Computer Graphics Seminar

MTAT.03.305

Spring 2019

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Previously...

\[ M = M_1 \cdot M_2 \cdot M_3 \cdot \ldots \]

\[ P \cdot V \cdot M \cdot \mathbf{v} = \left( \frac{v_x}{v_w}, \frac{v_y}{v_w}, \frac{v_z}{v_w} \right) \]
Previously...

- We define our geometry (points, lines, triangles)
- We apply transformations (matrices)

\[
\begin{pmatrix}
\cos(45^\circ) & -\sin(45^\circ) \\
\sin(45^\circ) & \cos(45^\circ)
\end{pmatrix}
\]

When is this true?
Now we add color?

What exactly is here?

Adding color...?
Material properties

- We want GPU to take into account a color property when rendering some geometry.

What is depicted here?

http://cgdemos.tume-maailm.pri.ee/
Material properties

- We want GPU to take into account a color property when rendering some geometry.

http://cgdemos.tume-maailm.pri.ee/
What is color?
What is color?

- Spectrum of the **light reflected** off a surface.
What is color?

- Spectrum of the light reflected off a surface.
- In 3D it is not enough to just say that a thing is red.
What is color?

- Spectrum of the **light reflected** off a surface.
- In 3D it is not enough to just say that a **thing is red**.
- We need to say that somewhere we have a some kind of **light source**.
Directional light

- Ok, we define a light direction
Directional light

- Ok, we define a light direction
- A surface
Ok, we define a light direction

A surface

Viewer
Directional light

- Ok, we define a light direction
- A surface
- Viewer

Viewer does not see surface point at 4?
Directional light

- Reality – our surfaces are diffusely reflective!
Diffuse Reflection

- Light entering at a specific angle
Diffuse Reflection

- Photon excites an atom
Diffuse Reflection

- The energy is transferred to the next atom
Diffuse Reflection

- The energy is transferred to the next atom
- Some energy is absorbed
Diffuse Reflection

- Excited atoms vibrate, giving off heat
Diffuse Reflection

- Finally photon exits the surface
Diffuse Reflection

- In a quite random direction
Diffuse Reflection

- This is *generally* how pigments work

Nice post: https://physics.stackexchange.com/a/240848
Diffuse Reflection

- Can be caused by other reasons too!
Diffuse Reflection

- Can be caused by other reasons too!
- For example structural coloration in nature.

https://en.wikipedia.org/wiki/Pollia_condensata

All of these feathers are actually brown.
Diffuse Reflection

- Can be caused by other reasons too!
- For example **structural coloration** in nature.
Diffuse Reflection

• Let's assume **diffuse light scatters uniformly**
Diffuse Reflection

- So all we need now is the angle between the \textbf{surface normal} and the \textbf{light's direction}.
  
  More correct is direction towards the light

By the way, the scattered light intensities may not be equal in all directions...
See glossy reflection.

- Why this angle?
Diffuse Reflection

Hint?
Diffuse Reflection

- The actual light energy per surface unit depends on the angle.

\[ \frac{1}{\cos(45^\circ)} \approx 1.42 \]
\[ \frac{1}{\cos(80.81^\circ)} \approx 6.26 \]
Diffuse Reflection & Directional Light

• Given a surface point and a light source, we can calculate the color of that surface point.

• We use a cosine between the surface normal and a vector going towards the light source.
Diffuse Reflection & Directional Light

- To find the cosine of the angle, we can use a scalar / dot product operation.

\[ v \cdot u = ||v|| \cdot ||u|| \cdot \cos(\text{angle}(u, v)) \]

Geometric definition
To find the cosine of the angle, we can use a scalar / dot product operation.

\[ v \cdot u = \|v\| \cdot \|u\| \cdot \cos(\text{angle}(u, v)) \]

\[ v \cdot u = v_1 \cdot u_1 + v_2 \cdot u_2 + v_3 \cdot u_3 \]

Algebraic definition
Diffuse Reflection & Directional Light

• To find the cosine of the angle, we can use a scalar / dot product operation.

\[ \mathbf{v} \cdot \mathbf{u} = |\mathbf{v}| \cdot |\mathbf{u}| \cdot \cos(\text{angle}(\mathbf{u}, \mathbf{v})) \]

