

*Fall 2015*

## CSCI 420: **Computer Graphics**

# 3.2 Hierarchical Modeling



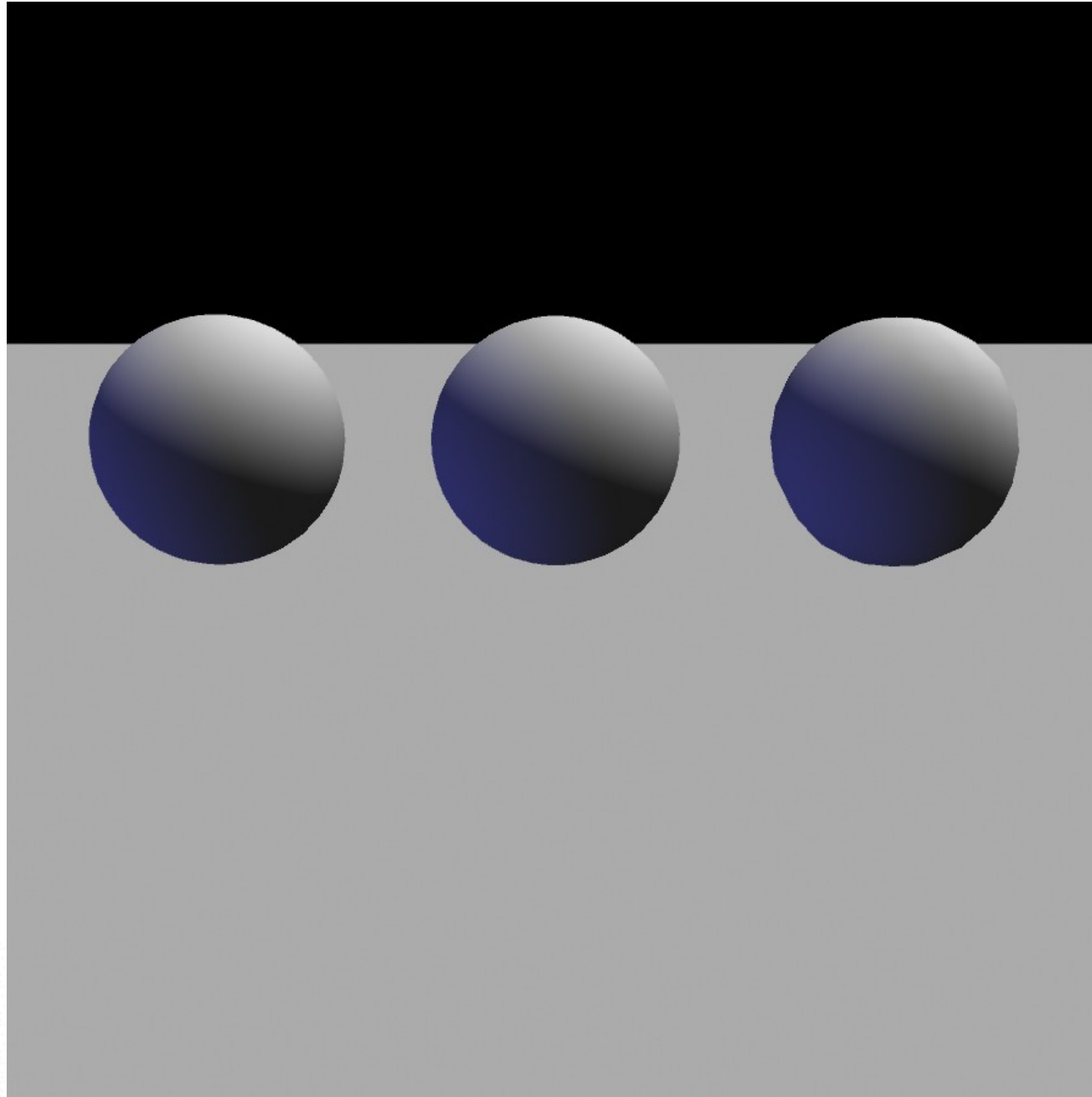
Hao Li

<http://cs420.hao-li.com>

# Roadmap

- Last lecture: Viewing and projection
- Today:
  - Shadows via projections
  - Hierarchical models
- Next: Polygonal Meshes, Curves and Surfaces
- Goal: background for Assignment 2 (next week)

