

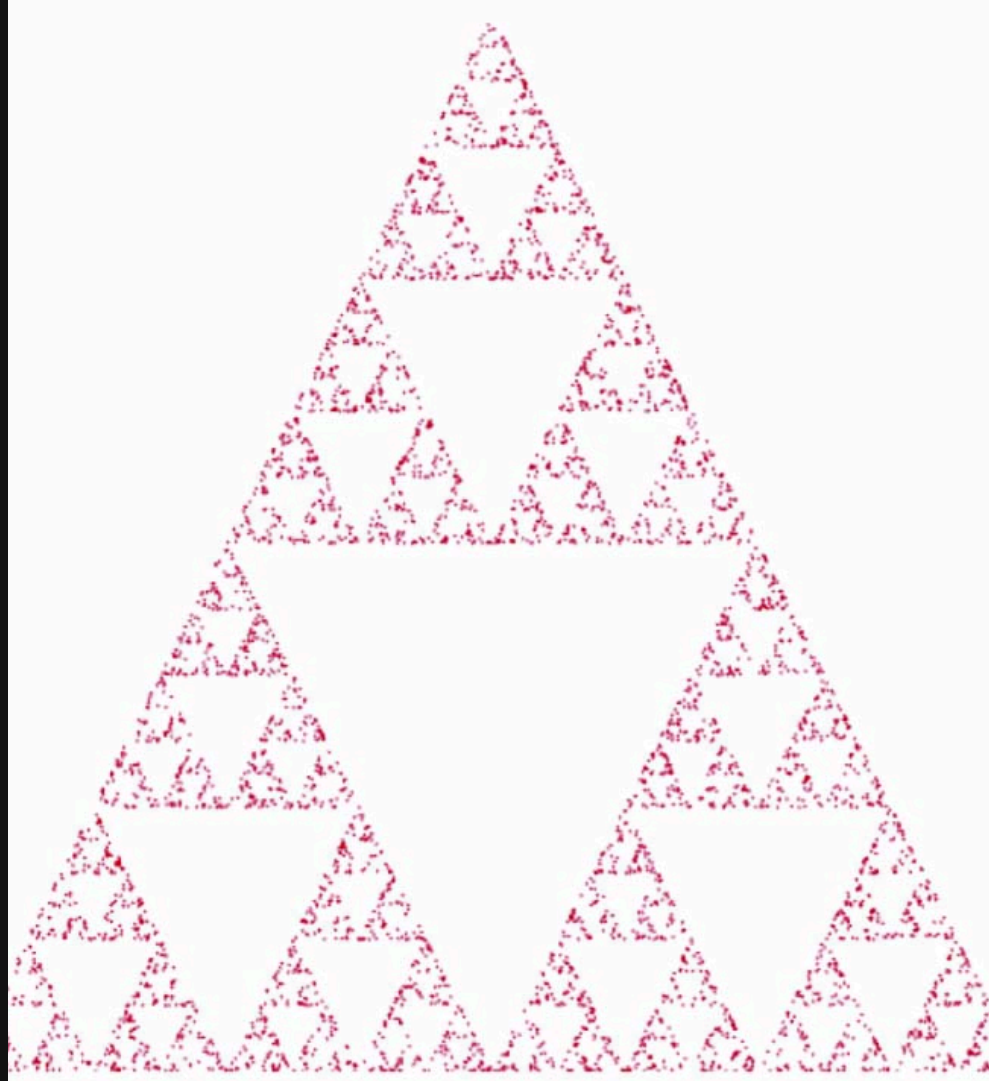
# Graphics Computing

Introduction to Graphics Programming

# The Sierpinski Triangle

The Sierpinski triangle is an object that can be defined recursively and randomly, with properties that aren't themselves random

