# Generalized Bump-mapping with Surface Local Coordinates



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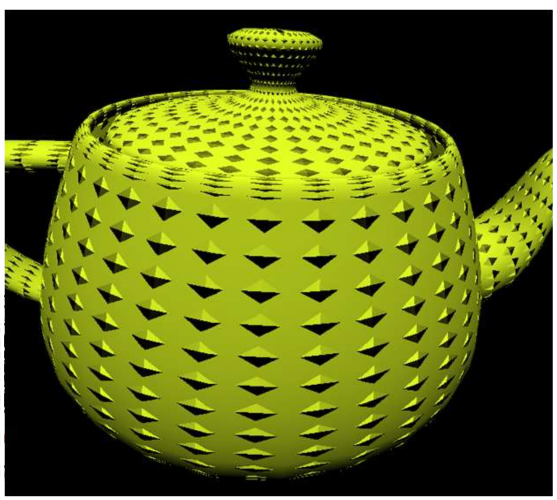
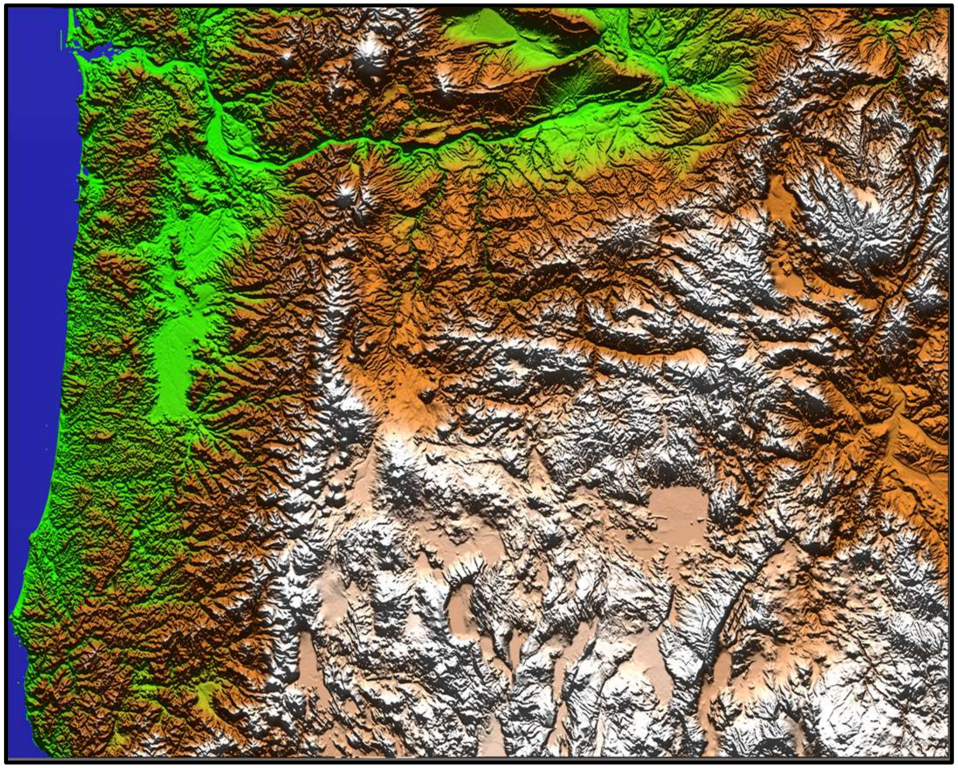
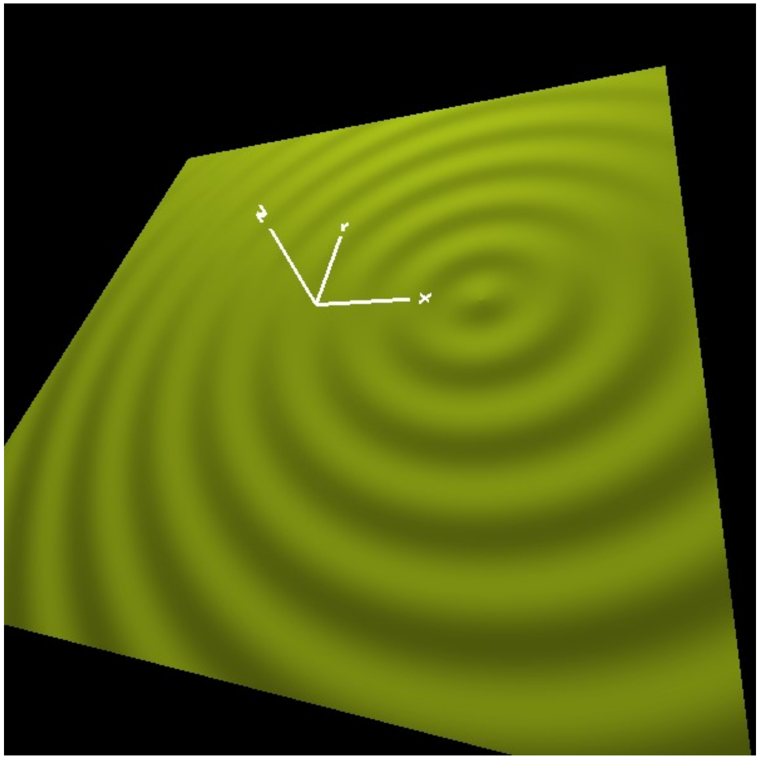


