

CSE 167:  
Introduction to Computer Graphics  
Lecture #8: Visibility

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# Announcements

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- ▶ **Midterm**

- ▶ Exams will likely be returned and discussed next Thursday in class

# Topics

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- ▶ Visibility Culling
- ▶ Occlusion



# Visibility Culling



# Visibility Culling

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- ▶ **Goal:**

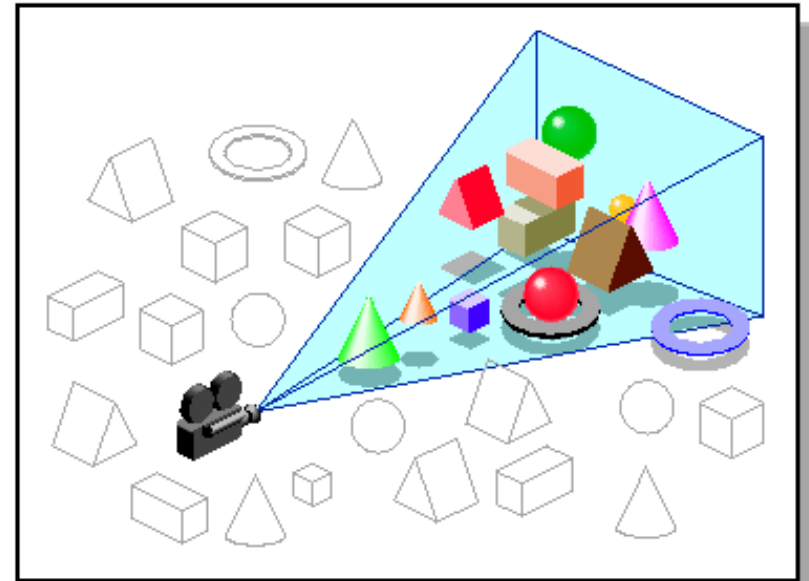
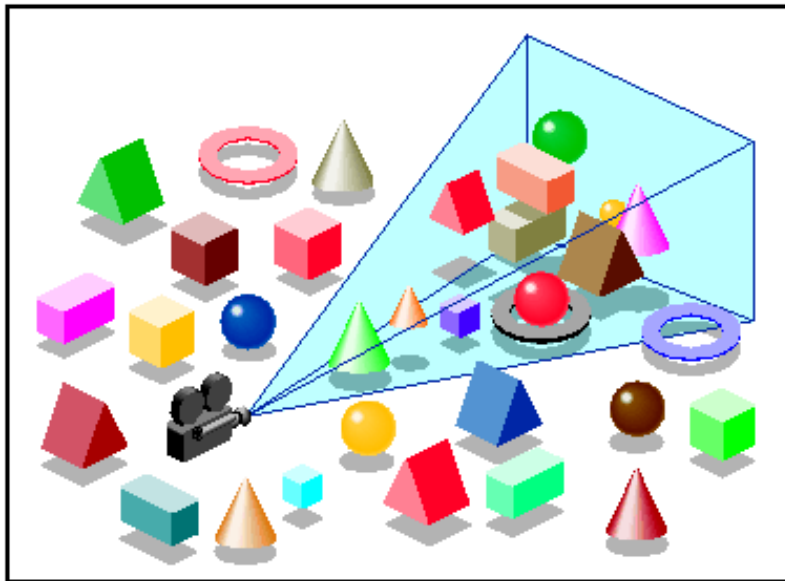
- Discard geometry that does not need to be drawn to speed up rendering

- ▶ **Types of culling:**

- ▶ View frustum culling
  - ▶ Small object culling
  - ▶ Degenerate culling
  - ▶ Backface culling
  - ▶ Occlusion culling

# View Frustum Culling

- ▶ Triangles outside of view frustum are off-screen



*Images: SGI OpenGL Optimizer Programmer's Guide*

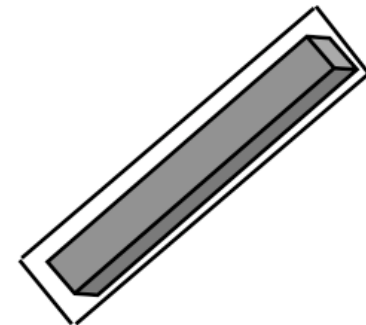
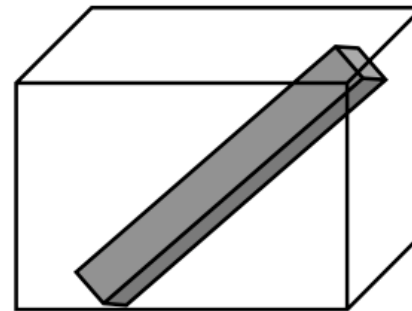
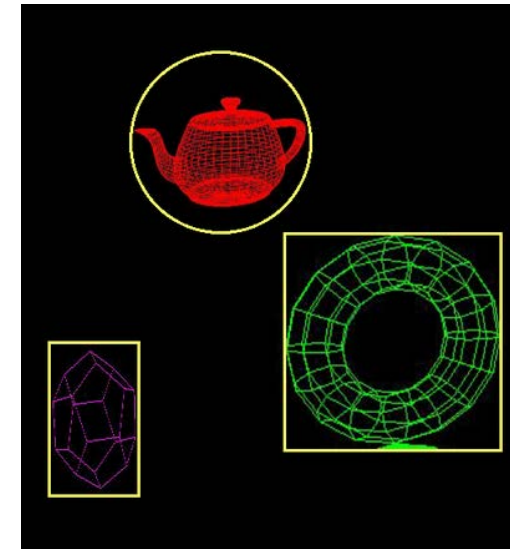
# Videos

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- ▶ Rendering Optimizations - Frustum Culling
  - ▶ <http://www.youtube.com/watch?v=kvVHp9wMAO8>
- ▶ View Frustum Culling Demo
  - ▶ <http://www.youtube.com/watch?v=bJrYTBGpwic>
- ▶ View Frustum Culling in Action
  - ▶ <http://giant.gfycat.com/InexperiencedMadKiskadee.webm>

# Bounding Volumes

- ▶ Simple shape that completely encloses an object
  - ▶ Easier to calculate culling for spheres
  - ▶ Easier to calculate tight fits for boxes
- ▶ Intersect bounding volume with view frustum instead of each primitive





# Bounding Box

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- ▶ How to cull objects consisting of many polygons?
- ▶ Cull bounding box
  - ▶ Rectangular box, parallel to object space coordinate planes
  - ▶ Box is smallest box containing the entire object

