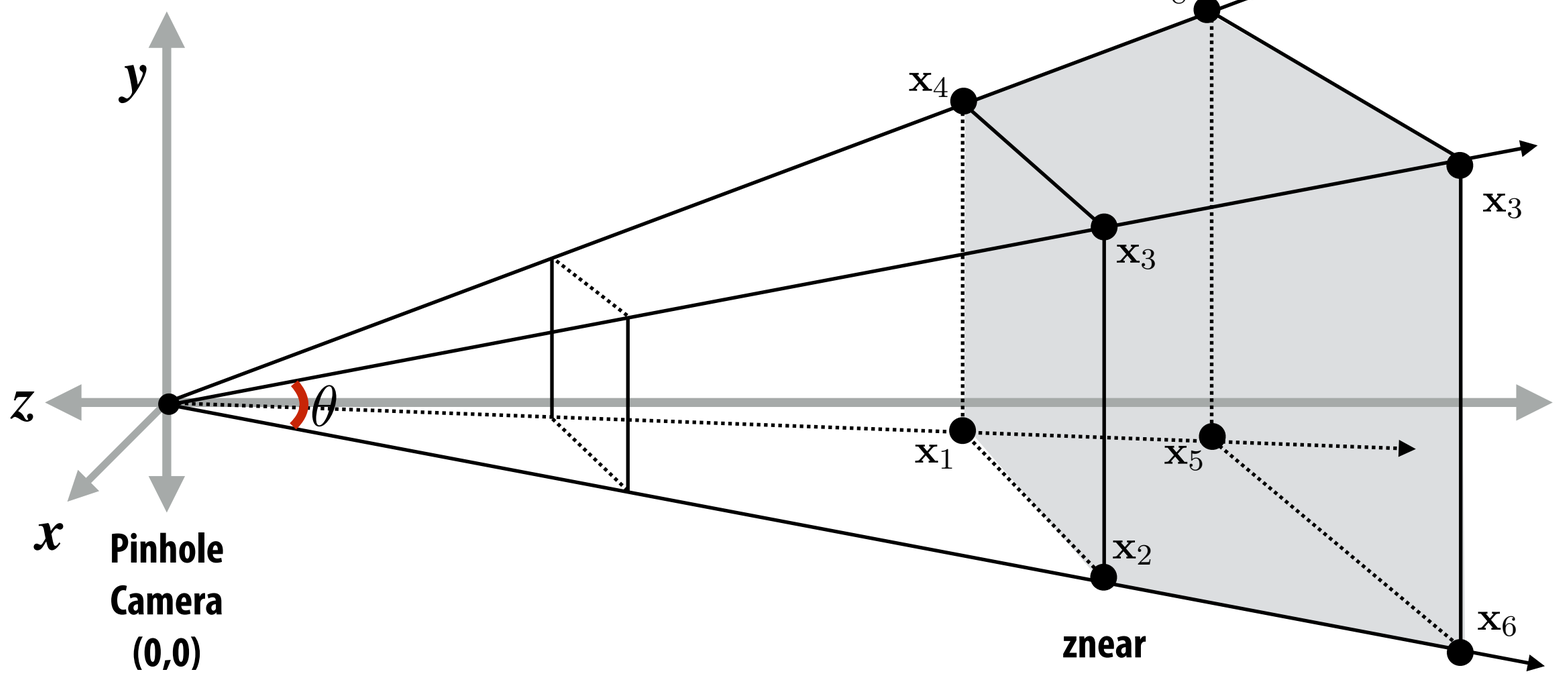
Step 1:

Transform triangle vertices into camera space

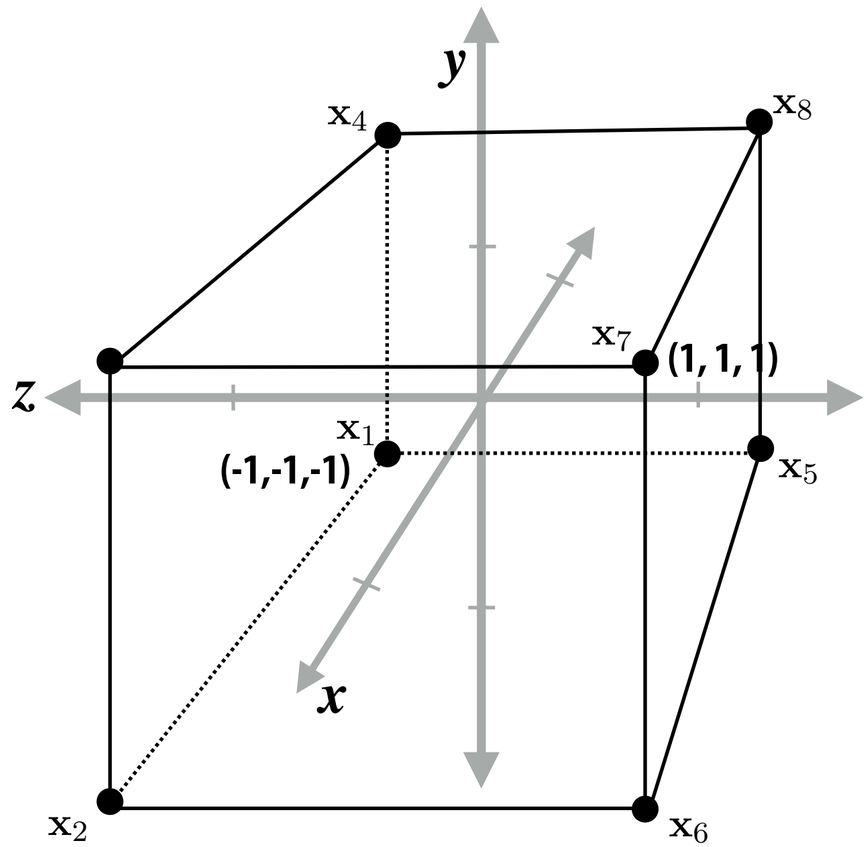


Step 2:

Apply perspective projection transform to transform triangle vertices into normalized coordinate space



