CSE 167: Introduction to Computer Graphics Lecture #5: Rasterization

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Fall Quarter 2012

Announcements

- Homework project #2 due this Friday, October 12
  - To be presented starting 1:30pm in lab 260
  - Also present late submissions for project #1

Lecture Overview

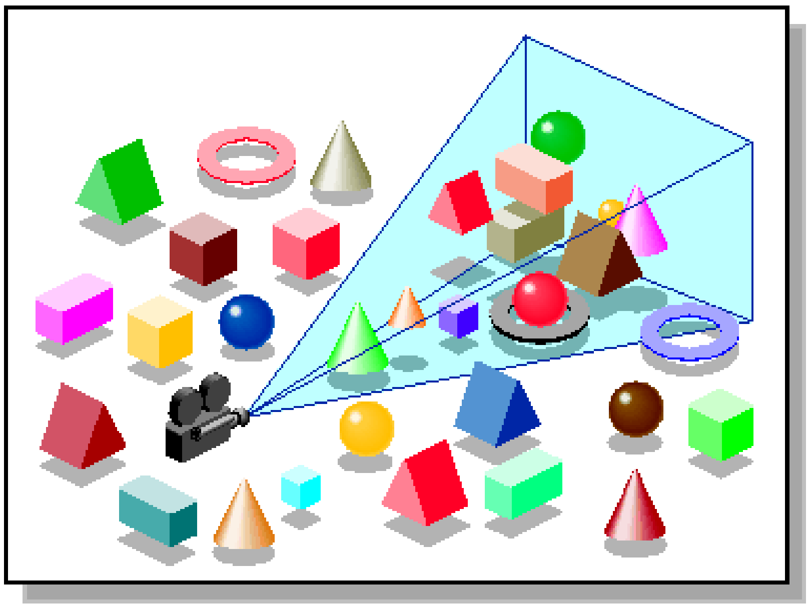
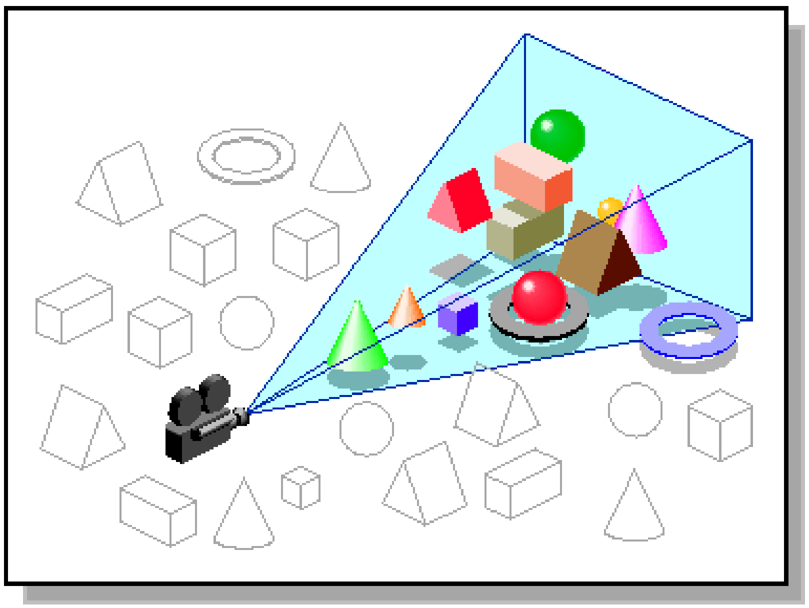
- Culling
- Rasterization
- Visibility
- Barycentric Coordinates

Culling

- Goal:
  Discard geometry that does not need to be drawn to speed up rendering
- Types of culling:
  - View frustum culling
  - Occlusion culling
  - Small object culling
  - Backface culling
  - Degenerate culling

View Frustum Culling

- Triangles outside of view frustum are off-screen
  - Done on canonical view volume

Images: SGI OpenGL Optimizer Programmer's Guide

Videos

- Rendering Optimisations - Frustum Culling
  - http://www.youtube.com/watch?v=kvVHp9wMAO8&feature=related
- View Frustum Culling Demo
  - http://www.youtube.com/watch?v=bJrYTBGpwic

Bounding Box

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

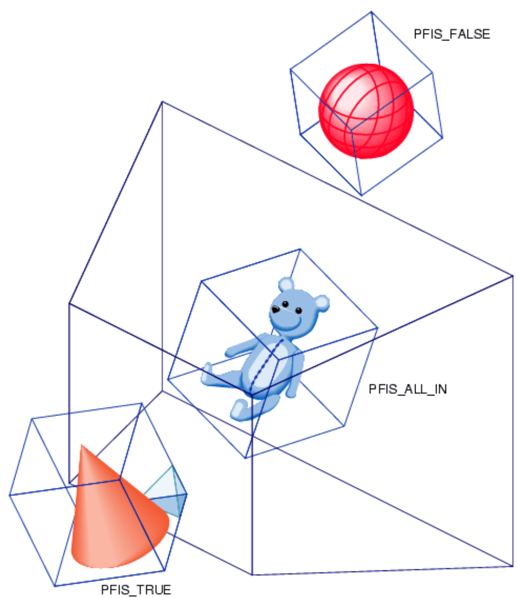
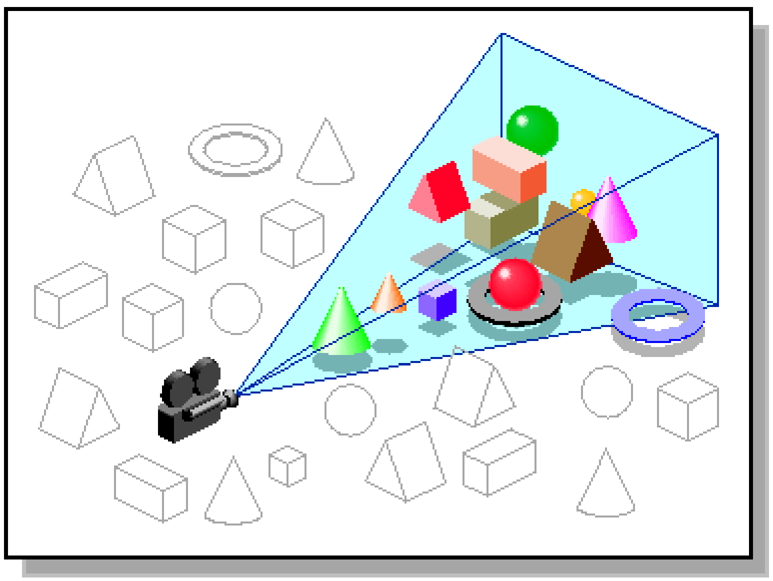
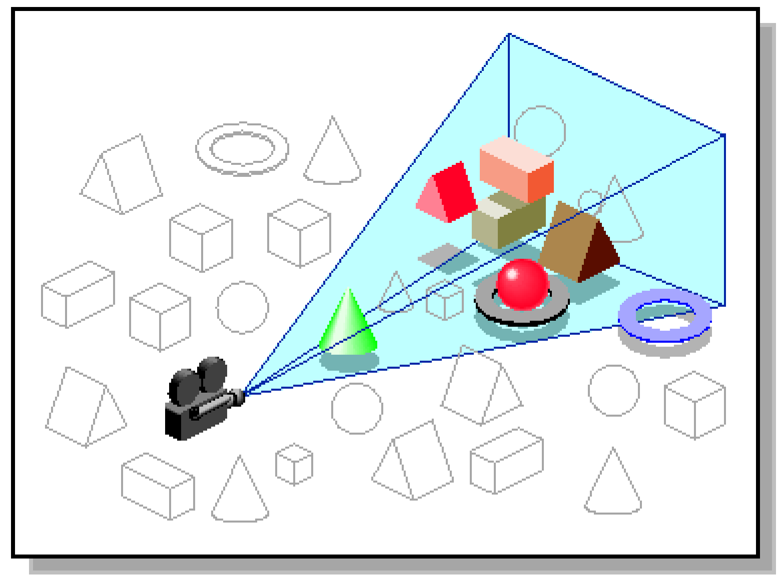


