Lighting and Shading (Part II)

Computer Graphics

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Outline

- Overview
- Lights (Part I)
- Materials
- Material file format

- OpenGL implementation (Part II)

Outline

- Overview
- Lights
- Materials
- Material file format
- **OpenGL implementation**

Overview

- The sample program ***Shading*** implements **Phong lighting model** with a point light and a directional light in the **Vertex Shader (i.e., Gouraud Shading**)
- Introduce how to calculate **ambient** and **diffuse** lighting

Files

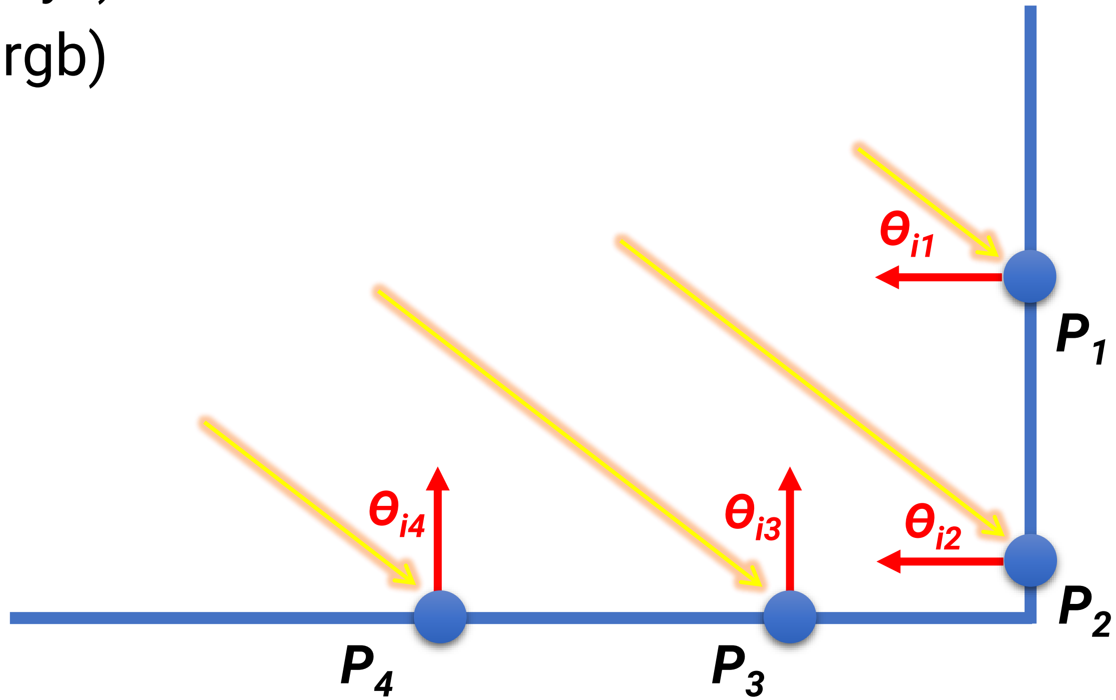
- **C/C++ files**
  - **Shading.cpp** main program (entry point)
  - header.h
  - sphere.h / sphere.cpp class for creating / rendering a sphere
  - **camera.h / camera.cpp** class for creating a virtual camera
  - **light.h** class for creating a point / directional light
  - **shaderprog.h / shaderprog.cpp** class for creating a shader
- **Shader files**
  - fixed_color.vs / fixed_color.fs
  - **gouraud_shading_demo.vs / gouraud_shading_demo.fs**

Data Structure: Lights

- Defined in ***light.h***
- Two types of lights implemented
  - Directional light (distant light)
  - Point light (local light)

Recap: Directional Light

- Describes an emitter that deposits illumination from the **same direction** at every point in space
- Described by
  - Light direction (***D***, xyz)
  - Light radiance (***L***, rgb)



Data Structure: Directional Light

(world space)

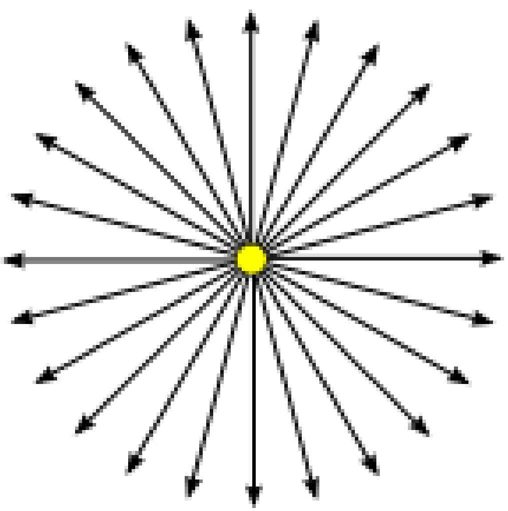
```
// DirectionalLight Declarations.
class DirectionalLight
{
public:
    // DirectionalLight Public Methods.
    DirectionalLight() {
        direction = glm::normalize(glm::vec3(0.0f, -1.0f, 0.0f));   // Default direction: coming from upward.
        radiance = glm::vec3(1.0f, 1.0f, 1.0f);                     // Default light color: white.
    };
    DirectionalLight(const glm::vec3 dir, const glm::vec3 L) {
        direction = glm::normalize(dir);
        radiance = L;
    }

    glm::vec3 GetDirection() const { return direction; }
    glm::vec3 GetRadiance()  const { return radiance;  }

private:
    // DirectionalLight Private Data.
    glm::vec3 direction;
    glm::vec3 radiance;
};
```

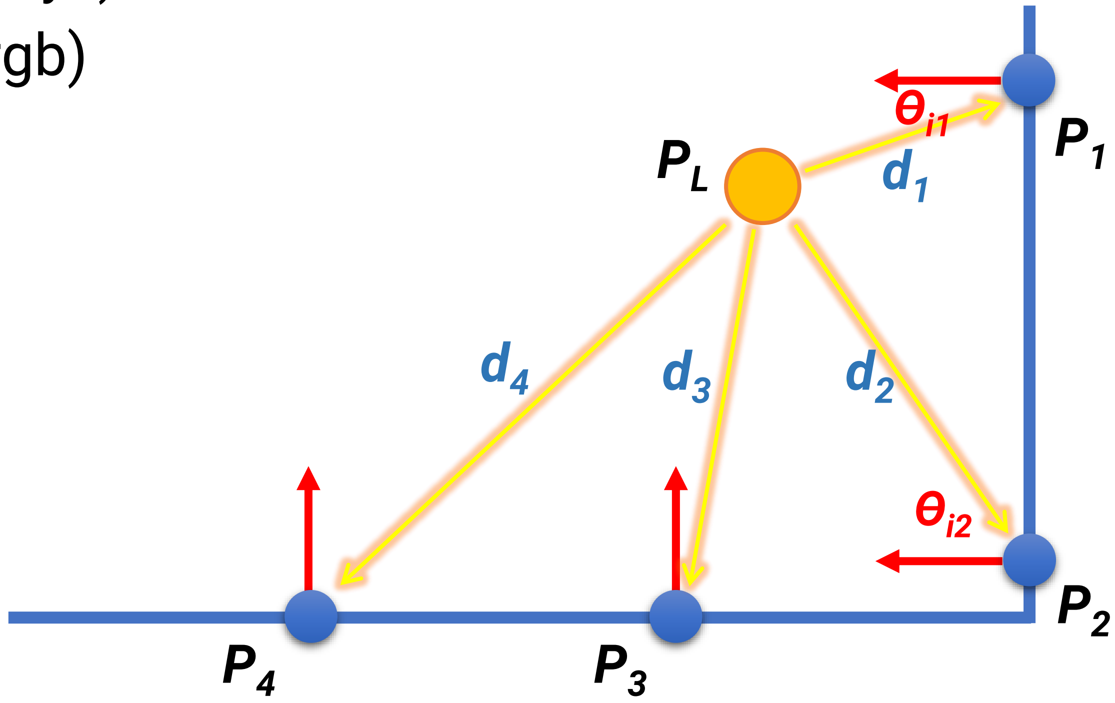
(dx, dy, dz), should be normalized

(r, g, b)

Recap: Point Light

- An isotropic point light source that emits the same amount of light in all directions
- Described by
  - Light position (***P**$_L$*, xyz)
  - Light intensity (***I***, rgb)