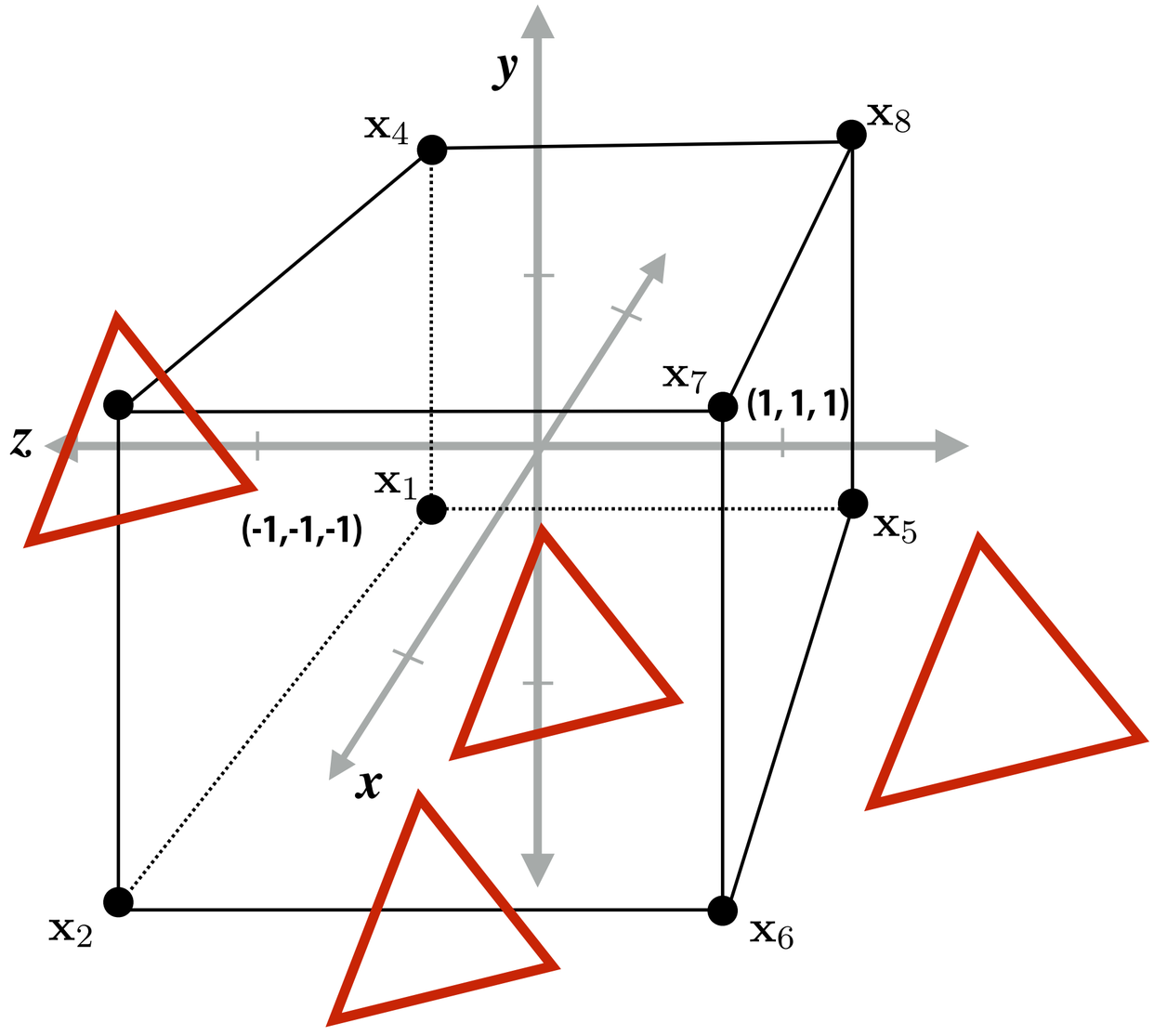
Camera-space positions: 3D



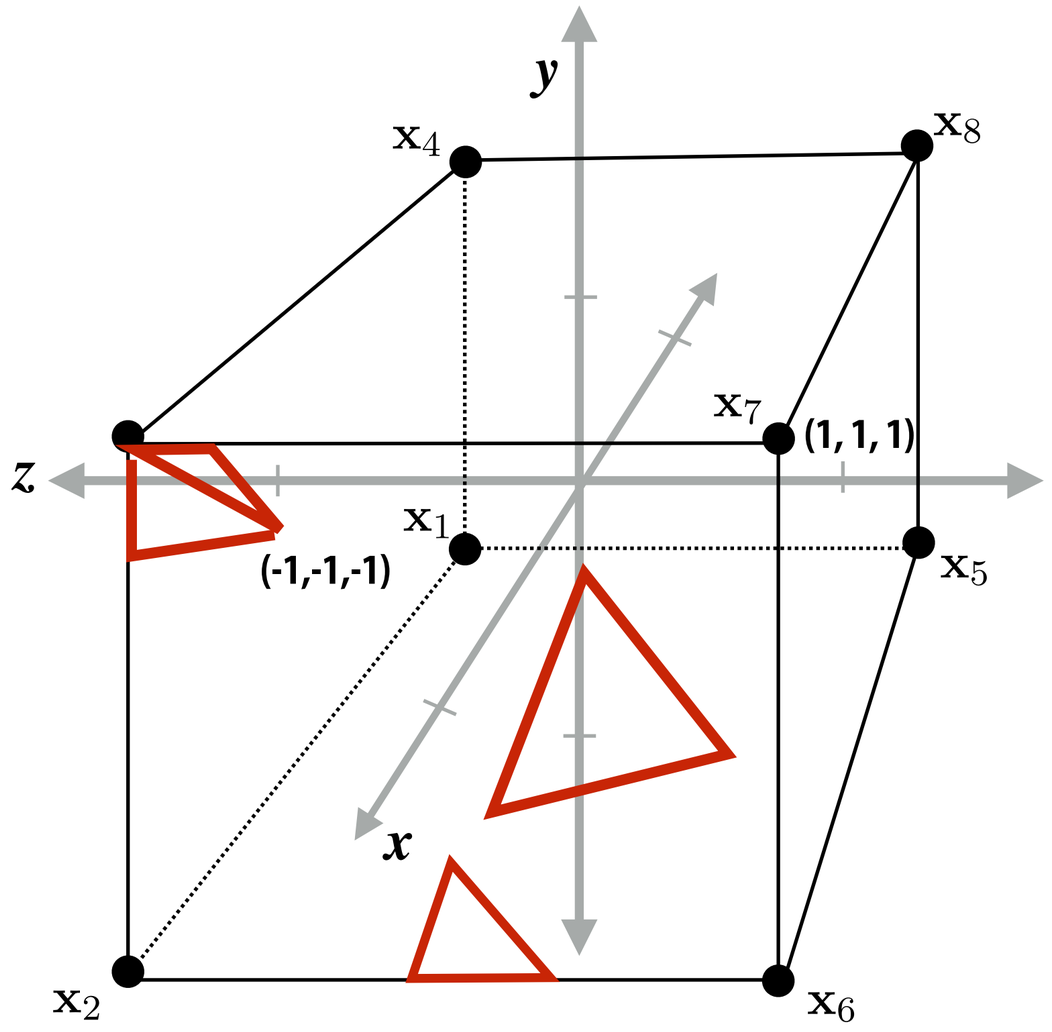
Normalized space positions

Step 3: clipping

- Discard triangles that lie complete outside the unit cube (culling)
  - They are off screen, don't bother processing them further
- Clip triangles that extend beyond the unit cube to the cube
  - (possibly generating new triangles)