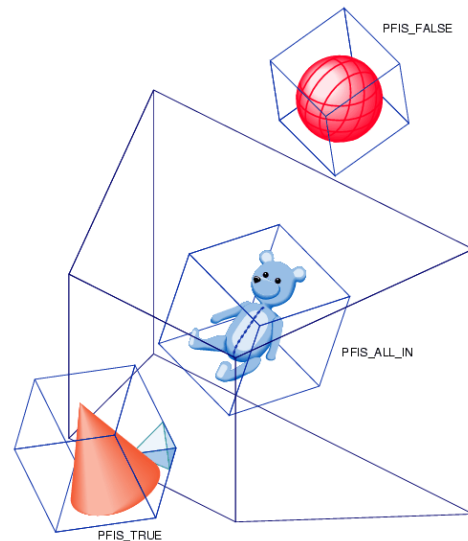
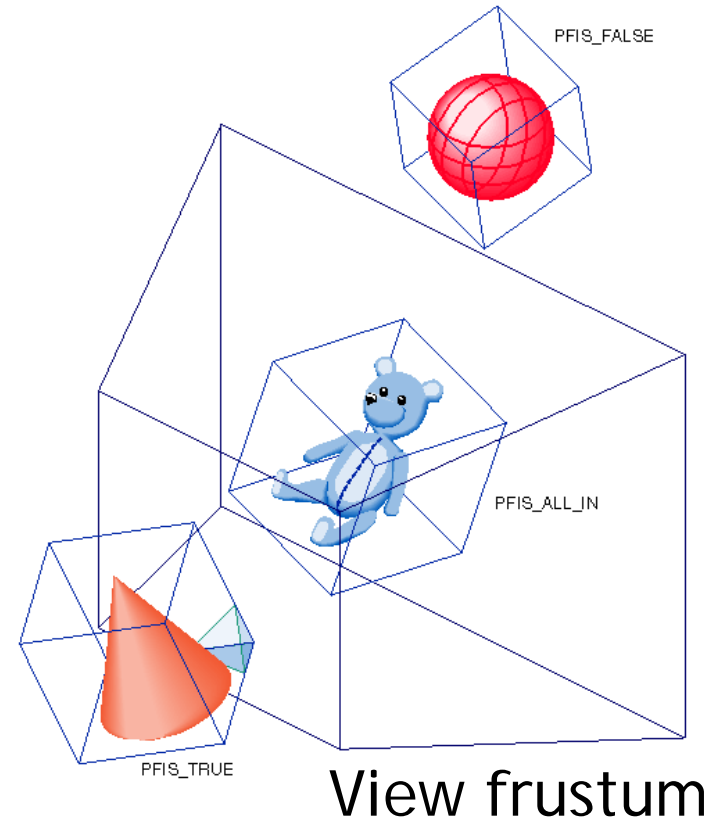


Image: SGI OpenGL Optimizer Programmer's Guide

# View Frustum Culling

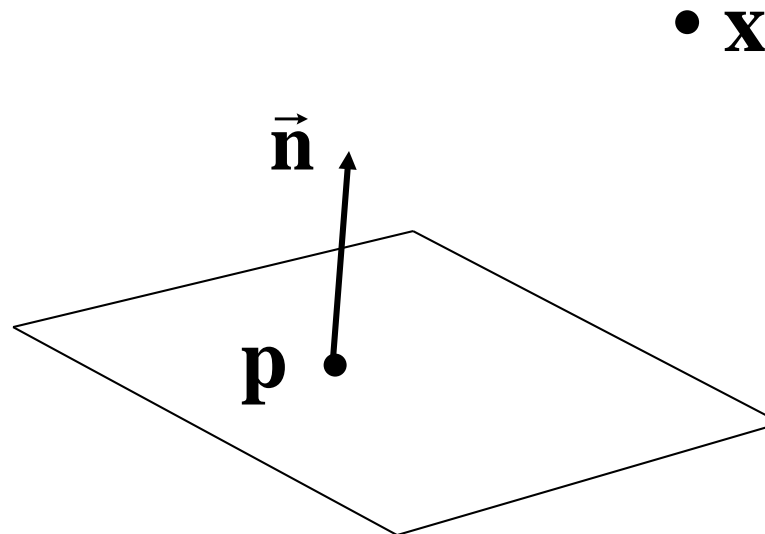
- ▶ Frustum defined by 6 planes
- ▶ Each plane divides space into “outside”, “inside”
- ▶ Check each object against each plane
  - ▶ Outside, inside, intersecting
- ▶ If “outside” of at least one plane
  - ▶ Outside the frustum
- ▶ If “inside” all planes
  - ▶ Inside the frustum
- ▶ Else partly inside and partly out



# Distance to Plane

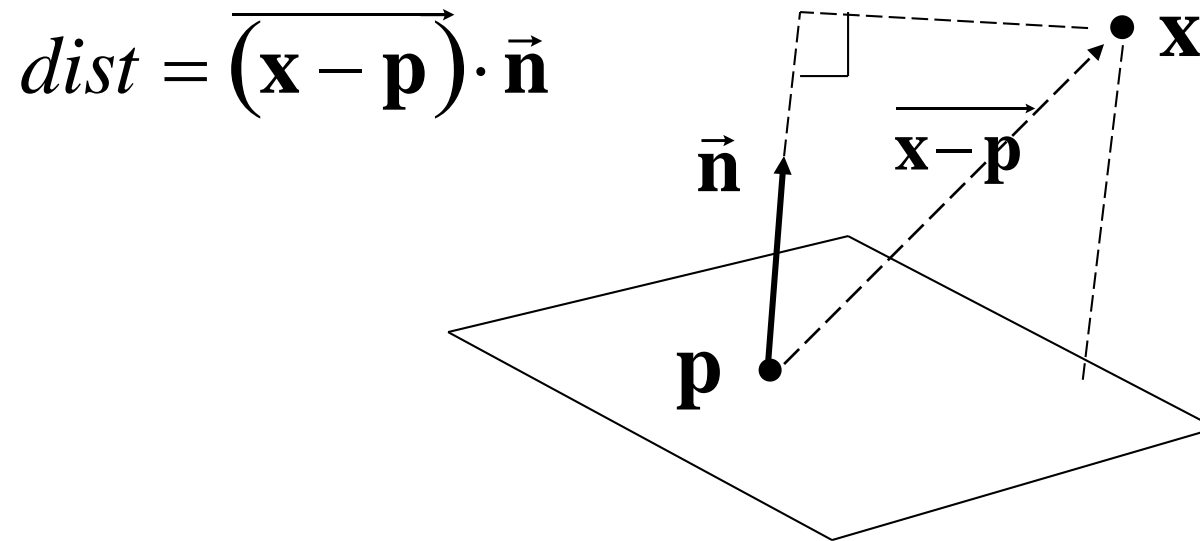
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- ▶ A plane is described by a point  $\mathbf{p}$  on the plane and a unit normal  $\mathbf{n}$
- ▶ Find the (perpendicular) distance from point  $\mathbf{x}$  to the plane



