Scan Conversion

Wolfgang Heidrich

Course News

Assignment 2

- Due March 2

Homework 3

- Discussed in labs next week

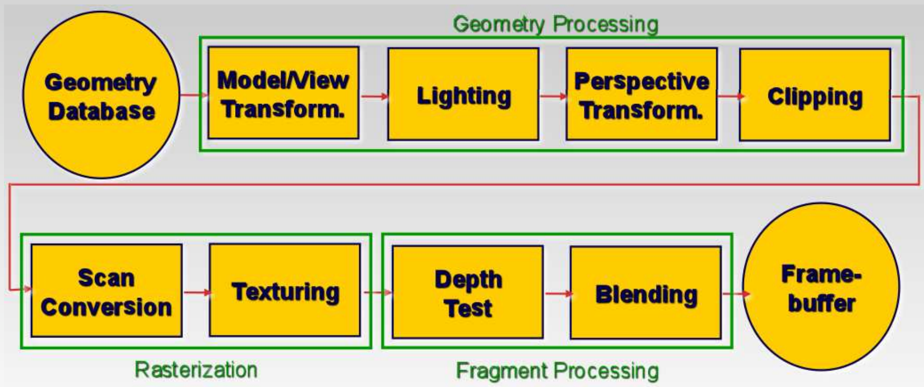
Reading (this week)

- Chapter 3

Reading (next week)

- Chapter 8

The Rendering Pipeline



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Scan Conversion - Rasterization

Convert continuous rendering primitives into discrete fragments/pixels

- Lines
  - *Midpoint/Bresenham*
- Triangles
  - *Flood fill*
  - *Scanline*
  - *Implicit formulation*
- Interpolation

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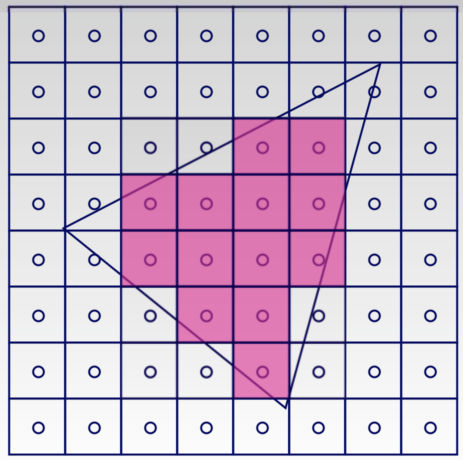
Scan Conversion of Polygons

One possible scan conversion



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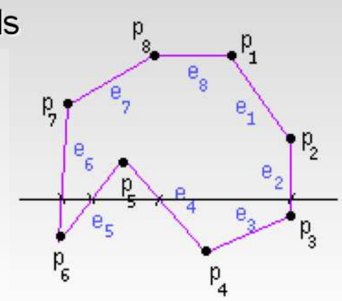
Scan Conversion of Polygons

A General Algorithm

- Intersect each scanline with all edges
- Sort intersections in x
- Calculate parity to determine in/out
- Fill the 'in' pixels



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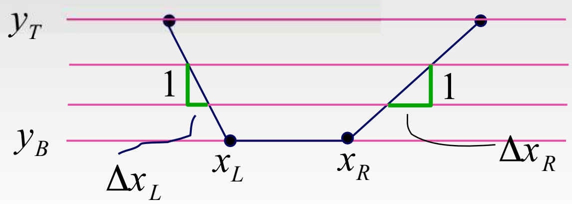
Edge Walking

```
for (y=yB; y<=yT; y++) {
    for (x=xL; x<=xR; x++)
     setPixel(x,y);
    xL += DxL;
    xR += DxR;
}
```



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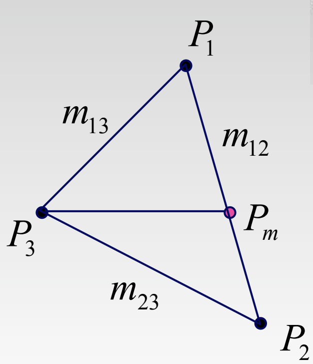
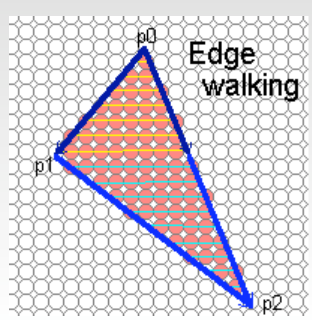
Edge Walking Triangles

