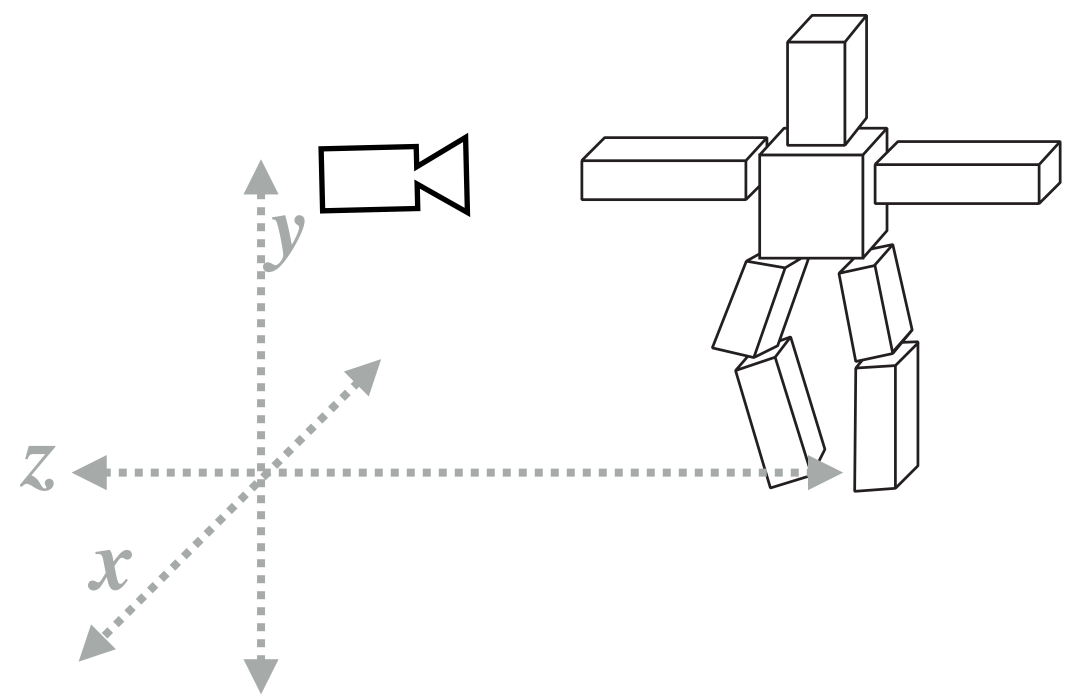
Lecture 6:

The Rasterization Pipeline

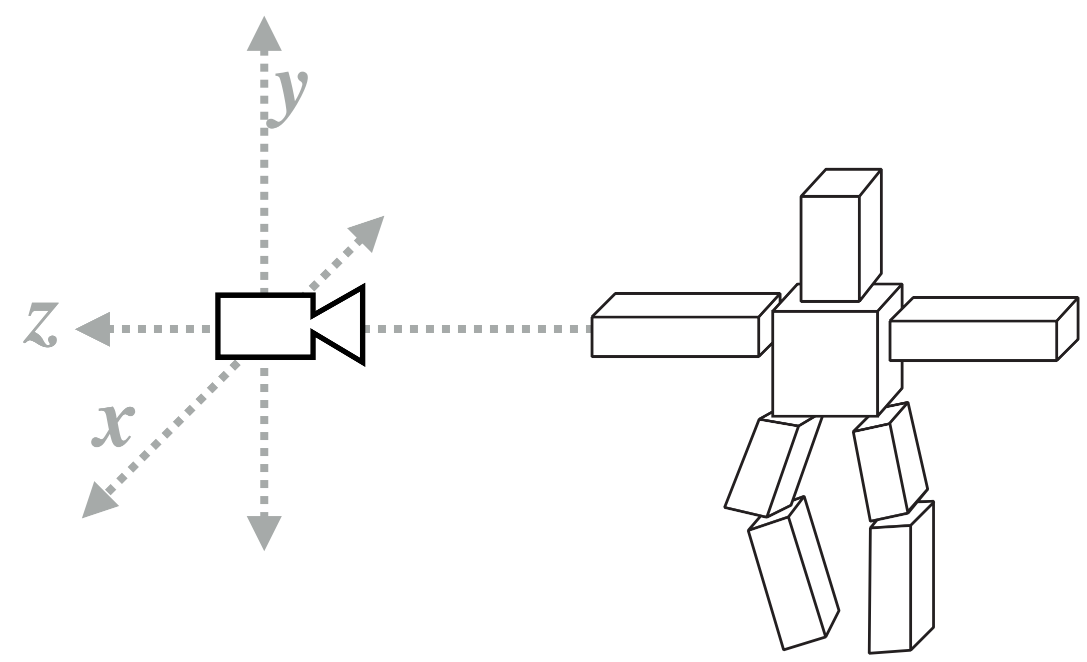
Computer Graphics and Imaging

UC Berkeley CS184/284A

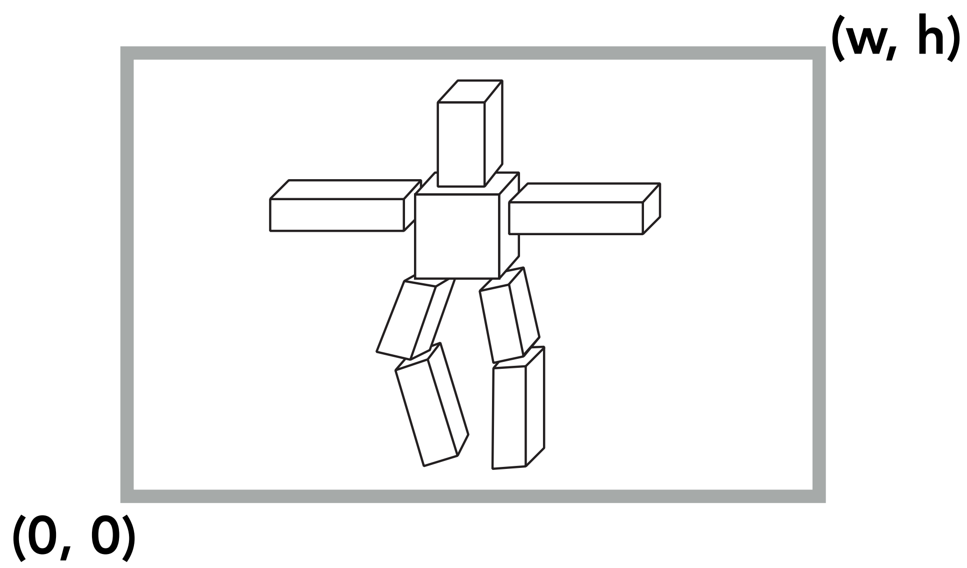
What We've Covered So Far



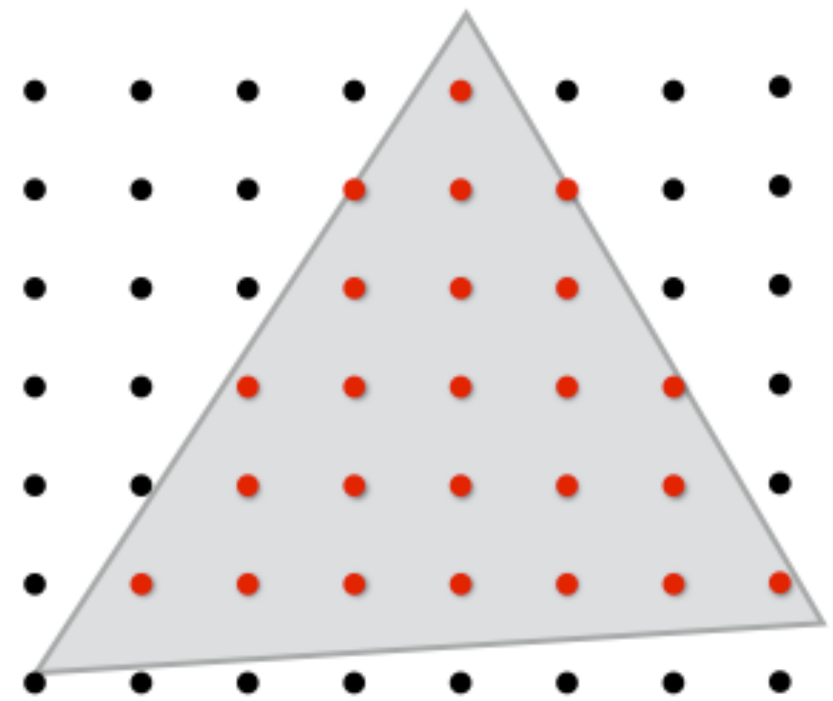
Position objects and the camera in the world



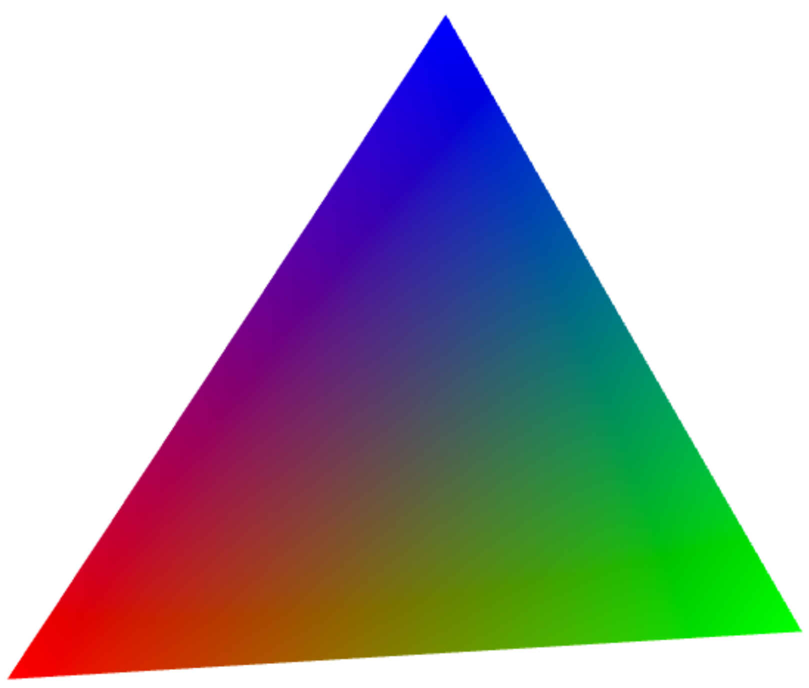
Compute position of objects relative to the camera



Project objects onto the screen



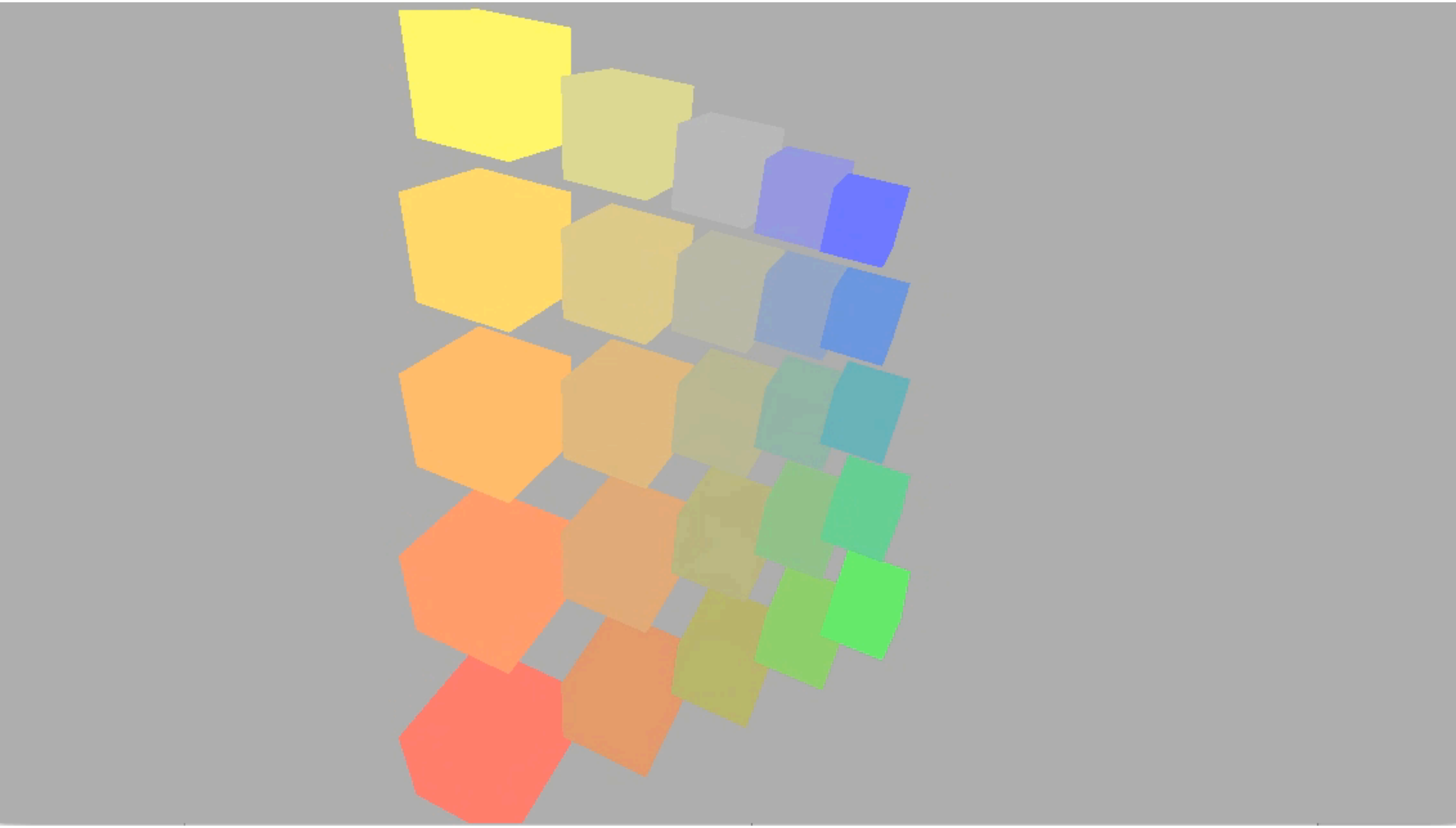
Sample triangle coverage



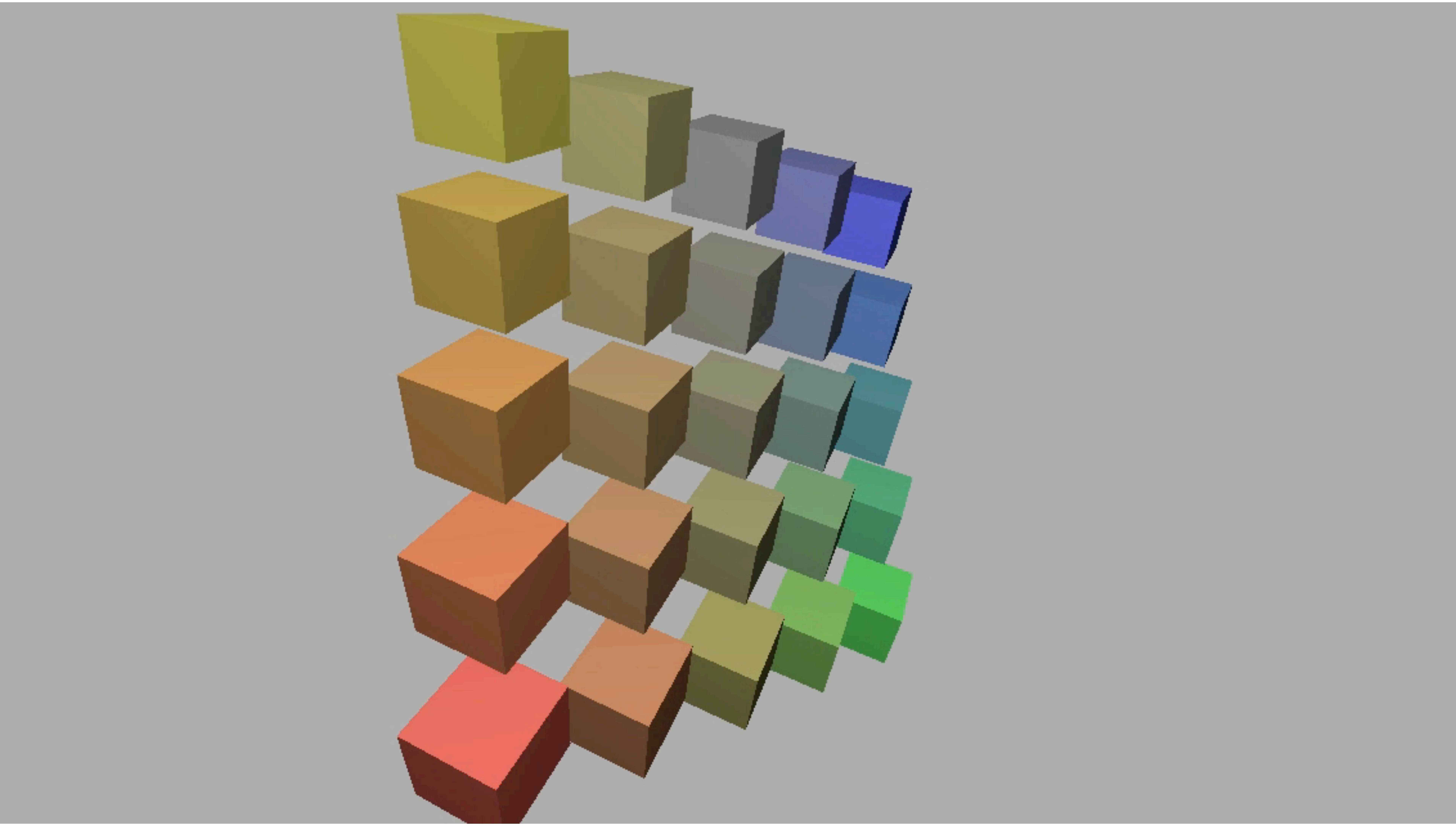
Interpolate triangle attributes

Sample texture maps

Rotating Cubes in Perspective



Rotating Cubes in Perspective



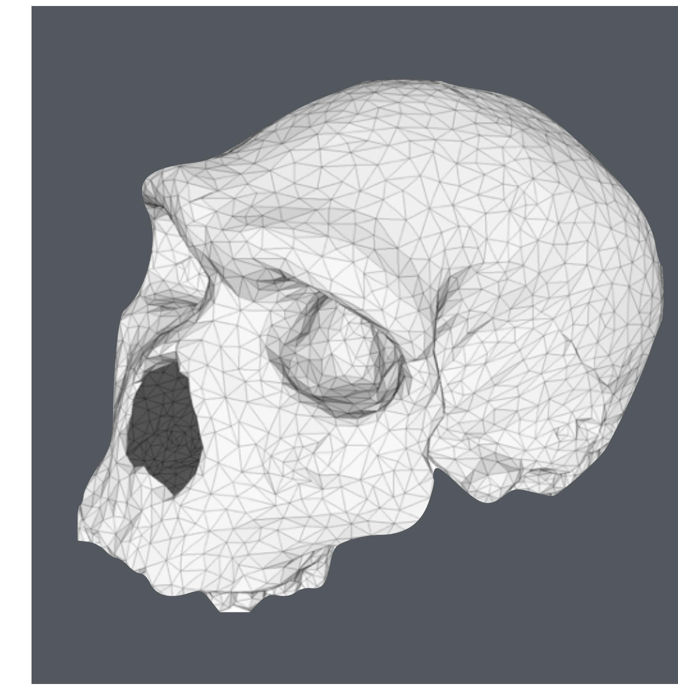
What Else Are We Missing?