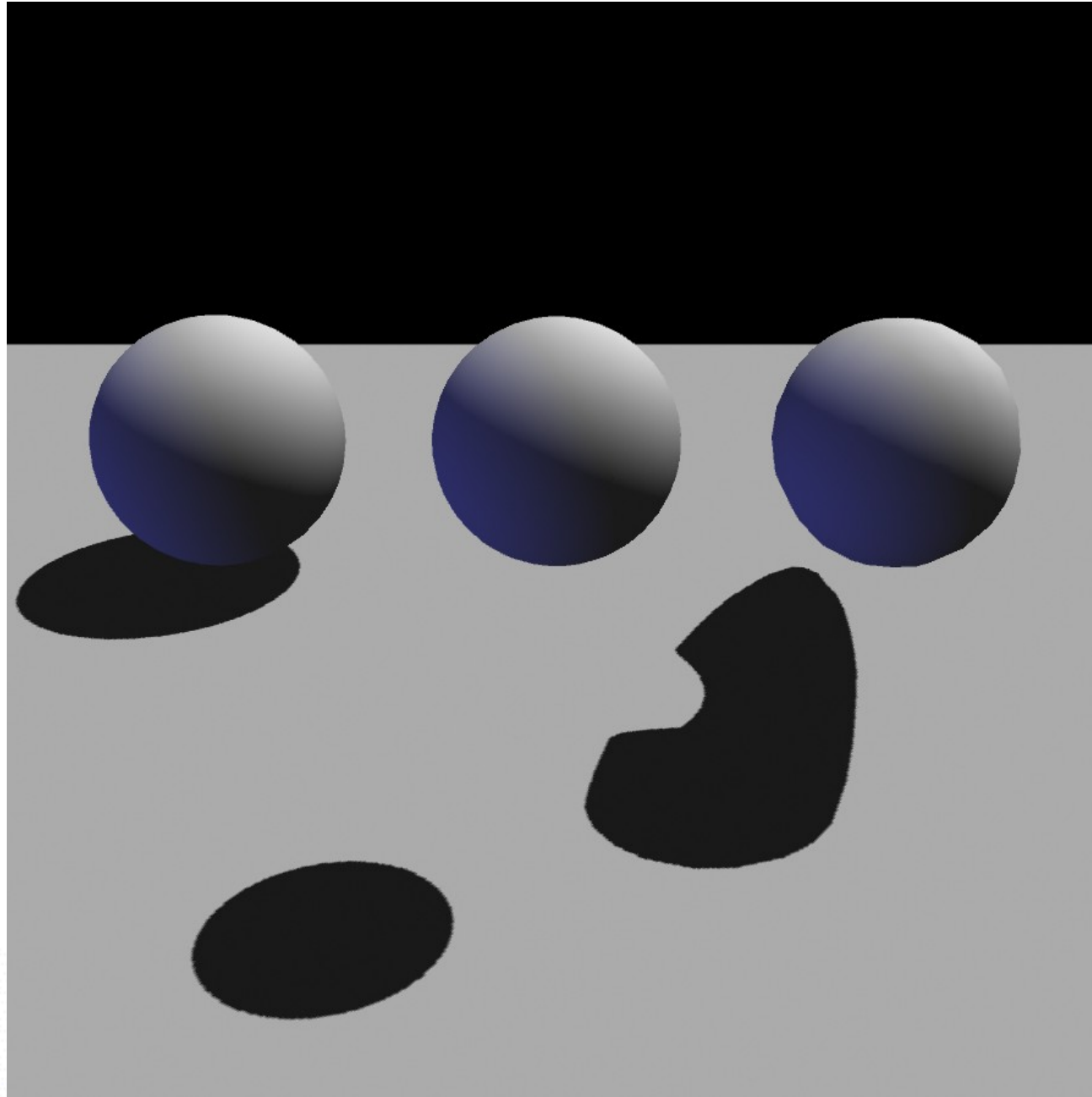
# Importance of shadows



Source: UNC

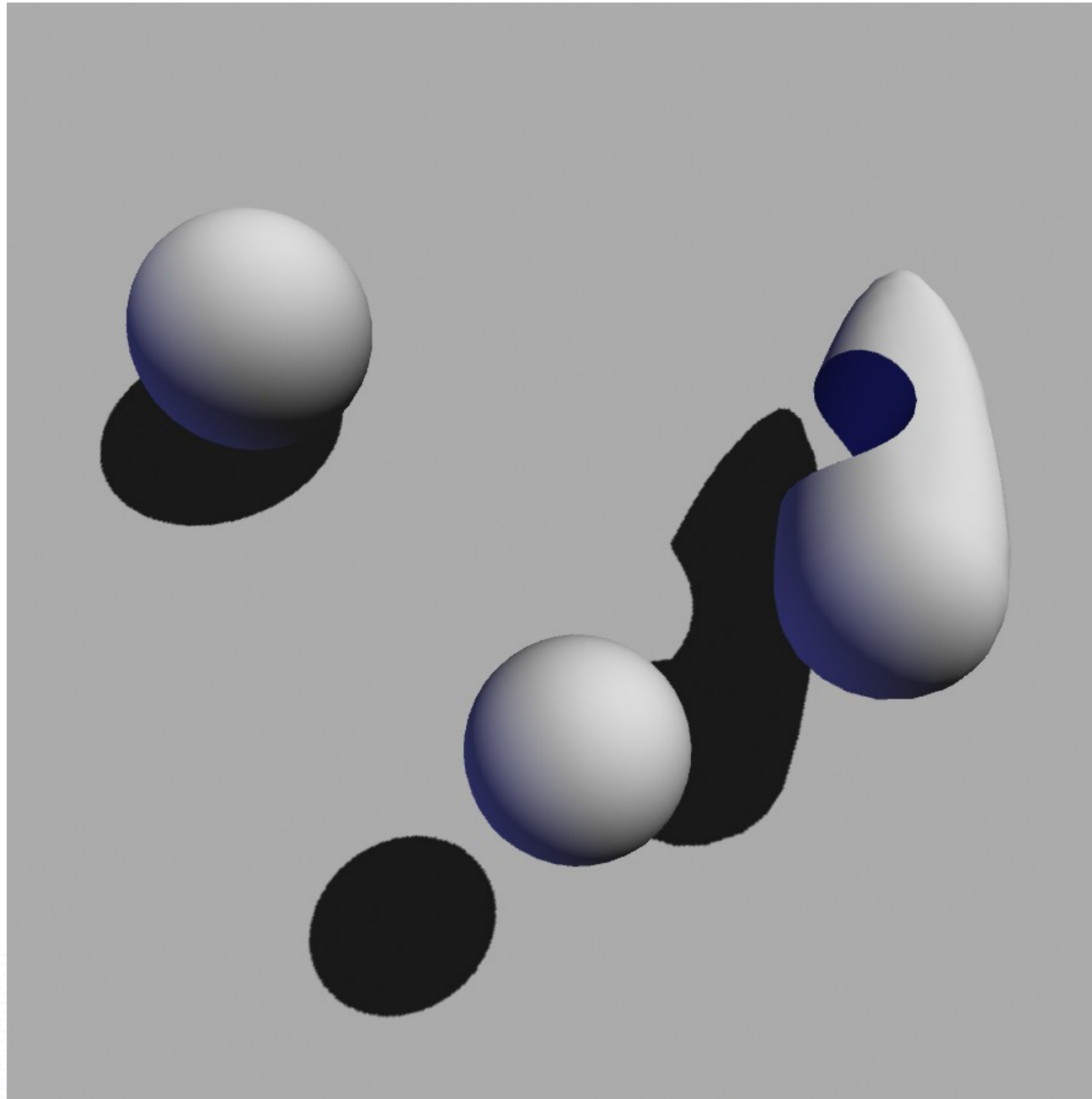


# Importance of shadows



Source: UNC

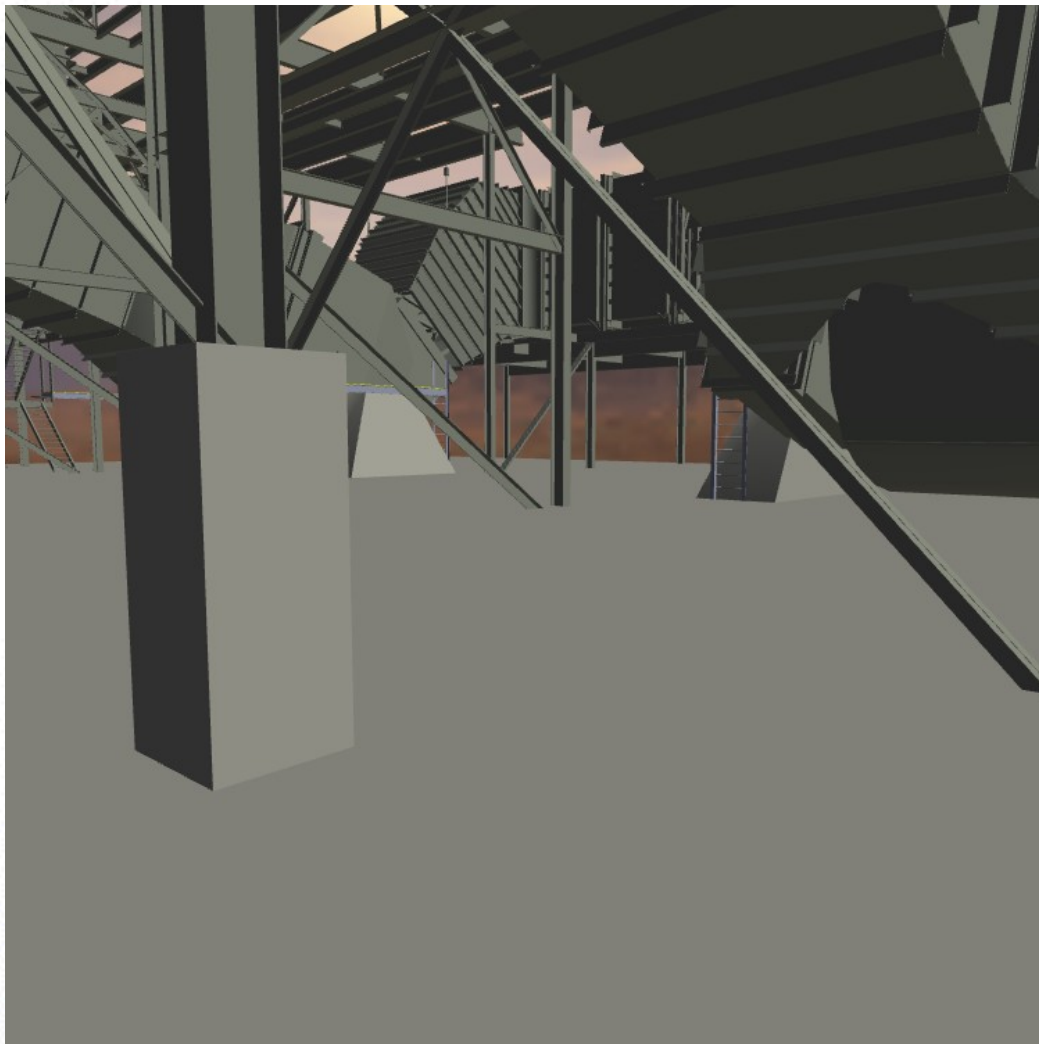
# Importance of shadows



Source: UNC

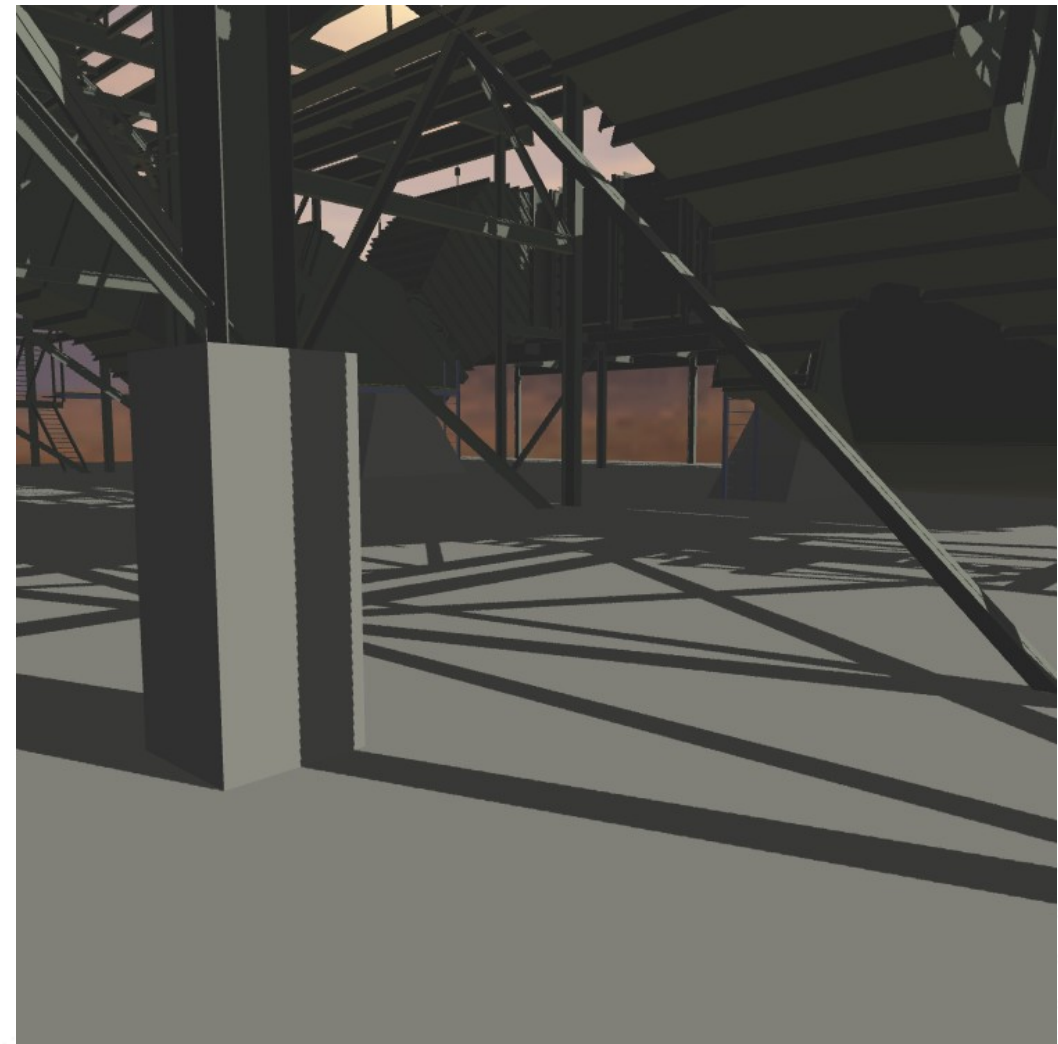


# Importance of shadows



Without shadows

Source: UNC

