

CSCI 420 Computer Graphics

# Helper slides, hw1 (height field)

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# Important first steps

- There must be `glutSwapBuffers()` at the end of `displayFunc()`
- There must be `glutPostRedisplay()` at the end of `idleFunc()`

# Understanding modelview and projection matrices

- 4x4 matrices
- You compute them using the `OpenGLMatrix` class
- You send them to the shader using `glUniformMatrix4fv`
- There are two `OpenGLMatrix` modes: `ModelView` and `Projection`
- Use `OpenGLMatrix::SetMatrixMode` to set the mode

# Computing the projection matrix

- Compute in reshape()
- Change the mode to Projection
- Clear the matrix to identity (`OpenGLMatrix::LoadIdentity`)
- Then, call `OpenGLMatrix::Perspective`
- Good habit to then set the mode back to ModelView

# Uploading the projection matrix to GPU

Inside `displayFunc()`:

```
float p[16];
openGLMatrix->SetMatrixMode(openGLMatrix::Projection);
openGLMatrix->GetMatrix(p);
```

- Then, upload the array `p` to the GPU:  
See the "Setting up uniform variables" slides  
in the "Shaders" lecture.

# Computing the modelview matrix

- Compute in displayFunc()
- Change the mode to ModelView  
`openGLMatrix->SetMatrixMode(OpenGLMatrix::ModelView);`
- Clear the matrix to identity (`OpenGLMatrix::LoadIdentity`)
- Then, call `OpenGLMatrix::LookAt()`
- Then, call `OpenGLMatrix::Translate, Rotate, Scale`
- Then  
`float m[16];  
openGLMatrix->GetMatrix(m);`
- Then, upload the array m to the GPU

# Initialization

- Init and bind the pipeline program:  
`pipelineProgram->BuildShadersFromFiles("../openGLHelper",  
"vertexShader.glsl", "fragmentShader.glsl");`
- `pipelineProgram->Bind();`
- Generate the VBO and VAO, and properly upload them to the GPU

See the "Vertex Array Object" slides ("Shaders" lecture), and the "Vertex Buffer Object" slides ("Colors and Hidden Surface Removal" lecture).

# Write the vertex and fragment shaders

- See “Shaders”:  
“Basic Vertex Shader in GLSL” and  
“Basic Fragment Shader”

Note: basic shaders are already written in the starter code.

# Heightfield VBOs and VAOs

- 2 VBOs + 1 VAO for solid mode  
2 VBOs + 1 VAO for wireframe mode  
2 VBOs + 1 VAO for point mode  
One VBO for positions and one for colors
- 5 VBOs + 1 VAO for “smoothing mode”  
Positions: center, left, right, down, up (no color)

# Gotchas to avoid

- First, initialize OpenGL.
- VAO must be initialized AFTER the pipeline program has been initialized and bound.
- VAO must be initialized AFTER setting up VBO.
- The order of setting up the VBO and the pipeline program does not matter.

- Data sent to VBO must be contiguous.