Image: SGI OpenGL Optimizer Programmer's Guide

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

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

Small Object Culling

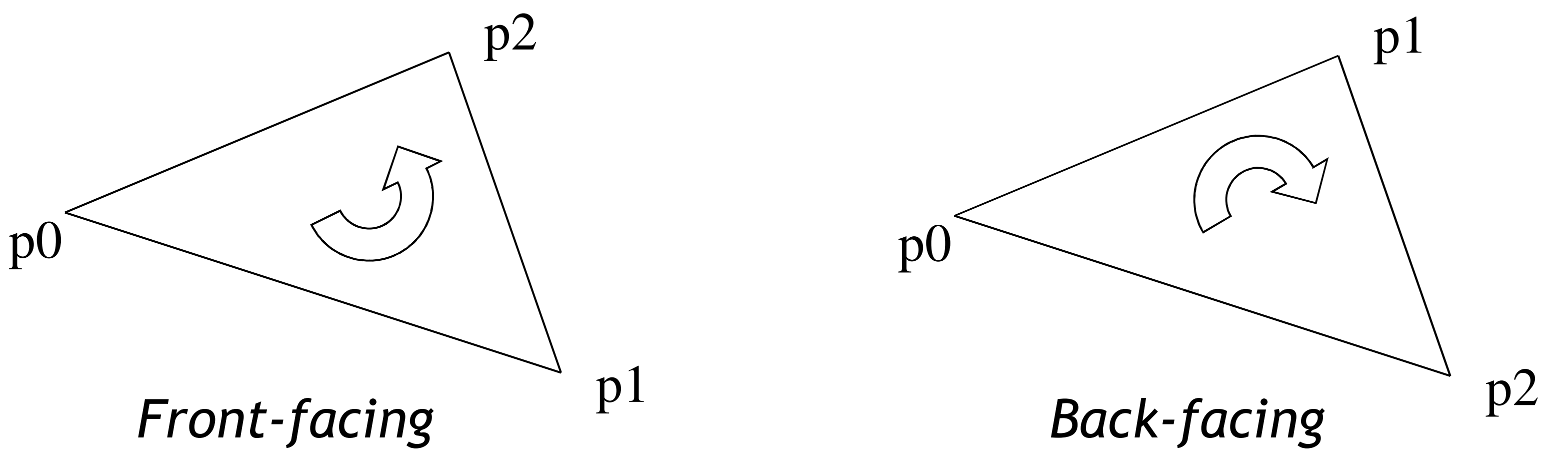
- Object projects to less than a specified size
  - Cull objects whose screen-space bounding box is less than a threshold number of pixels

Backface Culling

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

Backface Culling

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



- 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)

Backface Culling

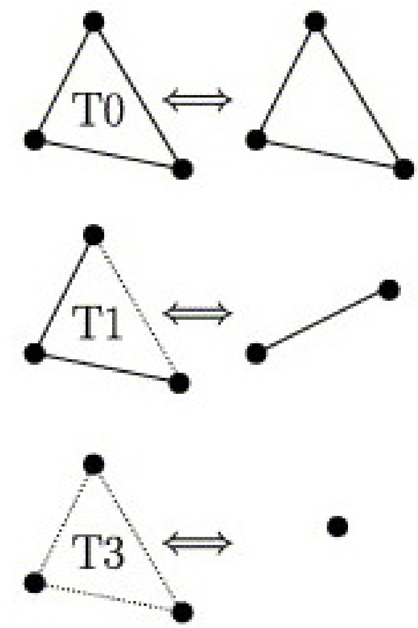
- Compute triangle normal after projection (homogeneous division)

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

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

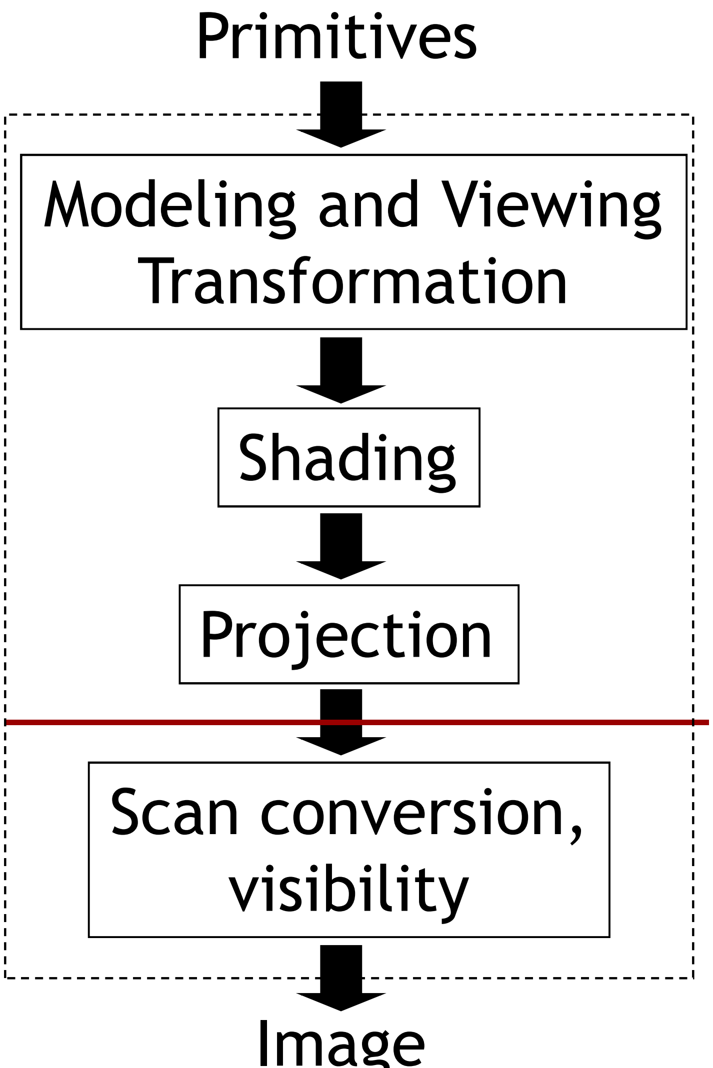
Degenerate Culling

- Degenerate triangle has no area
  - Vertices lie in a straight line
  - Vertices at the exact same place
  - Normal $\mathbf{n}$=0