# Distance to Plane

- ▶ The distance is the length of the projection of  $\mathbf{x}-\mathbf{p}$  onto  $\mathbf{n}$

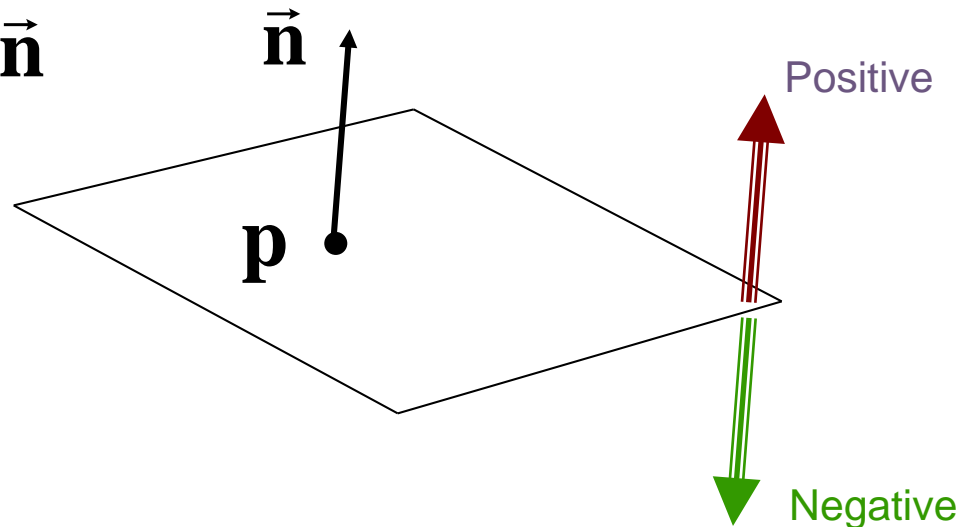


# Distance to Plane

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- ▶ The distance has a sign
  - ▶ positive on the side of the plane the normal points to
  - ▶ negative on the opposite side
  - ▶ zero exactly on the plane
- ▶ Divides 3D space into two infinite half-spaces

$$\text{dist}(\mathbf{x}) = \overrightarrow{(\mathbf{x} - \mathbf{p})} \cdot \vec{\mathbf{n}}$$



# Distance to Plane

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- ▶ Simplification

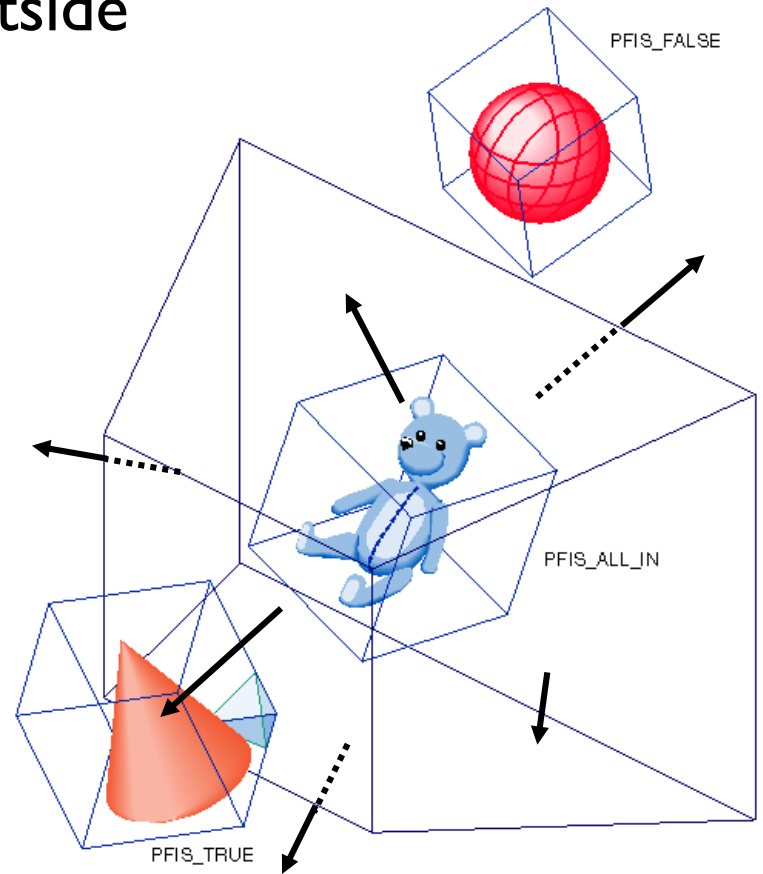
$$\begin{aligned} \text{dist}(\mathbf{x}) &= (\mathbf{x} - \mathbf{p}) \cdot \mathbf{n} \\ &= \mathbf{x} \cdot \mathbf{n} - \mathbf{p} \cdot \mathbf{n} \end{aligned}$$

$$\text{dist}(\mathbf{x}) = \mathbf{x} \cdot \mathbf{n} - d, \quad d = \mathbf{p} \cdot \mathbf{n}$$

- ▶  $d$  is independent of  $\mathbf{x}$
- ▶  $d$  is distance from the origin to the plane
- ▶ We can represent a plane with just  $d$  and  $\mathbf{n}$

