

Disco Ball Lighting!



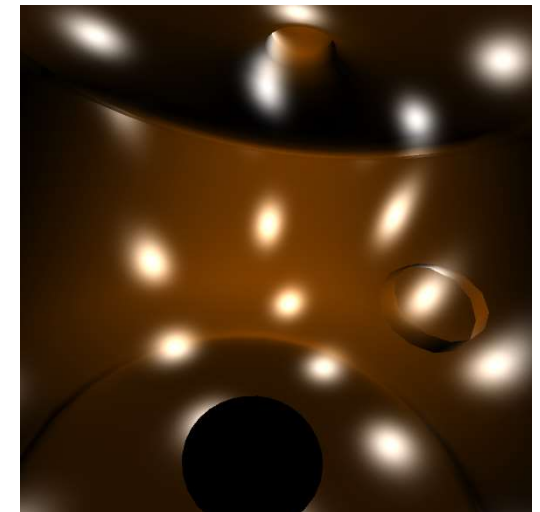
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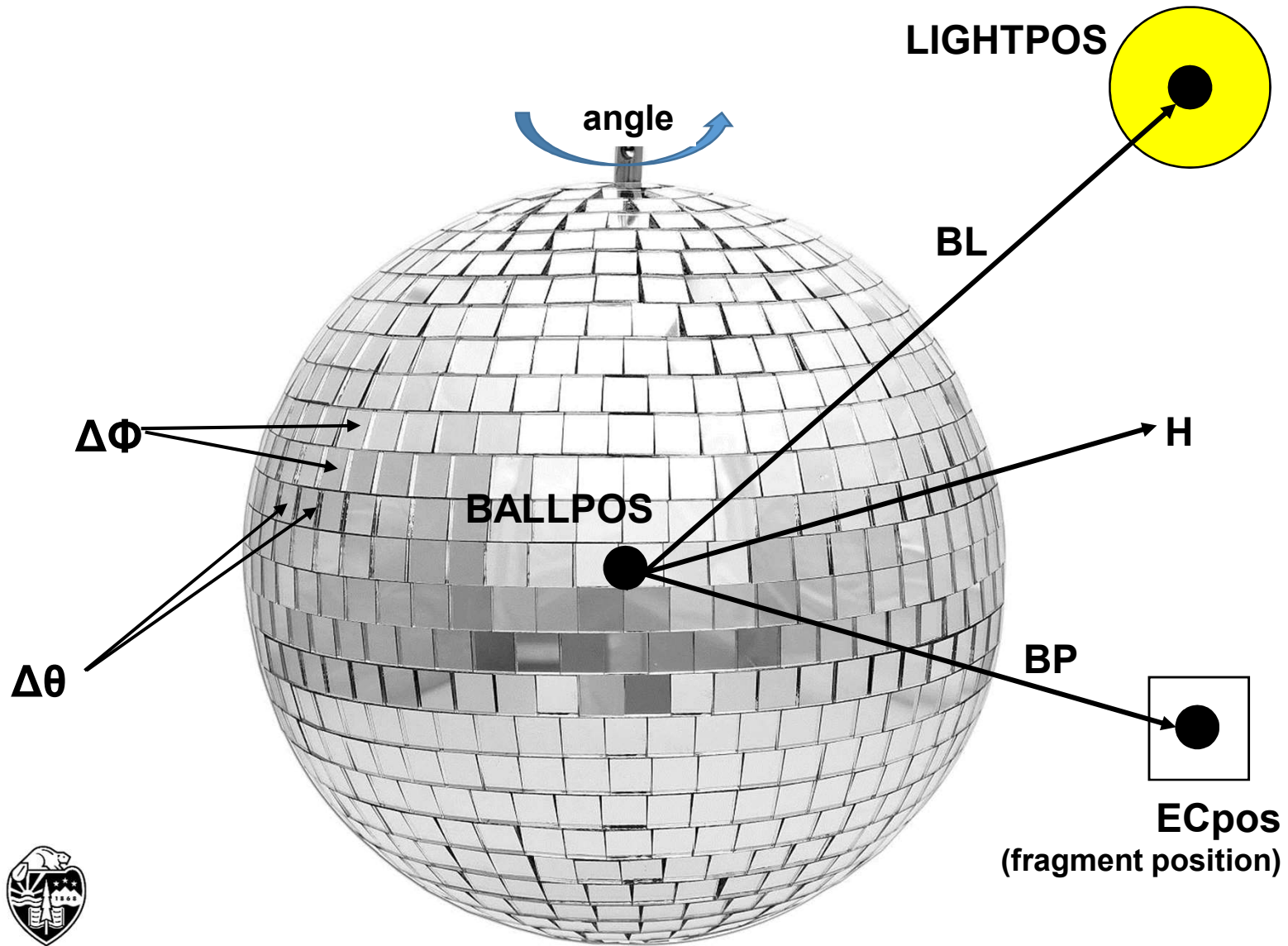


