

CSE 167:
Introduction to Computer Graphics
Lecture 11: Scene Graph 2

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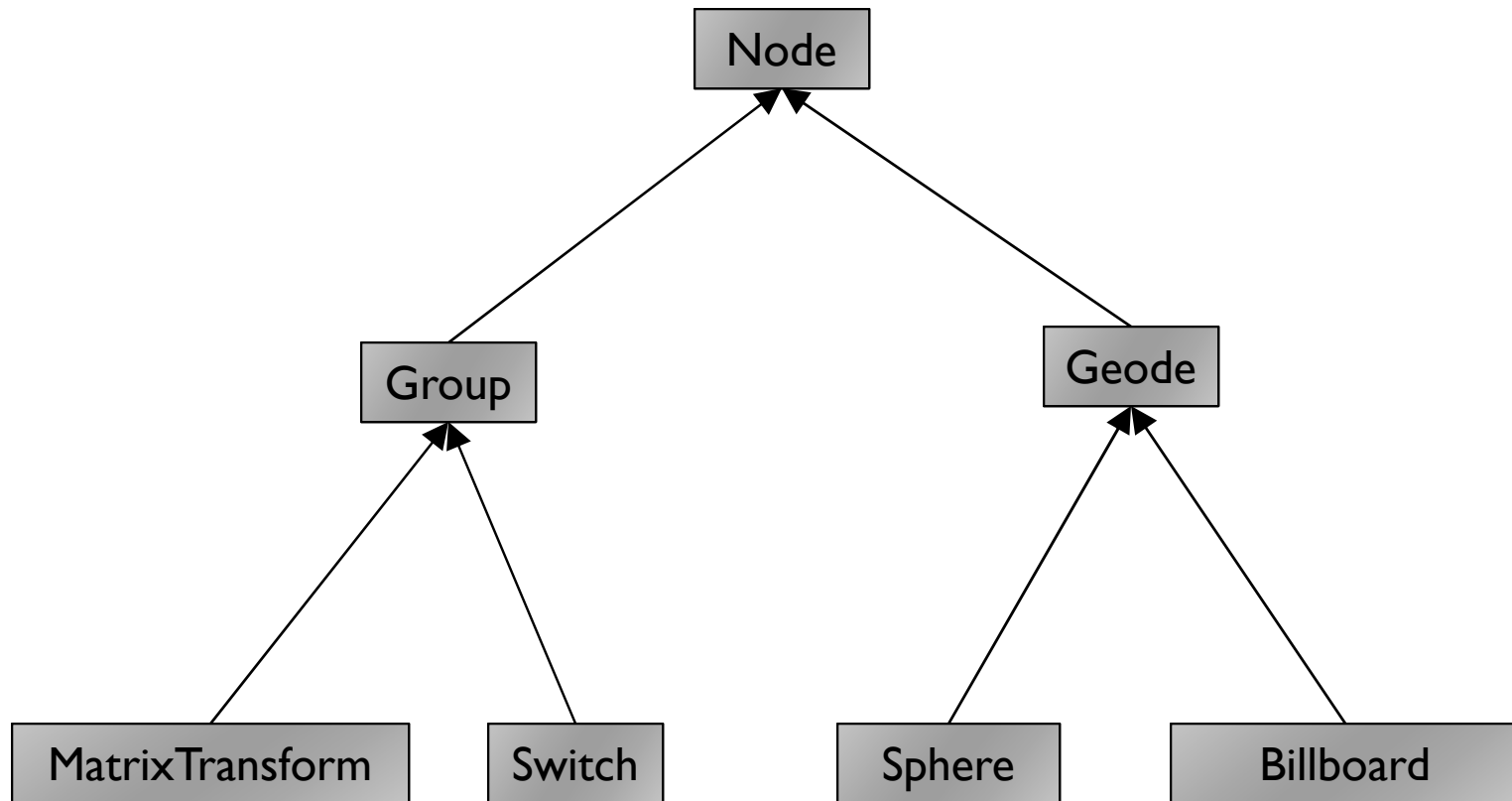
Announcements

- ▶ Homework project #5 due Nov. 8th at 1:30pm
 - ▶ To be presented in labs 260/270
- ▶ Monday is Veterans Day
 - ▶ Homework introduction rescheduled to Tuesday after class

Lecture Overview

- ▶ Scene Graphs & Hierarchies
 - ▶ Introduction
 - ▶ Data structures
- ▶ Performance Optimization
 - ▶ Level-of-detail techniques
 - ▶ View Frustum Culling

Sample Class Hierarchy



Inspired by OpenSceneGraph

Class Hierarchy

Node

- ▶ Common base class for all node types
- ▶ Stores node name, pointer to parent, bounding box