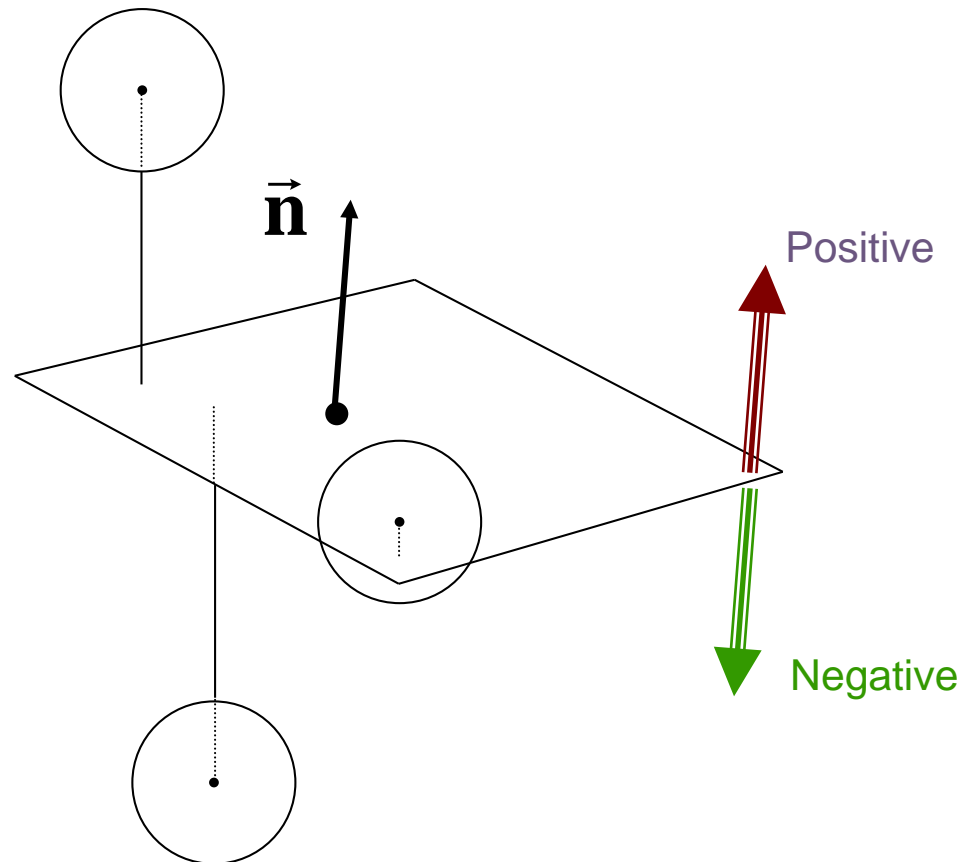
# Frustum With Signed Planes

- ▶ Normal of each plane points outside
  - ▶ “outside” means positive distance
  - ▶ “inside” means negative distance



# Test Sphere and Plane

- ▶ For sphere with radius  $r$  and origin  $\mathbf{x}$ , test the distance to the origin, and see if it is beyond the radius
- ▶ Three cases:
  - ▶  $dist(\mathbf{x}) > r$ 
    - ▶ completely above
  - ▶  $dist(\mathbf{x}) < -r$ 
    - ▶ completely below
  - ▶  $-r < dist(\mathbf{x}) < r$ 
    - ▶ intersects





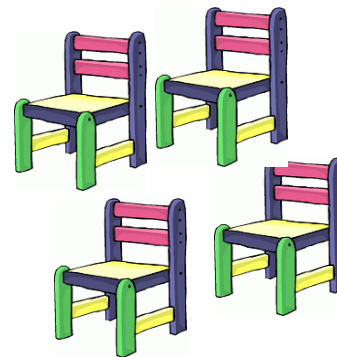
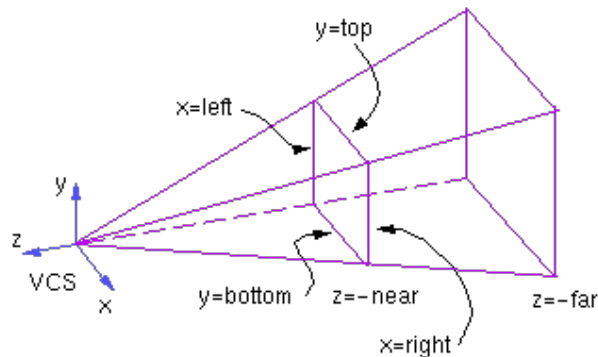
# Culling Summary

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- ▶ Transform view frustum plane equations in camera space.
- ▶ Pre-compute the normal  $\mathbf{n}$  and value  $d$  for each of the six planes.
- ▶ Given a sphere with center  $\mathbf{x}$  and radius  $r$  in camera space.
- ▶ For each plane:
  - ▶ if  $dist(\mathbf{x}) > r$ : sphere is outside! (no need to continue loop)
  - ▶ add 1 to count if  $dist(\mathbf{x}) < -r$
- ▶ If we made it through the loop, check the count:
  - ▶ if the count is 6, the sphere is completely inside
  - ▶ otherwise the sphere intersects the frustum
  - ▶ (*can use a flag instead of a count*)

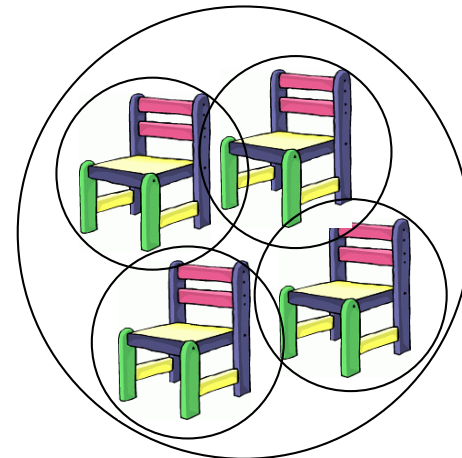
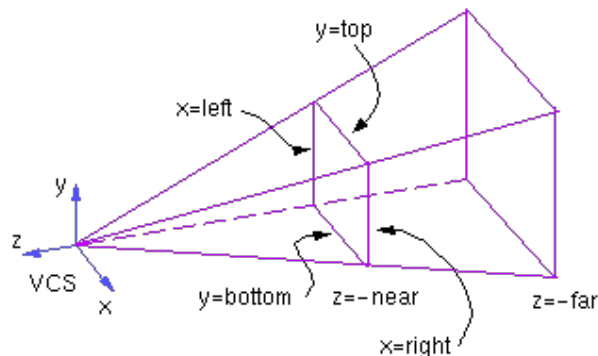
# Culling Groups of Objects

- ▶ Want to be able to cull the whole group quickly
- ▶ But if the group is partly in and partly out, want to be able to cull individual objects



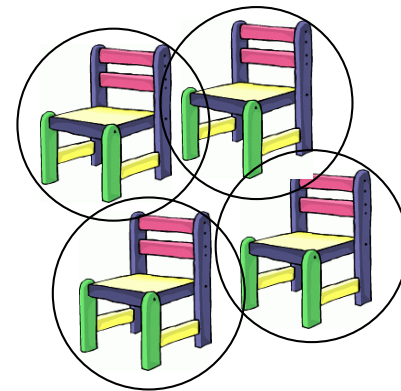
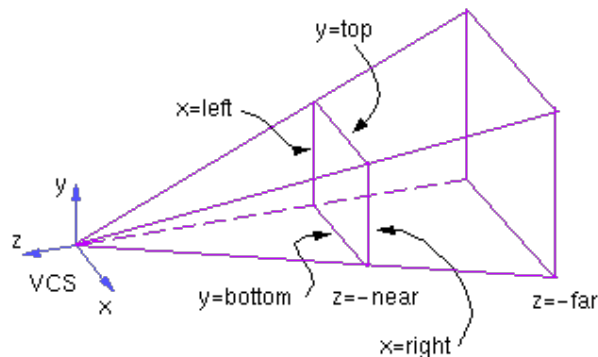
# Hierarchical Bounding Volumes

- ▶ Given hierarchy of objects
- ▶ Bounding volume of each node encloses the bounding volumes of all its children
- ▶ Start by testing the outermost bounding volume
  - ▶ If it is entirely outside, don't draw the group at all
  - ▶ If it is entirely inside, draw the whole group



