Introduction to using the OpenGL Shading Language (GLSL)

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The Basic Computer Graphics Pipeline, OpenGL-style

MC = Model Vertex Coordinates
WC = World Vertex Coordinates
EC = Eye Vertex Coordinates
NDC = Normalized Device Coordinates (-1.→1.)
SC = Screen Coordinates (pixels)

The Basic Computer Graphics Pipeline, Shader-style

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NDC = Normalized Device Coordinates (-1.→1.)
SC = Screen Coordinates (pixels)
**GLSL Variable Types**

- **uniform**: These are "global" values, assigned and left alone for a group of primitives. They are read-only accessible from all of your shaders. They cannot be written to from a shader.

- **out / in**: These are passed from one shader stage to the next shader stage. In our case, out variables come from the vertex shader, are interpolated in the rasterizer, and go in to the fragment shader.

**GLSL Shaders Are Like C With Extensions for Graphics:**

- Types include int, ivec2, ivec3, ivec4
- Types include float, vec2, vec3, vec4
- Types include bool, bvec2, bvec3, bvec4
- Vector components are accessed with [index].rgba, .xyzw, or.stpq
- Types include mat2, mat3, mat4
- Types include sampler1D, sampler2D, sampler3D to access textures
- You can ask for parallel SIMD operations (doesn't necessarily get implemented in hardware):
  ```
  vec4 a, b, c;
  a = vec4( 1., 2., 3., 4. );
  ...
  a = b + c;
  ```
- Vector components can be "swizzled" ( c1.rgba = c2.abgr )
- Type qualifiers: const, uniform, in, out
- Variables can have "layout qualifiers" to describe how data is stored
- The discard operator is used in fragment shaders to get rid of the current fragment

**The discard Operator Halts Production of the Current Fragment**

```
if( random_number < 0.5 )
  discard;
```

**GLSL Shaders Are Missing Some C-isms:**

- No type casts – use constructors instead:
  ```
  float x = 3.14;
  int i = int( x );
  ```
- Don't rely on automatic promotion
- No pointers, strings, or enums
- Can only use 1-D arrays (no bounds checking)

**Warning:** integer division is still integer division!

```
float f = float( 2 / 4 ); // still gives 0, just like C, C++, Python, and Java do
```
The Shaders’ View of the Basic Computer Graphics Pipeline

- A missing stage is OK. The output from one stage becomes the input of the next stage that is there.
- The last stage before the fragment shader feeds its output variables into the rasterizer. The interpolated values then go to the fragment shader.

In CS 450/550, we are just going to cover these two.

In CS 457/557, we cover all of them.

A GLSL Vertex Shader Takes Over These Operations:

- All vertex transformations
- Normal vector transformations
- Computing per-vertex lighting
- Taking per-vertex texture coordinates (s,t) and interpolating them through the rasterizer to the fragment shader

A GLSL Fragment Shader Takes Over These Operations:

- Color computation
- Texture lookup
- Blending colors with textures (like GL_REPLACE and GL_MODULATE used to do)
- Discarding fragments

Built-in Vertex Shader Variables You Will Use a Lot:

\[
\begin{align*}
&\text{Input built-ins:} \\
&\quad \text{vec4 gl_Vertex} \\
&\quad \text{vec3 gl_Normal} \\
&\quad \text{vec4 gl_Color} \\
&\quad \text{vec4 gl_MultiTexCoord0} \\
&\quad \text{mat4 gl_ModelViewMatrix} \\
&\quad \text{mat4 gl_ProjectionMatrix} \\
&\quad \text{mat4 gl_ModelViewProjectionMatrix} (= \text{gl_ModelViewMatrix} \times \text{gl_ProjectionMatrix}) \\
&\quad \text{mat3 gl_NormalMatrix} (\text{this is the transpose of the inverse of the MV matrix}) \\
&\text{Output built-in:} \\
&\quad \text{vec4 gl_Position}
\end{align*}
\]

Note: while this all still works, OpenGL now prefers that you pass in all the above input variables as user-defined in variables. We can talk about this later. For now, we are going to use the most straightforward approach possible.