Group

- ▶ Stores list of children

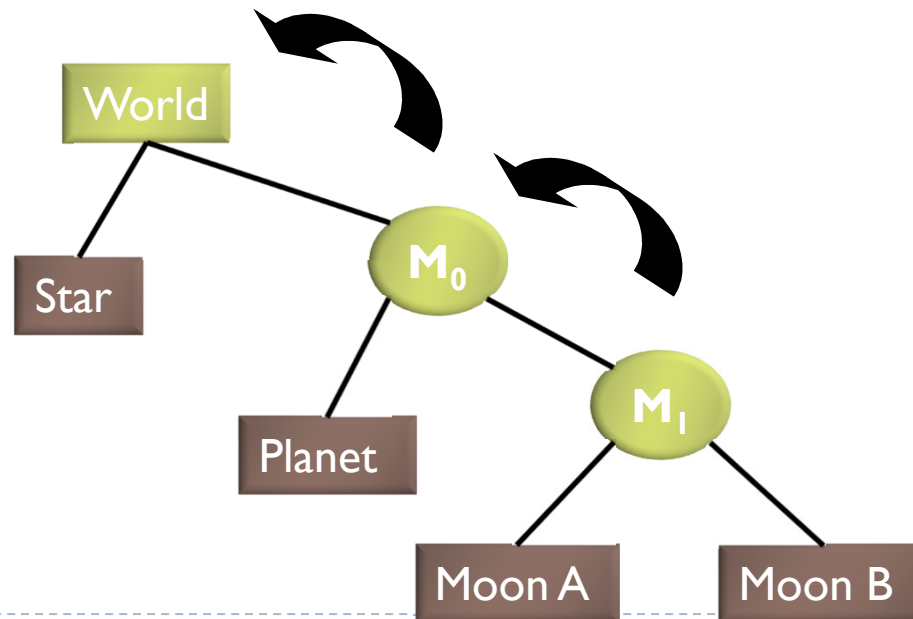
Geode

- ▶ **Geometry Node**
- ▶ Knows how to render a specific piece of geometry

Class Hierarchy

MatrixTransform

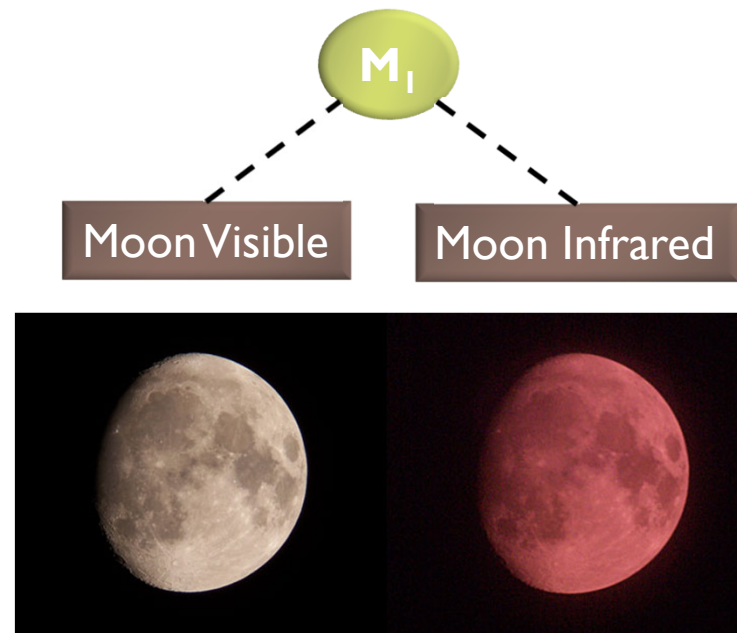
- ▶ Derived from Group
- ▶ Stores additional transformation **M**
- ▶ Transformation applies to sub-tree below node
- ▶ Monitor-to-world transformation **M₀M₁**



Class Hierarchy

Switch

- ▶ Derived from Group node
- ▶ Allows hiding (not rendering) all or subsets of its child nodes
- ▶ Can be used for state changes of geometry, or “key frame” animation



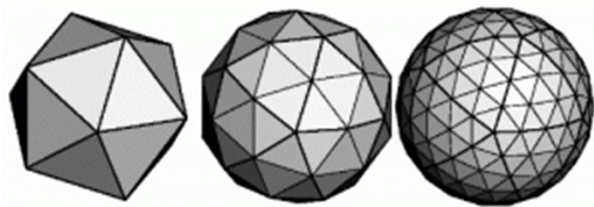
Class Hierarchy

Sphere

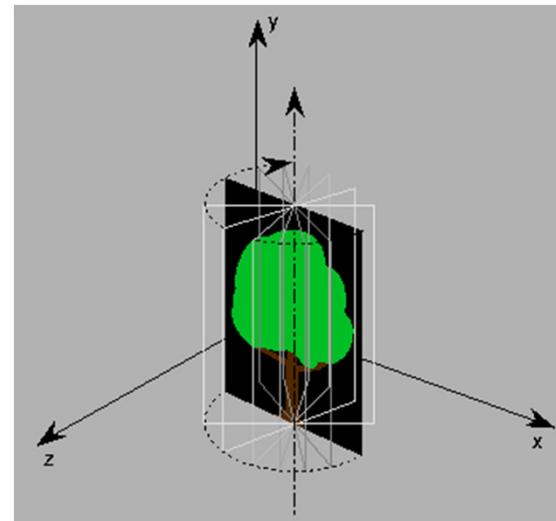
- ▶ Derived from Geode
- ▶ Pre-defined geometry with parameters, e.g., for tessellation level, solid/wireframe, etc.

