



### **OpenGL® Shading Language, Second Edition**

By Randi J. Rost

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## **Overview**

"As the 'Red Book' is known to be the gold standard for OpenGL, the 'Orange Book' is considered to be the gold standard for the OpenGL Shading Language. With Randi's extensive knowledge of OpenGL and GLSL, you can be assured you will be learning from a graphics industry veteran. Within the pages of the second edition you can find topics from beginning shader development to advanced topics such as the spherical harmonic lighting model and more."

David Tommeraasen, CEO/Programmer, Plasma Software

"This will be the definitive guide for OpenGL shaders; no other book goes into this detail. Rost has done an excellent job at setting the stage for shader development, what the purpose is, how to do it, and how it all fits together. The book includes great examples and details, and good additional coverage of 2.0 changes!"

Jeffery Galinovsky, Director of Emerging Market Platform Development, Intel Corporation

"The coverage in this new edition of the book is pitched just right to help many new shader-writers get started, but with enough deep information for the 'old hands.'"

Marc Olano, Assistant Professor, University of Maryland

"This is a really great book on GLSLwell written and organized, very accessible, and with good real-world examples and sample code. The topics flow naturally and easily, explanatory code fragments are inserted in very logical places to illustrate concepts, and all in all, this book makes an excellent tutorial as well as a reference."

John Carey, Chief Technology Officer, C.O.R.E. Feature Animation

***OpenGL® Shading Language, Second Edition***, extensively updated for OpenGL 2.0, is the experienced application programmer's guide to writing shaders. Part reference, part tutorial, this book thoroughly explains the shift from fixed-functionality graphics hardware to the new era of programmable graphics hardware and the additions to the OpenGL API that support this programmability. With OpenGL and shaders written in the OpenGL Shading Language, applications can perform better, achieving stunning graphics effects by using the capabilities of both the visual processing unit and the central processing unit.

In this book, you will find a detailed introduction to the OpenGL Shading Language (GLSL) and the new OpenGL function calls that support it. The text begins by describing the syntax and semantics of this high-level programming language. Once this foundation has been established, the book explores the creation and manipulation of shaders using new OpenGL function calls.

***OpenGL® Shading Language, Second Edition***, includes updated descriptions for the language and all the GLSL entry points added to OpenGL 2.0; new chapters that discuss

lighting, shadows, and surface characteristics; and an under-the-hood look at the implementation of RealWorldz, the most ambitious GLSL application to date. The second edition also features 18 extensive new examples of shaders and their underlying algorithms, including

- Image-based lighting
- Lighting with spherical harmonics
- Ambient occlusion
- Shadow mapping
- Volume shadows using deferred lighting
- Ward's BRDF model

The color plate section illustrates the power and sophistication of the OpenGL Shading Language. The API Function Reference at the end of the book is an excellent guide to the API entry points that support the OpenGL Shading Language. Also included is a convenient Quick Reference Card to GLSL.



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## Dedication

*To Baby Cakes, Baby Doll, Love Bug, and Little Zookathanks for your love and support*

*To Mom and Popmy first and best teachers*

# **Praise for OpenGL® Shading Language, Second Edition**

"As the 'Red Book' is known to be the gold standard for OpenGL, the 'Orange Book' is considered to be the gold standard for the OpenGL Shading Language. With Randi's extensive knowledge of OpenGL and GLSL, you can be assured you will be learning from a graphics industry veteran. Within the pages of the second edition you can find topics from beginning shader development to advanced topics such as the spherical harmonic lighting model and more."

David Tommeraasen  
CEO/Programmer  
Plasma Software

"This will be the definitive guide for OpenGL shaders; no other book goes into this detail. Rost has done an excellent job at setting the stage for shader development, what the purpose is, how to do it, and how it all fits together. The book includes great examples and details, and good additional coverage of 2.0 changes!"

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John Carey  
Chief Technology Officer  
C.O.R.E. Feature Animation

# Praise for the First Edition of *OpenGL® Shading Language*

"The author has done an excellent job at setting the stage for shader development, what the purpose is, how to do it, and how it all fits together. He then develops on the advanced topics covering a great breadth in the appropriate level of detail. Truly a necessary book to own for any graphics developer!"

Jeffery Galinovsky  
Strategic Software Program Manager, Intel Corporation

"*OpenGL® Shading Language* provides a timely, thorough, and entertaining introduction to the only OpenGL ARB-approved high-level shading language in existence. Whether an expert or a novice, there are gems to be discovered throughout the book, and the reference pages will be your constant companion as you dig into the depths of the shading APIs. From algorithms to APIs, this book has you covered."

Bob Kuehne  
CEO, Blue Newt Software

"Computer graphics and rendering technologies just took a giant leap forward with hardware vendors rapidly adopting the new OpenGL Shading Language. This book presents a detailed treatment of these exciting technologies in a way that is extremely helpful for visualization and game developers."

Andy McGovern  
Founder  
Virtual Geographies, Inc.

"The OpenGL Shading Language is at the epicenter of the programmable graphics revolution, and Randi Rost has been at the center of the development of this significant new industry standard. If you need the inside track on how to use the OpenGL Shading Language to unleash new visual effects and unlock the supercomputer hiding inside the new generation of graphics hardware, then this is the book for you."

Neil Trevett  
Senior Vice President  
Market Development  
3Dlabs

# Foreword

To me, graphics shaders are about the coolest things to ever happen in computer graphics. I grew up in graphics in the 1970s, watching the most amazing people do the most amazing things with the mathematics of graphics. I remember Jim Blinn's bump-mapping technique, for instance, and what effects it was able to create. The method was deceptively simple, but the visual impact was momentous. True, it took a substantial amount of time for a computer to work through the pixel-by-pixel software process to make that resulting image, but we only cared about that a little bit. It was the effect that mattered.

My memory now fast-forwards to the 1980s. Speed became a major issue, with practitioners like Jim Clark working on placing graphics algorithms in silicon. This resulted in the blossoming of companies such as Evans & Sutherland and Silicon Graphics. They brought fast, interactive 3D graphics to the masses, but the compromise was that they forced us into doing our work using standard APIs that could easily be hardware supported. Deep-down procedural techniques such as bump-mapping could not follow where the hardware was leading.

But the amazing techniques survived in software. Rob Cook's classic paper on shade trees brought attention to the idea of using software "shaders" to perform the pixel-by-pixel computations that could deliver the great effects. This was embodied by the Photorealistic RenderMan rendering software. The book *RenderMan Companion* by Steve Upstill is still the first reference that I point my students to when they want to learn about the inner workings of shaders. The ability to achieve such fine-grained control over the graphics rendering process gave RenderMan users the ability to create the dazzling, realistic effects seen in Pixar animation shorts and TV commercials. The process was still miles away from real time, but the seed of the idea of giving an *interactive* application developer that type of control was planted. And it was such a powerful idea that it was only a matter of time until it grew.

Now, fast-forward to the start of the new millennium. The major influence on graphics was no longer science and engineering applications. It had become games and other forms of entertainment. (Nowhere has this been more obvious than in the composition of the SIGGRAPH Exhibition.) Because games live and die by their ability to deliver realistic effects at interactive speeds, the shader seed planted a few years earlier was ready to flourish in this new domain. The capacity to place procedural graphics rendering algorithms into the graphics hardware was definitely an idea whose time had come. Interestingly, it brought the graphics community full circle. We searched old SIGGRAPH proceedings to see how pixel-by-pixel scene control was performed in software then, so we could "re-invent" it using interactive shader code.

So, here we are in the present, reading Randi Rost's *OpenGL® Shading Language*. This is the next book I point my shader-intrigued students to, after Upstill's. It is also the one that I, and they, use most often day to day. By now, my first edition is pretty worn.

But great news! I have an excuse to replace it! This second edition is a *major* enhancement over the first. This is more than just errata corrections. There is substantial new material in this book. New chapters on lighting, shadows, surface characteristics, and RealWorldz are essential for serious effects programmers. There are also 18 new shader examples. The ones I especially like are shadow mapping, vertex noise, image-based lighting, and environmental mapping with cube maps. But they are all really good, and you will find them all useful.

The OpenGL Shading Language is now part of standard OpenGL. It will be used everywhere. There is no reason not to. Anybody interested in effects graphics programming will want to read this book cover to cover. There are many nuggets to uncover. But GLSL is useful even beyond those borders. For example, we use it in our visualization research here at OSU (dome transformation, line integral convolution, image compression, terrain data mapping, etc.). I know that GLSL will find considerable applications in many other non-game areas as well.

I want to express my appreciation to Randi, who obviously started working on the first edition of this book even before the GLSL specification was fully decided upon. This must have made the book extra difficult to write, but it let the rest of us jump on the information as soon as it was stable. Thanks, too, for this second edition. It will make a significant contribution to the shader-programming community, and we appreciate it.

Mike Bailey, Ph.D.  
Professor, Computer Science  
Oregon State University

# Foreword to the First Edition

This book is an amazing measure of how far and how fast interactive shading has advanced. Not too many years ago, procedural shading was something done only in offline production rendering, creating some of the great results we all know from the movies, but were not anywhere close to interactive. Then a few research projects appeared, allowing a slightly modified but largely intact type of procedural shading to run in real time. Finally, in a rush, widely accessible commercial systems started to support shading. Today, we've come to the point where a real-time shading language developed by a cross-vendor group of OpenGL participants has achieved official designation as an OpenGL Architecture Review Board approved extension. This book, written by one of those most responsible for spearheading the development and acceptance of the OpenGL shading language, is your guide to that language and the extensions to OpenGL that let you use it.

I came to my interest in procedural shading from a strange direction. In 1990, I started graduate school at the University of North Carolina in Chapel Hill because it seemed like a good place for someone whose primary interest was interactive 3D graphics. There, I started working on the Pixel-Planes project. This project had produced a new graphics machine with several interesting features beyond its performance at rendering large numbers of polygons per second. One feature in particular had an enormous impact on the research directions I've followed for the past 13 years. Pixel-Planes 5 had programmable pixel processorslots of them. Programming these processors was similar in many ways to the assembly-language fragment programs that have burst onto the graphics scene in the past few years.

Programming them was exhilarating, yet also thoroughly exasperating. I was far from the only person to notice both the power and pain of writing low-level code to execute per-pixel. Another group within the Pixel-Planes team built an assembler for shading code to make it a little easier to write, although it was still both difficult to write a good shader and ever-so-rewarding once you had it working. The shaders produced will be familiar to anyone who has seen demos of any of the latest graphics products, and not surprisingly you'll find versions of many of them in this book: wood, clouds, brick, rock, reflective wavy water, and (of course) the Mandelbrot fractal set.

The rewards and difficulties presented by Pixel-Planes 5 shaders guided many of the design decisions behind the next machine, PixelFlow. PixelFlow was designed and built by a university/industry partnership with industrial participation first by Division, then by Hewlett-Packard. The result was the first interactive system capable of running procedural shaders compiled from a high-level shading language. PixelFlow was demonstrated at the SIGGRAPH conference in 1997. For a few years thereafter, if you were fortunate enough to be at UNC-Chapel Hill, you could write procedural shaders and run them in real-time when no one else could. And, of course, the only way to see them in action was to go there.

I left UNC for a shading project at SGI, with the hopes of providing a commercially supported shading language that could be used on more than just one machine at one site. Meanwhile, a shading language research project started up at Stanford, with some important results for shading on PC-level graphics hardware. PC graphics vendors across the board started to add low-level shading capabilities to their hardware. Soon, people everywhere could write shading code similar in many ways to that which had so inspired me on the Pixel Planes 5 machine. And, not surprisingly, soon people everywhere also knew that we were going to need a higher-level language for interactive shading.

Research continues into the use, improvement, and abuse of these languages at my lab at University of Maryland, Baltimore County; and at many, many others. However, the mere existence of real-time high-level shading languages is no longer the subject of that research. Interactive shading languages have moved from the research phase to wide availability. There

are a number of options for anyone wanting to develop an application using the shading capabilities of modern graphics hardware. The principal choices are Cg, HLSL, and the OpenGL Shading Language. The last of which has the distinction of being the only one that has been through a rigorous multivendor review process. I participated in that process, as did over two dozen representatives from a dozen companies and universities.

This brings us back full circle to this book. If you are holding this book now, you are most likely interested in some of the same ideals that drove the creation of the OpenGL Shading Language, the desire for a cross-OS, cross-platform, robust and standardized shading language. You want to learn how to use all of that? Open up and start reading. Then get shading!

Marc Olano  
University of Maryland  
Baltimore County, MD  
September 2003

# Preface

For just about as long as there has been graphics hardware, there has been programmable graphics hardware. Over the years, building flexibility into graphics hardware designs has been a necessary way of life for hardware developers. Graphics APIs continue to evolve, and because a hardware design can take two years or more from start to finish, the only way to guarantee a hardware product that can support the then current graphics APIs at its release is to build in some degree of programmability from the very beginning.

Until recently, the realm of programming graphics hardware belonged to just a few people, mainly researchers and graphics hardware driver developers. Research into programmable graphics hardware has been taking place for many years, but the point of this research has not been to produce viable hardware and software for application developers and end users. The graphics hardware driver developers have focused on the immediate task of providing support for the important graphics APIs of the time: PHIGS, PEX, Iris GL, OpenGL, Direct3D, and so on. Until recently, none of these APIs exposed the programmability of the underlying hardware, so application developers have been forced into using the fixed functionality provided by traditional graphics APIs.

Hardware companies have not exposed the programmable underpinnings of their products because of the high cost of educating and supporting customers to use low-level, device-specific interfaces and because these interfaces typically change quite radically with each new generation of graphics hardware. Application developers who use such a device-specific interface to a piece of graphics hardware face the daunting task of updating their software for each new generation of hardware that comes along. And forget about supporting the application on hardware from multiple vendors!

As we moved into the 21st century, some of these fundamental tenets about graphics hardware were challenged. Application developers pushed the envelope as never before and demanded a variety of new features in hardware in order to create more and more sophisticated onscreen effects. As a result, new graphics hardware designs became more programmable than ever before. Standard graphics APIs were challenged to keep up with the pace of hardware innovation. For OpenGL, the result was a spate of extensions to the core API as hardware vendors struggled to support a range of interesting new features that their customers were demanding.

The creation of a standard, cross-platform, high-level shading language for commercially available graphics hardware was a watershed event for the graphics industry. A paradigm shift occurred, one that took us from the world of rigid, fixed functionality graphics hardware and graphics APIs to a brave new world where the visual processing unit, or VPU (i.e., graphics hardware), is as important as the central processing unit, or CPU. The VPU is optimized for processing dynamic media such as 3D graphics and video. Highly parallel processing of floating-point data is the primary task for VPUs, and the flexibility of the VPU means that it can also be used to process data other than a stream of traditional graphics commands. Applications can take advantage of the capabilities of both the CPU and the VPU, using the strengths of each to optimally perform the task at hand.

This book describes how graphics hardware programmability is exposed through a high-level language in the leading cross-platform 3D graphics API: OpenGL. This language, the OpenGL Shading Language, lets applications take total control over the most important stages of the graphics processing pipeline. No longer restricted to the graphics rendering algorithms and formulas chosen by hardware designers and frozen in silicon, software developers are beginning to use this programmability to create stunning effects in real time.

## Intended Audience

The primary audience for this book is application programmers who want to write shaders. This book can be used as both a tutorial and a reference book by people interested in learning to write shaders with the OpenGL Shading Language. Some will use the book in one fashion, and some in the other. The organization is amenable to both uses and is based on the assumption that most people won't read the book in sequential order from back to front (but some intrepid readers of the first edition reported that they did just that!).

Readers do not need previous knowledge of OpenGL to absorb the material in this book, but such knowledge is very helpful. A brief review of OpenGL is included, but this book does not attempt to be a tutorial or reference book for OpenGL. Anyone attempting to develop an OpenGL application that uses shaders should be armed with OpenGL programming documentation in addition to this book.

Computer graphics has a mathematical basis, so some knowledge of algebra, trigonometry, and calculus will help readers understand and appreciate some of the details presented. With the advent of programmable graphics hardware, key parts of the graphics processing pipeline are once again under the control of software developers. To develop shaders successfully in this environment, developers must understand the mathematical basis of computer graphics.

# About This Book

This book has three main parts. [Chapters 1](#) through [8](#) teach the reader about the OpenGL Shading Language and how to use it. This part of the book covers details of the language and details of the OpenGL commands that create and manipulate shaders. To supply a basis for writing shaders, [Chapters 9](#) through [20](#) contain a gallery of shader examples and some explanation of the underlying algorithms. This part of the book is both the baseline for a reader's shader development and a springboard for inspiring new ideas. Finally, [Chapter 21](#) compares other notable commercial shading languages, and Appendices A and B contain reference material for the language and the API entry points that support it.

The chapters are arranged to suit the needs of the reader who is least familiar with OpenGL and shading languages. Certain chapters can be skipped by readers who are more familiar with both topics. This book has somewhat compartmentalized chapters in order to allow such usage.

- [Chapter 1](#) reviews the fundamentals of the OpenGL API. Readers already familiar with OpenGL may skip to [Chapter 2](#).
- [Chapter 2](#) introduces the OpenGL Shading Language and the OpenGL entry points that have been added to support it. If you want to know what the OpenGL Shading Language is all about and you have time to read only two chapters of this book, this chapter and [Chapter 3](#) are the ones to read.
- [Chapter 3](#) thoroughly describes the OpenGL Shading Language. This material is organized to present the details of a programming language. This section serves as a useful reference section for readers who have developed a general understanding of the language.
- [Chapter 4](#) discusses how the newly defined programmable parts of the rendering pipeline interact with each other and with OpenGL's fixed functionality. This discussion includes descriptions of the built-in variables defined in the OpenGL Shading Language.
- [Chapter 5](#) describes the built-in functions that are part of the OpenGL Shading Language. This section is a useful reference section for readers with an understanding of the language.
- [Chapter 6](#) presents and discusses a fairly simple shader example. People who learn best by diving in and studying a real example will benefit from the discussion in this chapter.
- [Chapter 7](#) describes the entry points that have been added to OpenGL to support the creation and manipulation of shaders. Application programmers who want to use shaders in their application must understand this material.
- [Chapter 8](#) presents some general advice on shader development and describes the shader development process. It also describes tools that are currently available to aid the shader development process.
- [Chapter 9](#) begins a series of chapters that present and discuss shaders with a common characteristic. In this chapter, shaders that duplicate some of the fixed functionality of the OpenGL pipeline are presented.
- [Chapter 10](#) presents a few shaders that are based on the capability to store data in and retrieve data from texture maps.

- [Chapter 11](#) is devoted to shaders that are procedural in nature; that is, effects are computed algorithmically rather than being based on information stored in textures.
- [Chapter 12](#) presents several alternative lighting models that can be implemented with OpenGL shaders.
- [Chapter 13](#) discusses algorithms and shaders for producing shadows.
- [Chapter 14](#) delves into the details of shaders that implement more realistic surface characteristics, including refraction, diffraction, and more realistic reflection.
- [Chapter 15](#) describes noise and the effects that can be achieved with its proper use.
- [Chapter 16](#) contains examples of how shaders can create rendering effects that vary over time.
- [Chapter 17](#) contains a discussion of the aliasing problem and how shaders can be written to reduce the effects of aliasing.
- [Chapter 18](#) illustrates shaders that achieve effects other than photorealism. Such effects include technical illustration, sketching or hatching effects, and other stylized rendering.
- [Chapter 19](#) presents several shaders that modify images as they are being drawn with OpenGL.
- [Chapter 20](#) describes some of the techniques and algorithms used in a complex OpenGL application that makes extensive use of the OpenGL Shading Language.
- [Chapter 21](#) compares the OpenGL Shading Language with other notable commercial shading languages.
- [Appendix A](#) contains the language grammar that more clearly specifies the OpenGL Shading Language.
- [Appendix B](#) contains reference pages for the API entry points that are related to the OpenGL Shading Language.
- Finally, *Glossary* collects terms defined in the book, *Further Reading* gathers all the chapter references and adds more, and *Index* ends the book.

# About the Shader Examples

The shaders contained in this book are primarily short programs that illustrate the capabilities of the OpenGL Shading Language. None of the example shaders should be presumed to illustrate the "best" way of achieving a particular effect. (Indeed, the "best" way to implement certain effects may have yet to be discovered through the power and flexibility of programmable graphics hardware.) Performance improvements for each shader are possible for any given hardware target. For most of the shaders, image quality may be improved if greater care is taken to reduce or eliminate causes of aliasing.

The source code for these shaders is written in a way that I believe represents a reasonable trade-off between source code clarity, portability, and performance. Use them to learn the OpenGL Shading Language, and improve on them for use in your own projects.

All the images produced for this book were done either on the first graphics accelerator to provide support for the OpenGL Shading Language, the 3Dlabs Wildcat VP, or its successor, the 3Dlabs Wildcat Realizm. I have taken as much care as possible to present shaders that are done "the right way" for the OpenGL Shading Language rather than those with idiosyncrasies from their development on the very early implementations of the OpenGL Shading Language. Electronic versions of most of these shaders are available through a link at this book's Web site at <http://3dshaders.com>

## Errata

I know that this book contains some errors, but I've done my best to keep them to a minimum. If you find any errors, please report them to me ([randi@3dshaders.com](mailto:randi@3dshaders.com)) and I will keep a running list on this book's Web site at <http://3dshaders.com>

# Typographical Conventions

This book contains a number of typographical conventions to enhance readability and understanding.

- SMALL CAPS are used for the first occurrence of defined terms.
- *Italics* are used for emphasis, document titles, and coordinate values such as  $x$ ,  $y$ , and  $z$ .
- **Bold serif** is used for language keywords.
- Sans serif is used for macros and symbolic constants that appear in the text.
- **Bold sans serif** is used for function names.
- *Italic sans serif* is used for variables, parameter names, spatial dimensions, and matrix components.
- **Fixed width** is used for code examples.

# About the Author

**Randi Rost** is currently the Director of Developer Relations at 3Dlabs. In this role, he leads a team that is devoted to educating developers and helping them take advantage of new graphics hardware technology. He leads a team that produces development tools, example programs, documentation, and white papers; contributes to standards and open source efforts; and assists developers in a variety of ways.

Before his Developer Relations role, Randi was the manager of 3Dlabs' Fort Collins, Colorado, graphics software team. This group drove the definition of the OpenGL 2.0 standard and implemented OpenGL drivers for 3Dlabs' graphics products. Before joining 3Dlabs, Randi was a graphics software architect for Hewlett-Packard's Graphics Software Lab and the chief architect for graphics software at Kubota Graphics Corporation.

Randi has been involved in the graphics industry for more than 25 years and has participated in emerging graphics standards efforts for over 20 years. He has been involved with the design and evolution of OpenGL since before version 1.0 was released in 1992. He is one of the few people credited as a contributor for each major revision of OpenGL, up through and including OpenGL 2.0. He was one of the chief architects and the specification author for PEX, and he was a member of the Graphics Performance Characterization (GPC) Committee during the development of the Picture-Level Benchmark (PLB). He served as 3Dlabs' representative to the Khronos Group from the time the group started in 1999 until the OpenML 1.0 specification was released, and he chaired the graphics subcommittee of that organization during this time. He received the National Computer Graphics Association (NCG) 1993 Achievement Award for the Advancement of Graphics Standards.

Randi has participated in or organized numerous graphics tutorials at SIGGRAPH, Eurographics, and the Game Developer's conference since 1990. He has given tutorials on the OpenGL Shading Language at SIGGRAPH 2002 and SIGGRAPH 2003 and made presentations on this topic at the Game Developer's Conference in 2002 and 2003. In 2004, Randi taught OpenGL Shading Language MasterClasses across North America, Europe, and Japan.

Randi received his B.S. in computer science and mathematics from Minnesota State University, Mankato, in 1981 and his M.S. in computing science from the University of California, Davis, in 1983.

On a dreary winter day, you might find Randi in a desolate region of southern Wyoming, following a road less traveled.



# About the Contributors

**Barthold Lichtenbelt** received his master's degree in electrical engineering in 1994 from the University of Twente in the Netherlands. From 1994 to 1998, he worked on volume rendering techniques at Hewlett-Packard Company, first at Hewlett-Packard Laboratories in Palo Alto, California, and later at Hewlett-Packard's graphics software lab in Fort Collins, Colorado. During that time, he coauthored the book, *Introduction to Volume Rendering*, and wrote several papers on the subject. He was awarded four patents in the field of volume rendering. In 1998, Barthold joined Dynamic Pictures (subsequently acquired by 3Dlabs), where he worked on both Direct3D and OpenGL drivers for professional graphics accelerators. Since 2001, he has been heavily involved in efforts to extend the OpenGL API and was the lead author of the three ARB extensions that support the OpenGL Shading Language. Barthold also led the implementation of 3Dlabs' first drivers that use these extensions. He currently manages 3Dlabs' Programmable Graphics Development Group in Fort Collins, Colorado.

**John Kessenich**, a Colorado native, has worked in Fort Collins as a software architect in a variety of fields including CAD applications, operating system kernels, and 3D graphics. He received a patent for using Web browsers to navigate through huge collections of source code and another for processor architecture. John studied mathematics and its application to computer graphics, computer languages, and compilers at Colorado State University, receiving a bachelor's degree in applied mathematics in 1985. Later, while working at Hewlett-Packard, he earned his master's degree in applied mathematics in 1988. John has been working on OpenGL drivers since 1999 at 3Dlabs, and has been leading the 3Dlabs shading language compiler development effort since 2001. John was the lead author for the OpenGL Shading Language specification, and in this role he was one of the leaders of the technical effort to finalize and standardize it as part of core OpenGL.

**Hugh Malan** is a computer graphics programmer currently working for Real Time Worlds in Dundee, Scotland. In 1997, he received B.S. degrees in mathematics and physics from Victoria University in Wellington, New Zealand, and followed that with a year in the honors program for mathematics. He subsequently received an M.S. in computer graphics from Otago University in Dunedin, New Zealand. After receiving his M.S., Hugh worked on 3D paint and UV mapping tools at Right Hemisphere, and then joined Pandromeda, Inc to develop the *RealWorldz* demo for 3Dlabs (described in [Chapter 20](#)).

**Michael Weiblen** received his B.S. in electrical engineering from the University of Maryland, College Park, in 1989. Mike began exploring computer graphics in the 1980s, and developed 3D renderers for the TRS-80 Model 100 laptop and Amiga 1000. Using OpenGL and IrisGL since 1993, he has developed global-scale synthetic environments, visual simulations, and virtual reality applications, which have been presented at such venues as the United States Capitol, EPCOT Center, DARPA, NASA, and SIGGRAPH. He has been awarded two U.S. patents, and has published several papers and articles. In 2003, Mike joined 3Dlabs in Fort Collins, Colorado, where he is currently an engineer with the 3Dlabs Developer Relations group, focusing on applications of hardware-accelerated rendering using the OpenGL Shading Language. Mike currently contributes to several open-source software projects, such as spearheading the integration of OpenGL Shading Language support into OpenSceneGraph.

# Acknowledgments

John Kessenich of 3Dlabs was the primary author of the OpenGL Shading Language specification document and the author of [Chapter 3](#) of this book. Some of the material from the OpenGL Shading Language specification document was modified and included in [Chapters 3, 4, and 5](#), and the OpenGL Shading Language grammar written by John for the specification is included in its entirety in [Appendix A](#). John worked tirelessly throughout the standardization effort discussing, resolving, and documenting language and API issues; updating the specification through numerous revisions; and providing insight and education to many of the other participants in the effort. John also did some of the early shader development, including the very first versions of the wood, bump map, and environment mapping shaders discussed in this book.

Barthold Lichtenbelt of 3Dlabs was the primary author and document editor of the OpenGL extension specifications that defined the OpenGL Shading Language API. Some material from those specifications has been adapted and included in [Chapter 7](#). Barthold worked tirelessly updating the specifications; discussing, resolving, and documenting issues; and guiding the participants of the ARB-GL2 working group to consensus. Barthold is also the coauthor of [Chapter 4](#) of this book. Since August 2005, Barthold has been working at NVIDIA, where he is involved in OpenGL standardization efforts.

The industrywide initiative to define a high-level shading effort for OpenGL was ignited by a white paper called *The OpenGL 2.0 Shading Language*, written by Dave Baldwin ([2001](#)) of 3Dlabs. Dave's ideas provided the basic framework from which the OpenGL Shading Language has evolved.

Publication of this white paper occurred almost a year before any publication of information on competing, commercially viable, high-level shading languages. In this respect, Dave deserves credit as the trailblazer for a standard high-level shading language. Dave continued to be heavily involved in the design of the language and the API during its formative months. His original white paper also included code for a variety of shaders. This code served as the starting point for several of the shaders in this book: notably, the brick shaders presented in [Chapter 6](#) and [Chapter 17](#), the traditional shaders presented in [Chapter 9](#), the antialiased checkerboard shader in [Chapter 17](#), and the Mandelbrot shader in [Chapter 18](#). Steve Koren of 3Dlabs was responsible for getting the aliased brick shader and the Mandelbrot shader working on real hardware for the first time.

Mike Weiblen developed and described the GLSL diffraction shader in [Chapter 14](#), contributed a discussion of scene graphs and their uses in [Chapter 8](#), contributed to the shadow volume shader in [Section 13.3](#), and compiled the quick reference card included at the back of the book. Philip Rideout was instrumental in developing frameworks for writing and testing shaders. Many of the illustrations in this book were generated with Philip's **GLSLdemo** and **deLight** applications. Philip also contributed several of the shaders in this book, including the shadow shaders in [Chapter 13](#) and the sphere morph and vertex noise shaders in [Chapter 16](#). Joshua Doss developed the initial version of the glyph bombing shader described in [Chapter 10](#). He and Inderaj Bains were the coauthors of **ShaderGen**, a tool that verified the fixed functionality code segments presented in [Chapter 9](#) and that can automatically generate working shaders from current fixed functionality state. Teri Morrison contributed the OpenGL 1.5 to 2.0 migration guide that appears in [Appendix B](#). Barthold Lichtenbelt took the pictures that were used to create the Old Town Square environment maps.

Hugh Malan of Pandromeda was the primary implementor of an amazing demo called *RealWorldz* that was developed for 3Dlabs by Pandromeda and is the author of the material that discusses this application in [Chapter 20](#). Ken "Doc Mojo" Musgrave, Craig McNaughton, and Jonathan Dapra of Pandromeda contributed enormously to the success of this effort. Clifton

Robin and Mike Weiblen were key contributors from 3Dlabs. Hugh also contributed the initial version of the shadow volume shader discussed in [Section 13.3](#).

Bert Freudenberg of the University of Magdeburg developed the hatching shader described in [Chapter 18](#). As part of this effort, Bert also explored some of the issues involved with analytic antialiasing with programmable graphics hardware. I have incorporated some of Bert's diagrams and results in [Chapter 17](#). Bill Licea-Kane of ATI Research developed the toy ball shader presented in [Chapter 11](#) and provided me with its "theory of operation." The stripe shader included in [Chapter 11](#) was implemented by LightWork Design, Ltd. Antonio Tejada of 3Dlabs conceived and implemented the wobble shader presented in [Chapter 16](#).

William "Proton" Vaughn of Newtek provided a number of excellent models for use in this book. I thank him for the use of his Pug model that appears in Color Plates 19 and 22 and the Drummer model that appears in Color Plate 20. Christophe Desse of xtrm3D.com also allowed me to use some of his great models. I used his Spaceman model in Color Plate 17, his Scoutwalker model in Color Plate 18, and his Ore model in Color Plate 21. Thanks are owed to William and Christophe not only for allowing me to use their models in this book, but for also contributing these models and many others for public use.

I would like to thank my colleagues at 3Dlabs for their assistance with the OpenGL 2.0 effort in general and for help in developing this book. Specifically, the 3Dlabs compiler team has been doing amazing work implementing the OpenGL Shading Language compiler, linker, and object support in the 3Dlabs OpenGL implementation. Dave Houlton and Mike Weiblen worked on RenderMonkey and other shader development tools. Dave also worked closely with companies such as SolidWorks and LightWork Design to enable them to take full advantage of the OpenGL Shading Language. Teri Morrison and Na Li implemented and tested the original OpenGL Shading Language extensions, and Teri, Barthold, and Matthew Williams implemented the official OpenGL 2.0 API support in the 3Dlabs drivers. This work has made it possible to create the code and images that appear in this book. The Fort Collins software team, which I was privileged to lead for several years, was responsible for producing the publicly available specifications and source code for the OpenGL Shading Language and OpenGL Shading Language API.

Dale Kirkland, Jeremy Morris, Phil Huxley, and Antonio Tejada of 3Dlabs were involved in many of the OpenGL 2.0 discussions and provided a wealth of good ideas and encouragement as the effort moved forward. Antonio also implemented the first parser for the OpenGL Shading Language. Other members of the 3Dlabs driver development teams in Fort Collins, Colorado; Egham, U.K.; Madison, Alabama; and Austin, Texas have contributed to the effort as well. The 3Dlabs executive staff should be commended for having the vision to move forward with the OpenGL 2.0 proposal and the courage to allocate resources to its development. Thanks to Osman Kent, Hock Leow, Neil Trevett, Jerry Peterson, Jeff Little, and John Schimpf in particular.

Numerous other people have been involved in the OpenGL 2.0 discussions. I would like to thank my colleagues and fellow ARB representatives at ATI, SGI, NVIDIA, Intel, Microsoft, Evans & Sutherland, IBM, Sun Microsystems, Apple, Imagination Technologies, Dell, Compaq, and HP for contributing to discussions and for helping to move the process along. In particular, Bill Licea-Kane of ATI chaired the ARB-GL2 working group since its creation and successfully steered the group to a remarkable achievement in a relatively short time. Bill, Evan Hart, Jeremy Sandmel, Benjamin Lipchak, and Glenn Ortner of ATI also provided insightful review and studious comments for both the OpenGL Shading Language and the OpenGL Shading Language API. Steve Glanville and Cass Everitt of NVIDIA were extremely helpful during the design of the OpenGL Shading Language, and Pat Brown of NVIDIA contributed enormously to the development of the OpenGL Shading Language API. Others with notable contributions to the final specifications include Marc Olano of the University of Maryland/Baltimore County; Jon Leech of SGI; Folker Schamel of Spinor; Matt Cruikshank, Steve Demlow, and Karel Zuiderveld of Vital Images; Allen Akin, contributing as an individual; and Kurt Akeley of NVIDIA. Numerous others provided review or commentary that helped improve the specification documents.

I think that special recognition should go to people who were not affiliated with a graphics

hardware company and still participated heavily in the ARBGL2 working group. When representatives from a bunch of competing hardware companies get together in a room and try to reach agreement on an important standard that materially affects each of them, there is often squabbling over details that will cause one company or another extra grief in the short term. Marc Olano and Folker Schamel contributed enormously to the standardization effort as "neutral" third parties. Time and time again, their comments helped lead the group back to a higher ground. Allen Akin and Matt Cruikshank also contributed in this regard. Thanks, gentlemen, for your technical contributions and your valuable but underappreciated work as "referees."

A big thank you goes to the software developers who have taken the time to talk with us, send us e-mail, or answer survey questions on <http://opengl.org>. Our ultimate aim is to provide you with the best possible API for doing graphics application development, and the time that you have spent telling us what you need has been invaluable. A few ISVs lobbied long and hard for certain features, and they were able to convince us to make some significant changes to the original OpenGL 2.0 proposal. Thanks, all you software developers, and keep telling us what you need!

A debt of gratitude is owed to the designers of the C programming language, the designers of RenderMan, and the designers of OpenGL, the three standards that have provided the strongest influence on our efforts. Hopefully, the OpenGL Shading Language will continue their traditions of success and excellence.

The reviewers of various drafts of this book have helped greatly to increase its quality. Thanks to John Carey, Steve Cunningham, Bert Freudenberg, Michael Garland, Jeffrey Galinovsky, Dave Houlton, John Kessenich, Slawek Kilanowski, Bob Kuehne, Na Li, Barthold Lichtenbelt, Andy McGovern, Teri Morrison, Marc Olano, Brad Ritter, Philip Rideout, Teresa Rost, Folker Schamel, Maryann Simmons, Mike Weiblen, and two anonymous reviewers for reviewing some or all of the material in this book. Your comments have been greatly appreciated! Clark Wolter worked with me on the design of the cover image, and he improved and perfected the original concepts.

Thanks go to my three children, Rachel, Hannah, and Zachary, for giving up some play time with Daddy for a while, and for the smiles, giggles, hugs, and kisses that helped me get through this project. Finally, thank you, Teresa, the love of my life, for the support you've given me in writing this book. These have been busy times in our personal lives too, but you have had the patience, strength, and courage to see it through to completion. Thank you for helping me make this book a reality.

# Chapter 1. Review of OpenGL Basics

This chapter briefly reviews the OpenGL application programming interface to lay the foundation for the material in subsequent chapters. It is not an exhaustive overview. If you are already extremely familiar with OpenGL, you can safely skip ahead to the next chapter. If you are familiar with another 3D graphics API, you can glean enough information here about OpenGL to begin using the OpenGL Shading Language for shader development.

Unless otherwise noted, descriptions of OpenGL functionality are based on the OpenGL 2.0 specification.

## 1.1. OpenGL History

OpenGL is an industry-standard, cross-platform [APPLICATION PROGRAMMING INTERFACE \(API\)](#). The specification for this API was finalized in 1992, and the first implementations appeared in 1993. It was largely compatible with a proprietary API called Iris GL (Graphics Library) that was designed and supported by Silicon Graphics, Inc. To establish an industry standard, Silicon Graphics collaborated with various other graphics hardware companies to create an open standard, which was dubbed "OpenGL."

The evolution of OpenGL is controlled by the OpenGL Architecture Review Board, or ARB, created by Silicon Graphics in 1992. This group is governed by a set of by-laws, and its primary task is to guide OpenGL by controlling the specification and conformance tests. The original ARB contained representatives from SGI, Intel, Microsoft, Compaq, Digital Equipment Corporation, Evans & Sutherland, and IBM. The ARB currently has as members 3Dlabs, Apple, ATI, Dell, IBM, Intel, NVIDIA, SGI, and Sun Microsystems.

OpenGL shares many of Iris GL's design characteristics. Its intention is to provide access to graphics hardware capabilities at the lowest possible level that still provides hardware independence. It is designed to be the lowest-level interface for accessing graphics hardware. OpenGL has been implemented in a variety of operating environments, including Macs, PCs, and UNIX-based systems. It has been supported on a variety of hardware architectures, from those that support little in hardware other than the frame buffer itself to those that accelerate virtually everything in hardware.

Since the release of the initial OpenGL specification (version 1.0) in June 1992, six revisions have added new functionality to the API. The current version of the OpenGL specification is 2.0. The first conformant implementations of OpenGL 1.0 began appearing in 1993.

- Version 1.1 was finished in 1997 and added support for two important capabilities—vertex arrays and texture objects.
- The specification for OpenGL 1.2 was released in 1998 and added support for 3D textures and an optional set of imaging functionality.
- The OpenGL 1.3 specification was completed in 2001 and added support for cube map textures, compressed textures, multitextures, and other things.
- OpenGL 1.4 was completed in 2002 and added automatic mipmap generation, additional blending functions, internal texture formats for storing depth values for use in shadow computations, support for drawing multiple vertex arrays with a single command, more control over point rasterization, control over stencil wrapping behavior, and various additions to texturing capabilities.
- The OpenGL 1.5 specification was published in October 2003. It added support for vertex buffer objects, shadow comparison functions, occlusion queries, and nonpower-of-2 textures.

All versions of OpenGL through 1.5 were based on a fixed-function pipeline—the user could control various parameters, but the underlying functionality and order of processing were fixed. OpenGL 2.0, finalized in September 2004, opened up the processing pipeline for user control by providing programmability for both vertex processing and fragment processing as part of the core OpenGL specification. With this version of OpenGL, application developers have been able to implement their own rendering algorithms, using a high-level shading language. The addition of programmability to OpenGL represents a fundamental shift in its design, hence the change to version number 2.0 from 1.5. However, the change to the major version number does not

represent any loss of compatibility with previous versions of OpenGL. OpenGL 2.0 is completely backward compatible with OpenGL 1.5. Applications that run on OpenGL 1.5 can run unmodified on OpenGL 2.0. Other features added in 2.0 include support for multiple render targets (rendering to multiple buffers simultaneously), nonpower-of-2 textures (thus easing the restriction that textures must always be a power of 2 in each dimension), point sprites (screen-aligned textured quadrilaterals that are drawn with the point primitive), and separate stencil functionality for front- and back-facing surfaces.

## 1.2. OpenGL Evolution

Because of its fundamental design as a fixed function state machine, before OpenGL 2.0, the only way to modify OpenGL was to define extensions to it. Therefore, a great deal of functionality is available in various OpenGL implementations in the form of extensions that expose new hardware functionality. OpenGL has a well-defined extension mechanism, and hardware vendors are free to define and implement features that expose new hardware functionality. Since only OpenGL implementors can implement extensions, there was previously no way for applications to extend the functionality of OpenGL beyond what was provided by their OpenGL provider.

To date, close to 300 extensions have been defined. Extensions that are supported by only one vendor are identified by a short prefix unique to that vendor (e.g., SGI for extensions developed by Silicon Graphics, Inc.). Extensions that are supported by more than one vendor are denoted by the prefix EXT in the extension name. Extensions that have been thoroughly reviewed by the ARB are designated with an ARB prefix in the extension name to indicate that they have a special status as a recommended way of exposing a certain piece of functionality. Extensions that achieve the ARB designation are candidates to be added to standard OpenGL. Published specifications for OpenGL extensions are available at the OpenGL extension registry at <http://oss.sgi.com/projects/ogl-sample/registry>.

The extensions supported by a particular OpenGL implementation can be determined by calling the OpenGL `glGetString` function with the symbolic constant GL\_EXTENSIONS. The returned string contains a list of all the extensions supported in the implementation, and some vendors currently support close to 100 separate OpenGL extensions. It can be a little bit daunting for an application to try and determine whether the needed extensions are present on a variety of implementations, and what to do if they're not. The proliferation of extensions has been primarily a positive factor for the development of OpenGL, but in a sense, it has become a victim of its own success. It allows hardware vendors to expose new features easily, but it presents application developers with a dizzying array of nonstandard options. Like any standards body, the ARB is cautious about promoting functionality from extension status to standard OpenGL.

Before version 2.0 of OpenGL, none of the underlying programmability of graphics hardware was exposed. The original designers of OpenGL, Mark Segal and Kurt Akeley, stated, "One reason for this decision is that, for performance reasons, graphics hardware is usually designed to apply certain operations in a specific order; replacing these operations with arbitrary algorithms is usually infeasible." This statement may have been mostly true when it was written in 1994 (there were programmable graphics architectures even then). But today, all of the graphics hardware that is being produced is programmable. Because of the proliferation of OpenGL extensions and the need to support Microsoft's DirectX API, hardware vendors have no choice but to design programmable graphics architectures. As discussed in the remaining chapters of this book, providing application programmers with access to this programmability is the purpose of the OpenGL Shading Language.

## 1.3. Execution Model

The OpenGL API is focused on drawing graphics into frame buffer memory and, to a lesser extent, in reading back values stored in that frame buffer. It is somewhat unique in that its design includes support for drawing threedimensional geometry (such as points, lines, and polygons, collectively referred to as [PRIMITIVES](#)) as well as for drawing images and bitmaps.

The execution model for OpenGL can be described as client-server. An application program (the client) issues OpenGL commands that are interpreted and processed by an OpenGL implementation (the server). The application program and the OpenGL implementation can execute on a single computer or on two different computers. Some OpenGL state is stored in the address space of the application (client state), but the majority of it is stored in the address space of the OpenGL implementation (server state).

OpenGL commands are always processed in the order in which they are received by the server, although command completion may be delayed due to intermediate operations that cause OpenGL commands to be buffered. Out-of-order execution of OpenGL commands is not permitted. This means, for example, that a primitive will not be drawn until the previous primitive has been completely drawn. This in-order execution also applies to queries of state and frame buffer read operations. These commands return results that are consistent with complete execution of all previous commands.

Data binding for OpenGL occurs when commands are issued, not when they are executed. Data passed to an OpenGL command is interpreted when the command is issued and copied into OpenGL memory if needed. Subsequent changes to this data by the application have no effect on the data that is now stored within OpenGL.

## 1.4. The Frame Buffer

OpenGL is an API for drawing graphics, and so the fundamental purpose for OpenGL is to transform data provided by an application into something that is visible on the display screen. This processing is often referred to as [RENDERING](#). Typically, this processing is accelerated by specially designed hardware, but some or all operations of the OpenGL pipeline can be performed by a software implementation running on the CPU. It is transparent to the user of the OpenGL implementation how this division among the software and hardware is handled. The important thing is that the results of rendering conform to the results defined by the OpenGL specification.

The hardware that is dedicated to drawing graphics and maintaining the contents of the display screen is often called the [GRAPHICS ACCELERATOR](#). Graphics accelerators typically have a region of memory that is dedicated to maintaining the contents of the display. Every visible picture element (pixel) of the display is represented by one or more bytes of memory on the graphics accelerator. A grayscale display might have a byte of memory to represent the gray level at each pixel. A color display might have a byte of memory for each of red, green, and blue in order to represent the color value for each pixel. This so-called [DISPLAY MEMORY](#) is scanned (refreshed) a certain number of times per second in order to maintain a flicker-free representation on the display. Graphics accelerators also typically have a region of memory called [OFFSCREEN MEMORY](#) that is not displayable and is used to store things that aren't visible.

OpenGL assumes that allocation of display memory and offscreen memory is handled by the window system. The window system decides which portions of memory may be accessed by OpenGL and how these portions are structured. In each environment in which OpenGL is supported, a small set of function calls tie OpenGL into that particular environment. In the Microsoft Windows environment, this set of routines is called WGL (pronounced "wiggle"). In the X Window System environment, this set of routines is called GLX. In the Macintosh environment, this set of routines is called AGL. In each environment, this set of calls supports such things as allocating and deallocating regions of graphics memory, allocating and deallocating data structures called [GRAPHICS CONTEXTS](#) that maintain OpenGL state, selecting the current graphics context, selecting the region of graphics memory in which to draw, and synchronizing commands between OpenGL and the window system.

The region of graphics memory that is modified as a result of OpenGL rendering is called the [FRAME BUFFER](#). In a windowing system, the OpenGL notion of a frame buffer corresponds to a window. Facilities in window-system-specific OpenGL routines let users select the frame buffer characteristics for the window. The windowing system typically also clarifies how the OpenGL frame buffer behaves when windows overlap. In a nonwindowed system, the OpenGL frame buffer corresponds to the entire display.

A window that supports OpenGL rendering (i.e., a frame buffer) may consist of some combination of the following:

- Up to four color buffers
- A depth buffer
- A stencil buffer
- An accumulation buffer
- A multisample buffer

- One or more auxiliary buffers

Most graphics hardware supports both a front buffer and a back buffer in order to perform [DOUBLE BUFFERING](#). This allows the application to render into the (offscreen) back buffer while displaying the (visible) front buffer. When rendering is complete, the two buffers are swapped so that the completed rendering is now displayed as the front buffer and rendering can begin anew in the back buffer. When double buffering is used, the end user never sees the graphics when they are in the process of being drawn, only the finished image. This technique allows smooth animation at interactive rates.

Stereo viewing is supported by having a color buffer for the left eye and one for the right eye. Double buffering is supported by having both a front and a back buffer. A double-buffered stereo window will therefore have four color buffers: front left, front right, back left, and back right. A normal (nonstereo) double-buffered window will have a front buffer and a back buffer. A single-buffered window will have only a front buffer.

If 3D objects are to be drawn with hidden-surface removal, a [DEPTH BUFFER](#) is needed. This buffer stores the depth of the displayed object at each pixel. As additional objects are drawn, a depth comparison can be performed at each pixel to determine whether the new object is visible or obscured.

A [STENCIL BUFFER](#) is used for complex masking operations. A complex shape can be stored in the stencil buffer, and subsequent drawing operations can use the contents of the stencil buffer to determine whether to update each pixel.

The [ACCUMULATION BUFFER](#) is a color buffer that typically has higherprecision components than the color buffers. Several images can thus be accumulated to produce a composite image. One use of this capability would be to draw several frames of an object in motion into the accumulation buffer. When each pixel of the accumulation buffer is divided by the number of frames, the result is a final image that shows motion blur for the moving objects. Similar techniques can be used to simulate depth-of-field effects and to perform high-quality full-screen antialiasing.

Normally, when objects are drawn, a single decision is made as to whether the graphics primitive affects a pixel on the screen. The [MULTISAMPLE BUFFER](#) is a buffer that allows everything that is rendered to be sampled multiple times within each pixel in order to perform high-quality full-screen antialiasing without rendering the scene more than once. Each sample within a pixel contains color, depth, and stencil information, and the number of samples per pixel can be queried. When a window includes a multisample buffer, it does not include separate depth or stencil buffers. As objects are rendered, the color samples are combined to produce a single color value, and that color value is passed on to be written into the color buffer. Because multisample buffers contain multiple samples (often 4, 8, or 16) of color, depth, and stencil for every pixel in the window, they can use up large amounts of offscreen graphics memory.

[AUXILIARY BUFFERS](#) are offscreen memory buffers that can store arbitrary data such as intermediate results from a multipass rendering algorithm. A frame buffer may have 1, 2, 3, 4, or even more associated auxiliary buffers.

## 1.5. State

OpenGL was designed as a state machine for updating the contents of a frame buffer. The process of turning geometric primitives, images, and bitmaps into pixels on the screen is controlled by a fairly large number of state settings. These state settings are orthogonal to one another setting one piece of state does not affect the others. Cumulatively, the state settings define the behavior of the OpenGL rendering pipeline and the way in which primitives are transformed into pixels on the display device.

OpenGL state is collected into a data structure called a graphics context. Window-system-specific functions create and delete graphics contexts. Another window-system-specific call designates a graphics context and an OpenGL frame buffer that are used as the targets for subsequent OpenGL commands.

Quite a few server-side state values in OpenGL have just two states: on or off. To turn a mode on, you must pass the appropriate symbolic constant to the OpenGL command `glEnable`. To turn a mode off, you pass the symbolic constant to `glDisable`. You enable client-side state (such as pointers that define vertex arrays) with `glEnableClientState` and disable it with `glDisableClientState`.

OpenGL maintains a server-side stack for pushing and popping any or all of the defined state values. This stack can be manipulated with `glPushAttrib` and `glPopAttrib`. Similarly, client state can be manipulated on a second stack with `glPushClientAttrib` and `glPopClientAttrib`.

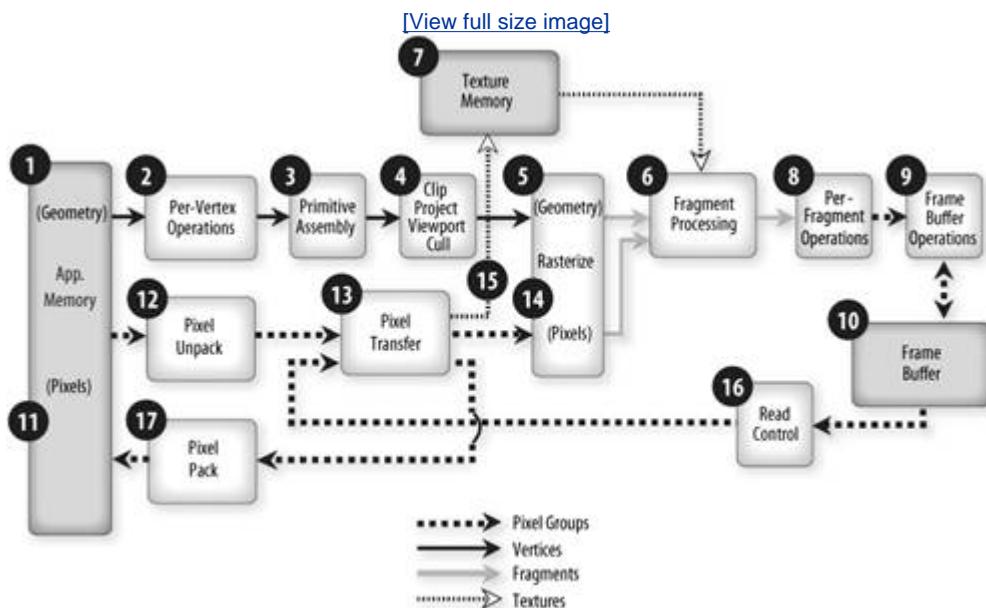
`glGet` is a generic function that can query many of the components of a graphics context. Symbolic constants are defined for simple state items (e.g., `GL_CURRENT_COLOR` and `GL_LINE_WIDTH`), and these values can be passed as arguments to `glGet` to retrieve the current value of the indicated component of a graphics context. Variants of `glGet` return the state value as an integer, float, double, or boolean. More complex state values are returned by "get" functions that are specific to that state value, for instance, `glGetClipPlane`, `glGetLight`, and `glGetMaterial`. Error conditions can be detected with the `glGetError` function.

## 1.6. Processing Pipeline

For specifying the behavior of OpenGL, the various operations are defined to be applied in a particular order, so we can also think of OpenGL as a [GRAPHICS PROCESSING PIPELINE](#).

Let's start by looking at a block diagram of how OpenGL was defined up through OpenGL 1.5. [Figure 1.1](#) is a diagram of the so-called [FIXED FUNCTIONALITY](#) of OpenGL. This diagram shows the fundamentals of how OpenGL has worked since its inception and is a simplified representation of how OpenGL still works. It shows the main features of the OpenGL pipeline for the purposes of this overview. Some new features were added to OpenGL in versions 1.1 through 1.5, but the basic architecture of OpenGL remained unchanged until OpenGL 2.0. We use the term *fixed functionality* because every OpenGL implementation is required to have the same functionality and a result that is consistent with the OpenGL specification for a given set of inputs. Both the set of operations and the order in which they occur are defined (fixed) by the OpenGL specification.

**Figure 1.1. Overview of OpenGL operation**



It is important to note that OpenGL implementations are not required to match precisely the order of operations shown in [Figure 1.1](#). Implementations are free to modify the order of operations as long as the rendering results are consistent with the OpenGL specification. Many innovative software and hardware architectures have been designed to implement OpenGL, and most block diagrams of those implementations look nothing like [Figure 1.1](#). However, the diagram does ground our discussion of the way the rendering process *appears* to work in OpenGL, even if the underlying implementation does things a bit differently.

# 1.7. Drawing Geometry

As you can see from [Figure 1.1](#), data for drawing geometry (points, lines, and polygons) starts off in application-controlled memory (1). This memory may be on the host CPU, or, with the help of some recent additions to OpenGL or under-the-covers data caching by the OpenGL implementation, it may actually reside in video memory on the graphics accelerator. Either way, the fact is that it is memory that contains geometry data that the application can cause to be drawn.

## 1.7.1. Geometry Specification

The geometric primitives supported in OpenGL are points, lines, line strips, line loops, polygons, triangles, triangle strips, triangle fans, quadrilaterals, and quadrilateral strips. There are three main ways to send geometry data to OpenGL. The first is the vertex-at-a-time method, which calls `glBegin` to start a primitive and calls `glEnd` to end it. In between are commands that set specific [VERTEX ATTRIBUTES](#) such as vertex position, color, normal, texture coordinates, secondary color, edge flags, and fog coordinates, using calls such as `glVertex`, `glColor`, `glNormal`, and `glTexCoord`. (A number of variants of these function calls allow the application to pass these values with various data types as well as to pass them by value or by reference.) Up through version 1.5 of OpenGL, there was no way to send arbitrary (user-defined) pervertex data. The only per-vertex attributes allowed were those specifically defined in the OpenGL specification. OpenGL 2.0 added a method for sending arbitrary per-vertex data; that method is described in [Section 7.7](#) "Specifying Vertex Attributes."

When the vertex-at-a-time method is used, the call to `glVertex` signals the end of the data definition for a single vertex, and it may also define the completion of a primitive. After `glBegin` is called and a primitive type is specified, a graphics primitive is completed whenever `glVertex` is called enough times to completely specify a primitive of the indicated type. For independent triangles, a triangle is completed every third time `glVertex` is called. For triangle strips, a triangle is completed when `glVertex` is called for the third time, and an additional connecting triangle is completed for each subsequent call to `glVertex`.

The second method of drawing primitives is to use vertex arrays. With this method, applications store vertex attributes in user-defined arrays, set up pointers to the arrays, and use `glDrawArrays`, `glMultiDrawArrays`, `glDrawElements`, `glMultiDrawElements`, `glDrawRangeElements`, or `glInterleavedArrays` to draw a large number of primitives at once. Because these entry points can efficiently pass large amounts of geometry data to OpenGL, application developers are encouraged to use them for portions of code that are extremely performance critical. Using `glBegin` and `glEnd` requires a function call to specify each attribute of each vertex, so the function call overhead can become substantial when objects with thousands of vertices are drawn. In contrast, vertex arrays can be used to draw a large number of primitives with a single function call after the vertex data is organized into arrays. Processing the array data in this fashion can be faster because it is often more efficient for the OpenGL implementation to deal with data organized in this way. The current array of color values is specified with `glColorPointer`, the current array of vertex positions is specified with `glVertexPointer`, the current array of normal vectors is specified with `glNormalPointer`, and so on. The function `glInterleavedArrays` can specify and enable several interleaved arrays simultaneously (e.g., each vertex might be defined with three floating-point values representing a normal followed by three floating-point values representing a vertex position.)

The preceding two methods are referred to as drawing in [IMMEDIATE MODE](#) because primitives are rendered as soon as they have been specified. The third method involves storing either the vertex-at-a-time function calls or the vertex array calls in a [DISPLAY LIST](#), an OpenGL-managed data structure that stores commands for later execution. Display lists can include commands to set state as well as commands to draw geometry. Display lists are stored on the server side and can be processed later with `glCallList` or `glCallLists`. This is not illustrated in [Figure 1.1](#), but it is

another way that data can be provided to the OpenGL processing pipeline. The definition of a display list is initiated with `glNewList`, and display list definition is completed with `glEndList`. All the commands issued between those two calls become part of the display list, although certain OpenGL commands are not allowed within display lists. Depending on the implementation, [DISPLAY LIST MODE](#) can provide a performance advantage over immediate mode. Storing commands in a display list gives the OpenGL implementation an opportunity to optimize the commands in the display list for the underlying hardware. It also gives the implementation the chance to store the commands in a location that enables better drawing performance, perhaps even in memory on the graphics accelerator. Of course, some extra computation or data movement is usually required to implement these optimizations, so applications will typically see a performance benefit only if the display list is executed more than once.

New API calls in version 1.5 of OpenGL permitted vertex array data to be stored in server-side memory. This mechanism typically provides the highest performance rendering because the data can be stored in memory on the graphics accelerator and need not be transferred over the I/O bus each time it is rendered. The API also supports the concept of efficiently streaming data from client to server. The `glBindBuffer` command creates a buffer object, and `glBufferData` and `glBufferSubData` specify the data values in such a buffer. `glMapBuffer` can map a buffer object into the client's address space and obtain a pointer to this memory so that data values can be specified directly. The command `glUnmapBuffer` must be called before the values in the buffer are accessed by subsequent GL rendering commands. `glBindBuffer` can also make a particular buffer object part of current state. If buffer object 0 is bound when calls are made to vertex array pointer commands such as `glColorPointer`, `glNormalPointer`, `glVertexPointer`, and so on, the pointer parameter to these calls is understood to be a pointer to client-side memory. When a buffer object other than 0 is bound, the pointer parameter is understood to be an offset into the currently bound buffer object. Subsequent calls to one of the vertex array drawing commands (e.g., `glMultiDrawArrays`) can thus obtain their vertex data from either client- or server-side memory or a combination thereof.

OpenGL supports the rendering of curves and surfaces with evaluators. Evaluators use a polynomial mapping to produce vertex attributes such as color, normal, and position that are sent to the vertex processing stage just as if they had been provided by the client. See the OpenGL specification for a complete description of this functionality.

### 1.7.2. Per-Vertex Operations

No matter which of these methods is used, the net result is that geometry data is transferred into the first stage of processing in OpenGL, [VERTEX PROCESSING](#) (2). At this point, vertex positions are transformed by the modelview and projection matrices, normals are transformed by the inverse transpose of the upper leftmost  $3 \times 3$  matrix taken from the modelview matrix, texture coordinates are transformed by the texture matrices, lighting calculations are applied to modify the base color, texture coordinates may be automatically generated, color material state is applied, and point sizes are computed. All of these things are rigidly defined by the OpenGL specification. They are performed in a specific order, according to specific formulas, with specific items of OpenGL state controlling the process.

Because the most important things that occur in this stage are transformation and lighting, the vertex processing stage is sometimes called [TRANSFORMATION AND LIGHTING](#), or, more familiarly, T&L. There is no application control to this process other than modifying OpenGL state values: turning lighting on or off with `glEnable/glDisable`; changing lighting attributes with `glLight` and `glLightModel`; changing material properties with `glMaterial`; or modifying the modelview matrix by calling matrix manipulation functions such as `glMatrixMode`, `glLoadMatrix`, `glMultMatrix`, `glRotate`, `glScale`, `glTranslate`. At this stage of processing, each vertex is treated independently. The vertex position computed by the transformation stage is used in subsequent clipping operations. The transformation process is discussed in detail in [Section 1.9](#).

Lighting effects in OpenGL are controlled by manipulation of the attributes of one or more of the simulated light sources defined in OpenGL. The number of light sources supported by an OpenGL implementation is specifically limited to `GL_MAX_LIGHTS`. This value can be queried

with `glGet` and must be at least 8. Each simulated light source in OpenGL has attributes that cause it to behave as a directional light source, a point light source, or a spotlight. Light attributes that can be adjusted by an application include the color of the emitted light, defined as ambient, diffuse, and specular RGBA intensity values; the light source position; attenuation factors that define how rapidly the intensity drops off as a function of distance; and direction, exponent, and cutoff factors for spotlights. These attributes can be modified for any light with `glLight`. Individual lights can be turned on or off by a call to `glEnable/glDisable` with a symbolic constant that specifies the affected light source.

Lighting produces a primary and secondary color for each vertex. The entire process of lighting can be turned on or off by a call to `glEnable/glDisable` with the symbolic constant `GL_LIGHTING`. If lighting is disabled, the values of the primary and secondary color are taken from the last color value set with the `glColor` command and the last secondary color set with the `glSecondaryColor` command.

The effects from enabled light sources are used in conjunction with surface material properties to determine the lit color at a particular vertex. Materials are characterized by the color of light they emit; the color of ambient, diffuse, and specular light they reflect; and their shininess. Material properties can be defined separately for front-facing surfaces and for back-facing surfaces and are specified with `glMaterial`.

Global lighting parameters are controlled with `glLightModel`. You can use this function to

- Set the value used as the global ambient lighting value for the entire scene.
- Specify whether the lighting calculations assume a local viewer or one positioned at infinity. (This affects the computation of specular reflection angles.)
- Indicate whether one- or two-sided lighting calculations are performed on polygons. (If one-sided, only front material properties are used in lighting calculations. Otherwise, normals are reversed on back-facing polygons and back material properties are used to perform the lighting computation.)
- Specify whether a separate specular color component is computed. (This specular component is later added to the result of the texturing stage to provide specular highlights.)

### 1.7.3. Primitive Assembly

After vertex processing, all the attributes associated with each vertex are completely determined. The vertex data is then sent on to a stage called [PRIMITIVE ASSEMBLY](#) (3). At this point the vertex data is collected into complete primitives. Points require a single vertex, lines require two, triangles require three, quadrilaterals require four, and general polygons can have an arbitrary number of vertices. For the vertex-at-a-time API, an argument to `glBegin` specifies the primitive type; for vertex arrays, the primitive type is passed as an argument to the function that draws the vertex array. The primitive assembly stage effectively collects enough vertices to construct a single primitive, and then this primitive is passed on to the next stage of processing. The reason this stage is needed is that at the very next stage, operations are performed on a set of vertices, and the operations depend on the type of primitive. In particular, clipping is done differently, depending on whether the primitive is a point, line, or polygon.

### 1.7.4. Primitive Processing

The next stage of processing (4), actually consists of several distinct steps that have been combined into a single box in [Figure 1.1](#) just to simplify the diagram. The first step that occurs is clipping. This operation compares each primitive to any user-defined clipping planes set by

calling `glClipPlane` as well as to the [VIEW VOLUME](#) established by the [MODELVIEW-PROJECT MATRIX](#), which is the concatenation of the modelview and projection matrices. If the primitive is completely within the view volume and the user-defined clipping planes, it is passed on for subsequent processing. If it is completely outside the view volume or the user-defined clipping planes, the primitive is rejected, and no further processing is required. If the primitive is partially in and partially out, it is divided ([CLIPPED](#)) in such a way that only the portion within the clip volume and the user-defined clipping planes is passed on for further processing.

Another operation that occurs at this stage is perspective projection. If the current view is a perspective view, each vertex has its  $x$ ,  $y$ , and  $z$  components divided by its homogeneous coordinate  $w$ . Following this, each vertex is transformed by the current viewport transformation (set with `glDepthRange` and `glViewport`) to generate window coordinates. Certain OpenGL states can be set to cause an operation called [CULLING](#) to be performed on polygon primitives at this stage. With the computed window coordinates, each polygon primitive is tested to see whether it is facing away from the current viewing position. The culling state can be enabled with  `glEnable`, and  `glCullFace` can be called to specify that back-facing polygons will be discarded (culled), front-facing polygons will be discarded, or both will be discarded.

## 1.7.5. Rasterization

Geometric primitives that are passed through the OpenGL pipeline contain a set of data at each of the vertices of the primitive. At the next stage (5), primitives (points, lines, or polygons) are decomposed into smaller units corresponding to pixels in the destination frame buffer. This process is called [RASTERIZATION](#). Each of these smaller units generated by rasterization is referred to as a [FRAGMENT](#). For instance, a line might cover five pixels on the screen, and the process of rasterization converts the line (defined by two vertices) into five fragments. A fragment comprises a window coordinate and depth and other associated attributes such as color, texture coordinates, and so on. The values for each of these attributes are determined by interpolation between the values specified (or computed) at the vertices of the primitive. At the time they are rasterized, vertices have a primary color and a secondary color. The `glShadeModel` function specifies whether these color values are interpolated between the vertices ([SMOOTH SHADING](#)) or whether the color values for the last vertex of the primitive are used for the entire primitive ([FLAT SHADING](#)).

Each type of primitive has different rasterization rules and different OpenGL state. Points have a width controlled by `glPointSize` and other rendering attributes that are defined by `glPointParameter`. OpenGL 2.0 added the ability to draw an arbitrary shape at each point position by means of a texture called a [POINT SPRITE](#). Lines have a width that is controlled with `glLineWidth` and a stipple pattern that is set with `glLineStipple`. Polygons have a stipple pattern that is set with `glPolygonStipple`. Polygons can be drawn as filled, outline, or vertex points depending only on the value set with `glPolygonMode`. The depth values for each fragment in a polygon can be modified by a value that is computed with the state set with `glPolygonOffset`. The orientation of polygons that are to be considered front facing can be set with `glFrontFace`. The process of smoothing the jagged appearance of a primitive is called [ANTIALIASING](#). Primitive antialiasing can be enabled with  `glEnable` and the appropriate symbolic constant: `GL_POINT_SMOOTH`, `GL_LINE_SMOOTH`, or `GL_POLYGON_SMOOTH`.

## 1.7.6. Fragment Processing

After fragments have been generated by rasterization, a number of operations occur on fragments. Collectively, these operations are called [FRAGMENT PROCESSING](#) (6). Perhaps the most important operation that occurs at this point is called [TEXTURE MAPPING](#). In this operation, the texture coordinates associated with the fragment are used to access a region of graphics memory called [TEXTURE MEMORY](#) (7). OpenGL defines a lot of state values that affect how textures are accessed as well as how the retrieved values are applied to the current fragment. Many extensions have been defined to this area that is rather complex to begin with. We spend some time talking about texturing operations in [Section 1.10](#).

Other operations that occur at this point are [FOG](#) (modifying the color of the fragment depending on its distance from the view point) and [COLOR SUM](#) (combining the values of the fragment's primary color and secondary color). Fog parameters are set with [glFog](#), and secondary colors are vertex attributes that can be passed in with the vertex attribute command [glSecondaryColor](#) or that can be computed by the lighting stage.

### 1.7.7. Per-Fragment Operations

After fragment processing, fragments are submitted to a set of fairly simple operations called [PER-FRAGMENT OPERATIONS](#) (8). These include tests like the following:

- **PIXEL OWNERSHIP TEST** Determines whether the destination pixel is visible or obscured by an overlapping window
- **SCISSOR TEST** Clips fragments against a rectangular region set with [glScissor](#)
- **ALPHA TEST** Decides whether to discard the fragment on the basis of the fragment's [ALPHA](#) value and the function set with [glAlphaFunc](#)
- **STENCIL TEST** Compares the value in the stencil buffer with a reference value, using a comparison set with [glStencilFunc](#) and [glStencilOp](#), by which it decides the fate of the fragment
- **DEPTH TEST** Uses the function established with [glDepthFunc](#) to compare the depth of the incoming fragment to the depth stored in the frame buffer

Blending, dithering, and logical operations are also considered per-fragment operations. The blending operation calculates the color to be written into the frame buffer using a blend of the fragment's color, the color stored in the frame buffer, and the blending state as established by [glBlendFunc](#), [glBlendColor](#), and [glBlendEquation](#). Dithering is a method of trading spatial resolution for color resolution, but today's graphics accelerators contain enough frame buffer memory to make this trade-off unnecessary. The final fragment value is written into the frame buffer with the logical operation set by [glLogicOp](#).

Each of the per-fragment operations is conceptually simple and nowadays can be implemented efficiently and inexpensively in hardware. Some of these operations also involve reading values from the frame buffer (i.e., color, depth, or stencil). With today's hardware, all these back-end rendering operations can be performed at millions of pixels per second, even those that require reading from the frame buffer.

### 1.7.8. Frame Buffer Operations

Things that control or affect the whole frame buffer are called [FRAME BUFFER OPERATIONS](#) (9). Certain OpenGL state controls the region of the frame buffer into which primitives are drawn. OpenGL supports display of stereo images as well as double buffering, so a number of choices are available for the rendering destination. Regions of the frame buffer are called [BUFFERS](#) and are referred to as the front, back, left, right, front left, front right, back left, back right, front and back, and aux0, aux1, and so on up to the number of auxiliary buffers supported minus 1. Any of these buffers can be set as the destination for subsequent rendering operations with [glDrawBuffer](#). Multiple buffers can be established as the destination for rendering with [glDrawBuffers](#). Regions within the draw buffer(s) can be write protected. The [glColorMask](#) function determines whether writing is allowed to the red, green, blue, or alpha components of the destination buffer. The [glDepthMask](#) function determines whether the depth components of the destination buffer can be modified. The [glStencilMask](#) function controls the writing of particular bits in the stencil components of the destination buffer. Values in the frame buffer can be initialized with [glClear](#). Values that will be used to initialize the color components, depth components, stencil components, and accumulation buffer components are set with [glClearColor](#),

**glClearDepth**, **glClearStencil**, and **glClearAccum**, respectively. The accumulation buffer operation can be specified with **glAccum**.