Data Structure: Point Light

```
// PointLight Declarations.
class PointLight
{
public:
    // PointLight Public Methods.
    PointLight() {
        position = glm::vec3(0.0f, 0.0f, 0.0f);     // Default location.
        intensity = glm::vec3(1.0f, 1.0f, 1.0f);    // Default light color: white.
        CreateVisGeometry();
    }
    PointLight(const glm::vec3 p, const glm::vec3 I) {
        position = p;
        intensity = I;
        CreateVisGeometry();
    }

    glm::vec3 GetPosition() const  { return position;  }
    glm::vec3 GetIntensity() const { return intensity; }

    void Draw() {
        glPointSize(16.0f);
        glEnableVertexAttribArray(0);
        glBindBuffer(GL_ARRAY_BUFFER, vboId);
        glVertexAttribPointer(0, 3, GL_FLOAT, GL_FALSE, sizeof(VertexP), 0);
        glDrawArrays(GL_POINTS, 0, 1);
        glDisableVertexAttribArray(0);
        glPointSize(1.0f);
    }
```

(world space)

```
// VertexP Declarations.
struct VertexP
{
    VertexP() { position = glm::vec3(0.0f, 0.0f, 0.0f); }
    VertexP(glm::vec3 p) { position = p; }
    glm::vec3 position;
};
```

Data Structure: Point Light (cont.)

```
    void MoveLeft (const float moveSpeed) { position += moveSpeed * glm::vec3(-0.1f,  0.0f, 0.0f); }
    void MoveRight(const float moveSpeed) { position += moveSpeed * glm::vec3( 0.1f,  0.0f, 0.0f); }
    void MoveUp   (const float moveSpeed) { position += moveSpeed * glm::vec3( 0.0f,  0.1f, 0.0f); }
    void MoveDown (const float moveSpeed) { position += moveSpeed * glm::vec3( 0.0f, -0.1f, 0.0f); }

private:
    // PointLight Private Methods.
    void CreateVisGeometry() {
        VertexP lightVtx = glm::vec3(0, 0, 0);
        const int numVertex = 1;
        glGenBuffers(1, &vboId);
        glBindBuffer(GL_ARRAY_BUFFER, vboId);
        glBufferData(GL_ARRAY_BUFFER, sizeof(VertexP) * numVertex, &lightVtx, GL_STATIC_DRAW);
    }

    // PointLight Private Data.
    GLuint vboId;
    glm::vec3 position;
    glm::vec3 intensity;
};
```

create vertices in object space
(we will later transform it into world space)

Data Structure: Scene Object

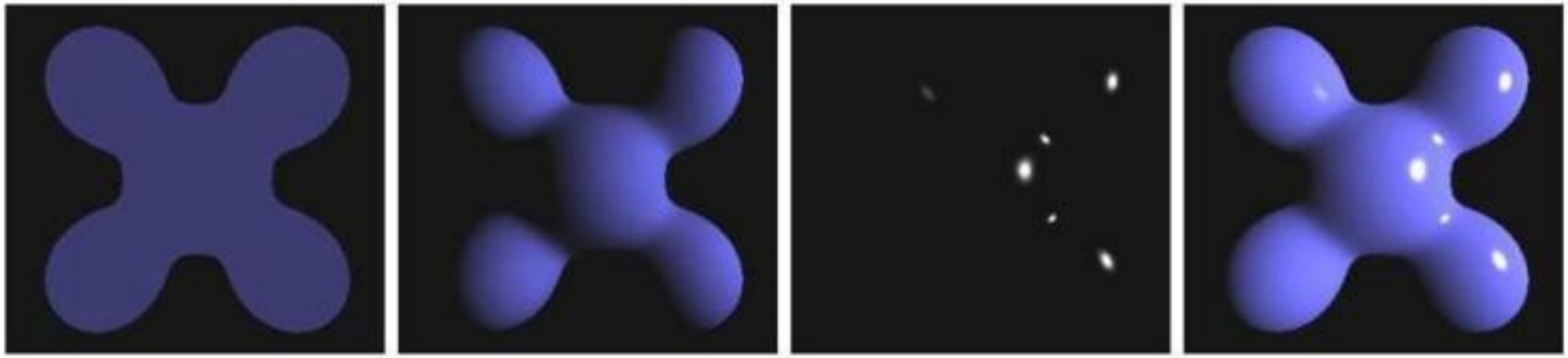
```
// SceneObject.
struct SceneObject
{
    SceneObject() {
        mesh = nullptr;
        worldMatrix = glm::mat4x4(1.0f);
        Ka = glm::vec3(0.5f, 0.5f, 0.5f);
        Kd = glm::vec3(0.8f, 0.8f, 0.8f);
        Ks = glm::vec3(0.6f, 0.6f, 0.6f);
        Ns = 50.0f;
    }
    Sphere* mesh;
    glm::mat4x4 worldMatrix;
    // Material properties.
    glm::vec3 Ka;
    glm::vec3 Kd;
    glm::vec3 Ks;
    float Ns;
};
SceneObject sceneObj;
```

- `Sphere* mesh;` simple sphere object, you can change to your triangle mesh
- `glm::vec3 Ka;` ambient coefficient
- `glm::vec3 Kd;` diffuse coefficient
- `glm::vec3 Ks;` specular coefficient
- `float Ns;` specular exponent (roughness)

```
// ScenePointLight (for visualization of a point light).
struct ScenePointLight
{
    ScenePointLight() {
        light = nullptr;
        worldMatrix = glm::mat4x4(1.0f);
        visColor = glm::vec3(1.0f, 1.0f, 1.0f);
    }
    PointLight* light;
    glm::mat4x4 worldMatrix;
    glm::vec3 visColor;
};
```

Recap: Phong Lighting Model

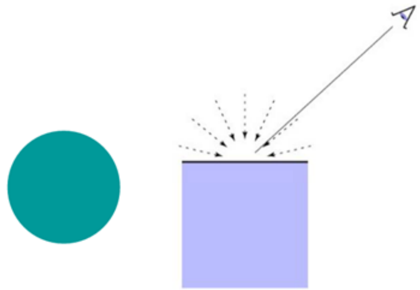
- **Diffuse reflection**
  - Light goes everywhere; colored by object color
- **Specular reflection**
  - Happens only near mirror configuration; usually white
- **Ambient reflection**
  - Constant accounted for global illumination (cheap hack)



ambient diffuse specular

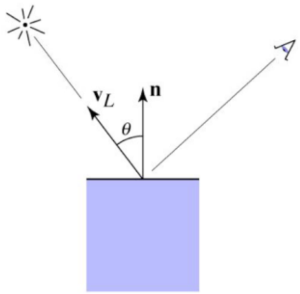
Recap: Phong Lighting Model (cont.)

ambient



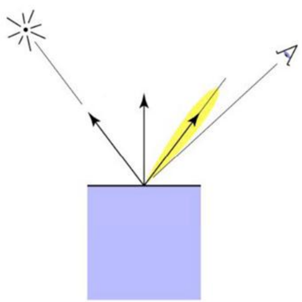
$$L_a = \boxed{k_a} \cdot I_a$$

diffuse



$$L_d = \boxed{k_d} \cdot I \cdot \max(0, N \cdot vL)$$

specular



$$\boxed{k_s} \cdot I \cdot \max(0, vE \cdot vR)^{\boxed{n}}$$

Data Structure: Camera

- camera.h

```
// Camera Declarations.
class Camera {
public:
    // Camera Public Methods.
    Camera(const float aspectRatio);
    ~Camera();

    glm::vec3& GetCameraPos() { return position; }
    glm::mat4x4& GetViewMatrix() { return viewMatrix; }
    glm::mat4x4& GetProjMatrix() { return projMatrix; }

    void UpdateView(const glm::vec3 newPos, const glm::vec3 newTarget, const glm::vec3 up);
    void UpdateProjection(const float fovyInDegree, const float aspectRatio, const float zNear, const float zFar);

private:
    // Camera Private Data.
    glm::vec3 position;
    glm::vec3 target;

    float fovy; // in degree.
    float aspectRatio;
    float nearPlane;
    float farPlane;

    glm::mat4x4 viewMatrix;
    glm::mat4x4 projMatrix;
};
```