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

Rendering Pipeline



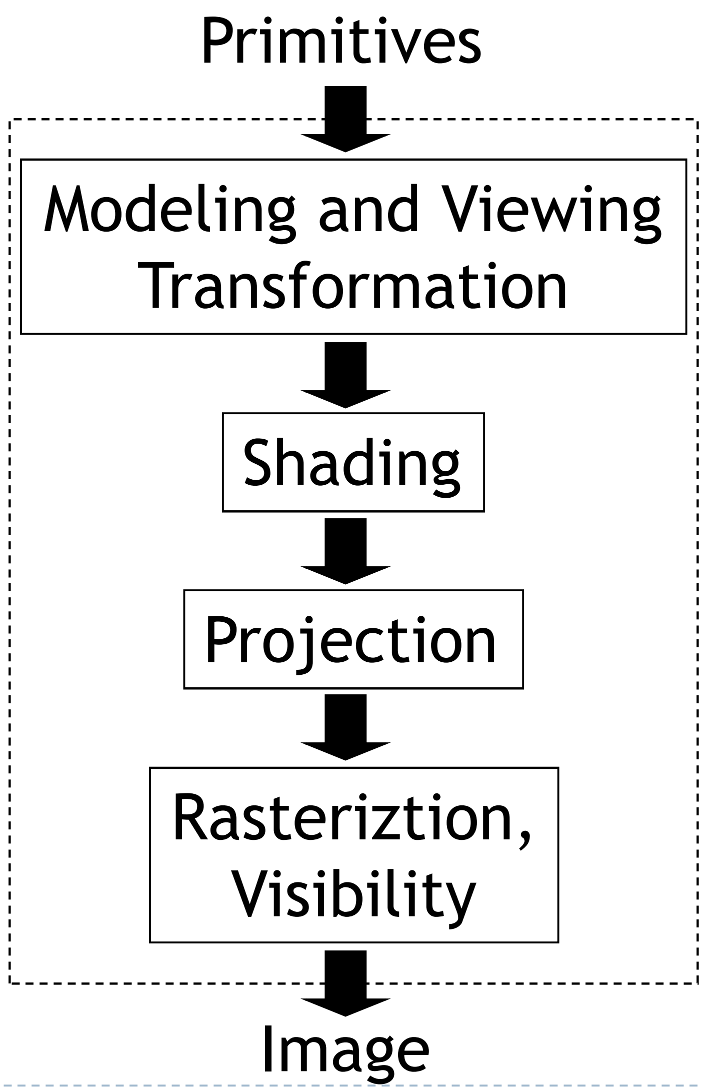
Culling, Clipping

- Discard geometry that will not be visible

Lecture Overview

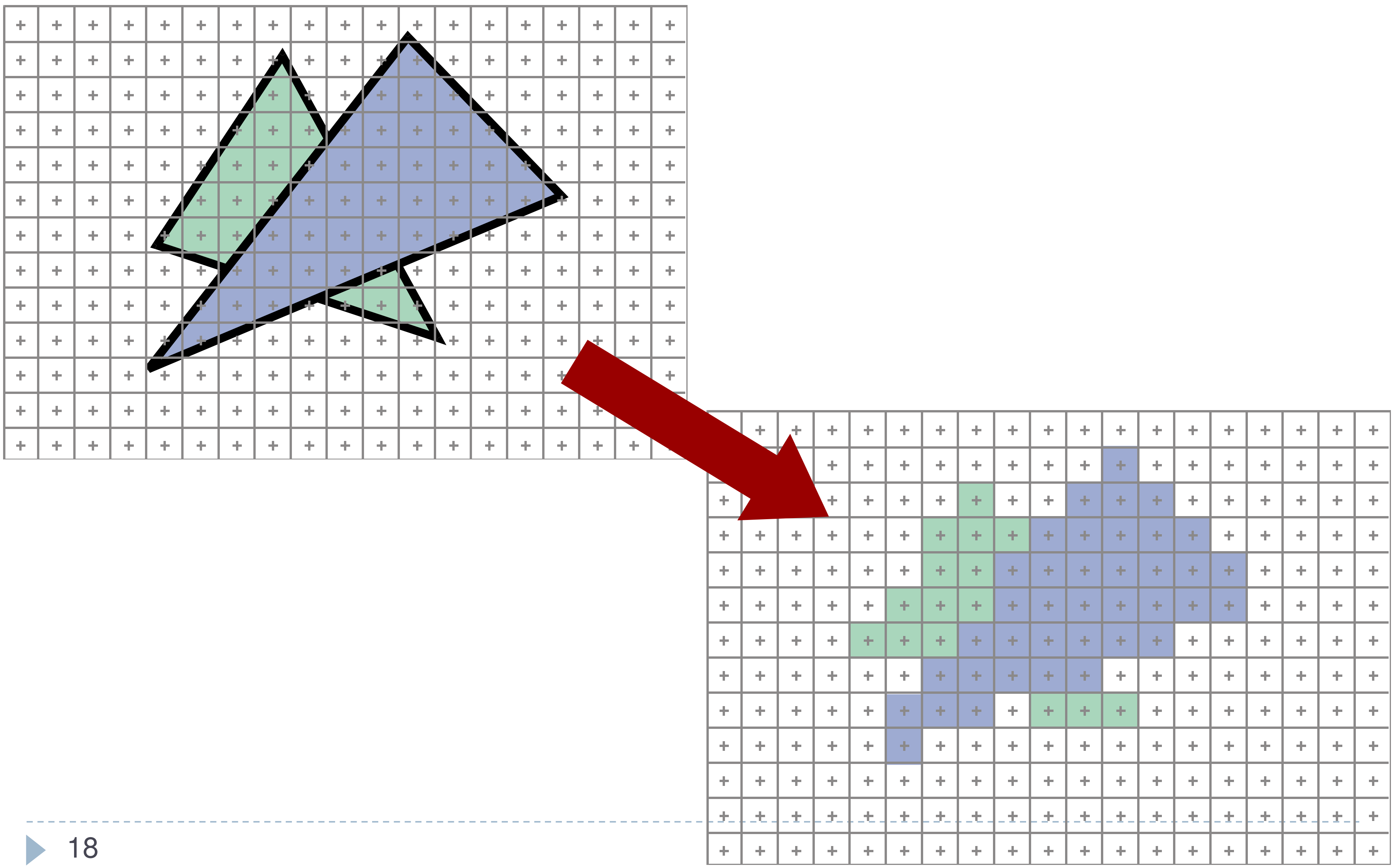
- Culling
- Rasterization
- Visibility
- Barycentric Coordinates

Rendering Pipeline



- Scan conversion and rasterization are synonyms
- One of the main operations performed by GPU
- Draw triangles, lines, points (squares)
- Focus on triangles in this lecture

