

Contents

Preface v

Chapter 1 **Graphics Systems and Models 1**

1.1 Applications of Computer Graphics 2

- 1.1.1 Display of Information 2
- 1.1.2 Design 3
- 1.1.3 Simulation 3
- 1.1.4 User Interfaces 4

1.2 A Graphics System 5

- 1.2.1 Pixels and the Frame Buffer 6
- 1.2.2 Output Devices 7
- 1.2.3 Input Devices 8

1.3 Images: Physical and Synthetic 9

- 1.3.1 Objects and Viewers 9
- 1.3.2 Light and Images 11
- 1.3.3 Ray Tracing 13

1.4 The Human Visual System 15

1.5	The Pinhole Camera	17
1.6	The Synthetic-Camera Model	19
1.7	The Programmer's Interface	21
1.7.1	Application Programmer's Interfaces	22
1.7.2	A Sequence of Images	24
1.7.3	The Modeling–Rendering Paradigm	25
1.8	Graphics Architectures	26
1.8.1	Display Processors	27
1.8.2	Pipeline Architectures	27
1.8.3	Transformations	29
1.8.4	Clipping	29
1.8.5	Projection	30
1.8.6	Rasterization	30
1.8.7	Performance Characteristics	30
1.9	Summary	31
1.10	Suggested Readings	32
	Exercises	33

Chapter 2

Graphics Programming 35

2.1	The Sierpinski Gasket	36
2.1.1	The Pen-Plotter Model	37
2.1.2	Coordinate Systems	42
2.2	The OpenGL API	43
2.2.1	Graphics Functions	44
2.2.2	The OpenGL Interface	45
2.3	Primitives and Attributes	46
2.3.1	Polygon Basics	47
2.3.2	Polygon Types in OpenGL	49
2.3.3	Text	50
2.3.4	Curved Objects	51
2.3.5	Attributes	52

2.4 Color 53

- 2.4.1 RGB Color 57
- 2.4.2 Indexed Color 59
- 2.4.3 Setting of Color Attributes 60

2.5 Viewing 61

- 2.5.1 Two-Dimensional Viewing 61
- 2.5.2 The Orthographic View 62
- 2.5.3 Matrix Modes 64

2.6 Control Functions 64

- 2.6.1 Interaction with the Window System 65
- 2.6.2 Aspect Ratio and Viewports 67
- 2.6.3 The main, display, and myinit Functions 68
- 2.6.4 Program Structure 70

2.7 The Gasket Program 70**2.8 Polygons and Recursion 71****2.9 The Three-Dimensional Gasket 74**

- 2.9.1 Use of Three-Dimensional Points 74
- 2.9.2 Use of Polygons in Three Dimensions 76
- 2.9.3 Hidden-Surface Removal 77

2.10 Summary 79**2.11 Suggested Readings 80****Exercises 81****Chapter 3****Input and Interaction 85****3.1 Interaction 85****3.2 Input Devices 87**

- 3.2.1 Physical Input Devices 87
- 3.2.2 Logical Devices 90
- 3.2.3 Measure and Trigger 91
- 3.2.4 Input Modes 92

3.3 Clients and Servers 94

3.4 Display Lists 95

- 3.4.1 Definition and Execution of Display Lists 97
- 3.4.2 Text and Display Lists 99
- 3.4.3 Fonts in GLUT 102

3.5 Programming Event-Driven Input 103

- 3.5.1 Using the Pointing Device 103
- 3.5.2 Window Events 106
- 3.5.3 Keyboard Events 108
- 3.5.4 The Display and Idle Callbacks 108
- 3.5.5 Window Management 109

3.6 Menus 109**3.7 Picking 111****3.8 A Simple Paint Program 112****3.9 Animating Interactive Programs 118**

- 3.9.1 The Rotating Square 118
- 3.9.2 Double Buffering 120
- 3.9.3 Other Buffering Problems 121

3.10 Design of Interactive Programs 122

- 3.10.1 Toolkits, Widgets, and the Frame Buffer 123

3.11 Summary 124**3.12 Suggested Readings 125****Exercises 126****Chapter 4****Geometric Objects and Transformations 129****4.1 Scalars, Points, and Vectors 130**

- 4.1.1 The Geometric View 130
- 4.1.2 The Mathematical View: Vector and Affine Spaces 131
- 4.1.3 The Computer-Science View 132
- 4.1.4 Geometric ADTs 133
- 4.1.5 Lines 134
- 4.1.6 Affine Sums 135
- 4.1.7 Convexity 135

