Computer Graphics 2015

8. Hidden Surface Elimination

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Visual Realism

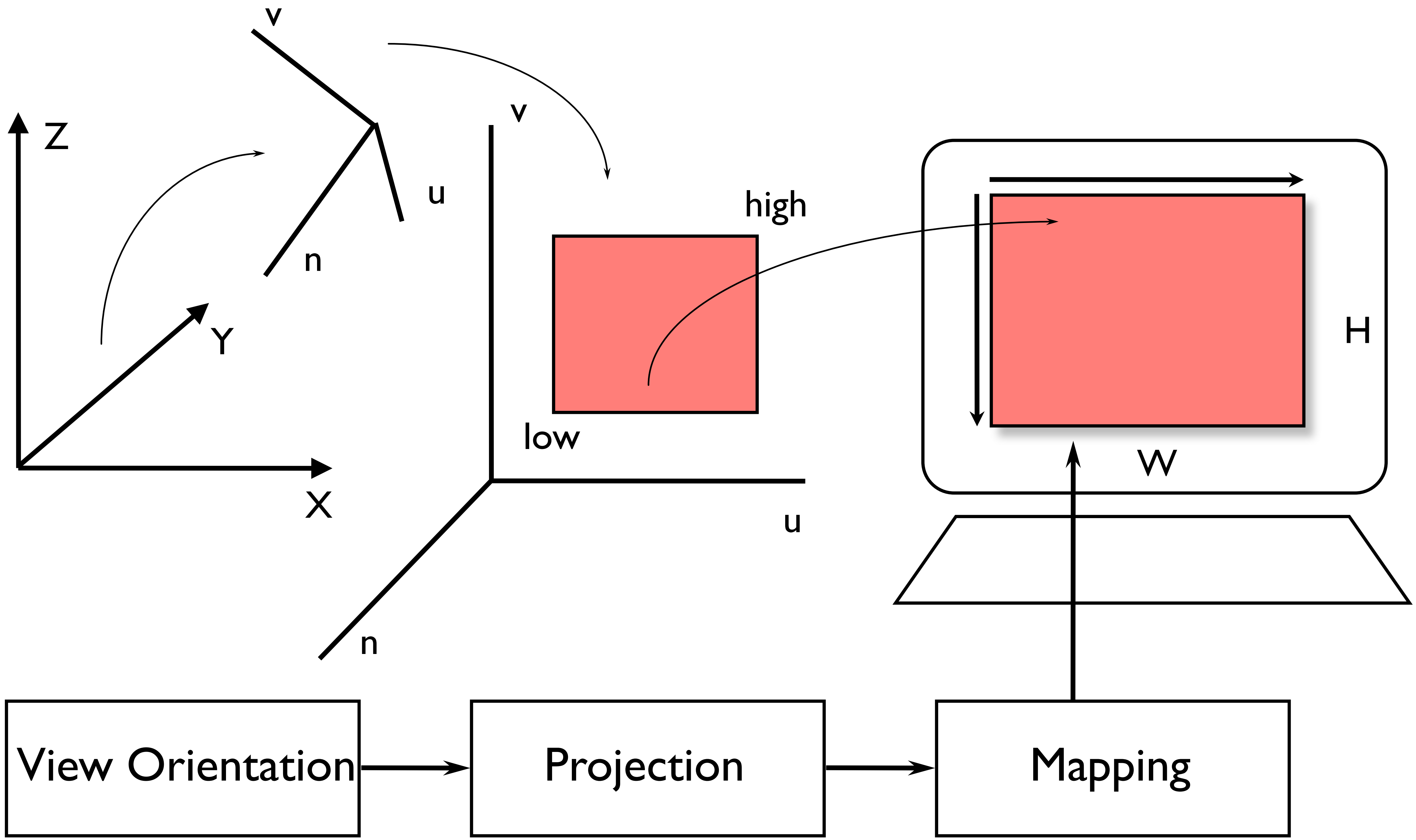
- Achieved by correct rendering of :
  - View (perspective)
  - Field of view (Clip outside the window)
  - Omit hidden parts
  - Surface details like texture
  - Light effects on surfaces like continuous shading, shadows, and caustics.
  - Volumetric effects like transparency and translucency through participating media like water, steam, smoke, …
  - Dynamic effects like movement, elasticity, …

OpenGL functions

- glEnable / glDisable (GL_CULL_FACE);
- glCullFace(mode)

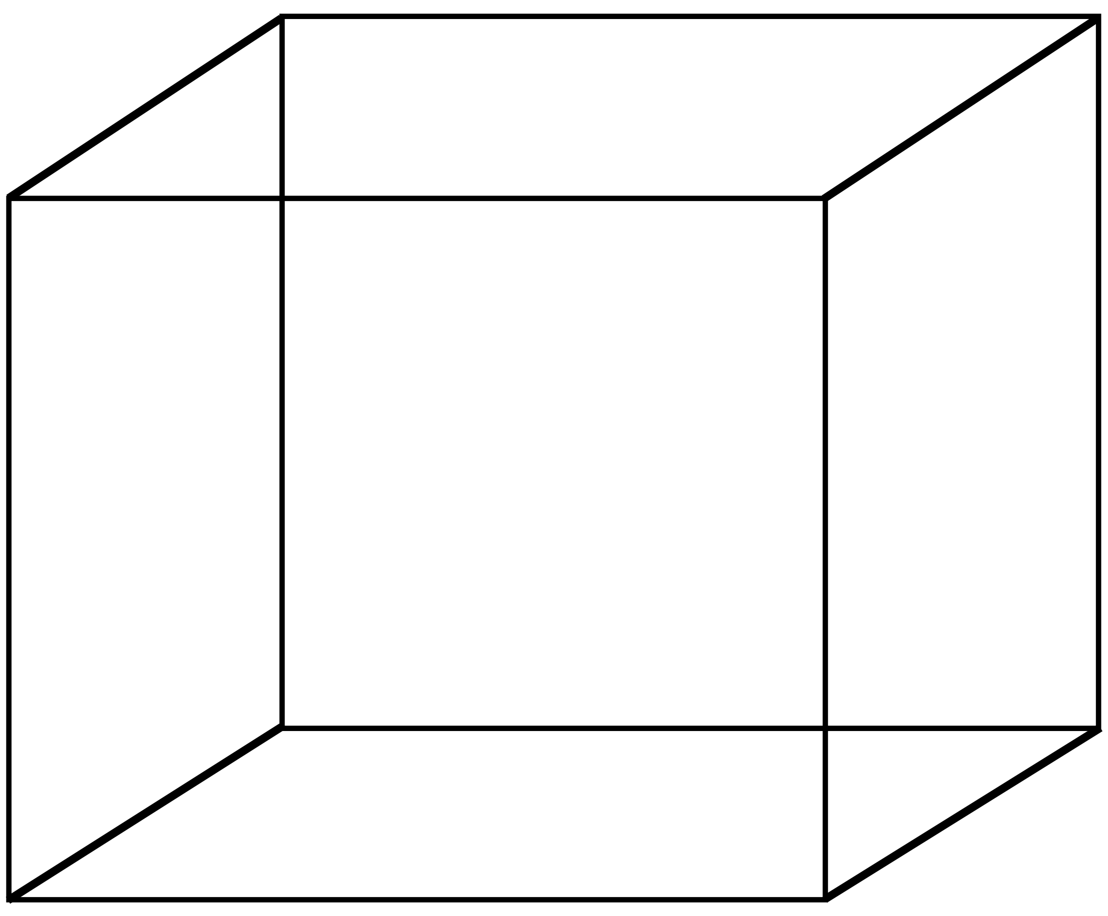
- glutInitDisplayMode(... | GLUT_DEPTH)
- glEnable(GL_DEPTH_TEST)
- glEnable(GL_FOG) glFog*()

Viewing Pipeline Review

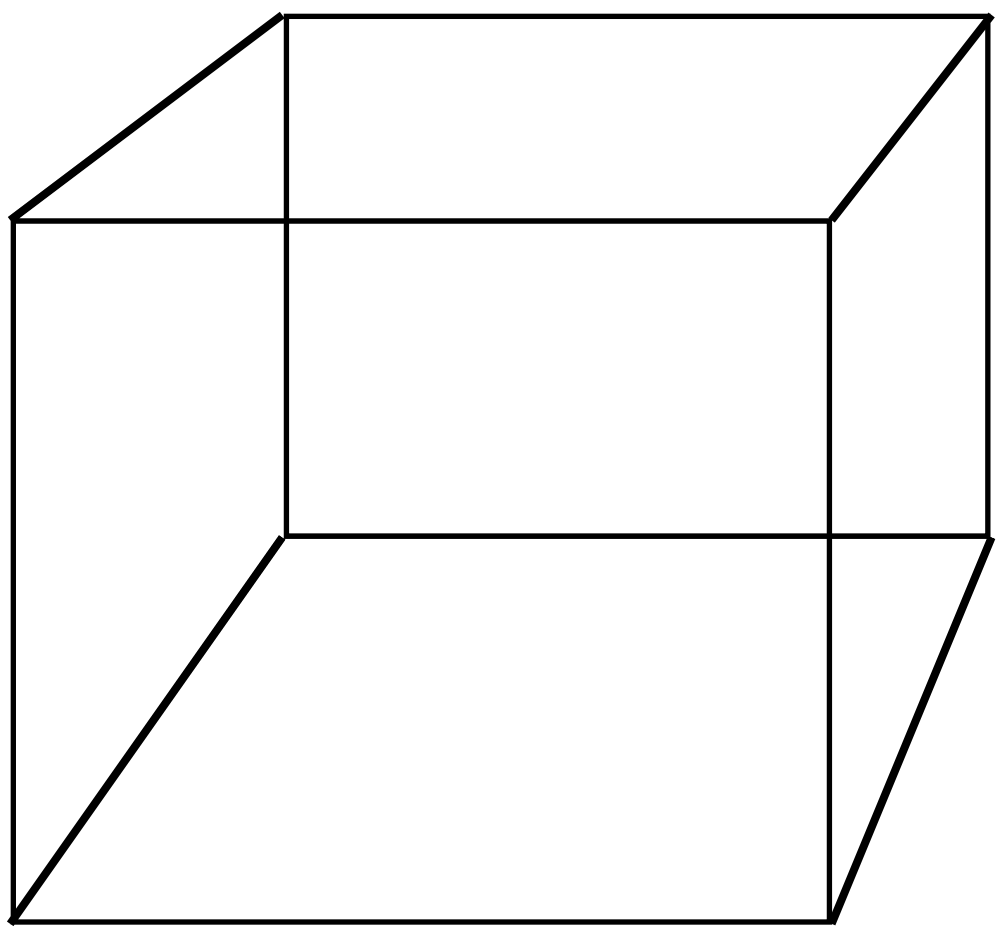


Projection

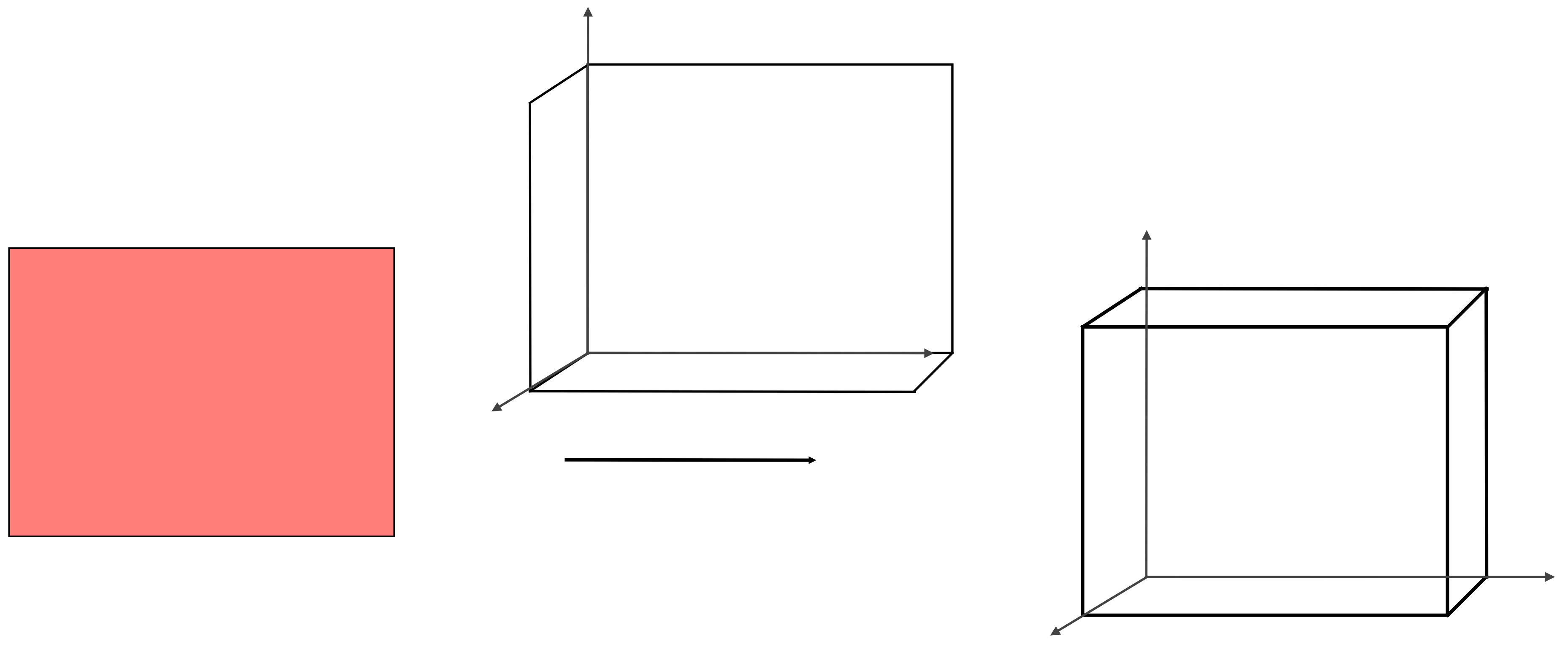
Orthographic



Perspective



Visible Line Drawing



Visible Surface Determination

- Goal
  - Given: a set of 3D objects and Viewing specification,
  - Determine: those parts of the objects that are visible when viewed along the direction of projection
- Or, equivalently, elimination of hidden parts (hidden lines and surfaces)
- Visible parts will be drawn/shown with proper colors and shades

HLHSR Algorithms

- Two Fundamental Approach
  - Object space algorithm
    - a.k.a. **Object Precision** ~
    - hidden line remove
  - Image space algorithm
    - a.k.a. **Image Precision** ~
    - z-buffer

Object Precision Algorithm

```
foreach (object in the world)  {
    determine those parts of the object whose view is
      unobstructed by other parts of it or any other object;
    draw those parts in the appropriate color;
}
```

