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


**Mike Bailey**
mjb@cs.oregonstate.edu

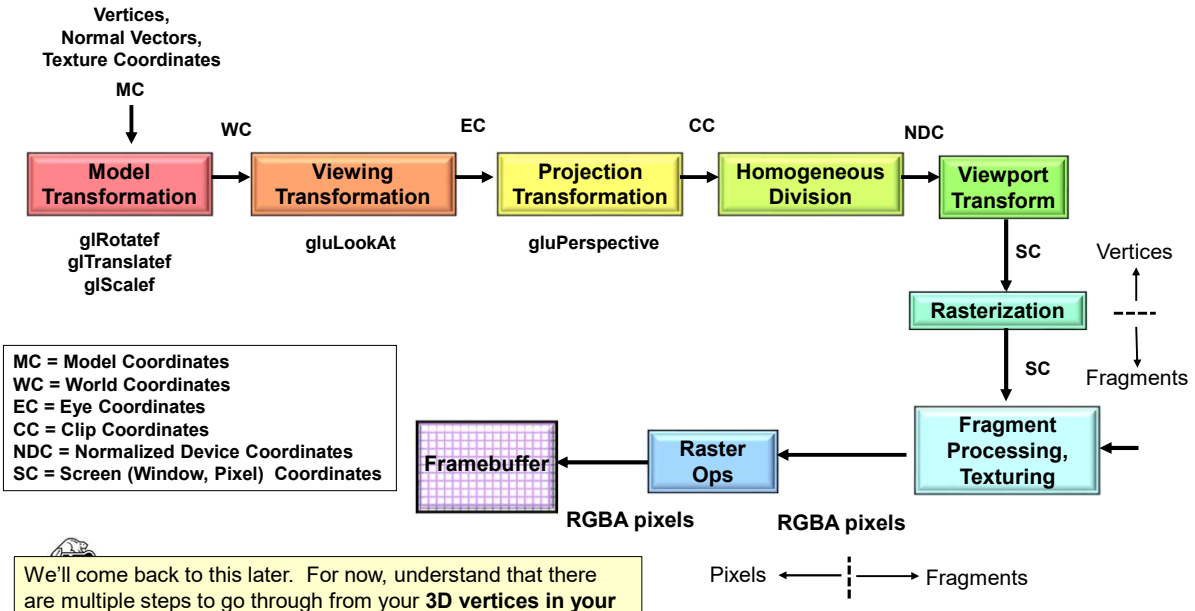


Oregon State University
Computer Graphics





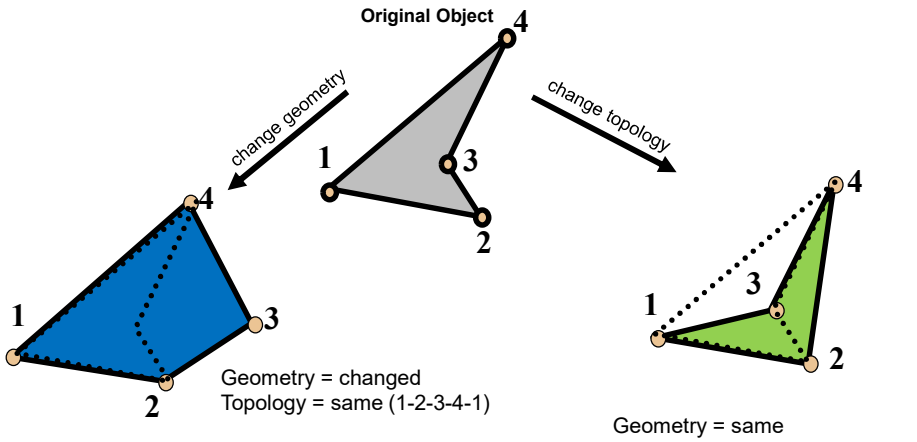
## The Basic Computer Graphics Pipeline, *OpenGL-style*




We'll come back to this later. For now, understand that there are multiple steps to go through from your **3D vertices in your geometry** to the **pixels that you see on the screen**.

## Geometry vs. Topology






**Geometry:**

Where things are (e.g., coordinates)