~~float\* vertices[36];~~

~~vertices[0] = new float[3];~~

~~vertices[1] = new float[3];~~

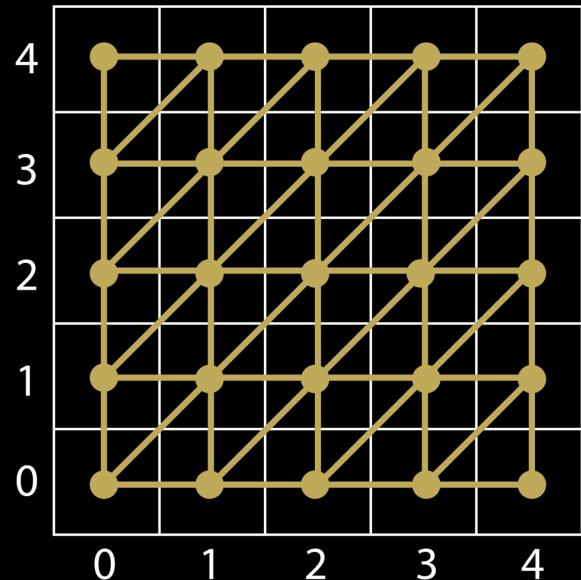
~~...~~

# Rendering (in displayFunc)

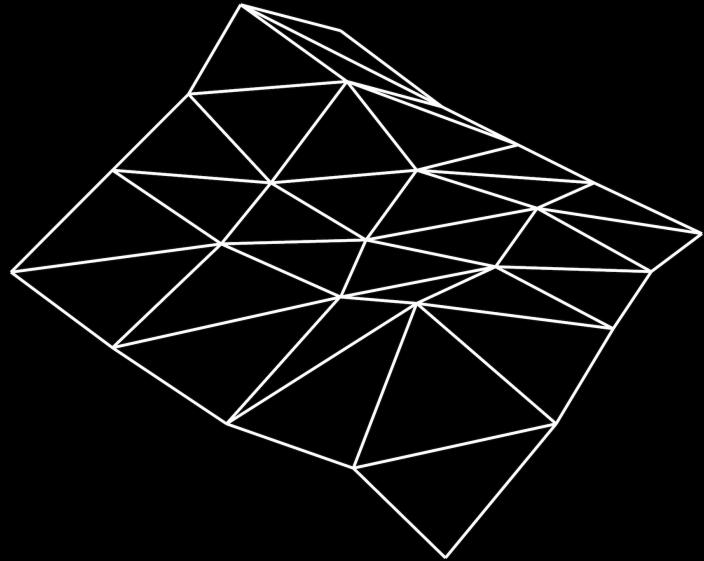
- Setup modelview and projection matrices  
(as shown in the previous slides in this presentation)
- Bind the VAO
- Render using `glDrawArrays()`
- See "Use the VAO" slide in "Shaders"

# Rendering the height field

# Understanding the Height Field



The image (5x5)



The heightfield

Pixel (i,j)



3D vertex  
 $x = i / (\text{resolution} - 1)$   
 $y = \text{height}$   
 $z = -j / (\text{resolution} - 1)$

height = heightmapImage->getPixel(i, j, 0) / 255.0f

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# Warning

```
int i = ...  
int resolution = ...  
float x = i / (resolution - 1);
```

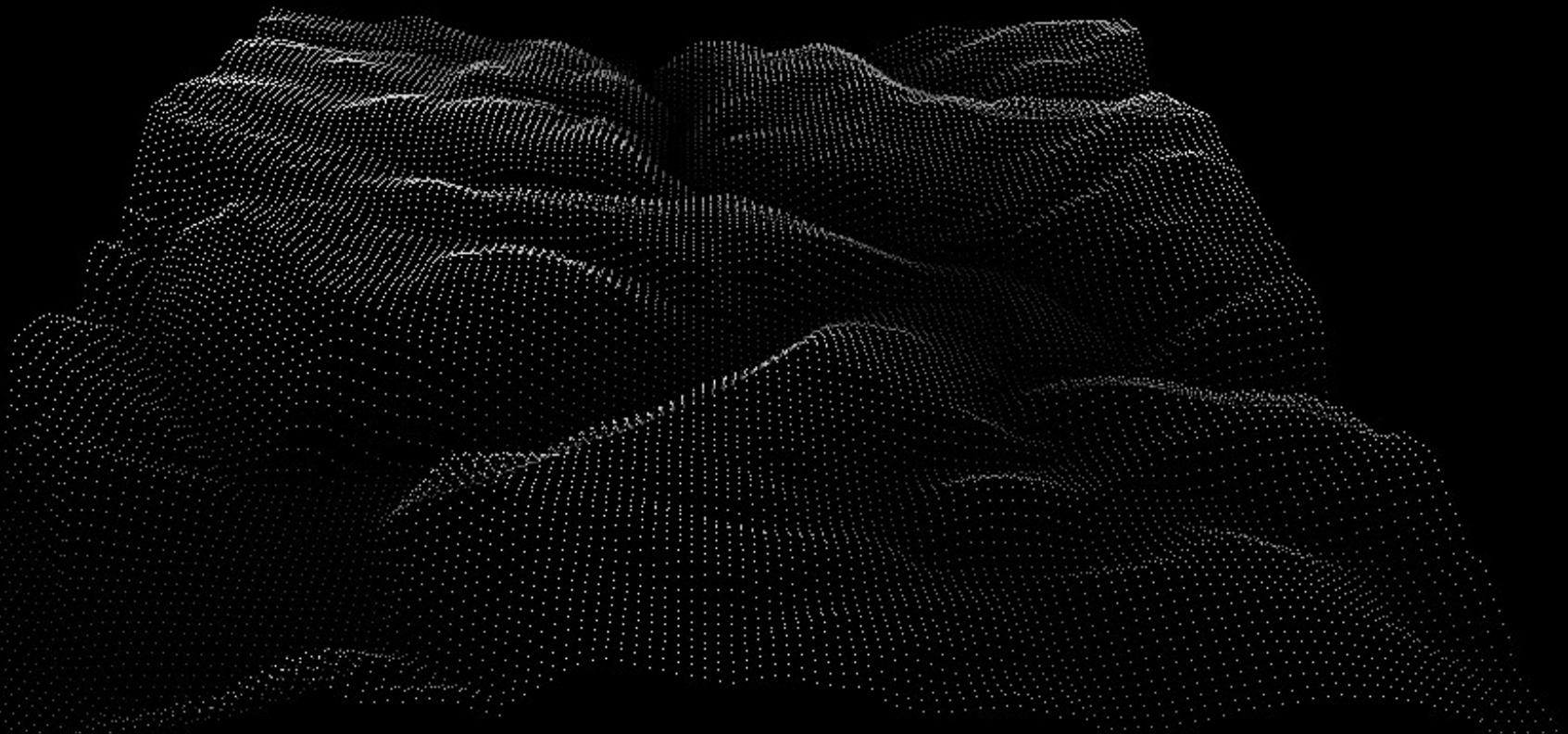
Malfunction due  
to integer division!

```
float x = 1.0 * i / (resolution - 1);
```