Geometric definition

\[ \mathbf{v} \cdot \mathbf{u} = v_1 \cdot u_1 + v_2 \cdot u_2 + v_3 \cdot u_3 \]

Algebraic definition

• Because we have normalized (unit) vectors, geometric definition simplifies to:

\[ \mathbf{v} \cdot \mathbf{u} = |\mathbf{v}| \cdot |\mathbf{u}| \cdot \cos(\alpha) = 1 \cdot 1 \cdot \cos(\alpha) = \cos(\alpha) \]
Diffuse surface and directional light

- So if we put those two definitions together:

\[ v \cdot u = v_1 \cdot u_1 + v_2 \cdot u_2 + v_3 \cdot u_3 = \cos(\alpha) \]

This should be quite easy for the computer to calculate...
Diffuse surface and directional light

- The dot product and the cosine between two vectors are used quite often in CG.
Diffuse surface and directional light

- Dot product of two vectors $u$ and $v$ is the same as vector multiplication.

\[
v \cdot u = v_1 u_1 + v_2 u_2 + v_3 u_3 = \begin{pmatrix} v_1 & v_2 & v_3 \end{pmatrix} \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix} = v^T u
\]

- So for our surface point we get:

\[
\text{Intensity} = \text{directionTowardsLight}^T \cdot \text{surfaceNormal}
\]

\[
I = l^T \cdot n
\]

\[
I \in [0,1]
\]

What is the visual result of that?
Diffuse surface and directional light

- Two missing things:
  - Intensity of the light source $L \in [0, 1]
  - Reflectivity of our material $M \in [0, 1]$
Diffuse surface and directional light

- Also the color!
- We apply to each of 3 RGB channels.

\[
I_R = n^T \cdot l \cdot L_R \cdot M_R \\
I_G = n^T \cdot l \cdot L_G \cdot M_G \\
I_B = n^T \cdot l \cdot L_B \cdot M_B
\]

Light that light source emits

Light that material reflects
$L_{diff} = 1.0$
$L_{diff} = 0.7$
$L_{diff} = 0.7$

$n \cdot l \approx 0.9$
Diffuse surface and directional light

What color are the apples if red light shines upon them?

What is wrong with this example? (2+ things)
Point light

- Point lights work the same way, but the light source is a point.
Point light

• Sometimes distance *attenuation* parameters are added.
Point light

- Sometimes distance **attenuation** parameters are added.
- In OpenGL:

  $$\text{attenuation} = \frac{1}{k_c + k_l \cdot d + k_q \cdot d^2}$$

- In Three.js:

  ```javascript
  PointLight(hex, intensity, distance)
  ```

  *Distance - If non-zero, light will attenuate linearly from maximum intensity at light position down to zero at distance.*

  [300x506]http://threejs.org/docs/#Reference/Lights/PointLight
Ambient light

- So, now we have 2 lights and a diffuse surface.
- Are we OK?
Ambient light

- World contains much more than 1 cube and a light source.
- Do you know what scene this is?
- Calculating every reflection from every other object is time-consuming.
- What can we do?
Ambient light

• Ambient light source – estimates the light reflected off of other objects in the scene
Ambient light

- Ambient light source – estimates the light reflected off of other objects in the scene
- Ambient material property – how much object reflects that light (usually same as diffuse)
Ambient light

- Ambient light source – estimates the light reflected off of other objects in the scene.
- Ambient material property – how much object reflects that light (usually same as diffuse).
Lambert material

- So together with diffuse lighting we get:

\[ I_R = L_{AR} \cdot M_{AR} + n^T \cdot l \cdot L_{DR} \cdot M_{DR} \]

\[ I_G = L_{AG} \cdot M_{AG} + n^T \cdot l \cdot L_{DG} \cdot M_{DG} \]

\[ I_B = L_{AB} \cdot M_{AB} + n^T \cdot l \cdot L_{DB} \cdot M_{DB} \]

- Red channel
- Green channel
- Blue channel

Ambient term
Diffuse term

What could go wrong?
Is this it?