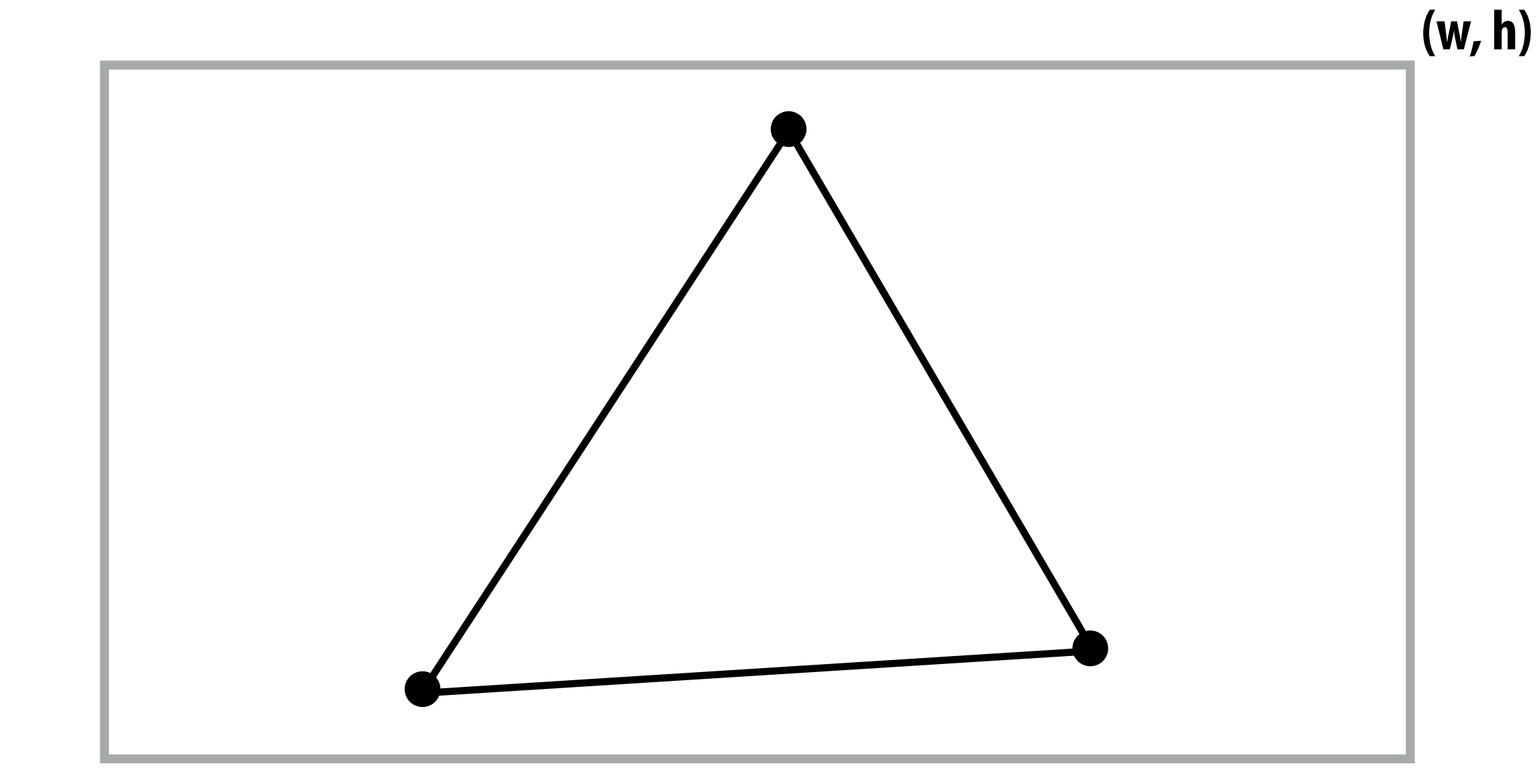
Triangles before clipping



Triangles after clipping

Step 4: transform to screen coordinates

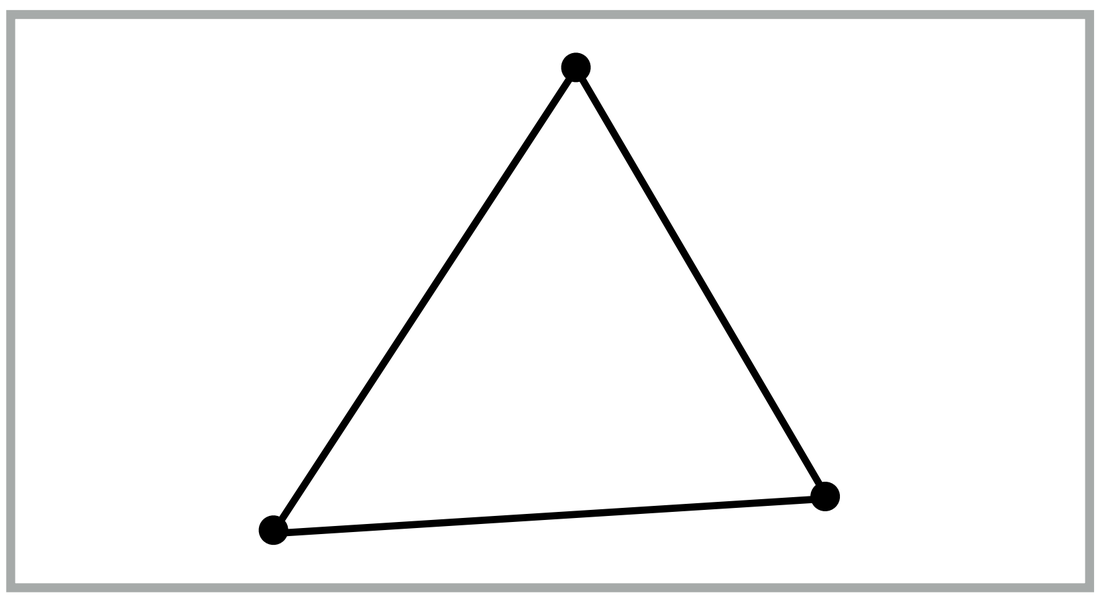
Perform homogeneous divide, transform vertex xy positions from normalized coordinates into screen coordinates (based on screen w,h)



Step 5: setup triangle (triangle preprocessing)

Before rasterizing triangle, can compute a bunch of data that will be used by all fragments, e.g.,