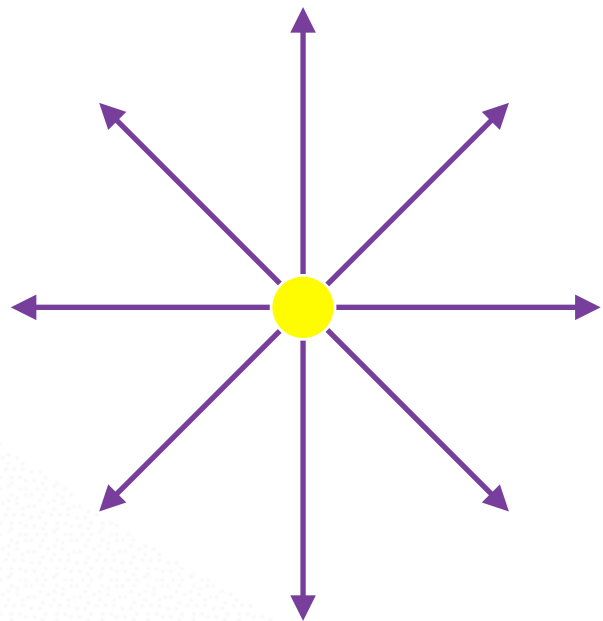


With shadows

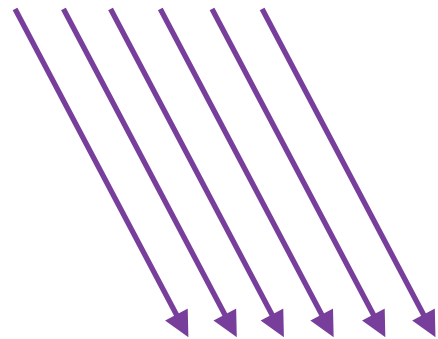
# Doom III

Reported to spend  
50% of time rendering  
shadows!

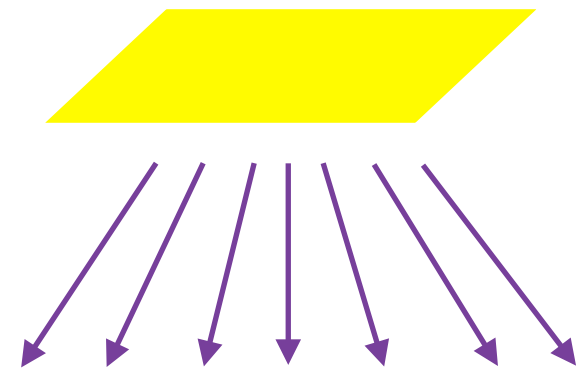
# Light sources



point  
light source



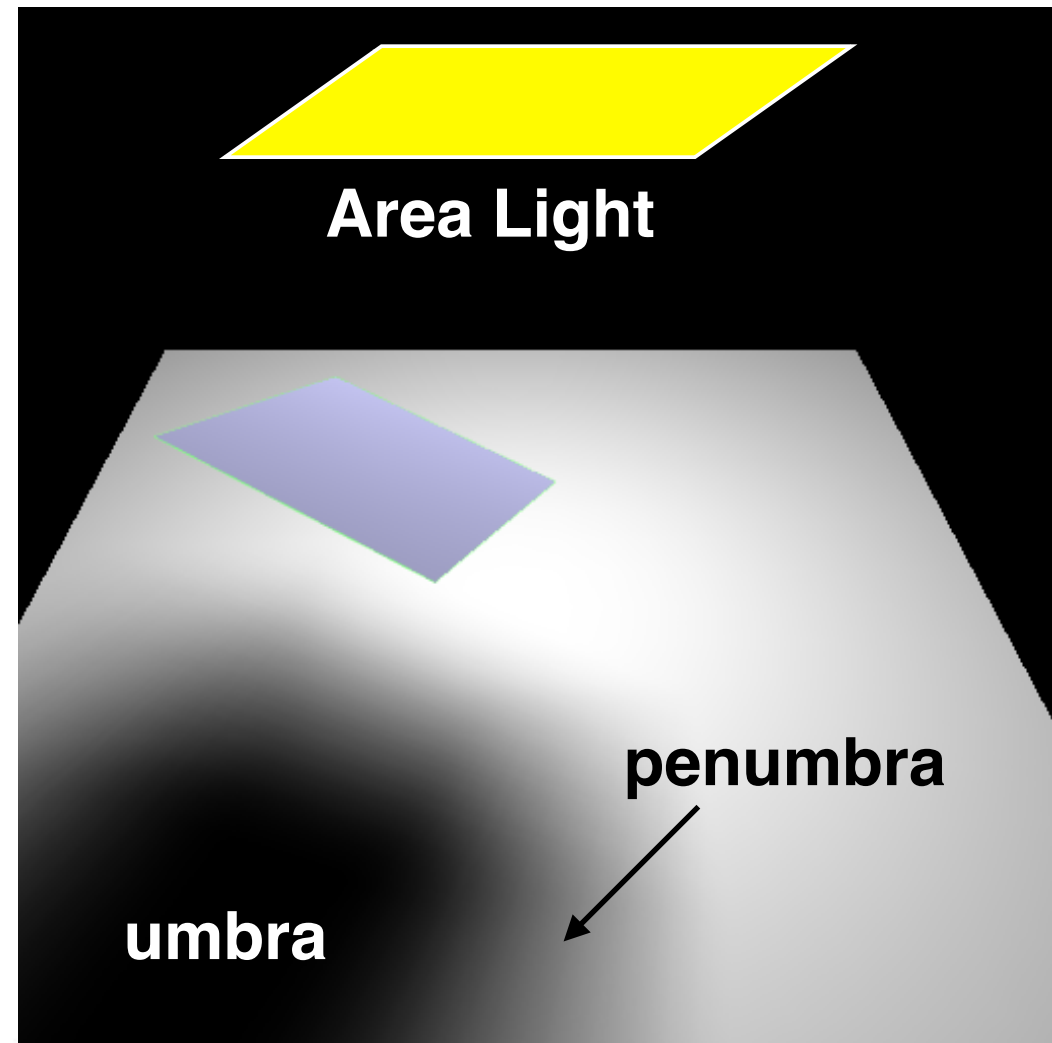
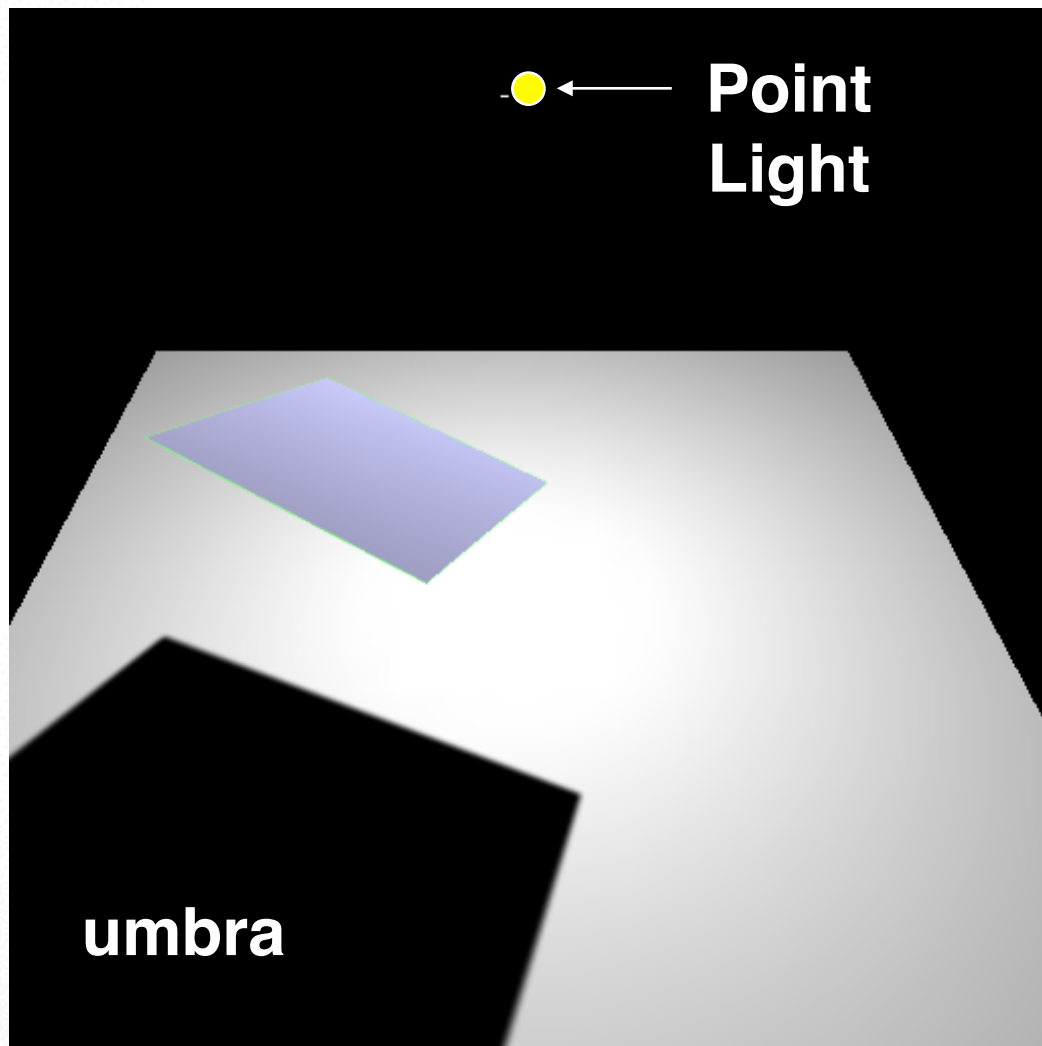
directional  
light source



