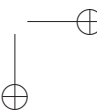
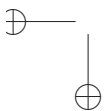
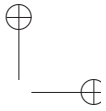
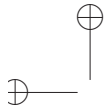


Contents

PREFACE	XIX
ABOUT THE AUTHOR	XXXI
I Hello World	1
1 AN INVITATION TO COMPUTER GRAPHICS	3
1.1 Brief History of Computer Graphics	6
1.2 Overview of a Graphics System	10
1.2.1 Input Devices	12
1.2.2 Output Devices	15
1.3 Quick Preview of the Adventures Ahead	19
2 ON TO OpenGL AND 3D COMPUTER GRAPHICS	23
2.1 First Program	24
2.2 Orthographic Projection, Viewing Box and World Coordinates	26
2.3 The OpenGL Window and Screen Coordinates	32
2.4 Clipping	33
2.5 Color, OpenGL State Machine and Interpolation	35
2.6 OpenGL Geometric Primitives	38
2.7 Approximating Curved Objects	46
2.8 Three Dimensions, the Depth Buffer and Perspective Projection	48
2.8.1 A Vital 3D Utility: The Depth Buffer	49
2.8.2 A Helix and Perspective Projection	51
2.9 Drawing Projects	56
2.10 Approximating Curved Objects Once More	58
2.11 An OpenGL Program End to End	62





CONTENTS

2.12 Summary, Notes and More Reading 64

II Tricks of the Trade 67

3 AN OPENGL TOOLBOX 69

3.1 Vertex Arrays and Their Drawing Commands 70

3.2 Vertex Buffer Objects 75

3.3 Vertex Array Objects 78

3.4 Display Lists 80

3.5 Drawing Text 82

3.6 Programming the Mouse 84

3.7 Programming Non-ASCII Keys 87

3.8 Menus 87

3.9 Line Stipples 88

3.10 FreeGLUT Objects 90

3.11 Clipping Planes 91

3.12 gluPerspective() 94

3.13 Viewports 96

3.14 Multiple Windows 97

3.15 Summary, Notes and More Reading 98

III Movers and Shapers 99

4 TRANSFORMATION, ANIMATION AND VIEWING 101

4.1 Modeling Transformations 102

4.1.1 Translation 102

4.1.2 Scaling 104

4.1.3 Rotation 107

4.2 Composing Modeling Transformations 110

4.3 Placing Multiple Objects 118

4.4 Modelview Matrix Stack and Isolating Transformations . . 125

4.5 Animation 128

4.5.1 Animation Technicals 128

4.5.2 Animation Code 131

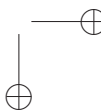
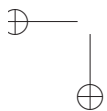
4.5.3 Animation Projects 141

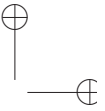
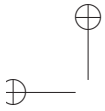
4.6 Viewing Transformation 143

4.6.1 Understanding the Viewing Transformation 143

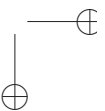
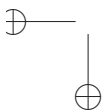
4.6.2 Simulating a Viewing Transformation with Modeling
Transformations 154

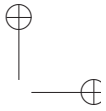
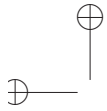
4.6.3 Orientation and Euler Angles 160





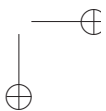
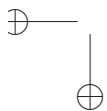
4.6.4	Viewing Transformation and Collision Detection in Animation	164
4.7	More Animation Code	168
4.7.1	Animating an Articulated Figure	168
4.7.2	Simple Shadow Animation	172
4.8	Selection and Picking	173
4.8.1	Selection	174
4.8.2	Picking	178
4.9	Summary, Notes and More Reading	181
5	INSIDE ANIMATION: THE THEORY OF TRANSFORMATIONS	183
5.1	Geometric Transformations in 2-Space	184
5.1.1	Translation	185
5.1.2	Scaling	186
5.1.3	Rotation	186
5.1.4	Reflection	190
5.2	Affine Transformations	192
5.2.1	Affine Transformations Defined	192
5.2.2	Affine Transformations and OpenGL	197
5.2.3	Affine Transformations and Homogeneous Coordinates	200
5.3	Geometric Transformations in 2-Space Continued	203
5.3.1	Affine Geometric Transformations	203
5.3.2	Euclidean and Rigid Transformations	208
5.3.3	Shear	217
5.4	Geometric Transformations in 3-Space	220
5.4.1	Translation	220
5.4.2	Scaling	221
5.4.3	Rotation	221
5.4.4	Reflection	236
5.4.5	Affine Geometric Transformations	237
5.4.6	Accessing and Manipulating the Current Modelview Matrix	240
5.4.7	Euclidean and Rigid Transformations	243
5.4.8	Shear	248
5.5	Summary, Notes and More Reading	251
6	ADVANCED ANIMATION TECHNIQUES	253
6.1	Frustum Culling by Space Partitioning	254
6.1.1	Space Partitioning	255
6.1.2	Quadtrees	256
6.1.3	Implementation	258
6.1.4	More about Space Partitioning	259
6.2	Occlusion Culling	259