- Well, we have already made a very rough approximation of reality with the ambient term.
- Is there anything else that we have forgotten?
Specular Reflection

- Materials also reflect light specularly.
Specular Reflection

- Materials also reflect light specularly.
- Especially varnished materials and metals!
Specular Reflection

- Materials also reflect light specularly.
- Especially varnished materials and metals!
- Specular reflection is the direct reflection of the light from the environment.
Specular Reflection

- Materials also reflect light specularly.
- Especially varnished materials and metals!
- Specular reflection is the direct reflection of the light from the environment.
- Often we want just a **specular highlight** – that is the **reflection of the light source**!
Specular highlight

- Depends on the viewer's position.
Specular highlight

- At point 4, which viewer direction should produce more specular highlight?
Specular highlight

• How to calculate that based on $\beta$?
Specular highlights

- Ok, so add a specular term based on the actual reflection direction \( r \) and viewer direction \( v \).

\[
I_R = L_{A_R} \cdot M_{A_R} + n^T \cdot l \cdot L_{D_R} \cdot M_{D_R} + r^T \cdot v \cdot L_{S_R} \cdot M_{S_R}
\]

\[
I_G = L_{A_G} \cdot M_{A_G} + n^T \cdot l \cdot L_{D_G} \cdot M_{D_G} + r^T \cdot v \cdot L_{S_G} \cdot M_{S_G}
\]

\[
I_B = L_{A_B} \cdot M_{A_B} + n^T \cdot l \cdot L_{D_B} \cdot M_{D_B} + v^T \cdot r \cdot L_{S_B} \cdot M_{S_B}
\]
Specular highlights

• Ok, so add a specular term based on the actual reflection direction ($r$) and viewer direction ($v$).

\[ I_R = L_{A_R} \cdot M_{A_R} + n^T \cdot l \cdot L_{D_R} \cdot M_{D_R} + r^T \cdot v \cdot L_{S_R} \cdot M_{S_R} \]

\[ I_G = L_{A_G} \cdot M_{A_G} + n^T \cdot l \cdot L_{D_G} \cdot M_{D_G} + r^T \cdot v \cdot L_{S_G} \cdot M_{S_G} \]

\[ I_B = L_{A_B} \cdot M_{A_B} + n^T \cdot l \cdot L_{D_B} \cdot M_{D_B} + v^T \cdot r \cdot L_{S_B} \cdot M_{S_B} \]
Specular highlights

- Specular highlight values for different angles:

<table>
<thead>
<tr>
<th>$M_S$</th>
<th>$L_S$</th>
<th>$\beta$</th>
<th>$\sim \cos(\beta)$</th>
<th>$\sim I$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.25</td>
<td>1</td>
<td>10°</td>
<td>0.98</td>
<td>0.25</td>
</tr>
<tr>
<td>0.25</td>
<td>1</td>
<td>20°</td>
<td>0.94</td>
<td>0.24</td>
</tr>
<tr>
<td>0.25</td>
<td>1</td>
<td>30°</td>
<td>0.87</td>
<td>0.22</td>
</tr>
<tr>
<td>0.25</td>
<td>1</td>
<td>40°</td>
<td>0.77</td>
<td>0.19</td>
</tr>
<tr>
<td>0.25</td>
<td>1</td>
<td>50°</td>
<td>0.64</td>
<td>0.16</td>
</tr>
<tr>
<td>0.25</td>
<td>1</td>
<td>60°</td>
<td>0.5</td>
<td>0.12</td>
</tr>
<tr>
<td>0.25</td>
<td>1</td>
<td>70°</td>
<td>0.34</td>
<td>0.09</td>
</tr>
<tr>
<td>0.25</td>
<td>1</td>
<td>80°</td>
<td>0.17</td>
<td>0.04</td>
</tr>
<tr>
<td>0.25</td>
<td>1</td>
<td>90°</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Assume we are dealing with one channel (e.g. red)
Assume the channel values are between [0, 1] (mapped later to [0, 255])
Specular highlights

- How to increase the contrast? Use a power.