For performance, OpenGL implementations often employ a variety of buffering schemes in order to send larger batches of graphics primitives to the 3D graphics hardware. To make sure that all graphics primitives for a specific rendering context are progressing toward completion, an application should call **glFlush**. To make sure that all graphics primitives for a particular rendering context have finished rendering, an application should call **glFinish**. This command blocks until the effects of all previous commands have been completed. Blocking can be costly in terms of performance, so **glFinish** should be used sparingly.

The overall effect of these stages is that graphics primitives defined by the application are converted into pixels in the frame buffer for subsequent display. But so far, we have discussed only geometric primitives such as points, lines, and polygons. OpenGL also renders bitmap and image data.

# 1.8. Drawing Images

As mentioned previously, OpenGL has a great deal of support for drawing images in addition to its support for drawing 3D geometry. In OpenGL parlance, images are called [PIXEL RECTANGLES](#). The values that define a pixel rectangle start out in application-controlled memory as shown in [Figure 1.1](#) (11). Color or grayscale pixel rectangles are rendered into the frame buffer with `glDrawPixels`, and bitmaps are rendered into the frame buffer with `glBitmap`. Images that are destined for texture memory are specified with `glTexImage` or `glTexSubImage`. Up to a point, the same basic processing is applied to the image data supplied with each of these commands.

## 1.8.1. Pixel Unpacking

OpenGL reads image data provided by the application in a variety of formats. Parameters that define how the image data is stored in memory (length of each pixel row, number of rows to skip before the first one, number of pixels to skip before the first one in each row, etc.) can be specified with `glPixelStore`. So that operations on pixel data can be defined more precisely, pixels read from application memory are converted into a coherent stream of pixels by an operation referred to as [PIXEL UNPACKING](#) (12). When a pixel rectangle is transferred to OpenGL by a call like `glDrawPixels`, this operation applies the current set of pixel unpacking parameters to determine how the image data should be read and interpreted. As each pixel is read from memory, it is converted to a [PIXEL GROUP](#) that contains either a color, a depth, or a stencil value. If the pixel group consists of a color, the image data is destined for the color buffer in the frame buffer. If the pixel group consists of a depth value, the image data is destined for the depth buffer. If the pixel group consists of a stencil value, the image data is destined for the stencil buffer. Color values are made up of a red, a green, a blue, and an alpha component (i.e., RGBA) and are constructed from the input image data according to a set of rules defined by OpenGL. The result is a stream of RGBA values that are sent to OpenGL for further processing.

## 1.8.2. Pixel Transfer

After a coherent stream of image pixels is created, pixel rectangles undergo a series of operations called [PIXEL TRANSFER](#) (13). These operations are applied whenever pixel rectangles are transferred from the application to OpenGL (`glDrawPixels`, `glTexImage`, `glTexSubImage`), from OpenGL back to the application (`glReadPixels`), or when they are copied within OpenGL (`glCopyPixels`, `glCopyTexImage`, `glCopyTexSubImage`).

The behavior of the pixel transfer stage is modified with `glPixelTransfer`. This command sets state that controls whether red, green, blue, alpha, and depth values are scaled and biased. It can also set state that determines whether incoming color or stencil values are mapped to different color or stencil values through the use of a lookup table. The lookup tables used for these operations are specified with the `glPixelMap` command.

Some additional operations that occur at this stage are part of the OpenGL [IMAGING SUBSET](#), which is an optional part of OpenGL. Hardware vendors that find it important to support advanced imaging capabilities will support the imaging subset in their OpenGL implementations, and other vendors will not support it. To determine whether the imaging subset is supported, applications need to call `glGetString` with the symbolic constant `GL_EXTENSIONS`. This returns a list of extensions supported by the implementation; the application should check for the presence of the string "ARB\_imaging" within the returned extension string.

The pixel transfer operations that are defined to be part of the imaging subset are convolution, color matrix, histogram, min/max, and additional color lookup tables. Together, they provide powerful image processing and color correction operations on image data as it is being transferred to, from, or within OpenGL.

### 1.8.3. Rasterization and Back-End Processing

Following the pixel transfer stage, fragments are generated through rasterization of pixel rectangles in much the same way as they are generated from 3D geometry (14). This process, along with the current OpenGL state, determines where the image will be drawn in the frame buffer. Rasterization takes into account the current [RASTER POSITION](#), which can be set with **glRasterPos** or **glWindowPos**, and the current zoom factor, which can be set with **glPixelZoom** and which causes an image to be magnified or reduced in size as it is drawn.

After fragments have been generated from pixel rectangles, they undergo the same set of fragment processing operations as geometric primitives (6) and then go on to the remainder of the OpenGL pipeline in exactly the same manner as geometric primitives, all the way until pixels are deposited in the frame buffer (8, 9, 10).

Pixel values provided through a call to **glTexImage** or **glTexSubImage** do not go through rasterization or the subsequent fragment processing but directly update the appropriate portion of texture memory (15).

### 1.8.4. Read Control

Pixel rectangles are read from the frame buffer and returned to application memory with **glReadPixels**. They can also be read from the frame buffer and written to another portion of the frame buffer with **glCopyPixels**, or they can be read from the frame buffer and written into texture memory with **glCopyTexImage** or **glCopyTexSubImage**. In all of these cases, the portion of the frame buffer that is to be read is controlled by the [READ CONTROL](#) stage of OpenGL and set with the **glReadBuffer** command (16).

The values read from the frame buffer are sent through the pixel transfer stage (13) in which various image processing operations can be performed. For copy operations, the resulting pixels are sent to texture memory or back into the frame buffer, depending on the command that initiated the transfer. For read operations, the pixels are formatted for storage in application memory under the control of the [PIXEL PACKING](#) stage (17). This stage is the mirror of the pixel unpacking stage (12), in that parameters that define how the image data is to be stored in memory (length of each pixel row, number of rows to skip before the first one, number of pixels to skip before the first one in each row, etc.) can be specified with **glPixelStore**. Thus, application developers enjoy a lot of flexibility in determining how the image data is returned from OpenGL into application memory.

## 1.9. Coordinate Transforms

The purpose of the OpenGL graphics processing pipeline is to convert three-dimensional descriptions of objects into a two-dimensional image that can be displayed. In many ways, this process is similar to using a camera to convert a real-world scene into a two-dimensional print. To accomplish the transformation from three dimensions to two, OpenGL defines several coordinate spaces and transformations between those spaces. Each coordinate space has some properties that make it useful for some part of the rendering process. The transformations defined by OpenGL afford applications a great deal of flexibility in defining the 3D-to-2D mapping. For success at writing shaders in the OpenGL Shading Language, understanding the various transformations and coordinate spaces used by OpenGL is essential.

In computer graphics, [MODELING](#) is the process of defining a numerical representation of an object that is to be rendered. For OpenGL, this usually means creating a polygonal representation of an object so that it can be drawn with the polygon primitives built into OpenGL. At a minimum, a polygonal representation of an object needs to include the coordinates of each vertex in each polygon and the connectivity information that defines the polygons. Additional data might include the color of each vertex, the surface normal at each vertex, one or more texture coordinates at each vertex, and so on.

In the past, modeling an object was a painstaking effort, requiring precise physical measurement and data entry. (This is one of the reasons the Utah teapot, modeled by Martin Newell in 1975, has been used in so many graphics images. It is an interesting object, and the numerical data is freely available. Several of the shaders presented in this book are illustrated with this object; see, for example, Color Plate 24.) More recently, a variety of modeling tools have become available, both hardware and software, and this has made it relatively easy to create numerical representations of three-dimensional objects that are to be rendered.

Three-dimensional object attributes, such as vertex positions and surface normals, are defined in [OBJECT SPACE](#). This coordinate space is one that is convenient for describing the object that is being modeled. Coordinates are specified in units that are convenient to that particular object. Microscopic objects may be modeled in units of angstroms, everyday objects may be modeled in inches or centimeters, buildings might be modeled in feet or meters, planets could be modeled in miles or kilometers, and galaxies might be modeled in light years or parsecs. The origin of this coordinate system (i.e., the point  $(0, 0, 0)$ ) is also something that is convenient for the object being modeled. For some objects, the origin might be placed at one corner of the object's three-dimensional bounding box. For other objects, it might be more convenient to define the origin at the centroid of the object. Because of its intimate connection with the task of modeling, this coordinate space is also often referred to as [MODEL SPACE](#) or the [MODELING COORDINATE SYSTEM](#). Coordinates are referred to equivalently as object coordinates or modeling coordinates.

To compose a scene that contains a variety of three-dimensional objects, each of which might be defined in its own unique object space, we need a common coordinate system. This common coordinate system is called [WORLD SPACE](#) or the [WORLD COORDINATE SYSTEM](#), and it provides a common frame of reference for all objects in the scene. Once all the objects in the scene are transformed into a single coordinate system, the spatial relationships between all the objects, the light sources, and the viewer are known. The units of this coordinate system are chosen in a way that is convenient for describing a scene. You might choose feet or meters if you are composing a scene that represents one of the rooms in your house, but you might choose city blocks as your units if you are composing a scene that represents a city skyline. The choice for the origin of this coordinate system is also arbitrary. You might define a three-dimensional bounding box for your scene and set the origin at the corner of the bounding box such that all of the other coordinates of the bounding box have positive values. Or you may want to pick an important point in your scene (the corner of a building, the location of a key character, etc.) and make that the origin.

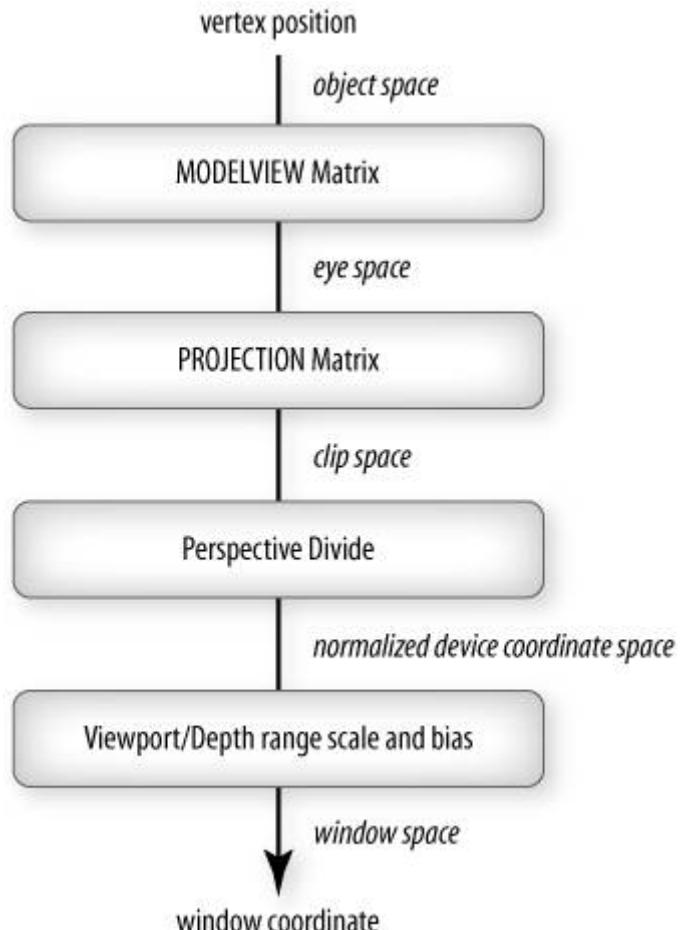
After world space is defined, all the objects in the scene must be transformed from their own unique object coordinates into world coordinates. The transformation that takes coordinates from object space to world space is called the [MODELING TRANSFORMATION](#). If the object's modeling coordinates are in feet but the world coordinate system is defined in terms of inches, the object coordinates must be scaled by a factor of 12 to produce world coordinates. If the object is defined to be facing forward but in the scene it needs to be facing backwards, a rotation must be applied to the object coordinates. A translation is also typically required to position the object at its desired location in world coordinates. All of these individual transformations can be put together into a single matrix, the [MODEL TRANSFORMATION MATRIX](#), that represents the transformation from object coordinates to world coordinates.

After the scene has been composed, the viewing parameters must be specified. One aspect of the view is the vantage point (i.e., the eye or camera position) from which the scene will be viewed. Viewing parameters also include the focus point (also called the lookat point or the direction in which the camera is pointed) and the up direction (e.g., the camera may be held sideways or upside down).

The viewing parameters collectively define the [VIEWING TRANSFORMATION](#), and they can be combined into a matrix called the [VIEWING MATRIX](#). A coordinate multiplied by this matrix is transformed from world space into [EYE SPACE](#), also called the [EYE COORDINATE SYSTEM](#). By definition, the origin of this coordinate system is at the viewing (or eye) position. Coordinates in this space are called eye coordinates. The spatial relationships in the scene remain unchanged, but orienting the coordinate system in this way makes it easy to determine the distance from the viewpoint to various objects in the scene.

Although some 3D graphics APIs allow applications to separately specify the modeling matrix and the viewing matrix, OpenGL combines them into a single matrix called the [MODELVIEW MATRIX](#). This matrix is defined to transform coordinates from object space into eye space (see [Figure 1.2](#)).

**Figure 1.2. Coordinate spaces and transforms in OpenGL**



You can manipulate a number of matrices in OpenGL. Call the **glMatrixMode** function to select the modelview matrix or one of OpenGL's other matrices. Load the current matrix with the identity matrix by calling **glLoadIdentity**, or replace it with an arbitrary matrix by calling **glLoadMatrix**. Be sure you know what you're doing if you specify an arbitrary matrix—the transformation might give you a completely incomprehensible image! You can also multiply the current matrix by an arbitrary matrix by calling **glMultMatrix**.

Applications often start by setting the current modelview matrix to the view matrix and then add on the necessary modeling matrices. You can set the modelview matrix to a reasonable viewing transformation with the **gluLookAt** function. (This function is not part of OpenGL proper but is part of the OpenGL utility library that is provided with every OpenGL implementation.) OpenGL actually supports a stack of modelview matrices, and you can duplicate the topmost matrix and copy it onto the top of the stack with **glPushMatrix**. When this is done, you can concatenate other transformations to the topmost matrix with the functions **glScale**, **glTranslate**, and **glRotate** to define the modeling transformation for a particular threedimensional object in the scene. Then, pop this topmost matrix off the stack with **glPopMatrix** to get back to the original view transformation matrix. Repeat the process for each object in the scene.

At the time light source positions are specified with the **glLight** function, they are transformed by the current modelview matrix. Therefore, light positions are stored within OpenGL as eye coordinates. You must set up the modelview matrix to perform the proper transformation before light positions are specified or you won't get the lighting effects that you expect. The lighting calculations that occur in OpenGL are defined to happen on a per-vertex basis in the eye coordinate system. For the necessary reflection computations, light positions and surface normals must be in the same coordinate system. OpenGL implementations often choose to do lighting calculations in eye space; therefore, the incoming surface normals have to be transformed into eye space as well. You accomplish this by transforming surface normals by the inverse transpose of the upper leftmost  $3 \times 3$  matrix taken from the modelview matrix. At that point, you can apply the pervertex lighting formulas defined by OpenGL to determine the lit color at each vertex.

After coordinates have been transformed into eye space, the next thing is to define a viewing volume. This is the region of the three-dimensional scene that is visible in the final image. The transformation that takes the objects in the viewing volume into [CLIP SPACE](#) (also known as the [CLIPPING COORDINATE SYSTEM](#), a coordinate space that is suitable for clipping) is called the [PROJECTION TRANSFORMATION](#). In OpenGL, you establish the projection transformation by calling **glMatrixMode** to select the projection matrix and then setting this matrix appropriately. Parameters that may go into creating an appropriate projection matrix are the field of view (how much of the scene is visible), the aspect ratio (the horizontal field of view may differ from the vertical field of view), and near and far clipping planes to eliminate things that are too far away or too close (for perspective projections, weirdness will occur if you try to draw things that are at or behind the viewing position). Three utility functions set the projection matrix: **glOrtho**, **glFrustum**, and **gluPerspective**. The difference between these functions is that **glOrtho** defines a parallel projection (i.e., parallel lines in the scene are projected to parallel lines in the final two-dimensional image), whereas **glFrustum** and **gluPerspective** define perspective projections (i.e., parallel lines in the scene are foreshortened to produce a vanishing point in the image, such as railroad tracks converging to a point in the distance).

[FRUSTUM CLIPPING](#) is the process of eliminating any graphics primitives that lie outside an axis-aligned cube in clip space. This cube is defined such that the  $x$ ,  $y$ , and  $z$  components of the clip space coordinate are less than or equal to the  $w$  component for the coordinate, and greater than or equal to  $-w$  (i.e.,  $-w \leq x \leq w$ ,  $-w \leq y \leq w$ , and  $-w \leq z \leq w$ ). Graphics primitives (or portions thereof) that lie outside this cube are discarded. Frustum clipping is always performed on all incoming primitives in OpenGL. [USER CLIPPING](#), on the other hand, is a feature that can be enabled or disabled by the application. Applications can call `glClipPlane` to specify one or more clipping planes that further restrict the size of the viewing volume, and each clipping plane can be individually enabled with `glEnable`. At the time user clipping planes are specified, OpenGL transforms them into eye space using the inverse of the current modelview matrix. Each plane specified in this manner defines a half-space, and only the portions of primitives that lie within the intersection of the view volume and all of the enabled half-spaces defined by user clipping planes are drawn.

The next step in the transformation of vertex positions is the perspective divide. This operation divides each component of the clip space coordinate by the homogeneous coordinate  $w$ . The resulting  $x$ ,  $y$ , and  $z$  components range from  $[-1, 1]$ , and the resulting  $w$  coordinate is always 1, so it is no longer needed. In other words, all the visible graphics primitives are transformed into a cubic region between the point  $(-1, -1, -1)$  and the point  $(1, 1, 1)$ . This is the [NORMALIZED DEVICE COORDINATE SPACE](#), which is an intermediate space that allows the viewing area to be properly mapped onto a viewport of arbitrary size and depth.

Pixels within a window on the display device aren't referred to with floating-point coordinates from -1 to 1; they are usually referred to with coordinates defined in the [WINDOW COORDINATE SYSTEM](#), where  $x$  values range from 0 to the width of the window minus 1, and  $y$  values range from 0 to the height of the window minus 1. Therefore, one more transformation step is required. The [VIEWPORT TRANSFORMATION](#) specifies the mapping from normalized device coordinates into window coordinates. You specify this mapping by calling the OpenGL functions `glViewport`, which specifies the mapping of the  $x$  and  $y$  coordinates, and `glDepthRange`, which specifies the mapping of the  $z$  coordinate. Graphics primitives are rasterized in the window coordinate system.

## 1.10. Texturing

The area of texture mapping is one of the more complex areas of the OpenGL API. It has been extended more often than most of the other areas of OpenGL primarily because this was the area of graphics for which hardware was the least mature when OpenGL was defined in the early 1990s. The programmability added through the OpenGL Shading Language in OpenGL 2.0 makes this area much more straightforward, but the existing OpenGL APIs are still used to create, modify, and define the behavior of textures. This section describes the texturing functionality as it existed for OpenGL 1.5. Some significant changes have been made to this model by OpenGL 2.0, particularly to the concept of texture units, and are described later in this book.

OpenGL currently supports four basic types of texture maps: onedimensional, two-dimensional, three-dimensional, and cube maps. (Only one- and two-dimensional textures were supported in OpenGL 1.0.) A [1D TEXTURE](#) is an array containing *width* pixel values, a [2D TEXTURE](#) is an array containing *width* x *height* pixel values, and a [3D TEXTURE](#) is an array containing *width* x *height* x *depth* pixel values. A CUBE MAP TEXTURE contains six two-dimensional textures: one for each major axis direction (i.e.,  $\pm x$ ,  $\pm y$ , and  $\pm z$ ).

OpenGL has the notion of a [TEXTURE UNIT](#). A texture unit corresponds to the underlying piece of graphics hardware that performs the various texturing operations. With OpenGL 1.3, support was added for multiple texture units. Each texture unit maintains the following state for performing texturing operations:

- Enabled/disabled state of the texture unit
- Texture matrix stack that for transforming incoming texture coordinates
- State used for automatic texture coordinate generation
- Texture environment state
- Current 1D texture
- Current 2D texture
- Current 3D texture
- Current cube map texture

Commands to set the state in the preceding list operate on the [ACTIVE TEXTURE UNIT](#). Texture units are numbered from 0 to `GL_MAX_TEXTURE_UNITS` 1 (a value that can be queried with `glGet`), and the active texture unit can be set with `glActiveTexture` with a symbolic constant indicating the desired texture unit. Subsequent commands to set state in the preceding list operate on only the active texture unit. A texture unit can be enabled for 1D, 2D, 3D, or cube map texturing by calling `glEnable` with the appropriate symbolic constant.

The active texture unit specifies the texture unit accessed by commands involving texture coordinate processing. Such commands include those accessing the current texture matrix stack (if `GL_MATRIX_MODE` is `GL_TEXTURE`), `glTexGen`, `glEnable/glDisable` (if any enumerated value for texture coordinate generation is selected), as well as queries of the current texture coordinates and current raster texture coordinates. The active texture unit selector also selects the texture unit accessed by commands involving texture image processing. Such commands include all variants of `glTexEnv`, `glTexParameter`, and `glTexImage` commands; `glBindTexture`; `glEnable/glDisable` for

any texture target (e.g., GL\_TEXTURE\_2D); and queries of all such state.

A [TEXTURE OBJECT](#) is created as follows: call **glBindTexture** and provide a texture target (a symbolic constant that indicates whether the texture will be a 1D, 2D, 3D, or cube map texture) and a previously unused texture name (an integer other than zero) that can be used to refer to the newly created texture object. The newly created texture object also becomes active and is used in subsequent texturing operations. If **glBindTexture** is called with a texture name that has already been used, that previously created texture becomes active. In this way, an application can create any number of textures and switch between them easily.

After a texture object has been created, the pixel values that define the texture can be provided. Pixel values for a 3D texture can be supplied by **glTexImage3D**, pixel values for 2D or cube map textures can be provided by **glTexImage2D**, and pixel values for a 1D texture can be specified by **glTexImage1D**. In versions 1.01.5 of OpenGL, when any of these three commands was used, each dimension of the texture map had to be a size that was a power of 2 (including the border width). OpenGL 2.0 allows textures to have sizes that are not restricted to being powers of 2. These functions all work in the same way as **glDrawPixels**, except that the pixels constituting a texture are deposited into texture memory before rasterization. If only a portion of a texture needs to be respecified, the **glTexSubImage1D/2D/3D** functions can be used. When any of these three commands is used, there is no power-of-2 restriction on the texture size. Textures can be created or modified with values copied from frame buffer memory by **glCopyTexImage1D/2D** or **glCopyTexSubImage1D/2D/3D**.

OpenGL also provides a method for specifying textures with compressed image formats. Applications can use the commands **glCompressedTexImage1D/2D/3D** and **glCompressedTexSubImage1D/2D/3D** to create and store compressed textures in texture memory. Compressed textures may use significantly less memory on the graphics accelerator and thereby enhance an application's functionality or performance. Standard OpenGL does not define any particular compressed image formats, so applications need to query the extension string in order to determine the compressed texture formats supported by a particular implementation.

Each of the preceding texture creation commands includes a [LEVEL-OF-DETAIL](#) argument that supports the creation of [MIPMAP TEXTURES](#). A mipmap texture is an ordered set of arrays representing the same image. Each array has a resolution that is half the previous one in each dimension. The idea behind mipmaps is that more pleasing final images will result if the texture to be used has roughly the same resolution as the object being drawn on the display. If a mipmap texture is supplied, OpenGL can automatically choose the appropriately sized texture (i.e., [MIPMAP LEVEL](#)) for use in drawing the object on the display. Interpolation between the [TEXELS](#) (pixels that comprise a texture) of two mipmap levels can also be performed. Objects that are textured with mipmap textures can therefore be rendered with high quality, no matter how they change size on the display.

After a texture object has been defined and bound to a texture unit, properties other than the pixels that define the texture can be modified with the command **glTexParameter**. This command sets parameters that control how the texture object is treated when it is specified, changed, or accessed. Texture object parameters include

- The wrapping behavior in each dimensionWhether the texture repeats, clamps, or is mirrored when texture coordinates go outside the range [0,1]
- The minification filterHow the texture is to be sampled if the mapping from texture space to window space causes the texture image to be made smaller than a one-to-one pixel mapping in order to be mapped onto the surface
- The magnification filterHow the texture is to be sampled if the mapping from texture space to window space causes the texture image to be made larger than a one-to-one pixel mapping in order to be mapped onto the surface

- The border color to be used if the wrapping behavior indicates clamping to a border color
- The priority to be assigned to the textureA value from [0,1] that tells OpenGL the importance of performance for this texture
- Values for clamping and biasing the level-of-detail value that is automatically computed by OpenGL
- The level that is defined as the base (highest-resolution) level for a mipmap texture
- The level that is defined as the maximum (lowest-resolution) level for a mipmap texture
- Depth comparison valuesWhether a comparison operation should be performed when the texture is accessed, what type of comparison operation should be performed, and how to treat the result of the comparison (these values are used with depth textures to implement shadowing)
- A value that signifies whether mipmap levels are to be computed automatically by OpenGL whenever the base level is specified or modified

The manner in which a texture value is applied to a graphics primitive is controlled by the parameters of the texture environment, which are set with the **glTexEnv** function. The set of fixed formulas for replacing an object color with a value computed through texture access is rather lengthy. Suffice it to say that texture functions include replacement, modulation, decal application, blending, adding, enabling point sprites, and even more complex combining of red, green, blue, and alpha components. A wide variety of texturing effects can be achieved with the flexibility provided by the **glTexEnv** function. This function can also specify an additional per-textureunit level-of-detail bias that is added to the per-texture-object level-of-detail bias previously described.

OpenGL supports the concept of multitexturing, by which the results of more than one texture access are combined to determine the value of the fragment. Each texture unit has a texture environment function. Texture units are connected serially. The first texture unit computes a fragment value by using the texture value that it reads from texture memory and its texture environment function, and passes on the result to be used as the input fragment value for the second texture unit. This fragment value is used together with the texture environment function for the second texture unit and the texture value read from texture memory by the second texture unit to provide the input fragment value for the third texture unit. This process is repeated for all enabled texture units.

After texture objects have been defined and one or more texture units have been properly set up and enabled, texturing is performed on all subsequent graphics primitives. Texture coordinates are supplied at each vertex with **glTexCoord** or **glMultiTexCoord** (for use with vertex-at-a-time entry points) or as an array indicated by **glTexCoordPointer** (for use with vertex array commands). The **glMultiTexCoord** command specifies texture coordinates that are to be operated on by a specific texture unit. This command specifies the texture unit as well as the texture coordinates to be used. The command **glTexCoord** is equivalent to the command **glMultiTexCoord** with its texture parameter set to GL\_TEXTURE0. For vertex arrays, it is necessary to call **glClientActiveTexture** between each call to **glTexCoordPointer** in order to specify different texture coordinate arrays for different texture units.

Texture coordinates can also be generated automatically by OpenGL. Parameters for controlling automatic texture coordinate generation are set on a per-texture unit basis with the **glTexGen** command. This function lets the application select a texture generation function and supply coefficients for that function for the currently active texture unit. Supported texture generation functions are object linear (useful for automatically generating texture coordinates for terrain models), eye linear (useful for producing dynamic contour lines on moving objects), and sphere

map (useful for a type of environment mapping that requires just one texture).

When texture coordinates have been sent to OpenGL or generated by the texture unit's texture generation function, they are transformed by the texture unit's current texture transformation matrix. The `glMatrixMode` command selects the texture matrix stack for modification, and subsequent matrix commands modify the texture matrix stack of the currently active texture unit. The current texture transformation matrix can translate the texture across the object, rotate it, stretch it, shrink it, and so on. Both texture generation and texture transformation are defined by OpenGL to occur as part of vertex processing (i.e., they are performed once per-vertex before rasterization).

[TEXTURE ACCESS](#) is the process by which the texture coordinates are used by a texture unit to access the enabled texture for that unit. It occurs after rasterization of the graphics primitive and interpolation of the transformed texture coordinates. The texture access is performed according to the bound texture object's parameters for filtering, wrapping, computed level-of-detail, and so on.

After a texture value has been retrieved, it is combined with the incoming color value according to the texture function established by calling `glTexEnv`. This operation is called [TEXTURE APPLICATION](#). This computation produces a new fragment color value that is used for all subsequent processing of the fragment. Both texture access and texture application are defined to occur on every fragment that results from the rasterization process.

## 1.11. Summary

This chapter has briefly reviewed the fundamentals of the OpenGL API. In it, we've touched on the majority of the important OpenGL function calls. If you haven't used OpenGL for quite some time, the hope is that this review chapter has been enough to orient you properly for the task of using the OpenGL Shading Language to write shaders. If you have been using another 3D graphics programming API, the hope is that this short overview is enough to get you started using OpenGL and writing your own shaders. If not, the next section lists a number of resources for learning more about OpenGL.

## 1.12. Further Information

The Web site <http://opengl.org> has the latest information for the OpenGL community, forums for developers, and links to a variety of demos and technical information. OpenGL developers should bookmark this site and visit it often.

The standard reference books for the OpenGL API are the *OpenGL Programming Guide, Fifth Edition* (2005) and the *OpenGL Reference Manual, Fourth Edition* (2004), both by the OpenGL Architecture Review Board. Another useful OpenGL book is *OpenGL SuperBible, Third Edition*, by Richard S. Wright, Jr. and Benjamin Lipchak (2004).

A good overview of OpenGL is provided in the technical paper "The Design of the OpenGL Graphics Interface" by Mark Segal and Kurt Akeley (1994). Of course, the definitive document on OpenGL is the specification itself, *The OpenGL Graphics System: A Specification, (Version 2.0)*, by Mark Segal and Kurt Akeley, edited by Jon Leech and Pat Brown (2004).

The OpenGL.org Web site, <http://opengl.org>, is also a good source for finding source code for OpenGL example programs. Another useful site is Tom Nuyden's site at <http://delphi3d.net>. The hardware vendors that support OpenGL typically provide lots of example programs, especially for newer OpenGL functionality and extensions. The SGI, NVIDIA, and ATI Web sites are particularly good in this regard.

1. *3Dlabs developer Web site.* <http://developer.3dlabs.com>
2. *ATI developer Web site.* <http://www.ati.com/developer>
3. *Delphi3D Web site.* <http://delphi3d.net>
4. *NVIDIA developer Web site.* <http://developer.nvidia.com>
5. OpenGL Architecture Review Board, Dave Shreiner, J. Neider, T. Davis, and M. Woo, *OpenGL Programming Guide, Fifth Edition: The Official Guide to Learning OpenGL, Version 2*, Addison-Wesley, Reading, Massachusetts, 2005.
6. OpenGL Architecture Review Board, *OpenGL Reference Manual, Fourth Edition: The Official Reference to OpenGL, Version 1.4*, Editor: Dave Shreiner, Addison-Wesley, Reading, Massachusetts, 2004.
7. *OpenGL, official Web site.* <http://opengl.org>
8. Segal, Mark, and Kurt Akeley, *The OpenGL Graphics System: A Specification (Version 2.0)*, Editor (v1.1): Chris Frazier, (v1.21.5): Jon Leech, (v2.0): Jon Leech and Pat Brown, Sept. 2004. <http://www.opengl.org/documentation/spec.html>
9. Segal, Mark, and Kurt Akeley, *The Design of the OpenGL Graphics Interface*, Silicon Graphics Inc., 1994. <http://www.sun.com/software/graphics/opengl/OpenGLdesign.pdf>
10. *SGI OpenGL Web site.* <http://www.sgi.com/software/opengl>
11. Wright, Richard, and Benjamin Lipchak, *OpenGL SuperBible, Third Edition*, Sams Publishing, 2005. [http://www.starstonesoftware.com/OpenGL/opengl\\_superbible.htm](http://www.starstonesoftware.com/OpenGL/opengl_superbible.htm)

# Chapter 2. Basics

This chapter introduces the OpenGL Shading Language to get you started writing your own shaders as quickly as possible. When you finish reading this chapter, you should understand how programmability has been added to OpenGL and be ready to tackle the details of the shading language description in the next three chapters and the simple example in [Chapter 6](#). After that, you can learn more details about the API that supports the shading language or explore the examples contained in the later chapters.

## 2.1. Introduction to the OpenGL Shading Language

This book helps you learn and use a high-level graphics programming language formally called the [OPENGL SHADING LANGUAGE](#). Informally, this language is sometimes referred to as GLSL. This language has been made part of the OpenGL standard as of OpenGL 2.0.

The recent trend in graphics hardware has been to replace fixed functionality with programmability in areas that have grown exceedingly complex. Two such areas are vertex processing and fragment processing. Vertex processing involves the operations that occur at each vertex, most notably transformation and lighting. Fragments are per-pixel data structures that are created by the rasterization of graphics primitives. A fragment contains all the data necessary to update a single location in the frame buffer. Fragment processing consists of the operations that occur on a per-fragment basis, most notably reading from texture memory and applying the texture value(s) at each fragment. With the OpenGL Shading Language, the fixed functionality stages for vertex processing and fragment processing have been augmented with programmable stages that can do everything the fixed functionality stages can do and a whole lot more. The OpenGL Shading Language allows application programmers to express the processing that occurs at those programmable points of the OpenGL pipeline.

The OpenGL Shading Language code that is intended for execution on one of the OpenGL programmable processors is called a [SHADER](#). The term [OPENGL\\_SHADER](#) is sometimes used to differentiate a shader written in the OpenGL Shading Language from a shader written in another shading language such as RenderMan. Because two programmable processors are defined in OpenGL, there are two types of shaders: [VERTEX SHADERS](#) and [FRAGMENT SHADERS](#). OpenGL provides mechanisms for compiling shaders and linking them to form executable code called a [PROGRAM](#). A program contains one or more [EXECUTABLES](#) that can run on the programmable processing units.

The OpenGL Shading Language has its roots in C and has features similar to RenderMan and other shading languages. The language has a rich set of types, including vector and matrix types to make code more concise for typical 3D graphics operations. A special set of type qualifiers manages the unique forms of input and output needed by shaders. Some mechanisms from C++, such as function overloading based on argument types and the capability to declare variables where they are first needed instead of at the beginning of blocks, have also been borrowed. The language includes support for loops, subroutine calls, and conditional expressions. An extensive set of built-in functions provides many of the capabilities needed for implementing shading algorithms. In brief,

- The OpenGL Shading Language is a high-level procedural language.
- As of OpenGL 2.0, it is part of standard OpenGL, the leading cross-platform, operating-environment-independent API for 3D graphics and imaging.
- The same language, with a small set of differences, is used for both vertex and fragment shaders.
- It is based on C and C++ syntax and flow control.
- It natively supports vector and matrix operations since these are inherent to many graphics algorithms.
- It is stricter with types than C and C++, and functions are called by value-return.
- It uses type qualifiers rather than reads and writes to manage input and output.

- It imposes no practical limits to a shader's length, nor does the shader length need to be queried.

The following sections contain some of the key concepts that you will need to understand in order to use the OpenGL Shading Language effectively. The concepts are covered in much more detail later in the book, but this introductory chapter should help you understand the big picture.

## 2.2. Why Write Shaders?

Until recently, OpenGL has presented application programmers with a flexible but static interface for putting graphics on the display device. As described in [Chapter 1](#), you could think of OpenGL as a sequence of operations that occurred on geometry or image data as it was sent through the graphics hardware to be displayed on the screen. Various parameters of these pipeline stages could be altered to select variations on the processing that occurred for that pipeline stage. But neither the fundamental operation of the OpenGL graphics pipeline nor the order of operations could be changed through the OpenGL API.

By exposing support for traditional rendering mechanisms, OpenGL has evolved to serve the needs of a fairly broad set of applications. If your particular application was well served by the traditional rendering model presented by OpenGL, you may never need to write shaders. But if you have ever been frustrated because OpenGL did not allow you to define area lights, or because lighting calculations are performed per-vertex rather than perfragment or, if you have run into any of the many limitations of the traditional OpenGL rendering model, you may need to write your own OpenGL shader.

The OpenGL Shading Language and its supporting OpenGL API entry points allows *application developers* to define the processing that occurs at key points in the OpenGL processing pipeline by using a high-level programming language specifically designed for this purpose. These key points in the pipeline are defined to be programmable in order to give developers complete freedom to define the processing that occurs. This lets developers utilize the underlying graphics hardware to achieve a much wider range of rendering effects.

To get an idea of the range of effects possible with OpenGL shaders, take a minute now and browse through the color images that are included in this book. This book presents a variety of shaders that only begin to scratch the surface of what is possible. With each new generation of graphics hardware, more complex rendering techniques can be implemented as OpenGL shaders and can be used in real-time rendering applications. Here's a brief list of what's possible with OpenGL shaders:

- Increasingly realistic materialsmetals, stone, wood, paints, and so on
- Increasingly realistic lighting effectsarea lights, soft shadows, and so on
- Natural phenomenafire, smoke, water, clouds, and so on
- Advanced rendering effectsglobal illumination, ray-tracing, and so on
- Non-photorealistic materialspainterly effects, pen-and-ink drawings, simulation of illustration techniques, and so on
- New uses for texture memorystorage of normals, gloss values, polynomial coefficients, and so on
- Procedural texturesdynamically generated 2D and 3D textures, not static texture images
- Image processingconvolution, unsharp masking, complex blending, and so on
- Animation effectskey frame interpolation, particle systems, procedurally defined motion
- User programmable antialiasing methods

- General computationsorting, mathematical modeling, fluid dynamics, and so on

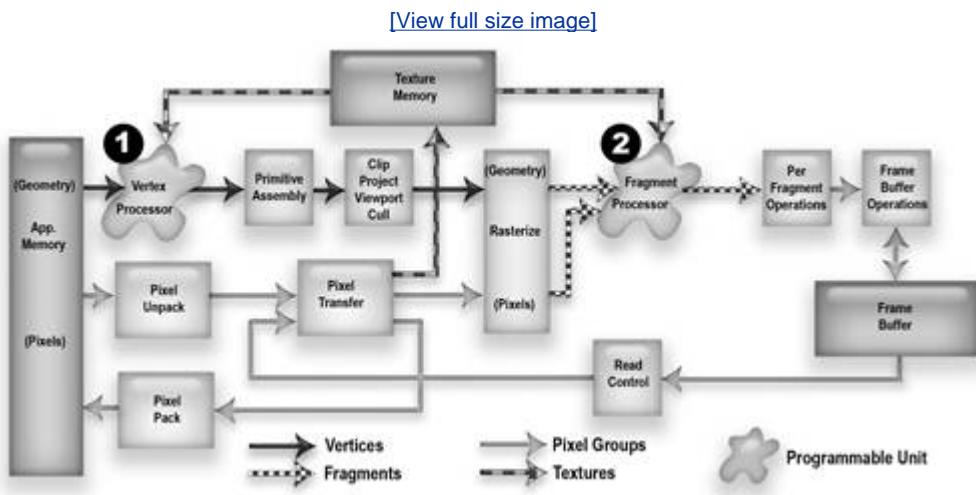
Many of these techniques have been available before now only through software implementations. If they were at all possible through OpenGL, they were possible only in a limited way. The fact that these techniques can now be implemented with hardware acceleration provided by dedicated graphics hardware means that rendering performance can be increased dramatically and at the same time the CPU can be off-loaded so that it can perform other tasks.

## 2.3. OpenGL Programmable Processors

The introduction of programmable vertex and fragment processors is the biggest change to OpenGL since its inception and is the reason a high-level shading language is needed. In [Chapter 1](#), we discussed the OpenGL pipeline and the fixed functionality that implements vertex processing and fragment processing. With the introduction of programmability, the fixed functionality vertex processing and fixed functionality fragment processing are disabled when an OpenGL Shading Language program is made current (i.e., made part of the current rendering state).

[Figure 2.1](#) shows the OpenGL processing pipeline when the programmable processors are active. In this case, the fixed functionality vertex and fragment processing shown in [Figure 1.1](#) are replaced by programmable vertex and fragment processors as shown in [Figure 2.1](#). All other parts of the OpenGL processing pipeline remain the same.

**Figure 2.1. OpenGL logical diagram showing programmable processors for vertex and fragment shaders rather than fixed functionality**



This diagram illustrates the stream processing nature of OpenGL made possible by the programmable processors that are defined as part of the OpenGL Shading Language. Data flows from the application to the vertex processor, on to the fragment processor, and ultimately to the frame buffer. The OpenGL Shading Language was carefully designed to allow hardware implementations to perform parallel processing of both vertices and fragments. This gives graphics hardware vendors the opportunity to produce faster graphics hardware with more parallel processors with each new generation of hardware.

### 2.3.1. Vertex Processor

The [VERTEX PROCESSOR](#) is a programmable unit that operates on incoming vertex values and their associated data. The vertex processor usually performs traditional graphics operations such as the following:

- Vertex transformation
- Normal transformation and normalization
- Texture coordinate generation

- Texture coordinate transformation
- Lighting
- Color material application

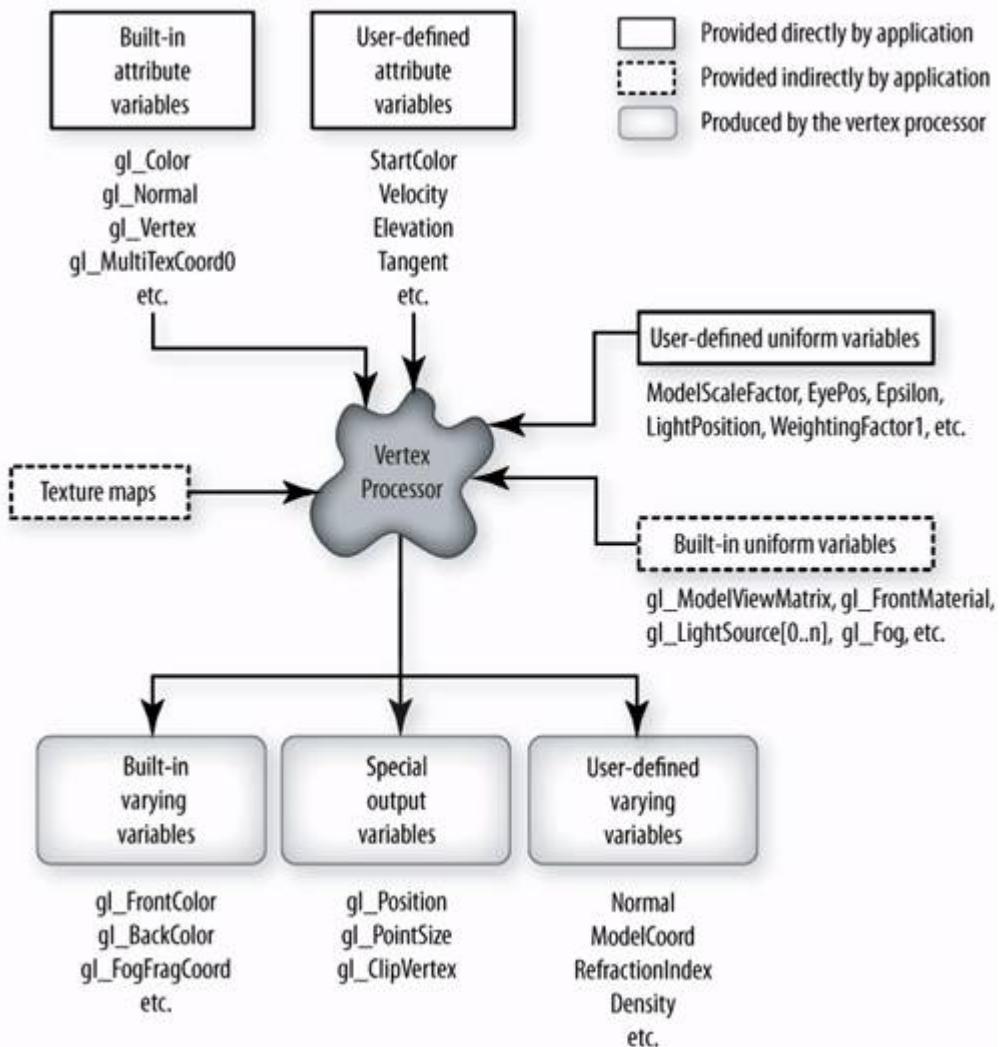
Because of its general purpose programmability, this processor can also be used to perform a variety of other computations. Shaders that are intended to run on this processor are called vertex shaders. Vertex shaders can specify a completely general sequence of operations to be applied to each vertex and its associated data. Vertex shaders that perform some of the computations in the preceding list must contain the code for all desired functionality from the preceding list. For instance, it is not possible to have the existing fixed functionality perform the vertex and normal transformation but to have a vertex shader perform a specialized lighting function. The vertex shader must be written to perform all three functions.

The vertex processor does not replace graphics operations that require knowledge of several vertices at a time or that require topological knowledge. OpenGL operations that remain as fixed functionality in between the vertex processor and the fragment processor include perspective divide and viewport mapping, primitive assembly, frustum and user clipping, backface culling, two-sided lighting selection, polygon mode, polygon offset, selection of flat or smooth shading, and depth range.

[Figure 2.2](#) shows the data values that are used as inputs to the vertex processor and the data values that are produced by the vertex processor. Vertex shaders express the algorithm that executes on the vertex processor to produce output values based on the provided input values. Type qualifiers that are defined as part of the OpenGL Shading Language manage the input to the vertex processor and the output from it.

## Figure 2.2. Vertex processor inputs and outputs

[\[View full size image\]](#)



Variables defined in a vertex shader can be qualified as [ATTRIBUTE VARIABLES](#). These represent values that are frequently passed from the application to the vertex processor. Because this type of variable is used only for data from the application that defines vertices, it is permitted only as part of a vertex shader. Applications can provide attribute values between calls to `glBegin` and `glEnd` or with vertex array calls, so they can change as often as every vertex.

There are two types of attribute variables: built in and user defined. Standard attribute variables in OpenGL include things like color, surface normal, texture coordinates, and vertex position. The OpenGL calls `glColor`, `glNormal`, `glVertex`, and so on, and the OpenGL vertex array drawing commands can send standard OpenGL vertex attributes to the vertex processor. When a vertex shader is executing, it can access these data values through built-in attribute variables named `gl_Color`, `gl_Normal`, `gl_Vertex`, and so on.

Because this method restricts vertex attributes to the set that is already defined by OpenGL, a new interface allows applications to pass arbitrary per-vertex data. Within the OpenGL API, generic vertex attributes are defined and referenced by numbers from 0 up to some implementation-dependent maximum value. The command `glVertexAttrib` sends generic vertex attributes to OpenGL by specifying the index of the generic attribute to be modified and the value for that generic attribute.

Vertex shaders can access these generic vertex attributes through user-defined attribute variables. Another new OpenGL command, `glBindAttribLocation`, allows an application to tie together the index of a generic vertex attribute and the name with which to associate that attribute in a vertex shader.

[UNIFORM VARIABLES](#) pass data values from the application to either the vertex processor or the fragment processor. Uniform variables typically provide values that change relatively infrequently. A shader can be written so that it is parameterized with uniform variables. The application can provide initial values for these uniform variables, and the end user can manipulate them through a graphical user interface to achieve a variety of effects with a single shader. But uniform variables cannot be specified between calls to **glBegin** and **glEnd**, so they can change at most once per primitive.

The OpenGL Shading Language supports both built-in and user-defined uniform variables. Vertex shaders and fragment shaders can access current OpenGL state through built-in uniform variables containing the reserved prefix "gl\_". Applications can make arbitrary data values available directly to a shader through user-defined uniform variables. **glGetUniformLocation** obtains the location of a user-defined uniform variable that has been defined as part of a shader. Data can be loaded into this location with another new OpenGL command, **glUniform**. Variations of this command facilitate loading of floating-point, integer, Boolean, and matrix values, as well as arrays of these.

Another new feature is the capability of vertex processors to read from texture memory. This allows vertex shaders to implement displacement mapping algorithms, among other things. (However, the minimum number of vertex texture image units required by an implementation is 0, so texture-map access from the vertex processor still may not be possible on all implementations that support the OpenGL Shading Language.) For accessing mipmap textures, level of detail can be specified directly in the shader. Existing OpenGL parameters for texture maps define the behavior of the filtering operation, borders, and wrapping.

Conceptually, the vertex processor operates on one vertex at a time (but an implementation may have multiple vertex processors that operate in parallel). The vertex shader is executed once for each vertex passed to OpenGL. The design of the vertex processor is focused on the functionality needed to transform and light a single vertex. Output from the vertex shader is accomplished partly with special output variables. Vertex shaders must compute the homogeneous position of the coordinate in clip space and store the result in the special output variable *gl\_Position*. Values to be used during user clipping and point rasterization can be stored in the special output variables *gl\_ClipVertex* and *gl\_PointSize*.

Variables that define data that is passed from the vertex processor to the fragment processor are called [VARYING VARIABLES](#). Both built-in and user-defined varying variables are supported. They are called varying variables because the values are potentially different at each vertex and perspective-correct interpolation is performed to provide a value at each fragment for use by the fragment shader. Built-in varying variables include those defined for the standard OpenGL color and texture coordinate values. A vertex shader can use a user-defined varying variable to pass along anything that needs to be interpolated: colors, normals (useful for per-fragment lighting computations), texture coordinates, model coordinates, and other arbitrary values.

There is actually no harm (other than a possible loss of performance) in having a vertex shader calculate more varying variables than are needed by the fragment shader. A warning may be generated if the fragment shader consumes fewer varying variables than the vertex shader produces. But you may have good reasons to use a somewhat generic vertex shader with a variety of fragment shaders. The fragment shaders can be written to use a subset of the varying variables produced by the vertex shader. Developers of applications that manage a large number of shaders may find that reducing the costs of shader development and maintenance is more important than squeezing out a tiny bit of additional performance.

The vertex processor output (special output variables and user-defined and built-in varying variables) is sent to subsequent stages of processing that are defined exactly the same as they are for fixed-function processing: primitive assembly, user clipping, frustum clipping, perspective divide, viewport mapping, polygon offset, polygon mode, shade mode, and culling.

### 2.3.2. Fragment Processor

The [FRAGMENT PROCESSOR](#) is a programmable unit that operates on fragment values and their associated data. The fragment processor usually performs traditional graphics operations such as the following:

- Operations on interpolated values
- Texture access
- Texture application
- Fog
- Color sum

A wide variety of other computations can be performed on this processor. Shaders that are intended to run on this processor are called fragment shaders. Fragment shaders express the algorithm that executes on the fragment processor and produces output values based on the input values that are provided. A fragment shader cannot change a fragment's x/y position. Fragment shaders that perform some of the computations from the preceding list must perform all desired functionality from the preceding list. For instance, it is not possible to use the existing fixed functionality to compute fog but have a fragment shader perform specialized texture access and texture application. The fragment shader must be written to perform all three functions.

The fragment processor does not replace graphics operations that require knowledge of several fragments at a time. To support parallelism at the fragment-processing level, fragment shaders are written in a way that expresses the computation required for a single fragment, and access to neighboring fragments is not allowed. An implementation may have multiple fragment processors that operate in parallel.

The fragment processor can perform operations on each fragment that is generated by the rasterization of points, lines, polygons, pixel rectangles, and bitmaps. If images are first downloaded into texture memory, the fragment processor can also be used for pixel processing that requires access to a pixel and its neighbors. A rectangle can be drawn with texturing enabled, and the fragment processor can read the image from texture memory and apply it to the rectangle while performing traditional operations such as the following:

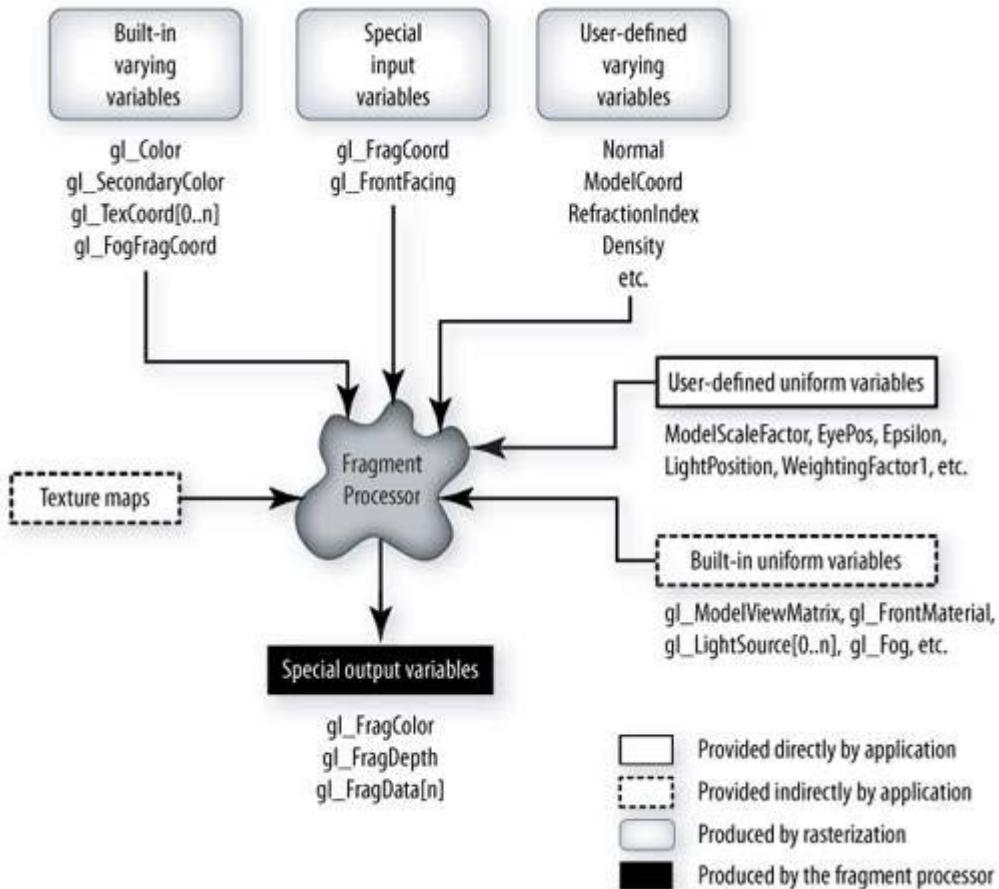
- Pixel zoom
- Scale and bias
- Color table lookup
- Convolution
- Color matrix

The fragment processor does not replace the fixed functionality graphics operations that occur at the back end of the OpenGL pixel processing pipeline such as coverage, pixel ownership test, scissor test, stippling, alpha test, depth test, stencil test, alpha blending, logical operations, dithering, and plane masking.

[Figure 2.3](#) shows the values that provide input to the fragment processor and the data values that are produced by the fragment processor.

### Figure 2.3. Fragment processor inputs and outputs

[\[View full size image\]](#)



The primary inputs to the fragment processor are the interpolated varying variables (both built in and user defined) that are the results of rasterization. User-defined varying variables must be defined in a fragment shader, and their types must match those defined in the vertex shader.

Values computed by fixed functionality between the vertex processor and the fragment processor are made available through special input variables. The window coordinate position of the fragment is communicated through the special input variable `gl_FragCoord`. An indicator of whether the fragment was generated by rasterizing a front-facing primitive is communicated through the special input variable `gl_FrontFacing`.

Just as in the vertex shader, existing OpenGL state is accessible to a fragment shader through built-in uniform variables. All of the OpenGL state that is available through built-in uniform variables is available to both vertex and fragment shaders. This makes it easy to implement traditional vertex operations such as lighting in a fragment shader.

User-defined uniform variables allow the application to pass relatively infrequently changing values to a fragment shader. The same uniform variable can be accessed by both a vertex shader and a fragment shader if both shaders declare the variable using the same data type.

One of the biggest advantages of the fragment processor is that it can access texture memory an arbitrary number of times and combine in arbitrary ways the values that it reads. A fragment shader is free to read multiple values from a single texture or multiple values from multiple textures. The result of one texture access can be used as the basis for performing another texture access (a [DEPENDENT TEXTURE READ](#)). There is no inherent limitation on the number of such dependent reads that are possible, so ray-casting algorithms can be implemented in a fragment shader.

The OpenGL parameters for texture maps continue to define the behavior of the filtering operation, borders, wrapping, and texture comparison modes. These operations are applied when a texture is accessed from within a shader. The shader is free to use the resulting value however it chooses. The shader can read multiple values from a texture and perform a custom filtering operation. It can also use a texture to perform a lookup table operation.

The fragment processor defines almost all the capabilities necessary to implement the fixed-function pixel transfer operations defined in OpenGL, including those in the imaging subset. This means that advanced pixel processing is supported with the fragment processor. Lookup table operations can be done with 1D texture accesses, allowing applications to fully control their size and format. Scale and bias operations are easily expressed through the programming language. The color matrix can be accessed through a built-in uniform variable. Convolution and pixel zoom are supported by accessing a texture multiple times to compute the proper result. Histogram and minimum/maximum operations are left to be defined as extensions because these prove to be quite difficult to support at the fragment level with high degrees of parallelism.

For each fragment, the fragment shader may compute color, depth, and arbitrary values (writing these values into the special output variables `gl_FragColor`, `gl_FragDepth`, and `gl_FragData`) or completely discard the fragment. If the fragment is not discarded, the results of the fragment shader are sent on for further processing. The remainder of the OpenGL pipeline remains as defined for fixed-function processing. Fragments are submitted to coverage application, pixel ownership testing, scissor testing, alpha testing, stencil testing, depth testing, blending, dithering, logical operations, and masking before ultimately being written into the frame buffer. The back end of the processing pipeline remains as fixed functionality because it is easy to implement in nonprogrammable hardware. Making these functions programmable is more complex because read/modify/write operations can introduce significant instruction scheduling issues and pipeline stalls. Most of these fixed functionality operations can be disabled, and alternative operations can be performed within a fragment shader if desired (albeit with possibly lower performance).

## 2.4. Language Overview

Because of its success as a standard, OpenGL has been the target of our efforts to define an industry-standard, high-level shading language. The shading language that has been defined as a result of the efforts of OpenGL ARB members is called the OpenGL Shading Language. This language has been designed to be forward looking and to eventually support programmability in other areas as well.

This section provides a brief overview of the OpenGL Shading Language. For a complete discussion of the language, see [Chapter 3](#), [Chapter 4](#), and [Chapter 5](#).

### 2.4.1. Language Design Considerations

In the past few years, semiconductor technology has progressed to the point at which the levels of computation that can be done per vertex or per fragment have gone beyond what is feasible to describe by the traditional OpenGL mechanisms of setting state to influence the action of fixed pipeline stages. A natural way of taming this complexity and the proliferation of OpenGL extensions is to replace parts of the pipeline with user-programmable stages. This has been done in some recent OpenGL extensions, but the programming is done in assembly language. It can be difficult and time consuming to write shaders in such low-level languages, and maintaining such code can be costly. As programmable graphics hardware evolves, the current crop of shader assembly languages may also prove to be cumbersome and inefficient to support in hardware.

The ideal solution to these issues was to define a forward-looking, hardware-independent, high-level language that would be easy to use and powerful enough to stand the test of time and that would drastically reduce the need for extensions. These desires were tempered by the need for fast implementations within a generation or two of hardware.

The following design goals were fundamental to the design of the OpenGL Shading Language.

***Define a language that works well with OpenGL*** The OpenGL Shading Language is designed specifically for use within the OpenGL environment. It provides programmable alternatives to certain parts of the fixed functionality of OpenGL. Therefore, the language itself and the programmable processors it defines must have at least as much functionality as what they replace. Furthermore, by design, it is quite easy to refer to existing OpenGL state from within a shader. By design, it is also quite easy to use fixed functionality in one part of the OpenGL processing pipeline and programmable processing in another.

***Expose the flexibility of near-future hardware*** Graphics hardware has been changing rapidly to a model that allows general programmability for vertex and fragment processing. To expose this programmability, the shading language is high level, with appropriate abstractions for the graphics problem domain. The language includes a rich set of built-in functions that allow expression of operations on vectors as easily as on scalars. Exposing hardware capabilities through a high-level programming language also obviates the need for OpenGL extensions that define small changes to the fixed functionality behavior. Exposing an abstraction that is independent of the actual underlying hardware eliminates the plethora of piecemeal extensions to OpenGL.

***Provide hardware independence*** As previously mentioned, the first attempts at exposing the programmability of graphics hardware focused on assembly language interfaces. This was a dangerous direction for software developers to take because it results in software that is inherently nonportable. The goal of a high-level shading

language is for the abstraction level to be high enough that application developers can code in a portable way and that hardware vendors have plenty of room to provide innovative hardware architectures and compiler technology.

**Define a language that exposes the performance of the underlying graphics hardware** Today's graphics hardware is based on programmable processor technology. It is an established fact nowadays that compiler technology can generate extremely high performance executable code. With the complexity of today's CPUs, it is difficult to manually generate code that can surpass the performance of code generated by a compiler. It is the intent that the object code generated for a shader be independent of other OpenGL state, so that recompiles or managing multiple copies of object code are not necessary.

**Define a language that is easy to use** One of the considerations here is that writing shaders should be simple and easy. Since most graphics application programmers are familiar with C and C++, this led us to adopt the salient features of these languages as the basis for the OpenGL Shading Language. We also believed that compilers, not application programmers, should perform difficult tasks. We concluded that a single language (with very minor variations) should be the basis for programming all the programmable processors that we were defining, as well as those we envisioned adding in future versions of OpenGL. This allows application programmers to become familiar with the basic shading language constructs and apply them to all programming tasks involving the programmable processors in OpenGL.

**Define a language that will stand the test of time** This design consideration also led us to base the design of the OpenGL Shading Language on previously successful programming languages such as C and RenderMan. Our hope is that programs written when the OpenGL Shading Language was first defined will still be valid in 10 years. Longevity also requires standardization of some sort, so we expended a great deal of effort both in making hardware vendors happy with the final language specification and in pushing the specification through the approval process of OpenGL's governing body, the OpenGL Architecture Review Board (ARB).

**Don't preclude higher levels of parallel processing** Newer graphics hardware architectures are providing more and more parallelism at both the vertex and the fragment processing levels. So we took great care with the definition of the OpenGL Shading Language to allow for even higher levels of parallel processing. This consideration has shaped the definition of the language in some subtle but important ways.

**Don't include unnecessary language features** Some features of C have made implementing optimizing compilers difficult. Some OpenGL Shading Language features address this issue. For example, C allows hidden aliasing of memory by using pointers and passing pointers as function arguments, which may give multiple names to the same memory. These potential aliases handicap the optimizer, leading to complexity or less optimized code. The OpenGL Shading language does not allow pointers, and it calls by value-return to prevent such aliasing. In general, aliasing is disallowed, simplifying the job of the optimizer.

## 2.4.2. C Basis

As stated previously, the OpenGL Shading Language is based on the syntax of the ANSI C programming language, and at first glance, programs written in this language look very much like C programs. This is intentional, to make the language easier to use for those most likely to be using it, namely, those developing graphics applications in C or C++.

The basic structure of programs written in the OpenGL Shading Language is the same as it is for

programs written in C. The entry point of a set of shaders is the function `void main()`; the body of this function is delimited by curly braces. Constants, identifiers, operators, expressions, and statements are basically the same for the OpenGL Shading Language as they are for C. Control flow for looping, if-then-else, and function calls are virtually identical to C.

### 2.4.3. Additions to C

The OpenGL Shading Language has a number of language features that have been added because of its special-purpose nature as a language for encoding graphics algorithms. Here are some of the main things that have been added to the OpenGL Shading Language that are different from ANSI C.

Vector types are supported for floating-point, integer, and Boolean values. For floating-point values, these vector types are referred to as `vec2` (two floats), `vec3` (three floats), and `vec4` (four floats). Operators work as readily on vector types as they do on scalars. To sum vectors  $v_1$  and  $v_2$ , you simply would say  $v_1 + v_2$ . Individual components of a vector can be accessed either with array syntax or as fields of a structure. Color values can be accessed by appending `.r` to the name of a vector variable to access the first component, `.g` to access the second component, `.b` to access the third, and `.a` to access the fourth. Position values can be accessed with `.x`, `.y`, `.z`, and `.w`, and texture values can be accessed with `.s`, `.t`, `.p`, and `.q`. Multiple components can be selected by specification of multiple names, like `.xy`.

Floating-point matrix types are also supported as basic types. The data type `mat2` refers to a  $2 \times 2$  matrix of floating-point values, `mat3` refers to a  $3 \times 3$  matrix, and `mat4` refers to a  $4 \times 4$  matrix. This is a convenient type for expressing the linear transformations common in 3D graphics. Columns of a matrix can be selected with array syntax, yielding a vector whose components can be accessed as just described.

A set of basic types called [SAMPLERS](#) has also been added to create the mechanism by which shaders access texture memory. Samplers are a special type of opaque variable that access a particular texture map. A variable of type `sampler1D` can be used to access a 1D texture map, a variable of type `sampler2D` can be used to access a 2D texture map, and so on. Shadow and cube map textures are also supported through this mechanism.

Qualifiers have been added to manage the input and output of shaders. The `attribute`, `uniform`, and `varying` qualifiers specify what type of input or output a variable serves. Attribute variables communicate frequently changing values from the application to a vertex shader, uniform variables communicate infrequently changing values from the application to any shader, and varying variables communicate interpolated values from a vertex shader to a fragment shader.

Shaders written in the OpenGL Shading Language can use built-in variables that begin with the reserved prefix "gl\_" in order to access existing OpenGL state and to communicate with the fixed functionality of OpenGL. For instance, both vertex and fragment shaders can access built-in uniform variables that contain state values that are readily available within the current rendering context. Some examples are `gl_ModelViewMatrix` for obtaining the current modelview matrix, `gl_LightSource[i]` for obtaining the current parameters of the  $i$ th light source, and `gl_Fog.color` for accessing the current fog color. The vertex shader must write the special variable `gl_Position` in order to provide necessary information to the fixed functionality stages between vertex processing and fragment processing, namely, primitive assembly, clipping, culling, and rasterization. A fragment shader typically writes into one or both of the special variables `gl_FragColor` or `gl_FragDepth`. These values represent the computed fragment color and computed fragment depth. These values are submitted to the back-end fixed functionality fragment operations such as alpha testing, stencil testing, and depth testing, before reaching their ultimate destination, the frame buffer.

A variety of built-in functions is also provided in the OpenGL Shading Language in order to make coding easier and to take advantage of possible hardware acceleration for certain

operations. The language defines built-in functions for a variety of operations:

- Trigonometric operations sine, cosine, tangent, and so on
- Exponential operations power, exponential, logarithm, square root, and inverse square root
- Common math operations absolute value, floor, ceiling, fractional part, modulus, and so on
- Geometric operations length, distance, dot product, cross product, normalization, and so on
- Relational operations based on vectors component-wise operations such as greater than, less than, equal to, and so on
- Specialized fragment shader functions for computing derivatives and estimating filter widths for antialiasing
- Functions for accessing values in texture memory
- Functions that return noise values for procedural texturing effects

#### 2.4.4. Additions from C++

The OpenGL Shading Language also includes a few notable language features from C++. In particular, it supports function overloading to make it easy to define functions that differ only in the type or number of arguments being passed. This feature is heavily used by the built-in functions. For instance, the dot product function is overloaded to deal with arguments that are types **float**, **vec2**, **vec3**, and **vec4**.

The concept of constructors also comes from C++. Initializers are done only with constructors in the OpenGL Shading Language. Using constructors allows for more than one way of initializing variables.

Another feature borrowed from C++ is that variables can be declared when they are needed; they do not have to be declared at the beginning of a basic block. The basic type **bool** is supported as in C++.

As in C++, functions must be declared before being used. This can be accomplished either with the function's definition (its body) or just with a prototype.

#### 2.4.5. C Features Not Supported

Unlike ANSI C, the OpenGL Shading Language does not support automatic promotion of data types. Compiler errors are generated if variables used in an expression are of different types. For instance, an error is generated for the statement `float f = 0;` but not for the statement `float f = 0.0;`. This approach might seem like a bit of a nuisance, but it simplifies the language by eliminating the need for type promotion rules. It also removes a class of confusing mistakes made when argument type is the basis for calling a set of overloaded functions.

The OpenGL Shading Language does not support pointers, strings, or characters, or any operations based on these. It is fundamentally a language for processing numerical data, not for processing character or string data, so there is no need for these features to complicate the language. To lower the implementation burden (both for the compiler and for the graphics hardware), there is no support for double-precision floats; byte, short, or long integers; or

unsigned variants of these.

A few other C language features that were eliminated from consideration in order to simplify the OpenGL Shading Language (or because there was no compelling need for them at the time) are unions, enumerated types, bit fields in structures, and bitwise operators. Finally, the language is not file based, so you won't see any `#include` directives or other references to file names.

## 2.4.6. Other Differences

There are a few areas in which the OpenGL Shading Language provides the same functionality as C but does so in a different way. One of these is that constructors, rather than type casts, are used for data type conversion. Constructors, not C-style initializers, are also used for variable initialization. There is no support at all for type casting without conversion, so constructors keep the language type safe. Constructors use the syntax of a function call, where the function name is the name of the desired type and the arguments are the values that will be used to construct the desired value.

Constructors allow a much richer set of operations than simple type casts or C-style initializers, and the flexibility that this richness provides comes in quite handy for dealing with vector and matrix data types. In addition to converting from one scalar type to another, constructors can create a larger type out of a smaller type or reduce a larger type to a smaller type. For instance, the constructor `vec3(1.0, 2.0, 3.0)` constructs a **vec3** data type out of three scalar values, and the constructor `vec3(myVec4)` strips the fourth component from *myVec4* to create a **vec3** value.

The other area of difference is that, unlike the call-by-value calling convention used by C, the OpenGL Shading Language uses [CALL BY VALUE-RETURN](#). Input parameters are copied into the function at call time, and output parameters are copied back to the caller before the function exits. Because the function deals only with copies of the function parameters, there are no issues regarding aliasing of variables within a function. Function parameters are identified as input parameters with the qualifier **in**, they are identified as output parameters with the qualifier **out**, and they are identified as both input and output parameters with the qualifier **inout**; if no qualifier is present, they are identified as input parameters.