Credit: Bertrand Benoit. “Sweet Feast,” 2009. [Blender /VRay]

What Else Are We Missing?

Credit: Giuseppe Albergo. "Colibri" [Blender]

What Else Are We Missing?



Surface representations

- Objects in the real world exhibit highly complex geometric details

Lighting and materials

- Appearance is a result of how light sources reflect off complex materials

Camera models

- Real lenses create images with focusing and other optical effects

Course Roadmap

Rasterization Pipeline

Core Concepts

- Sampling
- Antialiasing
- Transforms

Intro

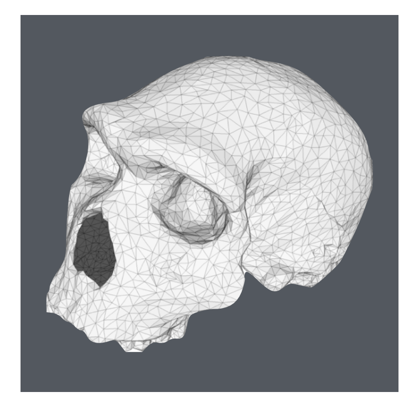
Rasterization

Transforms & Projection

Texture Mapping

Today: Visibility, Shading, Overall Pipeline

Geometric Modeling



Lighting & Materials

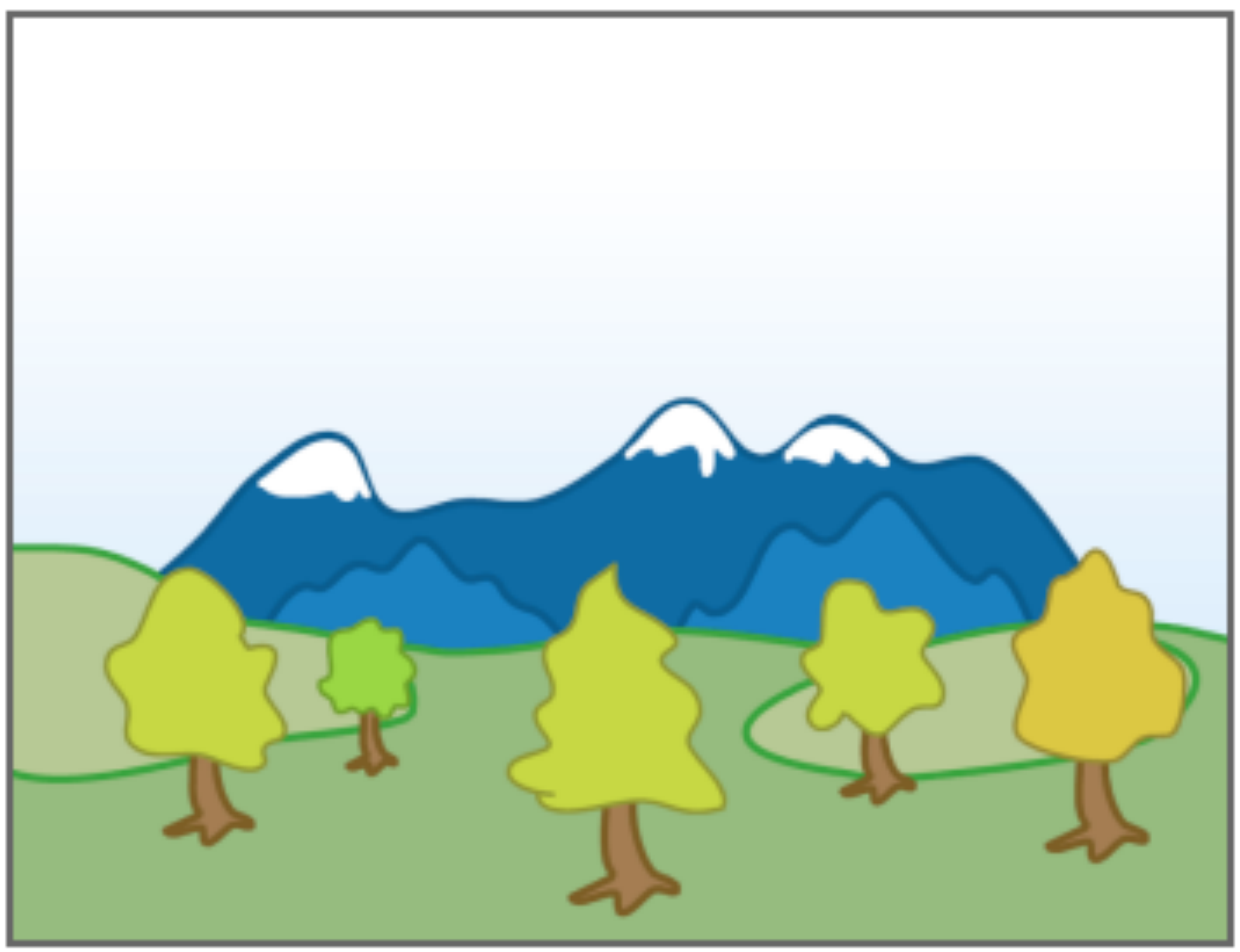
Cameras & Imaging

Visibility

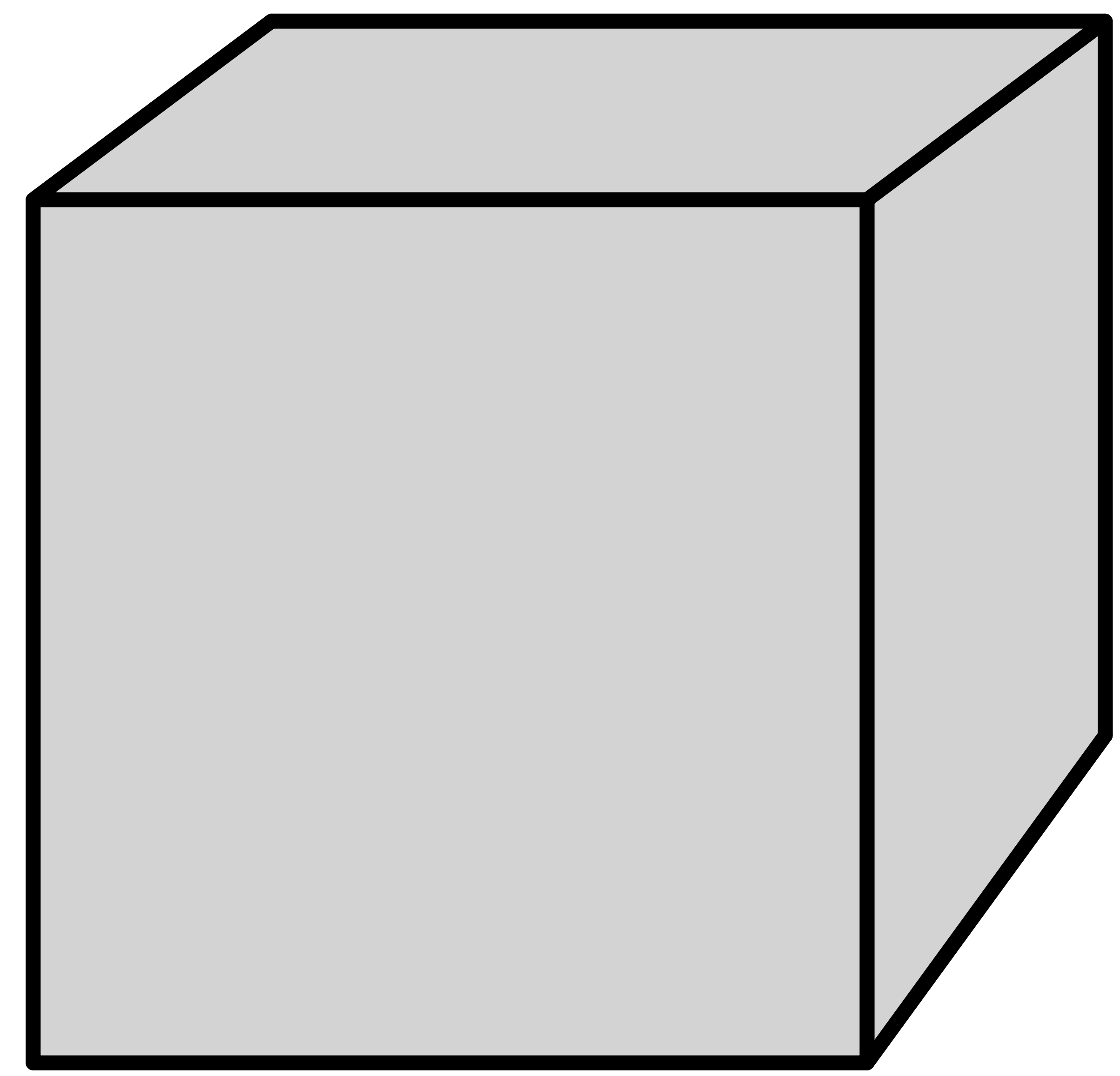
Painter's Algorithm

Inspired by how painters paint

Paint from back to front, overwrite in the framebuffer



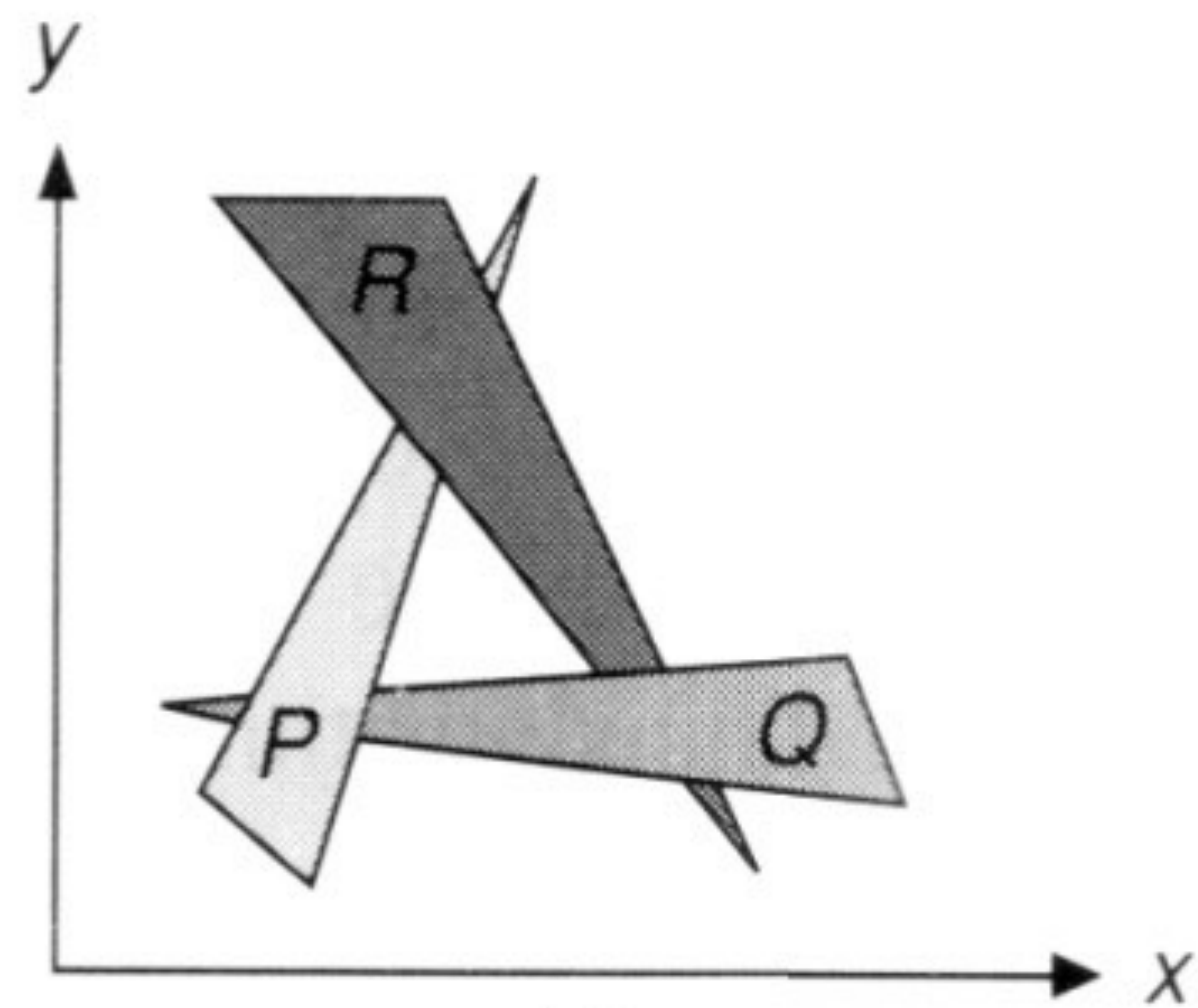
[Wikipedia]



Painter's Algorithm

Requires sorting in depth (O(n log n) for n triangles)

Can have unresolvable depth order



[Foley et al.]

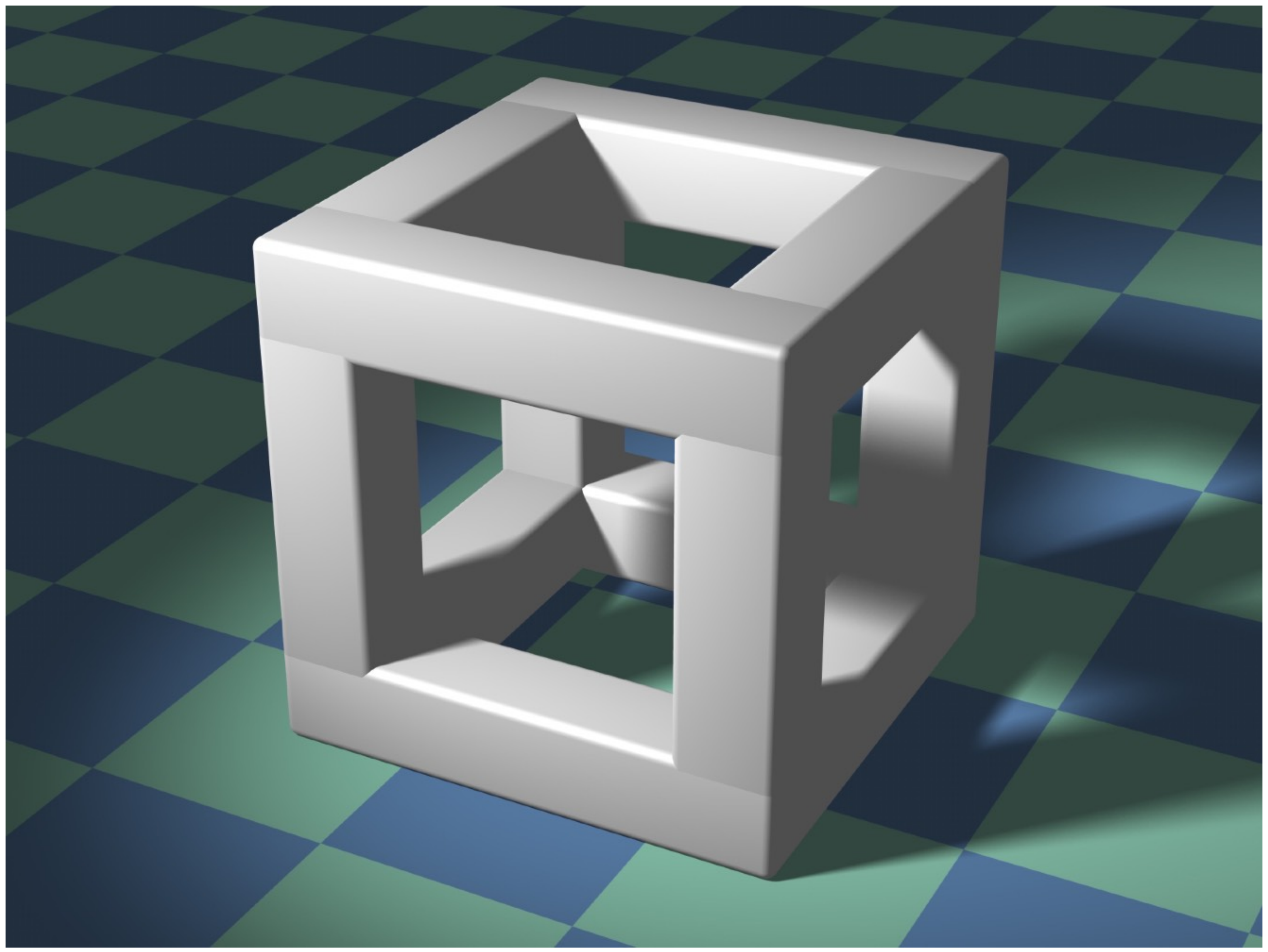
Z-Buffer

This is the hidden-surface-removal algorithm that eventually won.

