

Computer Graphics 2018

8. Hidden Surface Elimination

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2018-11-21

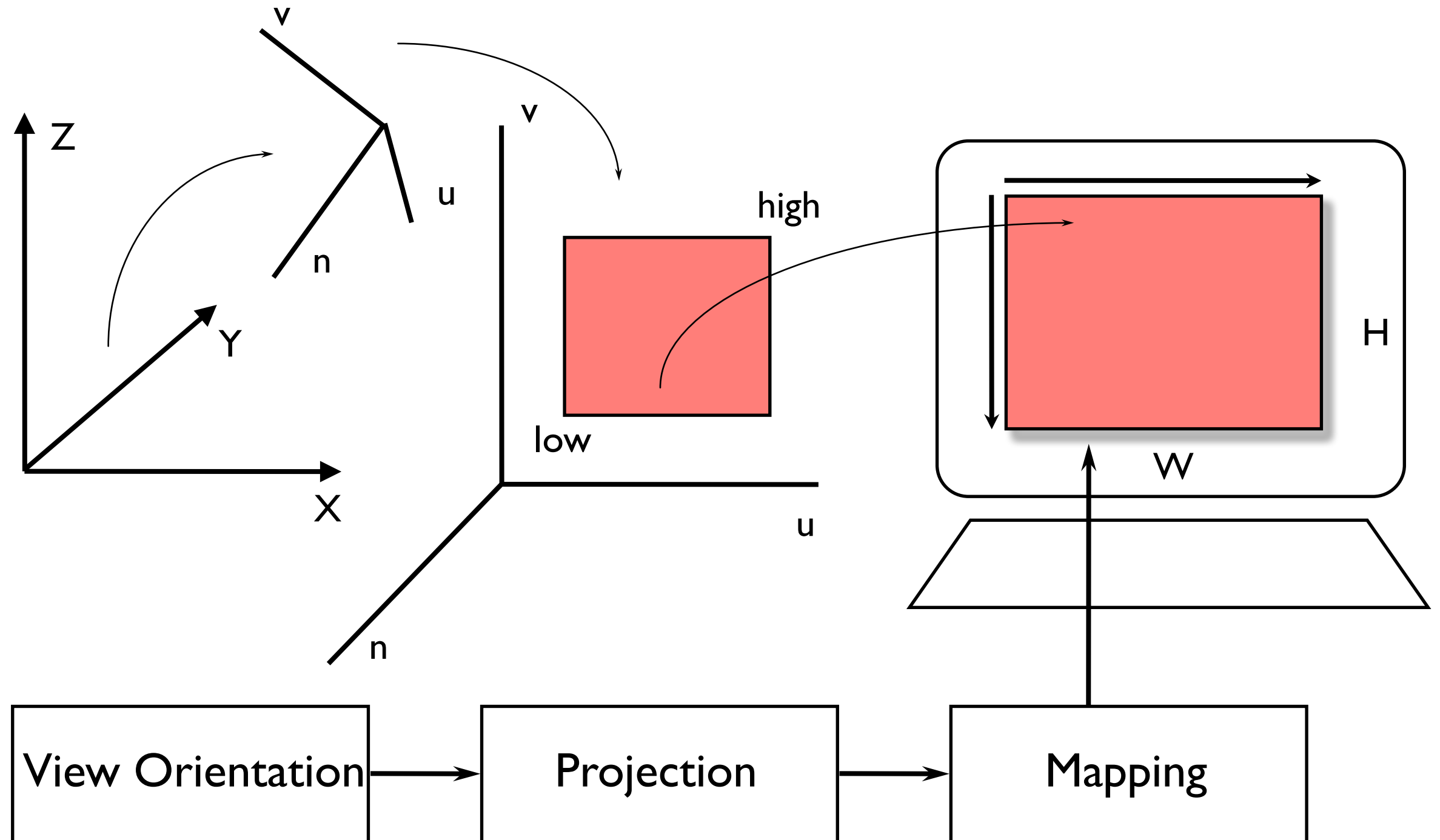
Visual Realism (视觉真实感)

- Achieved by correct rendering of :
 - View (perspective)
 - Field of view (Clip outside the window)
 - Omit hidden parts
 - Surface details like texture
 - Light effects on surfaces like continuous shading, shadows, and caustics.
 - Volumetric effects like transparency and translucency through participating media like water, steam, smoke, ...
 - Dynamic effects like movement, elasticity, ...

OpenGL functions

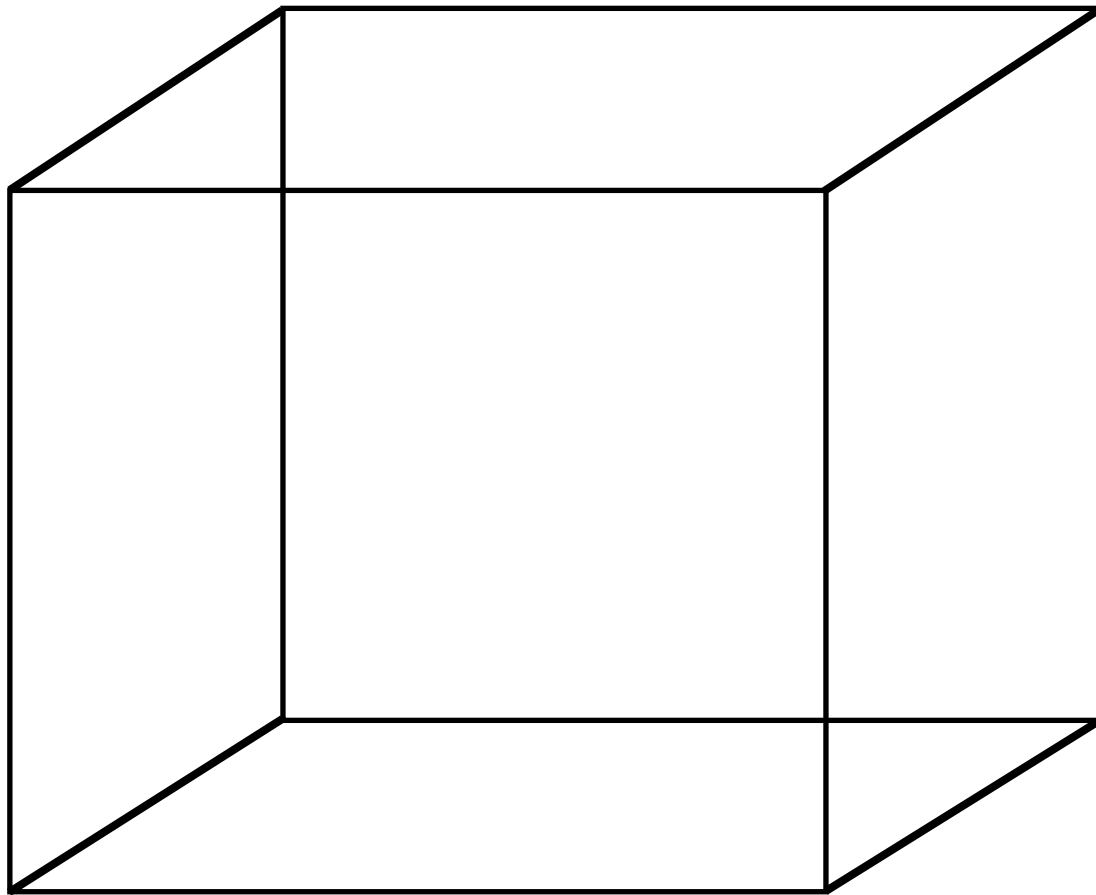
- glEnable / glDisable (GL_CULL_FACE);
- glCullFace(mode)
- glutInitDisplayMode(... | GLUT_DEPTH)
- glEnable(GL_DEPTH_TEST)
- glEnable(GL_FOG) glFog*()

Viewing Pipeline Review

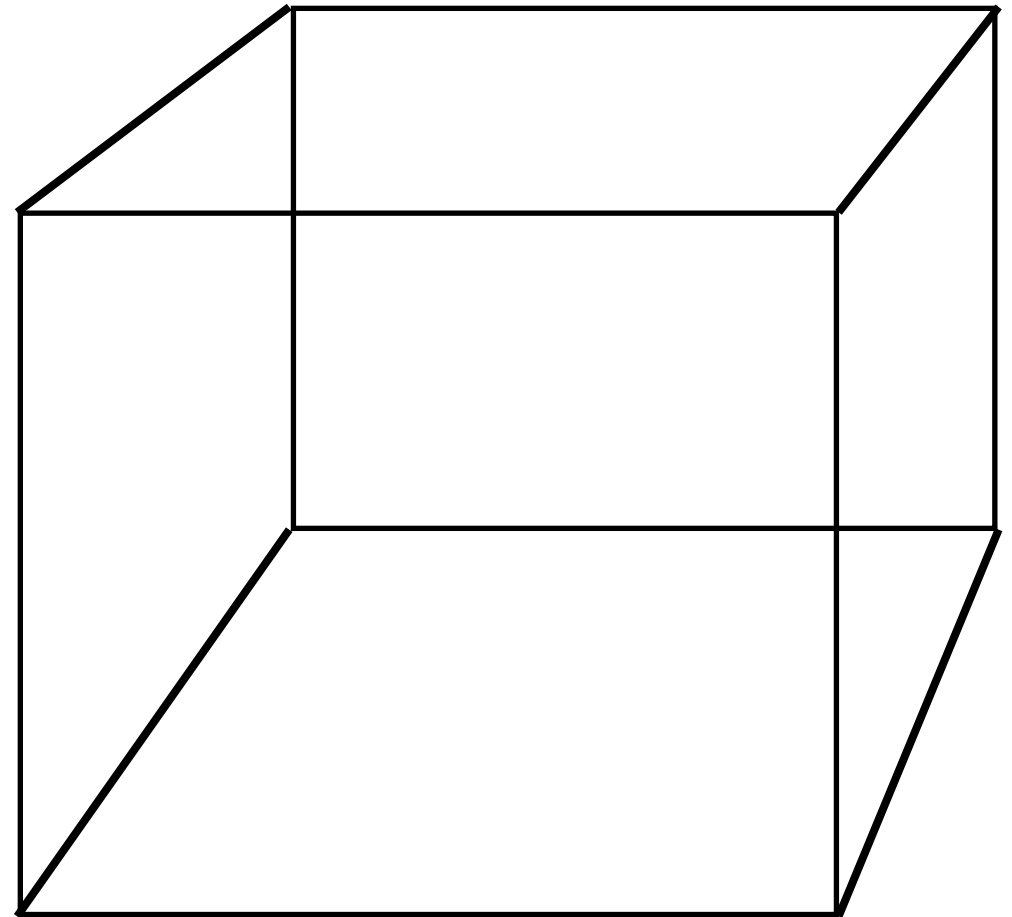


Projection

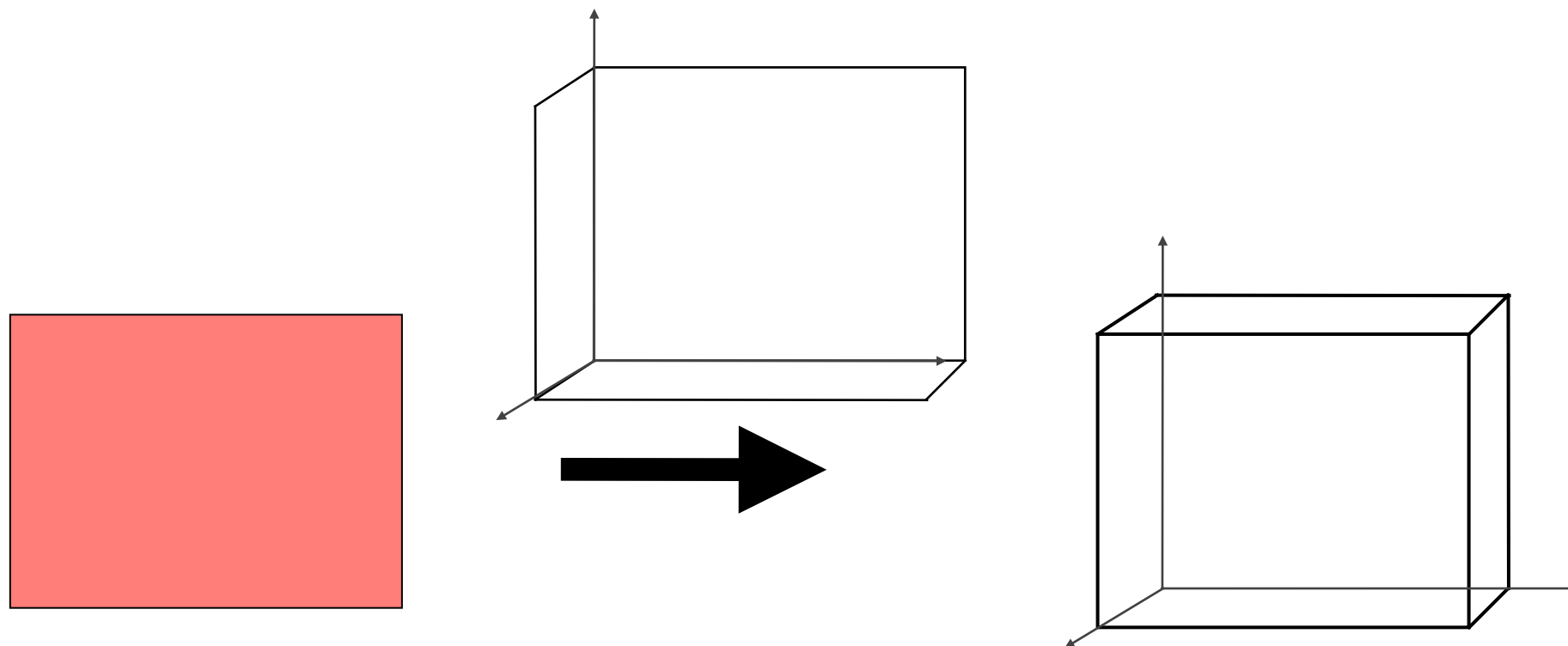
Orthographic



Perspective



Visible Line Drawing



Visible Surface Determination

- Goal
 - Given: a set of 3D objects and viewing specification,
 - Determine: those parts of the objects that are **visible** when viewed along the direction of projection
- Or, equivalently, elimination of hidden parts (hidden lines and surfaces)
- Visible parts will be drawn/shown with proper colors and shades

HLHSR Algorithms

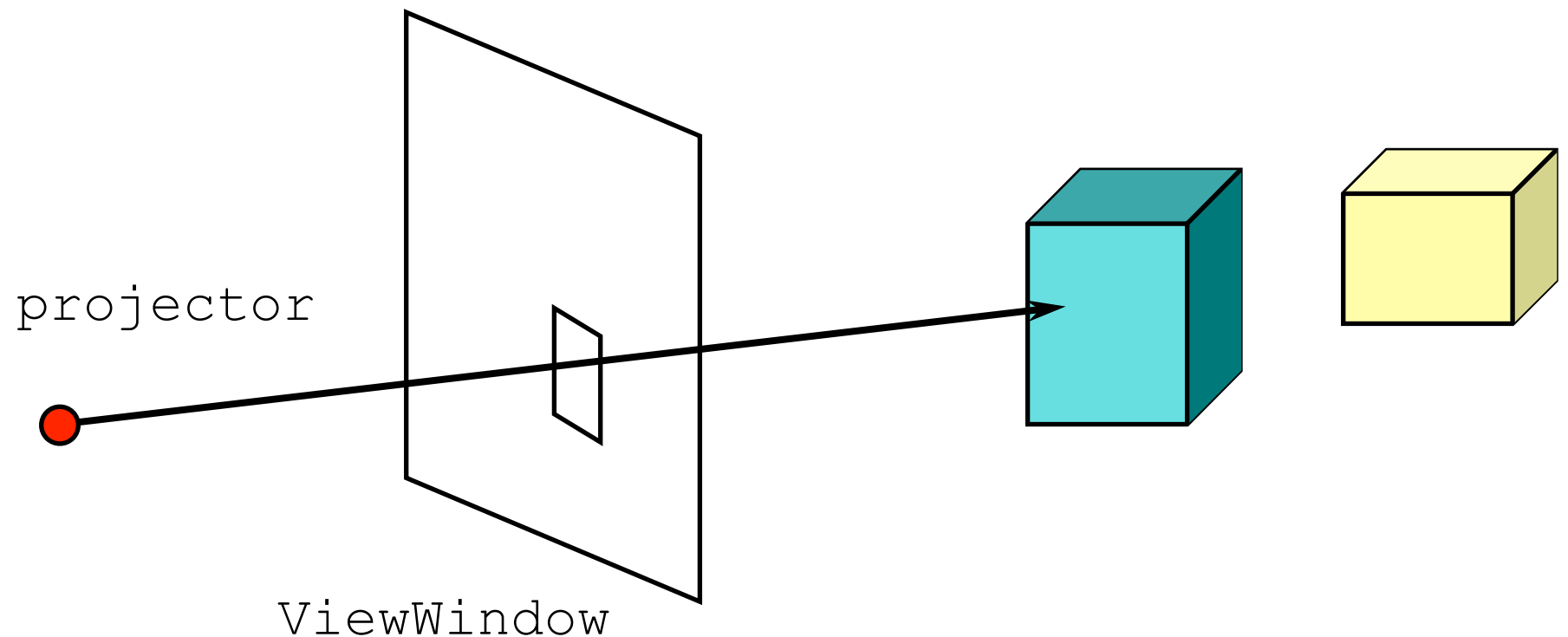
- Two Fundamental Approach
 - Object space algorithm
 - a.k.a. **Object Precision** ~
 - hidden line remove
 - Image space algorithm
 - a.k.a. **Image Precision** ~
 - z-buffer

