Getting Started with OpenGL Graphics Programming in C/C++

Mike Bailey
mjb@cs.oregonstate.edu

This work is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License.

The Basic Computer Graphics Pipeline

Model Transform  View Transform  Per-vertex Lighting  Projection Transform  Homogeneous Division

Viewport Transform

MC  WC  EC  EC  CC

NDC  SC

Framebuffer  Raster Op

Fragment Processing, Texturing, Per-fragment Lighting

We’ll come back to this later. For now, understand that there are multiple steps to go from your 3D vertex geometry to pixels on the screen.

MC = Model Coordinates
WC = World Coordinates
EC = Eye Coordinates
CC = Clip Coordinates
NDC = Normalized Device Coordinates
SC = Screen Coordinates

Geometry vs. Topology

Geometry: Where things are (e.g., coordinates)
Topography: How things are connected

Original Object

Geometry = same (1-2-3-4-1)
Topology = changed (1-2-4-3-1)

3D Coordinate Systems

Left-handed

Right-handed

Y

Z

X

Y

Z

X
Homer Simpson uses Right-handed Coordinates. So, we will too.

Right-handed 3D Coordinate System for a CNC Machine

Right-handed Positive Rotations

Drawing in 3D

```c
void draw() {
    // Set display characteristics
    glColor3f( r, g, b );
    glBegin( GL_LINE_STRIP );
    glVertex3f( x0, y0, z0 );
    glVertex3f( x1, y1, z1 );
    glVertex3f( x2, y2, z2 );
    glVertex3f( x3, y3, z3 );
    glVertex3f( x4, y4, z4 );
    glEnd();
}
```

This is a wonderfully understandable way to start with 3D graphics – it is like holding a marker in your hand and sweeping out linework in the 3D air in front of you! But it is also incredibly internally inefficient! We’ll talk about that later and what to do about it…
OpenGL Topologies

GL_POINTS

GL_LINES

GL_LINE_STRIP

GL_TRIANGLES

GL_LINE_LOOP

GL_TRIANGLE_STRIP

GL_TRIANGLES

GL_QUAD_STRIP

GL_QUADS

GL_POLYGON

OpenGL Topologies -- Polygon Requirements

Polygons must be:

- Convex and
- Planar

GL_TRIANGLE_STRIP and GL_TRIANGLES are considered to be preferable to GL_QUAD_STRIP and GL_QUADS. GL_POLYGON is rarely used.

OpenGL Topologies -- Orientation

Polygons are traditionally:

- CCW when viewed from outside the solid object

It doesn't matter much, but there is an advantage in being consistent.
OpenGL Topologies – Vertex Order Matters

GL_LINE_LOOP

Probably what you meant to do

GL_LINE_LOOP

Probably not what you meant to do

This disease is referred to as “The Bowtie” 😊

What does “Convex Polygon” Mean?

We can go all mathematical here, but let's go visual instead. In a convex polygon, a line between any two points inside the polygon never leaves the inside of the polygon.

Convex Not Convex

Stays within the polygon Leaves the polygon

Why is there a Requirement for Polygons to be Convex?

Graphics polygon-filling hardware can be highly optimized if you know that, no matter what direction you fill the polygon in, there will be two and only two intersections between the scanline and the polygon’s edges.

Convex Not Convex

2 edge intersections 4 edge intersections

What if you need to display Polygons that are not Convex?

There are two good solutions I know of (and there are probably more):

1. OpenGL’s utility (gluXxx) library has a built-in tessellation capability to break a non-convex polygon into convex polygons.

2. There is an open source library to break a non-convex polygon into convex polygons. It is called Polypartition, and the source code can be found here: https://github.com/ivanfratric/polypartition

If you ever need to do this, contact me. I have working code for each approach...
Why is there a Requirement for Polygons to be Planar?

Graphics hardware assumes that a polygon has a definite front and a definite back, and that you can only see one of them at a time.

