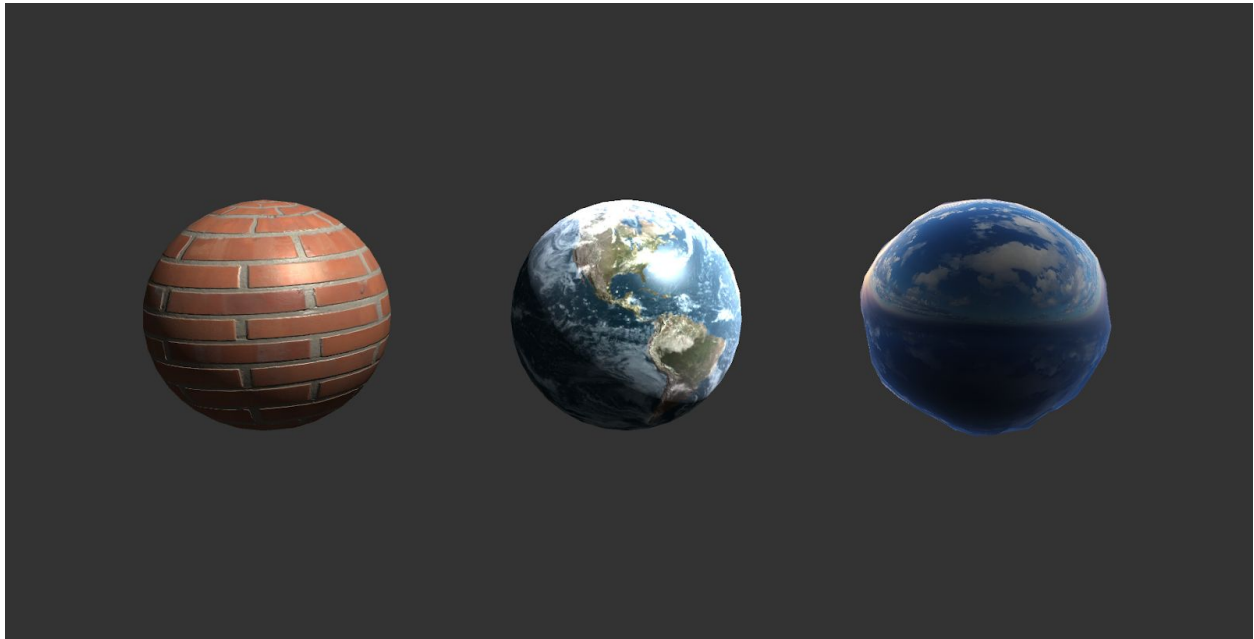


Exercise 4 - Textures

In this exercise you will create different materials using texturing techniques you have seen in class.

The goal of this exercise is to learn about shaders, texturing, UV mapping, displacement mapping and more.

You **must** submit this exercise in pairs.



EX4 Guidelines

In all shader files:

- You may assume that lighting is directional, i.e. it is infinitely far away so its direction is constant throughout the scene.
- You may not change the ShaderLab properties given in the file.
- You may not change the vertex input structs given in the file, but you can add varyings as needed.
- You may add helper functions as needed.
- You may not use any function from `UnityCG.cginc`, but you may use any [built-in variable](#).

General Guidelines

You may lose points for not following these guidelines.

- Make sure you are using **Unity 2020.1.6f1**
- Make sure that you understand the effect of each part of your code
- Make sure that your code does what it's supposed to do and that your results look the way they should
- Keep your code readable and clean! Avoid code duplication, comment non-trivial code and preserve coding conventions
- Keep your code efficient

Submission

Submit a single .zip file containing only the following files:

- **Bricks.shader**
- **Earth.shader**
- **Water.shader**
- **CGUtils.cginc**
- **CGRandom.cginc**
- **readme.txt** that includes both partners' IDs and usernames. List the URLs of web pages that you used to complete this exercise, as well as the usernames of all students with whom you discussed this exercise
- If you choose to do the bonus, include any files needed as described in part 4.

Deadline

Submit your solution via the course's moodle no later than **Sunday, January 10 at 23:55**.