Object Precision Algorithm

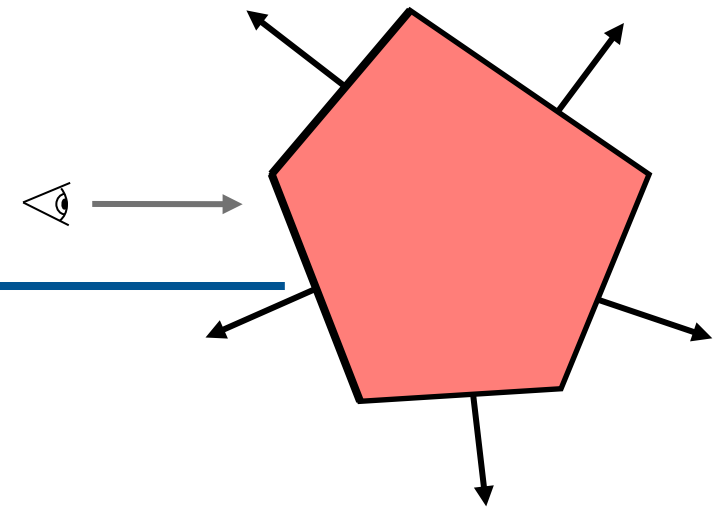
```
foreach (object in the world) {  
    determine those parts of the object whose view is  
        unobstructed by other parts of it or any other object;  
    draw those parts in the appropriate color;  
}
```

Image Precision Algorithms

```
foreach (pixel in the image ) {  
    determine the object closest to the viewer that is pierced  
    by the projector through the pixel;  
    draw the pixel in the appropriate color;  
}
```

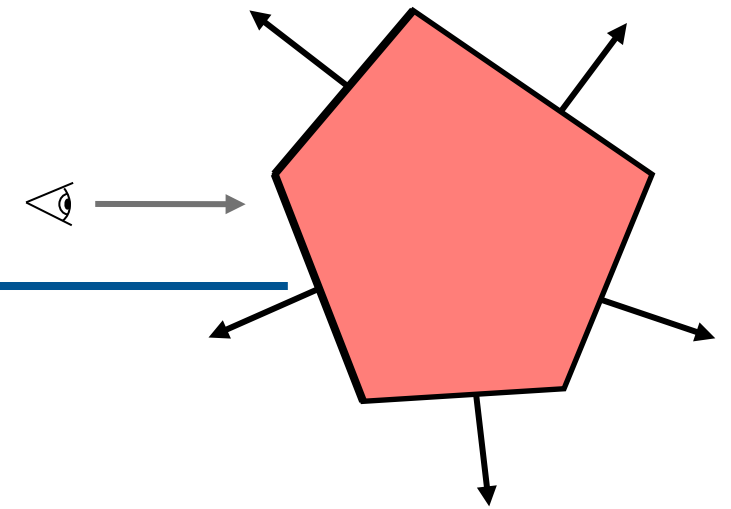


Back-face Culling



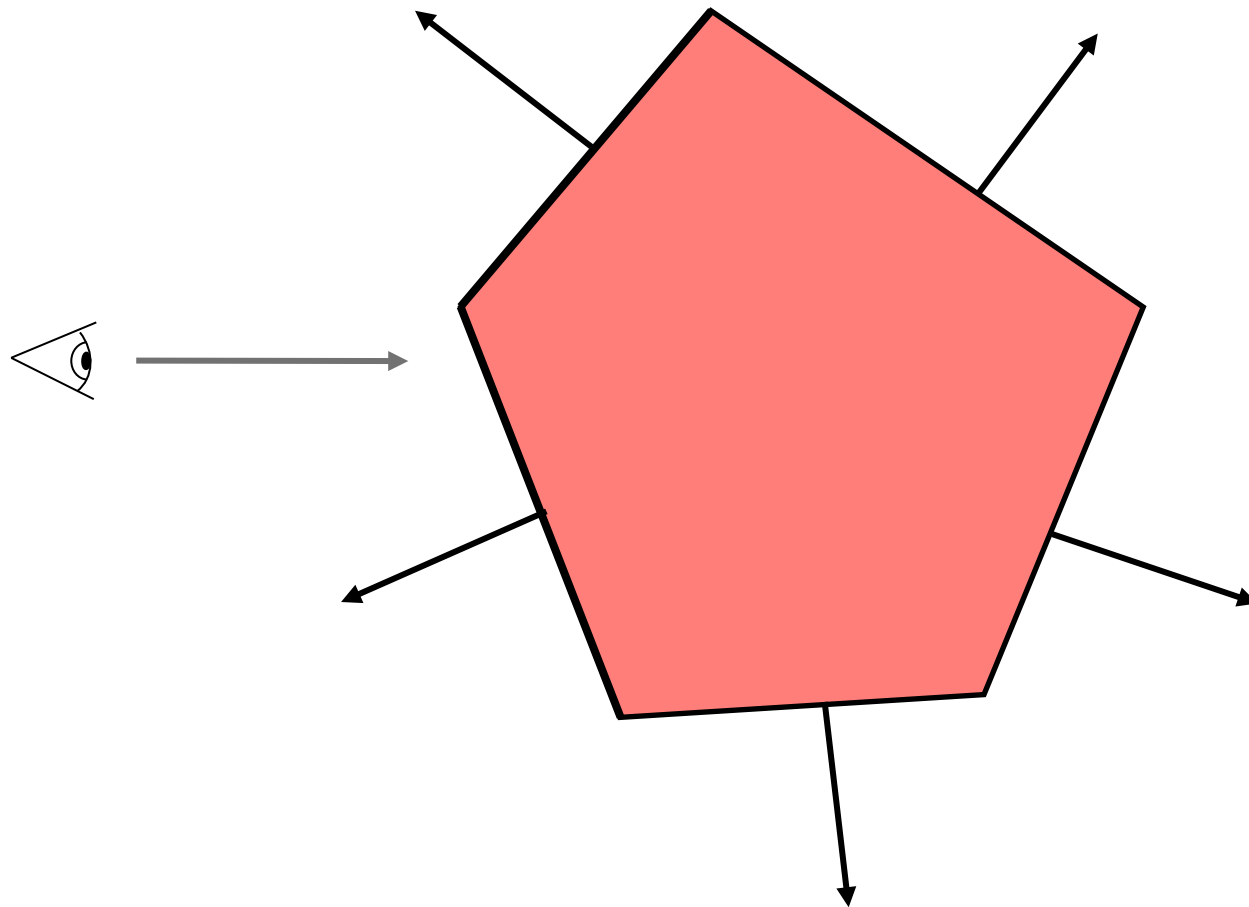
- In a closed polygonal surface
 - i.e. the surface of a polyhedral volume or a solid polyhedron
 - The faces whose outward normals point away from the viewer are not visible
 - Such back-facing faces can be eliminated from further processing
- Elimination of back-faces is called back-face culling

Back-Face Culling



- Back Face:
 - Part of the object surface facing away from the eye.
 - i.e. surface whose normal points away from the eye position.

Back-Face Culling



Algorithm:

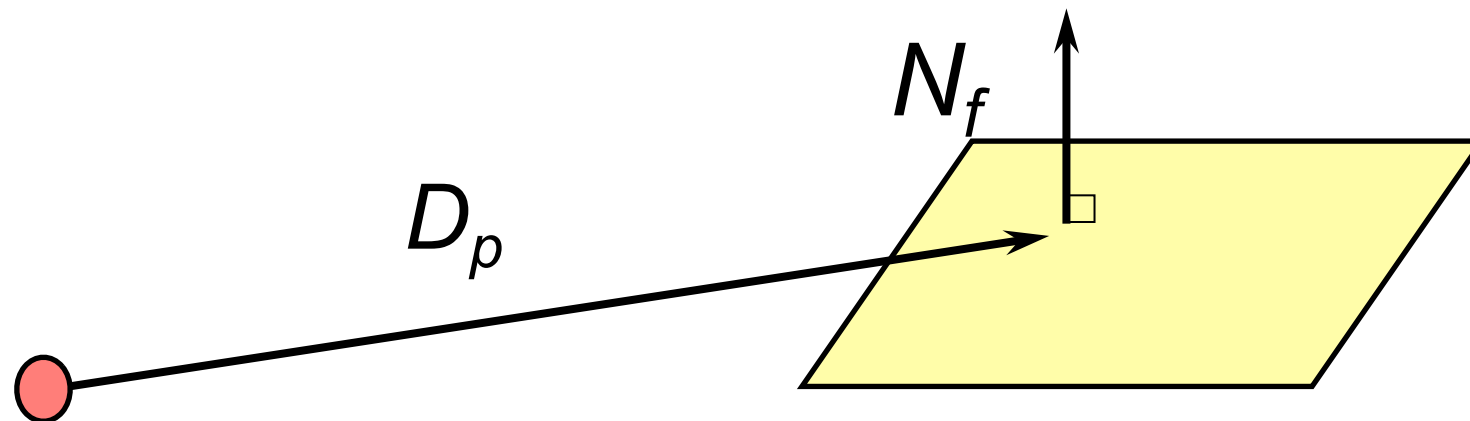
1. Find angle between the eye-vector & normal to face.
2. If between 0 to 90° , discard the face.

Back-face Culling

- Determination of back-faces

A polygonal face with outward surface normal N_f is a back-face if $N_f \cdot D_p > 0$

where D_p is the direction of projection

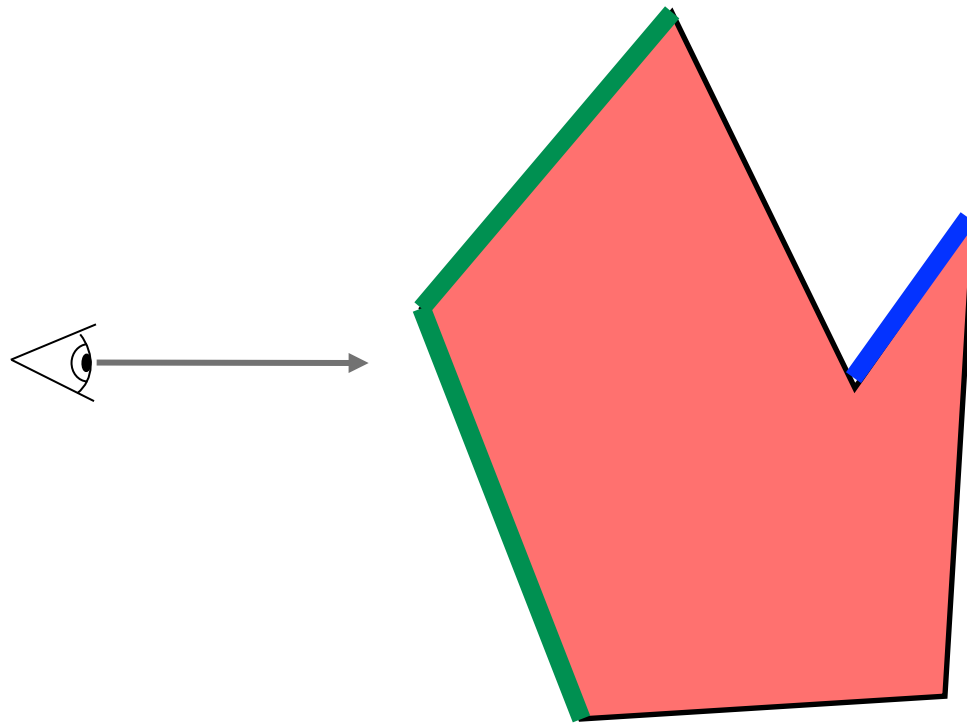


What happens when the projectors are along Z axis, i.e., $(0,0,1)$ is the view direction.

Let $N_f = (n_x, n_y, n_z)$, the dot product now equals n_z . If this is +ve, then this is a back-face!

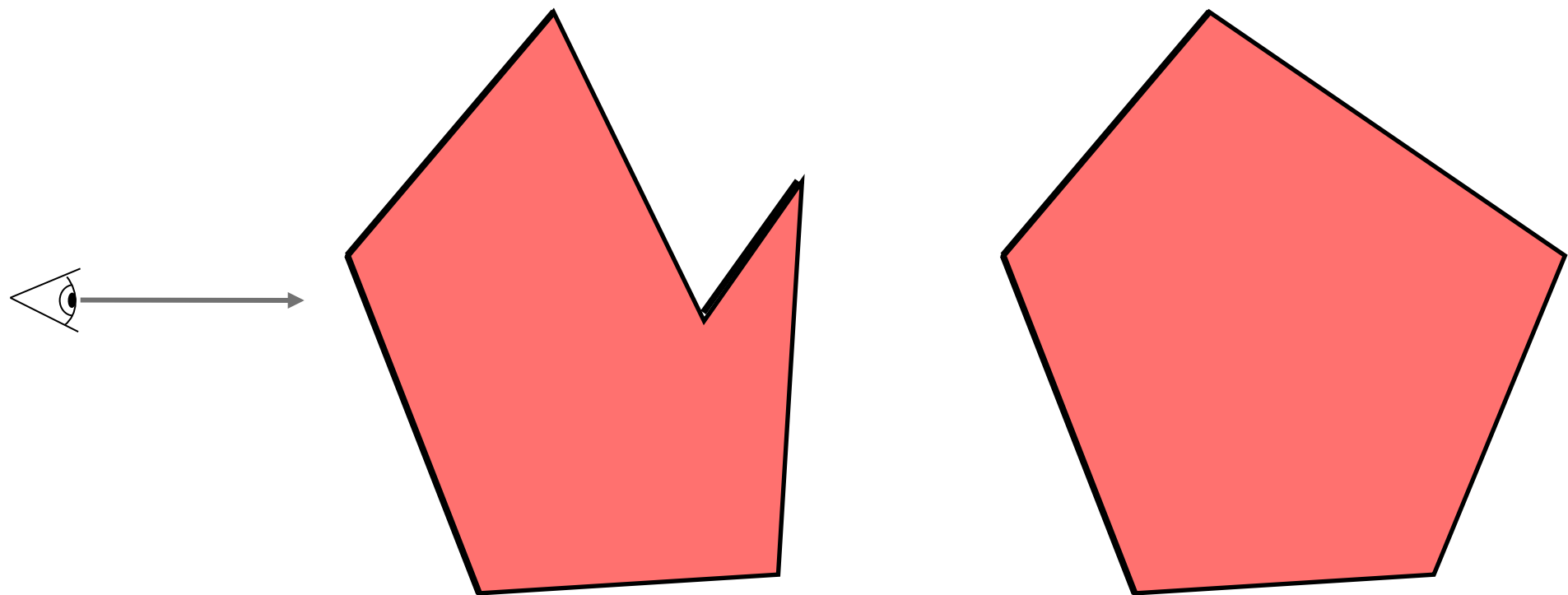
Back-Face Culling

Back-face culling does not solve all visibility problems



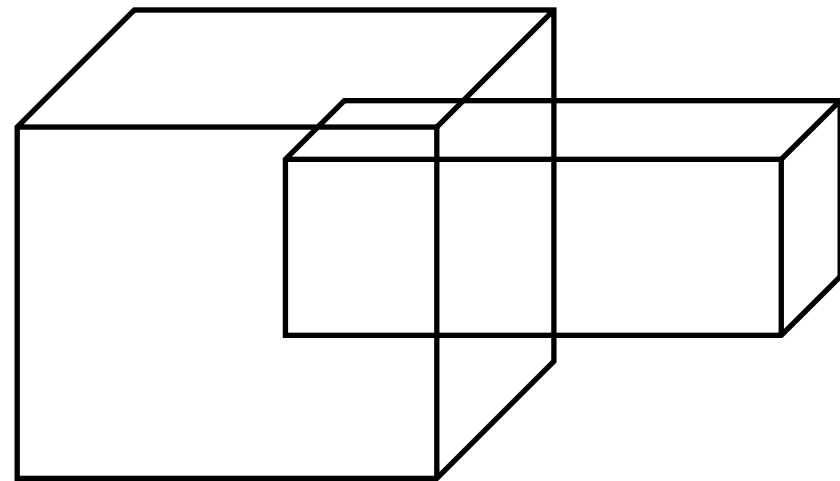
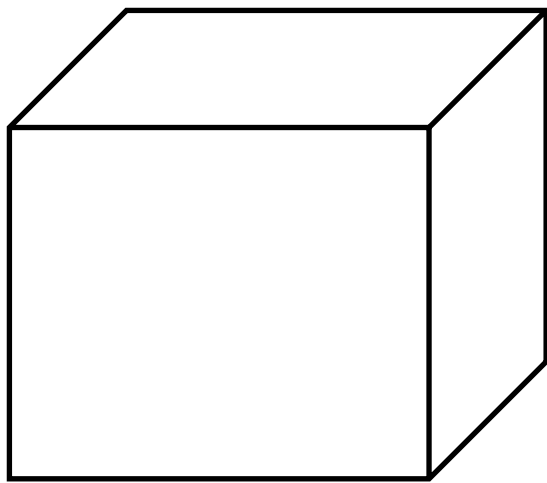
Back-Face Culling