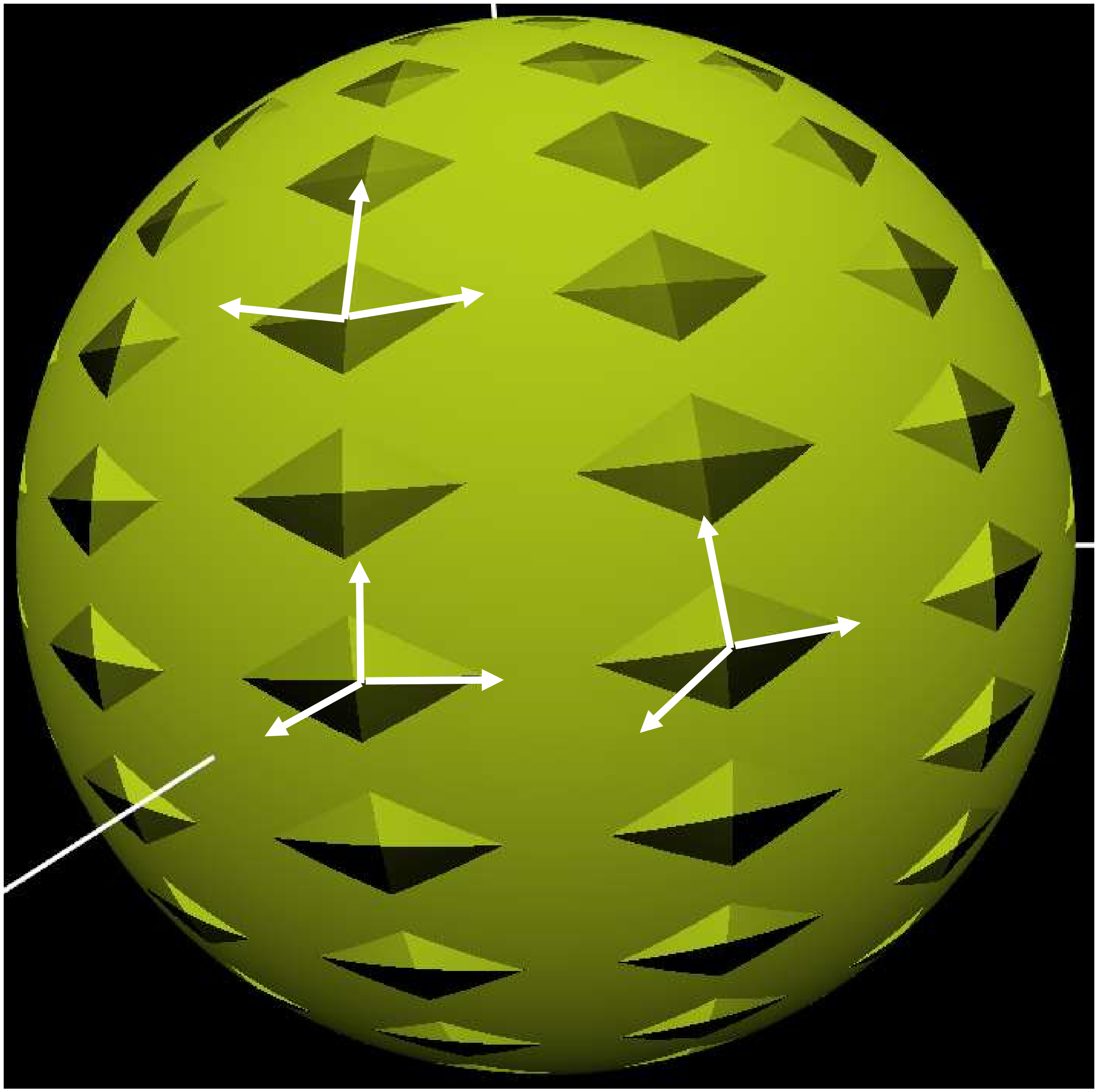
# The Most Straightforward Types of Bump-Mapping are Height Fields
## *Why?*





Height Field bump-mapping is straightforward because the underlying coordinate system is constant. Each fragment's Z points up, each fragment's X points right, etc. Thus, the tangent vectors always involve $\frac{dz}{dx}$ and $\frac{dz}{dy}$.

# What if that is not the case? Here, the coordinate system is constantly changing, depending on where you are on the sphere



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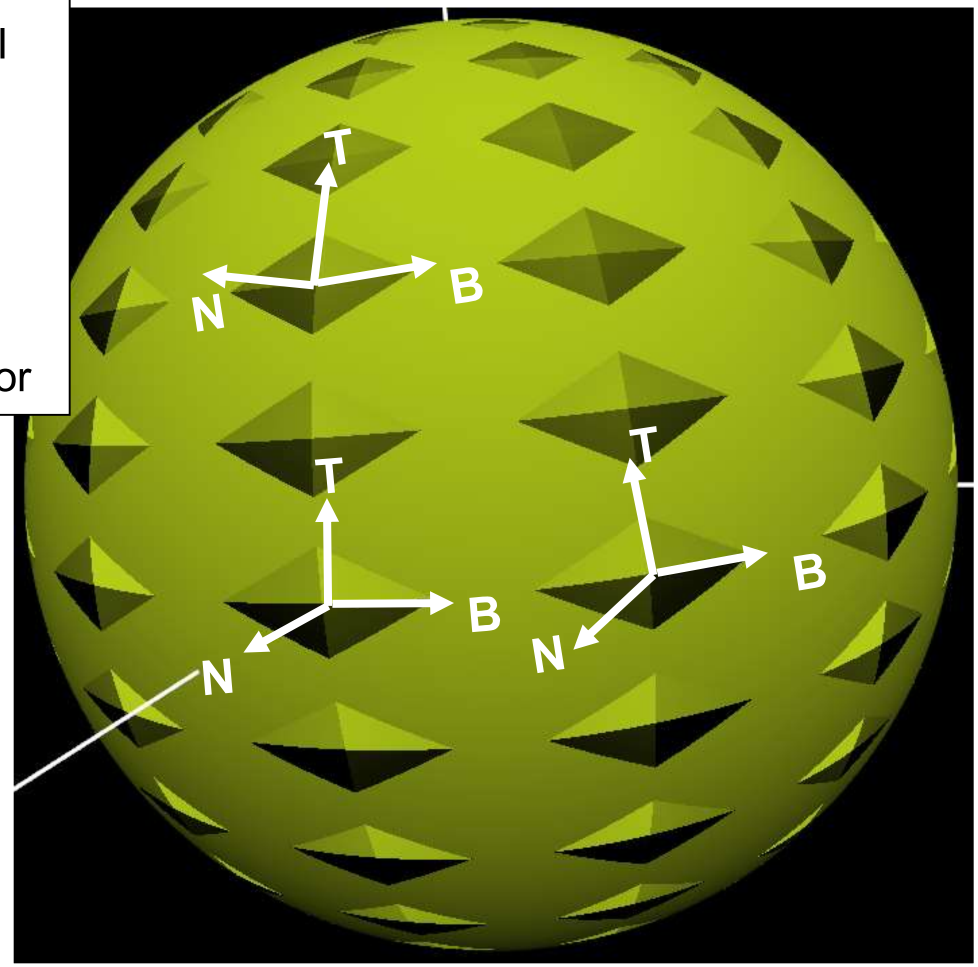
# This is referred to as *Surface Local Coordinates*