<table>
<thead>
<tr>
<th>β</th>
<th>(\sim\cos^2(\beta))</th>
<th>(\sim l)</th>
<th>(\sim\cos^3(\beta))</th>
<th>(\sim l)</th>
<th>(\sim\cos^4(\beta))</th>
<th>(\sim l)</th>
<th>(\sim\cos^5(\beta))</th>
<th>(\sim l)</th>
</tr>
</thead>
<tbody>
<tr>
<td>10°</td>
<td>0.97</td>
<td>0.24</td>
<td>0.96</td>
<td>0.24</td>
<td>0.94</td>
<td>0.23</td>
<td>0.92</td>
<td>0.23</td>
</tr>
<tr>
<td>20°</td>
<td>0.88</td>
<td>0.22</td>
<td>0.83</td>
<td>0.21</td>
<td>0.78</td>
<td>0.20</td>
<td>0.73</td>
<td>0.18</td>
</tr>
<tr>
<td>30°</td>
<td>0.75</td>
<td>0.19</td>
<td>0.65</td>
<td>0.16</td>
<td>0.56</td>
<td>0.14</td>
<td>0.49</td>
<td>0.12</td>
</tr>
<tr>
<td>40°</td>
<td>0.59</td>
<td>0.15</td>
<td>0.45</td>
<td>0.11</td>
<td>0.34</td>
<td>0.09</td>
<td>0.26</td>
<td>0.07</td>
</tr>
<tr>
<td>50°</td>
<td>0.41</td>
<td>0.10</td>
<td>0.27</td>
<td>0.07</td>
<td>0.17</td>
<td>0.04</td>
<td>0.11</td>
<td>0.03</td>
</tr>
<tr>
<td>60°</td>
<td>0.25</td>
<td>0.06</td>
<td>0.13</td>
<td>0.03</td>
<td>0.06</td>
<td>0.02</td>
<td>0.03</td>
<td>0.01</td>
</tr>
<tr>
<td>70°</td>
<td>0.12</td>
<td>0.04</td>
<td>0.04</td>
<td>0.01</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
</tr>
<tr>
<td>80°</td>
<td>0.03</td>
<td>0.01</td>
<td>0.01</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
</tr>
<tr>
<td>90°</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
<td>0.00</td>
</tr>
</tbody>
</table>

Values above 0.25
Specular highlights

- Specify some **shininess** value $c$ for the material

\[
I_R = L_{A_R} \cdot M_{A_R} + n^T \cdot l \cdot L_{D_R} \cdot M_{D_R} + (r^T \cdot v)^c \cdot L_{S_R} \cdot M_{S_R}
\]

\[
I_G = L_{A_G} \cdot M_{A_G} + n^T \cdot l \cdot L_{D_G} \cdot M_{D_G} + (r^T \cdot v)^c \cdot L_{S_G} \cdot M_{S_G}
\]

\[
I_B = L_{A_B} \cdot M_{A_B} + n^T \cdot l \cdot L_{D_B} \cdot M_{D_B} + (r^T \cdot v)^c \cdot L_{S_B} \cdot M_{S_B}
\]
Specular highlights

c=0

c=30

c=90

c=300
Phong's Lighting Model

\[ I_R = L_{A_R} \cdot M_{A_R} + n^T \cdot l \cdot L_{D_R} \cdot M_{D_R} + (r^T \cdot v)^c \cdot L_{S_R} \cdot M_{S_R} \]

\[ I_G = L_{A_G} \cdot M_{A_G} + n^T \cdot l \cdot L_{D_G} \cdot M_{D_G} + (r^T \cdot v)^c \cdot L_{S_G} \cdot M_{S_G} \]

\[ I_B = L_{A_B} \cdot M_{A_B} + n^T \cdot l \cdot L_{D_B} \cdot M_{D_B} + (r^T \cdot v)^c \cdot L_{S_B} \cdot M_{S_B} \]

Ambient light approximation.
Phong's Lighting Model

\[ I_R = L_{AR} \cdot M_{AR} + n^T \cdot l \cdot L_{DR} \cdot M_{DR} + (r^T \cdot v)^c \cdot L_{SR} \cdot M_{SR} \]

\[ I_G = L_{AG} \cdot M_{AG} + n^T \cdot l \cdot L_{DG} \cdot M_{DG} + (r^T \cdot v)^c \cdot L_{SG} \cdot M_{SG} \]

\[ I_B = L_{AB} \cdot M_{AB} + n^T \cdot l \cdot L_{DB} \cdot M_{DB} + (r^T \cdot v)^c \cdot L_{SB} \cdot M_{SB} \]