- Split triangles into two regions with continuous left and right edges

scanTrapezoid($x_3, x_m, y_3, y_1, \frac{1}{m_{13}}, \frac{1}{m_{12}}$ **)**

scanTrapezoid($x_2, x_2, y_2, y_3, \frac{1}{m_{23}}, \frac{1}{m_{12}}$ **)**





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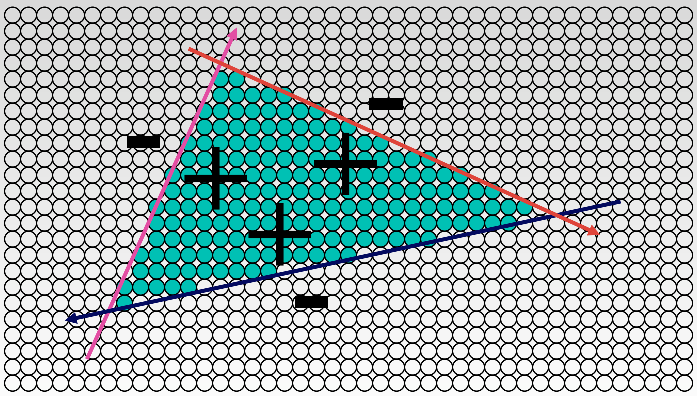
Modern Rasterization: Edge Equations

Define a triangle as follows:



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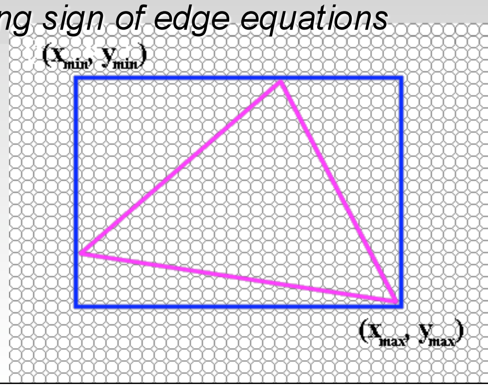
Using Edge Equations

Usage:

- Go over each pixel in bounding rectangle
- Check if pixel is inside/outside of triangle
  - *Using sign of edge equations*



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Edge Equations

Counter-Clockwise Triangles

- The equation L(x,y) as specified above is *negative inside, positive outside*
  - *Flip sign:*

$$L(x,y) = -(y_e - y_s)(x - x_s) + (y - y_s)(x_e - x_s) = 0$$

Clockwise triangles

- *Use original formula*

$$L(x,y) = (y_e - y_s)(x - x_s) - (y - y_s)(x_e - x_s) = 0$$

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Discussion of Polygon Scan Conversion Algorithms

On old hardware:

- Use first scan-conversion algorithm
  - *Scan-convert edges, then fill in scanlines*
  - *Compute interpolated values by interpolating along edges, then scanlines*
- Requires clipping of polygons against viewing volume
- Faster if you have a few, large polygons
- Possibly faster in software

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Discussion of Polygon Scan Conversion Algorithms

Modern GPUs:

- Use edge equations
  - *And plane equations for attribute interpolation*
  - *No clipping of primitives required*
- Faster with many small triangles

Additional advantage:

- Can control the order in which pixels are processed
- Allows for more memory-coherent traversal orders
  - *E.g. tiles or space-filling curve rather than scanlines*

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Triangle Rasterization Issues (Independent of Algorithm)

Exactly which pixels should be lit?

- A: Those pixels inside the triangle edge (of course)

But what about pixels exactly on the edge?