To call these moving axes X-Y-Z would be confusing. Rather than X-Y-Z, Surface Local Coordinates are **B-T-N**:

- N is the surface Normal vector, which we usually know already
- T is a Tangent vector
- B is the Bitangent, the other tangent vector



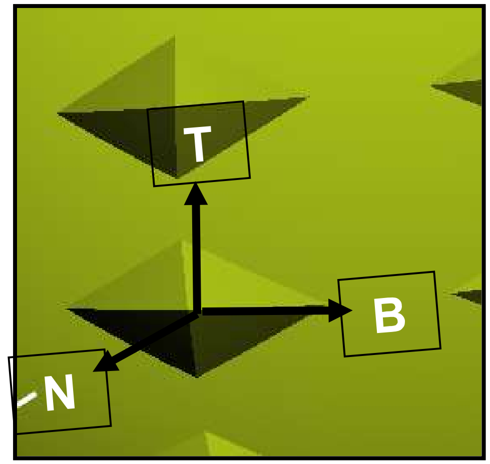

We will assume that we know the Normal everywhere because of how the shape was modeled. Now, how do we find T and B? And, how do we convert these to X-Y-Z?

# Generalized Bump Mapping: A Problem

The problem is that we need to do lighting, but the lighting needs to be done in X-Y-Z, *but* the bump information is in B-T-N!

We need to:

1. Figure out how to determine T and B, and,
2. Figure out how to convert B-T-N coordinates to X-Y-Z for lighting



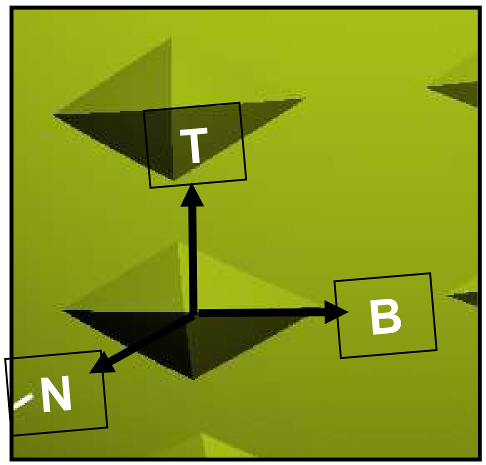

We will refer to the coordinates in the B-T-N system as **(b,t,n)**.

# Bump Mapping:
# Establishing the Surface Local Coordinate System

We need a second piece of information: Pick a general rule, e.g., **"Tangent ≈ up (0.,1.,0.)"**
We then have two choices:

**a.** Use two cross-products to correctly orthogonalize it wrt the Normal

**b.** Use the Gram-Schmidt rule to correctly orthogonalize it wrt the Normal




```
// the vectors B-T-N form an X-Y-Z-looking
// right handed coordinate system:

vec3 N = normalize( gl_NormalMatrix * gl_Normal );
vec3 Tg, T;                  // Tguess and corrected T
vec3 B;

#define CROSS_PRODUCT_METHOD

#ifdef CROSS_PRODUCT_METHOD
Tg = vec3( 0.,1.,0.);                  // guess at T
B = normalize( cross(Tg,N) );   // correct B
T = normalize( cross(N,B) );    // corrected T
#endif

#ifdef GRAM_SCHMIDT_METHOD
Tg = vec3( 0.,1.,0.);                  // guess at T
float d = dot( Tg, N );
T = normalize( Tg - d*N );          // corrected T
B = normalize( cross(T,N) );     // correct B
#endif
```

# Cross Product Orthogonalization

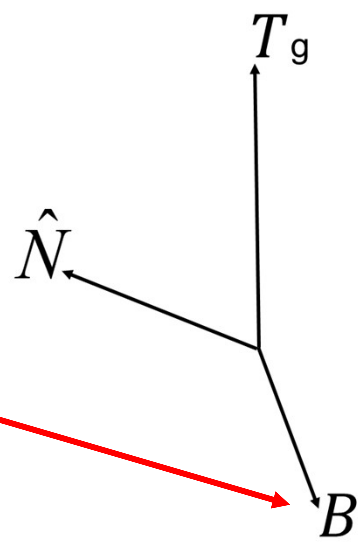
```
vec3 Tg = vec3( 0.,1.,0.);   // initial guess
vec3  B = normalize(cross(Tg,N) );
vec3  T = normalize(cross(N,B) );
```

**1**

Given that **N** is correct, how do we change $\mathbf{T_g}$ to be exactly perpendicular to **N** ?