OpenGL Drawing Can Be Done Procedurally

```c
void draw_circle()
{
    float ang = 0;
    float dang = 2. * M_PI / (float)( NUMSEGS – 1 );
    glBegin( GL_LINE_LOOP );
    for( int i = 0; i < NUMSEGS; i++ )
    {
        glVertex3f( RADIUS*cos(ang),  RADIUS*sin(ang),  0. );
        ang += dang;
    }
    glEnd();
}
```

Listing a lot of vertices explicitly gets old in a hurry.

Color

This is referred to as “Additive Color.”

Transformations

Translation

Rotation

Scaling
OpenGL Transformations

`glTranslatef(tx, ty, tz);`

`glRotatef(degrees, ax, ay, az);`

`glScalef(sx, sy, sz);`

---

Single Transformations

`glMatrixMode(GL_MODELVIEW);`

`glLoadIdentity();`

`glRotatef(degrees, ax, ay, az);`

`glColor3f(r, g, b);`

`glBegin(GL_LINE_STRIP);`

`glVertex3f(x0, y0, z0);`
`glVertex3f(x1, y1, z1);`
`glVertex3f(x2, y2, z2);`
`glVertex3f(x3, y3, z3);`
`glVertex3f(x4, y4, z4);`

`glEnd();`

---

Compound Transformations

`glMatrixMode(GL_MODELVIEW);`

`glLoadIdentity();`

`glTranslatef(tx, ty, tz);`

`glRotatef(degrees, ax, ay, az);`

`glScalef(sx, sy, sz);`

`glColor3f(r, g, b);`

`glBegin(GL_LINE_STRIP);`

`glVertex3f(x0, y0, z0);`
`glVertex3f(x1, y1, z1);`
`glVertex3f(x2, y2, z2);`
`glVertex3f(x3, y3, z3);`
`glVertex3f(x4, y4, z4);`

`glEnd();`

---

Why do the Compound Transformations Take Effect in Reverse Order?

These transformations “add up”, and look like they take effect in this order.

1. `glTranslatef(tx, ty, tz);`
2. `glRotatef(degrees, ax, ay, az);`
3. `glScalef(sx, sy, sz);`

---

Envision fully-parenthesizing what is going on. In that case, it makes perfect sense that the most recently-set transformation would take effect first.
Order Matters!
Compound Transformations are Not Commutative

Order Matters!
Compound Transformations are Not Commutative

The OpenGL Drawing State

The OpenGL Drawing State

The designers of OpenGL could have put lots and lots of arguments on the glVertex3f call to totally define the appearance of your drawing, like this:
glVertex3f(x, y, z, r, g, b, m00, ..., m33, s, t, nx, ny, nz, linewidth, ...);

You must set the transformations before you expect them to take effect!

Set the state first

Draw with the state second

Orthographic (or Parallel) projection

Parallel lines remain parallel

glOrtho(xl, xr, yb, yt, zn, zf):

Parallel lines appear to converge

Perspective projection

gluPerspective(fovy, aspect, zn, zf):

Projected an Object from 3D to 2D

Projected an Object from 3D to 2D

Projected an Object from 3D to 2D

Projected an Object from 3D to 2D

Projecting an Object from 3D into 2D

Orthographic (or Parallel) projection

glOrtho(xl, xr, yb, yt, zn, zf):

Parallel lines remain parallel

Perspective projection

gluPerspective(fovy, aspect, zn, zf):

Parallel lines appear to converge

"Vanishing Point"

Projected an Object from 3D to 2D

Parallel/Orthographic is good for lining things up and comparing sizes

Perspective is more realistic-looking

Projected an Object from 3D to 2D

Parallel/Orthographic is good for lining things up and comparing sizes

Perspective is more realistic-looking
Use one of these, but not both!
How Can You Be Sure You See Your Scene?

```c
gluPerspective( fovy, aspect, zn, zf );
gluLookAt( ex, ey, ez, lx, ly, lz, ux, uy, uz );
```

Here's a good way to start:

1. Set `lx,ly,lz` to be the average of all the vertices
2. Set `ux,uy,uz` to be 0.,1.,0.
3. Set `ex` and `ey` to start
4. Now, you change `ΔE` or `fovy` so that the object fits in the viewing volume:

\[
\Delta E = \frac{H}{2\tan(\frac{fovy}{2})}
\]

\[
\frac{H}{2\Delta E} = \tan(\frac{fovy}{2})
\]