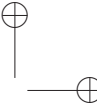
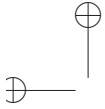




CONTENTS

6.3	Animating Orientation Using Euler Angles	263
6.3.1	Euler Angles and the Orientation of a Rigid Body	263
6.3.2	Animating Orientation	264
6.3.3	Problems with Euler Angles: Gimbal Lock and Ambiguity	265
6.4	Quaternions	268
6.4.1	Quaternion Math 101	268
6.4.2	Quaternions and Orientation	272
6.5	Summary, Notes and More Reading	283
IV	Geometry for the Home Office	285
7	CONVEXITY AND INTERPOLATION	287
7.1	Motivation	288
7.2	Convex Combinations	289
7.3	Interpolation	295
7.4	Convexity and the Convex Hull	298
7.5	Summary, Notes and More Reading	305
8	TRIANGULATION	307
8.1	Definition and Justification	308
8.2	Steiner Vertices and the Quality of a Triangulation	311
8.3	Triangulation in OpenGL and the Trouble with Non-Convexity	312
8.4	Summary, Notes and More Reading	316
9	ORIENTATION	317
9.1	Motivation	317
9.2	OpenGL Procedure to Determine Front and Back Faces	319
9.3	Consistently Oriented Triangulation	326
9.4	Culling Obscured Faces	331
9.5	Transformations and the Orientation of Geometric Primitives	334
9.6	Summary, Notes and More Reading	335
V	Making Things Up	337
10	MODELING IN 3D SPACE	339
10.1	Curves	340
10.1.1	Specifying Plane Curves	340
10.1.2	Specifying Space Curves	345
10.1.3	Drawing Curves	347
10.1.4	Polynomial and Rational Parametrizations	350





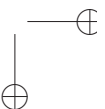
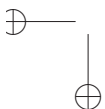
10.1.5	Conic Sections	351
10.1.6	Curves More Formally	354
10.2	Surfaces	362
10.2.1	Polygons	362
10.2.2	Meshes	363
10.2.3	Planar Surfaces	365
10.2.4	General Surfaces	366
10.2.5	Drawing General Surfaces	367
10.2.6	Swept Surfaces	372
10.2.7	Drawing Projects	379
10.2.8	Ruled Surfaces	380
10.2.9	Quadric Surfaces	383
10.2.10	GLU Quadric Objects	386
10.2.11	Regular Polyhedra	388
10.2.12	Surfaces More Formally	394
10.3	Bézier Phrase Book	401
10.3.1	Curves	401
10.3.2	Surfaces	404
10.4	Fractals	409
10.5	Summary, Notes and More Reading	413

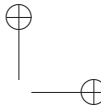
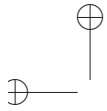
CONTENTS

VI Lights, Camera, Equation 415

11 COLOR AND LIGHT 417

11.1	Vision and Color Models	418
11.1.1	RGB Color Model	420
11.1.2	CMY and CMYK Color Models	422
11.1.3	HSV (or HSB) Color Model	423
11.1.4	Summary of the Models	425
11.2	Phong's Lighting Model	425
11.2.1	Phong Basics	425
11.2.2	Specifying Light and Material Values	428
11.2.3	Calculating the Reflected Light	428
11.2.4	First Lighting Equation	435
11.3	OpenGL Light and Material Properties	437
11.3.1	Light Properties	438
11.3.2	Material Properties	439
11.3.3	Experimenting with Properties	440
11.3.4	Color Material Mode	443
11.4	OpenGL Lighting Model	444
11.5	Directional Lights, Positional Lights and Attenuation of Intensity	447