Lambertian / diffuse reflectance
Phong's Lighting Model

\[ I_R = L_{A_R} \cdot M_{A_R} + n^T \cdot l \cdot L_{D_R} \cdot M_{D_R} + (r^T \cdot v)^c \cdot L_{S_R} \cdot M_{S_R} \]

\[ I_G = L_{A_G} \cdot M_{A_G} + n^T \cdot l \cdot L_{D_G} \cdot M_{D_G} + (r^T \cdot v)^c \cdot L_{S_G} \cdot M_{S_G} \]

\[ I_B = L_{A_B} \cdot M_{A_B} + n^T \cdot l \cdot L_{D_B} \cdot M_{D_B} + (r^T \cdot v)^c \cdot L_{S_B} \cdot M_{S_B} \]

Phong's specular reflectance term
Phong's Lighting Model

\[ I_R = L_{A_R} \cdot M_{A_R} + n^T \cdot l \cdot L_{D_R} \cdot M_{D_R} + (r^T \cdot v)^c \cdot L_{S_R} \cdot M_{S_R} \]

\[ I_G = L_{A_G} \cdot M_{A_G} + n^T \cdot l \cdot L_{D_G} \cdot M_{D_G} + (r^T \cdot v)^c \cdot L_{S_G} \cdot M_{S_G} \]

\[ I_B = L_{A_B} \cdot M_{A_B} + n^T \cdot l \cdot L_{D_B} \cdot M_{D_B} + (r^T \cdot v)^c \cdot L_{S_B} \cdot M_{S_B} \]

Something still missing?
Blinn-Phong model

- Sometimes Phong's specular term is replaced with Blinn-Phong's specular term.
Blinn-Phong model

- Sometimes Phong's specular term is replaced with Blinn-Phong's specular term.
- Instead of viewer direction and reflected light's direction, we use the **surface normal** and a **half angle vector** between the light source and the viewer.
Blinn-Phong model

- There are some differences
- These are **not the only two possibilities**

DEMO 2: http://cgdemos.tume-maailm.pri.ee/
THREE.JS videos: https://www.udacity.com/course/viewer#!/c-cs291/l-124106593/m-157996647
Now You Know

Data

Vertex transformations

OpenGL

Vertex shader

Culling & Clipping

Light Source

Light Source

Vertex shader

Culling & Clipping

Rasterization

Light Source

Light Source

Fragment shading

Fragment shader

Visibility tests & Blending
The Standard Graphics Pipeline

- **Data**
  - Vertex transformations
  - Culling & Clipping
  - Rasterization
  - Fragment shading
  - Visibility tests & Blending

- **OpenGL**

- **Vertex shader**

- **Fragment shader**

- **Light Source**
  - $L_{amb}$
  - $L_{diff}$
  - $L_{spec}$

- **Equations**
  - \( P \cdot V \cdot M \cdot v \)
  - \( (\frac{v_x}{v_w}, \frac{v_y}{v_w}, \frac{v_z}{v_w}) \)

- **Transformations**
  - \( M = M_1 \cdot M_2 \cdot M_3 \cdot \ldots \)
  - \( v_0 \)
  - \( v_1 \)
  - \( v_2 \)

- **Variables**
  - \( v \)
  - \( n \)
  - \( M_{amb} \)
  - \( M_{diff} \)
  - \( M_{spec} \)
Conclusion

- Computer graphics can be used to create a illusion of reality

- First approximation is of the shape – geometry
- GPU wants those triangles
- Vertices and transformation matrices
Conclusion

- Many ways to approximate lighting (Lambert, Phong, Blinn), reflections, refractions, shadows...

- Ambient, diffuse, specular terms

\[ I = L_A \cdot M_A + n^T \cdot l \cdot L_D \cdot M_D + (r^T \cdot v)^c \cdot L_S \cdot M_S \]
Thanks for listening!
Next Time

- Shaders in WebGL
- Shader Programming Workshop (all of this in practice)
- Bring your laptop!