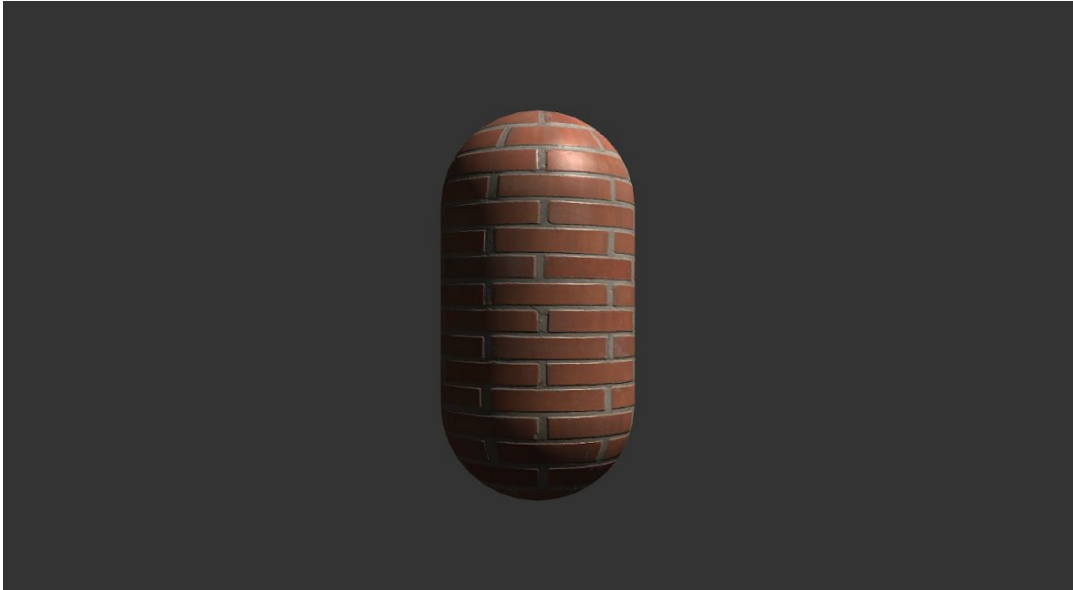
Late submission will result in 2^{N+1} points deduction where N is the number of days between the deadline and your submission. The minimum grade is 0, friday and saturday are excluded.

Part 0 / Setup

1. Download the exercise zip file from the course Moodle website and unzip it somewhere on your computer.
 2. In Unity Hub, go to *Projects* and click the *Add* button on the top right. Select the folder that you have downloaded.
 3. Open the project.
- Note that there is a scene for each part of the exercise, in the folder *Scenes*.
 - The folder *Shaders* contains the shader code and helper files containing functions & constants which you may use. You will also need to complete the implementation of some functions in these files.
 - The folder *Materials* contains materials, one per shader.
 - The folder *Textures* contains texture image files.

Part 1 / Bricks

In this part you will write a shader that gives the appearance of a brick wall, using albedo mapping, specular mapping and bump mapping.



1. Open the scene “Bricks” in Unity, then open the file Bricks.shader to edit it.
2. For each fragment, sample the albedo map at the corresponding UV coordinate, given from the appdata.a. The material should now look like this:



3. We will now implement an adjusted version of the Blinn-Phong lighting model to shade the object. In the file CGUtils.cginc implement the function:

fixed3 blinnPhong

The function implements an adjusted version of the Phong lighting model. The ambient, diffuse and specular components are defined:

- $\text{Ambient} = \text{ambientIntensity} * \text{albedo}$
- $\text{Diffuse} = \max\{0, \mathbf{n} \cdot \mathbf{l}\} * \text{albedo}$
- $\text{Specular} = \max\{0, \mathbf{n} \cdot \mathbf{h}\}^{\text{shininess}} * \text{specularity}$

\mathbf{n} is the surface normal, \mathbf{l} is the light direction and \mathbf{h} is the halfway vector.

The function returns the sum of the components, Ambient + Diffuse + Specular.

4. In the file Bricks.shader, use the function `blinnPhong` to shade each fragment.

- Calculate the \mathbf{n} , \mathbf{h} , \mathbf{l} directions as needed
- Pass on the `_Shininess` material property as the shininess parameter
- Sample the albedo map at (u, v) to get the albedo value
- Sample the specular map at (u, v) to get the specularity value
- Pass on the `_Ambient` material property as the ambientIntensity parameter

The material should now look like this:



5. Now we will use the heightmap to bump-map the surface and create the illusion of raised bricks. In the file `CGUtils.cginc`, implement the function:

```
float3 getBumpMappedNormal
```

The function receives a `bumpMapData` struct and returns the world-space bump- mapped normal for the given data.

struct **bumpMapData**

float3 *normal* - Mesh surface normal at the point (world-space)

float3 *tangent* - Mesh surface tangent at the point (world-space)

float2 *uv* - UV texture coordinates of the point

sampler2D *heightMap* - Heightmap texture to use for bump mapping

float *du* - Increment size for u partial derivative approximation

float *dv* - Increment size for v partial derivative approximation

float *bumpScale* - Bump scaling factor

6. In the file Bricks.shader, use the function `getBumpMappedNormal` to shade each fragment.

- Use the size of the `_HeightMap` texture texels as *du* and *dv*. Note that the texel may not be square!
- Use the `_BumpScale` material property, divided by 10000 as the *bumpScale* parameter.

