The Graphics Pipeline and OpenGL II: Lighting and Shading, Fragment Processing

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EE 267 Virtual Reality
Lecture 3
stanford.edu/class/ee267/
Announcements

• Most likely: everyone on the wait list will get in. We may even have space for a few more students, so email us right away if you’re auditing and would like to take the class!

• questions for HW1? post on piazza and zoom office hours!

• WIM workshop 1: this Friday 2-3 pm, zoom ➔ if you are a WIM student, you must attend!

• WIM HW1 going out this Friday
Lecture Overview

• rasterization
• the rendering equation, BRDFs
• lighting: computer interaction between vertex/fragment and lights
  • Phong lighting
• shading: how to assign color (i.e. based on lighting) to each fragment
  • Flat, Gouraud, Phong shading
• vertex and fragment shaders
• texture mapping
Review of Vertex/Normal Transforms

Vertex/Normal transforms

Coordinates Transform Pipeline

Model Transform → View Transform → Projection Transform → Viewport Transform

Model Spaces → World Space → View Space → Projection Space → Screen Space

https://www.ntu.edu.sg/home/ehchua/programming/opengl/CG_BasicsTheory.html
Rasterization
Rasterization

Purpose:
1. determine which fragments are inside the triangles
2. interpolate vertex attributes (e.g. color) to all fragments

https://www.ntu.edu.sg/home/ehchua/programming/opengl/CG_BasicsTheory.html
Rasterization / Scanline Interpolation

- grid of 6x6 fragments
Rasterization / Scanline Interpolation

- grid of 6x6 fragments
- 2D vertex positions after transformations
Rasterization / Scanline Interpolation

- grid of 6x6 fragments
- 2D vertex positions after transformations
  + edges = triangle
Rasterization / Scanline Interpolation

- grid of 6x6 fragments
- 2D vertex positions after transformations + edges = triangle
- each vertex has 1 or more attributes A, such as R/G/B color, depth, …
- user can assign arbitrary attributes, e.g. surface normals
Rasterization / Scanline Interpolation

- scanline moving top to bottom
Rasterization / Scanline Interpolation

- scanline moving top to bottom
Rasterization / Scanline Interpolation

- scanline moving top to bottom
- determine which fragments are inside the triangle
Rasterization / Scanline Interpolation

- scanline moving top to bottom
- determine which fragments are inside the triangle
- interpolate attribute along edges in y

\[
A^{(l)} = \left( \frac{y^{(l)} - y_2}{y_1 - y_2} \right) A_1 + \left( \frac{y_1 - y^{(l)}}{y_1 - y_2} \right) A_2
\]

\[
A^{(r)} = \left( \frac{y^{(r)} - y_3}{y_1 - y_3} \right) A_1 + \left( \frac{y_1 - y^{(r)}}{y_1 - y_3} \right) A_3
\]
Rasterization / Scanline Interpolation

- scanline moving top to bottom
- determine which fragments are inside the triangle
- interpolate attribute along edges in $y$
- then interpolate along $x$

$$A = \left( \frac{x - x^{(l)}}{x^{(r)} - x^{(l)}} \right) A^{(r)} + \left( \frac{x^{(r)} - x}{x^{(r)} - x^{(l)}} \right) A^{(l)}$$
repeat:
- interpolate attribute along edges in y
- then interpolate along x
repeat:
• interpolate attribute along edges in y
• then interpolate along x
Rasterization / Scanline Interpolation

A_1
A_2
A_3
Rasterization / Scanline Interpolation

output: set of fragments inside triangle(s) with interpolated attributes for each of these fragments
Lighting & Shading

(how to determine color and what attributes to interpolate)
The Rendering Equation

- **direct (local) illumination**: light source → surface → eye
- **indirect (global) illumination**: light source → surface → ... → surface → eye

\[
L_o(x, \omega_o, \lambda, t) = L_e(x, \omega_o, \lambda, t) + \int_\Omega f_r(x, \omega_i, \omega_o, \lambda, t) L_i(x, \omega_i, \lambda, t) (\omega_i \cdot n) \, d\omega_i
\]
The Rendering Equation

- **direct (local) illumination:**
  light source $\rightarrow$ surface $\rightarrow$ eye