Built-in Fragment Shader Variables You Will Use a Lot:

\[
\begin{align*}
&\text{Output built-in:} \\
&\quad \text{vec4 gl_FragColor} = \text{RGBA}
\end{align*}
\]

Note: while this all still works, OpenGL now prefers that you pass the RGBA out as a user-defined out variable. We can talk about this later. For now, we are going to use the most straightforward approach possible.
My Own Variable Naming Convention

With 7 different places that GLSL variables can be written from, I decided to adopt a naming convention to help me recognize what program-defined variables came from what sources:

<table>
<thead>
<tr>
<th>Beginning letter(s)</th>
<th>Means that the variable ...</th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>Is a per-vertex in (attribute) from the application</td>
</tr>
<tr>
<td>u</td>
<td>Is a uniform variable from the application</td>
</tr>
<tr>
<td>v</td>
<td>Came from the vertex shader</td>
</tr>
<tr>
<td>tc</td>
<td>Came from the tessellation control shader</td>
</tr>
<tr>
<td>te</td>
<td>Came from the tessellation evaluation shader</td>
</tr>
<tr>
<td>g</td>
<td>Came from the geometry shader</td>
</tr>
<tr>
<td>f</td>
<td>Came from the fragment shader</td>
</tr>
</tbody>
</table>

This isn’t part of “official” OpenGL/GLSL – it is just my way of handling the chaos.

The Minimal Vertex and Fragment Shader

**Vertex shader:**

```glsl
#version 330 compatibility

void main() {
  gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

**Fragment shader:**

```glsl
#version 330 compatibility

void main() {
  gl_FragColor = vec4( 0.5, 1.0, 0.0, 1.0);
}
```

A Reminder of what a Rasterizer does

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.

Rasterizers interpolate built-in variables, such as the (x,y) position where the pixel will live and the pixel’s z-coordinate. They also interpolate the normal vector (nx,ny,nz) and the texture coordinates (s,t). They can also interpolate user-defined variables as well.

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

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

A Little More Interesting, I: Drawing a Pattern with the Fragment Shader

The fragment shader answers the question: “Am I (the current fragment) inside the pattern or outside it?”

**The fragment shader:**

```glsl
#version 330 compatibility

uniform float uS0, uT0, uD; // from your program

void main() {
  vec3 myColor = vec3(1.0, 0.5, 0.0); // default color
  if( uS0 - uD/2. <= vST.s && vST.s <= uS0 + uD/2. &&
     uT0 - uD/2. <= vST.t && vST.t <= uT0 + uD/2. ) {
    myColor = vec3(1.0, 0.0, 0.0); // pattern color
  }
  glFragColor = << myColor with lighting applied >>
}
```
The fragment shader answers the question: "Am I (the current fragment) inside the pattern or outside it?"

if \( uS0 - uD/2. \leq vST.s \leq uS0 + uD/2. \) \&\& \( uT0 - uD/2. \leq vST.t \leq uT0 + uD/2. \) 
myColor = vec3( 1., 0., 0. ); // pattern color

The vertex shader needs to pass the texture coordinates to the rasterizer so that each fragment shader gets it:

A Little More Interesting, III:
Getting the Texture Coordinates from the Vertex Shader to the Fragment Shader

The vertex shader:

```cpp
#version 330 compatibility
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
const vec3 LIGHTPOSITION = vec3( 5., 5., 0. );

void main( )
{
  vec4 ECposition = gl_ModelViewMatrix * gl_Vertex; // eye coordinate position
  vec3 vL = LIGHTPOSITION - ECposition.xyz; // vector from the point to the light position
  vec3 vE = vec3( 0., 0., 0. ) - ECposition.xyz; // vector from the point to the eye position
  vST = gl_MultiTexCoord0.st; // texture coords
  vN = normalize( gl_NormalMatrix * gl_Normal ); // normal vector
  gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

A Little More Interesting, II:
Drawing a Pattern with the Fragment Shader

The texture coordinates need to come from the vertex shader because they are assigned to each vertex to begin with.

Applying Per-Fragment Lighting

```
Vertex shader:
#version 330 compatibility
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

void main( )
{
  vST = gl_MultiTexCoord0.st; // texture coords
  vN = normalize( gl_NormalMatrix * gl_Normal ); // normal vector
  vL = LIGHTPOSITION - 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
  vST = gl_MultiTexCoord0.st; // texture coords
  gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Here’s the cool part: It doesn’t matter (up to the limits of 32-bit floating-point precision) how far you zoom in. You still get an exact crisp edge. This is an advantage of procedural (equation-based) textures, as opposed to image-based textures.

Drawing a Pattern on an Object

Zoomed way in
#version 330 compatibility
uniform float uKa, uKd, uKs; // coefficients of each type of lighting
uniform float uShininess; // specular exponent
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
void main( )
{
vec3 Normal = normalize(vN);
vec3 Light = normalize(vL);
vec3 Eye = normalize(vE);
vec3 myColor = vec3(1., 0.5, 0.); // default color
vec3 mySpecularColor = vec3(1., 1., 1.); // specular highlight color
<< possibly change myColor >>
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 ref = normalize( reflect(-Light, Normal) ); // reflection vector
s = pow( max( dot(Eye,ref),0. ), uShininess );
}
diffuse = uKd * d * myColor;
vec3 specular = uKs * s * mySpecularColor;
gl_FragColor = vec4( ambient + diffuse + specular, 1. );
}

## Per-fragment Lighting is Good, Even Without a Pattern!