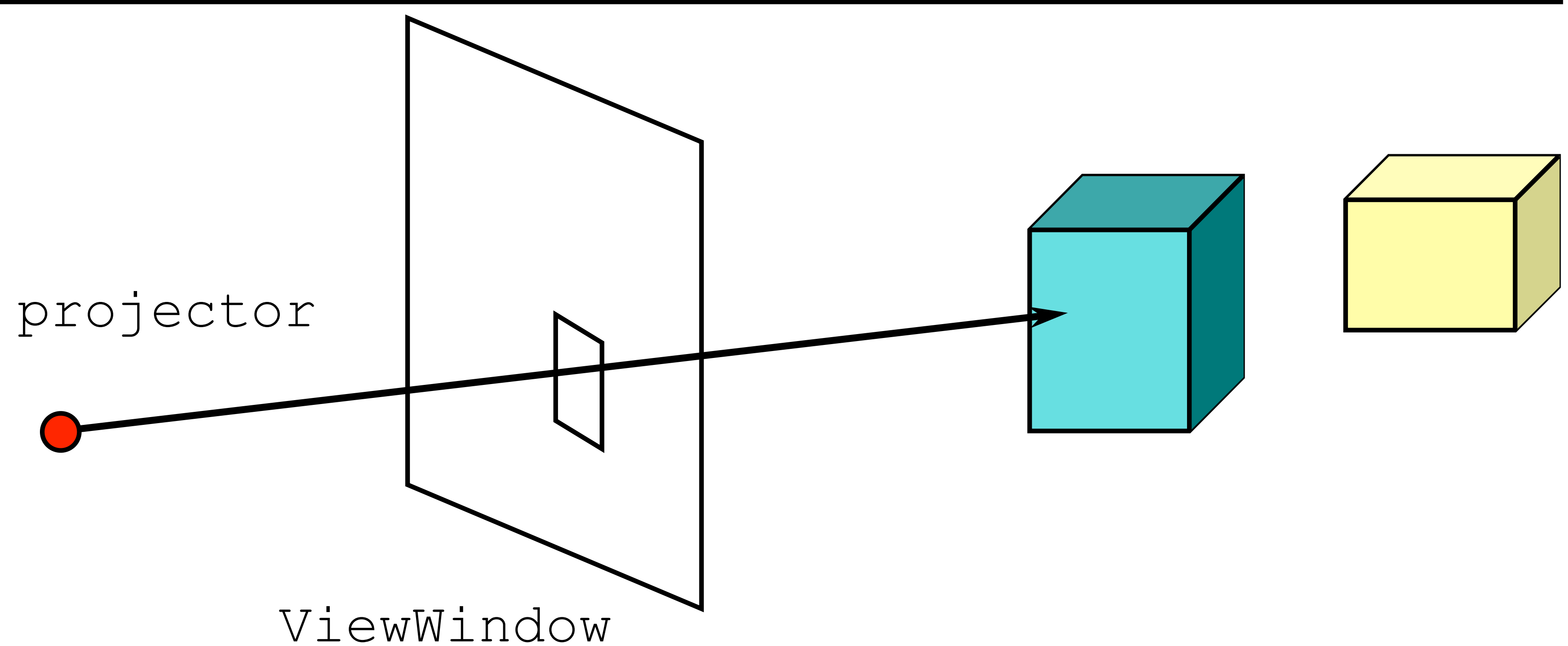
Image Precision Algorithms

foreach (pixel in the image) {

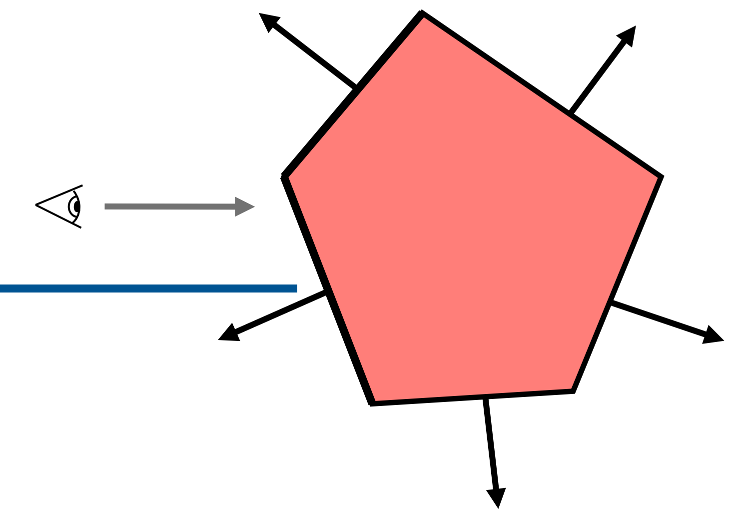
determine the object closest to the viewer that is pierced by the projector through the pixel;

draw the pixel in the appropriate color;

}



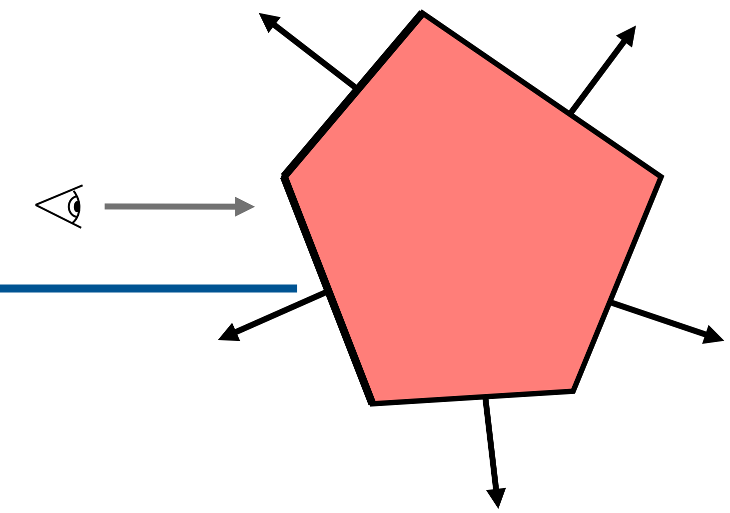
Back-face Culling



- In a closed polygonal surface
  - i.e. the surface of a polyhedral volume or a solid polyhedron
  - The faces whose outward normals point away from the viewer are not visible
  - Such back-facing faces can be eliminated from further processing

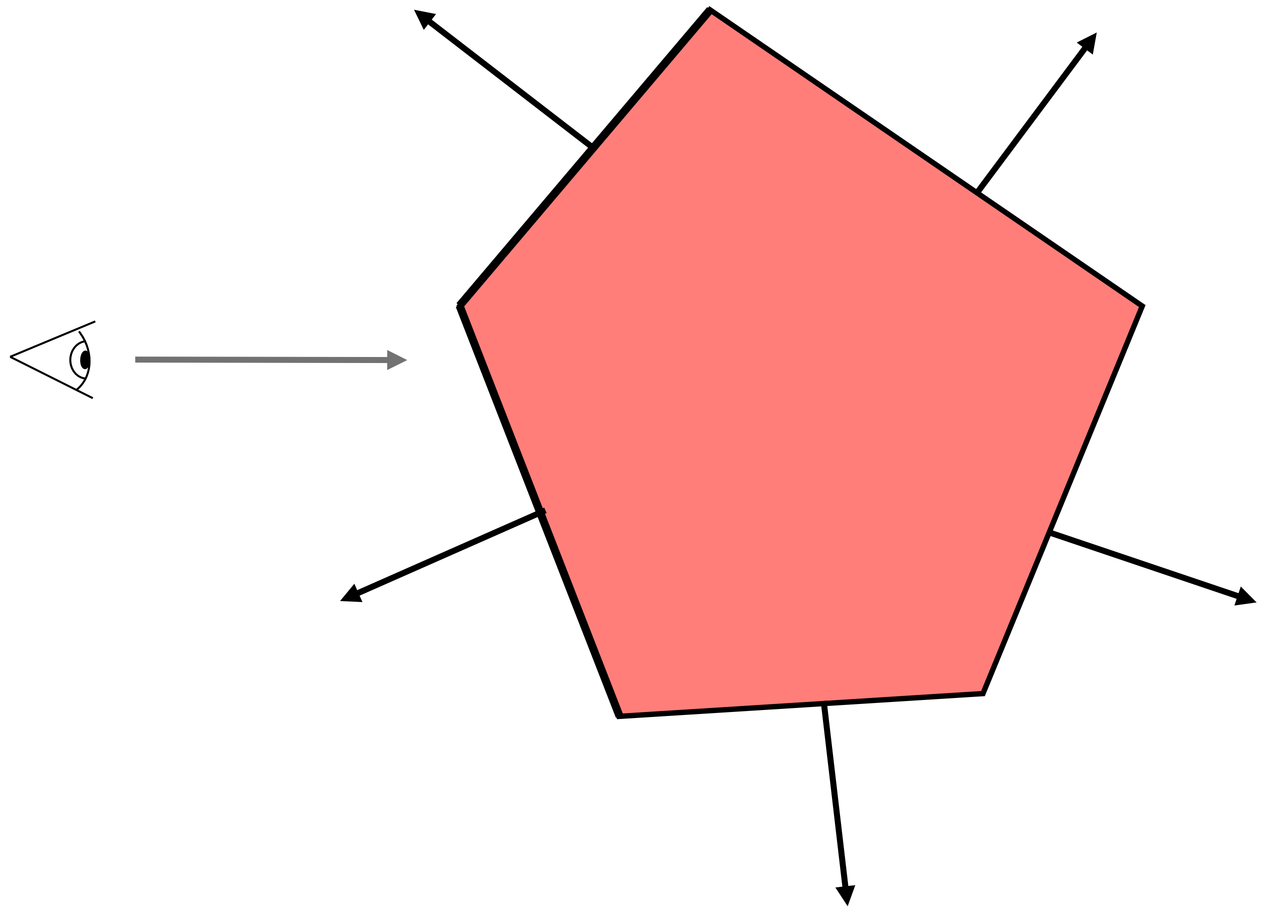
- Elimination of back-faces is called back-face culling

Back-Face Culling



- Back Face:
  - Part of the object surface facing away from the eye.
  - i.e. surface whose normal points away from the eye position.

Back-Face Culling



Algorithm:

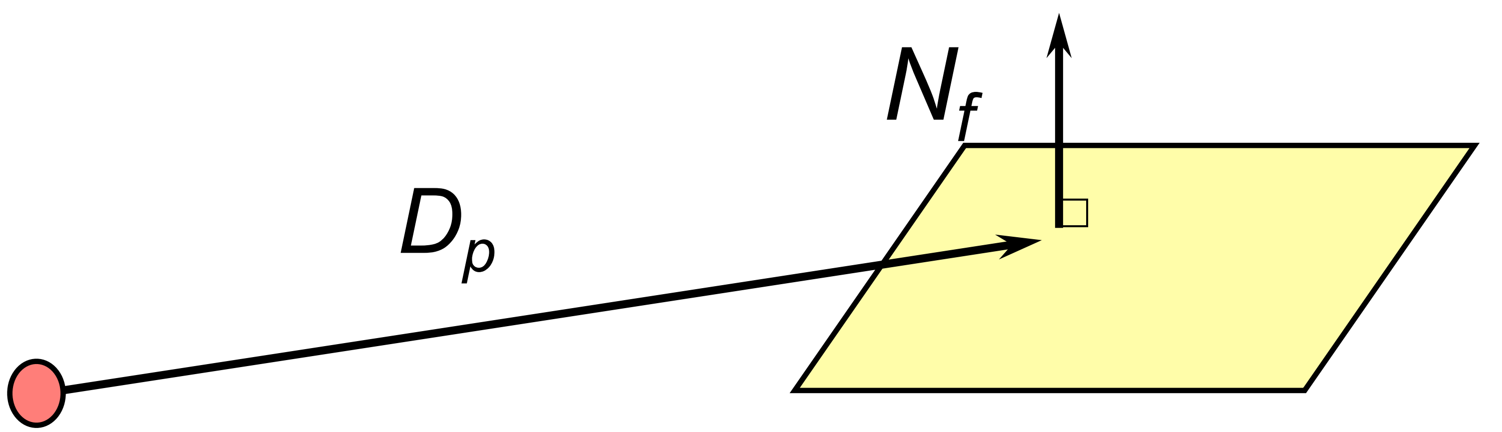
1. Find angle between the eye-vector & normal to face.
2. If between 0 to 90°, discard the face.

Back-face Culling

- **Determination of back-faces**

A polygonal face with outward surface normal N_f is a back-face if $N_f \circ D_p > 0$

where D_p is the direction of projection

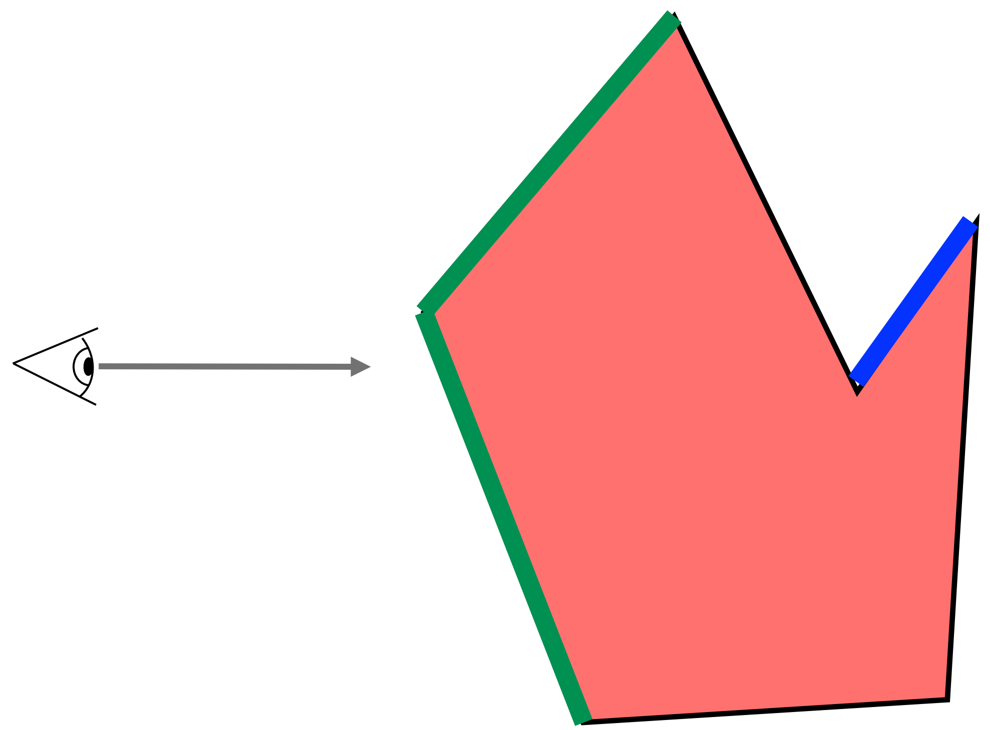


What happens when the projectors are along Z axis, i.e., (0,0,1) is the view direction.

Let $N_f = (n_x, n_y, n_z)$, the dot product now equals n_z. If this is +ve, then this is a back-face!