## 2.5. System Overview

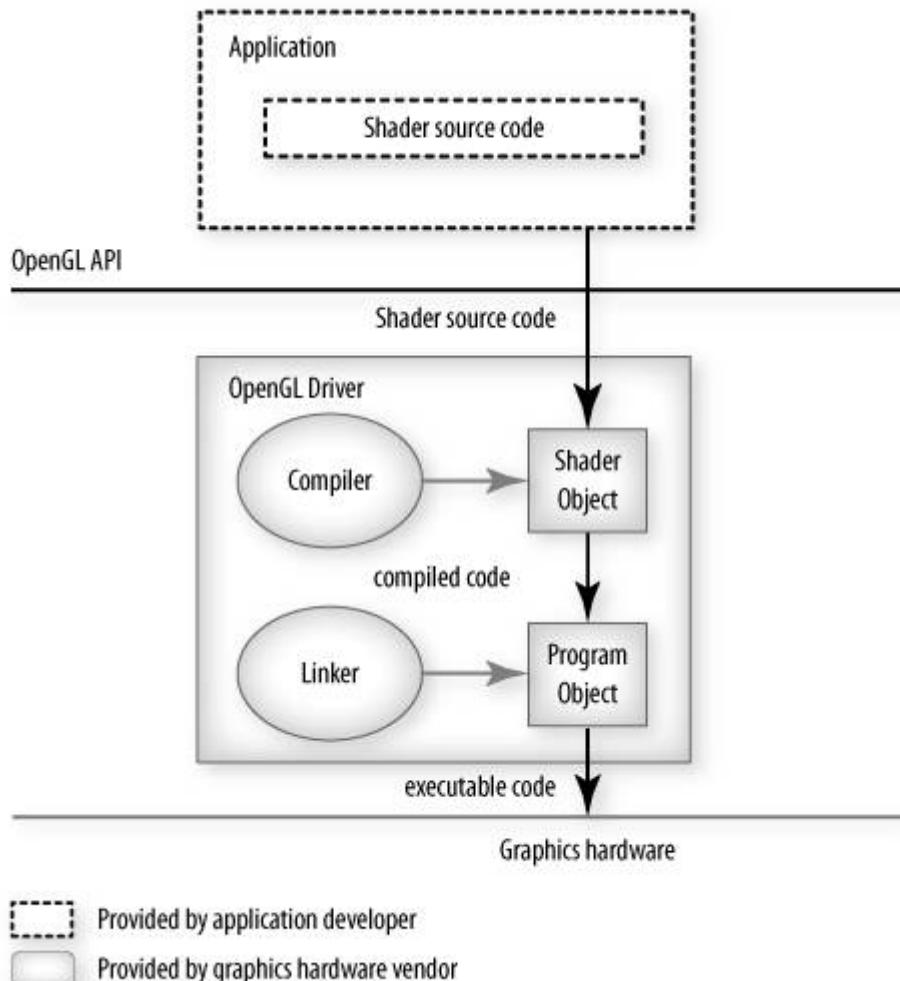
We have already described briefly some of the pieces that provide applications with access to the programmability of underlying graphics hardware. This section briefly describes how these pieces go together in a working system.

### 2.5.1. Driver Model

A piece of software that controls a piece of hardware and manages shared access to that piece of hardware is commonly called a [DRIVER](#). No matter what environment OpenGL is implemented in, it falls into the driver category because OpenGL manages shared access to the underlying graphics hardware. Some of its tasks must also be coordinated with, or supervised by, facilities in the operating system.

[Figure 2.4](#) illustrates how OpenGL shaders are handled in the execution environment of OpenGL. Applications communicate with OpenGL by calling functions that are part of the OpenGL API. A new OpenGL function, `glCreateShader`, allows applications to allocate within the OpenGL driver the data structures that are necessary for storing an OpenGL shader. These data structures are called [SHADER OBJECTS](#). After a shader object has been created, the application can provide the source code for the shader by calling `glShaderSource`. This command provides to OpenGL the character strings containing the shader source code.

**Figure 2.4. Execution model for OpenGL shaders**



As you can see from [Figure 2.4](#), the compiler for the OpenGL Shading Language is actually part of the OpenGL driver environment. This is one of the key differences between the OpenGL Shading Language and other shading language designs, such as the Stanford Shading Language, High-Level Shader Language (HLSL) from Microsoft, or Cg from NVIDIA. In these other languages, the high-level shading language compiler sits above the graphics API and translates the high-level shading language into something that can be consumed by the underlying graphics API. (See [Chapter 17](#) for more details.) With the OpenGL Shading Language, the source code for shaders is passed to the OpenGL driver, and in that environment, the shaders are compiled to the native machine code as efficiently as possible. After source code for a shader has been loaded into a shader object in the OpenGL driver environment, it can be compiled with `glCompileShader`.

A [PROGRAM OBJECT](#) is an OpenGL-managed data structure that acts as a container for shader objects. Applications are required to attach shader objects to a program object by using the command `glAttachShader`. When attached to a program object, the compiled shader objects can be linked with `glLinkProgram`. Support for multiple shader objects (and the subsequent need for a linker built into OpenGL) is a key difference between the OpenGL Shading Language and assembly-level APIs such as those provided by the OpenGL extensions *ARB\_vertex\_program* and *ARB\_fragment\_program*. For more complex shading tasks, separately compiled shader objects are a much more attractive alternative than a single, monolithic block of assembly-level code.

The link step resolves external references between the shaders, checks the compatibility between the vertex shader and the fragment shader, assigns memory locations to uniform variables, and so on. The result is one or more executables that can be installed with `glUseProgram` as part of OpenGL's current state. This command installs the executables on the vertex processor, the fragment processor, or both. The installed executables are responsible for processing all subsequent graphics primitives.

## 2.5.2. OpenGL Shading Language Compiler/Linker

The source for a single shader is an array of strings of characters, and a single shader is made from the concatenation of these strings. There is no inherent connection between strings and the lines of code in a shader. A shader may be entirely represented by a single string, or each line of shader source code may be contained in a separate string. Each string can contain multiple lines, separated by new-lines. No new-lines need be present in a string; a single line can be formed from multiple strings. No new-lines or other characters are inserted by the OpenGL implementation when it concatenates the strings to form a single shader. It is entirely up to the application programmer to provide shader source code to OpenGL with new-lines between each line of source code.

Diagnostic messages returned from compiling a shader must identify both the line number within a string and the source string to which the diagnostic message applies. Source strings are counted sequentially with the first string counted as string 0. For source code parsing, the current line number is one more than the number of new-lines that have been processed.

The front end of the OpenGL Shading Language compiler has been released as open source by 3Dlabs and can be used by anyone interested in writing his or her own compiler. This publicly available front end performs lexical analysis of OpenGL Shading Language source code to produce a token stream and then performs syntactic and semantic analysis of this token stream to produce a binary, high-level representation of the language. This front end acts as a reference implementation of the OpenGL Shading Language, and therefore it goes hand-in-hand with the language specification to define the language clearly. Another advantage to using this publicly available front end in an OpenGL Shading Language compiler implementation is that the syntax and semantics for shaders are checked consistently by all implementations that use this front end. More consistency among compiler implementations makes it easier for developers to write shaders that work as intended across a variety of implementations.

It is assumed that the back end of the OpenGL Shading Language compiler will be implemented differently on different platforms. Each implementation must take the high-level representation produced by the publicly available front end and produce optimized machine code for a particular hardware target. This is an area in which individual hardware vendors can add value to their shading language implementation by figuring out ways to map the high-level representation onto the actual machine instructions found in their hardware. Likewise, the linking stage is also highly hardware dependent because it involves operations like assigning variables to actual memory locations in the hardware. A variety of global optimizations may also be performed as part of linking.

The net result of this assumption is that graphics hardware vendors will implement the majority of the OpenGL Shading Language compiler and linker. Along with the OpenGL driver itself, this software will typically be included as part of the graphics driver installation package that is provided by a graphics hardware vendor.

### 2.5.3. OpenGL Shading Language API

As of OpenGL 2.0, support for the OpenGL Shading Language is available as part of standard OpenGL. The following OpenGL entry points support the OpenGL Shading Language

- **glAttachShader** Attach a shader object to a program object
- **glBindAttribLocation** Specify the generic vertex attribute index to be used for a particular user-defined attribute variable in a vertex shader
- **glCompileShader** Compile a shader
- **glCreateProgram** Create a program object
- **glCreateShader** Create a shader object
- **glDeleteProgram** Delete a program object
- **glDeleteShader** Delete a shader object
- **glDetachShader** Detach a shader object from a program object
- **glDisableVertexAttribArray** Disable a generic vertex attribute from being sent to OpenGL with vertex arrays
- **glEnableVertexAttribArray** Enable a generic vertex attribute to be sent to OpenGL with vertex arrays
- **glGetActiveAttrib** Obtain the name, size, and type of an active attribute variable for a program object
- **glGetActiveUniform** Obtain the name, size, and type of an active uniform variable for a program object
- **glGetAttachedShaders** Get the list of shader objects attached to a program object
- **glGetAttribLocation** Return the generic vertex attribute index that is bound to a specified user-defined attribute variable
- **glGetProgram** Query one of the parameters of a program object

- **glGetProgramInfoLog** Obtain the information log for a program object
- **glGetShader** Query one of the parameters of a shader object
- **glGetShaderInfoLog** Obtain the information log for a shader object
- **glGetShaderSource** Get the source code for a specific shader object
- **glGetUniform** Query the current value of a uniform variable
- **glGetUniformLocation** Query the location assigned to a uniform variable by the linker
- **glGetVertexAttrib** Return current state for the specified generic vertex attribute
- **glGetVertexAttribPointer** Return the vertex array pointer value for the specified generic vertex attribute
- **glIsProgram** Determine if an object name corresponds to a program object
- **glIsShader** Determine if an object name corresponds to a shader object
- **glLinkProgram** Link a program object to create executable code
- **glShaderSource** Load source code strings into a shader object
- **glUniform** Set the value of a uniform variable
- **glUseProgram** Install a program object's executable code as part of current state
- **glValidateProgram** Return validation information for a program object
- **glVertexAttrib** Send generic vertex attributes to OpenGL one vertex at a time
- **glVertexAttribPointer** Specify location and organization of generic vertex attributes to be sent to OpenGL with vertex arrays

These new entry points are all discussed in more detail in [Chapter 7](#). Reference pages for all of the [OPENGL SHADING LANGUAGE](#) API entry points defined by these extensions are included in [Appendix B](#) at the back of this book.

## 2.6. Key Benefits

The following key benefits are derived from the choices that were made during the design of the OpenGL Shading Language.

**Tight integration with OpenGL** The OpenGL Shading Language was designed for use in OpenGL. It is designed in such a way that an existing, working OpenGL application can easily be modified to take advantage of the capabilities of programmable graphics hardware. Built-in access to existing OpenGL state, reuse of API entry points that are already familiar to application developers, and a close coupling with the existing architecture of OpenGL are all key benefits of using the OpenGL Shading Language for shader development.

**Runtime compilation** Source code stays as source code, in its easiest-to-maintain form, for as long as possible. An application passes source code to any conforming OpenGL implementation that supports the OpenGL Shading Language, and it will be compiled and executed properly. There is no need for a multitude of binaries for a multitude of different platforms.<sup>[1]</sup>

[1] At the time of this writing, the OpenGL ARB is still considering the need for an API that allows shaders to be specified in a form other than source code. The primary issues are the protection of intellectual property that may be embedded in string-based shader source code and the performance that would be gained by allowing shaders to be at least partially precompiled. When such an API is defined, shader portability may be reduced, but application developers will have the option of getting better code security and better performance.

**No reliance on cross-vendor assembly language** Both DirectX and OpenGL have widespread support for assembly language interfaces to graphics programmability. High-level shading languages could be (and have been) built on top of these assembly language interfaces, and such high-level languages can be translated into these assembly language interfaces completely outside the environment of OpenGL or DirectX. This does have some advantages, but relying on an assembly language interface as the primary interface to hardware programmability restricts innovation by graphics hardware designers. Hardware designers have many more choices for acceleration of an expressive high-level language than they do for a restrictive assembly language. It is much too early in the development of programmable graphics hardware technology to establish an assembly language standard for graphics programmability. C, on the other hand, was developed long before any CPU assembly languages that are in existence today, and it is still a viable choice for application development.

**Unconstrained opportunities for compiler optimization plus optimal performance on a wider range of hardware** As we've learned through experience with CPUs, compilers are much better at quickly generating efficient code than humans are. By allowing high-level source code to be compiled within OpenGL, rather than outside of OpenGL, individual hardware vendors have the best possible opportunity to deliver optimal performance on their graphics hardware. In fact, compiler improvements can be made with each OpenGL driver release, and the applications won't need to change any application source code, recompile the application, or even relink it. Furthermore, most of the current crop of assembly language interfaces are string based. This makes them inefficient for use as intermediate languages for compilation because two string translations are required. First, the string-based, high-level source must be translated into string-based assembly language, and then that string-based assembly language must be passed to OpenGL and translated from string-based assembly language to machine code.

**A truly open, cross-platform standard** No other high-level graphics shading

language has been approved as part of an open, multivendor standard. Like OpenGL itself, the OpenGL Shading Language will be implemented by a variety of different vendors for a variety of different environments.

***One high-level language for all programmable graphics processing*** The OpenGL Shading Language is used to write shaders for both the vertex processor and the fragment processor in OpenGL, with very small differences in the language for the two types of shaders. In the future, it is intended that the OpenGL Shading Language will bring programmability to other areas of OpenGL as well. Areas that have already received some discussion include programmability for packing/unpacking arbitrary image formats and support for programmable tessellation of higher-order surfaces in the graphics hardware.

***Support for modular programming*** By defining compilation and linking as two separate steps, shader writers have a lot more flexibility in how they choose to implement complex shading algorithms. Rather than implement a complex algorithm as a single, monolithic shader, developers are free to implement it as a collection of shaders that can be independently compiled and attached to a program object. Shaders can be designed with common interfaces so that they are interchangeable, and a link operation joins them to create a program.

***No additional libraries or executables*** The OpenGL Shading Language and the compiler and linker that support it are defined as part of OpenGL. Applications need not worry about linking against any additional runtime libraries. Compiler improvements are delivered as part of OpenGL driver updates.

## 2.7. Summary

Here are the key points to understand about how all the pieces fit together at execution time.

- When installed as part of current state, the executable created for the vertex processor is executed once for every vertex provided to OpenGL.
- When installed as part of current state, the executable created for the fragment processor is executed once for every fragment that is produced by rasterization.
- When vertex or fragment shaders are used, the corresponding fixed functionality is disabled. Shaders must implement such functionality themselves if it is desired.
- Varying variables defined in a vertex shader are per-vertex values that are output from the vertex processor. Rasterization is the process that causes the per-vertex values to be interpolated and per-fragment values to be generated. The per-fragment values become the input to the fragment processor and are accessed in the fragment shader with the same varying variable name as was used in the vertex shader.
- An application can communicate directly with a vertex shader in two ways: by using attribute variables and by using uniform variables.
- Attribute variables are expected to change frequently and may be supplied by the application as often as every vertex.
- Applications can pass arbitrary vertex data to a vertex shader with user-defined attribute variables.
- Applications can pass standard vertex attributes (color, normal, texture coordinates, position, etc.) to a vertex shader with built-in attribute variables.
- An application communicates directly with a fragment shader with uniform variables.
- Uniform variables are expected to change relatively infrequently (at a minimum, they are constant for an entire graphics primitive).
- The compiler and linker for the language are contained within OpenGL, but tools for compiling, linking, and debugging shaders can exist outside of OpenGL as well.

To summarize, the following are the most important points about the OpenGL Shading Language.

- The language is based on the syntax of C.
- Basic structure and many keywords are the same as in C.
- Vectors and matrices are included in the language as basic types.
- Type qualifiers **attribute**, **uniform**, and **varying** are added to describe variables that manage shader I/O.
  - Variables of type **attribute** allow the communication of frequently changing values

from the application to the vertex shader.

- Variables of type **varying** are the output from a vertex shader and the input to a fragment shader.
- Variables of type **uniform** allow the application to provide relatively infrequently changing values to both vertex shaders and fragment shaders.
- The data type **sampler** is added for accessing textures.
- Built-in variable names can be used to access standard OpenGL state and to communicate with OpenGL fixed functionality.
- A variety of built-in functions perform common graphics operations.
- Function declarations are required, and overloading based on number and type of arguments is supported as in C++.
- Variables can be declared when needed.

To install and use OpenGL shaders, do the following:

1. Create one or more (empty) shader objects by calling **glCreateShader**.
2. Provide source code for these shaders by calling **glShaderSource**.
3. Compile each of the shaders by calling **glCompileShader**.
4. Create a program object by calling **glCreateProgram**.
5. Attach all the shader objects to the program object by calling **glAttachShader**.
6. Link the program object by calling **glLinkProgram**.
7. Install the executable program as part of OpenGL's current state by calling **glUseProgram**.

After these steps, subsequent graphics primitives will be drawn with the shaders you've provided rather than with OpenGL's defined fixed functionality pipeline.

## 2.8. Further Information

Just keep reading this book and you'll get to all of the really good stuff! If you really must have more technical details, here are pointers to the official specification documents. The 3Dlabs Web site also has additional material, including slide presentations, demos, example shaders, and source code.

1. 3Dlabs developer Web site. <http://developer.3dlabs.com>
2. Kessenich, John, Dave Baldwin, and Randi Rost, *The OpenGL Shading Language, Version 1.10*, 3Dlabs, April 2004. <http://www.opengl.org/documentation/spec.html>
3. Segal, Mark, and Kurt Akeley, *The OpenGL Graphics System: A Specification (Version 2.0)*, Editor (v1.1): Chris Frazier, (v1.21.5): Jon Leech, (v2.0): Jon Leech and Pat Brown, Sept. 2004. <http://www.opengl.org/documentation/spec.html>

# Chapter 3. Language Definition

by John Kessenich

In this chapter, we present the language features of the OpenGL Shading Language. We start with a simple example of a working pair of vertex and fragment shaders to show their basic structure and interfaces. Each aspect of the language is then discussed in turn.

The OpenGL Shading Language syntax comes from the C family of programming languages. Tokens, identifiers, semicolons, nesting with curly braces, control-flow, and many keywords look like C. Both comment styles, `// ...` and `/* ... */`, are accepted. Much is also different though, and all important differences from C are discussed.

Each shader example is presented as it might appear in a file or onscreen. However, as explained in [Chapter 7](#), the OpenGL API passes shaders as strings, not files, because OpenGL does not consider shaders file based.

## 3.1. Example Shader Pair

A program typically contains two shaders: one vertex shader and one fragment shader. More than one shader of each type can be present, but there must be exactly one function `main` between all the fragment shaders and exactly one function `main` between all the vertex shaders. Frequently, it's easiest to just have one shader of each type.

The following is a simple vertex and fragment shader pair that can smoothly express a surface temperature with color. The range of temperatures and their colors are parameterized. First, we show the vertex shader. It is executed once for each vertex.

```
// uniform qualified variables are changed at most once per primitive
uniform float CoolestTemp;
uniform float TempRange;

// attribute qualified variables are typically changed per vertex
attribute float VertexTemp;

// varying qualified variables communicate from the vertex shader to
// the fragment shader
varying float Temperature;

void main()
{
    // compute a temperature to be interpolated per fragment,
    // in the range [0.0, 1.0]
    Temperature = (VertexTemp - CoolestTemp) / TempRange;

    /*
        The vertex position written in the application using
        glVertex() can be read from the built-in variable
        gl_Vertex. Use this value and the current model
        view transformation matrix to tell the rasterizer where
        this vertex is.
    */
    gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

That's it for the vertex shader. Primitive assembly follows the preceding vertex processing, providing the rasterizer with enough information to create fragments. The rasterizer interpolates the *Temperature* values written per vertex to create values per fragment. Each fragment is then delivered to a single execution of the fragment shader, as follows:

```
// uniform qualified variables are changed at most once per primitive
// by the application, and vec3 declares a vector of three
// floating-point numbers
uniform vec3 CoolestColor;
uniform vec3 HottestColor;

// Temperature contains the now interpolated per-fragment
// value of temperature set by the vertex shader
varying float Temperature;

void main()
{
    // get a color between coolest and hottest colors, using
    // the mix() built-in function
    vec3 color = mix(CoolestColor, HottestColor, Temperature);
```

```
// make a vector of 4 floating-point numbers by appending an
// alpha of 1.0, and set this fragment's color
gl_FragColor = vec4(color, 1.0);
}
```

Both shaders receive user-defined state from the application through the declared **uniform** qualified variables. The vertex shader gets information associated with each vertex through the **attribute** qualified variable. Information is passed from the vertex shader to the fragment shader through **varying** qualified variables, whose declarations must match between the vertex and fragment shaders. The fixed functionality located between the vertex and fragment processors will interpolate the per-vertex values written to this varying variable. When the fragment shader reads this same varying variable, it reads the value interpolated for the location of the fragment being processed.

Shaders interact with the fixed functionality OpenGL pipeline by writing built-in variables. OpenGL prefixes built-in variables with "gl\_". In the preceding examples, writing to *gl\_Position* tells the OpenGL pipeline where the transformed vertices are located, and writing to *gl\_FragColor* tells the OpenGL pipeline what color to attach to a fragment.

Execution of the preceding shaders occurs multiple times to process a single primitive, once per vertex for the vertex shader and once per fragment for the fragment shader. Many such executions of the same shader can happen in parallel. In general, there is no direct tie or ordering between shader executions. Information can be communicated neither from vertex to vertex nor from fragment to fragment.

## 3.2. Data Types

We saw vectors of floating-point numbers in the example in the previous section. Many other built-in data types are available to ease the expression of graphical operations. Booleans, integers, matrices, vectors of other types, structures, and arrays are all included. Each is discussed in the following sections. Notably missing are string and character types, since there is little use for them in processing vertex and fragment data.

### 3.2.1. Scalars

The scalar types available are

<b>float</b>	declares a single floating-point number
<b>int</b>	declares a single integer number
<b>bool</b>	declares a single Boolean number

These declare variables, as is familiar from C/C++.

```
float f;
float g, h = 2.4;
int NumTextures = 4;
bool skipProcessing;
```

Unlike the original C, the OpenGL Shading Language requires you to provide the type name because there are no default types. As in C++, declarations may appear when needed, not just after an open curly brace ({}).

Literal floating-point numbers are also specified as in C, except there are no suffixes to specify precision since there is only one floating-point type.

```
3.14159
3.
0.2
.609
1.5e10
0.4E-4
etc.
```

In general, floating-point values and operations act as they do in C.

Integers are not the same as in C. There is no requirement that they appear to be backed in hardware by a fixed-width integer register. Consequently, wrapping behavior, when arithmetic would overflow or underflow a fixed-width integer register, is undefined. Bit-wise operations like left-shift (<<) and bit-wise and (&) are also not supported.

What can be said about integers? They are guaranteed to have at least 16 bits of precision; they can be positive, negative, or zero; and integer arithmetic that stays within this range gives the expected results. Note that the precision truly is 16 bits plus the sign of the value that is, a full range of [-65535,65535] or greater.

Literal integers can be given as decimal values, octal values, or hexadecimal values, as in C.

```
42    // a literal decimal integer  
052   // a literal octal integer  
0x2A  // a literal hexadecimal integer
```

Again, there are no suffixes to specify precision since there is only one integer type. Integers are useful as sizes of structures or arrays and as loop counters. Graphical types, such as color or position, are best expressed in floating-point variables within a shader.

Boolean variables are as **bool** in C++. They can have only one of two values: true or false. Literal Boolean constants **true** and **false** are provided. Relational operators like less-than (<) and logical operators like logical and (**&&**) always result in Boolean values. Flow-control constructs like **if-else** accept only Boolean-typed expressions. In these regards, the OpenGL Shading Language is more restrictive than C++.

### 3.2.2. Vectors

Vectors of **float**, **int**, or **bool** are built-in basic types. They can have two, three, or four components and are named as follows:

**vec2** Vector of two floating-point numbers

**vec3** Vector of three floating-point numbers

**vec4** Vector of four floating-point numbers

**ivec2** Vector of two integers

**ivec3** Vector of three integers

**ivec4** Vector of four integers

**bvec2** Vector of two Booleans

**bvec3** Vector of three Booleans

**bvec4** Vector of four Booleans

Vectors are quite useful. They conveniently store and manipulate colors, positions, texture coordinates, and so on. Built-in variables and built-in functions make heavy use of these types. Also, special operations are supported. Finally, hardware is likely to have vector-processing capabilities that mirror vector expressions in shaders.

Note that the language does not distinguish between a color vector and a position vector or other uses of a floating-point vector. These are all just floating-point vectors from the language's perspective.

Special features of vectors include component access that can be done either through field selection (as with structures) or as array accesses. For example, if *position* is a **vec3**, it can be considered as the vector  $(x, y, z)$ , and *position.x* will select the first component of the vector.

In all, the following names are available for selecting components of vectors:

x, y, z, w	Treat a vector as a position or direction
r, g, b, a	Treat a vector as a color
s, t, p, q	Treat a vector as a texture coordinate

There is no explicit way of stating that a vector is a color, a position, a coordinate, and so on. Rather, these component selection names are provided simply for readability in a shader. The only compile-time checking done is that the vector is large enough to provide a specified component. Also, if multiple components are selected (swizzling, discussed in [Section 3.7.2](#)), all the components are from the same family.

Vectors can also be indexed as a zero-based array to obtain components. For instance, `position[2]` returns the third component of `position`. Variable indices are allowed, making it possible to loop over the components of a vector. Multiplication takes on special meaning when operating on a vector since linear algebraic multiplies with matrices are understood. Swizzling, indexing, and other operations are discussed in detail in [Section 3.7](#).

### 3.2.3. Matrices

Built-in types are available for matrices of floating-point numbers. There are  $2 \times 2$ ,  $3 \times 3$ , and  $4 \times 4$  sizes.

<b>mat2</b>	$2 \times 2$ matrix of floating-point numbers
<b>mat3</b>	$3 \times 3$ matrix of floating-point numbers
<b>mat4</b>	$4 \times 4$ matrix of floating-point numbers

These are useful for storing linear transforms or other data. They are treated semantically as matrices, particularly when a vector and a matrix are multiplied together, in which case the proper linear-algebraic computation is performed. When relevant, matrices are organized in column major order, as is the tradition in OpenGL.

You may access a matrix as an array of column vectors that is, if `transform` is a **mat4**, `transform[2]` is the third column of `transform`. The resulting type of `transform[2]` is **vec4**. Column 0 is the first column. Because `transform[2]` is a vector and you can also treat vectors as arrays, `transform[3][1]` is the second component of the vector forming the fourth column of `transform`. Hence, it ends up looking as if `transform` is a two-dimensional array. Just remember that the first index selects the column, not the row, and the second index selects the row.

### 3.2.4. Samplers

Texture lookups require some indication as to which texture or texture unit will do the lookup. The OpenGL Shading Language doesn't really care about the underlying implementation of texture units or other forms of organizing texture lookup hardware. Hence, it provides a simple opaque handle to encapsulate what to look up. These handles are called **SAMPLERS**. The sampler types available are

<b>sampler1D</b>	Accesses a one-dimensional texture
<b>sampler2D</b>	Accesses a two-dimensional texture
<b>sampler3D</b>	Accesses a three-dimensional texture

<b>samplerCube</b>	Accesses a cube-map texture
<b>sampler1DShadow</b>	Accesses a one-dimensional depth texture with comparison
<b>sampler2DShadow</b>	Accesses a two-dimensional depth texture with comparison

When the application initializes a sampler, the OpenGL implementation stores into it whatever information is needed to communicate what texture to access. Shaders cannot themselves initialize samplers. They can only receive them from the application, through a **uniform** qualified sampler, or pass them on to user or built-in functions. As a function parameter, a sampler cannot be modified, so there is no way for a shader to change a sampler's value.

For example, a sampler could be declared as

```
uniform sampler2D Grass;
```

(Uniform qualifiers are discussed in more detail in [Section 3.5.2](#).)

This variable can then be passed into a corresponding texture lookup function to access a texture:

```
vec4 color = texture2D(Grass, coord);
```

where *coord* is a **vec2** holding the two-dimensional position used to index the grass texture, and *color* is the result of doing the texture lookup. Together, the compiler and the OpenGL driver validate that *Grass* really references a two-dimensional texture and that *Grass* is passed only into two-dimensional texture lookups.

Shaders may not manipulate sampler values. For example, the expression *Grass + 1* is not allowed. If a shader wants to combine multiple textures procedurally, an array of samplers can be used as shown here:

```
const int NumTextures = 4;
uniform sampler2D textures[NumTextures];
```

These can be processed in a loop:

```
for (int i = 0; i < NumTextures; ++i)
    . . . = texture2D(textures[i], . . .);
```

The idiom *Grass+1* could then become something like

```
textures[GrassIndex+1]
```

which is a valid way of manipulating the sampler.

### 3.2.5. Structures

The OpenGL Shading Language provides user-defined structures similar to C. For example,

```
struct light
{
    vec3 position;
    vec3 color;
};
```

As in C++, the name of the structure is the name of this new user-defined type. No **typedef** is needed. In fact, the **typedef** keyword is still reserved because there is not yet a need for it. A variable of type *light* from the preceding example is simply declared as

```
light ceilingLight;
```

Most other aspects of structures mirror C. They can be embedded and nested. Embedded structure type names have the same scope as the structure in which they are declared. However, embedded structures must be named. Structure members can also be arrays. Finally, each level of structure has its own name space for its members' names, as is familiar.

Bit-fields (the capability to declare an integer with a specified number of bits) are not supported.

Currently, structures are the only user-definable type. The keywords **union**, **enum**, and **class** are reserved for possible future use.

### 3.2.6. Arrays

Arrays of any type can be created. The declaration

```
vec4 points[10];
```

creates an array of ten **vec4** variables, indexed starting with zero. There are no pointers; the only way to declare an array is with square brackets. Declaring an array as a function parameter also requires square brackets and a size because, currently, array arguments are passed as if the whole array is a single object, not as if the argument is a pointer.

Arrays, unless they are function parameters, do not have to be declared with a size. A declaration like

```
vec4 points[];
```

is allowed, as long as *either* of the following two cases is true:

1. Before the array is referenced, it is declared again with a size, with the same type as the first declaration. For example,

```
vec4 points[];      // points is an array of unknown size
vec4 points[10];   // points is now an array of size 10
```

This cannot be followed by another declaration:

```
vec4 points[];      // points is an array of unknown size
vec4 points[10];   // points is now an array of size 10
vec4 points[20];   // this is illegal
vec4 points[];      // this is also illegal
```

2. All indices that statically reference the array are compile-time constants. In this case, the compiler will make the array large enough to hold the largest index it sees used. For example,

```
vec4 points[];           // points is an array of unknown size
points[2] = vec4(1.0);  // points is now an array of size 3
points[7] = vec4(2.0);  // points is now an array of size 8
```

In this case, at runtime the array has only one size, determined by the largest index the compiler sees. Such automatically sized arrays cannot be passed as function arguments.

This feature is quite useful for handling the built-in array of texture coordinates. Internally, this array is declared as

```
varying vec4 gl_TexCoord[];
```

If a program uses only compile-time constant indices of 0 and 1, the array is implicitly sized as *gl\_TexCoord[2]*. If a shader uses a nonconstant variable to index the array, that shader must explicitly declare the array with the desired size. Of course, keeping the size to a minimum is important, especially for varying variables, which are likely a limited hardware resource.

Multiple shaders sharing the same array must declare it with the same size. The linker verifies this.

### 3.2.7. Void

The type **void** declares a function that returns no value. For example, the function **main** returns no value and must be declared as type **void**.

```
void main()
{
    . . .
}
```

Other than for functions that return nothing, the **void** type is not useful.

### 3.2.8. Declarations and Scope

Variables are declared quite similarly to the way they are declared in C++. They can be declared where needed and have scope as in C++. For example,

```
float f;
f = 3.0;

vec4 u, v;

for (int i = 0; i < 10; ++i)
    v = f * u + v;
```

The scope of a variable declared in a **for** statement ends at the end of the loop's substatement. However, variables may not be declared in an **if** statement. This simplifies implementation of scoping across the **else** substatement, with little practical cost.

As in C, variable names are case sensitive, must start with a letter or underscore (\_), and

contain only letters, numbers, and underscores (\_). Userdefined variables cannot start with the string "gl\_", because those names are reserved for future use by OpenGL. Names containing consecutive underscores (\_) are also reserved.

### **3.2.9. Type Matching and Promotion**

The OpenGL Shading Language is strict with type matching. In general, types being assigned must match, argument types passed into functions must match formal parameter declarations, and types being operated on must match the requirements of the operator. There are no automatic promotions from one type to another. This may occasionally make a shader have an extra explicit conversion. However, it also simplifies the language, preventing some forms of obfuscated code and some classes of defects. For example, there are no ambiguities in which overloaded function should be chosen for a given function call.

### 3.3. Initializers and Constructors

A shader variable may be initialized when it is declared. As is familiar from C, the following example initializes *b* at declaration time and leaves *a* and *c* undefined:

```
float a, b = 3.0, c;
```

Constant qualified variables must be initialized.

```
const int Size = 4; // initializer is required
```

Attribute, uniform, and varying variables *cannot* be initialized when declared.

```
attribute float Temperature; // no initializer allowed,  
// the vertex API sets this  
  
uniform int Size; // no initializer allowed,  
// the uniform setting API sets this  
  
varying float density; // no initializer allowed, the vertex  
// shader must programmatically set this
```

To initialize aggregate types, at either declaration time or elsewhere, [CONSTRUCTORS](#) are used. No initializer uses the brace syntax "{ . . . }" from C. Syntactically, constructors look like function calls that have a type name where the function name would go. For example, to initialize a **vec4** with the values (1.0, 2.0, 3.0, 4.0), use

```
vec4 v = vec4(1.0, 2.0, 3.0, 4.0);
```

Or, because constructor syntax is the same whether it's in an initializer or not, use

```
vec4 v;  
v = vec4(1.0, 2.0, 3.0, 4.0);
```

There are constructors for all the built-in types (except samplers) as well as for structures. Some examples:

```
vec4 v = vec4(1.0, 2.0, 3.0, 4.0);  
ivec2 c = ivec2(3, 4);  
vec3 color = vec3(0.2, 0.5, 0.8);  
vec4 color4 = vec4(color, 1.0)  
struct light  
{  
    vec4 position;  
    struct tLightColor  
    {  
        vec3 color;  
        float intensity;  
    } lightColor;  
} light1 = light(v, tLightColor(color, 0.9));
```

For matrices, the components are written in column major order. For example,

```
mat2 m = mat2(1.0, 2.0, 3.0, 4.0);
```

results in the following matrix:

$$\begin{bmatrix} 1.0 & 3.0 \\ 2.0 & 4.0 \end{bmatrix}$$

So far, we've only shown constructors taking one argument for each component being constructed. Built-in constructors for vectors can also take a single argument, which is replicated into each component.

```
vec3 v = vec3(0.6);
```

is equivalent to

```
vec3 v = vec3(0.6, 0.6, 0.6);
```

This is true only for vectors. Structure constructors must receive one argument per member being constructed. Matrix constructors also have a single argument form, but in this case it initializes just the diagonal of the matrix. The remaining components are initialized to 0.0.

```
mat2 m = mat2(1.0); // makes a 2 x 2 identity matrix
```

is equivalent to

```
mat2 m = mat2(1.0, 0.0, 0.0, 1.0); // makes a 2 x 2 identity matrix
```

Constructors can also have vectors and matrices as arguments. However, constructing matrices from other matrices is reserved for future definition.

```
vec4 v = vec4(1.0);
vec2 u = vec2(v); // the first two components of v initialize u
mat2 m = mat2(v);
```

Matrix components are read out of arguments in column major order and written in column major order.

Extra components within a single constructor argument are silently ignored. Normally, this is useful for shrinking a value, like eliminating *alpha* from a color or *w* from a position. It is an error to have completely unused arguments passed to a constructor.

```
vec2 t = vec2(1.0, 2.0, 3.0); // illegal; third argument is unused
```

## 3.4. Type Conversions

Explicit type conversions are performed with constructors. For example,

```
float f = 2.3;  
bool b = bool(f);
```

sets `b` to `true`. This is useful for flow-control constructs, like `if`, which require Boolean values. Boolean constructors convert non-zero numeric values to `true` and zero numeric values to `false`.

The OpenGL Shading Language does not provide C-style typecast syntax, which can be ambiguous as to whether a value is converted to a different type or is simply reinterpreted as a different type. In fact, there is no way of reinterpreting a value as a different type in the OpenGL Shading Language. There are no pointers, no type unions, no implicit type changes, and no reinterpret casts. Instead, constructors perform conversions. The arguments to a constructor are converted to the type they are constructing. Hence, the following are allowed:

```
float f = float(3); // convert integer 3 to floating-point 3.0  
float g = float(b); // convert Boolean b to floating point  
vec4 v = vec4(2); // set all components of v to 2.0
```

For conversion from a Boolean, `true` is converted to 1 or 1.0, and `false` is converted to a zero.

## 3.5. Qualifiers and Interface to a Shader

Qualifiers prefix both variables and formal function parameters. The qualifiers that modify formal function parameters (**const**, **in**, **out**, and **inout**) are discussed in [Section 3.6.2](#). This section focuses on the other qualifiers, most of which form the interfaces of the shaders to their outside world. The following is the complete list of qualifiers (used outside of formal function parameters).

<b>attribute</b>	For frequently changing information, from the application to a vertex shader
<b>uniform</b>	For infrequently changing information, from the application to either a vertex shader or a fragment shader
<b>varying</b>	For interpolated information passed from a vertex shader to a fragment shader
<b>const</b>	For declaring nonwritable, compile-time constant variables, as in C

Getting information into and out of a shader is quite different from more typical programming environments. Information is transferred to and from a shader by reading and writing built-in variables and user-defined **attribute**, **uniform**, and **varying** variables. The most common built-in variables were shown in the example at the beginning of this chapter. They are *gl\_Position* for output of the homogeneous coordinates of the vertex position and *gl\_FragColor* for output of the fragment's color from a fragment shader. The complete set of built-in variables is provided in [Chapter 4](#). Examples of **attribute**, **uniform**, and **varying** qualified variables were seen briefly in the opening example for getting other information into and out of shaders. Each is discussed in this section.

Variables qualified as **attribute**, **uniform**, or **varying** must be declared at global scope. This is sensible since they are visible outside of shaders and, for a single program, they all share a single name space.

Qualifiers are always specified before the type of a variable, and because there is no default type, the form of a qualified variable declaration always includes a type.

```
attribute float Temperature;
const int NumLights = 3;
uniform vec4 LightPosition[NumLights];
varying float LightIntensity;
```

### 3.5.1. Attribute Qualifiers

Attribute-qualified variables (or attributes) enable an application to pass frequently modified data into a vertex shader. They can be changed as often as once per vertex, either directly or indirectly by the application. Built-in attributes, like *gl\_Vertex* and *gl\_Normal*, read traditional OpenGL state, and user-defined attributes can be named by the coder.

Attributes are limited to floating-point scalars, floating-point vectors, and matrices. Attributes declared as integers or Booleans are not allowed, nor are attributes declared as structures or arrays. This is, in part, a result of encouraging high-performance frequent changing of attributes in hardware implementations of the OpenGL system. Attributes cannot be modified by a shader.

Attributes cannot be declared in fragment shaders.

### 3.5.2. Uniform Qualifiers

Uniform qualified variables (or uniforms), like attributes, are set only outside a shader and are intended for data that changes less frequently. They can be changed at most once per primitive. All data types and arrays of all data types are supported for uniform qualified variables. All the vertex and fragment shaders forming a single program share a single global name space for uniforms. Hence, uniforms of the same name in a vertex and fragment program will be the same uniform variable.

Uniforms cannot be written to in a shader. This is sensible because an array of processors may be sharing the same resources to hold uniforms and other language semantics break down if uniforms could be modified.

Recall that unless a sampler (e.g., **sampler2D**) is a function parameter, the **uniform** qualifier must be used when it is declared. This is because samplers are opaque, and making them uniforms allows the OpenGL driver to validate that the application initializes a sampler with a texture and texture unit consistent with its use in the shader.

### 3.5.3. Varying Qualifiers

Varying qualified variables (or varyings) are the only way a vertex shader can communicate results to a fragment shader. Such variables form the dynamic interface between vertex and fragment shaders. The intention is that for a particular attribute of a drawing primitive, each vertex might have a different value and these values need to be interpolated across the fragments in the primitive. The vertex shader writes the per-vertex values into a varying variable, and when the fragment shader reads from this variable, it gets back a value interpolated between the vertices. If some attribute were to be the same across a large primitive, not requiring interpolation, the vertex shader need not communicate it to the fragment shader at all. Instead, the application could pass this value directly to the fragment shader through a uniform qualified variable.

The exception to using varying variables only for interpolated values is for any value the application will change often, either per triangle or per some small set of triangles or vertices. These values may be faster to pass as **attribute** variables and forwarded as **varying** variables because changing **uniform** values frequently may impact performance.

The automatic interpolation of **varying** qualified variables is done in a perspective-correct manner. This approach is necessary no matter what type of data is being interpolated. Otherwise, such values would not change smoothly across edges introduced for surface subdivision. The non-perspective-correct interpolated result would be continuous, but its derivative would not be, and this effect can be quite visible.

A **varying** qualified variable is written in a vertex shader and read in a fragment shader. It is illegal for a fragment shader to write to a varying variable. However, the vertex shader may read a varying variable, getting back what it has just written. Reading a varying qualified variable before writing it returns an undefined value.

### 3.5.4. Constant Qualifiers

Variables qualified as **const** (except for formal function parameters) are compile-time constants and are not visible outside the shader that declares them. Both scalar and nonscalar constants are supported. Structure fields may not be qualified with **const**, but structure variables can be declared as **const** and initialized with a structure constructor. Initializers for **const** declarations must be formed from literal values, other **const** qualified variables (not including function call parameters), or expressions of these.

Some examples:

```
const int numIterations = 10;
const float pi = 3.14159;
const vec2 v = vec2(1.0, 2.0);
const vec3 u = vec3(v, pi);
const struct light
{
    vec3 position;
    vec3 color;
} fixedLight = light(vec3(1.0, 0.5, 0.5), vec3(0.8, 0.8, 0.5));
```

All the preceding variables are compile-time constants. The compiler may propagate and fold constants at compile time, using the precision of the processor executing the compiler, and need not allocate any runtime resources to **const** qualified variables.

### 3.5.5. Absent Qualifier

If no qualifier is specified when a variable (not a function parameter) is declared, the variable can be both read and written by the shader. Nonqualified variables declared at global scope can be shared between shaders of the same type that are linked in the same program. Vertex shaders and fragment shaders each have their own separate global name space for nonqualified globals. However, nonqualified user-defined variables are not visible outside a program. That privilege is reserved for variables qualified as **attribute** or **uniform** and for built-in variables representing OpenGL state.

Unqualified variables have a lifetime limited to a single run of a shader. There is also no concept corresponding to a **static** variable in a C function that would allow a variable to be set to a value and have its shader retain that value from one execution to the next. Implementation of such variables is made difficult by the parallel processing nature of the execution environment, in which multiple instantiations run in parallel, sharing much of the same memory. In general, writable variables must have unique instances per processor executing a shader and therefore cannot be shared.

Because unqualified global variables have a different name space for vertex shaders than that for fragment shaders, it is not possible to share information through such variables between vertex and fragment shaders. Read-only variables can be shared if declared as **uniform**, and variables written by a vertex shader can be read by the fragment shader only through the **varying** mechanism.

## 3.6. Flow Control

Flow control is very much like that in C++. The entry point into a shader is the function **main**. A program containing both vertex and fragment shaders has two functions named **main**, one for entering a vertex shader to process each vertex and one to enter a fragment shader to process each fragment. Before **main** is entered, any initializers for global variable declarations are executed.

Looping can be done with **for**, **while**, and **do-while**, just as in C++. Variables can be declared in **for** and **while** statements, and their scope lasts until the end of their substatements. The keywords **break** and **continue** also exist and behave as in C.

Selection can be done with **if** and **if-else**, just as in C++, with the exception that a variable cannot be declared in the **if** statement. Selection by means of the selection operator (**?:**) is also available, with the extra constraint that the second and third operands must have exactly the same type.

The type of the expression provided to an **if** statement or a **while** statement, or to terminate a **for** statement, must be a scalar Boolean. As in C, the right-hand operand to logical and (**&&**) is not evaluated (or at least appears not to be evaluated) if the left-hand operand evaluates to false, and the right-hand operand to logical or (**||**) is not evaluated if the left-hand operand evaluates to true. Similarly, only one of the second or third operands in the selection operator (**:?**) will be evaluated. A logical exclusive or (**^^**) is also provided, for which both sides are always evaluated.

A special branch, **discard**, can prevent a fragment from updating the frame buffer. When a fragment shader executes the **discard** keyword, the fragment being processed is marked to be discarded. An implementation might or might not continue executing the shader, but it is guaranteed that there is no effect on the frame buffer.

A **goto** keyword or equivalent is not available, nor are labels. Switching with **switch** is also not provided.

### 3.6.1. Functions

Function calls operate much as in C++. Function names can be overloaded by parameter type but not solely by return type. Either a function definition (body) or declaration must be in scope before a function is called. Parameter types are always checked. This means an empty parameter list () in a function declaration is not ambiguous, as in C, but rather explicitly means that the function accepts no arguments. Also, parameters must have exact matches since no automatic promotions are done, so selection of overloaded functions is quite straightforward.

Exiting from a function with **return** operates the same as in C++. Functions returning nonvoid types must return values whose type must exactly match the return type of the function.

Functions may not be called recursively, either directly or indirectly.

### 3.6.2. Calling Conventions

The OpenGL Shading Language uses call by value-return as its calling convention. The call by value part is familiar from C: Parameters qualified as input parameters are copied into the function and not passed as a reference. Because there are no pointers, a function need not worry about its parameters being aliases of some other memory. The return part of call by value-return means parameters qualified as output parameters are returned to the caller by

being copied back from the called function to the caller when the function returns.

To specify which parameters are copied when, prefix them with the qualifier keywords **in**, **out**, or **inout**. For something that is just copied into the function but not returned, use **in**. The **in** qualifier is also implied when no qualifiers are specified. To say a parameter is not to be copied in but is to be set and copied back on return, use the qualifier **out**. To say a parameter is copied both in and out, use the qualifier **inout**.

<b>in</b>	Copy in but don't copy back out; still writable within the function
<b>out</b>	Only copy out; readable, but undefined at entry to function
<b>inout</b>	Copy in and copy out

The **const** qualifier can also be applied to function parameters. Here, it does not mean the variable is a compile-time constant, but rather that the function is not allowed to write it. Note that an ordinary, nonqualified input-only parameter can be written to; it just won't be copied back to the caller. Hence, there is a distinction between a parameter qualified as **const in** and one qualified only as **in** (or with no qualifier). Of course, **out** and **inout** parameters cannot be declared as **const**.

Some examples:

```
void ComputeCoord(in vec3 normal, // Parameter 'normal' is copied in,
                  // can be written to, but will not be
                  // copied back out.
                  vec3 tangent, // Same behavior as if "in" was used.
                  inout vec3 coord)// Copied in and copied back out.
```

Or,

```
vec3 ComputeCoord(const vec3 normal,// normal cannot be written to
                  vec3 tangent,
                  in vec3 coord) //the function will return the result
```

The following are not legal:

```
void ComputeCoord(const out vec3 normal, //not legal; can't write normal
                  const inout vec3 tang, //not legal; can't write tang
                  in out vec3 coord) //not legal; use inout
```

Structures and arrays can also be passed as arguments to a function. Keep in mind, though, that these data types are passed by value and there are no references, so it is possible to cause some large copies to occur at function call time. Array parameters must be declared with their size, and only arrays of matching type and size can be passed to an array parameter. The return type of a function is not allowed to be an array.

Functions can either return a value or return nothing. If a function returns nothing, it must be declared as type **void**. If a function returns a value, the type can be any type except an array. However, structures can be returned, and structures can contain arrays.

### 3.6.3. Built-in Functions

A large set of built-in functions is available. Built-in functions are documented in full in [Chapter 5](#).

A shader can override these functions, providing its own definition. To override a function, provide a prototype or definition that is in scope at call time. The compiler or linker then looks for a user-defined version of the function to resolve that call. For example, one of the built-in sine functions is declared as

```
float sin(float x);
```

If you want to experiment with performance or accuracy trade-offs in a sine function or specialize it for a particular domain, you can override the built-in function with your own function.

```
float sin(float x)
{
    return <.. some function of x..>
}

void main()
{
    // call the sin function above, not the built-in sin function
    float s = sin(x);
}
```

This is similar to the standard language linking techniques of using libraries of functions and to having more locally scoped function definitions satisfy references before the library is checked. If the definition is in a different shader, just make sure a prototype is visible before calling the function. Otherwise, the built-in version is used.

## 3.7. Operations

[Table 3.1](#) includes the operators, in order of precedence, available in the OpenGL Shading Language. The precedence and associativity are consistent with C.

**Table 3.1. Operators, in order of precedence**

Operator	Description
[ ]	Index
.	Member selection and swizzle
++ --	Postfix increment/decrement
++ --	Prefix increment/decrement
- !	Unary negation and logical not
* /	Multiply and divide
+ -	Add and subtract
< > <= >=	Relational
== !=	Equality
&&	Logical and
^^	Logical exclusive or
	Logical inclusive or
:?	Selection
= += -= *= /=	Assignment
,	Sequence

### 3.7.1. Indexing

Vectors, matrices, and arrays can be indexed with the index operator ([ ]). All indexing is zero based; the first element is at index 0. Indexing an array operates just as in C.

Indexing a vector returns scalar components. This allows giving components numerical names of 0, 1, . . . and also enables variable selection of vector components, should that be needed. For example,

```
vec4 v = vec4(1.0, 2.0, 3.0, 4.0);
float f = v[2]; // f takes the value 3.0
```

Here, `v[2]` is the floating-point scalar 3.0, which is then assigned into `f`.

Indexing a matrix returns columns of the matrix as vectors. For example,

```
mat4 m = mat4(3.0); // initializes the diagonal to all 3.0
vec4 v;
v = m[1]; // places the vector (0.0, 3.0, 0.0, 0.0) into v
```

Here, the second column of  $m$ ,  $m[1]$  is treated as a vector that is copied into  $v$ .

Behavior is undefined if an array, vector, or matrix is accessed with an index that is less than zero or greater than or equal to the size of the object.

### 3.7.2. Swizzling

The normal structure-member selector `(.)` is also used to [SWIZZLE](#) components of a vector that is, select or rearrange components by listing their names after the swizzle operator `(.)`. Examples:

```
vec4 v4;
v4.rgb;    // is a vec4 and the same as just using v4,
v4.rbg;    // is a vec3,
v4.b;      // is a float,
v4.xy;    // is a vec2,
v4.xgba;  // is illegal - the component names do not come from
           // the same set.
```

The component names can be out of order to rearrange the components, or they can be replicated to duplicate the components:

```
vec4 pos = vec4(1.0, 2.0, 3.0, 4.0);
vec4 swiz = pos.wzyx; // swiz = (4.0, 3.0, 2.0, 1.0)
vec4 dup = pos.xxxy; // dup = (1.0, 1.0, 2.0, 2.0)
```

At most, four component names can be listed in a swizzle; otherwise, they would result in a nonexistent type. The rules for swizzling are slightly different for [R-VALUES](#) (expressions that are read from) and [L-VALUES](#) (expressions that say where to write to). R-values can have any combination and repetition of components. L-values must not have any repetition. For example:

```
vec4 pos = vec4(1.0, 2.0, 3.0, 4.0);
pos.xw = vec2(5.0, 6.0); // pos = (5.0, 2.0, 3.0, 6.0)
pos.wx = vec2(7.0, 8.0); // pos = (8.0, 2.0, 3.0, 7.0)
pos.xx = vec2(3.0, 4.0); // illegal - 'x' used twice
```

For R-values, this syntax can be used on any expression whose resultant type is a vector. For example, getting a two-component vector from a texture lookup can be done as

```
vec2 v = texture1D(sampler, coord).xy;
```

where the built-in function `texture1D` returns a `vec4`.

### 3.7.3. Component-wise Operation

With a few important exceptions, when an operator is applied to a vector, it behaves as if it were applied independently to each component of the vector. We refer to this behavior as component-wise for short.

For example,

```
vec3 v, u;
float f;
```

```
v = u + f;
```

is equivalent to

```
v.x = u.x + f;
v.y = u.y + f;
v.z = u.z + f;
```

And

```
vec3 v, u, w;
w = v + u;
```

is equivalent to

```
w.x = v.x + u.x;
w.y = v.y + u.y;
w.z = v.z + u.z;
```

If a binary operation operates on a vector and a scalar, the scalar is applied to each component of the vector. If two vectors are operated on, their sizes must match.

Exceptions are multiplication of a vector times a matrix and a matrix times a matrix, which perform standard linear-algebraic multiplies, not component-wise multiplies.

Increment and decrement operators (`++` and `--`) and unary negation (`-`) behave as in C. When applied to a vector or matrix, they increment or decrement each component. They operate on integer and floating-point-based types.

Arithmetic operators of addition (`+`), subtraction (`-`), multiplication (`*`), and division (`/`) behave as in C, or component-wise, with the previously described exception of using linear-algebraic multiplication on vectors and matrices:

```
vec4 v, u;
mat4 m;
v * u; // This is a component-wise multiply
v * m; // This is a linear-algebraic row-vector times matrix multiply
m * v; // This is a linear-algebraic matrix times column-vector multiply
m * m; // This is a linear-algebraic matrix times matrix multiply
```

All other operations are performed component by component.

Logical not (`!`), logical and (`&&`), logical or (`||`), and logical inclusive or (`^^`) operate only on expressions that are typed as scalar Booleans, and they result in a Boolean. These cannot operate on vectors. A built-in function, `not`, computes the component-wise logical not of a vector of Booleans.

Relational operations (`<`, `>`, `<=`, and `>=`) operate only on floating-point and integer scalars and result in a scalar Boolean. Certain built-in functions, for instance, `lessThanEqual`, compute a Boolean vector result of component-wise comparisons of two vectors.

The equality operators (`==` and `!=`) operate on all types except arrays. They compare every component or structure member across the operands. This results in a scalar Boolean,

indicating whether the two operands were equal. For two operands to be equal, their types must match, and each of their components or members must be equal. To compare two vectors in a component-wise fashion, call the built-in functions `equal` and `notEqual`.

Scalar Booleans are produced by the operators `equal` (`==`), `not equal` (`!=`), relational (`<`, `>`, `<=`, and `>=`), and logical `not` (`!`) because flow-control constructs (`if`, `for`, etc.) require a scalar Boolean. If built-in functions like `equal` are called to compute a vector of Booleans, such a vector can be turned into a scalar Boolean with the built-in functions `any` or `all`. For example, to do something if any component of a vector is less than the corresponding component of another vector, the code would be

```
vec4 u, v;  
.  
.  
if (any(lessThan(u, v)))  
    . . .
```

Assignment (`=`) requires exact type match between the left- and right-hand side. Any type, except for arrays, can be assigned. Other assignment operators (`+=`, `-=`, `*=`, and `/=`) are similar to C but must make semantic sense when expanded, as in

`a *= b`  $\Rightarrow$  `a = a * b`

where the expression `a * b` must be semantically valid, and the type of the expression `a * b` must be the same as the type of `a`. The other assignment operators behave similarly.

The ternary selection operator (`?:`) operates on three expressions: `exp1 ? exp2 : exp3`. This operator evaluates the first expression, which must result in a scalar Boolean. If the result is true, the operator selects to evaluate the second expression; otherwise, it selects to evaluate the third expression. Only one of the second and third expressions will appear to be evaluated. The second and third expressions must be the same type, but they can be of any type other than an array. The resulting type is the same as the type of the second and third expressions.

The sequence operator `(,)` operates on expressions by returning the type and value of the rightmost expression in a comma-separated list of expressions. All expressions are evaluated, in order, from left to right.

## 3.8. Preprocessor

The preprocessor is much like that in C. Support for

```
#define  
#undef  
#if  
#ifdef  
#ifndef  
#else  
#elif  
#endif
```

as well as the `defined` operator are exactly as in standard C. This includes macros with arguments and macro expansion. Built-in macros are

```
__LINE__  
__FILE__  
__VERSION__
```

`__LINE__` substitutes a decimal integer constant that is one more than the number of preceding new-lines in the current source string.

`__FILE__` substitutes a decimal integer constant that says which source string number is currently being processed.

`__VERSION__` substitutes a decimal integer reflecting the version number of the OpenGL Shading Language. The version of the shading language described in this document has `__VERSION__` defined as the decimal integer 110.

Macro names containing two consecutive underscores (`__`) are reserved for future use as predefined macro names, as are all macro names prefixed with "`GL_`".

There is also the usual support for

```
#error message  
#line  
#pragma
```

`#error` puts *message* into the shader's information log. The compiler then proceeds as if a semantic error has been encountered.

`#line` must have, after macro substitution, one of the following two forms:

```
#line line  
#line line source-string-number
```

where *line* and *source-string-number* are constant integer expressions. After processing this directive (including its new-line), the implementation behaves as if it is compiling at line number *line+1* and source string number *source-string-number*. Subsequent source strings are numbered sequentially until another `#line` directive overrides that numbering.

`#pragma` is implementation dependent. Tokens following `#pragma` are not subject to preprocessor macro expansion. If an implementation does not recognize the tokens specified by the pragma, the pragma is ignored. However, the following pragmas are defined as part of the language.

```
#pragma STDGL
```

The `STDGL` pragma reserves pragmas for use by future revisions of the OpenGL Shading Language. No implementation may use a pragma whose first token is `STDGL`.

Use the optimize pragma

```
#pragma optimize(on)
#pragma optimize(off)
```

to turn optimizations on or off as an aid in developing and debugging shaders. The `optimize` pragma can occur only outside function definitions. By default, optimization is turned on for all shaders.

The debug pragma

```
#pragma debug(on)
#pragma debug(off)
```

enables compiling and annotating a shader with debug information so that it can be used with a debugger. The `debug` pragma can occur only outside function definitions. By default, `debug` is set to off.

Shaders should declare the version of the language to which they are written by using

```
#version number
```

If the targeted version of the language is the version that was approved in conjunction with OpenGL 2.0, then a value of 110 should be used for `number`. Any value less than 110 causes an error to be generated. Any value greater than the latest version of the language supported by the compiler also causes an error to be generated. Version 110 of the language does not require shaders to include this directive, and shaders without this directive are assumed to target version 110 of the OpenGL Shading Language. This directive, when present, must occur in a shader before anything else except comments and white space.

By default, compilers must issue compile-time syntactic, grammatical, and semantic errors for shaders that do not conform to the OpenGL Shading Language specification. Any extended behavior must first be enabled through a preprocessor directive. The behavior of the compiler with respect to extensions is declared with the `#extension` directive:

```
#extension extension_name : behavior
#extension all : behavior
```

`extension_name` is the name of an extension. The token `all` means that the specified behavior should apply to all extensions supported by the compiler. The possible values for behavior and their corresponding effects are shown in [Table 3.2](#). A shader could check for the existence of a built-in function named `foo` defined by a language extension named `GL_ARB_foo` in the following way:

**Table 3.2. Permitted values for the *behavior* expression in the `#extension` directive**

Value of <i>behavior</i>	Effect
<code>require</code>	Behave as specified by the extension <code>extension_name</code> . The compiler reports an error on the <code>#extension</code> directive if the specified extension is not supported or if the token <code>all</code> is used instead of an extension name.
<code>enable</code>	Behave as specified by the extension <code>extension_name</code> . The compiler provides a warning on the <code>#extension</code> directive if the specified extension is not supported, and it reports an error if the token <code>all</code> is used instead of an extension name.
<code>warn</code>	Behave as specified by the extension <code>extension_name</code> , except cause the compiler to issue warnings on any detectable use of the specified extension, unless such use is supported by other enabled or required extensions. If <code>all</code> is specified, then the compiler warns on all detectable uses of any extension used.
<code>disable</code>	Behave (including errors and warnings) as if the extension specified by <code>extension_name</code> is not part of the language definition. If <code>all</code> is specified, then behavior must revert to that of the nonextended version of the language that is being targeted. The compiler warns if the specified extension is not supported.

```
#ifdef GL_ARB_foo
    #extension GL_ARB_foo : enable
    myFoo = foo(); // use the built-in foo()
#else
    // use some other method to compute myFoo
#endif
```

Directives that occur later override those that occur earlier. The `all` token sets the behavior for all extensions, overriding all previously issued `#extension` directives, but only for behaviors `warn` and `disable`.

The initial state of the compiler is as if the directive

```
#extension all : disable
```

were issued, telling the compiler that all error and warning reporting must be done according to the nonextended version of the OpenGL Shading Language that is being targeted (i.e., all extensions are ignored).

Macro expansion is not done on lines containing `#extension` and `#version` directives.

The number sign (#) on a line by itself is ignored. Any directive not described in this section causes the compiler to generate an error message. The shader is subsequently treated as ill-formed.

## 3.9. Preprocessor Expressions

Preprocessor expressions can contain the operators listed in [Table 3.3](#).

**Table 3.3. Preprocessor operators**

Operator	Description
<code>+ - ~ ! defined</code>	unary
<code>* / %</code>	multiplicative
<code>+ -</code>	additive
<code>&lt;&lt; &gt;&gt;</code>	bit-wise shift
<code>&lt; &gt; &lt;= &gt;=</code>	relational
<code>== !=</code>	equality
<code>&amp; ^  </code>	bit-wise
<code>&amp;&amp;   </code>	logical

Preprocessor expressions have precedence, associativity, and behavior matching the standard C preprocessor.

Preprocessor expressions can be executed on the processor running the compiler and not on the graphics processor that executes the shader. Precision is allowed to be this host processor's precision and hence will likely be different from the precision available when expressions are executed in the core language.

As with the core language, string types and operations are not provided. None of the hash-based operators (`#`, `##`, etc.) are provided, nor is a preprocessor `sizeof` operator.

## 3.10. Error Handling

Compilers accept some ill-formed programs because it is impossible to detect all ill-formed programs. For example, completely accurate detection of usage of an uninitialized variable is not possible. Such ill-formed shaders may execute differently on different platforms. Therefore, the OpenGL Shading Language specification states that portability is ensured only for well-formed programs.

OpenGL Shading Language compilers should detect ill-formed programs and issue diagnostic messages but are not required to do so for all cases. Compilers are required to return messages regarding shaders that are lexically, grammatically, or semantically incorrect. Shaders that generate such error messages cannot be executed. The OpenGL entry points for obtaining any diagnostic messages are discussed in [Section 7.6](#).

## 3.11. Summary

The OpenGL Shading Language is a high-level procedural language designed specifically for the OpenGL environment. This language allows applications to specify the behavior of programmable, highly parallel graphics hardware. It contains constructs that allow succinct expression of graphics shading algorithms in a way that is natural for programmers experienced in C and C++.

The OpenGL Shading Language includes support for scalar, vector, and matrix types; structures and arrays; sampler types that access textures; data type qualifiers that define shader input and output; constructors for initialization and type conversion; and operators and flow-control statements like those in C and C++.

## 3.12. Further Information

The OpenGL Shading Language is defined in *The OpenGL Shading Language, Version 1.10*, by Kessenich, Baldwin, and Rost (2004). The grammar for the OpenGL Shading Language is included in its entirety in [Appendix A](#). These two documents can be consulted for additional details about the language itself. Additional tutorials, slides, and white papers are available at the 3Dlabs Web site.

The functionality of the OpenGL Shading Language is augmented by the OpenGL extensions that were designed to support it. Read the specifications for these extensions and the OpenGL specification itself to gain further clarity on the behavior of a system that supports the OpenGL Shading Language. You can also consult the OpenGL books referenced at the conclusion of [Chapter 1](#) for a better overall understanding of OpenGL.

The standard reference for the C programming language is *The C Programming Language* by the designers of the language, Brian Kernighan and Dennis Ritchie (1988). Likewise, the standard for the C++ programming language is *The C++ Programming Language*, written by the designer of C++, Bjarne Stroustrup (2000). Numerous other books on both languages are available.

1. 3Dlabs developer Web site. <http://developer.3dlabs.com/>
2. Kernighan, Brian, and Dennis Ritchie, *The C Programming Language, Second Edition*, Prentice Hall, Englewood Cliffs, New Jersey, 1988.
3. Kessenich, John, Dave Baldwin, and Randi Rost, *The OpenGL Shading Language, Version 1.10*, 3Dlabs, April 2004. <http://www.opengl.org/documentation/spec.html>
4. Segal, Mark, and Kurt Akeley, *The OpenGL Graphics System: A Specification (Version 2.0)*, Editor (v1.1): Chris Frazier, (v1.21.5): Jon Leech, (v2.0): Jon Leech and Pat Brown, Sept. 2004. <http://www.opengl.org/documentation/spec.html>
5. Stroustrup, Bjarne, *The C++ Programming Language (Special 3rd Edition)*, Addison-Wesley, Reading, Massachusetts, 2000.

# Chapter 4. The OpenGL Programmable Pipeline

*With contributions by Barthold Lichtenbelt*

The OpenGL Shading Language is designed specifically for use with OpenGL. Vertex shader and fragment shader input and output are tied into the standard OpenGL pipeline in a well-defined manner. The basics of how the programmable processors fit into the OpenGL pipeline were covered in [Section 2.3](#). This chapter discusses the details of that integration and the language mechanisms used to achieve it.

Applications can provide data to shaders with user-defined attribute variables and user-defined uniform variables. The OpenGL Shading Language also provides built-in variables that can communicate between the programmable processors and the surrounding fixed functionality in the following ways.

- Standard OpenGL attributes can be accessed from within a vertex shader by means of built-in attribute variable names.
- A variety of OpenGL state is accessible from either vertex shaders or fragment shaders by means of built-in uniform variables.
- Vertex shaders communicate to subsequent processing in OpenGL through the use of special built-in vertex shader output variables and built-in varying variables.
- Fragment shaders obtain the results from the preceding processing through special built-in fragment shader input variables and built-in varying variables.
- Fragment shaders communicate results to subsequent processing stages of OpenGL through special fragment shader output variables.
- Built-in constants are accessible from within both types of shaders and define some of the same implementation-dependent constants that are accessible with OpenGL's `glGet` function.

All the built-in identifiers begin with the reserved prefix "gl\_" to set them apart.

## 4.1. The Vertex Processor

The vertex processor executes a vertex shader and replaces the fixed functionality OpenGL per-vertex operations. Specifically, when the vertex processor is executing a vertex shader, the following fixed functionality operations are affected:

- The modelview matrix is not applied to vertex coordinates.
- The projection matrix is not applied to vertex coordinates.
- The texture matrices are not applied to texture coordinates.
- Normals are not transformed to eye coordinates.
- Normals are not rescaled or normalized.
- Normalization of GL\_AUTO\_NORMAL evaluated normals is not performed.
- Texture coordinates are not generated automatically.
- Per-vertex lighting is not performed.
- Color material computations are not performed.
- Color index lighting is not performed.
- Point size distance attenuation is not performed.
- All of the preceding apply to setting the current raster position.

The following fixed functionality operations are applied to vertex values that are the result of executing the vertex shader:

- Color clamping or masking (for built-in varying variables that deal with color but not for user-defined varying variables)
- Perspective division on clip coordinates
- Viewport mapping
- Depth range scaling
- Clipping, including user clipping
- Front face determination
- Flat-shading
- Color, texture coordinate, fog, point size, and user-defined varying clipping
- Final color processing

The basic operation of the vertex processor was discussed in [Section 2.3.1](#). As shown in [Figure 2.2](#), data can come into the vertex shader through attribute variables (built in or user defined), uniform variables (built in or user defined), or texture maps (a vertex processing capability that is new with the OpenGL Shading Language). Data exits the vertex processor through built-in varying variables, user-defined varying variables, and special vertex shader output variables. Built-in constants (described in [Section 4.4](#)) are also accessible from within a vertex shader. A vertex shader has no knowledge of the primitive type for the vertex it is working on.

OpenGL has a mode that causes color index values to be produced rather than RGBA values. However, this mode is not supported in conjunction with vertex shaders. If the frame buffer is configured as a color index buffer, behavior is undefined when a vertex shader is used.

### 4.1.1. Vertex Attributes

To draw things with OpenGL, applications must provide vertex information such as normal, color, texture coordinates, and so on. These attributes can be specified one vertex at a time with OpenGL functions such as `glNormal`, `glColor`, and `glTexCoord`. When set with these function calls, the attributes become part of OpenGL's current state.

Geometry can also be drawn with vertex arrays. With this method, applications arrange vertex attributes in separate arrays containing positions, normals, colors, texture coordinates, and so on. By calling `glDrawArrays`, applications can send a large number of vertex attributes to OpenGL in a single function call. Vertex buffer objects (i.e., server-side storage for vertex arrays) were added in OpenGL 1.5 to provide even better performance for drawing vertex arrays.

Vertex attributes come in two flavors: standard and generic. The standard attributes are the attributes as defined by OpenGL; these are color, secondary color, color index, normal, vertex position, texture coordinates, edge flag, and the fog coordinate. The color index attribute, which sets the current color index, and the edge flag attribute are not available to a vertex shader (but the application is allowed to send the edge flags to OpenGL while using a vertex shader). A vertex shader accesses the standard attributes with the following built-in names. A compiler error is generated if these names are used in a fragment shader.