Getter for the camera position and matrices

Update matrices with the new parameters

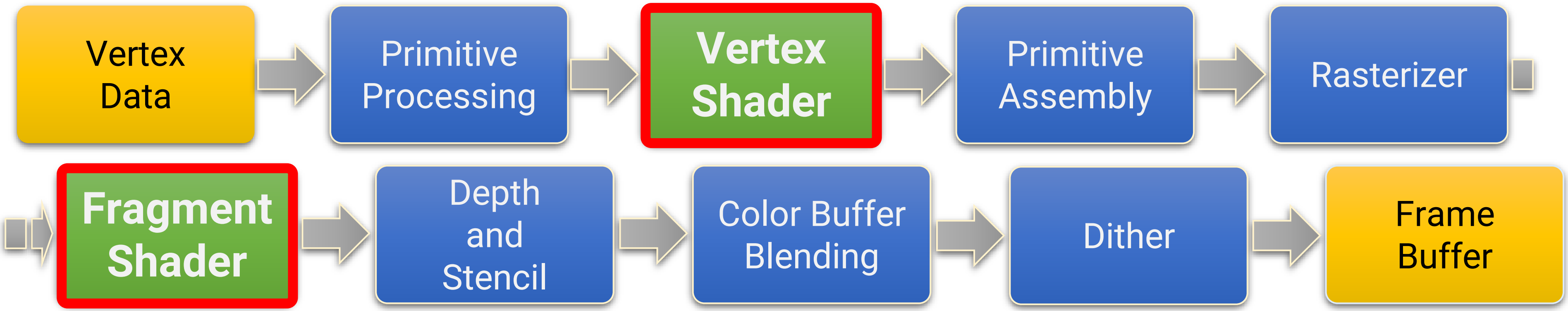
Data Structure: Camera (cont.)

- camera.cpp

```
Camera::Camera(const float aspectRatio)
{
    // Default camera pose and parameters.
    position = glm::vec3(0.0f, 0.0f, 3.0f);
    target = glm::vec3(0.0f, 0.0f, 0.0f);
    fovy = 45.0f;
    nearPlane = 0.1f;
    farPlane = 1000.0f;
    UpdateView(position, target, glm::vec3(0.0f, 1.0f, 0.0f));
    UpdateProjection(fovy, aspectRatio, nearPlane, farPlane);
}

void Camera::UpdateView(const glm::vec3 newPos, const glm::vec3 newTarget, const glm::vec3 up)
{
    position = newPos;
    target = newTarget;
    viewMatrix = glm::lookAt(position, target, up);
}

void Camera::UpdateProjection(const float fovyInDegree, const float aspectRatio, const float zNear, const float zFar)
{
    fovy = fovyInDegree;
    nearPlane = zNear;
    farPlane = zFar;
    projMatrix = glm::perspective(glm::radians(fovyInDegree), aspectRatio, nearPlane, farPlane);
}
```

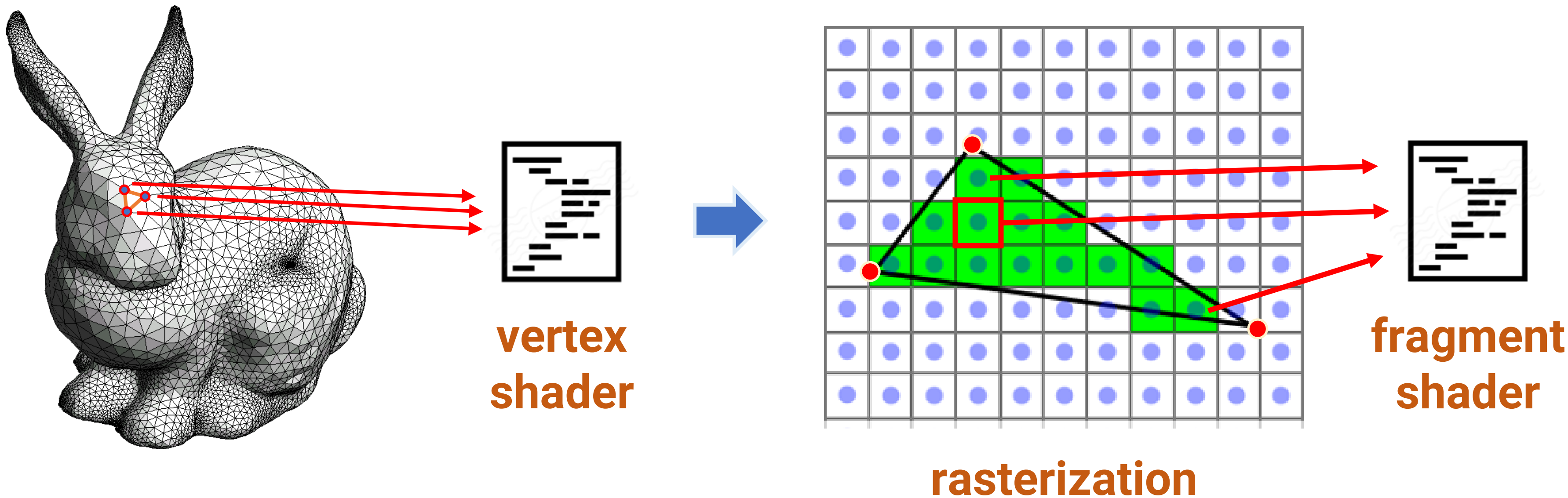
Recap: Shaders

- The OpenGL 2.0 pipeline provides the ability to **programmatically** define the vertex transformation and lighting and the fragment operations (with small GPU programs called **shaders**)



Recap: Vertex Shader and Fragment Shader

- **Important concepts**
  - The vertex shader runs **per vertex**
  - The fragment shader runs **per (rasterized) fragment**



Data Structure: Shaders

- Defined in ***shaderprog.h / shaderprog.cpp***
- Add **base class** ***"ShaderProg"***
- Add **inherited class** ***"FillColorShaderProg"***

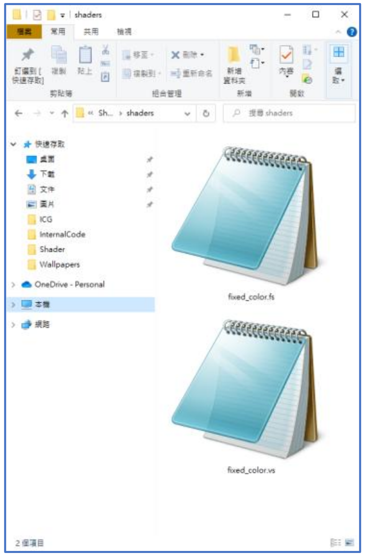
  Shader files:
  - Vertex shader: ***"fixed_color.vs"***
  - Fragment shader: ***"fixed_color.fs"***
- Add **inherited class** ***"GouraudShadingDemoShaderProg"***

  Shaders files:
  - Vertex shader: ***"gouraud_shading_demo.vs"***
  - Fragment shader: ***"gouraud_shading_demo.fs"***

Recap: Shader

- Shaders: small C-like program that runs in a **per-vertex (Vertex Shader)** or **per-fragment (Fragment Shader)** manner **on the GPU in parallel**

the file extension does not matter!



vertex shader

fragment shader

Recap: Fill Color Vertex Shader

```
#version 330 core
layout (location = 0) in vec3 Position;
uniform mat4 modelMatrix;
uniform mat4 viewMatrix;
uniform mat4 projMatrix;

void main() {
    gl_Position = projMatrix * viewMatrix *
                  modelMatrix * vec4(Position, 1.0);
}
```