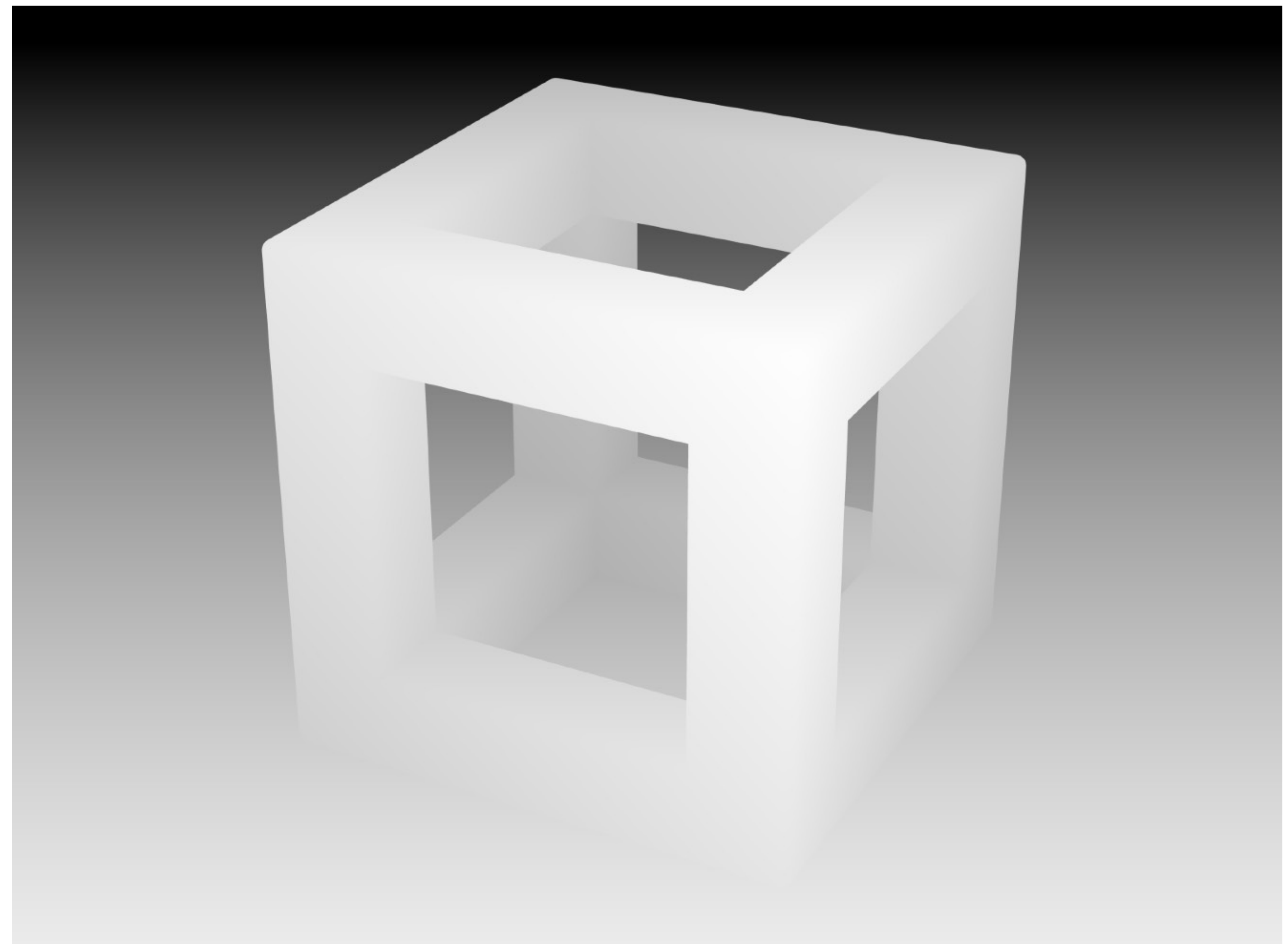
Idea:

- Store current min. z-value for <u>each</u> sample position
- Needs an additional buffer for depth values
  - framebuffer stores RBG color values
  - depth buffer (z-buffer) stores depth (16 to 32 bits)

Z-Buffer Example



Rendering



Depth buffer

Image credit: Dominic Alves, flickr.

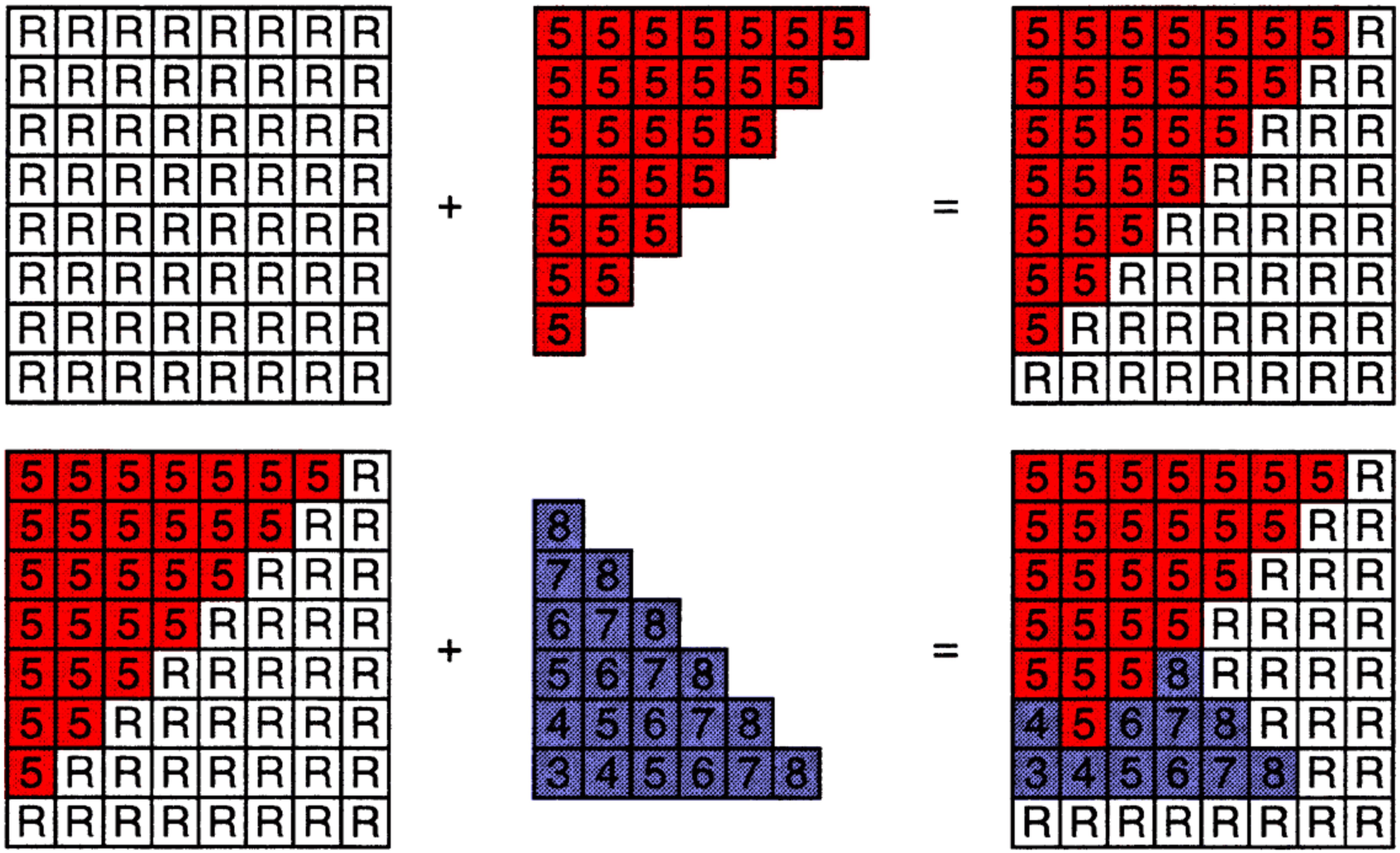
Z-Buffer Algorithm

Initialize depth buffer to ∞

During rasterization:

```
for (each triangle T)
  for (each sample (x,y,z) in T)
    if (z < zbuffer[x,y])          // closest sample so far
      framebuffer[x,y] = rgb;      // update color
      zbuffer[x,y]     = z;        // update z
    else
      ;    // do nothing, this sample is not closest
```

Z-Buffer Algorithm



Z-Buffer Complexity

Complexity

- O(*n*) for *n* triangles
- How can we sort *n* triangles in linear time?

Most important visibility algorithm

- Implemented in hardware for all GPUs
- Used by OpenGL

Simple Shading
(Blinn-Phong Reflection Model)

Simple Shading vs Realistic Lighting & Materials

What we will cover today

- A local shading model: simple, per-pixel, fast
- Based on perceptual observations, not physics

What we will cover later in the course

- Physics-based lighting and material representations
- Global light transport simulation

Perceptual Observations

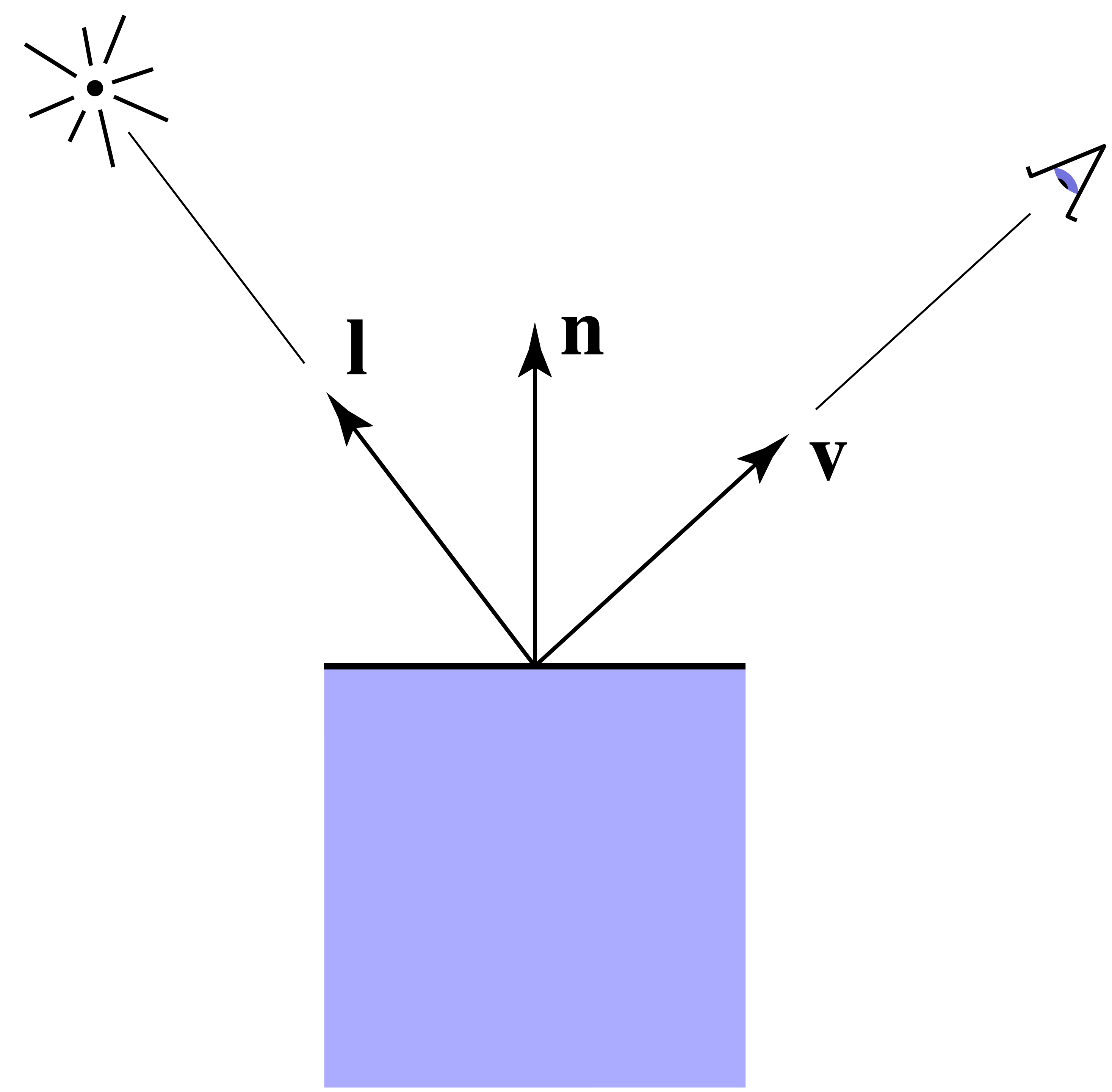
Photo credit: Jessica Andrews, flickr

Local Shading

Compute light reflected toward camera

Inputs:

- Viewer direction, v
- Surface normal, n
- Light direction, l
  (for each of many lights)
- Surface parameters
  (color, shininess, …)

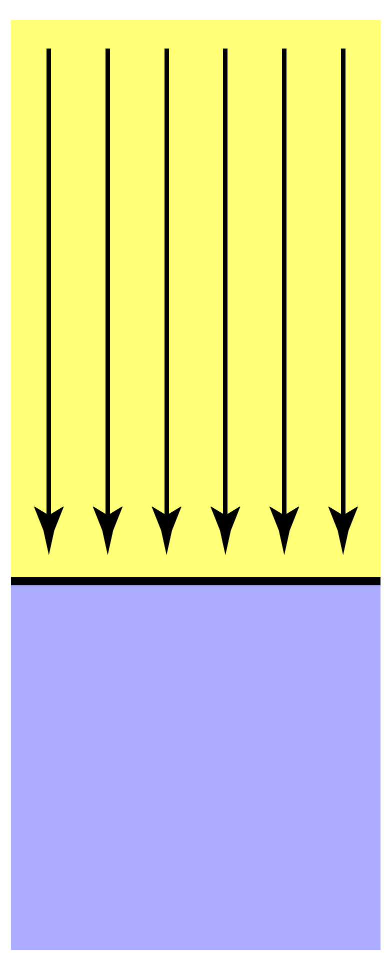


Diffuse Reflection

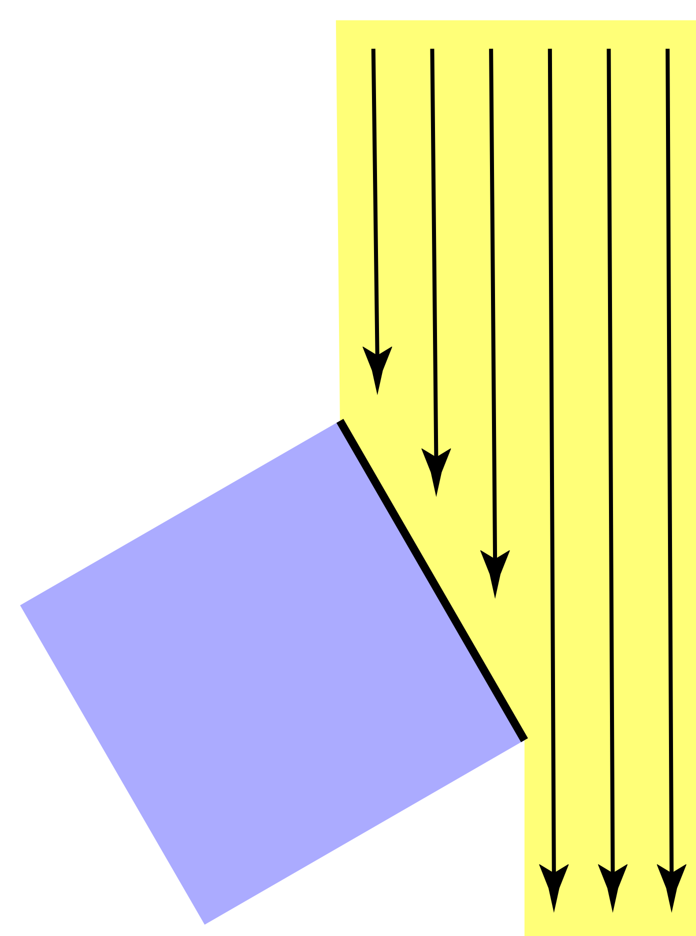
Light is scattered uniformly in all directions