Back-face culling does not solve all visibility problems

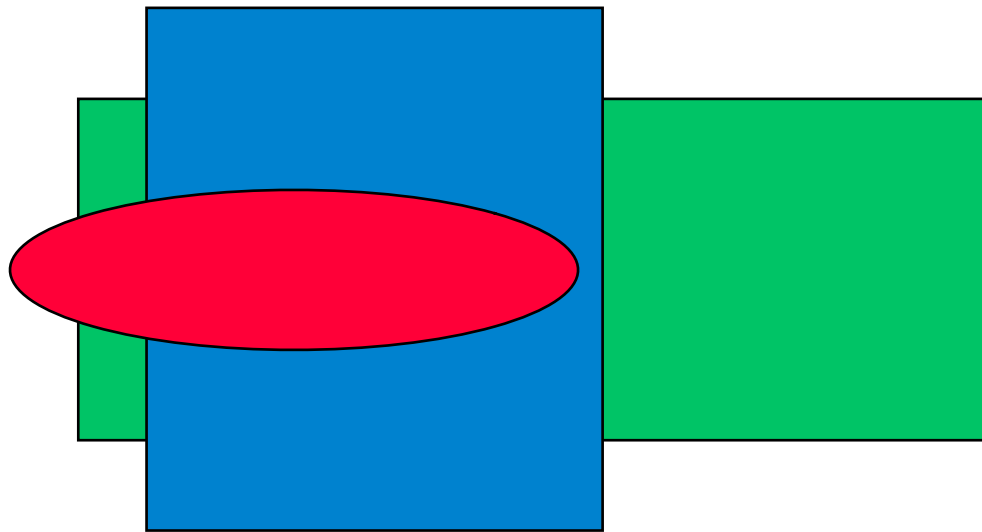


Back-face Culling

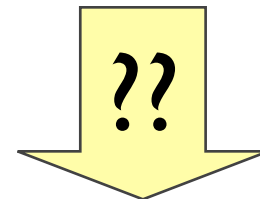
If the scene consists of a **single convex closed** polygonal surface then back-face culling is equivalent to HLHSR



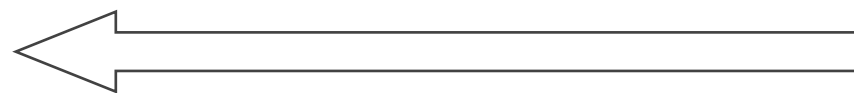
Hidden Surface Removal



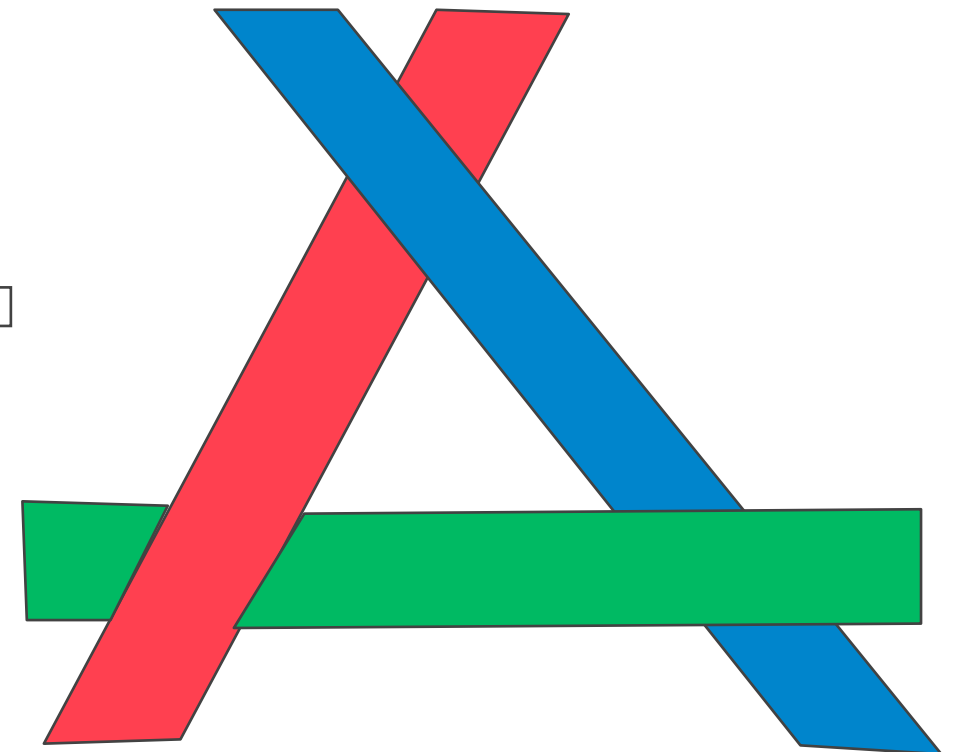
Painter's Algorithm
From back to Front



Area Sorting

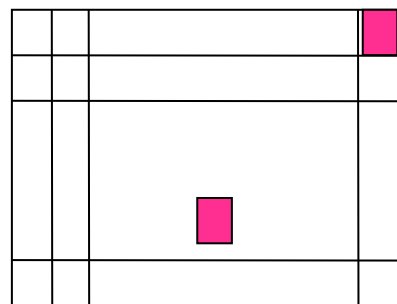


Clipping

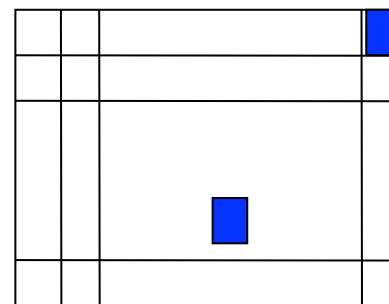


Z-Buffer Algorithm

- Image precision algorithm
 - Apart from a frame buffer F in which **color** values are stored,
 - it also needs a z-buffer, of the same size as the frame buffer, to store **depth** (z) values



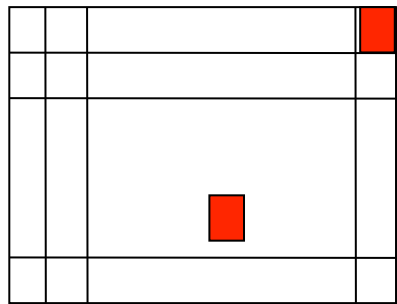
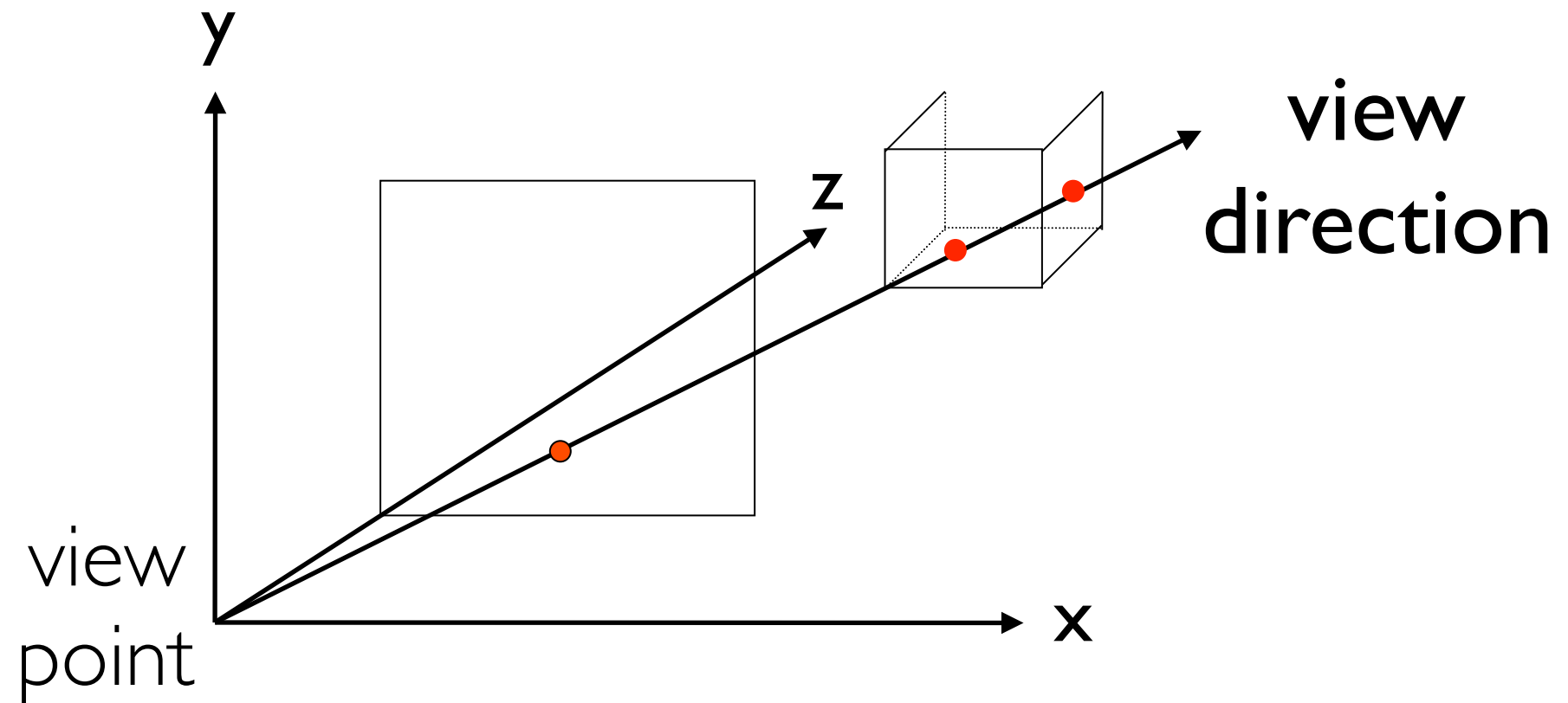
F-Buffer