Finally, exchange the normal used in step 4 to calculate the lighting with the new bump-mapped normals:



Part 2 / The Blue Marble

In this part you will write a shader to make a simple sphere look like earth, using spherical texture mapping.



1. Open the scene “Earth”. First we will use the albedo map to color our sphere. To do that, we will use spherical UV mapping as seen in class. In the file CGUtils.cginc implement the function:

```
float2 getSphericalUV(float3 pos)
```

- The function receives a point `pos` in 3D cartesian coordinates (x, y, z)
 - The function returns coordinates $(u, v) \in [0, 1]^2$ corresponding to `pos` using spherical texture mapping
2. In the file Earth.shader, in the fragment shader function, sample the albedo map at the coordinates you found and color each fragment accordingly. The sphere should now look like this:





A real specular highlight (known as sunglint) reflecting off the ocean, as seen from the International Space Station. Note that the landmass scatters incoming sunlight diffusely.

3. Use the function `blinnPhong` from `CGUtils.cginc` that you have implemented in part 1 to shade each fragment. The parameters you must send to this function are exactly as described in part 1.

Tip: You are not given vertex normals in this part. Calculate the normal per fragment with the information that you have.

The sphere should now look like this:



4. Now we will use the heightmap to bump-map the surface and create the illusion of raised mountain ranges. Use the function `getBumpMappedNormal` from `CGUtils.cginc` that you have implemented in part 1 to calculate the bump mapped normal for each fragment.

- Use the mesh surface normal you calculated in step 3.
- Note that you are not given the vertex tangents in this part. You can calculate the surface tangent by taking the cross product of the normal and the up vector (0, 1, 0).
- Use the size of the `_HeightMap` texture texels as *du* and *dv*. Note that the texel may not be square!
- Use the `_BumpScale` material property, divided by 10000 as the `bumpScale` parameter.

Water bodies on earth are generally flat, so we don't want bump mapping to affect these areas. We have the specular map that tells us which areas correspond to water, so we can use it in the following formula:

$$\text{finalNormal} = (1 - \text{_SpecularMap}[u,v]) * \text{bumpMappedNormal} + \text{_SpecularMap}[u,v] * \text{baseSurfaceNormal}$$

Finally, exchange the normal used in part 3 to calculate lighting with the final bump-mapped normal. The sphere should now look like this:



The difference might be a bit hard to see - play around with the bump scale property and take a look at the mountain ranges around the world.

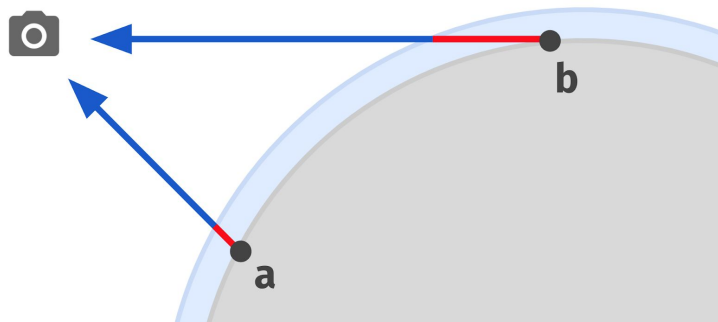
5. Now we will simulate the atmosphere. This part will consist of atmospheric scattering and clouds. First we will define the Lambert (diffuse) lighting at each point:

$$\text{Lambert} = \max\{0, \mathbf{n} \cdot \mathbf{l}\}$$

*We do not want the height of the landmasses to affect the atmosphere color, so we will use the basic, non-bump-mapped normal n .

The earth's atmosphere scatters blue light, and so the sky appears blue during the day. The same effect can be seen from space - so we should add it to our shader.

When seen at an oblique angle, we see a "thicker" slice of the atmosphere and so more blue light is scattered into our eyes. We can simulate this effect using the dot product of the surface normal n and our view direction v .



Light coming from point b passes through a thicker layer of atmosphere than light coming from point a , and so point b will appear bluer.