- **triangle edge equations**
- **triangle attribute equations**
- **etc.**



$\mathbf{E}_{01}(x,y)$

$\mathbf{E}_{12}(x,y)$

$\mathbf{E}_{20}(x,y)$

$\dfrac{1}{\mathbf{w}}(x,y)$

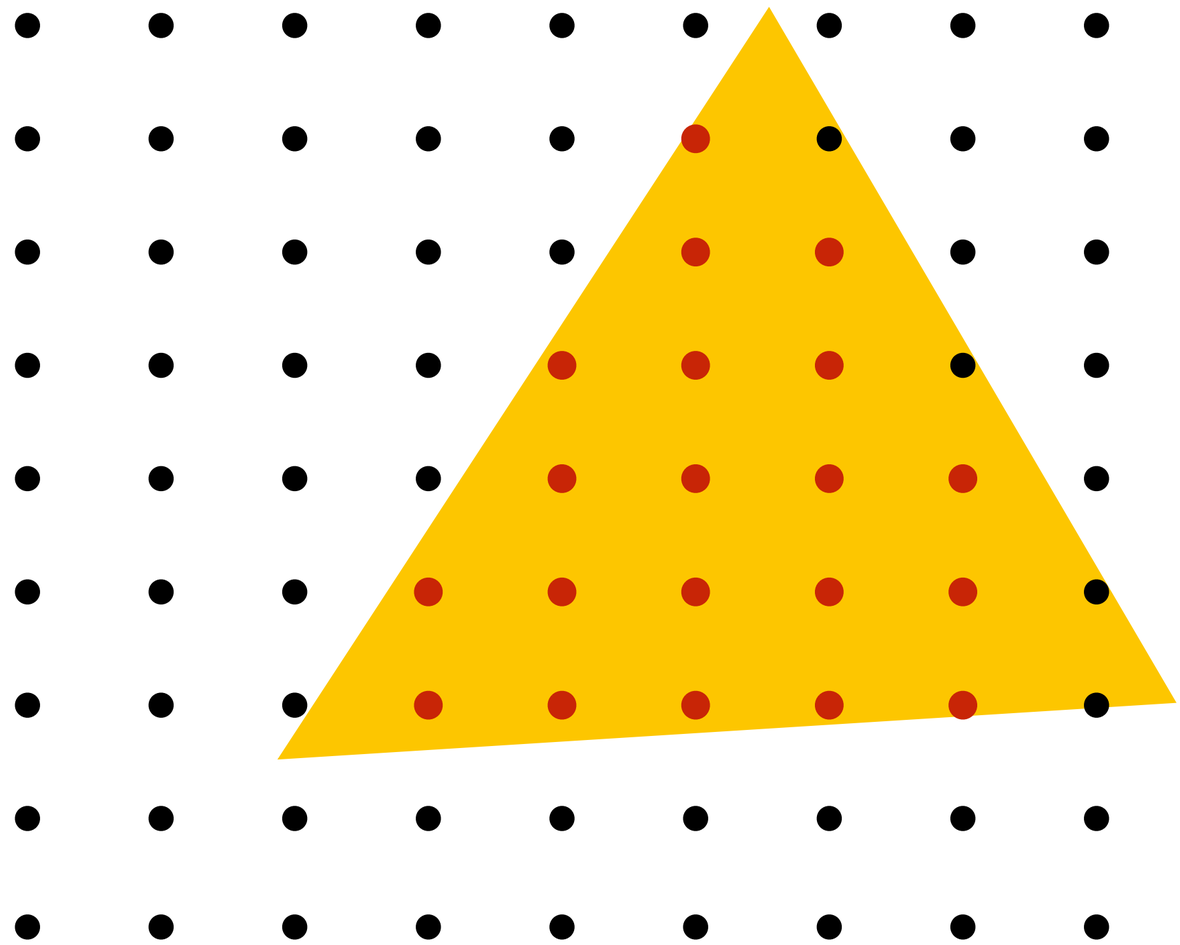
$\mathbf{Z}(x,y)$

$\mathbf{U}(x,y)$

$\mathbf{V}(x,y)$

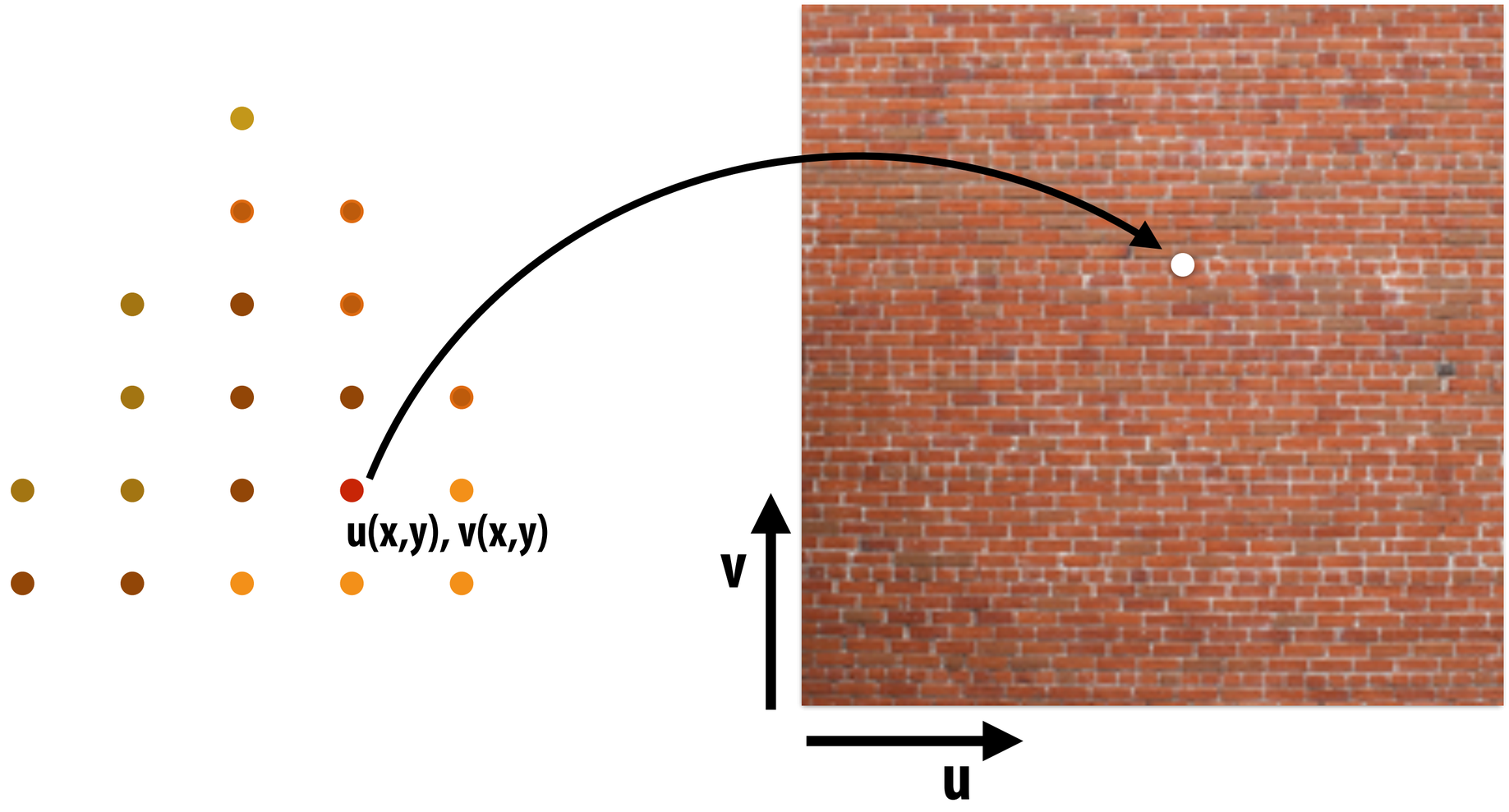