```
Ambient
Diffuse
Specular
```

All together now!

## Setting up a Shader is somewhat Involved:

Here is our C++ Class to Simplify the Shader Setup for You

```
GLSLProgram * Pattern;    
float Time;                  
#define MS_IN_THE_ANIMATION_CYCLE 10000
```
Do this in `Animate( ):`

```c
void Animate( )
{
    int ms = glutGet( GLUT_ELAPSED_TIME );  // milliseconds
    ms %= MS_IN_THE_ANIMATION_CYCLE;
    Time = (float)ms / (float)MS_IN_THE_ANIMATION_CYCLE;        // [ 0., 1. )
}
```

Do this in `InitGraphics( ):`

```c
Pattern = new GLSLProgram( );
bool valid = Pattern->Create( "pattern.vert", "pattern.frag" );
if( ! valid )
    {
        . . .
        exit( 1 );
    }
```

This loads, compiles, and links the shader. If something went wrong, it prints error messages into the console window and returns a value of `valid=false`.

I advise exiting if `valid` returns false because nothing is going to show up anyway…

Do this in `Display( ):`

```c
float s0 = some function of Time
float t0 = some function of Time
float d = some function of Time
    Pattern->Use( );                                        // no more fixed-function – shaders now handle everything
    Pattern->SetUniformVariable( "uS0", s0);
    Pattern->SetUniformVariable( "uT0", t0 );
    Pattern->SetUniformVariable( "uD", d);
    OsuSphere( );
    Pattern->UnUse( ); // go back to fixed-function OpenGL
```

Graphics chips have small pieces of silicon in them called **Texture Units**. Each Texture Unit has an integer number, typically 0-15, but oftentimes more.

To tell a shader how to get to a specific texture image, assign that texture into a specific **Texture Unit number** and then tell your shader what Texture Unit number to use. Your C/C++ code will look like this:

```c
glActiveTexture( GL_TEXTURE5 );                  // use texture unit 5
glBindTexture( GL_TEXTURE_2D, TexName );
```
Setting Up Texturing in Your C/C++ Program

This is the hardware Texture Unit Number. It can be 0-15 (and often higher depending on the graphics card).

```c
// globals:
unsigned char * Texture;
GLuint TexName;
...  
// In InitGraphics( ):
glGenTextures( 1, &TexName );
int nums, numt;
Texture = BmpToTexture( "filename.bmp", &nums, &numt );
glBindTexture( GL_TEXTURE_2D, TexName );
gTexParameterf( GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT );
gTexParameterf( GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT );
gTexParameterf( GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR );
gTexParameterf( GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR );
gTexImage2D( GL_TEXTURE_2D, 0, 3, nums, numt, 0, JPEG, GL_UNSIGNED_BYTE, Texture );
... 
// In Display( ):
Pattern->Use();
gActiveTexture( GL_TEXTURE_5 );          // use texture unit 5
Pattern->SetUniformVariable( "uTexUnit", 5 );  // tell your shader program you are using texture unit 5
<< draw something >>
Pattern->UnUse();
```

2D Texturing

### Vertex shader:

```c
#version 330 compatibility
out  vec2  vST;  
void main()  
{  
  vST = gl_MultiTexCoord0.st;
  gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

### Fragment shader:

```c
#version 330 compatibility
in  vec2  vST;
uniform sampler2D uTexUnit;
void main()  
{  
  vec3 newcolor = texture( uTexUnit, vST ).rgb;
  gl_FragColor = vec4( newcolor, 1.);
}
```

What if You Want to Use Two Textures in a Shader?

```c
// In Display( ):
Pattern->Use();  
gActiveTexture( GL_TEXTURE_5 );  
Pattern->SetUniformVariable( "uTexUnit", 5 );  
Pattern->SetUniformVariable( "uTexUnit1", 6 );  
<< draw something >>
Pattern->UnUse();
```

```c
// In Display( ):
Pattern->Use();
gActiveTexture( GL_TEXTURE_5 );
gBindTexture( GL_TEXTURE_2D, TexName0 );
Pattern->SetUniformVariable( "uTexUnit0", 5 );  
Pattern->SetUniformVariable( "uTexUnit1", 6 );  
<< draw something >>
Pattern->UnUse();
```
Why Would You Want to Use More Than One Texture in a Shader?