It's an interesting shape, and we'll start trying to create a 2D version of it

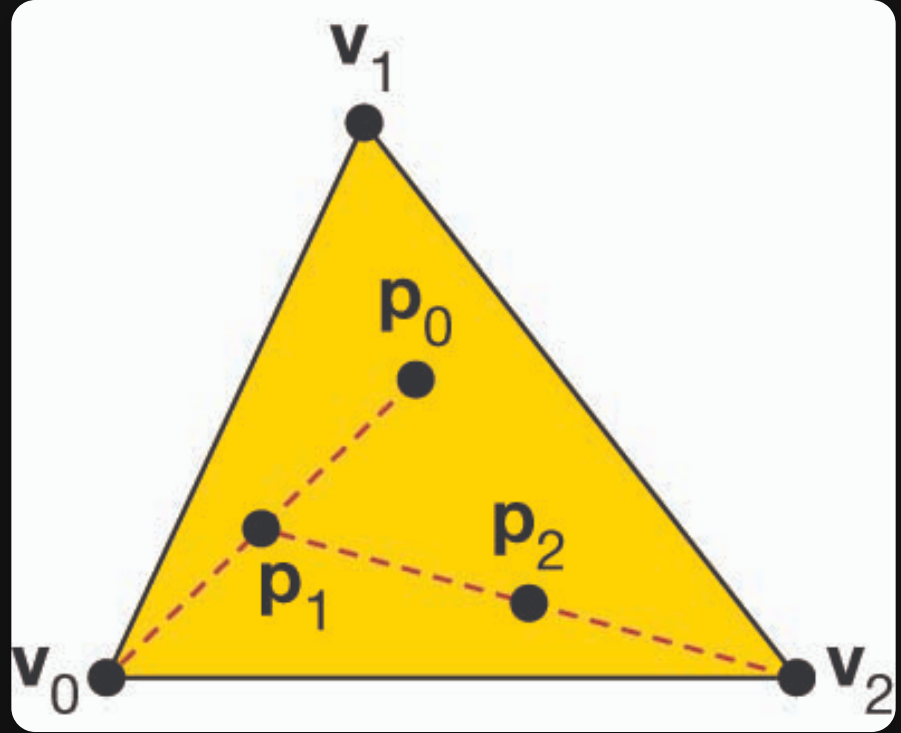


Imagine we start with three points in space

As long as the points are

- non collinear, meaning they don't all lie on a straight line
- they are the vertices of a unique triangle,
- and also define a unique plane

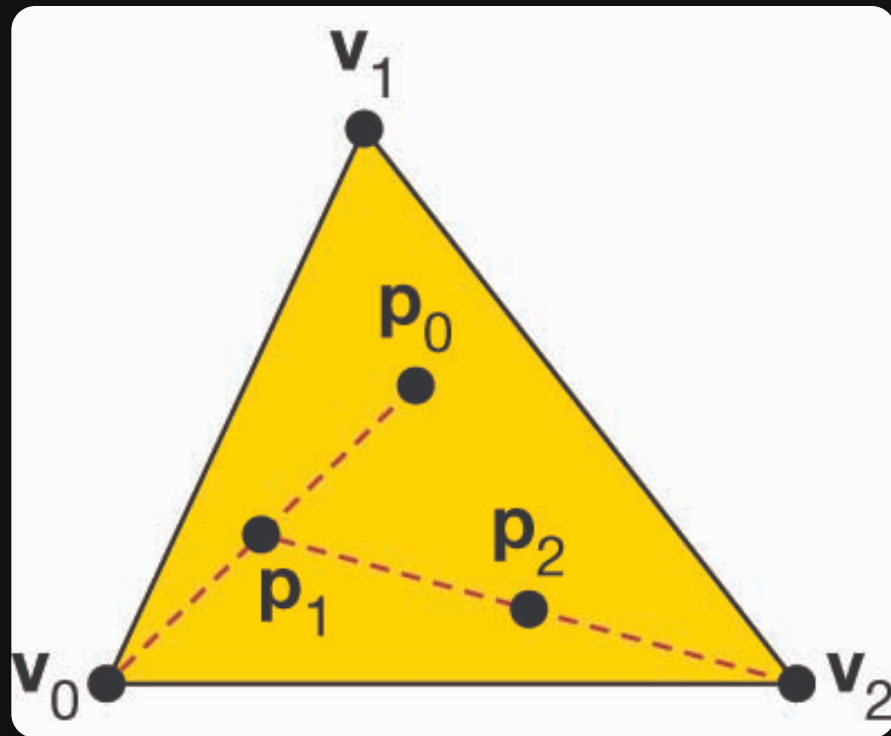
We can start creating a Sierpinski triangle



