Why Do We Care About Lighting?

Lighting “dis-ambiguates” 3D scenes

Without lighting

With lighting
A surface normal is a vector perpendicular to the surface.

Sometimes surface normals are defined or computed **per-face**:

\[ n = ( P_1 - P_0 ) \times ( P_2 - P_0 ) \]

Sometimes they are defined **per-vertex** to best approximate the underlying surface that the face is representing.
Setting a Surface Normal in OpenGL

```c
glMatrixMode( GL_MODELVIEW );

glTranslatef( tx, ty, tz );
glRotatef( degrees, ax, ay, az );
glScalef( sx, sy, sz );

// Per-face

glNormal3f( nx, ny, nz );

glColor3f( r, g, b );
glBegin( GL_TRIANGLES );
   glVertex3f( x0, y0, z0 );
   glVertex3f( x1, y1, z1 );
   glVertex3f( x2, y2, z2 );
glEnd( );
```
Setting a Surface Normal in OpenGL

```c
glMatrixMode( GL_MODELVIEW );

glTranslatef( tx, ty, tz );
glRotatef( degrees, ax, ay, az );
glScalef( sx, sy, sz );

setColor3f( r, g, b );
glBegin(GL_TRIANGLES);
    glNormal3f( nx0, ny0, nz0 );
glVertex3f( x0, y0, z0 );
    glNormal3f( nx1, ny1, nz1 );
glVertex3f( x1, y1, z1 );
    glNormal3f( nx2, ny2, nz2 );
glVertex3f( x2, y2, z2 );
glEnd();
```

Per-vertex

Oregon State University
Computer Graphics
glMatrixMode( GL_MODELVIEW );
glTranslatef( tx, ty, tz );
glRotatef( degrees, ax, ay, az );
glScalef( sx, sy, sz );

glShadeModel( GL_FLAT );
glNormal3f( nx, ny, nz );

glColor3f( r, g, b );
glBegin(GL_TRIANGLES );
    glVertex3f( x0, y0, z0 );
    glVertex3f( x1, y1, z1 );
    glVertex3f( x2, y2, z2 );
glEnd( );
Smooth Shading (Per-vertex)

```c
glMatrixMode( GL_MODELVIEW );

glTranslatef( tx, ty, tz );
glRotatef( degrees, ax, ay, az );
glScalef( sx, sy, sz );

glShadeModel( GL_SMOOTH );

glColor3f( r, g, b );
glBegin(GL_TRIANGLES );
  glNormal3f( nx0, ny0, nz0 );
glVertex3f( x0, y0, z0 );
glNormal3f( nx1, ny1, nz1 );
glVertex3f( x1, y1, z1 );
glNormal3f( nx2, ny2, nz2 );
glVertex3f( x2, y2, z2 );

glEnd( );
```
OpenGL Surface Normals Need to be Unitized by Someone

```c
glTranslatef( tx, ty, tz );
glRotatef( degrees, ax, ay, az );
glScalef( sx, sy, sz );

glNormal3f( nx, ny, nz );
```

OpenGL expects the normal vector to be a unit vector, that is: $nx^2 + ny^2 + nz^2 = 1$

If it is not, or if you are using scaling transformations, you can force OpenGL to do the unitizing for you with:

```c
glEnable( GL_NORMALIZE );
```
The OpenGL “built-in” Lighting Model

- **P**: Point being illuminated
- **I**: Light intensity
- **L**: Unit vector from point to light
- **n**: Unit vector surface normal
- **R**: Perfect reflection unit vector
- **E**: Unit vector to eye position
The OpenGL “built-in” Lighting Model

1. **Ambient** = a constant
   
   Accounts for light bouncing “everywhere”

2. **Diffuse** = I\(^*\)cos\(\Theta\)
   
   Accounts for the angle between the incoming light and the surface normal

3. **Specular** = I\(^*\)cos\(^S\phi\)
   
   Accounts for the angle between the “perfect reflector” and the eye. The exponent, S, accounts for surface shininess

---

**Note that cos\(\Theta\)** is just the dot product between unit vectors L and n

**Note that cos\(\phi\)** is just the dot product between unit vectors R and E
You are all familiar with the Diffuse Lighting effects
Diffuse Lighting actually works because of spreading out the same amount of light energy across more surface area

\[ \text{Diffuse} = I \cdot \cos \theta \]
You are all familiar with the Specular Lighting effects. These all have metallic-looking surfaces. What tells you that?