Step 6: sample coverage

Evaluate attributes z, u, v at all covered samples



Step 6: compute triangle color at sample point

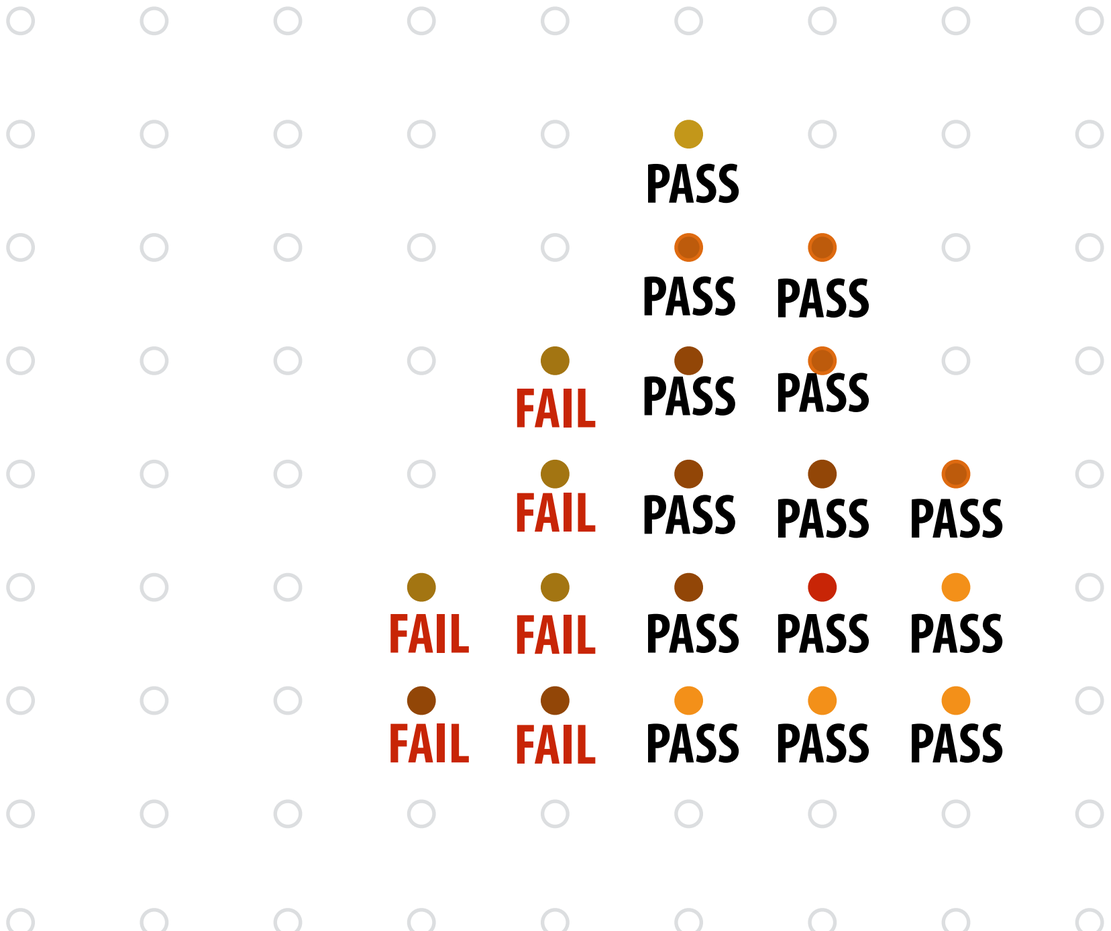
e.g., sample texture map *



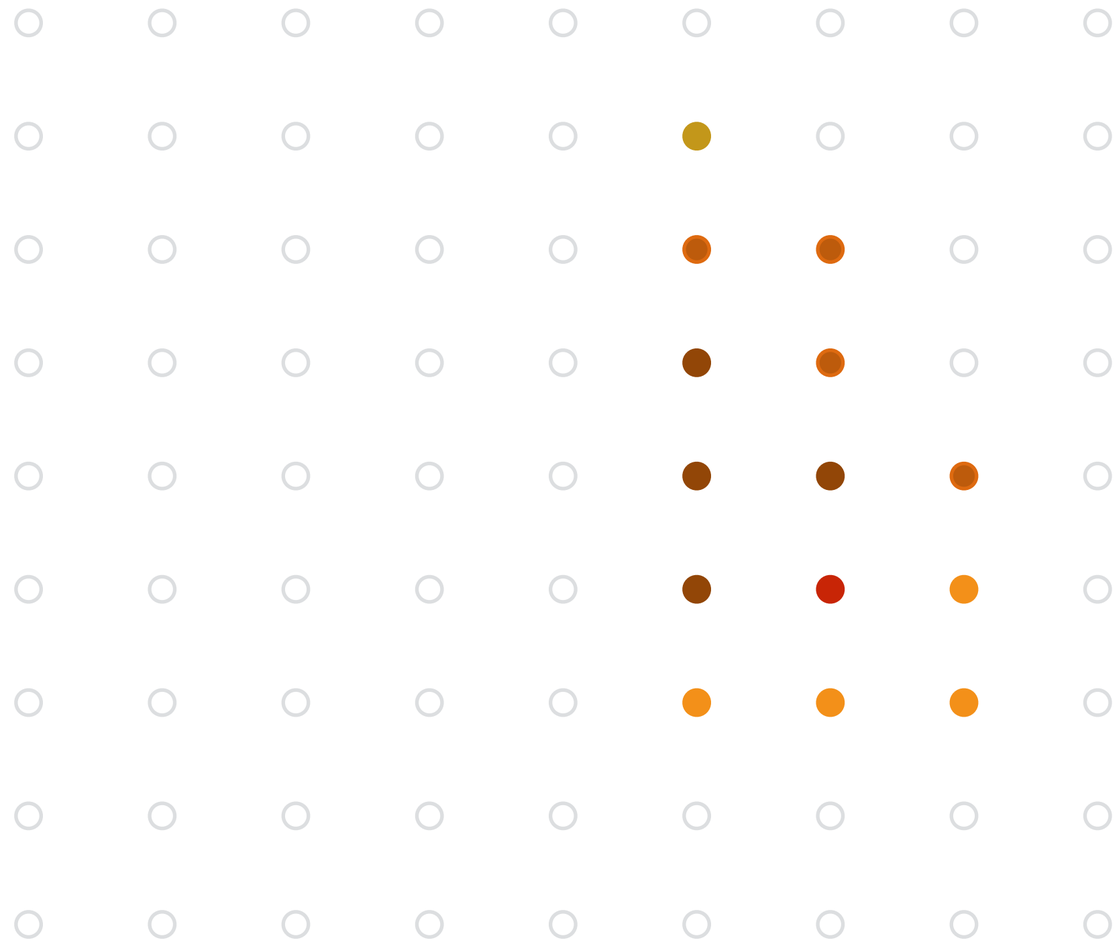
*Not the only way to get a color! Later we'll talk about more general models of materials…