For now, we'll assume ignore the  $z$  coordinate and assume  $z = 0$

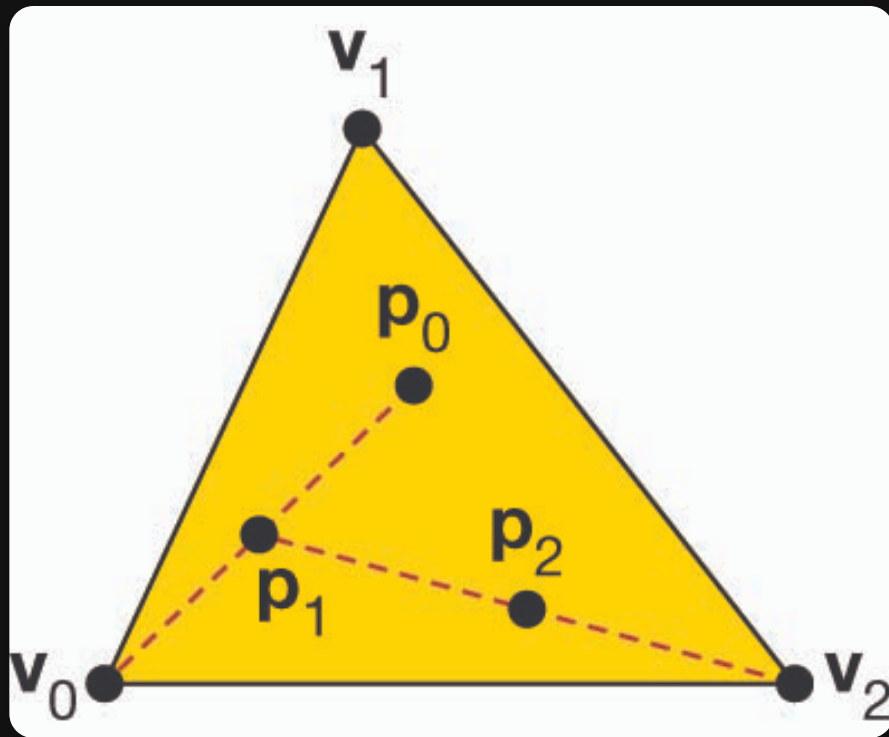
So when specified in some coordinate system, our three points are:

1.  $(x_0, y_0, 0)$
2.  $(x_1, y_1, 0)$
3.  $(x_2, y_2, 0)$



# To start creating the image

1. pick an initial point,  $p = (x, y, 0)$ , at random inside the triangle
2. select one of the three vertices at random
3. find the point  $q$  halfway between  $p$  and the randomly selected vertex
4. display  $q$  by putting some sort of marker, like a circle
5. replace  $p$  with  $q$
6. repeat steps 2-5 a large number of times



## Exercise

Try creating a Sierpinski triangle using the steps above on paper

# Immediate mode graphics

A possible implementation in WebGL would be

This type of graphics programming is called **immediate-mode graphics** and was the standard for many years especially when interactive performance was needed

In this implementation, we don't store any data to the GPU

So redrawing the points would require us to send the data again to the GPU, which is a slow process

```
1  function sierpinski() {  
2      initialize_the_system();  
3      p = find_initial_point();  
4  
5      for (some_number_of_points) {  
6          q = generate_a_point(p);  
7          display_the_point(q);  
8          p = q;  
9      }  
10     cleanup();  
11 }
```