The atmosphere and clouds component definitions:

- $\text{Atmosphere} = (1 - \max\{0, n \cdot v\}) * \text{sqrt}(\text{Lambert}) * _ \text{AtmosphereColor}$
- $\text{Clouds} = _ \text{CloudMap}[u,v] * (\text{sqrt}(\text{Lambert}) + _ \text{Ambient})$

Add these components to each fragment color. The fragment color should now be set to: $\text{BlinnPhong} + \text{Atmosphere} + \text{Clouds}$.

Finally, The sphere should now look like this:



Part 3 / Noise

In this part you will implement value noise and perlin noise which you can later use to generate procedural textures.

1. Open the scene “Noise”, then open the file CGRandom.cginc. In this file you are given a few functions to generate pseudo-random values, as seen in class. You are also given a function that performs bicubic interpolation, make sure you understand how it works.
2. Inspect the file Noise.shader. Note that this shader is already implemented and it is given to help you implement the noise functions in CGRandom.cginc.
3. In the file CGRandom.cginc, implement the function `value2d`. The function returns a pseudo-random `float` in the range $[-1, 1]$, given by the value noise algorithm at the sampling coordinates `c`.

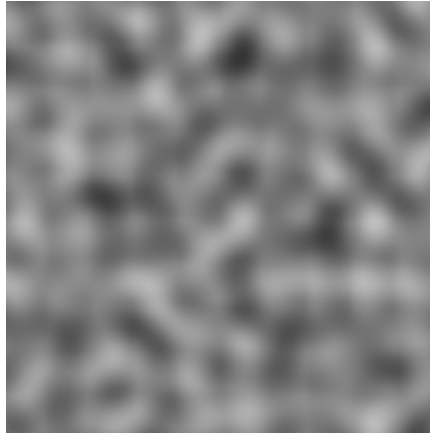
Hint: Find the 4 corners of the grid cell containing `c`, then use their coordinates to sample the given function `random2`. Note that it returns a random `float2` - for this part you can just use the first value of the random vector and ignore the second.

Finally use bicubic interpolation to calculate the color. You should see a result like this:

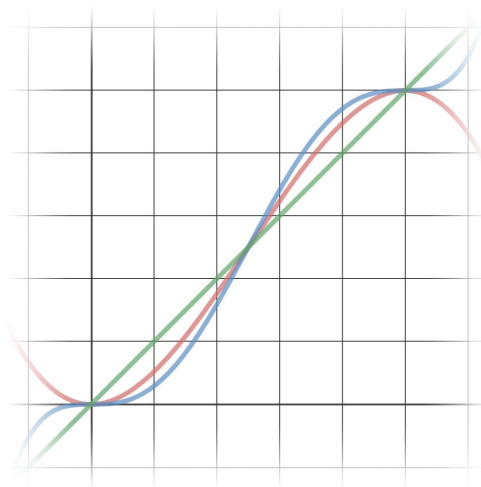


4. In the file `CGRandom.cginc`, implement the function `perlin2d`. The function returns a pseudo-random `float` in the range `[-1, 1]`, given by the Perlin noise algorithm at the sampling coordinates `c`.

You should see a result like this:



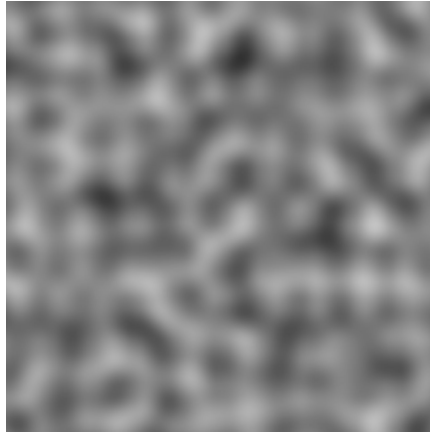
5. We would now like to use better interpolation to achieve a smoother result. Quintic interpolation is similar to cubic interpolation, but uses a fifth-degree polynomial basis rather than a cubic polynomial basis. Cubic interpolations are C^1 continuous - the curve has continuous slope, while quintic interpolations are C^2 continuous - the curve has continuous slope as well as continuous curvature.