Vertex attribute

- **glEnableVertexAttribArray(0)**

uniform variables communicated with the CPU

- Get location by **glGetUniformLocation**
- Set value by **glUniformXXX**

the main program **executed per vertex**

built-in variable for the Clip Space coordinate

Recap: Fill Color Fragment Shader

```
#version 330 core
uniform vec3 fillColor;

out vec4 FragColor;

void main() {
    FragColor = vec4(fillColor, 1.0);
}
```

uniform variables communicated with the CPU

- Get location by **glGetUniformLocation**
- Set value by **glUniformXXX**

Output: fragment data

the main program **executed per fragment**

Compute Lighting in Shader

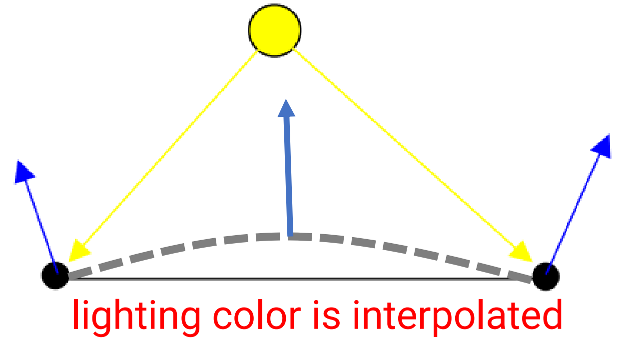
- Lighting and shading can be implemented either in the
  - **Vertex shader** **(Gouraud shading)**
    (compute per vertex and interpolate color)
    or
  - **Fragment shader** **(Phong shading)**
    (interpolate vertex attributes and compute per fragment)

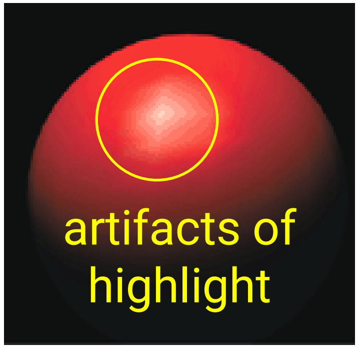
- It can also be implemented in **all coordinate spaces**, such as world space or camera space
  - Just remember that all objects should use the **SAME** coordinate space

Recap: Gouraud Shading and Phong Shading

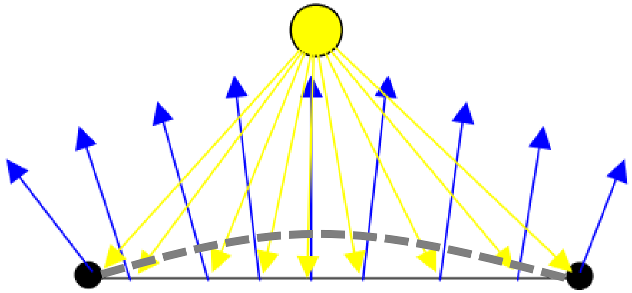
- **Gouraud shading**: compute lighting at vertices and interpolate the lighting color
- **Phong shading**: interpolate normal and compute lighting

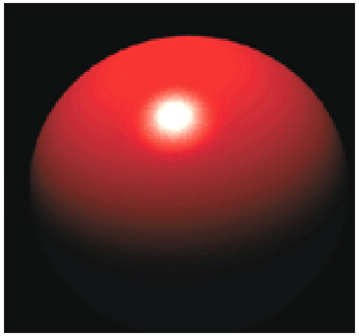
Gouraud shading





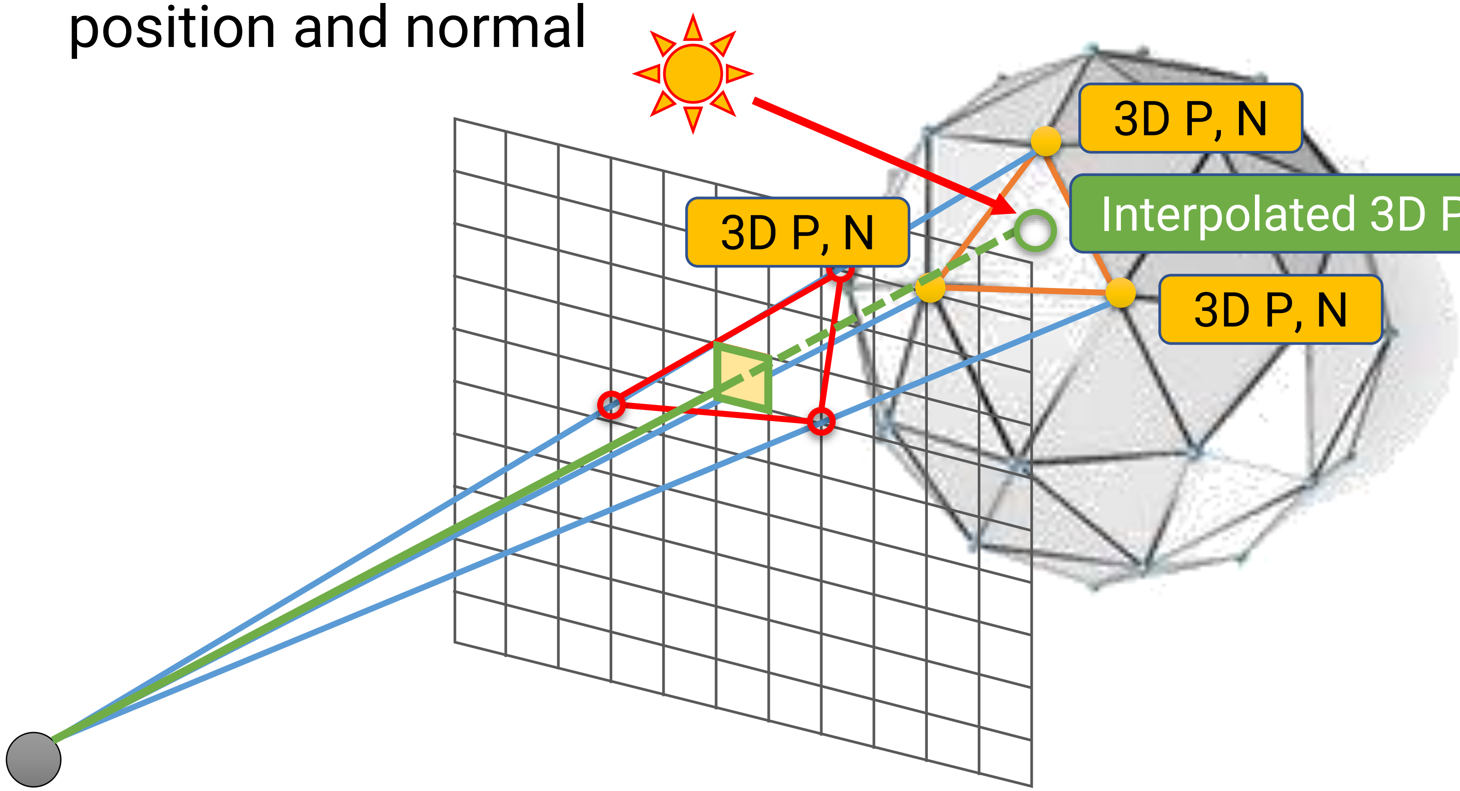
Phong shading





Recap: Vertex Attribute Interpolation

- **Interpolate geometry attributes**
  - Compute lighting at each fragment (in the fragment shader) requires per-fragment geometry attributes such as 3D position and normal



Recap: Vertex Attribute Interpolation (cont.)

- Example: interpolate **world-space vertex position** and **world-space vertex normal**

Vertex Shader

```
#version 330 core

layout (location = 0) in vec3 Position;
layout (location = 1) in vec3 Normal;

// Transformation matrix.
uniform mat4 worldMatrix;
uniform mat4 normalMatrix;
uniform mat4 MVP;

// Data pass to fragment shader.
out vec3 iPosWorld;
out vec3 iNormalWorld;

void main()
{
    gl_Position = MVP * vec4(Position, 1.0);

    // Pass vertex attributes.
    vec4 positionTmp = worldMatrix * vec4(Position, 1.0);
    iPosWorld = positionTmp.xyz / positionTmp.w;

    iNormalWorld = (normalMatrix * vec4(Normal, 0.0)).xyz;
}
```

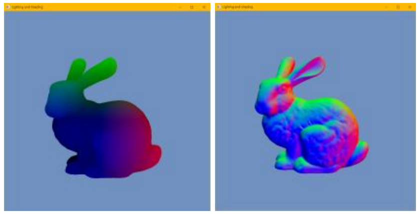
Tell OpenGL you want to interpolate these attributes

world matrix for transforming normal

Fragment Shader

```
#version 330 core

// Data from vertex shader.
in vec3 iPosWorld;
in vec3 iNormalWorld;

out vec4 FragColor;


void main()
{
    vec3 N = normalize(iNormalWorld);
    FragColor = vec4(N, 1.0);
}
```