Rasterization



Rasterization

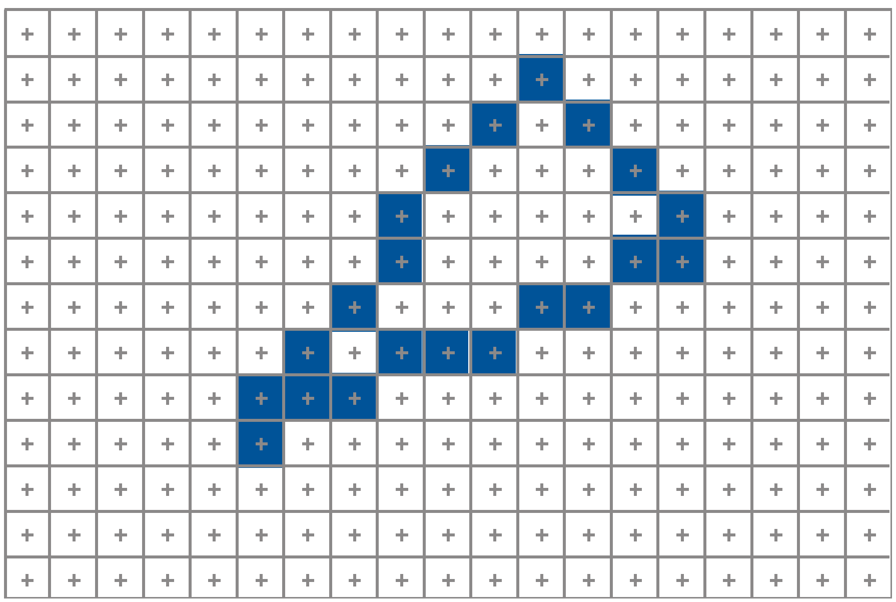
- How many pixels can a modern graphics processor draw per second?

Rasterization

- How many pixels can a modern graphics processor draw per second?
- NVidia GeForce GTX 690
  - 234 billion pixels per second
  - Multiple of what the fastest CPU could do

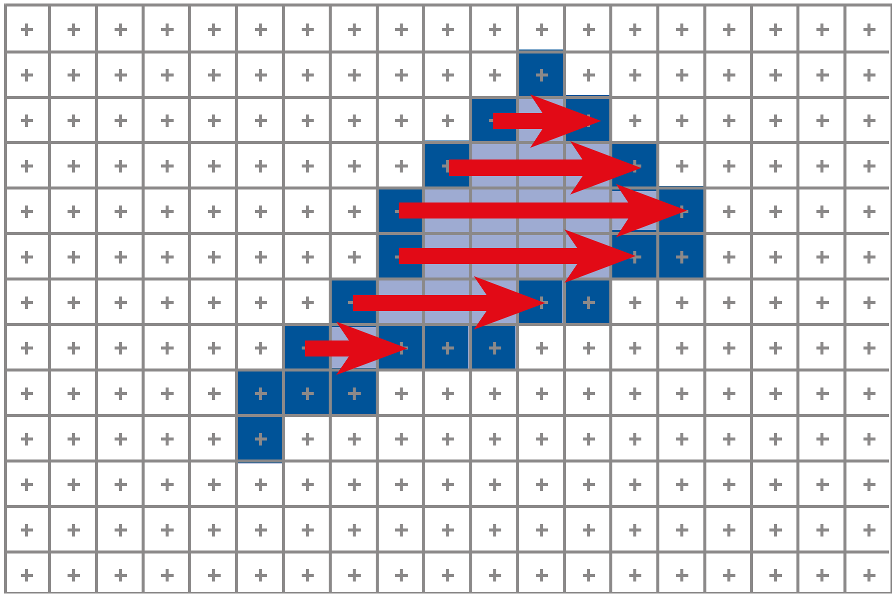
Rasterization

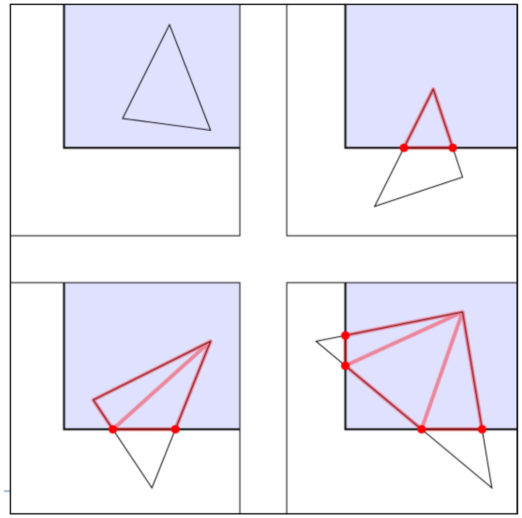
- Many different algorithms
- Old style
  - Rasterize edges first



Rasterization

- Many different algorithms
- Example:
  - Rasterize edges first
  - Fill the spans (scan lines)
- Disadvantage:
  - Requires clipping





Source: http://www.arcsynthesis.org

Rasterization

- GPU rasteriazation today based on "Homogeneous Rasterization"

  http://www.ece.unm.edu/course/ece595/docs/olano.pdf

  Olano, Marc and Trey Greer, "Triangle Scan Conversion Using 2D Homogeneous Coordinates", Proceedings of the 1997 SIGGRAPH/Eurographics Workshop on Graphics Hardware (Los Angeles, CA, August 2-4, 1997), ACM SIGGRAPH, New York, 1995.