**Topology:**

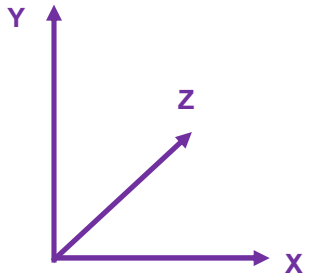
How things are connected



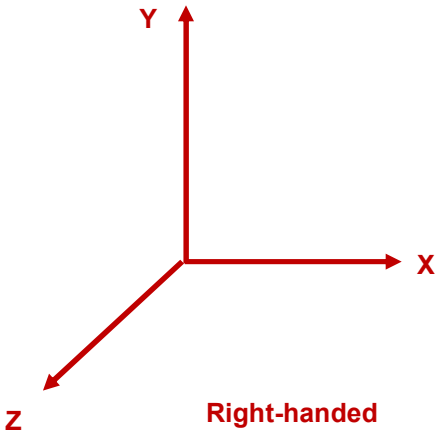


## 3D Coordinate Systems






Left-handed

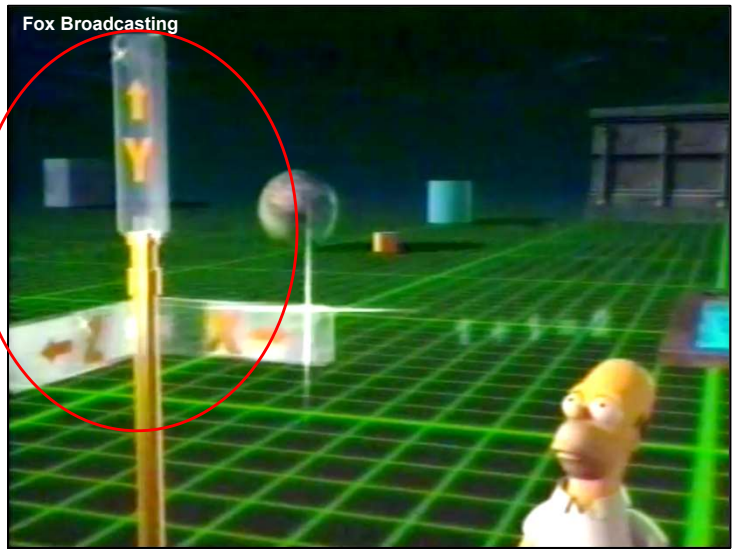



Right-handed

OpenGL uses this one

## Homer Simpson uses Right-handed Coordinates. Who are we to argue with Homer Simpson? ☺

5



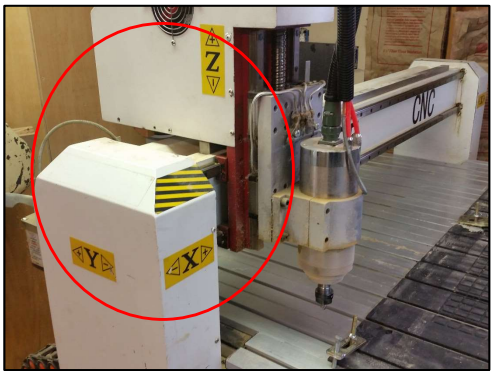

Oregon State University
Computer Graphics

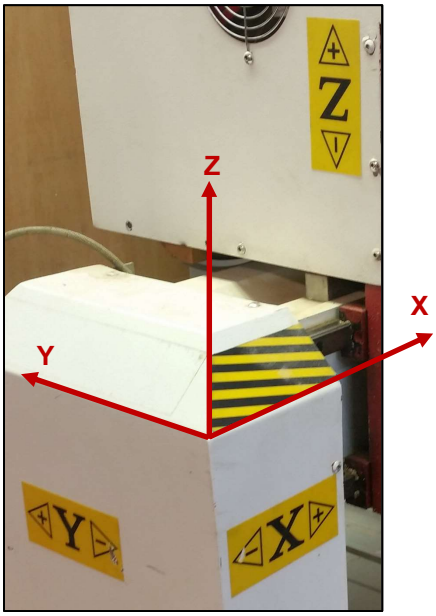
mjb – August 27, 2024

5

## Right-handed 3D Coordinate System for a CNC Machine

6



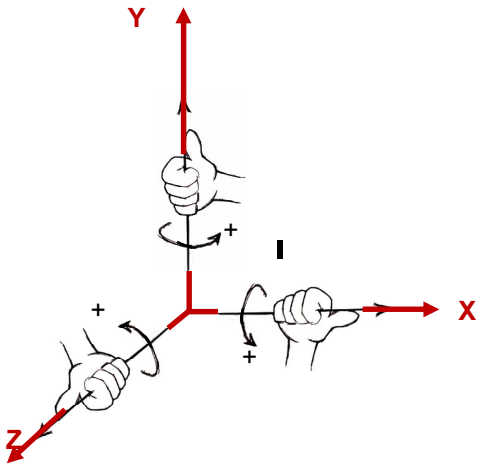

Oregon State University
Computer Graphics

mjb – August 27, 2024

6

## Right-handed Positive Rotations






Right-Handed Coordinate System



## Drawing in 3D



Set any display-characteristics that you want to have in effect when you do the drawing. This is called the ***state***.

```
glColor3f( r, g, b );
```

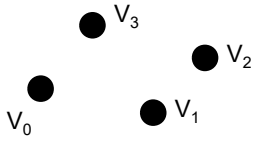
Begin the drawing. Use the current state's display-characteristics. Here is the topology to be used with these vertices

```
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( );
```

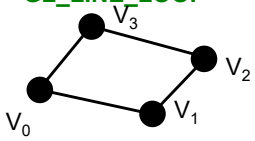
This is a wonderfully understandable way to start with 3D graphics – it is like holding a marker in your hand and sweeping out linework in the 3D air in front of you!
But it is also incredibly internally *inefficient*! We'll talk about that later and what to do about it…

## OpenGL Topologies

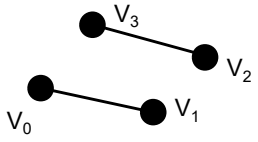
GL_POINTS



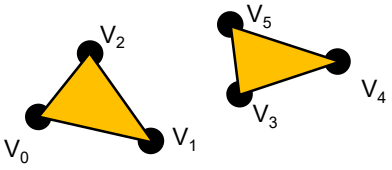

GL_LINE_LOOP



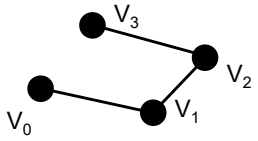

GL_LINES



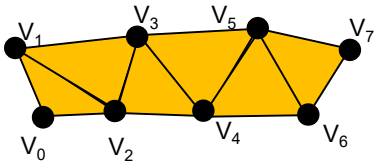

GL_TRIANGLES




GL_LINE_STRIP




GL_TRIANGLE_STRIP



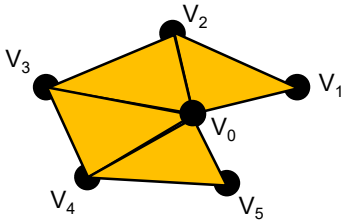




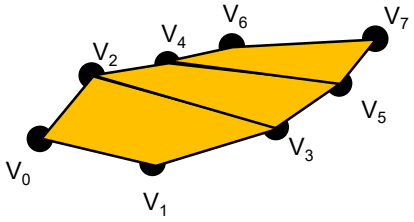



## OpenGL Topologies

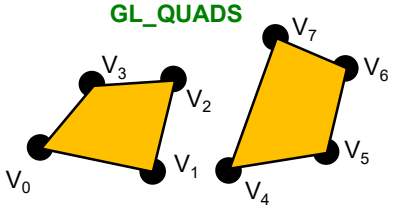
GL_TRIANGLE_FAN



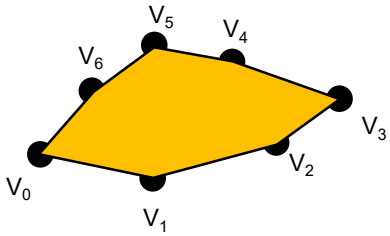

GL_QUAD_STRIP




GL_QUADS




GL_POLYGON



## OpenGL Topologies – Polygon Requirements

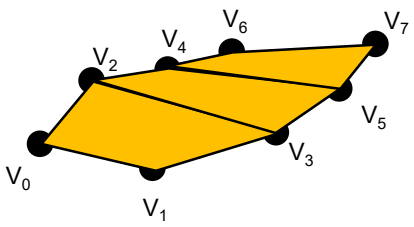


Polygons must be:

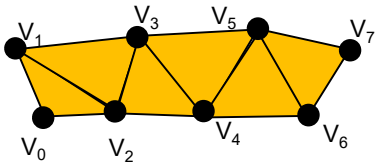
- **Convex** and
- **Planar**

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

**GL_QUAD_STRIP**




**GL_TRIANGLE_STRIP**



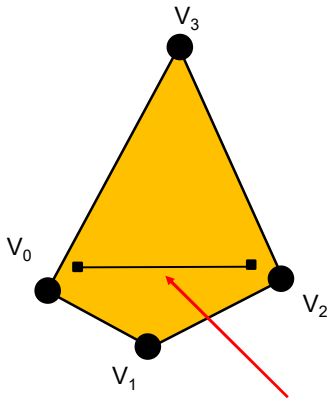



## What does "Convex Polygon" Mean?



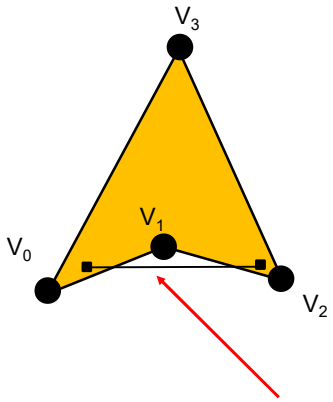
We can go all mathematical here, but let's go visual instead. In a convex polygon, a line between ***any*** two points inside the polygon never leaves the inside of the polygon.

**Convex**




Stays within the polygon

**Not Convex**



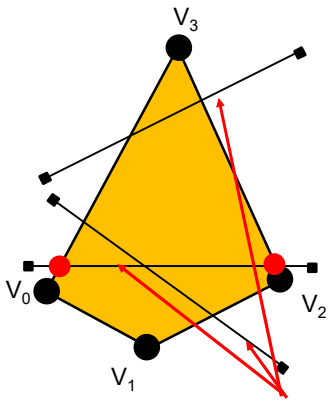

Leaves the polygon

## Why is there a Requirement for Polygons to be Convex?



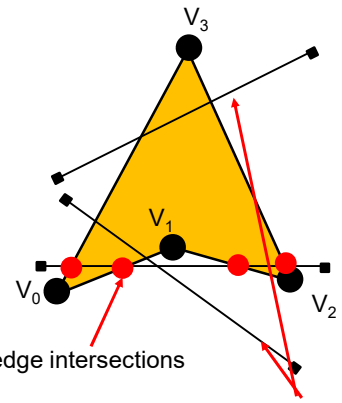
Graphics polygon-filling hardware can be highly optimized if you know that, no matter what direction you fill the polygon in, there will be two and only two intersections between the scanline and the polygon's edges

**Convex**




2 edge intersections

**Not Convex**




4 edge intersections

2 edge intersections



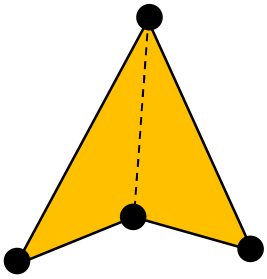
## What if you need to display Polygons that are not Convex?

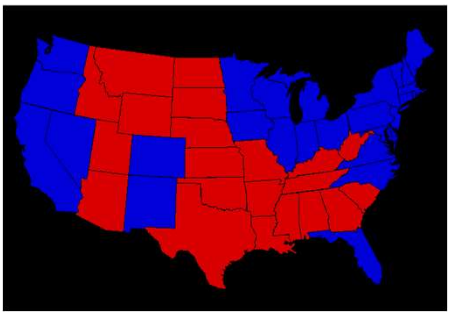


There are two good solutions I know of (and there are probably more):

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**



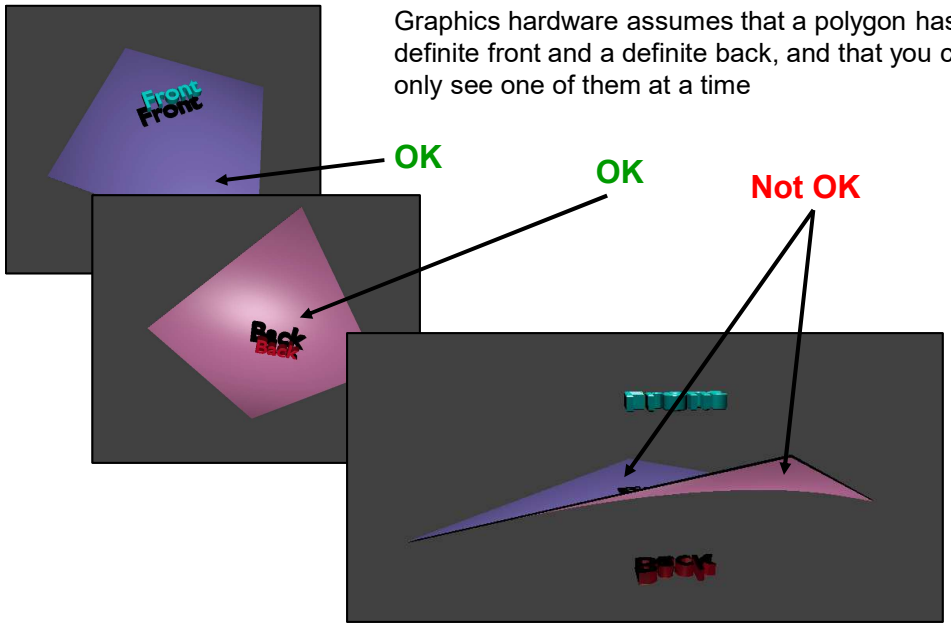


If you ever need to do this, contact me. I have working code for each approach…

## 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




Oregon State University
Computer Graphics



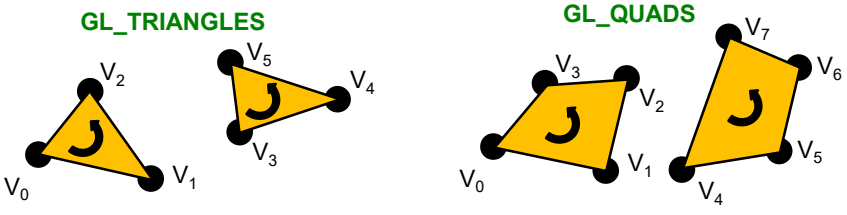


## OpenGL Topologies -- Orientation



Polygons are traditionally:

- **CCW when viewed from outside the solid object**



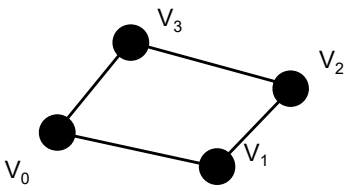

It doesn't matter much, but there is an advantage in being ***consistent***

Oregon State University
Computer Graphics

## OpenGL Topologies – Vertex Order Matters

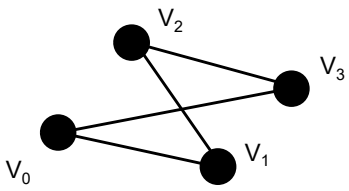


**GL_LINE_LOOP**




Probably what you meant to do

**GL_LINE_LOOP**




Probably not what you meant to do

This disease is referred to as "The Bowtie" ☺



## OpenGL Drawing Can Be Done *Procedurally*



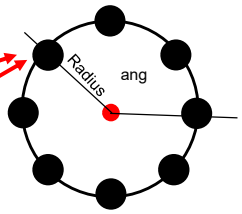
```
glColor3f( r, g, b );
glBegin( GL_LINE_LOOP );
        glVertex3f( x0, y0, 0. );
        glVertex3f( x1, y1, 0. );
        . . .
glEnd( );
```

Listing a lot of vertices explicitly gets old in a hurry

The graphics card can't tell how the numbers in the glVertex3f calls were produced: both explicitly listed and procedurally computed look the same to glVertex3f.

Draw a circle using lines:

```
glColor3f( r, g, b );
float dang = 2. * M_PI / (float)( NUMSEGS – 1 );
float ang = 0.;
glBegin( GL_LINE_LOOP );
        for( int i = 0; i < NUMSEGS; i++ )
        {
                glVertex3f( RADIUS*cos(ang),  RADIUS*sin(ang),  0. );
                ang += dang;
        }
glEnd( );
```



## OpenGL Drawing Can Be Done *Procedurally*

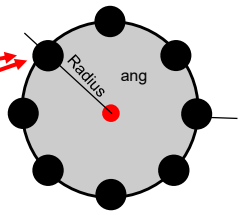


The graphics card can't tell how the numbers in the glVertex3f calls were produced.

Both explicitly-listed and procedurally-computed look the same to glVertex3f.

Draw a circle using polygons:

```
glColor3f( r, g, b );
float dang = 2. * M_PI / (float)( NUMSEGS – 1 );
float ang = 0.;
glBegin( GL_TRIANGLE_FAN );
        glVertex3f( 0., 0., 0. );              // center point
        for( int i = 0; i < NUMSEGS; i++ )
        {
                glVertex3f( RADIUS*cos(ang),  RADIUS*sin(ang),  0. );
                ang += dang;
        }
glEnd( );
```



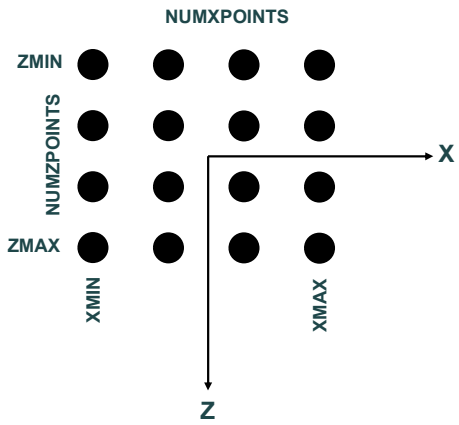





## OpenGL Drawing Can Be Done *Procedurally*



Draw a grid:




```
glColor3f( r, g, b );
float dx = (XMAX-XMIN) / (float)( NUMXPOINTS – 1 );
float dz = (ZMAX-ZMIN) / (float)( NUMZPOINTS – 1 );
float z = ZMIN;
for( int i = 0; i < NUMZPOINTS; i++ )
{
        float x = XMIN;
        glBegin( GL_LINE_STRIP );
        for( int j = 0; j < NUMXPOINTS; j++ )
        {
                float y = 0;
                // could do something in here to vary y:
                glVertex3f( x, y, z );
                x += dx;
        }
        glEnd( );
        z += dz;
}
```

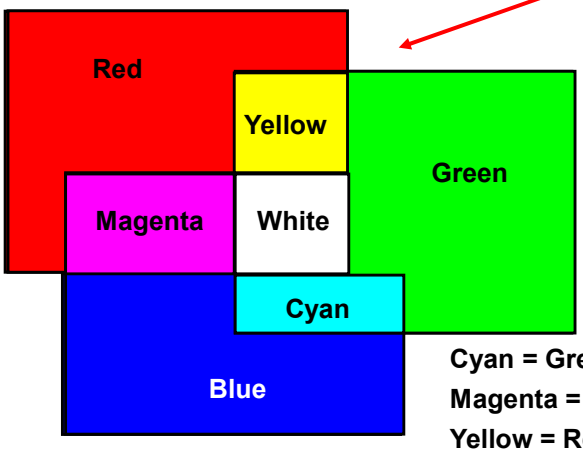
## Color



**glColor3f( r, g, b );**

**0.0 ≤ r, g, b ≤ 1.0**

This is referred to as **"Additive Color"**

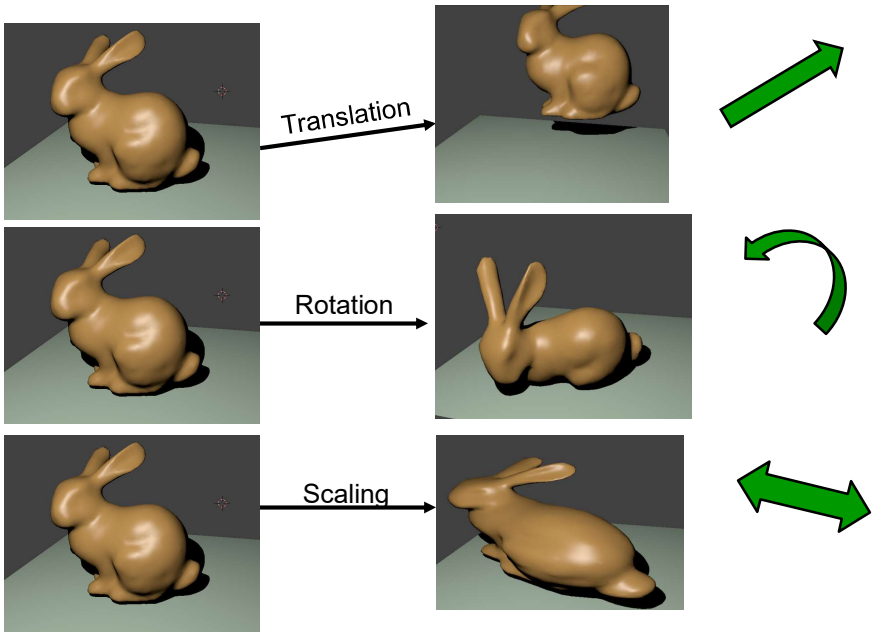



**Cyan = Green + Blue**
**Magenta = Red + Blue**
**Yellow = Red + Green**
**White = Red + Green + Blue**



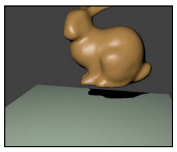
## Transformations



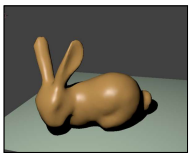


## OpenGL Transformations

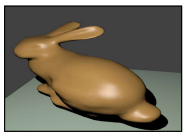




**glTranslatef( tx, ty, tz );**



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



**glScalef( sx, sy, sz );**

Oregon State University
Computer Graphics





## 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( );
```

Oregon State University
Computer Graphics

## 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( );
```

3.
2.
1.