area  
light source



# Hard and soft shadows



Source: UNC

Hard shadow

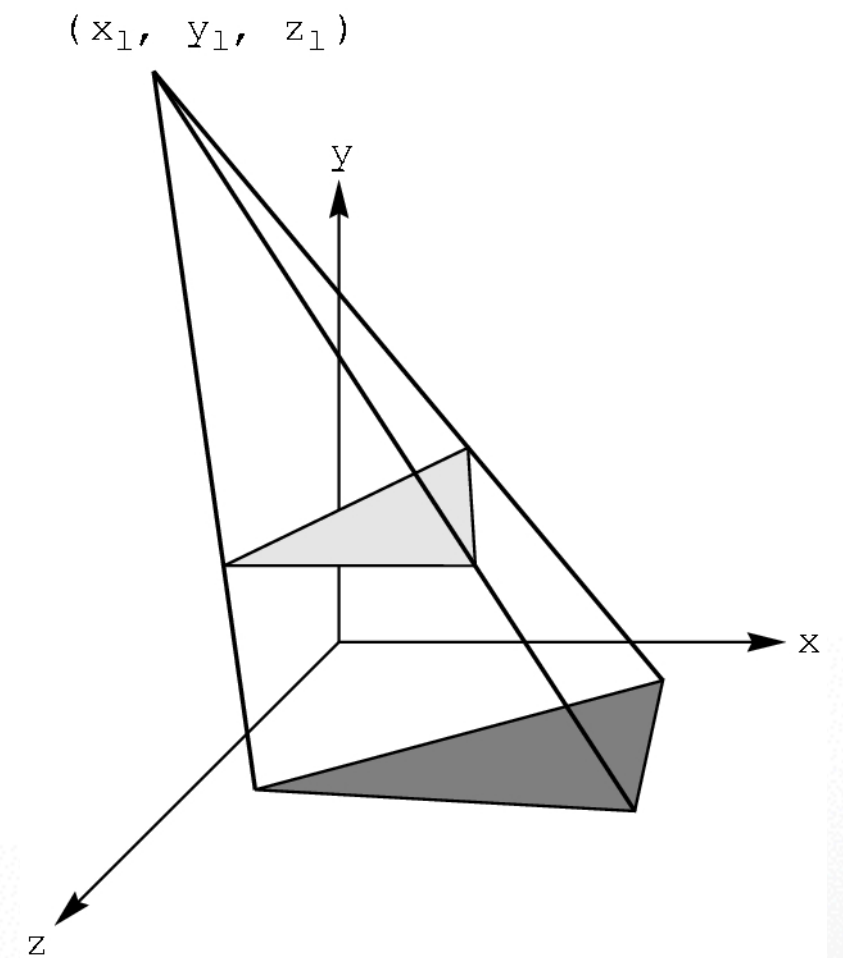
Soft shadow

# Shadow Algorithms

- With visibility tests
  - Accurate yet expensive
  - Example: ray casting or ray tracing
  - Example: 2-pass z-buffer (Shadow mapping)  
[Foley, Ch. 16.4.4] [RTR 6.12]
- Without visibility tests (“fake” shadows)
  - Approximate and inexpensive

# Shadows via Projection

- Assume light source at  $[x_l \ y_l \ z_l]^T$
- Assume shadow on plane  $y = 0$
- Viewing = shadow projection
  - Center of projection = light
  - Viewing plane = shadow plane
- View plane in front of object
- Shadow plane behind object





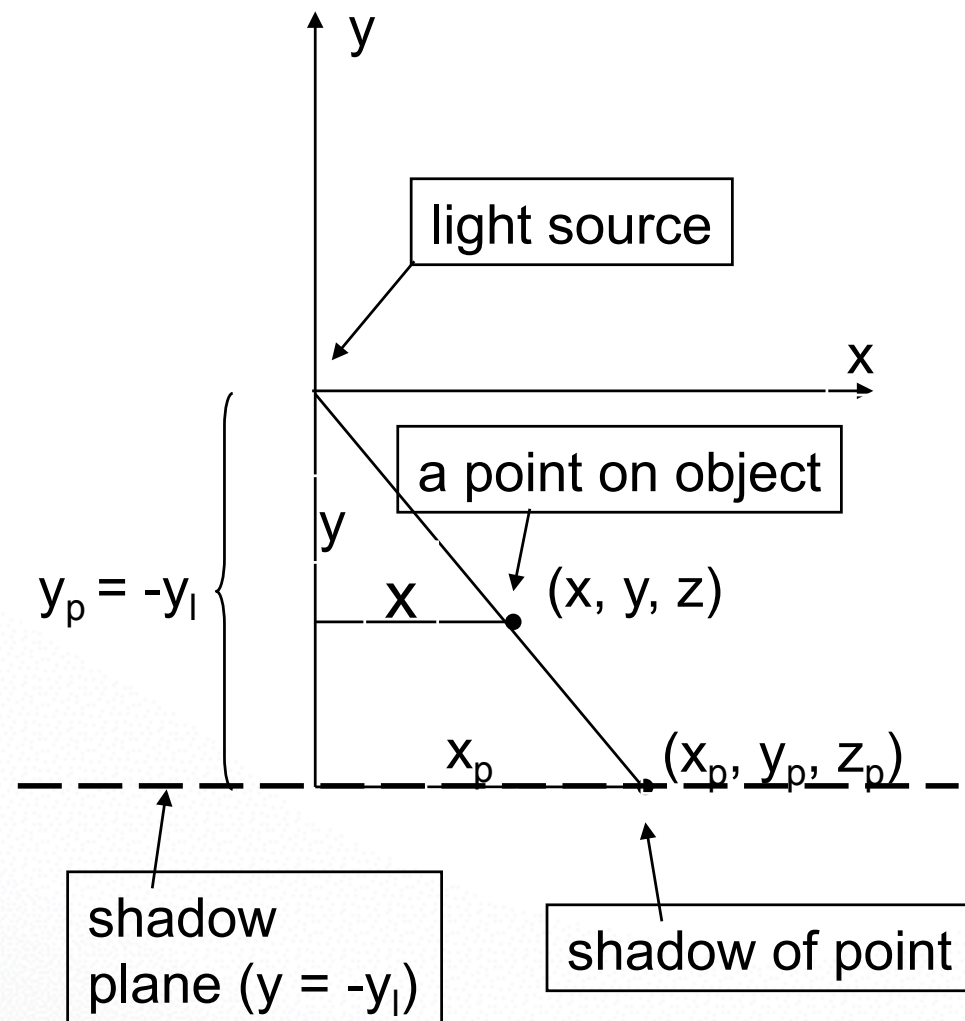
# Shadow Projection Strategy

- Move light source to origin
- Apply appropriate projection matrix
- Move light source back
- Instance of general strategy: compose complex transformation from simpler ones!

$$T = \begin{bmatrix} 1 & 0 & 0 & -x_l \\ 0 & 1 & 0 & -y_l \\ 0 & 0 & 1 & -z_l \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Derive Equation

- Now, light source at origin



$$\frac{x_p}{y_p} = \frac{x}{y} \quad (\text{see picture})$$

$$y_p = -y_l \quad (\text{move light})$$

$$x_p = \frac{x}{y} y_p = -\frac{x}{y} y_l$$

$$z_p = \frac{z}{y} y_p = -\frac{z}{y} y_l$$

# Light Source at Origin

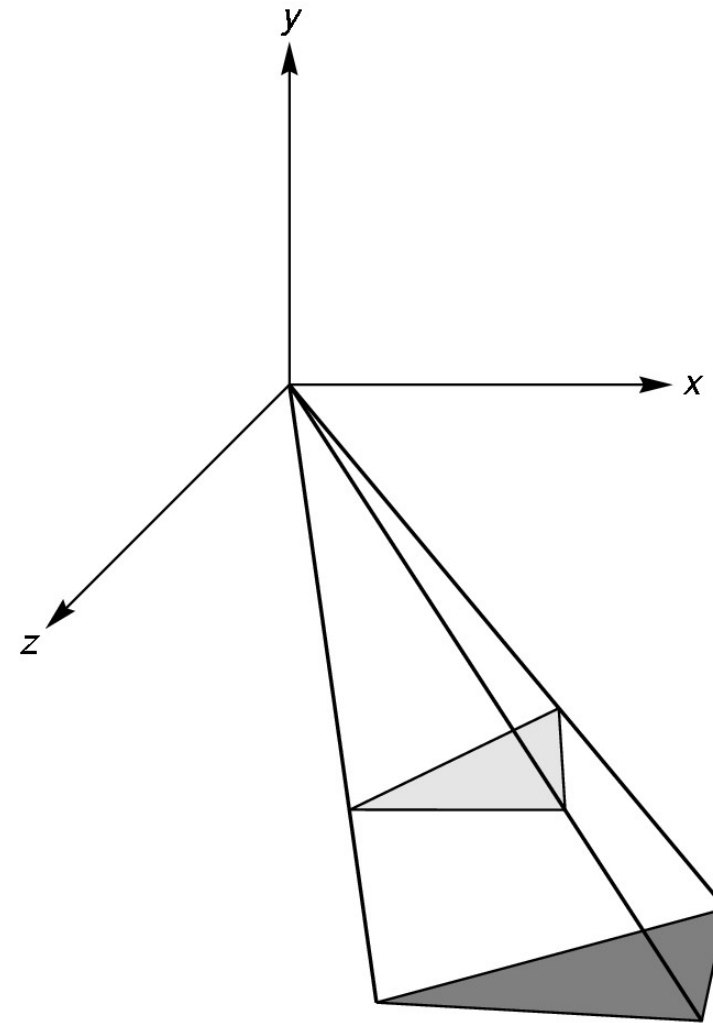
- After translation, solve

$$M \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix} = w \begin{bmatrix} -\frac{xy_l}{y} \\ -y_l \\ -\frac{zy_l}{y} \\ 1 \end{bmatrix}$$