## Retained mode graphics

If we want to be able to display the points again without doing that we can use something like

1st we compute all the points, then we put them into the GPU

And because we know where all the points are, we can redisplay the points significantly faster, unless we change the position of the points

This is called **retained-mode graphics**

```
1  function sierpinski() {  
2      initialize_the_system();  
3      p = find_initial_point();  
4  
5      for (some_number_of_points) {  
6          q = generate_a_point(p);  
7          store_the_point(q);  
8          p = q;  
9      }  
10     display_all_points();  
11     cleanup();  
12 }
```



## Modern retained mode graphics

And with modern graphics systems, we can create a third version of our program

Since the second program has one major flaw. Moving the objects require sending the data from the CPU to the GPU each time we wish to display a new position

Now we have the display in two parts. Storing the data on the GPU and telling the GPU to display the data

If we only display the data once, this has no advantage

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6          q = generate_a_point(p);  
7          store_the_point(q);  
8          p = q;  
9      }  
10  
11     send_all_points_to_GPU();  
12     display_all_points_on_GPU();  
13     cleanup();  
14 }
```

But if we want to animate the display, since our data is already on the GPU, we just use a function call that alters the location of some spatial data

# Programming 2D Applications

For our purposes, we'll regard 2d applications as a special case of 3d

Where we'll view the two-dimensional plane as a subspace of the three-dimensional space

We'll represent a point in the plane  $z = 0$  as  $p = (x, y, 0)$  in the three dimensional world or simply  $p = (x, y)$

In WebGL, either representation is valid and will use the same representation regardless

## A side note on vertices and points

We use the terms *vertex* and *point* slightly differently in computer graphics compared to other fields.

A **vertex** is an object, whose *attributes* is its position in space, and we use them to specify the atomic (smallest) geometric primitives that we can draw

The simplest being a point in space,

- which is specified by a single vertex
- Two vertices can be used to specify two points or a line (another primitive)
- They can also be used to specify a circle or a rectangle
- Three vertices can be used to specify either a triangle or a circle
- Four for a quadrilateral
- etc

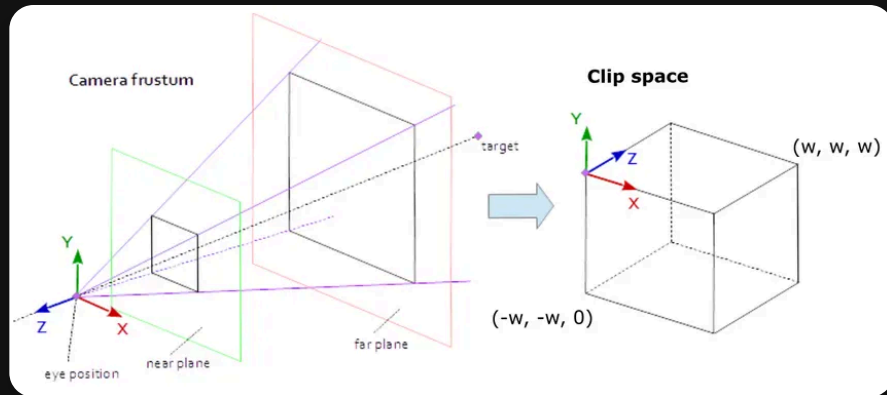
To turn our third program into a WebGL program, we will ignore a few things for the sake of simplicity

For one, we'll delay the discussion of coordinate systems and how to represent them in WebGL

And instead we'll use something called clip coordinates, where everything outside the clip coordinates will be ignored

This is a cube where its principal diagonal is from  $(-1, -1, -1)$  to  $(1, 1, 1)$

Later, we'll learn to specify coordinates better, then transform those object coordinates into clip coordinates



# Defining a point

To define a vertex we can theoretically use