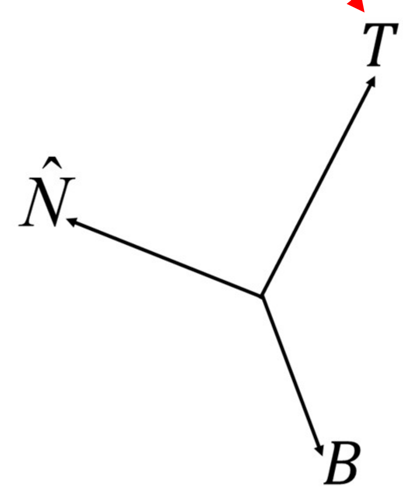
**2**

Take the cross product of $T_g$ and N to get a B vector that is perpendicular to both




**3**

Take the cross product of N and B to get a T vector that is perpendicular to both

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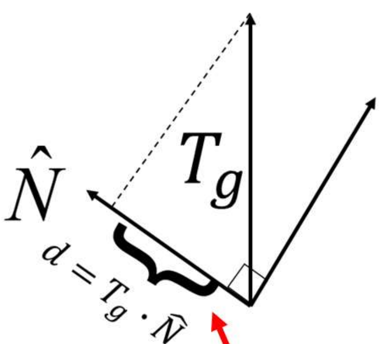
# Gram-Schmidt Orthogonalization

```
vec3 Tg = vec3( 0.,1.,0.);   // initial guess
float d = dot( Tg, N );
vec3 T = normalize( Tg - d*N );
vec3 B = normalize(cross(T,N) );
```

**1**

Given that **N** is correct, how do we change $\mathbf{T_g}$ to be exactly perpendicular to **N**?

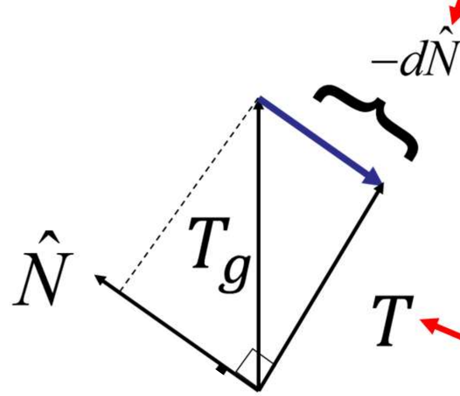



**2**

How much of $\mathbf{T_g}$ is in the same direction as **N**?

**3**

How much of $\mathbf{T_g}$ do we need to get rid of so that *none* of it is in the same direction as **N**?




**4**

The resulting **T** is perpendicular to **N**

$$T = T_g - d\hat{N} = T_g - (T_g \cdot \hat{N})\hat{N}$$

## Converting from X-Y-Z to b-t-n:

$$\begin{Bmatrix} b \\ t \\ n \end{Bmatrix} = \begin{bmatrix} B_x & B_y & B_z \\ T_x & T_y & T_z \\ N_x & N_y & N_z \end{bmatrix} \begin{Bmatrix} x \\ y \\ z \end{Bmatrix}$$

## Converting from b-t-n to X-Y-Z:

$$\begin{Bmatrix} x \\ y \\ z \end{Bmatrix} = \begin{bmatrix} B_x & T_x & N_x \\ B_y & T_y & N_y \\ B_z & T_z & N_z \end{bmatrix} \begin{Bmatrix} b \\ t \\ n \end{Bmatrix}$$

I prefer to use the second one so we can do lighting in X-Y-Z like we are used to doing.