CONTENTS

11.6 Spotlights 449

11.7 OpenGL Lighting Equation 451

11.8 OpenGL Shading Models 453

11.9 Animating Light 453

11.10 Partial Derivatives, Tangent Planes and Normal Vectors 101 455

11.11 Computing Normals and Lighting Surfaces 463

 11.11.1 Polygons and Planar Surfaces 464

 11.11.2 Meshes 464

 11.11.3 General Surfaces 468

 11.11.4 Bézier and Quadric Surfaces 472

 11.11.5 Transforming Normals 474

 11.11.6 Normalizing Normals 476

11.12 Phong’s Shading Model 477

11.13 Lighting Exercises 477

11.14 Summary, Notes and More Reading 479

12 TEXTURE 481

12.1 Texture Basics and the Texture Map 481

12.2 Repeating and Clamping Textures 488

12.3 Filtering 490

12.4 Specifying Texture Coordinates 499

 12.4.1 Parametrized Surfaces 499

 12.4.2 Bézier and Quadric Surfaces 500

 12.4.3 Texture Matrix and Animating Textures 502

12.5 Lighting Textures 503

12.6 Multitexturing and Texture Combining 505

12.7 Summary, Notes and More Reading 507

13 SPECIAL VISUAL TECHNIQUES 509

13.1 Blending 510

 13.1.1 Theory 510

 13.1.2 Experiments 514

 13.1.3 Opaque and Translucent Objects Together 516

 13.1.4 Blending Textures 519

 13.1.5 Creating Reflections 520

13.2 Fog 520

13.3 Billboarding 523

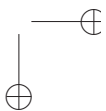
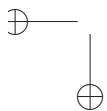
13.4 Antialiasing Points and Lines, Multisampling Polygons 524

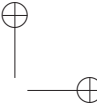
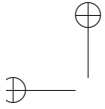
 13.4.1 Antialiasing 525

 13.4.2 Multisampling 526

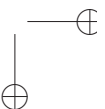
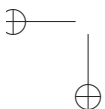
13.5 Point Sprites 528

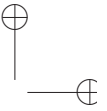
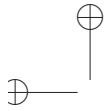
13.6 Environment Mapping 529





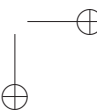
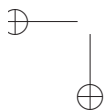
13.6.1	Sphere Mapping	530
13.6.2	Cube Mapping	535
13.7	Stencil Buffer Techniques	535
13.7.1	OpenGL Buffers	535
13.7.2	Using the Stencil Buffer	537
13.8	Image and Pixel Data Manipulation	541
13.9	Bump Mapping	543
13.10	Summary, Notes and More Reading	546
VII	Pixels, Pixels, Everywhere	549
14	RASTER ALGORITHMS	551
14.1	Cohen-Sutherland Line Clipper	552
14.2	Sutherland-Hodgeman Polygon Clipper	556
14.3	DDA and Bresenham’s Line Rasterizers	560
14.4	Scan-Based Polygon Rasterizer	566
14.4.1	Algorithms	571
14.4.2	Optimizing Using Edge Coherence – Active Edge List	575
14.5	Summary, Notes and More Reading	580
VIII	Anatomy of Curves and Surfaces	581
15	BÉZIER	583
15.1	Bézier Curves	584
15.1.1	Linear Bézier Curves	584
15.1.2	Quadratic Bézier Curves	586
15.1.3	Cubic Bézier Curves	589
15.1.4	General Bézier Curves	591
15.2	Bézier Surfaces	600
15.3	Summary, Notes and More Reading	604
16	B-SPLINE	605
16.1	Problems with Bézier Primitives: Motivating B-Splines	606
16.2	B-Spline Curves	611
16.2.1	First-Order B-Splines	612
16.2.2	Linear B-Splines	614
16.2.3	Quadratic B-Splines	618
16.2.4	Cubic B-Splines	623
16.2.5	General B-Splines and Non-uniform Knot Vectors	625
16.3	B-Spline Surfaces	641
16.4	Drawing B-Spline Curves and Surfaces	643

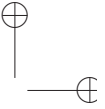
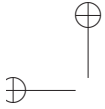




CONTENTS

16.4.1	B-Spline Curves	643
16.4.2	B-Spline Surfaces	645
16.4.3	Lighting and Texturing a B-Spline Surface	646
16.4.4	Trimmed B-Spline Surface	646
16.5	Summary, Notes and More Reading	649
17	HERMITE	651
17.1	Hermite Splines	652
17.2	Natural Cubic Splines	657
17.3	Cardinal Splines	659
17.4	Hermite Surface Patches	660
17.5	Summary, Notes and More Reading	662
IX	Well Projected	663
18	APPLICATIONS OF PROJECTIVE SPACES	665
18.1	OpenGL Projection Transformations	666
18.1.1	Viewing Box to Canonical Viewing Box	669
18.1.2	Viewing Frustum to Canonical Viewing Box	670
18.1.3	Projection Matrix in the Pipeline	675
18.2	Shadow Mapping	676
18.3	Rational Bézier and NURBS Curves and Surfaces	681
18.3.1	Rational Bézier Curves Basics	681
18.3.2	Drawing Rational Bézier Curves	685
18.3.3	Rational Bézier Curves and Conic Sections	686
18.3.4	Properties of Rational Bézier Curves	688
18.3.5	Rational Bézier Curves and Projective Invariance	689
18.3.6	Rational Bézier Curves in the Real World	694
18.3.7	Rational Bézier Surfaces	695
18.3.8	The ‘R’ in NURBS	696
18.4	Summary, Notes and More Reading	697
X	The Time is Pipe	699
19	FIXED-FUNCTIONALITY PIPELINES	701
19.1	Synthetic-Camera Pipeline	702
19.1.1	Pipeline: Preliminary Version	703
19.1.2	Perspective Division by Zero	704
19.1.3	Rasterization with Perspective Correct Interpolation	708
19.1.4	Revised Pipeline	714
19.1.5	OpenGL Fixed-function Pipeline	715
19.1.6	1D Primitive Example	716