- Surface color is the same for all viewing directions

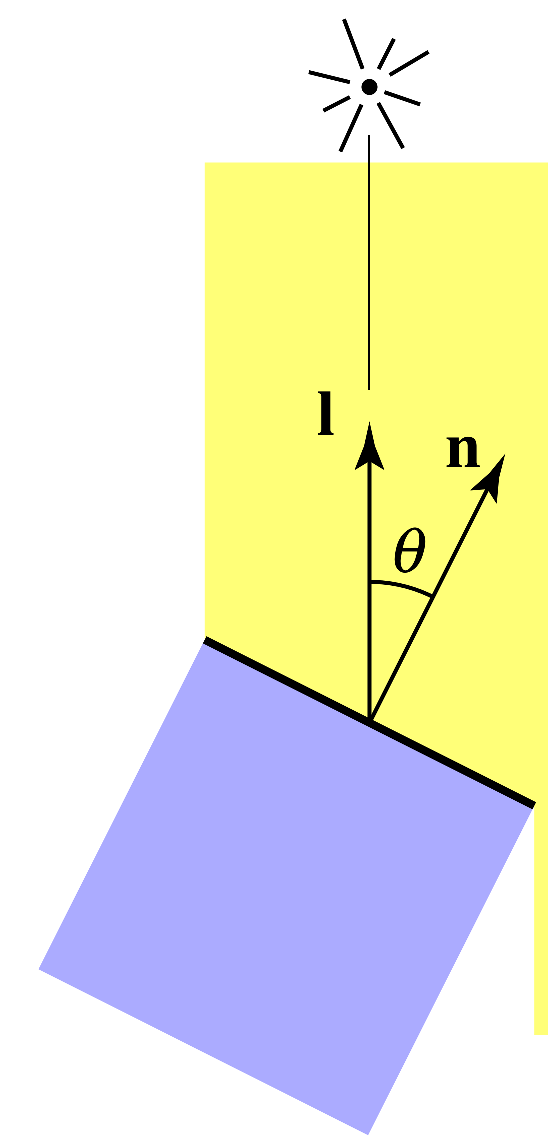
Lambert's cosine law



Top face of cube receives a certain amount of light

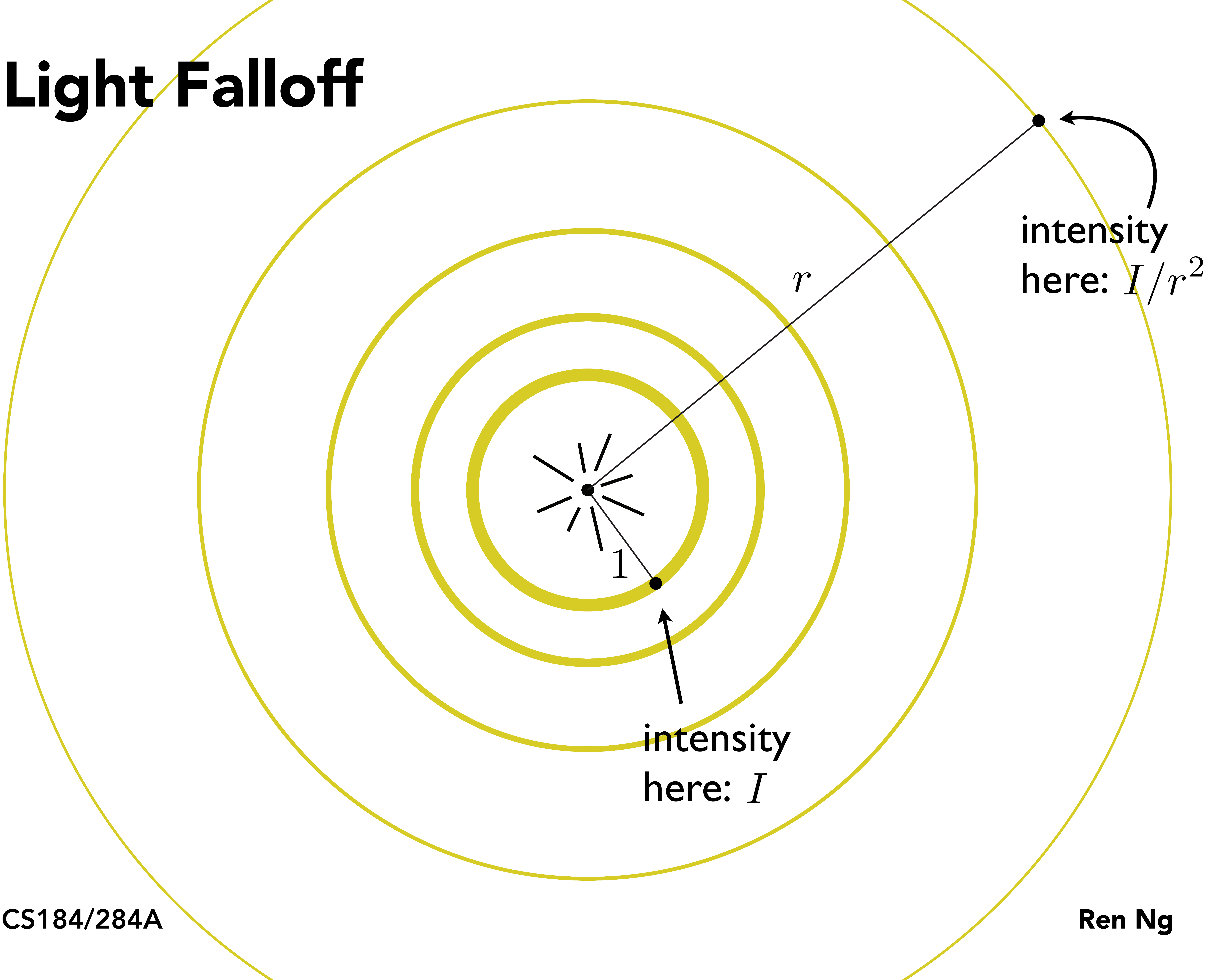


Top face of 60° rotated cube intercepts half the light



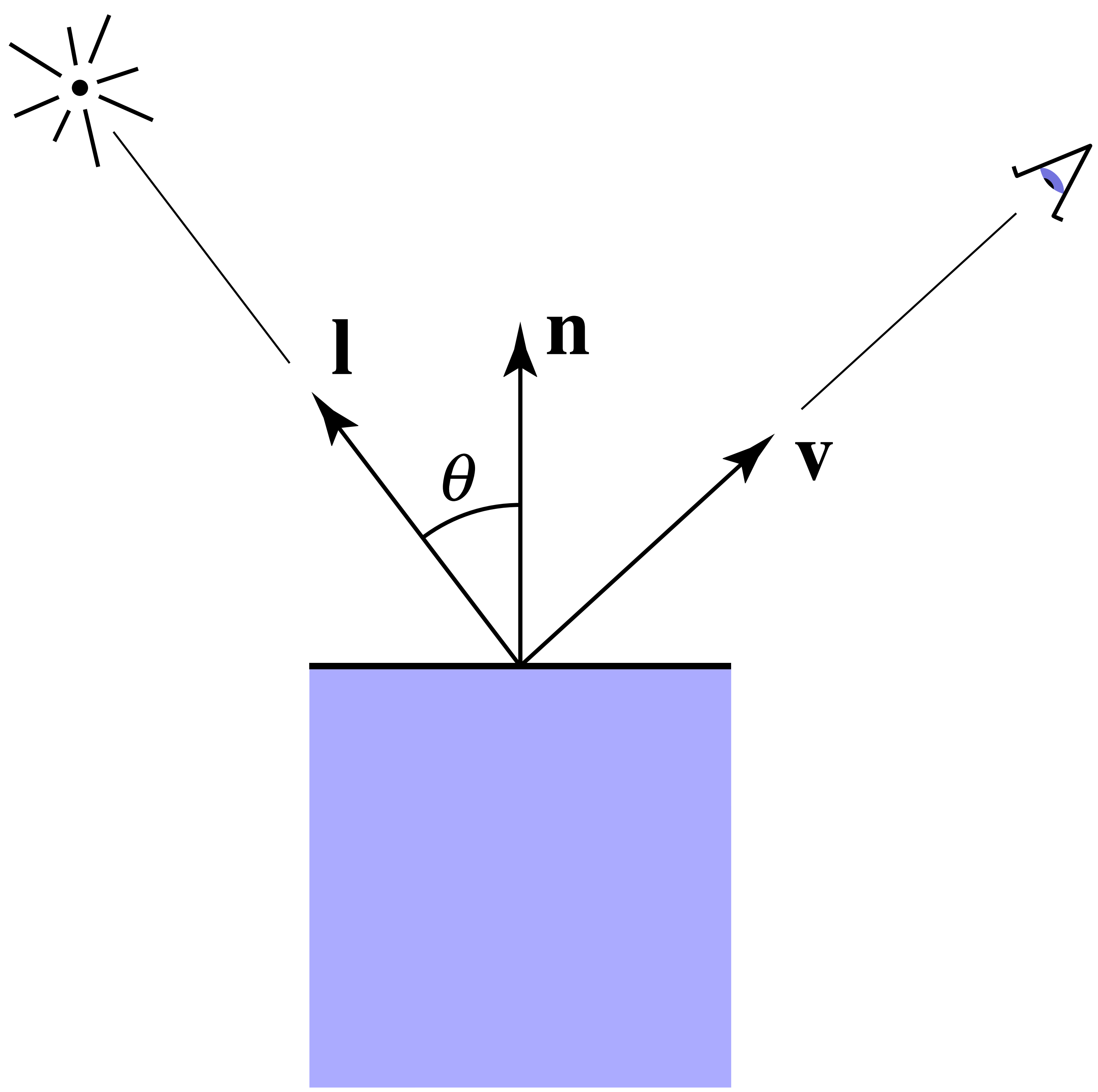
In general, light per unit area is proportional to $\cos\theta = \mathbf{l} \cdot \mathbf{n}$

Light Falloff



Lambertian (Diffuse) Shading

Shading independent of view direction



illumination from source

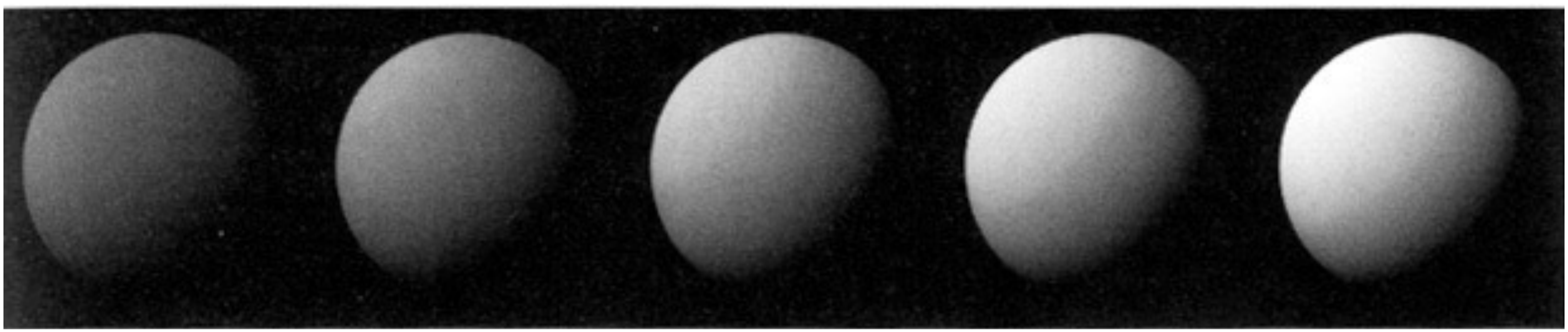
$$L_d = k_d \, (I/r^2) \, \max(0, \mathbf{n} \cdot \mathbf{l})$$

diffuse coefficient

diffusely reflected light

Lambertian (Diffuse) Shading

Produces matte appearance



$k_d \longrightarrow$

[Foley et al.]

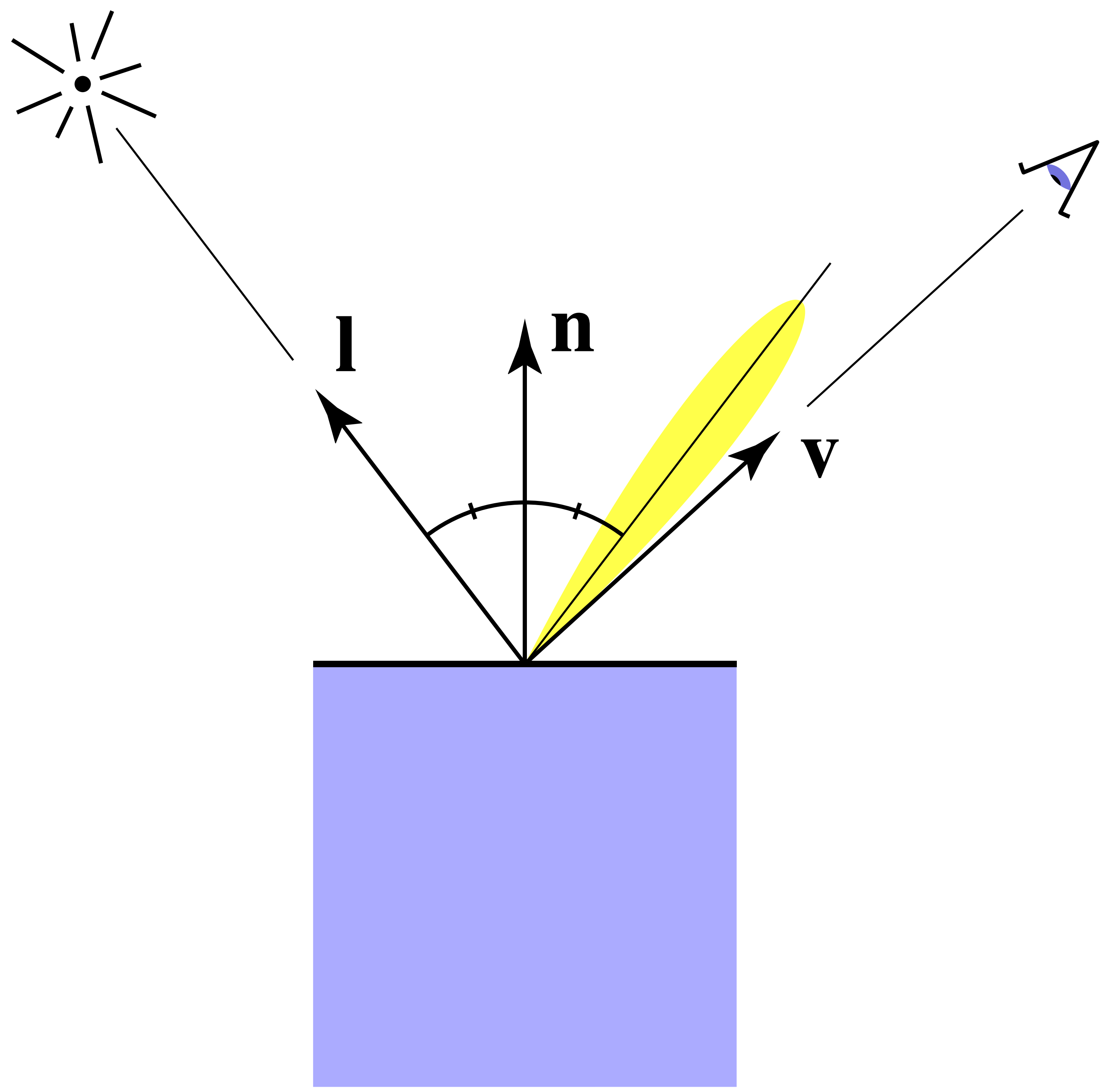
Perceptual Observations

Photo credit: Jessica Andrews, flickr

Specular Shading (Blinn-Phong)

Intensity depends on view direction

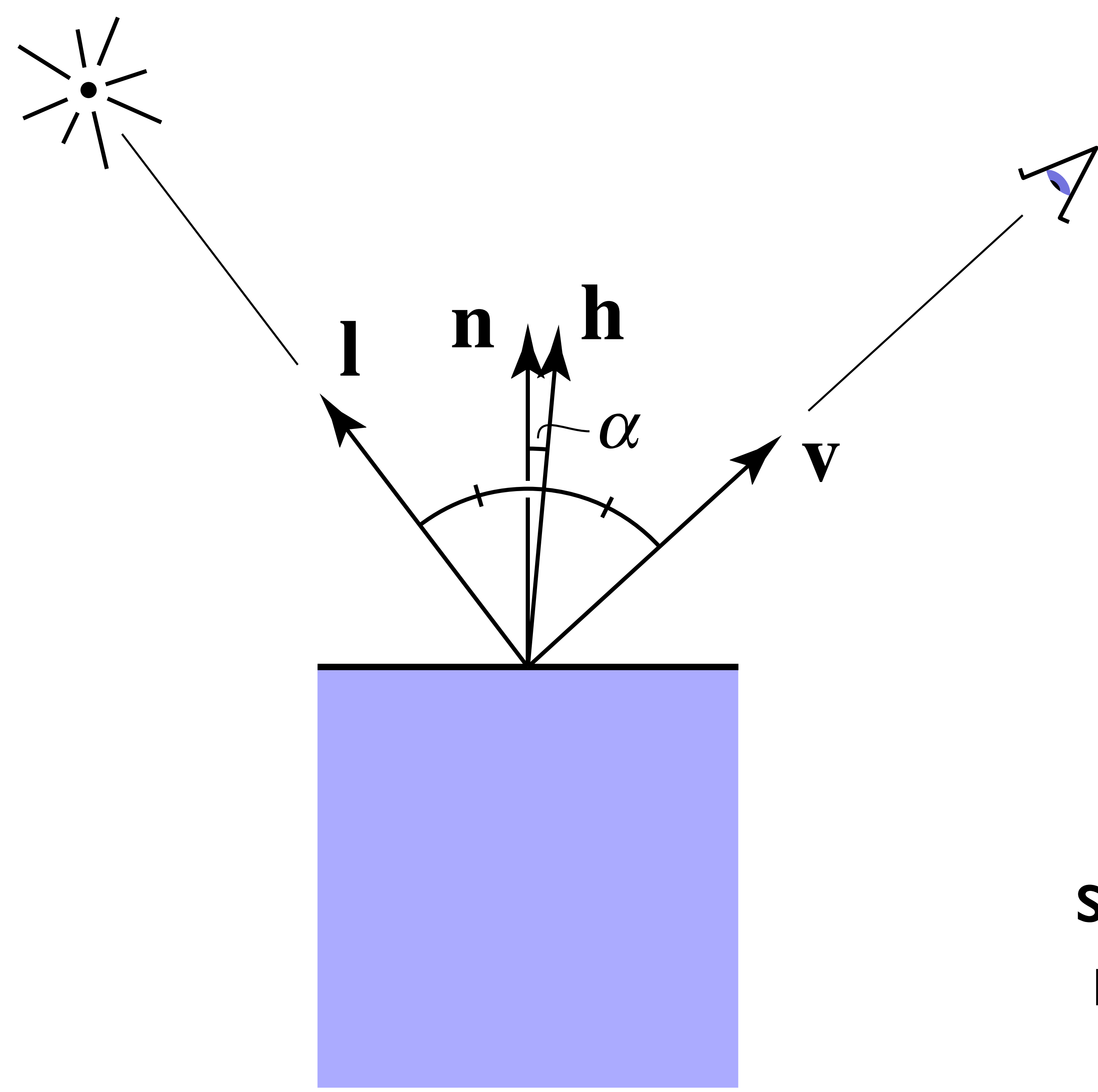
- Bright near mirror reflection direction



Specular Shading (Blinn-Phong)

Close to mirror direction ⇔ half vector near normal

- Measure "near" by dot product of unit vectors



$$\mathbf{h} = \mathrm{bisector}(\mathbf{v}, \mathbf{l}) = \frac{\mathbf{v} + \mathbf{l}}{\|\mathbf{v} + \mathbf{l}\|}$$

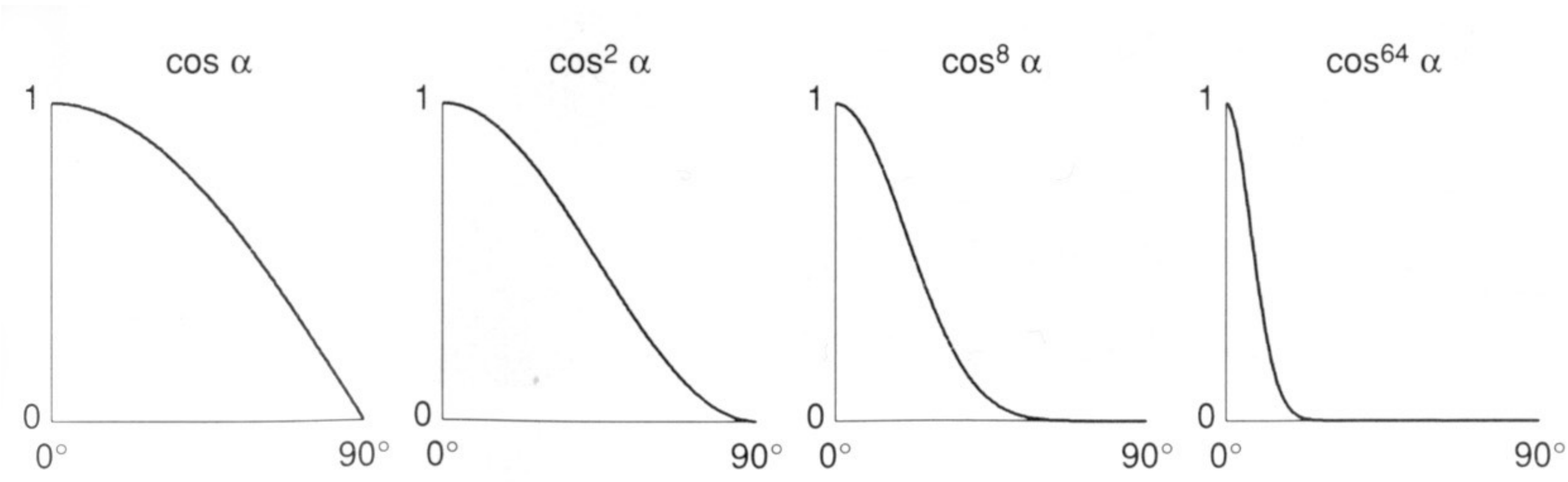
$$L_s = k_s\,(I/r^2)\max(0, \cos\alpha)^p = k_s\,(I/r^2)\max(0, \mathbf{n}\cdot\mathbf{h})^p$$