```
//  
// Vertex Attributes  
  
attribute vec4 gl_Color;  
attribute vec4 gl_SecondaryColor;  
attribute vec3 gl_Normal;  
attribute vec4 gl_Vertex;  
attribute vec4 gl_MultiTexCoord0;  
attribute vec4 gl_MultiTexCoord1;  
attribute vec4 gl_MultiTexCoord2;  
// . . . up to gl_MultiTexCoordN-1 where N = gl_MaxTextureCoords  
attribute float gl_FogCoord;
```

Details on providing generic vertex attributes to a vertex shader through the OpenGL Shading Language API are provided in [Section 7.7](#).

Both standard attributes and generic attributes are part of the current OpenGL state. That means that they retain their values, once set. An application is free to set values for all generic and all standard attributes and count on OpenGL to store them (except for vertex position, see [Section 7.7](#)). However, the number of attributes a vertex shader can use is limited. Typically, this limit is smaller than the sum of all the standard and generic attributes. This limit is implementation specific and can be queried with `glGet` with the symbolic constant `GL_MAX_VERTEX_ATTRIBS`. Every OpenGL implementation is required to support at least 16 vertex attributes in a vertex shader.

To signal the end of one vertex, the application can set either the standard vertex attribute `gl_Vertex` or the generic vertex attribute with index zero. The `gl_Vertex` attribute is set with the `glVertex` command or one of the vertex array commands, and the generic attribute with index zero is set with `glVertexAttrib` with an index of zero. These two commands are equivalent, and either one signals the end of a vertex.

## 4.1.2. Uniform Variables

Shaders can access current OpenGL state through built-in uniform variables containing the reserved prefix "gl\_". For instance, the current modelview matrix can be accessed with the built-in variable name `gl_ModelViewMatrix`. Various properties of a light source can be accessed through the array containing light parameters as in `gl_LightSource[2].spotDirection`. Any OpenGL state used by the shader is automatically tracked and made available to the shader. This automatic state-tracking mechanism enables the application to use existing OpenGL state commands for state management and have the current values of such state automatically available for use in the shader.

OpenGL state is accessible to both vertex shaders and fragment shaders by means of the built-in uniform variables defined in [Section 4.3](#).

Applications can also define their own uniform variables in a vertex shader and use OpenGL API calls to set their values (see [Section 7.8](#) for a complete description). There is an implementation-dependent limit on the amount of storage allowed for uniform variables in a vertex shader. The limit refers to the storage for the combination of built-in uniform variables and user-defined uniform variables that are actually used in a vertex shader. It is defined in terms of components, where a component is the size of a `float`. Thus, a `vec2` takes up two components, a `vec3` takes three, and so on. This value can be queried with `glGet` with the symbolic constant `GL_MAX_VERTEX_UNIFORM_COMPONENTS`.

## 4.1.3. Special Output Variables

Earlier we learned that results from the vertex shader are sent on for additional processing by fixed functionality within OpenGL, including primitive assembly and rasterization. Several built-in variables are defined as part of the OpenGL Shading Language to allow the vertex shader to pass information to these subsequent processing stages. The built-in variables discussed in this section are available only from within a vertex shader.

The variable `gl_Position` writes the vertex position in clipping coordinates after it has been computed in a vertex shader. Every execution of a wellformed vertex shader must write a value into this variable. Compilers may generate an error message if they detect that `gl_Position` is not written or read before being written, but not all such cases are detectable. Results are undefined if a vertex shader is executed and it does not store a value into `gl_Position`.

The built-in variable `gl_PointSize` writes the size (diameter) of a point primitive. It is measured in pixels. This allows a vertex shader to compute a screen size that is related to the distance to the point, for instance. [Section 4.5.2](#) provides more details on using `gl_PointSize`.

If user clipping is enabled, it occurs as a fixed functionality operation after the vertex shader has been executed. For user clipping to function properly in conjunction with the use of a vertex shader, the vertex shader must compute a vertex position that is relative to the user-defined clipping planes. This value must then be stored in the built-in variable `gl_ClipVertex`. It is up to the application to ensure that the clip vertex value computed by the vertex shader and the user clipping planes are defined in the same coordinate space. User clip planes work properly only under linear transform. More details on using `gl_ClipVertex` are contained in [Section 4.5.3](#).

These variables each have global scope. They can be written to at any time during the execution of the vertex shader, and they can be read back after they have been written. Reading them before writing them results in undefined behavior. If they are written more than

once, the last value written will be the one that is consumed by the subsequent operations.

These variables can be referenced only from within a vertex shader and are intrinsically declared with the following types:

```
vec4 gl_Position; // must be written to  
float gl_PointSize; // may be written to  
vec4 gl_ClipVertex; // may be written to
```

#### 4.1.4. Built-in Varying Variables

As explained previously, varying variables describe attributes that vary across a primitive. The vertex shader is responsible for writing values that need to be interpolated into varying variables. The fragment shader reads the interpolated results from varying variables and operates on them to produce a resulting value for each fragment. For each user-defined varying variable actually used by the fragment shader, there must be a matching varying variable declared in the vertex shader; otherwise, a link error occurs.

To properly communicate with the fixed functionality of OpenGL, the OpenGL Shading Language defines a number of built-in varying variables. A vertex shader can write certain varying variables that are not accessible from the fragment shader, and a fragment shader can read certain varying variables that were not accessible from the vertex shader.

The following built-in varying variables can be written in a vertex shader. (Those available from a fragment shader are described in [Section 4.2.1](#).) The vertex shader should write to those that are required for the desired fixed functionality fragment processing (if no fragment shader is to be used), or to those required by the corresponding fragment shader.

```
varying vec4 gl_FrontColor;  
varying vec4 gl_BackColor;  
varying vec4 gl_FrontSecondaryColor;  
varying vec4 gl_BackSecondaryColor;  
varying vec4 gl_TexCoord[]; // at most will be gl_MaxTextureCoords  
varying float gl_FogFragCoord;
```

Values written to *gl\_FrontColor*, *gl\_BackColor*, *gl\_FrontSecondaryColor*, and *gl\_BackSecondaryColor* are clamped to the range [0,1] by fixed functionality when they exit the vertex shader. These four values and the fixed functionality to determine whether the primitive is front facing or back facing are used to compute the two varying variables *gl\_Color* and *gl\_SecondaryColor* that are available in the fragment shader.

One or more sets of texture coordinates can be passed from a vertex shader with the *gl\_TexCoord* array. This makes the coordinates available for fixed functionality processing if no fragment shader is present. Alternatively, they can be accessed from within a fragment shader with the *gl\_TexCoord* varying variable. Index values used to reference this array must be constant integral expressions or this array must be redeclared with a size. The maximum size of the texture coordinate array is implementation specific and can be queried with *glGet* with the symbolic constant *GL\_MAX\_TEXTURE\_COORDS*. Using array index values near 0 may aid the implementation in conserving resources consumed by varying variables.

For *gl\_FogFragCoord*, the value written should be the one required by the current fog coordinate source as set by a previous call to *glFog*. If the fog coordinate source is set to *GL\_FRAGMENT\_DEPTH*, the value written into *gl\_FogFragCoord* should be the distance from the eye to the vertex in eye coordinates (where the eye position is assumed to be (0, 0, 0, 1)). If the fog coordinate source is set to *GL\_FOG\_COORDINATE*, the value written into *gl\_FogFragCoord* should be the fog coordinate value that is to be interpolated across the primitive (i.e., the built-

in attribute variable `gl_FogCoord`).

#### 4.1.5. User-Defined Varying Variables

Vertex shaders can also define varying variables to pass arbitrary values to the fragment shader. Such values are not clamped, but they are subjected to subsequent fixed functionality processing such as clipping and interpolation. There is an implementation-dependent limit to the number of floating-point values that can be interpolated. This limit can be queried with `glGet` with the symbolic constant `GL_MAX_VARYING_FLOATS`.

## 4.2. The Fragment Processor

The fragment processor executes a fragment shader and replaces the texturing, color sum, and fog fragment operations. Specifically, when the fragment processor is executing a fragment shader, the following fixed functionality operations are affected:

- The texture environments and texture functions are not applied.
- Texture application is not performed.
- Color sum is not applied.
- Fog is not applied.

The behavior of the following operations does not change:

- Texture image specification
- Alternate texture image specification
- Compressed texture image specification
- Texture parameters that behave as specified even when a texture is accessed from within a fragment shader
- Texture state and proxy state
- Texture object specification
- Texture comparison modes

The basic operation of the fragment processor was discussed in [Section 2.3.2](#). As shown in [Figure 2.3](#), data can come into the fragment shader through varying variables (built in or user defined), uniform variables (built in or user defined), special input variables, or texture maps. Data exits the fragment processor through special fragment shader output variables. Built-in constants (described in [Section 4.4](#)) are also accessible from within a fragment shader.

Like vertex shaders, the behavior of a fragment shader is undefined when the frame buffer is configured as a color index buffer rather than as an RGBA buffer (i.e., OpenGL is in color index mode).

### 4.2.1. Varying Variables

The following built-in varying variables can be read in a fragment shader. The *gl\_Color* and *gl\_SecondaryColor* names are the same as built-in attribute variable names available in the vertex shader. However, the names do not conflict because attributes are visible only in vertex shaders and the following are only visible in fragment shaders:

```
varying vec4 gl_Color;
varying vec4 gl_SecondaryColor;
varying vec4 gl_TexCoord[]; // at most will be gl_MaxTextureCoords
varying float gl_FogFragCoord;
```

The values in *gl\_Color* and *gl\_SecondaryColor* are derived automatically from *gl\_FrontColor*, *gl\_BackColor*, *gl\_FrontSecondaryColor*, and *gl\_BackSecondaryColor* as part of fixed functionality processing that determines whether the fragment belongs to a front facing or a back facing primitive (see [Section 4.5.1](#)). If fixed functionality is used for vertex processing, *gl\_FogFragCoord* is either the z-coordinate of the fragment in eye space or the interpolated value of the fog coordinate, depending on whether the fog coordinate source is currently set to GL\_FRAGMENT\_DEPTH or GL\_FOG\_COORDINATE. The *gl\_TexCoord[]* array contains either the values of the interpolated *gl\_TexCoord[]* values from a vertex shader or the texture coordinates from the fixed functionality vertex processing. No automatic division of texture coordinates by their *q*-component is performed.

When the fragment shader is processing fragments resulting from the rasterization of a pixel rectangle or bitmap, results are undefined if the fragment shader uses a varying variable that is not a built-in varying variable. In this case, the values for the built-in varying variables are supplied by the current raster position and the values contained in the pixel rectangle or bitmap because a vertex shader is not executed.

Fragment shaders also obtain input data from user-defined varying variables. Both built-in and user-defined varying variables contain the result of perspective-correct interpolation of values that are defined at each vertex.

## 4.2.2. Uniform Variables

As described in [Section 4.1.2](#), OpenGL state is available to both vertex shaders and fragment shaders through built-in uniform variables that begin with the reserved prefix "gl\_". The list of uniform variables that can be used to access OpenGL state is provided in [Section 4.3](#).

User-defined uniform variables can be defined and used within fragment shaders in the same manner as they are used within vertex shaders. OpenGL API calls are provided to set their values (see [Section 7.8](#) for complete details).

The implementation-dependent limit that defines the amount of storage available for uniform variables in a fragment shader can be queried with `glGet` with the symbolic constant GL\_MAX\_FRAGMENT\_UNIFORM\_COMPONENTS. This limit refers to the storage for the combination of built-in uniform variables and user-defined uniform variables that are actually used in a fragment shader. It is defined in terms of components, where a component is the size of a **float**.

## 4.2.3. Special Input Variables

The variable *gl\_FragCoord* is available as a read-only variable from within fragment shaders, and it holds the window relative coordinates *x*, *y*, *z*, and *1/w* for the fragment. This window position value is the result of the fixed functionality that interpolates primitives after vertex processing to generate fragments. The *z* component contains the depth value as modified by the polygon offset calculation. This built-in variable allows implementation of window position-dependent operations such as screen-door transparency (e.g., use **discard** on any fragment for which *gl\_FragCoord.x* is odd or *gl\_FragCoord.y* is odd, but not both).

The fragment shader also has access to the read-only built-in variable *gl\_FrontFacing* whose value is true if the fragment belongs to a front-facing primitive, and false otherwise. This value can be used to select between two colors calculated by the vertex shader to emulate two-sided lighting, or it can be used to apply completely different shading effects to front and back surfaces. A fragment derives its facing direction from the primitive that generates the fragment. All fragments generated by primitives other than polygons, triangles, or quadrilaterals are considered to be front facing. For all other fragments (including fragments resulting from polygons drawn with a polygon mode of GL\_POINT or GL\_LINE), the determination is made by examination of the sign of the area of the primitive in window coordinates. This sign can

possibly be reversed, depending on the last call to `glFrontFace`. If the sign is positive, the fragments are front facing; otherwise, they are back facing.

These special input variables have global scope and can be referenced only from within a fragment shader. They are intrinsically declared with the following types:

```
vec4 gl_FragCoord;  
bool gl_FrontFacing;
```

#### 4.2.4. Special Output Variables

The primary purpose of a fragment shader is to compute values that will ultimately be written into the frame buffer. Unless the keyword **discard** is encountered, the output of the fragment shader goes on to be processed by the fixed function operations at the back end of the OpenGL pipeline. Fragment shaders send their results on to the back end of the OpenGL pipeline by using the built-in variables `gl_FragColor`, `gl_FragData`, and `gl_FragDepth`. These built-in fragment shader variables have global scope, and they may be written more than once by a fragment shader. If they are written more than once, the last value assigned is the one used in the subsequent operations. They can also be read back after they have been written. Reading them before writing them results in undefined behavior.

The color value that is to be written into the frame buffer (assuming that it passes through the various back-end fragment processing stages unscathed) is computed by the fragment shader and stored in the built-in variable `gl_FragColor`. As it exits the fragment processor, each component of `gl_FragColor` is clamped to the range [0,1] and converted to fixed point with at least as many bits as are in the corresponding color component in the destination frame buffer. Most shaders compute a value for `gl_FragColor`, but it is not required that this value be computed by all fragment shaders. It is perfectly legal for a shader to compute values for `gl_FragDepth` or `gl_FragData` instead. The shader could also use the **discard** keyword to mark the fragment as one to be discarded rather than used to update the frame buffer. Note that if subsequent fixed functionality consumes fragment color and an execution of a fragment shader does not write a value to `gl_FragColor`, the behavior is undefined.

If depth buffering is enabled and a shader does not write `gl_FragDepth`, the fixed function value for depth is used as the fragment's depth value. Otherwise, writing to `gl_FragDepth` establishes the depth value for the fragment being processed. As it exits the fragment processor, this value is clamped to the range [0,1] and converted to fixed point with at least as many bits as are in the depth component in the destination frame buffer. Fragment shaders that write to `gl_FragDepth` should take care to write to it for every execution path through the shader. If it is written in one branch of a conditional statement but not the other, the depth value will be undefined for some execution paths.

The z component of `gl_FragCoord` contains the depth value resulting from the preceding fixed function processing. It contains the value that would be used for the fragment's depth if the shader contained no writes to `gl_FragDepth`. This component can be used to achieve an invariant result if a fragment shader conditionally computes `gl_FragDepth` but otherwise wants the fixed functionality fragment depth.

The values written to `gl_FragColor` and `gl_FragDepth` do not need to be clamped within a shader. The fixed functionality pipeline following the fragment processor clamps these values, if needed, to the range required by the buffer into which the fragment will be written.

`gl_FragData` is an array that can be assigned values that are written into one or more offscreen buffers. The size of this array is implementation dependent and can be queried with `glGet` with the symbolic constant `GL_MAX_DRAW_BUFFERS`. The offscreen buffers that are modified as a result of writing values into `gl_FragData` within a fragment shader are specified with `glDrawBuffers`. The value written into `gl_FragData[0]` updates the first buffer in the list specified in the call to

**glDrawBuffers**, the value written into *gl\_FragData[1]* updates the second buffer in the list, and so on. If subsequent fixed function processing consumes a value for *gl\_FragData[i]* but this value is never written by the fragment shader, then the data consumed by the fixed function processing is undefined.

A fragment shader may assign values to *gl\_FragColor* or *gl\_FragData* but not both. If a shader executes the **discard** keyword, the fragment is discarded, no update of the frame buffer contents is performed, and the values of *gl\_FragDepth*, *gl\_FragData* and *gl\_FragColor* become irrelevant.

The fragment shader output variables have global scope, can be referenced only from within a fragment shader, and are intrinsically declared with the following types:

```
vec4 gl_FragColor;  
vec4 gl_FragData[gl_MaxDrawbuffers];  
float gl_FragDepth;
```

## 4.3. Built-in Uniform Variables

OpenGL was designed as a state machine. It has a variety of state that can be set. At the time graphics primitives are provided to OpenGL for rendering, the current state settings affect how the graphics primitives are treated and ultimately how they are rendered into the frame buffer.

Some applications heavily utilize this aspect of OpenGL. Large amounts of application code might be dedicated to manipulating OpenGL state and providing an interface to allow the end user to change state to produce different rendering effects.

The OpenGL Shading Language makes it easy for these types of applications to take advantage of programmable graphics technology. It contains a variety of built-in uniform variables that allow a shader to access current OpenGL state. In this way, an application can continue to use OpenGL as a state management machine and still provide shaders that combine that state in ways that aren't possible with the OpenGL fixed functionality path. Because they are defined as uniform variables, shaders are allowed to read from these built-in variables but not to write to them.

The built-in uniform variables in [Listing 4.1](#) allow shaders to access current OpenGL state. Any of these variables can be accessed from within either vertex shaders or fragment shaders. If an OpenGL state value has not been modified by an application, it contains the default value as defined by OpenGL, and the corresponding built-in uniform variable is also equal to that value.

### **Listing 4.1. Built-in uniform variables**

```
//  
// Matrix state  
//  
uniform mat4 gl_ModelViewMatrix;  
uniform mat4 gl_ProjectionMatrix;  
uniform mat4 gl_ModelViewProjectionMatrix;  
uniform mat4 gl_TextureMatrix[gl_MaxTextureCoords];  
  
//  
// Derived matrix state that provides inverse and transposed versions  
// of the matrices above. Poorly conditioned matrices may result  
// in unpredictable values in their inverse forms.  
//  
uniform mat3 gl_NormalMatrix; // transpose of the inverse of the upper  
//                            // leftmost 3x3 of gl_ModelViewMatrix  
  
uniform mat4 gl_ModelViewMatrixInverse;  
uniform mat4 gl_ProjectionMatrixInverse;  
uniform mat4 gl_ModelViewProjectionMatrixInverse;  
uniform mat4 gl_TextureMatrixInverse[gl_MaxTextureCoords];  
  
uniform mat4 gl_ModelViewMatrixTranspose;  
uniform mat4 gl_ProjectionMatrixTranspose;  
uniform mat4 gl_ModelViewProjectionMatrixTranspose;  
uniform mat4 gl_TextureMatrixTranspose[gl_MaxTextureCoords]  
  
uniform mat4 gl_ModelViewMatrixInverseTranspose;  
uniform mat4 gl_ProjectionMatrixInverseTranspose;  
uniform mat4 gl_ModelViewProjectionMatrixInverseTranspose;  
uniform mat4 gl_TextureMatrixInverseTranspose[gl_MaxTextureCoords]  
  
//
```

```

// Normal scaling
//
uniform float gl_NormalScale;

//
// Depth range in window coordinates
//
struct gl_DepthRangeParameters
{
    float near;           // n
    float far;            // f
    float diff;           // f - n
};
uniform gl_DepthRangeParameters gl_DepthRange;

//
// Clip planes
//
uniform vec4  gl_ClipPlane[gl_MaxClipPlanes];

//
// Point Size
//
struct gl_PointParameters
{
    float size;
    float sizeMin;
    float sizeMax;
    float fadeThresholdSize;
    float distanceConstantAttenuation;
    float distanceLinearAttenuation;
    float distanceQuadraticAttenuation;
};

uniform gl_PointParameters gl_Point;

//
// Material State
//
struct gl_MaterialParameters
{
    vec4 emission;        // Ecm
    vec4 ambient;          // Acm
    vec4 diffuse;          // Dcm
    vec4 specular;         // Scm
    float shininess;       // Srm
};
uniform gl_MaterialParameters gl_FrontMaterial;
uniform gl_MaterialParameters gl_BackMaterial;
//
// Light State
//

struct gl_LightSourceParameters
{
    vec4 ambient;          // Acli
    vec4 diffuse;          // Dcli
    vec4 specular;         // Scli
    vec4 position;         // Pcli
    vec4 halfVector;        // Derived: Hi
    vec3 spotDirection;      // Sdli
    float spotExponent;     // Srli
    float spotCutoff;        // Crli
}

```

```

                                // (range: [0.0,90.0], 180.0)
float spotCosCutoff;           // Derived: cos(Crli)
                                // (range: [1.0,0.0],-1.0)
float constantAttenuation;    // K0
float linearAttenuation;      // K1
float quadraticAttenuation;   // K2
};

uniform gl_LightSourceParameters    gl_LightSource[gl_MaxLights];

struct gl_LightModelParameters
{
    vec4 ambient;           // Acs
};

uniform gl_LightModelParameters gl_LightModel;

// 
// Derived state from products of light and material.
//

struct gl_LightModelProducts
{
    vec4 sceneColor;        // Derived. Ecm + Acm * Acs
};

uniform gl_LightModelProducts gl_FrontLightModelProduct;
uniform gl_LightModelProducts gl_BackLightModelProduct;

struct gl_LightProducts
{
    vec4 ambient;           // Acm * Acli
    vec4 diffuse;            // Dcm * Dcli
    vec4 specular;          // Scm * Scli
};
uniform gl_LightProducts gl_FrontLightProduct[gl_MaxLights];
uniform gl_LightProducts gl_BackLightProduct[gl_MaxLights];

// 
// Texture Environment and Generation
//
uniform vec4 gl_TextureEnvColor[gl_MaxTextureUnits];
uniform vec4 gl_EyePlanes[gl_MaxTextureCoords];
uniform vec4 gl_EyePlaneT[gl_MaxTextureCoords];
uniform vec4 gl_EyePlaneR[gl_MaxTextureCoords];
uniform vec4 gl_EyePlaneQ[gl_MaxTextureCoords];
uniform vec4 gl_ObjectPlaneS[gl_MaxTextureCoords];
uniform vec4 gl_ObjectPlaneT[gl_MaxTextureCoords];
uniform vec4 gl_ObjectPlaneR[gl_MaxTextureCoords];
uniform vec4 gl_ObjectPlaneQ[gl_MaxTextureCoords];

// 
// Fog
//
struct gl_FogParameters
{
    vec4 color;
    float density;
    float start;
    float end;
    float scale;    // 1.0 / (gl_Fog.end - gl_Fog.start)
};

```

```
uniform gl_FogParameters gl_Fog;
```

As you can see, these built-in uniform variables have been defined so as to take advantage of the language features whenever possible. Structures are used as containers to group a collection of parameters such as depth range parameters, material parameters, light source parameters, and fog parameters. Arrays define clip planes and light sources. Defining these uniform variables in this way improves code readability and allows shaders to take advantage of language capabilities like looping.

The list of built-in uniform variables also includes some derived state. These state values are things that aren't passed in directly by the application but are derived by the OpenGL implementation from values that are passed. For various reasons, it's convenient to have the OpenGL implementation compute these derived values and allow shaders to access them. The normal matrix (*gl\_NormalMatrix*) is an example of this. It is simply the inverse transpose of the upper-left 3 x 3 subset of the modelview matrix. Because it is used so often, it wouldn't make sense to require shaders to compute this from the modelview matrix whenever it is needed. Instead, the OpenGL implementation is responsible for computing this whenever it is needed, and it is accessible to shaders through a built-in uniform variable.

Here are some examples of how these built-in uniform variables might be used. A vertex shader can transform the incoming vertex position (*gl\_Vertex*) by OpenGL's current modelview-projection matrix (*gl\_ModelViewProjectionMatrix*) with the following line of code:

```
gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
```

Similarly, if a normal is needed, it is transformed by the current normal matrix:

```
tnorm = gl_NormalMatrix * gl_Normal;
```

(The transformed normal would typically also need to be normalized in order to be used in lighting computations. This normalization can be done with the built-in function **normalize**, which is discussed in [Section 5.4](#).)

Here are some other examples of accessing built-in OpenGL state:

```
gl_FrontMaterial.emission // emission value for front material
gl_LightSource[0].ambient // ambient term of light source #0
gl_ClipPlane[3][0]        // first component of user clip plane #3
gl_Fog.color.rgb          // r, g, and b components of fog color
gl_TextureMatrix[1][2][3]  // 3rd column, 4th component of 2nd
                           // texture matrix
```

The mapping of OpenGL state values to these built-in variables should be straightforward, but if you need more details, see the *OpenGL Shading Language Specification* document.

## 4.4. Built-in Constants

The OpenGL Shading Language defines a number of built-in constants. These values can be accessed from within either vertex shaders or fragment shaders. Values for lights, clip planes, and texture units are values that are equivalent to those that would be returned by OpenGL's `glGet` function for the underlying implementation. Implementation-dependent values that are new with the OpenGL Shading Language are the number of floatingpoint values that could be stored as uniform values accessible by the vertex shader and by the fragment shader, the number of floating-point values that could be defined as varying variables, the number of texture image units that are accessible by the vertex processor and by the fragment processor, the total number of texture image units available to the vertex processor and the fragment processor combined, the number of texture coordinates sets that are supported, and the number of draw buffers that are accessible. All these new implementation-dependent constants can also be obtained in application code with the OpenGL `glGet` function (see [Section 7.12](#)).

OpenGL defines minimum values for each implementation-dependent constant. The minimum value informs application writers of the lowest value that is permissible for a conforming OpenGL implementation. The minimum value for each of the built-in constants is shown here.

```
//  
// Implementation dependent constants.  The values below  
// are the minimum values allowed for these constants.  
  
const int gl_MaxLights = 8;  
const int gl_MaxClipPlanes = 6;  
const int gl_MaxTextureUnits = 2;  
const int gl_MaxTextureCoords = 2;  
const int gl_MaxVertexAttribs = 16;  
const int gl_MaxVertexUniformComponents = 512;  
const int gl_MaxVaryingFloats = 32;  
const int gl_MaxVertexTextureImageUnits = 0;  
const int gl_MaxTextureImageUnits = 2;  
const int gl_MaxFragmentUniformComponents = 64;  
const int gl_MaxCombinedTextureImageUnits = 2;  
const int gl_MaxDrawBuffers = 1;
```

These values can occasionally be useful within a shader. For instance, a shader might include a general-purpose lighting function that loops through the available OpenGL lights and adds contributions from each enabled light source. The loop can easily be set up with the built-in constant `gl_MaxLights`. More likely, however, is that an application will use OpenGL's `glGet` function to obtain these implementation-dependent constants and decide, based on those values, whether to even load a shader (see [Section 7.12](#)).

## 4.5. Interaction with OpenGL Fixed Functionality

This section offers a little more detail to programmers who are intimately familiar with OpenGL operations and need to know precisely how the programmable capabilities introduced by the OpenGL Shading Language interact with the rest of the OpenGL pipeline. This section is more suitable for seasoned OpenGL programmers than for OpenGL novices.

### 4.5.1. Two-Sided Color Mode

Vertex shaders can operate in two-sided color mode. Front and back colors can be computed by the vertex shader and written to the *gl\_FrontColor*, *gl\_BackColor*, *gl\_FrontSecondaryColor*, and *gl\_BackSecondaryColor* output variables. If two-sided color mode is enabled after vertex processing, OpenGL fixed functionality chooses which of the front or back colors to forward to the rest of the pipeline. Which side OpenGL picks depends on the primitive type being rendered and the sign of the area of the primitive in window coordinates (see the OpenGL specification for details). If two-sided color mode is disabled, OpenGL always selects the front color outputs. Two-sided color mode is enabled and disabled with **glEnable** or **glDisable** with the symbolic value **GL\_VERTEX\_PROGRAM\_TWO\_SIDE**.

The colors resulting from this front/back facing selection step are clamped to the range [0,1] and converted to a fixed-point representation before being interpolated across the primitive that is being rendered. This is normal OpenGL behavior. When higher precision and dynamic range colors are required, the application should use its own user-defined varying variables instead of the four built-in *gl\_Color* ones. The front/back facing selection step is then skipped. However, a built-in variable available in the fragment shader (*gl\_FrontFacing*) indicates whether the current fragment is the result of rasterizing a front or back facing primitive.

### 4.5.2. Point Size Mode

Vertex shaders can also operate in point size mode. A vertex shader can compute a point size in pixels and assign it to the built-in variable *gl\_PointSize*. If point size mode is enabled, the point size is taken from this variable and used in the rasterization stage; otherwise, it is taken from the value set with the **glPointSize** command. If *gl\_PointSize* is not written while vertex shader point size mode is enabled, the point size used in the rasterization stage is undefined. Vertex shader point size mode is enabled and disabled with **glEnable** or **glDisable** with the symbolic value **GL\_VERTEX\_PROGRAM\_POINT\_SIZE**.

This point size enable is convenient for the majority of applications that do not change the point size within a vertex shader. By default, this mode is disabled, so most vertex shaders for which point size doesn't matter need not write a value to *gl\_PointSize*. The value set by calls to **glPointSize** is always used by the rasterization stage.

If the primitive is clipped and vertex shader point size mode is enabled, the point size values are also clipped in a manner analogous to color clipping. The potentially clipped point size is used by the fixed functionality part of the pipeline as the derived point size (the distance attenuated point size). Thus, if the application wants points farther away to be smaller, it should compute some kind of distance attenuation in the vertex shader and scale the point size accordingly. If vertex shader point size mode is disabled, the derived point size is taken directly from the value set with the **glPointSize** command and no distance attenuation is performed. The derived point size is then used, as usual, optionally to alpha-fade the point when multisampling is also enabled. Again, see the OpenGL specification for details.

Distance attenuation should be computed in a vertex shader and cannot be left to the fixed functionality distance attenuation algorithm. This fixed functionality algorithm computes distance attenuation as a function of the distance between the eye at (0, 0, 0, 1) and the vertex

position, in eye coordinates. However, the vertex position computed in a vertex shader might not have anything to do with locations in eye coordinates. Therefore, when a vertex shader is active, this fixed functionality algorithm is skipped. A point's alpha-fade, on the other hand, can be computed correctly only with the knowledge of the primitive type. That information is not available to a vertex shader, because it executes before primitive assembly. Consider the case of rendering a triangle and having the back polygon mode set to GL\_POINT and the front polygon mode to GL\_FILL. The vertex shader should fade only the alpha if the vertex belongs to a back facing triangle. But it cannot do that because it does not know the primitive type.

### 4.5.3. Clipping

User clipping can be used in conjunction with a vertex shader. The user clip planes are specified as usual with the **glClipPlane** command. When specified, these clip planes are transformed by the inverse of the current modelview matrix. The vertices resulting from the execution of a vertex shader are evaluated against these transformed clip planes. The vertex shader must provide the position of the vertex in the same space as the user-defined clip planes (typically, eye space). It does that by writing this location to the output variable *gl\_ClipVertex*. If *gl\_ClipVertex* is not specified and user clipping is enabled, the results are undefined.

When a vertex shader that mimics OpenGL's fixed functionality is used, the vertex shader should compute the eye-coordinate position of the vertex and store it in *gl\_ClipVertex*. For example,

```
gl_ClipVertex = gl_ModelViewMatrix * gl_Vertex;
```

When you want to do object space clipping instead, keep in mind that the clip planes are transformed with the inverse of the modelview matrix. For correct object clipping, the modelview matrix needs to be set to the identity matrix when the clip planes are specified.

After user clipping, vertices are clipped against the view volume, as usual. In this operation, the value specified by *gl\_Position* (i.e., the homogeneous vertex position in clip space) is evaluated against the view volume.

### 4.5.4. Raster Position

If a vertex shader is active when **glRasterPos** is called, it processes the coordinates provided with the **glRasterPos** command just as if these coordinates were specified with a **glVertex** command. The vertex shader is responsible for outputting the values necessary to compute the current raster position data.

The OpenGL state for the current raster position consists of the following seven items:

1. Window coordinates computed from the value written to *gl\_Position*. These coordinates are treated as if they belong to a point and passed to the clipping stage and then projected to window coordinates.
2. A valid bit indicating if this point was culled.
3. The raster distance, which is set to the vertex shader varying variable *gl\_FogFragCoord*.
4. The raster color, which is set to either the vertex shader varying variable *gl\_FrontColor* or *gl\_BackColor*, depending on the front/back facing selection process.
5. The raster secondary color, which is set to either the vertex shader varying variable *gl\_FrontSecondaryColor* or *gl\_BackSecondaryColor*, depending on the front/back facing selection process.

6. One or more raster texture coordinates. These are set to the vertex shader varying variable array `gl_TexCoord[]`.
7. The raster color index. Because the result of a vertex shader is undefined in color index mode, the raster color index is always set to 1.

If any of the outputs necessary to compute the first six items are not provided, the value(s) for the associated item is undefined.

#### 4.5.5. Position Invariance

For multipass rendering, in which a vertex shader performs some passes and other passes use the fixed functionality pipeline, positional invariance is important. This means that both the vertex shader and fixed functionality compute the exact same vertex position in clip coordinates, given the same vertex position in object coordinates and the same modelview and projection matrices. Positional invariance can be achieved with the built-in function `ftransform` in a vertex shader as follows:

```
gl_Position = ftransform();
```

In general, the vertex shader code

```
gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex
```

does not result in positional invariance, because of possible compiler optimizations and potential underlying hardware differences.

#### 4.5.6. Texturing

One of the major improvements to OpenGL made by the OpenGL Shading Language is in the area of texturing. For one thing, texturing operations can be performed in a vertex shader. But the fragment side of the pipeline has improved as well. A fragment shader can potentially have access to more texture image units than the fixed functionality pipeline does. This means that more texture lookups can be performed in a single rendering pass. And with programmability, the results of all those texture lookups can be combined in any way the shader writer sees fit.

The changes to the pipeline have resulted in some clarification to the language used to describe texturing capabilities in OpenGL. The term "texture unit" in OpenGL formerly specified more than one thing. It specified the number of texture coordinates that could be attached to a vertex (now called texture coordinate sets) as well as the number of hardware units that could be used simultaneously for accessing texture maps (now called texture image units). A texture coordinate set encompasses vertex texture coordinate attributes, as well as the texture matrix stack and texture generation state. The symbolic constant `GL_MAX_TEXTURE_UNITS` can be queried with `glGet` to obtain a single number that indicates the quantity of both of these items.

For the implementations that support the OpenGL Shading Language, these two things might actually have different values, so the number of available texture coordinate sets is now decoupled from the maximum number of texture image units. Typically, the number of available texture coordinate sets is less than the available texture image units. This should not prove to be a limitation because new texture coordinates can easily be derived from the texture coordinate attributes passed in or the coordinates can be retrieved from a texture map.

Five different limits related to texture mapping should be taken into account.

1. For a vertex shader, the maximum number of available texture image units is given by

`GL_MAX_VERTEX_TEXTURE_IMAGE_UNITS`.

2. For a fragment shader, the maximum number of available texture image units is given by `GL_MAX_TEXTURE_IMAGE_UNITS`.
3. The combined number of texture image units used in the vertex and the fragment processing parts of OpenGL (either a fragment shader or fixed function) cannot exceed the limit `GL_MAX_COMBINED_TEXTURE_IMAGE_UNITS`. If a vertex shader and the fragment processing part of OpenGL both use the same texture image unit, that counts as two units against this limit. This rule exists because an OpenGL implementation might have only `GL_MAX_COMBINED_TEXTURE_IMAGE_UNITS` actual texture image units implemented, and it might share those units between the vertex and fragment processing parts of OpenGL.
4. When a fragment shader is not active, OpenGL can still perform multi-texturing. In this case, the maximum available multitexture stages are given by the state variable `GL_MAX_TEXTURE_UNITS`.
5. The number of supported texture coordinate sets is given by `GL_MAX_TEXTURE_COORDS`. This limit applies regardless of whether a vertex shader or fixed-function OpenGL performs vertex processing.

The fixed function hierarchy of texture-enables (`GL_TEXTURE_CUBE_MAP`, `GL_TEXTURE_3D`, `GL_TEXTURE_2D`, and `GL_TEXTURE_1D`) is ignored by shaders. For example, even if the texture target `GL_TEXTURE_1D` is enabled for a texture image unit, a sampler can be used to access the `GL_TEXTURE_2D` target for that texture image unit.

Samplers of type **sampler1DShadow** or **sampler2DShadow** must be used to access depth textures (textures with a base internal format of `GL_DEPTH_COMPONENT`). The texture comparison mode requires the shader to use one of the variants of the **shadow1D** or **shadow2D** built-in functions for accessing the texture (see [Section 5.7](#)). If these built-in functions are used to access a texture with a base internal format other than `GL_DEPTH_COMPONENT`, the result is undefined. Similarly, if a texture access function other than one of the shadow variants is used to access a depth texture, the result is undefined.

If a shader uses a sampler to reference a texture object that is not complete (e.g., one of the textures in a mipmap has a different internal format or border width than the others, see the OpenGL specification for a complete list), the texture image unit returns  $(R, G, B, A) = (0, 0, 0, 1)$ .

## 4.6. Summary

Two new programmable units have been added to OpenGL: the vertex processor and the fragment processor. The same language, with minor differences, expresses algorithms intended to run on either processor. The vertex processor replaces the fixed functionality vertex processing of OpenGL, and a shader intended for execution on this processor is called a vertex shader. When installed as part of current state, the vertex shader is executed once for each vertex that is processed by OpenGL. The fragment processor replaces the fixed functionality fragment processing of OpenGL, and a shader that is intended for execution on this processor is called a fragment shader. When installed as part of current state, the fragment shader is executed once for each fragment that arises from rasterization.

Great care was taken to define the interfaces between the programmable stages of OpenGL and the intervening fixed functionality. As a result, rendering is permitted with programmable vertex processing and fixed functionality fragment processing, or vice versa. Built-in variables allow access to standard OpenGL attributes, implementation-dependent constants, and a variety of current state. They also allow a shader to communicate with the preceding and following fixed functionality stages of the graphicsprocessing pipeline.

## 4.7. Further Information

The built-in variables defined in this chapter are used in various examples throughout this book. The OpenGL Shading Language specification and the OpenGL specification can be consulted for additional details. The OpenGL books referenced at the conclusion of [Chapter 1](#) can also be consulted for a better understanding of the OpenGL state that is referenced through built-in variables. Parts of the paper *Integrating the OpenGL Shading Language* by Barthold Lichtenbelt have been adapted for inclusion in this book.

1. Kessenich, John, Dave Baldwin, and Randi Rost, *The OpenGL Shading Language, Version 1.10*, 3Dlabs, April 2004. <http://www.opengl.org/documentation/spec.html>
2. Lichtenbelt, Barthold, *Integrating the OpenGL Shading Language*, 3Dlabs internal white paper, July 2003.
3. Segal, Mark, and Kurt Akeley, *The OpenGL Graphics System: A Specification (Version 2.0)*, Editor (v1.1): Chris Frazier, (v1.21.5): Jon Leech, (v2.0): Jon Leech and Pat Brown, Sept. 2004. <http://www.opengl.org/documentation/spec.html>

# Chapter 5. Built-in Functions

This chapter provides the details of the functions that are defined as part of the OpenGL Shading Language. Feel free to skip ahead to the next chapter if you want to get down to the nitty-gritty of writing your own shaders. This chapter can be useful as a reference after you are well on your way to writing OpenGL shaders for your own application.

The OpenGL Shading Language defines an assortment of built-in convenience functions for scalar and vector operations. The reasons for providing built-in functions for the OpenGL Language include

- Making shaders simpler to develop and easier to understand and maintain.
- Exposing some necessary hardware functionality in a convenient way such as accessing a texture map. The language for these functions cannot be emulated by a shader.
- Representing a trivial operation (clamp, mix, etc.) that is simple for a user to write but that is common and may have direct hardware support. Providing a built-in function makes it much easier for the compiler to map such expressions to complex hardware instructions.
- Representing an operation that graphics hardware is likely to accelerate at some point. The trigonometry functions fall into this category.

Many of the functions are similar to the same named ones in common C libraries, but they support vector input as well as the more traditional scalar input. Because the OpenGL Shading Language supports function overloading, the built-in functions usually have several variants, all with the same name. The difference in the functions is in the type of arguments and the type of the value returned. Quite a few of the built-in functions have four variants: one that takes **float** parameters and returns a **float**, one that takes **vec2** parameters and returns a **vec2**, one that takes **vec3** parameters and returns a **vec3**, and one that takes **vec4** parameters and returns a **vec4**.

Whenever possible, you should use the built-in functions rather than do the equivalent computations in your own shader code. It is expected that the built-in functions will be implemented in an optimal way, perhaps even supported directly in hardware. Almost all the built-in functions can be used in either a vertex shader or a fragment shader, but a few are available only for a specific type of shader. You can write a shader to replace a built-in function with your own code simply by redeclaring and defining the same function name and argument list.

Graphical representations of some of the functions are shown for clear illustration. The functions are generally simple ones, and most readers would have no trouble constructing such diagrams themselves. But as we see in later chapters, many of the built-in functions can be used in unconventional ways to achieve interesting effects in shaders. When you are developing a shader, it is often helpful to draw a simple function diagram to clearly envision the value of a variable at a particular spot in a shader. By seeing a pictorial representation of some of these functions, you may find it easier to draw such diagrams yourself and to gain some insight about how you might use them in procedural shaders. Some common uses for these functions are pointed out along the way, and some are illustrated by shader examples in the later chapters of this book.

## 5.1. Angle and Trigonometry Functions

Trigonometry functions can be used within either vertex shaders or fragment shaders. Function parameters specified as *angle* are assumed to be in units of radians. In no case do any of these functions result in a divide-by-zero error. If the divisor of a ratio is 0, results are undefined.

These functions all operate component-wise (see [Table 5.1](#)). The description column specifies the operation on each component.

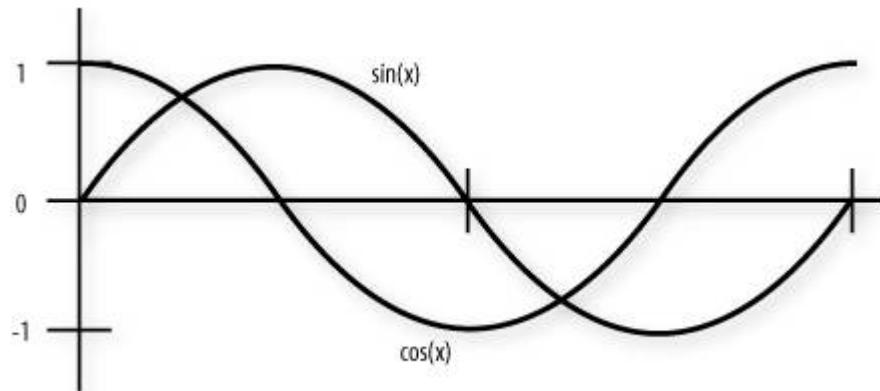
**Table 5.1. Angle and trigonometry functions**

Syntax	Description
float <b>radians</b> (float <i>degrees</i> ) vec2 <b>radians</b> (vec2 <i>degrees</i> ) vec3 <b>radians</b> (vec3 <i>degrees</i> ) vec4 <b>radians</b> (vec4 <i>degrees</i> )	Converts <i>degrees</i> to radians and returns the result, i.e., result = $\pi/180 \cdot \text{degrees}$ .
float <b>degrees</b> (float <i>radians</i> ) vec2 <b>degrees</b> (vec2 <i>radians</i> ) vec3 <b>degrees</b> (vec3 <i>radians</i> ) vec4 <b>degrees</b> (vec4 <i>radians</i> )	Converts <i>radians</i> to degrees and returns the result, i.e., result = $180/\pi \cdot \text{radians}$ .
float <b>sin</b> (float <i>radians</i> ) vec2 <b>sin</b> (vec2 <i>radians</i> ) vec3 <b>sin</b> (vec3 <i>radians</i> ) vec4 <b>sin</b> (vec4 <i>radians</i> )	The standard trigonometric sine function. The values returned by this function range from [-1,1].
float <b>cos</b> (float <i>radians</i> ) vec2 <b>cos</b> (vec2 <i>radians</i> ) vec3 <b>cos</b> (vec3 <i>radians</i> ) vec4 <b>cos</b> (vec4 <i>radians</i> )	The standard trigonometric cosine function. The values returned by this function range from [-1,1].
float <b>tan</b> (float <i>radians</i> ) vec2 <b>tan</b> (vec2 <i>radians</i> ) vec3 <b>tan</b> (vec3 <i>radians</i> ) vec4 <b>tan</b> (vec4 <i>radians</i> )	The standard trigonometric tangent function.
float <b>asin</b> (float <i>x</i> ) vec2 <b>asin</b> (vec2 <i>x</i> ) vec3 <b>asin</b> (vec3 <i>x</i> ) vec4 <b>asin</b> (vec4 <i>x</i> )	Arc sine. Returns an angle whose sine is <i>x</i> . The range of values returned by this function is $[-\pi/2, \pi/2]$ . Results are undefined if $ x  > 1$ .
float <b>acos</b> (float <i>x</i> ) vec2 <b>acos</b> (vec2 <i>x</i> ) vec3 <b>acos</b> (vec3 <i>x</i> ) vec4 <b>acos</b> (vec4 <i>x</i> )	Arc cosine. Returns an angle whose cosine is <i>x</i> . The range of values returned by this function is $[0, \pi]$ . Results are undefined if $ x  > 1$ .
float <b>atan</b> (float <i>y</i> , float <i>x</i> ) vec2 <b>atan</b> (vec2 <i>y</i> , vec2 <i>x</i> ) vec3 <b>atan</b> (vec3 <i>y</i> , vec3 <i>x</i> ) vec4 <b>atan</b> (vec4 <i>y</i> , vec4 <i>x</i> )	Arc tangent. Returns an angle whose tangent is <i>y/x</i> . The signs of <i>x</i> and <i>y</i> determine what quadrant the angle is in. The range of values returned by this function is $[-\pi, \pi]$ . Results are undefined if <i>x</i> and <i>y</i> are both 0.
float <b>atan</b> (float <i>y_over_x</i> ) vec2 <b>atan</b> (vec2 <i>y_over_x</i> ) vec3 <b>atan</b> (vec3 <i>y_over_x</i> )	Arc tangent. Returns an angle whose tangent is <i>y_over_x</i> . The range of values returned by this function is $[-\pi/2, \pi/2]$ .

```
vec4 atan (vec4 y_over_x)
```

In addition to their usefulness as trigonometric functions, `sin` and `cos` can be used in a variety of ways as the basis for a smoothly varying function with no cusps or discontinuities (see [Figure 5.1](#)). Such a function can be used to model waves on the surface of an object, to change periodically between two materials, to introduce a rocking motion to an object, or to achieve many other effects.

**Figure 5.1. The sin and cos functions**



## 5.2. Exponential Functions

Exponential functions can be used within either vertex shaders or fragment shaders. These all operate component-wise (see [Table 5.2](#)). The description column specifies the operation on each component.

**Table 5.2. Exponential functions**

Syntax	Description
float <b>pow</b> (float <i>x</i> , float <i>y</i> ) vec2 <b>pow</b> (vec2 <i>x</i> , vec2 <i>y</i> ) vec3 <b>pow</b> (vec3 <i>x</i> , vec3 <i>y</i> ) vec4 <b>pow</b> (vec4 <i>x</i> , vec4 <i>y</i> )	Returns <i>x</i> raised to the <i>y</i> power, i.e., $x^y$ . Results are undefined if <i>x</i> < 0. Results are undefined if <i>x</i> = 0 and <i>y</i> = 0.
float <b>exp</b> (float <i>x</i> ) vec2 <b>exp</b> (vec2 <i>x</i> ) vec3 <b>exp</b> (vec3 <i>x</i> ) vec4 <b>exp</b> (vec4 <i>x</i> )	Returns the natural exponentiation of <i>x</i> , i.e., $e^x$ .
float <b>log</b> (float <i>x</i> ) vec2 <b>log</b> (vec2 <i>x</i> ) vec3 <b>log</b> (vec3 <i>x</i> ) vec4 <b>log</b> (vec4 <i>x</i> )	Returns the natural logarithm of <i>x</i> , i.e., returns the value <i>y</i> , which satisfies the equation $x = e^y$ . Results are undefined if <i>x</i> <= 0.
float <b>exp2</b> (float <i>x</i> ) vec2 <b>exp2</b> (vec2 <i>x</i> ) vec3 <b>exp2</b> (vec3 <i>x</i> ) vec4 <b>exp2</b> (vec4 <i>x</i> )	Returns 2 raised to the <i>x</i> power, i.e., $2^x$ .
float <b>log2</b> (float <i>x</i> ) vec2 <b>log2</b> (vec2 <i>x</i> ) vec3 <b>log2</b> (vec3 <i>x</i> ) vec4 <b>log2</b> (vec4 <i>x</i> )	Returns the base 2 log of <i>x</i> , i.e., returns the value <i>y</i> , which satisfies the equation $x = 2^y$ . Results are undefined if <i>x</i> <= 0.
float <b>sqrt</b> (float <i>x</i> ) vec2 <b>sqrt</b> (vec2 <i>x</i> ) vec3 <b>sqrt</b> (vec3 <i>x</i> ) vec4 <b>sqrt</b> (vec4 <i>x</i> )	Returns the positive square root of <i>x</i> . Results are undefined if <i>x</i> < 0.
float <b>inversesqrt</b> (float <i>x</i> ) vec2 <b>inversesqrt</b> (vec2 <i>x</i> ) vec3 <b>inversesqrt</b> (vec3 <i>x</i> ) vec4 <b>inversesqrt</b> (vec4 <i>x</i> )	Returns the reciprocal of the positive square root of <i>x</i> . Results are undefined if <i>x</i> <= 0.

## 5.3. Common Functions

Common functions can be used within either vertex shaders or fragment shaders. These functions all operate in a component-wise fashion (see [Table 5.3](#)) The description column specifies the operation on each component.

**Table 5.3. Common functions**

Syntax	Description
float <b>abs</b> (float <i>x</i> ) vec2 <b>abs</b> (vec2 <i>x</i> ) vec3 <b>abs</b> (vec3 <i>x</i> ) vec4 <b>abs</b> (vec4 <i>x</i> )	Returns <i>x</i> if <i>x</i> $\geq 0$ ; otherwise, it returns $-x$ .
float <b>sign</b> (float <i>x</i> ) vec2 <b>sign</b> (vec2 <i>x</i> ) vec3 <b>sign</b> (vec3 <i>x</i> ) vec4 <b>sign</b> (vec4 <i>x</i> )	Returns 1.0 if <i>x</i> $> 0$ , 0.0 if <i>x</i> = 0, or -1.0 if <i>x</i> $< 0$ .
float <b>floor</b> (float <i>x</i> ) vec2 <b>floor</b> (vec2 <i>x</i> ) vec3 <b>floor</b> (vec3 <i>x</i> ) vec4 <b>floor</b> (vec4 <i>x</i> )	Returns a value equal to the nearest integer that is less than or equal to <i>x</i> .
float <b>ceil</b> (float <i>x</i> ) vec2 <b>ceil</b> (vec2 <i>x</i> ) vec3 <b>ceil</b> (vec3 <i>x</i> ) vec4 <b>ceil</b> (vec4 <i>x</i> )	Returns a value equal to the nearest integer that is greater than or equal to <i>x</i> .
float <b>fract</b> (float <i>x</i> ) vec2 <b>fract</b> (vec2 <i>x</i> ) vec3 <b>fract</b> (vec3 <i>x</i> ) vec4 <b>fract</b> (vec4 <i>x</i> )	Returns <i>x</i> <b>floor</b> ( <i>x</i> ).
float <b>mod</b> (float <i>x</i> , float <i>y</i> ) vec2 <b>mod</b> (vec2 <i>x</i> , float <i>y</i> ) vec3 <b>mod</b> (vec3 <i>x</i> , float <i>y</i> ) vec4 <b>mod</b> (vec4 <i>x</i> , float <i>y</i> )	Modulus. Returns $x \ y * \text{floor} (x/y)$ for each component in <i>x</i> using the floating-point value <i>y</i> .
vec2 <b>mod</b> (vec2 <i>x</i> , vec2 <i>y</i> ) vec3 <b>mod</b> (vec3 <i>x</i> , vec3 <i>y</i> ) vec4 <b>mod</b> (vec4 <i>x</i> , vec4 <i>y</i> )	Modulus. Returns $x \ y * \text{floor} (x/y)$ for each component in <i>x</i> using the corresponding component of <i>y</i> .
float <b>min</b> (float <i>x</i> , float <i>y</i> ) vec2 <b>min</b> (vec2 <i>x</i> , vec2 <i>y</i> ) vec3 <b>min</b> (vec3 <i>x</i> , vec3 <i>y</i> ) vec4 <b>min</b> (vec4 <i>x</i> , vec4 <i>y</i> )	Returns <i>y</i> if <i>y</i> $< x$ ; otherwise, it returns <i>x</i> .
vec2 <b>min</b> (vec2 <i>x</i> , float <i>y</i> ) vec3 <b>min</b> (vec3 <i>x</i> , float <i>y</i> ) vec4 <b>min</b> (vec4 <i>x</i> , float <i>y</i> )	Returns minimum of each component of <i>x</i> compared with the floating-point value <i>y</i> .
float <b>max</b> (float <i>x</i> , float <i>y</i> ) vec2 <b>max</b> (vec2 <i>x</i> , vec2 <i>y</i> ) vec3 <b>max</b> (vec3 <i>x</i> , vec3 <i>y</i> ) vec4 <b>max</b> (vec4 <i>x</i> , vec4 <i>y</i> )	Returns <i>y</i> if <i>x</i> $< y$ ; otherwise, it returns <i>x</i> .
vec2 <b>max</b> (vec2 <i>x</i> , float <i>y</i> ) vec3 <b>max</b> (vec3 <i>x</i> , float <i>y</i> )	Returns maximum of each component of <i>x</i> compared with the floating-point value <i>y</i> .

```
vec4 max (vec4 x, float y)
```

```
float clamp (float x, float
```

```
minVal, float maxVal)
```

```
vec2 clamp (vec2 x, float
```

```
minVal, float maxVal)
```

```
vec3 clamp (vec3 x, float
```

```
minVal, float maxVal)
```

```
vec4 clamp (vec4 x, float
```

```
minVal, float maxVal)
```

```
vec2 clamp (vec2 x, vec2
```

```
minVal, vec2 maxVal)
```

```
vec3 clamp (vec3 x, vec3
```

```
minVal, vec3 maxVal)
```

```
vec4 clamp (vec4 x, vec4
```

```
minVal, vec4 maxVal)
```

```
float mix (float x, float y, float
```

```
a)
```

```
vec2 mix (vec2 x, vec2 y, float
```

```
a)
```

```
vec3 mix (vec3 x, vec3 y, float
```

```
a)
```

```
vec4 mix (vec4 x, vec4 y, float
```

```
a)
```

```
vec2 mix (vec2 x, vec2 y,
```

```
vec2 a)
```

```
vec3 mix (vec3 x, vec3 y,
```

```
vec3 a)
```

```
vec4 mix (vec4 x, vec4 y,
```

```
vec4 a)
```

```
float step (float edge, float x)
```

```
vec2 step (vec2 edge, vec2 x)
```

```
vec3 step (vec3 edge, vec3 x)
```

```
vec4 step (vec4 edge, vec4 x)
```

```
float smoothstep (float edge0,
```

```
float edge1, float x)
```

```
vec2 smoothstep (vec2 edge0,
```

```
vec2 edge1, vec2 x)
```

```
vec3 smoothstep (vec3 edge0,
```

```
vec3 edge1, vec3 x)
```

```
vec4 smoothstep (vec4 edge0,
```

```
vec4 edge1, vec4 x)
```

Returns  $\min(\max(x, \minVal), \maxVal)$  for each component in *x* using the floating-point values *minVal* and *maxVal*. Results are undefined if *minVal* > *maxVal*.

Returns the component-wise result of  $\min(\max(x, \minVal), \maxVal)$ . Results are undefined if *minVal* > *maxVal*.

Returns  $x * (1.0 a) + y * a$ , i.e., the linear blend of *x* and *y* using the floating-point value *a*. The value for *a* is not restricted to the range [0,1].

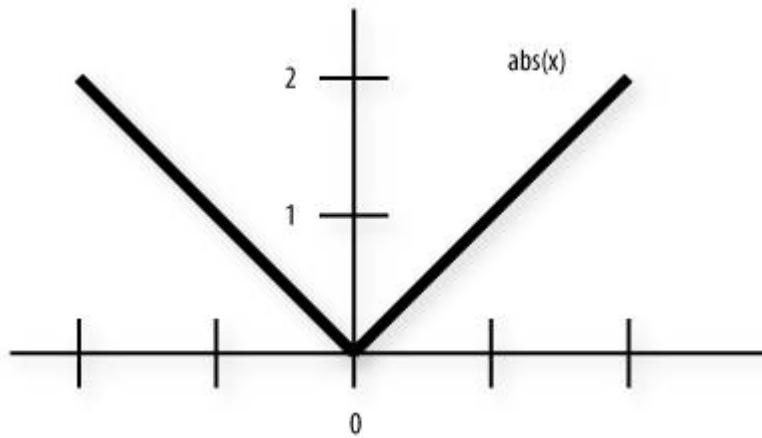
Returns the component-wise result of  $x * (1.0 a) + y * a$ , i.e., the linear blend of vectors *x* and *y* using the vector *a*. The value for *a* is not restricted to the range [0,1].

Returns 0 if *x* < *edge*; otherwise, it returns 1.0.

Returns 0 if *x* <= *edge0* and 1.0 if *x* >= *edge1* and performs smooth Hermite interpolation between 0 and 1 when *edge0* < *x* < *edge1*. Results are undefined if *edge0* >= *edge1*.

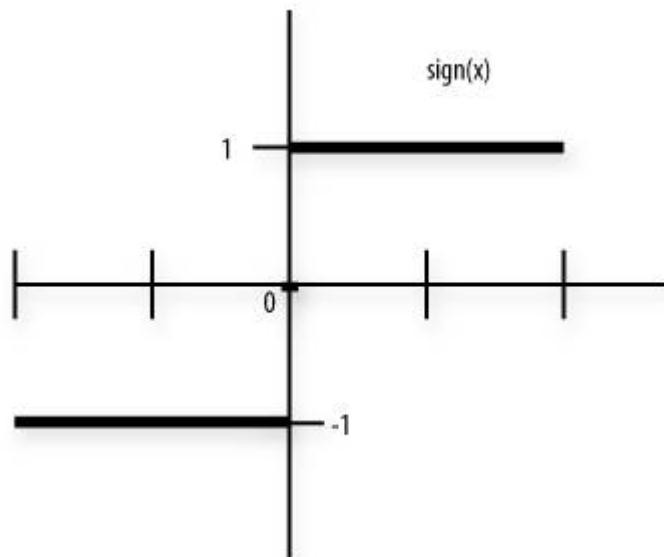
Aside from their general usefulness as math functions, many of these functions are useful in creating interesting shaders, as we see in subsequent chapters. The **abs** function can ensure that a particular function never produces negative values. It can also introduce a discontinuity in an otherwise smooth function. As we see in [Section 15.5](#), this property of the **abs** function is used to introduce discontinuities in a noise function to produce an effect that looks like turbulence. A graphical representation of the **abs** function is shown in [Figure 5.2](#).

**Figure 5.2. The abs function**



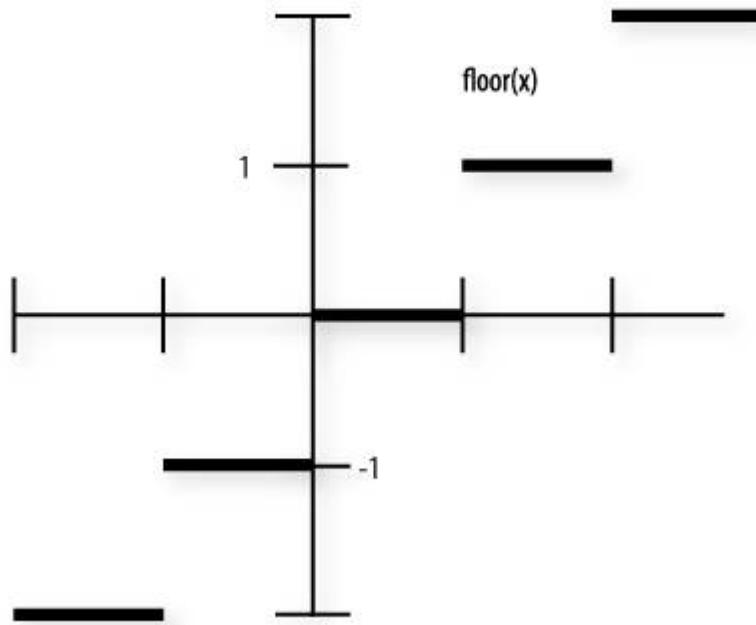
The **sign** function simply maps the incoming value to -1, 0, or 1, depending on its sign. This results in a discontinuous function, as shown in [Figure 5.3](#).

**Figure 5.3. The sign function**



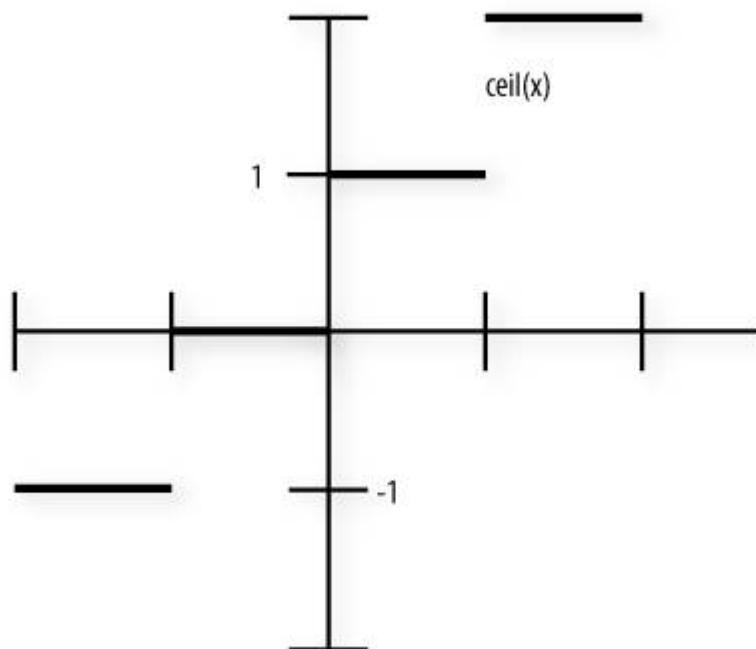
The **floor** function produces a discontinuous stair-step pattern, as shown in [Figure 5.4](#). The fractional part of each incoming value is dropped, so the output value is always the integer value that is closest to but less than or equal to the input value.

**Figure 5.4. The floor function**



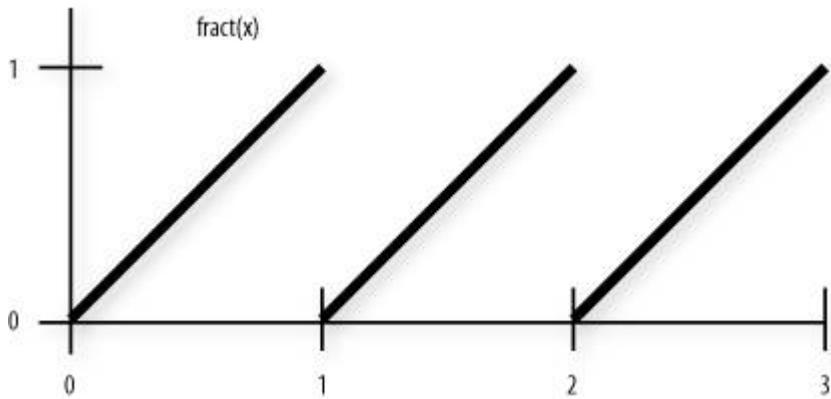
The `ceil` function is almost the same as the `floor` function, except that value returned is always the integer value that is closest to but greater than or equal to the input value. This function is shown in [Figure 5.5](#). As you can see, this function looks the same as [Figure 5.4](#) except that the output values are shifted up by one. (Although `ceil` and `floor` always produce integer values, the functions are defined to return floating-point data types.)

**Figure 5.5. The `ceil` function**



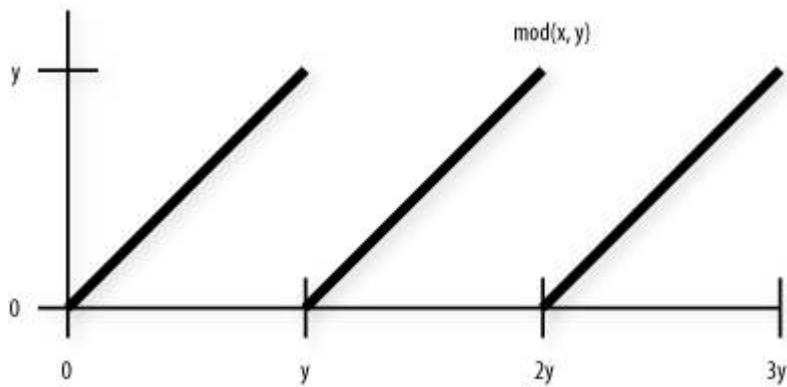
The `fract` function produces a discontinuous function where each segment has a slope of 1.0 (see [Figure 5.6](#)).

**Figure 5.6. The fract function**



The **mod** function is very similar to **fract**. In fact, if we divide the result of  $\text{mod}(x, y)$  by  $y$ , the result is very nearly the same. The only difference is the period of the discontinuous segments (see [Figure 5.7](#)).

**Figure 5.7. The periodic function  $\text{mod}(x, y)$**



The **clamp** function is useful for making sure that a value is within a particular range. A common operation is

```
clamp(x, 0.0, 1.0);
```

which clamps the variable `x` to the range [0,1]. Because two comparisons are necessary for this function, you should use it only when there is a chance that the tested value could be outside either end of the specified range. For the **min** and **max** functions, only one comparison is necessary. If you know a value will not be less than 0, using

```
min(x, 1.0);
```

will likely be faster and may use fewer machine instructions than

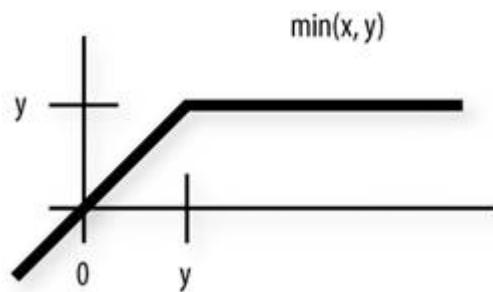
```
clamp(x, 0.0, 1.0);
```

because there is no point in testing to see whether the final value is less than 0. Keep in mind that there is no need to clamp the final color and depth values computed by a fragment shader

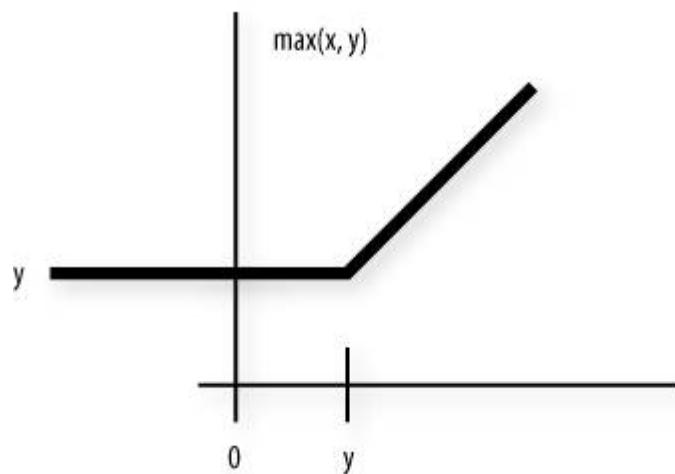
because they are clamped automatically by the back-end fixed functionality processing.

The **min**, **max**, and **clamp** functions are shown in [Figure 5.8](#), [Figure 5.9](#), and [Figure 5.10](#). The **min** ( $x, y$ ) function has a slope of 1 where  $x$  is less than  $y$ , and a slope of 0 where  $x$  is greater than  $y$ . This function is often used to put an upper bound on a value, for instance, to make sure the computed result never exceeds 1.0.

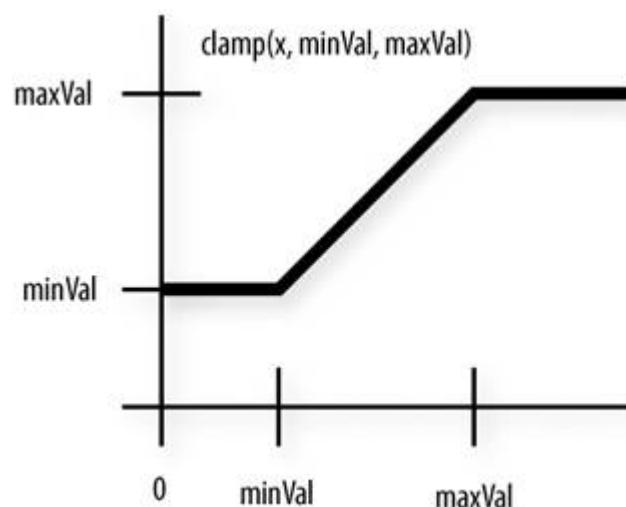
**Figure 5.8. The min function**



**Figure 5.9. The max function**



**Figure 5.10. The clamp function**

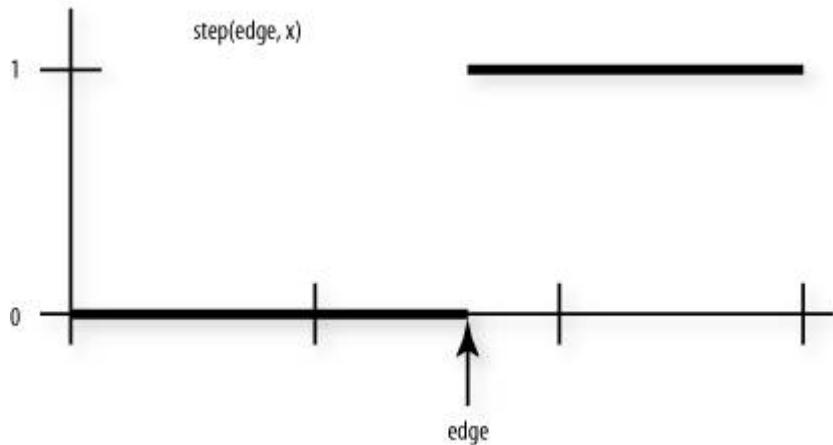


The `max(x, y)` function has a slope of 0 where  $x$  is less than  $y$ , and a slope of 1 where  $x$  is greater than  $y$ . This function is often used to put a lower bound on a value, for instance, to make sure the computed result never goes below 0.

The `clamp(x, minVal, maxVal)` function has a slope of 0 where  $x$  is less than  $minVal$  and where  $x$  is greater than  $maxVal$ , and it has a slope of 1 in between where  $x$  is greater than  $minVal$  and less than  $maxVal$ . It is functionally equivalent to the expression `min(max(x, minVal), maxVal)`.

The `step` function creates a discontinuous jump at an arbitrary point (see [Figure 5.11](#)). We use this function to create a simple procedural brick shader in [Chapter 6](#).

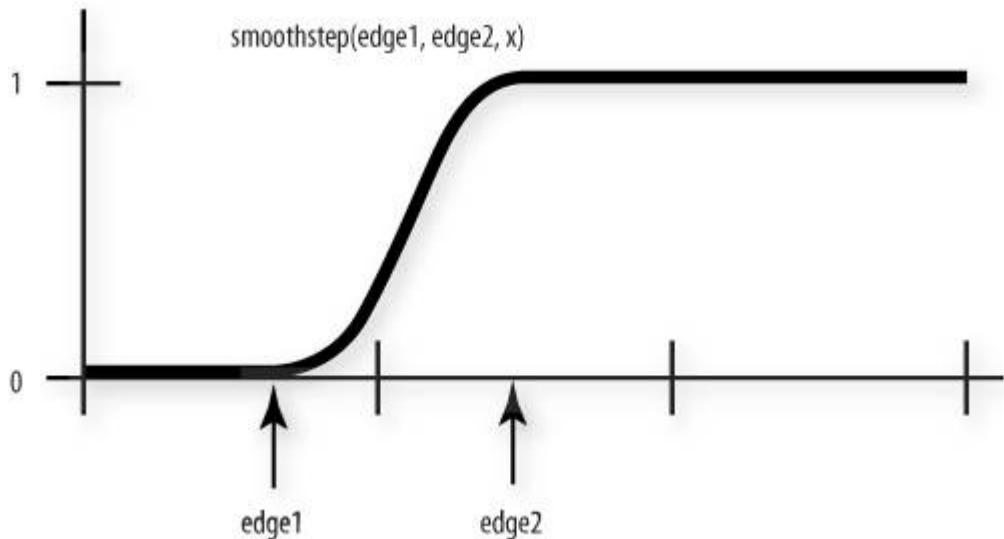
**Figure 5.11. The step function**



The `smoothstep` function (see [Figure 5.12](#)) is useful in cases in which you want a threshold function with a smooth transition. For the case in which  $t$  is a `float`, this is equivalent to