Ensure the interpolated normal has a unit length

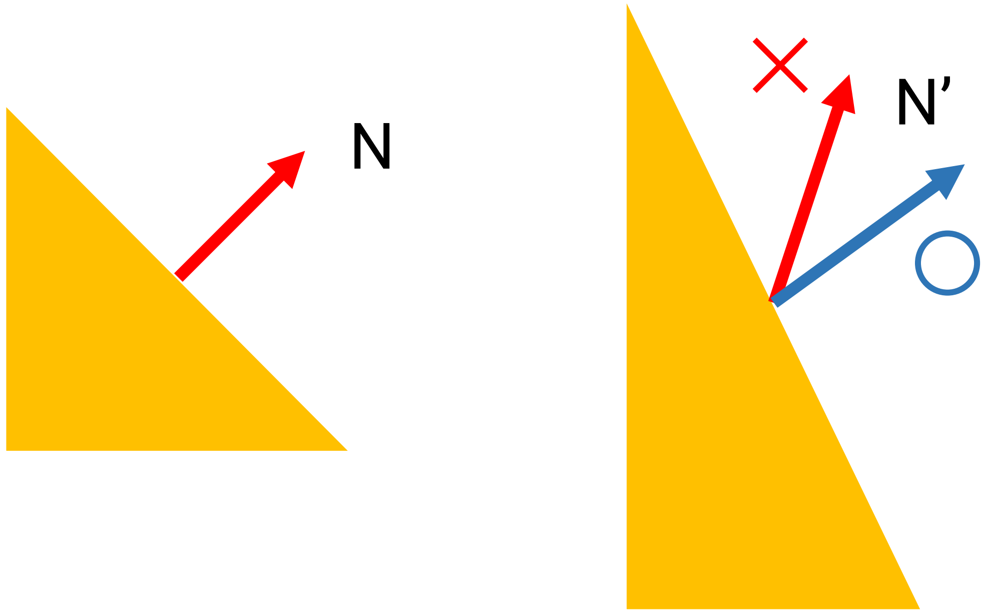


Normal Matrix

- To transform a point from **Object Space** to **World Space**, we multiply its object-space position by the **world** (**model**) matrix
- How about the **vertex normal**?
  - We also need to transform the object-space normal to World Space for lighting computation
  - Could we also multiply the object-space normal by the world matrix?

Normal Matrix (cont.)

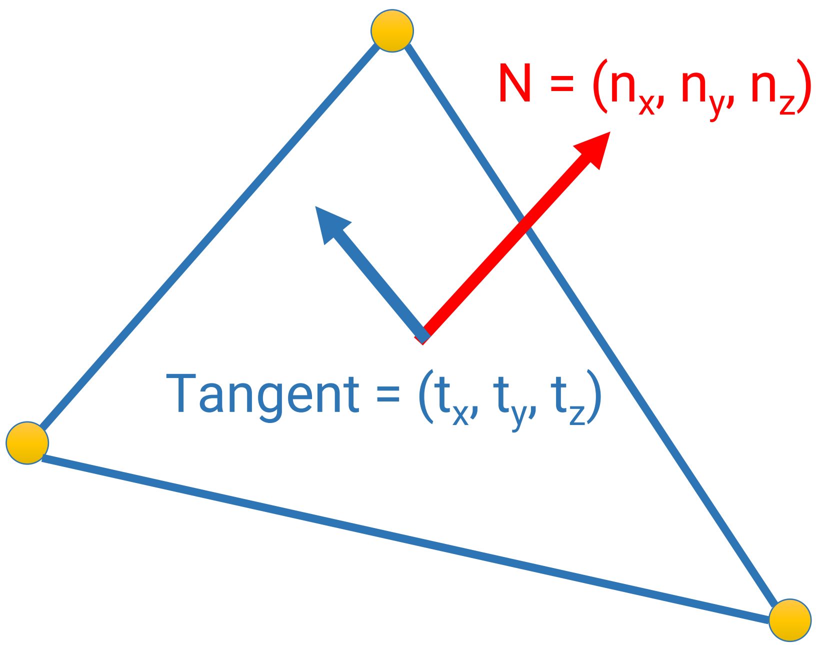
- If the scaling in a world matrix is **uniform**, you can use the world matrix for transforming the normal directly
- However, if there is a **non-uniform** scaling, the matrix for transforming normal should be different



normal should be perpendicular to the surface!

Normal Matrix (cont.)

- Derivation of the normal matrix



$$(n_x, n_y, n_z, 0) \cdot (t_x, t_y, t_z, 0) = 0$$

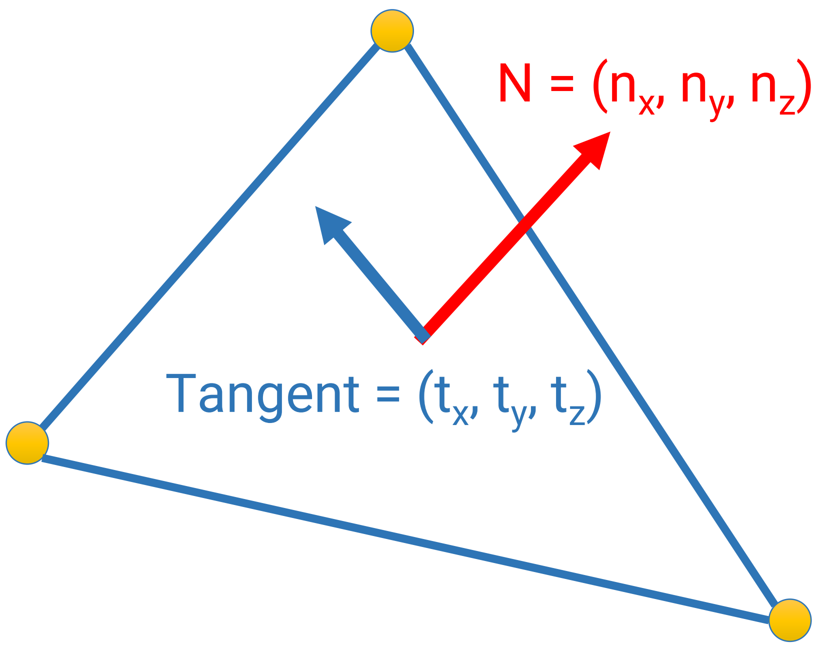
$$(n_x, n_y, n_z, 0) \begin{pmatrix} t_x \\ t_y \\ t_z \\ 0 \end{pmatrix} = 0$$

$$\underbrace{\boxed{(n_x, n_y, n_z, 0)\, M^{-1}}}_{\text{transformed normal}} \underbrace{\boxed{M \begin{pmatrix} t_x \\ t_y \\ t_z \\ 0 \end{pmatrix}}}_{\text{transformed tangent}} = 0$$

Normal Matrix (cont.)

- Derivation of the normal matrix

Note: if you want to compute lighting in **Camera Space**, the ***M*** should be the **modelview** matrix



$$\begin{pmatrix} n_x^{world} \\ n_y^{world} \\ n_z^{world} \\ 0 \end{pmatrix}^T = (n_x, n_y, n_z, 0)M^{-1}$$

$$(AB)^T = B^T A^T$$

$$\begin{pmatrix} n_x^{world} \\ n_y^{world} \\ n_z^{world} \\ 0 \end{pmatrix} = \boxed{(M^{-1})^T} \begin{pmatrix} n_x \\ n_y \\ n_z \\ 0 \end{pmatrix}$$

normal matrix

(the inverse transpose of world matrix)

Gouraud Shading Vertex Shader

```
#version 330 core
layout (location = 0) in vec3 Position;
layout (location = 1) in vec3 Normal;
```

Vertex attribute

- **glEnableVertexAttribArray(1)**

(you can refer to sphere.cpp)

```
// VertexPN Declarations.
struct VertexPN
{
    VertexPN() {
        position = glm::vec3(0.0f, 0.0f, 0.0f);
        normal = glm::vec3(0.0f, 1.0f, 0.0f);
    }
    VertexPN(glm::vec3 p, glm::vec3 n) {
        position = p;
        normal = n;
    }
    glm::vec3 position;
    glm::vec3 normal;
};
```

```
// Transformation matrices.
uniform mat4 modelMatrix;
uniform mat4 viewMatrix;
uniform mat4 normalMatrix;
uniform mat4 MVP;
```

(cont.)

```
glBindBuffer(GL_ARRAY_BUFFER, vboId);
glVertexAttribPointer(0, 3, GL_FLOAT, GL_FALSE, sizeof(VertexPN), 0);
glVertexAttribPointer(1, 3, GL_FLOAT, GL_FALSE, sizeof(VertexPN), (const GLvoid*)12);
```

Gouraud Shading Vertex Shader (cont.)

```
// Material properties.
uniform vec3 Ka;
uniform vec3 Kd;
uniform vec3 Ks;
uniform float Ns;
// Light data
uniform vec3 ambientLight;
uniform vec3 dirLightDir;
uniform vec3 dirLightRadiance;
uniform vec3 pointLightPos;
uniform vec3 pointLightIntensity;
```

(cont.)