# Generalized Bump Mapping: Establishing the Surface Local Coordinate System

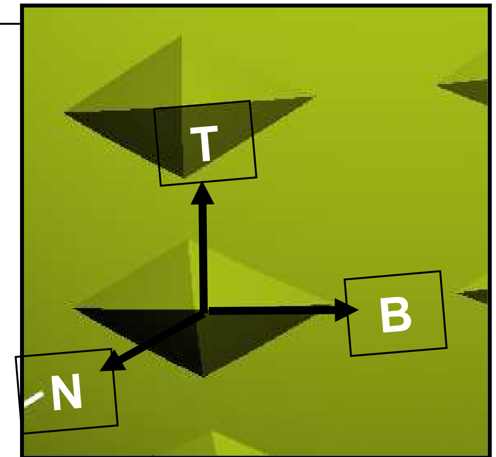
**Vertex shader:**

```
#version 330 compatibility
uniform vec3 uLightPosition;

out vec2   vST;                            // texture coords
out  vec3  vN;                 // normal vector
out  vec3  vL;                 // vector from point to light
out  vec3  vE;                 // vector from point to eye
out vec3  vBTNx, vBTNy, vBTNz;

void
main( )
{
          vN = normalize( gl_NormalMatrix * gl_Normal );          // normal vector
          vec3 Tg = vec3( 0.,1.,0.);     // guess
          vec3 B = normalize( cross(Tg,vN) );
          vec3 T = normalize( cross(vN,B) );

          // produce the transformation from Surface coords to Eye coords:

          vBTNx = vec3( B.x, T.x, vN.x );
          vBTNy = vec3( B.y, T.y, vN.y );
          vBTNz = vec3( B.z, T.z, vN.z );
          vST = gl_MultiTexCoord0.st;

          vec4 ECposition = gl_ModelViewMatrix * gl_Vertex;       // eye coordinate position
          vL = uLightPosition    - ECposition.xyz;                 // vector from the point to the light position
          vE = vec3( 0., 0., 0. ) - ECposition.xyz;                // vector from the point to the eye position
          gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

$$\begin{Bmatrix} x \\ y \\ z \end{Bmatrix} = \begin{bmatrix} B_x & T_x & N_x \\ B_y & T_y & N_y \\ B_z & T_z & N_z \end{bmatrix} \begin{Bmatrix} b \\ t \\ n \end{Bmatrix}$$

# Generalized Bump Mapping: Using the s-t-h to X-Y-Z Transform

**Fragment shader:**



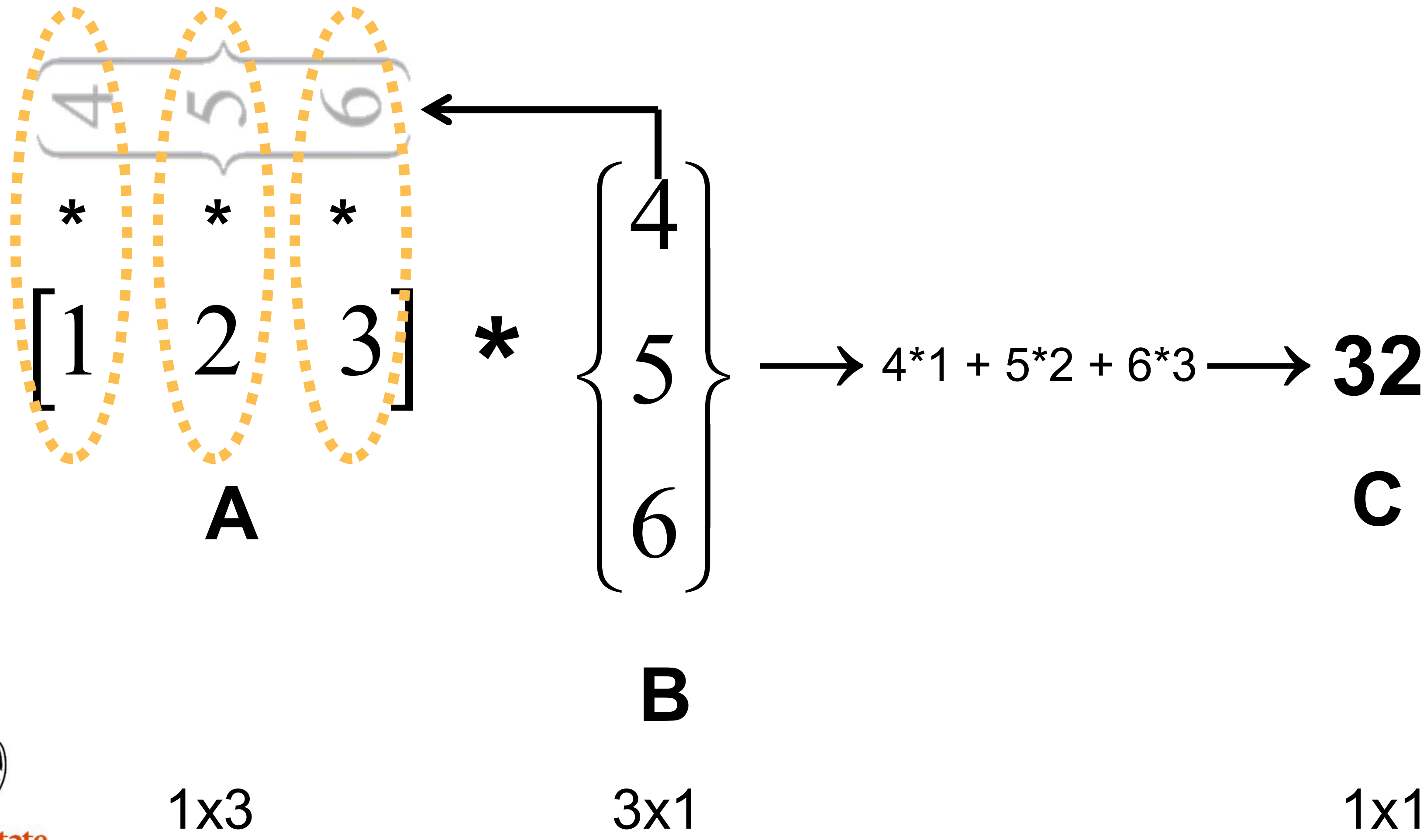

```
#version 330 compatibility
uniform vec3  uColor;
uniform vec3  uSpecularColor;
uniform float   uKa, uKd, uKs;          // coefficients of each type of lighting
uniform float   uShininess;             // specular exponent
uniform float   uBumpDensity;           // density of bumps

in vec2   vST;                          // texture cords
in  vec3  vN;                           // normal vector
in  vec3  vL;                           // vector from point to light
in  vec3  vE;                           // vector from point to eye
in vec3  vBTNx, vBTNy, vBTNz;


vec3
ToXyz(  vec3 btn  )
{
        btn = normalize( btn );

        vec3 xyz;
        xyz.x = dot( vBTNx, btn );
        xyz.y = dot( vBTNy, btn );
        xyz.z = dot( vBTNz, btn );

        return  normalize( xyz );
}

. . .
```

$$\begin{Bmatrix} x \\ y \\ z \end{Bmatrix} = \begin{bmatrix} B_x & T_x & N_x \\ B_y & T_y & N_y \\ B_z & T_z & N_z \end{bmatrix} \begin{Bmatrix} b \\ t \\ n \end{Bmatrix}$$

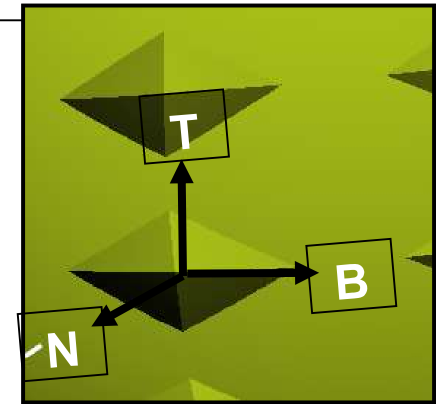
Look at this closely.  It is actually a matrix-multiply!

## Matrix Multiplication is Really Row-by-Row Dot Products

The basic operation of matrix multiplication is to pair-wise multiply a single row by a single column



# Generalized Bump Mapping: Using the Surface Local Transform, I




```
. . .