L_s: specularly reflected light

k_s: specular coefficient

Cosine Power Plots

Increasing p narrows the reflection lobe

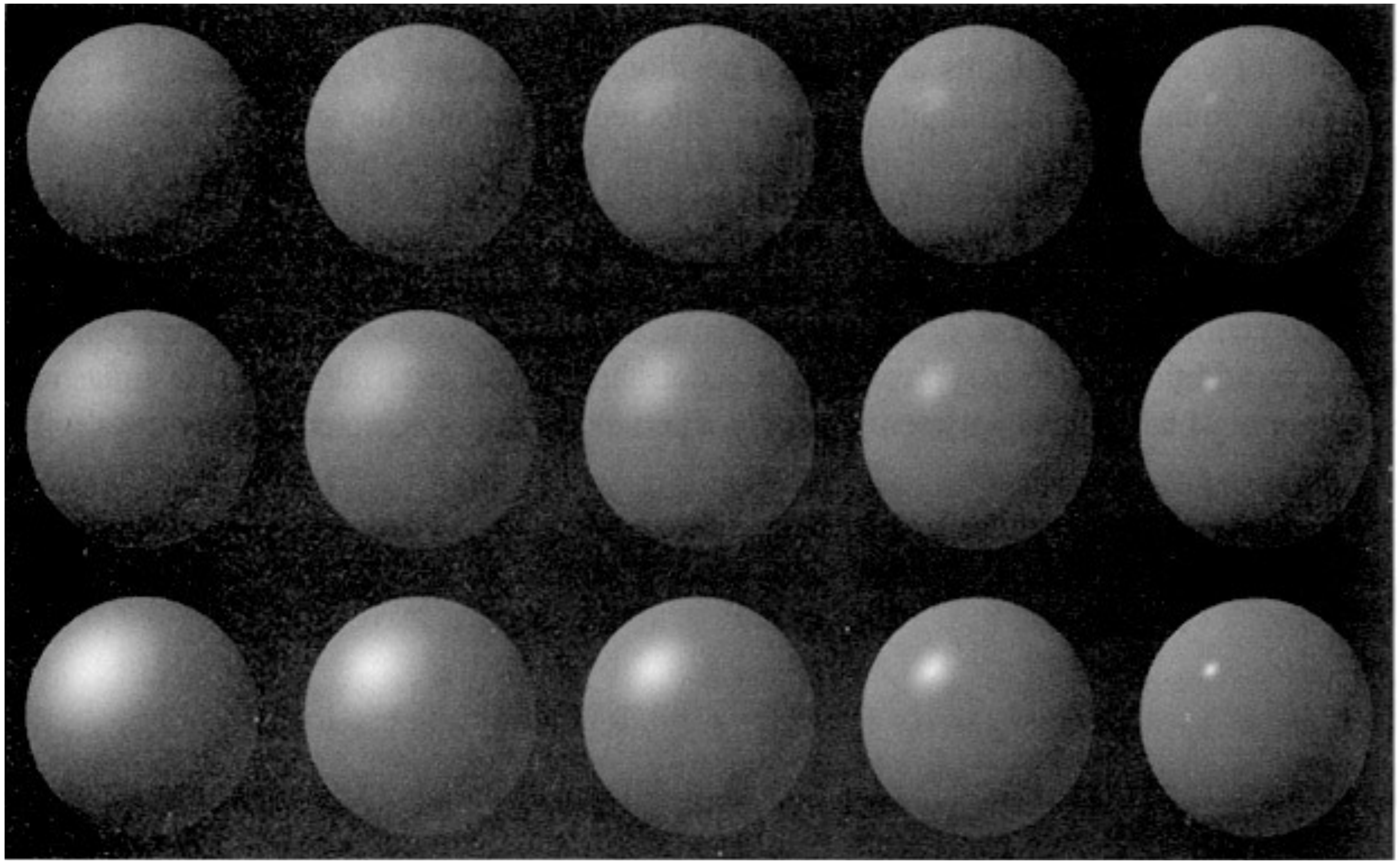


[Foley et al.]

Specular Shading (Blinn-Phong)

$$L_s = k_s\,(I/r^2)\max(0, \mathbf{n} \cdot \mathbf{h})^p$$

k_s



p

[Foley et al.]

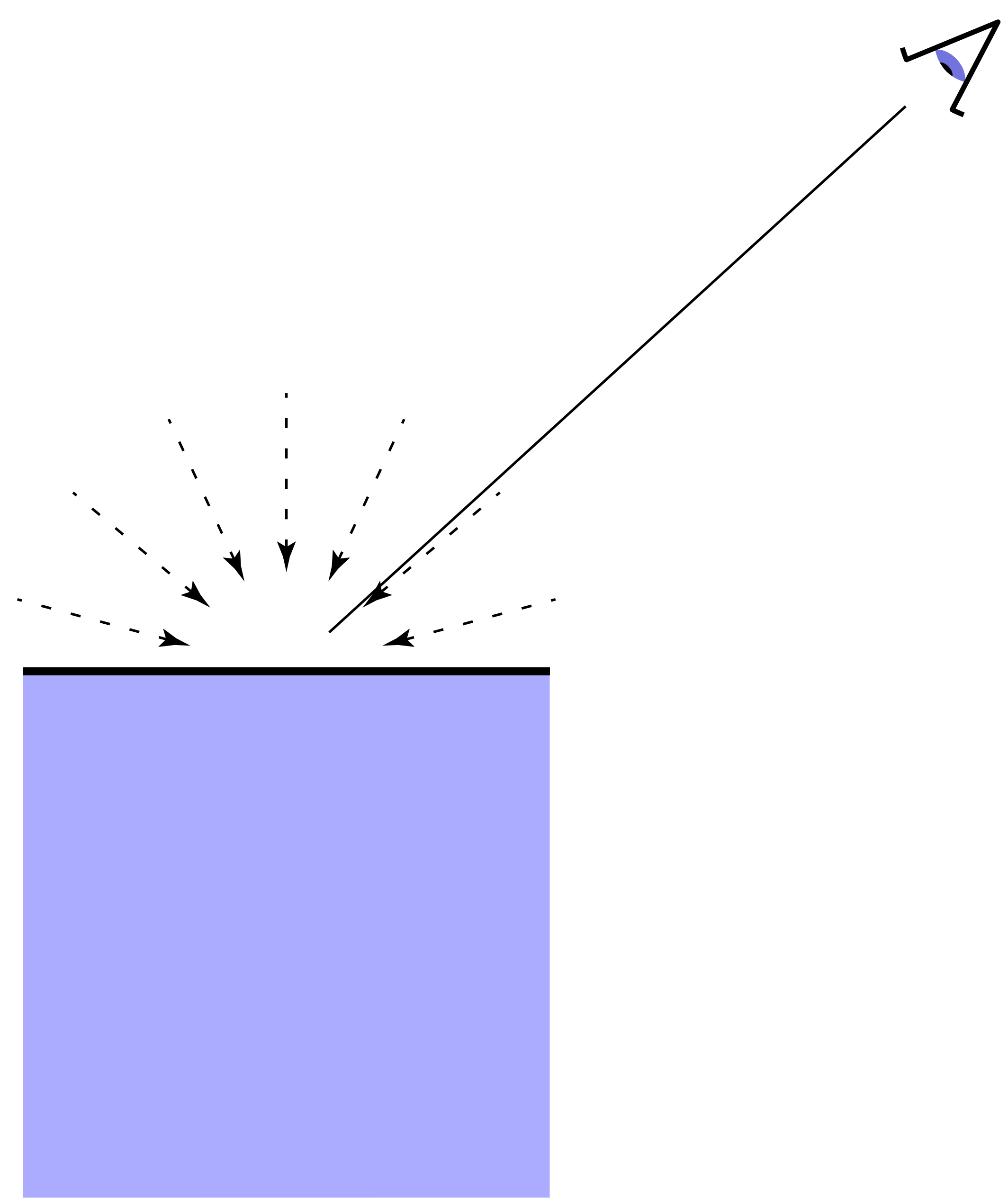
Perceptual Observations

Photo credit: Jessica Andrews, flickr

Ambient Shading

Shading that does not depend on anything

- Add constant color to account for disregarded illumination and fill in black shadows

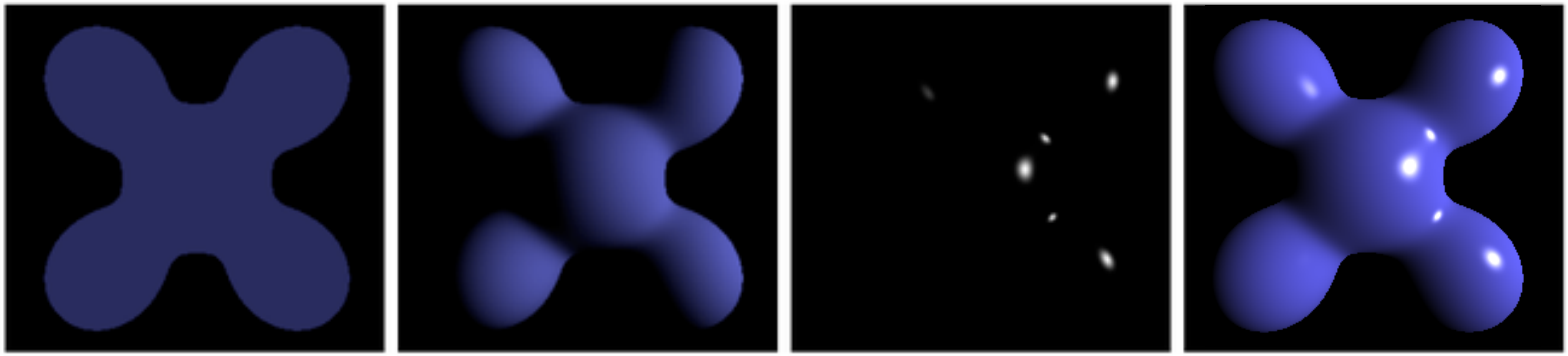


$$L_a = k_a \, I_a$$

reflected ambient light

ambient coefficient

Blinn-Phong Reflection Model



Ambient + Diffuse + Specular = Phong Reflection

$$
\begin{aligned}
L &= L_a + L_d + L_s \\
&= k_a\, I_a + k_d\, (I/r^2) \max(0, \mathbf{n} \cdot \mathbf{l}) + k_s\, (I/r^2) \max(0, \mathbf{n} \cdot \mathbf{h})^p
\end{aligned}
$$

Blinn-Phong Reflection Model

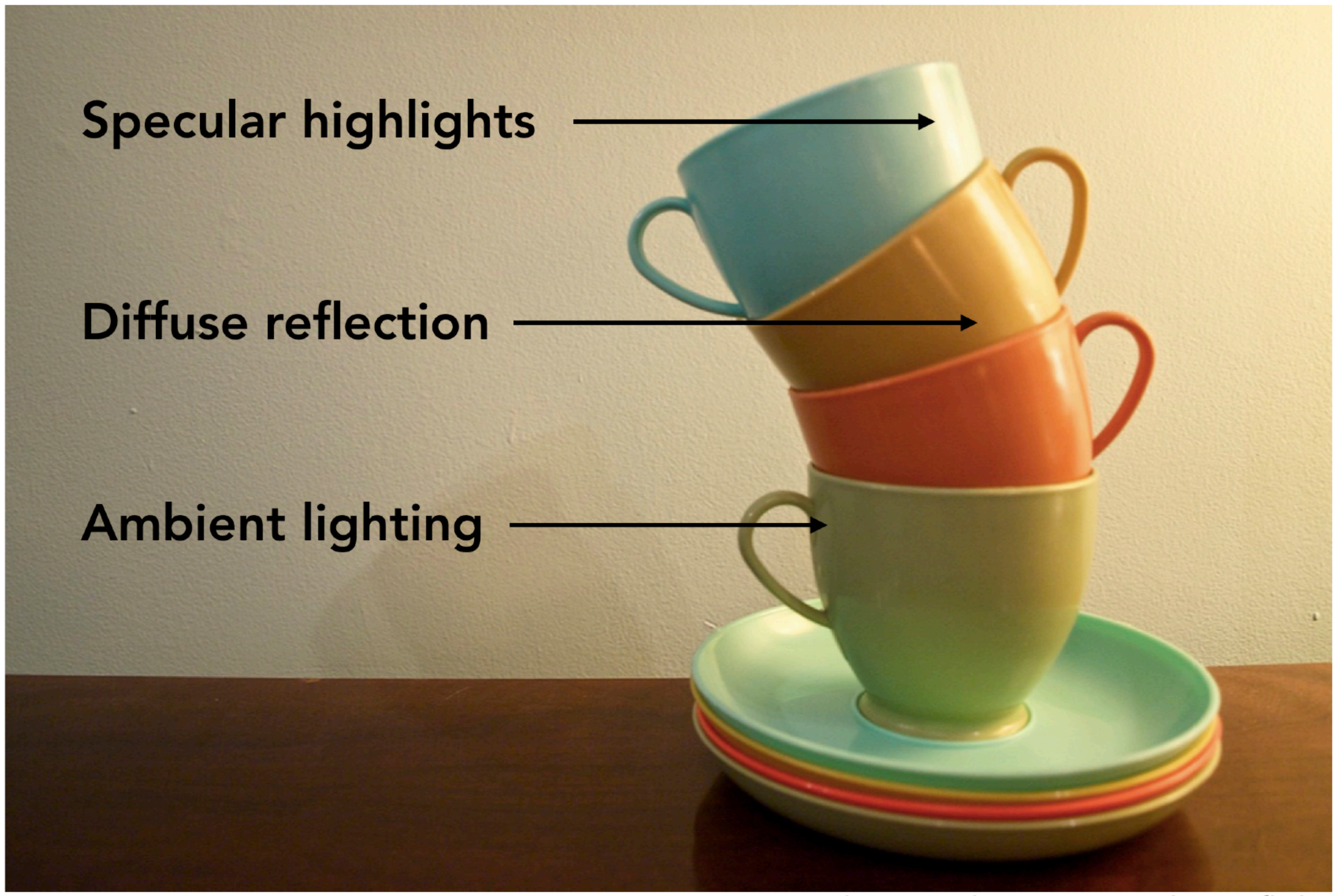


Photo credit: Jessica Andrews, flickr

$$L = L_a + L_d + L_s$$
$$= k_a\, I_a + k_d\, (I/r^2) \max(0, \mathbf{n} \cdot \mathbf{l}) + k_s\, (I/r^2) \max(0, \mathbf{n} \cdot \mathbf{h})^p$$

Shading Triangle Meshes

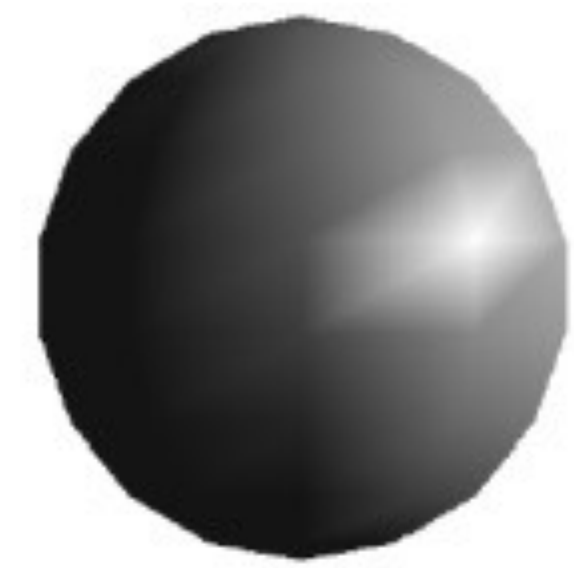
Shading Frequency: Triangle, Vertex or Pixel

Shade each triangle (flat shading)

- Triangle face is flat — one normal vector
- Not good for smooth surfaces

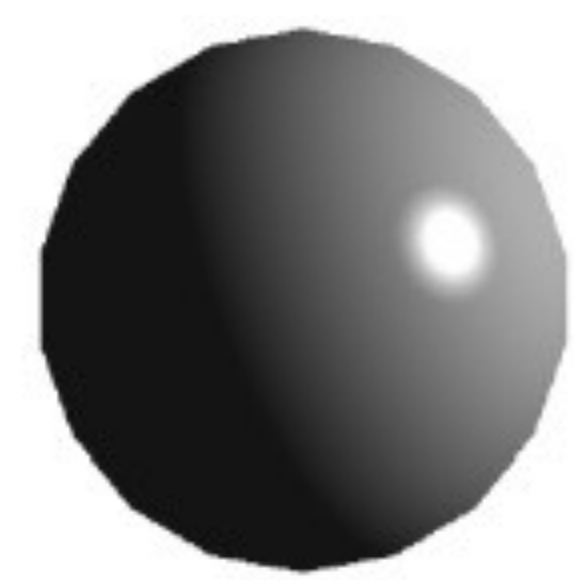
Shade each vertex ("Gouraud" shading)

- Interpolate colors from vertices across triangle
- Each vertex has a normal vector

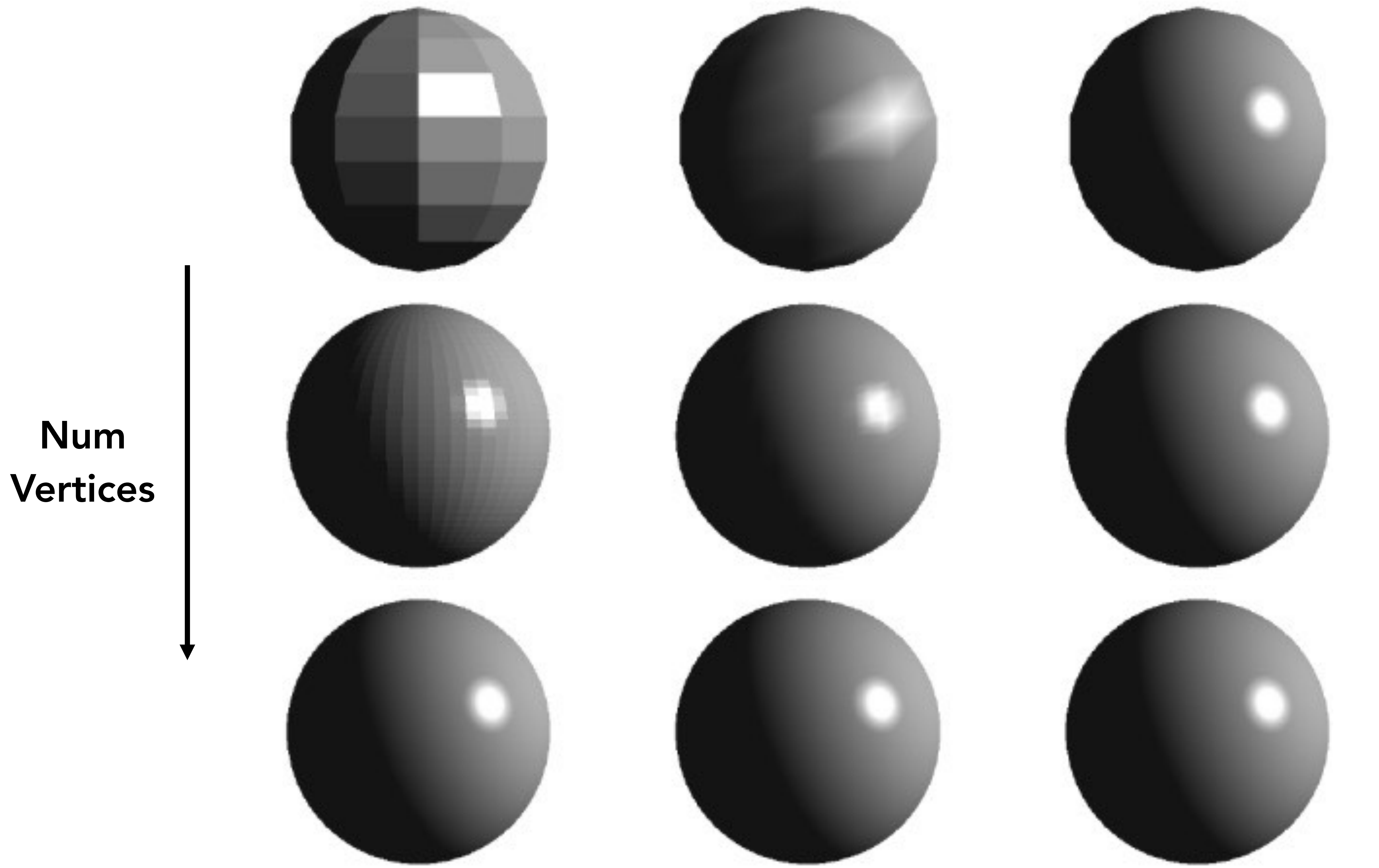


Shade each pixel ("Phong" shading)