Once the RGBs have been read from a texture, they are just numbers. You can do any arithmetic you want with the texture RGBs, other colors, lighting, etc. Here is an example of blending two textures at once:

Textures used here:
- Day
- Night
- Heights (bump-mapping)
- Clouds
- Specular highlights

Visualization by Nick Gebbie

Turning XYZs into RGBs in Model Coordinates

Vertex shader:
```glsl
#version 330 compatibility
out vec3 vColor;

void main() {
    vec4 pos = gl_Vertex;
    vColor = pos.xyz; // set rgb from xyz!
    gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Fragment shader:
```glsl
#version 330 compatibility
in vec3 vColor;

void main() {
    gl_FragColor = vec4( vColor, 1. );
}
```

Setting rgb from the Untransformed xyz, I
```glsl
vColor = gl_Vertex.xyz;
```
Turning XYZs into RGBs in Eye (World) Coordinates

**Vertex shader:**

```glsl
#version 330 compatibility
out vec3 vColor;

void main()
{
    vec4 pos = gl_ModelViewMatrix * gl_Vertex;
    vColor = pos.xyz; // set rgb from xyz!
    gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

**Fragment shader:**

```glsl
#version 330 compatibility
in vec3 vColor;

void main()
{
    gl_FragColor = vec4(vColor, 1.);
}
```

**What's Different About This?**

Vertex shader:

```glsl
#version 330 compatibility
out vec3 vColor;

void main()
{
    vec4 pos = gl_Vertex;
    vColor = pos.xyz; // set rgb from xyz!
    gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Setting rgb from the **untransformed (MC) xyz**

Setting rgb from the **transformed (WC/EC) xyz**:

```glsl
vColor = (gl_ModelViewMatrix * gl_Vertex).xyz;
```

**Setting rgb From xyz**

```glsl
vColor = gl_Vertex.xyz;
```

```glsl
vColor = (gl_ModelViewMatrix * gl_Vertex).xyz;
```
Hints on Running Shaders on Your Own System

• You need a graphics system that is OpenGL 2.0 or later. Basically, if you got your graphics system in the last 5 years, you should be OK, unless it came from Apple. In that case, who knows how much OpenGL support it has? (The most recent OpenGL level is 4.6)

• Update your graphics driver to the most recent version!

• You must do the GLEW setup. It looks like this in the sample code:
  ```
  GLenum err = glewInit();
  if (err != GLEW_OK)
    {
      fprintf( stderr, "glewInit Error
" );
    }
  else
    fprintf( stderr, "GLEW initialized OK
" );
  ```
  This must come after you've created a graphics window. (It is this way in the sample code, but I'm saying this because I know some of you go in and "simplify" my sample code by deleting everything you don't think you need.)

• You use the GLSL C++ class you've been given only after a window has been created and GLEW has been setup. Only then can you initialize your shader program:
  ```
  bool valid = Pattern->Create("pattern.vert", "pattern.frag");
  ```

Guide to Where to Put Pieces of Your Shader Code, I

1. Declare the GLSLProgram above the main program (i.e., as a global):
   ```
   GLSLProgram * Pattern;
   ```

2. At the end of initGraphics(), create the shader program and setup your shaders:
   ```
   Pattern = new GLSLProgram();
   bool valid = Pattern->Create("pattern.vert", "pattern.frag");
   ```

3. Turn on the shader program in Display(), set shader variables, draw the objects, then turn off the shader program:
   ```
   Pattern->Use();
   Pattern->SetUniformVariable(...
   OsuSphere();
   Pattern->UnUse(); // return to the fixed function pipeline
   ```

4. When you run your program, be sure to check the console window for shader compilation errors!

Guide to Where to Put Pieces of Your Shader Code, II

Tips on drawing the object:

• If you want to key off of s and t coordinates in your shaders, the object must have s and t coordinates (vt) assigned to its vertices — not all OBJ files do!

• If you want to use surface normals in your shaders, the object must have surface normals (vn) assigned to its vertices — not all OBJ files do!

• Be sure you explicitly assign all of your uniform variables — no error messages occur if you forget to do this — it just quietly screws up.

• The glutSolidTeapot() has been textured in patches, like a quilt — cute, but weird

• The OsuSphere() function from the texturing project will give you a very good sphere