void
main( )
{
        vec3 Normal = normalize(vN);
        vec3 Light    = normalize(vL);
        vec3 Eye      = normalize(vE);
         vec3 myColor = uColor;                    // default color

        // locate the bumps based on (s,t):
        float Swidth  = (1.-0.) / uBumpDensity;        // s distance between bumps
        float Theight = (1.-0.) / uBumpDensity;        // t distance between bumps
        float numInS = int( vST.s /  Swidth );         // which "checker" square we are in
        float numInT = int( vST.t  /  Theight );       // which "checker" square we are in

        vec2 center;
        center.s = numInS * Swidth   +   Swidth/2.;   // center of that bump checker
        center.t  = numInT * Theight  +   Theight/2.;  // center of that bump checker
        vec2 st = vST -  center;                        // st is now wrt the center of the bump

        float theta = atan( st.t, st.s );
        . . .
```

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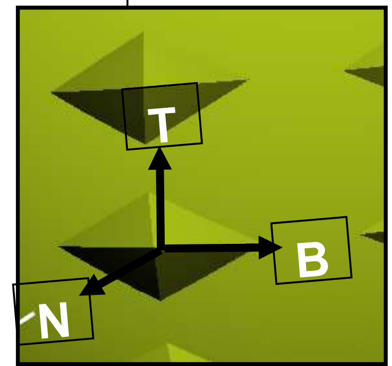
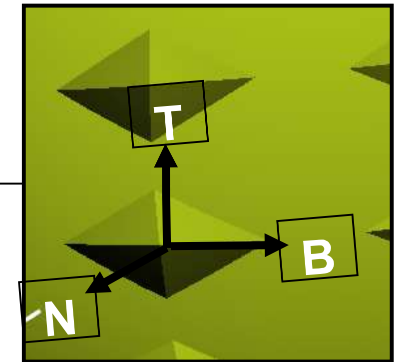
# Generalized Bump Mapping: Using the Surface Local Transform, II



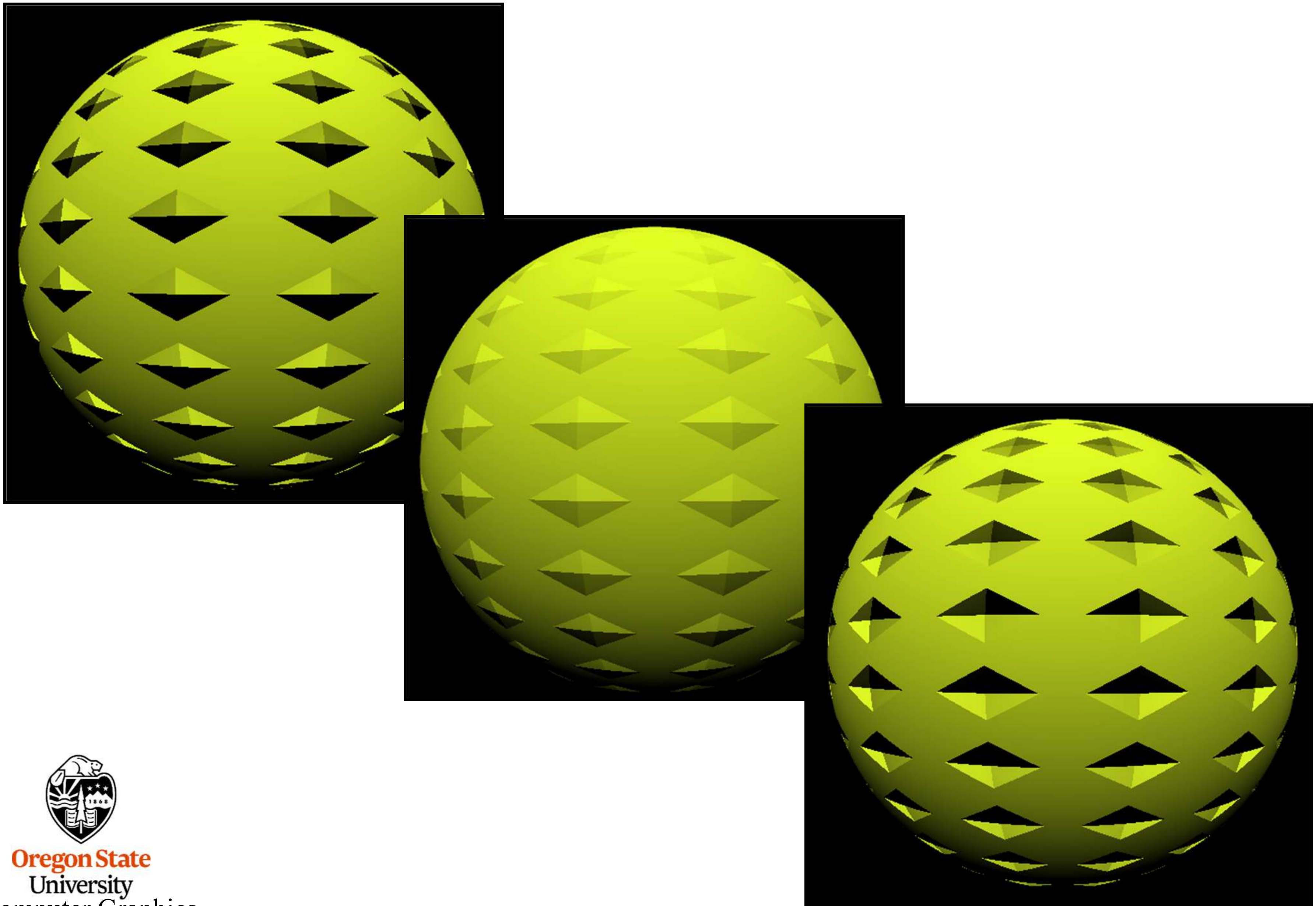