Giving:

\[
\frac{fovy}{2} = \arctan\left(\frac{H}{2\Delta E}\right)
\]

Suitable values are:

```
        \[\Delta E\]    \[fovy\]
        ---         ----------
     0.001     15.0
     0.002     30.0
     0.01     60.0
```

Specifying a Viewport

```
glViewport( ixl, iyb, idx, idy );
gMatrixMode( GL_PROJECTION );
gluPerspective( fovy, aspect, zn, zf );
gSignalMatrixMode( GL_MODELVIEW );
gluPerspective( fovy, aspect, zn, zf );
gTranslate( ex, ey, ez, lx, ly, lz, ux, uy, uz );
gRotate( degrees, ax, ay, az );
gScale( sx, sy, sz );
gColor3f( r, g, b );
gBegin( GL_LINE_STRIP );
gVertex3f( x0, y0, z0 );
gVertex3f( x1, y1, z1 );
gVertex3f( x2, y2, z2 );
gVertex3f( x3, y3, z3 );
gVertex3f( x4, y4, z4 );
gEnd( );
```

Be sure the y:x aspect ratios match!!

```
Viewports use the upper-left corner as (0,0) and their Y goes down
```

Note: setting the viewport is not part of setting either the Modelview or the Projection transformations.

Specifying a Viewport

```
glViewport( ixl, iyb, idx, idy );
gMatrixMode( GL_PROJECTION );
gluPerspective( fovy, aspect, zn, zf );
gMatrixMode( GL_MODELVIEW );
gluPerspective( fovy, aspect, zn, zf );
gTranslate( ex, ey, ez, lx, ly, lz, ux, uy, uz );
gRotate( degrees, ax, ay, az );
gScale( sx, sy, sz );
gColor3f( r, g, b );
gBegin( GL_LINE_STRIP );
gVertex3f( x0, y0, z0 );
gVertex3f( x1, y1, z1 );
gVertex3f( x2, y2, z2 );
gVertex3f( x3, y3, z3 );
gVertex3f( x4, y4, z4 );
gEnd( );
gLineWidth( lw );
```

```
Note: setting the viewport is not part of setting either the Modelview or the Projection transformations.
```

Saving and Restoring the Current Transformation

```
glViewport( ixl, iyb, idx, idy );
gMatrixMode( GL_PROJECTION );
gluPerspective( fovy, aspect, zn, zf );
gMatrixMode( GL_MODELVIEW );
gluPerspective( fovy, aspect, zn, zf );
gTranslate( ex, ey, ez, lx, ly, lz, ux, uy, uz );
gRotate( degrees, ax, ay, az );
gScale( sx, sy, sz );
gColor3f( r, g, b );
gBegin( GL_LINE_STRIP );
gVertex3f( x0, y0, z0 );
gVertex3f( x1, y1, z1 );
gVertex3f( x2, y2, z2 );
gVertex3f( x3, y3, z3 );
gVertex3f( x4, y4, z4 );
gEnd( );
gPopMatrix();
```
sample.cpp Program Structure

- #includes
- Consts and #defines
- Global variables
- Function prototypes
- Main program
- InitGraphics function
- Display callback
- Keyboard callback

### #includes

```c
#include <stdio.h>
#include <stdlib.h>
#include <ctype.h>
#define _USE_MATH_DEFINES
#include <math.h>
#ifdef WIN32
#include <windows.h>
#pragma warning(disable:4996)
#include "glew.h"
#endif
#include <GL/gl.h>
#include <GL/glu.h>
#include "glut.h"
```

### Consts and #defines

```c
const char *WINDOWTITLE = { "OpenGL / GLUT Sample -- Joe Graphics" };
const char *GLUITITLE   = { "User Interface Window" };
const int GLUITRUE  = { true  };
const int GLUIFALSE = { false };
#define ESCAPE          0x1b
const int INIT_WINDOW_SIZE = { 600 };
const float BOXSIZE = { 2.f };
const float ANGFACT = { 1. };
const float SCLFACT = { 0.005f };
const float MINSCALE = { 0.05f };
const int LEFT   = { 4 };
const int MIDDLE = { 2 };
const int RIGHT  = { 1 };
enum Projections{
    ORTHO,
    PERSP
};
enum ButtonVals{
    RESET,
    QUIT
};
enum Colors{
    RED,
    YELLOW,
    GREEN,
    CYAN,
    BLUE,
    MAGENTA,
    WHITE,
    BLACK
};
```