- Draw them: order of triangles matters (it shouldn't)
- Don't draw them: gaps possible between triangles

We need a consistent (if arbitrary) rule

- Example: draw pixels on left or top edge, but not on right or bottom edge

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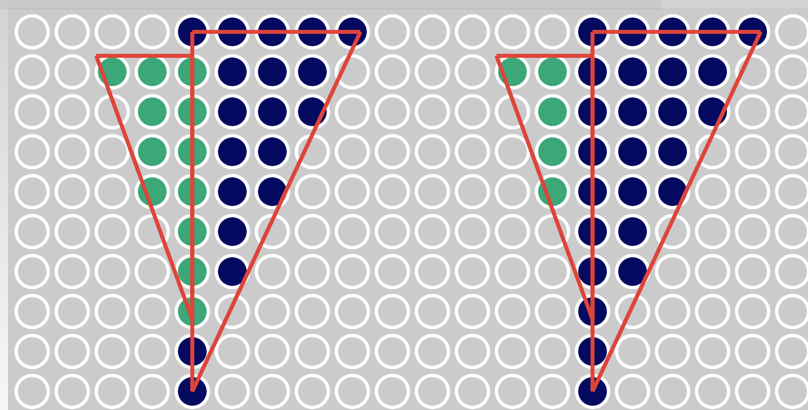
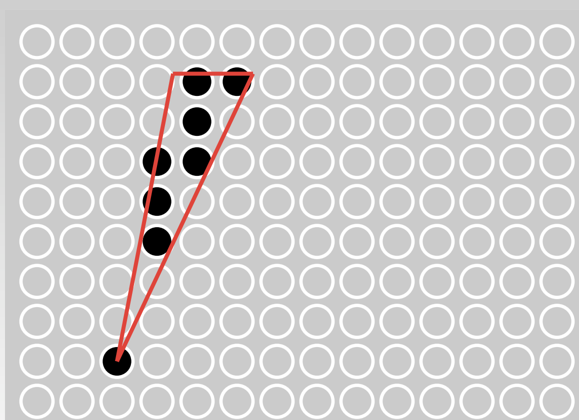
Triangle Rasterization Issues

Shared Edge Ordering



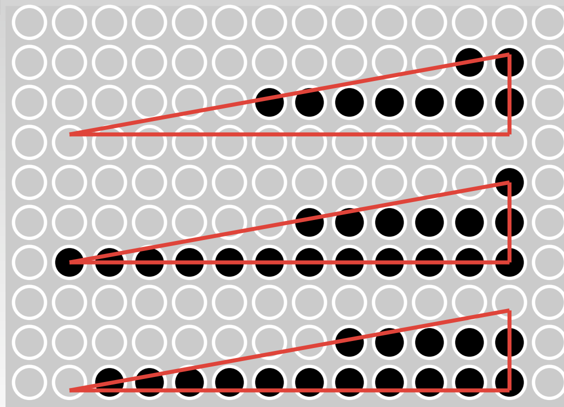
Triangle Rasterization Issues

Sliver



Triangle Rasterization Issues

Moving Slivers



Triangle Rasterization Issues

These are ALIASING Problems

- Problems associated with representing continuous functions (triangles) with finite resolution (pixels)
- More on this problem when we talk about sampling…

Shading

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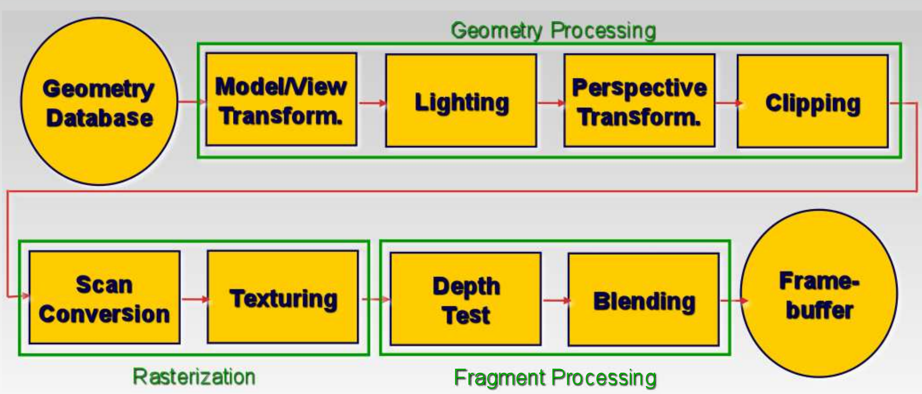
The Rendering Pipeline



Shading

Input to Scan Conversion:

- Vertices of triangles (lines, quadrilaterals…)
- Color (per vertex)
  - *Specified with glColor*
  - *Or: computed with lighting*
- World-space normal (per vertex)
  - *Left over from lighting stage*

Shading Task:

- Determine color of every pixel in the triangle

Shading

How can we assign pixel colors using this information?