It’s the shiny-reflection spots.
You are all familiar with the Specular Lighting effects. These are not actually metal. They are wood with special paint that mimics the metallic reflection highlights. We can mimic the same effects digitally!
The Specular Lighting equation is a heuristic that approximates reflection from a rough surface.

\[
\text{Specular} = I^* \cos^S \phi
\]

\[S \approx \text{“shininess”}\]

\[1/S \approx \text{“roughness”}\]
The Three Elements of OpenGL Lighting

Ambient + Diffuse + Specular = Total Lighting
Types of Light Sources

- **Point**
- **Directional (Parallel, Sun)**
- **Spotlight**
Lighting Examples

Point Light at the Eye

Point Light at the Origin
Lighting Examples

Spot Lights
Colored Lights Shining on Colored Objects

What the light can produce:

- Red Light: $E_R = L_R \times M_R$
- Green Light: $E_G = L_G \times M_G$
- Blue Light: $E_B = L_B \times M_B$

What the eye sees:

- Red Light: $E_R = L_R \times M_R$
- Green Light: $E_G = L_G \times M_G$
- Blue Light: $E_B = L_B \times M_B$

White Light

Green Light
Too Many Lighting Options

If there is one light and one material, the following things can be set independently:

- Global scene ambient red, green, blue
- Light position: x, y, z
- Light ambient red, green, blue
- Light diffuse red, green, blue
- Light specular red, green, blue
- Material reaction to ambient red, green, blue
- Material reaction to diffuse red, green, blue
- Material reaction to specular red, green, blue
- Material specular shininess

This makes for 25 things that can be set for just one light and one material! While many combinations are possible, some make more sense than others.
Ways to Simplify Too Many Lighting Options

1. Set the ambient light globally using, for example,
   \[
   \text{glLightModelfv}( \text{GL_LIGHT_MODEL_AMBIENT}, \text{MulArray3} (.3f, \text{White}) )
   \]
   I.e., set it to some low intensity of white.

2. Set the light’s ambient component to zero.

3. Set the light’s diffuse and specular components to the full color of the light.

4. Set each material’s ambient and diffuse to the full color of the object.

5. Set each material’s specular component to some fraction of white.
float White[ ] = { 1.,1.,1.,1. };

// utility to create an array from 3 separate values:

float *
Array3( float a, float b, float c )
{
    static float array[4];
    array[0] = a;
    array[1] = b;
    array[2] = c;
    array[3] = 1.;
    return array;
}

// utility to create an array from a multiplier and an array:

float *
MulArray3( float factor, float array0[3] )
{
    static float array[4];
    array[0] = factor * array0[0];
    array[1] = factor * array0[1];
    array[2] = factor * array0[2];
    array[3] = 1.;
    return array;
}

The 4th element of the array being set to 1.0 is there on purpose. The reason is coming up soon!
Setting the Material Characteristics

```c

// Setting material attributes for the back face
glMaterialf( GL_BACK, GL_AMBIENT, MulArray3( .4, White ) );
glMaterialfv( GL_BACK, GL_DIFFUSE, MulArray3( 1., White ) );
glMaterialfv( GL_BACK, GL_SPECULAR, Array3( 0., 0., 0. ) );
glMaterialf ( GL_BACK, GL_SHININESS, 5. );
glMaterialfv( GL_BACK, GL_EMISSION, Array3( 0., 0., 0. ) );

// Setting material attributes for the front face
glMaterialf( GL_FRONT, GL_AMBIENT, MulArray3( 1., rgb ) );
glMaterialfv( GL_FRONT, GL_DIFFUSE, MulArray3( 1., rgb ) );
glMaterialfv( GL_FRONT, GL_SPECULAR, MulArray3( .7, White ) );
glMaterialf ( GL_FRONT, GL_SHININESS, 8. );
glMaterialfv( GL_FRONT, GL_EMISSION, Array3( 0., 0., 0. ) );
```
Setting the Light Characteristics

You can have multiple lights, nominally 0-7

```
gllightModelf( GL_LIGHT_MODEL_AMBIENT, MulArray3( .2, White ) );
gllightModeli ( GL_LIGHT_MODEL_TWO_SIDE, GL_TRUE );
```

```
gllightf( GL_LIGHT0, GL_CONSTANT_ATTENUATION, 1. );
gllightf ( GL_LIGHT0, GL_LINEAR_ATTENUATION, 0. );
gllightf ( GL_LIGHT0, GL_QUADRATIC_ATTENUATION, 0. );
```