Billboard

- ▶ Special geometry node to display an image always facing the viewer

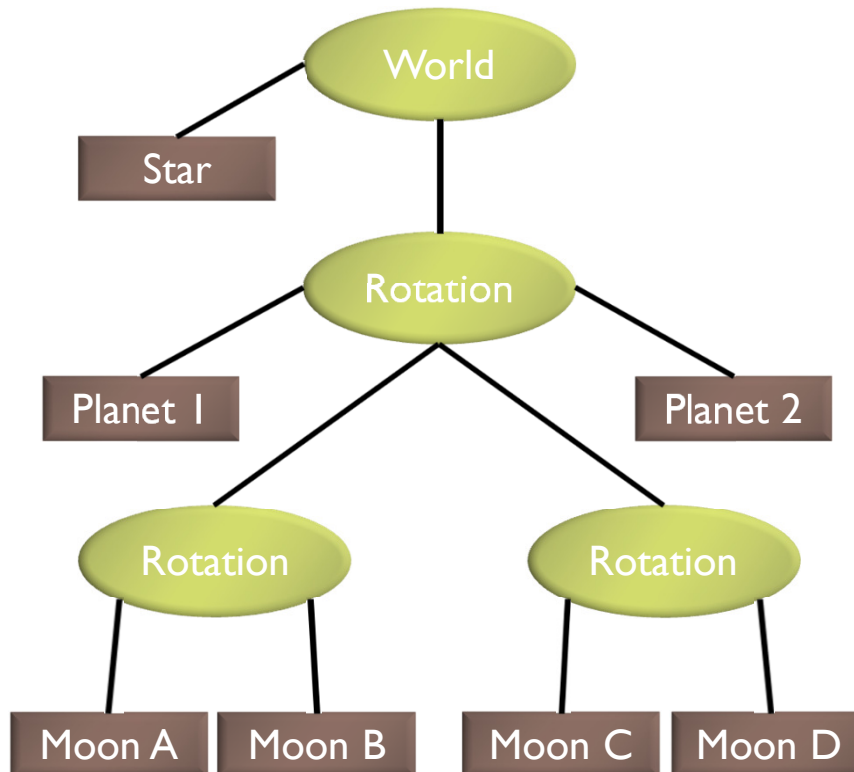


Sphere at different tessellation levels



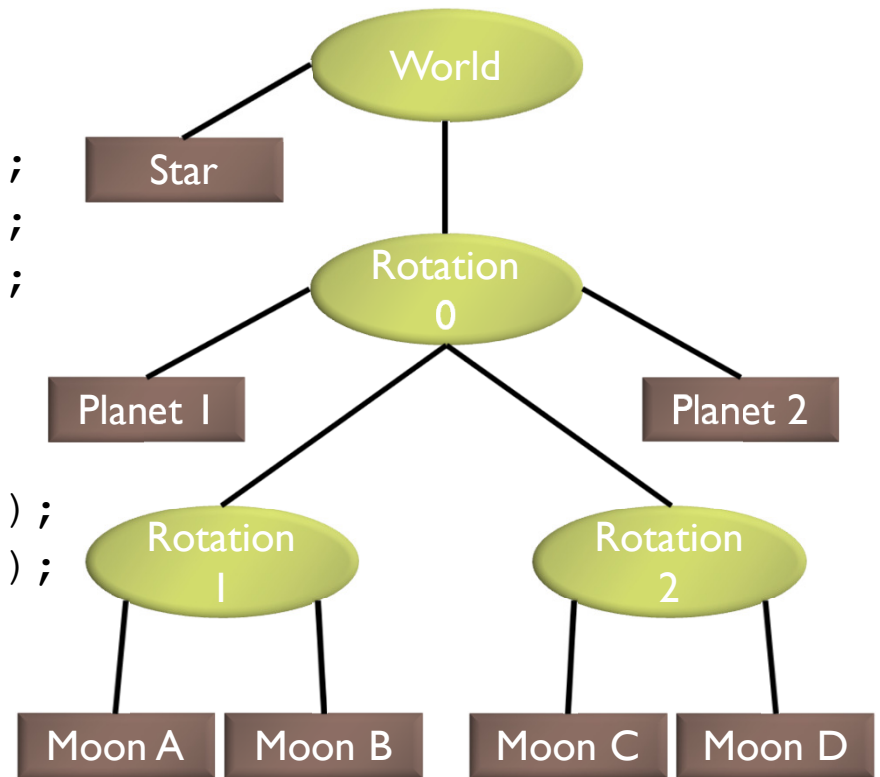
Billboarded Tree

Solar System



Source Code for Solar System

```
world = new Group();
world.addChild(new Star());
rotation0 = new MatrixTransform(...);
rotation1 = new MatrixTransform(...);
rotation2 = new MatrixTransform(...);
world.addChild(rotation0);
rotation0.addChild(rotation1);
rotation0.addChild(rotation2);
rotation0.addChild(new Planet("1"));
rotation0.addChild(new Planet("2"));
rotation1.addChild(new Moon("A"));
rotation1.addChild(new Moon("B"));
rotation2.addChild(new Moon("C"));
rotation2.addChild(new Moon("D"));
```



Basic Rendering

► Traverse the tree recursively

```
Group::draw(Matrix4 C)
{
    for all children
        draw(C);
}
```

```
MatrixTransform::draw(Matrix4 C)
{
    C_new = C*M;    // M is a class member
    for all children
        draw(C_new);
}
```

```
Geode::draw(Matrix4 C)
{
    setModelView(C);
    render(myObject);
}
```

Initiate rendering with
`world->draw(IDENTITY);`

Modifying the Scene

- ▶ Change tree structure
 - ▶ Add, delete, rearrange nodes
- ▶ Change node parameters
 - ▶ Transformation matrices
 - ▶ Shape of geometry data
 - ▶ Materials
- ▶ Create new node subclasses