```
1 var p = [x, y];
```

But a JavaScript array isn't just an ordered set of numbers like in C, it's an object with methods and properties, like `length`

This is important because a GPU expects a simple 32-bit IEEE floating point number

There are ways to convert this to a `Float32Array`, such as

```
1 var p = new Float32Array([x, y]);
```

But it's easier to create an object that has what we need

We'll be using `MV.js` which is provided with the book

# Sample Code

```
1  const numPositions = 5000;
2  var positions = [];
3  var vertices = [
4      vec2(-1.0, -1.0),
5      vec2(0.0, 1.0),
6      vec2(1.0, -1.0)
7  ];
8
9  var u = mult(0.5, add(vertices[0], vertices[1]));
10 var v = mult(0.5, add(vertices[0], vertices[2]));
11 var p = mult(0.5, add(u, v));
12 positions.push(p);
13
14 for (var i = 0; i < numPositions - 1; ++i) {
15     var j = Math.floor(Math.random() * 3);
16     p = mult(0.5, add(positions[i], vertices[j]));
17     positions.push(p);
18 }
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# Some questions

But before we start thinking about WebGL, let's answer a few questions

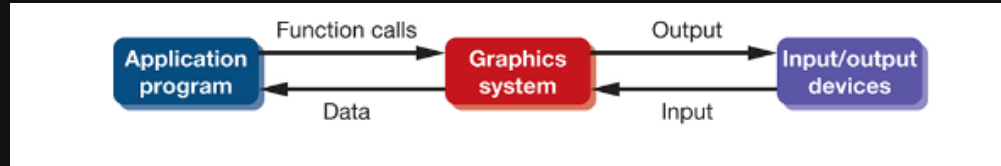
1. In what colors are we drawing?
2. Where on the display does our image appear?
3. How large will the image be?
4. How do we create an area of the display -a window- for our image?
5. How much of our infinite drawing surface will appear on the display
6. How long will the image remain on the display?

All of the code we'll be writing will be answering these questions

# A look into WebGL

## A few functions

Our model of a graphics system is something called a *black box*, a term used to say that a system is only described by its inputs and outputs



Some of the basic function calls we'll be using are the following



# Primitive functions

This lets us specify low-level objects or atomic entities that we can display

WebGL like most low-level APIs only support things like points, lines, and triangles

More complex shapes that aren't supported require either creating it from scratch or using a library

If the primitives are our *what* then the attributes are our *how*

For example, `vertices` have an *attribute* of `position`.

Other attributes are `color`, `normal vector`, `texture coordinates`, etc

# Other functions

There are also other functions in WebGL we'll be using

## Viewing functions

Allow us to specify the attributes of our camera (viewer)

It let's us change the position, orientation, and even objects clip out of view

## Transformation functions

WebGL also provides many transformation functions

In our case, we'll be using the transformations in `MV.js`

## Input functions

Allow us to take in input from many types of devices, and because WebGL is a web-based API, we can usually input we get through HTML5 or JavaScript

# Working with WebGL in abstract

WebGL is a fairly organized system, and we can think of it as a *state machine*

Where our inputs (functions and inputs) change the state of the system, or cause it to produce a visible output

From the perspective of the API, there are only two types of functions

1. Functions that change the flow of data inside the state machine
2. Functions that change the state of the machine itself

In our case, we'll likely only ever use one render function, and all other functions will be changing the state of the machine

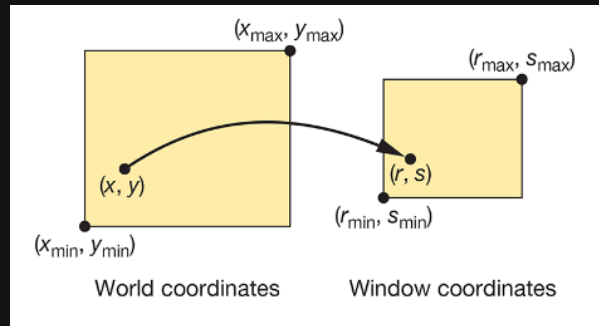
# Coordinate systems

What units are our coordinates in? In our case, those numbers mean whatever we want them to mean