# Hierarchical Culling

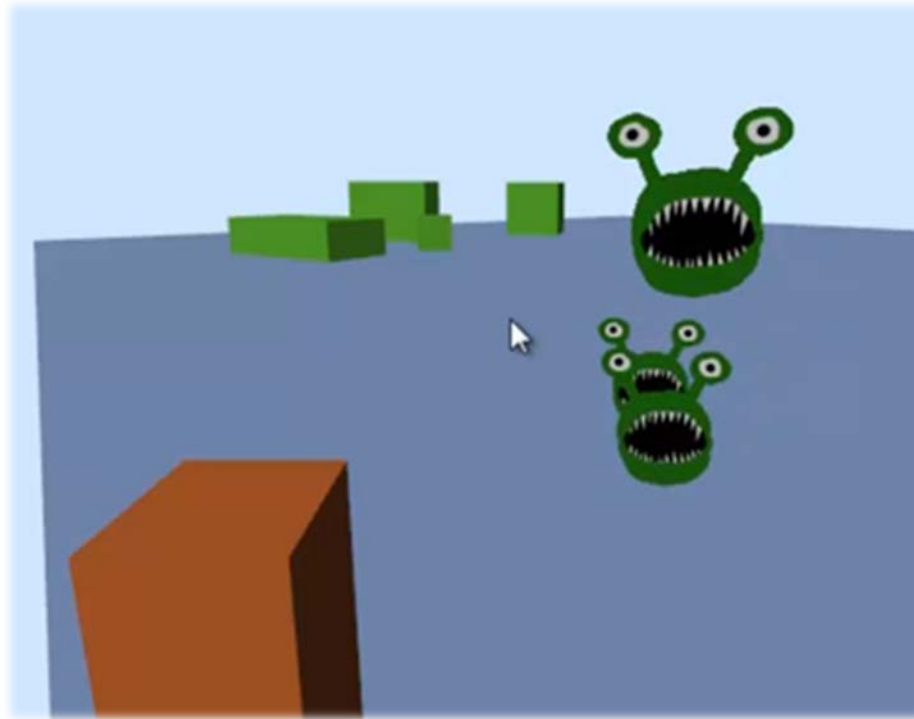
- ▶ If the bounding volume is partly inside and partly outside
  - ▶ Test each child's bounding volume individually
  - ▶ If the child is in, draw it; if it's out cull it; if it's partly in and partly out, recurse.
  - ▶ If recursion reaches a leaf node, draw it normally



# Video

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- ▶ Math for Game Developers - Frustum Culling
  - ▶ [http://www.youtube.com/watch?v=4p-E\\_3IXOPM](http://www.youtube.com/watch?v=4p-E_3IXOPM)



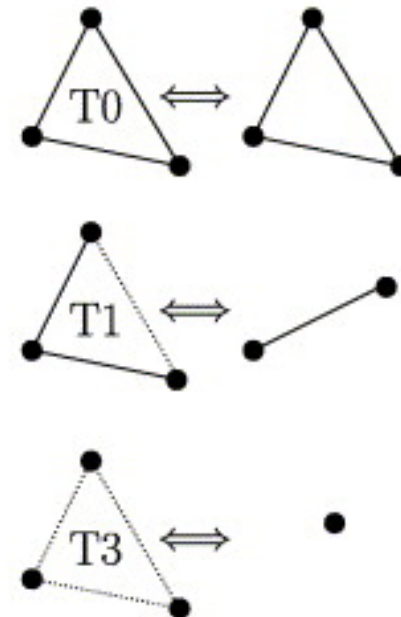
# Small Object Culling

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- ▶ Object projects to less than a specified size
  - ▶ Cull objects whose screen-space bounding box is less than a threshold number of pixels

# Degenerate Culling

- ▶ Degenerate triangle has no area
  - ▶ Normal  $\mathbf{n}=0$
  - ▶ All vertices in a straight line
  - ▶ All vertices in the same place

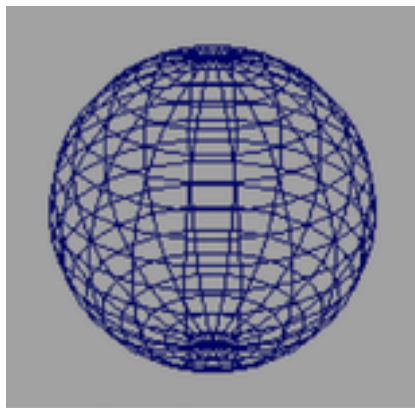


Source: *Computer Methods in Applied Mechanics and Engineering*, Volume 194, Issues 48–49

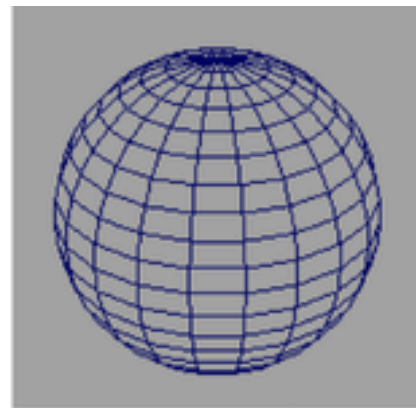
# Backface Culling

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- ▶ Consider triangles as “one-sided”, i.e., only visible from the “front”
- ▶ Closed objects
  - ▶ If the “back” of the triangle is facing away from the camera, it is not visible
  - ▶ Gain efficiency by not drawing it (culling)
  - ▶ Roughly 50% of triangles in a scene are back facing



Backfaces



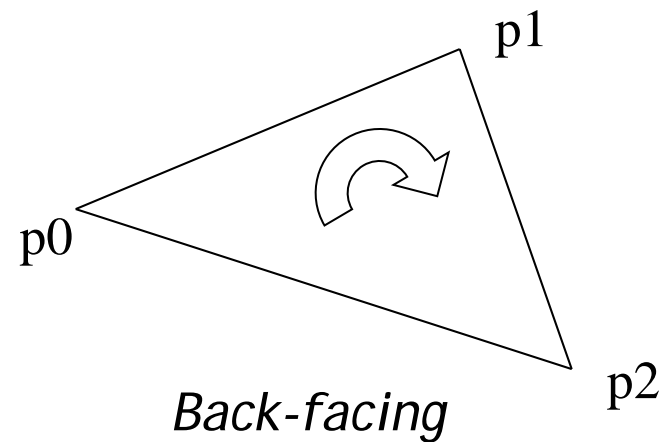
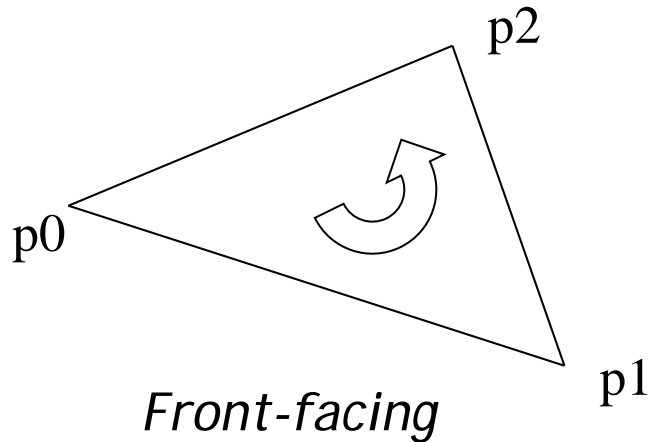
No backfaces



