OpenGL Terminology

- What is OpenGL?
- How are objects represented?
- What's a Fragment?
- What's a buffer?
  - – How many and name them?
- What's a texture?

OpenGL Pipeline

Blending

Blending

Learn to use the A component in RGBA color for

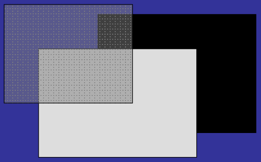
- - Blending for translucent surfaces
- - Compositing images
- - Antialiasing

Opacity and Transparency

Opaque surfaces permit no light to pass through

- Transparent surfaces permit all light to pass
- Translucent surfaces pass some light

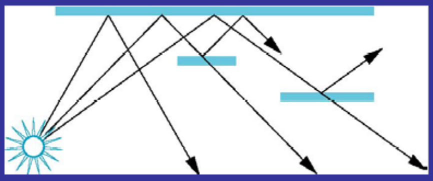
translucency = 1 – opacity (α)



Physically Correct Translucency

Dealing with translucency in a physically correct manner is difficult due to

- **The complexity of the internal interactions of light and matter**
- **Limitations of fixed-pipeline rendering w/ State Machine**



Window Transparency

- Look out a window

Window Transparency

- Look out a window

- What's wrong with that?

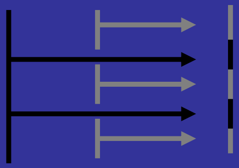
Window Transparency

- Look out a window

- What's wrong with that?

Screen Door Transparency

- glEnableGL_POLYGON_STIPPLE(GL_POLYGON_STIPPLE)



Example

- Example 1
- Example 2

- Frame Buffer (assuming 32-bits)
  - Simple color model: R, G, B; 8 bits each
  - α-channel A, another 8 bits
- Alpha determines opacity, pixel-by-pixel
  - $\alpha = 1$: opaque
  - $\alpha = 0$: transparent
  - $0 < \alpha < 1$: translucent
- Blend translucent objects during rendering
- Achieve other effects (e.g., shadows)

Compositing

- Back to Front

$$C_{out} = (1-\alpha_c)C_{in} + \alpha_c C_c$$

- Front to Back

$$C_{out} = C_{in} + C_c\alpha_c(1-\alpha_{in})$$

$$\alpha_{out} = \alpha_{in} + \alpha_c(1-\alpha_{in})$$

Blending

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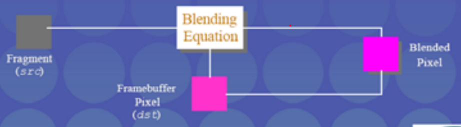
- Combine fragments with pixel values that are already in the framebuffer

`glBlendFunc( src, dst )`

$$\vec{C}_r = src\,\vec{C}_f + dst\,\vec{C}_p$$

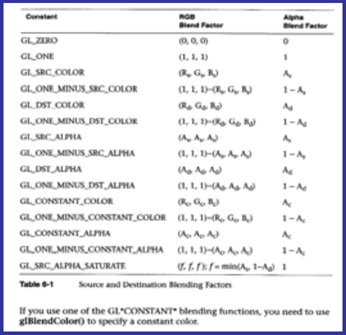


Blending

- Blending operation
  - Source: **s** = [s_r s_g s_b s_a]
  - Destination: **d** = [d_r d_g d_b d_a]

  - **b** = [b_r b_g b_b b_a] source blending factors
  - **c** = [c_r c_g c_b c_a] destination blending factors
  - **d’** = [$b_r s_r + c_r d_r$, , $b_g s_g + c_g d_g$,$b_b s_b + c_b d_b$,$b_a s_a + c_a d_a$]