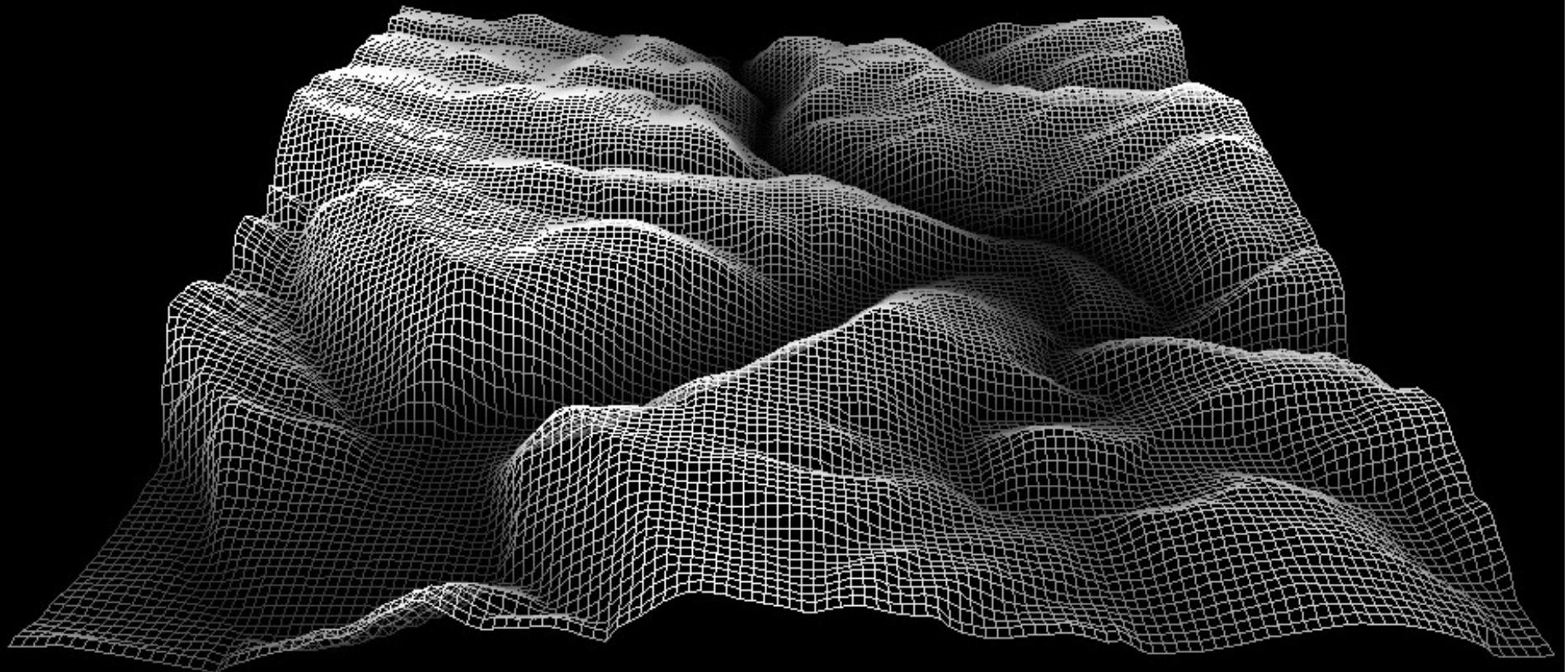


In other words, be careful about not accidentally triggering integer division in C !

