Hierarchical Models

Projections and Shadows
Hierarchical Models
[Angel Ch. 8]

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Roadmap

• Last lecture: Viewing and projection
• Today:
  – Shadows via projections
  – Hierarchical models
• Next: Polygonal Meshes, Curves and Surfaces
• Goal: background for Assignment 2 (next week)
Importance of shadows

Source: UNC
Importance of shadows
Importance of shadows
Importance of shadows

Without shadows

With shadows

Source: UNC
Doom III

Reported to spend 50% of time rendering shadows!

Light sources

- Point light source
- Directional light source
- Area light source
Hard and soft shadows

Hard shadow

Soft shadow

Source: UNC
Shadow Algorithms

• With visibility tests
  – Accurate yet expensive
  – Example: ray casting or ray tracing
  – Example: 2-pass z-buffer
    [Foley, Ch. 16.4.4] [RTR 6.12]

• Without visibility tests ("fake" shadows)
  – Approximate and inexpensive
  – Using a model-view matrix “trick”
Projection-based Shadows

• Assume light source at \([x_l, y_l, z_l]^T\)
• Assume shadow on plane \(y = 0\)
• Viewing = shadow projection
  – Center of projection = light
  – Viewing plane = shadow plane
• Construct a modelview matrix to flatten the geometry onto the shadow plane
Shadow Projection Strategy

- Move light source to origin
- Apply appropriate projection matrix
- Move light source back
- Instance of general strategy: compose complex transformation from simpler ones!

\[ T = \begin{bmatrix} 1 & 0 & 0 & -x_l \\ 0 & 1 & 0 & -y_l \\ 0 & 0 & 1 & -z_l \\ 0 & 0 & 0 & 1 \end{bmatrix} \]
Derive Equation

• Now, light source at origin

\[
\frac{x_p}{y_p} = \frac{x}{y} \quad \text{(see picture)}
\]

\[
y_p = -y_l \quad \text{(move light)}
\]

\[
x_p = \frac{x}{y}, y_p = -\frac{y}{y_l}
\]

\[
z_p = \frac{z}{y}, y_p = -\frac{z}{y_l}
\]

\[
y_p = -y_l
\]
Light Source at Origin

• After translation, solve

\[
\begin{bmatrix}
  x \\
  y \\
  z \\
  1
\end{bmatrix}
= w
\begin{bmatrix}
  -\frac{xy_l}{y} \\
  -\frac{y_l}{zy_l} \\
  -\frac{y}{y_l} \\
  1
\end{bmatrix}
\]

• \( w \) can be chosen freely

• Use \( w = -\frac{y}{y_l} \)
Shadow Projection Matrix

• Solution of previous equation

\[ M = \begin{bmatrix}
1 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 0 \\
0 & -\frac{1}{y_t} & 0 & 0 & 0
\end{bmatrix} \]

• Total shadow projection matrix

\[ S = T^{-1}MT = \ldots \]
Implementation

• Recall column-major form

```c
GLfloat m[16] =
{1.0, 0.0, 0.0, 0.0,
  0.0, 1.0, 0.0, -1.0 / yl,
  0.0, 0.0, 1.0, 0.0,
  0.0, 0.0, 0.0, 0.0};
```

• $yl$ is light source height

• Assume `drawPolygon();` draws object
Saving the ModelView Matrix State

• Assume $x_l$, $y_l$, $z_l$ hold light coordinates
• Core OpenGL code (compatibility code is similar)

```cpp
openGLMatrix->MatrixMode(OpenGLMatrix::ModelView);
// here, set the model view matrix, in the usual way
// …

drawPolygon();  // draw normally
openGLMatrix->PushMatrix();  // save current matrix
openGLMatrix->Translate($x_l$, $y_l$, $z_l$);  // translate back
openGLMatrix->MultMatrix($m$);  // project
openGLMatrix->Translate(-$x_l$, -$y_l$, -$z_l$);  // move light to origin

float $ms[16]$;
openGLMatrix->GetMatrix($ms$);  // read the shadow matrix
```
Saving the ModelView Matrix State (cont.)

```c
// upload the shadow matrix to the GPU
glUniformMatrix4fv(h_modelViewMatrix, 1, GL_FALSE, ms);

drawPolygon();  // draw polygon again for shadow

// restore original modelview matrix
openGLMatrix->PopMatrix();
openGLMatrix->GetMatrix(ms);
glUniformMatrix4fv(h_modelViewMatrix, 1, GL_FALSE, ms);

// continue rendering more objects, as usual ...
```
The Matrix and Attribute Stacks