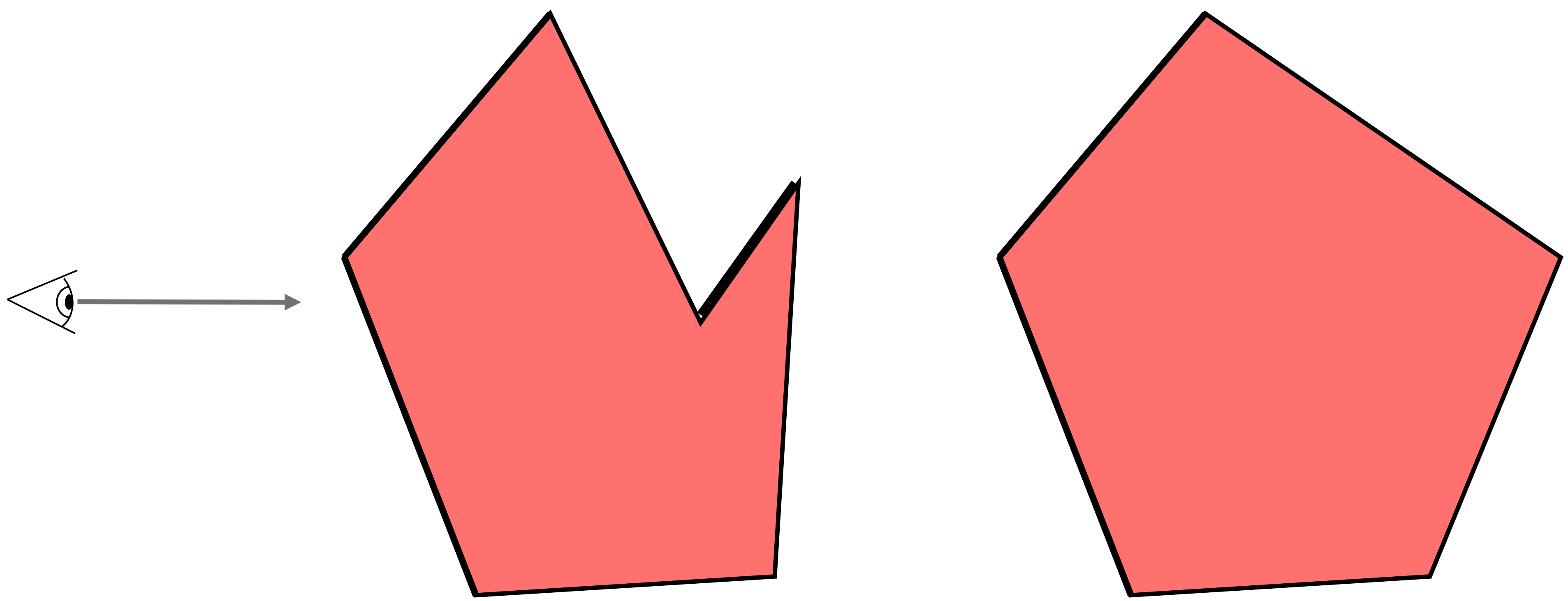
Back-Face Culling

Back-face culling does not solve all visibility problems



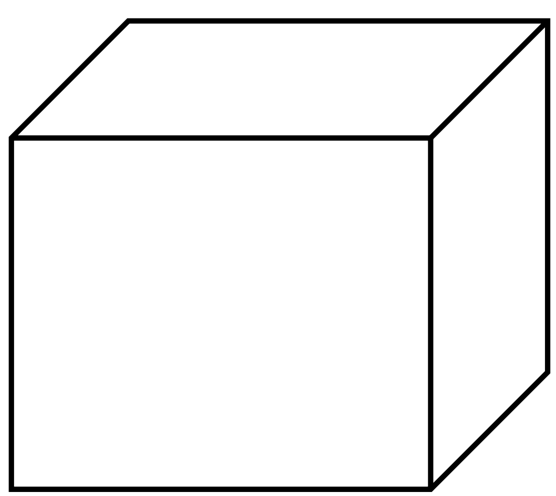
Back-Face Culling

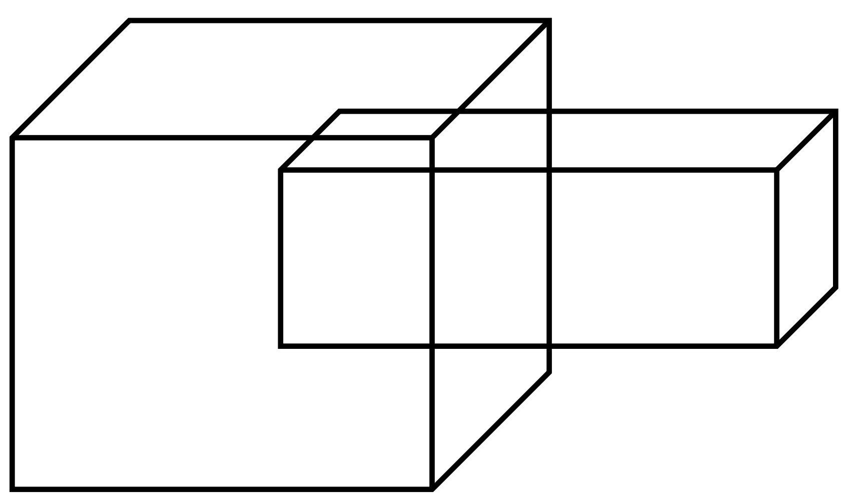
Back-face culling does not solve all visibility problems



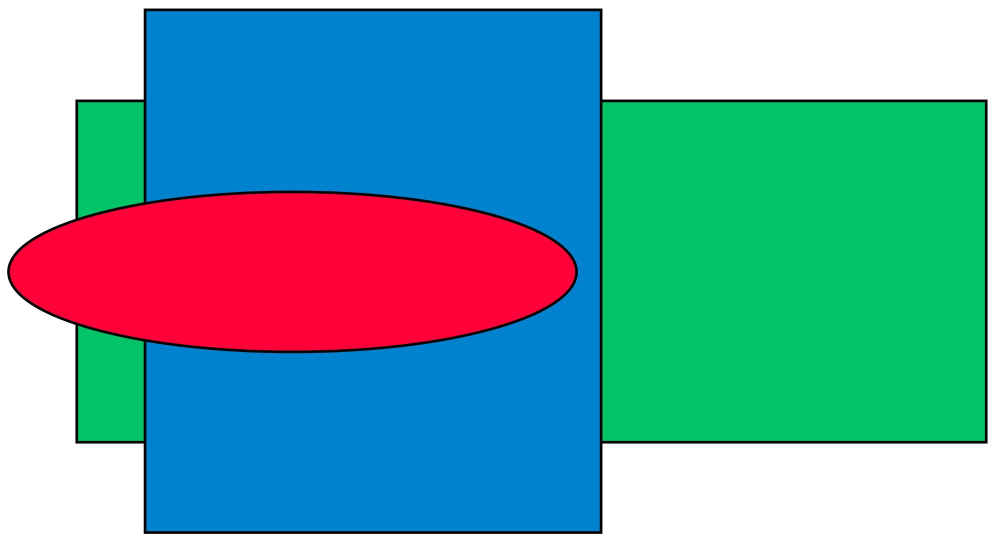
Back-face Culling

If the scene consists of a **single convex closed** polygonal surface then back-face culling is equivalent to HLHSR



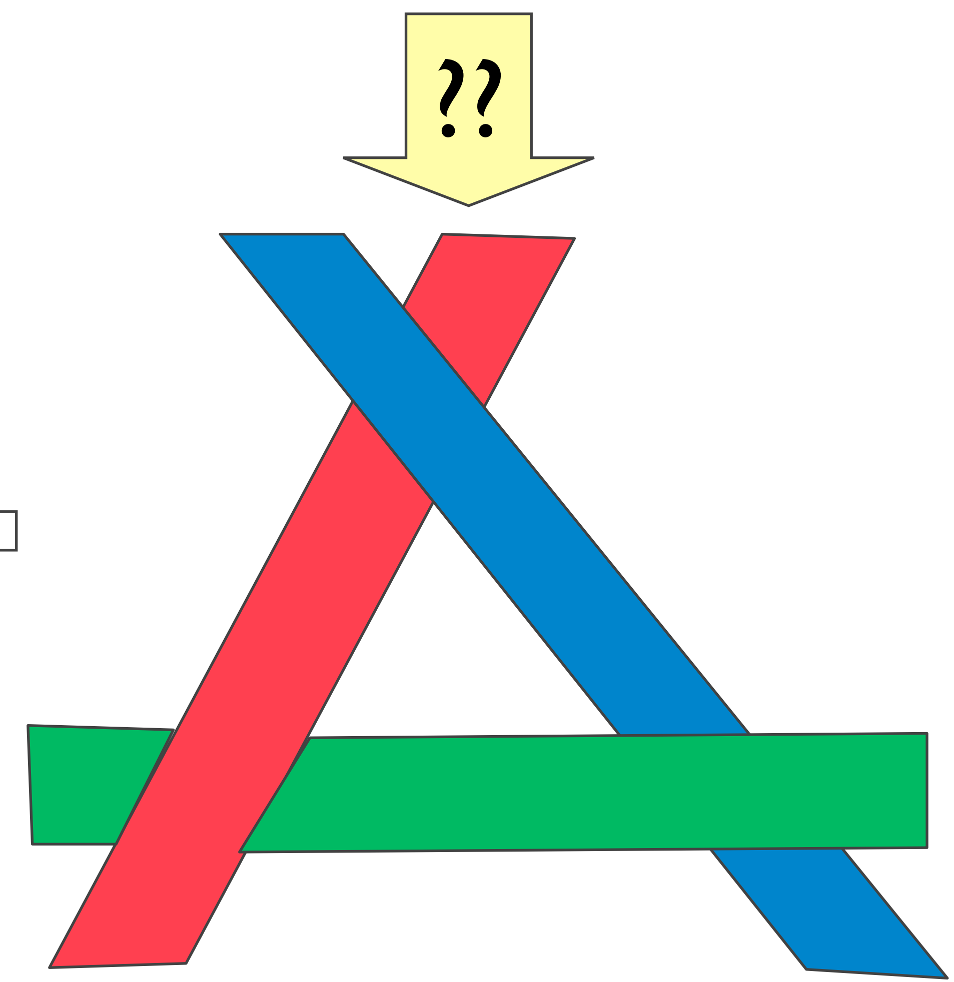


Hidden Surface Removal



Painter's Algorithm

From back to Front



Area Sorting

Clipping

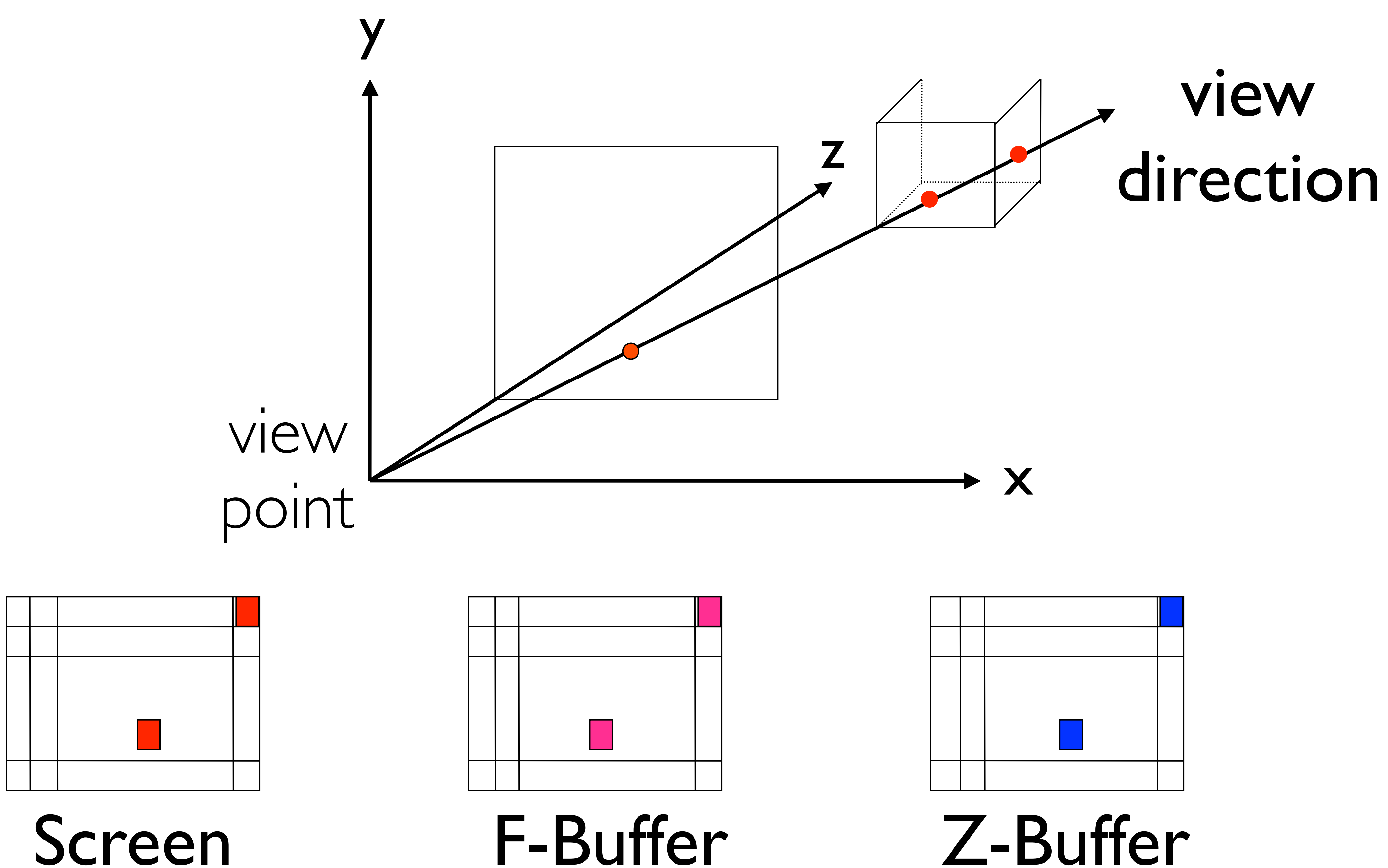
Z-Buffer Algorithm

- Image precision algorithm
  - Apart from a frame buffer F in which color values are stored,
  - it also needs a z-buffer, of the same size as the frame buffer, to store depth (z) values