19.1.7 Exercising the Pipeline 719

19.2 Ray Tracing Pipeline 720

19.2.1 Going Global: Shadows 723

19.2.2 Going Even More Global: Recursive Reflection and
Transmission 724

19.2.3 Implementing Ray Tracing 728

19.3 Radiosity 731

19.3.1 Introduction 731

19.3.2 Basic Theory 732

19.3.3 Computing Form Factors 734

19.3.4 Solving the Radiosity Equation to Determine Patch
Brightnesses 737

19.3.5 Implementing Radiosity 739

19.4 Summary, Notes and More Reading 740

XI Rendering Pipe Dreams 743

**20 OpenGL 4.3, SHADERS AND THE PROGRAMMABLE PIPELINE:
LIFTOFF 745**

20.1 New Pipeline for OpenGL 746

20.1.1 Shaders in the Rendering Pipeline 746

20.1.2 New OpenGL 748

20.2 GLSL Basics 750

20.3 First Core GL 4.3 Program (Dissected) 754

20.4 Animation 764

20.5 Lighting 766

20.5.1 Per-Vertex Lighting 767

20.5.2 Per-Pixel Lighting 771

20.6 Textures 771

20.7 Summary, Notes and More Reading 775

**21 OpenGL 4.3, SHADERS AND THE PROGRAMMABLE PIPELINE:
ESCAPE VELOCITY 777**

21.1 Toolbox 778

21.1.1 VAOs and Instanced Rendering Instead of Display
Lists 778

21.1.2 Do-It-Yourself Line Stipples 782

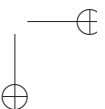
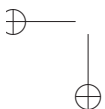
21.1.3 Clipping Planes 783

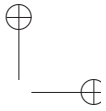
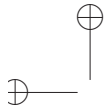
21.2 Shader Subroutines 784

21.3 More Animation 787

21.3.1 Picking 787

21.3.2 Transform Feedback 790





CONTENTS

21.4 Special Visual Techniques 794
 21.4.1 Points 795
 21.5 Tessellation Shaders 798
 21.5.1 TCS (Tessellation Control Shader) 802
 21.5.2 TES (Tessellation Evaluation Shader) 805
 21.5.3 TPG (Tessellation Primitive Generator) 807
 21.6 Geometry Shaders 812
 21.7 Summary, Notes and More Reading 820

Appendices 821

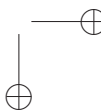
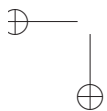
A PROJECTIVE SPACES AND TRANSFORMATIONS 821

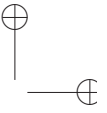
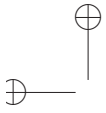
A.1 Motivation and Definition of the Projective Plane 823
 A.2 Geometry on the Projective Plane and Point-Line Duality 825
 A.3 Homogeneous Coordinates 826
 A.4 Structure of the Projective Plane 828
 A.4.1 Embedding the Real Plane in the Projective Plane 829
 A.4.2 A Thought Experiment 829
 A.4.3 Regular Points and Points at Infinity 831
 A.5 Snapshot Transformations 833
 A.6 Homogeneous Polynomial Equations 838
 A.6.1 More About Point-Line Duality 840
 A.6.2 Lifting an Algebraic Curve from the Real to the Projective Plane 840
 A.6.3 Snapshot Transformations Algebraically 845
 A.7 The Dimension of the Projective Plane and Its Generalization to Higher Dimensions 845
 A.8 Projective Transformations Defined 847
 A.9 Projective Transformations Geometrically 848
 A.10 Relating Projective, Snapshot and Affine Transformations 855
 A.10.1 Snapshot Transformations via Projective Transformations 855
 A.10.2 Affine Transformations via Projective Transformations 858
 A.11 Designer Projective Transformations 860

B MATH SELF-TEST 867

C MATH SELF-TEST SOLUTIONS 875

BIBLIOGRAPHY 885





SUBJECT INDEX
PROGRAM INDEX

895

CONTENTS
917