// this is here because we are going to do object (and thus normal) scaling:
```
glenable( GL_NORMALIZE );
```

```
Attenuation = \frac{1}{C + Ld + Qd^2}
```

where $d$ is the distance from the light to the point being lit
Setting the Light Position

The light position gets transformed by the **ModelView matrix** at the moment the `glLightfv( …, GL_POSITION, … )` function is called.

```c
glMatrixMode( GL_MODELVIEW );
glLoadIdentity( );

// if we do this, then the light will be wrt the scene at XLIGHT, YLIGHT, ZLIGHT:
glLightfv( GL_LIGHT0, GL_POSITION, Array3(XLIGHT, YLIGHT, ZLIGHT) );

// translate the object into the viewing volume:
gluLookAt( XEYE, YEYE, ZEYE, 0., 0., 0., 0., 1., 0. );

// if we do this, then the light will be wrt the eye at XLIGHT, YLIGHT, ZLIGHT:
// glLightfv( GL_LIGHT0, GL_POSITION, Array3(XLIGHT, YLIGHT, ZLIGHT) );
```
// perform the rotations and scaling about the origin:

glRotatef( Xrot, 1., 0., 0. );
glRotatef( Yrot, 0., 1., 0. );
glScalef( Scale, Scale, Scale );

// if we do this, then the light will be wrt to the object at XLIGHT, YLIGHT, ZLIGHT:

// glLightfv( GL_LIGHT0, GL_POSITION,  Array3(XLIGHT, YLIGHT, ZLIGHT) );

// specify the shading model:

glShadeModel( GL_SMOOTH );

// enable lighting:

You can enable and disable lighting “at all”.
(This toggles between using what the lighting equations say and what glColor3f( ) says

You can enable and disable each light independently

You can enable and disable lighting “at all”.

It is usually good form to disable the lighting after you are done using it

Or

GLenum( GL_LIGHTING );

Or

glEnable( GL_LIGHTING );

glEnable( GL_LIGHT0 );

glDisable( GL_LIGHTING );
Sidebar: Why are Light Positions 4-element arrays where the 4\textsuperscript{th} element is 1.0? Homogeneous Coordinates!

```c
float *
Array3( float a, float b, float c )
{
    static float array[4];

    array[0] = a;
    array[1] = b;
    array[2] = c;
    array[3] = 1.;
    return array;
}
```

We usually think of a 3D point as being represented by a triple: \((x,y,z)\).

Using homogeneous coordinates, we add a 4\textsuperscript{th} number: \((x,y,z,w)\)

Graphics systems take \((x,y,z,w)\) and then divide \(x\), \(y\), and \(z\) by \(w\) before using them.

\[
X = \frac{x}{w}, \quad Y = \frac{y}{w}, \quad Z = \frac{z}{w}
\]

Thus \((1,2,3,1)\), \((2,4,6,2)\), \((-1,-2,-3,-1)\) all represent the same 3D point.
Homogeneous Coordinates let us Represent Points at Infinity

This is useful to be able specify a parallel light source by placing the light source position at infinity.

The point (1,2,3,1) represents the 3D point (1,2,3)
The point (1,2,3,.5) represents the 3D point (2,4,6)
The point (1,2,3,.01) represents the point (100,200,300)

So, (1,2,3,0) represents a point at infinity, along the ray from the origin through (1,2,3).

Points-at-infinity are used for parallel light sources and some shadow algorithms.
Additional Parameters for Spotlights

\[ \text{glLightfv( GL\_LIGHT0, GL\_SPOT\_DIRECTION, Array3(xdir,ydir,zdir) )} \]
Specifies the spotlight-pointing direction. This gets transformed by the current value of the ModelView matrix.

\[ \text{glLightf( GL\_LIGHT0, GL\_SPOT\_EXPONENT, e )} \]
Specifies the spotlight directional intensity. This acts very much like the exponent in the specular lighting equation.

\[ \text{glLightf( GL\_LIGHT0, GL\_SPOT\_CUTOFF, deg )} \]
Specifies the spotlight maximum spread angle.