In graphics, we've separated the coordinate systems into several types called *device-independent graphics*

The users system is known as the *world coordinate system* or *application coordinate system*, on OpenGL, the term *object coordinate system* is preferred

We then need to convert our coordinates into *device coordinates*. Usually we call these *window coordinates*



# Primitives and attributes

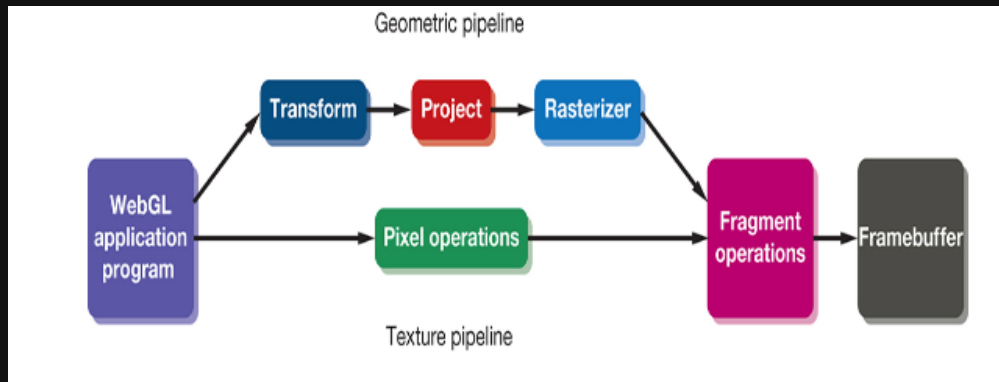
# Primitives

Most GPUs can render only triangles and possible quads

In WebGL, we can separate primitives into two classes:

- geometric primitives
- image primitives

And these primitives pass through a pipeline



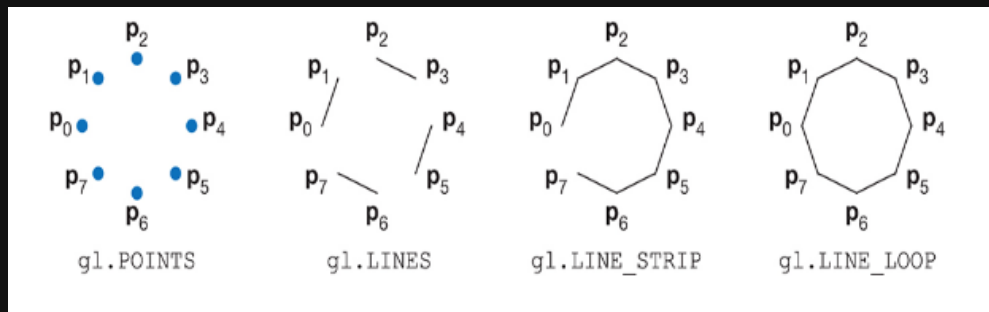
Note that image primitives don't have geometric properties and can't be manipulated in space the same way

# Displaying

In WebGL, if we want to display some geometry, we execute functions whose parameters specify how the vertices are to be interpreted