- Interpolate normal vectors across each triangle
- Compute full shading model at each pixel



Shading Frequency: Face, Vertex or Pixel



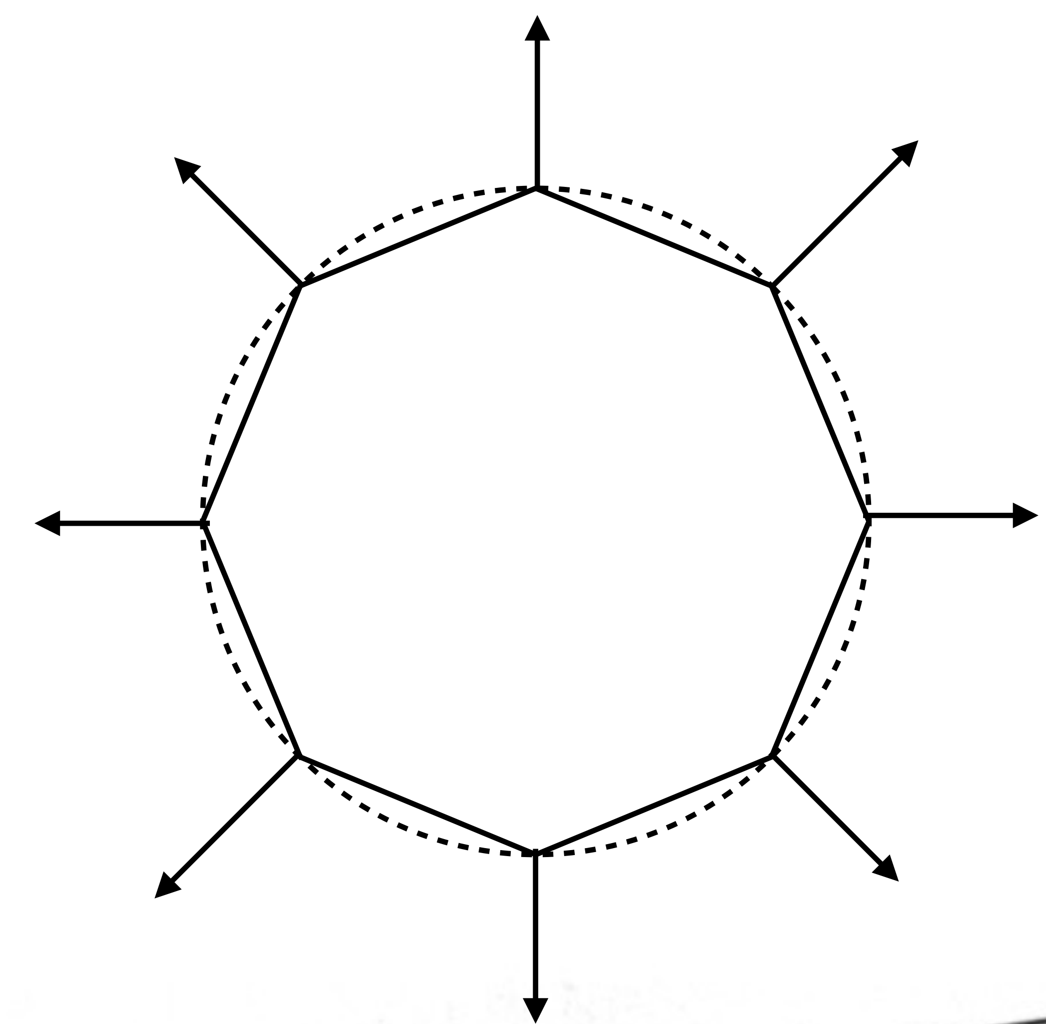
Shading freq. :	Face	Vertex	Pixel
Shading type :	Flat	Gouraud	Phong (*)

Image credit: Happyman, http://cg2010studio.com/

Defining Per-Vertex Normal Vectors

Best to get vertex normals from the underlying geometry

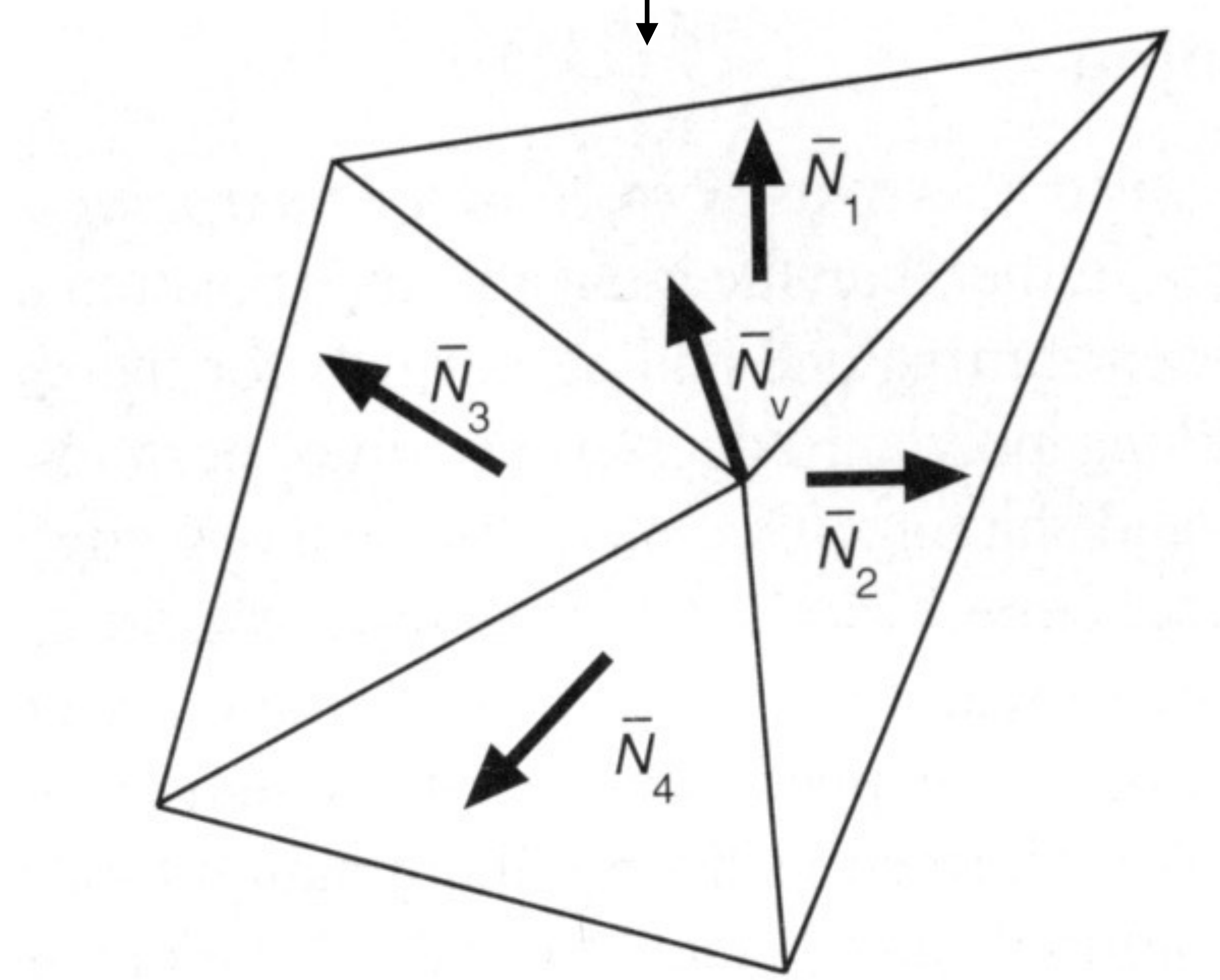
- e.g. consider a sphere



Otherwise have to infer vertex normals from triangle faces

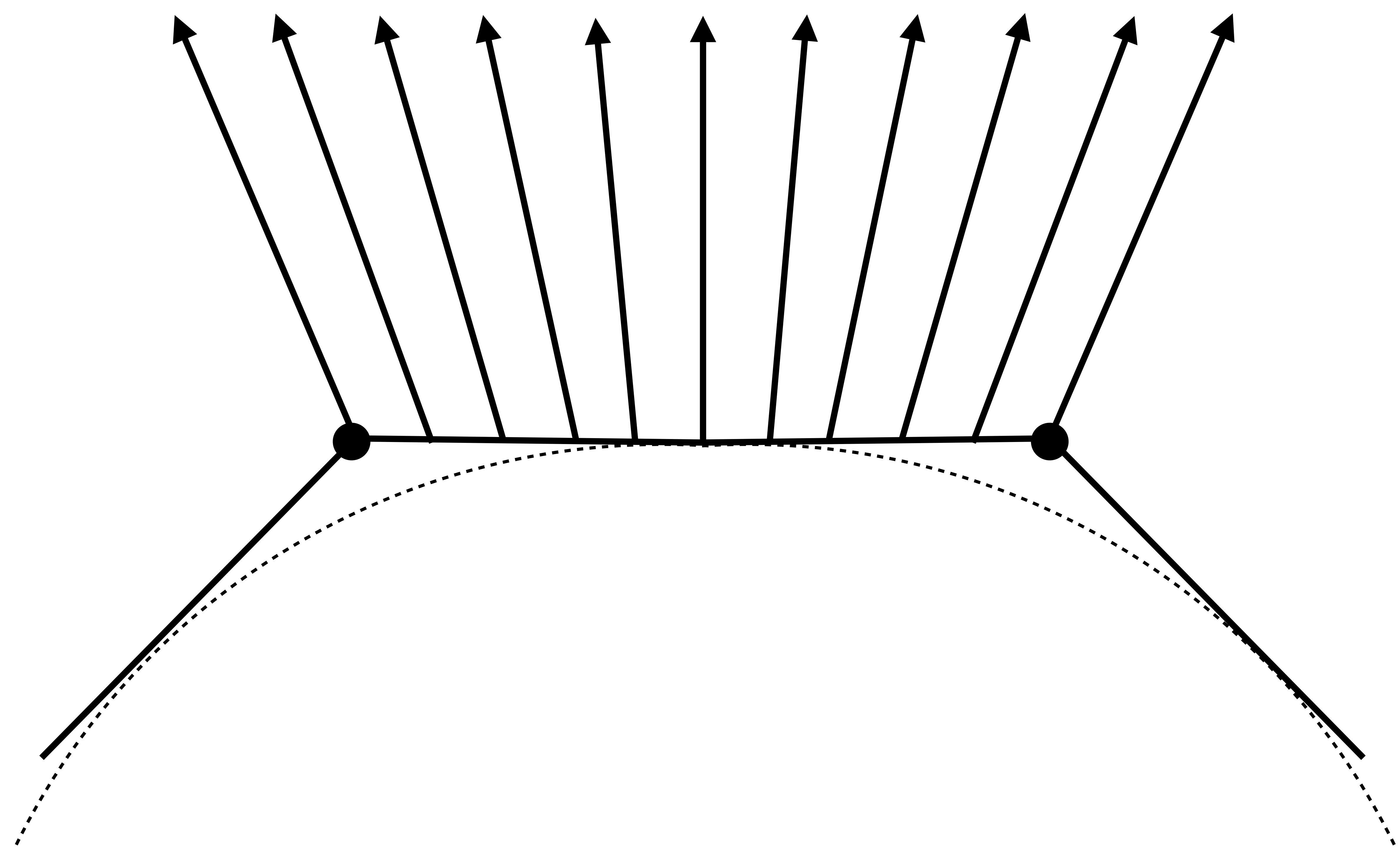
- Simple scheme: average surrounding face normals

$$N_v = \frac{\sum_i N_i}{\|\sum_i N_i\|}$$



Defining Per-Pixel Normal Vectors

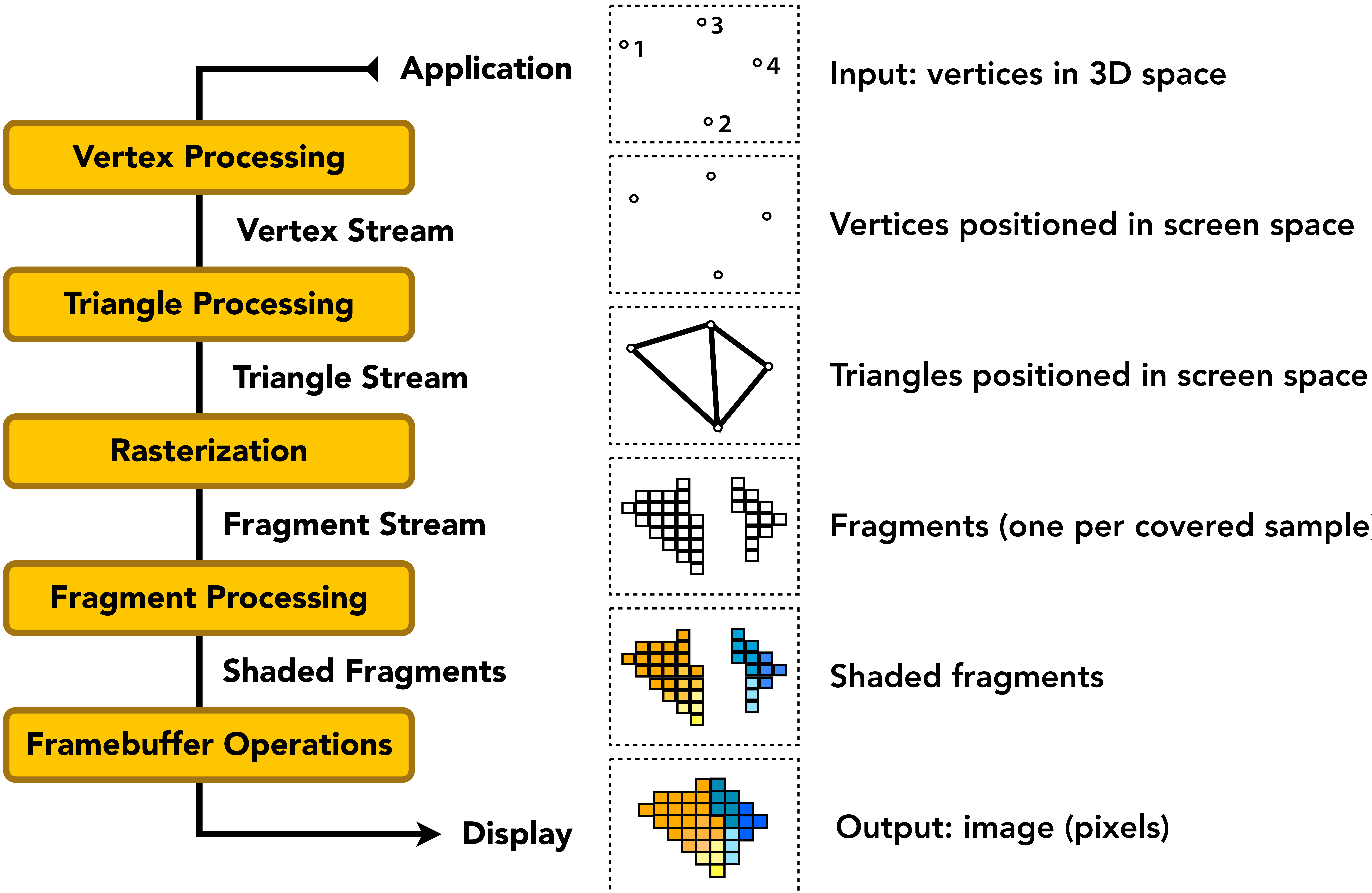
Barycentric interpolation of vertex normals



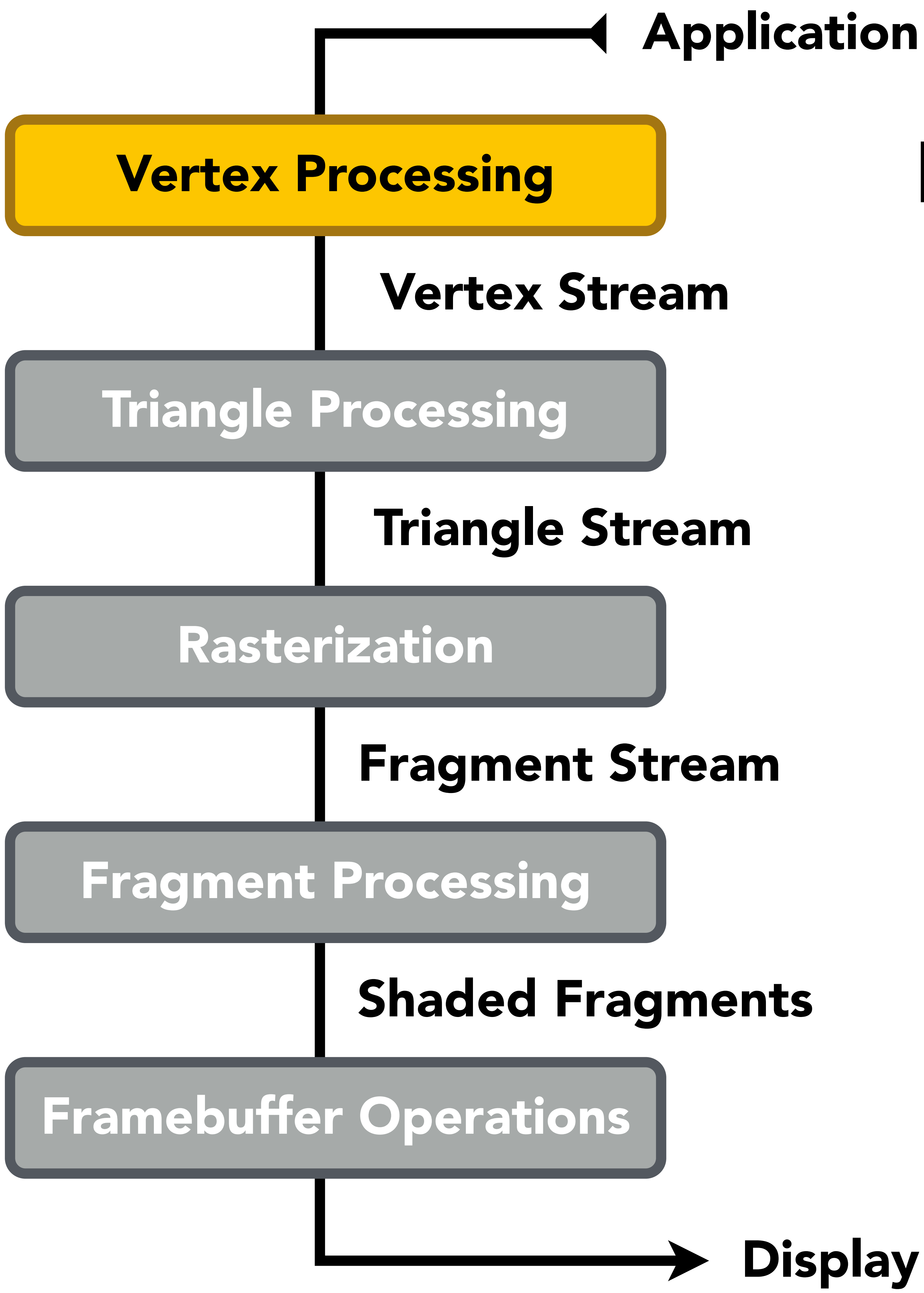
Problem: length of vectors?