Step 7: perform depth test (if enabled)

Also update depth value at covered samples (if necessary)



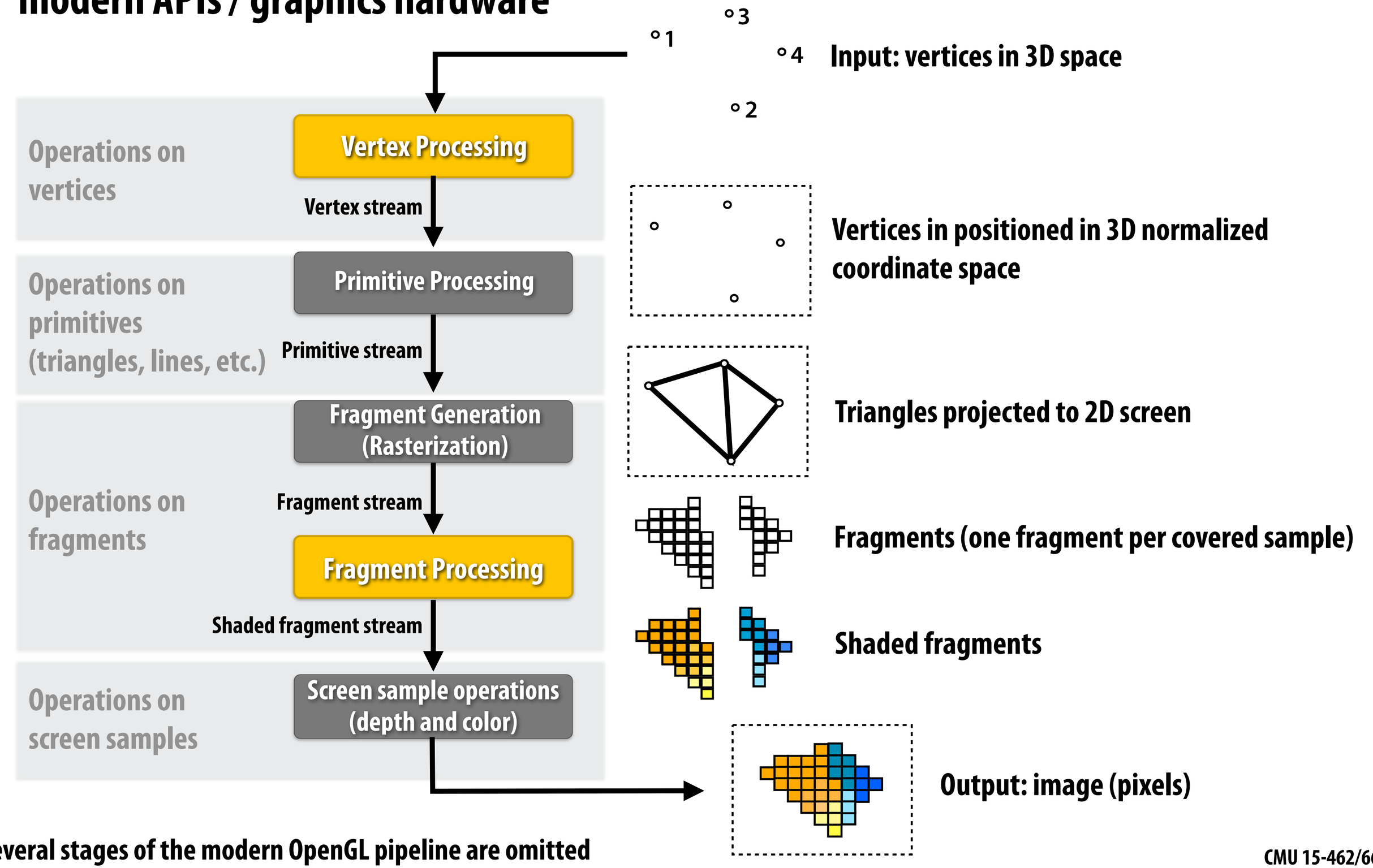
Step 8: update color buffer* (if depth test passed)



* Possibly using OVER operation for transparency

OpenGL/Direct3D graphics pipeline

Our rasterization pipeline doesn't look much different from "real" pipelines used in modern APIs / graphics hardware



* Several stages of the modern OpenGL pipeline are omitted

Goal: render very high complexity 3D scenes

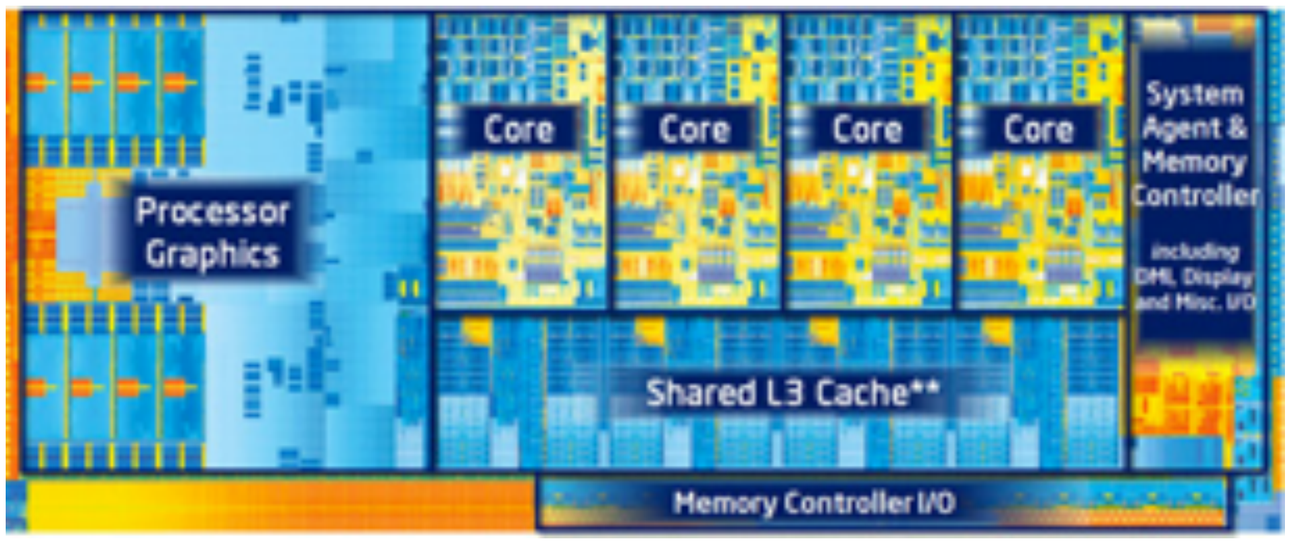
- 100's of thousands to millions of triangles in a scene
- Complex vertex and fragment shader computations
- High resolution screen outputs (~10Mpixel + supersampling)
- 30-120 fps

Unreal Engine Kite Demo (Epic Games 2015)

