Introduction to the OpenGL Shading Language (GLSL)

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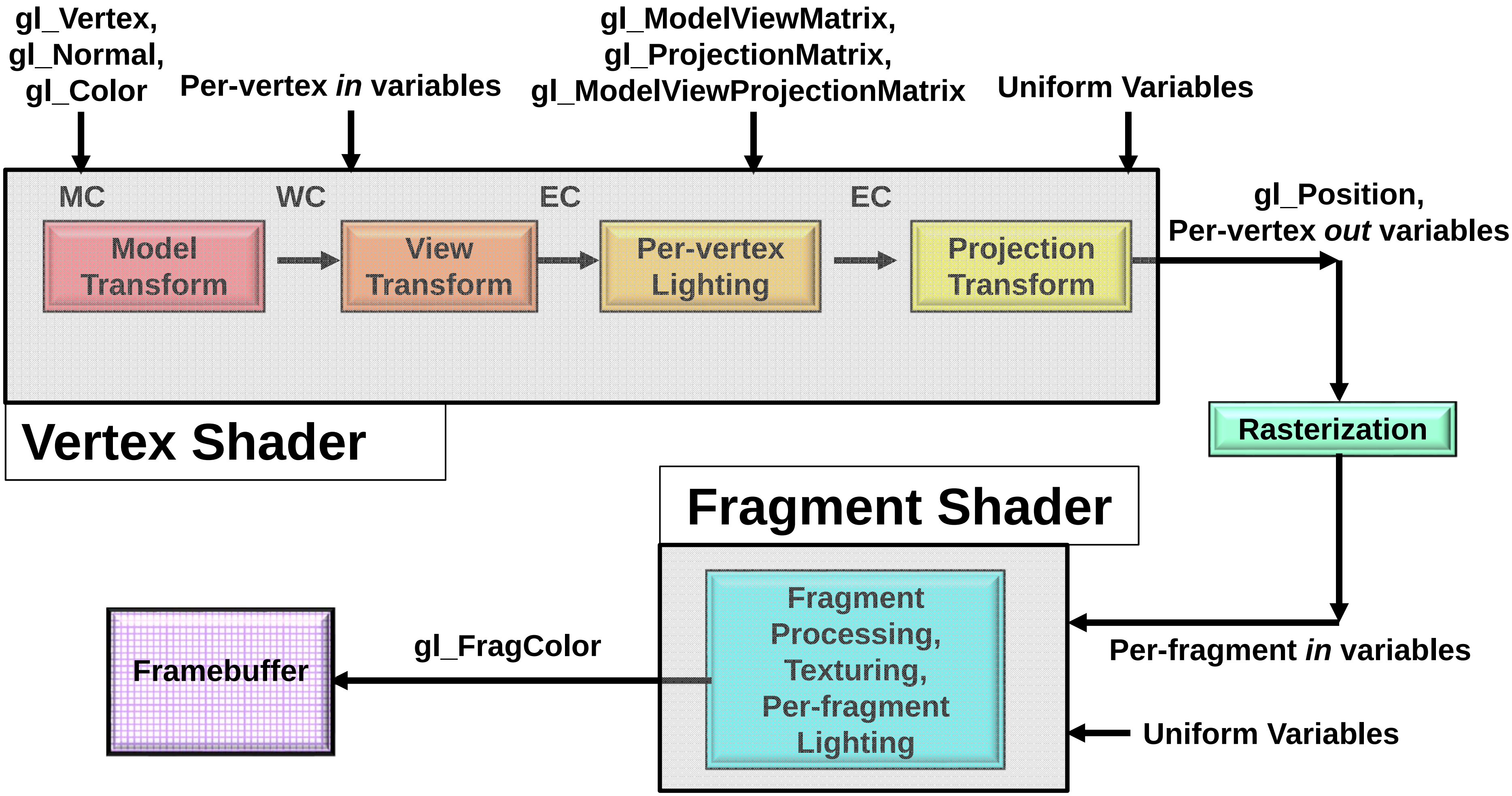
The Basic Computer Graphics Pipeline, Shader-style



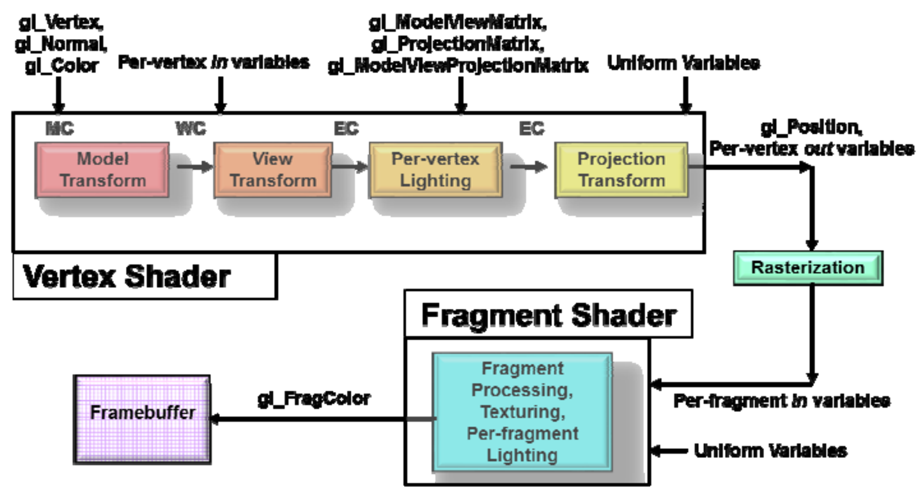
MC = Model Vertex Coordinates
WC = World Vertex Coordinates
EC = Eye Vertex Coordinates

GLSL Variable Types

attribute These are per-vertex ***in*** variables. They are assigned ***per-vertex*** and passed into the vertex shader, usually with the intent to interpolate them through the rasterizer.

uniform These are "global" values, assigned and left alone for a group of primitives. They are read-only accessible from all of your shaders. **They cannot be written to from a shader.**

out / in These are passed from one shader stage to the next shader stage. In our case, ***out*** variables come from the vertex shader, are interpolated in the rasterizer, and go ***in*** to the fragment shader. Attribute variables are ***in*** variables to the vertex shader.