Rasterization

- Given vertices in pixel coordinates

$$\mathbf{p}' = \mathbf{D}\mathbf{P}\mathbf{C}^{-1}\mathbf{M}\mathbf{p}$$

World space

Camera space

Clip space

Image space

$$\mathbf{p}' = \begin{bmatrix} x' \\ y' \\ z' \\ w' \end{bmatrix}$$

Pixel coordinates

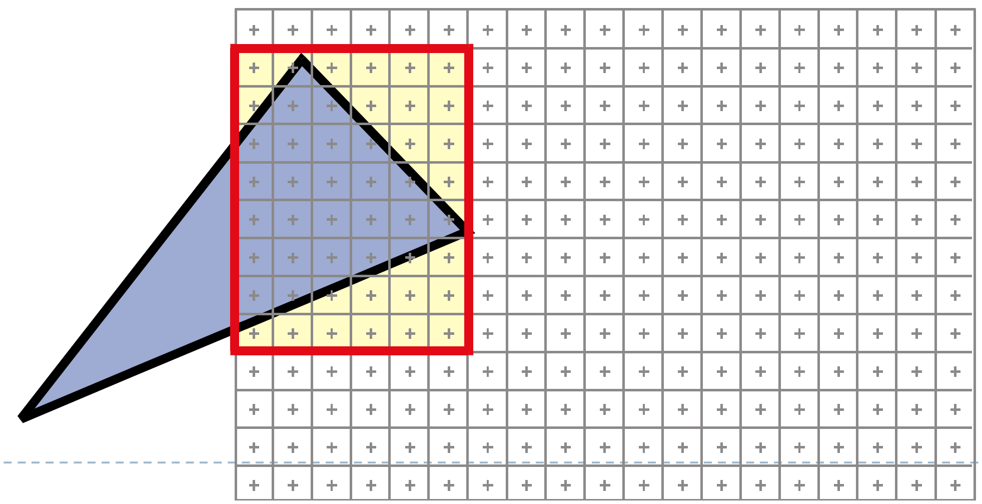
$$x'/w'$$
$$y'/w'$$

Rasterization

- Simple algorithm

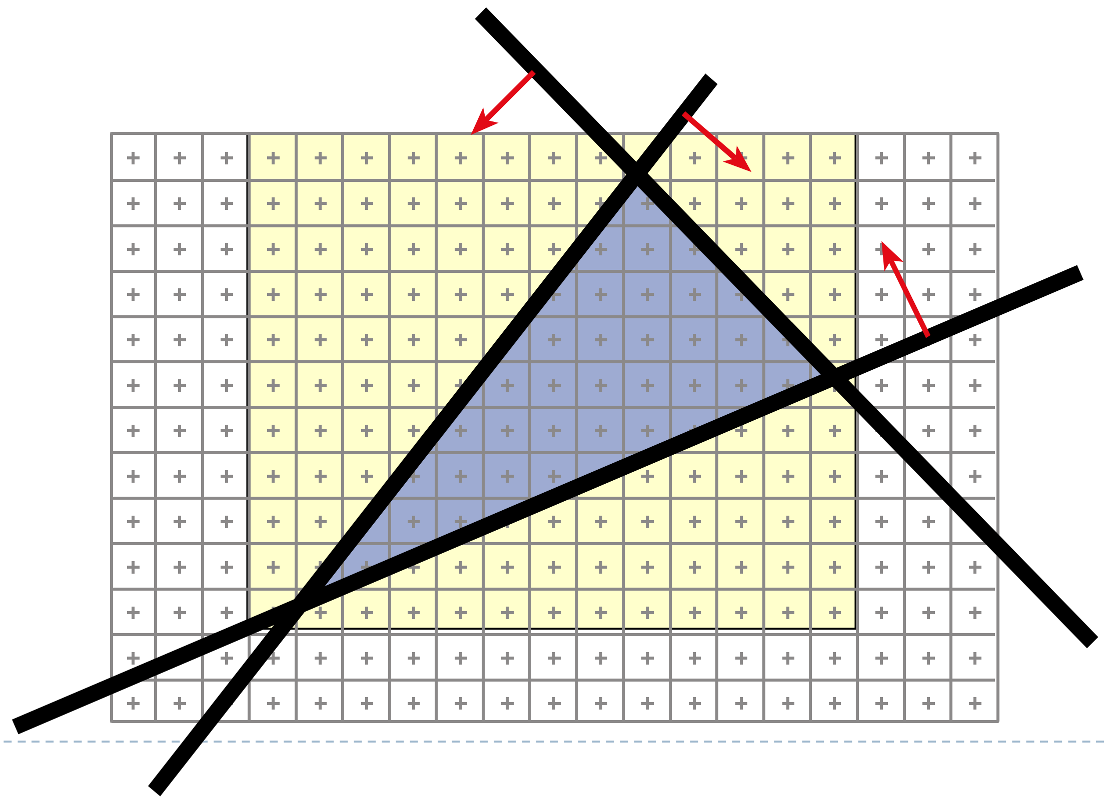
```
compute bbox
clip bbox to screen limits
for all pixels [x,y] in bbox
   compute barycentric coordinates alpha, beta, gamma
   if 0<alpha,beta,gamma<1 //pixel in triangle
            image[x,y]=triangleColor
```

- Bounding box clipping trivial



Rasterization

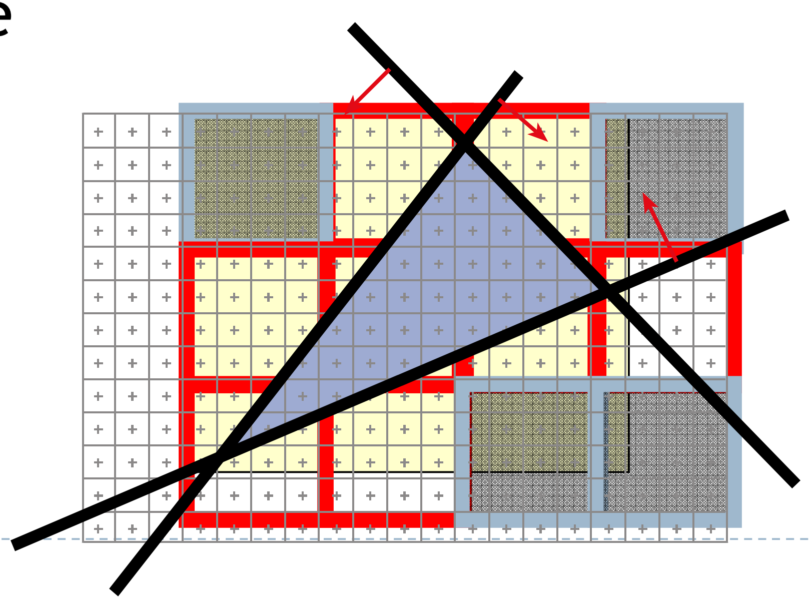
- So far, we compute barycentric coordinates of many useless pixels
- How can this be improved?



Rasterization

Hierarchy

- If block of pixels is outside triangle, no need to test individual pixels
- Can have several levels, usually two-level
- Find right granularity and size of blocks for optimal performance



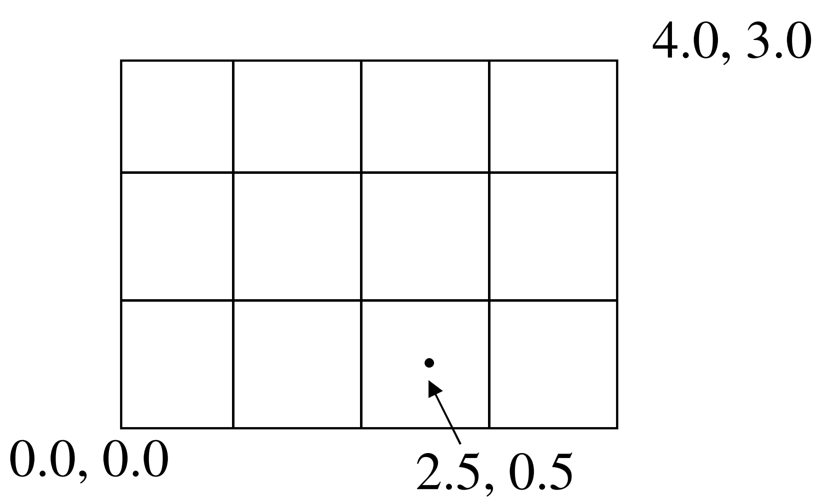
2D Triangle-Rectangle Intersection

- If one of the following tests returns true, the triangle intersects the rectangle:
  - Test if any of the triangle's vertices are inside the rectangle (e.g., by comparing the x/y coordinates to the min/max x/y coordinates of the rectangle)
  - Test if one of the quad's vertices is inside the triangle (e.g., using barycentric coordinates)
  - Intersect all edges of the triangle with all edges of the rectangle

Rasterization

Where is the center of a pixel?