# Backface Culling

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- ▶ **Convention:**  
Triangle is front facing if vertices are ordered counterclockwise



# Backface Culling

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- ▶ Compute triangle normal after projection (homogeneous division)

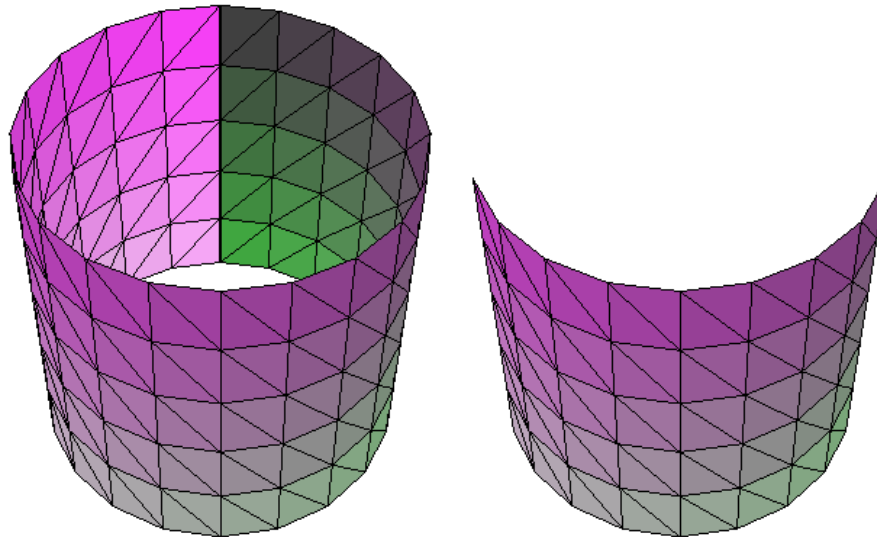
$$\mathbf{n} = (\mathbf{p}_1 - \mathbf{p}_0) \times (\mathbf{p}_2 - \mathbf{p}_0)$$

- ▶ Third component of  $\mathbf{n}$  negative: front-facing, otherwise back-facing
  - ▶ Remember: projection matrix is such that homogeneous division flips sign of third component

# OpenGL

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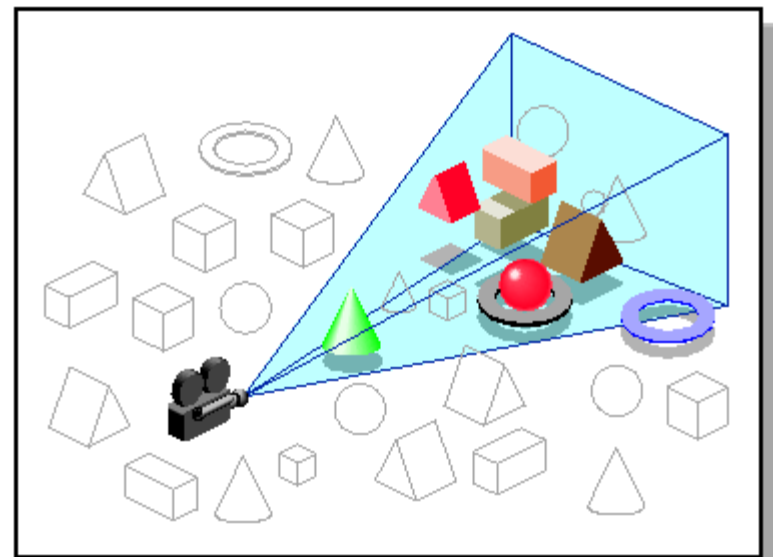
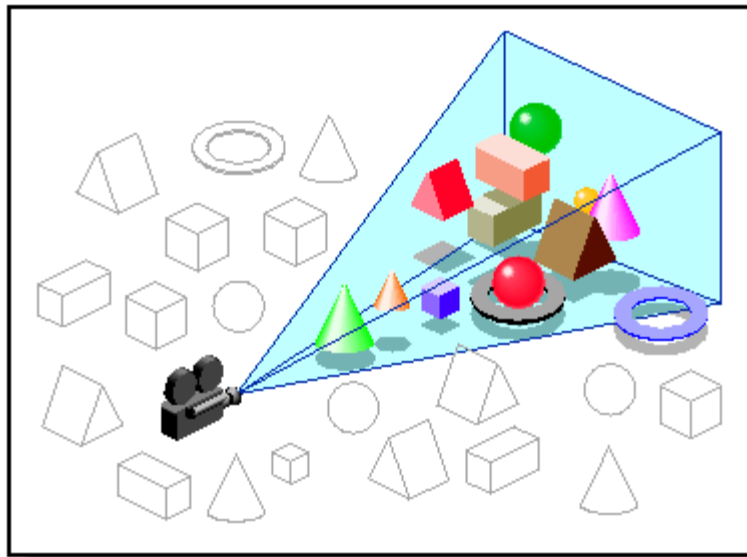
- ▶ OpenGL allows one- or two-sided triangles
  - ▶ One-sided triangles:  
`glEnable(GL_CULL_FACE); glCullFace(GL_BACK)`
  - ▶ Two-sided triangles (no backface culling):  
`glDisable(GL_CULL_FACE)`



`glDisable(GL_CULL_FACE); glEnable(GL_CULL_FACE);`

# Occlusion Culling

- ▶ Geometry hidden behind occluder cannot be seen
  - ▶ Many complex algorithms exist to identify occluded geometry



*Images: SGI OpenGL Optimizer Programmer's Guide*

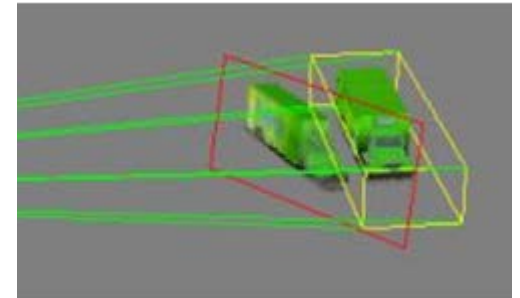
# Video

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- ▶ Umbra 3 Occlusion Culling explained
  - ▶ <http://www.youtube.com/watch?v=5h4QgDBwQhc>