GLSL Shaders Are Like C With Extensions for Graphics:

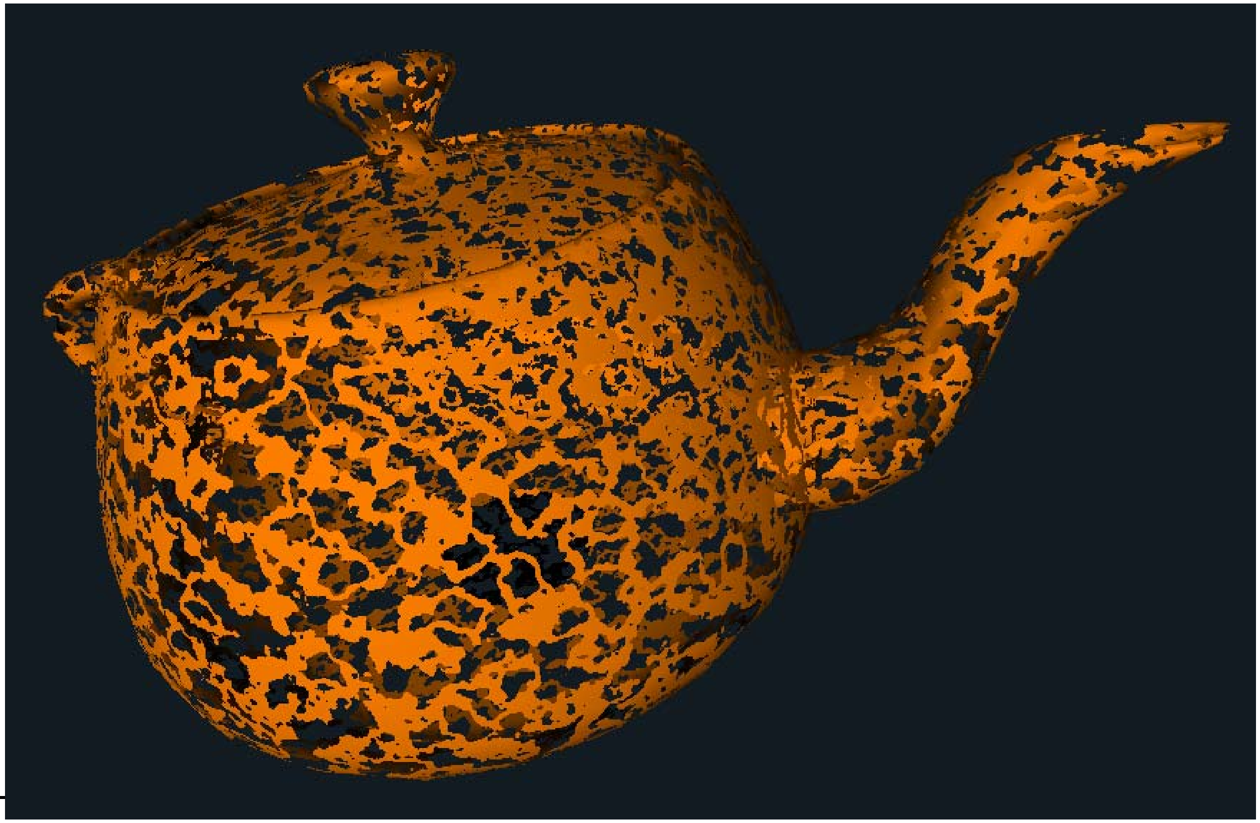
- Types include int, ivec2, ivec3, ivec4
- Types include float, vec2, vec3, vec4
- Types include mat2, mat3, mat4
- Types include bool, bvec2, bvec3, bvec4
- Types include sampler to access textures
- Vector components are accessed with [index], .rgba, .xyzw, or.stpq
- You can ask for parallel SIMD operations (doesn't necessarily do it in hardware):

```
vec4 a, b, c;
a = b + c;
```

- Vector components can be "swizzled" (c1.rgba = c2.abgr)
- Type qualifiers: const, attribute, uniform, in, out
- Variables can have "layout qualifiers" (more on this later)
- The *discard* operator is used in fragment shaders to get rid of the current fragment

The *discard* Operator

```
if( random_number < 0.5 )
        discard;
```



GLSL Shaders Are Missing Some C-isms:

- No type casts -- use constructors instead: int i = int(x);
- Only some amount of automatic promotion (don't rely on it!)
- No pointers
- No strings
- No enums
- Can only use 1-D arrays (no bounds checking)

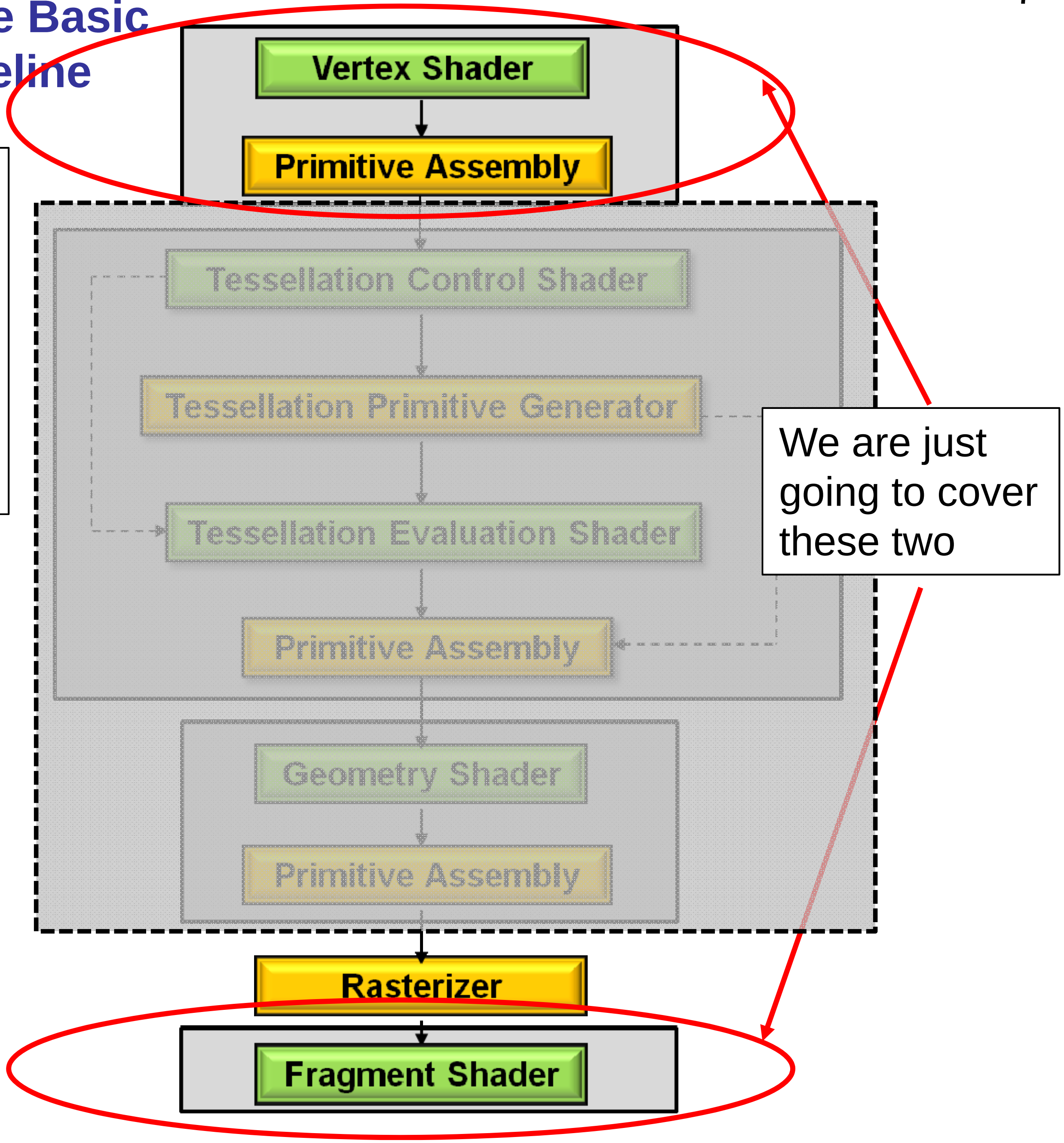
Warning: integer division is still integer division !

```
float  f  =  float( 2 / 4 );                    // still gives 0.
```

The Shaders' View of the Basic Computer Graphics Pipeline

• A missing stage is OK. The output from one stage becomes the input of the next stage that is there.