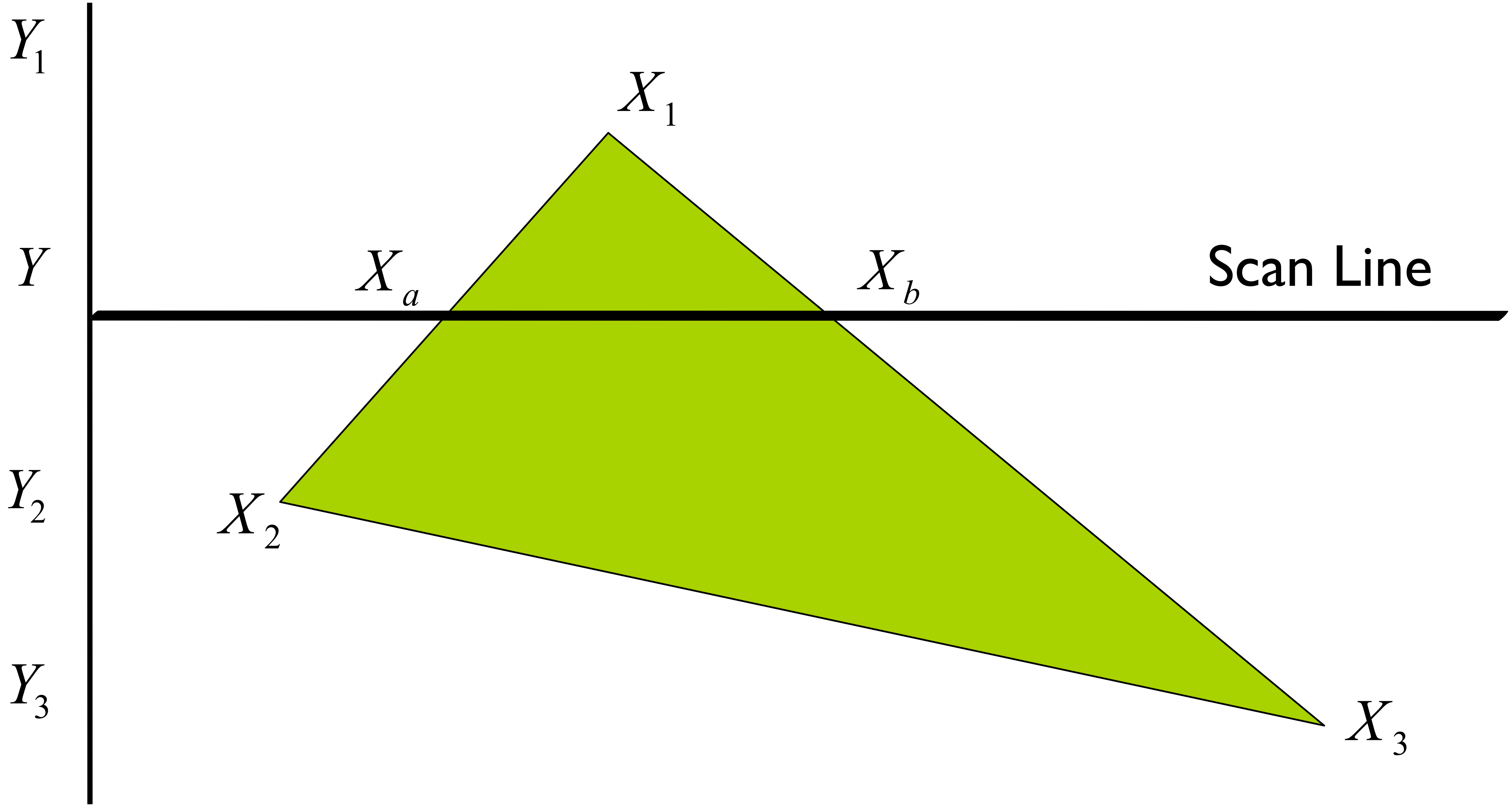
F-Buffer Z-Buffer

A.K.A. depth-buffer method

Z-Buffer



Polygon Scan Conversion

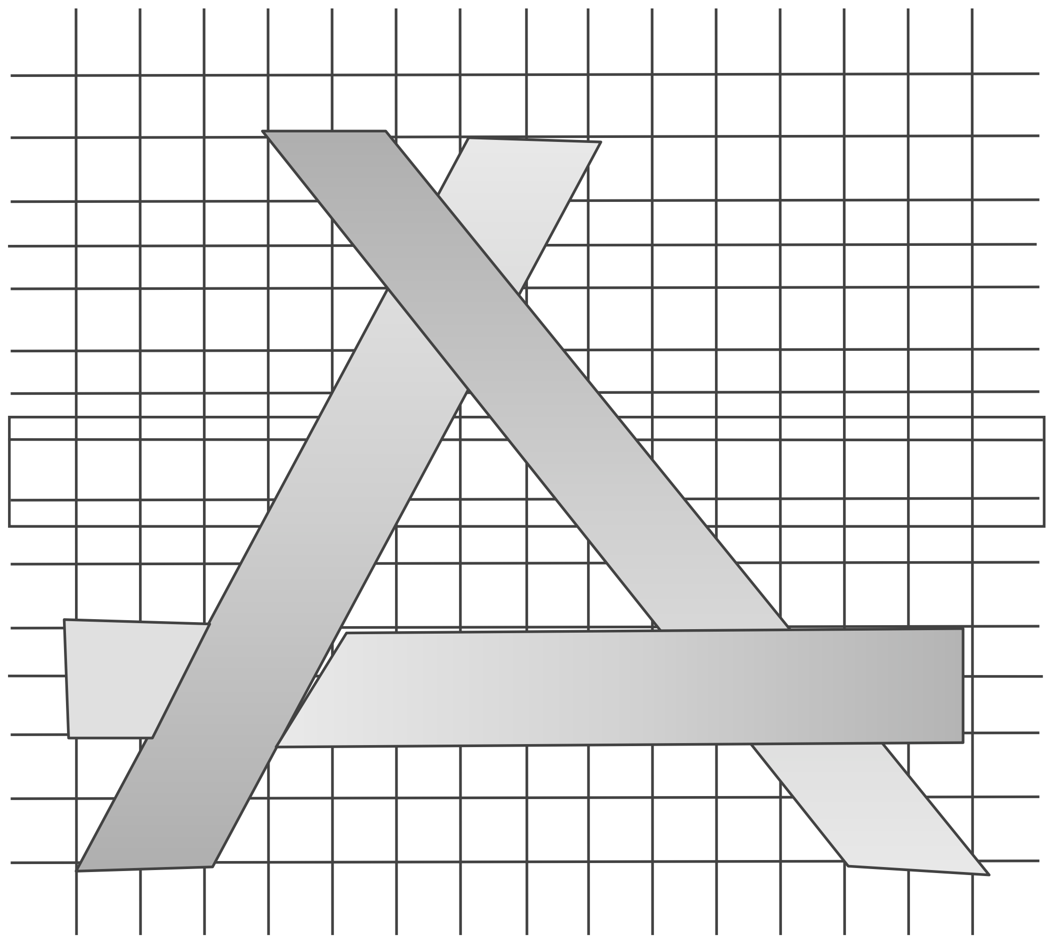


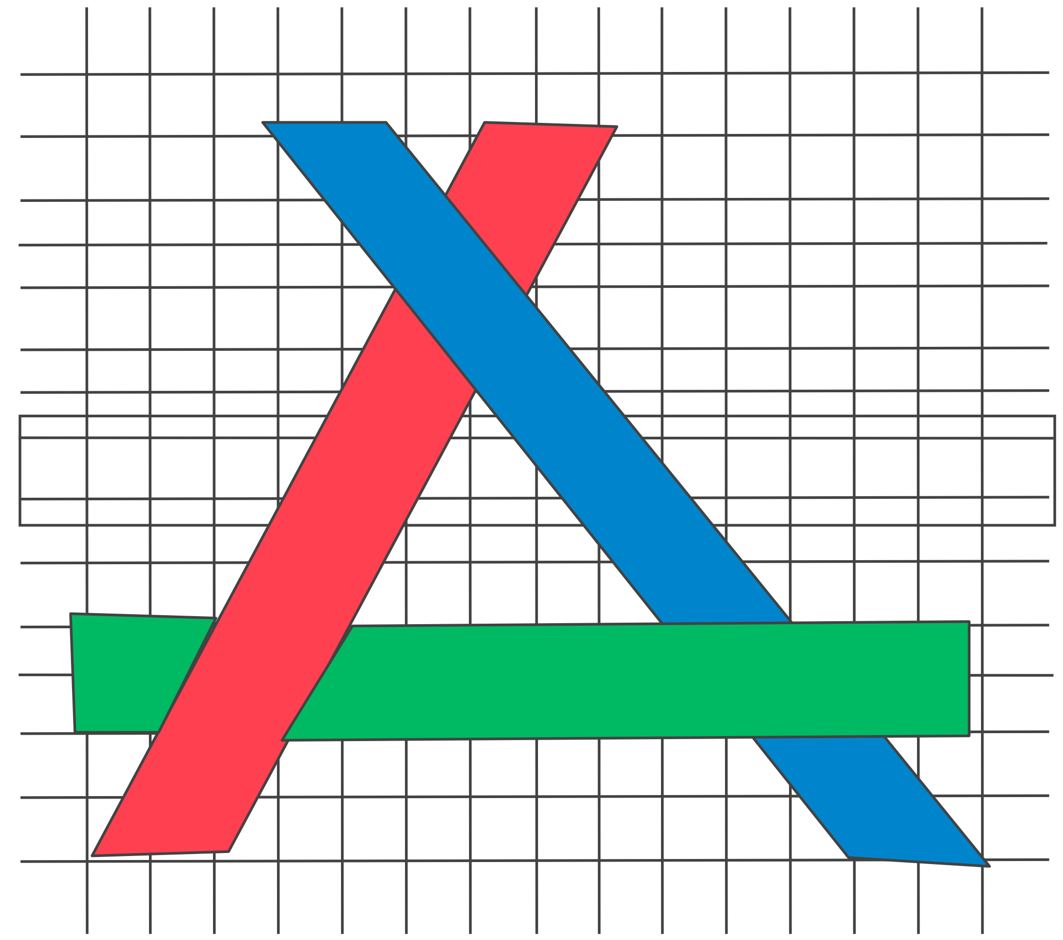
Z-Buffer Pseudo-code

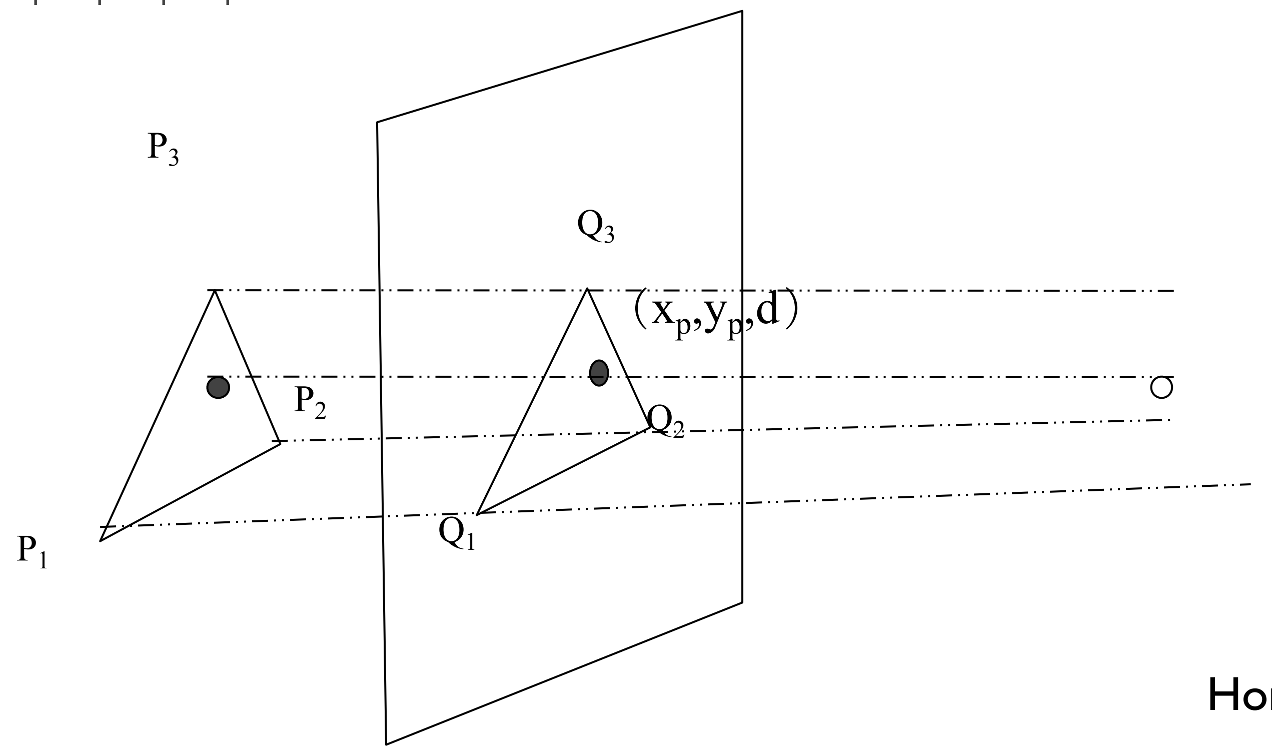
```
- for ( j=0; j<SCREEN_HEIGHT; j++ )
  - for ( i=0; i<SCREEN_WIDTH; i++ )  {
    - WriteToFrameBuffer(i, j, BackgroundColor);
    - WriteToZBuffer(i, j, MAX);
  - }

- for ( each polygon )
  - for ( each pixel in polygon's projection )  {
    - z = polygon's z value at (i, j) ;
    - if ( z < ReadFromZBuffer(i, j) )  {
      - WriteToFrameBuffer(i, j, polygon's color at (i, j));
      - WriteToZBuffer(i, j, z);
    - }
  - }
```

Z-buffer

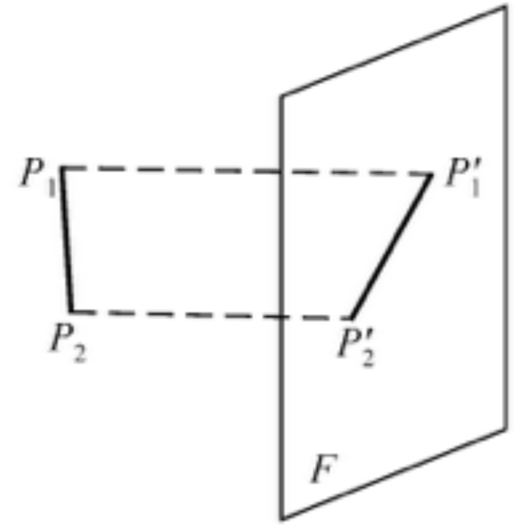




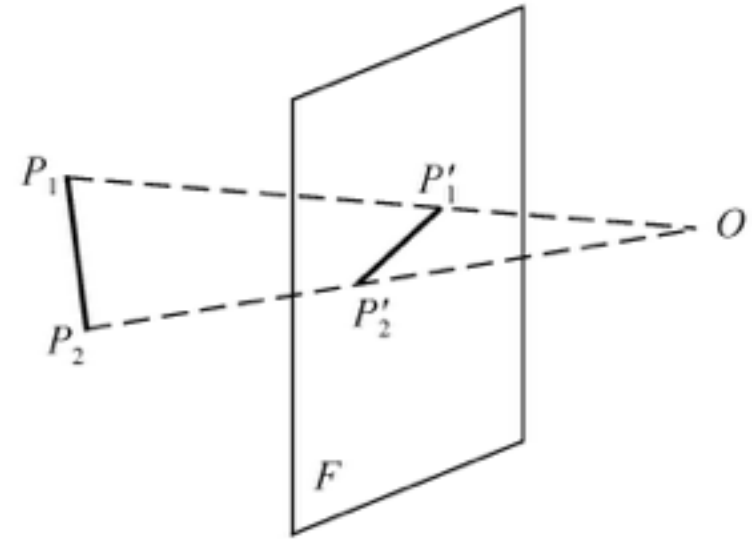


Z-buffer

Project:



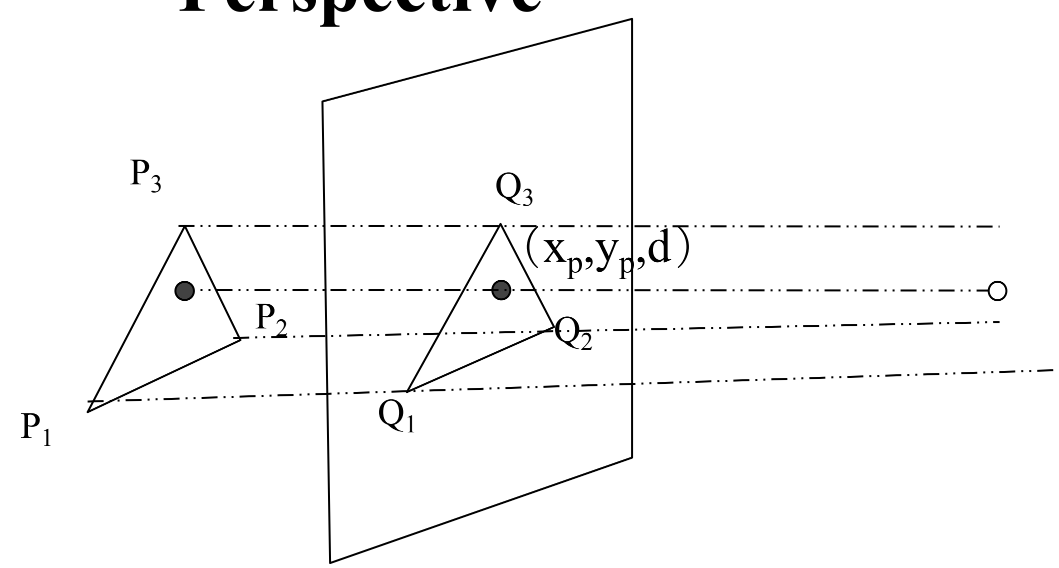
Orthographic



Perspective

Calculate the z of the point

$$Ax + By + Cz + D = 0$$



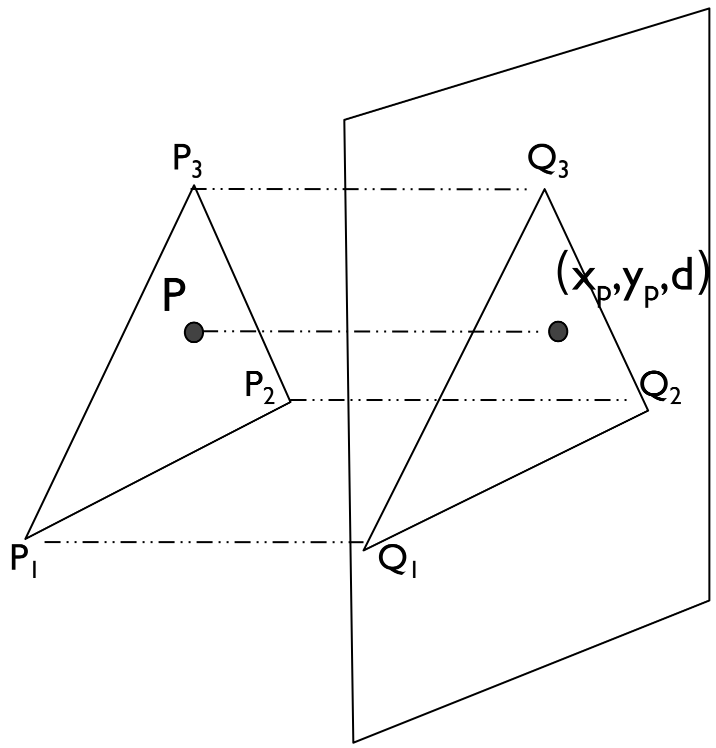
$$z = \frac{-Ax - By - D}{C}$$

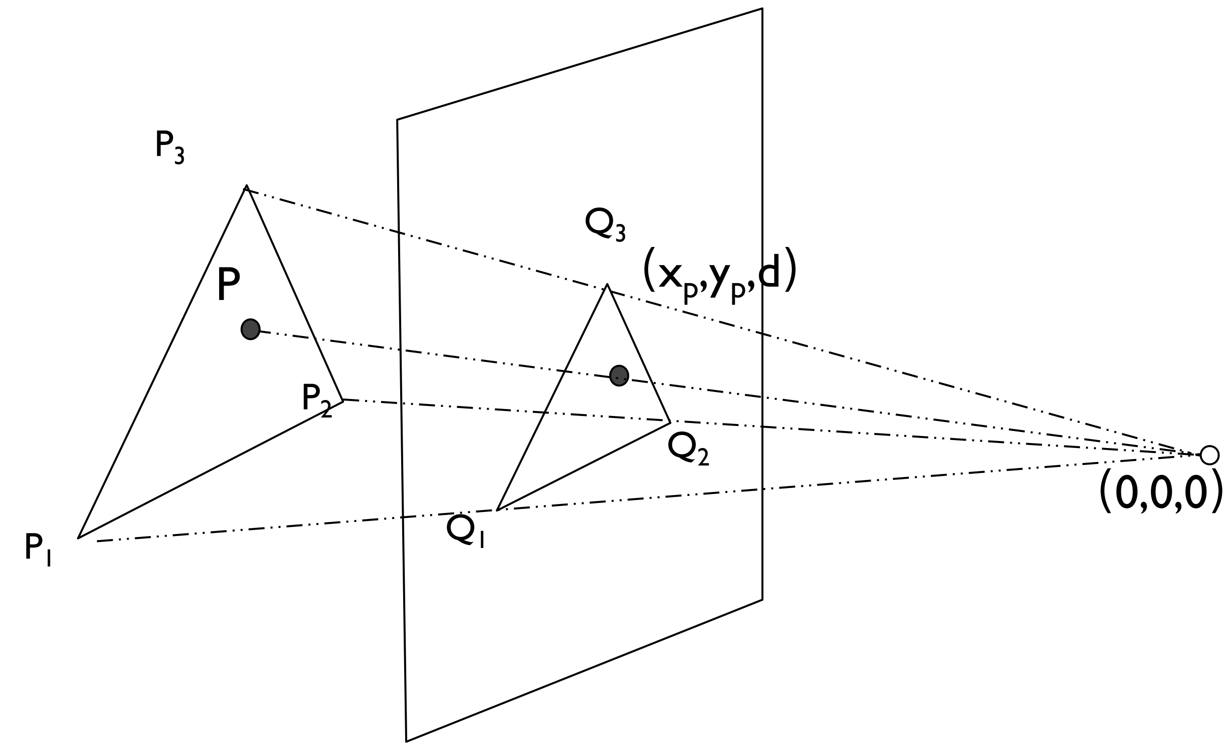
DDA

x++, y++

z+??

Question: how?





$$Ax + By + Cz + D = 0$$

$(x, y, z) \rightarrow (x, y, d)$

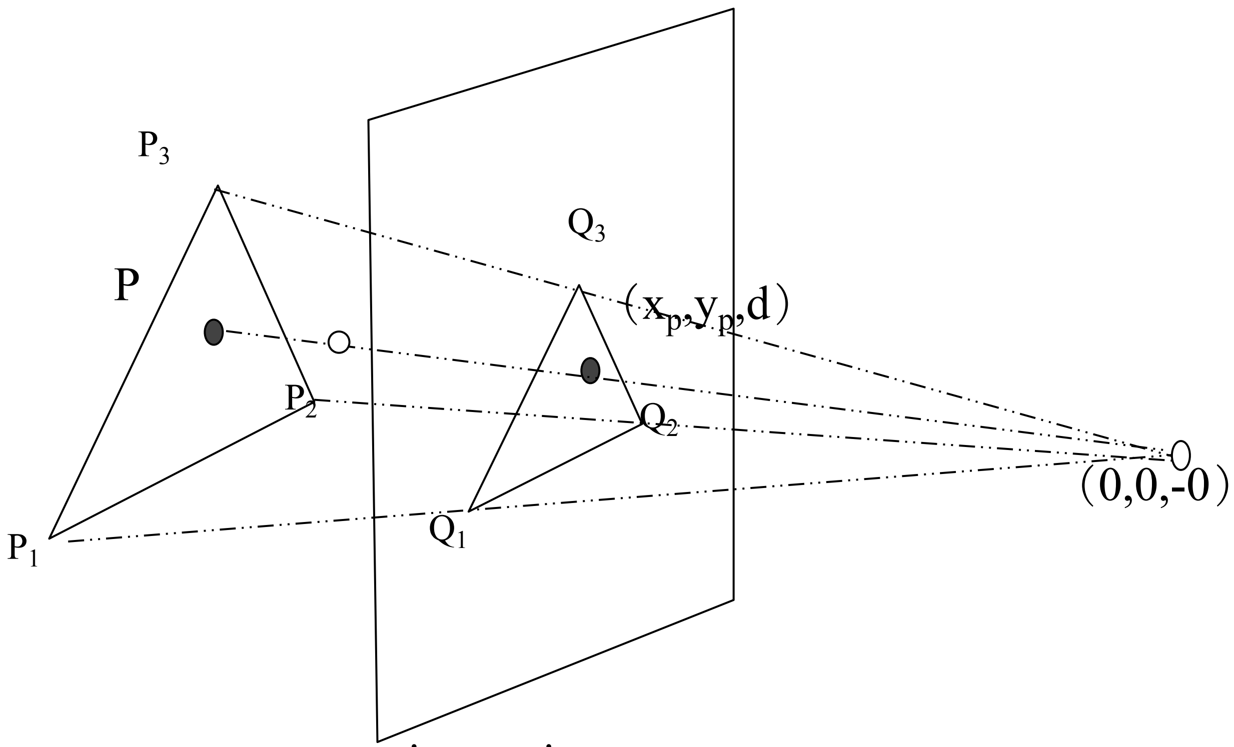
$(x, y, z) \rightarrow (x_p, y_p, z)$

Orthographic project →

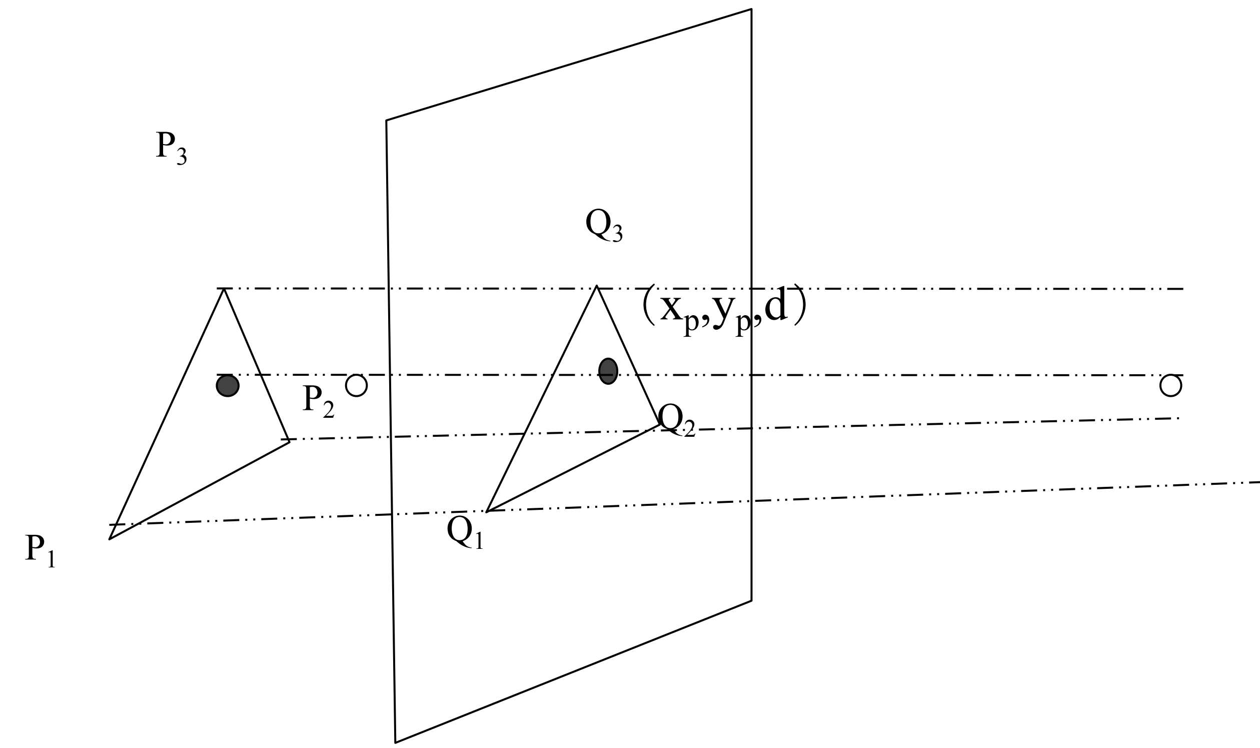
(x_p, y_p, d)

$(x, y, z) \rightarrow (x_p, y_p, d)$

$$\begin{cases} \dfrac{x_p}{x} = \dfrac{d}{z} \\ \dfrac{y_p}{y} = \dfrac{d}{z} \end{cases}$$



perspective project



$(x,y,z) \rightarrow (x_p,y_p,z)$

Perspective Transformation

Orthographic project

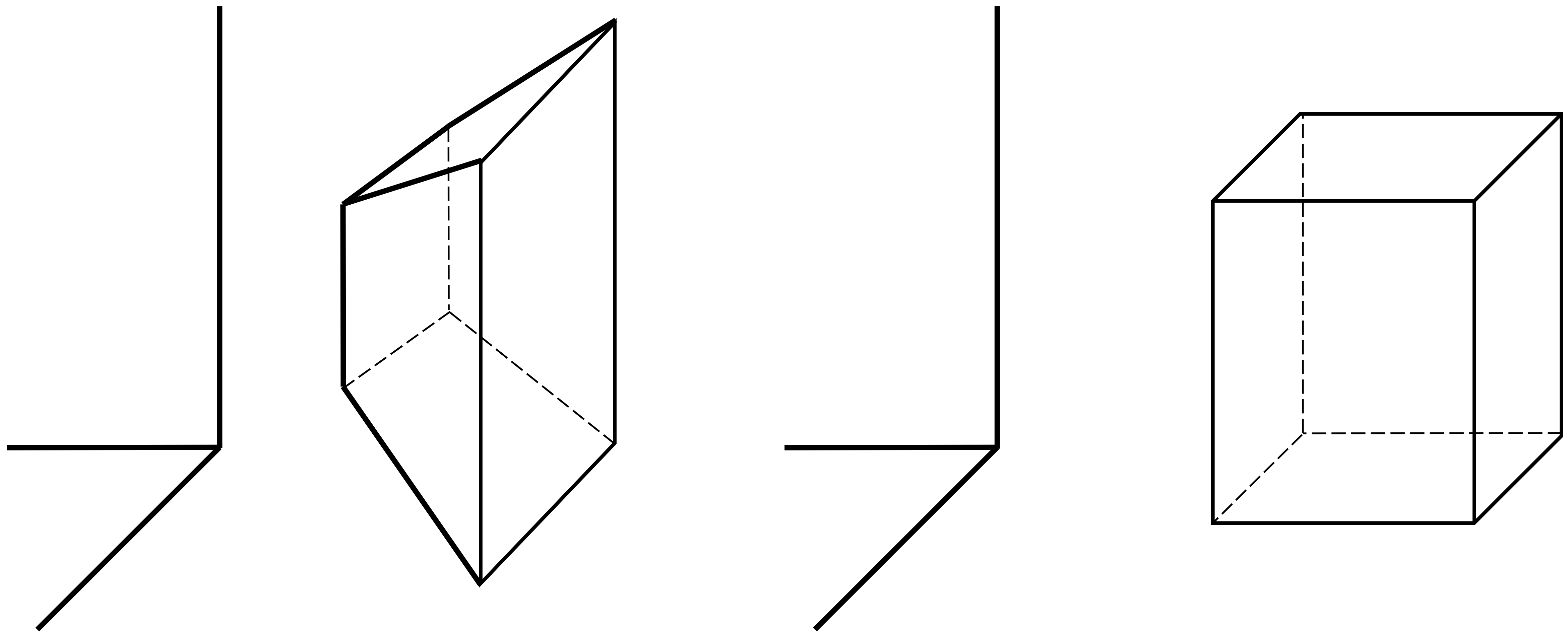
(x_p,y_p,d)

Perspective Transformation...

- We need to apply a perspective transformation to the view volume and transform it into a rectangular parallel-piped one

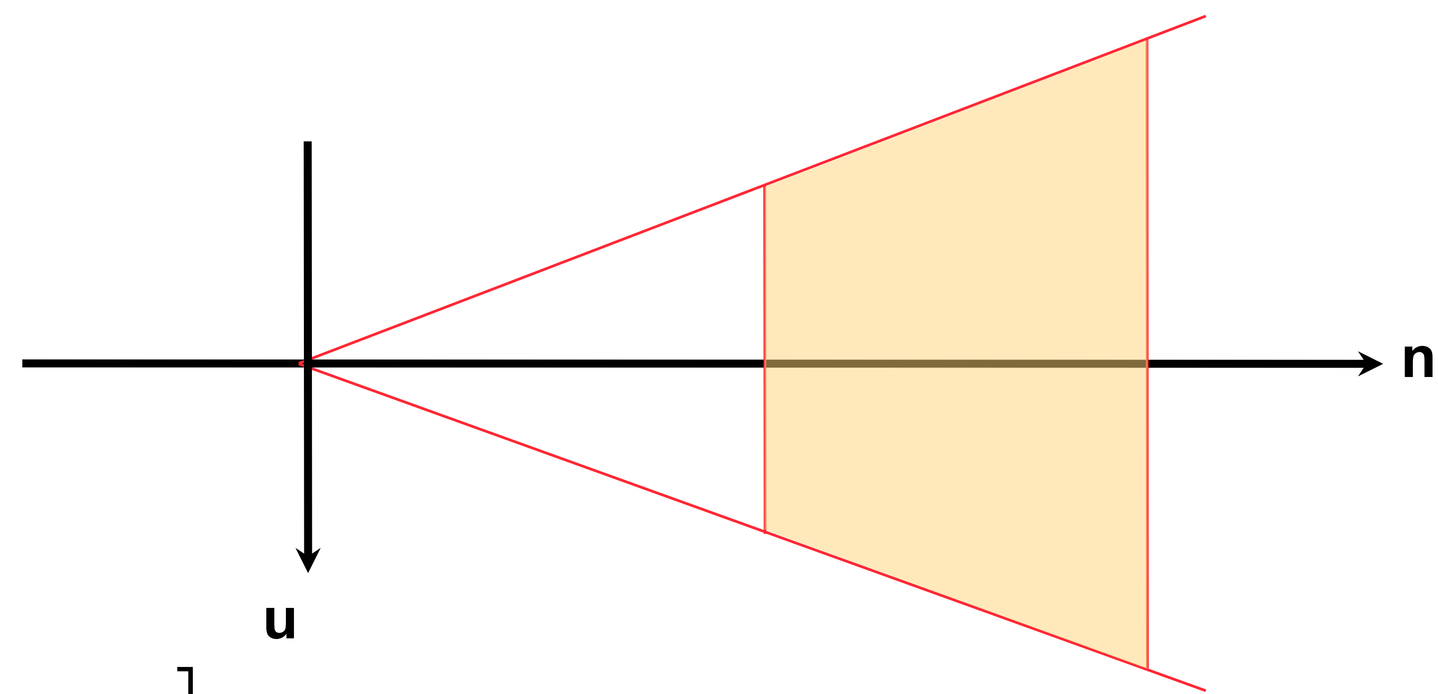
- This makes the final 3D view volume of a perspective view the same as that of a parallel view, just before projection