- $w$  can be chosen freely

- Use  $w = -\frac{y}{y_l}$

$$M \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix} = \begin{bmatrix} x \\ y \\ z \\ -\frac{y}{y_l} \end{bmatrix}$$





# Shadow Projection Matrix

- Solution of previous equation

$$M = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & -\frac{1}{y_l} & 0 & 0 \end{bmatrix}$$

- Total shadow projection matrix

$$S = T^{-1}MT = \dots$$

# Implementation

- Recall column-major form

```
GLfloat m[16] =  
{1.0, 0.0, 0.0, 0.0,  
 0.0, 1.0, 0.0, -1.0 / yl,  
 0.0, 0.0, 1.0, 0.0,  
 0.0, 0.0, 0.0, 0.0};
```

- *yl* is light source height
- Assume drawPolygon(); draws object

# Saving State

- Assume  $x_l$ ,  $y_l$ ,  $z_l$  hold light coordinates

```
glMatrixMode(GL_MODELVIEW);  
drawPolygon(); /* draw normally */  
  
glPushMatrix(); /* save current matrix */  
glTranslatef(xl, yl, zl); /* translate back */  
glMultMatrixf(m); /* project */  
glTranslatef(-xl, -yl, -zl); /* move light to origin */  
drawPolygon(); /* draw polygon again for shadow */  
glPopMatrix(); /* restore original transformation */  
...
```



# The Matrix and Attribute Stacks

- Mechanism to save and restore state
  - `glPushMatrix();`
  - `glPopMatrix();`
- Apply to current matrix
- Can also save current attribute values
  - Examples: color, lighting
  - `glPushAttrib(GLbitfield mask);`
  - `glPopAttrib();`
  - Mask determines which attributes are saved

# Drawing on a Surface

- Shimmering (“z-buffer fighting”) when drawing shadow on surface
- Due to limited precision of depth buffer
- Solution: slightly displace either the surface or the shadow  
(`glPolygonOffset` in OpenGL)



z-buffer  
fighting

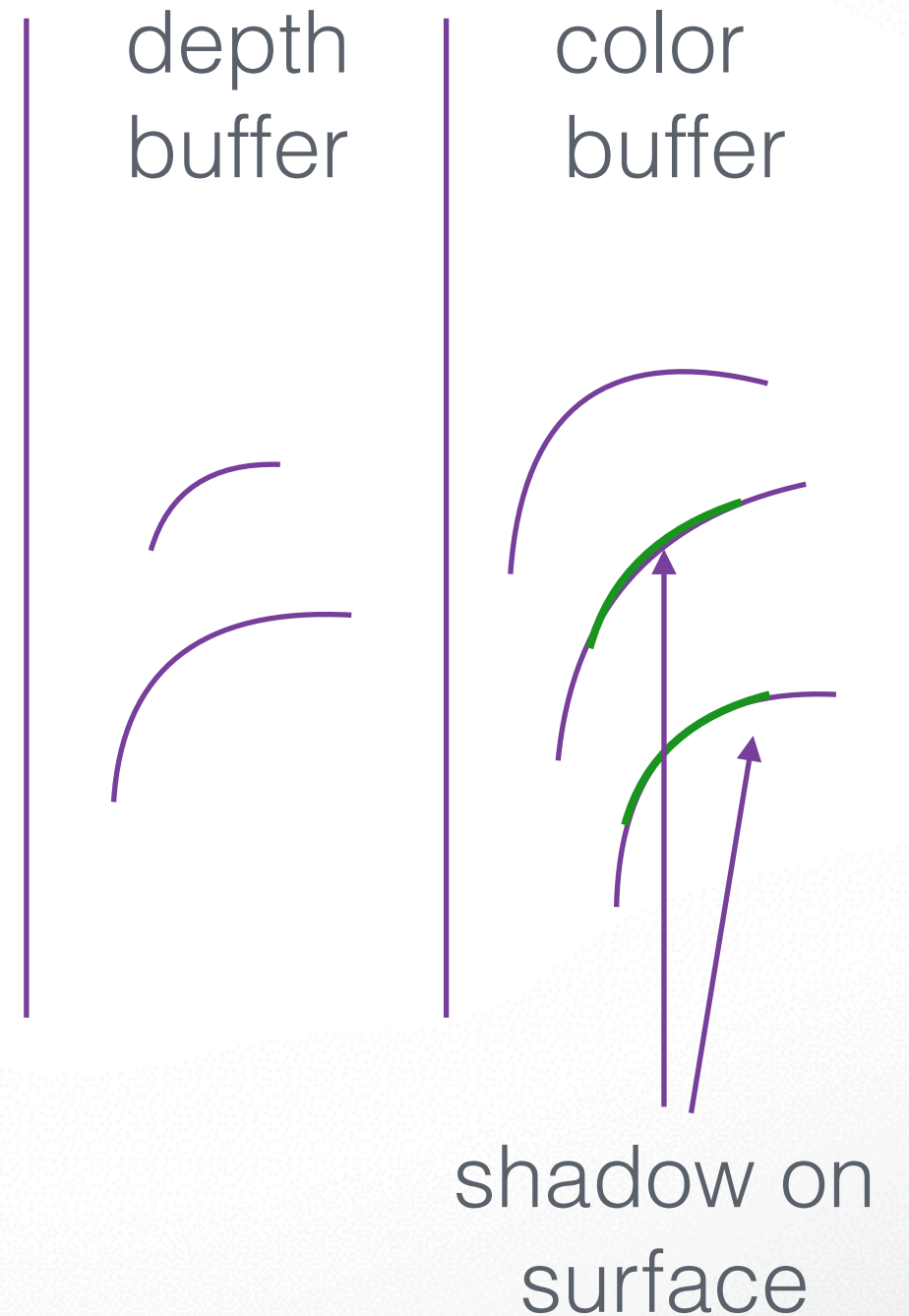


no z-buffer  
fighting



# Drawing on a Surface

- Or use general technique
  1. Set depth buffer to read-only, draw surface (to get the color of surface)
  2. Set depth buffer to read-write, draw shadow (on top of surface)
  3. Set color buffer to read-only, draw surface again (to get complete depth buffer)
  4. Set color buffer to read-write