• The last stage before the fragment shader feeds its output variables into the **rasterizer**. The interpolated values then go to the fragment shader



= Fixed Function

= You-Programmable

A GLSL Vertex Shader Replaces These Operations:

- Vertex transformations
- Normal transformations
- Normal unitization (normalization)
- Computing per-vertex lighting
- Taking per-vertex texture coordinates (s,t) and passing them through the rasterizer to the fragment shader

Built-in Vertex Shader Variables You Will Use *a Lot*:

vec4 gl_Vertex

vec3 gl_Normal

vec4 gl_Color

vec4 gl_MultiTexCoord0

mat4 gl_ModelViewMatrix

mat4 gl_ProjectionMatrix

mat4 gl_ModelViewProjectionMatrix

mat4 gl_NormalMatrix (this is the transpose of the inverse of the MV matrix)

vec4 gl_Position

Note: while this all still works, OpenGL now prefers that you pass in all the above variables (except gl_Position) as user-defined *attribute* variables. We'll talk about this later.

A GLSL Fragment Shader Replaces These Operations:

- Color computation
- Texturing
- Handling of per-fragment lighting
- Color blending
- Discarding fragments

Built-in Fragment Shader Variables You Will Use *a Lot*:

vec4 gl_FragColor

Note: while this all still works, OpenGL now prefers that you pass information out of the Fragment Shader as *out* variables. We'll talk about this later.

My Own Variable Naming Convention

With *7* different places that GLSL variables can be written from, I decided to adopt a naming convention to help me recognize what program-defined variables came from what sources:

Beginning letter(s)	Means that the variable …
a	Is a per-vertex attribute from the application
u	Is a uniform variable from the application
v	Came from the vertex shader
tc	Came from the tessellation control shader
te	Came from the tessellation evaluation shader
g	Came from the geometry shader
f	Came from the fragment shader

This isn't part of "official" OpenGL – it is *my* way of handling the confusion

The Minimal Vertex and Fragment Shader

Vertex shader:

```
#version 330 compatibility

void
main( )
{
		gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Rasterizer

Fragment shader:

```
#version 330 compatibility

void
main( )
{
		gl_FragColor = vec4( .5, 1., 0.,  1. );
}
```

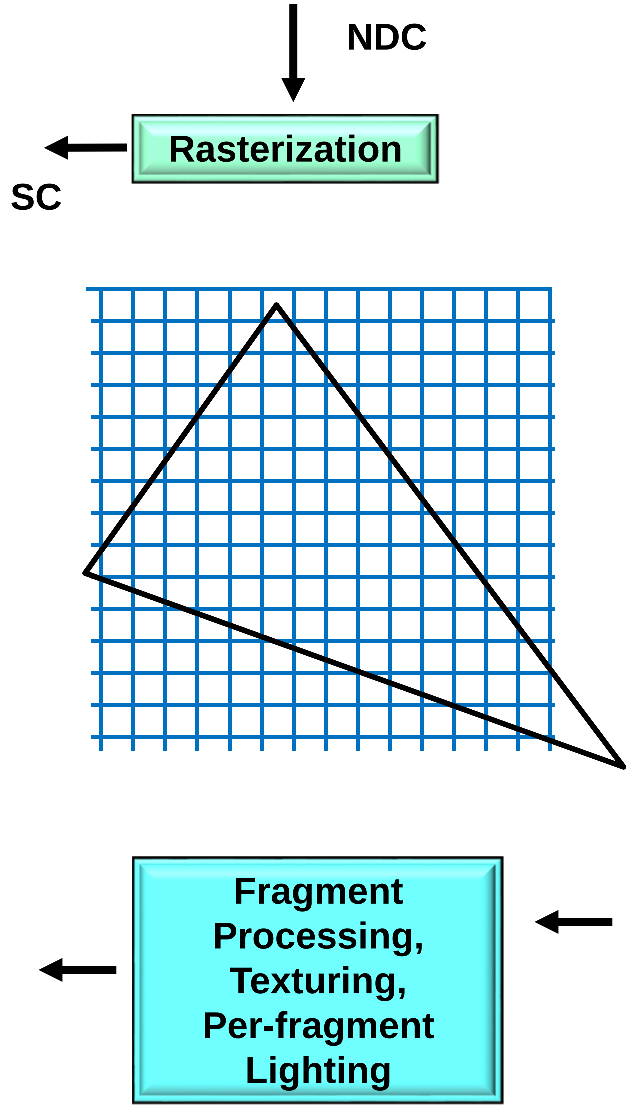
A Reminder (from the Getting Started notes) of what a Rasterizer does

There is a piece of hardware called the **Rasterizer**. Its job is to interpolate a line or polygon, defined by vertices, into a collection of **fragments**. Think of it as filling in squares on graph paper.

A fragment is a “pixel-to-be”. In computer graphics, “pixel” is defined as having its full RGBA already computed. A fragment does not yet but all of the information needed to compute the RGBA is there.

A fragment is turned into a pixel by the **fragment processing** operation.

Rasterizers interpolate built-in variables, such as the (x,y) position where the pixel will live and the pixel’s z-coordinate. They can also interpolate user-defined variables as well.



A Little More Interesting

Vertex shader:

```
#version 330 compatibility
out  vec3  vColor;

void
main( )
{
        vec4 pos = gl_Vertex;
        vColor = pos.xyz;                // set rgb from xyz!
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