**consts are always preferred over #defines. But, Visual Studio does not allow consts to be used in case statements or as array sizes.**

### Initialized Global Variables

```c
const GLfloat BACKCOLOR[4] = { 0., 0., 0., 1. };
const GLfloat AXES_WIDTH   = { 3. };
char * ColorNames[3] = {
    "Red",
    "Yellow",
    "Green",
    "Cyan",
    "Blue",
    "Magenta",
    "White",
    "Black"
};
const GLenum FOGMODE       = { GL_LINEAR };
const GLfloat FOGDENSITY  = { 0.30f };
const GLfloat FOGSTART      = { 1.5 };
const GLfloat FOGEND          = { 4. };
```
Global Variables

```c
int ActiveButton; // current button that is down
GLuint AxesList; // list to hold the axes
int AxesOn; // != 0 means to draw the axes
int DebugOn; // != 0 means to print debugging info
int DepthCueOn; // != 0 means to use intensity depth cueing
GLuint BoxList; // object display list
int MainWindow; // window id for main graphics window
float Scale; // scaling factor
int WhichColor; // index into Colors[]
int WhichProjection; // ORTHO or PERSP
int Xmouse, Ymouse; // mouse values
float Xrot, Yrot; // rotation angles in degrees
```

Function Prototypes

```c
void Animate( );
void Display( );
void DoAxesMenu( int );
void DoColorMenu( int );
void DoDepthMenu( int );
void DoDebugMenu( int );
void DoMainMenu( int );
void DoProjectMenu( int );
void DoRasterString( float, float, float, char * );
void DoStrokeString( float, float, float, float, char * );
float ElapsedSeconds( );
void InitGraphics( );
void InitLists( );
void InitMenus( );
void Keyboard( unsigned char, int, int );
void MouseButton( int, int, int, int );
void MouseMotion( int, int );
void Reset( );
void Resize( int, int );
void Visibility( int );
void Axes( float );
void HsvRgb( float[3], float[3] );
```

Main Program

```c
int main( int argc, char *argv[] )
{
    // turn on the glut package:
    // (do this before checking argc and argv since it might
    // pull some command line arguments out)
    glutInit( &argc, argv );
    // setup all the graphics stuff:
    InitGraphics( );
    // create the display structures that will not change:
    InitLists( );
    // init all the global variables used by Display( ):
    // this will also post a redisplay
    Reset( );
    // setup all the user interface stuff:
    InitMenus( );
    // draw the scene once and wait for some interaction:
    // (this will never return)
    glutSetWindow( MainWindow );
    glutMainLoop( );
    // this is here to make the compiler happy
    return 0;
}
```

InitGraphics( ), I
GLenum err = glewInit();
if(err != GLEW_OK)
{
    fprintf(stderr, "glewInit Error\n");
}

Display( ), I

void Display()
{
    // set which window we want to do the graphics into:
    glutSetWindow(MainWindow);
    // erase the background:
    glClearColor(GL_BACK, GL_DEPTH_BUFFER_BIT);
    glEnable(GL_DEPTH_TEST);
    // specify shading to be flat:
    glShadeModel(GL_FLAT);
    // set the viewport to a square centered in the window:
    GLsizei vx = glutGet(GLUT_WINDOW_WIDTH);
    GLsizei vy = glutGet(GLUT_WINDOW_HEIGHT);
    GLsizei v = vx < vy ? vx : vy;                  // minimum dimension
    GLint xl = ( vx - v ) / 2;
    GLint yb = ( vy - v ) / 2;
    glViewport(xl, yb, v, v);
    // set the viewing volume:
    // remember that the Z clipping values are actually
    // given as DISTANCES IN FRONT OF THE EYE
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    if(WhichProjection == ORTHO)
        glOrtho(-3., 3., -3., 3., 0.1, 1000.);
    else
        gluPerspective(90., 1., 0.1, 1000.);
    // place the objects into the scene:
    glMatrixMode(GL_MODELVIEW);
    glLoadIdentity();
    // set the eye position, look-at position, and up-vector:
    gluLookAt(0., 0., 3., 0., 0., 0., 0., 1., 0.);
    // rotate the scene:
    glRotatef((GLfloat)Xrot, 1., 0., 0.);

