hello world 3d: basic approach

- object (say a cube) will be made up of triangles, each with three vertices, each with known object coordinates.
- object coordinates of vertices will be put in an OpenGL buffer object.
- C++ code will maintain object matrices \( g_{ \text{objectRbt}[i] } \) for each object \( i \) and sky matrix \( g_{ \text{skyRbt} } \) for a sky camera. (show).
- typically we will use the sky camera’s matrix as the eye’s matrix \( E, \text{eyeRbt}=g_{ \text{skyRbt} } \) but we can also use any other object as the eye.

interaction

- in the beginning we initialize the object and sky matrices.
- we will use mouse motion to update them
  - here very simply, but in your assignment with more sophistication.

drawing

- to draw an object, we will pass \( E^{-1}O \) as a uniform variable to the vertex shader.
- called a modelview matrix \( \text{MVM/uModelViewMatrix} \)
- vertex shader will transform the object coordinates into eye coordinates and pass these out as varying variables.
- to get “perspective effect” we will also create a special projection matrix \( P, \text{projmat} \) and pass it to the vertex shader. (much more later)
- vertex shader will multiply eye coordinates by \( P \) to get data to set \( \text{gl\_Position} \).

for normals

- explicit normal data will also be placed by us in the openGL buffers.
- vertex shader will transform the object coordinates of the normal into eye coordinates of the normal and pass these out as varying variables
- these will be interpolated over a triangle and used by the fragment shader for material simulation.

flat vs smooth shading

- one can calculate a triangle’s normal from the vertex position data.
  - using a cross product
- to simulate the shading of a flat facet, we pass the face’s geometric normal at all three vertices of a triangle.
  - since the data agrees at the three vertices, the interpolated value at any interior pixel will agree with this value.
- but suppose we want to give the appearance of a smooth object,
- we can calculate and pass a normal which represents the “true” normal of some underling smooth surface
  - often just an average of the surrounding faces’ flat normals
- in this case, the normals do not agree at the vertices of a triangle.
- the normal data is interpolated as a varying variable and we get a smooth appearance
- see material demo

detour: transforming normals

- we use normals for shading
- how do they transform
• Suppose I rotate forward
  – Normal gets rotated forward
• Suppose squash in the y direction
  – (Normalized) normal gets higher in the y direction (see figure)
• What is the rule?

Computing normals

• Context: Let \( \vec{f} \) be a RHON frame.
• A (non-unit) tangent is vector between two nearby points
  \( \vec{t} = (\vec{p}_1 - \vec{p}_0) \)
• (Non-unit) normal is orthogonal to any tangent
  \[ \vec{n} \cdot \vec{t} = 0 \]
• In coordinates
  \[
  \begin{bmatrix}
  nx & ny & nz \\
  tx & ty & tz
  \end{bmatrix}
  = 0
  \]

Transform

• Let us apply a transform which acts on points as \( \vec{f}c \Rightarrow \vec{f}(Ac) \)
  – Where
  \[ A = \begin{bmatrix} l & t \\ 0 & 1 \end{bmatrix} \]
• \([tx', ty', tz']^t := ll[tx, ty, tz]^t \) are the coordinates of the transformed tangent.
• So let's plug in \( l^{-1}l \)
  \[
  \left( \begin{bmatrix}
  nx & ny & nz \\
  tx & ty & tz
  \end{bmatrix}
  \right) l^{-1}l = 0
  \]
• Define \([nx', ny', nz'] := [nx, ny, nz]l^{-1} \)
  \[
  \begin{bmatrix}
  nx' & ny' & nz' \\
  tx & ty & tz
  \end{bmatrix}
  = 0
  \]
• So \([nx', ny', nz']^t \) must be the (non unit) normal of the transformed geometry
  So
  \[
  \begin{bmatrix}
  nx' \\
  ny' \\
  nz'
  \end{bmatrix}
  = l^{-t} \begin{bmatrix}
  nx \\
  ny \\
  nz
  \end{bmatrix}
  \]