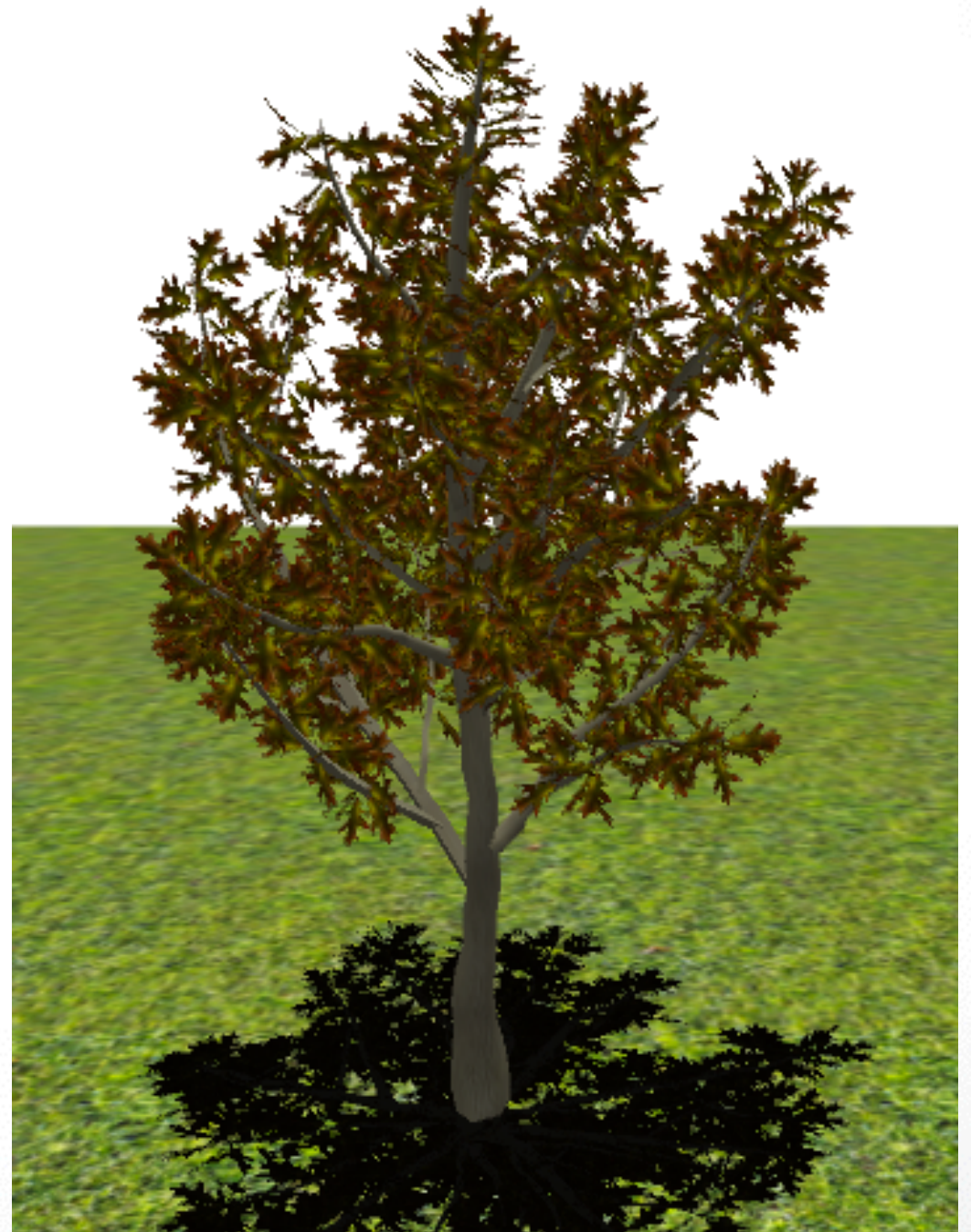


# Outline

- Projections and Shadows
- Hierarchical Models

# Hierarchical Models

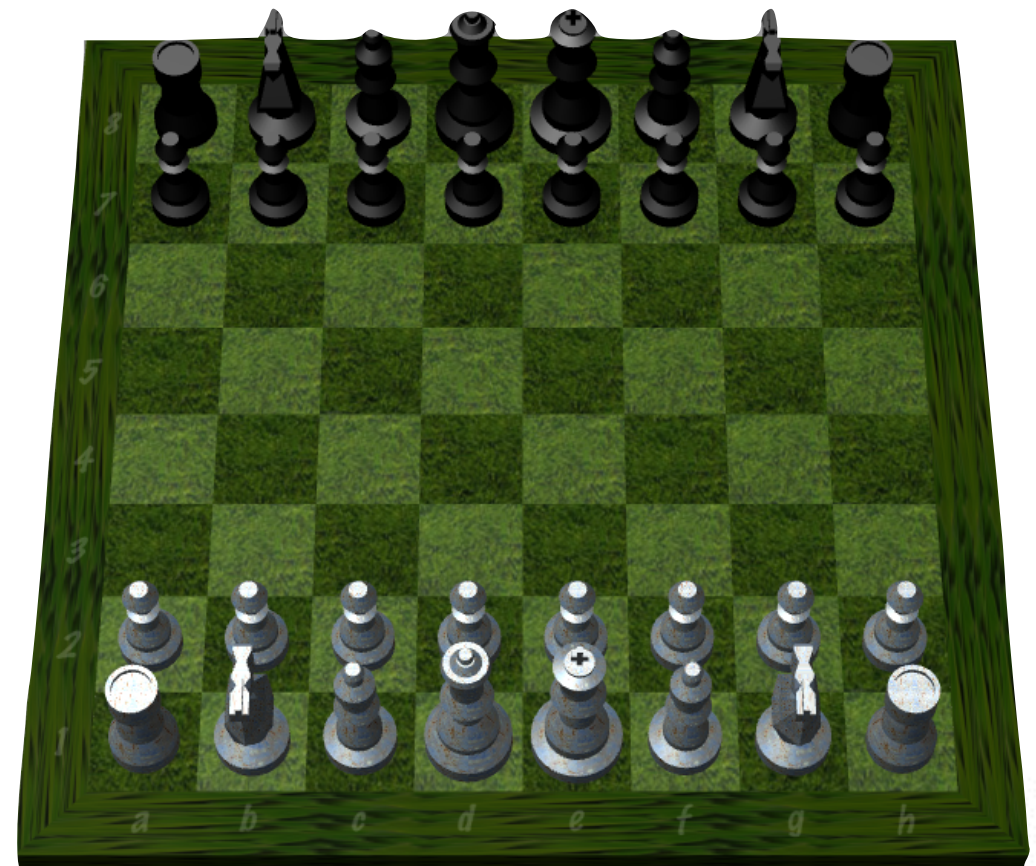
- Many graphical objects are structured
- Exploit structure for
  - Efficient rendering
  - Example: tree leaves
  - Concise specification of model parameters
  - Example: joint anglesPhysical realism
- Structure often naturally hierarchical





# Instance Transformation

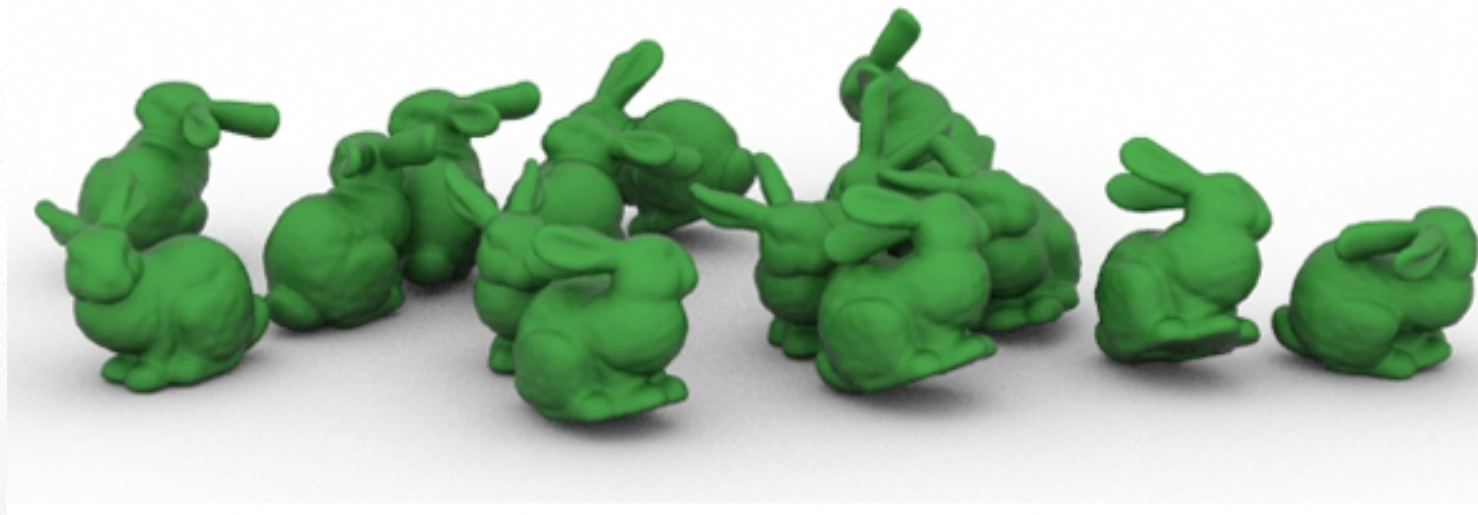
- Often we need several instances of an object
  - Wheels of a car
  - Arms or legs of a figure
  - Chess pieces





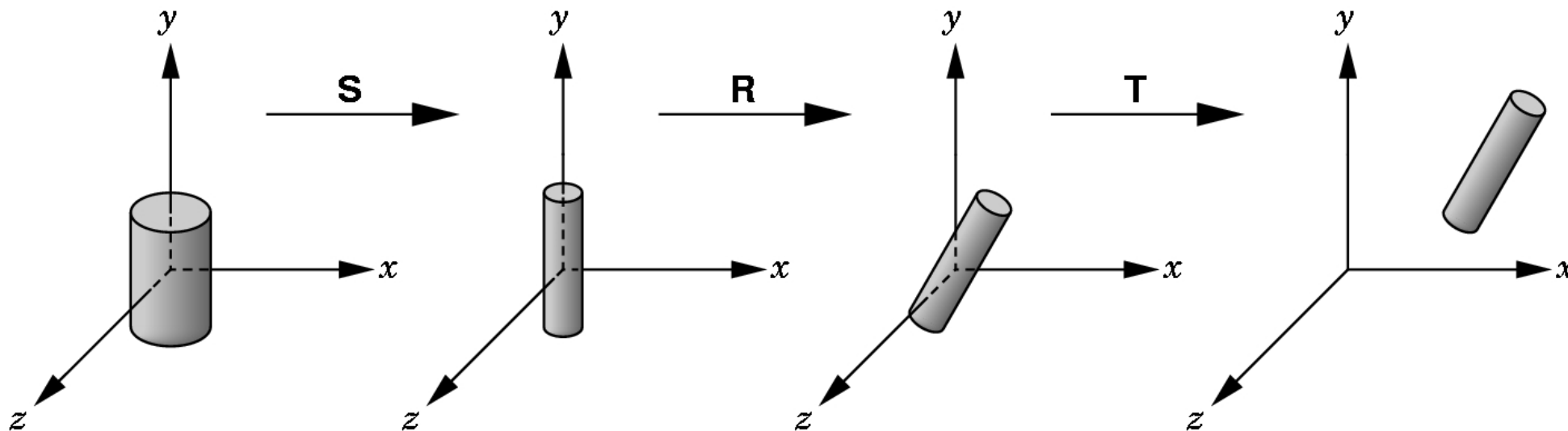
# Instance Transformation

- Instances can be shared across space or time
- Write a function that renders the object in “standard” configuration
- Apply transformations to different instances
- Typical order: scaling, rotation, translation



# Sample Instance Transformation

```
glMatrixMode(GL_MODELVIEW);  
glLoadIdentity();  
glTranslatef(...);  
glRotatef(...);  
glScalef(...);  
gluCylinder(...);
```