Oregon State
University

Mike Bailey

mjb@cs.oregonstate.edu





disco.glib

```
##OpenGL GLIB

Perspective 90
LookAt 0 0 1 0 0 0 0 1 0

Vertex disco.vert
Fragment disco.frag
Program Disco Program Disco \
    uNumFacets <5 15 50> \
    uPower <1000. 5000. 50000.>

Color 1. 0.5 0.
Teapot
```



disco.vert

```
#version 330 compatibility

out vec3  vECpos;
out vec4  vColor;
out float  vLightIntensity;

const vec3 LIGHTPOS = vec3( 2., 0., 0. );

void
main( )
{
    vECpos = ( gl_ModelViewMatrix * gl_Vertex ).xyz;

    vec3 tnorm = normalize( vec3( gl_NormalMatrix * gl_Normal ) );
    vLightIntensity = dot( normalize(LIGHTPOS - vECpos), tnorm );
    vLightIntensity = abs( vLightIntensity );

    vColor = gl_Color;

    gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```



disco.frag, I

```

#version 330 compatibility

in vec3  vECpos;
in vec4  vColor;
in float vLightIntensity;

uniform int  uNumFacets;
uniform float uPower;
uniform float Timer;      // built-in to glman

const float PI = 3.14159265;
const vec3 BALLPOS      = vec3( 0., 2., 0. );
const vec3 LIGHTPOS     = vec3( 2., 0., 0. );
const vec3 LIGHTCOLOR = vec3( 1., 1., 1. );

void
main( void )
{
    int numTheta = uNumFacets;      // # in longitude direction
    int numPhi   = uNumFacets;      // # in latitude direction
    float dtheta = 2. * PI / float(numTheta);
    float dphi   =    PI / float(numPhi);
                // spherical coord angles between the facets
    vec3 BP = normalize( vECpos - BALLPOS );      // vector from ball center to the
                                                // point we care about

    float angle = radians(Timer*360.);           // ball rotation angle
    float c = cos( angle );
    float s = sin( angle );
    vec3 bp;
    bp.x = c*BP.x + s*BP.z;
    bp.y = BP.y;
    bp.z = -s*BP.x + c*BP.z;                    // but, rotate the vector, not the ball

```

disco.frag, II

```

vec3 BL = normalize( LIGHTPOS – BALLPOS );           // vector from the ball center
                                                    // to the light

vec3 H = normalize( BL + bp );
            // vector halfway between BL and bp – if a facet aligns with this angle,
            // the point we care about will get a lot of light

float xz  = length( H.xz );
float phi = atan( H.y, xz );
float theta = atan( H.z, H.x );    // turn the H vector into spherical coordinates

int itheta = int( floor( ( theta + dtheta/2. ) / dtheta ) );
int iphi   = int( floor( ( phi  + dphi/2.  ) / dphi   ) );

float theta0 = dtheta * float(itheta);
float phi0   = dphi   * float(iphi);    // figure out what the closest facet to H is

vec3 N0;
N0.y = sin(phi0);
xz   = cos(phi0);
N0.x = xz*cos(theta0);
N0.z = xz*sin(theta0);    // N0 is the discrete facet normal vector

float d = max( dot( N0, H ), 0. ); // like the cone angle on a spotlight
const float DMIN = 0.990;    // acos(0.990) is about 8 degrees
if( d < DMIN )
    d = 0.;
d = pow( d, uPower );    // specular brightness

gl_FragColor = vec4( vColor.rgb*vLightIntensity + d * LIGHTCOLOR, 1. );
                    // diffuse + specular

```