Blending



Constant	RGB Blend Factor	Alpha Blend Factor
GL_ZERO	(0, 0, 0)	0
GL_ONE	(1, 1, 1)	1
GL_SRC_COLOR	(R_s, G_s, B_s)	A_s
GL_ONE_MINUS_SRC_COLOR	$(1, 1, 1)-(R_s, G_s, B_s)$	$1 - A_s$
GL_DST_COLOR	(R_d, G_d, B_d)	A_d
GL_ONE_MINUS_DST_COLOR	$(1, 1, 1)-(R_d, G_d, B_d)$	$1 - A_d$
GL_SRC_ALPHA	(A_s, A_s, A_s)	A_s
GL_ONE_MINUS_SRC_ALPHA	$(1, 1, 1)-(A_s, A_s, A_s)$	$1 - A_s$
GL_DST_ALPHA	(A_d, A_d, A_d)	A_d
GL_ONE_MINUS_DST_ALPHA	$(1, 1, 1)-(A_d, A_d, A_d)$	$1 - A_d$
GL_CONSTANT_COLOR	(R_c, G_c, B_c)	A_c
GL_ONE_MINUS_CONSTANT_COLOR	$(1, 1, 1)-(R_c, G_c, B_c)$	$1 - A_c$
GL_CONSTANT_ALPHA	(A_c, A_c, A_c)	A_c
GL_ONE_MINUS_CONSTANT_ALPHA	$(1, 1, 1)-(A_c, A_c, A_c)$	$1 - A_c$
GL_SRC_ALPHA_SATURATE	(f, f, f); $f = \min(A_s, 1-A_d)$	1

Table 6-1 Source and Destination Blending Factors

If you use one of the GL*CONSTANT* blending functions, you need to use **glBlendColor()** to specify a constant color.

OpenGL Blending and Compositing

- Must enable blending and pick source and destination factors

  glEnable(GL_BLEND)

  glBlendFunc(source_factor,destination_factor)

- Only certain factors supported

  GL_ZERO, GL_ONE

  GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA

  GL_DST_ALPHA, GL_ONE_MINUS_DST_ALPHA

  See Red Book for complete list

glBlendEquation(…)

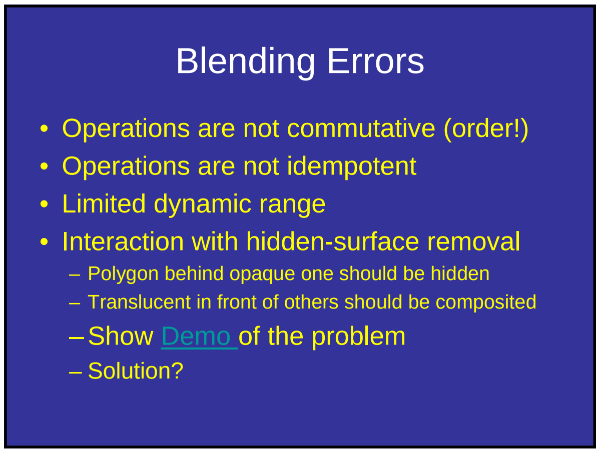
GL_FUNC_ADD

GL_FUNC_SUBTRACT

GL_REVERSE_SUBTRACT

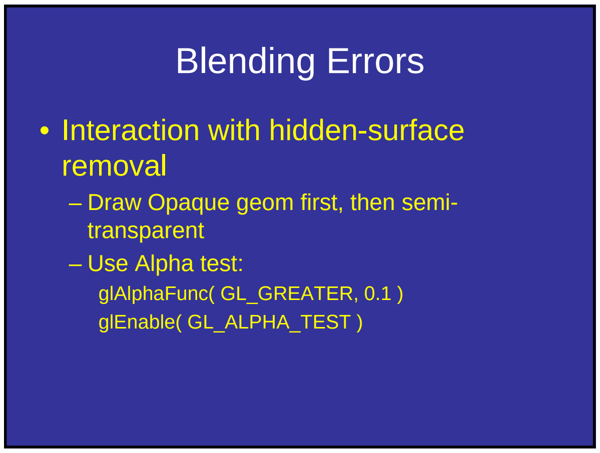
GL_MIN

GL_MAX



Blending Errors

- Operations are not commutative (order!)
- Operations are not idempotent
- Limited dynamic range
- Interaction with hidden-surface removal
  - Polygon behind opaque one should be hidden
  - Translucent in front of others should be composited
  - Show Demo of the problem
  - Solution?