- **indirect (global) illumination:**
  light source $\rightarrow$ surface $\rightarrow$ ... $\rightarrow$ surface $\rightarrow$ eye

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\]

- **radiance towards viewer**
- **emitted radiance**
- **BRDF**
- **incident radiance from some direction**
The Rendering Equation

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  light source $\rightarrow$ surface $\rightarrow$ eye

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\]

3D location

Radiance towards viewer

Emitted radiance

BRDF

Incident radiance from some direction

Kajija “The Rendering Equation”, SIGGRAPH 1986
The Rendering Equation

**Direction towards viewer**

\[ L_o(\mathbf{x}, \omega_o, \lambda, t) = L_e(\mathbf{x}, \omega_o, \lambda, t) + \int_{\Omega} f_r(\mathbf{x}, \omega_i, \omega_o, \lambda, t) L_i(\mathbf{x}, \omega_i, \lambda, t) (\omega_i \cdot \mathbf{n}) \, d\omega_i \]

- **direct (local) illumination:**
  light source → surface → eye

- **indirect (global) illumination:**
  light source → surface → ... → surface → eye

**Notes:**
- \( L_o \): radiance towards viewer
- \( L_e \): emitted radiance
- \( f_r \): BRDF
- \( L_i \): incident radiance from some direction

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The Rendering Equation

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\]

- $L_o$: radiance towards viewer
- $L_e$: emitted radiance
- $f_r$: BRDF
- $L_i$: incident radiance from some direction

Kajija “The Rendering Equation”, SIGGRAPH 1986
The Rendering Equation

- **direct (local) illumination:**
  \[ \text{light source} \rightarrow \text{surface} \rightarrow \text{eye} \]

- **indirect (global) illumination:**
  \[ \text{light source} \rightarrow \text{surface} \rightarrow \ldots \rightarrow \text{surface} \rightarrow \text{eye} \]

\[
L_o(x, \omega_o, \lambda, t) = L_e(x, \omega_o, \lambda, t) + \int_{\Omega} f_r(x, \omega_i, \omega_o, \lambda, t) L_i(x, \omega_i, \lambda, t) (\omega_i \cdot n) \, d\omega_i
\]

- **time**
- **radiance towards viewer**
- **emitted radiance**
- **BRDF**
- **incident radiance from some direction**

Kajija “The Rendering Equation”, SIGGRAPH 1986
The Rendering Equation

- drop time, wavelength (RGB) & global illumination to make it simple

- **direct (local) illumination:**
  light source $\rightarrow$ surface $\rightarrow$ eye

- **indirect (global) illumination:**
  light source $\rightarrow$ surface $\rightarrow$ ... $\rightarrow$ surface $\rightarrow$ eye

\[
L_o(x, \omega_o, \lambda, t) = L_e(x, \omega_o, \lambda, t) + \int_{\Omega} f_r(x, \omega_i, \omega_o, \lambda, t) L_i(x, \omega_i, \lambda, t) (\omega_i \cdot n) \, d\omega_i
\]

Kajija “The Rendering Equation”, SIGGRAPH 1986
The Rendering Equation

- drop time, wavelength (RGB), emission &
global illumination to make it simple

\[
L_0(x, \omega_0) = \sum_{k=1}^{\text{num\_lights}} f_r(x, \omega_k, \omega_o) L_t(x, \omega_k)(\omega_k \cdot n)
\]

- **direct (local) illumination:**
  light source \(\rightarrow\) surface \(\rightarrow\) eye

- **indirect (global) illumination:**
  light source \(\rightarrow\) surface \(\rightarrow\) ... \(\rightarrow\) surface \(\rightarrow\) eye

\[
L_o(x, \omega_o, \lambda, t) = L_e(x, \omega_o, \lambda, t) + \int _\Omega f_r(x, \omega_i, \omega_o, \lambda, t) L_t(x, \omega_i, \lambda, t)(\omega_i \cdot n) \, d\omega_i
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The Rendering Equation

- drop time, wavelength (RGB), emission &
global illumination to make it simple

\[
L_0(x, \omega_0) = \sum_{k=1}^{num\_lights} f_r(x, \omega_k, \omega_o) L_i(x, \omega_k)(\omega_k \cdot n)
\]
Bidirectional Reflectance Distribution Function (BRDF)