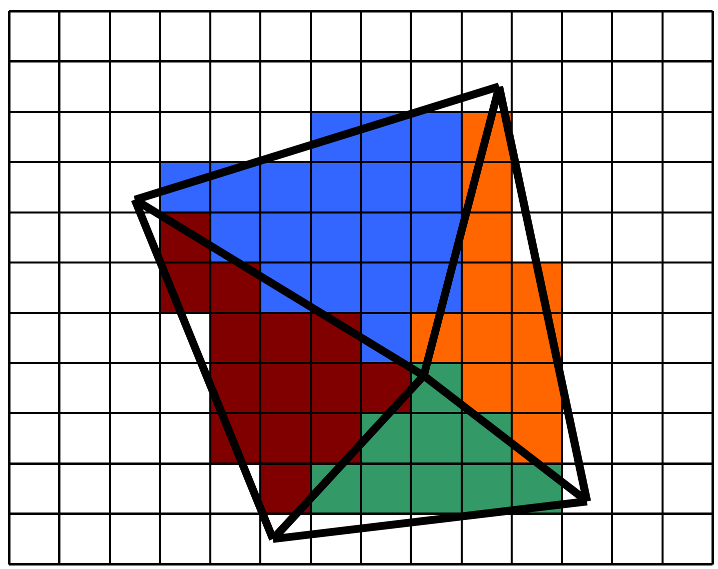
- Depends on conventions
- With our viewport transformation:
  - 800 x 600 pixels ⇔ viewport coordinates are in [0…800]x[0…600]
  - Center of lower left pixel is 0.5, 0.5
  - Center of upper right pixel is 799.5, 599.5



Rasterization

Shared Edges

- Each pixel needs to be rasterized exactly once
- Resulting image is independent of drawing order
- Rule: If pixel center exactly touches an edge or vertex
  - Fill pixel only if triangle extends to the right or down



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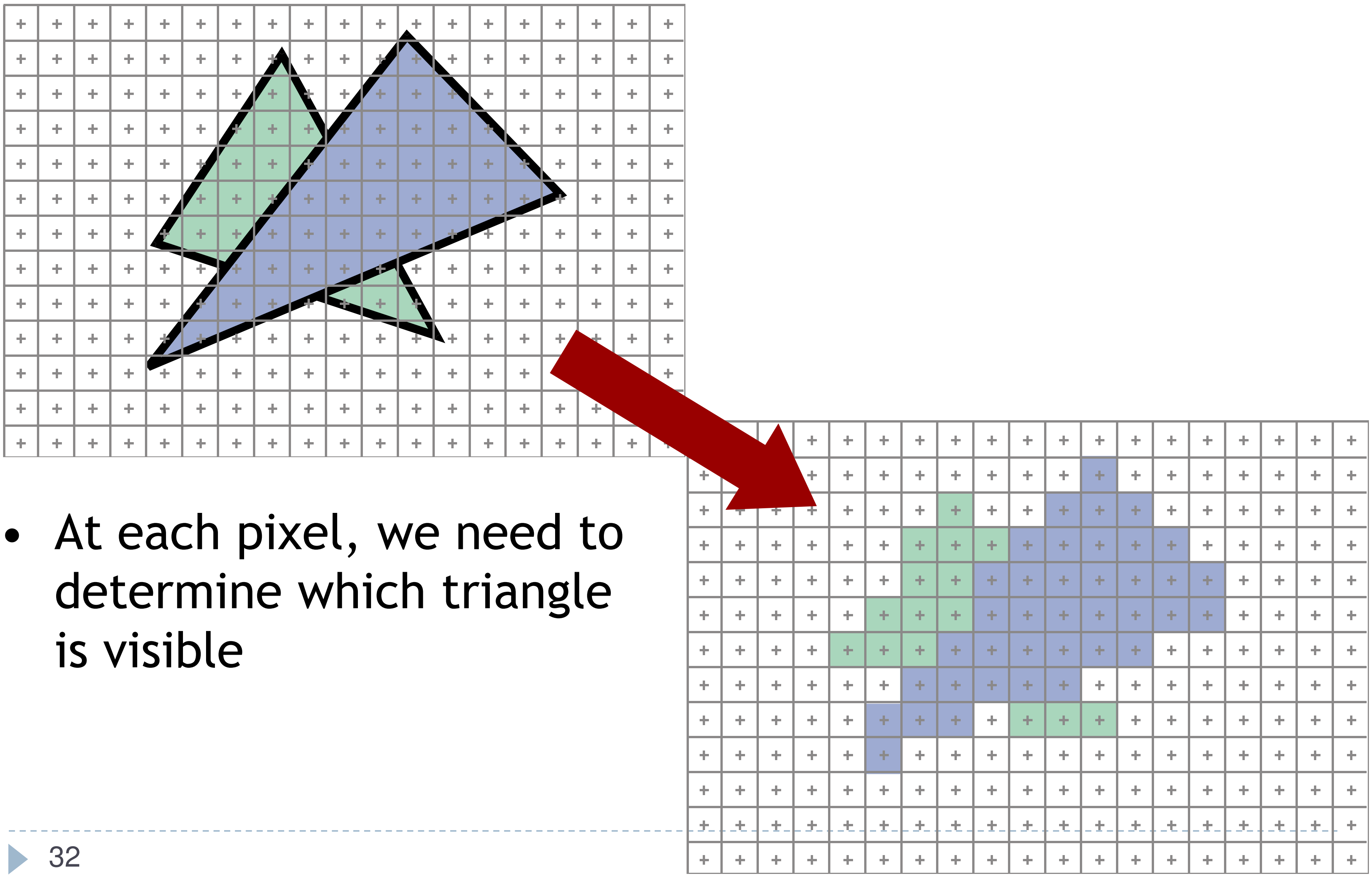
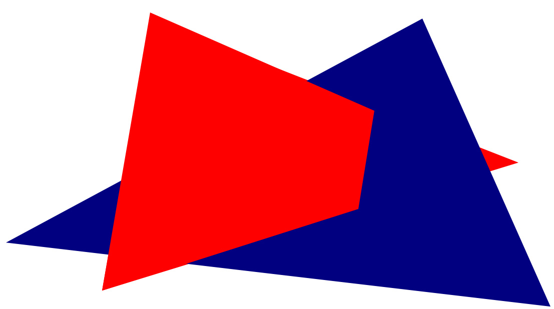
Visibility