For example, we can display the vertices in `numPositions` using

There are also many other primitives we can use



And we can adjust those primitives through

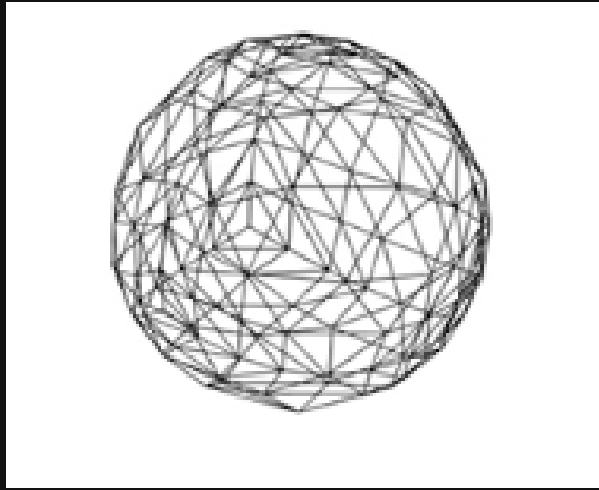
```
1 gl.drawArrays(gl.POINTS, 0, numPositions);
```

```
1 #gl.pointSize(10.0);  
2 gl.lineWidth(2.0);
```

# Polygons

To display the exterior of three dimensional objects, we can use polygons, which is defined as a sequence of vertices

Polygons play a special role in computer graphics because we can display them quickly and use them to approximate any surface

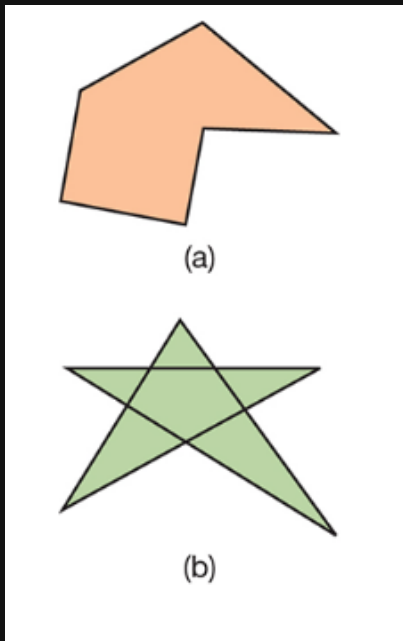




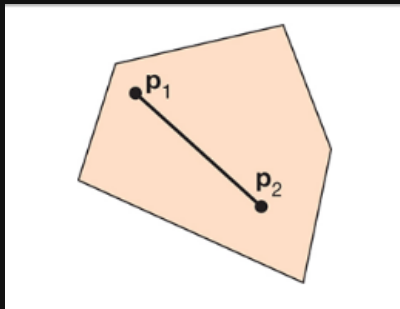
# Polygons

To make sure a polygon renders well, it needs to be simple and convex

*Simple* meaning no two edges of a polygon cross each other

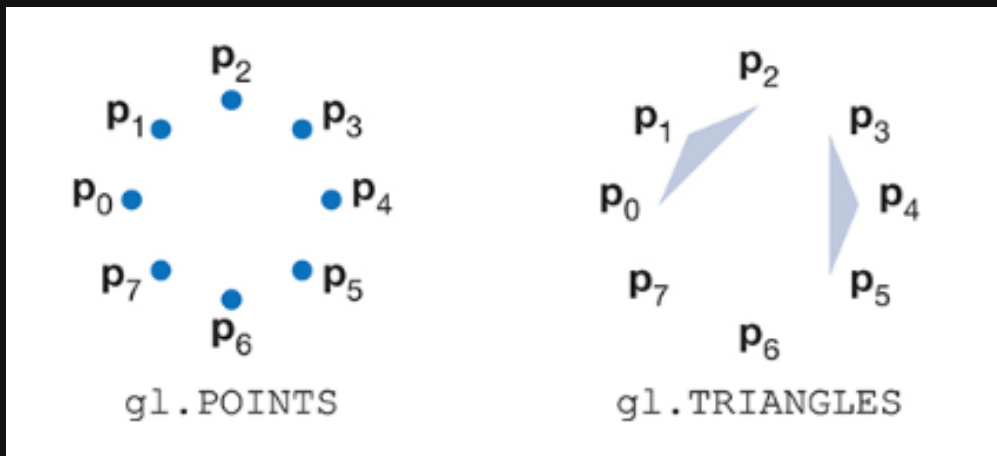


And *convex* meaning all points on the line segment between any two points inside the object are inside the object