 - ▶ Animation, triggered by timer events
 - ▶ Dynamic “helicopter-mounted” camera
 - ▶ Light source
- ▶ Create application dependent nodes
 - ▶ Video node
 - ▶ Web browser node
 - ▶ Video conferencing node
 - ▶ Terrain rendering node

Benefits of a Scene Graph

- ▶ Can speed up rendering by efficiently using low-level API
 - ▶ Avoid state changes in rendering pipeline
 - ▶ Render objects with similar properties in batches (geometry, shaders, materials)
- ▶ Change parameter once to affect all instances of an object
- ▶ Abstraction from low level graphics API
 - ▶ Easier to write code
 - ▶ Code is more compact
- ▶ Can display complex objects with simple APIs
 - ▶ Example: osgEarth class provides scene graph node which renders a Google Earth-style planet surface

Lecture Overview

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 - ▶ Data structures
- ▶ Performance Optimization
 - ▶ Level-of-detail techniques
 - ▶ View Frustum Culling

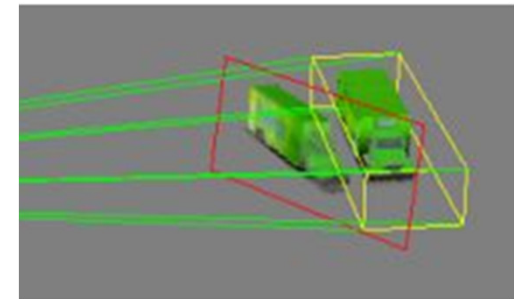
Level-of-Detail Techniques

- ▶ Don't draw objects smaller than a threshold

- ▶ Small feature culling
- ▶ Popping artifacts

- ▶ Replace 3D objects by 2D impostors

- ▶ Textured planes representing the objects



Impostor generation

- ▶ Adapt triangle count to projected size



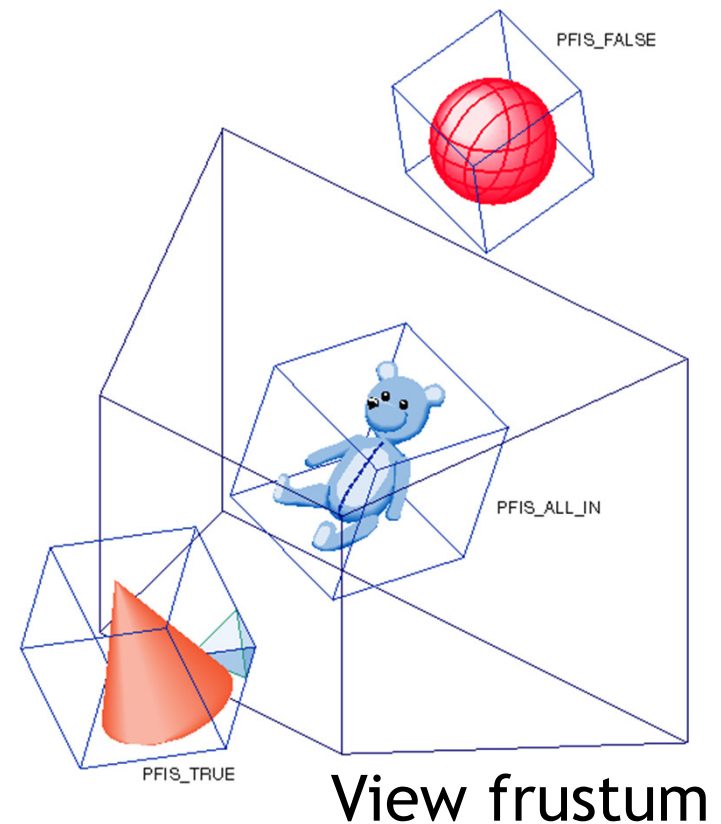
Size dependent mesh reduction
(Data: Stanford Armadillo)