```
float t;
t = clamp((x - edge0) / (edge1 - edge0), 0.0, 1.0);
return t * t * (3.0 - 2.0 * t);
```

**Figure 5.12. The smoothstep function**



The cases for `vec2`, `vec3`, and `vec4` differ from the preceding example only in the data type used to declare  $t$ .

## 5.4. Geometric Functions

Except for **ftransform**, geometric functions can be used within either vertex shaders or fragment shaders. These functions operate on vectors as vectors, not in a component-wise fashion (see [Table 5.4](#)).

**Table 5.4. Geometric functions**

Syntax	Description
float <b>length</b> (float <i>x</i> )	Returns the length of vector <i>x</i> , i.e., $\sqrt{x[0] * x[0] + x[1] * x[1] + \dots}$ .
float <b>length</b> (vec2 <i>x</i> )	
float <b>length</b> (vec3 <i>x</i> )	
float <b>length</b> (vec4 <i>x</i> )	
float <b>distance</b> (float <i>p0</i> , float <i>p1</i> )	Returns the distance between <i>p0</i> and <i>p1</i> , i.e., <b>length</b> ( <i>p0</i> - <i>p1</i> ).
float <b>distance</b> (vec2 <i>p0</i> , vec2 <i>p1</i> )	
float <b>distance</b> (vec3 <i>p0</i> , vec3 <i>p1</i> )	
float <b>distance</b> (vec4 <i>p0</i> , vec4 <i>p1</i> )	
float <b>dot</b> (float <i>x</i> , float <i>y</i> )	Returns the dot product of <i>x</i> and <i>y</i> , i.e., result = <i>x</i> [0] * <i>y</i> [0] + <i>x</i> [1] * <i>y</i> [1] + ...
float <b>dot</b> (vec2 <i>x</i> , vec2 <i>y</i> )	
float <b>dot</b> (vec3 <i>x</i> , vec3 <i>y</i> )	
float <b>dot</b> (vec4 <i>x</i> , vec4 <i>y</i> )	
vec3 <b>cross</b> (vec3 <i>x</i> , vec3 <i>y</i> )	Returns the cross product of <i>x</i> and <i>y</i> , i.e., result[0] = <i>x</i> [1] * <i>y</i> [2] - <i>y</i> [1] * <i>x</i> [2] result[1] = <i>x</i> [2] * <i>y</i> [0] - <i>y</i> [2] * <i>x</i> [0] result[2] = <i>x</i> [0] * <i>y</i> [1] - <i>y</i> [0] * <i>x</i> [1]
float <b>normalize</b> (float <i>x</i> )	
vec2 <b>normalize</b> (vec2 <i>x</i> )	Returns a vector in the same direction as <i>x</i> but with a length of 1.
vec3 <b>normalize</b> (vec3 <i>x</i> )	
vec4 <b>normalize</b> (vec4 <i>x</i> )	
vec4 <b>ftransform()</b>	For vertex shaders only. This function ensures that the incoming vertex position is transformed in a way that produces exactly the same result as would be produced by OpenGL's fixed functionality transform. This function typically computes the value for <i>gl_Position</i> .
float <b>faceforward</b> (float <i>N</i> , float <i>I</i> , float <i>Nref</i> )	If <b>dot</b> ( <i>Nref</i> , <i>I</i> ) < 0.0, return <i>N</i> ; otherwise, return - <i>N</i> .
vec2 <b>faceforward</b> (vec2 <i>N</i> , vec2 <i>I</i> , vec2 <i>Nref</i> )	
vec3 <b>faceforward</b> (vec3 <i>N</i> , vec3 <i>I</i> , vec3 <i>Nref</i> )	
vec4 <b>faceforward</b> (vec4 <i>N</i> , vec4 <i>I</i> , vec4 <i>Nref</i> )	
float <b>reflect</b> (float <i>I</i> , float <i>N</i> )	For the incident vector <i>I</i> and surface orientation <i>N</i> , returns the reflection direction: result = <i>I</i> * 2.0 * <b>dot</b> ( <i>N</i> , <i>I</i> ) * <i>N</i>
vec2 <b>reflect</b> (vec2 <i>I</i> , vec2 <i>N</i> )	<i>N</i> must already be normalized to achieve the desired result. <i>I</i> need not be normalized.
vec3 <b>reflect</b> (vec3 <i>I</i> , vec3 <i>N</i> )	
vec4 <b>reflect</b> (vec4 <i>I</i> , vec4 <i>N</i> )	
float <b>refract</b> (float <i>I</i> , float <i>N</i> , float <i>eta</i> )	For the incident vector <i>I</i> and surface normal <i>N</i> and the ratio of indices of refraction <i>eta</i> , returns the
vec2 <b>refract</b> (vec2 <i>I</i> , vec2 <i>N</i> , float <i>eta</i> )	

```
vec3 refract (vec3 I, vec3 N, float eta)    refraction vector. The returned result is computed
vec4 refract (vec4 I, vec4 N, float eta)    as
```

```
k = 1.0 - eta * eta *
      (1.0 - dot (N, I) * dot (N, I))
if (k < 0.0)
    result = 0.0;
// result type is float or vec2/3/4
else
    result = eta * I-
              (eta * dot (N, I) * sqrt (k)) * N
```

---

The input parameters for the incident vector  $I$  and surface normal  $N$  must already be normalized to achieve the desired result.

The **float** version of the **distance** function may not seem terribly useful (it's the same as the absolute value of the difference), but the vector forms compute the Euclidean distance between two points. Similarly, the **float** version of **normalize** always returns 1, and the **float** version of **length** always returns the absolute value of the input argument as the result. These scalar forms are useful in that the data type of the argument can be changed without the need to change the code that calls the built-in function.

You can use the **ftransform** function to transform the incoming vertex position:

```
gl_Position = ftransform()
```

It transforms the value of  $gl_Vertex$  by the current modelview-projection matrix to produce a value for  $gl_Position$  that is identical to what would have been computed by the fixed functionality pipeline. This function should be used, for example, when an application is rendering the same geometry in separate passes, where one pass uses the fixed functionality path to render and another pass uses the programmable processors.

## 5.5. Matrix Functions

Matrix functions can be used within either vertex shaders or fragment shaders (see [Table 5.5](#)).

**Table 5.5. Matrix functions**

Syntax	Description
<code>mat2 matrixCompMult (mat2 x, mat2 y)</code>	Multiply matrix $x$ by matrix $y$ component-wise, i.e., $result[i][j]$ is the scalar product of $x[i][j]$ and $y[i][j]$ .
<code>mat3 matrixCompMult (mat3 x, mat3 y)</code>	Note: To get linear-algebraic matrix multiplication, use the multiply operator (*).
<code>mat4 matrixCompMult (mat4 x, mat4 y)</code>	

These functions produce the component-wise multiplication of two matrices. For instance, the result of calling `matrixCompMult` with two 3D matrices  $x$  and  $y$  looks like this:

```
mat3 x, y, newmat;
...
newmat = matrixCompMult(x, y);
```

$$\begin{bmatrix} x_{00} & x_{01} & x_{02} \\ x_{10} & x_{11} & x_{12} \\ x_{20} & x_{21} & x_{22} \end{bmatrix} \begin{bmatrix} y_{00} & y_{01} & y_{02} \\ y_{10} & y_{11} & y_{12} \\ y_{20} & y_{21} & y_{22} \end{bmatrix} = \begin{bmatrix} x_{00}y_{00} & x_{01}y_{01} & x_{02}y_{02} \\ x_{10}y_{10} & x_{11}y_{11} & x_{12}y_{12} \\ x_{20}y_{20} & x_{21}y_{21} & x_{22}y_{22} \end{bmatrix}$$

This is not usually what you want if you are using matrices to represent transformation steps. In this case, you would use the multiply operator (\*) to perform the linear-algebraic matrix multiplication

```
mat3 x, y, newmat;
...
newmat = x * y;
```

which performs the following operation:

$$\begin{bmatrix} x_{00} & x_{01} & x_{02} \\ x_{10} & x_{11} & x_{12} \\ x_{20} & x_{21} & x_{22} \end{bmatrix} \begin{bmatrix} y_{00} & y_{01} & y_{02} \\ y_{10} & y_{11} & y_{12} \\ y_{20} & y_{21} & y_{22} \end{bmatrix} = \begin{bmatrix} x_{00}y_{00} + x_{01}y_{10} + x_{02}y_{20} & x_{00}y_{01} + x_{01}y_{11} + x_{02}y_{21} & x_{00}y_{02} + x_{01}y_{12} + x_{02}y_{22} \\ x_{10}y_{00} + x_{11}y_{10} + x_{12}y_{20} & x_{10}y_{01} + x_{11}y_{11} + x_{12}y_{21} & x_{10}y_{02} + x_{11}y_{12} + x_{12}y_{22} \\ x_{20}y_{00} + x_{21}y_{10} + x_{22}y_{20} & x_{20}y_{01} + x_{21}y_{11} + x_{22}y_{21} & x_{20}y_{02} + x_{21}y_{12} + x_{22}y_{22} \end{bmatrix}$$

## 5.6. Vector Relational Functions

Relational and equality operators (`<`, `<=`, `>`, `>=`, `==`, `!=`) are defined to produce scalar Boolean results and can be used within either vertex shaders or fragment shaders. For vector results, use the built-in functions in [Table 5.6](#).

**Table 5.6. Vector relational functions**

Syntax	Description
<code>bvec2 lessThan(vec2 x, vec2 y)</code> <code>bvec3 lessThan(vec3 x, vec3 y)</code> <code>bvec4 lessThan(vec4 x, vec4 y)</code> <code>bvec2 lessThan(ivec2 x, ivec2 y)</code> <code>bvec3 lessThan(ivec3 x, ivec3 y)</code> <code>bvec4 lessThan(ivec4 x, ivec4 y)</code>	Returns the component-wise compare of $x < y$ .
<code>bvec2 lessThanEqual(vec2 x, vec2 y)</code> <code>bvec3 lessThanEqual(vec3 x, vec3 y)</code> <code>bvec4 lessThanEqual(vec4 x, vec4 y)</code> <code>bvec2 lessThanEqual(ivec2 x, ivec2 y)</code> <code>bvec3 lessThanEqual(ivec3 x, ivec3 y)</code> <code>bvec4 lessThanEqual(ivec4 x, ivec4 y)</code>	Returns the component-wise compare of $x \leq y$ .
<code>bvec2 greaterThan(vec2 x, vec2 y)</code> <code>bvec3 greaterThan(vec3 x, vec3 y)</code> <code>bvec4 greaterThan(vec4 x, vec4 y)</code> <code>bvec2 greaterThan(ivec2 x, ivec2 y)</code> <code>bvec3 greaterThan(ivec3 x, ivec3 y)</code> <code>bvec4 greaterThan(ivec4 x, ivec4 y)</code>	Returns the component-wise compare of $x > y$ .
<code>bvec2 greaterThanEqual(vec2 x, vec2 y)</code> <code>bvec3 greaterThanEqual(vec3 x, vec3 y)</code> <code>bvec4 greaterThanEqual(vec4 x, vec4 y)</code> <code>bvec2 greaterThanEqual(ivec2 x, ivec2 y)</code> <code>bvec3 greaterThanEqual(ivec3 x, ivec3 y)</code> <code>bvec4 greaterThanEqual(ivec4 x, ivec4 y)</code>	Returns the component-wise compare of $x \geq y$ .
<code>bvec2 equal(vec2 x, vec2 y)</code> <code>bvec3 equal(vec3 x, vec3 y)</code> <code>bvec4 equal(vec4 x, vec4 y)</code> <code>bvec2 equal(ivec2 x, ivec2 y)</code> <code>bvec3 equal(ivec3 x, ivec3 y)</code> <code>bvec4 equal(ivec4 x, ivec4 y)</code> <code>bvec2 equal(bvec2 x, bvec2 y)</code> <code>bvec3 equal(bvec3 x, bvec3 y)</code> <code>bvec4 equal(bvec4 x, bvec4 y)</code>	Returns the component-wise compare of $x == y$ .
<code>bvec2 notEqual(vec2 x, vec2 y)</code> <code>bvec3 notEqual(vec3 x, vec3 y)</code> <code>bvec4 notEqual(vec4 x, vec4 y)</code> <code>bvec2 notEqual(ivec2 x, ivec2 y)</code> <code>bvec3 notEqual(ivec3 x, ivec3 y)</code> <code>bvec4 notEqual(ivec4 x, ivec4 y)</code> <code>bvec2 notEqual(bvec2 x, bvec2 y)</code> <code>bvec3 notEqual(bvec3 x, bvec3 y)</code> <code>bvec4 notEqual(bvec4 x, bvec4 y)</code>	Returns the component-wise compare of $x != y$ .
<code>bool any(bvec2 x)</code>	Returns true if any component of $x$ is

bool <b>any</b> (bvec3 <i>x</i> )	<b>true</b> .
bool <b>any</b> (bvec4 <i>x</i> )	
bool <b>all</b> (bvec2 <i>x</i> )	Returns true only if all components
bool <b>all</b> (bvec3 <i>x</i> )	of <i>x</i> are <b>true</b> .
bool <b>all</b> (bvec4 <i>x</i> )	
bvec2 <b>not</b> (bvec2 <i>x</i> )	Returns the component-wise logical
bvec3 <b>not</b> (bvec3 <i>x</i> )	complement of <i>x</i> .
bvec4 <b>not</b> (bvec4 <i>x</i> )	

---

## 5.7. Texture Access Functions

Texture access functions are available to both vertex and fragment shaders. Each of these functions takes as its first argument a variable of type **sampler**. If a variable qualified by **sampler1D** is used, then the texture access operation reads from the 1D texture that has previously been associated with that sampler by the application. (It is an error for the application to associate a non-1D texture with a **sampler1D** variable.) Similarly, a **sampler2D** variable is used to access a 2D texture, and so on. The texture precedence rules for OpenGL fixed functionality are ignored. It is up to the application to set up texture state before the shader executes in order to get the expected results (see [Section 7.9](#)).

The texture access functions obtain texture values from either mipmapped or non-mipmapped textures. However, level-of-detail is not computed by fixed functionality for vertex shaders, so there are some differences in operation between vertex and fragment texture access functions. Texture properties such as size, pixel format, number of dimensions, filtering method, number of mipmap levels, depth comparison, and so on are also defined by OpenGL API calls. Such properties are taken into account as the texture is accessed through the built-in functions defined in this section.

In all functions that follow, the *bias* parameter is optional for fragment shaders. The *bias* parameter is not accepted in a vertex shader. For a fragment shader, if *bias* is present, it is added to the calculated level of detail before the texture access operation is performed. If the *bias* parameter is not provided, the implementation automatically selects level-of-detail. For a texture that is not mipmapped, the texture is used directly. If a mipmap texture is accessed from a fragment shader, the level-of-detail computed by the implementation is used during the texture lookup. If a mipmapped texture is accessed from a vertex shader, the base texture is used.

The built-in functions suffixed with "**Lod**" are allowed only in a vertex shader. For the "**Lod**" functions, *lod* is directly used as the level-of-detail. The built-in functions suffixed with "**Proj**" can perform projective texturing. This allows a texture to be projected onto an object in much the same way that a slide projector projects an image onto a surface. Functions suffixed with "**Proj**" can compute shadow maps for rendering shadows, among other things.

A number of examples in later sections illustrate the use of these functions. With the programmability available with the OpenGL Shading Language, texture memory can store much more than just image data. These texture access functions provide fast, flexible access to such data in order to achieve a wide variety of effects (see [Table 5.7](#)).

**Table 5.7. Texture access functions**

Syntax	Description
<code>vec4 texture1D (sampler1D <i>sampler</i>, float <i>coord</i> [, float <i>bias</i>])</code>	Use the texture coordinate <i>coord</i> to access the 1D texture currently specified by <i>sampler</i> . For the projective (" <b>Proj</b> ") versions, the texture coordinate <i>coord.s</i> is divided by the last component of <i>coord</i> . The second and third components of <i>coord</i> are ignored for the <b>vec4</b> <i>coord</i> variant.
<code>vec4 texture1DProj (sampler1D <i>sampler</i>, vec2 <i>coord</i> [, float <i>bias</i>])</code>	
<code>vec4 texture1DProj (sampler1D <i>sampler</i>, vec4 <i>coord</i> [, float <i>bias</i>])</code>	
<code>vec4 texture1DLod (sampler1D <i>sampler</i>, float <i>coord</i>, float <i>lod</i>)</code>	
<code>vec4 texture1DProjLod (sampler1D <i>sampler</i>, vec2 <i>coord</i>, float <i>lod</i>)</code>	
<code>vec4 texture1DProjLod (sampler1D <i>sampler</i>, vec4 <i>coord</i>, float <i>lod</i>)</code>	

```
vec4 texture2D (sampler2D sampler, vec2 coord  
[, float bias])  
vec4 texture2DProj (sampler2D sampler, vec3  
coord [, float bias])  
vec4 texture2DProj (sampler2D sampler, vec4  
coord [, float bias])  
vec4 texture2DLod (sampler2D sampler, vec2  
coord, float lod)  
vec4 texture2DProjLod (sampler2D sampler,  
vec3 coord, float lod)  
vec4 texture2DProjLod (sampler2D sampler,  
vec4 coord, float lod)
```

Use the texture coordinate *coord* to access the 2D texture currently specified by *sampler*. For the projective ("Proj") versions, the texture coordinate (*coord.s*, *coord.t*) is divided by the last component of *coord*. The third component of *coord* is ignored for the **vec4** *coord* variant.

```
vec4 texture3D (sampler3D sampler, vec3 coord  
[, float bias])  
vec4 texture3DProj (sampler3D sampler, vec4  
coord [, float bias])  
vec4 texture3DLod (sampler3D sampler, vec3  
coord, float lod)  
vec4 texture3DProjLod (sampler3D sampler,  
vec4 coord, float lod)
```

Use the texture coordinate *coord* to access the 3D texture currently specified by *sampler*. For the projective ("Proj") versions, the texture coordinate is divided by *coord.q*.

```
vec4 textureCube (samplerCube sampler, vec3  
coord [, float bias])  
vec4 textureCubeLod (samplerCube sampler,  
vec3 coord, float lod)
```

Use the texture coordinate *coord* to access the cube map texture currently specified by *sampler*. The direction of *coord* selects the face in which to do a two-dimensional texture lookup.

```
vec4 shadow1D (sampler1DShadow sampler,  
vec3 coord [, float bias])  
vec4 shadow2D (sampler2DShadow sampler,  
vec3 coord [, float bias])  
vec4 shadow1DProj (sampler1DShadow  
sampler, vec4 coord [, float bias])  
vec4 shadow2DProj (sampler2DShadow  
sampler, vec4 coord [, float bias])  
vec4 shadow1DLod (sampler1DShadow  
sampler, vec3 coord, float lod)  
vec4 shadow2DLod (sampler2DShadow  
sampler, vec3 coord, float lod)  
vec4 shadow1DProjLod (sampler1DShadow  
sampler, vec4 coord, float lod)  
vec4 shadow2DProjLod (sampler2DShadow  
sampler, vec4 coord, float lod)
```

Use texture coordinate *coord* to do a depth comparison lookup on the depth texture specified by *sampler*. The third component of *coord* (*coord.p*) is compared to the value read from the depth texture. The texture bound to *sampler* must be a depth texture or results are undefined. For the projective ("Proj") version of each built-in, the texture coordinate is divided by *coord.q*, giving a depth value of *coord.p/coord.q*. The second component of *coord* is ignored for the "1D" variants.

---

Texturing results are undefined if

- A texture function other than one of the **shadow** variants is called with a sampler whose texture is a depth texture with depth comparisons enabled,
- A **shadow** texture call is made to a sampler whose texture is a depth texture with depth comparisons disabled, or
- A **shadow** texture call is made to a sampler whose texture is not a depth texture.

## 5.8. Fragment Processing Functions

Fragment processing functions are only available in shaders intended for use on the fragment processor. This category has three built-in functions. Two obtain derivatives and the other estimates the filter width used to antialias procedural textures.

The derivative functions, **dFdx** and **dFdy**, determine the rate of change of an expression. The function **dFdx(*p*)** evaluates the derivative of the expression *p* in the *x* direction in window coordinates, and the function **dFdy(*p*)** evaluates the derivative of the expression *p* in the *y* direction in window coordinates. These values indicate how fast the expression is changing in window space, and this information can be used to take steps to prevent aliasing. For instance, if texture coordinates are changing rapidly, it may be better to set the resulting color to the average color for the texture in order to avoid aliasing.

It only makes sense to apply these functions to expressions that vary from one fragment to the next. Because the value of a uniform variable does not change from one pixel to the next, its derivative in *x* and in *y* is always 0. See [Table 5.8](#).

**Table 5.8. Fragment Processing Functions**

Syntax	Description
float <b>dFdx</b> (float <i>p</i> ) vec2 <b>dFdx</b> (vec2 <i>p</i> ) vec3 <b>dFdx</b> (vec3 <i>p</i> ) vec4 <b>dFdx</b> (vec4 <i>p</i> )	Returns the derivative in <i>x</i> for the input argument <i>p</i> .
float <b>dFdy</b> (float <i>p</i> ) vec2 <b>dFdy</b> (vec2 <i>p</i> ) vec3 <b>dFdy</b> (vec3 <i>p</i> ) vec4 <b>dFdy</b> (vec4 <i>p</i> )	Returns the derivative in <i>y</i> for the input argument <i>p</i> .
float <b>fwidth</b> (float <i>p</i> ) vec2 <b>fwidth</b> (vec2 <i>p</i> ) vec3 <b>fwidth</b> (vec3 <i>p</i> ) vec4 <b>fwidth</b> (vec4 <i>p</i> )	Returns the sum of the absolute derivative in <i>x</i> and <i>y</i> for the input argument <i>p</i> , i.e., <code>return = abs (dFdx (<i>p</i>)) + abs (dFdy (<i>p</i>));</code>

## 5.9. Noise Functions

Noise functions (see [Table 5.9](#)) are available to both fragment and vertex shaders. These stochastic functions, first described by Ken Perlin, increase visual complexity. Values returned by the following noise functions give the appearance of randomness, but they are not truly random. A more complete description of and motivation for the noise function can be found in [Chapter 15](#).

**Table 5.9. Noise Functions**

Syntax	Description
float <b>noise1</b> (float <i>x</i> )	Returns a 1D noise value based on the input value <i>x</i> .
float <b>noise1</b> (vec2 <i>x</i> )	
float <b>noise1</b> (vec3 <i>x</i> )	
float <b>noise1</b> (vec4 <i>x</i> )	
vec2 <b>noise2</b> (float <i>x</i> )	Returns a 2D noise value based on the input value <i>x</i> .
vec2 <b>noise2</b> (vec2 <i>x</i> )	
vec2 <b>noise2</b> (vec3 <i>x</i> )	
vec2 <b>noise2</b> (vec4 <i>x</i> )	
vec3 <b>noise3</b> (float <i>x</i> )	Returns a 3D noise value based on the input value <i>x</i> .
vec3 <b>noise3</b> (vec2 <i>x</i> )	
vec3 <b>noise3</b> (vec3 <i>x</i> )	
vec3 <b>noise3</b> (vec4 <i>x</i> )	
vec4 <b>noise4</b> (float <i>x</i> )	Returns a 4D noise value based on the input value <i>x</i> .
vec4 <b>noise4</b> (vec2 <i>x</i> )	
vec4 <b>noise4</b> (vec3 <i>x</i> )	
vec4 <b>noise4</b> (vec4 <i>x</i> )	

The built-in noise functions are defined to have the following characteristics:

- The return values are always in the range [−1,1] and cover at least the range [−0.6,0.6] with a Gaussian-like distribution.
- The return values have an overall average of 0.
- The functions are repeatable, in that a particular input value always produces the same return value.
- They are statistically invariant under rotation; that is, no matter how the domain is rotated, it has the same statistical character.
- They have a statistical invariance under translation; that is, no matter how the domain is translated, it has the same statistical character.
- They typically give different results under translation.
- The spatial frequency is narrowly concentrated, centered somewhere between 0.5 and 1.0.
- They are C<sup>1</sup> continuous everywhere; that is the first derivative is continuous.

## 5.10. Summary

The OpenGL Shading Language contains a rich set of built-in functions. Some of these functions are similar to those found in C and C++, and others are similar to those found in RenderMan. These functions expose hardware functionality (e.g., texture access) or support common operations (e.g., square root, clamp), or they represent operations likely to be accelerated in future generations of graphics hardware (trigonometry functions, noise, etc.).

Function overloading is used extensively because many of these functions operate on either vectors or scalars. Vendors that support the OpenGL Shading Language are expected to provide optimal implementations of these functions, so the built-in functions should be used whenever possible.

The built-in mathematical functions can be used in some unique and perhaps unexpected ways to create procedural textures. Shader examples throughout the rest of this book illustrate this. Visualizing the function needed to achieve a particular effect can be a vital part of the shader development process.

## 5.11. Further Information

Many of the built-in functions described in this chapter are used in example shaders in the remainder of this book. All you need to do is keep reading to see them in action.

Some additional detail on the built-in functions can be found in the *The OpenGL Shading Language, Version 1.10*, by John Kessenich, Dave Baldwin, and Randi Rost ([2004](#)).

Various OpenGL Shading Language built-in functions, including the derivative and filter width functions, were inspired by similar functions in RenderMan. Motivation for some of these functions is discussed in *The RenderMan Companion: A Programmer's Guide to Realistic Computer Graphics* by Steve Upstill ([1990](#)) and *Advanced RenderMan: Creating CGI for Motion Pictures* by Tony Apodaca and Larry Gritz ([1999](#)). For additional details on noise functions, see the papers by Perlin and the references provided at the end of [Chapter 15](#).

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<http://www.renderman.org/RMR/Books/arman/materials.html>
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4. Perlin, Ken, *Improving Noise*, Computer Graphics (SIGGRAPH 2002 Proceedings), pp. 681-682, July 2002. <http://mrl.nyu.edu/perlin/paper445.pdf>
5. Pixar, *The RenderMan Interface Specification*, Version 3.2, Pixar, July 2000.  
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# Chapter 6. Simple Shading Example

Now that we've described the OpenGL Shading Language, let's look at a simple example. In this example, we apply a brick pattern to an object. The brick pattern is calculated entirely within a fragment shader. If you'd prefer to skip ahead to the next chapter for a more in-depth discussion of the API that allows shaders to be defined and manipulated, feel free to do so.

The shader for rendering a procedural brick pattern was the first interesting shader ever executed by the OpenGL Shading Language on programmable graphics hardware. It ran for the first time in March 2002, on the 3Dlabs Wildcat VP graphics accelerator. Dave Baldwin published the first GLSL brick fragment shader in a white paper that described the language destined to become the OpenGL Shading Language. His GLSL shader was based on a RenderMan shader by Darwyn Peachey that was published in the book, *Texturing and Modeling: A Procedural Approach*. Steve Koren and John Kessenich adapted Dave's shader to get it working on real hardware for the first time, and it has subsequently undergone considerable refinement for inclusion in this book.

This example, like most of the others in this book, consists of three essential components: the source code for the vertex shader, the source code for the fragment shader, and the application code that initializes and uses these shaders. This chapter focuses on the vertex and fragment shaders. The application code for using these shaders is discussed in [Section 7.13](#), after the details of the OpenGL Shading Language API have been discussed.

With this first example, we take a little more time discussing the details in order to give you a better grasp of what's going on. In examples later in the book, we focus mostly on the details that differ from previous examples.

## 6.1. Brick Shader Overview

One approach to writing shaders is to come up with a description of the effect that you're trying to achieve and then decide which parts of the shader need to be implemented in the vertex shader, which need to be implemented in the fragment shader, and how the application will tie everything together.

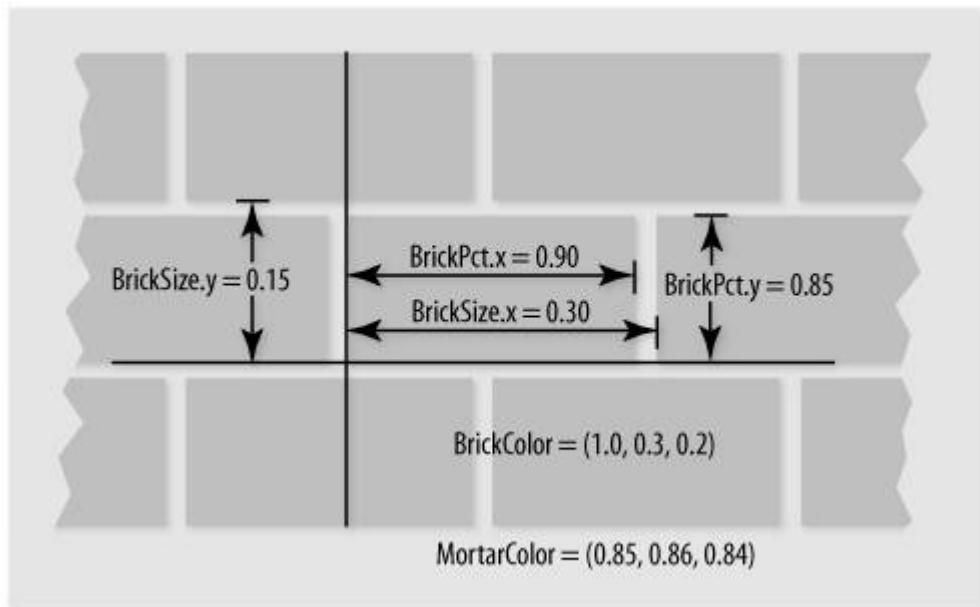
In this example, we develop a shader that applies a computed brick pattern to all objects that are drawn. We don't attempt the most realistic looking brick shader, but rather a fairly simple one that illustrates many of the concepts we introduced in the previous chapters. We don't use textures for this brick pattern; the pattern itself is generated algorithmically. We can build a lot of flexibility into this shader by parameterizing the different aspects of our brick algorithm.

Let's first come up with a description of the overall effect we're after. We want

- A single light source
- Diffuse and specular reflection characteristics
- A brick pattern based on the position in modeling coordinates of the object being rendered where the  $x$  coordinate is related to the brick horizontal position and the  $y$  coordinate is related to the brick vertical position
- Alternate rows of bricks offset by one-half the width of a single brick
- Easy-to-modify colors and ratios: brick color, mortar color, brick-to-brick horizontal distance, brick-to-brick vertical distance, brick width fraction (ratio of the width of a brick to the overall horizontal distance between two adjacent bricks), and brick height fraction (ratio of the height of a brick to the overall vertical distance between two adjacent bricks)

The brick geometry parameters that we use to control geometry and color are illustrated in [Figure 6.1](#). Brick size and brick percentage parameters are both stored in user-defined uniform variables of type **vec2**. The horizontal distance between two bricks, including the width of the mortar, is provided by *BrickSize.x*. The vertical distance between two rows of bricks, including the height of the mortar, is provided by *BrickSize.y*. These two values are given in units of modeling coordinates. The fraction of *BrickSize.x* represented by the brick only is provided by *BrickPct.x*. The fraction of *BrickSize.y* represented by the brick only is provided by *BrickPct.y*. These two values are in the range [0,1]. Finally, the brick color and the mortar color are represented by the variables *BrickColor* and *MortarColor*.

**Figure 6.1. Parameters for defining brick**



Now that we're armed with a firm grasp of our desired outcome, we'll design our vertex shader, then our fragment shader, and then the application code that will tie it all together.

## 6.2. Vertex Shader

The vertex shader embodies the operations that occur on each vertex that is provided to OpenGL. To define our vertex shader, we need to answer three questions.

1. What data must be passed to the vertex shader for every vertex (i.e., attribute variables)?
2. What global state is required by the vertex shader (i.e., uniform variables)?
3. What values are computed by the vertex shader (i.e., varying variables)?

Let's look at these questions one at a time.

We can't draw any geometry at all without specifying a value for each vertex position. Furthermore, we can't do any lighting unless we have a surface normal for each location for which we want to apply a lighting computation. So at the very least, we need a vertex position and a normal for every incoming vertex. These attributes are already defined as part of OpenGL, and the OpenGL Shading Language provides built-in variables to refer to them (*gl\_Vertex* and *gl\_Normal*). If we use the standard OpenGL entry points for passing vertex positions and normals, we don't need any user-defined attribute variables in our vertex shader. We can access the current values for vertex position and normal simply by referring to *gl\_Vertex* and *gl\_Normal*.

We need access to several pieces of OpenGL state for our brick algorithm. These are available to our shader as built-in uniform variables. We need to access the current modelview-projection matrix (*gl\_ModelViewProjection-Matrix*) in order to transform our vertex position into the clipping coordinate system. We need to access the current modelview matrix (*gl\_ModelViewMatrix*) in order to transform the vertex position into eye coordinates for use in the lighting computation. And we also need to transform our incoming normals into eye coordinates by using OpenGL's normal transformation matrix (*gl\_NormalMatrix*, which is just the inverse transpose of the upper-left 3 x 3 subset of *gl\_ModelViewMatrix*).

In addition, we need the position of a single light source. We could use the OpenGL lighting state and reference that state within our vertex shader, but to illustrate the use of uniform variables, we define the light source position as a uniform variable like this:<sup>[1]</sup>

[1] The shaders in this book observe the convention of capitalizing the first letter of user-specified uniform, varying, attribute, and nonqualified global variable names to set them apart from local variables.

```
uniform vec3 LightPosition;
```

We also need values for the lighting calculation to represent the contribution from specular reflection and the contribution from diffuse reflection. We could define these as uniform variables so that they could be changed dynamically by the application, but to illustrate some additional features of the language, we define them as constants like this:

```
const float SpecularContribution = 0.3;
const float DiffuseContribution = 1.0 - SpecularContribution;
```

Finally, we need to define the values that are passed on to the fragment shader. Every vertex shader must compute the homogeneous vertex position and store its value in the standard variable *gl\_Position*, so we know that our brick vertex shader must do likewise. On the fly, we

compute the brick pattern in the fragment shader as a function of the incoming geometry's  $x$  and  $y$  values in modeling coordinates, so we define a varying variable called *MCposition* for this purpose. To apply the lighting effect on top of our brick, we do part of the lighting computation in the fragment shader and apply the final lighting effect after the brick/mortar color has been computed in the fragment shader. We do most of the lighting computation in the vertex shader and simply pass the computed light intensity to the fragment shader in a varying variable called *LightIntensity*. These two varying variables are defined like this:

```
varying float LightIntensity;
varying vec2 MCposition;
```

We're now ready to get to the meat of our brick vertex shader. We begin by declaring a main function for our vertex shader and computing the vertex position in eye coordinates:

```
void main()
{
    vec3 ecPosition = vec3(gl_ModelViewMatrix * gl_Vertex);
```

In this first line of code, our vertex shader defines a variable called *ecPosition* to hold the eye coordinate position of the incoming vertex. We compute the eye coordinate position by transforming the vertex position (*gl\_Vertex*) by the current modelview matrix (*gl\_ModelViewMatrix*). Because one of the operands is a matrix and the other is a vector, the `*` operator performs a matrix multiplication operation rather than a component-wise multiplication.

The result of the matrix multiplication is a **vec4**, but *ecPosition* is defined as a **vec3**. There is no automatic conversion between variables of different types in the OpenGL Shading Language, so we convert the result to a **vec3** by using a constructor. This causes the fourth component of the result to be dropped so that the two operands have compatible types. (Constructors provide an operation that is similar to type casting, but it is much more flexible, as discussed in [Section 3.3](#)). As we'll see, the eye coordinate position is used a couple of times in our lighting calculation.

The lighting computation that we perform is a simple one. Some light from the light source is reflected in a diffuse fashion (i.e., in all directions). Where the viewing direction is very nearly the same as the reflection direction from the light source, we see a specular reflection. To compute the diffuse reflection, we need to compute the angle between the incoming light and the surface normal. To compute the specular reflection, we need to compute the angle between the reflection direction and the viewing direction. First, we transform the incoming normal:

```
vec3 tnorm      = normalize(gl_NormalMatrix * gl_Normal);
```

This line defines a new variable called *tnorm* for storing the transformed normal (remember, in the OpenGL Shading Language, variables can be declared when needed). The incoming surface normal (*gl\_Normal*, a built-in variable for accessing the normal value supplied through the standard OpenGL entry points) is transformed by the current OpenGL normal transformation matrix (*gl\_NormalMatrix*). The resulting vector is normalized (converted to a vector of unit length) by the built-in function **normalize**, and the result is stored in *tnorm*.

Next, we need to compute a vector from the current point on the surface of the three-dimensional object we're rendering to the light source position. Both of these should be in eye coordinates (which means that the value for our uniform variable *LightPosition* must be provided by the application in eye coordinates). The light direction vector is computed as follows:

```
vec3 lightVec  = normalize(LightPosition - ecPosition);
```

The object position in eye coordinates was previously computed and stored in `ecPosition`. To compute the light direction vector, we subtract the object position from the light position. The resulting light direction vector is also normalized and stored in the newly defined local variable `lightVec`.

The calculations we've done so far have set things up almost perfectly to call the built-in function `reflect`. Using our transformed surface normal and the computed incident light vector, we can now compute a reflection vector at the surface of the object; however, `reflect` requires the incident vector (the direction from the light to the surface), and we've computed the direction to the light source. Negating `lightVec` gives us the proper vector:

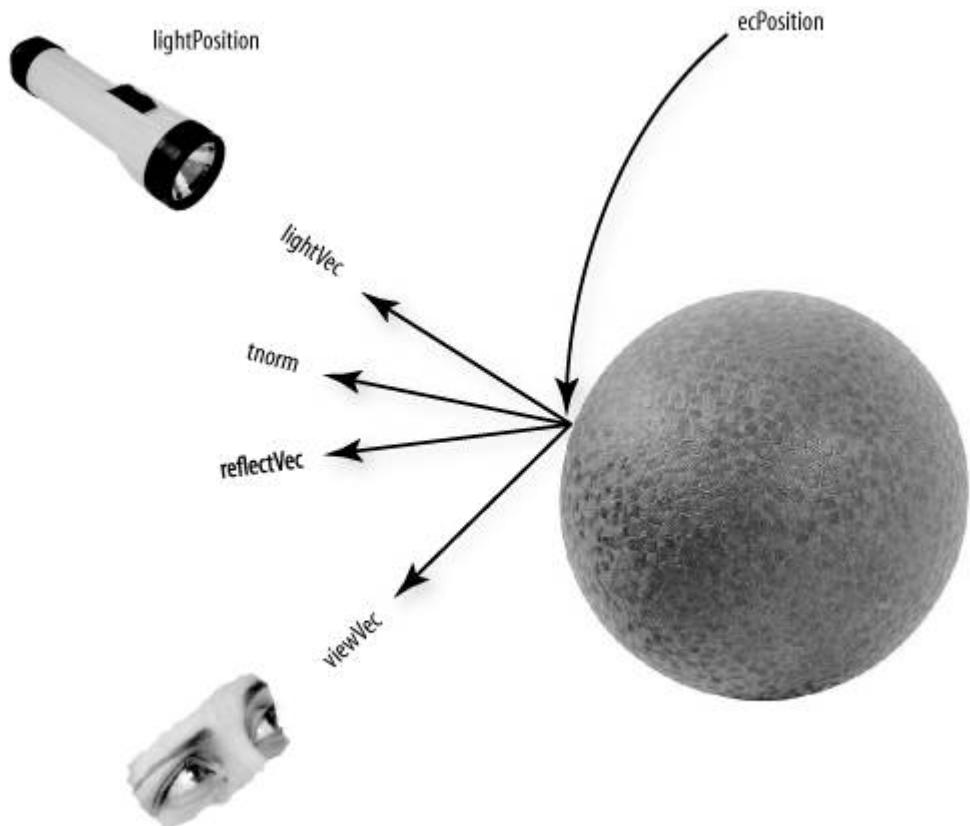
```
vec3 reflectVec = reflect(-lightVec, tnorm);
```

Because both vectors used in this computation were unit vectors, the resulting vector is a unit vector as well. To complete our lighting calculation, we need one more vector—a unit vector in the direction of the viewing position. Because, by definition, the viewing position is at the origin (i.e.,  $(0,0,0)$ ) in the eye coordinate system, we can simply negate and normalize the computed eye coordinate position, `ecPosition`:

```
vec3 viewVec = normalize(-ecPosition);
```

With these four vectors, we can perform a per-vertex lighting computation. The relationship of these vectors is shown in [Figure 6.2](#).

**Figure 6.2. Vectors involved in the lighting computation for the brick vertex shader**



The modeling of diffuse reflection is based on the assumption that the incident light is scattered in all directions according to a cosine distribution function. The reflection of light is strongest when the light direction vector and the surface normal are coincident. As the difference between the two angles increases to  $90^\circ$ , the diffuse reflection drops off to zero. Because both vectors have been normalized to produce unit vectors, we can determine the cosine of the angle between *lightVec* and *tnorm* by performing a dot product operation between those vectors. We want the diffuse contribution to be 0 if the angle between the light and the surface normal is greater than  $90^\circ$  (there should be no diffuse contribution if the light is behind the object), and the **max** function accomplishes this:

```
float diffuse = max(dot(lightVec, tnorm), 0.0);
```

The specular component of the light intensity for this vertex is computed by

```
float spec = 0.0;
if (diffuse > 0.0)
{
    spec = max(dot(reflectVec, viewVec), 0.0);
    spec = pow(spec, 16.0);
}
```

The variable for the specular reflection value is defined and initialized to 0. We compute a specular value other than 0 only if the angle between the light direction vector and the surface normal is less than  $90^\circ$  (i.e., the diffuse value is greater than 0) because we don't want any specular highlights if the light source is behind the object. Because both *reflectVec* and *viewVec* are normalized, computing the dot product of these two vectors gives us the cosine of the angle between them. If the angle is near zero (i.e., the reflection vector and the viewing vector are almost the same), the resulting value is near 1.0. By raising the result to the 16th power in the subsequent line of code, we effectively "sharpen" the highlight, ensuring that we have a specular highlight only in the region where the reflection vector and the view vector are almost the same. The choice of 16 for the exponent value is arbitrary. Higher values produce more concentrated specular highlights, and lower values produce less concentrated highlights. This value could also be passed in as a uniform variable so that it can be easily modified by the end user.

All that remains is to multiply the computed diffuse and specular reflection values by the *diffuseContribution* and *specularContribution* constants and sum the two values:

```
LightIntensity = DiffuseContribution * diffuse +
                SpecularContribution * spec;
```

This value will be assigned to the varying variable *LightIntensity* and interpolated between vertices. We also have one other varying variable to compute, and we can do that quite easily:

```
MCposition = gl_Vertex.xy;
```

When the brick pattern is applied to a geometric object, we want the brick pattern to remain constant with respect to the surface of the object, no matter how the object is moved. We also want the brick pattern to remain constant with respect to the surface of the object, no matter what the viewing position. To generate the brick pattern algorithmically in the fragment shader, we need to provide a value at each fragment that represents a location on the surface. For this example, we provide the modeling coordinate at each vertex by setting our varying variable *MCposition* to the same value as our incoming vertex position (which is, by definition, in modeling coordinates).

We don't need the *z* or *w* coordinate in the fragment shader, so we need a way to select just the *x* and *y* components of *gl\_Vertex*. We could have used a constructor here (e.g., `vec2(gl_Vertex)`), but to show off another language feature, we use the component selector `.xy` to select the first two components of *gl\_Vertex* and store them in our varying variable *MCposition*.

All that remains to be done is what all vertex shaders must do: compute the homogeneous vertex position. We do this by transforming the incoming vertex value by the current modelview-projection matrix, using the built-in function `ftransform`:

```
    gl_Position = ftransform();  
}
```

For clarity, the code for our vertex shader is provided in its entirety in [Listing 6.1](#).

### **Listing 6.1. Source code for brick vertex shader**

```
uniform vec3 LightPosition;  
  
const float SpecularContribution = 0.3;  
const float DiffuseContribution = 1.0 - SpecularContribution;  
  
varying float LightIntensity;  
varying vec2 MCposition;  
  
void main()  
{  
    vec3 ecPosition = vec3(gl_ModelViewMatrix * gl_Vertex);  
    vec3 tnorm      = normalize(gl_NormalMatrix * gl_Normal);  
    vec3 lightVec   = normalize(LightPosition - ecPosition);  
    vec3 reflectVec = reflect(-lightVec, tnorm);  
    vec3 viewVec    = normalize(-ecPosition);  
    float diffuse    = max(dot(lightVec, tnorm), 0.0);  
    float spec       = 0.0;  
  
    if (diffuse > 0.0)  
    {  
        spec = max(dot(reflectVec, viewVec), 0.0);  
        spec = pow(spec, 16.0);  
    }  
  
    LightIntensity = DiffuseContribution * diffuse +  
                    SpecularContribution * spec;  
  
    MCposition     = gl_Vertex.xy;  
    gl_Position     = ftransform();  
}
```

## 6.3. Fragment Shader

The typical purpose of a fragment shader is to compute the color to be applied to a fragment or to compute the depth value for the fragment or both. In this case (and indeed with most fragment shaders), we're concerned only about the color of the fragment. We're perfectly happy using the depth value that's been computed by the OpenGL rasterization stage. Therefore, the entire purpose of this shader is to compute the color of the current fragment.

Our brick fragment shader starts off by defining a few more uniform variables than did the vertex shader. The brick pattern that will be rendered on our geometry is parameterized to make it easier to modify. The parameters that are constant across an entire primitive can be stored as uniform variables and initialized (and later modified) by the application. This makes it easy to expose these controls to the end user for modification through user interface elements such as sliders and color pickers. The brick fragment shader uses the parameters that are illustrated in [Figure 6.1](#). These are defined as uniform variables as follows:

```
uniform vec3 BrickColor, MortarColor;  
uniform vec2 BrickSize;  
uniform vec2 BrickPct;
```

We want our brick pattern to be applied consistently to our geometry in order to have the object look the same no matter where it is placed in the scene or how it is rotated. The key to determining the placement of the brick pattern is the modeling coordinate position that is computed by the vertex shader and passed in the varying variable *MCposition*:

```
varying vec2 MCposition;
```

This variable was computed at each vertex by the vertex shader in the previous section, and it is interpolated across the primitive and made available to the fragment shader at each fragment location. Our fragment shader can use this information to determine where the fragment location is in relation to the algorithmically defined brick pattern. The other varying variable that is provided as input to the fragment shader is defined as follows:

```
varying float LightIntensity;
```

This varying variable contains the interpolated value for the light intensity that we computed at each vertex in our vertex shader. Note that both of the varying variables in our fragment shader are defined with the same type that was used to define them in our vertex shader. A link error would be generated if this were not the case.

With our uniform and varying variables defined, we can begin with the actual code for the brick fragment shader:

```
void main()  
{  
    vec3 color;  
    vec2 position, useBrick;
```

In this shader, we do things more like we would in C and define all our local variables before they're used at the beginning of our **main** function. In some cases, this can make the code a little cleaner or easier to read, but it is mostly a matter of personal preference and coding style.

The first actual line of code in our brick fragment shader computes values for the local `vec2` variable `position`:

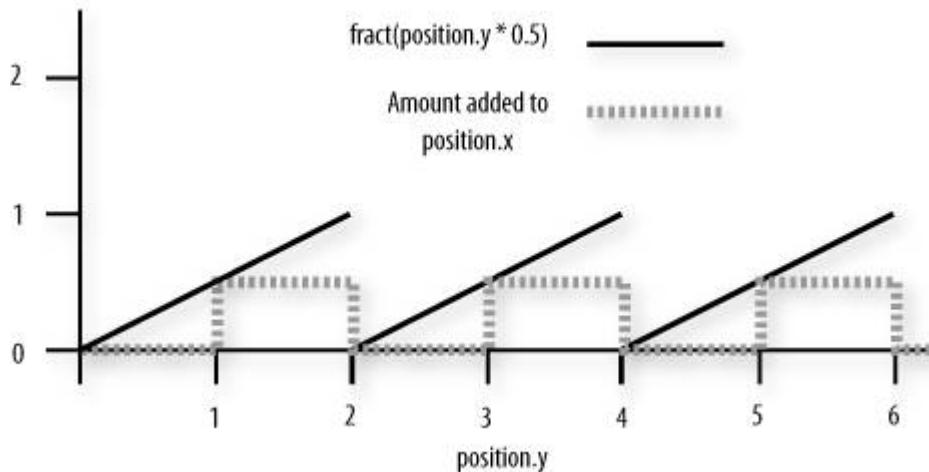
```
position = MCposition / BrickSize;
```

This statement divides the fragment's *x* position in modeling coordinates by the brick column width and the *y* position in modeling coordinates by the brick row height. This gives us a "brick row number" (`position.y`) and a "brick number" within that row (`position.x`). Keep in mind that these are signed, floating-point values, so it is perfectly reasonable to have negative row and brick numbers as a result of this computation.

Next, we use a conditional to determine whether the fragment is in a row of bricks that is offset (see [Figure 6.3](#)):

```
if (fract(position.y * 0.5) > 0.5)
    position.x += 0.5;
```

**Figure 6.3. A graph of the function `fract(position.y * 0.5)` shows how the even/odd row determination is made. The result of this function is compared against 0.5. If the value is greater than 0.5, a value of 0.5 is added to `position.x`; otherwise, nothing is added. The result is that rows whose integer values are 1, 3, 5, . . . , are shifted half a brick position to the right.**



The "brick row number" (`position.y`) is multiplied by 0.5, the integer part is dropped by the `fract` function, and the result is compared to 0.5. Half the time (or every other row), this comparison is true, and the "brick number" value (`position.x`) is incremented by 0.5 to offset the entire row by half the width of a brick. This is illustrated by the graph in [Figure 6.3](#).

Following this, we compute the fragment's location within the current brick:

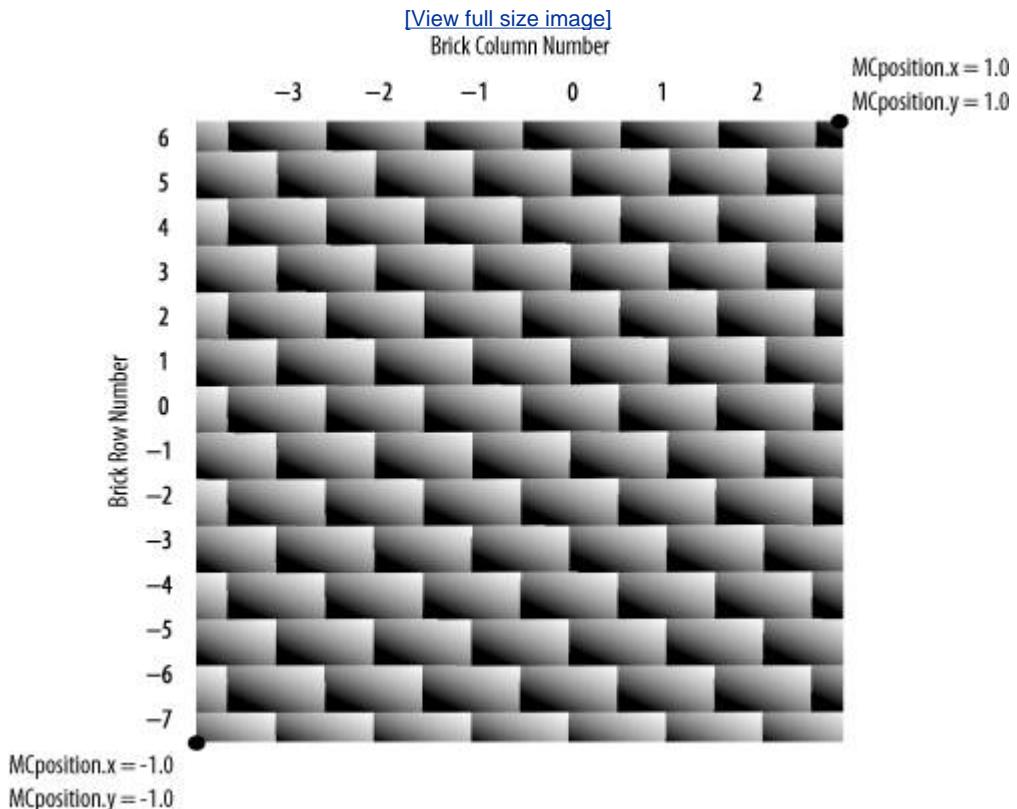
```
position = fract(position);
```

This computation gives us the vertical and horizontal position within a single brick. This position serves as the basis for determining whether to use the brick color or the mortar color.

[Figure 6.4](#) shows how we might visualize the results of the fragment shader to this point. If we

were to apply this shader to a square with modeling coordinates of (1.0, 1.0) at the lower-left corner and (1.0, 1.0) at the upper right, our partially completed shader would show the beginnings of the brick pattern we're after. Because the overall width of the square is 2.0 units in modeling coordinates, our division of  $MCposition.x$  by  $BrickSize.x$  gives us  $2.0 / 0.3$  or roughly six and two-thirds bricks across, as we see in [Figure 6.4](#). Similarly the division of  $MCposition.y$  by  $BrickSize.y$  gives us  $2.0 / 0.15$  or roughly thirteen and two-thirds rows of bricks from top to bottom. For this illustration, we shaded each fragment by summing the fractional part of  $position.x$  and  $position.y$ , multiplying the result by 0.5, and then storing this value in the red, green, and blue components of  $gl_FragColor$ .

**Figure 6.4. Intermediate results of brick fragment shader**



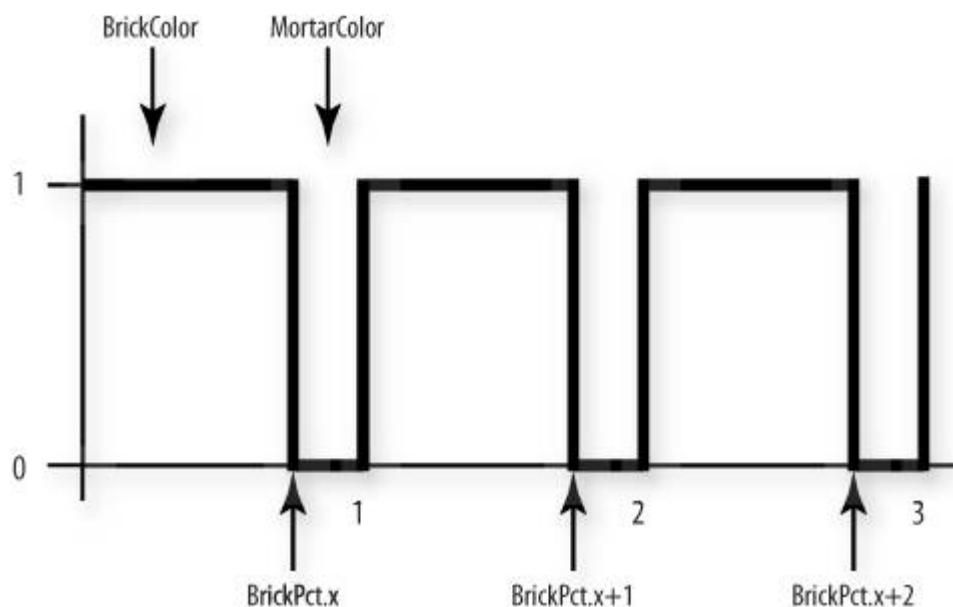
To complete our brick shader, we need a function that gives us a value of 1.0 when the brick color should be used and 0 when the mortar color should be used. If we can achieve this, we can end up with a simple way to choose the appropriate color. We know that we're working with a horizontal component of the brick texture function and a vertical component. If we can create the desired function for the horizontal component and the desired function for the vertical component, we can just multiply the two values together to get our final answer. If the result of either of the individual functions is 0 (mortar color), the multiplication causes the final answer to be 0; otherwise, it is 1.0, and the brick color is used.

We use the **step** function to achieve the desired effect. The **step** function takes two arguments, an edge (or threshold) and a parameter to test against that edge. If the value of the parameter to be tested is less than the edge value, the function returns 0; otherwise, it returns 1.0. (Refer to [Figure 5.11](#) for a graph of this function). In typical use, the **step** function produces a pattern of pulses (i.e., a square wave) whereby the function starts at 0 and rises to 1.0 when the threshold is reached. We can get a function that starts at 1.0 and drops to 0 just by reversing the order of the two arguments provided to this function:

```
useBrick = step(position, BrickPct);
```

In this line of code, we compute two values that tell us whether we are in the brick or in the mortar in the horizontal direction (`useBrick.x`) and in the vertical direction (`useBrick.y`). The built-in function `step` produces a value of 0 when `BrickPct.x < position.x` and a value of 1.0 when `BrickPct.x >= position.x`. Because of the `fract` function, we know that `position.x` varies from (0,1). The variable `BrickPct` is a uniform variable, so its value is constant across the primitive. This means that the value of `useBrick.x` is 1.0 when the brick color should be used and 0 when the mortar color should be used as we move horizontally. The same thing is done in the vertical direction, with `position.y` and `BrickPct.y` computing the value for `useBrick.y`. By multiplying `useBrick.x` by `useBrick.y`, we can get a value of 0 or 1.0 that lets us select the appropriate color for the fragment. The periodic step function for the horizontal component of the brick pattern is illustrated in [Figure 6.5](#).

**Figure 6.5. The periodic step function that produces the horizontal component of the procedural brick pattern**



The values of `BrickPct.x` and `BrickPct.y` can be computed by the application to give a uniform mortar width in both directions based on the ratio of column width to row height, or the values can be chosen arbitrarily to give a mortar appearance that looks right.

All that remains is to compute our final color value and store it in the special variable `gl_FragColor`:

```

color = mix(MortarColor, BrickColor, useBrick.x * useBrick.y);
color *= LightIntensity;
gl_FragColor = vec4(color, 1.0);
}

```

Here we compute the color of the fragment and store it in the local variable `color`. We use the built-in function `mix` to choose the brick color or the mortar color, depending on the value of `useBrick.x * useBrick.y`. Because `useBrick.x` and `useBrick.y` can have values of only 0 (mortar) or 1.0 (brick), we choose the brick color only if both values are 1.0; otherwise, we choose the mortar color.

The resulting value is then multiplied by the light intensity, and that result is stored in the local variable `color`. This local variable is a `vec3`, and `gl_FragColor` is defined as a `vec4`, so we create our final color value by using a constructor to add a fourth component (alpha) equal to 1.0 and assign the result to the built-in variable `gl_FragColor`.

The source code for the complete fragment shader is shown in [Listing 6.2](#).

## **Listing 6.2. Source code for brick fragment shader**

```
uniform vec3  BrickColor, MortarColor;
uniform vec2  BrickSize;
uniform vec2  BrickPct;

varying vec2  MCposition;
varying float LightIntensity;

void main()
{
    vec3  color;
    vec2  position, useBrick;
    position = MCposition / BrickSize;

    if (fract(position.y * 0.5) > 0.5)
        position.x += 0.5;

    position = fract(position);

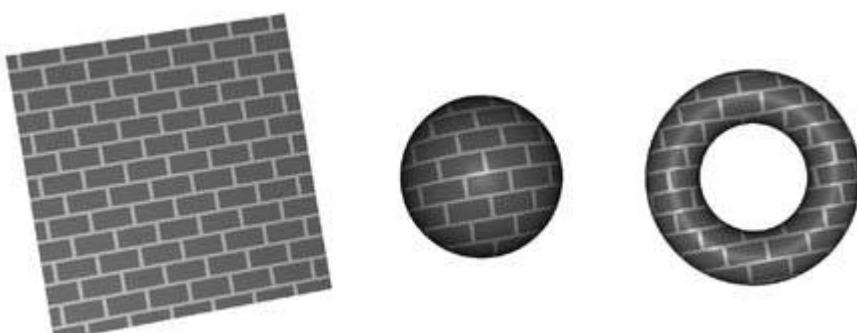
    useBrick = step(position, BrickPct);

    color  = mix(MortarColor, BrickColor, useBrick.x * useBrick.y);
    color *= LightIntensity;
    gl_FragColor = vec4(color, 1.0);
}
```

When comparing this shader to the vertex shader in the previous example, we notice one of the key features of the OpenGL Shading Language, namely, that the language used to write these two shaders is almost identical. Both shaders have a main function, some uniform variables, and some local variables; expressions are the same; built-in functions are called in the same way; constructors are used in the same way; and so on. The only perceptible differences exhibited by these two shaders are (A) the vertex shader accesses built-in attribute variables, such as *gl\_Vertex* and *gl\_Normal*, (B) the vertex shader writes to the built-in variable *gl\_Position*, whereas the fragment shader writes to the built-in variable *gl\_FragColor*, and (C) the varying variables are written by the vertex shader and are read by the fragment shader.

The application code to create and use these shaders is shown in [Section 7.13](#), after the OpenGL Shading Language API has been presented. The result of rendering some simple objects with these shaders is shown in [Figure 6.6](#). A color version of the result is shown in Color Plate 35.

**Figure 6.6. A flat polygon, a sphere, and a torus rendered with the brick shaders**



## 6.4. Observations

A couple of problems with our shader make it unfit for anything but the simplest cases. Because the brick pattern is computed with the modeling coordinates of the incoming object, the apparent size of the bricks depends on the size of the object in modeling coordinates. The brick pattern might look fine with some objects, but the bricks may turn out much too small or much too large on other objects. At the very least, we should probably have a uniform variable in the vertex shader to scale the modeling coordinates. The application could allow the end user to adjust the scale factor to make the brick pattern look good on the object being rendered.

Another potential issue is that we've chosen to base the brick pattern on the object's  $x$  and  $y$  coordinates in modeling space. This can result in some unrealistic-looking effects on objects that aren't as regular as the objects shown in [Figure 6.6](#). By using only the  $x$  and  $y$  coordinates of the object, we end up modeling bricks that are infinitely deep. The brick pattern looks fine when viewed from the front of the object, but when you look at it from the side, you'll be able to see how the brick extends in depth. To get a truly three-dimensional brick shader, we'd need to add a third dimension to our procedural texture calculation and use the  $z$  component of the position in modeling coordinates to determine whether we were in brick or mortar in the  $z$  dimension as well (see if you can modify the shaders to do this).

If we look closely at our brick pattern, we also notice aliasing artifacts (jaggies) along the transition from brick color to mortar color. These artifacts are due to the `step` function causing an instantaneous change from 0 to 1.0 (or from 1.0 to 0) when we cross the transition point between brick color and mortar color. Our shader has no alternative but to pick one color or the other for each fragment, and, because we cannot sample at a high enough frequency to represent this instantaneous change at the brick/mortar border, aliasing artifacts occur. Instead of using the `step` function, we could have used the built-in `smoothstep` function. This function is like the `step` function, except that it defines two edges and a smooth interpolation between 0 and 1.0 between those two edges. This would have the effect of blurring the transition between the brick color and the mortar color, thus making the aliasing artifacts much less noticeable. A method for analytically antialiasing the procedural brick texture is described in [Section 17.4.5](#).

Despite these shortcomings, our brick shaders are perfectly good examples of a working OpenGL shader. Together, our brick vertex and fragment shaders illustrate a number of the interesting features of the OpenGL Shading Language.

## 6.5. Summary

This chapter has applied the language concepts from previous chapters to the development of working shaders that create a procedurally defined brick pattern. The vertex shader is responsible for transforming the vertex position, passing along the modeling coordinate position of the vertex, and computing a light intensity value at each vertex, using a single simulated light source. The fragment shader is responsible for determining whether each fragment should be brick color or mortar color. Once this determination is made, the light intensity value is applied to the chosen color, and the final color value is passed from the fragment shader so that it can ultimately be written in the frame buffer. The source code for these two shaders was discussed line by line to explain clearly how they work. This pair of shaders illustrates many of the features of the OpenGL Shading Language and can be used as a springboard for doing bigger and better things with the language.

## 6.6. Further Information

This shader and others are available from the 3Dlabs developer Web site. Source code for getting started with OpenGL shaders is also available.

1. 3Dlabs developer Web site. <http://developer.3dlabs.com/>
2. Baldwin, Dave, *OpenGL 2.0 Shading Language White Paper, Version 1.0*, 3Dlabs, October, 2001.
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<http://www.texturingandmodeling.com>
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# Chapter 7. OpenGL Shading Language API

In support of the OpenGL Shading Language, more than 30 new entry points were added to OpenGL in version 2.0. This set of API calls is referred to throughout this book as the [OpenGL Shading Language API](#). In this chapter, we look at the OpenGL entry points that have been added to create, load, compile, and link shaders, as well as the entry points that have been added for passing generic vertex attributes and uniform variables to shaders. Reference pages for all of the OpenGL Shading Language API entry points are found in [Appendix B](#).

At the end of this chapter, we discuss the application code that is needed to create and use the brick shader presented in [Chapter 6](#). If you just can't wait, go ahead and sneak a peek at [Section 7.13](#), and then come back here to learn the details of the API.

Here is an overview of creating and using OpenGL shaders:

1. Create one or more (empty) shader objects with `glCreateShader`.
2. Provide source code for these shaders with `glShaderSource`.
3. Compile each of the shaders with `glCompileShader`.
4. Create a program object with `glCreateProgram`.
5. Attach all the shader objects to the program object with `glAttachShader`.
6. Link the program object with `glLinkProgram`.
7. Install the executable program as part of OpenGL's current state with `glUseProgram`.
8. If the shaders use user-defined uniform variables, query the locations of these variables with `glGetUniformLocation` and then set their values with `glUniform`.

If the vertex shader uses user-defined attribute variables, the application must provide values for them, using OpenGL API calls that place attribute values in generic, numbered vertex attribute locations. Before such attribute data is passed to the shader, the index of the generic vertex attribute should be associated with an attribute variable in a vertex shader in one of two ways. Applications can create this association explicitly by calling `glBindAttribLocation` before linking. Alternatively, if no explicit association is made, OpenGL makes these associations automatically during linking. An application can query the assignment that was made with `glGetAttribLocation`. Thereafter, generic vertex attributes can be passed to a vertex shader with `glVertexAttrib` or with `glVertexAttribPointer` and `glEnableVertexArrayPointer` in conjunction with standard OpenGL commands to draw vertex arrays.

## 7.1. Obtaining Version Information

With the addition of the OpenGL Shading Language, the OpenGL version number was changed from 1.5 to 2.0. The number before the period is referred to as the major version number and the number after the period is referred to as the minor version number. This did not reflect a change in compatibility, as is often the case when a product's major version number is changed. Instead, the OpenGL ARB believed that inclusion of a high-level shading language was a major addition to OpenGL. To call attention to this important capability, the committee decided that a change to OpenGL's major version number was warranted.

This caused some incompatibility with applications that were written assuming that OpenGL would never have a major version number greater than 1. The OpenGL Shading Language also has a version number since it is expected that it too will have additional features added over time. Both of these values can be queried with the OpenGL function `glGetString`.

To write applications that will work properly in a variety of OpenGL environments and that will stand the test of time, be sure to properly query and parse the OpenGL and OpenGL Shading Language version strings. Both strings are defined as

*<version number><space><vendor-specific information>*

The version number is defined to be either

*majorVersionNumber.minorVersionNumber*

or

*majorVersionNumber.minorVersionNumber.releaseNumber*

where each component contains one or more digits. The vendor specification information and the release number are optional and might not appear in the version string. The version number is not a floating-point number, but a series of integers separated by periods.

To determine the OpenGL version number, call `glGetString` with the symbolic constant `GL_VERSION`. To determine the OpenGL Shading Language version, call `glGetString` with the symbolic constant `GL_SHADING_LANGUAGE_VERSION`. The shading language version that was approved at the time OpenGL 2.0 was approved was 1.10.

[Listing 7.1](#) contains code for C functions that query and parse the OpenGL and OpenGL Shading Language version strings. Both functions assume that a valid OpenGL context already exists, and both return 0 for the major and minor number if an error is encountered. Values returned by these functions can be tested to see if the underlying implementation provides the necessary support.

### Listing 7.1. C functions to obtain OpenGL and OpenGL Shading Language version information

```
void getGLVersion(int *major, int *minor)
{
    const char *verstr = (const char *) glGetString(GL_VERSION);
    if ((verstr == NULL) || (sscanf(verstr,"%d.%d", major, minor) != 2))
    {
        *major = *minor = 0;
        fprintf(stderr, "Invalid GL_VERSION format!!!\n");
    }
}
```

```
    }

}

void getGlslVersion(int *major, int *minor)
{
    int gl_major, gl_minor;
    glGetVersion(&gl_major, &gl_minor);

    *major = *minor = 0;
    if(gl_major == 1)
    {
        /* GL v1.x can only provide GLSL v1.00 as an extension */
        const char *extstr = (const char *) glGetString(GL_EXTENSIONS);
        if ((extstr != NULL) &&
            (strstr(extstr, "GL_ARB_shading_language_100") != NULL))
        {
            *major = 1;
            *minor = 0;
        }
    }
    else if (gl_major >= 2)
    {
        /* GL v2.0 and greater must parse the version string */
        const char *verstr =
            (const char *) glGetString(GL_SHADING_LANGUAGE_VERSION);

        if((verstr == NULL) ||
           (sscanf(verstr, "%d.%d", major, minor) != 2))
        {
            *major = *minor = 0;
            fprintf(stderr,
                    "Invalid GL_SHADING_LANGUAGE_VERSION format!!!\n");
        }
    }
}
```

## 7.2. Creating Shader Objects

The design of the OpenGL Shading Language API mimics the process of developing a C or C++ application. The first step is to create the source code. The source code must then be compiled, the various compiled modules must be linked, and finally the resulting code can be executed by the target processor.

To support the concept of a high-level shading language within OpenGL, the design must provide storage for source code, compiled code, and executable code. The solution to this problem is to define two new OpenGL-managed data structures, or objects. These objects provide the necessary storage, and operations on these objects have been defined to provide functionality for specifying source code and then compiling, linking, and executing the resulting code. When one of these objects is created, OpenGL returns a unique identifier for it. This identifier can be used to manipulate the object and to set or query the parameters of the object.

The first step toward utilizing programmable graphics hardware is to create a shader object. This creates an OpenGL-managed data structure that can store the shader's source code. The command to create a shader is

---