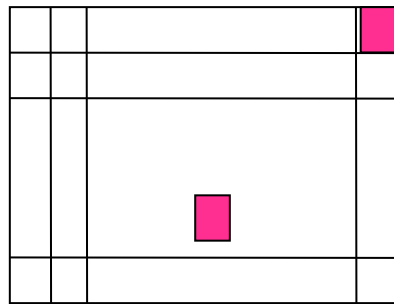
Z-Buffer

A.K.A. depth-buffer method

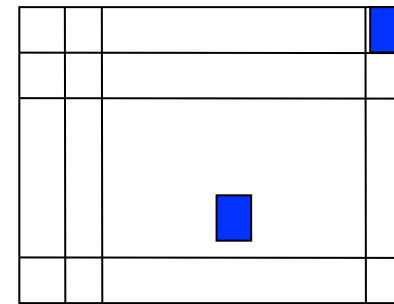
Z-Buffer



Screen

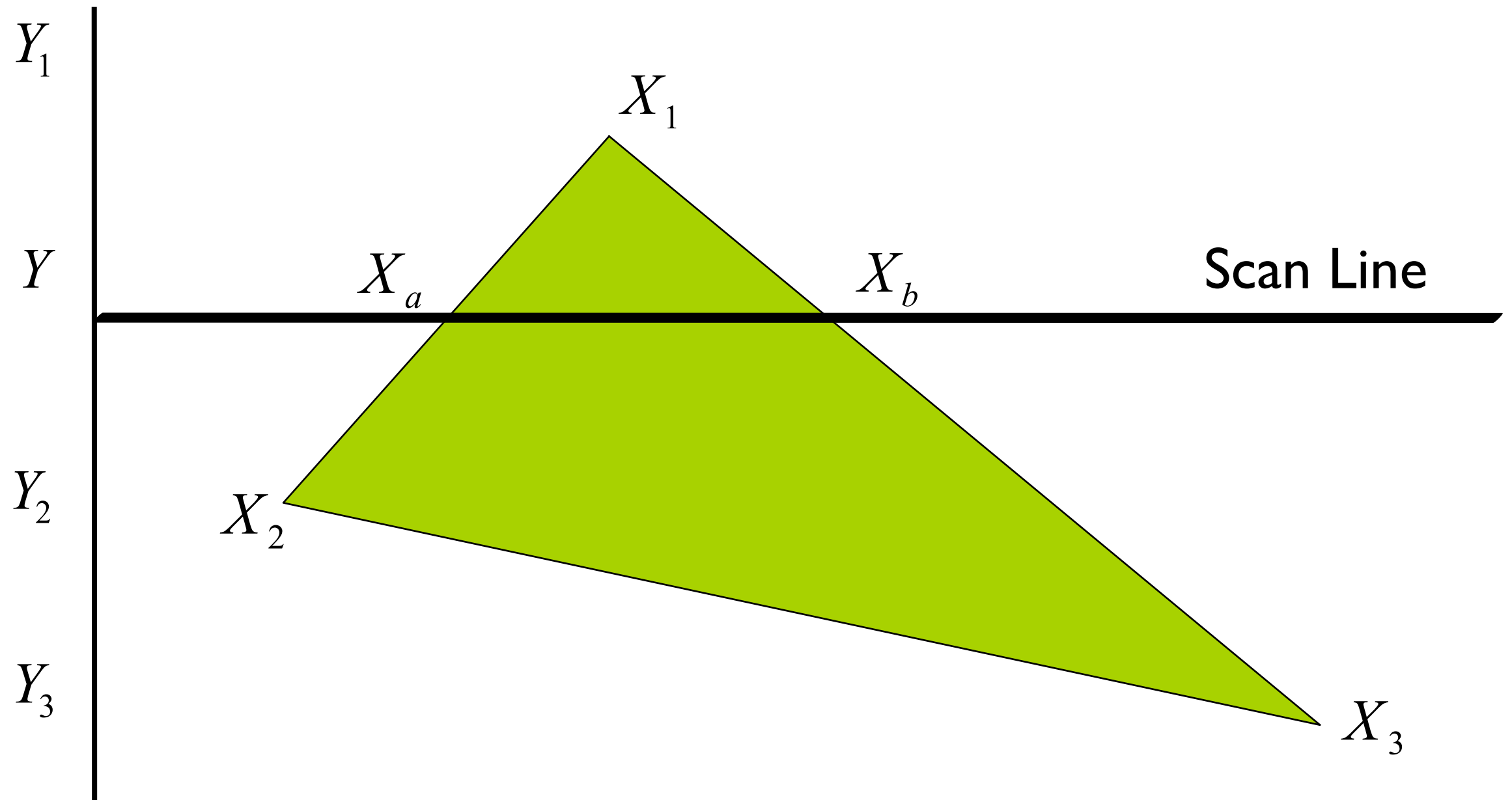


F-Buffer



Z-Buffer

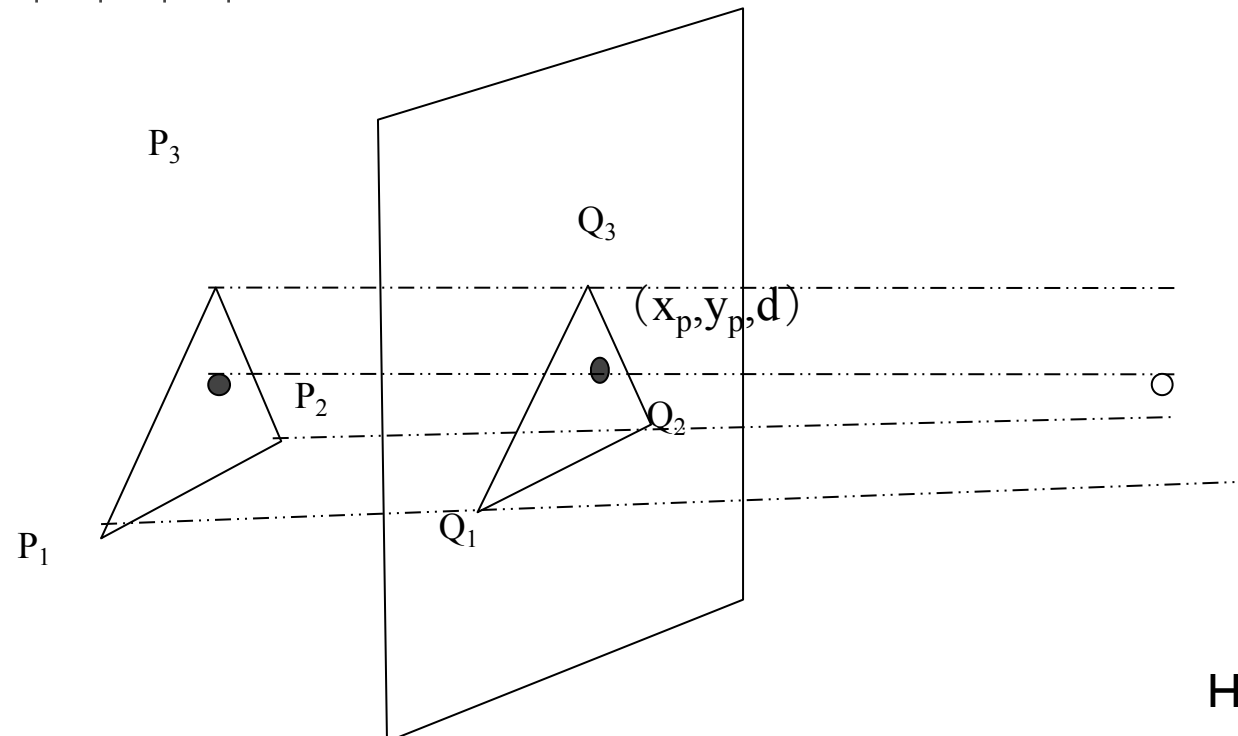
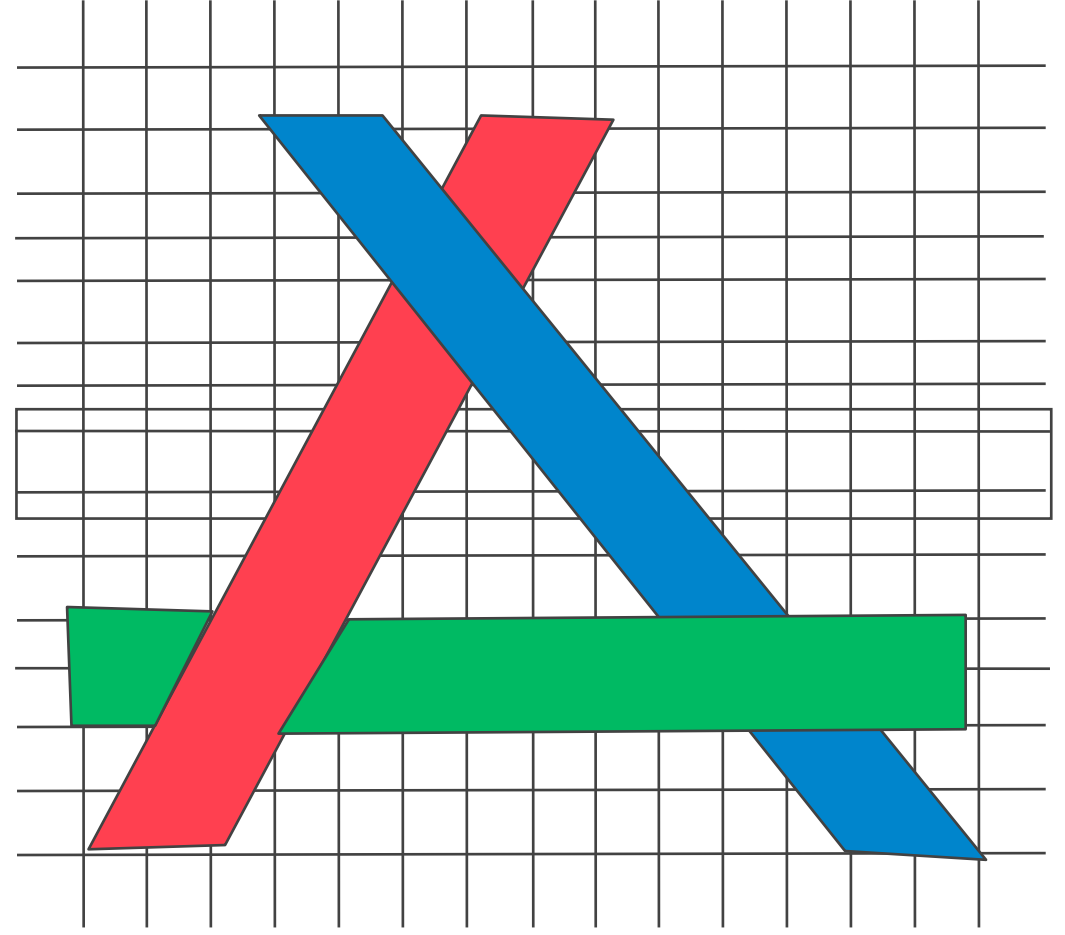
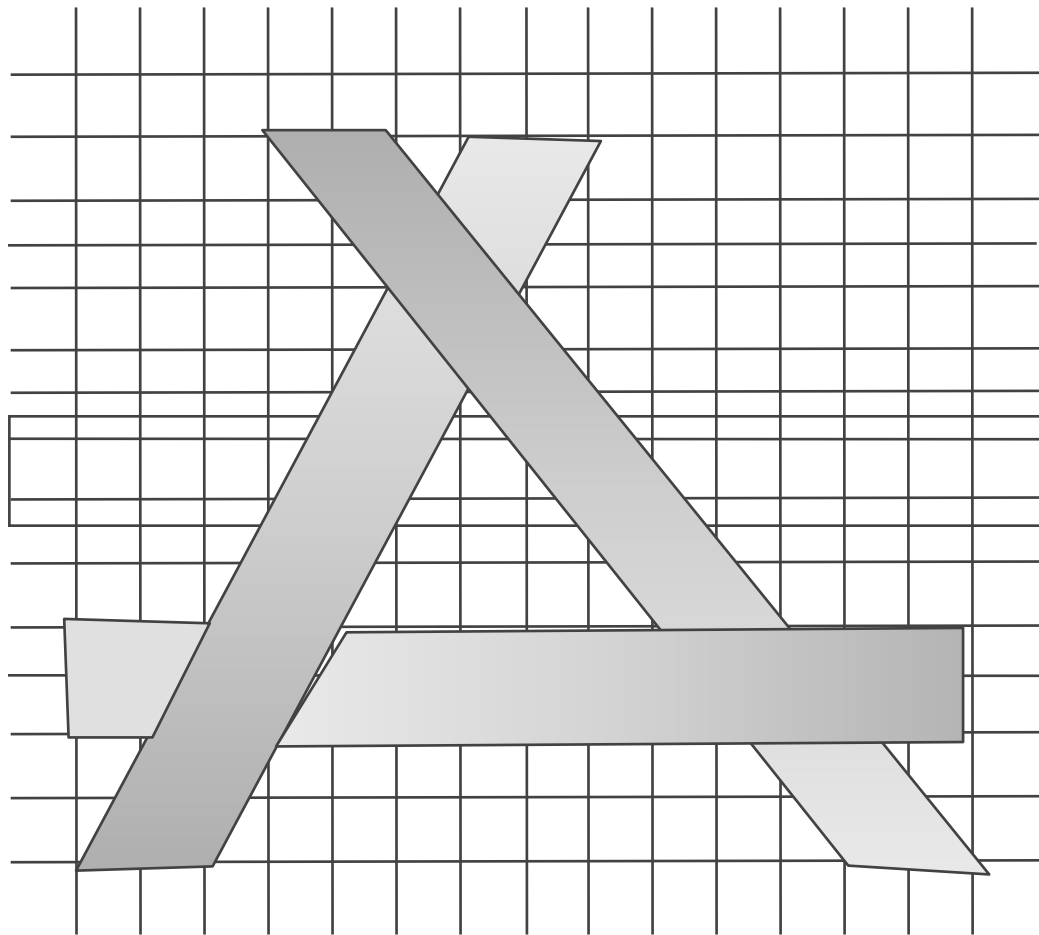
Polygon Scan Conversion



Z-Buffer Pseudo-code

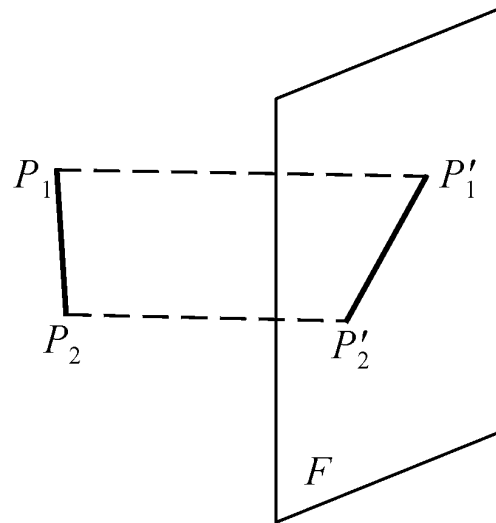
- for (j=0; j<SCREEN_HEIGHT; j++)
 - for (i=0; i<SCREEN_WIDTH; i++) {
 - WriteToFrameBuffer(i, j, BackgroundColor);
 - WriteToZBuffer(i, j, MAX);
 - }
- for (each polygon)
 - for (each pixel in polygon's projection) {
 - **z = polygon's z value at (i, j) ;**
 - if (z < ReadFromZBuffer(i, j)) {
 - WriteToFrameBuffer(i, j, polygon's color at (i, j));
 - WriteToZBuffer(i, j, z);
 - }
 - }

Z-buffer

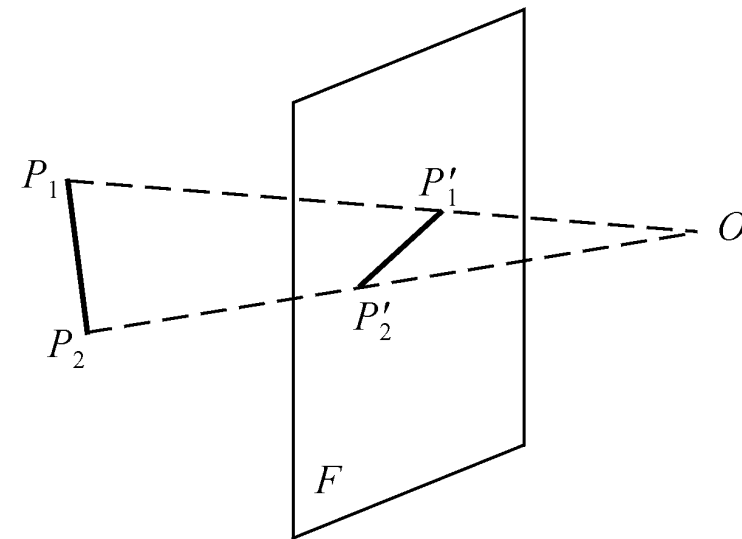


Z-buffer

Project:



Orthographic

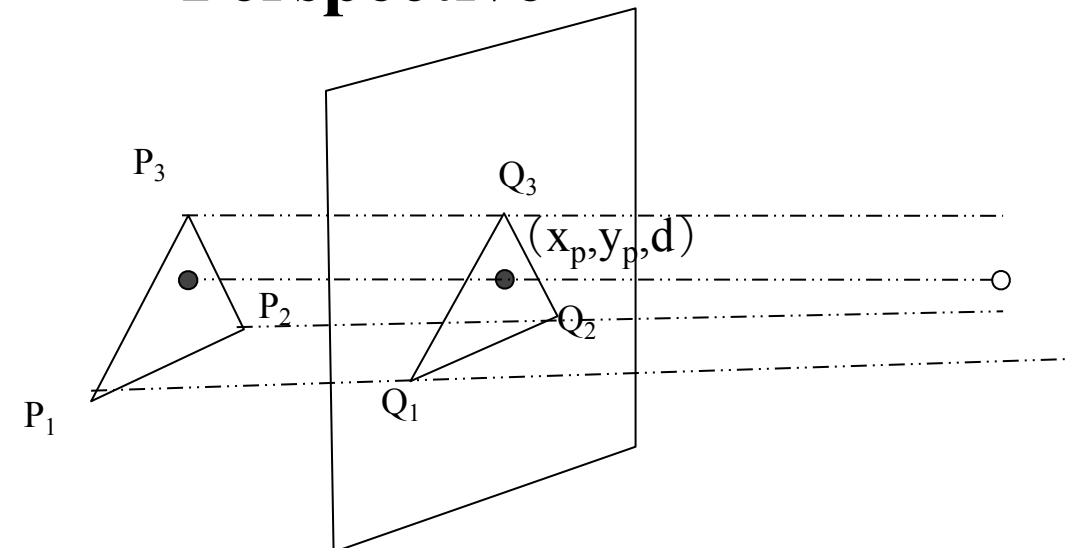


Perspective

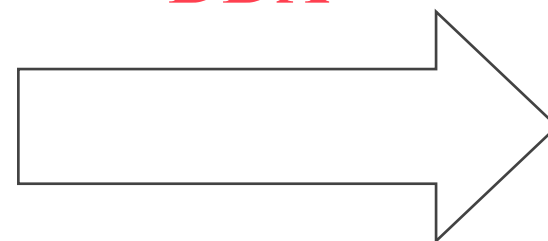
Calculate the z of the point

$$Ax + By + Cz + D = 0$$

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



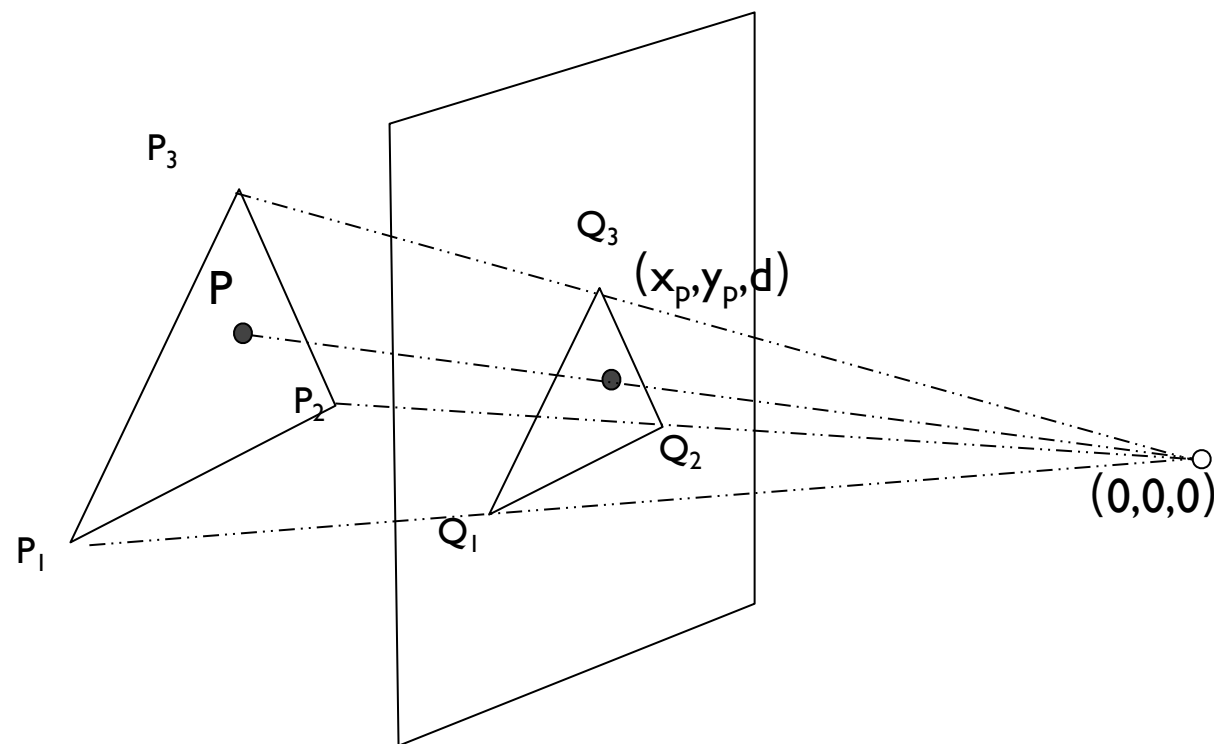
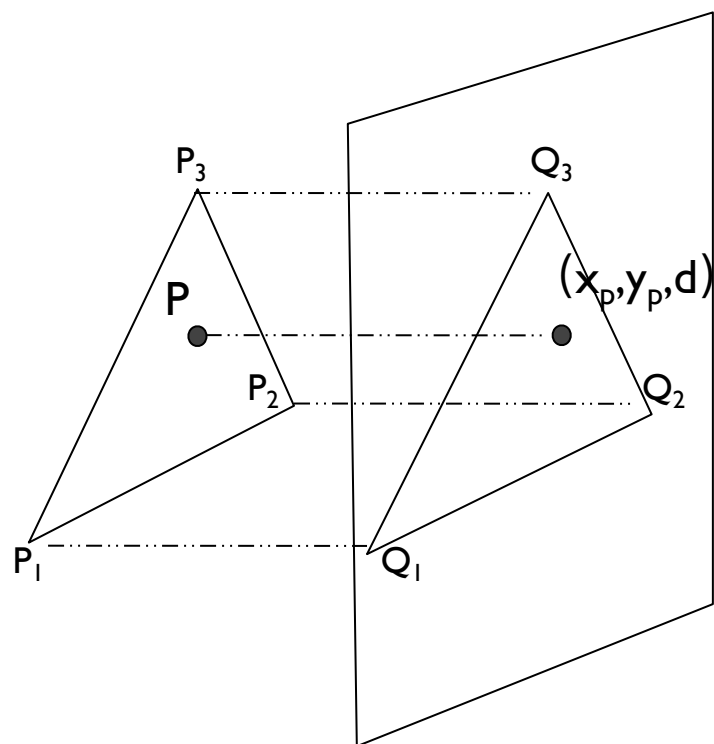
DDA



$x++$, $y++$

$z+??$

Question: how?



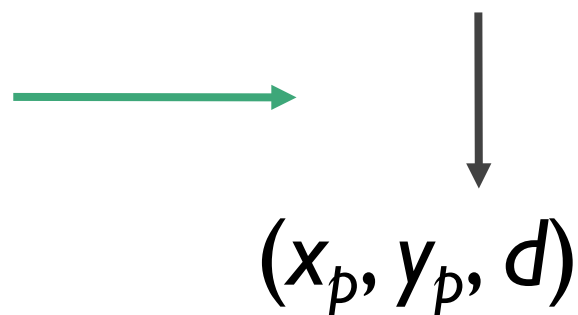
$$Ax + By + Cz + D = 0$$

$$(x, y, z) \rightarrow (x, y, d)$$

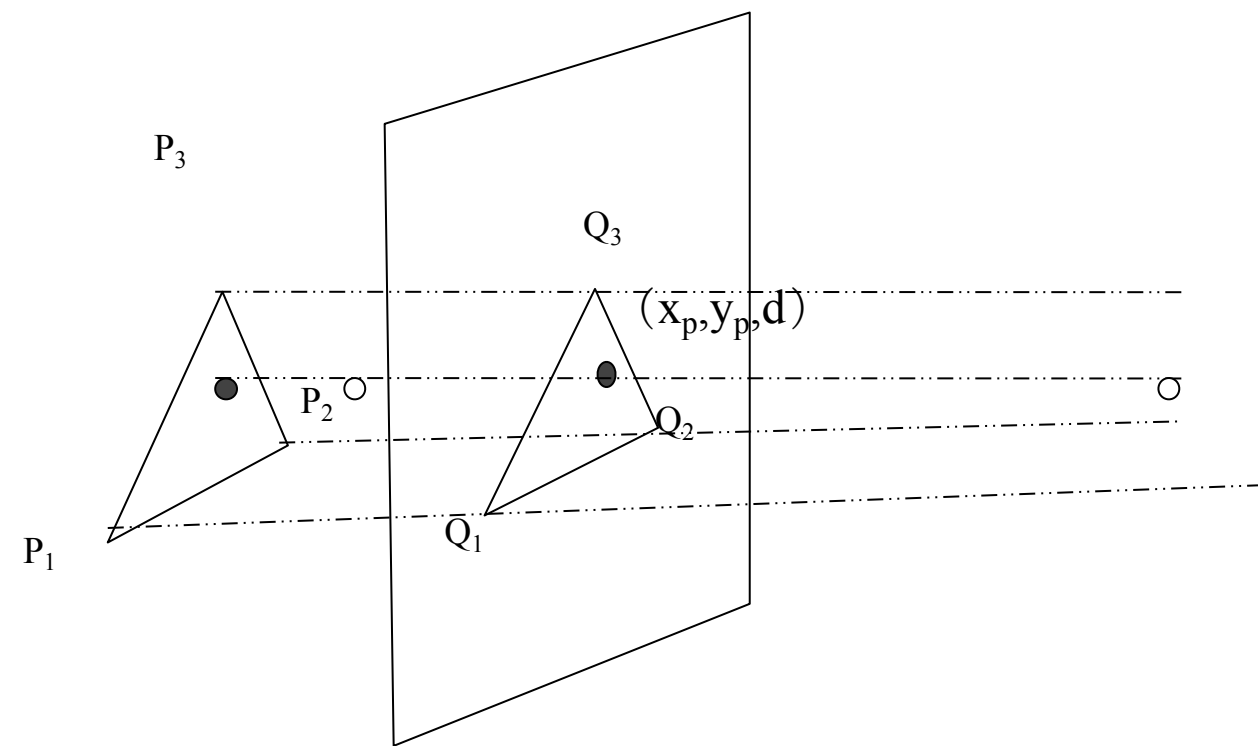
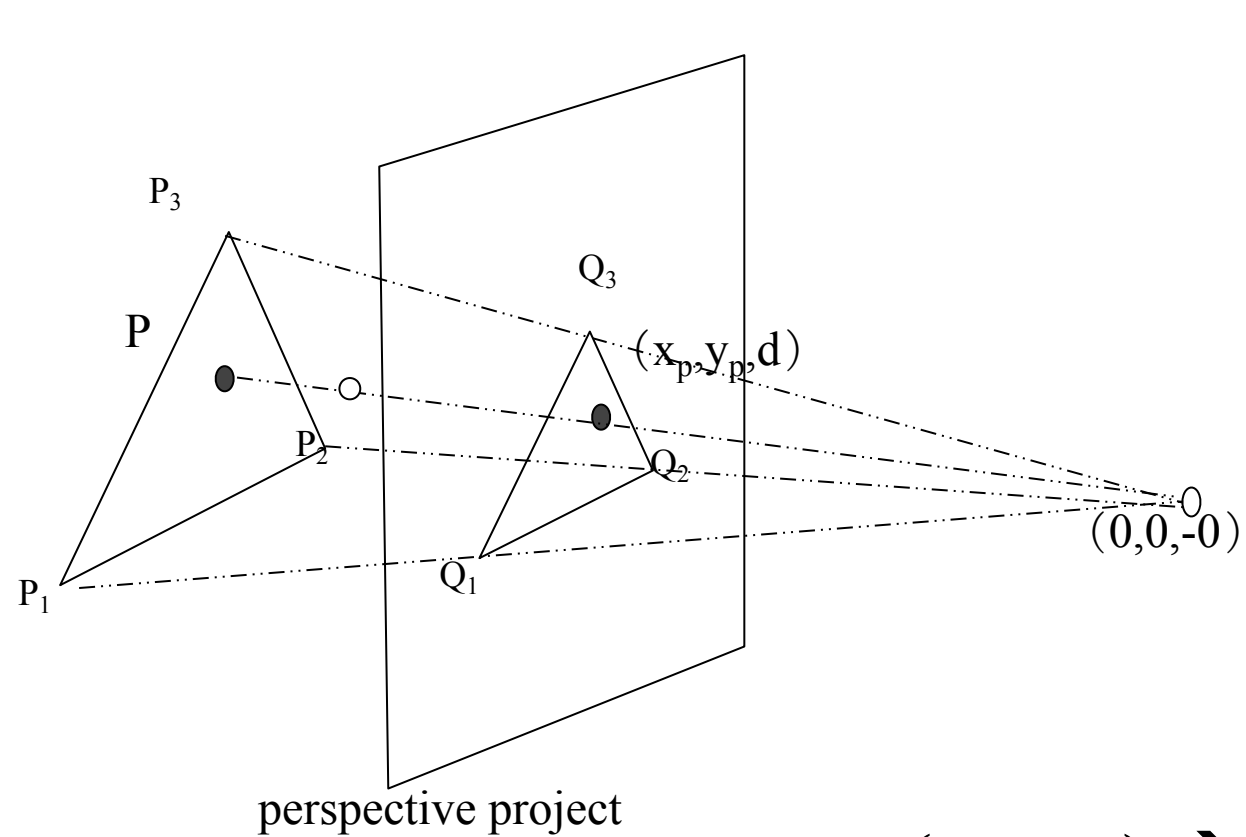
$$(x, y, z) \rightarrow (x_p, y_p, d)$$

$$(x, y, z) \rightarrow (x_p, y_p, z)$$

Orthographic
project



$$\begin{cases} \frac{\mathbf{x}_p}{\mathbf{x}} = \frac{\mathbf{d}}{\mathbf{z}} \\ \frac{\mathbf{y}_p}{\mathbf{y}} = \frac{\mathbf{d}}{\mathbf{z}} \end{cases}$$



$$(x,y,z) \rightarrow (x_p, y_p, z)$$

Orthographic
project

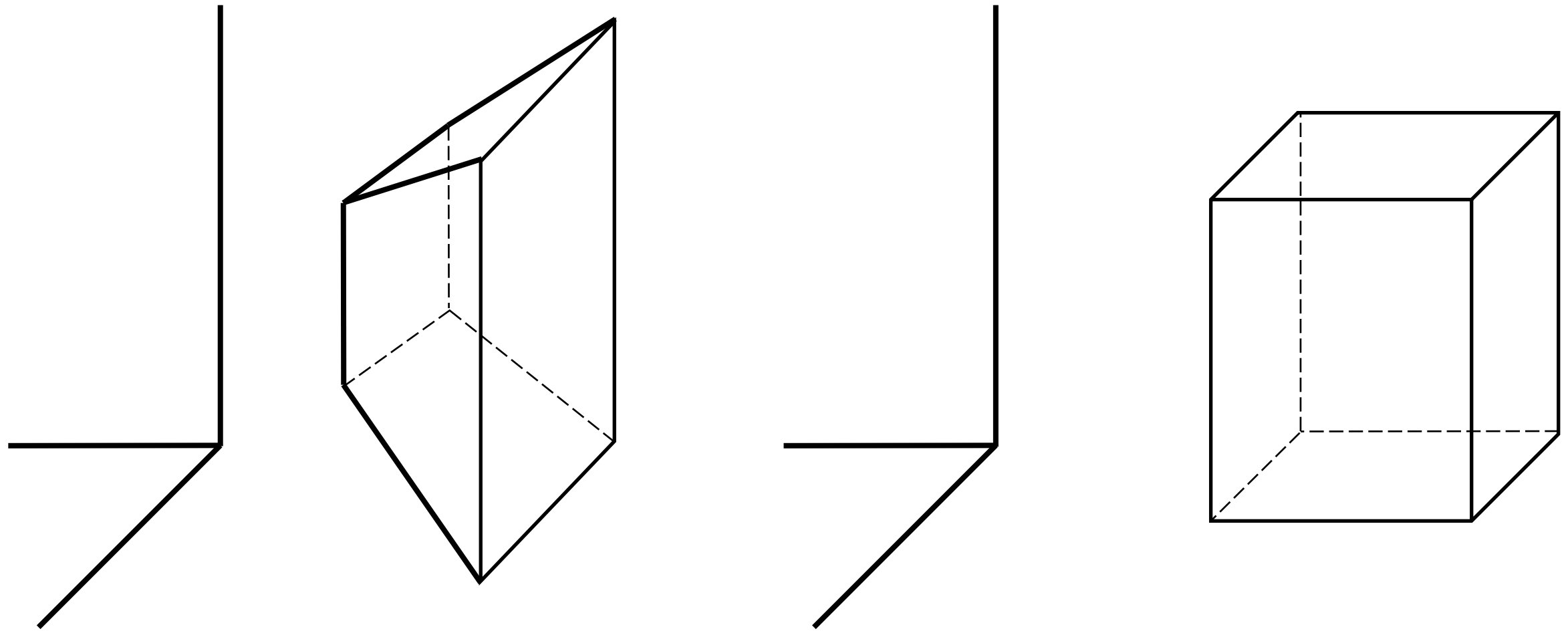


(x_p, y_p, d)

Perspective Transformation...