Original vs. impostor

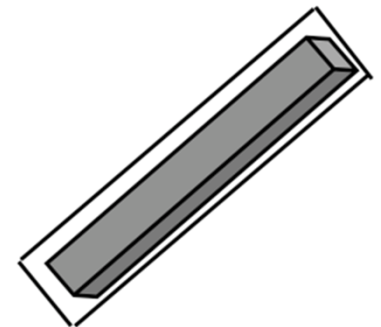
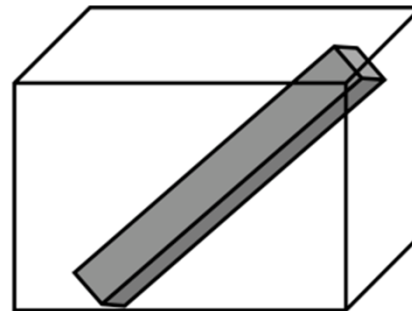
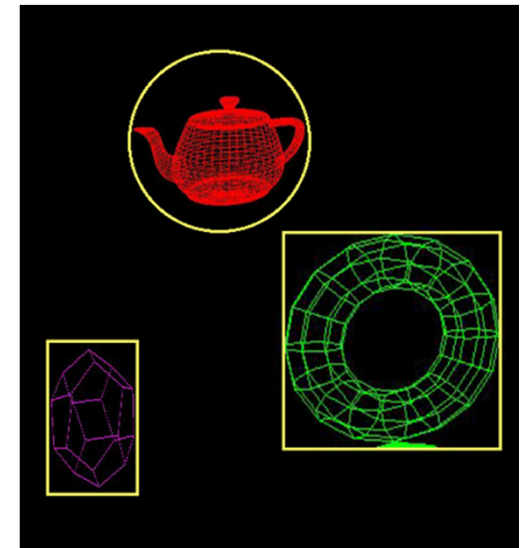
View Frustum Culling

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



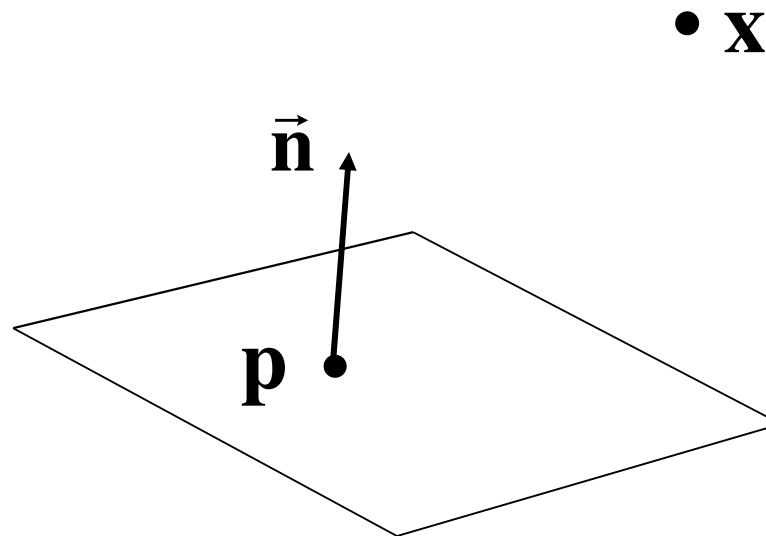
Bounding Volumes

- ▶ Simple shape that completely encloses an object
- ▶ Generally a box or sphere
- ▶ We use spheres
 - ▶ Easiest to work with
 - ▶ But hard to calculate tight fits
- ▶ Intersect bounding volume with view frustum instead of each primitive