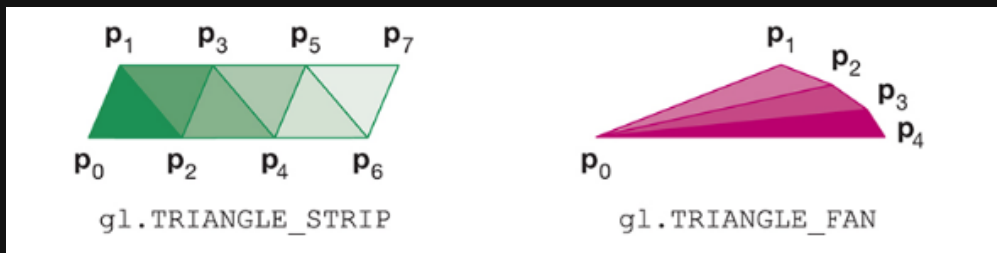


# Polygons in WebGL

The only polygons WebGL supports are triangles



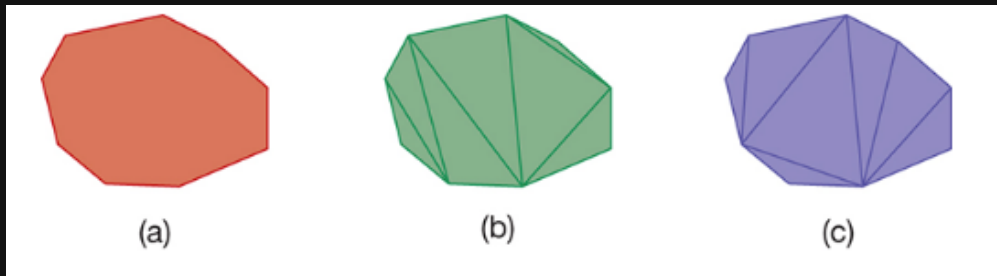
And from this, you can approximate any polygon



# Triangulation

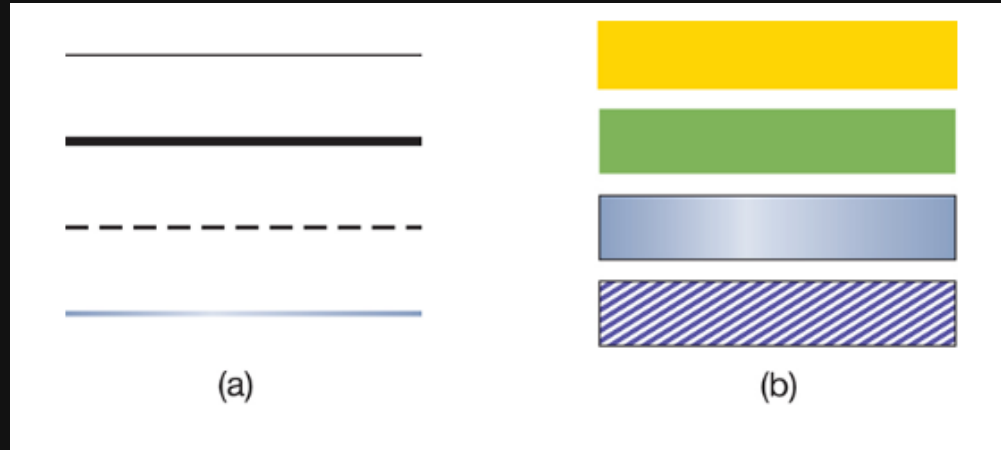
In order to display polygons, we need to *triangulate* them, converting any arbitrary polygon into a set of triangles

And while there are many types of triangulation algorithms



# Vertex Attributes

Considering the fact that there are many different ways to render a line or polygon



We need to make use of *vertex attributes*

Vertex attributes, like color, are locked or bound to vertices and thus to the geometric object they specify