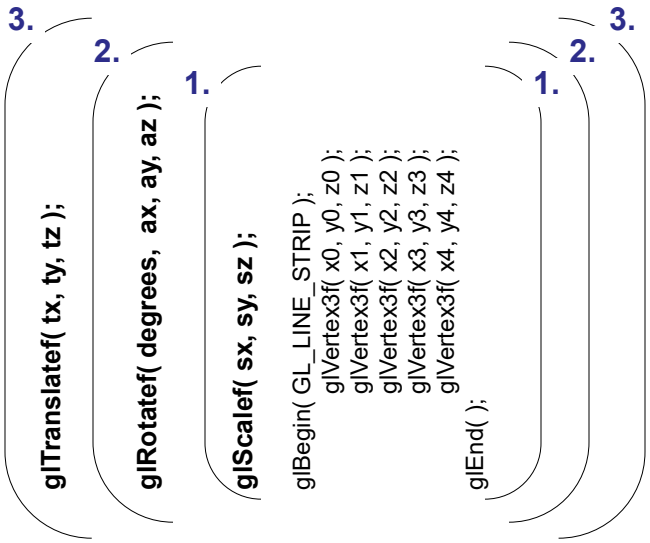
***These transformations "add up", and take effect in this order***








## Why do the Compound Transformations Take Effect in Reverse Order?

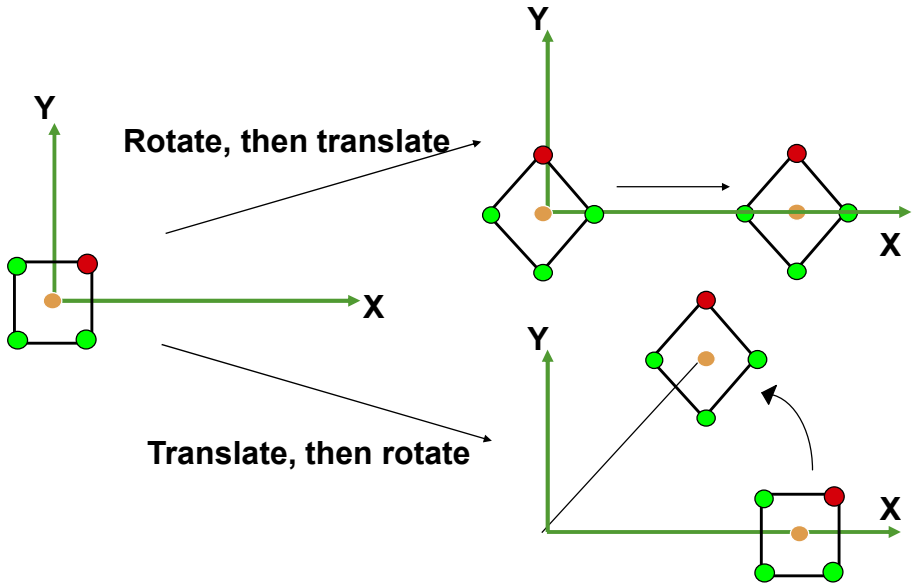




Envision fully-parenthesizing what is going on. In that case, it makes perfect sense that the most recently-set transformation would take effect first.

## Order Matters!
## Compound Transformations are Not Commutative






Oregon State University
Computer Graphics





## 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,  …  );

Yuch! *That* would have been ugly. Instead, they decided to let you create a "current drawing state". You set all of these characteristics first, then they take effect when you do the drawing. They continue to remain in effect for future drawing calls, until you change them.

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

*1. Set* the state

*2. Draw with* that state

```
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( );
```

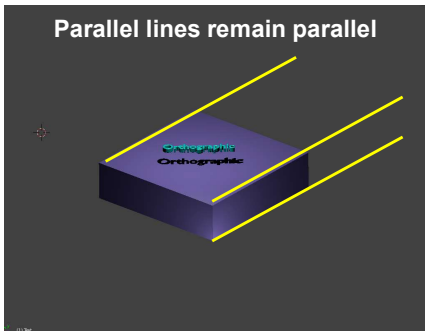
Oregon State University
Computer Graphics

## Projecting an Object from 3D into 2D



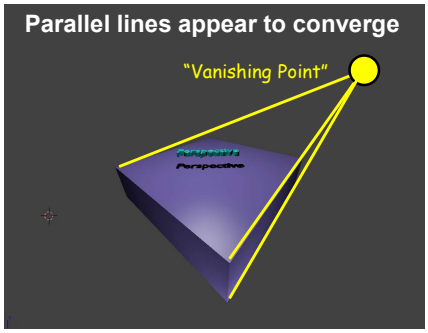
*Orthographic (or Parallel) projection*

**glOrtho( xl, xr, yb, yt, zn, zf );**




*Perspective projection*

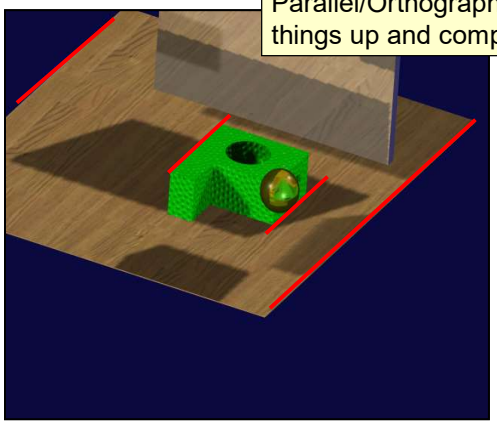
**gluPerspective( fovy, aspect, zn, zf );**