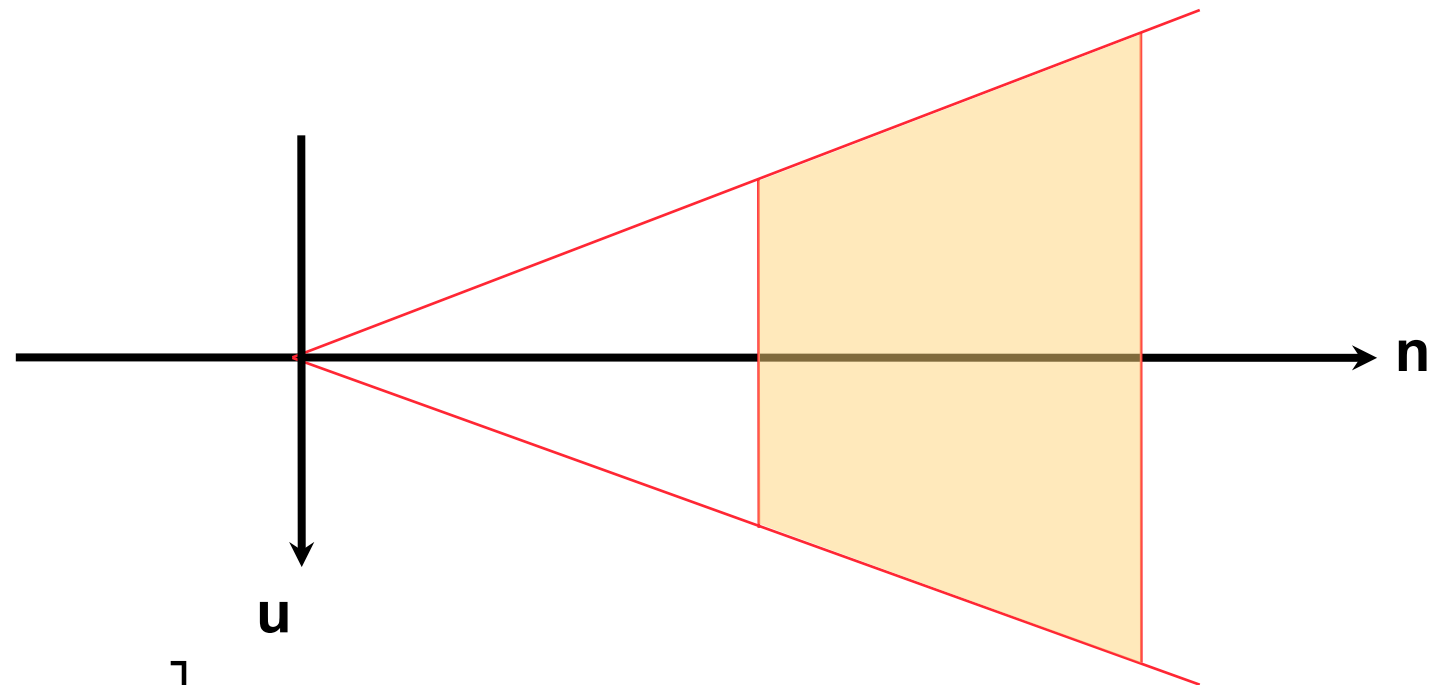
- We need to apply a perspective transformation to the view volume and transform it into a rectangular parallel-piped one
- This makes the final 3D view volume of a perspective view the same as that of a parallel view, just before projection

Perspective Transformation

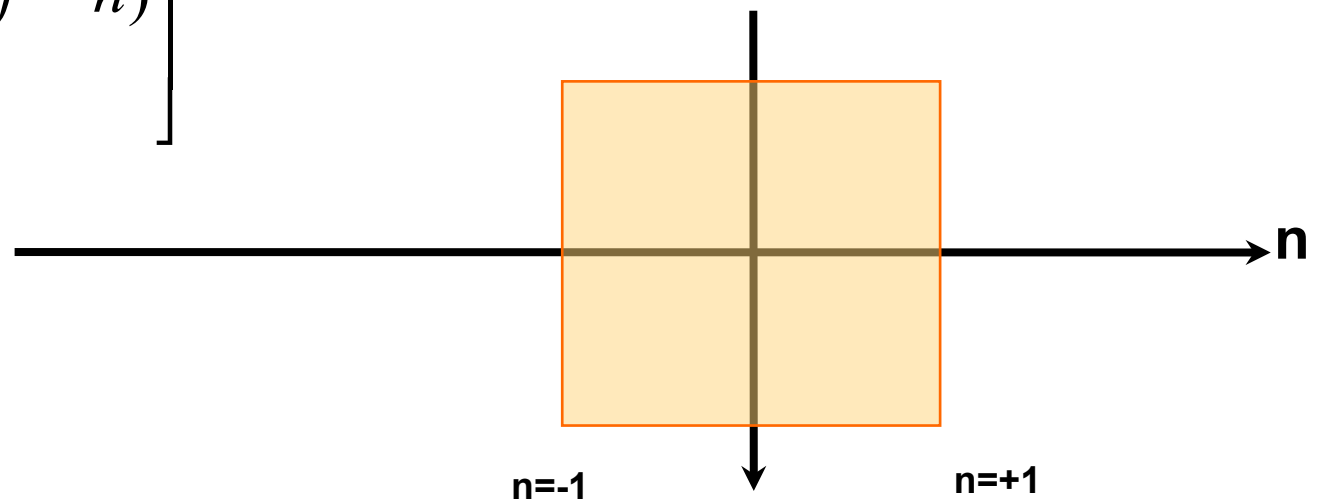


- A perspective transformation preserves relative depth, straight lines and planes

Perspective Transformation



$$\mathbf{M}_P = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & (f+n)/(f-n) & -2f*n/(f-n) \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

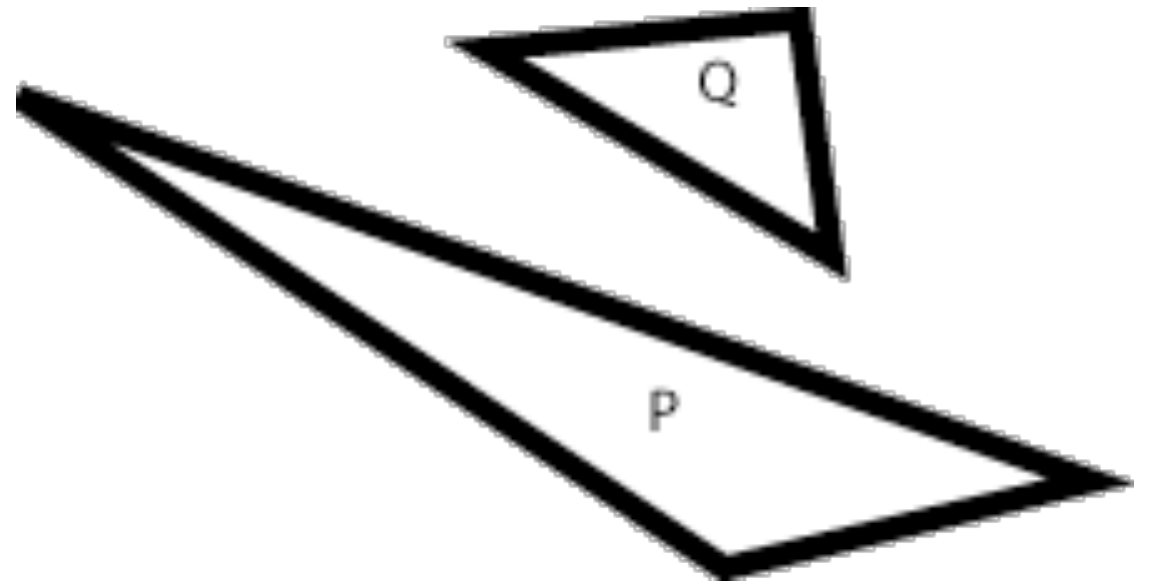


A-buffer

- Accumulation buffer
 - used in Lucasfilm REYES
 - not only store depth but also other data
 - support transparent surfaces

Depth-sorting

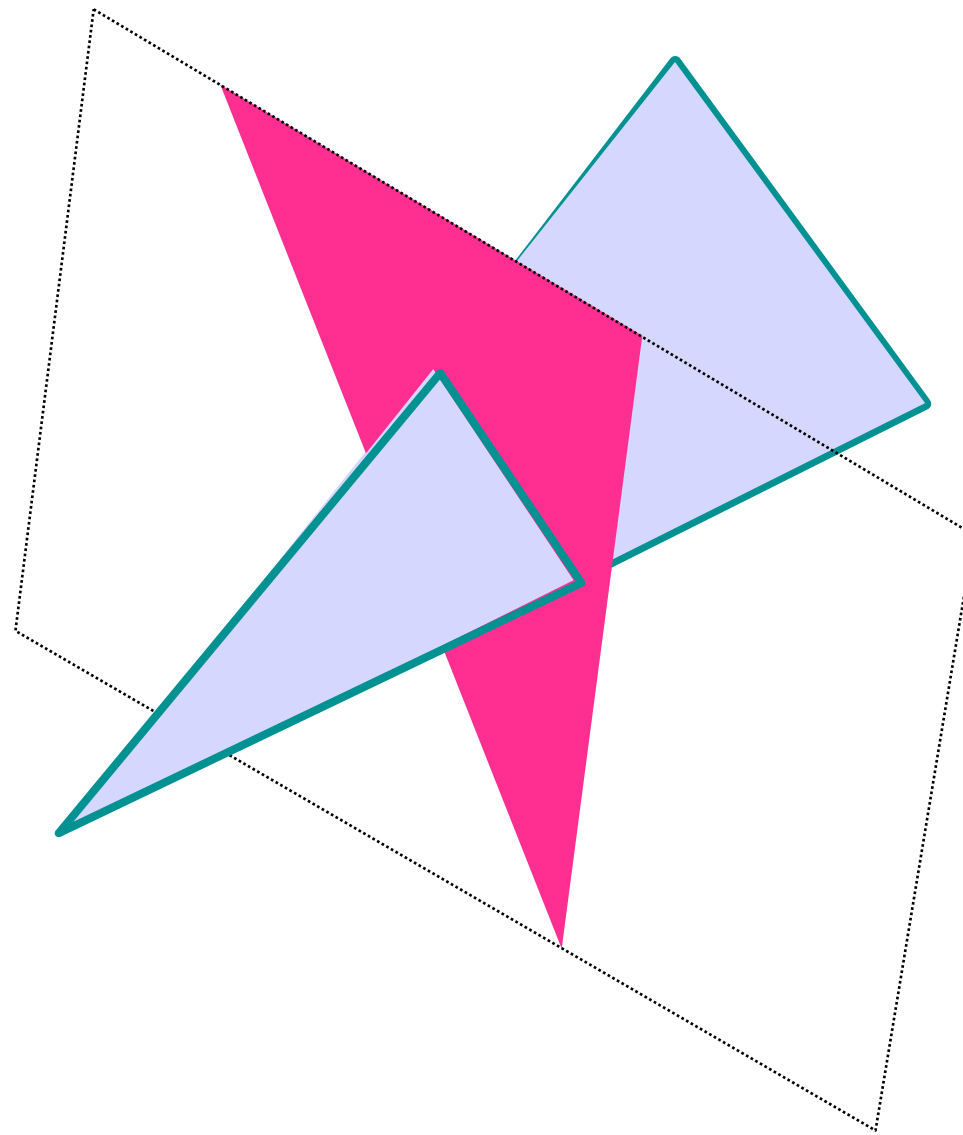
- space-image space hybrid method
 - space or image space:
 - sort surface by depth
- image space:
 - do scan conversion from deepest surfaces



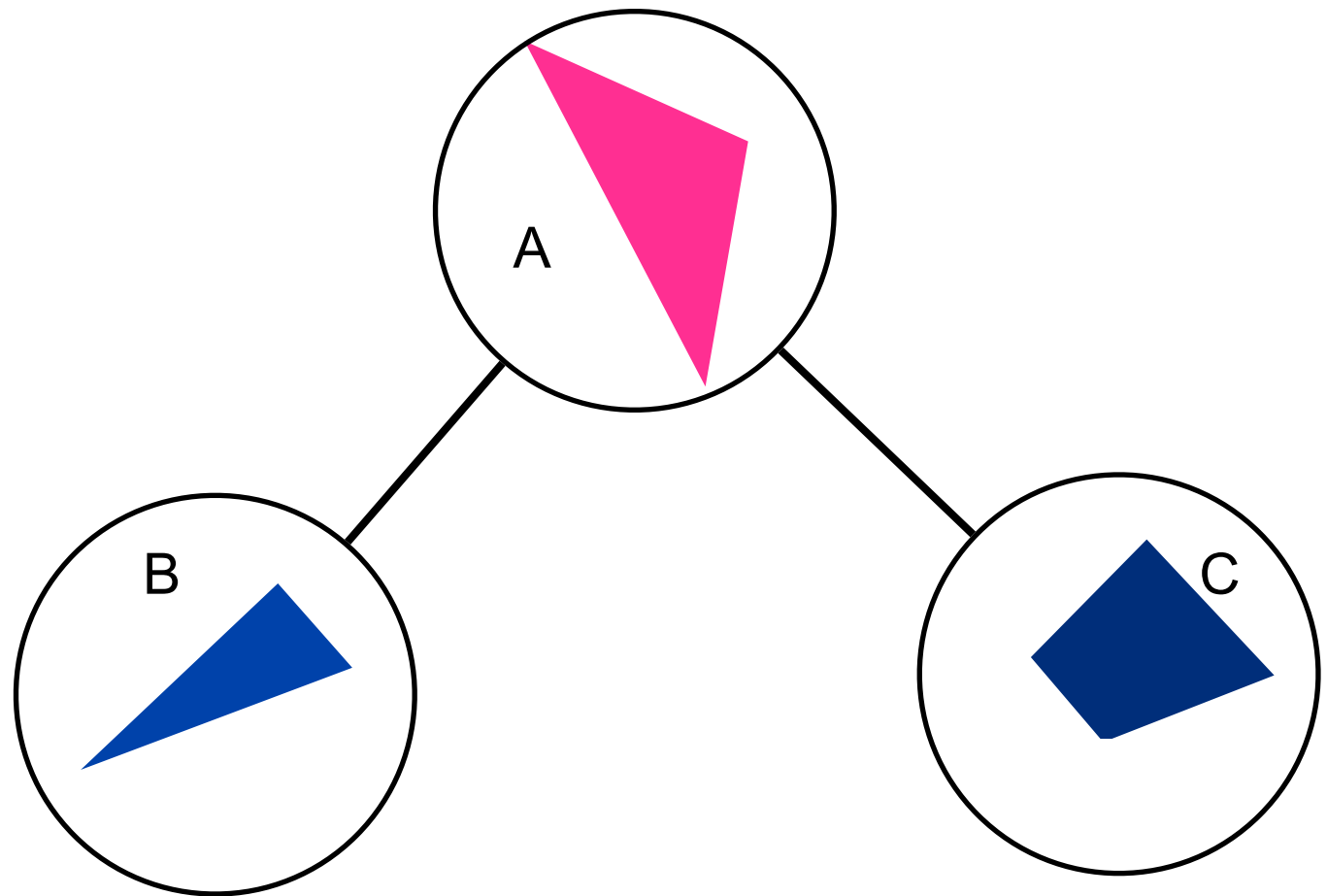
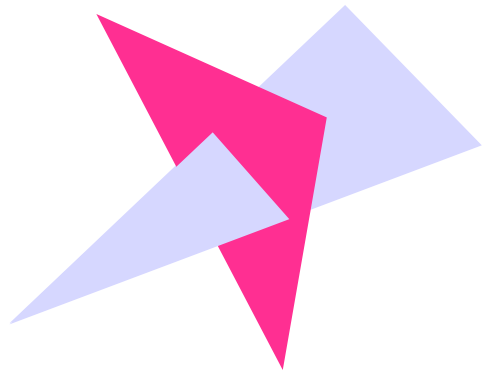
Binary Space Partitioning Trees

- BSP Tree
 - Very efficient for a static group of 3D polygons as seen from an arbitrary viewpoint
 - Correct order for Painter's algorithm is determined by a suitable traversal of the binary tree of polygons

BSP Tree



BSP Tree



BSP Tree

Draw BSP Tree

function *draw*(bsptree *tree*, point *eye*)

if *tree.empty* then

 return

if $f_{\text{tree.root}}(\text{eye}) < 0$

 draw (*tree.right*)

 rasterize(*tree.root*)