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

Painter's Algorithm

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



- Outdated algorithm, created when memory was expensive

Z-Buffering

- Store z-value for each pixel
- Depth test
  - 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
```

- z-buffer is dedicated memory reserved for GPU (graphics memory)
- Depth test is performed by GPU

Z-Buffering

- Problem: translucent geometry
  - Storage of multiple depth and color values per pixel (not practical in real-time graphics)
  - Or back to front rendering of translucent geometry, after rendering opaque geometry

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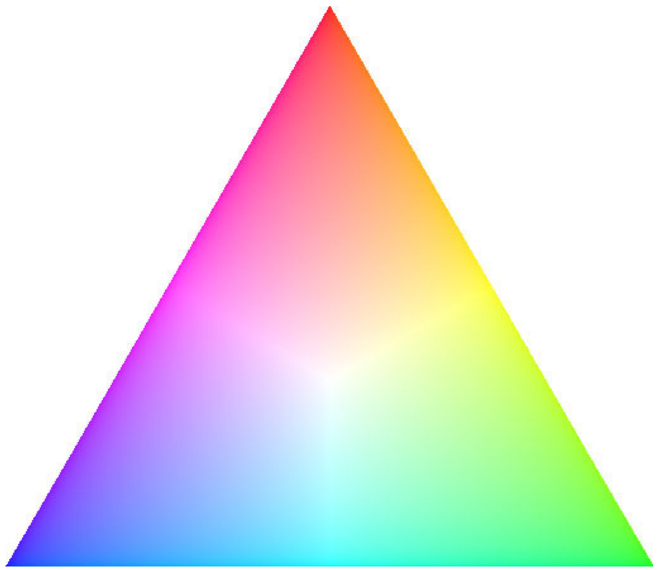
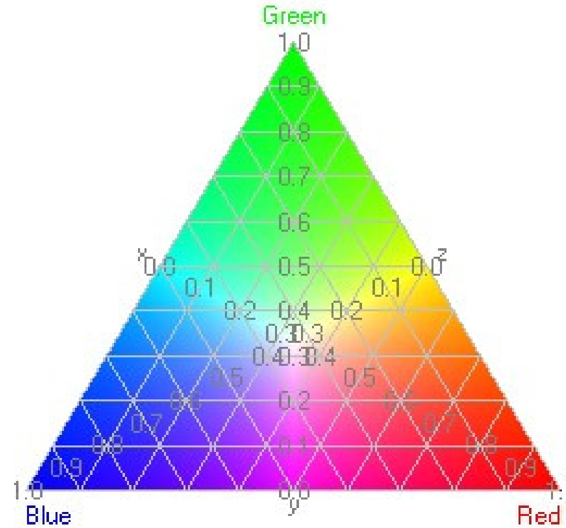
Color Interpolation



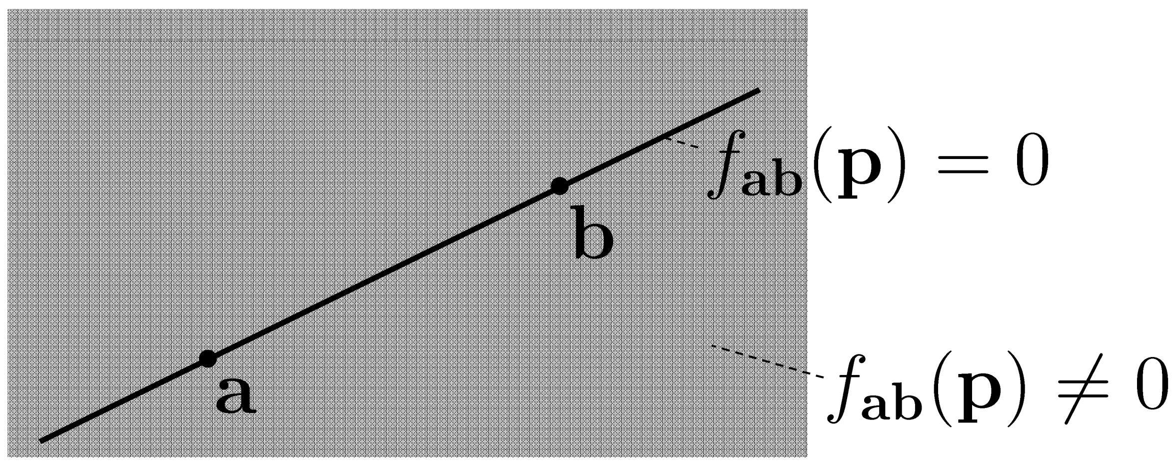


Source: efg's computer lab

- What if a triangle's vertex colors are different?
- Need to interpolate across triangle
  - How to calculate interpolation weights?

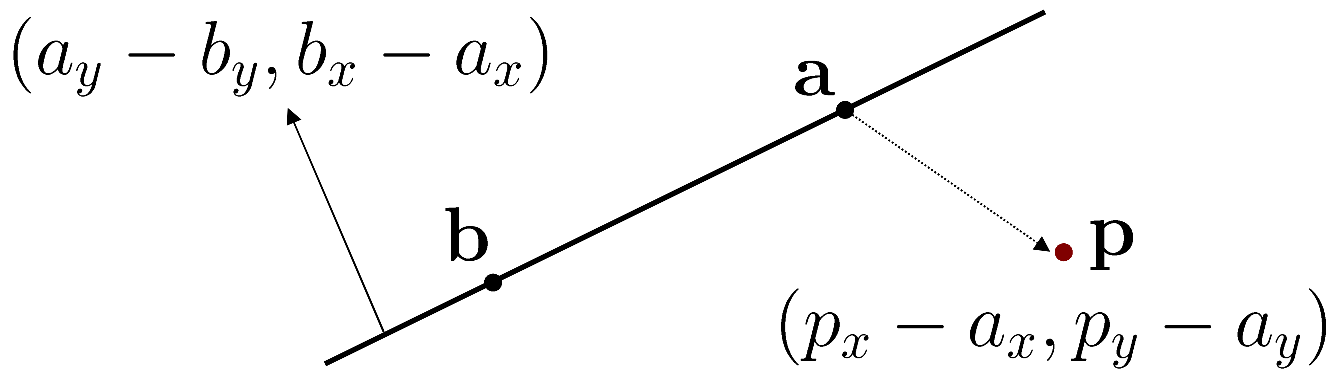
Implicit 2D Lines

- Given two 2D points **a**, **b**
- Define function $f_{\mathbf{ab}}(\mathbf{p})$ such that $f_{\mathbf{ab}}(\mathbf{p}) = 0$ if **p** lies on the line defined by **a**, **b**



Implicit 2D Lines

- Point **p** lies on the line, if **p-a** is perpendicular to the normal of the line

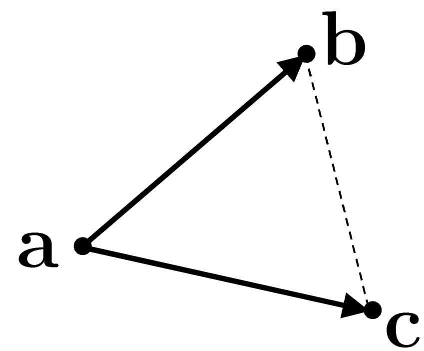


- Use dot product to determine on which side of the line **p** lies. If f(**p**)>0, **p** is on same side as normal, if f(**p**)<0 **p** is on opposite side. If dot product is 0, **p** lies on the line.

$$f_{\mathbf{ab}}(\mathbf{p}) = (a_y - b_y, b_x - a_x) \cdot (p_x - a_x, p_y - a_y)$$