# Level-of-Detail Techniques

- ▶ Don't draw objects smaller than a threshold
  - ▶ Small feature culling
  - ▶ Popping artifacts
- ▶ Replace 3D objects by 2D impostors
  - ▶ Textured planes representing the objects
- ▶ Adapt triangle count to projected size



Impostor generation



Original vs. impostor



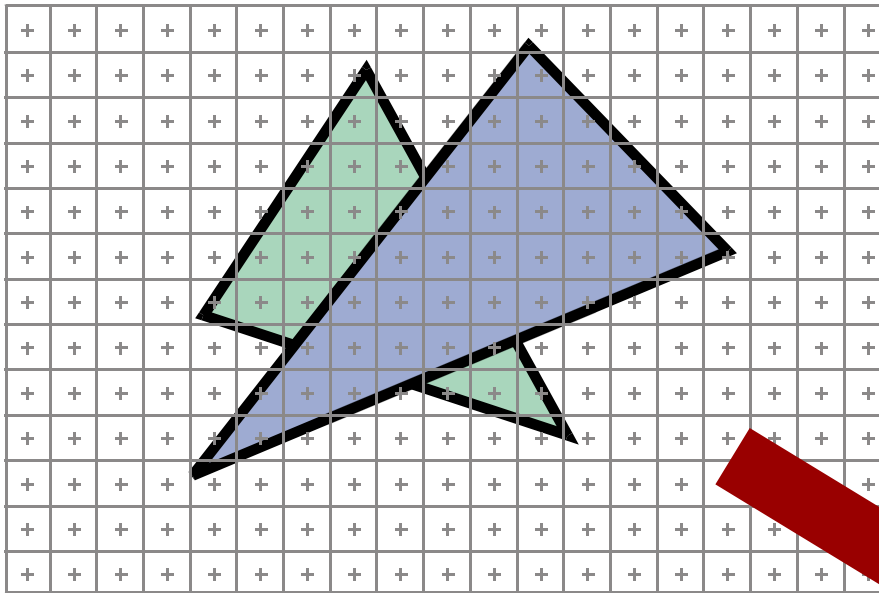
Size dependent mesh reduction  
(Data: Stanford Armadillo)



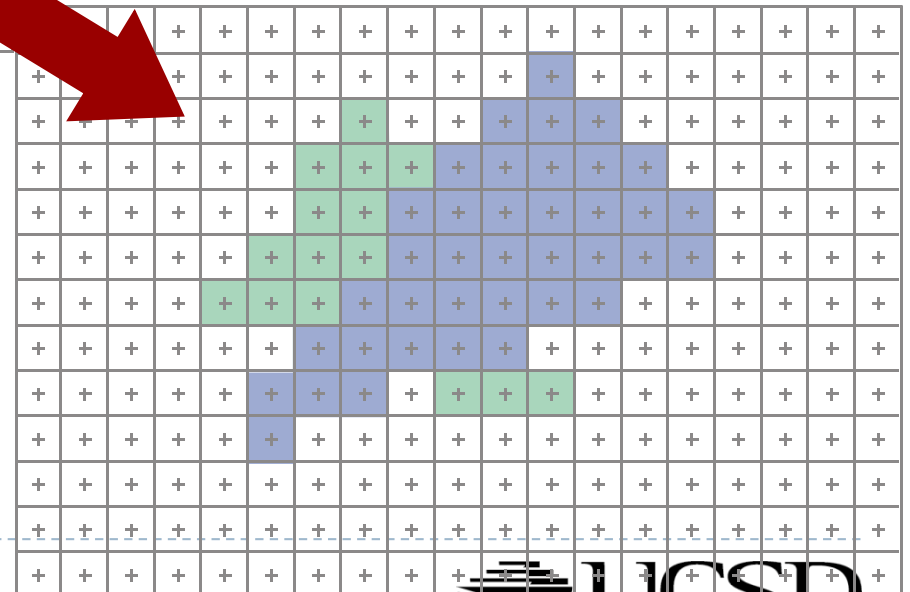
# Occlusion



# Occlusion



- At each pixel, we need to determine which triangle is visible

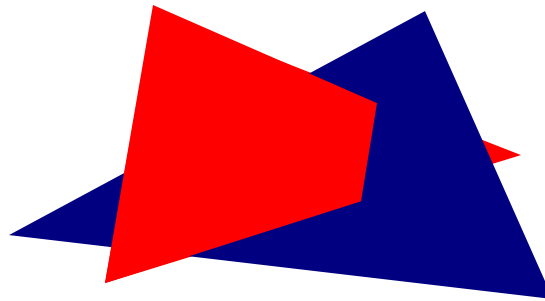




# Painter's Algorithm

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- ▶ Paint from back to front
- ▶ Need to sort geometry according to depth
- ▶ Every new pixel always paints over previous pixel in frame buffer
- ▶ May need to split triangles if they intersect



- ▶ Intuitive, but slow algorithm
- ▶ Still used today to render translucent geometry

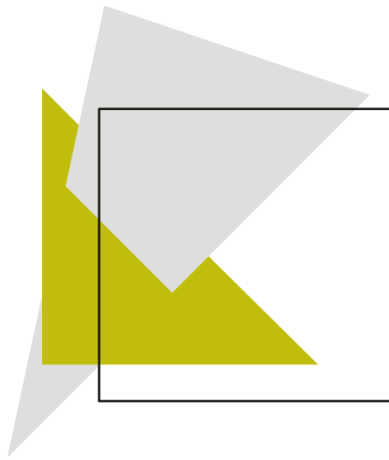
# Z-Buffering

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- ▶ Z-buffer stores depth (z-) value for each pixel
  - ▶ Z-buffer is dedicated memory in GPU
  - ▶ Algorithm:
    - ▶ Create z-buffer with as many entries as pixels in render window
    - ▶ Initialize z-buffer with farthest z value
    - ▶ During rasterization, compare stored value to new value
    - ▶ Update pixel only if new value is smaller
- ```
setpixel(int x, int y, color c, float z)
if(z < zbuffer(x,y)) then
{ zbuffer(x,y) = z; color(x,y) = c }
```

- ▶ Depth test is performed by GPU → very fast

# Z-Buffer Example



|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |
| ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |
| ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |
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| ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |
| ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |
| ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |
| ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |

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|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| 5 | 5 | 5 | 5 | 5 | 5 |   |
| 5 | 5 | 5 | 5 | 5 |   |   |
| 5 | 5 | 5 | 5 |   |   |   |
| 5 | 5 | 5 |   |   |   |   |
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| 5 |   |   |   |   |   |   |