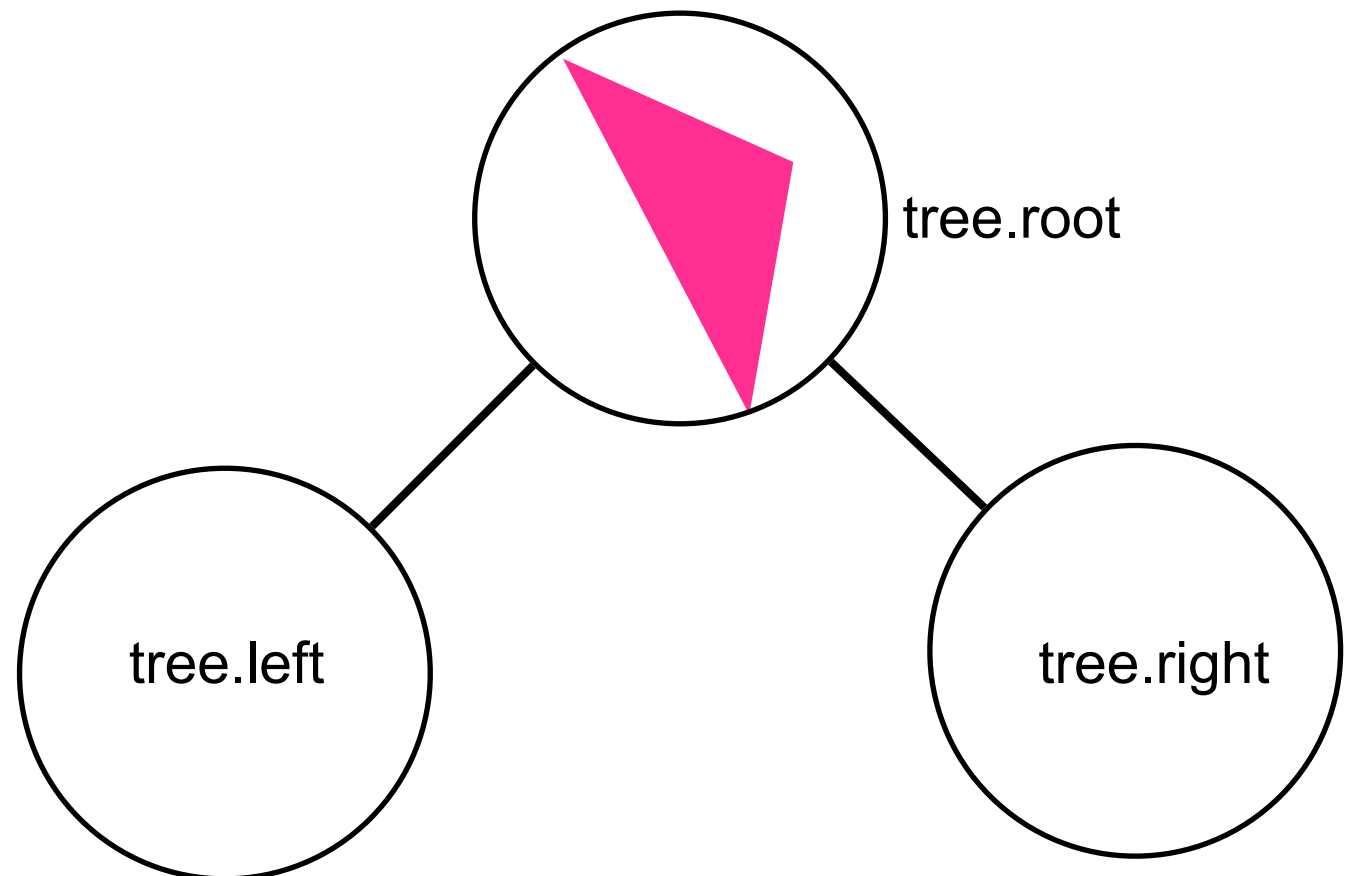
 draw(*tree.left*)

else

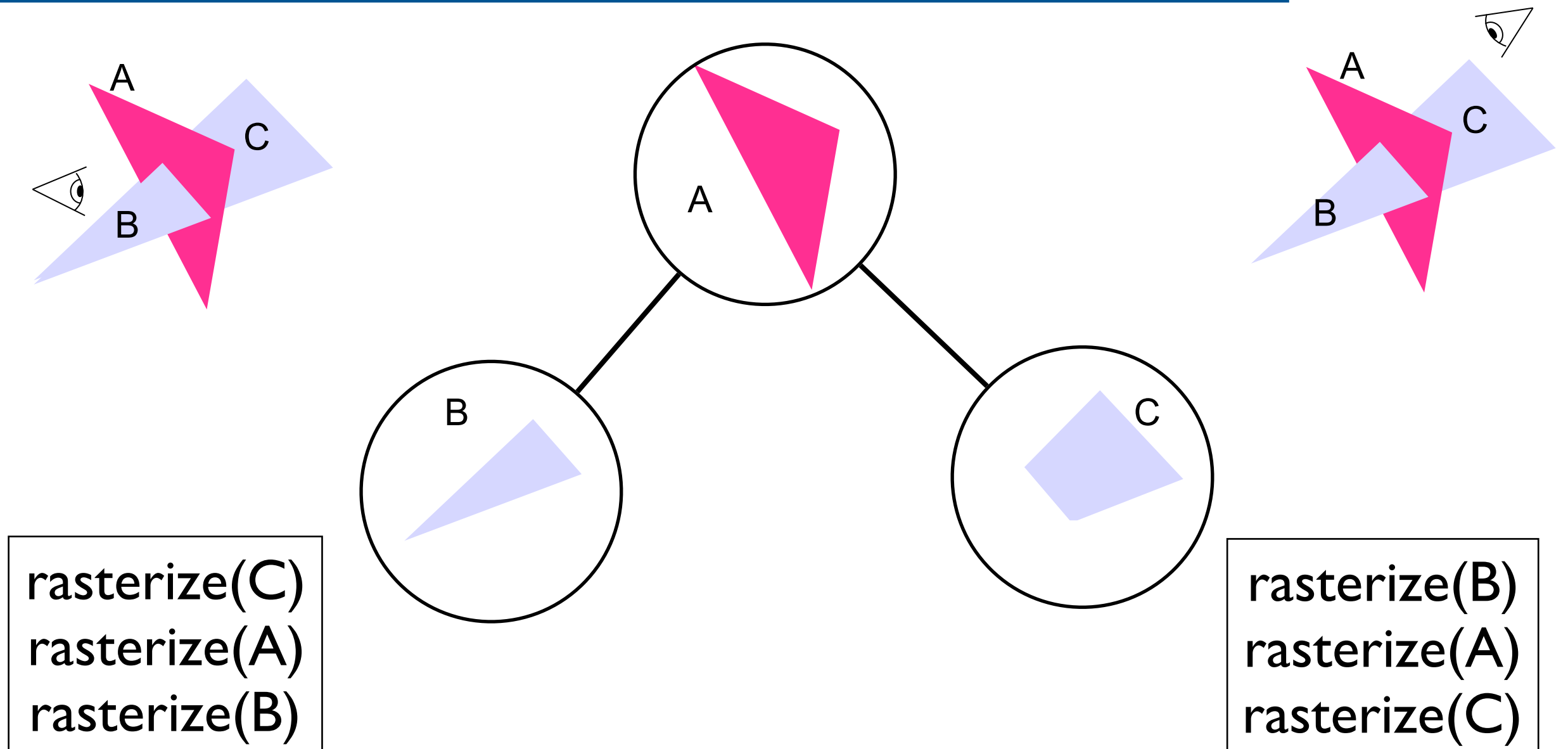
 draw (*tree.left*)

 rasterize(*tree.root*)

 draw(*tree.right*)



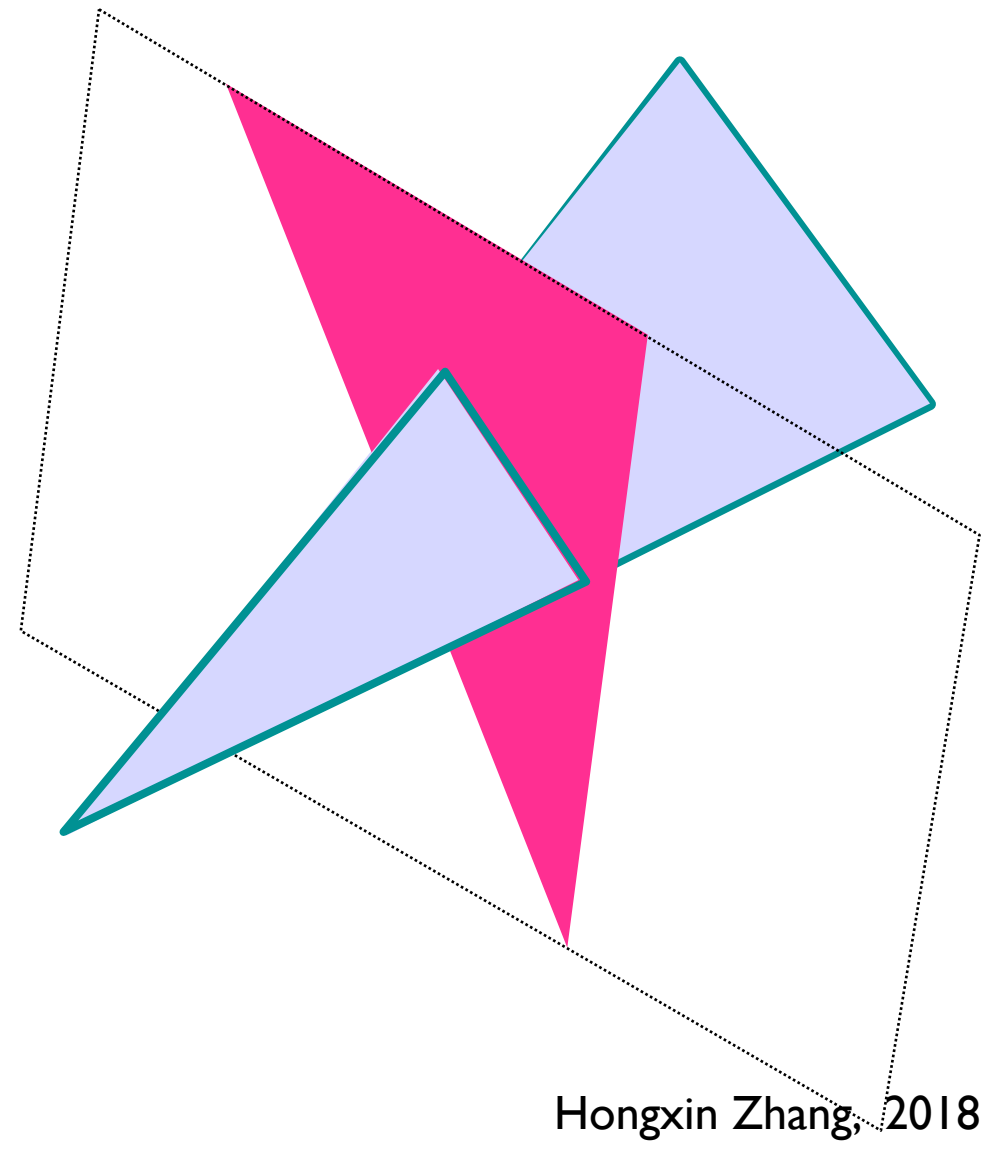
BSP Tree



BSP Tree

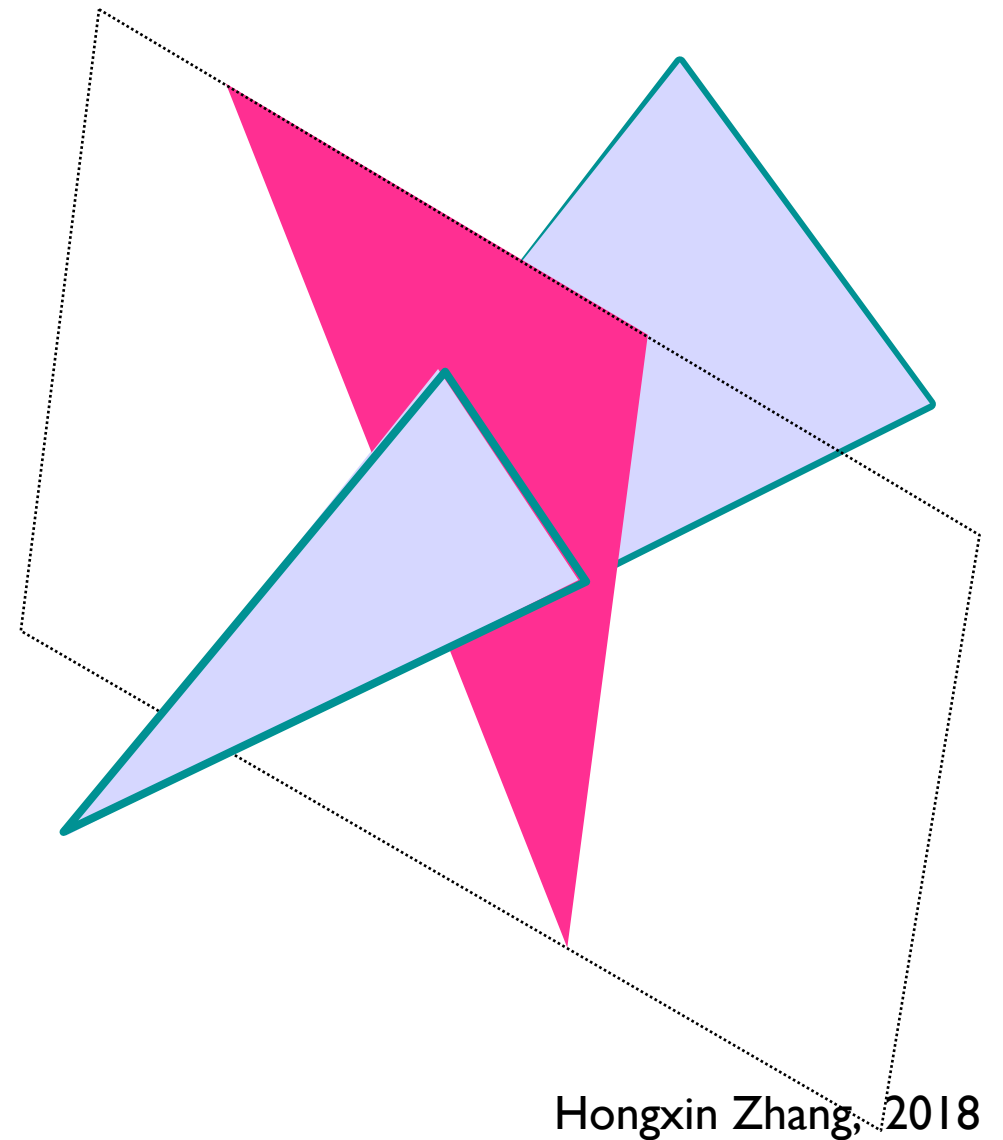
- Code works for any view
- Tree can be pre-computed
- Requires evaluation of

$$f_{\text{plane of the triangle}}(\text{eye})$$



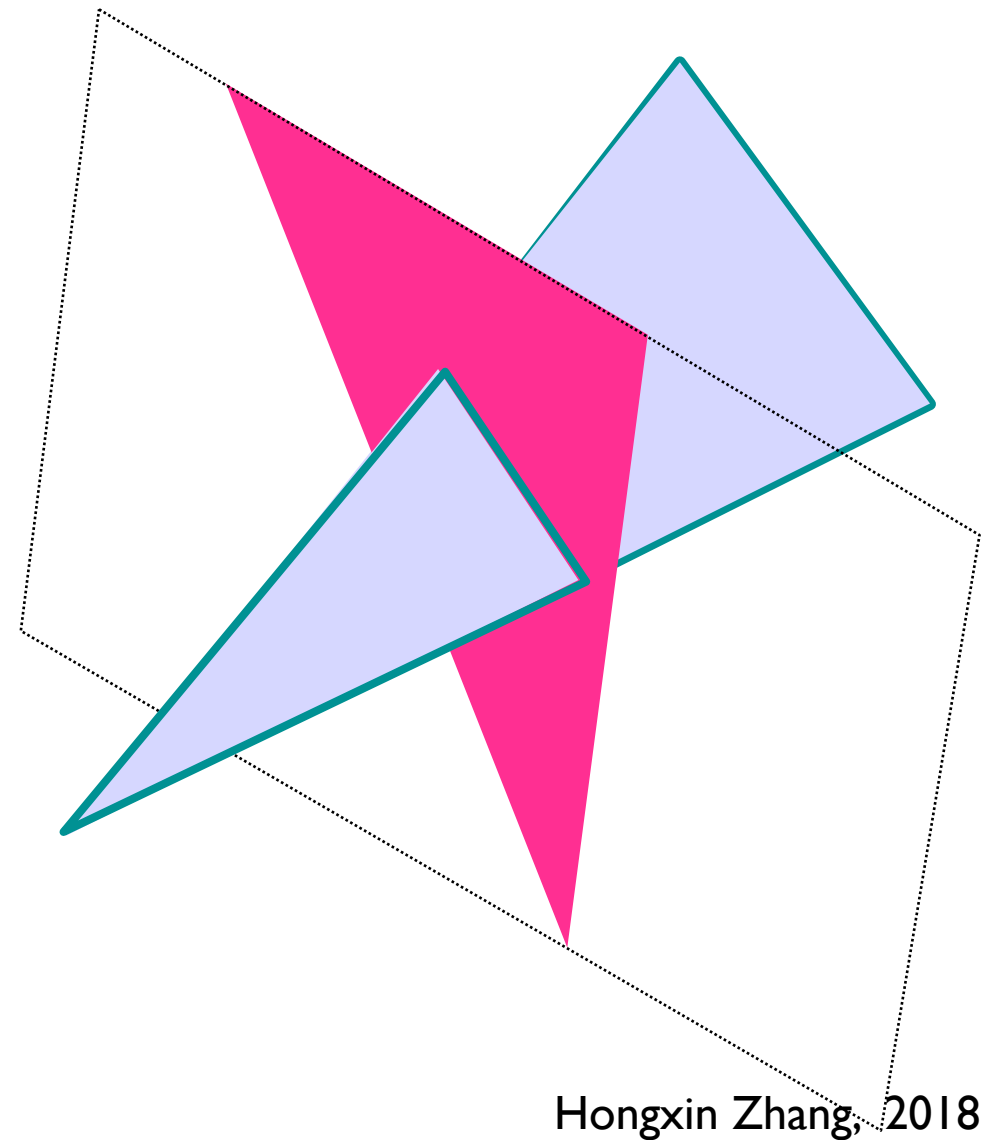
BSP Tree Construction

- The binary tree is constructed using the following principle:
 - For each polygon, we can divide the set of other polygons into two groups
 - One group contains those lying in front of the plane of the given polygon
 - The other group contains those in the back
 - The polygons intersecting the plane of the given polygon are split by that plane



BSP Tree

- Split Triangle:
How to?