Distance to Plane

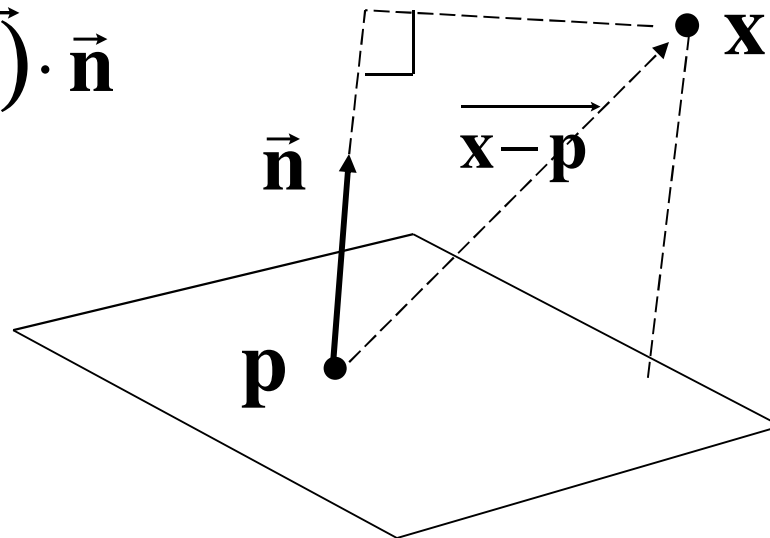
- ▶ A plane is described by a point \mathbf{p} on the plane and a unit normal \mathbf{n}
- ▶ Find the (perpendicular) distance from point \mathbf{x} to the plane



Distance to Plane

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

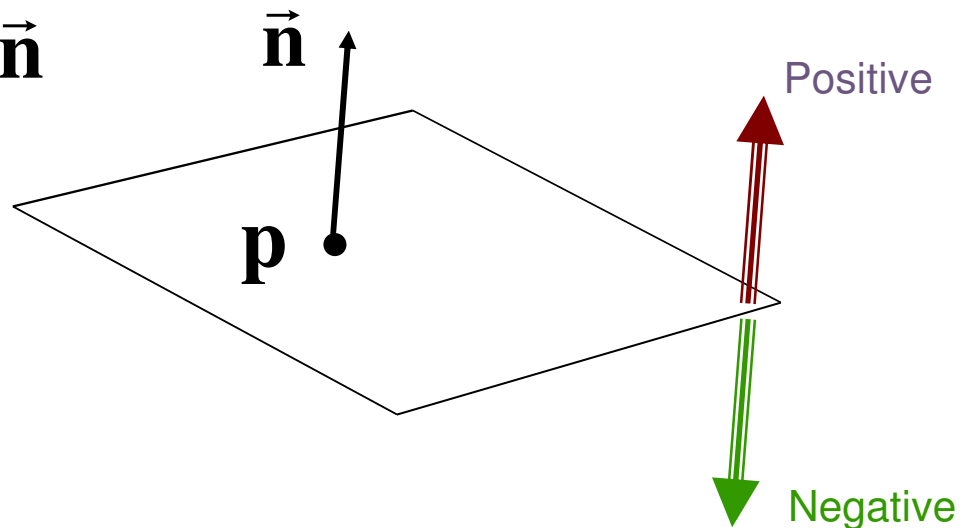
$$dist = (\mathbf{x} - \mathbf{p}) \cdot \vec{\mathbf{n}}$$