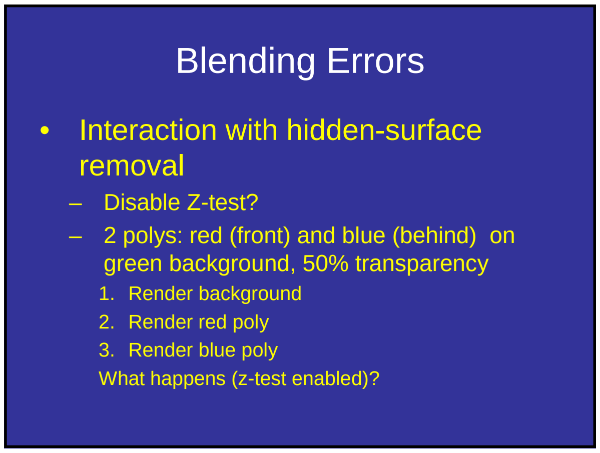


Blending Errors

- Interaction with hidden-surface removal
  - Draw Opaque geom first, then semi-transparent
  - Use Alpha test:

    glAlphaFunc(GL_GREATER, 0.1)

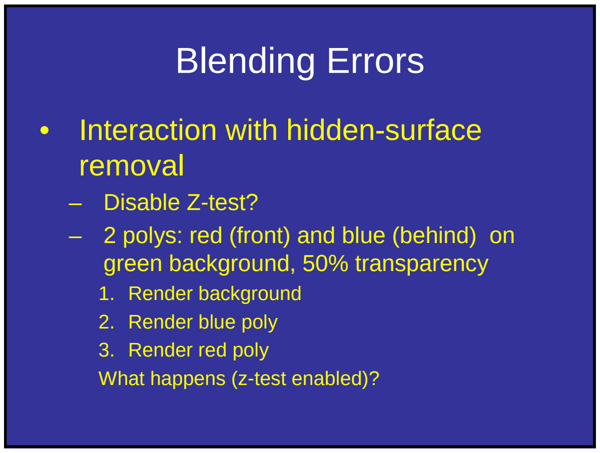
    glEnable(GL_ALPHA_TEST)



Blending Errors

- Interaction with hidden-surface removal
  - Disable Z-test?
  - 2 polys: red (front) and blue (behind) on green background, 50% transparency
    1. Render background
    2. Render red poly
    3. Render blue poly

    What happens (z-test enabled)?



Blending Errors

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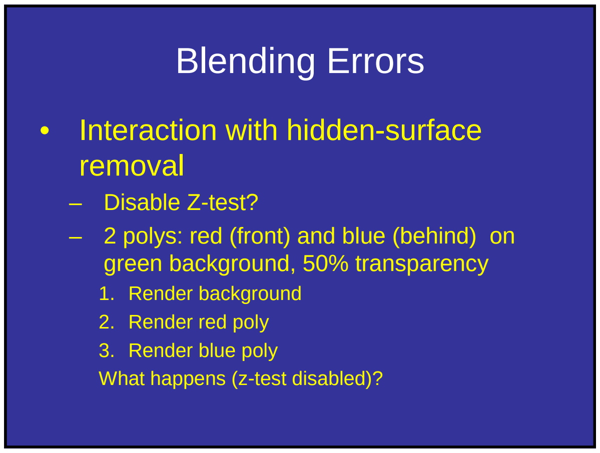