4.1.8	Dot and Cross Products	136
4.1.9	Planes	137
4.2	Three-Dimensional Primitives	138
4.3	Coordinate Systems and Frames	139
4.3.1	Changes of Coordinate Systems	141
4.3.2	Example of Change of Representation	144
4.3.3	Homogeneous Coordinates	145
4.3.4	Example of Change in Frames	148
4.3.5	Frames and ADTs	149
4.3.6	Frames in OpenGL	151
4.4	Modeling a Colored Cube	152
4.4.1	Modeling of a Cube	153
4.4.2	Inward- and Outward-Pointing Faces	154
4.4.3	Data Structures for Object Representation	155
4.4.4	The Color Cube	156
4.4.5	Bilinear Interpolation	157
4.4.6	Vertex Arrays	158
4.5	Affine Transformations	160
4.6	Rotation, Translation, and Scaling	163
4.6.1	Translation	163
4.6.2	Rotation	164
4.6.3	Scaling	166
4.7	Transformations in Homogeneous Coordinates	166
4.7.1	Translation	167
4.7.2	Scaling	168
4.7.3	Rotation	168
4.7.4	Shear	170
4.8	Concatenation of Transformations	171
4.8.1	Rotation About a Fixed Point	172
4.8.2	General Rotation	173
4.8.3	The Instance Transformation	174
4.8.4	Rotation About an Arbitrary Axis	175
4.9	OpenGL Transformation Matrices	178
4.9.1	The Current Transformation Matrix	179
4.9.2	Rotation, Translation, and Scaling	180
4.9.3	Rotation About a Fixed Point in OpenGL	180

- 4.9.4 Order of Transformations 181
- 4.9.5 Spinning of the Cube 182
- 4.9.6 Loading, Pushing, and Popping Matrices 183
- 4.10 Interfaces to Three-Dimensional Applications 184**
 - 4.10.1 Using Areas of the Screen 184
 - 4.10.2 A Virtual Trackball 185
 - 4.10.3 Smooth Rotations 187
- 4.11 Summary 188**
- 4.12 Suggested Readings 189**
 - Exercises 189**

Chapter 5

Viewing 193

- 5.1 Classical and Computer Viewing 194**
 - 5.1.1 Classical Viewing 195
 - 5.1.2 Orthographic Projections 196
 - 5.1.3 Axonometric Projections 197
 - 5.1.4 Oblique Projections 198
 - 5.1.5 Perspective Viewing 199
- 5.2 Positioning of the Camera 201**
 - 5.2.1 Positioning of the Camera Frame 201
 - 5.2.2 Two Viewing APIs 206
 - 5.2.3 The Look-At Function 209
 - 5.2.4 Other Viewing APIs 209
- 5.3 Simple Projections 210**
 - 5.3.1 Perspective Projections 211
 - 5.3.2 Orthogonal Projections 214
- 5.4 Projections in OpenGL 214**
 - 5.4.1 Perspective in OpenGL 215
 - 5.4.2 Parallel Viewing in OpenGL 217
- 5.5 Hidden-Surface Removal 218**
- 5.6 Walking Through a Scene 219**

5.7	Parallel-Projection Matrices	221
5.7.1	Projection Normalization	221
5.7.2	Orthogonal-Projection Matrices	222
5.7.3	Oblique Projections	225
5.8	Perspective-Projection Matrices	228
5.8.1	Perspective Normalization	228
5.8.2	OpenGL Perspective Transformations	231
5.9	Projections and Shadows	233
5.10	Summary	236
5.11	Suggested Readings	237
	Exercises	237

Chapter 6

Shading 239

6.1	Light and Matter	240
6.2	Light Sources	243
6.2.1	Color Sources	244
6.2.2	Ambient Light	244
6.2.3	Point Sources	245
6.2.4	Spotlights	246
6.2.5	Distant Light Sources	246
6.3	The Phong Reflection Model	247
6.3.1	Ambient Reflection	249
6.3.2	Diffuse Reflection	249
6.3.3	Specular Reflection	250
6.4	Computation of Vectors	252
6.4.1	Normal Vectors	253
6.4.2	Angle of Reflection	255
6.4.3	Use of the Halfway Vector	256
6.4.4	Transmitted Light	257
6.5	Polygonal Shading	258
6.5.1	Flat Shading	258

6.5.2	Interpolative and Gouraud Shading	260
6.5.3	Phong Shading	262
6.6	Approximation of a Sphere by Recursive Subdivision	263
6.7	Light Sources in OpenGL	266
6.8	Specification of Materials in OpenGL	268
6.9	Shading of the Sphere Model	269
6.10	Global Rendering	271
6.10.1	Ray Tracing	271
6.10.2	Radiosity	275
6.11	Summary	276
6.12	Suggested Readings	277
	Exercises	278