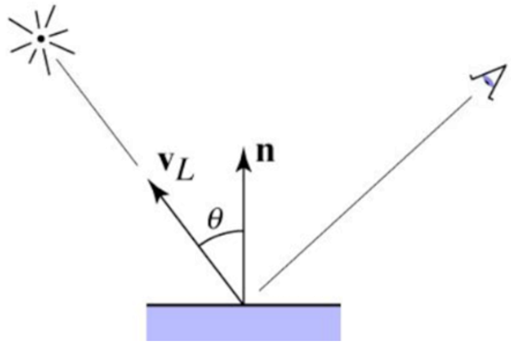
Gouraud Shading Vertex Shader (cont.)

```
// Data pass to fragment shader
out vec3 iLightingColor;

void main() {
    gl_Position = MVP * vec4(Position, 1.0);

    // Compute vertex lighting in view space.
    vec4 tmpPos = viewMatrix * worldMatrix * vec4(Position, 1.0);
    vec3 vsPosition = tmpPos.xyz / tmpPos.w;
    vec3 vsNormal = (normalMatrix * vec4(Normal, 0.0)).xyz;
    vsNormal = normalize(vsNormal);
```

(cont.)

Gouraud Shading Vertex Shader (cont.)

```
// Ambient light.
vec3 ambient = Ka * ambientLight;
// ------------------------------------------------------
// Directional light.
vec3 vsLightDir = (viewMatrix * vec4(-dirLightDir, 0.0)).xyz;
vsLightDir = normalize(vsLightDir);
// Diffuse and Specular.
vec3 diffuse =
        Diffuse(Kd, dirLightRadiance, vsNormal, vsLightDir);
vec3 specular = Specular();
vec3 dirLight = diffuse + specular;
```



(cont.)

Gouraud Shading Vertex Shader (cont.)

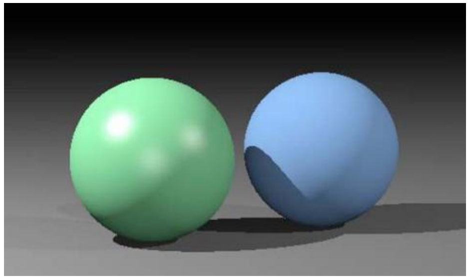
```
// Point light.
tmpPos = viewMatrix * vec4(pointLightPos, 1.0);
vec3 vsLightPos = tmpPos.xyz / tmpPos.w;
vsLightDir = normalize(vsLightPos - vsPosition);
float distSurfaceToLight = distance(vsLightPos, vsPosition);
float attenuation = 1.0f / (distSurfaceToLight * distSurfaceToLight);
vec3 radiance = pointLightIntensity * attenuation;
// Diffuse and Specular.
diffuse = Diffuse(Kd, radiance, vsNormal, vsLightDir);
specular = Specular();
vec3 pointLight = diffuse + specular;
```

(cont.)

Recap: Multiple Lights

- Compute the contribution from a light to a point by including **ambient**, **diffuse**, and **specular** components

$$
\begin{aligned}
L &= L_a + L_d + L_s \\
&= k_a \cdot I_a + I(k_d \cdot \max(0, N \cdot vL) + k_s \cdot \max(0, N \cdot vH)^n)
\end{aligned}
$$



- If there are ***s*** lights, just sum over all the lights because the lighting is **linear**

$$
L = k_a \cdot I_a + \sum_i^s (I_i(k_d \cdot \max(0, N \cdot vL_i) + k_s \cdot \max(0, N \cdot vH_i)^n))
$$

Gouraud Shading Vertex Shader (cont.)

```
    // Put all lights together.
    iLightingColor = ambient + dirLight + pointLight;
}


vec3 Diffuse(vec3 Kd, vec3 I, vec3 N, vec3 lightDir) {
    return Kd * I * max(0, dot(N, lightDir));
}
vec3 Specular( /* Put the parameters here. */ ) {
    // Try to implement yourself!
    return vec3(0.0, 0.0, 0.0);
}
```

Gouraud Shading Fragment Shader

```
#version 330 core

in vec3 iLightingColor;  (has been interpolated)

out vec4 FragColor;


void main()
{
    FragColor = vec4(iLightingColor, 1.0);
}
```

Recap: Setting Parameters to Shaders

```
locMVP = glGetUniformLocation(shaderProgId, "MVP");
glUniformMatrix4fv(locMVP, 1, GL_FALSE, glm::value_ptr(MVP));
```

CPU

2

1

Vertex Shader

GPU

```
#version 330 core
layout (location = 0) in vec3 Position;
uniform mat4 MVP;
void main() {
    gl_Position = MVP * vec4(Position, 1.0);
}
```

Data Structure: Shaders (cont.)

- Base class for creating a shader program

```
// ShaderProg Declarations.
class ShaderProg
{
public:
    // ShaderProg Public Methods.
    ShaderProg();
    ~ShaderProg();

    bool LoadFromFiles(const std::string vsFilePath, const std::string fsFilePath);
    void Bind() { glUseProgram(shaderProgId); };
    void UnBind() { glUseProgram(0); };

    GLint GetLocMVP() const { return locMVP; }
```

all shaders need this

call private methods, **LoadShaderTextFromFile** and **AddShader**

(cont.)

Data Structure: Shaders (cont.)

- Base class for creating a shader program

(cont.)

```
protected:
    // ShaderProg Protected Methods.
    virtual void GetUniformVariableLocation();

    // ShaderProg Protected Data.
    GLuint shaderProgId;

private:
    // ShaderProg Private Methods.
    GLuint AddShader(const std::string& sourceText, GLenum shaderType);
    static bool LoadShaderTextFromFile(const std::string filePath, std::string& sourceText);

    // ShaderProg Private Data.
    GLint locMVP;
};
```

each shader has different parameters, so make it **virtual for overriding**

Data Structure: Shaders

- Inherited class for Gouraud Shading

```
// GouraudShadingDemoShaderProg Declarations.
class GouraudShadingDemoShaderProg : public ShaderProg
{
public:
    // GouraudShadingDemoShaderProg Public Methods.
    GouraudShadingDemoShaderProg();
    ~GouraudShadingDemoShaderProg();

    GLint GetLocM() const { return locM; }
    GLint GetLocV() const { return locV; }
    GLint GetLocNM() const { return locNM; }
    GLint GetLocKa() const { return locKa; }
    GLint GetLocKd() const { return locKd; }
    GLint GetLocKs() const { return locKs; }
    GLint GetLocNs() const { return locNs; }
    GLint GetLocAmbientLight() const { return locAmbientLight; }
    GLint GetLocDirLightDir() const { return locDirLightDir; }
    GLint GetLocDirLightRadiance() const { return locDirLightRadiance; }
    GLint GetLocPointLightPos() const { return locPointLightPos; }
    GLint GetLocPointLightIntensity() const { return locPointLightIntensity; }
```

locations of uniform matrix variables

locations of uniform material variables

locations of uniform light data variables

Data Structure: Shaders (cont.)

```
protected:
    // GouraudShadingDemoShaderProg Protected Methods.
    void GetUniformVariableLocation();

private:
    // GouraudShadingDemoShaderProg Public Data.
    // Transformation matrix.
    GLint locM;
    GLint locV;
    GLint locNM;
    // Material properties.
    GLint locKa;
    GLint locKd;
    GLint locKs;
    GLint locNs;
    // Light data.
    GLint locAmbientLight;
    GLint locDirLightDir;
    GLint locDirLightRadiance;
    GLint locPointLightPos;
    GLint locPointLightIntensity;
};
```

override from the base class

Data Structure: Shaders (cont.)