Blending Errors

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  - 2 polys: red (front) and blue (behind) on green background, 50% transparency
    1. Render background
    2. Render red poly
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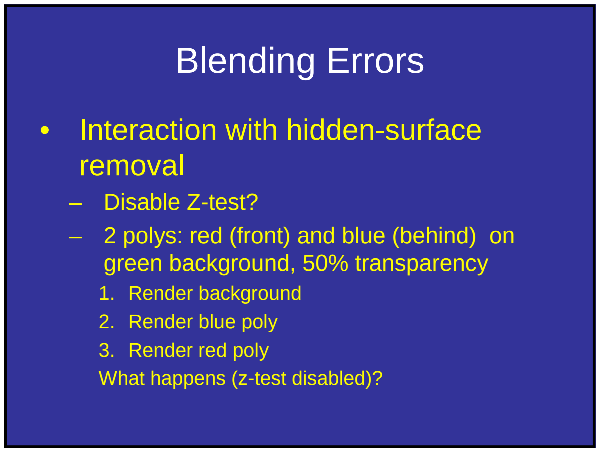
    What happens (z-test disabled)?



Blending Errors

- Interaction with hidden-surface removal
  - Disable Z-test?
  - 2 polys: red (front) and blue (behind) on green background, 50% transparency
    1. Render background
    2. Render blue poly
    3. Render red poly

    What happens (z-test disabled)?

Blending Errors

- Interaction with hidden-surface removal
  - Polygon behind opaque one should be hidden
  - Translucent in front of others should be composited
  - Solution?
    - Two passes using *alpha testing* (glAlphaFunc): 1st pass
    - alpha=1 accepted, and 2nd pass alpha<1 accepted
    - make z-buffer read-only for translucent polygons (alpha<1) with **glDepthMask(GL_FALSE);**
  - Demo

Sorting

- General Solution?
  - Just sort polygons
    - Which Space?

Sorting

Correct

Magenta
Yellow
Gray
Cyan

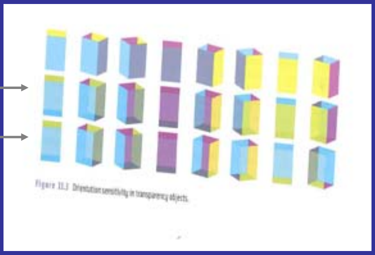
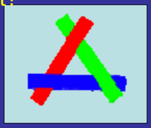


Figure 11.1 Orientation sensitivity in transparency objects.

Sorting

- General Solution?
  - Just sort polygons
    - Which Space?
  - What About?



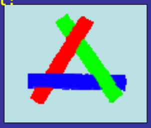
  - Depth Peeling

Image Dissolve?

- How to do it?

Sorting

- General Solution?
  - Just sort polygons
    - Which Space?
  - What About?



  - Depth Peeling (USE PDF FILE)

Depth Peeling Shaders

http://code.google.com/p/cuda-ldi/source/browse/trunk/src/depth_peeling/?r=17

Dual Depth Peeling

- Reduce number of passes by processing both front and back at the same time

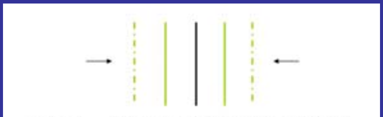


Figure 3. Dual depth peeling advancing fronts.

Antialiasing

SIGGRAPH2004

- Removing the Jaggies

```
glEnable( mode )
```

  - GL_POINT_SMOOTH
  - GL_LINE_SMOOTH
  - GL_POLYGON_SMOOTH

  - alpha value computed by computing sub-pixel coverage
  - available in both RGBA and colormap modes

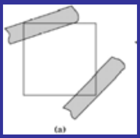
OpenGL

Antialiasing Revisited

- Single-polygon case first
- Set α value of each pixel to covered fraction
- Use destination factor of "$1 - \alpha$"
- Use source factor of "α"
- This will blend background with foreground
- Overlaps can lead to blending errors