Graphics pipeline implementation: GPUs

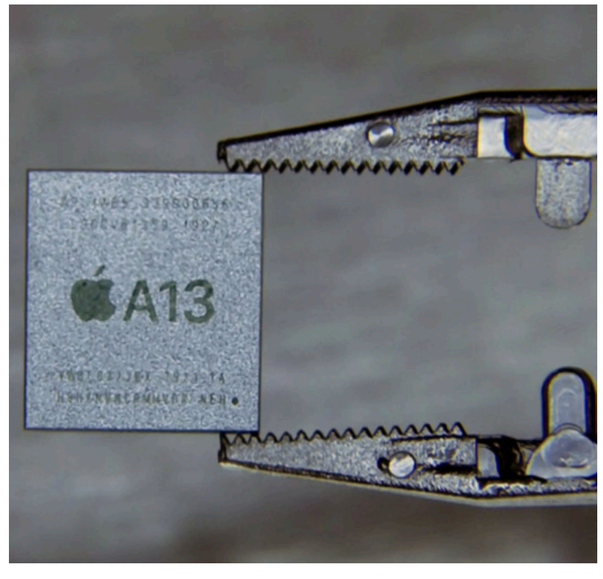
Specialized processors for executing graphics pipeline computations

discrete GPU card



integrated GPU: part of modern CPU die

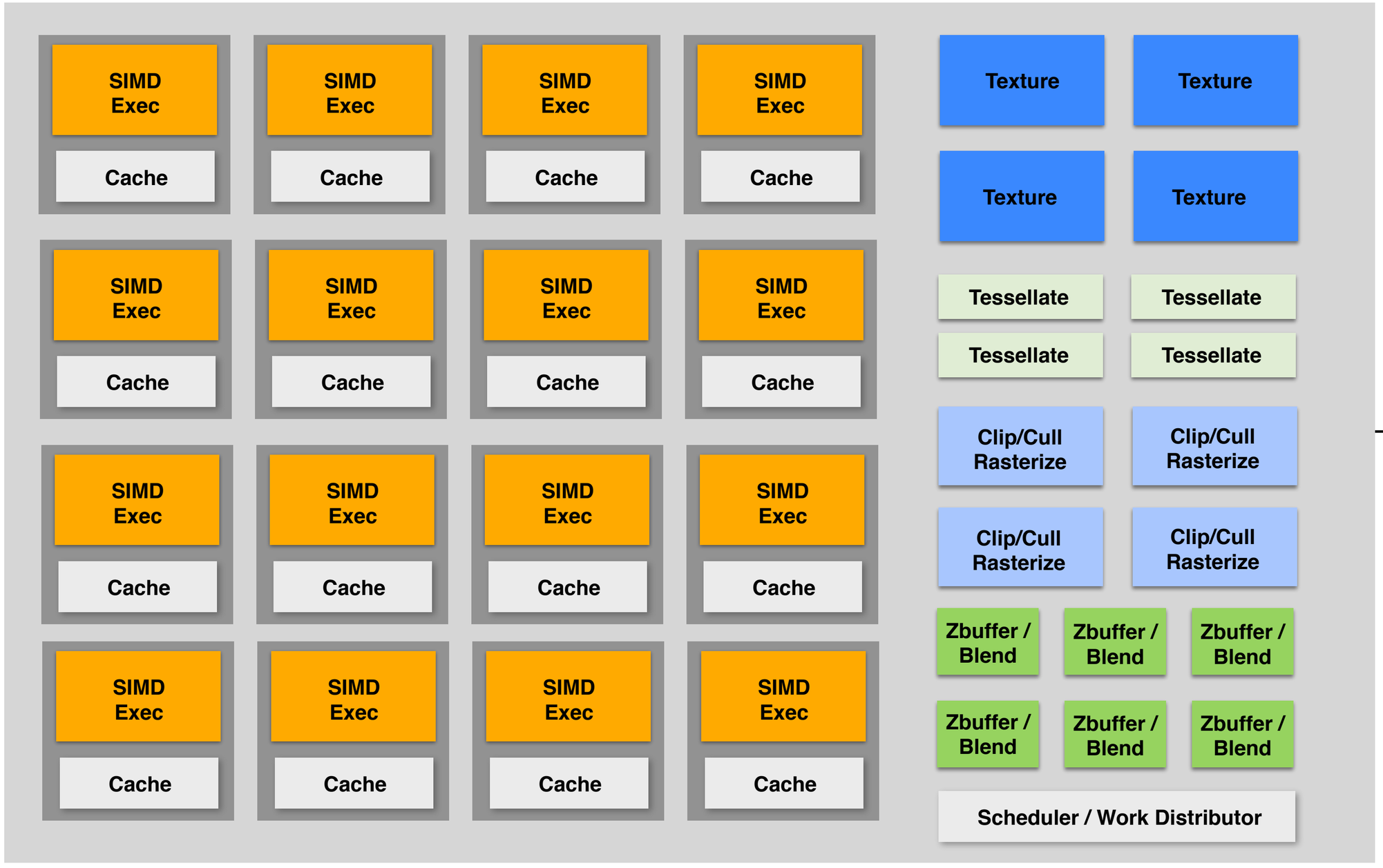
smartphone GPU (integrated)



GPU: heterogeneous, multi-core processor

Modern GPUs offer ~35 TFLOPs of performance for generic vertex/fragment programs ("compute")