- Easiest: flat shading
  - *Whole triangle gets one color (color of 1st vertex)*
- Better: Gouraud shading
  - *Linearly interpolate color across triangle*
- Even better:
  - *Linearly interpolate the normal vector*
  - *Compute lighting for every pixel*
  - *Note: not supported by rendering pipeline as discussed so far*

Flat Shading

- Simplest approach calculates illumination at a single point for each polygon

- Obviously inaccurate for smooth surfaces

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Flat Shading Approximations

If an object really is faceted, is this accurate?

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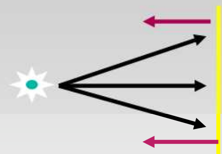
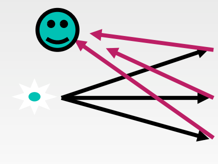
Flat Shading Approximations

If an object really is faceted, is this accurate?

no!

- For point sources, the direction to light varies across the facet





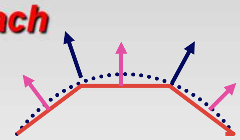
- For specular reflectance, direction to eye varies across the facet

Improving Flat Shading

What if evaluate Phong lighting model at each pixel of the polygon?

- Better, but result still clearly faceted

For smoother-looking surfaces we introduce vertex normals at each vertex

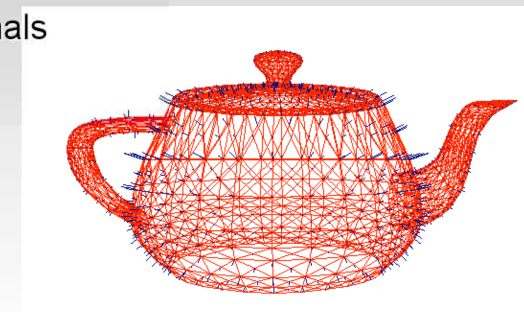


- Usually different from facet normal
- Used ***only*** for shading
- Think of as a better approximation of the ***real*** surface that the polygons approximate

Vertex Normals

Vertex normals may be

- Provided with the model
- Computed from first principles
- Approximated by averaging the normals of the facets that share the vertex

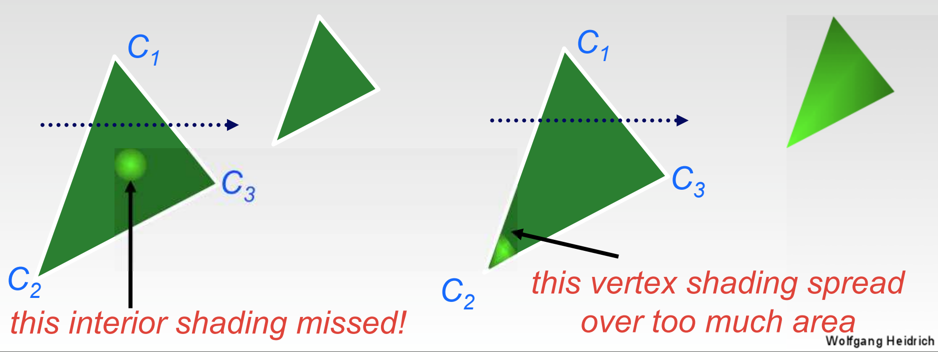


Gouraud Shading Artifacts

often appears dull, chalky

lacks accurate specular component

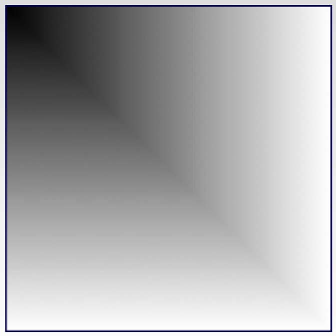
- if included, will be averaged over entire polygon



Gouraud Shading Artifacts

Mach bands

- Eye enhances discontinuity in first derivative
- Very disturbing, especially for highlights



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Phong Shading

linearly interpolating surface normal across the facet, applying Phong lighting model at every pixel