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|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 5 | 5 | 5 | 5 | 5 | 5 | 5 | ∞ |
| 5 | 5 | 5 | 5 | 5 | 5 | ∞ | ∞ |
| 5 | 5 | 5 | 5 | 5 | ∞ | ∞ | ∞ |
| 5 | 5 | 5 | 5 | ∞ | ∞ | ∞ | ∞ |
| 5 | 5 | 5 | ∞ | ∞ | ∞ | ∞ | ∞ |
| 5 | 5 | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |
| 5 | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |
| ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 5 | 5 | 5 | 5 | 5 | 5 | 5 | ∞ |
| 5 | 5 | 5 | 5 | 5 | 5 | ∞ | ∞ |
| 5 | 5 | 5 | 5 | 5 | ∞ | ∞ | ∞ |
| 5 | 5 | 5 | 5 | ∞ | ∞ | ∞ | ∞ |
| 5 | 5 | 5 | ∞ | ∞ | ∞ | ∞ | ∞ |
| 5 | 5 | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |
| 5 | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |
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|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 7 |   |   |   |   |   |
| 6 | 7 |   |   |   |   |
| 5 | 6 | 7 |   |   |   |
| 4 | 5 | 6 | 7 |   |   |
| 3 | 4 | 5 | 6 | 7 |   |
| 2 | 3 | 4 | 5 | 6 | 7 |

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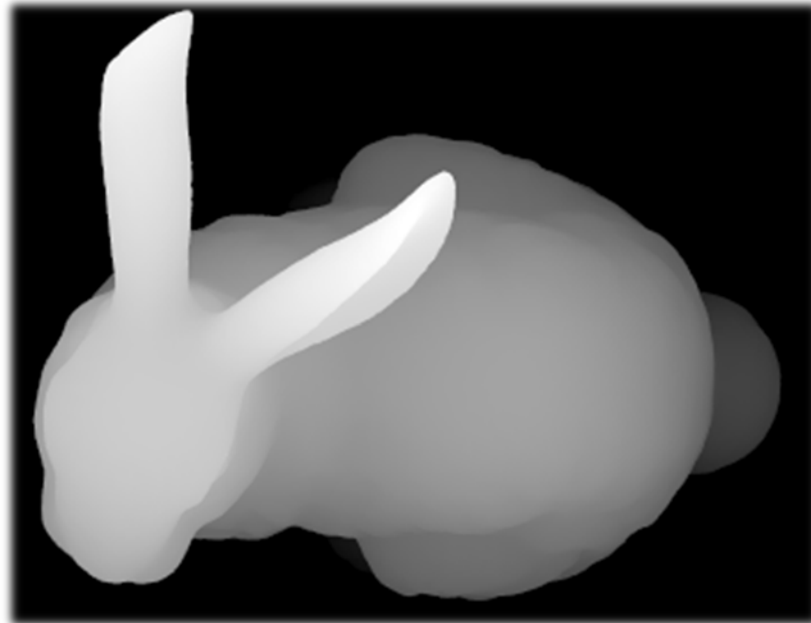
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|---|---|---|---|---|---|---|---|
| 5 | 5 | 5 | 5 | 5 | 5 | 5 | ∞ |
| 5 | 5 | 5 | 5 | 5 | 5 | ∞ | ∞ |
| 5 | 5 | 5 | 5 | 5 | ∞ | ∞ | ∞ |
| 5 | 5 | 5 | 5 | ∞ | ∞ | ∞ | ∞ |
| 4 | 5 | 5 | 7 | ∞ | ∞ | ∞ | ∞ |
| 3 | 4 | 5 | 6 | 7 | ∞ | ∞ | ∞ |
| 2 | 3 | 4 | 5 | 6 | 7 | ∞ | ∞ |
| ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ | ∞ |

# Displaying the Z-Buffer

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- ▶ Interpret z-buffer values as luminance values
- ▶ `gl_FragCoord` in fragment shader contains depth value
- ▶ Output this depth value as a color:

```
void main() { FragColor = vec4(vec3(gl_FragCoord.z), 1.0); }
```



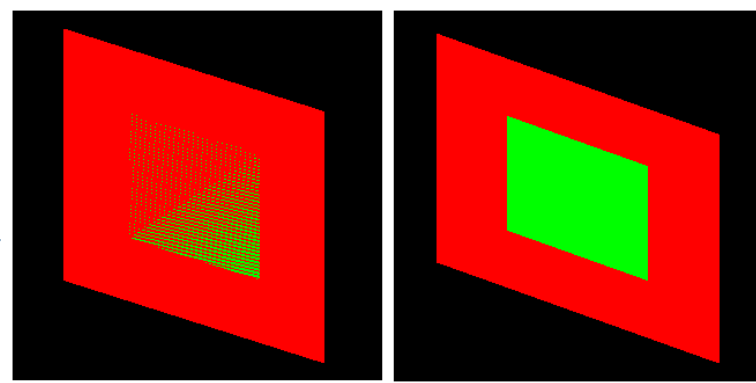
# Z-Buffering in OpenGL

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- ▶ In OpenGL applications:
  - ▶ Ask for a depth buffer when you create your GLFW window.
    - ▶ `glfwOpenWindow(512, 512, 8, 8, 8, 0, 16, 0, GLFW_WINDOW)`
  - ▶ Place a call to `glEnable(GL_DEPTH_TEST)` in your program's initialization routine.
  - ▶ Set *zNear* and *zFar* clipping planes (`glm::perspective(fovy, aspect, zNear, zFar)`) to optimize depth buffer precision: near plane as far away as possible, far plane as close as possible without cutting into scene
  - ▶ Add `GL_DEPTH_BUFFER_BIT` parameter to `glClear`:
    - ▶ `glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);`
  - ▶ Z-buffer is non-linear: uses smaller depth bins in foreground for greater depth resolution near viewer

# Z-Buffer Fighting

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Z-buffer fighting

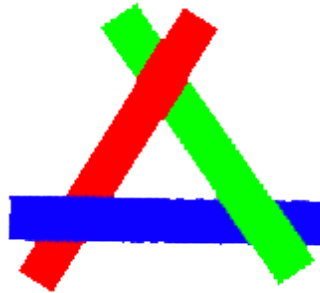
Desired result

- ▶ Problem: polygons close together don't get rendered correctly. Errors change with camera perspective → flicker
- ▶ Cause: differently colored fragments from different polygons being rasterized to same pixel and depth → not clear which is in front
- ▶ Solutions:
  - ▶ Move surfaces farther apart, so that fragments rasterize into different depth bins
  - ▶ Bring near and far planes closer together
  - ▶ Use a higher precision depth buffer. Note that OpenGL often defaults to 16 bit even if your graphics card supports 24 bit or 32 bit depth buffers

# Translucent Geometry

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- ▶ Need to depth sort translucent geometry and render with Painter's Algorithm (back to front)
- ▶ Problem: incorrect blending with cyclically overlapping geometry



- ▶ Solutions:
  - ▶ Back to front rendering of translucent geometry (Painter's Algorithm), after rendering opaque geometry
  - ▶ Theoretically: need to store multiple depth and color values per pixel (not practical in real-time graphics)