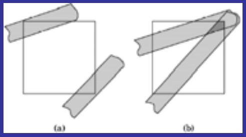
Antialiasing with Multiple Polygons

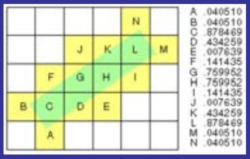
- Initially, background color $\mathbf{C}_0$, $a_0 = 0$
- Render first polygon; color C_1 fraction α_1
  - $\mathbf{C}_d = (1 - \alpha_1)\mathbf{C}_0 + \alpha_1\mathbf{C}_1$
  - $\alpha_d = \alpha_1$
- Render second polygon; assume fraction α_2
- If no overlap (case a), then
  - $\mathbf{C'}_d = (1 - \alpha_2)\mathbf{C}_d + \alpha_2\mathbf{C}_2$
  - $\alpha'_d = \alpha_1 + \alpha_2$



Antialiasing with Multiple Polygons

- Now assume overlap (case b)
- Average overlap is a_1a_2
- So $a_d = a_1 + a_2 - a_1a_2$
- Make front/back decision for color as usual





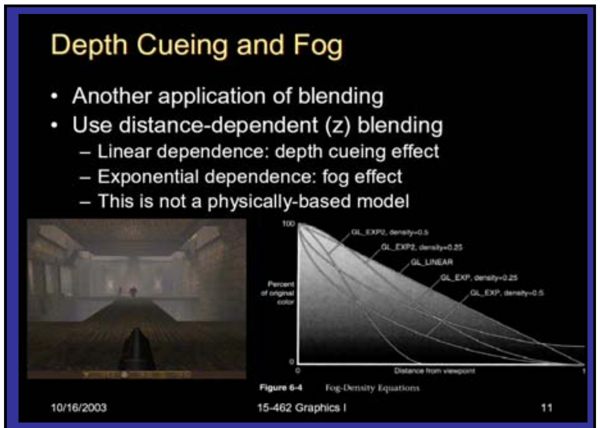
A	.040510
B	.040510
C	.878469
D	.434259
E	.007639
F	.141435
G	.759952
H	.759952
I	.141435
J	.007639
K	.434259
L	.878469
M	.040510
N	.040510

Antialiasing in OpenGL

- Avoid explicit α-calculation in program
- Enable both smoothing and blending

```
glEnable(GL_POINT_SMOOTH);
glEnable(GL_LINE_SMOOTH);
glEnable(GL_BLEND);
glBlendFunc(GL_SRC_ALPHA,GL_ONE_MINUS_SRC_ALPHA);
```

- Can also hint about quality vs performance using **glHint(…)**



Depth Cueing and Fog

- Another application of blending
- Use distance-dependent (z) blending
  - Linear dependence: depth cueing effect
  - Exponential dependence: fog effect
  - This is not a physically-based model

100
GL_EXP2, density=0.5
GL_EXP2, density=0.25
GL_LINEAR
GL_EXP, density=0.25
GL_EXP, density=0.5
Percent of original color
0
Distance from viewpoint
1

Figure 6-4 Fog-Density Equations

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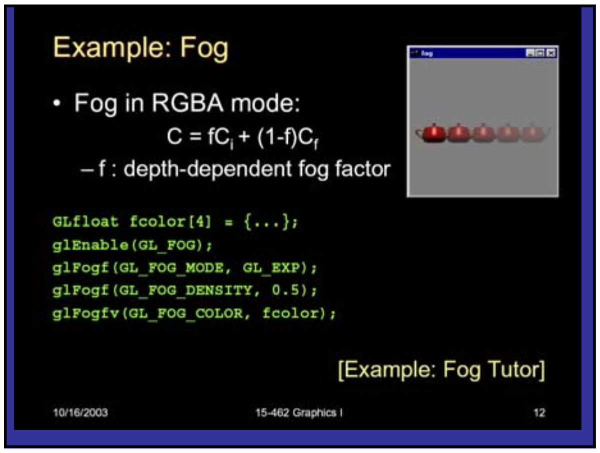