- Linear “curve”: $f(x) = x$
- Cubic Hermite curve: $f(x) = 3x^2 - 2x^3$
- Quintic Hermite curve: $f(x) = 6x^5 - 15x^4 + 10x^3$

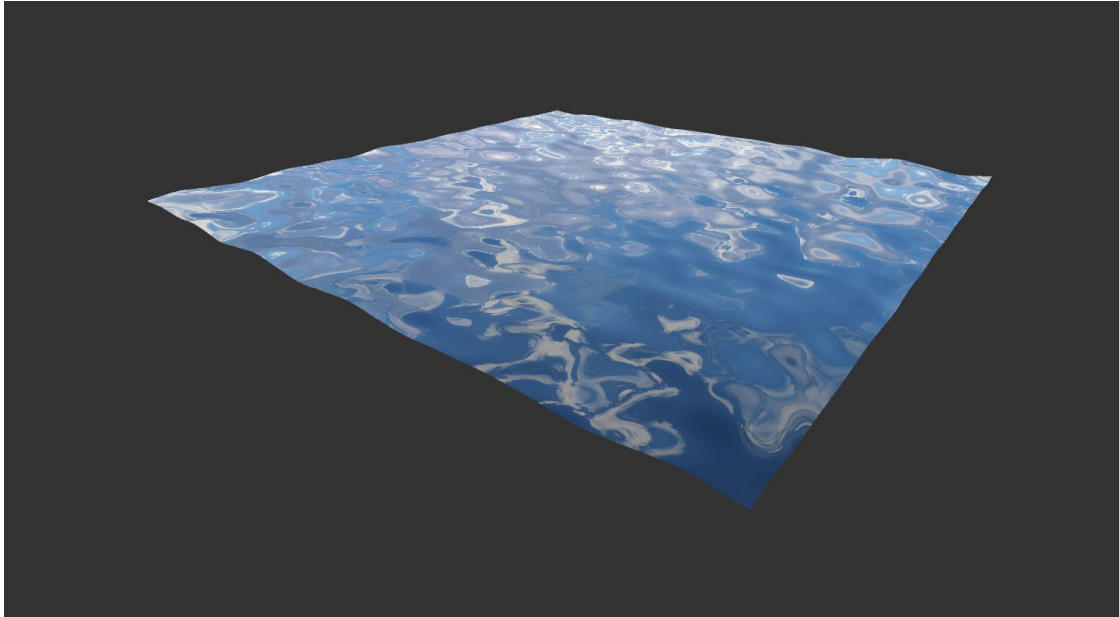
Implement the **biquinticInterpolation** function. It interpolates in the x and y directions, similar to the given function `bicubicInterpolation`, but uses the Quintic Hermite curve rather than the Cubic Hermite curve.

Finally, use this function to interpolate the influence values in `perlin2d`. You should see a result like this:



Part 4 / Water

In this part you will write a shader to make a simple plane look and behave like water. You will do this using procedurally generated Perlin noise, displacement mapping and reflection mapping.

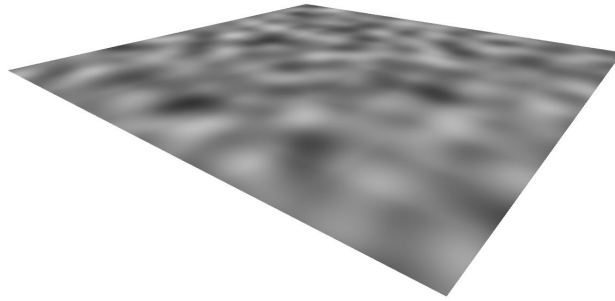


1. Open the scene “Water”, then open the file Water.shader. implement the function:

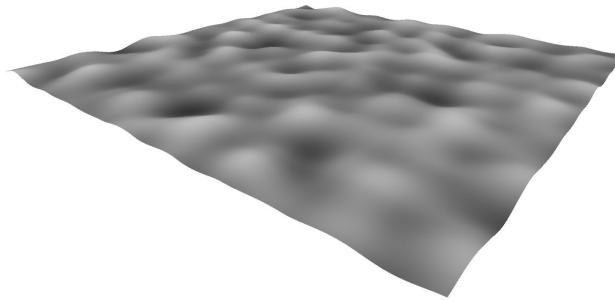
```
float2 waterNoise(float2 uv, float t)
```

- The function samples a noise function simulating water, at the given **uv** coordinates and given time **t**.
 - For now, we will ignore the time and just return 2D perlin noise sampled at the given UV coordinates.
2. In the fragment shader, sample waterNoise using the UV coordinates multiplied by the `_NoiseScale` property. You can send 0 as the time parameter. Set the color of each fragment to the noise value, normalized to [0,1].