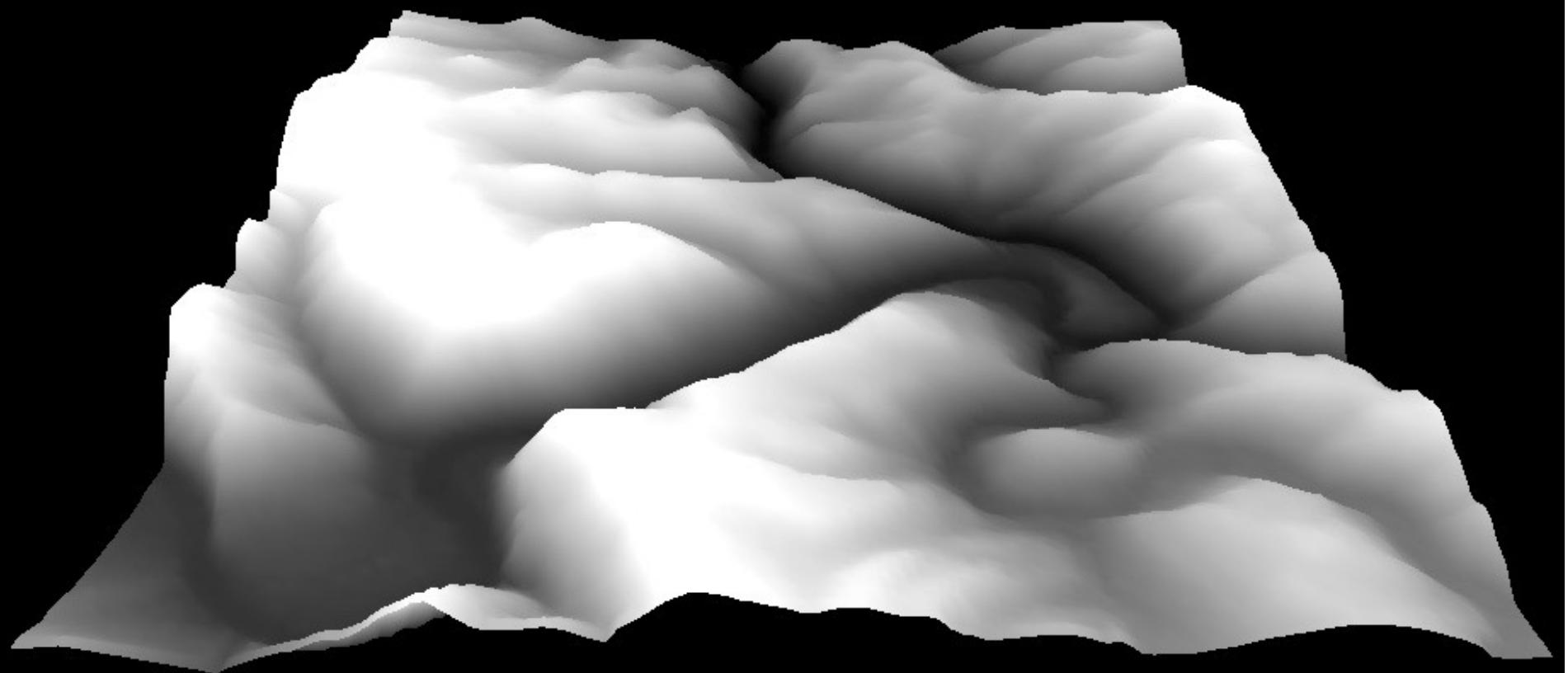
# Point mode (“1”)