Chapter 7

Implementation of a Renderer 281

7.1	Four Major Tasks	282
7.1.1	Modeling	282
7.1.2	Geometric Processing	282
7.1.3	Rasterization	283
7.1.4	Display	283
7.1.5	Basic Implementation Strategies	284
7.2	Implementation of Transformations	285
7.3	Line-Segment Clipping	287
7.3.1	Cohen–Sutherland Clipping	288
7.3.2	Liang–Barsky Clipping	290
7.4	Polygon Clipping	292
7.5	Clipping of Other Primitives	295
7.5.1	Bounding Boxes	295
7.5.2	Curves, Surfaces, and Text	296
7.5.3	Clipping in the Frame Buffer	297

7.6	Clipping in Three Dimensions	297
7.7	Hidden-Surface Removal	300
7.7.1	Object-Space and Image-Space Approaches	301
7.7.2	Back-Face Removal	302
7.7.3	The z-Buffer Algorithm	303
7.7.4	Depth Sort and the Painter's Algorithm	306
7.7.5	The Scan-Line Algorithm	308
7.8	Scan Conversion	309
7.9	Bresenham's Algorithm	311
7.10	Scan Conversion of Polygons	313
7.10.1	Inside-Outside Testing	314
7.10.2	OpenGL and Concave Polygons	315
7.10.3	Scan Conversion with the z-Buffer	316
7.10.4	Fill and Sort	317
7.10.5	Flood Fill	318
7.10.6	Scan-Line Algorithms	318
7.10.7	Singularities	320
7.11	Antialiasing	320
7.12	Display Considerations	322
7.12.1	Color Systems	323
7.12.2	Gamma Correction	326
7.12.3	Dithering and Halftoning	327
7.13	Summary	327
7.14	References	328
	Exercises	329

Chapter 8

Hierarchical and Object-Oriented Graphics 333

8.1	Symbols and Instances	334
8.2	Hierarchical Models	335
8.3	A Robot Arm	337

8.4 Trees and Traversal 340

8.4.1 A Stack-Based Traversal 341

8.5 Use of Tree Data Structures 344**8.6 Animation 347****8.7 Graphical Objects 349**

8.7.1 Methods, Attributes, and Messages 350

8.7.2 A Cube Object 351

8.7.3 Objects and Hierarchy 353

8.7.4 Geometric Objects 354

8.8 Scene Graphs 355**8.9 Other Tree Structures 357**

8.9.1 CSG Trees 357

8.9.2 BSP Trees 359

8.9.3 Quadtrees and Octrees 362

8.10 Graphics and the Web 363

8.10.1 Networks and Protocols 363

8.10.2 Hypermedia and HTML 364

8.10.3 Databases and VRML 365

8.10.4 JAVA and Applets 366

8.11 Summary 367**8.12 Suggested Readings 368****Exercises 368****Chapter 9****Discrete Techniques 371****9.1 Buffers and Mappings 372****9.2 Texture Mapping 373**

9.2.1 Two-Dimensional Texture Mapping 374

9.2.2 Texture Mapping in OpenGL 379

9.2.3 Texture Generation 384

9.3 Environmental Maps 385

- 9.4 Bump Maps 386**
- 9.5 Writes into Buffers 388**
 - 9.5.1 Writing Modes 389
 - 9.5.2 Writes with XOR 390
- 9.6 Bit and Pixel Operations in OpenGL 391**
 - 9.6.1 OpenGL Buffers 392
 - 9.6.2 Use of Bitmaps for Fonts 393
 - 9.6.3 Pixels and Images 395
 - 9.6.4 Lookup Tables 395
 - 9.6.5 Buffers for Picking 396
- 9.7 Compositing Techniques 397**
 - 9.7.1 Opacity and Blending 397
 - 9.7.2 Image Compositing 399
 - 9.7.3 Blending and Compositing in OpenGL 399
 - 9.7.4 Antialiasing 400
 - 9.7.5 Back-to-Front and Front-to-Back Rendering 402
 - 9.7.6 Depth Cueing and Fog 403
- 9.8 Use of the Accumulation Buffer 404**
- 9.9 Sampling and Aliasing 407**
 - 9.9.1 Sampling Theory 407
 - 9.9.2 Reconstruction 412
 - 9.9.3 Quantization 414
- 9.10 Summary 414**
- 9.11 Suggested Readings 415**
 - Exercises 416**

Chapter 10

Curves and Surfaces 417

- 10.1 Representation of Curves and Surfaces 417**
 - 10.1.1 Explicit Representation 418
 - 10.1.2 Implicit Representations 419
 - 10.1.3 Parametric Form 420
 - 10.1.4 Parametric Polynomial Curves 421
 - 10.1.5 Parametric Polynomial Surfaces 422