# Display Lists

- Sharing display commands
- Display lists are stored on the GPU
- May contain drawing commands and transfns.
- Initialization:

```
GLuint torus = glGenLists(1);  
glNewList(torus, GL_COMPILE);  
    Torus(8, 25);  
glEndList();
```
- Use: `glCallList(torus);`
- Can share both within each frame, and across different frames in time
- Can be hierarchical: a display list may call another

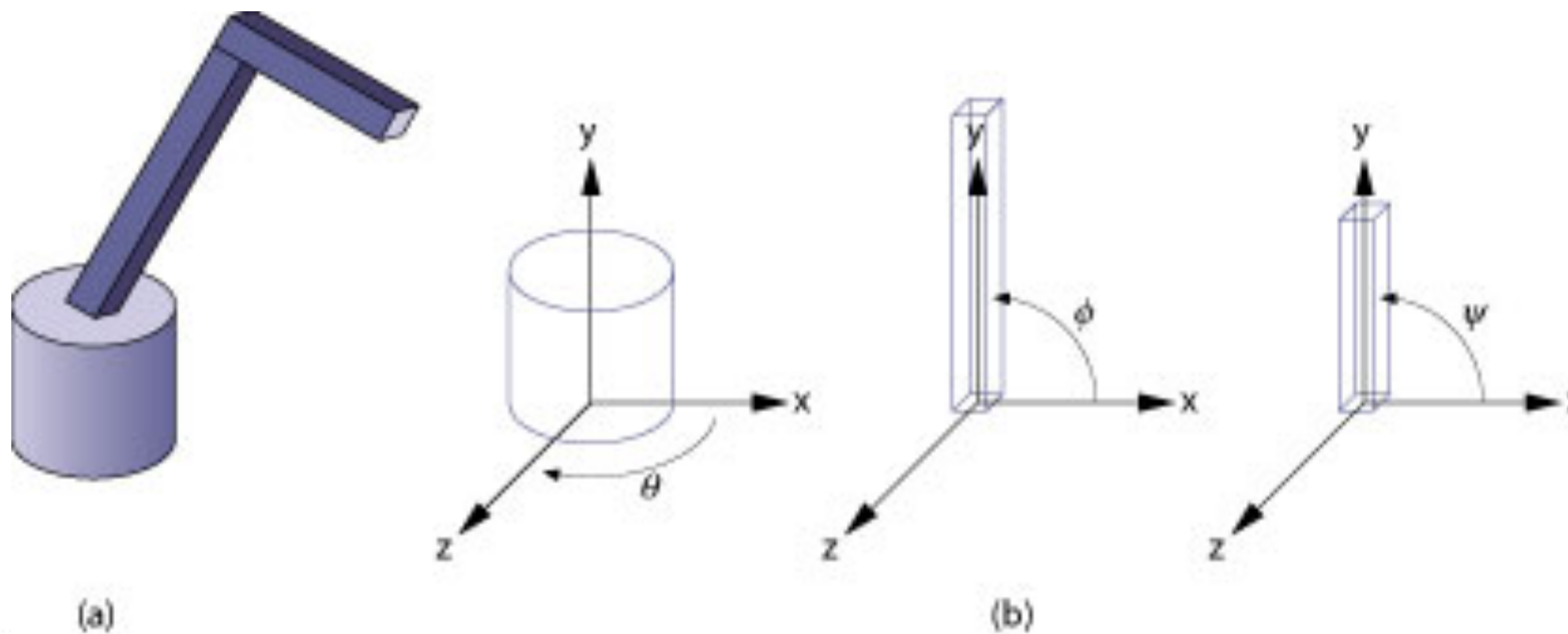


# Display Lists Caveats

- Store only results of expressions, not the expressions themselves
- Display lists cannot be changed or updated
- Effect of executing display list depends on current transformations and attributes
- Some implementation-dependent nesting limit
- They are deprecated:
  - for complex usage, use Vertex Buffer Object OpenGL extension instead

# Drawing a Compound Object

- Example: simple “robot arm”



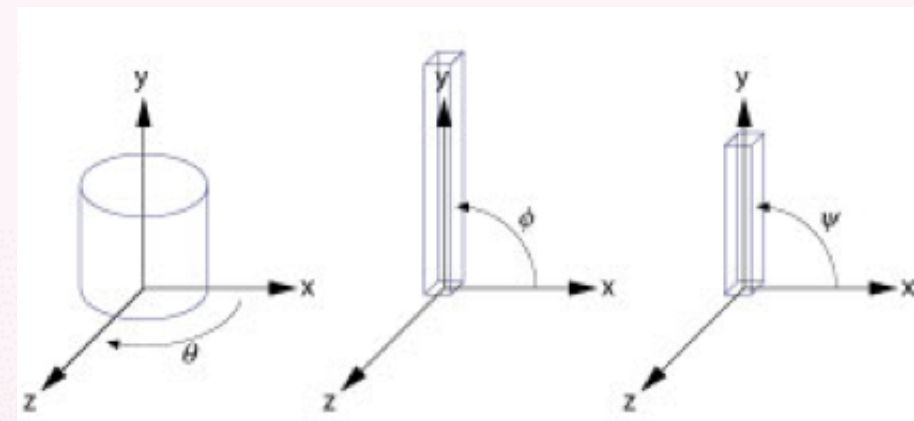
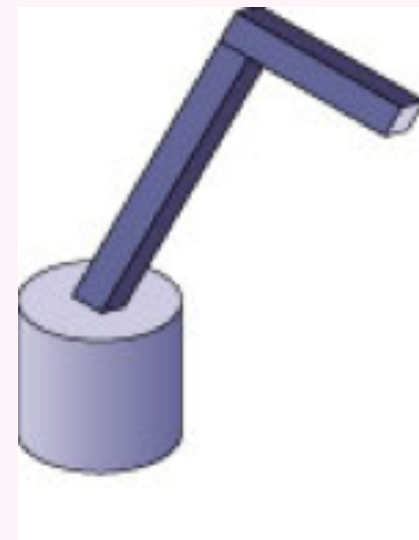
Base rotation  $\theta$ , arm angle  $\phi$ , joint angle  $\psi$



# Interleave Drawing & Transformation

- $h1$  = height of base,  $h2$  = length of lower arm

```
void drawRobot(GLfloat theta, GLfloat phi, GLfloat psi)
{
    glRotatef(theta, 0.0, 1.0, 0.0);
    drawBase();
    glTranslatef(0.0, h1, 0.0);
    glRotatef(phi, 0.0, 0.0, 1.0);
    drawLowerArm();
    glTranslatef(0.0, h2, 0.0);
    glRotatef(psi, 0.0, 0.0, 1.0);
    drawUpperArm();
}
```





# Assessment of Interleaving

- Compact
- Correct “by construction”
- Efficient
- Inefficient alternative:

```
glPushMatrix();  
glRotatef(theta, ...);  
drawBase();  
glPopMatrix();
```

```
glPushMatrix();  
glRotatef(theta, ...);  
glTranslatef(...);  
glRotatef(phi, ...);  
drawLowerArm();  
glPopMatrix();
```

```
...etc...
```

- Count number of transformations

# Hierarchical Objects and Animation

- Drawing functions are time-invariant

```
drawBase(); drawLowerArm(); drawUpperArm();
```

- Can be easily stored in display list
- Change parameters of model with time
- Redraw when idle callback is invoked