Rasterization Pipeline

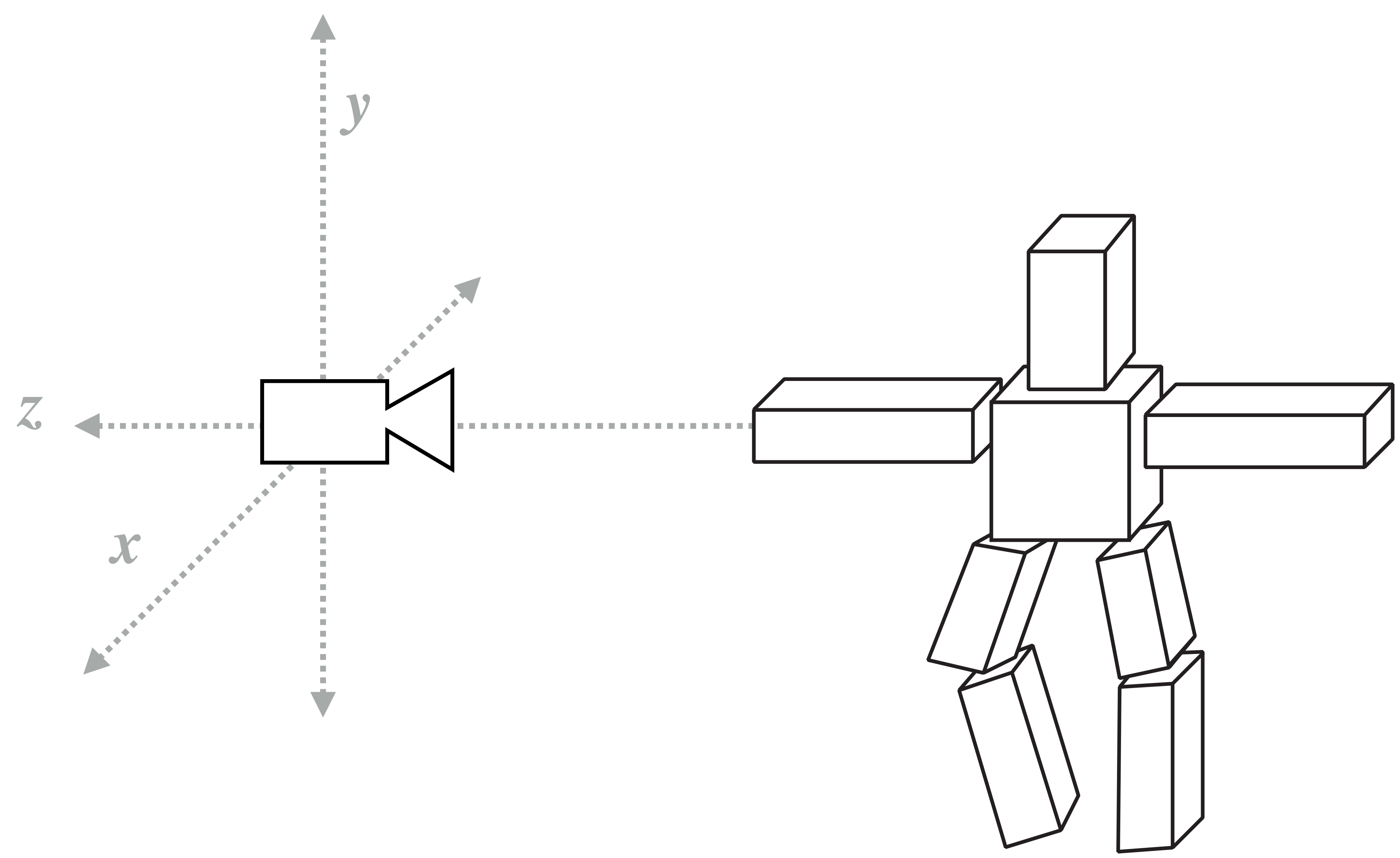
Rasterization Pipeline



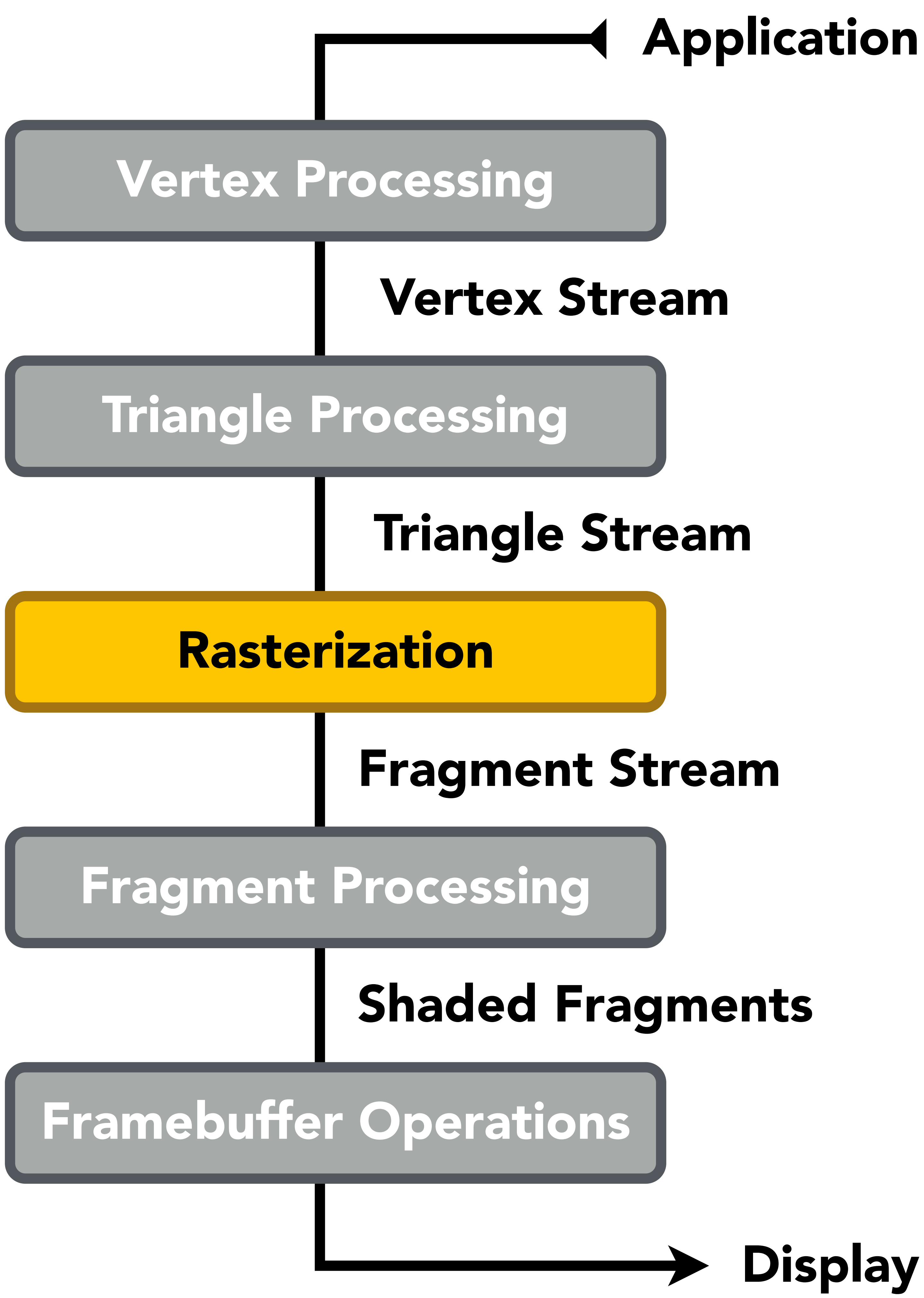
Rasterization Pipeline



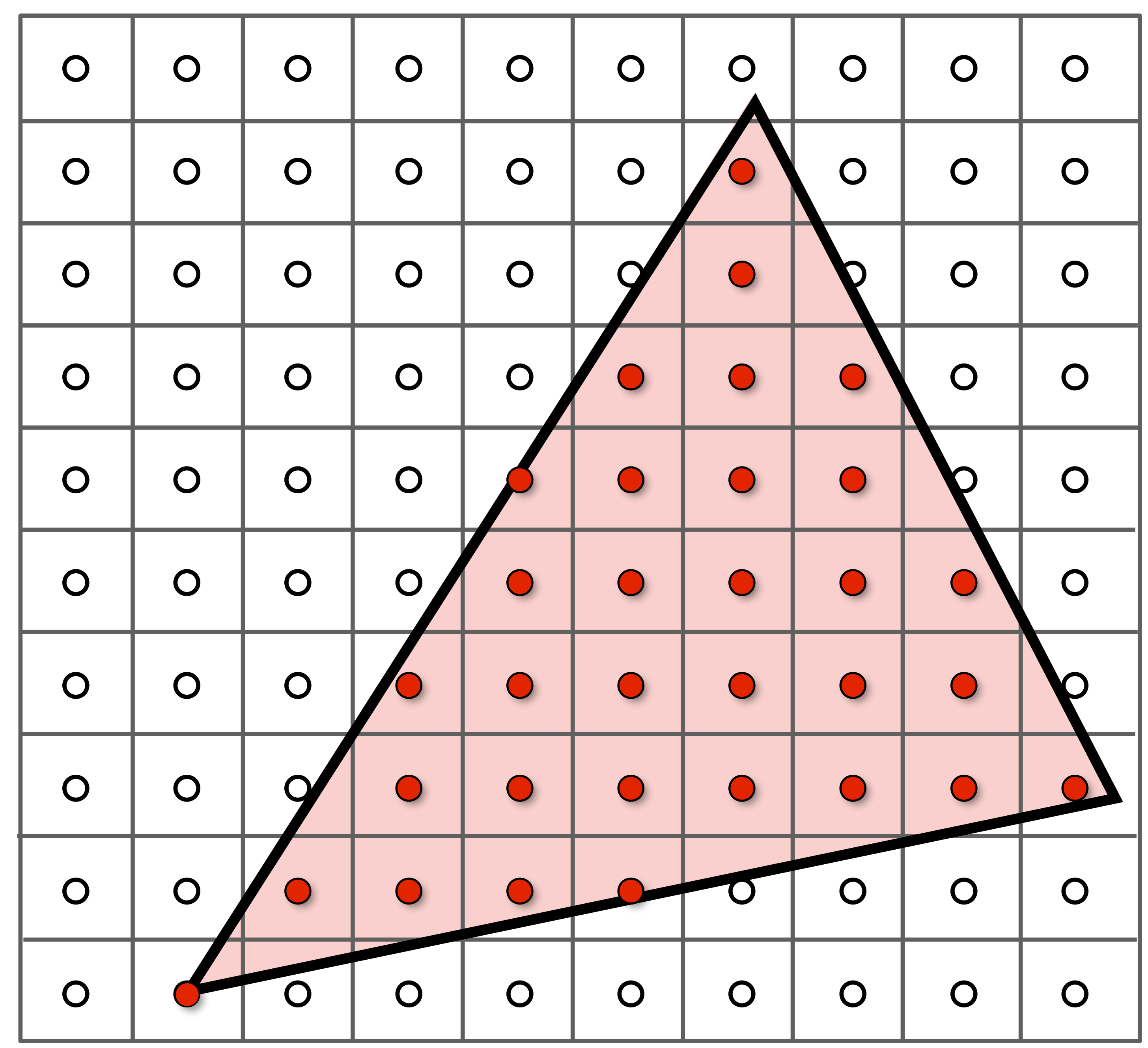
Modeling & viewing transforms



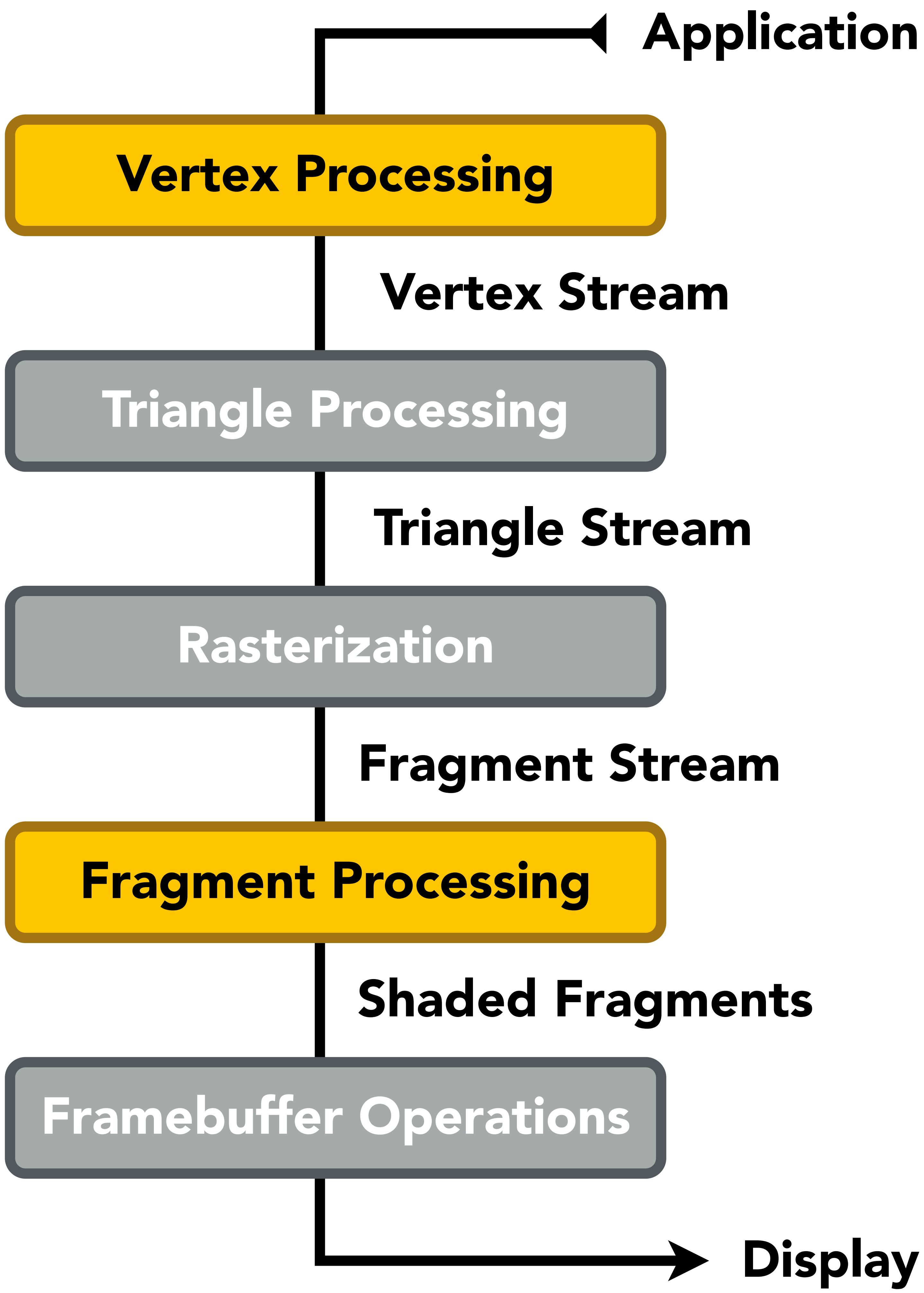
Rasterization Pipeline



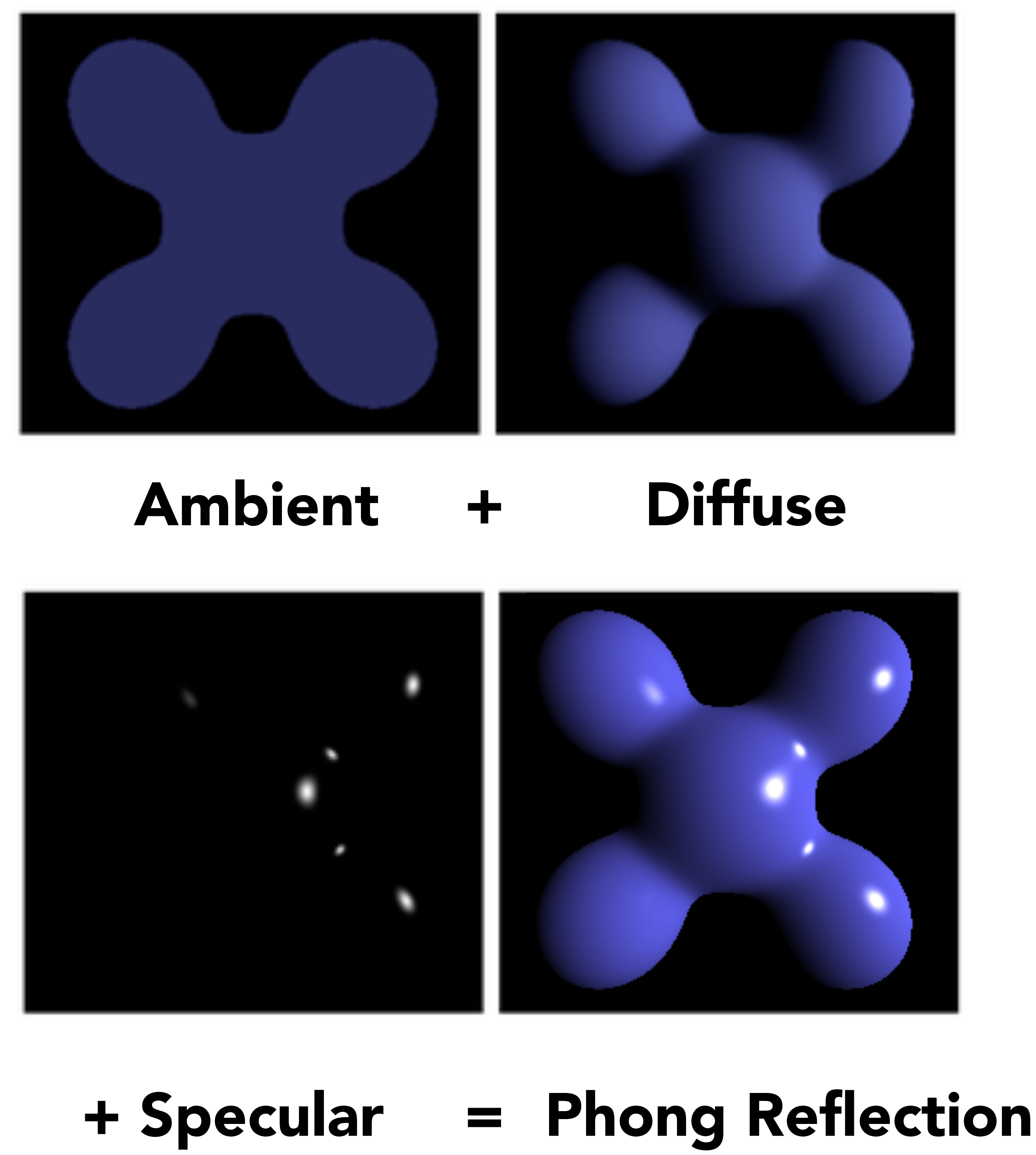
Sampling triangle coverage



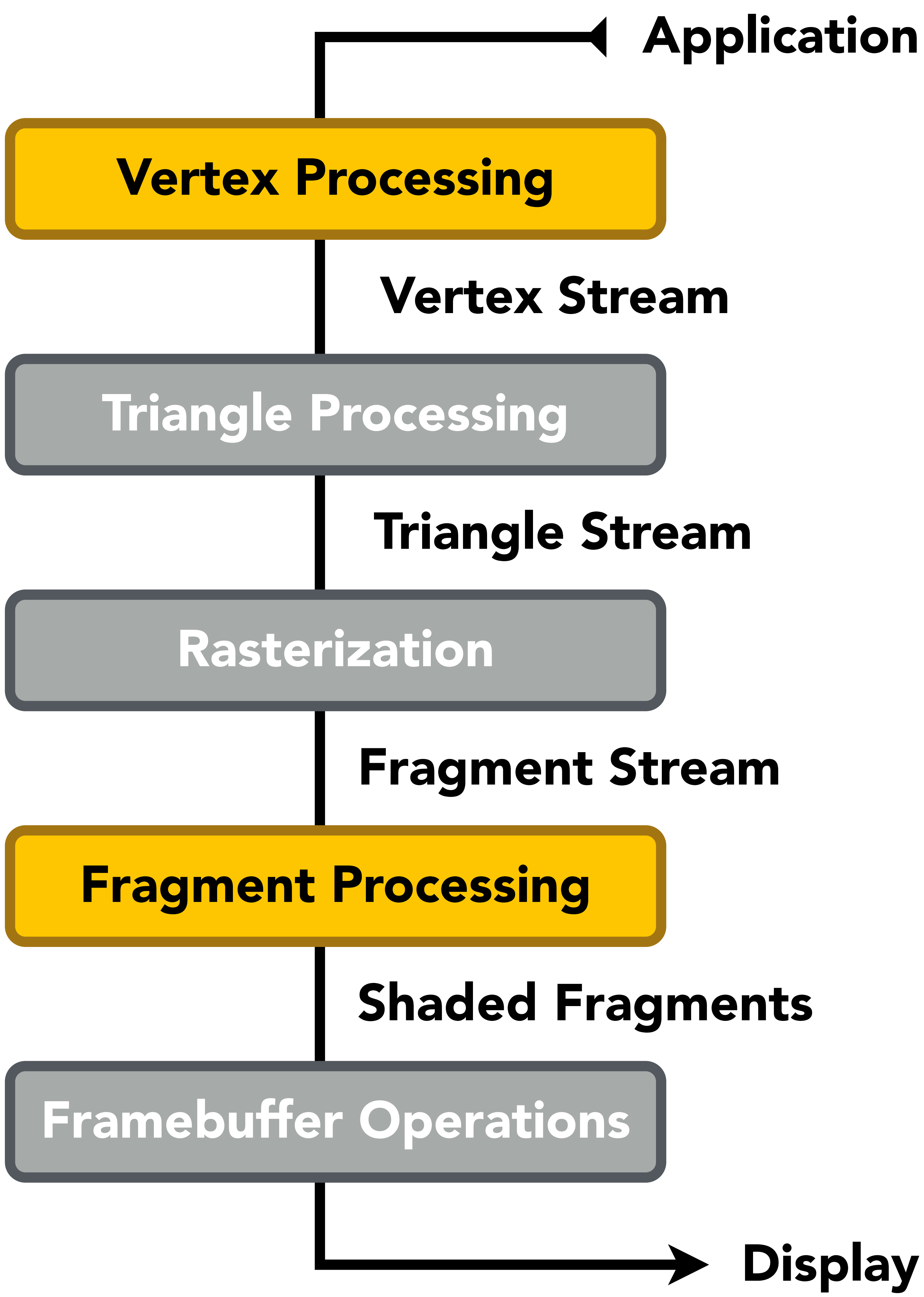
Rasterization Pipeline



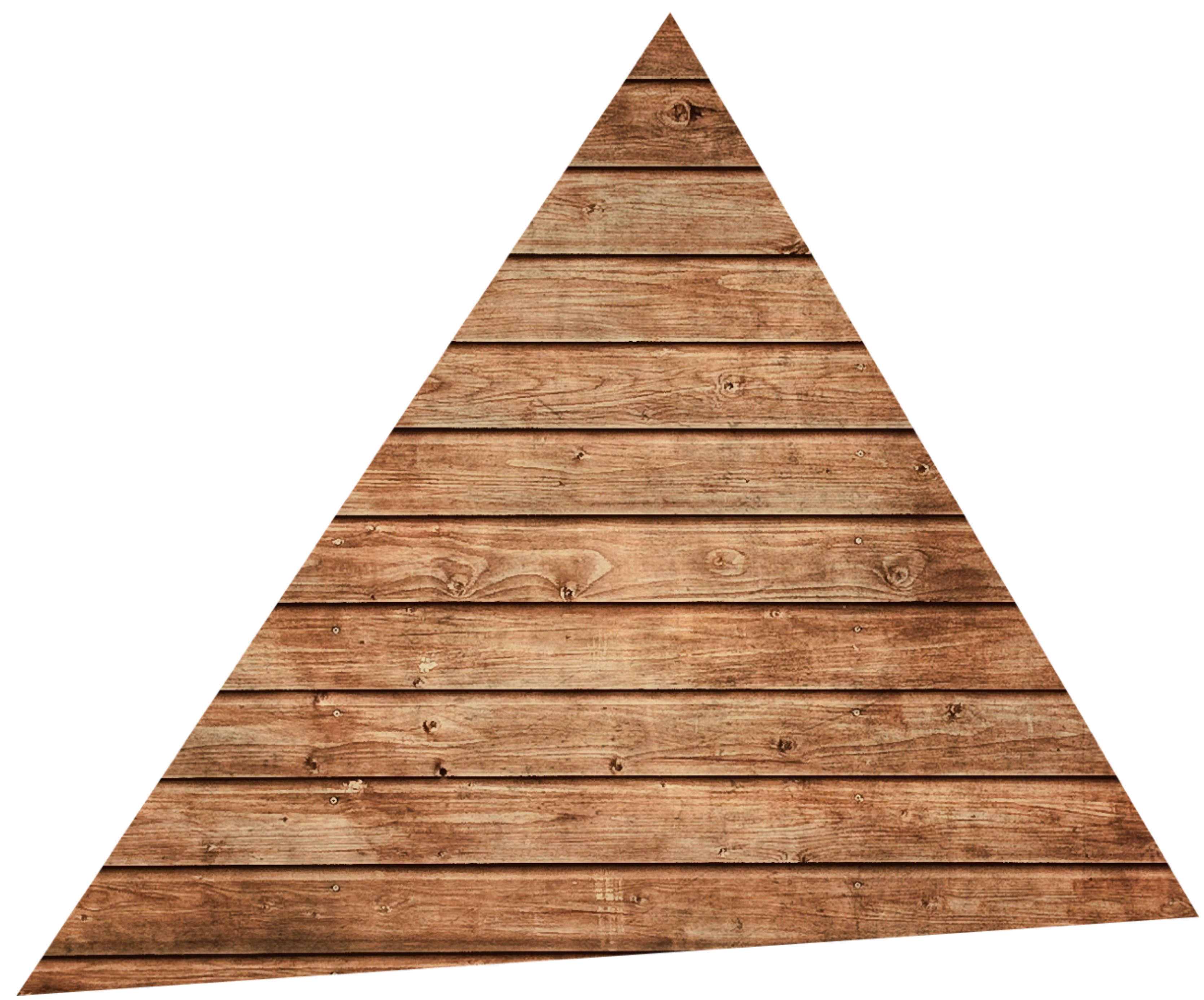
Evaluating shading functions



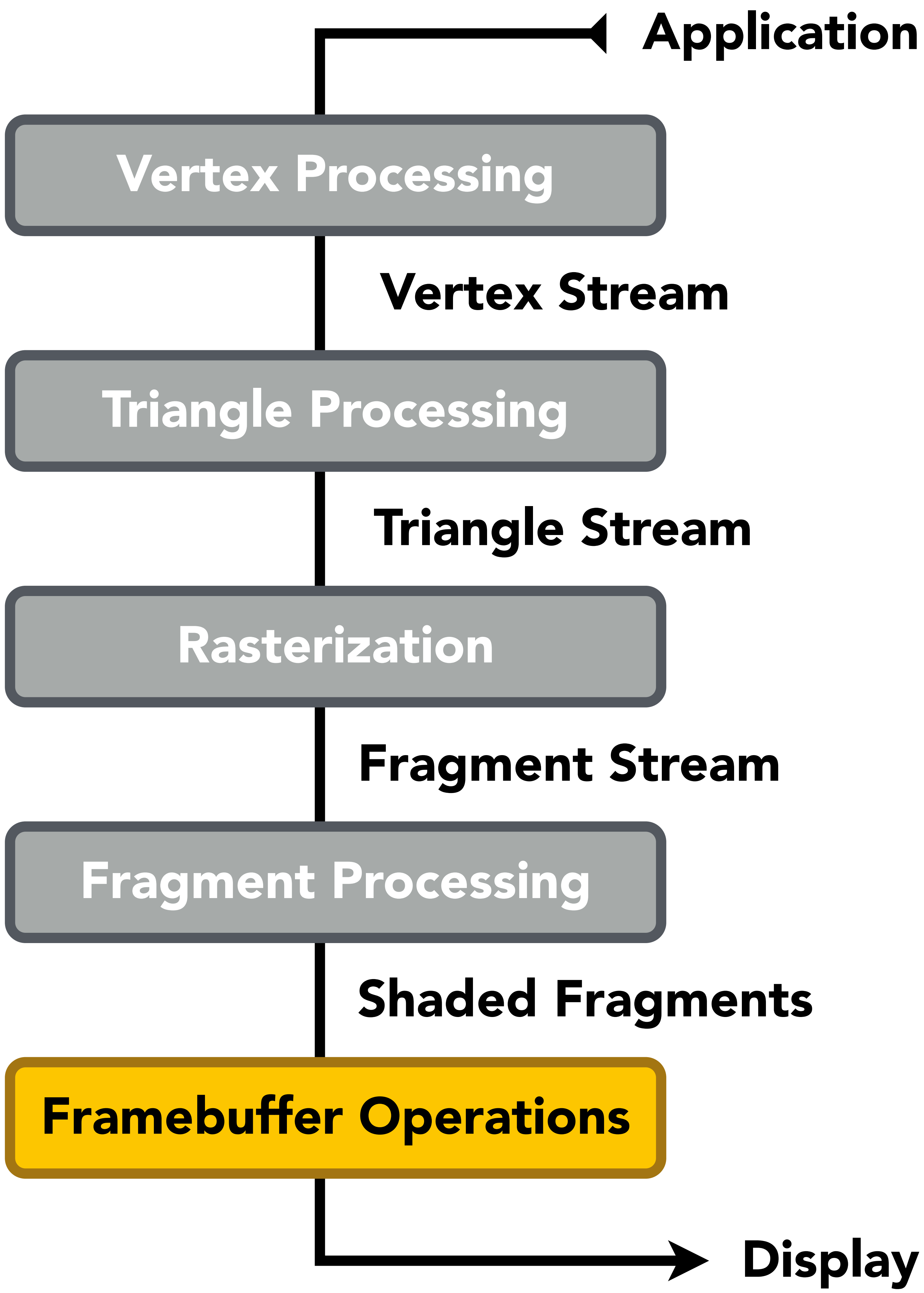
Rasterization Pipeline



Texture mapping



Rasterization Pipeline



Z-Buffer Visibility Tests

Shader Programs

- Program vertex and fragment processing stages
- Describe operation on a single vertex (or fragment)

Example GLSL fragment shader program

```
uniform sampler2D myTexture;
uniform vec3 lightDir;
varying vec2 uv;
varying vec3 norm;

void diffuseShader()
{
  vec3 kd;
  kd = texture2d(myTexture, uv);
  kd *= clamp(dot(–lightDir, norm), 0.0, 1.0);
  gl_FragColor = vec4(kd, 1.0);
}
```

- Shader function executes once per fragment.
- Outputs color of surface at the current fragment's screen sample position.
- This shader performs a texture lookup to obtain the surface's material color at this point, then performs a diffuse lighting calculation.

Shader Programs