Perspective Transformation

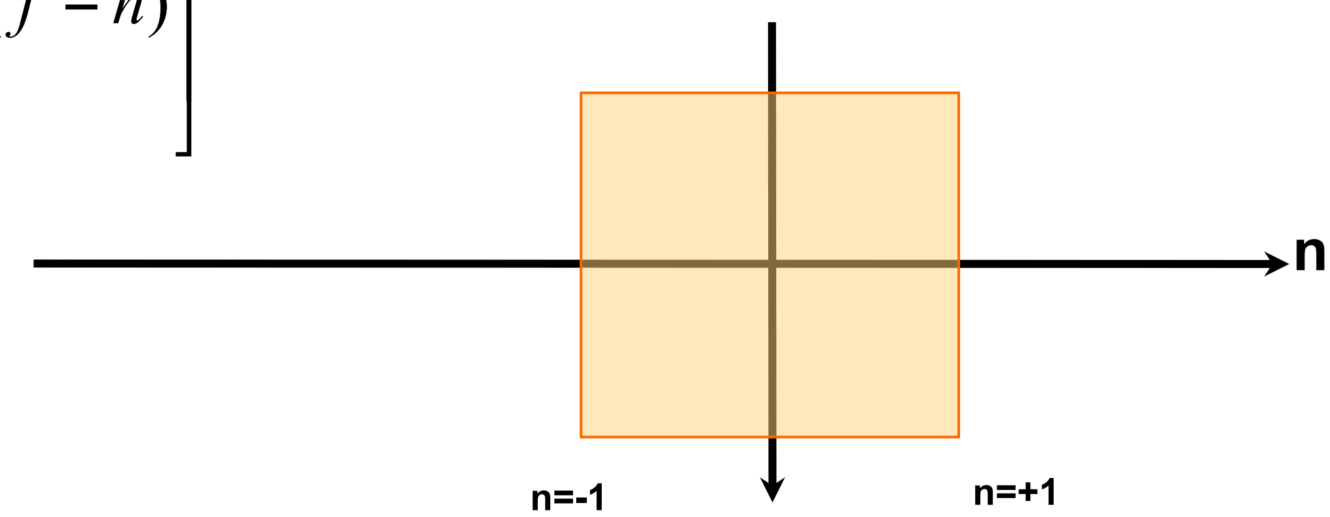


- A perspective transformation preserves relative depth, straight lines and planes

Perspective Transformation



$$\mathbf{M}_P = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & (f+n)/(f-n) & -2f*n/(f-n) \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

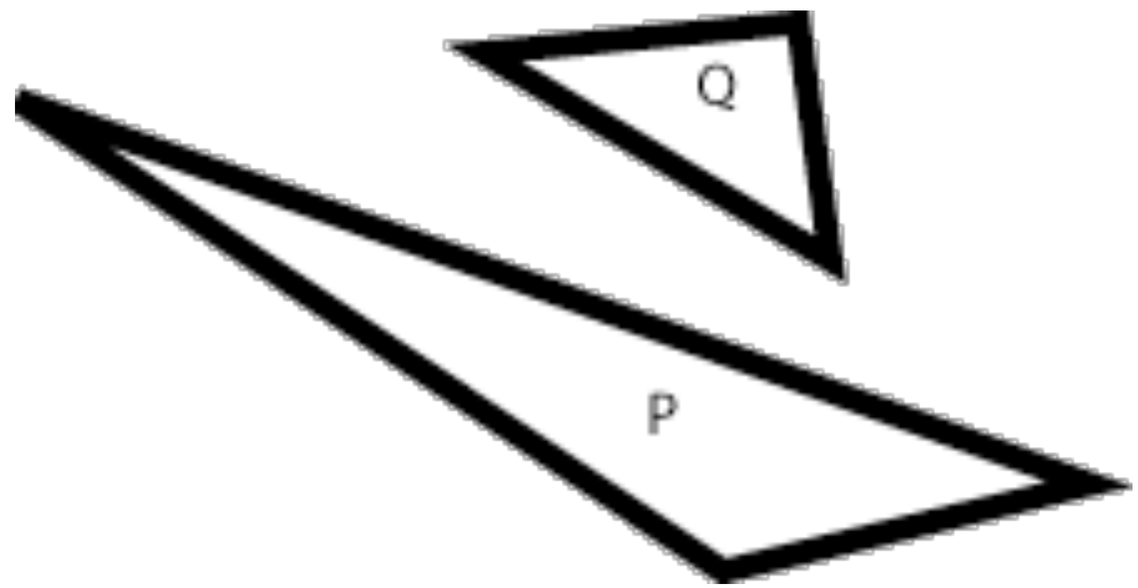


A-buffer

- Accumulation buffer
  - used in Lucasfilm REYES
  - not only store depth but also other data
  - support transparent surfaces

Depth-sorting

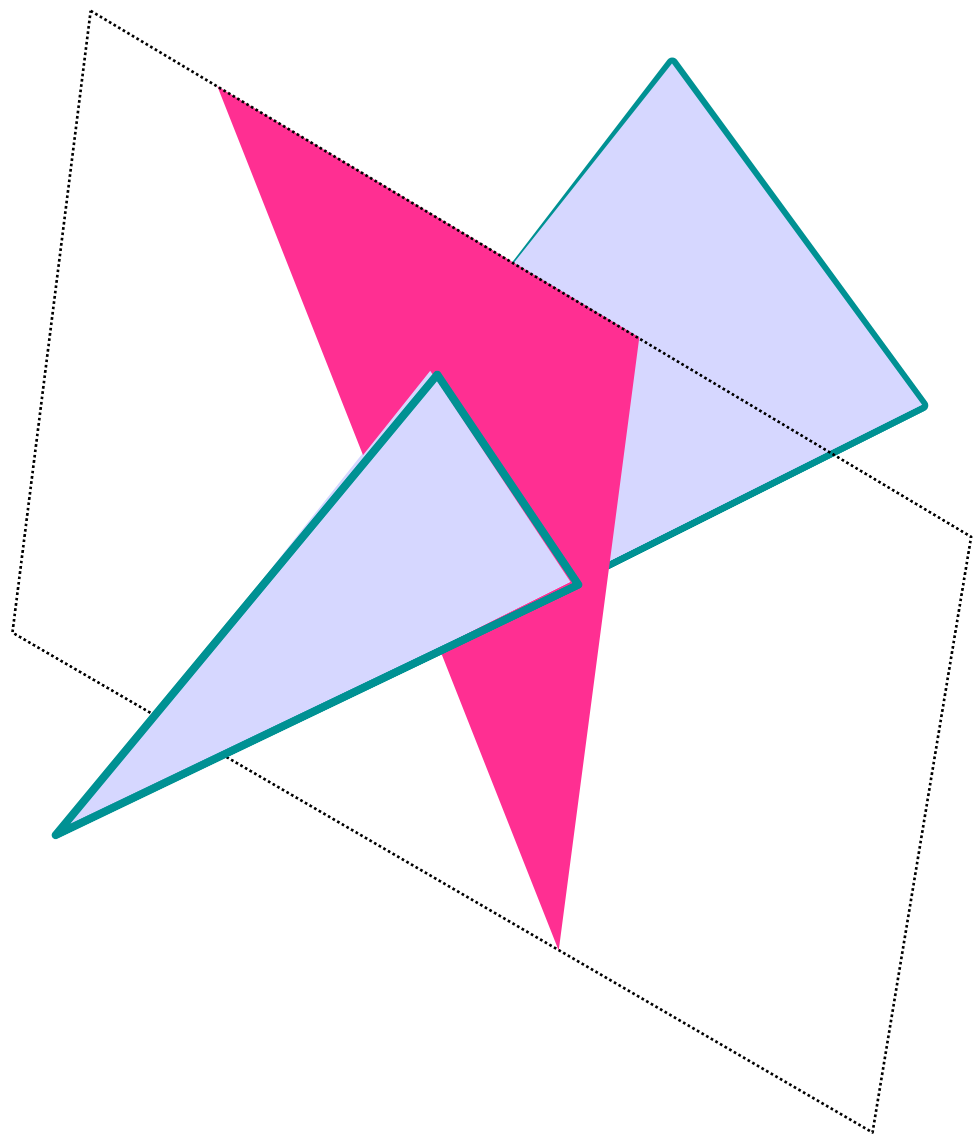
- space-image space hybrid method
  - space or image space:
    - sort surface by depth
  - image space:
    - do scan conversion from deepest surfaces



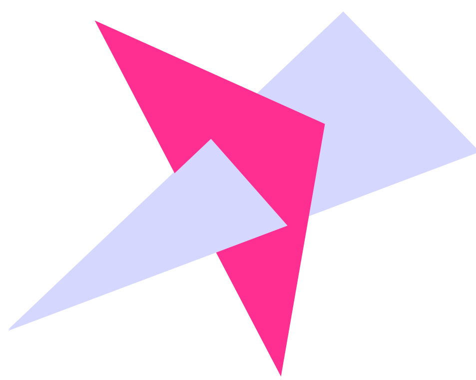
Binary Space Partitioning Trees

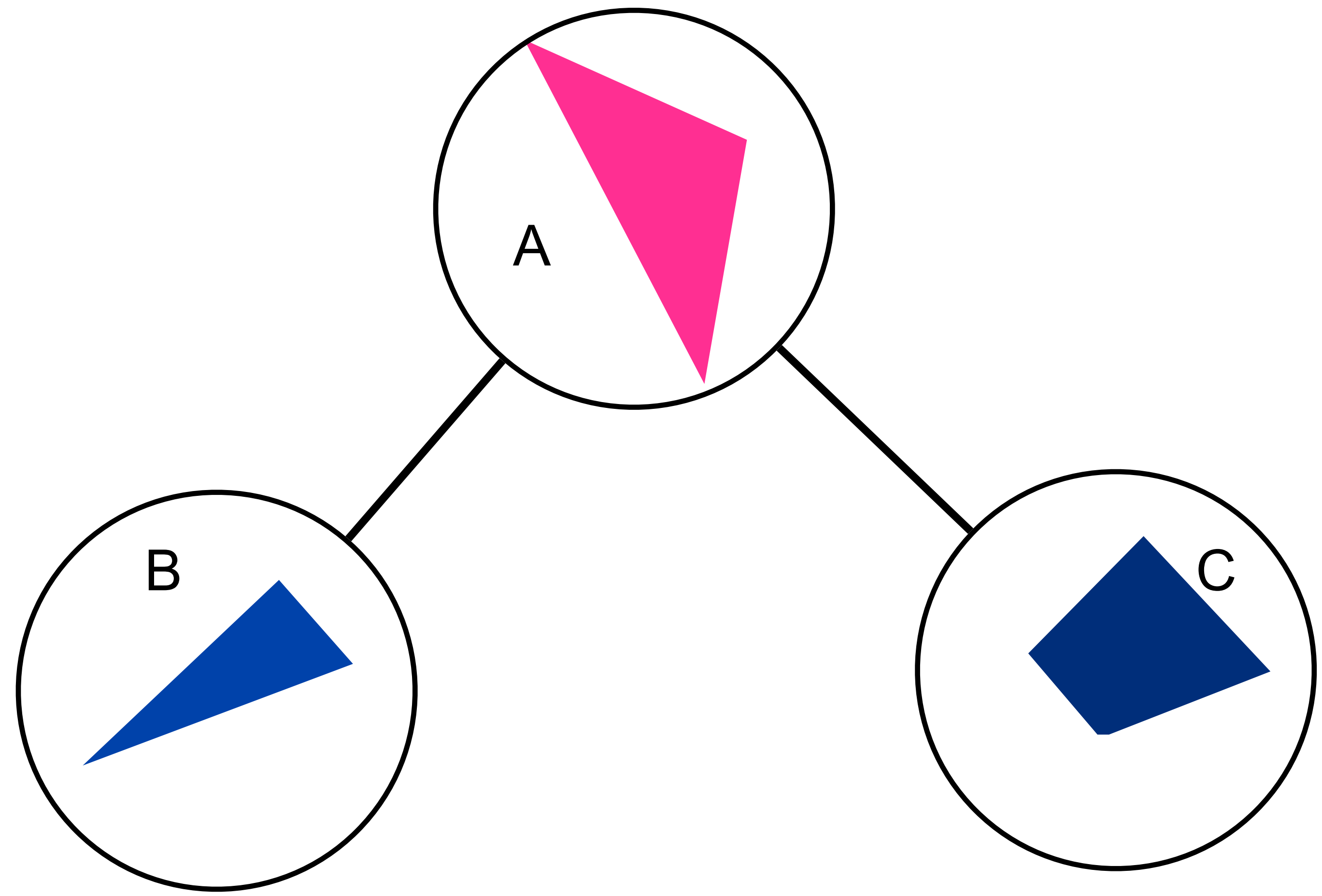
- BSP Tree
  - Very efficient for a static group of 3D polygons as seen from an arbitrary viewpoint
  - Correct order for Painter's algorithm is determined by a suitable traversal of the binary tree of polygons