- Inherited class for Gouraud Shading

```
GouraudShadingDemoShaderProg::GouraudShadingDemoShaderProg()
{
    locM = -1;
    locV = -1;
    locNM = -1;
    locKa = -1;
    locKd = -1;
    locKs = -1;
    locNs = -1;
    locAmbientLight = -1;
    locDirLightDir = -1;
    locDirLightRadiance = -1;
    locPointLightPos = -1;
    locPointLightIntensity = -1;
}

GouraudShadingDemoShaderProg::~GouraudShadingDemoShaderProg()
{}
```

Data Structure: Shaders (cont.)

- Inherited class for Gouraud Shading

```
void GouraudShadingDemoShaderProg::GetUniformVariableLocation()
{
    ShaderProg::GetUniformVariableLocation();
    locM = glGetUniformLocation(shaderProgId, "worldMatrix");
    locV = glGetUniformLocation(shaderProgId, "viewMatrix");
    locNM = glGetUniformLocation(shaderProgId, "normalMatrix");
    locKa = glGetUniformLocation(shaderProgId, "Ka");
    locKd = glGetUniformLocation(shaderProgId, "Kd");
    locKs = glGetUniformLocation(shaderProgId, "Ks");
    locNs = glGetUniformLocation(shaderProgId, "Ns");
    locAmbientLight = glGetUniformLocation(shaderProgId, "ambientLight");
    locDirLightDir = glGetUniformLocation(shaderProgId, "dirLightDir");
    locDirLightRadiance = glGetUniformLocation(shaderProgId, "dirLightRadiance");
    locPointLightPos = glGetUniformLocation(shaderProgId, "pointLightPos");
    locPointLightIntensity = glGetUniformLocation(shaderProgId, "pointLightIntensity");
}
```

Main Program

- The flow of the main program remains the same

```
int main(int argc, char** argv)
{
    // Setting window properties.
    Initialize window properties and GLEW

    // Initialization.
    SetupRenderState();
    SetupScene();
    CreateShaderLib();

    // Register callback functions.
    Register callback functions

    // Start rendering loop.
    glutMainLoop();

    return 0;
}
```

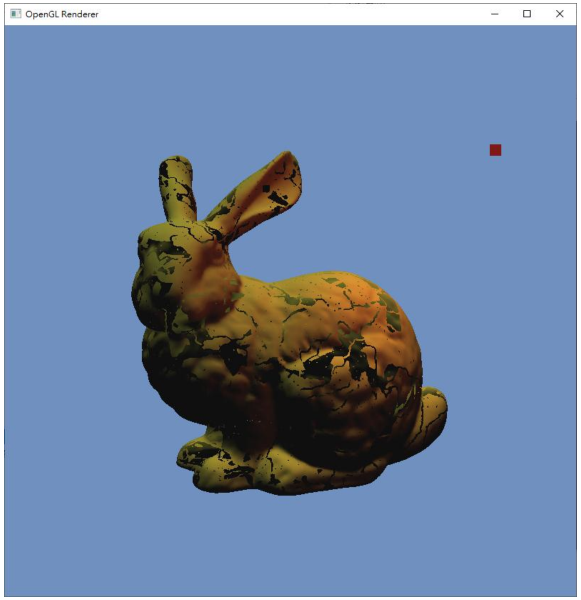
Main Program (cont.)

- Remember to enable **"depth test"** by calling

  glEnable(**GL_DEPTH_TEST**);

  Otherwise, the Z-buffer will not work

```
void SetupRenderState()
{
    // glPolygonMode(GL_FRONT_AND_BACK, GL_LINE);
    glEnable(GL_DEPTH_TEST);

    glm::vec4 clearColor = glm::vec4(0.44f, 0.57f, 0.75f, 1.00f);
    glClearColor(
        (GLclampf)(clearColor.r),
        (GLclampf)(clearColor.g),
        (GLclampf)(clearColor.b),
        (GLclampf)(clearColor.a)
    );
}
```



Main Program (cont.)

```
void SetupScene()
{
    // Scene object -----------------------------------------------------------------------
    sphereMesh = new Sphere(32, 32, 0.5f);
    sceneObj.mesh = sphereMesh;

    // Scene lights -----------------------------------------------------------------------
    // Create a directional light.
    dirLight = new DirectionalLight(dirLightDirection, dirLightRadiance);
    // Create a point light.
    pointLight = new PointLight(pointLightPosition, pointLightIntensity);
    pointLightObj.light = pointLight;
    pointLightObj.visColor = glm::normalize(((PointLight*)pointLightObj.light)->GetIntensity());

    // Create a camera and update view and proj matrices.
    camera = new Camera((float)screenWidth / (float)screenHeight);
    camera->UpdateView(cameraPos, cameraTarget, cameraUp);
    float aspectRatio = (float)screenWidth / (float)screenHeight;
    camera->UpdateProjection(fovy, aspectRatio, zNear, zFar);
}
```

Main Program (cont.)

```
void CreateShaderLib()
{
    fillColorShader = new FillColorShaderProg();
    if (!fillColorShader->LoadFromFiles("shaders/fixed_color.vs", "shaders/fixed_color.fs"))
        exit(1);

    gouraudShadingShader = new GouraudShadingDemoShaderProg();
    if (!gouraudShadingShader->LoadFromFiles("shaders/gouraud_shading_demo.vs", "shaders/gouraud_shading_demo.fs"))
        exit(1);
}
```

render the object using "GouraudShadingShader" with object transform, object material, and lighting parameters

```
void RenderSceneCB()
{
    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);

    // Render a triangle mesh with Gouraud shading. -----------------------------------------
    if (sceneObj.mesh ≠ nullptr) {
        // Update transform (assuming there might be dynamic transformations).
        glm::mat4x4 S = glm::scale(glm::mat4x4(1.0f), glm::vec3(1.5f, 1.5f, 1.5f));
        sceneObj.worldMatrix = S;
        glm::mat4x4 normalMatrix = glm::transpose(glm::inverse(camera->GetViewMatrix() * sceneObj.worldMatrix));
        glm::mat4x4 MVP = camera->GetProjMatrix() * camera->GetViewMatrix() * sceneObj.worldMatrix;
```

Main Program (cont.)

```
    gouraudShadingShader->Bind();

    // Transformation matrix.
    glUniformMatrix4fv(gouraudShadingShader->GetLocM(), 1, GL_FALSE, glm::value_ptr(sceneObj.worldMatrix));
    glUniformMatrix4fv(gouraudShadingShader->GetLocV(), 1, GL_FALSE, glm::value_ptr(camera->GetViewMatrix()));
    glUniformMatrix4fv(gouraudShadingShader->GetLocNM(), 1, GL_FALSE, glm::value_ptr(normalMatrix));
    glUniformMatrix4fv(gouraudShadingShader->GetLocMVP(), 1, GL_FALSE, glm::value_ptr(MVP));
    // Material properties.
    glUniform3fv(gouraudShadingShader->GetLocKa(), 1, glm::value_ptr(sceneObj.Ka));
    glUniform3fv(gouraudShadingShader->GetLocKd(), 1, glm::value_ptr(sceneObj.Kd));
    glUniform3fv(gouraudShadingShader->GetLocKs(), 1, glm::value_ptr(sceneObj.Ks));
    glUniform1f(gouraudShadingShader->GetLocNs(), sceneObj.Ns);
    // Light data.
    if (dirLight != nullptr) {
        glUniform3fv(gouraudShadingShader->GetLocDirLightDir(), 1, glm::value_ptr(dirLight->GetDirection()));
        glUniform3fv(gouraudShadingShader->GetLocDirLightRadiance(), 1, glm::value_ptr(dirLight->GetRadiance()));
    }
    if (pointLight != nullptr) {
        glUniform3fv(gouraudShadingShader->GetLocPointLightPos(), 1, glm::value_ptr(pointLight->GetPosition()));
        glUniform3fv(gouraudShadingShader->GetLocPointLightIntensity(), 1, glm::value_ptr(pointLight->GetIntensity()));
    }
    glUniform3fv(gouraudShadingShader->GetLocAmbientLight(), 1, glm::value_ptr(ambientLight));

    // Render the mesh.
    sceneObj.mesh->Render();

    gouraudShadingShader->UnBind();
}
```