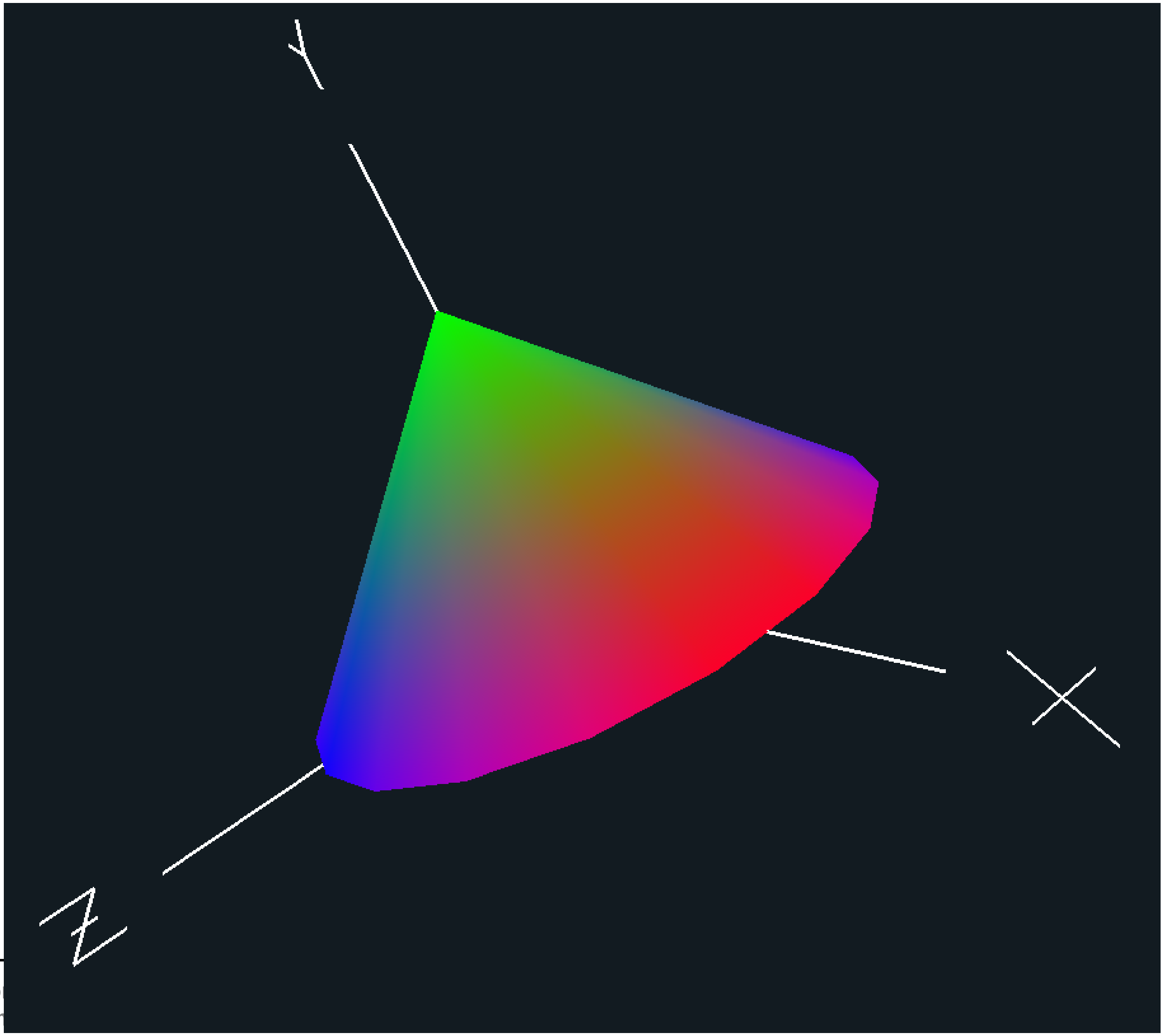
Rasterizer

Fragment shader:

```
#version 330 compatibility
in  vec3  vColor;

void
main( )
{
        gl_FragColor = vec4( vColor,  1. );
}
```

Setting rgb From xyz, I

vColor = gl_Vertex.xyz;



What's Changed About This?

```
#version 330 compatibility
out  vec3  vColor;

void
main( )
{
        vec4 pos = gl_Vertex;
        vColor = pos.xyz;               // set rgb from xyz!
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Vertex shader:

```
#version 330 compatibility
out  vec3  vColor;

void
main( )
{
        vec4 pos = gl_ModelViewMatrix * gl_Vertex;
        vColor = pos.xyz;               // set rgb from xyz!
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Rasterizer

Fragment shader:

```
#version 330 compatibility
in  vec3  vColor;

void
main( )
{
        gl_FragColor = vec4( vColor,  1. );
}
```

What's Different About This?

Set the color from the ***pre-transformed (MC)*** xyz:

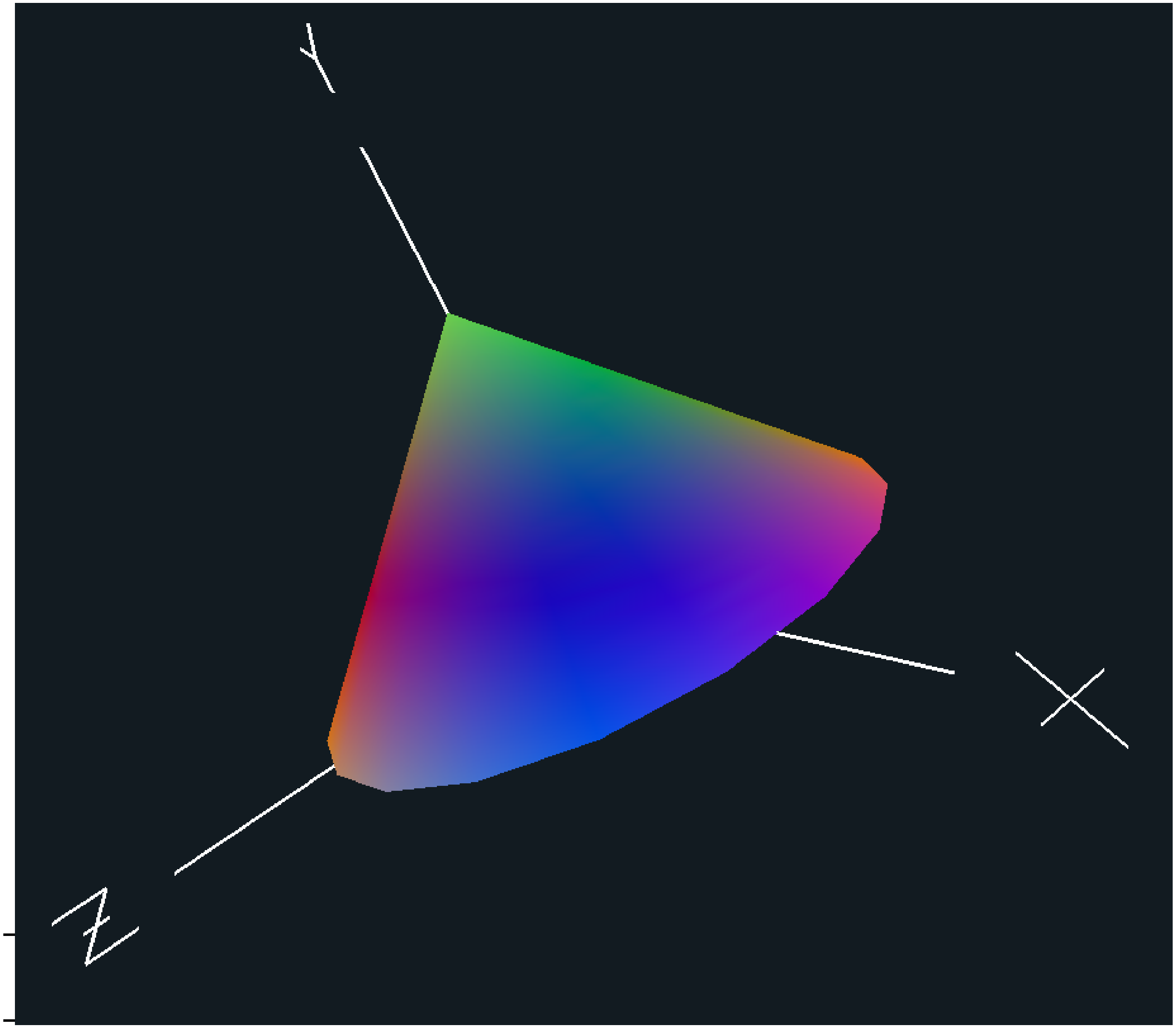
```
#version 330 compatibility
out  vec3  vColor;

void
main( )
{
        vec4 pos = gl_Vertex;
        vColor = pos.xyz;              // set rgb from xyz!
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Set the color from the ***post-transformed (WC/EC)*** xyz:

```
#version 330 compatibility
out  vec3  vColor;

void
main( )
{
        vec4 pos = gl_ModelViewMatrix * gl_Vertex;
        vColor = pos.xyz;              // set rgb from xyz!  why?  who cares?
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

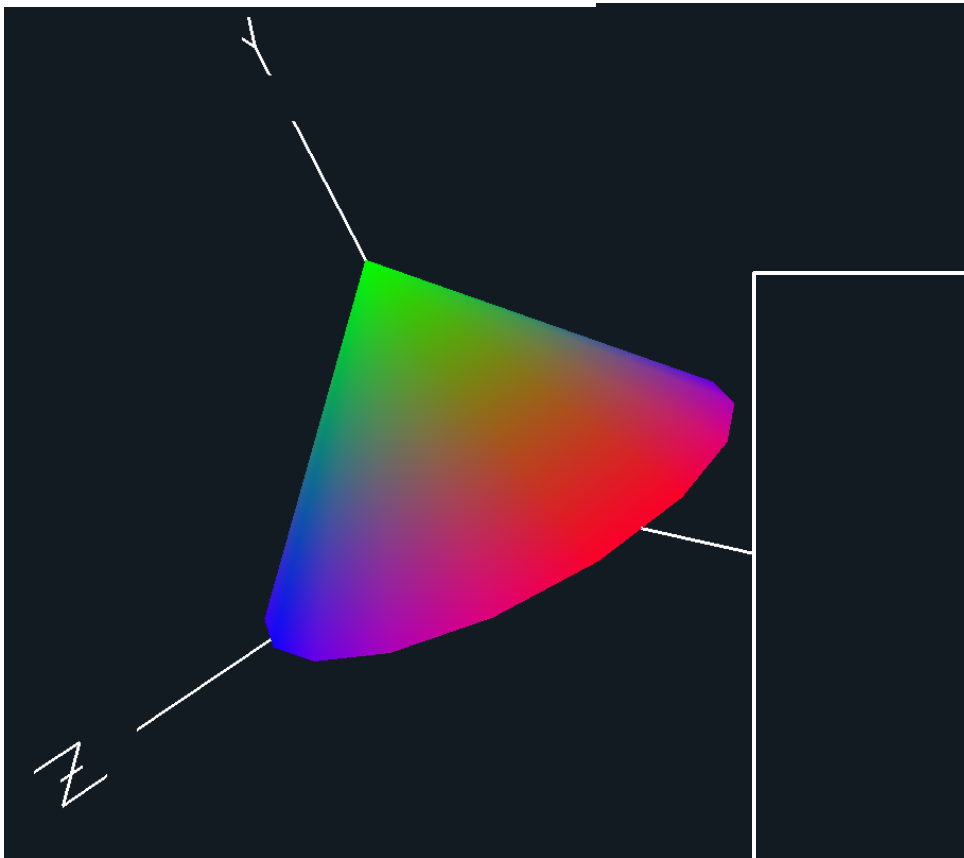
Setting rgb From xyz, II

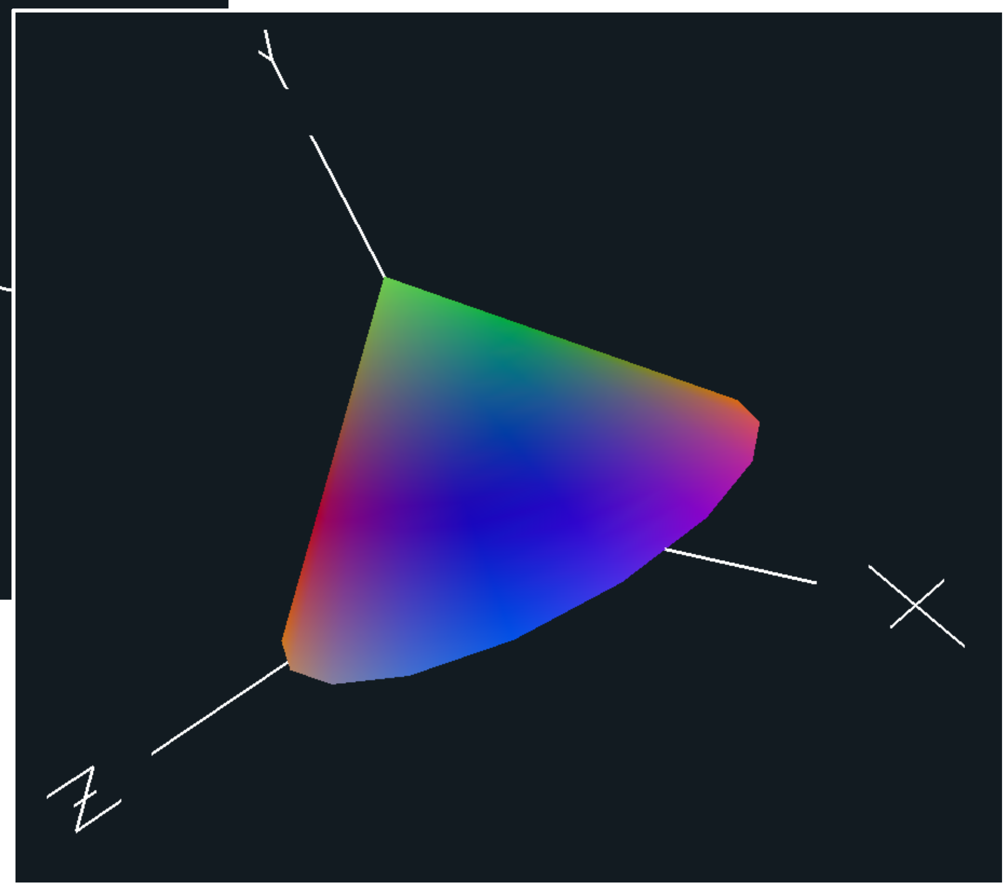
vColor = (gl_ModelViewMatrix * gl_Vertex).xyz;



Setting rgb From xyz

vColor = gl_Vertex.xyz;





vColor = (gl_ModelViewMatrix * gl_Vertex).xyz;