BSP Tree



BSP Tree

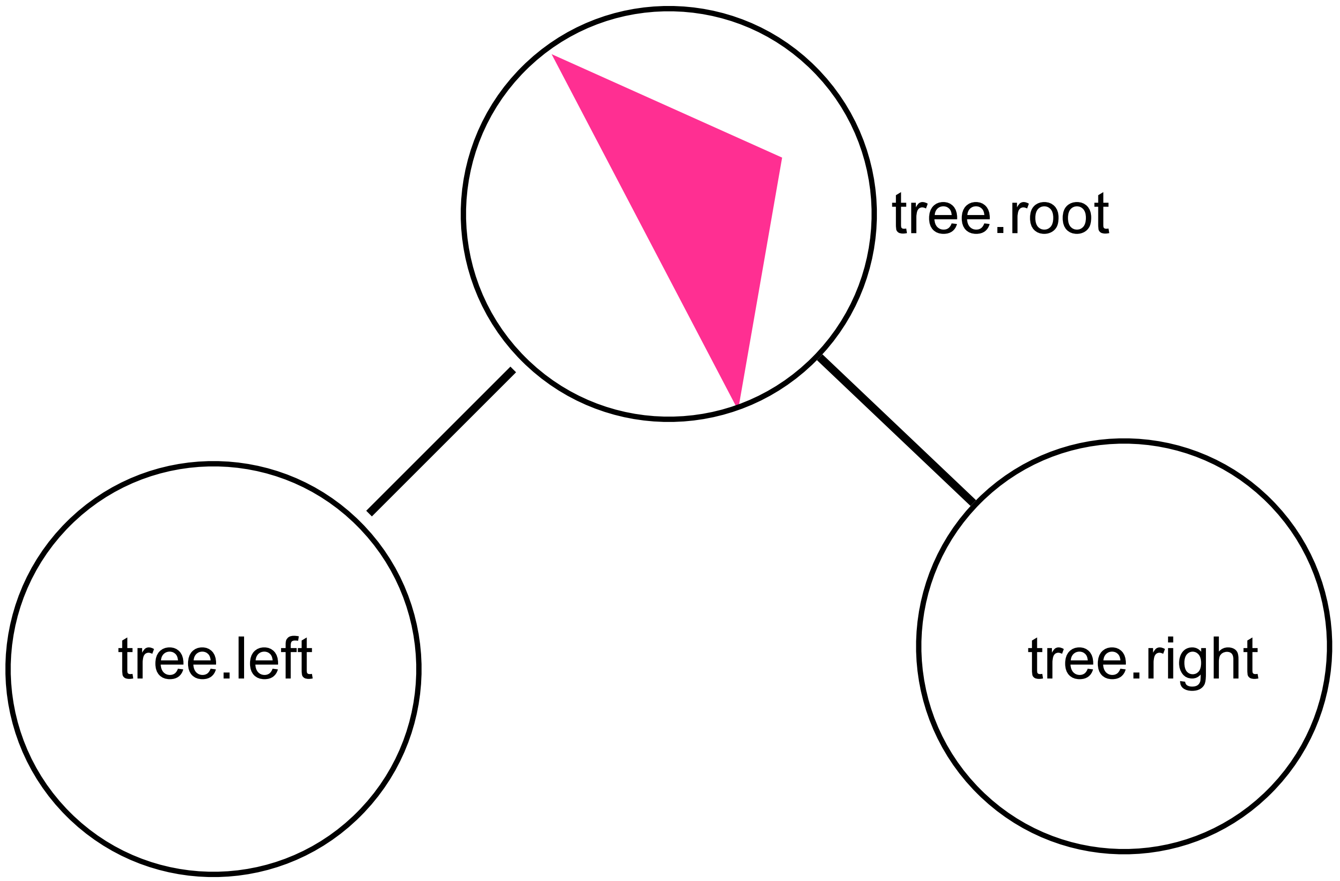




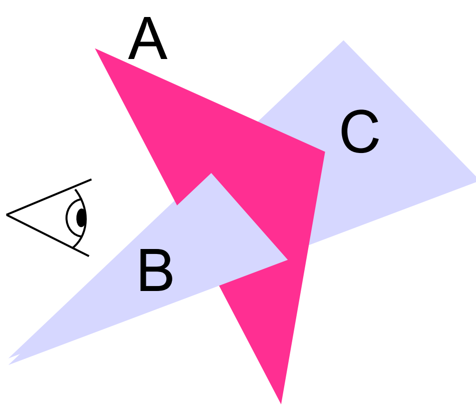
BSP Tree

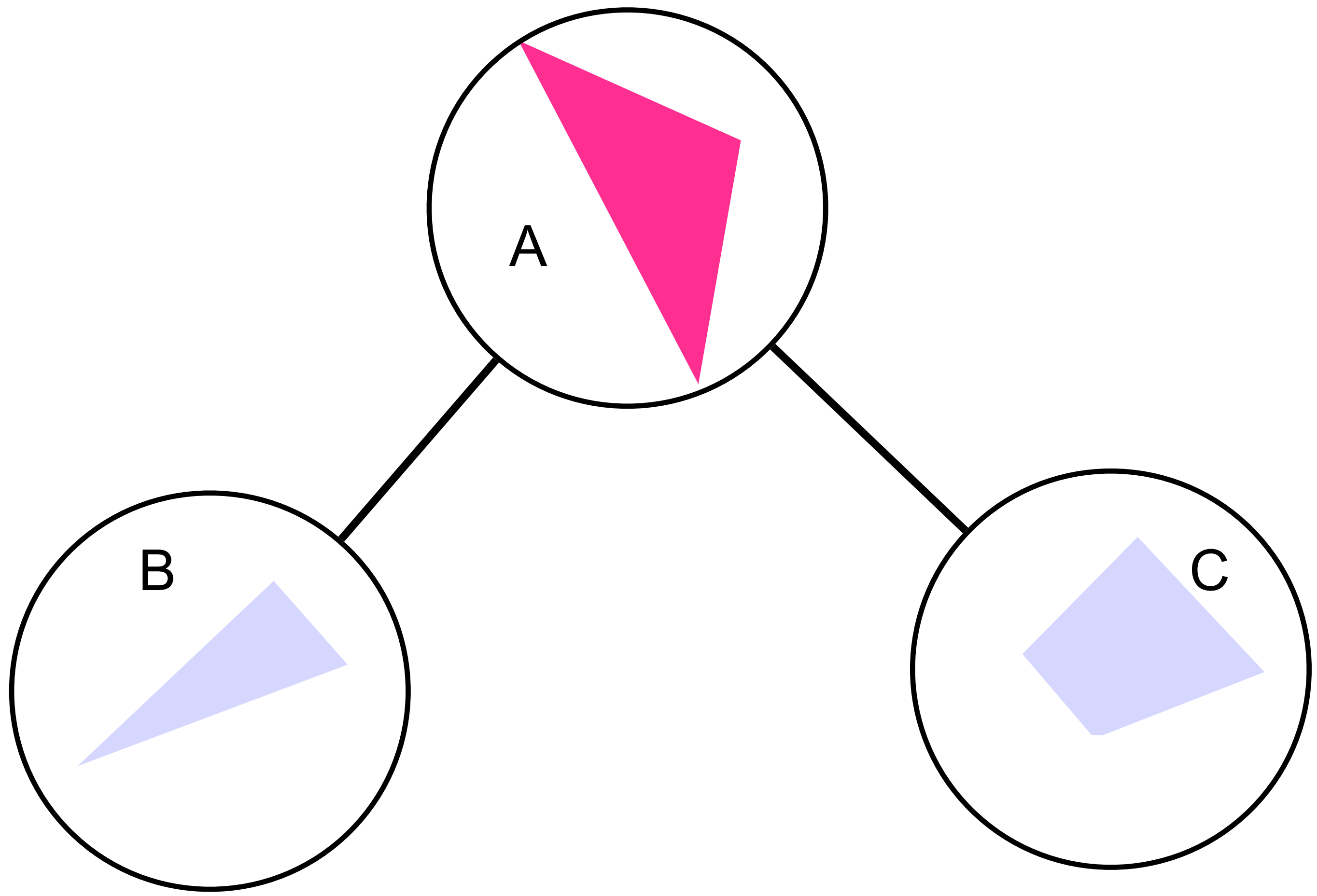
<u>Draw BSP Tree</u>

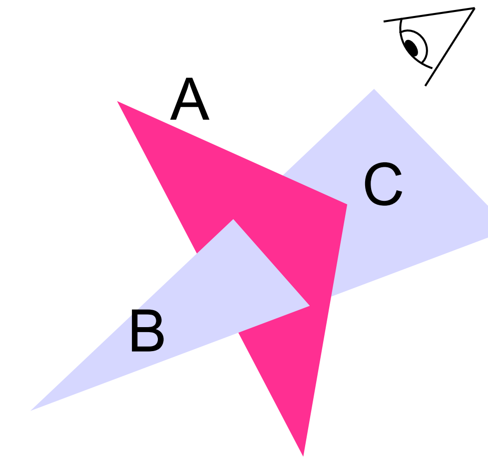
function *draw*(bsptree *tree*, point *eye*)
if *tree.empty* then
    return
if $f_{\text{tree.root}}(eye) < 0$
    draw (*tree.right*)
    rasterize(*tree.root*)
    draw(*tree.left*)
else
    draw (*tree.left*)
    rasterize(*tree.root*)
    draw(*tree.right*)



BSP Tree







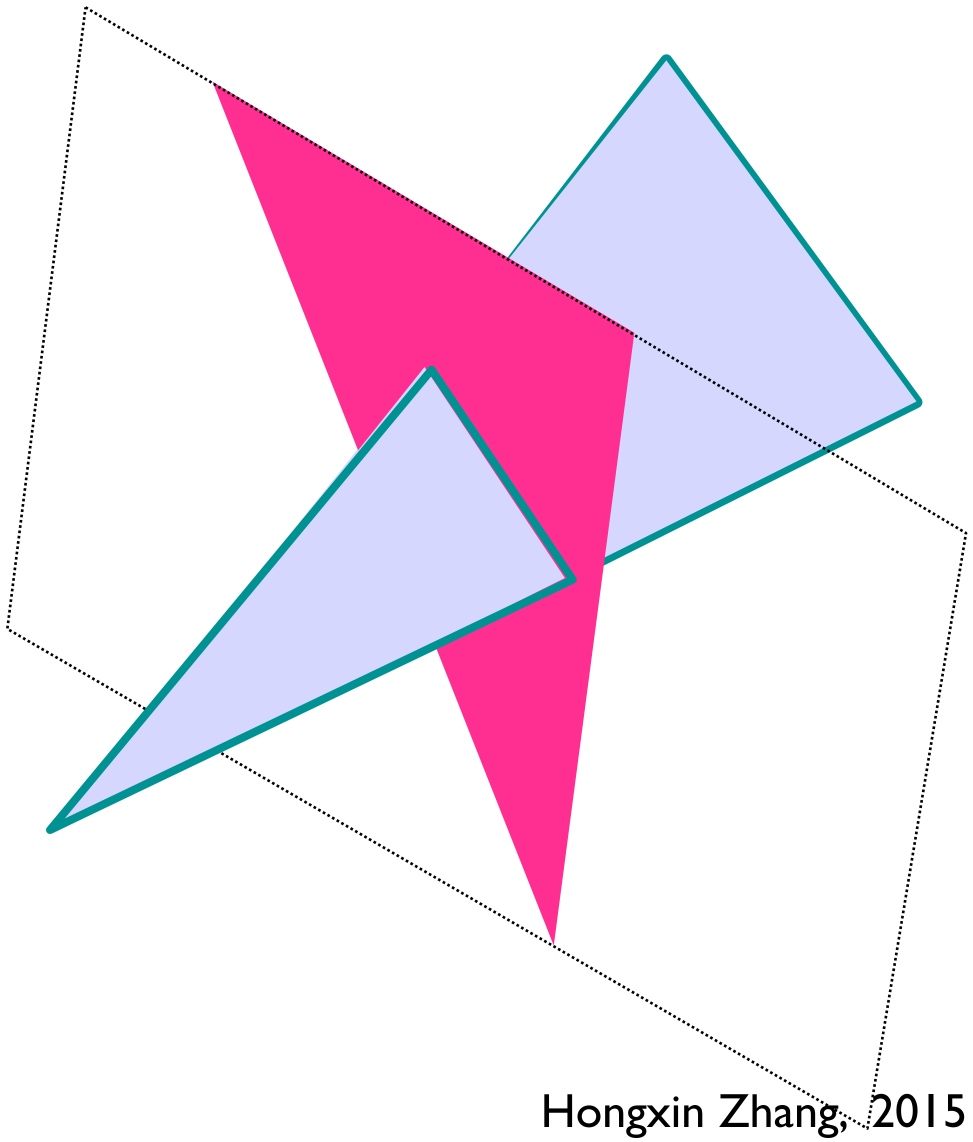
rasterize(C)
rasterize(A)
rasterize(B)

rasterize(B)
rasterize(A)
rasterize(C)

BSP Tree

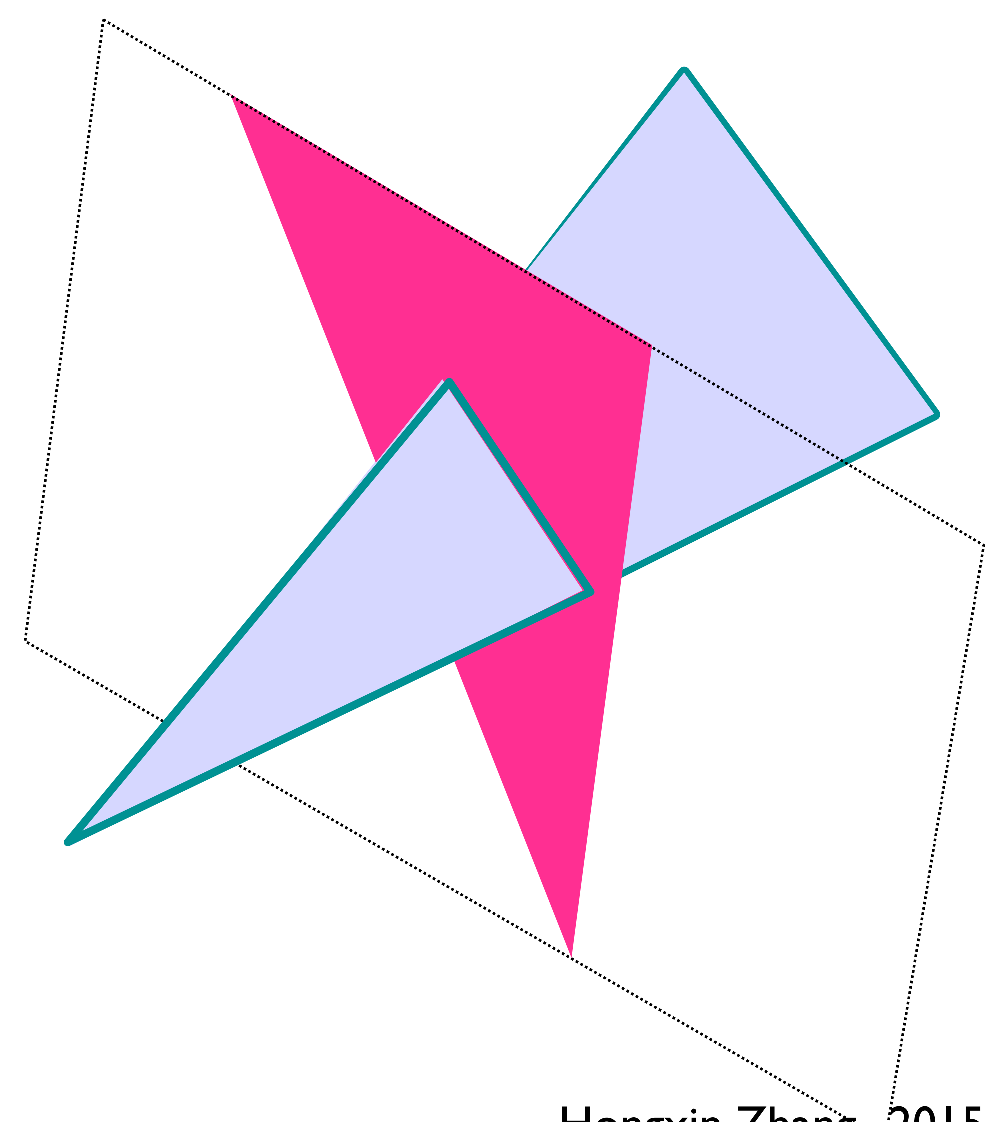
- Code works for any view
- Tree can be pre-computed
- Requires evaluation of

$$f_{\textit{plane of the triangle}}(\text{eye})$$



BSP Tree Construction

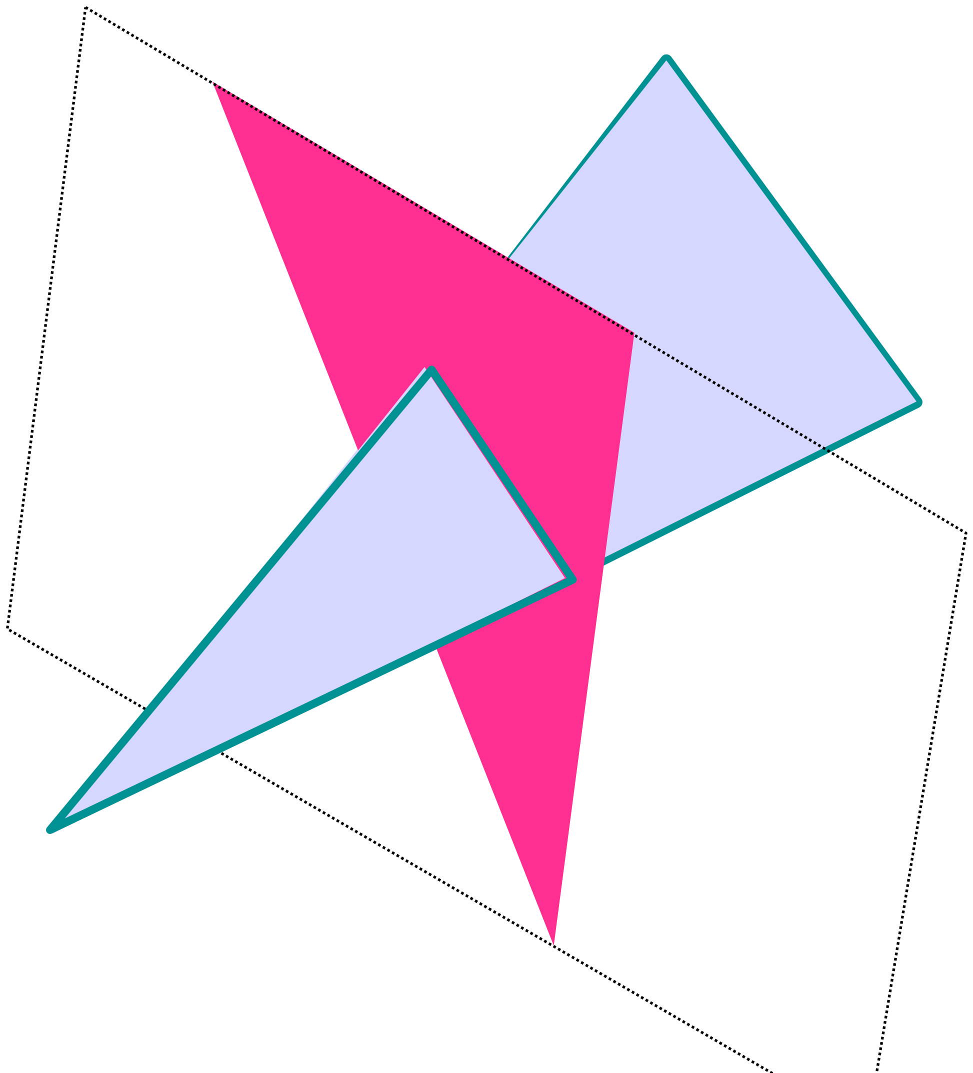
- The binary tree is constructed using the following principle:
  - For each polygon, we can divide the set of other polygons into two groups
  - One group contains those lying in front of the plane of the given polygon
  - The other group contains those in the back
  - The polygons intersecting the plane of the given polygon are split by that plane



BSP Tree

- Split Triangle:

  How to?