Distance to Plane

- ▶ 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

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



Distance to Plane

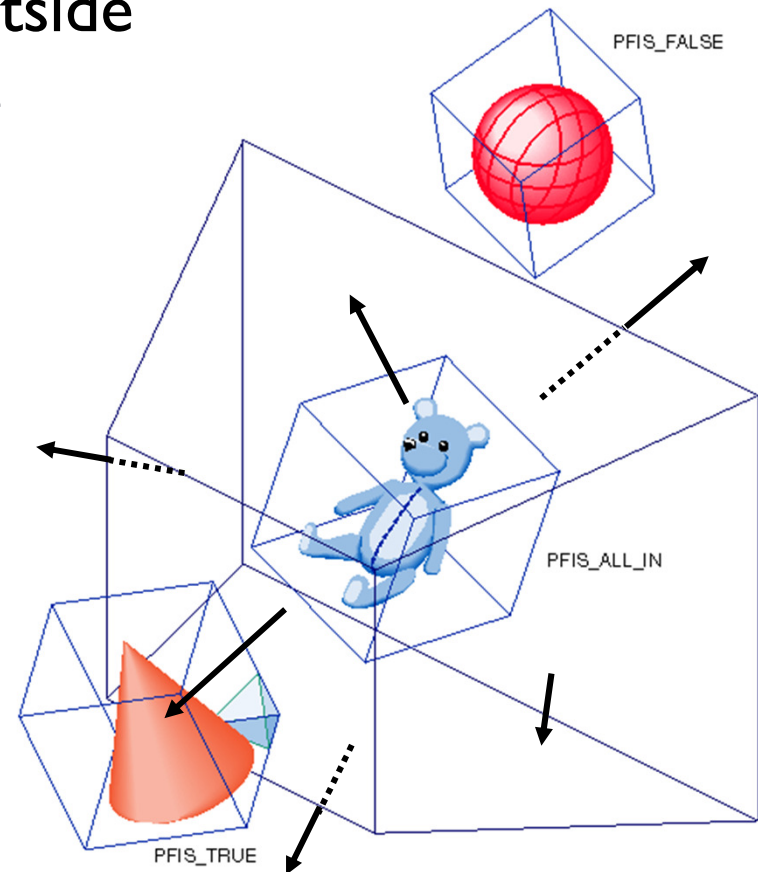
- ▶ Simplification

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

- ▶ 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}

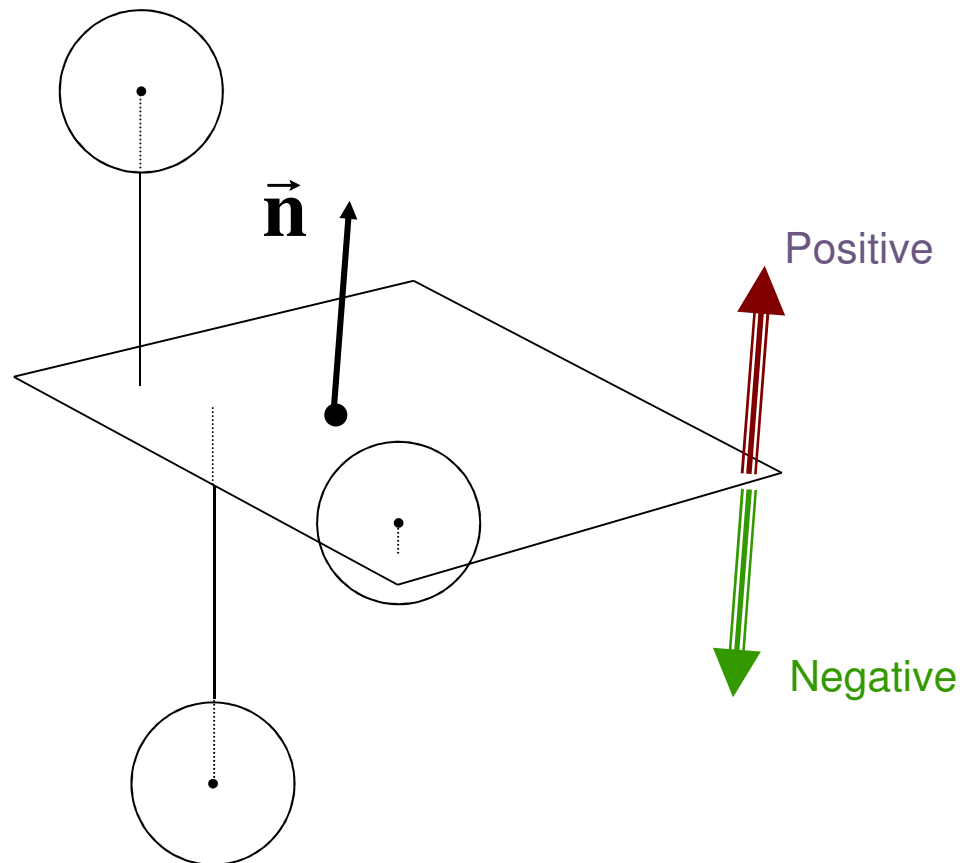
Frustum With Signed Planes

- ▶ 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:
 - ▶ $\text{dist}(\mathbf{x}) > r$
 - ▶ completely above
 - ▶ $\text{dist}(\mathbf{x}) < -r$
 - ▶ completely below
 - ▶ $-r < \text{dist}(\mathbf{x}) < r$
 - ▶ intersects

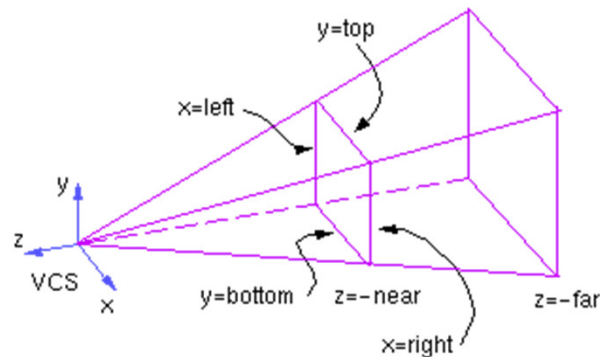


Culling Summary

- ▶ Precompute the normal \mathbf{n} and value d for each of the six planes.
- ▶ Given a sphere with center \mathbf{x} and radius r
- ▶ For each plane:
 - ▶ if $\text{dist}(\mathbf{x}) > r$: sphere is outside! (no need to continue loop)
 - ▶ add 1 to count if $\text{dist}(\mathbf{x}) < -r$
- ▶ 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*)