10.2	Design Criteria	422
10.3	Parametric Cubic Polynomial Curves	424
10.4	Interpolation	425
10.4.1	Blending Functions	426
10.4.2	The Cubic Interpolating Patch	428
10.5	Hermite Curves and Surfaces	430
10.5.1	The Hermite Form	430
10.5.2	Geometric and Parametric Continuity	432
10.6	Bezier Curves and Surfaces	433
10.6.1	Bezier Curves	434
10.6.2	Bezier Surface Patches	436
10.7	Cubic B-Splines	437
10.7.1	The Cubic B-Spline Curve	437
10.7.2	B-Splines and Basis	440
10.7.3	Spline Surfaces	441
10.8	General B-Splines	442
10.8.1	Recursively Defined B-splines	443
10.8.2	Uniform Splines	444
10.8.3	Nonuniform B-Splines	444
10.8.4	NURBS	445
10.9	Rendering of Curves and Surfaces	446
10.9.1	Polynomial Evaluation Methods	446
10.9.2	Recursive Subdivision of Bezier Polynomials	448
10.9.3	Rendering of Other Polynomial Curves by Subdivision	450
10.9.4	Subdivision of Bezier Surfaces	451
10.10	The Utah Teapot	453
10.11	Algebraic Surfaces	455
10.11.1	Quadrics	455
10.11.2	Rendering of Surfaces by Ray Casting	456
10.12	Curves and Surfaces in OpenGL	456
10.12.1	Bezier Curves	457
10.12.2	Bezier Surfaces	458
10.12.3	Displaying the Teapot	459
10.12.4	NURBS Functions	461

10.12.5 Quadrics 462

10.13 Summary 462

10.14 References 463

Exercises 463

Chapter 11

Procedural Methods 465

11.1 Reasons for Using Procedural Models 465

11.2 Physically Based Models and Particle Systems 467

11.3 Newtonian Particles 468

11.3.1 Independent Particles 470

11.3.2 Spring Forces 471

11.3.3 Attractive and Repulsive Forces 472

11.4 Solving Particle Systems 473

11.5 Constraints 476

11.5.1 Collisions 477

11.5.2 Particles Inside a Sphere 479

11.5.3 Soft Constraints 481

11.6 Language-Based Models 482

11.7 Recursive Methods and Fractals 484

11.7.1 Rulers and Length 485

11.7.2 Fractal Dimension 486

11.7.3 Midpoint Division and Brownian Motion 487

11.7.4 Fractal Mountains 488

11.8 The Mandelbrot Set 490

11.9 Summary 493

11.10 Suggested Readings 493

Exercises 493

Chapter 12

Visualization 495

12.1 Data + Geometry 495

12.2 Height Fields and Contours 496

12.2.1 Meshes 497

12.2.2 Contour Plots 500

12.2.3 Marching Squares 500

12.3 Visualizing Surfaces and Scalar Fields 508

12.3.1 Volumetric Data Sets 509

12.3.2 Visualization of Implicit Functions 510

12.4 Isosurfaces and Marching Cubes 512

12.5 Direct Volume Rendering 514

12.5.1 Assignment of Color and Opacity 515

12.5.2 Splatting 516

12.5.3 Volume Ray Tracing 518

12.5.4 Texture Mapping of Volumes 519

12.6 Vector-Field Visualization 520

12.6.1 Hedgehogs 520

12.6.2 Glyphs 521

12.6.3 Color 522

12.6.4 Particle Traces and Streamlines 523

12.7 Tensor Visualization 525

12.8 Summary 527

12.9 Suggested Readings 527

Exercises 528

Appendix A

Sample Programs 529

A.1 Sierpinski Gasket Program 530

A.2 Recursive Generation of Sierpinski Gasket 532

A.3 Three-Dimensional Sierpinski Gasket 534

- A.4 Recursive Three-Dimensional Sierpinski Gasket 536**
- A.5 Square Drawing Program 538**
- A.6 Paint Program 541**
- A.7 Double Buffering Example 549**
- A.8 Rotating-Cube Program 551**
- A.9 Rotating Cube Using Vertex Arrays 554**
- A.10 Rotating Cube with Trackball 557**
- A.11 Moving Viewer 562**
- A.12 Sphere Program 565**

Appendix B Spaces 571

- B.1 Scalars 571**
- B.2 Vector Spaces 572**
- B.3 Affine Spaces 574**
- B.4 Euclidean Spaces 576**
- B.5 Projections 577**
- B.6 Gram–Schmidt Orthogonalization 577**
- B.7 Suggested Readings 578**
 - Exercises 579**

Appendix C Matrices 581

- C.1 Definitions 581**
- C.2 Matrix Operations 582**
- C.3 Row and Column Matrices 584**

C.4	Rank	585
C.5	Change of Representation	586
C.6	The Cross Product	587
C.7	Suggested Readings	588
	Exercises	588

References 591

Function Index 599

Index 601