Inv transpose

• So inverse transpose/ transpose inverse is the rule
• For rotations, transpose = inverse.
• for scales, transpose = nothing.
• in the code we will send \( A \) and \( l^{-t} \) to the vertex shader.
• we will compute and pass the inv tpos MVM as a uniform variable \( \text{NMVM}/\text{uNormalMatrix} \)

**Vertex shader code**

• does the matrix multiplies
• sets \( \text{gl\_Position} \).
• also outputs the eye coordinates of the vertex and the normal.
• note the glsl vec3 and vec4 casting.

**Fixed function**

• finds screen pixels inside of triangle
• interpolates values for the varying variables.
• \( v\text{Position} \) at each pixel corresponds to geometric position of the point in the triangle observed at the pixel (more later)

**Fragment shader code**

• takes the position and normal information, as well the eye coordinates of the position of 2 light sources, as well as the underlying surface color
• does some math to simulate the observed color value (more later)
• output goes to screen and is properly z-buffered (more later)

**cvec**

• we give you a \( \text{Cvec2, Cvec3, and Cvec4} \) data type.
• entries can be accessed with \( v[i] \) or \( v(i) \)
• cvecs can be added, and scalar multiplied
• we also give you dot and cross and normalize

**Matrix4**

• we will give you a Matrix4 data type
• default constructor gives identity
• give creators such as \( \text{makeXRotation...}, \text{makeTranslation} \)
• entries can be accessed as \( M(i,j) \)
• matrices can be multiplied together
• matrix can be multiplied by a cvec4
• we give code for \( \text{inv}(M) \)
  – only works on affine matrices.
• we give code for \( \text{transpose}(M) \)
• we give code for \( \text{normalMatrix}(M) \)
• we also give special code for \( \text{makeProjection} \)
• you will code \( \text{transFact}(A) \) and \( \text{linFact}(A) \) to implement \( A = TL \)
geometry data types

- in our code we use a `VertexPN` type to store the position and normal. (show)
- we will pass this data to OpenGL buffers
- a few differences from asst1.
- instead of using multiple VBOs for each attribute (position, normal), we pack them in a single VBO.
- we will use an indexed buffer object, IBO, to point to the vertex data making up the triangles.

IBOs

- IBOs allow for vertex sharing
- so 4 verts can be stored for a quad instead of 6
- we want to draw the cube using flat shading
- so at cube corners, the position of the vertices in the 3 faces are identical, but they have different normals
- so we will not share these.

game geometry object

- a Geometry object (show)
- created by passed an array of `VertexPNs` for the VBO and an array of unsigned shorts for the IBO
- during construction, these are placed in one VBO and IBO
- a Geometry object will be drawn by wiring the VBO to the appropriate attribute variables
- this requires stride information due to the interleaving
- and wiring the IBO to the appropriate slot
- then we call `glDrawElements` (instead of `glDrawArrays`).
- see initGround
- we also give you functions that fills in cube and sphere geometry into an array. (show initCubes)

code specifics

- `initGLState`, now sets up some special stuff for z-buffer and “back face culling”
- our ShaderState struct now has a constructor which reads and loads the shaders, and grabs the handles.
- `initGeometry` initializes a ground geometry and a cube geometry. lets look.
- `drawStuff` sets up matrices and then draws geometry
  - note that we pass eye Coordinates of the light position, for use in the fragment shader.
- motion: in the starter code, we just we simply post multiply an $M$ action to $O$
  - not desired.

your code

- you will draw 2 cubes
- you will be able to use the sky-cam or either of the cubes as the eye
- when you are viewing from the sky-cam you can move either object or the skycam.
- when moving an object, you will do this using wrt the cube-sky frame we discussed
- when moving the sky-cam, you will do this wrt world-sky, as well as sky.
  - this will require the factoring routines
  - you will need to code `doMtoOwrtA`.
- for more details see spec