The material should now look like this:



3. We will now use the generated noise as a displacement map. In the vertex shader, also sample the 2D perlin noise using the UV coordinates multiplied by the `_NoiseScale` property. Use this value, multiplied by `_BumpScale`, to displace each vertex position. The material should now look like this:



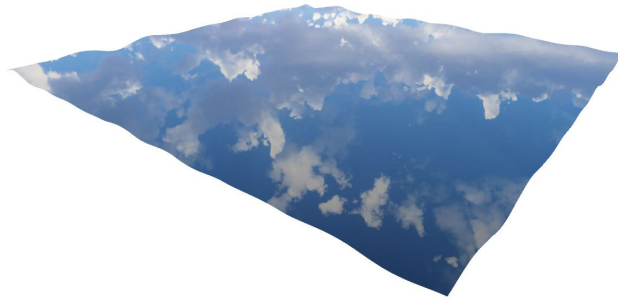
Note that the lower areas of the mesh correspond to the darker areas of the texture.

4. We will now use reflection mapping to simulate the sky reflecting on the water. For each fragment, calculate the reflected view direction r , and use that to sample the given `_CubeMap`. We'll call the resulting value the *ReflectedColor*.

At a certain angle (the *critical angle*) light will travel into the water rather than reflecting off of its surface. To simulate this, set each fragment color to the following formula:

$$\text{Color} = (1 - \max\{0, n \cdot v\} + 0.2) * \text{ReflectedColor}$$

The material should now look like this:



5. As you can see, the reflection looks like a flat mirror and ignores the “waves” we have created. To fix this, we must calculate the wave’s effect on the surface normals. Implement the function:

`float3 getWaterBumpMappedNormal`

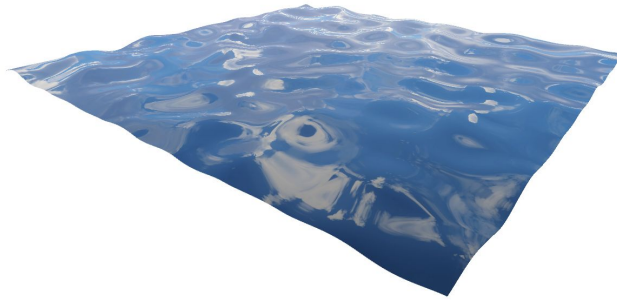
The function receives a `bumpMapData` struct and time `t`. It returns the world-space bump-mapped normal for the given data and time.

Instead of using a heightmap texture, we will use a procedurally generated noise function as the heightmap. Ignore the `heightMap` parameter of the `bumpMapData` and sample the function `waterNoise` directly at the given `uv` coordinates to calculate the normals.

6. Use the function `getWaterBumpMappedNormal` to calculate the new normal at each fragment.
- Use the constant `DELTA` as both du and dv .
 - Use the `_BumpScale` material property as the `bumpScale` parameter.
 - No need to fill in the `heightMap` parameter of the `bumpMapData`
 - For now, ignore the time parameter `t`.

Finally, exchange the normal used in step 5 to calculate the reflection with the new bump-mapped normals.

The material should now look like this:



7. We have a material that looks like water, but it is frozen in time! To animate it, we must first implement 3D Perlin noise.

Open `CGRandom.cginc` to edit it. Implement the 3D version of Perlin noise in the function `perlin3d`. To interpolate between the influence values in 3D, you must also implement the function `triquinticInterpolation` as well.

8. Back in `Water.shader`, change the implementation of `waterNoise` to the following formula, which combines a few layers of Perlin noise at different scales and speeds:

$$\text{Perlin3D}(0.5u, 0.5v, 0.5t) + 0.5 * \text{Perlin3D}(u, v, t) + 0.2 * \text{Perlin3D}(2u, 2v, 3t)$$

9. To get time information in a shader, we can use the built-in variable `float2 _Time` provided by Unity. This variable contains the time since level load `t`, pre-multiplied by different scales: `(t/20, t, t*2, t*3)`. We will just use the regular time, given in `_Time.y`.

At every call to `waterNoise`, send the time `t` multiplied by `_TimeScale`. You should now see the water animating smoothly!

Part 5 / Bonus

Hopefully by now you can see some of the possibilities that shaders and textures give us in computer graphics. As a bonus, create a cool material of your choice!

You may use any of the tools that we learned or something else entirely. You can design your material for any of Unity's default meshes, or one of the meshes included in the Models folder.

In your submission zip file, don't forget to include:

- The Bonus scene
- The file Bonus.shader
- The material Bonus.mat
- Any other assets you need (e.g. texture image files)