```
. . .
vec3 normal = ToXyz(  Normal)  );  // un-bumped normal

if( abs(stp.s) > Swidth/4.  ||  abs(stp.t) > Theight/4. )
{
        normal = ToXyz( vec3( 0., 0., 1. ) );
}
else
{
        if( PI/4. <= theta  &&  theta <= 3.*PI/4. )
        {
                normal = ToXyz(  vec3( 0., Height, Theight/4. )  );
        }
        else if( -PI/4. <= theta  &&  theta <= PI/4. )
        {
                normal = ToXyz(  vec3( Height, 0., Swidth/4. )  );
        }
        else if( -3.*PI/4. <= theta  &&  theta <= -PI/4. )
        {
                normal = ToXyz(  vec3( 0., -Height, Theight/4. )  );
        }
        else if( theta >= 3.*PI/4.  ||  theta <= -3.*PI/4. )
        {
                normal = ToXyz(  vec3( -Height, 0., Swidth/4. )  );
        }
}

. . .
```

# Generalized Bump Mapping:  Using the Surface Local Transform, III

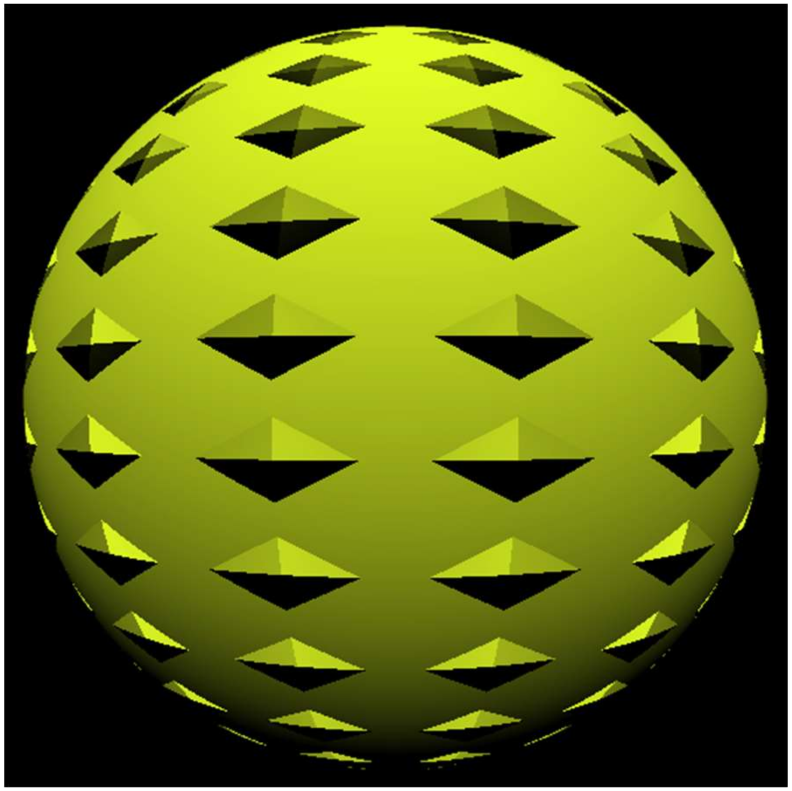


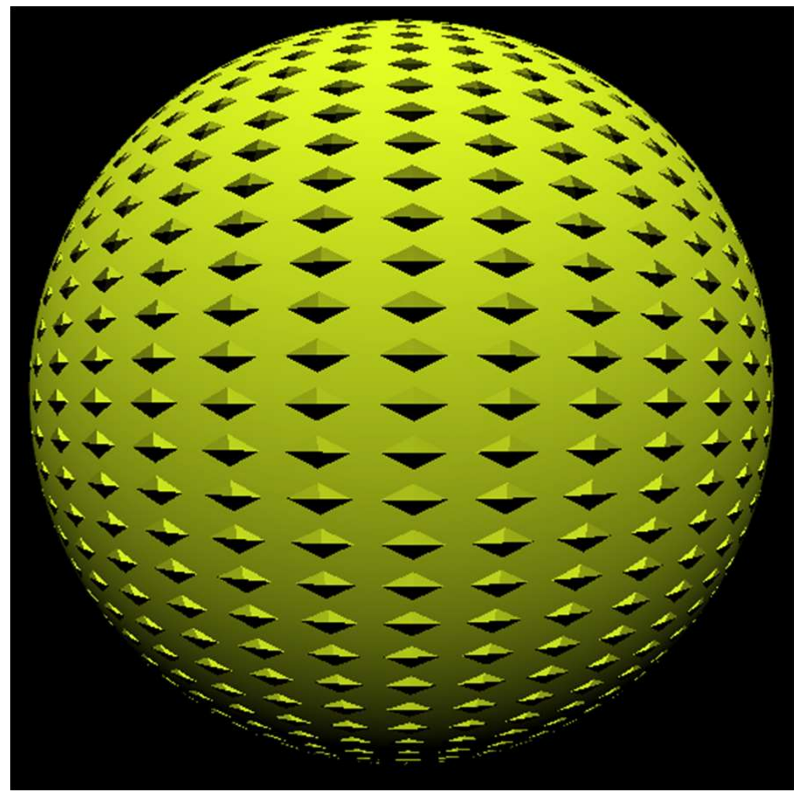

```
            . . .