Barycentric Coordinates

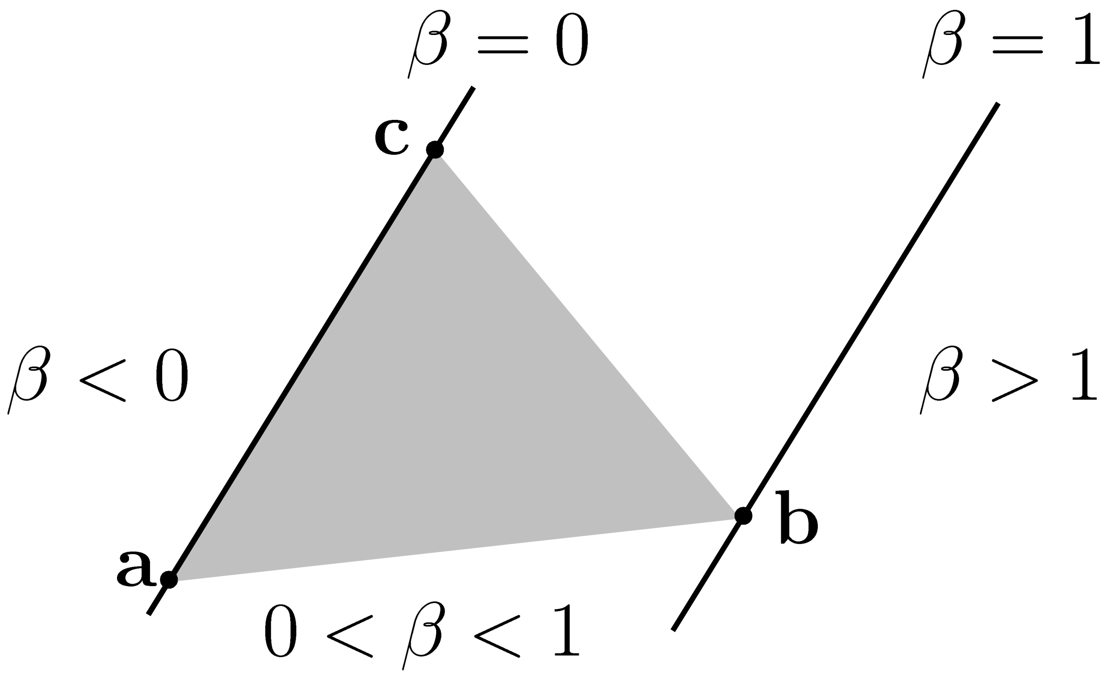
- Coordinates for 2D plane defined by triangle vertices ***a, b, c***
- Any point ***p*** in the plane defined by ***a, b, c*** is
  p = a + β(b - a) + γ(c - a)
  = (1 – β – γ) a + βb + γc



- We define $\alpha = 1 - \beta - \gamma$
  => ***p*** = αa + βb + γc
- α, β, γ are called **barycentric** coordinates
- Works in 2D and in 3D
- If we imagine masses equal to α, β, γ attached to the vertices of the triangle, the center of mass (the barycenter) is then ***p***. This is the origin of the term "barycentric" (introduced 1827 by Möbius)

Barycentric Coordinates

$$\mathbf{p} \;=\; \mathbf{a} + \beta(\mathbf{b} - \mathbf{a}) + \gamma(\mathbf{c} - \mathbf{a})$$



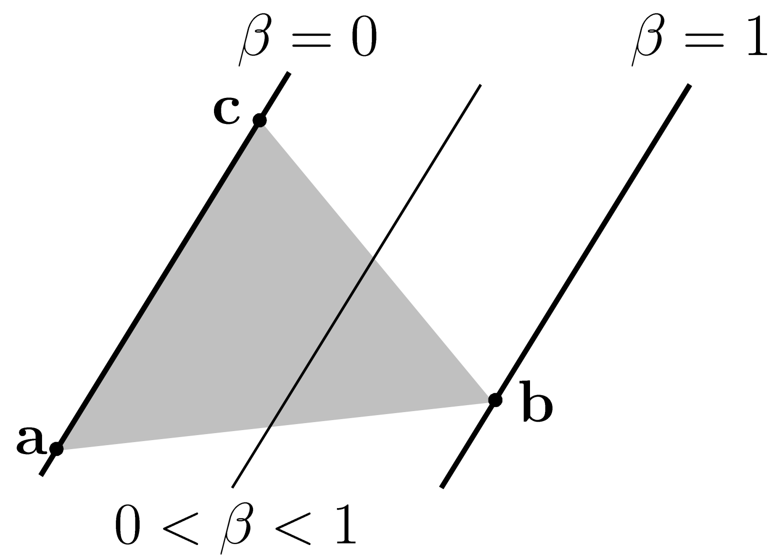
- ***p*** is inside the triangle if $0 < \alpha, \beta, \gamma < 1$

Barycentric Coordinates

- Problem: Given point ***p***, find its barycentric coordinates
- Use equation for implicit lines

$$\beta(\mathbf{p}) = \frac{f_{\mathbf{ac}}(\mathbf{p})}{f_{\mathbf{ac}}(\mathbf{b})}$$

$$\gamma(\mathbf{p}) = \frac{f_{\mathbf{ab}}(\mathbf{p})}{f_{\mathbf{ab}}(\mathbf{c})}$$



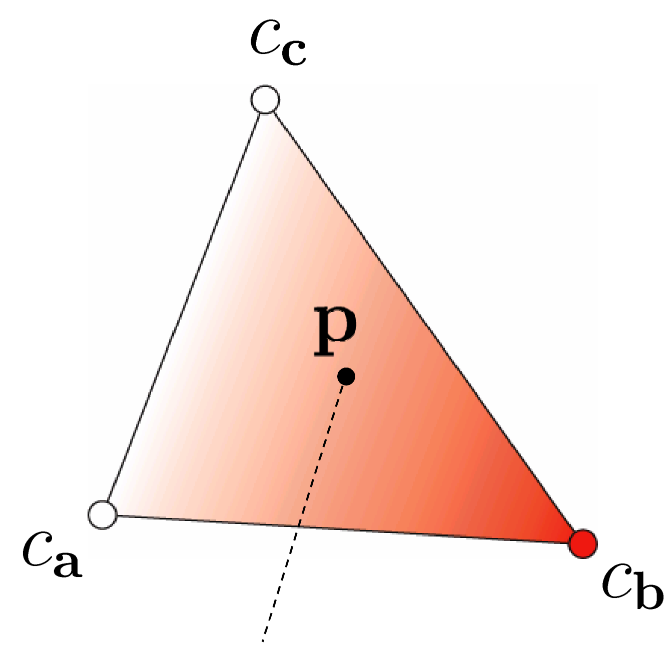
- Division by zero if triangle is degenerate

$$\alpha = 1 - \beta - \gamma$$

$$0 < \beta < 1$$

Barycentric Interpolation

- Interpolate values across triangles, e.g., colors



- Linear interpolation on triangles

$$c(\mathbf{p}) = \alpha(\mathbf{p})c_{\mathbf{a}} + \beta(\mathbf{p})c_{\mathbf{b}} + \gamma(\mathbf{p})c_{\mathbf{c}}$$

Barycentric Coordinates

- Demo Applet:
  - http://www.ccs.neu.edu/home/suhail/BaryTriangles/applet.htm