Three bouncing spotlights
void
SetMaterial( float r, float g, float b, float shininess )
{
    glMaterialfv( GL_BACK, GL_EMISSION, Array3( 0., 0., 0. ) );
    glMaterialfv( GL_BACK, GL_AMBIENT, MulArray3( .4f, White ) );
    glMaterialfv( GL_BACK, GL_DIFFUSE, MulArray3( 1., White ) );
    glMaterialfv( GL_BACK, GL_SPECULAR, Array3( 0., 0., 0. ) );
    glMaterialf ( GL_BACK, GL_SHININESS, 2.f );

    glMaterialfv( GL_FRONT, GL_EMISSION, Array3( 0., 0., 0. ) );
    glMaterialfv( GL_FRONT, GL_AMBIENT, Array3( r, g, b ) );
    glMaterialfv( GL_FRONT, GL_DIFFUSE, Array3( r, g, b ) );
    glMaterialfv( GL_FRONT, GL_SPECULAR, MulArray3( .8f, White ) );
    glMaterialf ( GL_FRONT, GL_SHININESS, shininess );
}

A Shortcut I Like
How Does OpenGL Define GL_FRONT and GL_BACK?

GL_FRONT

Vertices are CCW when viewed from the outside

GL_BACK

Vertices are CW when viewed from the outside
void SetPointLight( int ilight, float x, float y, float z, float r, float g, float b )
{
    glLightfv( ilight, GL_POSITION,  Array3( x, y, z ) );
    glLightfv( ilight, GL_AMBIENT,   Array3( 0., 0., 0. ) );
    glLightfv( ilight, GL_DIFFUSE,   Array3( r, g, b ) );
    glLightfv( ilight, GL_SPECULAR,  Array3( r, g, b ) );
    glLightf ( ilight, GL_CONSTANT_ATTENUATION, 1. );
    glLightf ( ilight, GL_LINEAR_ATTENUATION, 0. );
    glLightf ( ilight, GL_QUADRATIC_ATTENUATION, 0. );
    glEnable( ilight );
}

void SetSpotLight( int ilight, float x, float y, float z, float xdir, float ydir, float zdir, float r, float g, float b )
{
    glLightfv( ilight, GL_POSITION,  Array3( x, y, z ) );
    glLightfv( ilight, GL_SPOT_DIRECTION,  Array3(xdir,ydir,zdir) );
    glLightf ( ilight, GL_SPOT_EXPONENT, 1. );
    glLightf ( ilight, GL_SPOT_CUTOFF, 45. );
    glLightfv( ilight, GL_AMBIENT,   Array3( 0., 0., 0. ) );
    glLightfv( ilight, GL_DIFFUSE,   Array3( r, g, b ) );
    glLightfv( ilight, GL_SPECULAR,  Array3( r, g, b ) );
    glLightf ( ilight, GL_CONSTANT_ATTENUATION, 1. );
    glLightf ( ilight, GL_LINEAR_ATTENUATION, 0. );
    glLightf ( ilight, GL_QUADRATIC_ATTENUATION, 0. );
    glEnable( ilight );
Sidebar: Note that we are computing the light intensity at each vertex first, and then interpolating that intensity across the polygon second. That is, you are only using the lighting model at each vertex. You can do an even better job if you interpolate the normal across the polygon first, and then compute the light intensity with the lighting model at each fragment second:
But, for that, you will need the Shaders course (CS 457/557)

Per-vertex

Per-fragment
Sidebar: Smooth Shading can also interpolate vertex colors, not just the results of the lighting model

glMatrixMode( GL_MODELVIEW );
glTranslatef( tx, ty, tz );
glRotatef( degrees, ax, ay, az );
glScalef( sx, sy, sz );
glShadeModel( GL_SMOOTH );
glBegin( GL_TRIANGLES );
    glColor3f( r0, g0, b0 );
    glVertex3f( x0, y0, z0 );
    glColor3f( r1, g1, b1 );
    glVertex3f( x1, y1, z1 );
    glColor3f( r2, g2, b2 );
    glEnd( );
Smooth Shading can also interpolate vertex colors, not just the results of the lighting model.

This is especially useful when using colors for scientific visualization:
Tricky Lighting Situations

Watch for these in movies!
Tricky Lighting Situations

Notice the lighting in the fur!

Disney
Beware of Mach Banding

Notice how these vertical stripes look “scalloped”, like a Greek column. But, they are solid-color stripes. What is going on?
Beware of Mach Banding

Our vision systems can’t handle abrupt changes in intensity.
Beware of Mach Banding

In fact, our vision systems can't even handle abrupt changes in the *slope* of intensity.
Beware of Mach Banding

Think of the Mach Banding problem as being similar to trying to round second base at a 90° angle.