Summary: BSP Trees

- Pros:

- Simple, elegant scheme

- Only writes to frame-buffer (i.e., painters algorithm)

- Thus very popular for video games (but getting less so)

- Cons:

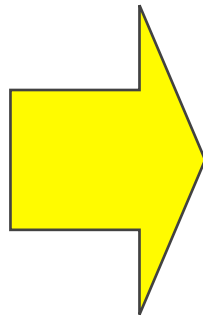
- Computationally intense preprocess stage restricts algorithm to static scenes

- Worst-case time to construct tree: $O(n^3)$

- Splitting increases polygon count

- Again, $O(n^3)$ worst case

**Computational
expensive of
clipping**



Z-buffer

Scan-line

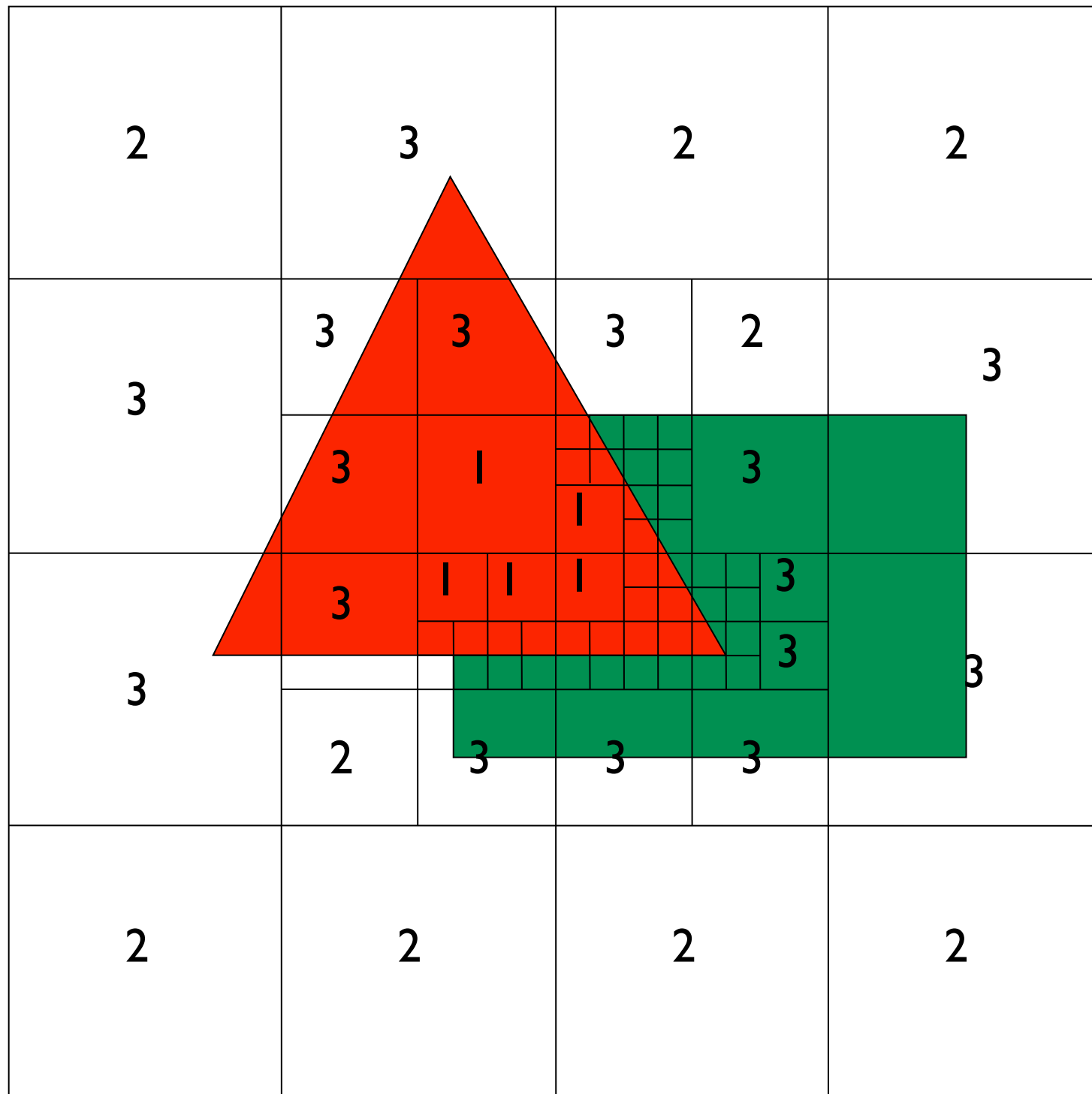
Warnock:

A divide and conquer

Warnock's Area Subdivision (Image Precision)

- Start with whole image
- If one of the easy cases is satisfied, draw what's in front
 - front polygon covers the whole window or
 - there is at most one polygon in the window.
- Otherwise, subdivide region into 4 windows and recurse
- If region is single pixel, choose surface with smallest depth
- Advantages:
 - No over-rendering
 - Anti-aliases well - just recurse deeper to get sub-pixel information
- Disadvantage:
 - Tests are quite complex and slow

Warnock's Algorithm



- Regions labeled with case used to classify them:

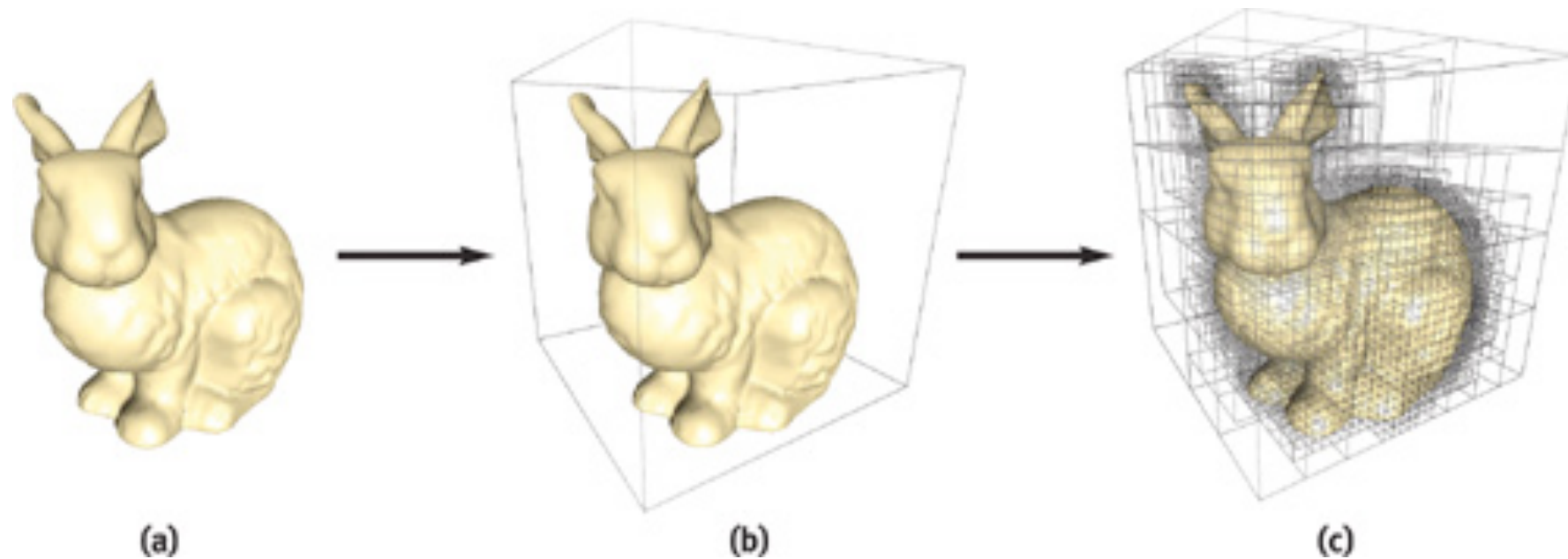
One polygon in front

Empty

One polygon inside, surrounding or intersecting

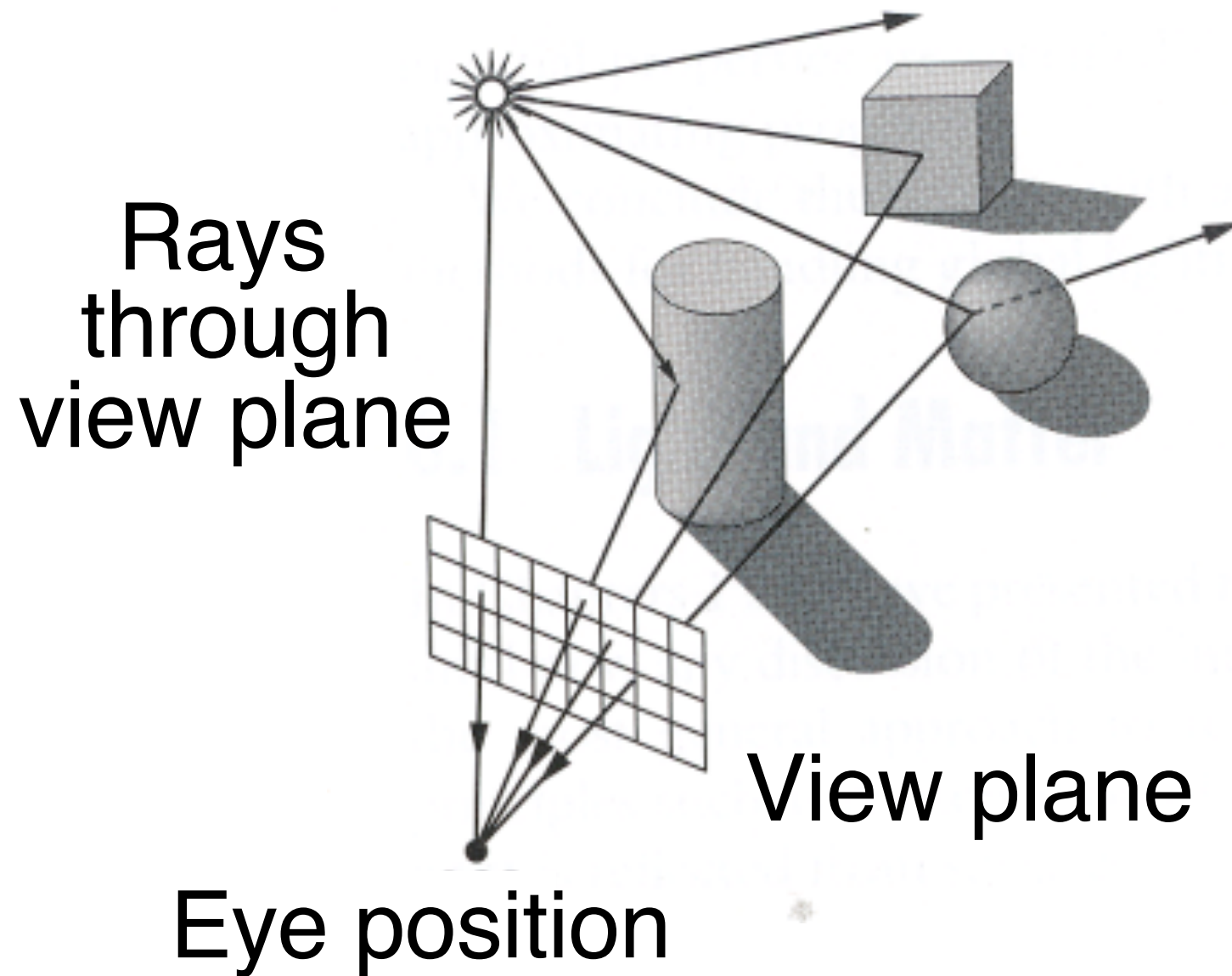
- Small regions not labeled

Octree



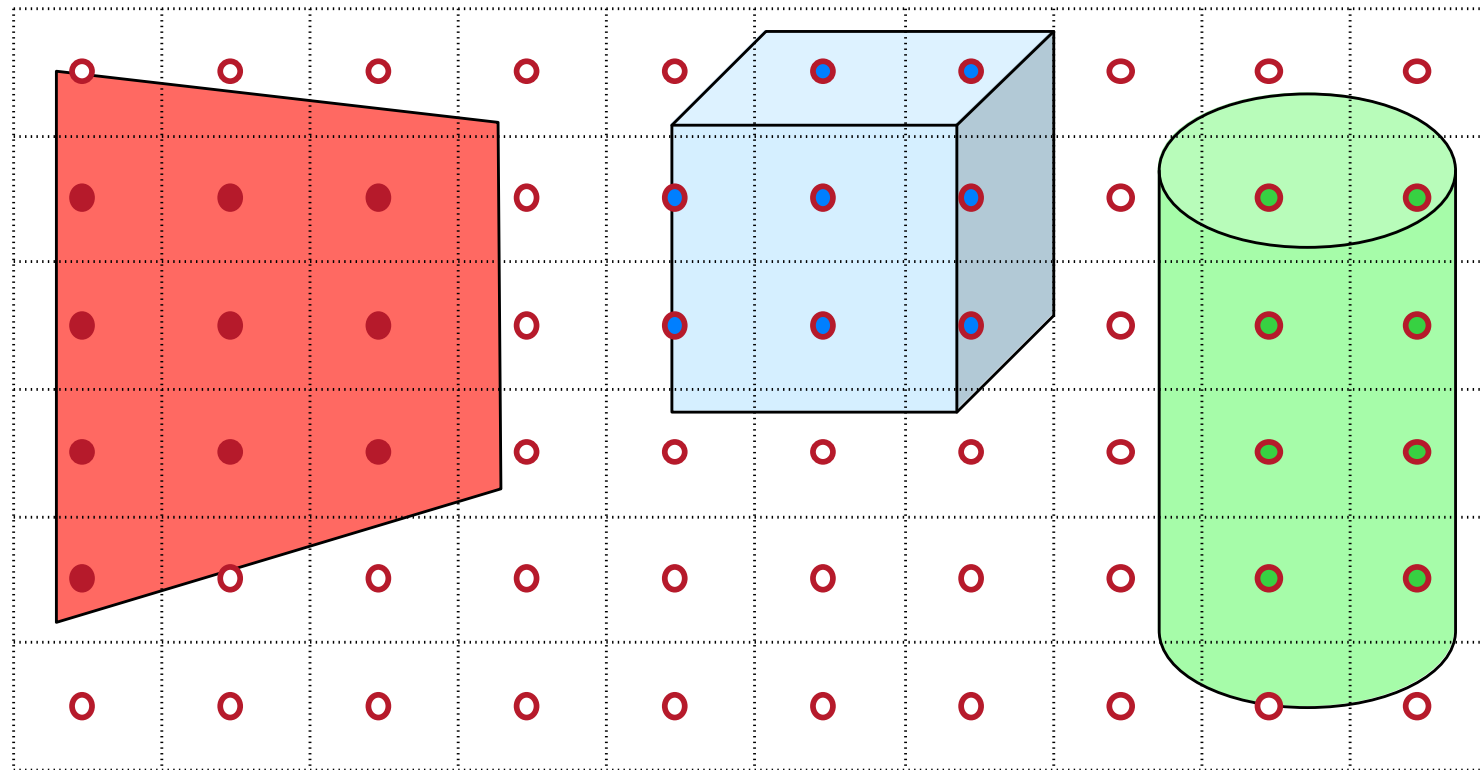
http://en.wikipedia.org/wiki/View_frustum_culling

Ray casting



Ray Casting

- For each sample ...
 - Construct ray from eye position through view plane
 - Find first surface intersected by ray through pixel
 - Compute color sample based on surface radiance



Thank You