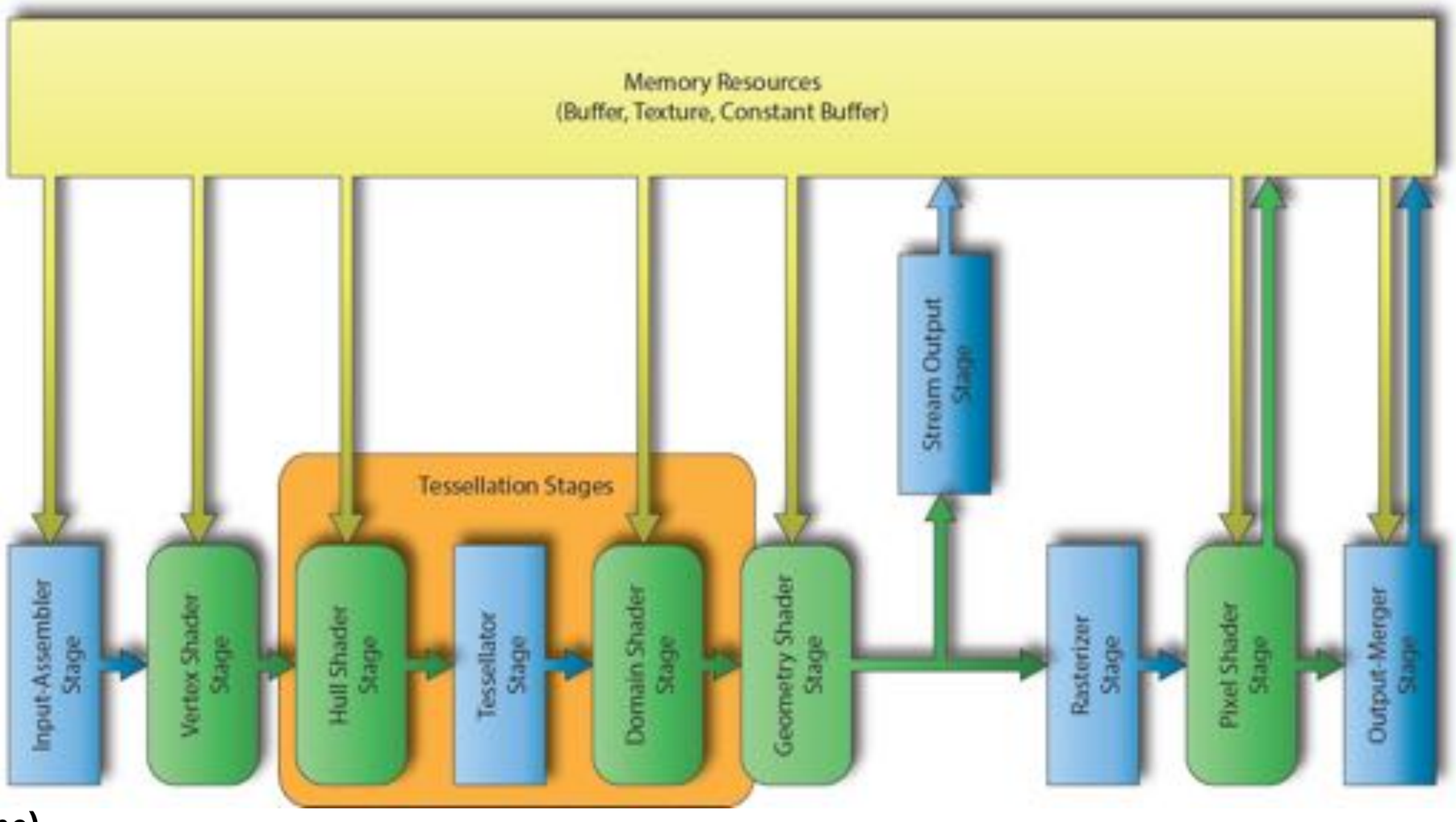
still enormous amount of fixed-function compute over here



This part (mostly) not used by CUDA/OpenCL; raw graphics horsepower still greater than compute!

Modern Rasterization Pipeline

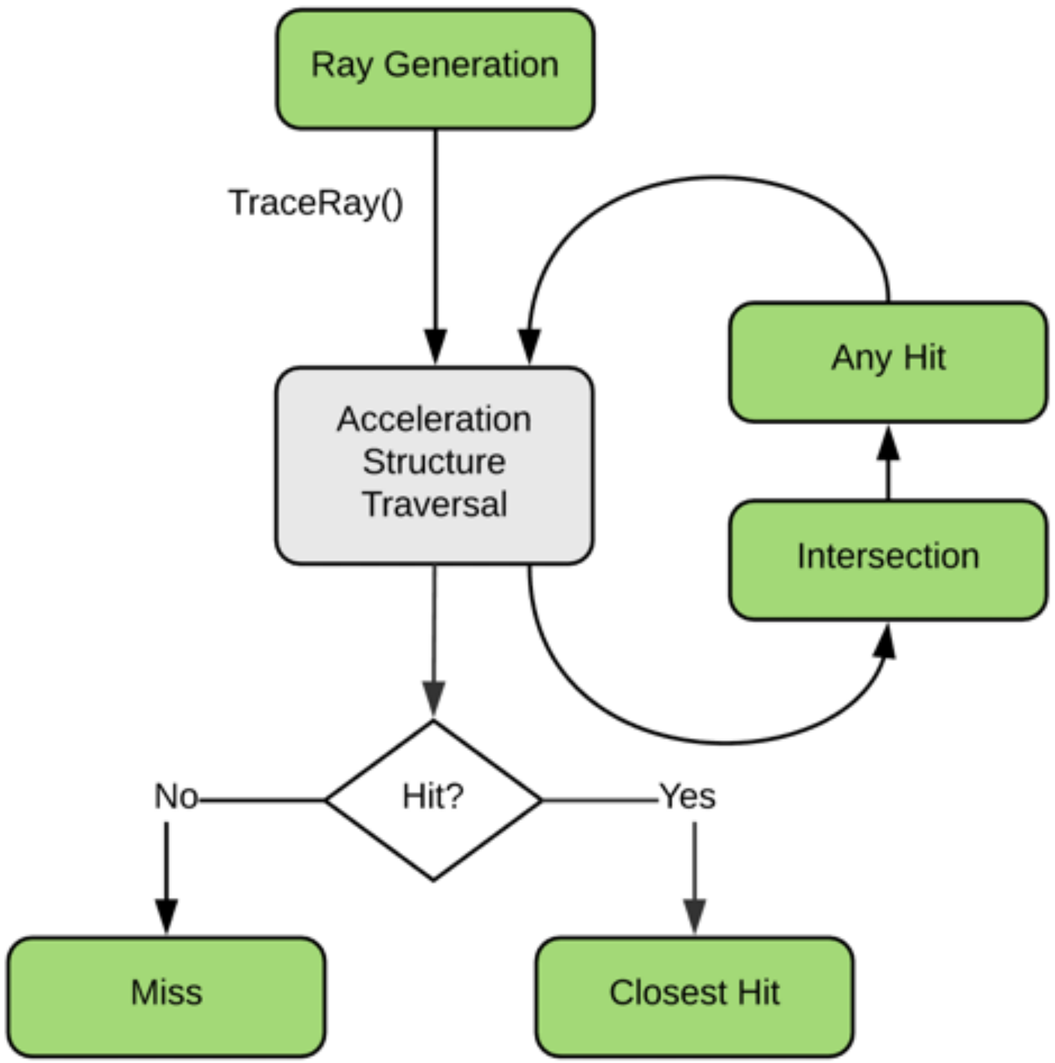
- Trend toward more generic (but still highly parallel!) computation:
  - make stages programmable
    - replace fixed function vertex, fragment processing
    - add geometry, tessellation shaders
    - generic "compute" shaders (whole other story…)
  - more flexible scheduling of stages



(DirectX 12 Pipeline)

Ray Tracing in Graphics Pipeline

- **More recently: specialized pipeline for ray tracing (NVIDIA RTX)**



https://devblogs.nvidia.com/introduction-nvidia-rtx-directx-ray-tracing/

GPU Ray Tracing Demo ("Marbles at Night")

What else do we need to know to generate images like these?

GEOMETRY

How do we describe complex shapes (so far just triangles…)

RENDERING

How does light interact w/ materials to produce color?

ANIMATION

How do we describe the way things move?

(“Moana”, Disney 2016)

Course roadmap

Rasterization

- Introduction
- Drawing a triangle (by sampling)
- Transforms and coordinate spaces
- Perspective projection and texture sampling
- Today: putting it all together: end-to-end rasterization pipeline

Geometry

Up next after the Midterm!

Materials and Lighting