- many different BRDF models exist: analytic, data driven (i.e. captured)

\[ \rho(\theta_r, \phi_r, \theta_i, \phi_i) \]
Bidirectional Reflectance Distribution Function (BRDF)

- can approximate BRDF with a few simple components

\[ \rho(\theta_r, \phi_r, \theta_i, \phi_i) \]

incident light direction

normal
diffuse component

specular component

surface
Phong Lighting

- emissive part can be added if desired
- calculate separately for each color channel: RGB

\[
\text{Ambient} + \text{Diffuse} + \text{Specular} = \text{Phong Reflection}
\]
Phong Lighting

- simple model for direct lighting
- ambient, diffuse, and specular parts
- requires:
  - material color $m_{RGB}$ (for each of ambient, diffuse, specular)
  - light color $l_{RGB}$ (for each of ambient, diffuse, specular)

\[
L = \frac{2 (N \cdot L) N - L}{\sqrt{1 - (N \cdot L)^2}}
\]

$L$ normalized vector pointing towards light source

$N$ normalized surface normal

$V$ normalized vector pointing towards viewer

\[
R = 2 (N \cdot L) N - L
\]

normalized reflection on surface normal

https://www.ntu.edu.sg/home/ehchua/programming/opengl/CG_BasicsTheory.html
Phong Lighting: Ambient

- independent of light/surface position, viewer, normal
- basically adds some background color

\[ \mathbf{m}_{ambient} \cdot \mathbf{l}_{ambient} \]
Phong Lighting: Diffuse

- needs normal and light source direction
- adds intensity $\cos$-falloff with incident angle

$$m_{\text{diffuse}}^{\{R,G,B\}} \cdot l_{\text{diffuse}}^{\{R,G,B\}} \cdot \max(L \cdot N, 0)$$

dot product
Phong Lighting: Specular

- needs normal, light & viewer direction
- models reflections = specular highlights
- shininess – exponent, larger for smaller highlights (more mirror-like surfaces)

\[
m_{\text{specular}} \{R,G,B\} \cdot l_{\text{specular}} \{R,G,B\} \cdot \max(R \cdot V,0)^{\text{shininess}}
\]
Phong Lighting: Attenuation

- models the intensity falloff of light w.r.t. distance
- The greater the distance, the lower the intensity

$$\frac{1}{k_c + k_l d + k_q d^2}$$

constant, linear, quadratic attenuation

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Phong Lighting: Putting it all Together

- this is a simple, but efficient lighting model
- has been used by OpenGL for ~25 years
- absolutely NOT sufficient to generate photo-realistic renderings (take a computer graphics course for that)

\[
\text{color}_{R,G,B} = m_{\text{ambient}} \cdot l_{\text{ambient}} \cdot \sum_{i=1}^{\text{num \_ lights}} \frac{1}{k_c + k_d d_i + k_q d_i^2} \left( m_{\text{diffuse}} \cdot l_{\text{diffuse}} \cdot \max(L_i \cdot N, 0) + m_{\text{specular}} \cdot l_{\text{specular}} \cdot \max(R_i \cdot V, 0)^{\text{shininess}} \right)
\]

ambient      attenuation       diffuse      specular
Lighting Calculations

- *all lighting calculations happen in camera/view space!*

- transform vertices and normals into camera/view space
- calculate lighting, i.e. per color (i.e., given material properties, light source color & position, vertex position, normal direction, viewer position)
Lighting v Shading

- lighting: interaction between light and surface (e.g. using Phong lighting model; think about this as “what formula is being used to calculate intensity/color”)
- shading: how to compute color of each fragment (e.g. what attributes to interpolate and where to do the lighting calculation)
  1. Flat shading
  2. Gouraud shading (per-vertex lighting)
  3. Phong shading (per-fragment lighting) - different from Phong lighting

(courtesy: Intergraph Computer Systems)
Flat Shading

• compute color only once per triangle (i.e. with Phong lighting)
• pro: usually fast to compute; con: creates a flat, unrealistic appearance
• we won’t use it
Gouraud or Per-vertex Shading

- compute color once per vertex (i.e. with Phong lighting)
- interpolate per-vertex colors to all fragments within the triangles!
- pro: usually fast-ish to compute; con: flat, unrealistic specular highlights
Gouraud Shading or Per-vertex Lighting