```
GLuint glCreateShader(GLenum shaderType)
```

Creates an empty shader object and returns a non-zero value by which it can be referenced. A shader object maintains the source code strings that define a shader. *shaderType* specifies the type of shader to be created. Two types of shaders are supported. A shader of type GL\_VERTEX\_SHADER is a shader that runs on the programmable vertex processor; it replaces the fixed functionality vertex processing in OpenGL. A shader of type GL\_FRAGMENT\_SHADER is a shader that runs on the programmable fragment processor; it replaces the fixed functionality fragment processing in OpenGL.

When created, a shader object's GL\_SHADER\_TYPE parameter is set to either GL\_VERTEX\_SHADER or GL\_FRAGMENT\_SHADER, depending on the value of *shaderType*.

After a shader object is created, strings that define the shader's source code must be provided. The source code for a shader is provided as an array of strings. The command for defining a shader's source code is

---

```
void glShaderSource(GLuint shader,
                    GLsizei count,
                    const GLchar **string,
                    const GLint *length)
```

Sets the source code in *shader* to the source code in the array of strings specified by *string*. Any source code previously stored in the shader object is completely replaced. The number of strings in the array is specified by *count*. If *length* is NULL, then each string is assumed to be null terminated. If *length* is a value other than NULL, it points to an array containing a string length for each of the corresponding elements of *string*. Each element in the *length* array can contain the length of the corresponding string (the null character is not counted as part of the string length) or a value less than 0 to indicate that the string is null terminated. The source

code strings are not scanned or parsed at this time; they are simply copied into the specified shader object. An application can modify or free its copy of the source code strings immediately after the function returns.

The multiple strings interface provides a number of benefits, including

- A way to organize common pieces of source code (for instance, the varying variable definitions that are shared between a vertex shader and a fragment shader)
- A way to share prefix strings (analogous to header files) between shaders
- A way to share **#define** values to control the compilation process
- A way to include user-defined or third-party library functions

## 7.3. Compiling Shader Objects

After the source code strings have been loaded into a shader object, the source code must be compiled to check its validity. The result of compilation remains as part of the shader object until another compilation operation occurs or until the shader object itself is deleted. The command to compile a shader object is

---

```
void glCompileShader(GLuint shader)
```

Compiles the source code strings that have been stored in the shader object specified by *shader*.

The compilation status is stored as part of the shader object's state. This value is set to GL\_TRUE if the shader was compiled without errors and is ready for use, and GL\_FALSE otherwise. It can be queried by calling **glGetShader** with arguments *shader* and GL\_COMPILE\_STATUS.

A shader will fail to compile if it is lexically, grammatically, or semantically incorrect. Whether or not the compilation was successful, information about the compilation can be obtained from the shader object's information log with **glGetShaderInfoLog**.

The OpenGL Shading Language has compilation rules that are slightly different depending on the type of shader being compiled, and so the compilation takes into consideration whether the shader is a vertex shader or a fragment shader.

Information about the compile operation can be obtained by calling **glGetShaderInfoLog** (described in [Section 7.6](#)) with *shader*, but the information log should not be used as an indication of whether the compilation was successful. If the shader object was compiled successfully, either the information log is an empty string or it contains information about the compile operation. If the shader object was not compiled successfully, the information log contains information about any lexical, grammatical, or semantic errors that occurred, along with warning messages and any other information the compiler deems pertinent.

## 7.4. Linking and Using Shaders

Each shader object is compiled independently. To create a program, applications need a mechanism for specifying a list of shader objects to be linked. You can specify the list of shaders objects to be linked by creating a program object and attaching to it all the shader objects needed to create the program.

To create a program object, use the following command:

---

```
GLuint glCreateProgram(void)
```

Creates an empty program object and returns a non-zero value by which it can be referenced. A program object is an object to which shader objects can be attached. This provides a mechanism to specify the shader objects that will be linked to create a program. It also provides a means for checking the compatibility between shaders that will be used to create a program (for instance, checking the compatibility between a vertex shader and a fragment shader). When no longer needed as part of a program object, shader objects can be detached.

---

After the program object has been defined, shader objects can be attached to it. Attaching simply means creating a reference to the shader object so that it will be included when an attempt to link a program object is made. This is the application's way of describing the recipe for creating a program. The command to attach a shader object to a program object is

---

```
void glAttachShader(GLuint program,  
                    GLuint shader)
```

Attaches the shader object specified by *shader* to the program object specified by *program*. This indicates that *shader* will be included in link operations that are performed on *program*.

---

There is no inherent limit on the number of shader objects that can be attached to a program object. All operations that can be performed on a shader object are valid whether or not the shader object is attached to a program object. It is permissible to attach a shader object to a program object before source code has been loaded into the shader object or before the shader object has been compiled. It is also permissible to attach a shader object to more than one program object. In other words, **glAttachShader** simply specifies the set of shader objects to be linked.

To create a valid program, all the shader objects attached to a program object must be compiled and the program object itself must be linked. The link operation assigns locations for uniform variables, initializes user-defined uniform variables, resolves references between independently compiled shader objects, and checks to make sure the vertex and fragment shaders are compatible with one another. To link a program object, use the command

---

```
void glLinkProgram(GLuint program)
```

Links the program object specified by *program*. If any shader objects of type **GL\_VERTEX\_SHADER** are attached to *program*, they are used to create an executable that will run on the programmable vertex processor.

If any shader objects of type `GL_FRAGMENT_SHADER` are attached to *program*, they are used to create an executable that will run on the programmable fragment processor.

The status of the link operation is stored as part of the program object's state. This value is set to `GL_TRUE` if the program object was linked without errors and is ready for use and set to `GL_FALSE` otherwise. It can be queried by calling `glGetProgram` with arguments *program* and `GL_LINK_STATUS`.

As a result of a successful link operation, all active user-defined uniform variables (see [Section 7.8](#)) belonging to *program* are initialized to 0, and each of the program object's active uniform variables is assigned a location that can be queried with `glGetUniformLocation`. Also, any active user-defined attribute variables (see [Section 7.7](#)) that have not been bound to a generic vertex attribute index are bound to one at this time.

If *program* contains shader objects of type `GL_VERTEX_SHADER` but it does not contain shader objects of type `GL_FRAGMENT_SHADER`, the vertex shader is linked to the implicit interface for fixed functionality fragment processing. Similarly, if *program* contains shader objects of type `GL_FRAGMENT_SHADER` but it does not contain shader objects of type `GL_VERTEX_SHADER`, the fragment shader is linked to the implicit interface for fixed functionality vertex processing.

`glLinkProgram` also installs the generated executables as part of the current rendering state if the link operation was successful and the specified program object is already currently in use as a result of a previous call to `glUseProgram`. If the program object currently in use is relinked unsuccessfully, its link status is set to `GL_FALSE`, but the previously generated executables and associated state remain part of the current state until a subsequent call to `glUseProgram` removes them. After they are removed, they cannot be made part of current state until the program object has been successfully relinked.

Linking of a program object can fail for a number of reasons.

- The number of active attribute variables supported by the implementation has been exceeded.
- The number of active uniform variables supported by the implementation has been exceeded.
- The `main` function is missing for the vertex shader or the fragment shader.
- A varying variable actually used in the fragment shader is not declared with the same type (or is not declared at all) in the vertex shader.
- A reference to a function or variable name is unresolved.
- A shared global is declared with two different types or two different initial values.
- One or more of the attached shader objects has not been successfully compiled.
- Binding a generic attribute matrix caused some rows of the matrix to fall outside the

allowed maximum of GL\_MAX\_VERTEX\_ATTRIBS.

- Not enough contiguous vertex attribute slots could be found to bind attribute matrices.

The program object's information log is updated at the time of the link operation. If the link operation is successful, a program is generated. It may contain an executable for the vertex processor, an executable for the fragment processor, or both. Whether the link operation succeeds or fails, the information and executables from the previous link operation will be lost. After the link operation, applications are free to modify attached shader objects, compile attached shader objects, detach shader objects, and attach additional shader objects. None of these operations affect the information log or the program that is part of the program object until the next link operation on the program object.

Information about the link operation can be obtained by calling `glGetProgramInfoLog` (described in [Section 7.6](#)) with *program*. If the program object was linked successfully, the information log is either an empty string or contains information about the link operation. If the program object was not linked successfully, the information log contains information about any link errors that occurred, along with warning messages and any other information the linker chooses to provide.

When the link operation has completed successfully, the program it contains can be installed as part of the current rendering state. The command to install the program as part of the rendering state is

---

`void glUseProgram(GLuint program)`

Installs the program object specified by *program* as part of current rendering state.

A program object contains an executable that will run on the vertex processor if it contains one or more shader objects of type GL\_VERTEX\_SHADER that have been successfully compiled and linked. Similarly, a program object contains an executable that will run on the fragment processor if it contains one or more shader objects of subtype GL\_FRAGMENT\_SHADER that have been successfully compiled and linked.

If *program* contains shader objects of type GL\_VERTEX\_SHADER but it does not contain shader objects of type GL\_FRAGMENT\_SHADER, an executable is installed on the vertex processor but fixed functionality is used for fragment processing. Similarly, if *program* contains shader objects of type GL\_FRAGMENT\_SHADER but it does not contain shader objects of type GL\_VERTEX\_SHADER, an executable is installed on the fragment processor but fixed functionality is used for vertex processing. If *program* is 0, the programmable processors are disabled, and fixed functionality is used for both vertex and fragment processing.

Successfully installing an executable on a programmable processor causes the corresponding fixed functionality of OpenGL to be disabled. Specifically, if an executable is installed on the vertex processor, the OpenGL fixed functionality is disabled as described in [Section 4.1](#). Similarly, if an executable is installed on the fragment processor, the OpenGL fixed functionality is disabled as described in [Section 4.2](#).

While a program object is in use, applications are free to modify attached shader objects, compile attached shader objects, attach additional shader objects, detach shader objects, delete any shader objects attached, or delete the program object itself. None of these operations affect the executables that are part of the current state. However, relinking the program object that is currently in use installs the program as part of the current rendering state if the link operation was successful. While a program object is in use, the state that controls the disabled fixed functionality can also be updated with the normal OpenGL calls.

## 7.5. Cleaning Up

Objects should be deleted when they are no longer needed, and deletion can be accomplished with the following commands

---

`void glDeleteShader(GLuint shader)`

Frees the memory and invalidates the name associated with the shader object specified by *shader*. This command effectively undoes the effects of a call to **glCreateShader**.

If a shader object to be deleted is attached to a program object, it will be flagged for deletion, but it will not be deleted until it is no longer attached to any program object for any rendering context (i.e., it must be detached from wherever it was attached before it can be deleted). A value of 0 for *shader* is silently ignored.

To determine whether a shader object has been flagged for deletion, call **glGetShader** with arguments *shader* and `GL_DELETE_STATUS`.

---

`void glDeleteProgram(GLuint program)`

Frees the memory and invalidates the name associated with the program object specified by *program*. This command effectively undoes the effects of a call to **glCreateProgram**.

If a program object is in use as part of a current rendering state, it will be flagged for deletion, but it will not be deleted until it is no longer part of current state for any rendering context. If a program object to be deleted has shader objects attached to it, those shader objects are automatically detached but not deleted unless they have already been flagged for deletion by a previous call to **glDeleteShader**.

To determine whether a program object has been flagged for deletion, call **glGetProgram** with arguments *program* and `GL_DELETE_STATUS`.

When a shader object no longer needs to be attached to a program object, it can be detached with the command

---

`void glDetachShader(GLuint program, GLuint shader)`

Detaches the shader object specified by *shader* from the program object specified by *program*. This command undoes the effect of the command **glAttachShader**.

If *shader* has already been flagged for deletion by a call to **glDeleteShader** and it is not attached to any other program object, it is deleted after it has been detached.

A programming tip that might be useful in keeping things orderly is to delete shader objects as soon as they have been attached to a program object. They won't be deleted at this time, but

they will be flagged for deletion when they are no longer referenced. To clean up later, the application only needs to delete the program object. All the attached shader objects will be automatically detached, and, because they are flagged for deletion, they will be automatically deleted at that time as well.

## 7.6. Query Functions

The OpenGL Shading Language API contains several functions for querying object state. To obtain information about a shader object, use the following command:

---

```
void glGetShaderiv(GLuint shader,  
                  GLenum pname,  
                  GLint *params)
```

Returns in *params* the value of a parameter for a specific shader object. This function returns information about a shader object. Permitted parameters and their meanings are described in [Table 7.1](#). In this table, the value for *pname* is shown on the left, and the operation performed is shown on the right.

**Table 7.1. Queriable shader object parameters**

Parameter	Operation
GL_SHADER_TYPE	<i>params</i> returns a value of either GL_VERTEX_SHADER or GL_FRAGMENT_SHADER, depending on whether <i>shader</i> is the name of a vertex shader object or a fragment shader object.
GL_DELETE_STATUS	<i>params</i> returns GL_TRUE if <i>shader</i> is currently flagged for deletion, and GL_FALSE otherwise.
GL_COMPILE_STATUS	<i>params</i> returns GL_TRUE if the last compile operation on <i>shader</i> was successful, and GL_FALSE otherwise.
GL_INFO_LOG_LENGTH	<i>params</i> returns the number of characters in the information log for <i>shader</i> , including the null termination character. If the object has no information log, a value of 0 is returned.
GL_SHADER_SOURCE_LENGTH	<i>params</i> returns the length of the concatenation of the source strings that make up the shader source for <i>shader</i> , including the null termination character. If no source code exists, 0 is returned.

---

A similar function is provided for querying the state of a program object: the status of an operation on a program object, the number of attached shader objects, the number of active attributes (see [Section 7.7](#)), the number of active uniform variables (see [Section 7.8](#)), or the length of any of the strings maintained by a program object. The command to obtain information about a program object is

---

```
void glGetProgramiv(GLuint program,
```

```
GLenum pname,
GLint *params)
```

Returns in *params* the value of a parameter for a particular program object. This function returns information about a program object. Permitted parameters and their meanings are described in [Table 7.2](#). In this table, the value for *pname* is shown on the left, and the operation performed is shown on the right.

**Table 7.2. Queriable program object parameters**

Parameter	Operation
GL_DELETE_STATUS	<i>params</i> returns GL_TRUE if <i>program</i> is currently flagged for deletion, and GL_FALSE otherwise.
GL_LINK_STATUS	<i>params</i> returns GL_TRUE if the last link operation on <i>program</i> was successful, and GL_FALSE otherwise.
GL_VALIDATE_STATUS	<i>params</i> returns GL_TRUE if the last validation operation on <i>program</i> was successful, and GL_FALSE otherwise.
GL_INFO_LOG_LENGTH	<i>params</i> returns the number of characters in the information log for <i>program</i> , including the null termination character. If the object has no information log, a value of 0 is returned.
GL_ATTACHED_SHADERS	<i>params</i> returns the number of shader objects attached to <i>program</i> .
GL_ACTIVE_ATTRIBUTES	<i>params</i> returns the number of active attribute variables for <i>program</i> .
GL_ACTIVE_ATTRIBUTE_MAX_LENGTH	<i>params</i> returns the length of the longest active attribute variable name for <i>program</i> , including the null termination character. If no active attribute variables exist, 0 is returned.
GL_ACTIVE_UNIFORMS	<i>params</i> returns the number of active uniform variables for <i>program</i> .
GL_ACTIVE_UNIFORM_MAX_LENGTH	<i>params</i> returns the length of the longest active uniform variable name for <i>program</i> , including the null termination character. If no active uniform variables exist, 0 is returned.

The command to obtain the current shader string from a shader object is

---

```
void glGetShaderSource(GLuint shader,  
                      GLsizei bufSize,  
                      GLsizei *length,  
                      GLchar *source)
```

Returns a concatenation of the source code strings from the shader object specified by *shader*. The source code strings for a shader object are the result of a previous call to **glShaderSource**. The string returned by the function is null terminated.

**glGetShaderSource** returns in *source* as much of the source code string as it can, up to a maximum of *bufSize* characters. The number of characters actually returned, excluding the null termination character, is specified by *length*. If the length of the returned string is not required, a value of NULL can be passed in the *length* argument. The size of the buffer required to store the returned source code string can be obtained by calling **glGetShader** with the value **GL\_SHADER\_SOURCE\_LENGTH**.

Information about the compilation operation is stored in the information log for a shader object. Similarly, information about the link and validation operations is stored in the information log for a program object. The information log is a string that contains diagnostic messages and warnings. The information log may contain information useful during application development even if the compilation or link operation was successful. The information log is typically only useful during application development, and an application should not expect different OpenGL implementations to produce identical descriptions of error. To obtain the information log for a shader object, call

---

```
void glGetShaderInfoLog(GLuint shader,  
                      GLsizei maxLength,  
                      GLsizei *length,  
                      GLchar *infoLog)
```

Returns the information log for the specified shader object. The information log for a shader object is modified when the shader is compiled. The string that is returned is null terminated.

**glGetShaderInfoLog** returns in *infoLog* as much of the information log as it can, up to a maximum of *maxLength* characters. The number of characters actually returned, excluding the null termination character, is specified by *length*. If the length of the returned string is not required, a value of NULL can be passed in the *length* argument. The size of the buffer required to store the returned information log can be obtained by calling **glGetShader** with the value **GL\_INFO\_LOG\_LENGTH**.

The information log for a shader object is a string that may contain diagnostic messages, warning messages, and other information about the last compile operation. When a shader object is created, its information log is a string of length 0.

To obtain the information log for a program object, call

---

```
void glGetProgramInfoLog(GLuint program,
```

```

GLsizei maxLength,
GLsizei *length,
GLchar *infoLog)

```

Returns the information log for the specified program object. The information log for a program object is modified when the program object is linked or validated. The string that is returned is null terminated.

**glGetProgramInfoLog** returns in *infoLog* as much of the information log as it can, up to a maximum of *maxLength* characters. The number of characters actually returned, excluding the null termination character, is specified by *length*. If the length of the returned string is not required, a value of NULL can be passed in the *length* argument. The size of the buffer required to store the returned information log can be obtained by calling **glGetProgram** with the value **GL\_INFO\_LOG\_LENGTH**.

The information log for a program object is an empty string, a string containing information about the last link operation, or a string containing information about the last validation operation. It may contain diagnostic messages, warning messages, and other information. When a program object is created, its information log is a string of length 0.

The way the API is set up, you first need to perform a query to find out the length of the the information log (number of characters in the string). After allocating a buffer of the appropriate size, you can call **glGetShaderInfoLog** or **glGetProgramInfoLog** to put the information log string into the allocated buffer. You can then print it if you want to do so. [Listing 7.2](#) shows a C function that does all this for a shader object. The code for obtaining the information log for a program object is almost identical.

## **Listing 7.2. C function to print the information log for an object**

```

void printShaderInfoLog(GLuint shader)
{
    int infologLen = 0;
    int charsWritten = 0;
    GLchar *infoLog;

    glGetShaderiv(shader, GL_INFO_LOG_LENGTH, &infologLen);
    printOpenGLError(); // Check for OpenGL errors

    if (infologLen > 0)
    {
        infoLog = (GLchar*) malloc(infologLen);
        if (infoLog == NULL)
        {
            printf("ERROR: Could not allocate InfoLog buffer\n");
            exit(1);
        }
        glGetShaderInfoLog(shader, infologLen, &charsWritten, infoLog);
        printf("InfoLog:\n%s\n\n", infoLog);
        free(infoLog);
    }
    printOpenGLError(); // Check for OpenGL errors
}

```

You can obtain the program object that is currently in use by calling **glGet** with the symbolic

constant GL\_CURRENT\_PROGRAM.

The command to query a list of shader objects attached to a particular program object is

---

```
void glGetAttachedShaders(GLuint program,  
                           GLsizei maxCount,  
                           GLsizei *count,  
                           GLuint *shaders)
```

Returns the handles of the shader objects attached to *program*. It returns in *shaders* as many of the handles of these shader objects as it can, up to a maximum of *maxCount*. The number of handles actually returned is specified by *count*. If the number of handles actually returned is not required (for instance, if it has just been obtained with **glGetProgram**), a value of NULL may be passed for *count*. If no shader objects are attached to *program*, a value of 0 is returned in *count*. The actual number of attached shaders can be obtained by calling **glGetProgram** with the value GL\_ATTACHED\_SHADERS.

Two new functions have been added to determine whether an object is a shader object or a program object. These functions may be useful if you have to process an object (for instance, to print its information log) without knowing whether it is a valid shader or program object. These two functions are defined as

---

```
GLboolean glIsShader(GLuint shader)
```

Returns GL\_TRUE if *shader* is the name of a shader object. If *shader* is zero or a non-zero value that is not the name of a shader object, **glIsShader** returns GL\_FALSE.

---

```
GLboolean glIsProgram(GLuint program)
```

Returns GL\_TRUE if *program* is the name of a program object. If *program* is zero or a non-zero value that is not the name of a program object, **glIsProgram** returns GL\_FALSE.

## 7.7. Specifying Vertex Attributes

One way you can pass vertex data to OpenGL is by calling `glBegin`, followed by some sequence of `glColor`/`glNormal`/`glVertex`/etc. A call to `glEnd` terminates this method of specifying vertex data.

These calls continue to work in the OpenGL programmable environment. As before, a call to `glVertex` indicates that the data for an individual vertex is complete and should be processed. However, if a valid vertex shader has been installed with `glUseProgram`, the vertex data is processed by that vertex shader instead of by the usual fixed functionality of OpenGL. A vertex shader can use the following built-in variables to access the standard types of vertex data passed to OpenGL:

```
attribute vec4 gl_Color;
attribute vec4 gl_SecondaryColor;
attribute vec3 gl_Normal;
attribute vec4 gl_Vertex;
attribute vec4 gl_MultiTexCoord0;
attribute vec4 gl_MultiTexCoord1;
attribute vec4 gl_MultiTexCoord2;
...
attribute vec4 gl_FogCoord;
```

OpenGL's vertex-at-a-time interface is simple and powerful, but on today's systems it is definitely not the highest-performance way of transferring vertex data to the graphics accelerator. Whenever possible, applications should use the vertex array interface instead. This interface allows you to store vertex data in arrays and set pointers to those arrays. Instead of sending one vertex at a time to OpenGL, you can send a whole set of primitives at a time. With vertex buffer objects, it is even possible that vertex arrays are stored in memory on the graphics board to exact maximum performance.

The vertex array interface also works the same way in the OpenGL programmable environment as it did previously. When a vertex array is sent to OpenGL, the vertex data in the vertex array is processed one vertex at a time, just like the vertex-at-a-time interface. If a vertex shader is active, each vertex is processed by the vertex shader rather than by the fixed functionality of OpenGL.

However, the brave new world of programmability means that applications no longer need to be limited to the standard attributes defined by OpenGL. There are many additional per-vertex attributes that applications might like to pass into a vertex shader. It is easy to imagine that applications will want to specify per-vertex data such as tangents, temperature, pressure, and who knows what else. How do we allow applications to pass nontraditional attributes to OpenGL and operate on them in vertex shaders?

The answer is that OpenGL provides a small number of generic locations for passing in vertex attributes. Each location is numbered and has room to store up to four floating-point components (i.e., it is a `vec4`). An implementation that supports 16 attribute locations will have them numbered from 0 to 15. An application can pass a vertex attribute into any of the generic numbered slots by using one of the following functions:

---

```
void glVertexAttrib{1|2|3|4}{s|f|d}(GLuint index, TYPE v)
void glVertexAttrib{1|2|3}{s|f|d}v(GLuint index, const TYPE *v)
void glVertexAttrib4{b|s|i|f|d|ub|us|ui}v(GLuint index, const TYPE *v)
```

Sets the generic vertex attribute specified by `index` to the value specified by `v`. This command can have up to three suffixes that differentiate

variations of the parameters accepted. The first suffix can be 1, 2, 3, or 4 to specify whether *v* contains 1, 2, 3, or 4 components. If the second and third components are not provided, they are assumed to be 0, and if the fourth component is not provided, it is assumed to be 1. The second suffix indicates the data type of *v* and may specify byte (**b**), short (**s**), int (**i**), float (**f**), double (**d**), unsigned byte (**ub**), unsigned short (**us**), or unsigned int (**ui**). The third suffix is an optional **v** meaning that *v* is a pointer to an array of values of the specified data type.

This set of commands has a certain set of rules for converting data to the floating-point internal representation specified by OpenGL. Floats and doubles are mapped into OpenGL internal floating-point values as you would expect, and integer values are converted to floats by a decimal point added to the right of the value provided. Thus, a value of 27 for a byte, int, short, unsigned byte, unsigned int, or unsigned short becomes a value of 27.0 for computation within OpenGL.

Another set of entry points supports the passing of normalized values as generic vertex attributes:

---

```
void glVertexAttrib4Nub(GLuint index, TYPE v)
void glVertexAttrib4N{b|s|i|f|d|ub|us|ui}v(GLuint index, const TYPE *v)
```

Sets the generic vertex attribute specified by *index* to the normalized value specified by *v*. In addition to **N** (to indicate normalized values), this command can have two suffixes that differentiate variations of the parameters accepted. The first suffix indicates the data type of *v* and specifies byte (**b**), short (**s**), int (**i**), float (**f**), double (**d**), unsigned byte (**ub**), unsigned short (**us**), or unsigned int (**ui**). The second suffix is an optional **v** meaning that *v* is a pointer to an array of values of the specified data type.

**N** in a command name indicates that, for data types other than float or double, the arguments will be linearly mapped to a normalized range in the same way as data provided to the integer variants of **glColor** or **glNormal**; that is, for signed integer variants of the functions, the most positive, representable value maps to 1.0, and the most negative representable value maps to -1.0. For the unsigned integer variants, the largest representable value maps to 1.0, and the smallest representable value maps to 0.

Attribute variables are allowed to be of type **mat2**, **mat3**, or **mat4**. Attributes of these types can be loaded with the **glVertexAttrib** entry points. Matrices must be loaded into successive generic attribute slots in column major order, with one column of the matrix in each generic attribute slot. Thus, to load a **mat4** attribute, you would load the first column in generic attribute slot *i*, the second in slot *i* + 1, the third in slot *i* + 2, and the fourth in slot *i* + 3.

With one exception, generic vertex attributes are just that generic. They pass additional color values, tangents, binormals, depth values, or anything. The exception is that the generic vertex attribute with index 0 indicates the completion of a vertex just like a call to **glVertex**.

A **glVertex2**, **glVertex3**, or **glVertex4** command is completely equivalent to the corresponding **glVertexAttrib** command with an index argument of 0. There are no current values for generic vertex attribute 0 (an error is generated if you attempt to query its current value). This is the only generic vertex attribute with this property; calls to set other standard vertex attributes can be freely mixed with calls to set any of the other generic vertex attributes. You are also free to mix calls to **glVertex** and **glVertexAttrib** with *index* 0.

The vertex array API has been similarly extended to allow generic vertex attributes to be specified as vertex arrays. The following call establishes the vertex array pointer for a generic vertex attribute:

---

```
void glVertexAttribPointer(GLuint index,  
                          GLint size,  
                          GLenum type,  
                          GLboolean normalized,  
                          GLsizei stride,  
                          const GLvoid *pointer)
```

Specifies the location and data format of an array of generic vertex attribute values to use when rendering. The generic vertex attribute array to be specified is indicated by *index*. *size* specifies the number of components per attribute and must be 1, 2, 3, or 4. *type* specifies the data type of each component (GL\_BYTE, GL\_UNSIGNED\_BYTE, GL\_SHORT, GL\_UNSIGNED\_SHORT, GL\_INT, GL\_UNSIGNED\_INT, GL\_FLOAT, or GL\_DOUBLE). *stride* specifies the byte stride from one attribute to the next, allowing attribute values to be intermixed with other attribute values or stored in a separate array. A value of 0 for *stride* means that the values are stored sequentially in memory with no gaps between successive elements. If set to GL\_TRUE, *normalize* specifies that values stored in an integer format are to be mapped to the range [1.0,1.0] (for signed values) or [0.0,1.0] (for unsigned values) when they are accessed and converted to floating point. Otherwise, values are converted to floats directly without normalization. *pointer* is the memory address of the first generic vertex attribute in the vertex array.

After the vertex array information has been specified for a generic vertex attribute array, the array needs to be enabled. When enabled, the generic vertex attribute data in the specified array is provided along with other enabled vertex array data when vertex array drawing commands such as `glDrawArrays` are called. To enable or disable a generic vertex attribute array, use the commands

---

```
void glEnableVertexAttribArray(GLuint index)  
void glDisableVertexAttribArray(GLuint index)
```

Enables or disables the generic vertex attribute array specified by *index*. By default, all client-side capabilities are disabled, including all generic vertex attribute arrays. If enabled, the values in the generic vertex attribute array are accessed and used for rendering when calls are made to vertex array commands such as `glArrayElement`, `glDrawArrays`, `glDrawElements`, `glDrawRangeElements`, `glMultiDrawArrays`, or `glMultiDrawElements`.

This solves the question of how generic vertex data is passed into OpenGL, but how do we access that data from within a vertex shader? We don't want to refer to these numbered locations in our shader, because this approach is not very descriptive and is prone to errors. The OpenGL Shading Language API provides two ways for associating generic vertex indices with vertex shader attribute variables.

The first way is to let the linker assign the bindings automatically. In this case, the application would need to query OpenGL after linking to determine the generic vertex indices that were assigned and then would use these indices when passing the attributes to OpenGL.

The second way is for the application to choose the index value of the generic vertex attribute to be used and explicitly bind it to a specific attribute variable in the vertex shader by using the

following function before linking occurs:

---

```
void glBindAttribLocation(GLuint program,
                          GLuint index,
                          const GLchar *name)
```

Associates a user-defined attribute variable in the program object specified by *program* with a generic vertex attribute index. The name of the user-defined attribute variable is passed as a null terminated string in *name*. If *name* was bound previously, that information is lost. Thus, you cannot bind one user-defined attribute variable to multiple indices, but you can bind multiple user-defined attribute variables to the same index. The generic vertex attribute index to be bound to this variable is specified by *index*. When *program* is made part of current state, values provided through the generic vertex attribute *index* modify the value of the user-defined attribute variable specified by *name*.

If *name* refers to a matrix attribute variable, *index* refers to the first column of the matrix. Other matrix columns are then automatically bound to locations *index+1* for a matrix of type **mat2**; *index+1* and *index+2* for a matrix of type **mat3**; and *index+1*, *index+2*, and *index+3* for a matrix of type **mat4**.

Applications are not allowed to bind any of the standard OpenGL vertex attributes with this command because they are bound automatically when needed. Any attribute binding that occurs after the program object has been linked does not take effect until the next time the program object is linked.

**glBindAttribLocation** can be called before any vertex shader objects are attached to the specified program object. It is also permissible to bind an attribute variable name that is never used in a vertex shader to a generic attribute index.

Applications are allowed to bind more than one vertex shader attribute name to the same generic vertex attribute index. This is called [ATTRIBUTE ALIASING](#), and it is allowed only if just one of the aliased attributes is active in the executable program or if no path through the shader consumes more than one attribute of a set of attributes aliased to the same location. Another way of saying this is that more than one attribute name may be bound to a generic attribute index if, in the end, only one name is used to access the generic attribute in the vertex shader. The compiler and linker are allowed to assume that no aliasing is done and are free to employ optimizations that work only in the absence of aliasing. OpenGL implementations are not required to do error checking to detect attribute aliasing. Because there is no way to bind standard attributes, it is not possible to alias generic attributes with conventional ones.

The binding between an attribute variable name and a generic attribute index can be specified at any time with **glBindAttribLocation**. Attribute bindings do not go into effect until **glLinkProgram** is called, so any attribute variables that need to be bound explicitly for a particular use of a shader should be bound before the link operation occurs. After a program object has been linked successfully, the index values for attribute variables remain fixed (and their values can be queried) until the next link command occurs. To query the attribute binding for a named vertex shader attribute variable, use **glGetAttribLocation**. It returns the binding that actually went into effect the last time **glLinkProgram** was called for the specified program object. Attribute bindings that have been specified since the last link operation are not returned by **glGetAttribLocation**.

---

```
GLint glGetAttribLocation(GLuint program,
                          const GLchar *name)
```

Queries the previously linked program object specified by *program* for the attribute variable specified by *name* and returns the index of the generic vertex attribute that is bound to that attribute variable. If *name* is a matrix attribute variable, the index of the first column of the matrix is returned. If the named attribute variable is not an active attribute in the specified program object or if *name* starts with the reserved prefix "gl\_", a value of 1 is returned.

Using these functions, we can create a vertex shader that contains a user-defined attribute variable named *Opacity* that is used directly in the lighting calculations. We can decide that we want to pass per-vertex opacity values in generic attribute location 1 and set up the proper binding with the following line of code:

```
glBindAttribLocation(myProgram, 1, "Opacity");
```

Subsequently, we can call **glVertexAttrib** to pass an opacity value at every vertex:

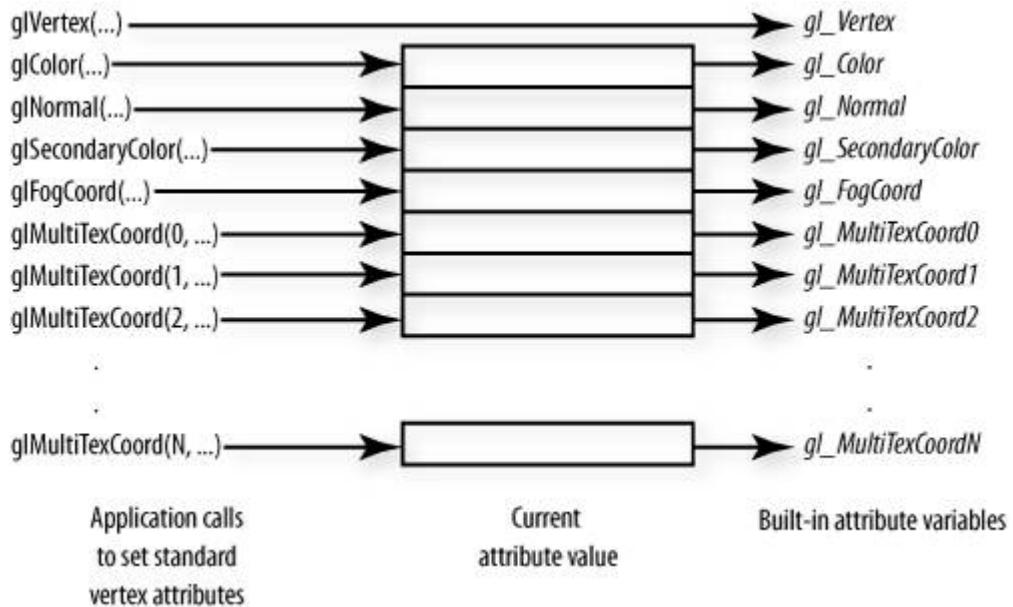
```
glVertexAttrib1f(1, opacity);
```

The **glVertexAttrib** calls are all designed for use between **glBegin** and **glEnd**. As such, they offer replacements for the standard OpenGL calls such as **glColor**, **glNormal**, and so on. But as we have already pointed out, vertex arrays should be used if graphics performance is a concern.

The jargon in this section can get a little confusing, so let's look at a diagram to make sure we have things straight. [Figure 7.1](#) illustrates how commands to set standard vertex attributes modify the values of built-in attribute variables defined by the OpenGL Shading Language. The mappings between commands to set standard attributes (color, normal, vertex, etc.) and the built-in attribute variables (*gl\_Color*, *gl\_Normal*, *gl\_Vertex*, etc.) are done automatically, and they are done in a way that doesn't conflict with the use of any generic attribute location that will be used. Each of these calls except **glVertex** also sets the current state for that attribute. (The value provided in a call to **glVertex** is never saved as part of current state.) The value for a built-in attribute variable is automatically updated when a call is made to set the value of the corresponding standard vertex attribute.

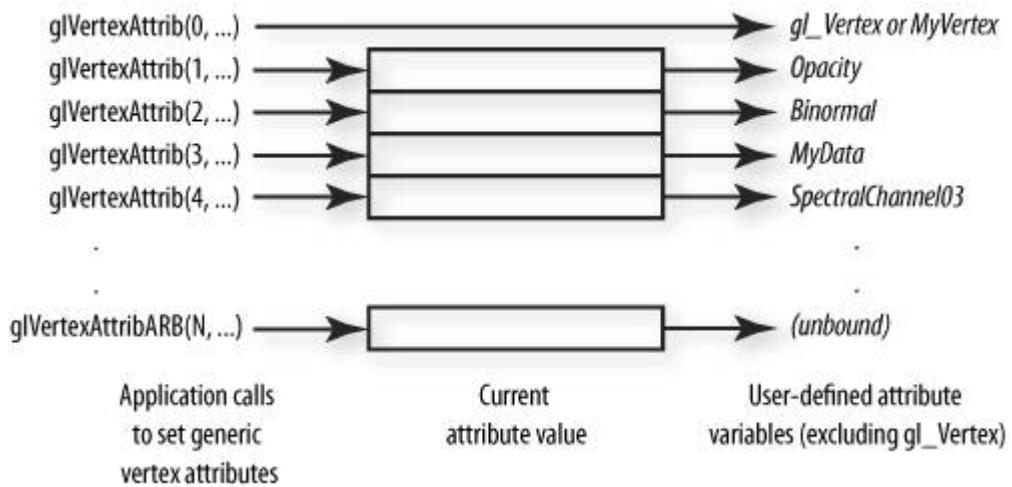
**Figure 7.1. Mapping of standard vertex attribute commands to built-in attribute variables**

[\[View full size image\]](#)



Now let's look at the case of generic vertex attributes as illustrated in [Figure 7.2](#). A user-defined attribute variable must be bound to a generic vertex attribute index. This binding can be done with `glBindAttribLocation`, or it can happen implicitly at link time.

**Figure 7.2. Mapping of generic vertex attribute commands to user-defined attribute variables**



Let's assume we have a vertex shader that uses three user-defined attribute variables: `Opacity`, `Binormal`, and `MyData`. These are shown on the right side of [Figure 7.2](#). These user-defined attribute variables can each be bound to a generic vertex attribute index as follows:

```
glBindAttribLocation(myProgram, 1, "Opacity");
glBindAttribLocation(myProgram, 2, "Binormal");
glBindAttribLocation(myProgram, 3, "MyData");
```

This sets up the mapping so that values written into generic vertex attribute locations 1, 2, and 3 will modify the values of the attribute variables `Opacity`, `Binormal`, and `MyData` in the vertex shader. Generic vertex attribute 0 can be bound to a user-defined attribute variable, or its value can be obtained through the built-in attribute variable `gl_Vertex`. The diagram shows that generic

vertex attribute index  $N$  is not currently bound to any user-defined attribute variable.

As mentioned, each of the generic attribute locations has enough room for four floating-point components. Applications are permitted to store 1, 2, 3, or 4 components in each location. A vertex shader may access a single location by using a user-defined attribute variable that is a **float**, a **vec2**, a **vec3**, or a **vec4**. It may access two consecutive locations by using a user-defined attribute variable that is a **mat2**, three using a **mat3**, and four using a **mat4**.

The bindings between generic attribute index values and user-defined attribute variables (i.e., the arrows on the right side of [Figure 7.2](#)) are part of the state maintained within a program object, whereas the contents of the attribute array itself is considered current attribute state (except for the generic vertex attribute with index 0). The application can provide a different program object and specify different names and mappings for attribute variables in the vertex shader, and if no calls have been made to update the attribute values in the interim, the attribute variables in the new vertex shader get the values left behind by the previous one.

Attribute variables that can be accessed when a vertex shader is executed are called [ACTIVE ATTRIBUTES](#). To obtain information about an active attribute, use the following command:

---

```
void glGetActiveAttrib(GLuint program,
                      GLuint index,
                      GLsizei bufSize,
                      GLsizei *length,
                      GLint *size,
                      GLenum *type,
                      GLchar *name)
```

Returns information about an active attribute variable in the program object specified by *program*. The number of active attributes in a program object can be obtained by calling **glGetProgram** with the value **GL\_ACTIVE\_ATTRIBUTES**. A value of 0 for *index* causes information about the first active attribute variable to be returned. Permissible values for *index* range from 0 to the number of active attributes minus 1.

A vertex shader can use built-in attribute variables, user-defined attribute variables, or both. Built-in attribute variables have a prefix of "gl\_" and reference conventional OpenGL vertex attributes (e.g., *gl\_Vertex*, *gl\_Normal*, etc.; see [Section 4.1.1](#) for a complete list.) User-defined attribute variables have arbitrary names and obtain their values through numbered generic vertex attributes. An attribute variable (either built-in or user-defined) is considered active if it is determined during the link operation that it can be accessed during program execution. Therefore, *program* should have previously been the target of a call to **glLinkProgram**, but it is not necessary for it to have been linked successfully.

The size of the character buffer needed to store the longest attribute variable name in *program* can be obtained by calling **glGetProgram** with the value **GL\_ACTIVE\_ATTRIBUTE\_MAX\_LENGTH**. This value should be used to allocate a buffer of sufficient size to store the returned attribute name. The size of this character buffer is passed in *bufSize*, and a pointer to this character buffer is passed in *name*.

**glGetActiveAttrib** returns the name of the attribute variable indicated by *index*, storing it in the character buffer specified by *name*. The string returned is null terminated. The actual number of characters written into this buffer is returned in *length*, and this count does not include the null termination character. If the length of the returned string is not required, a value of **NULL** can be passed in the *length* argument.

The *type* argument returns a pointer to the attribute variable's data type. The symbolic constants GL\_FLOAT, GL\_FLOAT\_VEC2, GL\_FLOAT\_VEC3, GL\_FLOAT\_VEC4, GL\_FLOAT\_MAT2, GL\_FLOAT\_MAT3, and GL\_FLOAT\_MAT4 may be returned. The *size* argument returns the size of the attribute in units of the type returned in *type*.

The list of active attribute variables may include both built-in attribute variables (which begin with the prefix "gl\_") as well as user-defined attribute variable names.

This function returns as much information as it can about the specified active attribute variable. If no information is available, *length* is 0 and *name* is an empty string. This situation could occur if this function is called after a link operation that failed. If an error occurs, the return values *length*, *size*, *type*, and *name* are unmodified.

The **glGetActiveAttrib** command can be useful in an environment in which shader development occurs separately from application development. If some attribute-naming conventions are agreed to between the shader writers and the application developers, the latter could query the program object at runtime to determine the attributes that are actually needed and could pass those down. This approach can provide more flexibility in the shader development process.

To query the state of a particular generic vertex attribute, call one of the following commands:

---

```
void glGetVertexAttribfv(GLuint index,
                      GLenum pname,
                      GLfloat *params)
void glGetVertexAttribiv(GLuint index,
                      GLenum pname,
                      GLint *params)
void glGetVertexAttribdv(GLuint index,
                      GLenum pname,
                      GLdouble *params)
```

Returns in *params* the value of a generic vertex attribute parameter. The generic vertex attribute to be queried is specified by *index*, and the parameter to be queried is specified by *pname*. Parameters and return values are summarized in [Table 7.3](#). All the parameters except GL\_CURRENT\_VERTEX\_ATTRIB represent client-side state.

**Table 7.3. Generic vertex attribute parameters**

Parameter	Operation
GL_VERTEX_ATTRIB_ARRAY_ENABLED	<i>params</i> returns a single value that is non-zero (true) if the vertex attribute array for <i>index</i> is enabled and 0 (false) if it is disabled. The initial value is GL_FALSE.
GL_VERTEX_ATTRIB_ARRAY_SIZE	<i>params</i> returns a single value, the size of the vertex attribute array for <i>index</i> . The size is the number of values for each element of the vertex attribute array, and it

GL_VERTEX_ATTRIB_ARRAY_STRIDE	<p>is 1, 2, 3, or 4. The initial value is 4.</p>
GL_VERTEX_ATTRIB_ARRAY_TYPE	<p><i>params</i> returns a single value, the array stride (number of bytes between successive elements) for the vertex attribute array for <i>index</i>. A value of 0 indicates that the array elements are stored sequentially in memory. The initial value is 0.</p>
GL_VERTEX_ATTRIB_ARRAY_NORMALIZED	<p><i>params</i> returns a single value, a symbolic constant indicating the array type for the vertex attribute array for <i>index</i>. Possible values are GL_BYTE, GL_UNSIGNED_BYTE, GL_SHORT, GL_UNSIGNED_SHORT, GL_INT, GL_UNSIGNED_INT, GL_FLOAT, and GL_DOUBLE. The initial value is GL_FLOAT.</p>
GL_CURRENT_VERTEX_ATTRIB	<p><i>params</i> returns a single value that is nonzero (true) if fixed-point data types for the vertex attribute array indicated by <i>index</i> are normalized when they are converted to floating point and 0 (false) otherwise. The initial value is GL_FALSE.</p>
	<p><i>params</i> returns four values that represent the current value for the generic vertex attribute specified by <i>index</i>. Generic vertex attribute 0 is unique in that it has no current state, so an error is generated if <i>index</i> is 0. The initial value for all other generic vertex attributes is (0, 0, 0, 1).</p>

---

```
void glGetVertexAttribPointerv(GLuint index,
                               GLenum pname,
                               GLvoid **pointer)
```

Returns pointer information. *index* is the generic vertex attribute to be queried, *pname* is a symbolic constant specifying the pointer to be

returned, and *params* is a pointer to a location in which to place the returned data. The only accepted value for *pname* is GL\_VERTEX\_ATTRIB\_ARRAY\_POINTER. This causes *params* to return a single value that is a pointer to the vertex attribute array for the generic vertex attribute specified by *index*.

## 7.8. Specifying Uniform Variables

As described in the previous section, attribute variables provide frequently modified data to the vertex shader. Less frequently changing data can be specified using uniform variables. Uniform variables are declared within a shader and can be loaded directly by the application. This lets applications provide any type of arbitrary data to a shader. Applications can modify these values as often as every primitive in order to modify the behavior of the shader (although performance may suffer if this is done). Typically, uniform variables are used to supply state that stays constant for many primitives.

The OpenGL Shading Language also defines a number of built-in variables that track OpenGL state. Applications can continue using OpenGL to manage state through existing OpenGL calls and can use these built-in uniform variables in custom shaders. Of course, if you want something that isn't already supported directly by OpenGL, it is a simple matter to define your own uniform variable and supply the value to your shader.

When a program object is made current, built-in uniform variables that track OpenGL state are initialized to the current value of that OpenGL state. Subsequent calls that modify an OpenGL state value cause the built-in uniform variable that tracks that state value to be updated as well.

The basic model for specifying uniform variables is different from the model for specifying attribute variables. As discussed in the preceding section, for attribute variables, the application can specify the attribute location before linking occurs. In contrast, the locations of uniform variables cannot be specified by the application. Instead, they are always determined by OpenGL at link time. As a result, applications always need to query the uniform location after linking occurs.

To update the value of a user-defined uniform variable, an application needs to determine its location and then specify its value. The locations of uniform variables are assigned at link time and do not change until the next link operation occurs. Each time linking occurs, the locations of uniform variables may change, and so the application must query them again before setting them. The locations of the user-defined uniform variables in a program object can be queried with the following command:

---

```
GLint glGetUniformLocation(GLuint program,  
                           const GLchar *name)
```

Returns an integer that represents the location of a specific uniform variable within a program object. *name* must be a null terminated string that contains no white space. *name* must be an active uniform variable name in *program* that is not a structure, an array of structures, or a subcomponent of a vector or a matrix. This function returns 1 if *name* does not correspond to an active uniform variable in *program* or if *name* starts with the reserved prefix "gl\_".

Uniform variables that are structures or arrays of structures can be queried with **glGetUniformLocation** for each field within the structure. The array element operator "[" and the structure field operator "." can be used in *name* to select elements within an array or fields within a structure. The result of using these operators is not allowed to be another structure, an array of structures, or a subcomponent of a vector or a matrix. Except if the last part of *name* indicates a uniform variable array, the location of the first element of an array can be retrieved with the

name of the array or with the name appended by "[0]".

The actual locations assigned to uniform variables are not known until the program object is linked successfully. After linking has occurred, the command **glGetUniformLocation** can obtain the location of a uniform variable. This location value can then be passed to **glUniform** to set the value of the uniform variable or to **glGetUniform** in order to query the current value of the uniform variable. After a program object has been linked successfully, the index values for uniform variables remain fixed until the next link command occurs. Uniform variable locations and values can only be queried after a link if the link was successful.

Loading of user-defined uniform values is only possible for the program object that is currently in use. All user-defined uniform variables are initialized to 0 when a program object is successfully linked. User-defined uniform values are part of the state of a program object. Their values can be modified only when the program object is part of current rendering state, but the values of uniform variables are preserved as the program object is swapped in and out of current state. The following commands load uniform variables into the program object that is currently in use:

---

```
void glUniform{1|2|3|4}{f|i}(GLint location, TYPE v)
```

Sets the user-defined uniform variable or uniform variable array specified by *location* to the value specified by *v*. The suffix 1, 2, 3, or 4 indicates whether *v* contains 1, 2, 3, or 4 components. This value should match the number of components in the data type of the specified uniform variable (e.g., 1 for **float**, **int**, **bool**; 2 for **vec2**, **ivec2**, **bvec2**, etc.). The suffix **f** indicates that floating-point values are being passed, and the suffix **i** indicates that integer values are being passed; this type should also match the data type of the specified uniform variable. The **i** variants of this function should be used to provide values for uniform variables defined as **int**, **ivec2**, **ivec3**, and **ivec4**, or arrays of these. The **f** variants should be used to provide values for uniform variables of type **float**, **vec2**, **vec3**, or **vec4**, or arrays of these. Either the **i** or the **f** variants can be used to provide values for uniform variables of type **bool**, **bvec2**, **bvec3**, and **bvec4** or arrays of these. The uniform variable is set to **false** if the input value is 0 or 0.0f, and it is set to **true** otherwise.

---

```
void glUniform{1|2|3|4}{f|i}v(GLint location,
                           GLuint count,
                           const TYPE *v)
```

Sets the user-defined uniform variable or uniform variable array specified by *location* to the values specified by *v*. These commands pass a count and a pointer to the values to be loaded into a uniform variable or a uniform variable array. A count of 1 should be used for modifying the value of a single uniform variable, and a count of 1 or greater can be used to modify an array. The number specified in the name of the command specifies the number of components for each element in *v*, and it should match the number of components in the data type of the specified uniform variable (e.g., 1 for **float**, **int**, **bool**; 2 for **vec2**, **ivec2**, **bvec2**, etc.). The **v** in the command name indicates that a pointer to a vector of values is being passed. The **f** and **i** suffixes are defined in the same way as for the nonvector variants of **glUniform**.

For uniform variable arrays, each element of the array is considered to be of the type indicated in the name of the command (e.g., `glUniform3f` or `glUniform3fv` can be used to load a uniform variable array of type `vec3`). The number of elements of the uniform variable array to be modified is specified by *count*.

---

```
void glUniformMatrix{2|3|4}fv(GLint location,  
                           GLuint count,  
                           GLboolean transpose,  
                           const GLfloat *v)
```

Sets the user-defined uniform matrix variable or uniform matrix array variable specified by *location* to the values specified by *v*. The number in the command name is interpreted as the dimensionality of the matrix. The number **2** indicates a  $2 \times 2$  matrix (i.e., 4 values), the number **3** indicates a  $3 \times 3$  matrix (i.e., 9 values), and the number **4** indicates a  $4 \times 4$  matrix (i.e., 16 values). If *transpose* is `GL_FALSE`, each matrix is assumed to be supplied in column major order. If *transpose* is `GL_TRUE`, each matrix is assumed to be supplied in row major order. The *count* argument specifies the number of matrices to be passed. A count of 1 should be used for modifying the value of a single matrix, and a count greater than 1 can be used to modify an array of matrices.

`glUniform1i` and `glUniform1iv` are the only two functions that can be used to load uniform variables defined as sampler types (see [Section 7.9](#)). Attempting to load a sampler with any other function results in an error.

Errors can also be generated by `glUniform` for any of the following reasons:

- If there is no current program object
- If *location* is an invalid uniform variable location for the current program object
- If the number of values specified by *count* would exceed the declared extent of the indicated uniform variable or uniform variable array
- Other than the preceding exceptions noted, if the type and size of the uniform variable as defined in the shader do not match the type and size specified in the name of the command used to load its value

In all of these cases, the indicated uniform variable will not be modified.

When the location of a user-defined uniform variable has been determined, the following command can be used to query its current value:

---

```
void glGetUniformfv(GLuint program,  
                    GLint location,  
                    GLfloat *params)  
void glGetUniformiv(GLuint program,  
                    GLint location,  
                    GLint *params)
```

Return in *params* the value(s) of the specified uniform variable. The type of the uniform variable specified by *location* determines the number of values

returned. If the uniform variable is defined in the shader as a **bool**, **int**, or **float**, a single value is returned. If it is defined as a **vec2**, **ivec2**, or **bvec2**, two values are returned. If it is defined as a **vec3**, **ivec3**, or **bvec3**, three values are returned, and so on. To query values stored in uniform variables declared as arrays, call **glGetUniform** for each element of the array. To query values stored in uniform variables declared as structures, call **glGetUniform** for each field in the structure. The values for uniform variables declared as a matrix are returned in column major order.

The locations assigned to uniform variables are not known until the program object is linked. After linking has occurred, the command **glGetUniformLocation** can obtain the location of a uniform variable. This location value can then be passed to **glGetUniform** to query the current value of the uniform variable. After a program object has been linked successfully, the index values for uniform variables remain fixed until the next link command occurs. The uniform variable values can only be queried after a link if the link was successful.

The location of a uniform variable cannot be used for anything other than specifying or querying that particular uniform variable. Say you declare a uniform variable as a structure that has three fields in succession that are defined as floats. If you call **glGetUniformLocation** to determine that the first of those three floats is at location  $n$ , do not assume that the next one is at location  $n + 1$ . It is possible to query the location of the  $i$ th element in an array. That value can then be passed to **glUniform** to load one or more values into the array, starting at the  $i$ th element of the array. It is not possible to take  $i$  and add an integer  $N$  and use the result to try to modify element  $i + N$  in the array. The location of array element  $i + N$  should be queried specifically before any attempt to set its value. These location values do not necessarily represent real memory locations. Applications that assume otherwise will not work.

For example, consider the following structure defined within a shader:

```
uniform struct
{
    struct
    {
        float a;
        float b[10];
    } c[2];
    vec2 d;
} e;
```

and consider the API calls that attempt to determine locations within that structure:

```
loc1 = glGetUniformLocation(progObj, "e.d");           // is valid
loc2 = glGetUniformLocation(progObj, "e.c[0]");          // is not valid
loc3 = glGetUniformLocation(progObj, "e.c[0].b");        // is valid
loc4 = glGetUniformLocation(progObj, "e.c[0].b[2]");      // is valid
```

The location *loc2* cannot be retrieved because *e.c[0]* references a structure.

Now consider the commands to set parts of the uniform variable:

```
glUniform2f(loc1, 1.0f, 2.0f);           // is valid
glUniform2i(loc1, 1, 2);                 // is not valid
```

```
glUniform1f(loc1, 1.0f);           // is not valid
glUniform1fv(loc3, 10, floatPtr);  // is valid
glUniform1fv(loc4, 10, floatPtr);  // is not valid
glUniform1fv(loc4, 8, floatPtr);   // is valid
```

The second command in the preceding list is invalid because *loc1* references a uniform variable of type **vec2**, not **ivec2**. The third command is invalid because *loc1* references a **vec2**, not a **float**. The fifth command in the preceding list is invalid because it attempts to set values that will exceed the length of the array.

Uniform variables (either built in or user defined) that can be accessed when a shader is executed are called [ACTIVE UNIFORMS](#). You can think of this as though the process of compiling and linking is capable of deactivating uniform variables that are declared but never used. This provides more flexibility in coding stylemodular code can define lots of uniform variables, and those that can be determined to be unused are typically optimized away.

To obtain the list of active uniform variables from a program object, use **glGetActiveUniform**. This command can be used by an application to query the uniform variables in a program object and set up user interface elements to allow direct manipulation of all the user-defined uniform values.

---

```
void glGetActiveUniform(GLuint program,
                      GLuint index,
                      GLsizei bufSize,
                      GLsizei *length,
                      GLint *size,
                      GLenum *type,
                      GLchar *name)
```

Returns information about an active uniform variable in the program object specified by *program*. The number of active uniform variables can be obtained by calling **glGetProgram** with the value **GL\_ACTIVE\_UNIFORMS**. A value of 0 for *index* selects the first active uniform variable. Permissible values for *index* range from 0 to the number of active uniform variables minus 1.

Shaders may use built-in uniform variables, user-defined uniform variables, or both. Built-in uniform variables have a prefix of "gl\_" and reference existing OpenGL state or values derived from such state (e.g., *gl\_Fog*, *gl\_ModelViewMatrix*, etc., see [Section 4.3](#) for a complete list.) User-defined uniform variables have arbitrary names and obtain their values from the application through calls to **glUniform**. A uniform variable (either built in or user defined) is considered active if it is determined during the link operation that it can be accessed during program execution. Therefore, *program* should have previously been the target of a call to **glLinkProgram**, but it is not necessary for it to have been linked successfully.

The size of the character buffer required to store the longest uniform variable name in *program* can be obtained by calling **glGetProgram** with the value **GL\_ACTIVE\_UNIFORM\_MAX\_LENGTH**. This value should be used to allocate a buffer of sufficient size to store the returned uniform variable name. The size of this character buffer is passed in *bufSize*, and a pointer to this character buffer is passed in *name*.

**glGetActiveUniform** returns the name of the uniform variable indicated by *index*, storing it in the character buffer specified by *name*. The string

returned is null terminated. The actual number of characters written into this buffer is returned in *length*, and this count does not include the null termination character. If the length of the returned string is not required, a value of NULL can be passed in the *length* argument.

The *type* argument returns a pointer to the uniform variable's data type. One of the following symbolic constants may be returned: GL\_FLOAT, GL\_FLOAT\_VEC2, GL\_FLOAT\_VEC3, GL\_FLOAT\_VEC4, GL\_INT, GL\_INT\_VEC2, GL\_INT\_VEC3, GL\_INT\_VEC4, GL\_BOOL, GL\_BOOL\_VEC2, GL\_BOOL\_VEC3, GL\_BOOL\_VEC4, GL\_FLOAT\_MAT2, GL\_FLOAT\_MAT3, GL\_FLOAT\_MAT4, GL\_SAMPLER\_1D, GL\_SAMPLER\_2D, GL\_SAMPLER\_3D, GL\_SAMPLER\_CUBE, GL\_SAMPLER\_1D\_SHADOW, or GL\_SAMPLER\_2D\_SHADOW.

If one or more elements of an array are active, the name of the array is returned in *name*, the type is returned in *type*, and the *size* parameter returns the highest array element index used, plus one, as determined by the compiler and linker. Only one active uniform variable will be reported for a uniform array.

Uniform variables that are declared as structures or arrays of structures are not returned directly by this function. Instead, each of these uniform variables is reduced to its fundamental components containing the "." and "[]" operators such that each of the names is valid as an argument to **glGetUniformLocation**. Each of these reduced uniform variables is counted as one active uniform variable and is assigned an index. A valid name cannot be a structure, an array of structures, or a subcomponent of a vector or matrix.

The size of the uniform variable is returned in *size*. Uniform variables other than arrays have a size of 1. Structures and arrays of structures are reduced as described earlier, such that each of the names returned will be a data type in the earlier list. If this reduction results in an array, the size returned is as described for uniform arrays; otherwise, the size returned is 1.

The list of active uniform variables may include both built-in uniform variables (which begin with the prefix "gl\_") as well as user-defined uniform variable names.

This function returns as much information as it can about the specified active uniform variable. If no information is available, *length* is 0, and *name* is an empty string. This situation could occur if this function is called after a link operation that failed. If an error occurs, the return values *length*, *size*, *type*, and *name* are unmodified.

Using **glGetActiveUniform**, the application developer can programmatically query the uniform variables actually used in a shader and automatically create a user interface that allows the end user to modify those uniform variables. If among the shader writers there were some convention concerning the names of uniform variables, the user interface could be even more specific. For instance, any uniform variable name that ended with "Color" would be edited with the color selection tool. This function can also be useful when mixing and matching a set of vertex and fragment shaders designed to play well with each other, using a subset of known uniform variables. It can be much safer and less tedious to programmatically determine which uniform variables to send down than to hardcode all the combinations.

## 7.9. Samplers

`glUniform1i` and `glUniform1iv` load uniform variables defined as sampler types (i.e., uniform variables of type **sampler1D**, **sampler2D**, **sample3D**, **samplerCube**, **sampler1DShadow**, or **sampler2DShadow**). They may be declared within either vertex shaders or fragment shaders.

The value contained in a sampler is used within a shader to access a particular texture map. The value loaded into the sampler by the application should be the number of the texture unit to be used to access the texture. For vertex shaders, this value should be less than the implementation-dependent constant `GL_MAX_VERTEX_TEXTURE_IMAGE_UNITS`, which can be queried with `glGet`. For fragment shaders, this value should be less than the implementation-dependent constant `GL_MAX_TEXTURE_IMAGE_UNITS`.

The suffix on the sampler type indicates the texture type to be accessed: 1D, 2D, 3D, cube map, 1D shadow, or 2D shadow. In OpenGL, a texture object of each of the first four texture types can be bound to a single texture unit, and this suffix allows the desired texture object to be chosen. A 1D shadow sampler is used to access the 1D texture when depth comparisons are enabled, and a 2D shadow sampler is used to access the 2D texture when depth comparisons are enabled. If two uniform variables of different sampler types contain the same value, an error is generated when the next rendering command is issued. Attempting to load a sampler with any command other than `glUniform1i` or `glUniform1iv` results in an error being generated.

From within a shader, samplers should be considered an opaque data type. The current API provides a way of specifying an integer representing the texture image unit to be used. In the future, the API may be extended to allow a sampler to refer directly to a texture object.

Samplers that can be accessed when a program is executed are called [ACTIVE SAMPLERS](#). The link operation fails if it determines that the number of active samplers exceeds the maximum allowable limits. The number of active samplers permitted on the vertex processor is specified by `GL_MAX_VERTEX_TEXTURE_IMAGE_UNITS`, the number of active samplers permitted on the fragment processor is specified by `GL_MAX_TEXTURE_IMAGE_UNITS`, and the number of active samplers permitted on both processors combined is `GL_COMBINED_TEXTURE_IMAGE_UNITS`.

More detail on using samplers within a shader is provided in [Section 10.1](#).

## 7.10. Multiple Render Targets

Another feature added to OpenGL in version 2.0 was the ability to render into multiple buffers simultaneously. The OpenGL Shading Language makes provisions for this capability by including a fragment shader output variable defined as an array called *gl\_FragData*. The size of this array is implementation dependent, but must be at least 1. The elements of this array are defined to be of type **vec4**.

With this capability, applications can develop fragment shaders that compute multiple values for each fragment and store them in offscreen memory. These values can be accessed during a future rendering pass. Among other things, this lets applications implement complex multipass algorithms and use the graphics hardware for general-purpose computation.

To set up OpenGL for rendering into multiple target buffers, use

---

```
void glDrawBuffers(GLsizei n,  
                  const GLenum *bufs)
```

Defines an array of buffers into which fragment color values or fragment data will be written. If no fragment shader is active, rendering operations generate only one fragment color per fragment and it is written into each of the buffers specified by *bufs*. If a fragment shader is active and it writes a value to the output variable *gl\_FragColor*, then that value is written into each of the buffers specified by *bufs*. If a fragment shader is active and it writes a value to one or more elements of the output array variable *gl\_FragData[]*, then the value of *gl\_FragData[0]* is written into the first buffer specified by *bufs*, the value of *gl\_FragData[1]* is written into the second buffer specified by *bufs*, and so on up to *gl\_FragData[n-1]*. The draw buffer used for *gl\_FragData[n]* and beyond is implicitly set to be GL\_NONE.

The symbolic constants contained in *bufs* are defined in [Table 7.4](#). Except for GL\_NONE, none of the symbolic constants may appear more than once in *bufs*. The maximum number of draw buffers supported is implementation dependent and can be queried by calling **glGet** with the argument GL\_MAX\_DRAW\_BUFFERS. The number of auxiliary buffers can be queried by calling **glGet** with the argument GL\_AUX\_BUFFERS.

**Table 7.4. Buffer names for use with the `glDrawBuffers` call**

---

Parameter	Operation
GL_NONE	The fragment color/data value is not written into any color buffer.
GL_FRONT_LEFT	The fragment color/data value is written into the front-left color buffer.
GL_FRONT_RIGHT	The fragment color/data value is written into the front-right color buffer.
GL_BACK_LEFT	The fragment color/data value is written into the back-left color buffer.
GL_BACK_RIGHT	The fragment color/data value is written into the back-right color buffer.

---

**GL\_AUX*i***

The fragment color/data value is written into auxiliary buffer *i*.

---

An error is generated if **glDrawBuffers** specifies a buffer that does not exist in the current GL context. If more than one buffer is selected for drawing, blending and logical operations are computed and applied independently for each element of *gl\_FragData* and its corresponding buffer. Furthermore, the alpha value (i.e., the fourth component) of *gl\_FragData[0]* is used to determine the result of the alpha test. Operations such as scissor, depth, and stencil tests (if enabled) may cause the entire fragment (including all of the values in the *gl\_FragData* array) to be discarded without any updates to the framebuffer.

## 7.11. Development Aids

A situation that can be difficult to diagnose is one in which a program may fail to execute because of the value of a sampler variable. These variables can be changed anytime between linking and program execution. To ensure robust behavior, OpenGL implementations must do some runtime checking just before the shader is executed (i.e., when a rendering operation is about to occur). At this point, the only way to report an error is to set the OpenGL error flag, and this is not usually something that applications check at this performance-critical juncture.

To provide more information when these situations occur, the OpenGL Shading Language API defines a new function that can be called to perform this runtime check explicitly and provide diagnostic information.

---

```
void glValidateProgram(GLuint program)
```

Checks whether the executables contained in *program* can execute given the current OpenGL state. The information generated by the validation process is stored in *program*'s information log. The validation information may consist of an empty string, or it may be a string containing information about how the current program object interacts with the rest of current OpenGL state. This function provides a way for OpenGL implementors to convey more information about why the current program is inefficient, suboptimal, failing to execute, and so on.

The status of the validation operation is stored as part of the program object's state. This value is set to GL\_TRUE if the validation succeeded and GL\_FALSE otherwise. It can be queried by calling **glGetProgram** with arguments *program* and GL\_VALIDATE\_STATUS. If validation is successful, *program* is guaranteed to execute given the current state. Otherwise, *program* is guaranteed to not execute.

This function is typically useful only during application development. The informational string stored in the information log is completely implementation-dependent. Therefore, an application should not expect different OpenGL implementations to produce identical information strings.

Because the operations described in this section can severely hinder performance, they should be used only during application development and removed before shipment of the production version of the application.

## 7.12. Implementation-Dependent API Values

Some of the features we've described in previous sections have implementation-dependent limits. All of the implementation-dependent values in the OpenGL Shading Language API are defined in the list that follows, and all of them can be queried with `glGet`.

`GL_MAX_COMBINED_TEXTURE_IMAGE_UNITS`Defines the total number of hardware units that can be used to access texture maps from the vertex processor and the fragment processor combined. The minimum legal value is 2.

`GL_MAX_DRAW_BUFFERS`Defines the maximum number of buffers that can be simultaneously written into from within a fragment shader using the special output variable `gl_FragData`. This constant effectively defines the size of the `gl_FragData` array. The minimum legal value is 1.

`GL_MAX_FRAGMENT_UNIFORM_COMPONENTS`Defines the number of components (i.e., floating-point values) that are available for fragment shader uniform variables. The minimum legal value is 64.

`GL_MAX_TEXTURE_COORDS`Defines the number of texture coordinate sets that are available. The minimum legal value is 2.

`GL_MAX_TEXTURE_IMAGE_UNITS`Defines the total number of hardware units that can be used to access texture maps from the fragment processor. The minimum legal value is 2.

`GL_MAX_VARYING_FLOATS`Defines the number of floating-point variables available for varying variables. The minimum legal value is 32.

`GL_MAX_VERTEX_ATTRIBS`Defines the number of active vertex attributes that are available. The minimum legal value is 16.

`GL_MAX_VERTEX_TEXTURE_IMAGE_UNITS`Defines the number of hardware units that can be used to access texture maps from the vertex processor. The minimum legal value is 0.

`GL_MAX_VERTEX_UNIFORM_COMPONENTS`Defines the number of components (i.e., floating-point values) that are available for vertex shader uniform variables. The minimum legal value is 512.

## 7.13. Application Code for Brick Shaders

Each shader is going to be a little bit different. Each vertex shader may use a different set of attribute variables or different uniform variables, attribute variables may be bound to different generic vertex attribute index values, and so on. One of the demo programs whose source code is available for download from the 3Dlabs Web site is called **ogl2brick**. It is a small, clear example of how to create and use a vertex shader and a fragment shader. The code in **ogl2brick** was derived from an earlier demo program called **ogl2demo**, written primarily by Barthold Lichtenbelt with contributions from several others. In **ogl2brick** an "install" function installs the brick shaders that were presented in [Chapter 6](#). We discuss that shader installation function, but first we define a simple function that make it a little easier to set the values of uniform variables.

```
GLint getUniLoc(GLuint program, const GLchar *name)
{
    GLint loc;

    loc = glGetUniformLocation(program, name);

    if (loc == -1)
        printf("No such uniform named \"%s\"\n", name);

    printOpenGLError(); // Check for OpenGL errors
    return loc;
}
```

Shaders are passed to OpenGL as strings. For our shader installation function, we assume that each of the shaders has been defined as a single string, and pointers to those strings are passed to the following function. This function does all the work to load, compile, link, and install our brick shaders. The function definition and local variables for this function are declared as follows:

```
int installBrickShaders(const GLchar *brickVertex,
                        const GLchar *brickFragment)
{
    GLuint brickVS, brickFS, brickProg; // handles to objects
    GLint vertCompiled, fragCompiled; // status values
    GLint linked;
```

The argument *brickVertex* contains a pointer to the string containing the source code for the brick vertex shader, and the argument *brickFragment* contains a pointer to the source code for the brick fragment shader. Next, we declare variables to refer to three OpenGL objects: a shader object that stores and compiles the brick vertex shader, a second shader object that stores and compiles the brick fragment shader, and a program object to which the shader objects will be attached. Flags to indicate the status of the compile and link operations are defined next.

The first step is to create two empty shader objects, one for the vertex shader and one for the fragment shader:

```
brickVS = glCreateShader(GL_VERTEX_SHADER);
brickFS = glCreateShader(GL_FRAGMENT_SHADER);
```

Source code can be loaded into the shader objects after they have been created. The shader objects are empty, and we have a single null terminated string containing the source code for each shader, so we can call **glShaderSource** as follows:

```
glShaderSource(brickVS, 1, &brickVertex, NULL);
glShaderSource(brickFS, 1, &brickFragment, NULL);
```

The shaders are now ready to be compiled. For each shader, we call `glCompileShader` and then call `glGetShader` to see what transpired. `glCompileShader` sets the shader object's `GL_COMPILE_STATUS` parameter to `GL_TRUE` if it succeeded and `GL_FALSE` otherwise. Regardless of whether the compilation succeeded or failed, we print the information log for the shader. If the compilation was unsuccessful, this log will have information about the compilation errors. If the compilation was successful, this log may still have useful information that would help us improve the shader in some way. You would typically check the info log only during application development or after running a shader for the first time on a new platform. The function exits if the compilation of either shader fails.