Main Program (cont.)

```
    // Visualize the light with fill color. ----------------------------------------------
    // Bind shader and set parameters.
    PointLight* pointLight = pointLightObj.light;
    if (pointLight != nullptr) {
        glm::mat4x4 T = glm::translate(glm::mat4x4(1.0f), (pointLight->GetPosition()));
        pointLightObj.worldMatrix = T;
        glm::mat4x4 MVP = camera->GetProjMatrix() * camera->GetViewMatrix() * pointLightObj.worldMatrix;

        fillColorShader->Bind();

        glUniformMatrix4fv(fillColorShader->GetLocMVP(), 1, GL_FALSE, glm::value_ptr(MVP));
        glUniform3fv(fillColorShader->GetLocFillColor(), 1, glm::value_ptr(pointLightObj.visColor));

        // Render the point light.
        pointLight->Draw();

        fillColorShader->UnBind();
    }
    // -------------------------------------------------------------------------------------

    glutSwapBuffers();
}
```

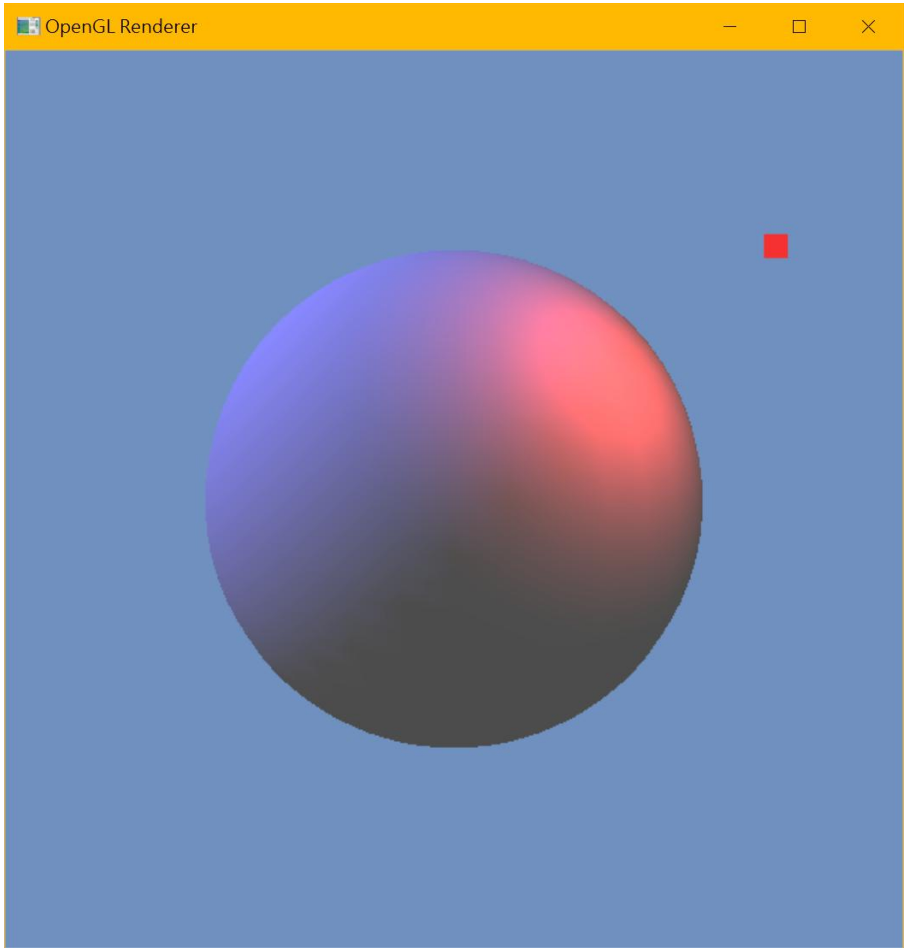
render the point light using “FillColorShader”

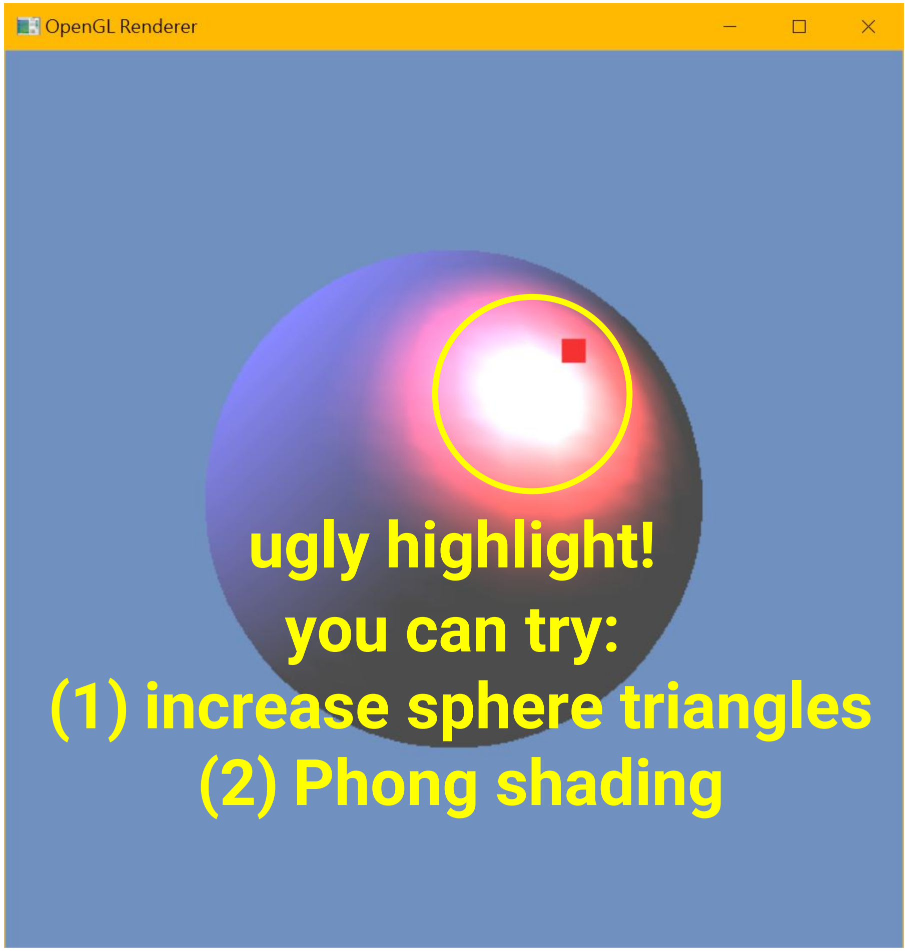
Main Program (cont.)

```
void ProcessSpecialKeysCB(int key, int x, int y)
{
    // Handle special (functional) keyboard inputs such as F1, spacebar, page up, etc.
    switch (key) {
    // Rendering mode.

    // Light control.
    case GLUT_KEY_LEFT:
        if (pointLight ≠ nullptr)
            pointLight->MoveLeft(lightMoveSpeed);
        break;
    case GLUT_KEY_RIGHT:
        if (pointLight ≠ nullptr)
            pointLight->MoveRight(lightMoveSpeed);
        break;
    case GLUT_KEY_UP:
        if (pointLight ≠ nullptr)
            pointLight->MoveUp(lightMoveSpeed);
        break;
    case GLUT_KEY_DOWN:
        if (pointLight ≠ nullptr)
            pointLight->MoveDown(lightMoveSpeed);
        break;
    default:
        break;
    }
}
```

interactively control the point light with the keyboard

Results


OpenGL Renderer


OpenGL Renderer
ugly highlight!
you can try:
(1) increase sphere triangles
(2) Phong shading

Practices

- Implement specular shading (HW3)
- Implement spotlight (HW3)
- Implement Phong shading (HW3)


END OF PRESENTATION
ANY QUESTIONS?