• Mechanism to save and restore state
  – {OpenGLMatrix::, gl}PushMatrix();
  – {OpenGLMatrix::, gl}PopMatrix();

• Apply to current matrix

• In compatibility profile, can also save current attribute values
  – Examples: color, lighting
  – glPushAttrib(GLbitfield mask);
  – glPopAttrib();
  – Mask determines which attributes are saved
  – This feature has been removed in the core profile
Drawing on a Surface

- Shimmering ("z-buffer fighting") when drawing shadow on surface
- Due to limited precision of depth buffer
- Solution: slightly displace either the surface or the shadow

(glPolygonOffset in OpenGL)
Drawing on a Surface

Or use general technique

1. Set depth buffer to read-only, draw surface
2. Set depth buffer to read-write, draw shadow
3. Set color buffer to read-only, draw surface again
4. Set color buffer to read-write
Outline

- Projections and Shadows
- Hierarchical Models
Hierarchical Models

• Many graphical objects are structured
• Exploit structure for
  – Efficient rendering
  – Example: tree leaves
  – Concise specification of model parameters
  – Example: joint angles
  – Physical realism
• Structure often naturally hierarchical
Instance Transformation

- Often we need several instances of an object
  - Wheels of a car
  - Arms or legs of a figure
  - Chess pieces
Instance Transformation

- Instances can be shared across space or time
- Write a function that renders the object in “standard” configuration
- Apply transformations to different instances
- Typical order: scaling, rotation, translation
Sample Instance Transformation

`openGLMatrix->MatrixMode(OpenGLMatrix::ModelView);`
`openGLMatrix->LoadIdentity();`
`openGLMatrix->Translate(...);`
`openGLMatrix->Rotate(...);`
`openGLMatrix->Scale(...);`

// … upload modelview matrix to GPU, as usual …
`renderCylinder(...);`
Drawing a Compound Object

• Example: simple “robot arm”

Base rotation $\theta$, arm angle $\phi$, joint angle $\psi$
Hierarchical Objects and Animation

- Drawing functions are time-invariant and draw the object in a canonical position:
  
  ```
  drawBase(); drawLowerArm(); drawUpperArm();
  ```

- Can be easily stored in a VBO

- Change parameters of model with time
Interleave Drawing & Transformation

- $h_1 =$ height of base, $h_2 =$ length of lower arm
- This is pseudocode (must upload matrix to GPU)

```c
void drawRobot(GLfloat theta, GLfloat phi, GLfloat psi)
{
    Rotate(theta, 0.0, 1.0, 0.0);
    drawBase();
    Translate(0.0, h1, 0.0);
    Rotate(phi, 0.0, 0.0, 1.0);
    drawLowerArm();
    Translate(0.0, h2, 0.0);
    Rotate(psi, 0.0, 0.0, 1.0);
    drawUpperArm();
}
```
More Complex Objects

- Tree rather than linear structure
- Interleave along each branch
- Use push and pop to save state
Hierarchical Tree Traversal

• Order not necessarily fixed (breadth-first, depth-first, etc.)

• Example:

```c++
void drawFigure()
{
   PushMatrix();  // save
    drawTorso();
    Translate(...); // move head
    Rotate(...);   // rotate head
    drawHead();
    PopMatrix();   // restore
    PushMatrix();

    Translate(...);
    Rotate(...);
    drawLeftUpperArm();
    Translate(...)  
    Rotate(...)   
    drawLeftLowerArm();
    PopMatrix();
    ... }
```
Using Tree Data Structures

• Can make tree form explicit in data structure

typedef struct treenode
{
    GLfloat m[16];
    void (*render) ( );
    struct treenode *sibling;
    struct treenode *child;
} treenode;
Initializing Tree Data Structure

• Initializing transformation matrix for node

```cpp
treenode torso, head, ...;
// in init function
LoadIdentity();
Rotate(...);
GetMatrix(torso.m);
```

• Initializing pointers

```cpp
torso.render = drawTorso;
torso.sibling = NULL;
torso.child = &head;
```
void traverse (treenode *root) {
    if (root == NULL)
        return;
    PushMatrix();
    MultMatrix(root->m);
    root->render();
    if (root->child != NULL)
        traverse(root->child);
    PopMatrix();
    if (root->sibling != NULL)
        traverse(root->sibling);
}
Summary

• Projections and Shadows
• Hierarchical Models
Notes

• Next lecture: polygonal meshes, curves and surfaces
• Assignment 1 is due in one week