- Same input as Gouraud shading
- Pro: much smoother results
- Con: considerably more expensive

Not the same as Phong lighting

- Common confusion
- **Phong lighting:** empirical model to calculate illumination at a point on a surface

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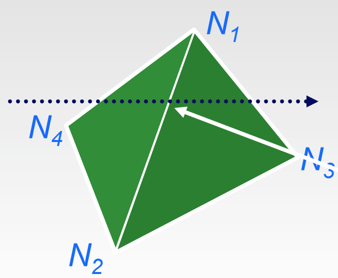
Phong Shading

Linearly interpolate the vertex normals

- Compute lighting equations at each pixel
- Can use specular component

$$I_{total} = k_a I_{ambient} + \sum_{i=1}^{\# lights} I_i \left(k_d (\mathbf{n} \cdot \mathbf{l_i}) + k_s (\mathbf{v} \cdot \mathbf{r_i})^{n_{shiny}} \right)$$



remember: normals used in diffuse and specular terms

discontinuity in normal's rate of change harder to detect

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Phong Shading Difficulties

Computationally expensive

- Per-pixel vector normalization and lighting computation!
- Floating point operations required

Lighting after perspective projection

- Messes up the angles between vectors
- Have to keep eye-space vectors around

No direct support in standard rendering pipeline

- But can be simulated with texture mapping, procedural shading hardware (see later)

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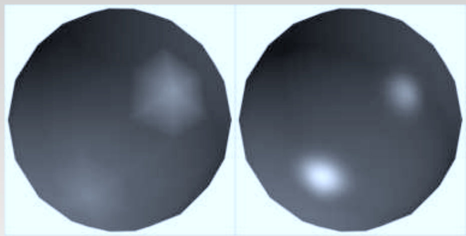
Shading Artifacts: Silhouettes

Polygonal silhouettes remain



Gouraud *Phong*

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How to Interpolate?

Need to propagate vertex attributes to pixels

- Interpolate between vertices:
  - *z (depth)*
  - *r,g,b color components*
  - N_x, N_y, N_z *surface normals*
  - *u,v texture coordinates (talk about these later)*
- Three equivalent ways of viewing this (for triangles)
  1. *Linear interpolation*
  2. *Barycentric coordinates*
  3. *Plane Equation*

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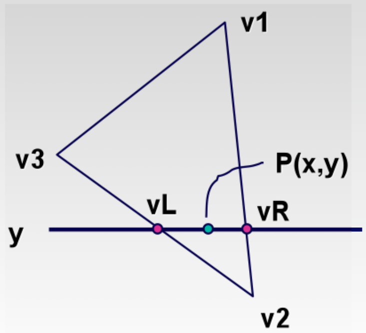
1. Linear Interpolation

Interpolate quantity along L and R edges

- (as a function of y)
- Then interpolate quantity as a function of x



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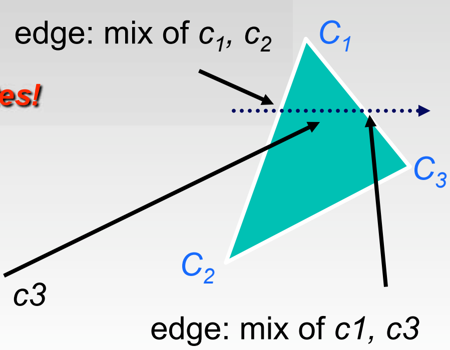
Linear Interpolation

Most common approach, and what OpenGL does

- Perform Phong lighting at the vertices
- Linearly interpolate the resulting colors over faces
  - *Along edges*
  - *Along scanlines*

Same as Barycentric Coordinates!