Example: Fog

- Fog in RGBA mode:

$$C = fC_i + (1-f)C_f$$

  - f : depth-dependent fog factor

```
GLfloat fcolor[4] = {...};
glEnable(GL_FOG);
glFogf(GL_FOG_MODE, GL_EXP);
glFogf(GL_FOG_DENSITY, 0.5);
glFogfv(GL_FOG_COLOR, fcolor);
```

[Example: Fog Tutor]

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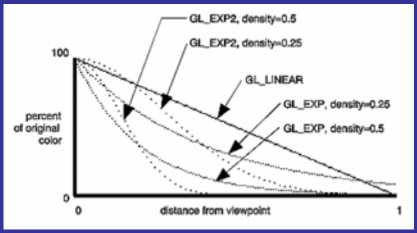
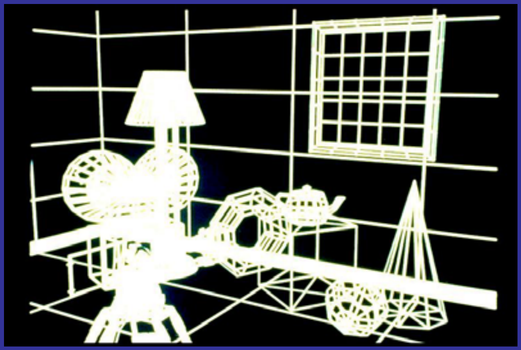
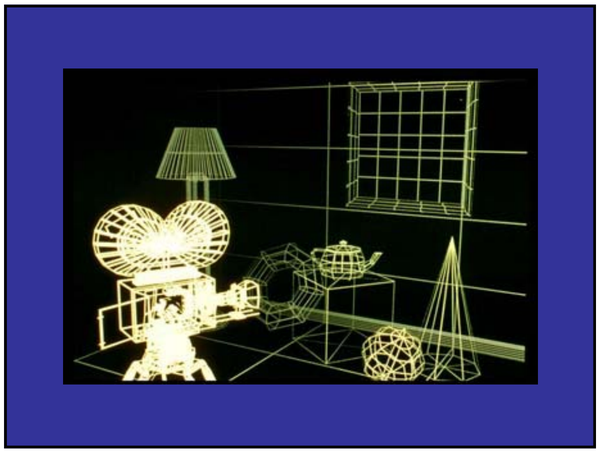
Fog

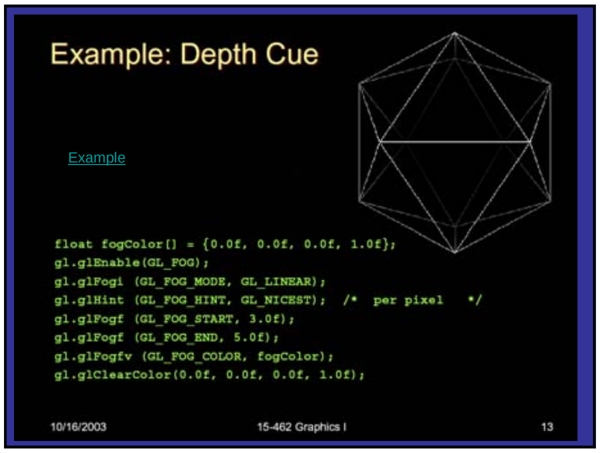


Fog Tutor

Depth Cue via Fog







Example: Depth Cue

Example

```
float fogColor[] = {0.0f, 0.0f, 0.0f, 1.0f};
gl.glEnable(GL_FOG);
gl.glFogi (GL_FOG_MODE, GL_LINEAR);
gl.glHint (GL_FOG_HINT, GL_NICEST);  /*  per pixel   */
gl.glFogf (GL_FOG_START, 3.0f);
gl.glFogf (GL_FOG_END, 5.0f);
gl.glFogfv (GL_FOG_COLOR, fogColor);
gl.glClearColor(0.0f, 0.0f, 0.0f, 1.0f);
```