Per-fragment Lighting

Vertex shader:

```
#version 330 compatibility
out vec2   vST;                    // texture coords
out  vec3  vN;                     // normal vector
out  vec3  vL;                     // vector from point to light
out  vec3  vE;                     // vector from point to eye

const vec3 LIGHTPOSITION = vec3(  5., 5., 0. );

void
main( )
{
        vST = gl_MultiTexCoord0.st;
        vec4 ECposition = gl_ModelViewMatrix * gl_Vertex;
        vN = normalize( gl_NormalMatrix * gl_Normal );      // normal vector
        vL = LIGHTPOSITION - ECposition.xyz;                 // vector from the point
                                                             //          to the light position
        vE = vec3( 0., 0., 0. ) - ECposition.xyz;            // vector from the point
                                                             //          to the eye position
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

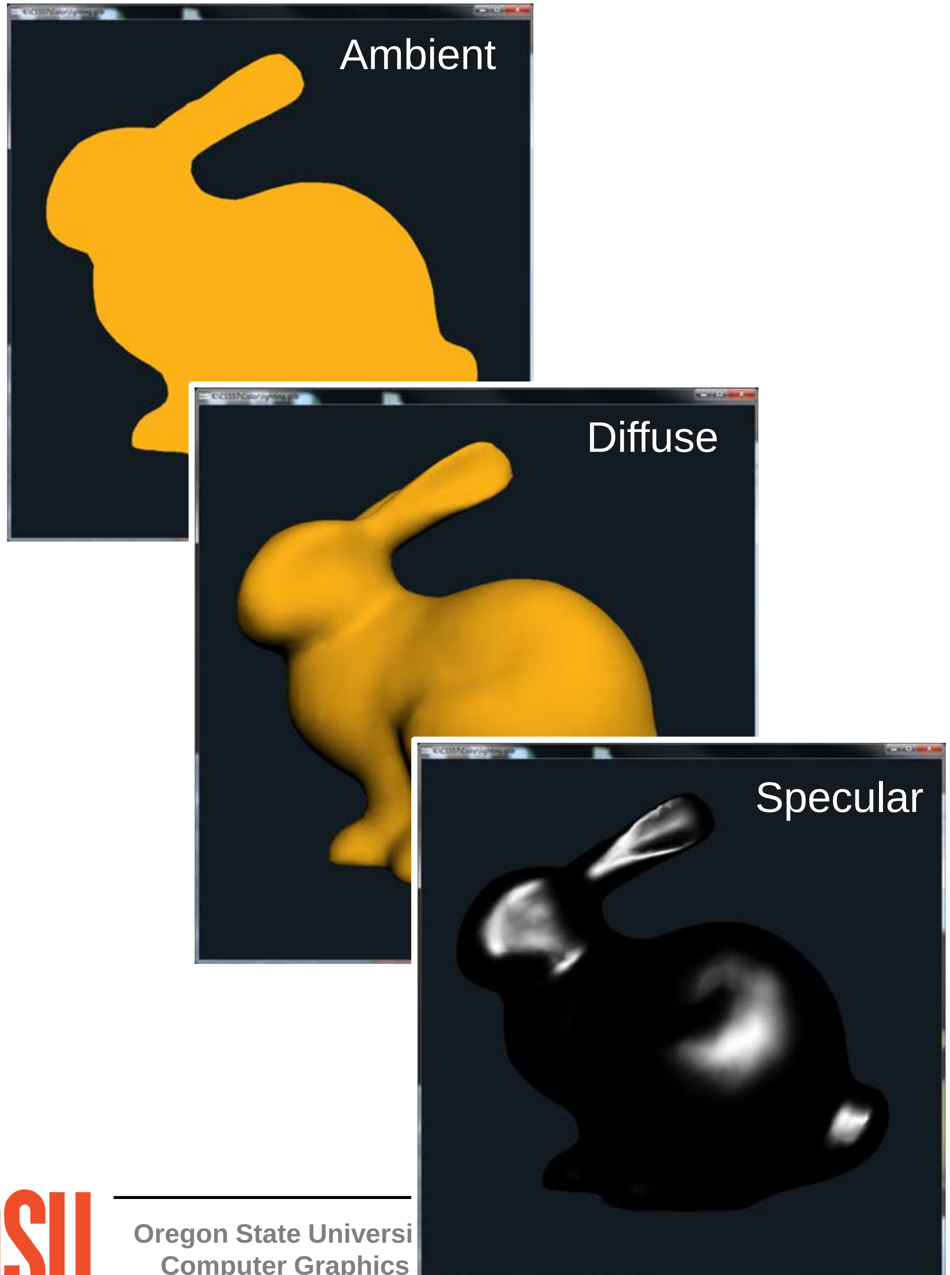
Rasterizer

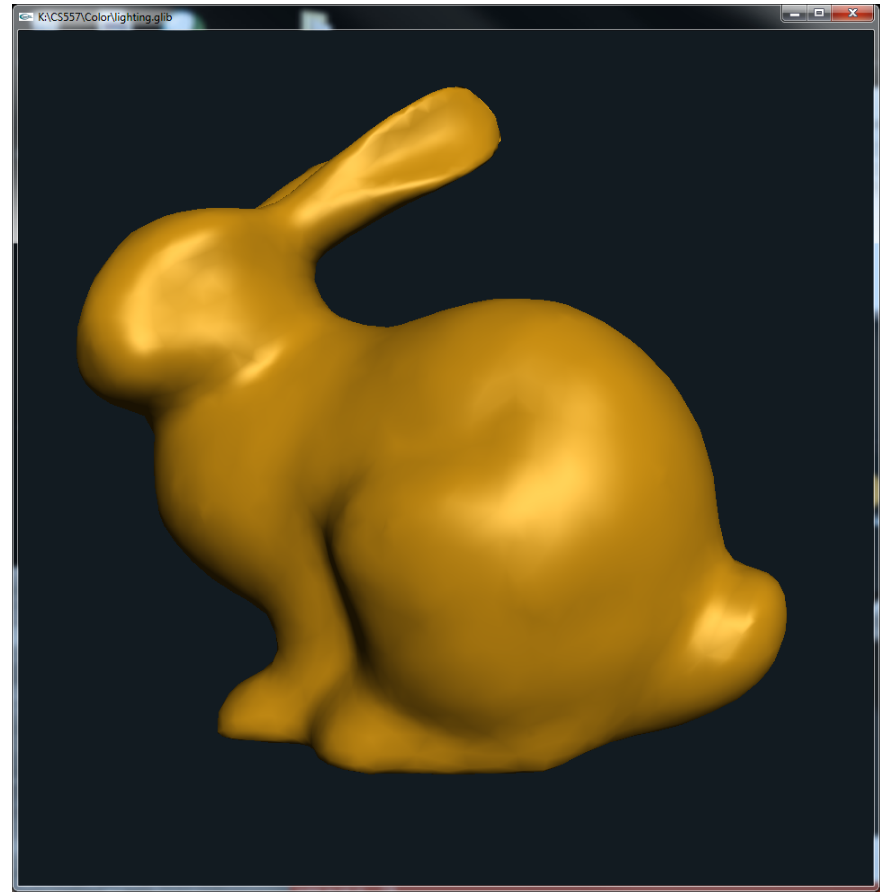
Per-fragment Lighting

Fragment shader:

```
#version 330 compatibility
uniform float   uKa, uKd, uKs;                  // coefficients of each type of lighting
uniform vec3  uColor;                           // object color
uniform vec3  uSpecularColor;                   // light color
uniform float   uShininess;                     // specular exponent
in vec2   vST;                                  // texture cords
in  vec3  vN;                                   // normal vector
in  vec3  vL;                                   // vector from point to light
in  vec3  vE;                                   // vector from point to eye

void
main( )
{
        vec3 Normal = normalize(vN);
        vec3 Light     = normalize(vL);
        vec3 Eye        = normalize(vE);

        vec3 ambient = uKa * uColor;

        float d = max( dot(Normal,Light), 0. );       // only do diffuse if the light can see the point
        vec3 diffuse = uKd * d * uColor;

        float s = 0.;
        if( dot(Normal,Light) > 0. )                  // only do specular if the light can see the point
        {
                vec3 ref = normalize(  reflect( -Light, Normal )  );
                s = pow( max( dot(Eye,ref),0. ), uShininess );
        }
        vec3 specular = uKs * s * uSpecularColor;
        gl_FragColor = vec4( ambient + diffuse + specular,  1. );
}
```

Per-fragment Lighting





All together now!

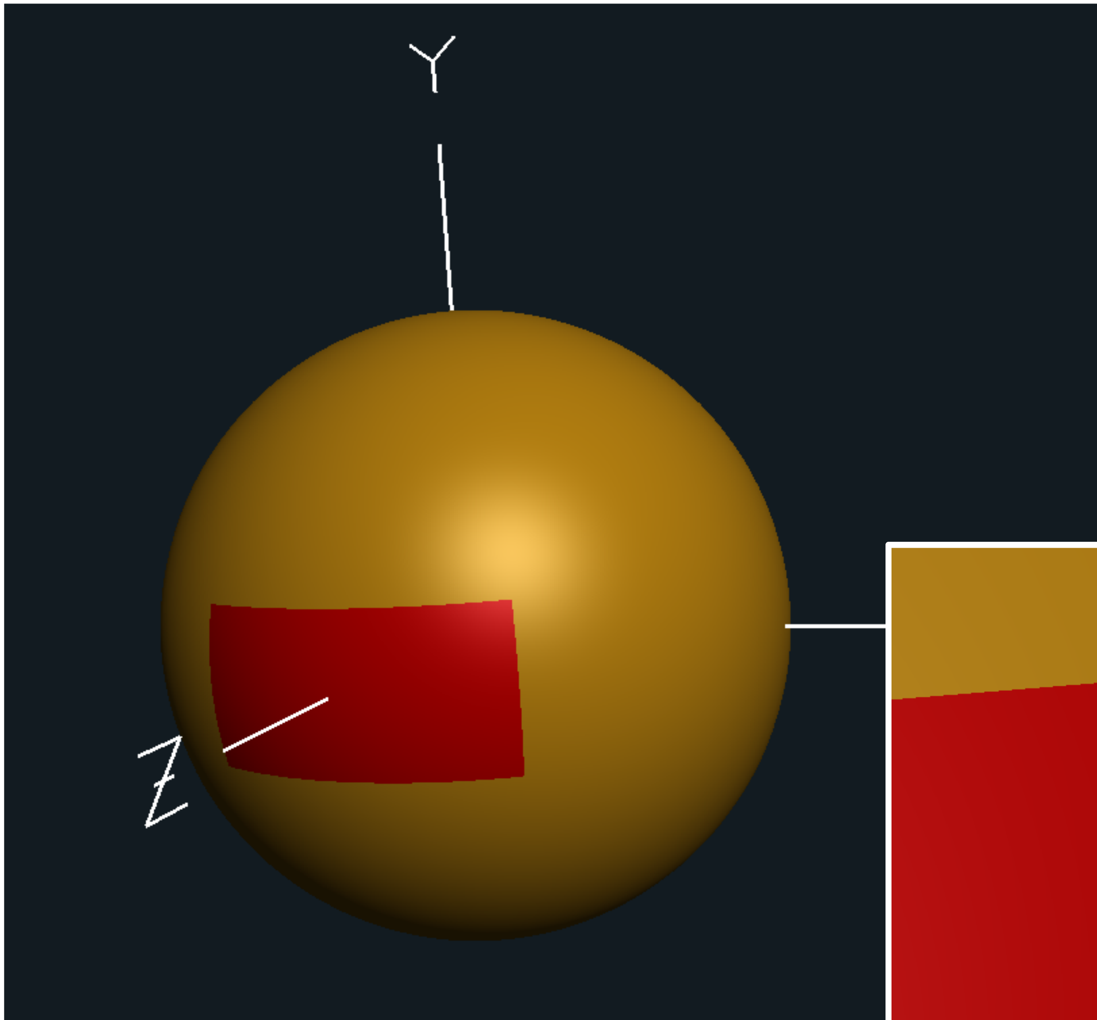
Attaching a Rectangular Pattern to an Object

Within the fragment shader:

```
. . .
vec3 myColor = uColor;


if(          uS0-uSize/2. <= vST.s  &&  vST.s <= uS0+uSize/2.  &&
             uT0-uSize/2. <= vST.t  &&  vST.t <= uT0+uSize/2.  )
{
                        myColor = vec3( 1., 0., 0. );
}


vec3 ambient = uKa * myColor;
. . .
```

Attaching a Rectangular Pattern to an Object

Here's the cool part: It doesn't matter (up to the limits of 32-bit floating-point precision) how far you zoom in. You still get an exact crisp edge. This is an advantage of procedural (equation-based) textures, as opposed to texel-based textures.



Zoomed ***way*** in

A C++ Class to Handle the Shaders

Setup:

```
GLSLProgram *Pattern;

              . . .
Pattern = new GLSLProgram( );
bool valid = Pattern->Create( "pattern.vert",  "pattern.frag" );
if( ! valid )
{
              . . .
}
```

This loads, compiles, and links the shader. If something went wrong, it prints error messages and returns a value of *false*.

A C++ Class to Handle the Shaders

Invoking this class in Display( ):

```
float  S0, T0;
float  Ds, Dt;
float  V0, V1, V2;
float  ColorR, ColorG, ColorB;
          . . .
Pattern->Use( );
Pattern->SetUniformVariable( "uS0", S0);
Pattern->SetUniformVariable( "uT0", T0 );
Pattern->SetUniformVariable( "uDs", Ds);
Pattern->SetUniformVariable( "uDt",  Dt );
Pattern->SetUniformVariable( “uColor",  ColorR,  ColorG,  ColorB );

glBegin( GL_TRIANGLES );
          Pattern->SetAttributeVariable( "aV0", V0 );       // don’t need for Project #5
          glVertex3f( x0, y0, z0 );
          Pattern->SetAttributeVariable( "aV1", V1 );       // don’t need for Project #5
          glVertex3f( x1, y1, z1 );
          Pattern->SetAttributeVariable( "aV2", V2 );       // don’t need for Project #5
          glVertex3f( x2, y2, z2 );
glEnd( );

Pattern->Use( 0 );                // go back to fixed-function OpenGL
```

Setting Up Texturing in Your C/C++ Program

You do all the texture things you did before, but add this:

This is the Texture Unit Number. It can be 0-15 (and often a lot higher depending on the graphics card).