            vec3 ambient = uKa * myColor;
            float d = 0.;
            float s = 0.
            if( dot(normal,Light) > 0. // only do specular if the light can see the point
            {
                d = dot(normal,Light);
                vec3 R = normalize(  reflect( -Light, normal )  );          // reflection vector
                s = pow(  max( dot(Eye,R), 0. ),  uShininess );
            }
            vec3 diffuse    = uKd * d * myColor;
            vec3 specular = uKs * s * uSpecularColor;
            gl_FragColor = vec4( ambient + diffuse + specular,  1. );
}
```

# Changing the Bump Height

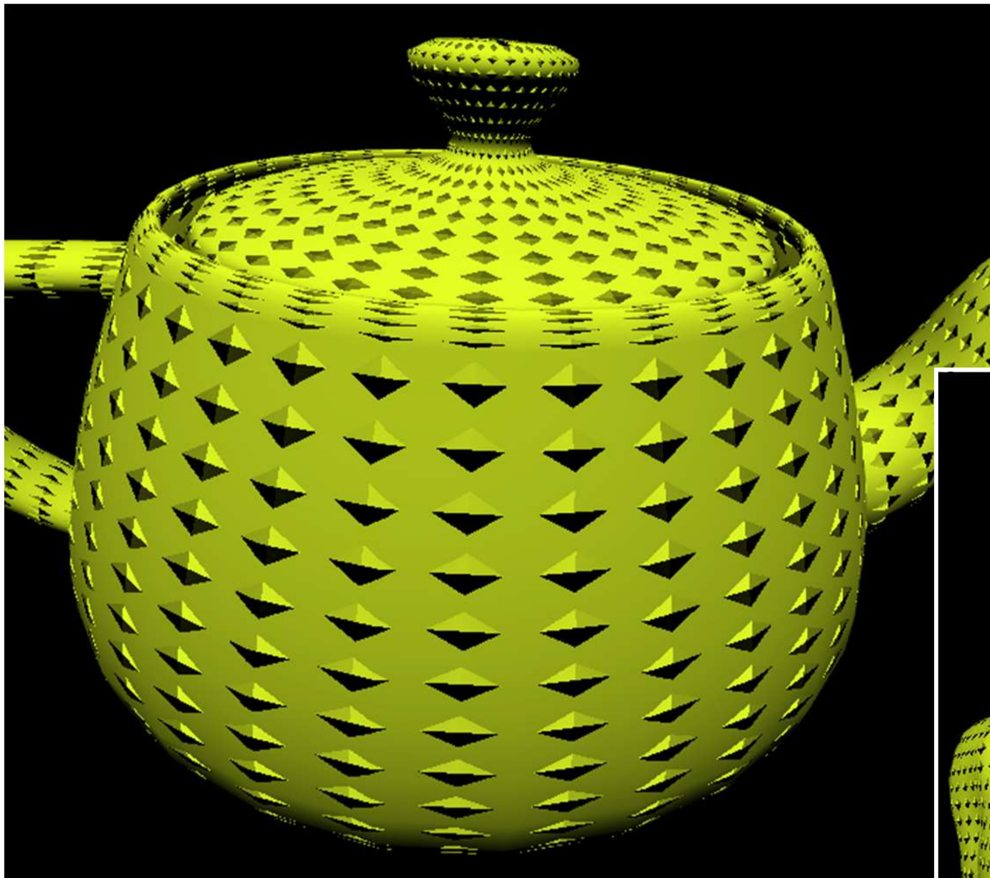


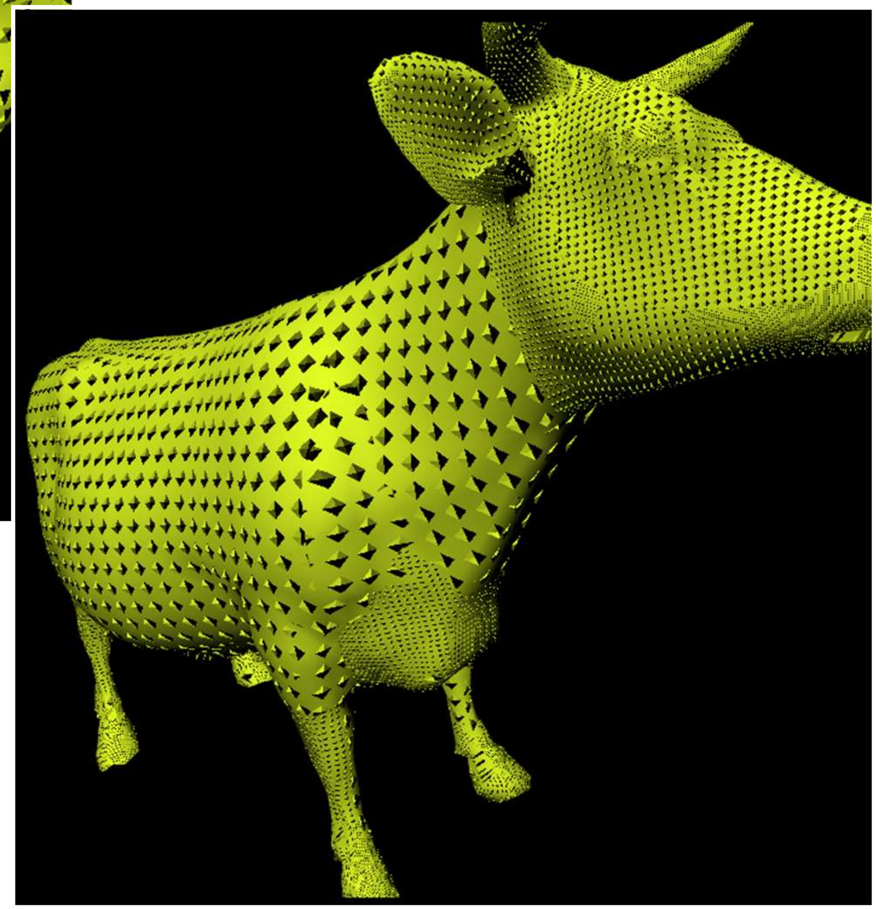
# Changing the Bump Density





# Different Objects





Cow Pox? :-)

## Combining Bump and Cube Mapping: A Good Reason to Work in X-Y-Z instead of B-T-N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# Combining Bump and Cube Mapping: A Good Reason to Work in X-Y-Z instead of B-T-N