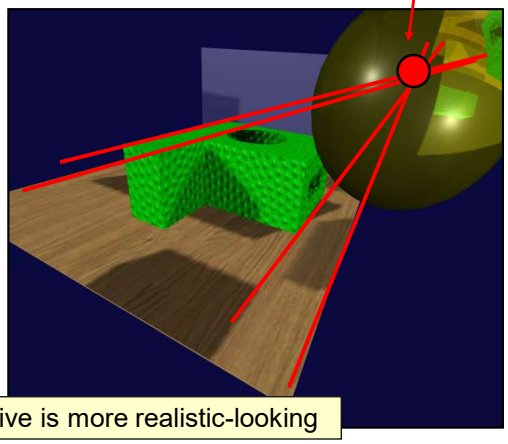

## Projecting on Object from 3D to 2D



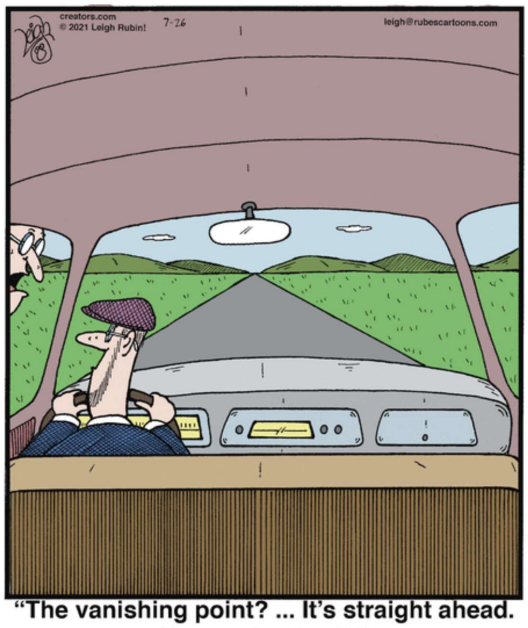


Parallel/Orthographic is good for lining things up and comparing sizes

The ***Vanishing Point***



Perspective is more realistic-looking




"The vanishing point? ... It's straight ahead. You can't miss it."

https://www.gocomics.com/rubes

Oregon State University
Computer Graphics

mjb – August 27, 2024





# OpenGL Projection Functions

```
glMatrixMode( GL_PROJECTION );
glLoadIdentity( );
```

**glOrtho( xl, xr, yb, yt, zn, zf );  gluPerspective( fovy, aspect, zn, zf );**

***Use one of (glOrtho, gluPerspective), but not both!***

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

gluLookAt( ex, ey, ez,     lx, ly, lz,     ux, uy, uz );

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( );
```

Oregon State University
Computer Graphics

mjb – August 27, 2024

## OpenGL Projection Functions

```
glMatrixMode( GL_PROJECTION );
glLoadIdentity( );

if( WhichProjection == ORTHO )
        glOrtho( -2.f, 2.f,    -2.f, 2.f,    0.1f, 1000.f );
else
        gluPerspective( 70.f, 1.f,    0.1f, 1000.f );

glMatrixMode( GL_MODELVIEW );
glLoadIdentity( );

gluLookAt( ex, ey, ez,    lx, ly, lz,    ux, uy, uz );

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( );
```

Oregon State University
Computer Graphics

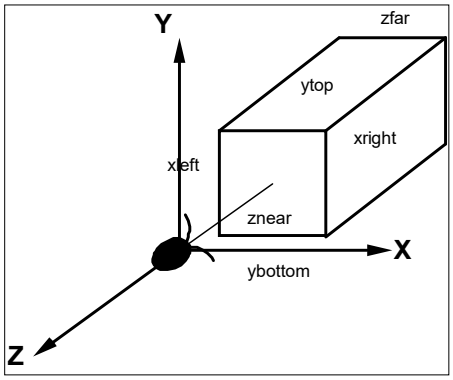






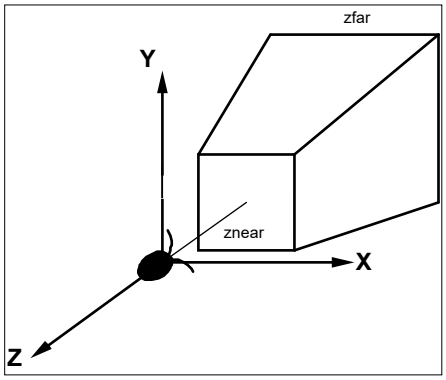
## How the Viewing Volumes Look from the Outside

**glOrtho( xl, xr,  yb, yt,  zn, zf );**




Parallel/Orthographic

**gluPerspective( fovy, aspect,  zn, zf );**

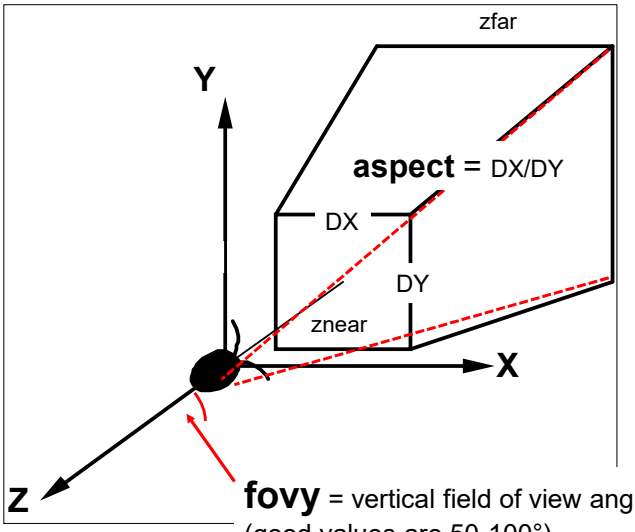



Perspective

Oregon State University
Computer Graphics

## The Perspective Viewing Frustum

**gluPerspective( fovy, aspect, zn, zf );**




**fovy** = vertical field of view angle (degrees)
(good values are 50-100°)

Oregon State University
Computer Graphics







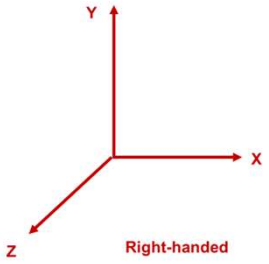
## Arbitrary Viewing

```
glMatrixMode( GL_PROJECTION );
glLoadIdentity( );
gluPerspective( fovy, aspect, zn, zf );