Summary: BSP Trees

- Pros:
  - Simple, elegant scheme
  - Only writes to frame-buffer (i.e., painters algorithm)
    - Thus very popular for video games (but getting less so)
- Cons:
  - Computationally intense preprocess stage restricts algorithm to static scenes
  - Worst-case time to construct tree: $O(n^3)$
  - Splitting increases polygon count
    - Again, $O(n^3)$ worst case

Computational expensive of clipping

➡

Z-buffer

Scan-line

Warnock：

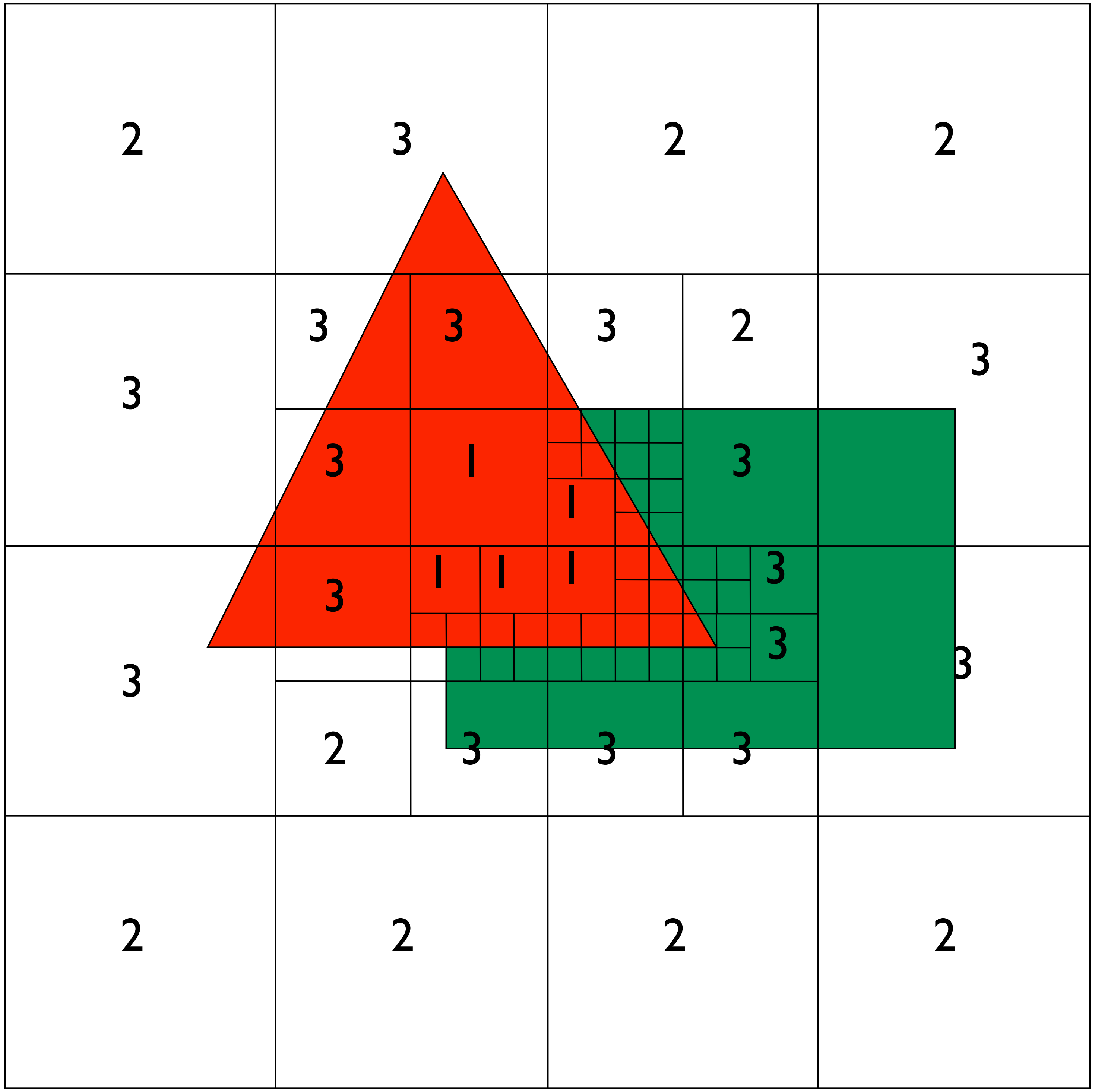
A divide and conquer

Warnock's Area Subdivision (Image Precision)

- Start with whole image
- If one of the easy cases is satisfied, draw what's in front
  - front polygon covers the whole window or
  - there is at most one polygon in the window.
- Otherwise, subdivide region into 4 windows and recurse
- If region is single pixel, choose surface with smallest depth

- Advantages:
  - No over-rendering
  - Anti-aliases well - just recurse deeper to get sub-pixel information
- Disadvantage:
  - Tests are quite complex and slow

Warnock's Algorithm



- Regions labeled with case used to classify them:

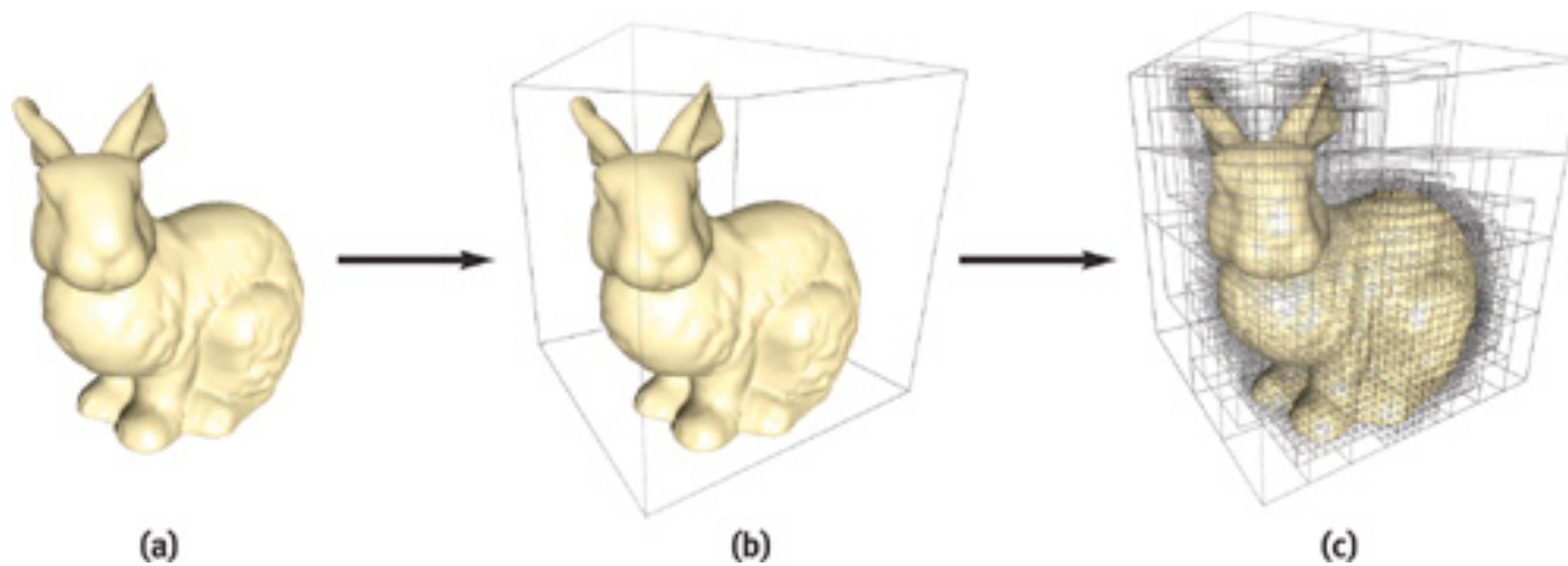
  One polygon in front

  Empty

  One polygon inside, surrounding or intersecting

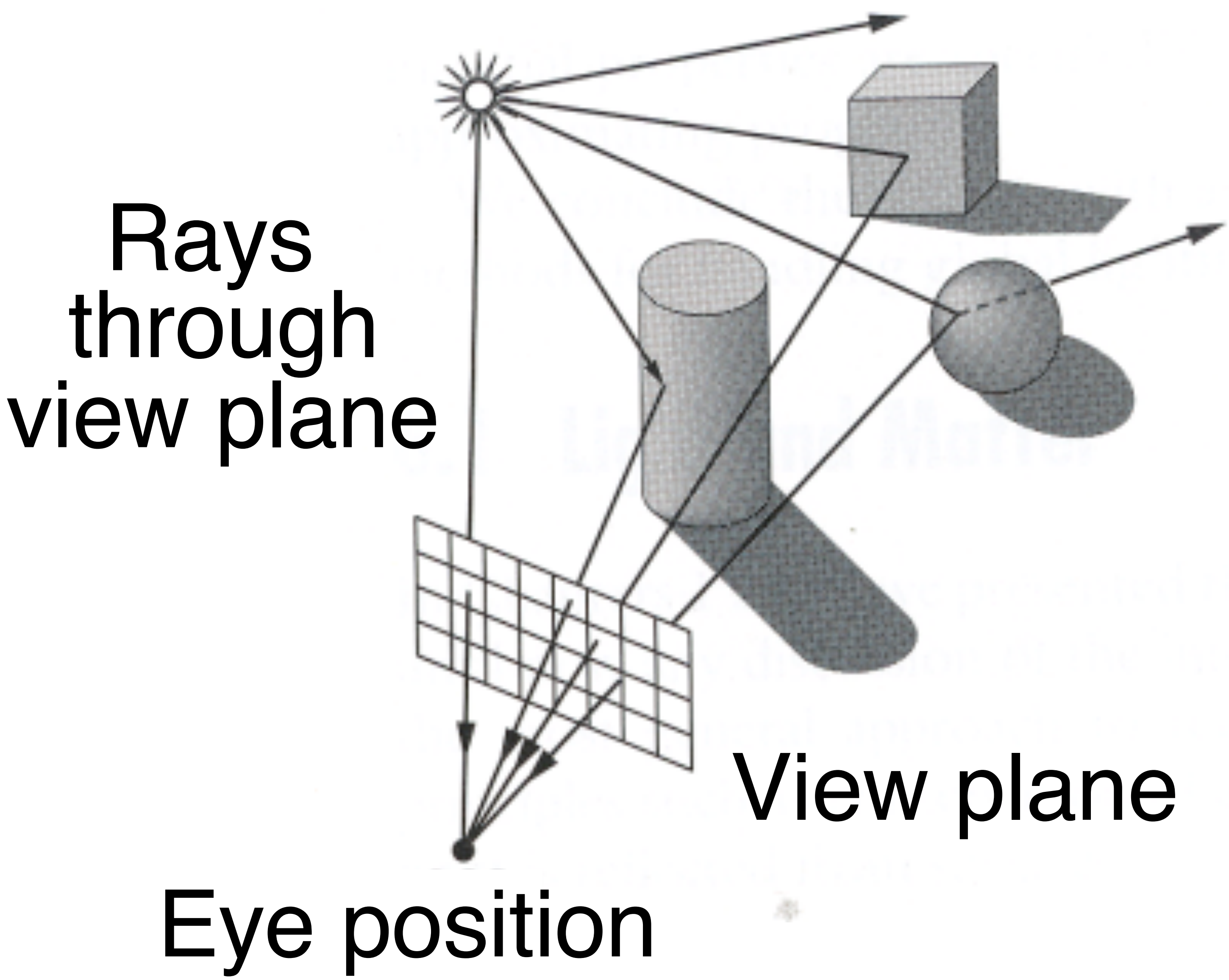
- Small regions not labeled

Octree



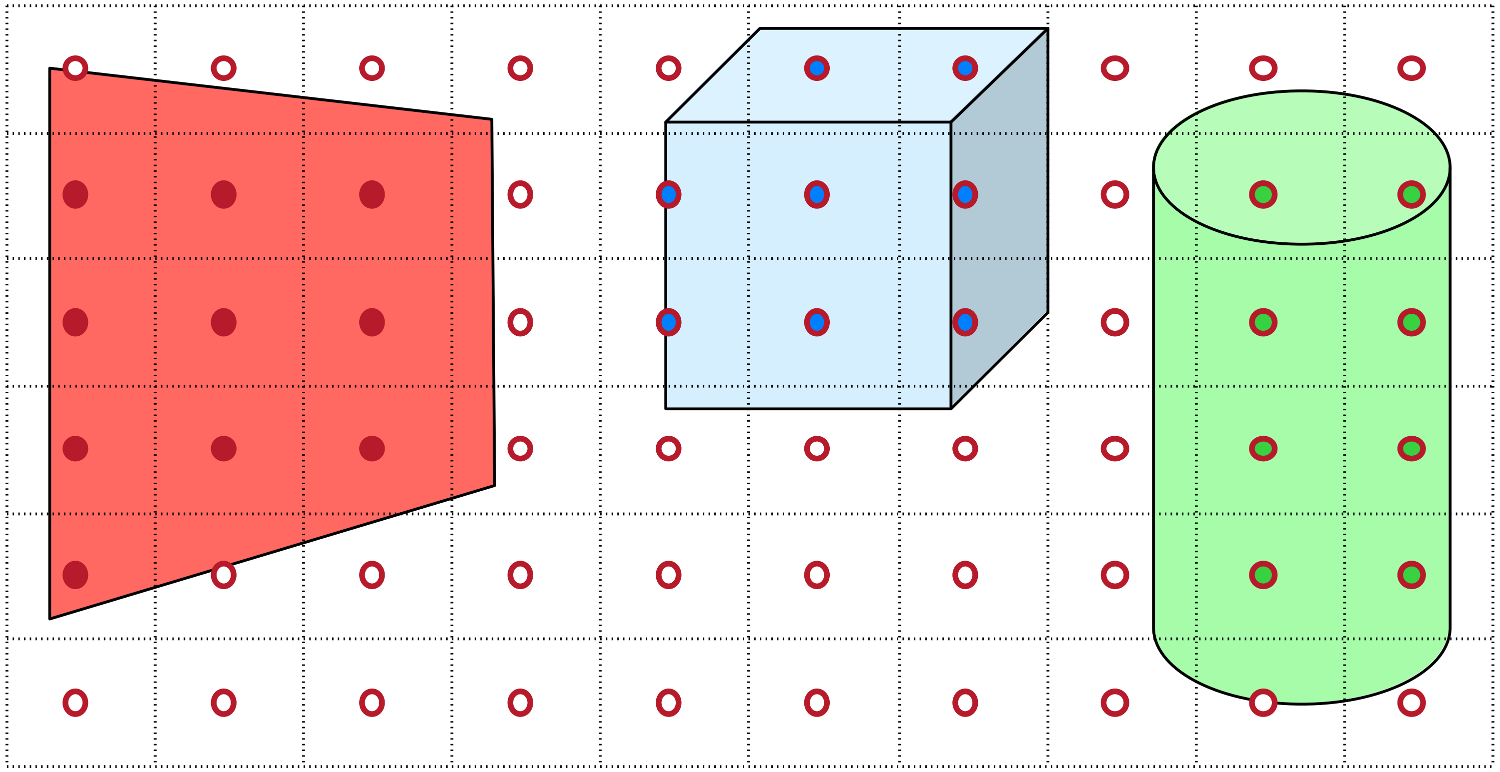
http://en.wikipedia.org/wiki/View_frustum_culling

Ray casting



Ray Casting

- For each sample …
  - Construct ray from eye position through view plane
  - Find first surface intersected by ray through pixel
  - Compute color sample based on surface radiance



Thank You