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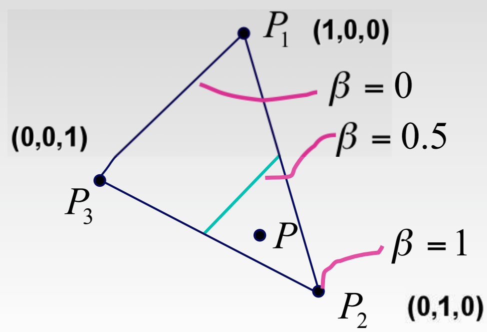
2. Barycentric Coordinates

Have seen this before

- Barycentric Coordinates: weighted combination of vertices, with weights summing to 1

$$P = \alpha \cdot P_1 + \beta \cdot P_2 + \gamma \cdot P_3$$
$$\alpha + \beta + \gamma = 1$$
$$0 \le \alpha, \beta, \gamma \le 1$$



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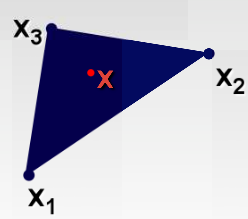
Barycentric Coordinates

- Convex combination of 3 points

$$\mathbf{x} = \alpha \cdot \mathbf{x}_1 + \beta \cdot \mathbf{x}_2 + \gamma \cdot \mathbf{x}_3$$
$$\text{with } \alpha + \beta + \gamma = 1, \ 0 \le \alpha, \beta, \gamma \le 1$$

- α, β, and γ are called *barycentric coordinates*



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Barycentric Coordinates

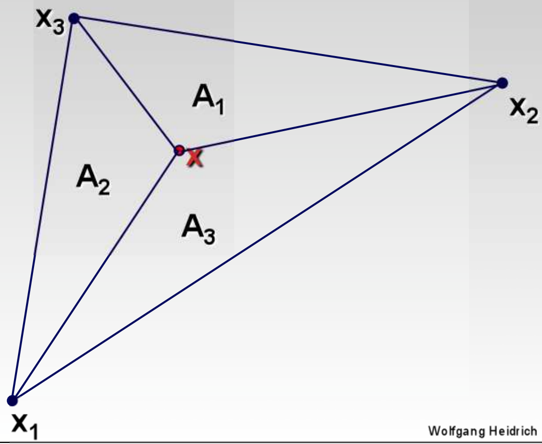
One way to compute them:

$$\mathbf{x} = \alpha\mathbf{x}_1 + \beta\mathbf{x}_2 + \gamma\mathbf{x}_3 \quad \text{with}$$

$$\alpha = A_1 / A$$

$$\beta = A_2 / A$$

$$\gamma = A_3 / A$$



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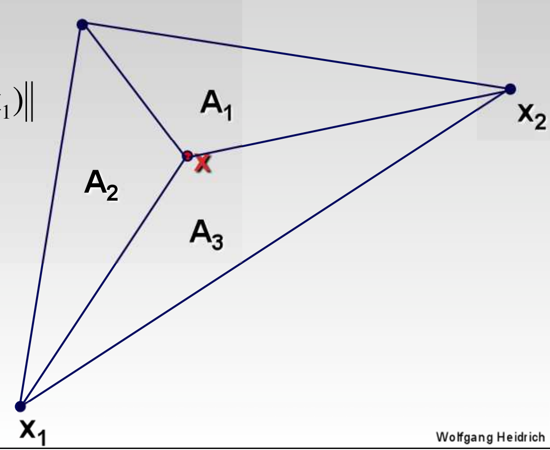
Barycentric Coordinates

How to compute areas?

- Cross products!
- e.g:

$$A_1 = \frac{1}{2}\left\|(\mathbf{x}_2 - \mathbf{x}_1) \times (\mathbf{x} - \mathbf{x}_1)\right\|$$



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3. Plane Equation

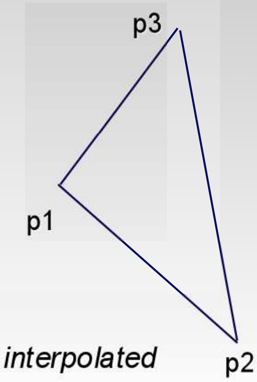
Observation: Quantities vary linearly across image plane

- E.g.: r = Ax + By + C
  - *r= red channel of the color*
  - *Same for g, b, Nx, Ny, Nz, z…*
- From info at vertices we know:

$$r_1 = Ax_1 + By_1 + C$$

$$r_2 = Ax_2 + By_2 + C$$

$$r_3 = Ax_3 + By_3 + C$$



  - *Solve for A, B, C*
  - *One-time set-up cost per triangle and interpolated quantity*

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Coming Up:

Next week

- Clipping, hidden surface removal

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