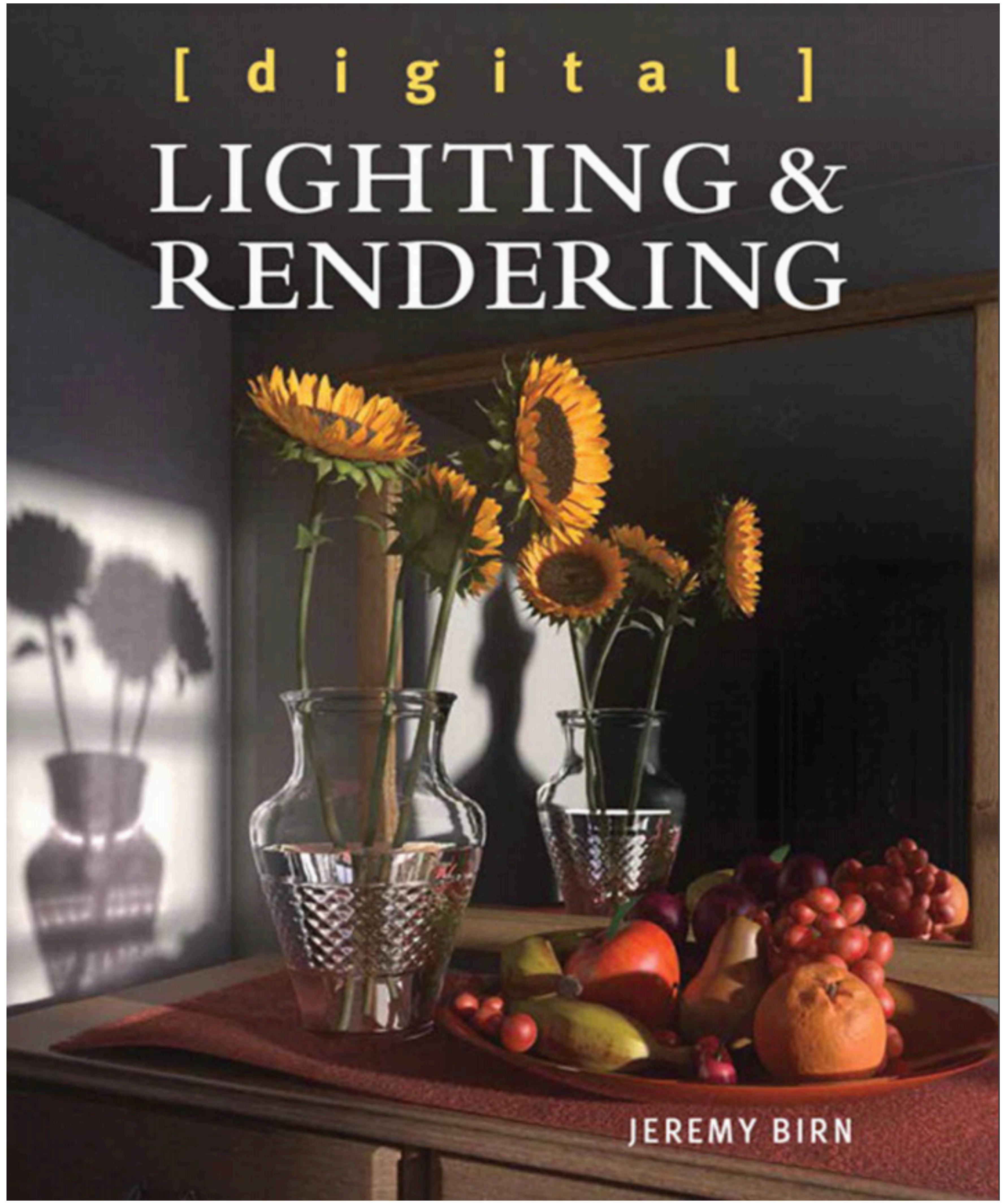
- Program vertex and fragment processing stages
- Describe operation on a single vertex (or fragment)

Example GLSL fragment shader program

```
uniform sampler2D myTexture;     // program parameter
uniform vec3 lightDir;           // program parameter
varying vec2 uv;                 // per fragment value (interp. by rasterizer)
varying vec3 norm;               // per fragment value (interp. by rasterizer)

void diffuseShader()
{
  vec3 kd;
  kd = texture2d(myTexture, uv);                  // material color from texture
  kd *= clamp(dot(–lightDir, norm), 0.0, 1.0);    // Lambertian shading model
  gl_FragColor = vec4(kd, 1.0);                   // output fragment color
}
```

Shading from Today is Phenomenological (Hack)



Things to Remember

Visibility

- Painter's algorithm and Z-Buffer algorithm

Simple Shading Model

- Key geometry: lighting, viewing & normal vectors
- Ambient, diffuse & specular reflection functions
- Shading frequency: triangle, vertex or fragment

Graphics Rasterization Pipeline

- Where do transforms, rasterization, shading, texturing and visibility computations occur?
- GPU = parallel processor implementing graphics pipeline

Acknowledgments

Thanks to Steve Marschner, Mark Pauly, Kayvon Fatahalian and Angjoo Kanazawa for presentation resources.