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

*Eye Position* *Look-at Position* *Up vector*

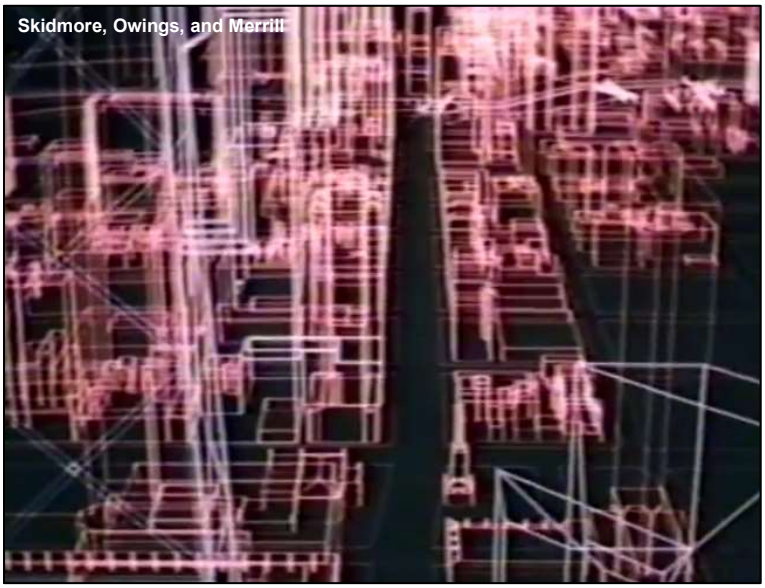
**gluLookAt( ex, ey, ez, lx, ly, lz, ux, uy, uz );**

```
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( );
```




Oregon State University
Computer Graphics

# Chicago Fly-through: Changing Eye, Look, and Up







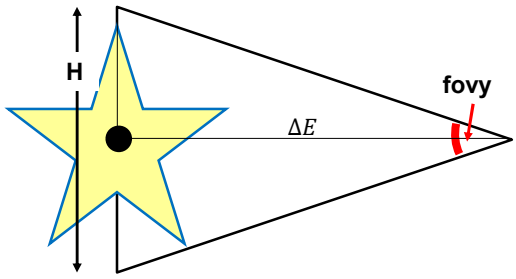

# How Can You Be Sure You See Your Scene?

**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=lx** and **ey=ly**
4. Now, you change *ΔE* or *fovy* so that the object fits in the viewing volume:




$$tan(\frac{fovy}{2}) = \frac{H/2}{\Delta E}$$

Giving:

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

or:

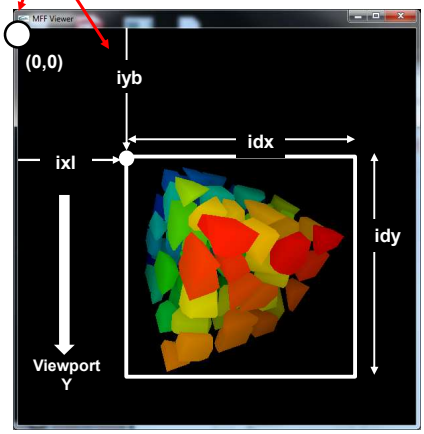
$$\Delta E = \frac{H}{2tan(\frac{fovy}{2})}$$

# Specifying a Viewport

Be sure the y:x aspect ratios match!!

```
glViewport( ixl, iyb,  idx, idy );

glMatrixMode( GL_PROJECTION );
gluPerspective( fovy, aspect,  zn, zf );

glMatrixMode( GL_MODELVIEW );
gluLookAt( ex, ey, ez,     lx, ly, lz,     ux, uy, uz );
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( );
```

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.





# Saving and Restoring the Current Transformation

```
glViewport( ixl, iyb,  idx, idy );

glMatrixMode( GL_PROJECTION );
glLoadidentity( );
gluPerspective( fovy, aspect,  zn, zf );

glMatrixMode( GL_MODELVIEW );
glLoadidentity( );
gluLookAt( ex, ey, ez,     lx, ly, lz,     ux, uy, uz );
glTranslatef( tx, ty, tz );
glPushMatrix( );
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( );
glPopMatrix( );
   . . .
```

## sample.cpp Program Structure



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

Oregon State University
Computer Graphics





## #includes



```
#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"
```

Oregon State University
Computer Graphics

## consts and #defines



```
const char *WINDOWTITLE = { "OpenGL / GLUT Sample -- Joe Graphics" };
const char *GLUITITLE   = { "User Interface Window" };
const int GLUITRUE  = { true  };
const int GLUIFALSE = { false };
const int 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
};
```

Change this to be your name!

Oregon State University
Computer Graphics





## Initialized Global Variables



```
const GLfloat BACKCOLOR[ ] = { 0., 0., 0., 1. };
const GLfloat AXES_WIDTH   = { 3. };
char * ColorNames[ ] =
{
	"Red",
	"Yellow",
	"Green",
	"Cyan",
	"Blue",
	"Magenta",
	"White",
	"Black"
};
const GLfloat Colors[ ][3] =
{
	{ 1., 0., 0. },		// red
	{ 1., 1., 0. },		// yellow
	{ 0., 1., 0. },		// green
	{ 0., 1., 1. },		// cyan
	{ 0., 0., 1. },		// blue
	{ 1., 0., 1. },		// magenta
	{ 1., 1., 1. },		// white
	{ 0., 0., 0. },		// black
};
const GLfloat  FOGCOLOR[4] = { .0, .0, .0, 1. };
const GLenum   FOGMODE     = { GL_LINEAR };
const GLfloat  FOGDENSITY  = { 0.30f };
const GLfloat  FOGSTART    = { 1.5 };
const GLfloat  FOGEND      = { 4. };
```

Oregon State University
Computer Graphics

## Global Variables



```
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
```

Oregon State University
Computer Graphics





## Function Prototypes



```
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] );
```

Oregon State University
Computer Graphics

# Main Program

```
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;
}
```

Oregon State University
Computer Graphics







# InitGraphics( ), I

```
void
InitGraphics( )
{
	// request the display modes:
	// ask for red-green-blue-alpha color, double-buffering, and z-buffering:

	glutInitDisplayMode( GLUT_RGBA | GLUT_DOUBLE | GLUT_DEPTH );

	// set the initial window configuration:

	glutInitWindowPosition( 0, 0 );
	glutInitWindowSize( INIT_WINDOW_SIZE, INIT_WINDOW_SIZE );

	// open the window and set its title:

	MainWindow = glutCreateWindow( WINDOWTITLE );
	glutSetWindowTitle( WINDOWTITLE );

	// set the framebuffer clear values:

	glClearColor( BACKCOLOR[0], BACKCOLOR[1], BACKCOLOR[2], BACKCOLOR[3] );

	glutSetWindow( MainWindow );
	glutDisplayFunc( Display );
	glutReshapeFunc( Resize );
	glutKeyboardFunc( Keyboard );
	glutMouseFunc( MouseButton );
	glutMotionFunc( MouseMotion );
	glutTimerFunc( -1, NULL, 0 );
	glutIdleFunc( NULL );
```