- compute color once per vertex (i.e. with Phong lighting)
- interpolate per-vertex colors to all fragments within the triangles!
- pro: usually fast-ish to compute; con: flat, unrealistic specular highlights
Gouraud Shading or Per-vertex Lighting

- compute color once per \textit{vertex} (i.e. with Phong lighting)
- \textbf{interpolate per-vertex colors to all fragments within the triangles!}
- pro: usually fast-ish to compute; con: flat, unrealistic specular highlights
Gouraud Shading or Per-vertex Lighting

- compute color once per vertex (i.e. with Phong lighting)
- interpolate per-vertex colors to all fragments within the triangles!
- pro: usually fast-ish to compute; con: flat, unrealistic specular highlights
Phong Shading or Per-fragment Lighting

- compute color once per fragment (i.e. with Phong lighting)
- need to interpolate per-vertex normals to all fragments to do the lighting calculation!
- pro: better appearance of specular highlights; con: usually slower to compute

interpolate normals

per-fragment lighting
Shading

Flat Shading  Gouraud Shading  Phong Shading

http://www.decew.net/OSS/timeline.php
Back to the Graphics Pipeline
Per-vertex Lighting v Per-fragment Lighting

- **Vertex shader**
  - lighting calculations done for each vertex

- **Fragment shader**
  - lighting calculations done for each fragment

https://www.ntu.edu.sg/home/ehchua/programming/opengl/CG_BasicsTheory.html
Vertex and Fragment Shaders

• shaders are small programs that are executed in parallel on the GPU for each vertex (vertex shader) or each fragment (fragment shader)

• vertex shader (before rasterizer):
  • modelview projection transform of vertex & normal (see last lecture)
  • if per-vertex lighting: do lighting calculations here (otherwise omit)

• fragment shader (after rasterizer):
  • assign final color to each fragment
  • if per-fragment lighting: do all lighting calculations here (otherwise omit)
Fragment Processing

- lighting and shading (per-fragment) – same calculations as per-vertex shading, but executed for each fragment
- texture mapping

these also happen, but don’t worry about them (we won’t touch these):
- fog calculations
- alpha blending
- hidden surface removal (using depth buffer)
- scissor test, stencil test, dithering, bitmasking, …
Depth Test

• oftentimes we have multiple triangles behind each other, the depth test determines which one to keep and which one to discard

• if depth of fragment is smaller than current value in depth buffer \(\rightarrow\) overwrite color and depth value using current fragment; otherwise discard fragment
Texture Mapping

- texture = 2D image (e.g. RGBA)
- we want to use it as a “sticker” on our 3D surfaces
- mapping from vertex to position on texture (texture coordinates u,v)

https://blogs.msdn.microsoft.com/danlehen/2005/11/06/3d-for-the-rest-of-us-texture-coordinates/ (sorry, this website seems to be discontinued)
Texture Mapping

- texture = 2D image (e.g. RGBA)
- we want to use it as a “sticker” on our 3D surfaces
- mapping from vertex to position on texture (texture coordinates $u,v$)

Normalized Texture Coordinates

Non-normalized Texture Coordinates
Texture Mapping

- same texture, different texture coordinates

https://blogs.msdn.microsoft.com/danjehen/2005/11/06/3d-for-the-rest-of-us-texture-coordinates/ (sorry, this website seems to be discontinued)
Texture Mapping

- texture mapping faces
Texture Mapping

- texture filtering: fragments don’t align with texture pixels (texels) $\rightarrow$ interpolate

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Next Lecture: Vertex & Fragment Shaders, GLSL

vertex shader
- transforms & (per-vertex) lighting

fragment shader
- texturing
- (per-fragment) lighting

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Summary

• rasterization
• the rendering equation, BRDFs
• lighting: computer interaction between vertex/fragment and lights
  • Phong lighting
• shading: how to assign color (i.e. based on lighting) to each fragment
  • Flat, Gouraud, Phong shading
• vertex and fragment shaders
• texture mapping
Further Reading

• good overview of OpenGL (deprecated version) and graphics pipeline (missing a few things) :
  https://www.ntu.edu.sg/home/ehchua/programming/opengl/CG_BasicsTheory.html


• WebGL / three.js tutorials: https://threejs.org/