# A Bug to Watch

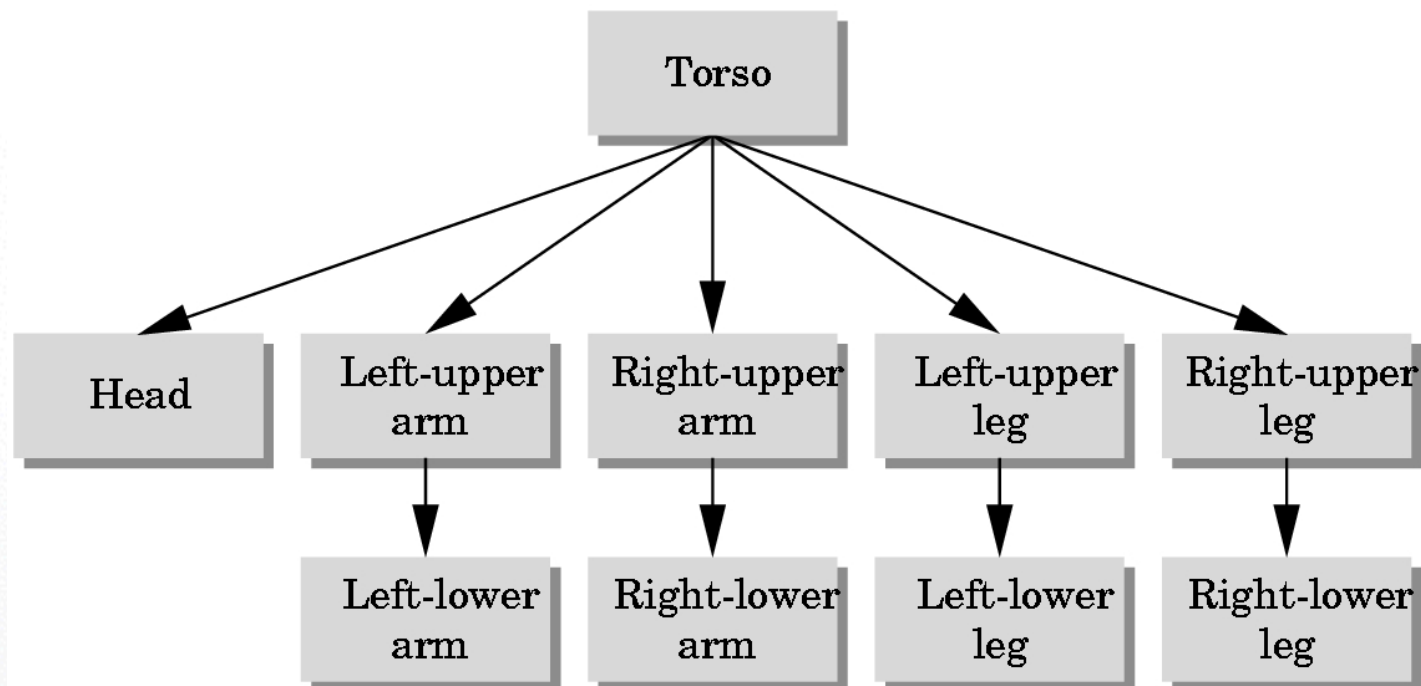
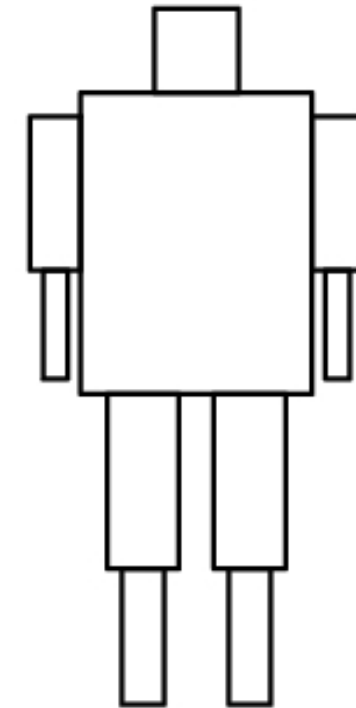
```
GLfloat theta = 0.0; ...; /* update in idle callback */
GLfloat phi = 0.0; ...; /* update in idle callback */
GLuint arm = glGenLists(1);
/* in init function */
glNewList(arm, GL_COMPILE);
    glRotatef(theta, 0.0, 1.0, 0.0);
    drawBase();
    ...
    drawUpperArm();
glEndList();
/* in display callback */
glCallList(arm);
```

What is wrong?



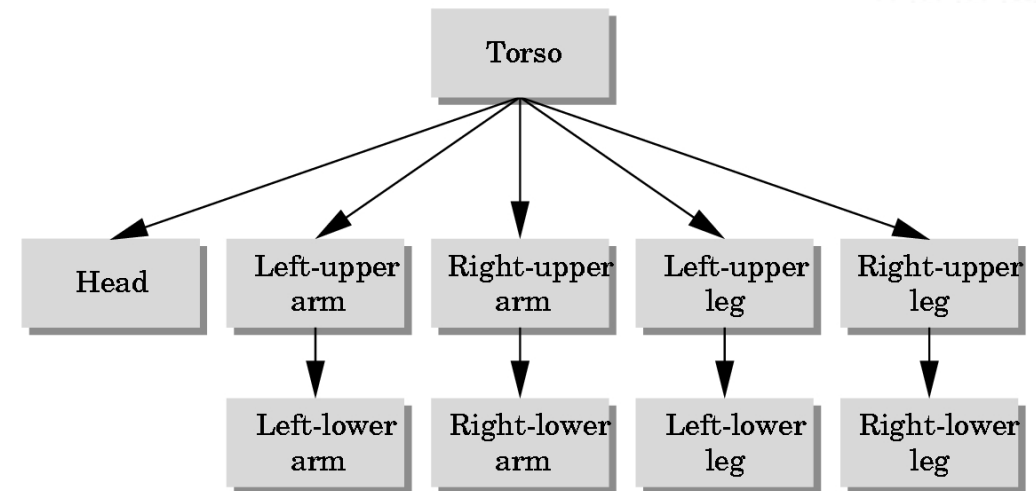
# More Complex Objects

- Tree rather than linear structure
- Interleave along each branch
- Use push and pop to save state



# Hierarchical Tree Traversal

- Order not necessarily fixed
- Example:



```
void drawFigure()
{
    glPushMatrix(); /* save */
    drawTorso();
    glTranslatef(...); /* move head */
    glRotatef(...); /* rotate head */
    drawHead();
    glPopMatrix(); /* restore */
```

```
glPushMatrix();
glTranslatef(...);
glRotatef(...);
drawLeftUpperArm();
glTranslatef(...)
glRotatef(...)
drawLeftLowerArm();
glPopMatrix();
... }
```

# Using Tree Data Structures

- Can make tree form explicit in data structure

```
typedef struct treenode
{
    GLfloat m[16];
    void (*f) ();
    struct treenode *sibling;
    struct treenode *child;
} treenode;
```



# Initializing Tree Data Structure

- Initializing transformation matrix for node

```
treenode torso, head, ...;  
/* in init function */  
glLoadIdentity();  
glRotatef(...);  
glGetFloatv(GL_MODELVIEW_MATRIX, torso.m);
```

- Initializing pointers

```
torso.f = drawTorso;  
torso.sibling = NULL;  
torso.child = &head;
```

# Generic Traversal

- Recursive definition

```
void traverse (treenode *root)
{
    if (root == NULL) return;
    glPushMatrix();
    glMultMatrixf(root->m);
    root->f();
    if (root->child != NULL) traverse(root->child);
    glPopMatrix();
    if (root->sibling != NULL) traverse(root->sibling);
}
```

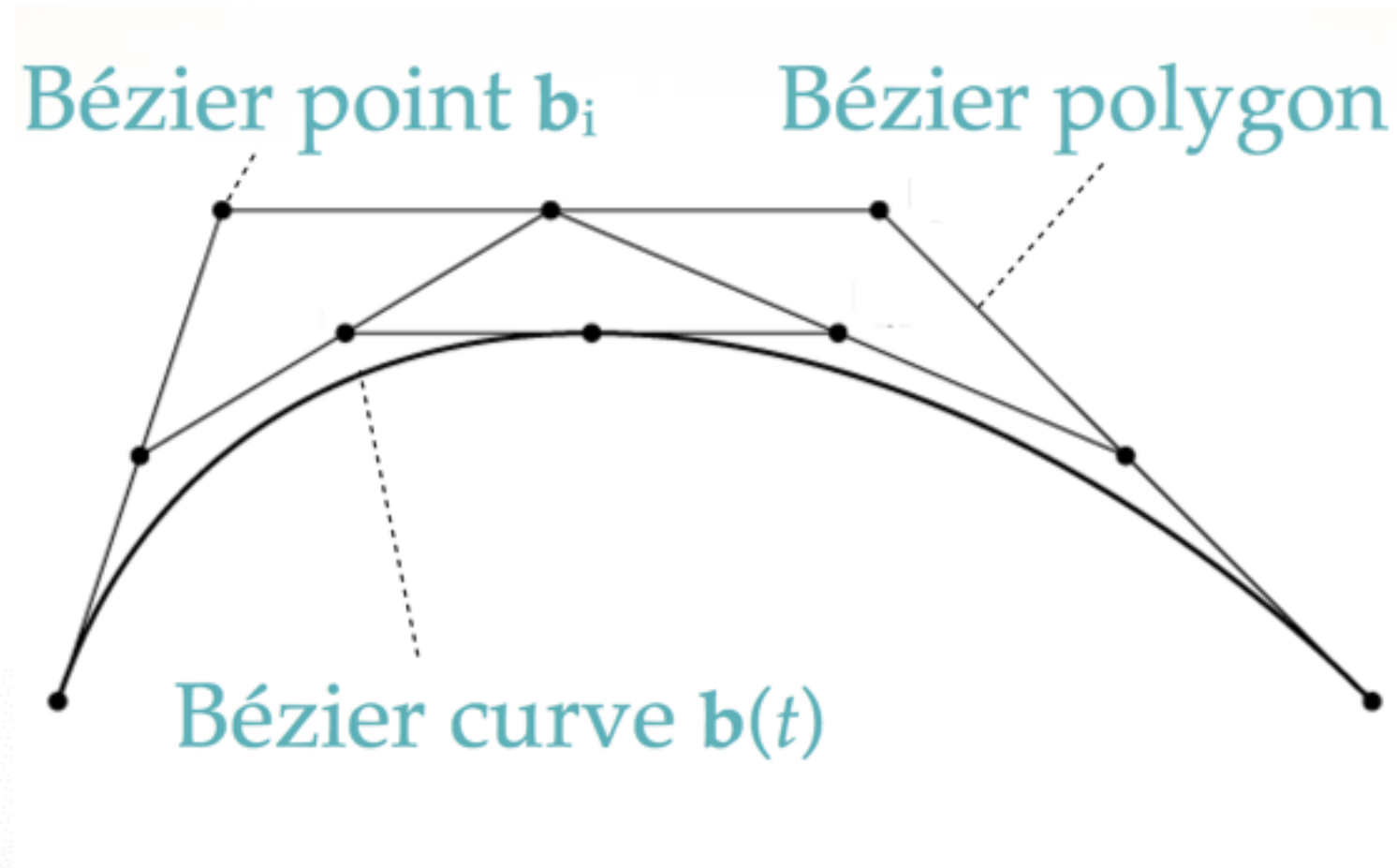


# Summary

- Projections and Shadows
- Hierarchical Models

# Next Time

polygonal meshes, curves and surfaces





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# Thanks!