```
Pattern->Use( );

glActiveTexture( GL_TEXTURE2 );                    // 0, 1, 2, 3, 4, …
glBindTexture( GL_TEXTURE_2D, texName );

Pattern->SetUniformVariable( "uTexUnit", 2 );
```

2D Texturing

Vertex shader:

```
#version 330 compatibility
out  vec2  vST;

void
main( )
{
        vST = gl_MultiTexCoord0.st;
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

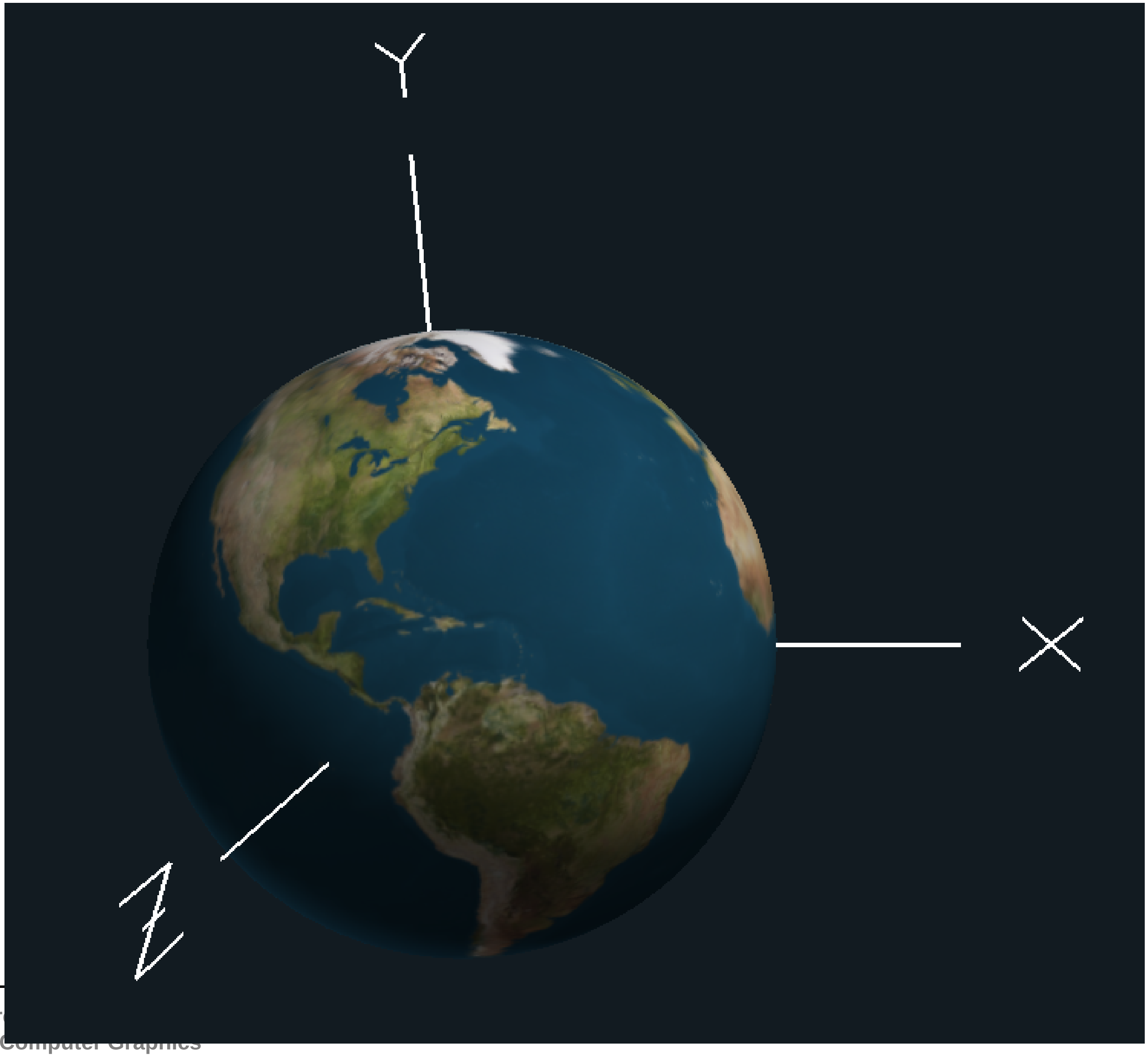
Rasterizer

Fragment shader:

```
#version 330 compatibility
in  vec2  vST;
uniform sampler uTexUnit;

void
main( )
{
        vec3 newcolor = texture( uTexUnit, vST ).rgb;
        gl_FragColor = vec4( newcolor, 1. );
}
```

Pattern->SetUniformVariable(“uTexUnit”, 2);

2D Texturing



Hints on Running Shaders on Your Own System

- You need a graphics system that is OpenGL 2.0 or later. Basically, if you got your graphics system in the last 5 years, you should be OK. If you don't have access to such a system, use the CGEL. (The most recent OpenGL level there is 4.5)

- Update your graphics drivers to the most recent level!

- If you are on Windows, you must do the GLEW setup. It looks like this in the sample code:

```
GLenum err = glewInit( );
if( err != GLEW_OK )
{
        fprintf( stderr, "glewInit Error\n" );
}
else
        fprintf( stderr, "GLEW initialized OK\n" );
```

  And, this must come after you've opened a window. (It is this way in the code, but I'm saying this because I know some of you went in and "simplified" the sample code by deleting everything you didn't think you needed.)

- You can use the GLSL C++ class you've been given ***only after GLEW has been setup***. So, initialize your shader program:

```
bool valid = Pattern->Create( "pattern.vert", "pattern.frag" );
```

  after successfully initializing GLEW.

Guide to Where to Put Pieces of Your Shader Code, I

Declare the GLSLProgram above the main program (as a global):

```
GLSLProgram *Pattern;
```

At the end of InitGraphics( ), create the shader program and setup your shaders:

```
Pattern = new GLSLProgram( );
bool valid = Pattern->Create( "proj05.vert", "proj05.frag" );
if( ! valid ) { . . . }
```

Use the Shader Program in Display( ):

```
Pattern->Use( );
Pattern->SetUniformVariable( ...
```

Draw the object here

```
Pattern->Use( 0 );                    // return to fixed functionality
```

Guide to Where to Put Pieces of Your Shader Code, II

Tips on drawing the object:

- If you want to key off of s and t coordinates in your shaders, the object had better have s and t coordinates assigned to its vertices – not all do!
- If you want to use surface normals in your shaders, the object had better have surface normals assigned to its vertices – not all do!
- Be sure you explicitly assign *all* of your uniform variables – no error messages occur if you forget to do this – it just quietly screws up.
- The glutSolidTeapot has been textured in patches, like a quilt – cute, but weird
- The MjbSphere( ) function from the texturing project will give you a very good sphere