Oregon State University
Computer Graphics

## InitGraphics( ), II



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

Oregon State University
Computer Graphics





## Display( ), I



```
void
Display( )
{
        // set which window we want to do the graphics into:

        glutSetWindow( MainWindow );

        // erase the background:

        glDrawBuffer( GL_BACK );
        glClear( GL_COLOR_BUFFER_BIT | 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 );
```

Oregon State University
Computer Graphics

## Display( ), II



```
// 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)Yrot, 0., 1., 0. );
glRotatef( (GLfloat)Xrot, 1., 0., 0. );

// uniformly scale the scene:

if( Scale < MINSCALE )
        Scale = MINSCALE;
glScalef( (GLfloat)Scale, (GLfloat)Scale, (GLfloat)Scale );
```

Oregon State University
Computer Graphics





## Display( ), III



```
// set the fog parameters:

if( DepthCueOn != 0 )
{
        glFogi( GL_FOG_MODE, FOGMODE );
        glFogfv( GL_FOG_COLOR, FOGCOLOR );
        glFogf( GL_FOG_DENSITY, FOGDENSITY );
        glFogf( GL_FOG_START, FOGSTART );
        glFogf( GL_FOG_END, FOGEND );
        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 );
```

Replay the graphics commands from a previously-stored Display List.

Display Lists have their own noteset.

Oregon State University
Computer Graphics

# Display( ), IV

```
// draw some gratuitous text that just rotates on top of the scene:

glDisable( GL_DEPTH_TEST );
glColor3f( 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 coordinate system goes from 0-100 in each axis
// this is called "percent units", and is just a convenience
// the modelview matrix is reset to identity as we don't
// want to transform these coordinates

glDisable( GL_DEPTH_TEST );
glMatrixMode( GL_PROJECTION );
glLoadIdentity( );
gluOrtho2D( 0., 100.,     0., 100. );
glMatrixMode( GL_MODELVIEW );
glLoadIdentity( );
glColor3f( 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( ) !

glFlush( );
}
```

(x,y,z), to be *translated* by the ModelView matrix

Oregon State University
Computer Graphics





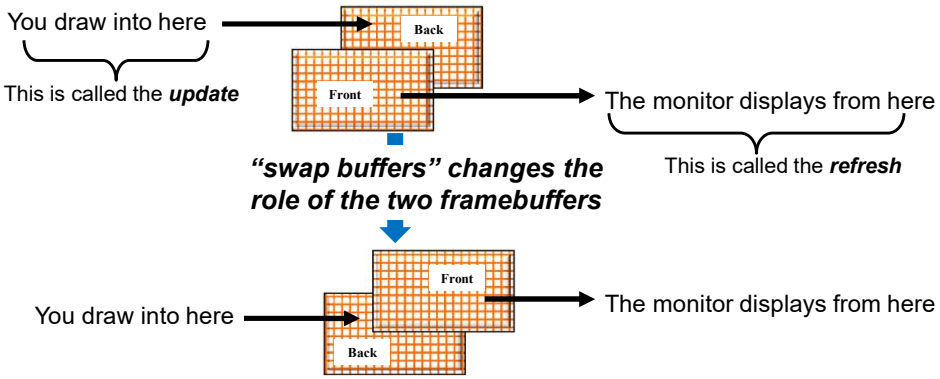


# glutSwapBuffers( )

```
// swap the double-buffered framebuffers:

glutSwapBuffers( );
```

```
glutInitDisplayMode( GLUT_RGBA | GLUT_DOUBLE | GLUT_DEPTH );
```

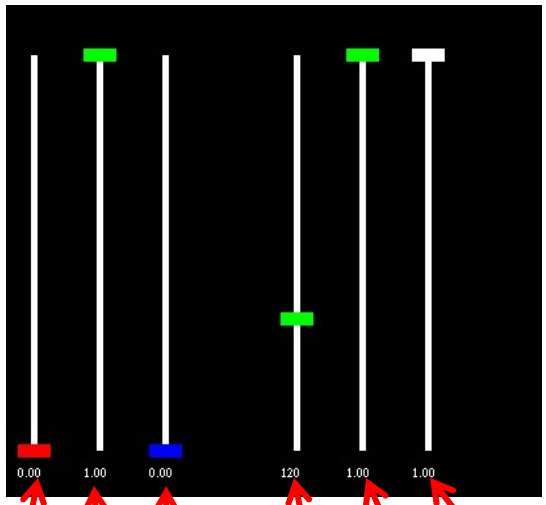
```
glDrawBuffer( GL_BACK );
```




Oregon State University
Computer Graphics

## The OSU *ColorPicker* Program





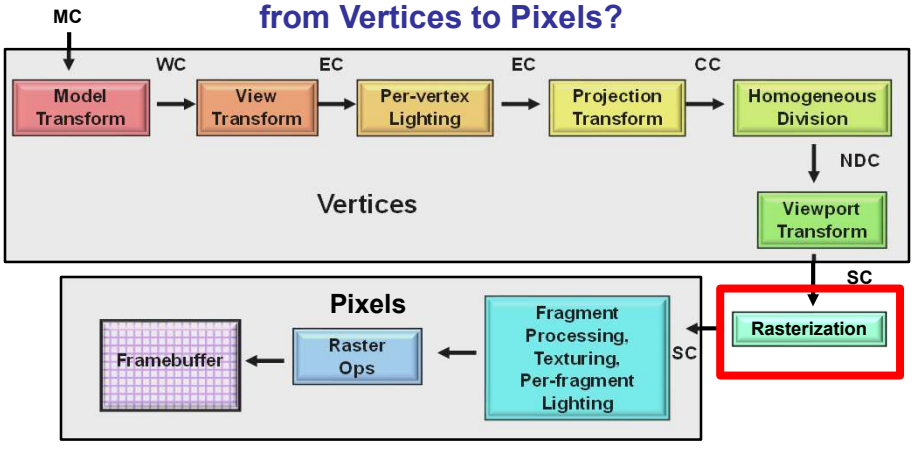

Oregon State University
Computer Graphics





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






**Vertices**
- MC = Model Coordinates
- WC = World Coordinates
- EC = Eye Coordinates
- CC = Clip Coordinates
- NDC = Normalized Device Coordinates

**Pixels**
- SC = Screen Coordinates

Oregon State University
Computer Graphics

# 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!