```
glCompileShader(brickVS);
printOpenGLError(); // Check for OpenGL errors
glGetShaderiv(brickVS, GL_COMPILE_STATUS, &vertCompiled);
printShaderInfoLog(brickVS);

glCompileShader(brickFS);
printOpenGLError(); // Check for OpenGL errors
glGetShaderiv(brickFS, GL_COMPILE_STATUS, &fragCompiled);
printShaderInfoLog(brickFS);

if (!vertCompiled || !fragCompiled)
    return 0;
```

This section of code uses the `printShaderInfoLog` function that we defined previously.

At this point, the shaders have been compiled successfully, and we're almost ready to try them out. First, the shader objects need to be attached to a program object so that they can be linked.

```
brickProg = glCreateProgram();
glAttachShader(brickProg, brickVS);
glAttachShader(brickProg, brickFS);
```

The program object is linked with `glLinkProgram`. Again, we look at the information log of the program object regardless of whether the link succeeded or failed. There may be useful information for us if we've never tried this shader before.

```
glLinkProgram(brickProg);
printOpenGLError(); // Check for OpenGL errors
glGetProgramiv(brickProg, GL_LINK_STATUS, &linked);
printProgramInfoLog(brickProg);

if (!linked)
    return 0;
```

If we make it to the end of this code, we have a valid program that can become part of current state simply by calling `glUseProgram`:

```
glUseProgram(brickProg);
```

Before returning from this function, we also want to initialize the values of the uniform variables

used in the two shaders. To obtain the location that was assigned by the linker, we query the uniform variable by name, using the `getUniLoc` function defined previously. Then we use that location to immediately set the initial value of the uniform variable.

```
glUniform3f(getUniLoc(brickProg, "BrickColor"), 1.0, 0.3, 0.2);
glUniform3f(getUniLoc(brickProg, "MortarColor"), 0.85, 0.86, 0.84);
glUniform2f(getUniLoc(brickProg, "BrickSize"), 0.30, 0.15);
glUniform2f(getUniLoc(brickProg, "BrickPct"), 0.90, 0.85);
glUniform3f(getUniLoc(brickProg, "LightPosition"), 0.0, 0.0, 4.0);

return 1;
}
```

When this function returns, the application is ready to draw geometry that will be rendered with our brick shaders. The result of rendering some simple objects with this application code and the shaders described in [Chapter 6](#) is shown in [Figure 6.6](#). The complete C function is shown in [Listing 7.3](#).

### **Listing 7.3. C function for installing brick shaders**

```
int installBrickShaders(const GLchar *brickVertex,
                        const GLchar *brickFragment)
{
    GLuint brickVS, brickFS, brickProg; // handles to objects
    GLint vertCompiled, fragCompiled; // status values
    GLint linked;

    // Create a vertex shader object and a fragment shader object

    brickVS = glCreateShader(GL_VERTEX_SHADER);
    brickFS = glCreateShader(GL_FRAGMENT_SHADER);

    // Load source code strings into shaders

    glShaderSource(brickVS, 1, &brickVertex, NULL);
    glShaderSource(brickFS, 1, &brickFragment, NULL);

    // Compile the brick vertex shader and print out
    // the compiler log file.

    glCompileShader(brickVS);
    printOpenGLError(); // Check for OpenGL errors
    glGetShaderiv(brickVS, GL_COMPILE_STATUS, &vertCompiled);
    printShaderInfoLog(brickVS);

    // Compile the brick fragment shader and print out
    // the compiler log file.

    glCompileShader(brickFS);
    printOpenGLError(); // Check for OpenGL errors
    glGetShaderiv(brickFS, GL_COMPILE_STATUS, &fragCompiled);
    printShaderInfoLog(brickFS);

    if (!vertCompiled || !fragCompiled)
        return 0;

    // Create a program object and attach the two compiled shaders

    brickProg = glCreateProgram();
    glAttachShader(brickProg, brickVS);
```

```
glAttachShader(brickProg, brickFS);

// Link the program object and print out the info log

glLinkProgram(brickProg);
printOpenGLError(); // Check for OpenGL errors
glGetProgramiv(brickProg, GL_LINK_STATUS, &linked);
printProgramInfoLog(brickProg);

if (!linked)
    return 0;

// Install program object as part of current state

glUseProgram(brickProg);

// Set up initial uniform values

glUniform3f(getUniLoc(brickProg, "BrickColor"), 1.0, 0.3, 0.2);
glUniform3f(getUniLoc(brickProg, "MortarColor"), 0.85, 0.86, 0.84);
glUniform2f(getUniLoc(brickProg, "BrickSize"), 0.30, 0.15);
glUniform2f(getUniLoc(brickProg, "BrickPct"), 0.90, 0.85);
glUniform3f(getUniLoc(brickProg, "LightPosition"), 0.0, 0.0, 4.0);

return 1;
}
```

## 7.14. Summary

The set of function calls added to OpenGL to create and manipulate shaders is actually quite small. The interface mimics the software development process followed by a C/C++ programmer. To install and use OpenGL shaders, do the following:

1. Create one or more (empty) shader objects with **glCreateShader**.
2. Provide source code for these shaders with **glShaderSource**.
3. Compile each of the shaders with **glCompileShader**.
4. Create a program object with **glCreateProgram**.
5. Attach all the shader objects to the program object with **glAttachShader**.
6. Link the program object with **glLinkProgram**.
7. Install the executable program as part of OpenGL's current state with **glUseProgram**.
8. If the shaders use user-defined uniform variables, query the locations of these variables with **glGetUniformLocation** and then set their values with **glUniform**.

User-defined attribute variables can be explicitly associated with a generic vertex attribute index with **glBindAttribLocation**, or such associations can be assigned implicitly at link time and queried with **glGetAttribLocation**. Generic vertex attribute values can then be supplied by the application a vertex at a time with one of the variants of **glVertexAttrib** or as vertex arrays by using **glVertexAttribPointer** and **glEnableVertexArrayPointer** in conjunction with standard OpenGL commands to draw vertex arrays.

A number of query functions obtain information about shader and program objects.

## 7.15. Further Information

Reference pages for the OpenGL Shading Language API can be found in [Appendix B](#). Source code for the example in this chapter can be found at the 3Dlabs developers Web site. More complex source code examples and a variety of shaders can be found there as well.

1. 3Dlabs developer Web site. <http://developer.3dlabs.com>.
2. Ebert, David S., John Hart, Bill Mark, F. Kenton Musgrave, Darwyn Peachey, Ken Perlin, and Steven Worley, *Texturing and Modeling: A Procedural Approach, Third Edition*, Morgan Kaufmann Publishers, San Francisco, 2002.  
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# Chapter 8. Shader Development

At the time of this writing, shader development tools for the OpenGL Shading Language are in their infancy. Although some tools for shader development do exist (notably, ATI's RenderMonkey), tools for debugging or profiling shaders are only starting to emerge. This situation is expected to improve rapidly as hardware and software companies develop tools for use in shader development.

This chapter sets forth some ideas on the shader development process and describes the tools that are currently available. Both general software development techniques and techniques that are unique to shader development are discussed. In all likelihood, we will soon see software developers step into the void with products to assist shader development, and a whole ecosystem of tools for shader development will eventually arise.

## 8.1. General Principles

Shader development can be thought of as another form of software engineering; therefore, existing software engineering principles and practices should be brought into play when you are developing shaders. Spend some time designing the shader before writing any code. The design should aim to keep things as simple as possible while still getting the job done. If the shader is part of a larger shader development effort, take care to design the shader for reliability and reuse.

In short, you should treat shader development the same as you would any other software development tasks, allocating appropriate amounts of time for design, implementation, testing, and documentation.

Here are a few more useful thoughts for developing shaders. Consider these to be friendly advice and not mandates. There will be situations in which some of these shader development suggestions make sense and others in which they do not.

### 8.1.1. Understand the Problem

It is worth reminding yourself periodically that you will be most successful at developing shaders if you understand the problem before you write any of the shader code. The first step is to make sure you understand the rendering algorithm you plan on implementing. If your aim is to develop a shader for bump-mapping, make sure you understand the necessary mathematics before plunging into coding. It is usually easier to think things through with a pencil and paper and get the details straight in your mind before you begin to write code.

Because the tools for developing shaders are currently less powerful than those for developing code intended to run on the CPU, you might consider implementing a simulation of your algorithm on the CPU before coding it in the OpenGL Shading Language. Doing this will let you use the powerful debugging tools available for typical software development, single-step through source code, set breakpoints, and really watch your code in action. Of course, tools should soon be available to let you do these things directly on the graphics hardware as well.

### 8.1.2. Add Complexity Progressively

Many shaders depend on a combination of details to achieve the desired effect. Develop your shader in such a way that you implement and test the largest and most important details first and add progressive complexity after the basic shader is working. For instance, you may want to develop a shader that combines effects from noise with values read from several texture maps and then performs some unique lighting effects. You can approach this task in a couple of different ways. One way would be to get your unique lighting effects working first with a simple shading model. After testing this part of the shader, you can add the effects from reading the texture maps and thoroughly test again. After this, you can add the noise effects, again, testing as you proceed.

In this way, you have reduced a large development task into several smaller ones. After a task has been successfully completed and tested, move on to the next task.

### 8.1.3. Test and Iterate

Sometimes it is impossible to visualize ahead of time the effect a shader will have. This is particularly true when you are dealing with mathematical functions that are complex or hard to visualize, such as noise. In this case, you may want to parameterize your algorithm and modify the parameters systematically. You can take notes as you modify the parameters and observe

the effect. These observations will be useful comments in the shader source, providing insight for someone who might come along later and want to tweak the shader in a different direction.

After you have found a set of parameters that gives you the desired effect, you can consider simplifying the shader by removing some of the "tweakable" parameters and replacing them with constants. This may make your shader less flexible, but it may make it easier for someone coming along later to understand.

#### **8.1.4. Strive for Simplicity**

There's a lot to be said for simplicity. Simple shaders are easier to understand and easier to maintain. There's often more than one algorithm for achieving the effect you want. Have you chosen the simplest one? There's often more than one way to implement a particular algorithm. Have you chosen the language features that let you express the algorithm in the simplest way possible?

#### **8.1.5. Exploit Modularity**

The OpenGL Shading Language and its API support modular shaders, so take advantage of this capability. Use the principle of "divide and conquer" to develop small, simple modules that are designed to work together. Your lighting modules might all be interchangeable and offer support for standard light source types as well as custom lighting modules. You may also have fog modules that offer a variety of fog effects. If you do things right, you can mix and match any of your lighting modules with any of your fog modules. You can apply this principle to other aspects of shader computation, both for vertex shaders and for fragment shaders.

## 8.2. Performance Considerations

After you have done all the right things from a software engineering standpoint, your shader may or may not have acceptable performance. Here are some ideas for eking out better performance from your carefully crafted shader.

### 8.2.1. Consider Computational Frequency

Shading computations can occur in three areas: on the CPU, on the vertex processor, and on the fragment processor. It is tempting to put most of your shader computation in the fragment shader because this is executed for every pixel that is drawn, and you will, therefore, get the highest-quality image. But if performance is a concern, you may be able to identify computations that can be done with acceptable quality per vertex instead of per fragment. By moving the computation to the vertex shader, you can make your fragment shader faster. In some cases, there may be no visible difference between doing the computation in the vertex shader versus doing it in the fragment shader. This might be the case with fog computations, for example.

One way to think about the problem is to implement rapidly changing characteristics in the fragment shader and to implement characteristics that don't change as rapidly in the vertex shader. For instance, diffuse lighting effects change slowly over a surface and so can usually be computed with sufficient quality in the vertex shader. Specular lighting effects might need to be implemented in the fragment shader to achieve high quality. If a particular value changes linearly across an object's surface, you can get the same result by computing the value per vertex and using a varying variable to interpolate it as you would by computing the value at each fragment. In this case, you may as well have the vertex shader do the computation. Unless you are rendering very small triangles, your fragment shader will execute far more times than your vertex shader will, so it is more efficient to do the computation in the vertex shader.

Similarly, you may be able to find computations that can be done once on the CPU and remain constant for a great many executions of your vertex shader or fragment shader. You can often save shader instruction space or improve shader performance (or both) by precomputing values in your application code and passing them to your shader as uniform variables. Sometimes you can spot these things by analyzing your shader code. If you pass `length` in as a uniform variable and your shader always computes `sqrt(length)`, you're better off doing the computation once on the host CPU and passing that value to your shader rather than computing the value for every execution of your shader. If your shader needs both `length` and `sqrt(length)`, you can pass both values in as uniform variables.

Deciding where to perform computation also involves knowing where the computational bottleneck occurs for a particular rendering operation. You just need to speed up the slowest part of the system to see an improvement in performance. Conversely, you shouldn't spend time improving the performance of something that isn't a bottleneck, because you won't see the gain in performance anyway.

### 8.2.2. Analyze Your Algorithm

You can often make your shader more efficient just by understanding the math it uses. For instance, you might want to limit the range of the variable `finalcolor` to  $[0, 1]$ . But if you know that you are only adding values to compute this variable and the values that you're adding are always positive, there's really no need to check the result against 0. An instruction like `min(finalcolor, 1.0)` clamps the result at 1.0, and this instruction likely has higher performance than an instruction like `clamp(finalcolor, 0.0, 1.0)` because it needs only to compare values against one number instead of two. If you define the valid range of all the variables in your shader, you can more easily see the boundary conditions that you need to handle.

### **8.2.3. Use the Built-in Functions**

Whenever possible, use the built-in functions to implement the effect that you're trying to achieve. Built-in functions are intended to be implemented in an optimal way by the graphics hardware vendor. If your shader hand-codes the same effect as a built-in function, there's little chance that it will be faster than the built-in function but a good chance that it will be slower.

### **8.2.4. Use Vectors**

The OpenGL Shading Language lets you express vector computations naturally, and underlying graphics hardware is often built to operate simultaneously on a vector of values. Therefore, you should take advantage of this and use vectors for calculations whenever possible. On the other hand, you shouldn't use vectors that are bigger than the computations require. Such use can waste registers, hardware interpolators (in the case of varying variables), processing bandwidth, or memory bandwidth.

### **8.2.5. Use Textures to Encode Complex Functions**

Because fragment processing is now programmable, textures can be used for a lot more than just image data. You might want to consider storing a complex function in a texture and doing a single lookup rather than a complex computation within the fragment shader. This is illustrated in [Chapter 15](#), in which we encode a noise function as a 3D texture. This approach takes advantage of the specialized high-performance hardware that performs texture access, and it can also take advantage of texture filtering hardware to interpolate between values encoded in the texture.

### **8.2.6. Review the Information Logs**

One of the main ways that an OpenGL implementation can provide feedback to an application developer is through the shader object and program object information logs (see [Section 7.6](#)). During shader development, you should review the messages in the information logs for compiler and linker errors, but you should also review them to see if they include any performance or functionality warnings or other descriptive messages. These information logs are one of the primary ways for OpenGL implementations to convey implementation-dependent information about performance, resource limitations, and so on.

## 8.3. Shader Debugging

Shader development tools are in their infancy, so debugging shaders can be a difficult task. Here are a few practical tips that may be helpful as you try to debug your shaders.

### 8.3.1. Use the Vertex Shader Output

To determine whether vertex shader code is behaving as expected, you can use conditionals to test intermediate values to see if a value is something unexpected. If it is, you can modify one of the shader's output values so that a visually distinct change occurs. For instance, if you think that the value *foo* should never be greater than 5.0, you can set the color values that are being passed to the fragment shader to black or pink or neon green if the value of *foo* exceeds 5.0. If that's not distinctive enough and you've already computed the transformed homogeneous position, you can do something like this:

```
if (foo > 5.0)
    gl_Position += 1.0;
```

This code adds 1 to each component of the transformed position for which *foo* was greater than 5. When it is executed, you should see the object shift on the screen. With this approach, you can systematically check your assumptions about the intermediate values being generated by the vertex shader.

### 8.3.2. Use the Fragment Shader Output

Fragment shaders can produce a fragment color, a fragment depth, or an array of fragment data values. You can use the **discard** keyword to prevent the computed fragment value from updating the frame buffer. The depth value may not be helpful during debugging, but you can either color-code your fragment colors or use the **discard** keyword to discard fragments with certain qualities. These techniques provide you with visual feedback about what's going on within the shader.

For instance, if you're not quite sure if your 2D texture coordinates span the whole range from 0 to 1.0, you could put an **if** test in the shader and discard fragments with certain qualities. You can discard all the fragments for which both *s* and *t* texture coordinates are greater than 0.5 or for which either coordinate is greater than 0.99, and so on. The model will be drawn with "missing" pixels where fragments were discarded. The **discard** keyword is quite useful because it can appear anywhere in a fragment shader. You can put the **discard** statement near the beginning of a complex fragment shader and gradually move it down in the code as you verify that things are working properly.

Similarly, you can assign values to *gl\_FragColor* that convey debugging information. If you have a mathematical function in your shader that is expected to range from [0,1] and average 0.5, you can assign solid green to *gl\_FragColor* if the value is less than 0, solid red if it is between 0 and 0.5, solid blue if it is between 0.5 and 1.0, and solid white if it is greater than 1.0. This kind of debugging information can quickly tell you whether a certain computation is going astray.

### 8.3.3. Use Simple Geometry

For debugging texture computations, it may be useful to render a single large rectangle with identity matrices for the modeling, viewing, and projection matrices and to look carefully at what is occurring. Use a distinct texture image, for example, color bars or a grayscale ramp, so that you can visually verify that the texturing operation is occurring as you expect it to.

## 8.4. Shader Development Tools

In coming years, we should see some exciting advances in the area of tools for shader development. This section describes shader development tools available at the time of this writing.

### 8.4.1. RenderMonkey

As the era of programmable graphics hardware has unfolded, we've learned that there is more to developing shaders than just developing the code for the shaders themselves. Shaders can be highly customized to the point that they may work as intended only on a single model. Shader source code, textures, geometry, and initial values for uniform variables are all important parts of a production-quality shader. Shader development tools must capture all the essential elements of a shader and allow these elements to easily be modified and maintained.

Another factor in shader development is that the person writing the shader is not necessarily the same person developing the application code that deploys the shader. Often, an artist will be employed to design textures and to contribute to or even to control the shader development process. The collaboration between the artist and programmer is an important one for entertainment-based applications and must be supported by shader development tools.

An integrated development environment (IDE) allows programmers and artists to develop and experiment with shaders outside the environment of the application. This reduces the complexity of the shader development task and encourages rapid prototyping and experimentation. Finished shaders are a form of intellectual property, and maintenance, portability, and easy deployment to a variety of platforms are essential to maximizing the benefit of this type of company asset. The idea behind an IDE is that all the essential elements of the finished shader can be encapsulated, managed, shared, and exported for use in the final application.

ATI first released an IDE called RenderMonkey in 2002. In its initial release, RenderMonkey supported shader development for DirectX vertex shaders and pixel shaders. However, RenderMonkey was architected in such a way that it could easily be extended to support other shader programming languages. In 2004, ATI and 3Dlabs collaborated to produce a version of RenderMonkey that contains support for high-level shader development in OpenGL with the OpenGL Shading Language in addition to the support for DirectX shader development. The RenderMonkey IDE is currently available for free from both companies' Web sites (<http://developer.3dlabs.com> and <http://www.ati.com/developer>).

RenderMonkey was designed for extensibility. At its core is a flexible framework that allows easy incorporation of shading languages. It is an environment that is language agnostic, allowing any high-level shading language to be supported by means of plug-ins. It currently supports the pixel shaders and vertex shaders defined in Microsoft's DirectX 8.1 and 9.0, the High-Level Shader Language (HLSL) defined in DirectX 9.0, and the OpenGL Shading Language.

In RenderMonkey, the encapsulation of all the information necessary to re-create a shading effect is called an effect workspace. An effect workspace consists of effects group nodes, variable nodes, and stream mapping nodes. Each effects group is made up of one or more effect nodes, and each effect node is made up of one or more rendering passes. Each rendering pass may contain rendering state, source code for a vertex shader and a fragment shader, geometry, and textures. All the effect data is organized into a tree hierarchy that is visible in the workspace viewer.

Effects group nodes collect related effects into a single container. This is sometimes handy for taming the complexity of dealing with lots of different effects. You might also use an effects

group as a container for several similar effects with different performance characteristics (for instance, "best quality," "fast," and "fastest"). The criteria for grouping things within effects groups is entirely up to you.

Effect nodes encompass all the information needed to implement a real-time visual effect. The effect may be composed of multiple passes. Starting state is inherited from a default effect to provide a known starting state for all effects. The default effect can store effect data that is common to all shading effects.

Pass nodes define a drawing operation (i.e., a rendering pass). Each pass inherits data from previous passes within the effect, and the first pass inherits from the default effect. A typical pass contains a vertex shader and fragment shader pair, a render state block, textures, geometry, and nodes of other types (for example, variable nodes). Different geometry can be used in each pass to render things like fur.

Variable nodes define the parameters that are available from within a shader. For the OpenGL Shading Language, variable nodes are the mechanisms for defining uniform variables. Intuitive names and types can be assigned to variable nodes, and the contents of a variable node can be manipulated with a GUI widget.

RenderMonkey is built completely out of plug-ins. Source code for some plug-ins is available, and you are encouraged to write your own plug-ins to perform tasks necessary for your work flow or to support importing and exporting your data with proprietary formats. Existing RenderMonkey modules are listed here.

- **Shader editors** These are modeled on the interface of Microsoft's Visual Studio to provide an intuitive interface; they support editing of vertex and fragment shaders; syntax coloring; creation of OpenGL, HLSL, and assembly language shaders.
- **Variable editors** Shader parameters can be edited with GUI widgets that "know" the underlying data type for editing; editors exist for colors, vectors, matrices, scalars; custom widgets can be created.
- **Artist editor** Shader parameters relevant to the art designer can be presented in an artist-friendly fashion so that they can be viewed and modified; programmers can select which parameters are artist-editable; changes can be seen in real time.
- **Previewers** These allow real-time viewing of the shading effect; changes to the shader source code or its parameters are immediately reflected in the preview window; view settings are customizable; views (front, back, side, etc.) are preset; DirectX 9.0 and OpenGL Shading Language/OpenGL previews are available.
- **Exporter** Everything required to recreate a shading effect is encapsulated and written into a single XML file.
- **Importer** Everything required to recreate a shading effect is read back from an XML file.

The XML file format was chosen as the basis for encapsulating shader information in RenderMonkey because it is an industry standard, it has a user-readable file format, it is user extensible, and it works with the many free parsers that are available. It is relatively easy to adapt an existing XML parser for your own use or to write a new one. The XML file that encapsulates a shader effect contains all shader source code, all render states, all models, and all texture information. This makes it straightforward to create, manage, and share shader assets.

## 8.4.2. OpenGL Shading Language Compiler Front End

In June 2003, 3Dlabs released an open source version of its lexical analyzer, parser, and semantic checker (i.e., an OpenGL Shading Language [COMPILER FRONT END](#)). This code reads an OpenGL shader and turns it into a token stream. This process is called [LEXICAL ANALYSIS](#). The token stream is then processed to ensure that the program consists of valid statements. This process is referred to as [SYNTACTIC ANALYSIS](#), or parsing. [SEMANTIC ANALYSIS](#) is then performed to determine whether the shader conforms to the semantic rules defined or implied by the OpenGL Shading Language specification. The result of this processing is turned into a high-level representation of the original source code. This high-level intermediate language (HIL) is a binary representation of the original source code that can be further processed by a target-specific back end to provide machine code for a particular type of graphics hardware.

It is anticipated that individual hardware vendors will implement the back end needed for their particular hardware. The compiler back end will typically include intellectual property and hardware-specific information that is proprietary to the graphics hardware vendor. It is not anticipated that 3Dlabs or other hardware vendors will make public the source code for their compiler back ends.

Still, the compiler front end provided by 3Dlabs has been, and will continue to be, a useful tool for the development of the OpenGL Shading Language, and it will be useful for other organizations that want to develop an OpenGL Shading Language compiler or tools for shader development. As the language specification was nearing completion, the compiler front end was being developed. Except for the preprocessor (which was derived from another open source preprocessor), it was implemented from scratch with the publicly available system utilities *flex* and *bison*. It was not derived from existing code. This made it a clean way to double-check the specification and discover language flaws before the specification was released. Indeed, a number of such flaws were discovered through this effort, and, as a result, the specification was improved before its release.

Because of its clean implementation, the OpenGL Shading Language compiler front end also serves as additional technical documentation about the language. The specification should be your first stop, but if you really want to know the details of what's allowed in the language and what's not, studying the compiler front end will provide a definitive answer.

OpenGL implementors that base their compiler on the compiler front end from 3Dlabs will also be doing a big favor to their end users: The semantics of the OpenGL Shading Language will be checked in the same way for all implementations that use this front end. This will benefit developers as they encounter consistent error-checking between different implementations.

Although few readers of this book will likely end up developing an OpenGL Shading Language compiler, this resource is nevertheless a useful one to know about. The source code for the compiler front end is available for download at the 3Dlabs Web site (<http://developer.3dlabs.com>).

Using the GLSL compiler front end, 3Dlabs has also written a tool called GLSLvalidate. This tool reads a file containing a shader and uses the compiler front-end to parse it. Errors are reported in the output window. This tool can be executed on any platform; an OpenGL 2.0 driver is not required. This tool is provided as open source by 3Dlabs.

Another tool from 3Dlabs, GLSLParserTest, determines whether your OpenGL implementation properly supports the OpenGL Shading Language specification. It attempts to compile some 200 shaders and compares the results against the reference compiler. Some shaders should compile and some should not. Results are printed, and the information log for any shader can be examined. Again, this tool is provided as open source (see <http://developer.3dlabs.com>).

## 8.5. Scene Graphs

by Mike Weiblen

A [SCENE GRAPH](#) is a hierarchical data structure containing a description of a scene to be rendered. Rather than explicitly coding a scene to be rendered as OpenGL API calls, an application builds a scene graph, then calls the scene graph rendering engine to do the actual rendering by traversing the data structure. In this way, a scene graph allows a developer to focus on what to draw, rather than on the details of how to draw. In typical terminology, the term *scene graph* is often used to describe the toolkit for both the data structure itself and the rendering engine that traverses the data structure to render the scene.

Scene graphs make it possible for a developer of visualization applications to leverage the performance of OpenGL without necessarily being an expert in all the details of OpenGL; the scene graph itself encapsulates OpenGL best practices. Because a scene graph is a toolkit layer on top of OpenGL, it raises the programming abstractions closer to the application domain.

As a tree, a scene graph consists of nodes that have one or more children. Since OpenGL state often has a hierarchical nature (such as the model-view matrix stack), that state can easily be mapped to nodes in the tree.

Some of the attributes and benefits of scene graphs:

- Encapsulation of best practices for rendering OpenGL, such as optimized GL state control; optimized internal data representations; and minimal geometry sent for rendering based on camera visibility.
- Implementation of sophisticated rendering architectures for performance, for example, pervasive multithreading, multi-CPU, multigraphics pipe, or synchronized multisystem clustering.
- Definition of the output viewports: For complex display systems such as multiprojector domes, the scene graph can provide support for nonlinear distortion compensation.
- Hierarchical in-memory representation, for example, a tree of nodes with child nodes or a directed acyclic graph (DAG).
- OpenGL state control: By associating GL state with nodes in the graph, the scene graph renderer collects those state requests and applies them efficiently to the OpenGL pipeline. The scene graph can implement a form of lazy state application, by which it avoids forcing state changes down the pipe if no geometry actually requires it for rendering. State can be inherited from parents down to children.
- View culling, by which the spatial position of scene graph nodes are tested against the position of a camera's view volume; only if a node will actually contribute to visible pixels will its geometry be sent to the pipe for rendering. (There is no reason to send vertices to the pipe for geometry that is behind the eyepoint.)
- Instancing of assets: one model of a tire can be referenced four times on a single car; a single car can be instanced many times to create a parking lot full of cars.

The typical application code for a scene graph-based rendering application is conceptually not much more than

```

at startup, build the scenegraph (loading files from disc, etc)
do forever
{
    update the camera position and other time-varying
    entities in the scene (such as vehicles or particle effects)

    draw the scene
}

```

Although a scene graph allows a visualization developer to focus on what to draw rather than on the details of how to draw it, that does not mean the developer is isolated from direct OpenGL control: not at all! The developer could define custom rendering methods. But for many common rendering tasks, the scene graph renderer already provides a complete solution and acts as a reusable toolkit for leveraging that capability. As expected from a well-designed toolkit, there are no inviolate rules; if you as the developer really need to do something out of the ordinary, the toolkit provides the avenues necessary.

The palette of nodes available for constructing the scene graph provides ways to apply attributes to be inherited by the children of that node. Here are some examples (certainly not an exhaustive list) of scene graph nodes.

- Parent node Multiple child nodes can be attached.
- Transform nodes The children are transformed by the parent's transformation matrix.
- Switch nodes Only one child of the parent will be rendered, governed by a switching condition.
- Level-of-detail node (a specialized switch node) Only one child is rendered, according to the distance of the node from the camera.
- Billboard node Its children are automatically oriented toward the camera.
- Light node Other nodes in the scene are illuminated by lights at the position and with the attributes contained here.

By helping the developer focus on "what" rather than "how," a scene graph can simplify the use of shaders. For example, using the hierarchical nature of a scene graph, a developer can compose a scene that has a shader with default values for uniform variables near the root of the scene graph, so it affects much of the scene. Alternative values for uniform variables attached at lower nodes can specialize the shader for a particular piece of geometry. The scene graph rendering engine can take over the tasks of determining if or when to compile or link the components of the shader and when to actually send updates for uniform variables to the pipeline, depending on visibility.

Several OpenGL scene graph products are currently available. OpenGL Performer (<http://www.sgi.com/products/software/performer/>), a commercial product available from SGI, has recently included support for OpenGL 2.0 and the OpenGL Shading Language. OpenSceneGraph (or OSG, <http://www.openscenegraph.org/>) is an open source project that also has recently included support for OpenGL 2.0 and the OpenGL Shading Language. OpenSG (<http://www.opensg.org>) is another open source OpenGL scene graph. Depending on your application, any one of these could save you a great deal of time and application development effort.

## 8.6. Summary

Writing shaders is similar in many ways to other software engineering tasks. A good dose of common sense can go a long way. Software engineering principles should be applied just as for any other software engineering task. This is especially true in these early generations of programmable graphics hardware. Shader development is more challenging because early OpenGL Shading Language implementations might be incomplete in some ways, compilers will be immature, performance characteristics may differ widely between vendors, and tools to aid shader development are in their infancy. RenderMonkey is one shader development tool that is available now; hopefully others will rapidly follow.

On the other hand, writing shaders for programmable graphics hardware presents some unique challenges. Good decisions need to be made about how to split the computation between the CPU, the vertex processor, and the fragment processor. It is useful to have a solid foundation in mathematics and computer graphics before attempting to write shaders. Thorough knowledge of how OpenGL works is also a key asset, and having some understanding of the underlying graphics hardware can be helpful. It often pays to collaborate with an artist when developing a shader. This can help you develop a shader that is parameterized in such a way that it can be put to a variety of uses in the final application.

## 8.7. Further Information

Numerous books describe sound software engineering principles and practices. Two that describe tactics specific to developing shaders are *Texturing and Modeling: A Procedural Approach* by Ebert et al. (2002) and *Advanced RenderMan: Creating CGI for Motion Pictures* by Apodaca and Gritz (1999). Some of the shader development discussion in these books is specific to RenderMan, but many of the principles are also relevant to developing shaders with the OpenGL Shading Language.

For performance tuning, the best advice I have right now is to become good friends with the developer relations staff at your favorite graphics hardware company (or companies). These are the people that can provide you with additional insight or information about the underlying graphics hardware architecture and the relative performance of various aspects of the hardware. Until we go through another generation or two of programmable graphics hardware development (and perhaps even longer), performance differences between various hardware architectures will depend on the trade-offs made by the hardware architects and the driver developers. Scour the Web sites of these companies, attend their presentations at trade shows, and ask lots of questions.

The ATI developer Web site contains a number of presentations on RenderMonkey. The RenderMonkey IDE and documentation can be downloaded from either the ATI Web site or the 3Dlabs Web site. The 3Dlabs Web site contains the open source GLSL compiler front-end, the GLSLvalidate tool, and other useful tools and examples.

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7. OpenSceneGraph Web site. <http://www.openscenegraph.org/>
8. OpenSG Web site. <http://www.opensg.org>

# Chapter 9. Emulating OpenGL Fixed Functionality

The programmability of OpenGL opens many new possibilities for never-before-seen rendering effects. Programmable shaders can provide results that are superior to OpenGL fixed functionality, especially in the area of realism. Nevertheless, it can still be instructive to examine how some of OpenGL's fixed functionality rendering steps could be implemented with OpenGL shaders. While simplistic, these code snippets may be useful as stepping stones to bigger and better things.

This chapter describes OpenGL shader code that mimics the behavior of the OpenGL fixed functionality vertex and fragment processing. The shader code snippets are derived from the Full OpenGL Pipeline and Pixel Pipeline shaders developed by Dave Baldwin for inclusion in the white paper *OpenGL 2.0 Shading Language*. Further refinement of this shader code occurred for the first edition of this book. These code snippets were then verified and finalized with a tool called **ShaderGen** that takes a description of OpenGL's fixed functionality state and automatically generates the equivalent shaders. **ShaderGen** was implemented by Inderaj Bains and Joshua Doss and is available from the 3Dlabs Web site.

The goal of the shader code in this chapter is to faithfully represent OpenGL fixed functionality. The code examples in this chapter reference existing OpenGL state wherever possible through built-in variables. In your own shaders, feel free to provide these values as user-defined uniform variables rather than accessing existing OpenGL state. By doing this, you will be prepared to throw off the shackles of the OpenGL state machine and extend your shaders in exciting and different new ways. But don't get too enamored with the shaders presented in this chapter. In later chapters of this book, we explore a variety of shaders that provide better results than those discussed in this chapter.

## 9.1. Transformation

The features of the OpenGL Shading Language make it very easy to express transformations between the coordinate spaces defined by OpenGL. We've already seen the transformation that will be used by almost every vertex shader. The incoming vertex position must be transformed into clipping coordinates for use by the fixed functionality stages that occur after vertex processing. This is done in one of two ways, either this:

```
// Transform vertex to clip space  
gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
```

or this:

```
gl_Position = ftransform();
```

The only difference between these two methods is that the second case is guaranteed to compute the transformed position in exactly the same way as the fixed functionality method. Some implementations may have different hardware paths that result in small differences between the transformed position as computed by the first method and as computed by fixed functionality. This can cause problems in rendering if a multipass algorithm is used to render the same geometry more than once. In this case, the second method is preferred because it produces the same transformed position as the fixed functionality.

OpenGL specifies that light positions are transformed by the modelview matrix when they are provided to OpenGL. This means that they are stored in eye coordinates. It is often convenient to perform lighting computations in eye space, so it is often necessary to transform the incoming vertex position into eye coordinates as shown in [Listing 9.1](#).

### Listing 9.1. Computation of eye coordinate position

```
vec4 ecPosition;  
vec3 ecPosition3; // in 3 space  
  
// Transform vertex to eye coordinates  
if (NeedEyePosition)  
{  
    ecPosition = gl_ModelViewMatrix * gl_Vertex;  
    ecPosition3 = (vec3(ecPosition)) / ecPosition.w;  
}
```

This snippet of code computes the homogeneous point in eye space (a **vec4**) as well as the nonhomogeneous point (a **vec3**). Both values are useful as we shall see.

To perform lighting calculations in eye space, incoming surface normals must also be transformed. A built-in uniform variable is available to access the normal transformation matrix, as shown in [Listing 9.2](#).

### Listing 9.2. Transformation of normal

```
normal = gl_NormalMatrix * gl_Normal;
```

In many cases, the application may not know anything about the characteristics of the surface normals that are being provided. For the lighting computations to work correctly, each incoming normal must be normalized so that it is unit length. For OpenGL fixed functionality, normalization is a mode in OpenGL that we can control by providing the symbolic constant `GL_NORMALIZE` to `glEnable` or `glDisable`. In an OpenGL shader, if normalization is required, we do it as shown in [Listing 9.3](#).

### **Listing 9.3. Normalization of normal**

```
normal = normalize(normal);
```

Sometimes an application will always be sending normals that are unit length and the modelview matrix is always one that does uniform scaling. In this case, rescaling can be used to avoid the possibly expensive square root operation that is a necessary part of normalization. If the rescaling factor is supplied by the application through the OpenGL API, the normal can be rescaled as shown in [Listing 9.4](#).

### **Listing 9.4. Normal rescaling**

```
normal = normal * gl_NormalScale;
```

The rescaling factor is stored as state within OpenGL and can be accessed from within a shader by the built-in uniform variable `gl_NormalScale`.

Texture coordinates can also be transformed. A texture matrix is defined for each texture coordinate set in OpenGL and can be accessed with the built-in uniform matrix array variable `gl_TextureMatrix`. Incoming texture coordinates can be transformed in the same manner as vertex positions, as shown in [Listing 9.5](#).

### **Listing 9.5. Texture coordinate transformation**

```
gl_TexCoord[0] = gl_TextureMatrix[0] * gl_MultiTexCoord0;
```

## 9.2. Light Sources

The lighting computations defined by OpenGL are somewhat involved. Let's start by defining a function for each of the types of light sources defined by OpenGL: directional lights, point lights, and spotlights. We pass in variables that store the total ambient, diffuse, and specular contributions from all light sources. These must be initialized to 0 before any of the light source computation routines are called.

### 9.2.1. Directional Lights

A directional light is assumed to be at an infinite distance from the objects being lit. According to this assumption, all light rays from the light source are parallel when they reach the scene. Therefore a single direction vector can be used for every point in the scene. This assumption simplifies the math, so the code to implement a directional light source is simpler and typically runs faster than the code for other types of lights. Because the light source is assumed to be infinitely far away, the direction of maximum highlights is the same for every point in the scene. This direction vector can be computed ahead of time for each light source  $i$  and stored in `gl_LightSource[i].halfVector`. This type of light source is useful for mimicking the effects of a light source like the sun.

The directional light function shown in [Listing 9.6](#) computes the cosine of the angle between the surface normal and the light direction, as well as the cosine of the angle between the surface normal and the half angle between the light direction and the viewing direction. The former value is multiplied by the light's diffuse color to compute the diffuse component from the light. The latter value is raised to the power indicated by `gl_FrontMaterial.shininess` before being multiplied by the light's specular color.

#### Listing 9.6. Directional light source computation

```
void DirectionalLight(in int i,
                      in vec3 normal,
                      inout vec4 ambient,
                      inout vec4 diffuse,
                      inout vec4 specular)
{
    float nDotVP;           // normal . light direction
    float nDotHV;           // normal . light half vector
    float pf;               // power factor

    nDotVP = max(0.0, dot(normal,
                          normalize(vec3(gl_LightSource[i].position))));
    nDotHV = max(0.0, dot(normal, vec3(gl_LightSource[i].halfVector)));

    if (nDotVP == 0.0)
        pf = 0.0;
    else
        pf = pow(nDotHV, gl_FrontMaterial.shininess);

    ambient += gl_LightSource[i].ambient;
    diffuse += gl_LightSource[i].diffuse * nDotVP;
    specular += gl_LightSource[i].specular * pf;
}
```

The only way either a diffuse reflection component or a specular reflection component can be

present is if the angle between the light source direction and the surface normal is in the range  $[-90^\circ, 90^\circ]$ . We determine the angle by examining  $nDotVP$ . This value is set to the greater of 0 and the cosine of the angle between the light source direction and the surface normal. If this value ends up being 0, the value that determines the amount of specular reflection is set to 0 as well. Our directional light function assumes that the vectors of interest are normalized, so the dot product between two vectors results in the cosine of the angle between them.

## 9.2.2. Point Lights

Point lights mimic lights that are near the scene or within the scene, such as lamps or ceiling lights or street lights. There are two main differences between point lights and directional lights. First, with a point light source, the direction of maximum highlights must be computed at each vertex rather than with the precomputed value from  $gl\_LightSource[i].halfVector$ . Second, light received at the surface is expected to decrease as the point light source gets farther and farther away. This is called [ATTENUATION](#). Each light source has constant, linear, and quadratic attenuation factors that are taken into account when the lighting contribution from a point light is computed.

These differences show up in the first few lines of the point light function (see [Listing 9.7](#)). The first step is to compute the vector from the surface to the light position. We compute this distance by using the length function. Next, we normalize  $VP$  so that we can use it in a dot product operation to compute a proper cosine value. We then compute the attenuation factor and the direction of maximum highlights as required. The remaining code is the same as for our directional light function except that the ambient, diffuse, and specular terms are multiplied by the attenuation factor.

### Listing 9.7. Point light source computation

```
void PointLight(in int i,
                in vec3 eye,
                in vec3 ecPosition3,
                in vec3 normal,
                inout vec4 ambient,
                inout vec4 diffuse,
                inout vec4 specular)
{
    float nDotVP;           // normal . light direction
    float nDotHV;           // normal . light half vector
    float pf;               // power factor
    float attenuation;       // computed attenuation factor
    float d;                // distance from surface to light source
    vec3 VP;                // direction from surface to light position
    vec3 halfVector;         // direction of maximum highlights

    // Compute vector from surface to light position
    VP = vec3(gl_LightSource[i].position) - ecPosition3;

    // Compute distance between surface and light position
    d = length(VP);

    // Normalize the vector from surface to light position
    VP = normalize(VP);

    // Compute attenuation
    attenuation = 1.0 / (gl_LightSource[i].constantAttenuation +
                          gl_LightSource[i].linearAttenuation * d +
                          gl_LightSource[i].quadraticAttenuation * d * d);

    halfVector = normalize(VP + eye);
```

```

nDotVP = max(0.0, dot(normal, VP));
nDotHV = max(0.0, dot(normal, halfVector));

if (nDotVP == 0.0)
    pf = 0.0;
else
    pf = pow(nDotHV, gl_FrontMaterial.shininess);

ambient += gl_LightSource[i].ambient * attenuation;
diffuse += gl_LightSource[i].diffuse * nDotVP * attenuation;
specular += gl_LightSource[i].specular * pf * attenuation;
}

```

One optimization that we could make is to have two point light functions, one that computes the attenuation factor and one that does not. If the values for the constant, linear, and quadratic attenuation factors are (1, 0, 0) (the default values), we could use the function that does not compute attenuation and get better performance.

### 9.2.3. Spotlights

In stage and cinema, spotlights project a strong beam of light that illuminates a well-defined area. The illuminated area can be further shaped through the use of flaps or shutters on the sides of the light. OpenGL includes light attributes that simulate a simple type of spotlight. Whereas point lights are modeled as sending light equally in all directions, OpenGL models spotlights as light sources that are restricted to producing a cone of light in a particular direction.

The first and last parts of our spotlight function (see [Listing 9.8](#)) look the same as our point light function (see [Listing 9.7](#)). The differences occur in the middle of the function. A spotlight has a focus direction (*gl\_LightSource[i].spotDirection*), and this direction is dotted with the vector from the light position to the surface (*VP*). The resulting cosine value is compared to the precomputed cosine cutoff value (*gl\_LightSource[i].spotCosCutoff*) to determine whether the position on the surface is inside or outside the spotlight's cone of illumination. If it is outside, the spotlight attenuation is set to 0; otherwise, this value is raised to a power specified by *gl\_LightSource[i].spotExponent*. The resulting spotlight attenuation factor is multiplied by the previously computed attenuation factor to give the overall attenuation factor. The remaining lines of code are the same as they were for point lights.

### Listing 9.8. Spotlight computation

```

void SpotLight(in int i,
               in vec3 eye,
               in vec3 ecPosition3,
               in vec3 normal,
               inout vec4 ambient,
               inout vec4 diffuse,
               inout vec4 specular)

{
    float nDotVP;           // normal . light direction
    float nDotHV;           // normal . light half vector
    float pf;                // power factor
    float spotDot;          // cosine of angle between spotlight
    float spotAttenuation;  // spotlight attenuation factor
    float attenuation;       // computed attenuation factor
    float d;                  // distance from surface to light source
    vec3 VP;                 // direction from surface to light position

```

```

vec3 halfVector;           // direction of maximum highlights

// Compute vector from surface to light position
VP = vec3(gl_LightSource[i].position) - ecPosition3;

// Compute distance between surface and light position
d = length(VP);

// Normalize the vector from surface to light position
VP = normalize(VP);

// Compute attenuation
attenuation = 1.0 / (gl_LightSource[i].constantAttenuation +
                      gl_LightSource[i].linearAttenuation * d +
                      gl_LightSource[i].quadraticAttenuation * d * d);

// See if point on surface is inside cone of illumination
spotDot = dot(-VP, normalize(gl_LightSource[i].spotDirection));

if (spotDot < gl_LightSource[i].spotCosCutoff)
    spotAttenuation = 0.0; // light adds no contribution
else
    spotAttenuation = pow(spotDot, gl_LightSource[i].spotExponent);

// Combine the spotlight and distance attenuation.
attenuation *= spotAttenuation;

halfVector = normalize(VP + eye);

nDotVP = max(0.0, dot(normal, VP));
nDotHV = max(0.0, dot(normal, halfVector));

if (nDotVP == 0.0)
    pf = 0.0;
else
    pf = pow(nDotHV, gl_FrontMaterial.shininess);

ambient += gl_LightSource[i].ambient * attenuation;
diffuse += gl_LightSource[i].diffuse * nDotVP * attenuation;
specular += gl_LightSource[i].specular * pf * attenuation;
}

```

## 9.3. Material Properties and Lighting

OpenGL lighting calculations require knowing the viewing direction in the eye coordinate system in order to compute specular reflection terms. By default, the view direction is assumed to be parallel to and in the direction of the  $z$  axis. OpenGL also has a mode that requires the viewing direction to be computed from the origin of the eye coordinate system (local viewer). To compute this, we can transform the incoming vertex into eye space by using the current modelview matrix. The  $x$ ,  $y$ , and  $z$  coordinates of this point are divided by the homogeneous coordinate  $w$  to get a **vec3** value that can be used directly in the lighting calculations. The computation of this eye coordinate position (*ecPosition3*) was illustrated in [Section 9.1](#). To get a unit vector corresponding to the viewing direction, we normalize and negate the eye space position. Shader code to implement these computations is shown in [Listing 9.9](#).

### Listing 9.9. Local viewer computation

```
if (LocalViewer)
    eye = -normalize(ecPosition3);
else
    eye = vec3(0.0, 0.0, 1.0);
```

With the viewing direction calculated, we can initialize the variables that accumulate the ambient, diffuse, and specular lighting contributions from all the light sources in the scene. We can then call the functions defined in the previous section to compute the contributions from each light source. In the code in [Listing 9.10](#), we assume that all lights with an index less than the constant **NumEnabled** Lights are enabled. Directional lights are distinguished by having a position parameter with a homogeneous ( $w$ ) coordinate equal to 0 at the time they were provided to OpenGL. (These positions are transformed by the modelview matrix when the light is specified, so the  $w$  coordinate remains 0 after transformation if the last column of the modelview matrix is the typical  $(0\ 0\ 0\ 1)$ ). Point lights are distinguished by having a spotlight cutoff angle equal to 180.

### Listing 9.10. Loop to compute contributions from all enabled light sources

```
// Clear the light intensity accumulators
amb = vec4(0.0);
diff = vec4(0.0);
spec = vec4(0.0);

// Loop through enabled lights, compute contribution from each
for (i = 0; i < NumEnabledLights; i++)
{
    if (gl_LightSource[i].position.w == 0.0)
        DirectionalLight(i, normal, amb, diff, spec);
    else if (gl_LightSource[i].spotCutoff == 180.0)
        PointLight(i, eye, ecPosition3, normal, amb, diff, spec);
    else
        SpotLight(i, eye, ecPosition3, normal, amb, diff, spec);
}
```

One of the changes made to OpenGL in version 1.2 was to add functionality to compute the color at a vertex in two parts: a primary color that contains the combination of the emissive, ambient, and diffuse terms as computed by the usual lighting equations; and a secondary color that contains just the specular term as computed by the usual lighting equations. If this mode is not enabled (the default case), the primary color is computed with the combination of emissive, ambient, diffuse, and specular terms.

Computing the specular contribution separately allows specular highlights to be applied after texturing has occurred. The specular value is added to the computed color after texturing has occurred, to allow the specular highlights to be the color of the light source rather than the color of the surface. [Listing 9.11](#) shows how to compute the surface color (according to OpenGL rules) with everything but the specular contribution:

### **Listing 9.11. Surface color computation, omitting the specular contribution**

```
color = gl_FrontLightModelProduct.sceneColor +
    amb * gl_FrontMaterial.ambient +
    diff * gl_FrontMaterial.diffuse;
```

The OpenGL Shading Language conveniently provides us a built-in variable (*gl\_FrontLightModelProduct.sceneColor*) that contains the emissive material property for front facing surfaces plus the product of the ambient material property for front-facing surfaces and the global ambient light for the scene (i.e., *gl\_FrontMaterial.emission* + *gl\_FrontMaterial.ambient* \* *gl\_LightModel.ambient*). We can add this together with the intensity of reflected ambient light and the intensity of reflected diffuse light. Next, we can do the appropriate computations, depending on whether the separate specular color mode is indicated, as shown in [Listing 9.12](#).

### **Listing 9.12. Final surface color computation**

```
if (SeparateSpecular)
    gl_FrontSecondaryColor = vec4(spec *
                                    gl_FrontMaterial.specular, 1.0);
else
    color += spec * gl_FrontMaterial.specular;
gl_FrontColor = color;
```

There is no need to perform clamping on the values assigned to *gl\_FrontSecondaryColor* and *gl\_FrontColor* because these are automatically clamped by definition.

## 9.4. Two-Sided Lighting

To mimic OpenGL's two-sided lighting behavior, you need to invert the surface normal and perform the same computations as defined in the preceding section, using the back-facing material properties. You can probably do it more cleverly than this, but it might look like [Listing 9.13](#). The functions **DirectionalLight**, **PointLight**, and **SpotLight** that are referenced in this code segment are identical to the functions described in [Section 9.2](#) except that the value *glBackMaterial.shininess* is used in the computations instead of the value *glFrontMaterial.shininess*.

### Listing 9.13. Two-sided lighting computation

```
normal = -normal;

// Clear the light intensity accumulators
amb = vec4(0.0);
diff = vec4(0.0);
spec = vec4(0.0);

// Loop through enabled lights, compute contribution from each
for (i = 0; i < NumEnabledLights; i++)
{
    if (gl_LightSource[i].position.w == 0.0)
        DirectionalLight(i, normal, amb, diff, spec);
    else if (gl_LightSource[i].spotCutoff == 180.0)
        PointLight(i, eye, ecPosition3, normal, amb, diff, spec);
    else
        SpotLight(i, eye, ecPosition3, normal, amb, diff, spec);
}

color = gl_BackLightModelProduct.sceneColor +
    amb * gl_BackMaterial.ambient +
    diff * gl_BackMaterial.diffuse;

if (SeparateSpecular)
    gl_BackSecondaryColor = vec4(spec *
                                gl_BackMaterial.specular, 1.0);
else
    color += spec * gl_BackMaterial.specular;

gl_BackColor = color;
```

There is no need to perform clamping on the values assigned to *gl\_BackSecondaryColor* and *gl\_BackColor* because these are automatically clamped by definition.

## 9.5. No Lighting

If no enabled lights are in the scene, it is a simple matter to pass the pervertex color and secondary color for further processing with the commands shown in [Listing 9.14](#).

### Listing 9.14. Setting final color values with no lighting

```
if (SecondaryColor)
    gl_FrontSecondaryColor = gl_SecondaryColor;

// gl_FrontColor will be clamped automatically by OpenGL
gl_FrontColor = gl_Color;
```

## 9.6. Fog

In OpenGL, [DEPTH-CUING](#) and fog effects are controlled by fog parameters. A fog factor is computed according to one of three equations, and this fog factor performs a linear blend between the fog color and the computed color for the fragment. The depth value to be used in the fog equation can be either the fog coordinate passed in as a standard vertex attribute (*gl\_FogCoord*) or the eye-coordinate distance from the eye. In the latter case, it is usually sufficient to approximate the depth value as the absolute value of the z-coordinate in eye space (i.e., `abs(ecPosition.z)`). When there is a wide angle of view, this approximation may cause a noticeable artifact (too little fog) near the edges. If this is the case, you could compute *z* as the true distance from the eye to the fragment with `length(ecPosition)`. (This method involves a square root computation, so the code may run slower as a result.) The choice of which depth value to use would normally be done in the vertex shader as follows:

```
if (UseFogCoordinate)
    gl_FogFragCoord = gl_FogCoord;
else
    gl_FogFragCoord = abs(ecPosition.z);
```

A linear computation (which corresponds to the traditional computer graphics operation of depth-cuing) can be selected in OpenGL with the symbolic constant `GL_LINEAR`. For this case, the fog factor *f* is computed with the following equation:

$$f = \frac{end - z}{end - start}$$

*start*, *end*, and *z* are all distances in eye coordinates. *start* is the distance to the start of the fog effect, *end* is the distance to the end of the effect, and *z* is the value stored in *gl\_FogFragCoord*. We can explicitly provide the start and end positions as uniform variables, or we can access the current values in OpenGL state by using the built-in variables *gl\_Fog.start* and *gl\_Fog.end*. The shader code to compute the fog factor with the built-in variables for accessing OpenGL state is shown in [Listing 9.15](#).

### Listing 9.15. GL\_LINEAR fog computation

```
fog = (gl_Fog.end - gl_FogFragCoord) * gl_Fog.scale;
```

Because  $1.0 / (gl\_Fog.end - gl\_Fog.start)$  doesn't depend on any per-vertex or per-fragment state, this value is precomputed and made available as the built-in variable *gl\_Fog.scale*.

We can achieve a more realistic fog effect with an exponential function. With a negative exponent value, the exponential function will model the diminishing of the original color as a function of distance. A simple exponential fog function can be selected in OpenGL with the symbolic constant `GL_EXP`. The formula corresponding to this fog function is

$$f = e^{(density \cdot z)}$$

The *z* value is computed as described for the previous function, and *density* is a value that represents the density of the fog. *density* can be provided as a uniform variable, or the built-in

variable `gl_Fog.density` can be used to obtain the current value from OpenGL state. The larger this value becomes, the "thicker" the fog becomes. For this function to work as intended, `density` must be greater than or equal to 0.

The OpenGL Shading Language has a built-in `exp` (base  $e$ ) function that we can use to perform this calculation. Our OpenGL shader code to compute the preceding equation is shown in [Listing 9.16](#).

### **Listing 9.16. GL\_EXP fog computation**

```
fog = exp(-gl_Fog.density * gl_FogFragCoord);
```

The final fog function defined by OpenGL is selected with the symbolic constant `GL_EXP2` and is defined as

$$f = e^{(density \cdot z)^2}$$

This function changes the slope of the exponential decay function by squaring the exponent. The OpenGL shader code to implement it is similar to the previous function (see [Listing 9.17](#)).

### **Listing 9.17. GL\_EXP2 fog computation**

```
fog = exp(-gl_Fog.density * gl_Fog.density *  
          gl_FogFragCoord * gl_FogFragCoord);
```

OpenGL also requires the final value for the fog factor to be limited to the range [0,1]. We can accomplish this with the statement in [Listing 9.18](#).

### **Listing 9.18. Clamping the fog factor**

```
fog = clamp(fog, 0.0, 1.0);
```

Any of these three fog functions can be computed in either a vertex shader or a fragment shader. Unless you have very large polygons in your scene, you probably won't see any difference if the fog factor is computed in the vertex shader and passed to the fragment shader as a varying variable. This will probably also give you better performance overall, so it's generally the preferred approach. In the fragment shader, when the (almost) final color is computed, the fog factor can be used to compute a linear blend between the fog color and the (almost) final fragment color. The OpenGL shader code in [Listing 9.19](#) does the trick by using the fog color saved as part of current OpenGL state.

### **Listing 9.19. Applying fog to compute final color value**

```
color = mix(vec3(gl_Fog.color), color, fog);
```

The code presented in this section achieves the same results as OpenGL's fixed functionality. But with programmability, you are free to use a completely different approach to compute fog effects.

## 9.7. Texture Coordinate Generation

OpenGL can be set up to compute texture coordinates automatically, based only on the incoming vertex positions. Five methods are defined, and each can be useful for certain purposes. The texture generation mode specified by GL\_OBJECT\_LINEAR is useful for cases in which a texture is to remain fixed to a geometric model, such as in a terrain modeling application. GL\_EYE\_LINEAR is useful for producing dynamic contour lines on an object. Examples of this usage include a scientist studying isosurfaces or a geologist interpreting seismic data. GL\_SPHERE\_MAP can generate texture coordinates for simple environment mapping. GL\_REFLECTION\_MAP and GL\_NORMAL\_MAP can work in conjunction with cube map textures. GL\_REFLECTION\_MAP passes the reflection vector as the texture coordinate. GL\_NORMAL\_MAP simply passes the computed eye space normal as the texture coordinate.

GL\_NORMAL\_MAP simply passes the computed eye space normal as the texture coordinate.

A function that generates sphere map coordinates according to the OpenGL specification is shown in [Listing 9.20](#).

### Listing 9.20. GL\_SPHERE\_MAP computation

```
vec2 SphereMap(in vec3 ecPosition3, in vec3 normal)
{
    float m;
    vec3 r, u;
    u = normalize(ecPosition3);
    r = reflect(u, normal);
    m = 2.0 * sqrt(r.x * r.x + r.y * r.y + (r.z + 1.0) * (r.z + 1.0));
    return vec2(r.x / m + 0.5, r.y / m + 0.5);
}
```

A function that generates reflection map coordinates according to the OpenGL specification looks almost identical to the function shown in [Listing 9.20](#). The difference is that it returns the reflection vector as its result (see [Listing 9.21](#)).

### Listing 9.21. GL\_REFLECTION\_MAP computation

```
vec3 ReflectionMap(in vec3 ecPosition3, in vec3 normal)
{
    float NdotU, m;
    vec3 u;
    u = normalize(ecPosition3);
    return (reflect(u, normal));
}
```

[Listing 9.22](#) shows the code for selecting between the five texture generation methods and computing the appropriate texture coordinate values.

### Listing 9.22. Texture coordinate generation computation

```
// Compute sphere map coordinates if needed
if (TexGenSphere)
```

```

sphereMap = SphereMap(ecposition3, normal);

// Compute reflection map coordinates if needed
if (TexGenReflection)
    reflection = ReflectionMap(ecposition3, normal);

// Compute texture coordinate for each enabled texture unit
for (i = 0; i < NumEnabledTextureUnits; i++)
{
    if (TexGenObject)
    {
        gl_TexCoord[i].s = dot(gl_Vertex, gl_ObjectPlaneS[i]);
        gl_TexCoord[i].t = dot(gl_Vertex, gl_ObjectPlaneT[i]);
        gl_TexCoord[i].p = dot(gl_Vertex, gl_ObjectPlaneR[i]);
        gl_TexCoord[i].q = dot(gl_Vertex, gl_ObjectPlaneQ[i]);
    }

    if (TexGenEye)
    {
        gl_TexCoord[i].s = dot(ecPosition, gl_EyePlaneS[i]);
        gl_TexCoord[i].t = dot(ecPosition, gl_EyePlaneT[i]);
        gl_TexCoord[i].p = dot(ecPosition, gl_EyePlaneR[i]);
        gl_TexCoord[i].q = dot(ecPosition, gl_EyePlaneQ[i]);
    }

    if (TexGenSphere)
        gl_TexCoord[i] = vec4(sphereMap, 0.0, 1.0);

    if (TexGenReflection)
        gl_TexCoord[i] = vec4(reflection, 1.0);

    if (TexGenNormal)
        gl_TexCoord[i] = vec4(normal, 1.0);
}

```

In this code, we assume that each texture unit less than *NumEnabledTexture-Units* is enabled. If this value is 0, the whole loop is skipped. Otherwise, each texture coordinate that is needed is computed in the loop.

Because the sphere map and reflection computations do not depend on any of the texture unit state, they can be performed once and the result is used for all texture units. For the GL\_OBJECT\_LINEAR and GL\_EYE\_LINEAR methods, there is a plane equation for each component of each set of texture coordinates. For the former case, we generate the components of *gl\_TexCoord[0]* by multiplying the plane equation coefficients for the specified component by the incoming vertex position. For the latter case, we compute the components of *gl\_TexCoord[0]* by multiplying the plane equation coefficients by the eye coordinate position of the vertex. Depending on what type of texture access is done during fragment processing, it may not be necessary to compute the *t*, *p*, or *q* texture component,<sup>[1]</sup> so these computations could be eliminated.

<sup>[1]</sup> For historical reasons, the OpenGL texture coordinate components are named *s*, *t*, *r*, and *q*. Because of the desire to have single-letter, component-selection names in the OpenGL Shading Language, components for textures are named *s*, *t*, *p*, and *q*. This lets us avoid using *r*, which is needed for selecting color components as *r*, *g*, *b*, and *a*.

## 9.8. User Clipping

To take advantage of OpenGL's user clipping (which remains as fixed functionality between vertex processing and fragment processing in programmable OpenGL), a vertex shader must transform the incoming vertex position into the same coordinate space as that in which the user clip planes are stored. The usual case is that the user clip planes are stored in eye space coordinates, so the OpenGL shader code shown in [Listing 9.23](#) can provide the transformed vertex position.

### Listing 9.23. User-clipping computation

```
gl_ClipVertex = gl_ModelViewMatrix * gl_Vertex;
```

## 9.9. Texture Application

The built-in texture functions read values from texture memory. The values read from texture memory are used in a variety of ways. OpenGL fixed functionality includes support for texture application formulas enabled with the symbolic constants GL\_REPLACE, GL\_MODULATE, GL\_DECAL, GL\_BLEND, and GL\_ADD. These modes operate differently, depending on the format of the texture being accessed. The following code illustrates the case in which an RGBA texture is accessed with the sampler *tex0*. The variable *color* is initialized to be *gl\_Color* and then modified as needed so that it contains the color value that results from texture application.

GL\_REPLACE is the simplest texture application mode of all. It simply replaces the current fragment color with the value read from texture memory. See [Listing 9.24](#).

### Listing 9.24. GL\_REPLACE computation

```
color = texture2D(tex0, gl_TexCoord[0].xy);
```

GL\_MODULATE causes the incoming fragment color to be multiplied by the value retrieved from texture memory. This is a good texture function to use if lighting is computed before texturing (e.g., the vertex shader performs the lighting computation, and the fragment shader does the texturing). White can be used as the base color for an object rendered with this technique, and the texture then provides the diffuse color. This technique is illustrated with the OpenGL shader code in [Listing 9.25](#).

### Listing 9.25. GL\_MODULATE computation

```
color *= texture2D(tex0, gl_TexCoord[0].xy);
```

GL\_DECAL is useful for applying an opaque image to a portion of an object. For instance, you might want to apply a number and company logos to the surfaces of a race car or tattoos to the skin of a character in a game. When an RGBA texture is accessed, the alpha value at each texel linearly interpolates between the incoming fragment's RGB value and the texture's RGB value. The incoming fragment's alpha value is used as is. The code for implementing this mode is in [Listing 9.26](#).

### Listing 9.26. GL\_DECAL computation

```
vec4 texture = texture2D(tex0, gl_TexCoord[0].xy);
vec3 col = mix(color.rgb, texture.rgb, texture.a);
color = vec4(col, color.a);
```

GL\_BLEND is the only texture application mode that takes the current texture environment color into account. The RGB values read from the texture linearly interpolate between the RGB values of the incoming fragment and the texture environment color. We compute the new alpha value by multiplying the alpha of the incoming fragment by the alpha read from the texture.

The OpenGL shader code is shown in [Listing 9.27](#).

### **Listing 9.27. GL\_BLEND computation**

```
vec4 texture = texture2D(tex0, gl_TexCoord[0].xy);
vec3 col = mix(color.rgb, gl_TextureEnvColor[0].rgb, texture.rgb);
color = vec4(col, color.a * texture.a);
```

GL\_ADD computes the sum of the incoming fragment color and the value read from the texture. The two alpha values are multiplied together to compute the new alpha value. This is the only traditional texture application mode for which the resulting values can exceed the range [0,1], so we clamp the final result (see [Listing 9.28](#)).

### **Listing 9.28. GL\_ADD computation**