    Display( ), II

    // uniformly scale the scene:
    if(Scale < MINSCALE)
        Scale = MINSCALE;
    glScalef((GLfloat)Scale, (GLfloat)Scale, (GLfloat)Scale);
    // set the fog parameters:
    if(DepthCueOn != 0)
    {
        glFogi(GL_FOG_MODE, FOGMODE);
        glFogf(GL_FOG_COLOR, FOGCOLOR);
        glFogf(GL_FOG_DENSITY, FOGDENSITY);
        glFogf(GL_FOG.ribbon, FOGRIBBON);
        glEnable(GL_FOG);
    }
    else
    {
        glDisable(GL_FOG);
    }
    // possibly draw the axes:
    if(AxesOn != 0)
    {
        glColor3fv(&Colors[WhichColor][0]);
        glCallList(AxesList);
    }
    // draw the current object:
    glCallList(BoxList);

    Display( ), III

    if(AxesOn != 0)
    {
        glColor3fv(AxesColor);
    }
    glCallList(AxesList);
    if(DepthCueOn != 0)
    {
        glCallList(BoxList);
    }
}
// draw some gratuitous text that just rotates on top of the scene:

glDisable( GL_DEPTH_TEST );
gColor3f( 0., 1., 1. );
DoRasterString( 0., 1., 0., "Text That Moves" );

// draw some gratuitous text that is fixed on the screen:
// the projection matrix is reset to define a scene whose
// world coordinates go from 0-100 in each axis
// this is called "percent units", and is just a convenience
// if the modelview matrix is reset to identify as we don't
// want to transform these coordinates

glDisable( GL_DEPTH_TEST );
gMatrixMode( GL_PROJECTION );
gLoadIdentity( );
gluOrtho2D( 0., 100., 0., 100. );
gMatrixMode( GL_MODELVIEW );
gLoadIdentity( );
gColor3f( 1., 1., 1. );
DoRasterString( 5., 5., 0., "Text That Doesn't" );

// swap the double-buffered framebuffers:

glutSwapBuffers();

// be sure the graphics buffer has been sent:
// note: be sure to use glFlush() here, not glFinish();

// swap the double-buffered framebuffers:

// Display(), IV
// swap the double-buffered framebuffers:

// glutSwapBuffers()

// OSU ColorPicker Program

Sidebar: Hue-Saturation-Value (HSV) --
Another way to specify additive color

float hsv[3], rgb[3];
HsvRgb( hsv, rgb );
gColor3fv( rgb );

The HsvRgb() function is in your sample code

0 ≤ s, v, r, g, b ≤ 1.0
0 ≤ h ≤ 360.

The OSU ColorPicker Program

Red, Green, Blue  Hue, Saturation, Value
Extra Topics:
(You don’t need this to get started with OpenGL programming)
Subtractive Colors (CMYK)

**Sidebar: Subtractive Colors (CMYK)**

- **Cyan**
  - \( B = C + M \)
  - \( G = C + Y \)
  - \( R = M + Y \)
- **Magenta**
- **Yellow**

**Sidebar: How Did We Make the Transition from Vertices to Pixels?**

There is a piece of hardware called the **Rasterizer**. Its job is to interpolate a line or polygon, defined by vertices, into a collection of **fragments**. Think of it as filling in squares on graph paper.

A fragment is a “pixel-to-be”. In computer graphics, the word “pixel” is defined as having its full RGBA already computed. A fragment does not yet have its final RGBA computed, but all of the information needed to compute the RGBA is available to it.

A fragment is turned into a pixel by the **fragment processing** operation.

In CS 457/557, you will do some pretty snazzy things with your own fragment processing code!