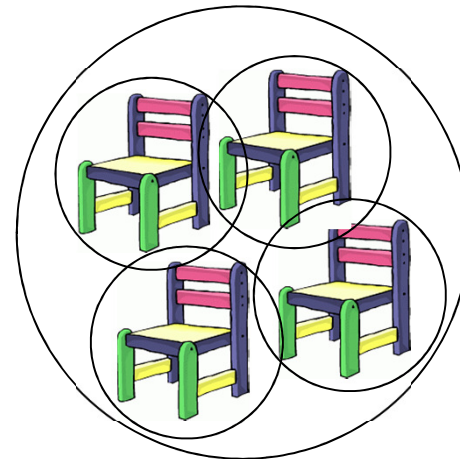
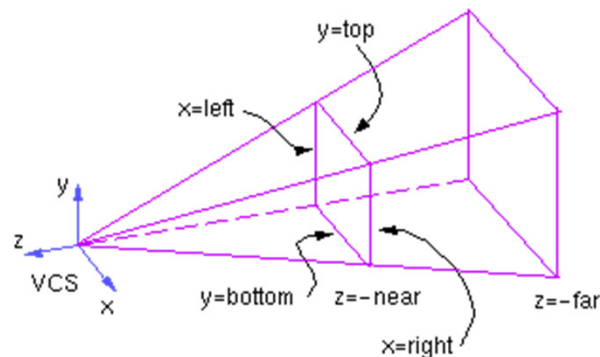
Culling Groups of Objects

- ▶ 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



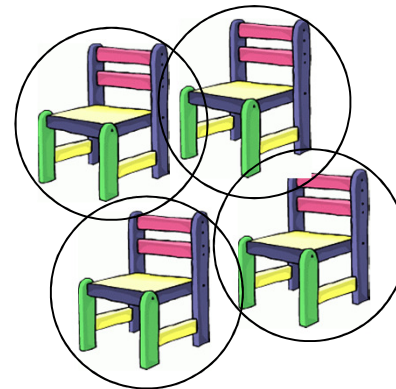
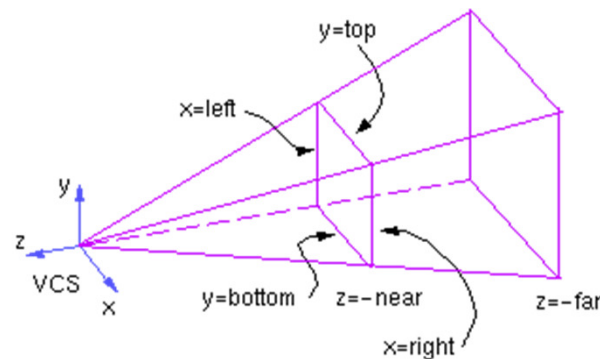
Hierarchical Bounding Volumes

- ▶ 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



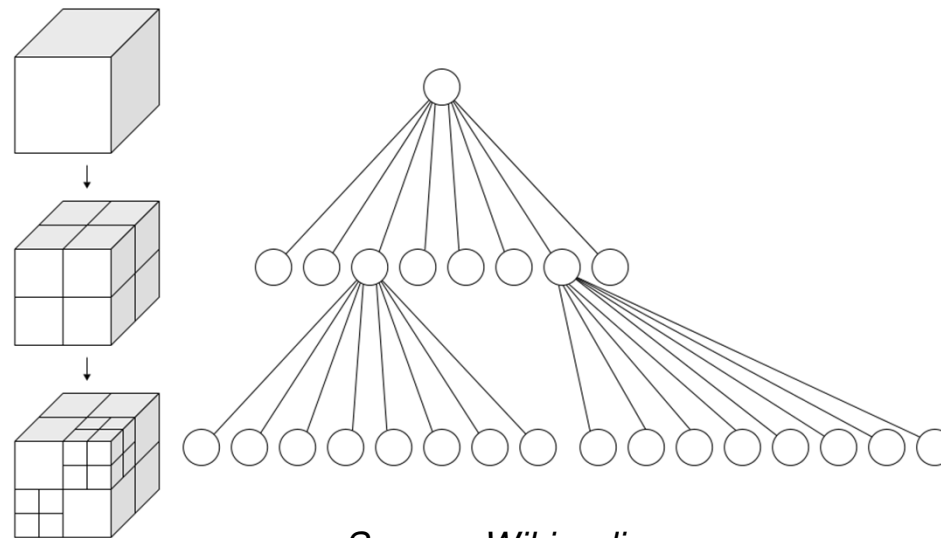
Hierarchical Culling

- ▶ 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



Hierarchical Culling: Octree

- ▶ Octrees are the three-dimensional analog of quadtrees.
- ▶ An octree is a tree data structure in which each node has exactly eight children.
- ▶ Most often used to partition a 3D space by recursively subdividing it into eight octants.



Source: Wikipedia

Video

- ▶ An OpenGL Demo - Frustum Culling with Octree
 - ▶ <http://www.youtube.com/watch?v=H-SsvZZvIsw>