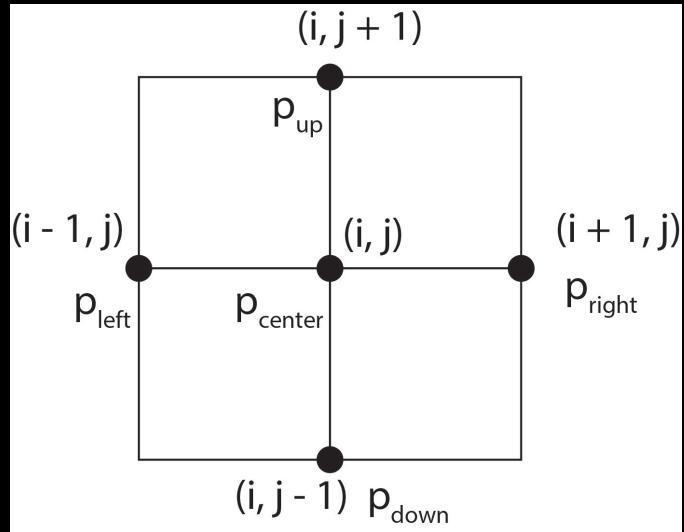
# Line mode (“2”)



Triangle mode (“3”)



# Smoothing mode (“4”)



1 VBO for center positions

1 VBO for  $p_{left}$

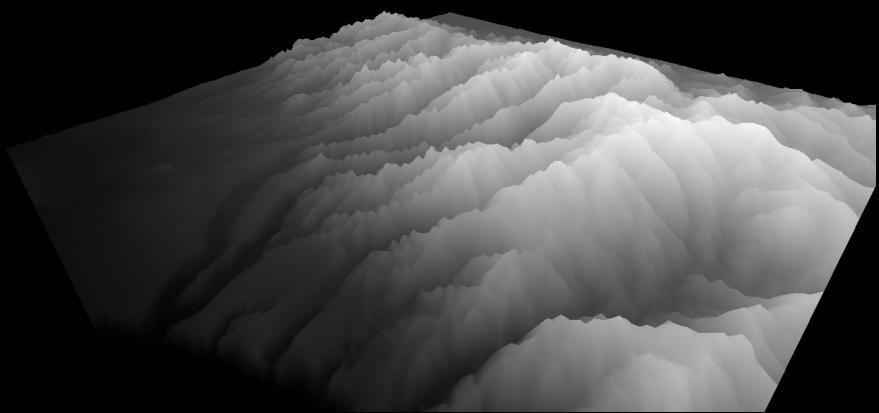
1 VBO for  $p_{right}$

1 VBO for  $p_{down}$

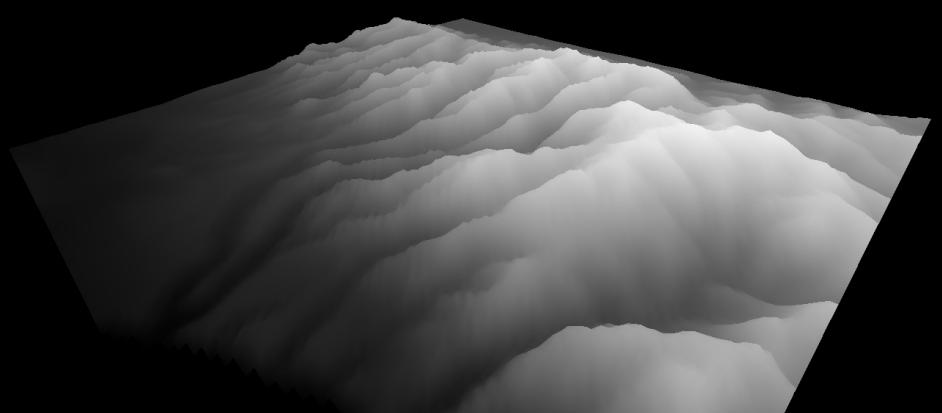
1 VBO for  $p_{up}$

1. Replace (in vertex shader)  $p_{center}$  with  $(p_{center} + p_{left} + p_{right} + p_{down} + p_{up}) / 5$
2. Set the grayscale vertex color to the y-coordinate of result.
3. Then, modify the y-coordinate:  
 $y \leftarrow \text{scale} * \text{pow}(y, \text{exponent})$

# Smoothing mode (“4”)



unsmoothed



smoothed

# The starter code renders a single triangle

- Do not attempt to render a heightfield until you can compile the starter code and can see the single triangle! ☺
- Please read the assignment description (in detail)
- MUST use the OpenGL core profile  
**Do not use glBegin(), glEnd(), glVertex3f, etc.**