```
vec4 texture = texture2D(tex0, gl_TexCoord[0].xy);
color.rgb += texture.rgb;
color.a *= texture.a;
color = clamp(color, 0.0, 1.0);
```

The texture-combine environment mode that was added in OpenGL 1.3 and extended in OpenGL 1.4 defines a large number of additional simple ways to perform texture application. A variety of new formulas, source values, and operands were defined. The mapping of these additional modes into OpenGL shader code is straightforward but tiresome, so it is omitted here.

## 9.10. Summary

The rendering formulas specified by OpenGL have been reasonable ones to implement in fixed functionality hardware for the past decade or so, but they are not necessarily the best ones to use in your shaders. We look at better-performing and more realistic shaders for lighting and reflection in subsequent chapters. Still, it can be instructive to see how these formulas can be expressed in shaders written in the OpenGL Shading Language. The shader examples presented in this chapter demonstrate the expression of these fixed functionality rendering formulas, but they should not be considered optimal implementations. Take the ideas and the shading code illustrated in this chapter and adapt them to your own needs.

## 9.11. Further Information

3Dlabs has made available a nifty tool for comparing fixed functionality behavior with equivalent shaders. With this application, called **ShaderGen**, you can set up OpenGL state and view fixed functionality behavior, and then, with a single mouse click, cause the application to automatically generate equivalent GLSL shaders. You can then examine, edit, compile, and link the generated shaders. You can easily switch between fixed functionality mode and programmable shader mode and compare results. Through the graphical user interface, you can also modify the state that affects rendering. Full source code for this application is also available.

The *OpenGL Programming Guide, Fifth Edition*, by the OpenGL Architecture Review Board, Woo, Neider, Davis, and Shreiner (2005), contains more complete descriptions of the various formulas presented in this chapter. The functionality is defined in the OpenGL specification, *The OpenGL Graphics System: A Specification, (Version 2.0)*, by Mark Segal and Kurt Akeley, edited by Jon Leech and Pat Brown (2004). Basic graphics concepts like transformation, lighting, fog, and texturing are also covered in standard graphics texts such as *Introduction to Computer Graphics* by Foley, van Dam, et al., (1994).

*Real-Time Rendering*, by Akenine-Möller and Haines (2002), also contains good descriptions of these basic topics.

1. 3Dlabs developer Web site. <http://developer.3dlabs.com>
2. Akenine-Möller, Tomas, E. Haines, *Real-Time Rendering, Second Edition*, A K Peters, Ltd., Natick, Massachusetts, 2002. <http://www.realtimerendering.com>
3. Baldwin, Dave, *OpenGL 2.0 Shading Language White Paper, Version 1.0*, 3Dlabs, October, 2001.
4. Foley, J.D., A. van Dam, S.K. Feiner, J.H. Hughes, and R.L. Philips, *Introduction to Computer Graphics*, Addison-Wesley, Reading, Massachusetts, 1994.
5. Foley, J.D., A. van Dam, S.K. Feiner, and J.H. Hughes, *Computer Graphics: Principles and Practice, Second Edition in C, Second Edition*, Addison-Wesley, Reading, Massachusetts, 1996.
6. OpenGL Architecture Review Board, Dave Shreiner, J. Neider, T. Davis, and M. Woo, *OpenGL Programming Guide, Fifth Edition: The Official Guide to Learning OpenGL, Version 2*, Addison-Wesley, Reading, Massachusetts, 2005.
7. OpenGL Architecture Review Board, *OpenGL Reference Manual, Fourth Edition: The Official Reference to OpenGL, Version 1.4*, Editor: Dave Shreiner, Addison-Wesley, Reading, Massachusetts, 2004.
8. Segal, Mark, and Kurt Akeley, *The OpenGL Graphics System: A Specification (Version 2.0)*, Editor (v1.1): Chris Frazier, (v1.21.5): Jon Leech, (v2.0): Jon Leech and Pat Brown, Sept. 2004. <http://www.opengl.org/documentation/spec.html>

# Chapter 10. Stored Texture Shaders

Texture mapping is a powerful mechanism built into OpenGL. At the time OpenGL was initially defined (1992), texture-mapping hardware was just starting to be available on commercial products. Nowadays, texture mapping is available on graphics hardware at all price points, even entry-level consumer graphics boards.

When OpenGL 1.0 was defined, texture mapping had a fairly narrow definition. It was simply a way to apply an image to the surface of an object. Since then, hardware has become capable of doing much more in this area, and researchers have come up with a lot of interesting things to do with textures other than just plastering images on surfaces. The scope of texture mapping has also been extended in OpenGL. Texture objects were one of the key additions in OpenGL 1.1. Three-dimensional textures were made part of the standard in OpenGL 1.2. The capability of hardware to access two or more textures simultaneously was exposed in OpenGL 1.3, along with cube map textures and a framework for supporting compressed textures formats. OpenGL 1.4 added support for depth textures and shadows, automatic mipmap generation, and another texture wrap mode (mirrored repeat). If you need a quick review of how texturing works in OpenGL, refer to [Section 1.10](#).

The programmability introduced with the OpenGL Shading Language allows for a much broader definition of texture mapping. With programmable shaders, an application can read values from any number of textures and use them in any way that makes sense. This includes supporting sophisticated algorithms that use the results of one texture access to define the parameters of another texture access. Textures can also store intermediate rendering results; they can serve as lookup tables for complex functions; they can store normals, normal perturbation factors, gloss values, visibility information, and polynomial coefficients; and do many other things. These things could not be done nearly as easily, if at all, in unextended OpenGL, and this flexibility means that texture maps are coming closer to being general-purpose memory that can be used for arbitrary purposes. (Filtering and wrapping behavior still differentiate texture-map access from normal memory access operations.)

This chapter describes several shaders that, at their core, rely on looking up values in texture memory and using those values to achieve interesting effects. We start by talking a little bit about how textures are accessed from within a shader, and then we look at several examples of shaders that access texture memory for various purposes other than just the straightforward application of an image to the surface of a 3D object.

## 10.1. Access to Texture Maps from a Shader

Applications are required to set up and initialize texturing state properly before executing a shader that accesses texture memory. An application must perform the following steps to set up a texture for use within a shader:

1. Select a specific texture unit, and make it active by calling `glActiveTexture`.
2. Create a texture object, and bind it to the active texture unit by calling `glBindTexture`.
3. Set various parameters (wrapping, filtering, etc.) of the texture object by calling `glTexParameter`.
4. Define the texture by calling `glTexImage`.

If fixed functionality is used, the application must perform two additional steps: enabling the desired texture on the texture unit by calling `glEnable` and setting the texture function for the texture unit (modulate, decal, replace, etc.) by calling `glTexEnv`. (These steps are not required when an OpenGL shader is used, because the fixed functionality hierarchy of texture enables is ignored and the texture function is expressed within the shader code.) When these steps have been completed, the texture is ready for use by an OpenGL shader.

It is quite straightforward to access textures from within a shader after texture state has been set up properly by the application. The OpenGL Shading Language has built-in data types (see [Section 3.2.4](#)) and built-in functions (see [Section 5.7](#)) to accomplish this task.

A uniform variable of type **sampler** must be used to access a texture from within a shader. Within a shader, a sampler is considered an opaque data type containing a value that can access a particular texture. The shader is responsible for declaring such a uniform variable for each texture that it wants to access. The application must provide a value for the sampler before execution of the shader, as described in [Section 7.9](#).

The type of the sampler indicates the type of texture that is to be accessed. A variable of type **sampler1D** accesses a 1D texture; a variable of type **sampler2D** accesses a 2D texture; a variable of type **sampler3D** accesses a 3D texture; a variable of type **samplerCube** accesses a cube map texture; and variables of type **samplerShadow1D** and **samplerShadow2D** access 1D and 2D depth textures. For instance, if the application intends to use texture unit 4 to store a 2D texture, the shader must declare a uniform variable of type **sampler2D**, and the application must load a value of 4 into this variable before executing the shader.

The built-in functions **texture1D**, **texture2D**, **texture3D**, **textureCube**, **shadow1D**, and so on, perform texture access within a shader. The first argument in each of these built-in functions is a sampler, and the type of the sampler must correspond to the name of the function. For instance, a sampler of type **sampler1D** must be the first argument to **texture1D**, a sampler of type **sampler2D** must be the first argument to **texture2D**, and so on. Mismatches cause a compiler error to occur.

Each of these built-in texture-access functions also takes a texture coordinate as an argument. Hardware uses this texture coordinate to determine which locations in the texture map are to be accessed. A 1D texture is accessed with a single floating-point texture coordinate. A 2D texture is accessed with a **vec2**, and a 3D texture is accessed with a **vec3**. Projective versions of the texture access functions are also provided. In these functions, the individual components of the texture coordinate are divided by the last component of the texture coordinate, and the

result is used in the texture access operation.

There are some differences between accessing a texture from a vertex shader and accessing a texture from a fragment shader (the OpenGL Shading Language allows both). The level of detail to be used for accessing a mipmap texture is calculated by fixed functionality in between the vertex processor and the fragment processor. Therefore, this value is known within the fragment processor but not within the vertex processor. For this reason, the OpenGL Shading Language includes special built-in functions that can be used only in a vertex shader that allows the level of detail to be expressed directly as a function argument. The OpenGL Shading Language also includes built-in functions that can be used only in a fragment shader that allows a level-of-detail bias to be passed in. This bias value is added to the mechanically computed level-of-detail value. In this way, a shader writer can add a little extra sharpness or blurriness to the texture mapping function, depending on the situation. If any of these functions is used with a texture that is not a mipmap texture, the level-of-detail bias value is ignored.

The built-in functions to access cube maps (`textureCube` and `textureCubeLod`) operate in the same way as defined for fixed functionality. The texture coordinate that is provided is treated as a direction vector that emanates from the center of a cube. This value selects one of the cube map's 2D textures, based on the coordinate with the largest magnitude. The other two coordinates are divided by the absolute value of this coordinate and scaled and biased to calculate a 2D coordinate that will be used to access the chosen face of the cube map.

The built-in functions to access depth textures (`shadow1D`, `shadow2D`, etc.) also operate in the same way as defined for fixed functionality. The texture accessed by one of these functions must have a base internal format of `GL_DEPTH_COMPONENT`. The value that is returned when this type of texture is accessed depends on the texture-comparison mode, the texture-comparison function, and the depth texture mode. Each of these values can be set with `glTexParameter`.

The built-in texture access functions operate according to the current state of the texture unit that is being accessed and according to the parameters of the texture object that is bound to that texture unit. In other words, the value returned by the built-in texture access functions take into consideration the texturing state that has already been established for the texture unit and the texture object, including wrap mode, minification filter, magnification filter, border color, minimum/maximum level of detail, texture comparison mode, and so on.

## 10.2. Simple Texturing Example

With these built-in functions for accessing textures, it's easy to write a simple shader that does texture mapping. Our goal is to create a texture-mapped sphere by using a realistic texture of the earth's surface. Application code described in this chapter came from [ogl2demo](#), written primarily by Barthold Lichtenbelt. Similar code is available in [GLSLdemo](#), written by Philip Rideout and available for download from the 3Dlabs Web site.

To achieve good results, it helps to start with excellent textures. Color Plate 3 shows an example of a two-dimensional texture map, a cylindrical projection of the earth's surface, including clouds. This image, and other images in this section, were obtained from the NASA Web site and were created by Reto Stöckli of the NASA/Goddard Space Flight Center. These images of Earth are part of a series of consistently processed data sets (land, sea ice, and clouds) from NASA's remote sensing satellite, the Moderate Resolution Imaging Spectroradiometer, or MODIS. Data from this satellite was combined with other related data sets (topography, land cover, and city lights), all at 1 kilometer resolution. The resulting series of images is extremely high resolution (43200 x 21600 pixels). For our purposes, we can get by with a much smaller texture, so we use versions that have been sampled down to 2048 x 1024.

### 10.2.1. Application Setup

We assume that the image data has been read into our application and that the image width, image height, a pointer to the image data, and a texture name generated by OpenGL can be passed to our texture initialization function:

```
init2DTexture(GLint texName, GLint texWidth,
              GLint texHeight, GLubyte *texPtr)
{
    glBindTexture(GL_TEXTURE_2D, texName);
    glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT);
    glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT);
    glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);
    glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR);
    glTexImage2D(GL_TEXTURE_2D, 0, GL_RGB, texWidth, texHeight, 0,
                GL_RGB, GL_UNSIGNED_BYTE, texPtr);
}
```

This initialization function creates a texture object named *texName*. Calls to `glTexParameter` set the wrapping behavior and filtering modes. We've chosen to use repeat as our wrapping behavior and to do linear filtering. We specify the data for the texture by calling `glTexImage2D` (the values passed to this function depend on how the image data has been stored in memory).

When we're ready to use this texture, we can use the following OpenGL calls:

```
glActiveTexture(GL_TEXTURE0);
glBindTexture(GL_TEXTURE_2D, earthTexName);
```

This sequence of calls sets the active texture unit to texture unit 0, binds our earth texture to this texture unit, and makes it active. We need to provide the values for two uniform variables. The vertex shader needs to know the light position, and the fragment shader needs to know the texture unit that is to be accessed. We define the light position as a `vec3` in the vertex shader named *lightPosition* and the texture unit as a `sampler2D` in the fragment shader named *EarthTexture*. Our application code needs to determine the location of these uniform variables and then provide appropriate values. We assume that our shaders have been compiled, linked using

a program object whose handle is *programObj*, and installed as part of current state. We can make the following calls to initialize the uniform variables:

```
lightLoc = glGetUniformLocation(programObj, "LightPosition");
glUniform3f(lightLoc, 0.0, 0.0, 4.0);
texLoc   = glGetUniformLocation(programObj, "EarthTexture");
glUniform1i(texLoc, 0);
```

The light source position is set to a point right in front of the object along the viewing axis. We plan to use texture unit 0 for our earth texture, so that is the value loaded into our sampler variable.

The application can now make appropriate OpenGL calls to draw a sphere, and the earth texture will be applied. A surface normal, a 2D texture coordinate, and a vertex position must be specified for each vertex.

### 10.2.2. Vertex Shader

The vertex shader for our simple texturing example is similar to the simple brick vertex shader described in [Section 6.2](#). The main difference is that a texture coordinate is passed in as a vertex attribute, and it is passed on as a varying variable with the built-in variable name *gl\_TexCoord[0]* (see [Listing 10.1](#)).

#### **Listing 10.1. Vertex shader for simple texturing**

```
varying float LightIntensity;
uniform vec3 LightPosition;

const float specularContribution = 0.1;
const float diffuseContribution = 1.0 - specularContribution;

void main()
{
    vec3 ecPosition = vec3(gl_ModelViewMatrix * gl_Vertex);
    vec3 tnorm      = normalize(gl_NormalMatrix * gl_Normal);
    vec3 lightVec   = normalize(LightPosition - ecPosition);
    vec3 reflectVec = reflect(-lightVec, tnorm);
    vec3 viewVec    = normalize(-ecPosition);

    float spec      = clamp(dot(reflectVec, viewVec), 0.0, 1.0);
    spec            = pow(spec, 16.0);

    LightIntensity = diffuseContribution * max(dot(lightVec, tnorm), 0.0)
                  + specularContribution * spec;

    gl_TexCoord[0]  = gl_MultiTexCoord0;
    gl_Position     = ftransform();
}
```

### 10.2.3. Fragment Shader

The fragment shader shown in [Listing 10.2](#) applies the earth texture to the incoming geometry. So, for instance, if we define a sphere where the *s* texture coordinates are related to longitude (e.g., 0° longitude is *s* = 0, and 360° longitude is *s* = 1.0) and *t* texture coordinates are related to latitude (90° south latitude is *t* = 0.0, and 90° north latitude is *t* = 1.0), then we can apply

the texture map to the sphere's geometry as shown in Color Plate 6.

In the following fragment shader, the incoming  $s$  and  $t$  texture coordinate values (part of the built-in varying variable  $gl\_TexCoord0$ ) are used to look up a value from the texture currently bound to texture unit 0. The resulting value is multiplied by the light intensity computed by the vertex shader and passed as a varying variable. The color is then clamped, and an alpha value of 1.0 is added to create the final fragment color, which is sent on for further processing, including depth testing. The resulting image as mapped onto a sphere is shown in Color Plate 6.

### **Listing 10.2. Fragment shader for simple texture mapping example**

```
varying float LightIntensity;
uniform sampler2D EarthTexture;

void main()
{
    vec3 lightColor = vec3(texture2D(EarthTexture, gl_TexCoord[0].st));
    gl_FragColor    = vec4(lightColor * LightIntensity, 1.0);
}
```

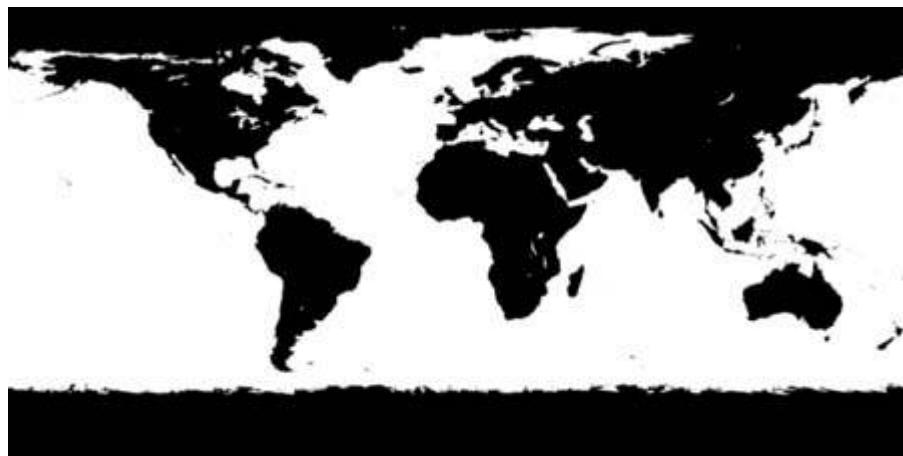
## 10.3. Multitexturing Example

The resulting image looks pretty good, but with a little more effort we can get it looking even better. For one thing, we know that there are lots of manmade lights on our planet, so when it's nighttime, major towns and cities can be seen as specks of light, even from space. So we use the angle between the light direction and the normal at each surface location to determine whether that location is in "daytime" or "nighttime." For points that are in daytime, we access the texture map that contains daylight colors and do an appropriate lighting calculation. For points in the nighttime region of the planet, we do no lighting and access a texture that shows the earth as illuminated at night. The daytime and nighttime textures are shown in Color Plate 4 and Color Plate 5.

Another somewhat unrealistic aspect to our simple approach is the reflection of sunlight off the surface of oceans and large lakes. Water is a very good reflective surface, and when our viewpoint is nearly the same as the reflection angle for the light source, we should see a specular reflection. But we know that desert, grass, and trees don't have this same kind of reflective property, so how can we get a nice specular highlight on the water but not on the land?

The answer is a technique called a [GLOSS MAP](#). We make a single channel (i.e., grayscale) version of our original texture and assign values of 1.0 for areas that represent water and 0 for everything else. At each fragment, we read this gloss texture and multiply its value by the specular illumination portion of our lighting equation. It's fairly simple to create the gloss map in an image editing program. The easiest way to do this is by editing the red channel of the cloudless daytime image. In this channel, all the water areas appear black or nearly black because they contain very little red information. We use a selection tool to select all the black (water) areas and then fill the selected area (water regions) with white. We invert the selection and fill the land areas with black. The result is a texture that contains a value of 1.0 (white) for areas in which we want a specular highlight, and a value of 0 (black) for areas in which we don't. We use this "gloss" value as a multiplier in our specular reflection calculation, so areas that represent water include a specular reflection term, and areas that represent land don't. Our gloss map is shown in [Figure 10.1](#).

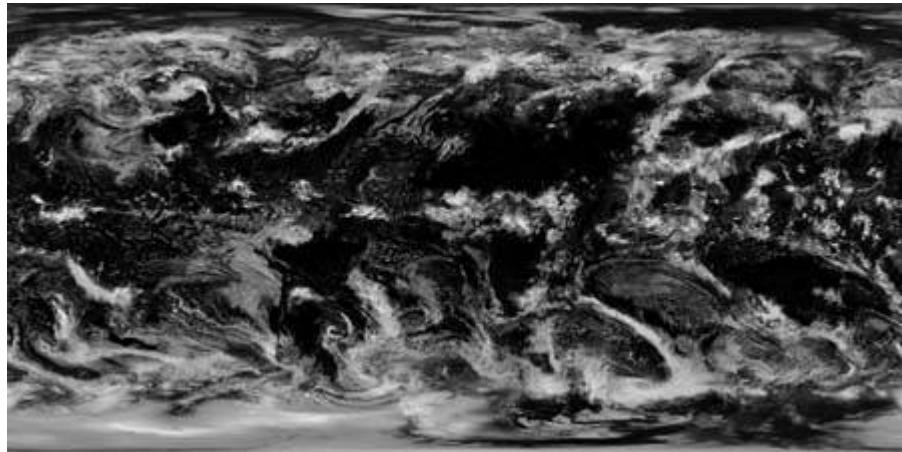
**Figure 10.1. Gloss map used to create specular reflections from water surfaces**



As you saw in Color Plate 4 and Color Plate 5, our daytime and nighttime textures no longer include cloud cover. So we store our cloud texture as a single channel (i.e., grayscale) texture as shown in [Figure 10.2](#). By doing this, we have more flexibility about how we combine the cloud image with the images of the Earth's surface. For daytime views, we want the clouds to

have diffuse reflection but no specular reflection. Furthermore, clouds obscure the surface, so a value of 1.0 for the cloud cover indicates that the earth's surface at that location is completely obscured by clouds. For nighttime views, we don't want any light reflecting from the clouds, but we do want them to obscure the surface below. For convenience, we've stored our single channel cloud image into the red channel of an RGB texture, and we've stored our gloss map as the green channel. The blue channel is unused. (Another choice would be to store the gloss map as the alpha channel for our daytime image and the cloud texture as the alpha channel in our nighttime image.)

**Figure 10.2. Texture map showing cloud cover (Blue Marble image by Reto Stöckli, NASA Goddard Space Flight Center)**



### 10.3.1. Application Setup

The setup required for multitexturing is about the same as it was for the simple texturing example, except that we need to set up three textures instead of one. We can call the `init2DTexture` function described in [Section 10.2.1](#) three times, once each for the daytime earth texture, the nighttime earth texture, and the cloud/gloss texture. We can activate these textures with the following OpenGL calls:

```
glActiveTexture(GL_TEXTURE0);
 glBindTexture(GL_TEXTURE_2D, earthDayTexName);

glActiveTexture(GL_TEXTURE1);
 glBindTexture(GL_TEXTURE_2D, earthNightTexName);

glActiveTexture(GL_TEXTURE2);
 glBindTexture(GL_TEXTURE_2D, earthCloudsTexName);
```

The necessary uniform variables can be initialized as follows:

```
lightLoc = glGetUniformLocation(programObj, "LightPosition");
 glUniform3f(lightLoc, 0.0, 0.0, 4.0);
texLoc   = glGetUniformLocation(programObj, "EarthDay");
glUniform1i(texLoc, 0);
texLoc   = glGetUniformLocation(programObj, "EarthNight");
glUniform1i(texLoc, 1);
texLoc   = glGetUniformLocation(programObj, "EarthCloudGloss");
glUniform1i(texLoc, 2);
```

The application can now make appropriate OpenGL calls to draw a sphere. A surface normal, a

2D texture coordinate, and a vertex position must be specified for each vertex.

### 10.3.2. Vertex Shader

The vertex shader for this multitexturing example is similar to the one described for the simple texturing example in [Section 10.2.2](#), except that the diffuse and specular factors are computed by the vertex shader and passed as separate varying variables to the fragment shader. The computed specular value is multiplied by the constant vector (1.0, 0.941, 0.898) to approximate the color of sunlight (see [Listing 10.3](#)).

#### Listing 10.3. Vertex shader for multitexturing

```
varying float Diffuse;
varying vec3 Specular;
varying vec2 TexCoord;

uniform vec3 LightPosition;

void main()
{
    vec3 ecPosition = vec3(gl_ModelViewMatrix * gl_Vertex);
    vec3 tnorm      = normalize(gl_NormalMatrix * gl_Normal);
    vec3 lightVec   = normalize(LightPosition - ecPosition);
    vec3 reflectVec = reflect(-lightVec, tnorm);
    vec3 viewVec    = normalize(-ecPosition);

    float spec      = clamp(dot(reflectVec, viewVec), 0.0, 1.0);
    spec            = pow(spec, 8.0);
    Specular        = vec3(spec) * vec3(1.0, 0.941, 0.898) * 0.3;

    Diffuse         = max(dot(lightVec, tnorm), 0.0);

    TexCoord        = gl_MultiTexCoord0.st;
    gl_Position     = ftransform();
}
```

### 10.3.3. Fragment Shader

The fragment shader that performs the desired multitexturing is shown in [Listing 10.4](#). The application has loaded the daytime texture in the texture unit specified by *EarthDay*, the nighttime texture into the texture unit specified by *EarthNight*, and the cloud/gloss texture into the texture unit specified by *EarthCloudGloss*. The lighting computation is done in a vertex shader that computes diffuse and specular reflection factors and passes them to the fragment shader independently. The texture coordinates supplied by the application are also passed to the fragment shader and form the basis of our texture lookup operation.

In our fragment shader, the first thing we do is access our cloud/gloss texture because its values will be used in the computations that follow. Next, we look up the value from our daytime texture, multiply it by our diffuse lighting factor, and add to it the specular lighting factor multiplied by the gloss value. If the fragment is unobscured by clouds, our computation gives us the desired effect of diffuse lighting over the whole surface of the Earth with specular highlights from water surfaces. This value is multiplied by 1.0 minus the cloudiness factor. Finally, we add the cloud effect by multiplying our cloudiness factor by the diffuse lighting value and adding this to our previous result.

The nighttime calculation is simpler. Here, we just look up the value from our nighttime texture

and multiply that result by 1.0 minus the cloudiness factor. Because this fragment will be in shadow, the diffuse and specular components are not used.

With these values computed, we can determine the value to be used for each fragment. The key is our diffuse lighting factor, which is greater than zero for areas in sunlight, equal to zero for areas in shadow, and near zero for areas near the terminator. The color value ends up being the computed *daytime* value in the sunlit areas, the computed *nighttime* value in the areas in shadow, and a mix of the two values to make a gradual transition near the terminator.

An alpha value of 1.0 is added to produce our final fragment color. Several views from the final shader are shown in Color Plate 7. You can see the nice specular highlight off the Gulf of Mexico in the first image. If you look closely at the third (nighttime) image, you can see the clouds obscuring the central part of the east coast of the United States and the northwestern part of Brazil.

It is worth pointing out that this shader should not be considered a general-purpose shader because it has some built-in assumptions about the type of geometry that will be drawn. It will only look "right" when used with a sphere with proper texture coordinates. More can be done to make the shader even more realistic. The color of the atmosphere actually varies, depending on the viewing position and the position of the sun. It is redder when near the shadow boundary, a fact that we often notice near sunrise and sunset. See the references at the end of the chapter for more information about achieving realistic effects such as Rayleigh scattering.

#### **Listing 10.4. "As the world turns" fragment shader**

```
uniform sampler2D EarthDay;
uniform sampler2D EarthNight;
uniform sampler2D EarthCloudGloss;

varying float Diffuse;
varying vec3 Specular;
varying vec2 TexCoord;

void main()
{
    // Monochrome cloud cover value will be in clouds.r
    // Gloss value will be in clouds.g
    // clouds.b will be unused

    vec2 clouds      = texture2D(EarthCloudGloss, TexCoord).rg;
    vec3 daytime     = (texture2D(EarthDay, TexCoord).rgb * Diffuse +
                        Specular * clouds.g) * (1.0 - clouds.r) +
                        clouds.r * Diffuse;
    vec3 nighttime   = texture2D(EarthNight, TexCoord).rgb *
                        (1.0 - clouds.r) * 2.0;

    vec3 color = daytime;

    if (Diffuse < 0.1)
        color = mix(nighttime, daytime, (Diffuse + 0.1) * 5.0);

    gl_FragColor = vec4(color, 1.0);
}
```

## 10.4. Cube Mapping Example

A technique called [ENVIRONMENT MAPPING](#) models reflections in a complex environment without resorting to ray-tracing. In this technique, one or more texture maps simulate the environment's reflections. This technique is best used for rendering objects that have some mirrorlike qualities.

The fundamental idea behind environment mapping is that we use the reflection vector from the surface of an object to look up the reflection color from an "environment" that is stored in a texture map. If environment mapping is done properly, the result looks as if the object being rendered is shiny and is reflecting its environment.

There are several ways to do environment mapping, including [SPHERE MAPPING](#) and [CUBE MAPPING](#), both of which are supported in standard OpenGL. An example cube map is shown in Color Plate 10.

In this section, we describe OpenGL shaders that use a cube map to perform environment mapping on an object. The object is assumed to have an underlying layer that acts as a diffuse reflector. The result from the diffuse portion is combined with the environment reflection to produce a final value at each pixel.

A cube map is a texture that has six 2D textures that are organized to represent the faces of a cube. Cube maps are accessed with three texture coordinates that are treated as a direction vector emanating from the center of the cube. The cube map faces are differentiated by the sign along each of the three major axis directions. Think of the faces this way: The positive and negative x faces are the right and left sides of the cube; positive and negative y faces are the top and bottom sides of the cube; and positive and negative z faces are the back and front sides of the cube. Graphics hardware can use the three texture coordinates as a direction vector and automatically select the proper face and return a texel value where the direction vector intersects that face of the cube map.

### 10.4.1. Application Setup

The application needs to do very little to set up this shader. We use a simple lighting model, so the only lighting state that we need to pass in is a single light source position. We access the cube map through texture unit 4. *baseColor* defines the color of the diffuse underlayer of our object, and *mixRatio* sets the ratio of base color to environment map reflection. Here are the definitions for the uniform variables that we use:

<i>LightPos</i>	0.0, 0.0, 4.0
<i>BaseColor</i>	0.4, 0.4, 1.0
<i>MixRatio</i>	0.8
<i>EnvMap</i>	4

After the shaders have been installed and the uniform variables have been provided, the application is expected to send a normal and the vertex position for each vertex that is to be drawn. The current values for the modelview matrix, the modelview-projection matrix, and the normal matrix are all accessed from within the vertex shader.

### 10.4.2. Vertex Shader

[Listing 10.5](#) comprises the vertex shader that is used to do environment mapping with a cube

map.

### Listing 10.5. Vertex shader used for environment mapping with a cube map

```
varying vec3 ReflectDir;
varying float LightIntensity;

uniform vec3 LightPos;

void main()
{
    gl_Position      = ftransform();
    vec3 normal      = normalize(gl_NormalMatrix * gl_Normal);
    vec4 pos         = gl_ModelViewMatrix * gl_Vertex;
    vec3 eyeDir      = pos.xyz;
    ReflectDir       = reflect(eyeDir, normal);
    LightIntensity   = max(dot(normalize(LightPos - eyeDir), normal), 0.0);
}
```

The goal of this vertex shader is to produce two values that will be interpolated across each primitive: a diffuse lighting value and a reflection direction. The reflection direction is used as the texture coordinate for accessing the cube map in the fragment shader.

We compute the transformed position of the vertex in the first line of the program in the usual way. We transform and normalize the incoming normal, and then we compute the eye direction, based on the current modelview matrix and the incoming vertex value. We pass these two values to the built-in function `reflect` to compute the reflection direction vector. Finally, we compute a diffuse lighting value in the same manner that we've done in previous examples.

#### 10.4.3. Fragment Shader

[Listing 10.6](#) contains the fragment shader that performs environment mapping with a cube map.

### Listing 10.6. Fragment shader for doing environment mapping with a cube map

```
uniform vec3 BaseColor;
uniform float MixRatio;

uniform samplerCube EnvMap;

varying vec3 ReflectDir;
varying float LightIntensity;

void main()
{
    // Look up environment map value in cube map

    vec3 envColor = vec3(textureCube(EnvMap, ReflectDir));

    // Add lighting to base color and mix

    vec3 base = LightIntensity * BaseColor;
    envColor = mix(envColor, base, MixRatio);
```

```
    gl_FragColor = vec4(envColor, 1.0);  
}
```

The fragment shader for cube map environment mapping does three things. First, the computed and interpolated varying variable *ReflectDir* is used to access our cube map texture and return the texel value that is used to simulate the reflection from a shiny surface. Second, the base color of the object is modulated by the interpolated light intensity value. Finally, these two values are combined in the ratio defined by the uniform variable *MixRatio*. This uniform variable can be modified by the user to make the object vary between completely shiny and completely diffuse.

## 10.5. Another Environment Mapping Example

Another option for environment mapping is to use photographic methods to create a single 2D texture map, called an [EQUIRECTANGULAR TEXTURE MAP](#) or a [LAT-LONG TEXTURE MAP](#). This type of texture can be obtained from a realworld environment by photography techniques, or it can be created to represent a synthetic environment. An example is shown in Color Plate 9.

Whatever means are used to obtain an image, the result is a single image that spans 360° horizontally and 180° vertically. The image is also distorted as you move up or down from the center of the image. This distortion is done deliberately so that you will see a reasonable representation of the environment if you "shrink-wrap" this texture around the object that you're rendering.

The key to using an equirectangular texture as the environment map is to produce a pair of angles that index into the texture. We compute an altitude angle by determining the angle between the reflection direction and the  $XZ$  plane. This altitude angle varies from 90° (reflection is straight up) to 90° (reflection is straight down). The sine of this angle varies from 1.0 to -1.0, and we use this fact to get a texture coordinate in the range of [0,1].

We determine an azimuth angle by projecting the reflection direction onto the  $XZ$  plane. The azimuth angle varies from 0° to 360°, and this gives us the key to get a second texture coordinate in the range of [0,1].

The following OpenGL shaders work together to perform environment mapping on an object by using an equirectangular texture map. These shaders are derived from a "bumpy/shiner" shader pair that was developed with John Kessenich and presented at SIGGRAPH 2002. The altitude and azimuth angles are computed to determine  $s$  and  $t$  values for indexing into our 2D environment texture. This texture's wrapping behavior is set so that it wraps in both  $s$  and  $t$ . (This supports a little trick that we do in the fragment shader.) Otherwise, the initial conditions are the same as described for the cube map environment mapping example.

### 10.5.1. Vertex Shader

[Listing 10.7](#) comprises the vertex shader that does environment mapping with an equirectangular texture map. The only real difference between this shader and the one described in [Section 10.4.2](#) is that this one computes *Normal* and *EyeDir* and passes them to the fragment shader as varying variables so that the reflection vector can be computed in the fragment shader.

#### Listing 10.7. Vertex shader used for environment mapping

```
varying vec3 Normal;
varying vec3 EyeDir;
varying float LightIntensity;

uniform vec3 LightPos;

void main()
{
    gl_Position      = ftransform();
    Normal          = normalize(gl_NormalMatrix * gl_Normal);
    vec4 pos         = gl_ModelViewMatrix * gl_Vertex;
    EyeDir          = pos.xyz;
    LightIntensity  = max(dot(normalize(LightPos - EyeDir), Normal), 0.0);
}
```

## 10.5.2. Fragment Shader

[Listing 10.8](#) contains the fragment shader that does environment mapping by using an equirectangular texture map.

### Listing 10.8. Fragment shader for doing environment mapping with an equirectangular texture map

```
const vec3 Xunitvec = vec3(1.0, 0.0, 0.0);
const vec3 Yunitvec = vec3(0.0, 1.0, 0.0);

uniform vec3 BaseColor;
uniform float MixRatio;

uniform sampler2D EnvMap; // = 4

varying vec3 Normal;

varying vec3 EyeDir;
varying float LightIntensity;

void main()
{
    // Compute reflection vector

    vec3 reflectDir = reflect(EyeDir, Normal);

    // Compute altitude and azimuth angles

    vec2 index;

    index.t = dot(normalize(reflectDir), Yunitvec);
    reflectDir.y = 0.0;
    index.s = dot(normalize(reflectDir), Xunitvec) * 0.5;

    // Translate index values into proper range

    if (reflectDir.z >= 0.0)
        index = (index + 1.0) * 0.5;
    else
    {
        index.t = (index.t + 1.0) * 0.5;
        index.s = (-index.s) * 0.5 + 1.0;
    }

    // if reflectDir.z >= 0.0, s will go from 0.25 to 0.75
    // if reflectDir.z < 0.0, s will go from 0.75 to 1.25, and
    // that's OK, because we've set the texture to wrap.

    // Do a lookup into the environment map.

    vec3 envColor = vec3(texture2D(EnvMap, index));

    // Add lighting to base color and mix

    vec3 base = LightIntensity * BaseColor;
    envColor = mix(envColor, base, MixRatio);
```

```
    gl_FragColor = vec4(envColor, 1.0);  
}
```

The varying variables *Normal* and *EyeDir* are the values generated by the vertex shader and then interpolated across the primitive. To get truly precise results, these values should be normalized again in the fragment shader. However, for this shader, skipping the normalization gives us a little better performance, and the quality is acceptable for certain objects.

The constants *Xunitvec* and *Yunitvec* have been set up with the proper values for computing our altitude and azimuth angles. First, we compute our altitude angle by normalizing the *reflectionDir* vector and performing a dot product with the *Yunitvec* constant. Because both vectors are unit vectors, this dot product computation gives us a cosine value for the desired angle that ranges from [1,1]. Setting the *y* component of our reflection vector to 0 causes it to be projected onto the *XZ* plane. We normalize this new vector to get the cosine of our azimuth angle. Again, this value ranges from [1,1]. Because the horizontal direction of our environment texture spans  $360^\circ$ , we multiply by 0.5 so that we get a value that maps into half of our environment map. Then we need to do a little more work to determine which half this is.

If the *z* portion of our reflection direction is positive, we know that the reflection direction is "toward the front" and we use the computed texture map indices directly. The index values are scaled and biased so that when we access the environment map texture, we get *s* values that range from [0.25,0.75] and *t* values that range from [0,1].

If *z* is negative, we do our calculations a little differently. The *t* value is still computed the same way, but the *s* value is scaled and biased so that it ranges from [0.75,1.25]. We can use these values directly because we've set our texture wrap modes to GL\_REPEAT. *s* values between 1.0 and 1.25 will map to *s* values from 0 to 0.25 in our actual texture (the trick alluded to earlier). In this way, we can properly access the entire environment texture, depending on the reflection direction. We could compare *s* to 1.0 and subtract 1.0 if its value is greater than 1.0, but this would end up requiring additional instructions in the machine code and hence the performance would be reduced. By using the repeat mode trick, we get the hardware to take care of this for free.

With our index values set, all we need to do is look up the value in the texture map. We compute a diffusely lit base color value by multiplying our incoming light intensity by *BaseColor*. We mix this value with our environment map value to create a ceramic effect. We then create a **vec4** by adding an alpha value of 1.0 and send the final fragment color on for further processing. The final result is shown in Color Plate 11A. You can see the branches from the tree in the environment on the back and rear of the triceratops. For this example, we used a color of (0.4, 0.4, 1.0) (i.e., light blue) and a mix ratio of 0.8 (i.e., 80% diffuse color, 20% environment map value).

An example of environment mapping that assumes a mirrorlike surface and adds procedural bumps is shown in Color Plate 11B.

## 10.6. Glyph Bombing

In this section, we develop a shader that demonstrates a couple of different uses for textures. In *Texturing and Modeling: A Procedural Approach*, Darwyn Peachy described a process called [TEXTURE BOMBING](#) that creates an irregular texture pattern. The idea is to divide a surface into a grid, and then draw a decorative element or image (e.g., a star, a polka dot, or some other shape) within each cell. By applying some randomness to the placement, scaling, or rotation of each texture element, you can easily create an interesting pattern that is suitable for objects such as wallpaper, gift wrap, clothing, and the like. Peachey described a RenderMan shader to perform texture bombing, and in *GPU Gems*, Steve Glanville described a method for texture bombing in Cg.

The basic concept of texture bombing can be taken a bit further. Joshua Doss developed a GLSL shader that randomly selects from several collections of related character glyphs. Two textures are used for the so-called [GLYPH BOMBING](#) shader: a single texture that stores character glyphs and a texture that stores random values. Let's examine how this shader works.

### 10.6.1. Application Setup

The first step is to create a 2D texture that contains the glyphs that will be used. To set this up, you just need to carefully draw characters on a 10 x 10 grid, using a 2D image editing program like Photoshop. Each row should have a common theme like the image shown in [Figure 10.3](#). A single uniform variable (*ColAdjust*) is used to select the row to be accessed. Within this row, a glyph is chosen at random, and when it is drawn, it can also be optionally scaled and rotated. Thus, we can easily choose a pattern from a collection snowflakes, musical symbols, animal silhouettes, flower dingbats, and so on. Applying a random color and placing the glyph randomly within the cell add even more irregularity and interest to the final result.

**Figure 10.3. Texture map showing a collection of character glyphs that are used with the glyph bombing shader**



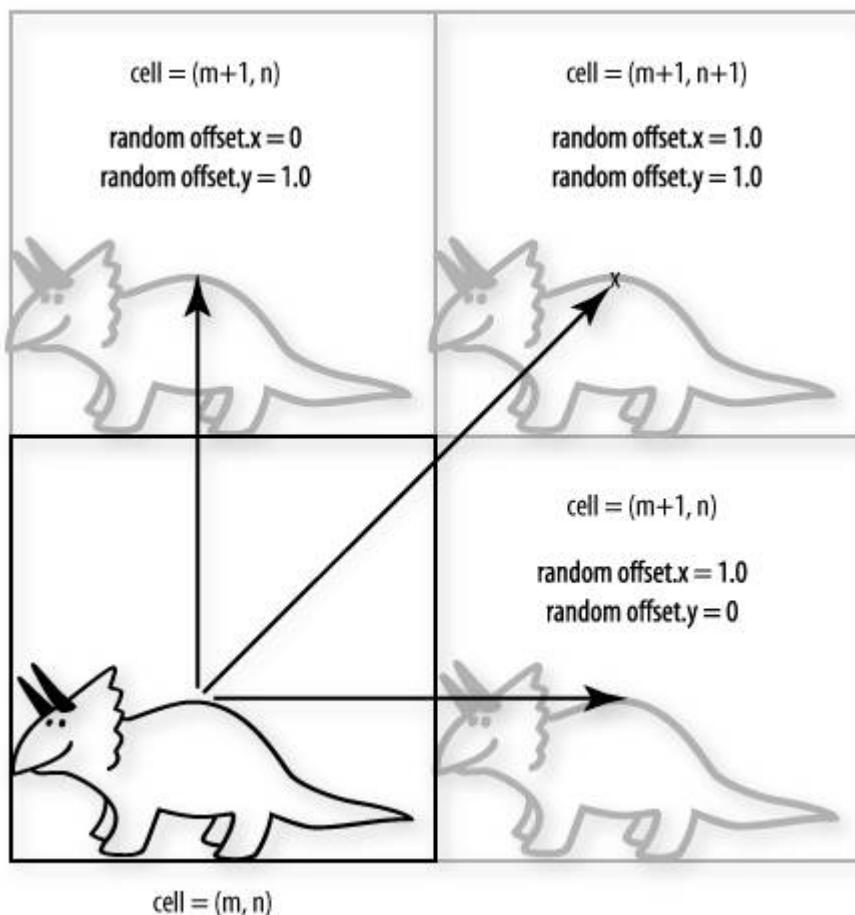
The second texture that this shader uses contains random values in the range of [0,1.0] for each component. We access this texture to obtain a **vec4** containing random numbers and use these values to apply randomness to several computations within the fragment shader.

Just like the brick shader discussed in [Chapter 6](#), this shader needs a frame of reference for creating the cells in which we draw our glyphs. In this case, we use the object's texture coordinates to establish the reference frame. We can scale the texture coordinates with a uniform variable (*ScaleFactor*) to make the cells larger or smaller. Our glyph texture map contains only levels of gray. We use the value obtained from the glyph texture map to linearly interpolate between a default object color (*ModelColor*) and a random color that is generated when a glyph is drawn.

Because we are allowing random offsets and random rotation, we need to take care of some complications in our shader. Each of these effects can cause the object we are drawing to extend into neighboring cells.

Let's first consider the case of random offsets. When each glyph is drawn, our shader offsets the glyph by adding a value in the range [0,1.0] for each of *x* and *y*. This means that the glyph can be shifted over and up by some amount, possibly contributing to the contents of pixel locations in three neighboring cells to the right and above. [Figure 10.4](#) illustrates the possibilities.

**Figure 10.4. Depending on the random offset for a particular cell, a glyph may contribute to any one of four cells.**



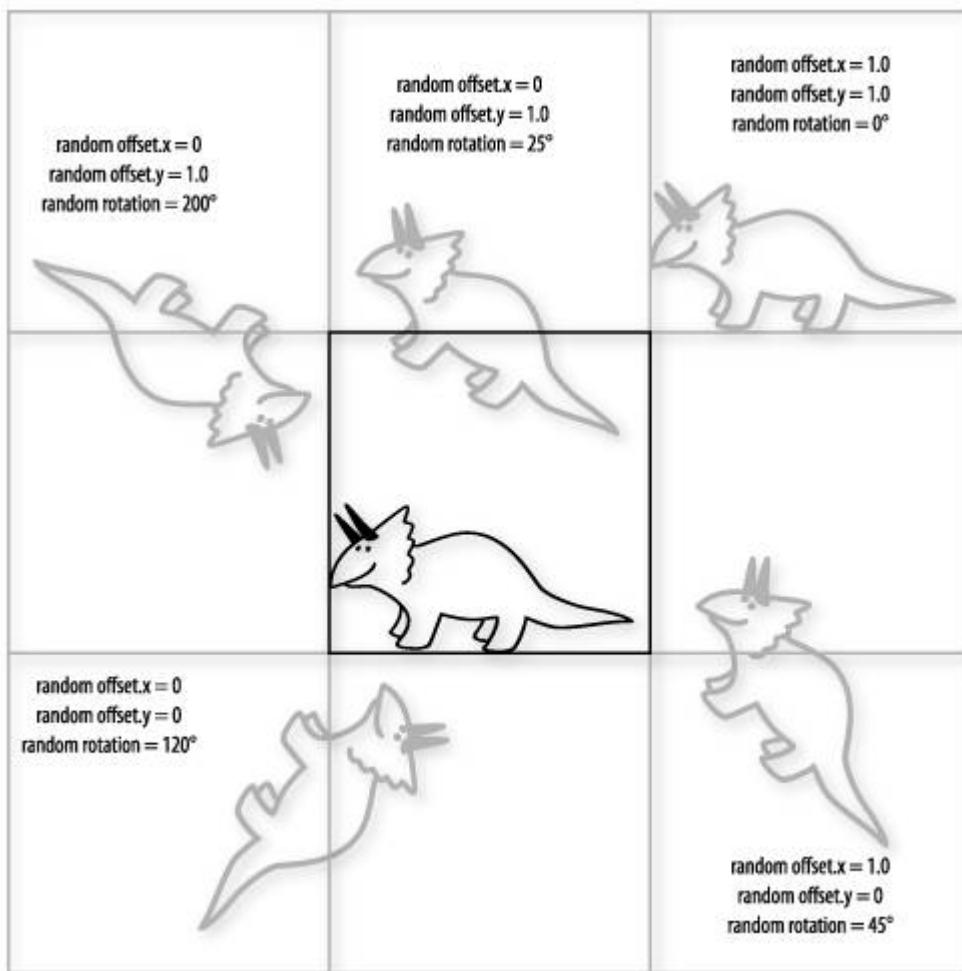
Consequently, as we consider how to compute the value at one particular pixel location, we must consider the possibility that the glyphs to be drawn in cells to the left and below the current cell may be contributing to the fragment. For instance, the spot marked by the x in

[Figure 10.4](#) might actually have contributions from the glyphs in cells  $(m, n)$ ,  $(m+1, n)$ , and  $(m, n+1)$  in addition to the glyph contained in the cell  $(m+1, n+1)$ .

Things get even more interesting when we allow for a random angle of rotation. Now the offset combined with rotation can cause our glyph to extend into any of nine cells, as shown in [Figure 10.5](#). For this case, as we render fragments we must consider all eight surrounding cells in addition to the cell containing the fragment being rendered. We use a Boolean uniform variable, *RandomRotate*, to determine whether we need to loop over four cells or nine.

### Figure 10.5. Depending on a random offset and a random angle of rotation, a glyph may contribute to fragments in any of nine adjacent cells

[View full size image]



We use a few additional uniform variables to offer more control over the number of glyphs and their placement and to give an even greater appearance of randomness to the final pattern. *RandomScale* is a Boolean value that causes the size of the glyph to be scaled in both x and y by random values in the range [0,1.0]. (This has no effect on the cells that are affected, because the glyph can only be made smaller by this operation.) Another uniform variable, *Percentage*, indicates the probability that a glyph will be drawn in each cell. Lowering this value increases the number of empty cells in the final image.

We can even include a loop in the shader so that we can apply more than one glyph per cell. The number of glyphs drawn per cell is set with *SamplesPerCell*. Setting this value to increasingly higher values will bring any graphics hardware to its knees. If random rotation is enabled, the

fragment shader will need to iterate over nine cells and within each of these cells loop *SamplesPerCell* times in order to draw all the glyphs. This is a lot of computation at every fragment!

The uniform variables for this shader and their initial values are

<i>SpecularContribution</i>	0.2
<i>LightPosition</i>	4.0, 14.0, 4.0
<i>ScaleFactor</i>	10.0
<i>ModelColor</i>	1.0, 1.0, 1.0, 1.0
<i>GlyphTex</i>	0
<i>RandomTex</i>	1
<i>ColAdjust</i>	0.75
<i>Percentage</i>	1.0
<i>SamplesPerCell</i>	1.0
<i>ROI</i>	0.29
<i>RandomScale</i>	<i>false</i>
<i>RandomRotate</i>	<i>false</i>

## 10.6.2. Vertex Shader

[Listing 10.9](#) contains the vertex shader for glyph bombing. The only differences between this shader and the vertex shader for bricks discussed in [Chapter 6](#) are that the diffuse factor is multiplied by a somewhat arbitrary factor of two and that the scaled texture coordinates are passed to the fragment shader to form the frame of reference for defining the cells into which glyphs will be drawn.

### Listing 10.9. Vertex shader for doing glyph bombing

```
uniform float SpecularContribution;
uniform vec3 LightPosition;
uniform float ScaleFactor;

varying float LightIntensity;
varying vec2 TexCoord;

void main()
{
    vec3 ecPosition = vec3(gl_ModelViewMatrix * gl_Vertex);
    vec3 tnorm      = normalize(gl_NormalMatrix * gl_Normal);
    vec3 lightVec   = normalize(LightPosition - ecPosition);
    vec3 reflectVec = reflect(-lightVec, tnorm);
    vec3 viewVec    = normalize(-ecPosition);
    float diffuse   = max(dot(lightVec, tnorm), 0.0);
    float spec      = 0.0;
```

```

if(diffuse > 0.0)
{
    spec = max(dot(reflectVec, viewVec), 0.0);
    spec = pow(spec, 16.0);
}

float diffusecontribution = 1.0 - SpecularContribution;
LightIntensity = diffusecontribution * diffuse * 2.0 +
    SpecularContribution * spec;

TexCoord = gl_MultiTexCoord0.st * ScaleFactor;

gl_Position = ftransform();
}

```

### 10.6.3. Fragment Shader

[Listing 10.10](#) contains the fragment shader for glyph bombing. As you can see, this shader makes heavy use of looping. The first step is to assign the base color for the fragment, and then compute the fragment's cell and position within the cell. As we iterate through the loops, the value for color accumulates the color for the current fragment, which may be covered by multiple glyphs of different colors. A double for-next loop lets us iterate across four cells if *RandomRotate* is false (0) and across nine cells if it is true (1). This double loop determines whether any of the neighboring cells contain a glyph that contributes to the fragment currently being computed.

For each iteration of the inner loop, we need to determine whether the glyph in the neighboring cell affects the fragment that is being rendered. This requires that we compute the cell number for each neighboring cell as well the offset from the lower-left corner of the neighboring cell to the current fragment.

We use the cell value to compute the initial index value used to access our random number texture. This provides the beginning of a repeatable sequence of random numbers used for the calculations within that cell. This means that whenever we consider the contents of this cell, we always compute the same random glyph, the same random offset, and so on.

To start the random number sequence in a different location for each of the cells, during each loop iteration we compute the index into our random texture by multiplying the current cell value by a uniform variable (*ROI*) that a user can adjust to achieve pleasing results.

At this point, we enter yet another loop. This loop iterates over the number of samples per cell. Within this loop, the first thing we do is access our random number texture to obtain four random numbers in the range [0,1.0]. The result of this operation is a variable (*random*) that we use in performing a number of computations that require an element of randomness. To avoid using the same random number for each iteration of this loop, we add the third and fourth components of the random number to our random texture index. We use this value to access the texture in the next iteration of the loop. Now we get to the heart of the glyph bombing algorithm.

If the first component of the random number we've obtained is greater than or equal to *Percentage*, we exit the loop, use the color value computed thus far as the value for the fragment, and are done with the computation concerning this particular cell. Otherwise, we must generate a value that can index into our glyph texture (*index.r*) and then select a random glyph within that row (*index.s*). Multiplying by 10 and using the floor function divides the texture into 10 sections in each direction. This gives us access to the 100 separate glyphs.

The next thing we need to do is compute a value that can access the proper texel in the glyph for this particular cell (*glyphIndex*). Here the offset, rotation, and scaling factors come into play. If *RandomRotate* is true, we generate a random angle of rotation, compute the corresponding rotation matrix, and use this matrix to transform the texture coordinates for accessing the glyph. This value is then combined with the random offset for the glyph. If we're not doing rotation, we just apply the random offset.

(Interestingly, the fragment shader for drawing glyphs never actually has to add the random offsets for drawing glyphs. Instead, the fragment shader assumes that the random offsets have been added and computes whether a glyph in a neighboring cell contributes to the current fragment by subtracting the random offset and then doing a texture lookup for the glyph in the neighboring cell. This is an example of the type of logic that is sometimes needed to convert a rendering algorithm into a fragment shader.)

The next step is to apply random scaling to the texture coordinates. *random.r* is a value in the range [0, 1.0]. If we divide our glyph index by this value, the glyph index values (i.e., the coordinates used to access the glyph) get larger. And if the coordinates used to access the glyph get larger, the apparent size of the glyph that is drawn gets smaller. By multiplying *random.r* by 0.5 and adding 0.5, we constrain the random scaling to be between 50% and 100% of the original size.

The resulting texture coordinates are clamped to the range [0,1.0], added to the index of the glyph that is rendered, divided by 10, and then used to access the glyph texture. All the glyphs in our glyph texture have at least one pixel of white along each edge. By clamping the values to the range [0,1.0] we effectively say "no contribution for this glyph" whenever the glyph index values exceed the range [0,1.0]. If the glyph value obtained is a color other than white, we use the resulting texture value to linearly interpolate between the color value computed thus far and a random color. Because the glyph texture contains only levels of gray, the comparison is only true for texels other than pure white. The **mix** function gives us a smoothly antialiased edge when the glyph is drawn, and it allows us to properly layer multiple glyphs of different colors, one on top of the other.

### **Listing 10.10. Fragment shader for doing glyph bombing**

```
#define TWO_PI 6.28318

uniform vec4      ModelColor;

uniform sampler2D GlyphTex;
uniform sampler2D RandomTex;

uniform float      ColAdjust;
uniform float      ScaleFactor;
uniform float      Percentage;
uniform float      SamplesPerCell;
uniform float      R01;

uniform bool      RandomScale;
uniform bool      RandomRotate;

varying vec2      TexCoord;
varying float      LightIntensity;

void main()
{
    vec4 color  = ModelColor;
    vec2 cell   = floor(TexCoord);
    vec2 offset = TexCoord - cell;

    for (int i = -1; i <= int (RandomRotate); i++)
        if (RandomScale)
            color = mix(color, random(RandomTex, cell + offset + i), RandomScale);
        else
            color = mix(color, random(RandomTex, cell + offset + i), Percentage);
}
```

```

{
    for (int j = -1; j <= int (RandomRotate); j++)
    {
        vec2 currentCell    = cell + vec2(float(i), float(j));
        vec2 currentOffset = offset - vec2(float(i), float(j));

        vec2 randomUV = currentCell * vec2(R01);

        for (int k = 0; k < int (SamplesPerCell); k++)
        {
            vec4 random = texture2D(RandomTex, randomUV);
            randomUV += random.ba;

            if (random.r < Percentage)
            {
                vec2 glyphIndex;
                mat2 rotator;
                vec2 index;
                float rotationAngle, cosRot, sinRot;

                index.s = floor(random.b * 10.0);
                index.t = floor(ColAdjust * 10.0);

                if (RandomRotate)
                {
                    rotationAngle = TWO_PI * random.g;
                    cosRot = cos(rotationAngle);
                    sinRot = sin(rotationAngle);
                    rotator[0] = vec2(cosRot, sinRot);
                    rotator[1] = vec2(-sinRot, cosRot);
                    glyphIndex = -rotator *
                        (currentOffset - random.rg);
                }
                else
                {
                    glyphIndex = currentOffset - random.rg;
                }

                if (RandomScale)
                    glyphIndex /= vec2(0.5 * random.r + 0.5);

                glyphIndex =
                    (clamp(glyphIndex, 0.0, 1.0) + index) * 0.1;
            }

            vec4 image = texture2D(GlyphTex, glyphIndex);

            if (image.r != 1.0)
                color.rgb = mix(random.rgb * 0.7, color.rgb,
                                image.r);
        }
    }

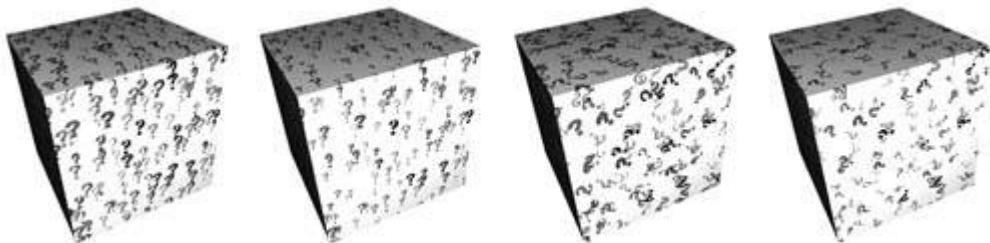
    gl_FragColor = color * LightIntensity;
}

```

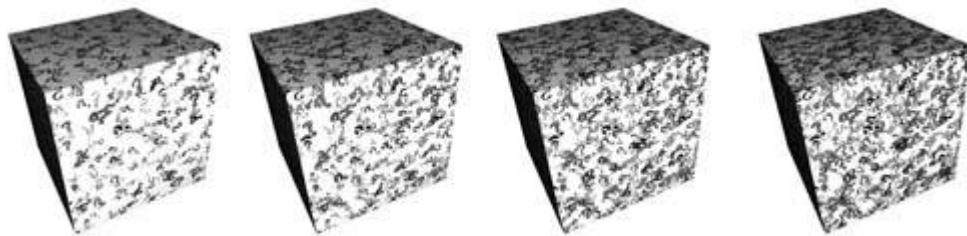
This particular shader was designed for flexibility in operation, not performance. Consequently, there are enormous opportunities for making it run faster. There are two texture accesses per

iteration of the innermost loop, so enabling rotation and having five samples per cell implies 90 texture accesses per fragment. Still, there are times when some of the techniques demonstrated by this shader come in handy. Some images that demonstrate the flexibility of this shader are shown in [Figure 10.6](#), [Figure 10.7](#), and Color Plate 8.

**Figure 10.6. Normal glyph bombing, glyph bombing with random scaling, with random rotation, and with both random scaling and rotation.**



**Figure 10.7. Glyph bombing with 2, 3, 4, and 5 glyphs per cell**



## 10.7. Summary

This chapter discussed several shaders that rely on information stored in texture maps. The programmability of OpenGL opens up all sorts of new uses for texture memory. In the first example, we used two typical color images as texture maps, and we also used one texture as an opacity map and another as a gloss map. In the second example, we accessed a cube map from within a shader. In the third example, we used a typical color image as a texture, but the shader accessed it in a unique manner. In the final example, we used one texture to store small images for rendering and another texture to store random numbers that added irregularity and interest to the final result.

In examples later in this book, you'll see how textures can be used to store normal maps, noise functions, and polynomial coefficients. There is really no end to the possibilities for creating unique effects with stored textures when your mind is free to think of texture memory as storage for things other than color images.

## 10.8. Further Information

The basics of OpenGL texture mapping are explained in much more detail in the *OpenGL Programming Guide, Fifth Edition* ([2005](#)), by Shreiner, Neider, Davis, and Woo, from Addison-Wesley.

More information about the Earth images used in [Section 10.2](#) can be found at the NASA Web site at <http://earthobservatory.nasa.gov/Newsroom/BlueMarble>.

Papers regarding the realistic rendering of planets include Jim Blinn's 1982 SIGGRAPH paper *Light Reflection Functions for Simulation of Clouds and Dusty Surfaces*, the 1993 SIGGRAPH paper *Display of the Earth Taking into Account Atmospheric Scattering*, by Nishita, et al., and the 2002 paper *Physically-based Simulation: A Survey of the Modelling and Rendering of the Earth's Atmosphere* by Jaroslav Sloup.

Mipmapping was first described by Lance Williams in his classic 1983 paper *Pyramidal Parametrics*. A good overview of environment mapping techniques is available in the paper *Environment Maps and Their Applications* by Wolfgang Heidrich. This paper was part of the course notes for SIGGRAPH 2000 Course 27, entitled *Procedural Shading on Graphics Hardware*. This material, and a thorough treatment of reflectance and lighting models, can be found in the book *Real-Time Shading*, by Marc Olano, et al. ([2002](#)).

Texture bombing is described by Darwyn Peachey in *Texturing and Modeling: A Procedural Approach, Third Edition*. The book *GPU Gems* also has a chapter by Steve Glanville on this topic.

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2. Ebert, David S., John Hart, Bill Mark, F. Kenton Musgrave, Darwyn Peachey, Ken Perlin, and Steven Worley, *Texturing and Modeling: A Procedural Approach, Third Edition*, Morgan Kaufmann Publishers, San Francisco, 2002. <http://www.texturingandmodeling.com>
3. Glanville, Steve, *Texture Bombing*, in *GPU Gems: Programming Techniques, Tips, and Tricks for Real-Time Graphics*, Editor: Randima Fernando, Addison-Wesley, Reading, Massachusetts, 2004. [http://developer.nvidia.com/object/gpu\\_gems\\_home.html](http://developer.nvidia.com/object/gpu_gems_home.html)
4. Heidrich, Wolfgang, and Hans-Peter Seidel, *View-Independent Environment Maps*, ACM SIGGRAPH/Eurographics Workshop on Graphics Hardware, pp. 3945, August 1998.
5. Heidrich, Wolfgang, *Environment Maps and Their Applications*, SIGGRAPH 2000, Course 27, course notes. <http://www.csee.umbc.edu/~olano/s2000c27/envmap.pdf>
6. NASA, *Earth Observatory*, Web site.  
<http://earthobservatory.nasa.gov/Newsroom/BlueMarble>
7. Nishita, Tomoyuki, Takao Sirai, Katsumi Tadamura, and Eihachiro Nakamae, *Display of the Earth Taking Into Account Atmospheric Scattering*, Computer Graphics (SIGGRAPH '93 Proceedings), pp. 175182, August 1993. [http://nis-lab.is.s.u-tokyo.ac.jp/~nis/abs\\_sig.html#sig93](http://nis-lab.is.s.u-tokyo.ac.jp/~nis/abs_sig.html#sig93)
8. OpenGL Architecture Review Board, Dave Shreiner, J. Neider, T. Davis, and M. Woo, *OpenGL Programming Guide, Fifth Edition: The Official Guide to Learning OpenGL, Version 2*, Addison-Wesley, Reading, Massachusetts, 2005.
9. OpenGL Architecture Review Board, *OpenGL Reference Manual, Fourth Edition: The Official*

*Reference to OpenGL, Version 1.4*, Editor: Dave Shreiner, Addison-Wesley, Reading, Massachusetts, 2004.

10. Rost, Randi J., *The OpenGL Shading Language*, SIGGRAPH 2002, Course 17, course notes. <http://3dshaders.com/pubs>
11. Sloup, Jaroslav, *Physically-based Simulation: A Survey of the Modeling and Rendering of the Earth's Atmosphere*, Proceedings of the 18th Spring Conference on Computer Graphics, pp. 141-150, April 2002. <http://sgi.felk.cvut.cz/~sloup/html/research/project>
12. Williams, Lance, *Pyramidal Parametrics*, Computer Graphics (SIGGRAPH '83 Proceedings), pp. 111, July 1983.

# Chapter 11. Procedural Texture Shaders

The fact that we have a full-featured, high-level programming language to express the processing at each fragment means that we can algorithmically compute a pattern on an object's surface. We can use this new freedom to create a wide variety of rendering effects that wouldn't be possible otherwise.

In the previous chapter, we discussed shaders that achieve their primary effect by reading values from texture memory. This chapter focuses on shaders that do interesting things primarily by means of an algorithm defined by the shader. The results from such a shader are synthesized according to the algorithm rather than being based primarily on precomputed values such as a digitized painting or photograph. This type of shader is sometimes called a [PROCEDURAL TEXTURE SHADER](#), and the process of applying such a shader is called [PROCEDURAL TEXTURING](#). Often the texture coordinate or the object coordinate position at each point on the object is the only piece of information needed to shade the object with a shader that is entirely procedural.

In principle, procedural texture shaders can accomplish many of the same tasks as shaders that access stored textures. In practice, there are times when it is more convenient or feasible to use a procedural texture shader and times when it is more convenient or feasible to use a stored texture shader. When deciding whether to write a procedural texture shader or one that uses stored textures, keep in mind some of the main advantages of procedural texture shaders.

- Textures generated procedurally have very low memory requirements compared with stored textures. The only representation of the texture is in the algorithm defined by the code in the procedural texture shader. This representation is extremely compact compared with the size of stored 2D textures. Typically, it is a couple of orders of magnitude smaller (e.g., a few kilobytes for the code in a procedural shader versus a few hundred kilobytes or more for a high-quality 2D texture). This means procedural texture shaders require far less memory on the graphics accelerator. Procedural texture shaders have an even greater advantage when the desire is to have a 3D (solid) texture applied to an object (a few kilobytes versus tens of megabytes or more for a stored 3D texture).
- Textures generated by procedural texture shaders have no fixed area or resolution. They can be applied to objects of any scale with precise results because they are defined algorithmically rather than with sampled data, as in the case of stored textures. There are no decisions to be made about how to map a 2D image onto a 3D surface patch that is larger or smaller than the texture, and there are no seams or unwanted replication. As your viewpoint gets closer and closer to a surface rendered with a procedural texture shader, you won't see reduced detail or sampling artifacts like you might with a shader that uses a stored texture.
- Procedural texture shaders can be written to parameterize key aspects of the algorithm. These parameters can easily be changed, allowing a single shader to produce an interesting variety of effects. Very little can be done to alter the effect from a stored texture after it has been created.

Some of the disadvantages of using procedural shaders rather than stored textures are as follows.

- Procedural texture shaders require the algorithm to be encoded in a program. Not everyone has the technical skills needed to write such a program, whereas it is fairly straightforward to create a 2D or 3D texture with limited technical skills.

- Performing the algorithm embodied by a procedural texture shader at each location on an object can be a lot slower than accessing a stored texture.
- Procedural texture shaders can have serious aliasing artifacts that can be difficult to overcome. Today's graphics hardware has built-in capabilities for antialiasing stored textures (e.g., filtering methods and mipmaps).
- Because of differences in arithmetic precision and differences in implementations of built-in functions such as **noise**, procedural texture shaders could produce somewhat different results on different platforms.

The ultimate choice of whether to use a procedural shader or a stored texture shader should be made pragmatically. Things that would be artwork in the real world (paintings, billboards, anything with writing, etc.) are good candidates for rendering with stored textures. Objects that are extremely important to the final "look" of the image (character faces, costumes, important props) can also be rendered with stored textures because this presents the easiest route for an artist to be involved. Things that are relatively unimportant to the final image and yet cover a lot of area are good candidates for rendering with a procedural shader (walls, floors, ground).

Often, a hybrid approach is the right answer. A golf ball might be rendered with a base color, a hand-painted texture map that contains scuff marks, a texture map containing a logo, and a procedurally generated dimple pattern. Stored textures can also control or constrain procedural effects. If our golf ball needs grass stains on certain parts of its surface and it is important to achieve and reproduce just the right look, an artist could paint a gray scale map that would direct the shader to locations where grass smudges should be applied on the surface (for instance, black portions of the grayscale map) and where they should not be applied (white portions of the grayscale map). The shader can read this [CONTROL\\_TEXTURE](#) and use it to blend between a grass-smudged representation of the surface and a pristine surface.

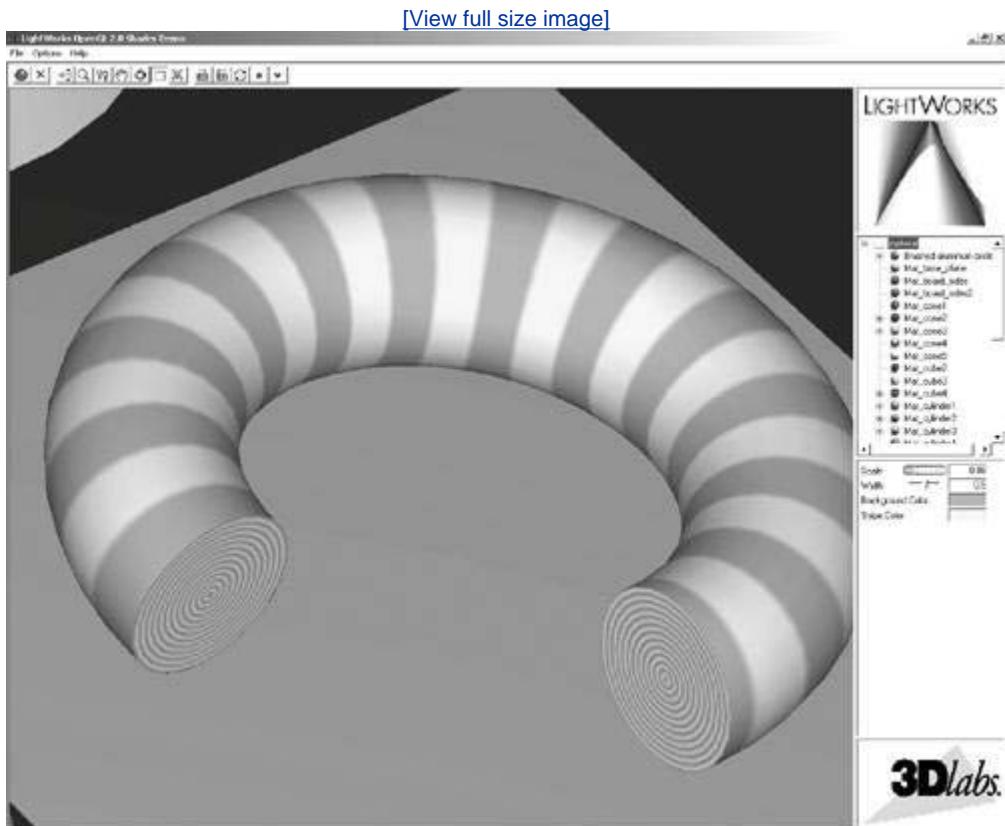
All that said, let's turn our attention to a few examples of shaders that are entirely procedural.

## 11.1. Regular Patterns

In [Chapter 6](#), we examined a procedural shader for rendering bricks. Our first example in this chapter is another simple one. We try to construct a shader that renders stripes on an object. A variety of man-made objects can be rendered with such a shader: children's toys, wallpaper, wrapping paper, flags, fabrics, and so on.

The object in [Figure 11.1](#) is a partial torus rendered with a stripe shader. The stripe shader and the application in which it is shown were both developed in 2002 by LightWork Design, a company that develops software to provide photorealistic views of objects created with commercial CAD/CAM packages. The application developed by LightWork Design contains a graphical user interface that allows the user to interactively modify the shader's parameters. The various shaders that are available are accessible on the upper-right portion of the user interface, and the modifiable parameters for the current shader are accessible in the lower-right portion of the user interface. In this case, you can see that the parameters for the stripe shader include the stripe color (blue), the background color (orange), the stripe scale (how many stripes there will be), and the stripe width (the ratio of stripe to background; in this case, it is 0.5 to make blue and orange stripes of equal width).

**Figure 11.1.** Closeup of a partial torus rendered with the stripe shader described in [Section 11.1](#). (Courtesy of LightWork Design)



For our stripe shader to work properly, the application needs to send down only the geometry (vertex values) and the texture coordinate at each vertex. The key to drawing the stripe color or the background color is the  $t$  texture coordinate at each fragment (the  $s$  texture coordinate is not used at all). The application must also supply values that the vertex shader uses to perform a lighting computation. And the aforementioned stripe color, background color, scale, and stripe width must be passed to the fragment shader so that our procedural stripe computation can be

performed at each fragment.

### 11.1.1. Stripes Vertex Shader

The vertex shader for our stripe effect is shown in [Listing 11.1](#).

#### Listing 11.1. Vertex shader for drawing stripes

```
uniform vec3 LightPosition;
uniform vec3 LightColor;
uniform vec3 EyePosition;
uniform vec3 Specular;
uniform vec3 Ambient;
uniform float Kd;

varying vec3 DiffuseColor;
varying vec3 SpecularColor;

void main()
{
    vec3 ecPosition = vec3(gl_ModelViewMatrix * gl_Vertex);
    vec3 tnorm      = normalize(gl_NormalMatrix * gl_Normal);
    vec3 lightVec   = normalize(LightPosition - ecPosition);
    vec3 viewVec    = normalize(EyePosition - ecPosition);
    vec3 hvec       = normalize(viewVec + lightVec);

    float spec = clamp(dot(hvec, tnorm), 0.0, 1.0);
    spec = pow(spec, 16.0);

    DiffuseColor    = LightColor * vec3(Kd * dot(lightVec, tnorm));
    DiffuseColor    = clamp(Ambient + DiffuseColor, 0.0, 1.0);
    SpecularColor   = clamp((LightColor * Specular * spec), 0.0, 1.0);

    gl_TexCoord[0]  = gl_MultiTexCoord0;
    gl_Position      = ftransform();
}
```

There are some nice features to this particular shader. Nothing in it really makes it specific to drawing stripes. It provides a good example of how we might do the lighting calculation in a general way that would be compatible with a variety of fragment shaders.

As we mentioned, the values for doing the lighting computation (*LightPosition*, *LightColor*, *EyePosition*, *Specular*, *Ambient*, and *Kd*) are all passed in by the application as uniform variables. The purpose of this shader is to compute *DiffuseColor* and *SpecularColor*, two varying variables that will be interpolated across each primitive and made available to the fragment shader at each fragment location. These values are computed in the typical way. A small optimization is that *Ambient* is added to the value computed for the diffuse reflection so that we send one less value to the fragment shader as a varying variable. The incoming texture coordinate is passed down to the fragment shader as the built-in varying variable *gl\_TexCoord[0]*, and the vertex position is transformed in the usual way.

### 11.1.2. Stripes Fragment Shader

The fragment shader contains the algorithm for drawing procedural stripes. It is shown in [Listing 11.2](#).

## Listing 11.2. Fragment shader for drawing stripes

```
uniform vec3 StripeColor;
uniform vec3 BackColor;
uniform float Width;
uniform float Fuzz;
uniform float Scale;

varying vec3 DiffuseColor;
varying vec3 SpecularColor;

void main()
{
    float scaledT = fract(gl_TexCoord[0].t * Scale);

    float frac1 = clamp(scaledT / Fuzz, 0.0, 1.0);
    float frac2 = clamp((scaledT - Width) / Fuzz, 0.0, 1.0);

    frac1 = frac1 * (1.0 - frac2);
    frac1 = frac1 * frac1 * (3.0 - (2.0 * frac1));

    vec3 finalColor = mix(BackColor, StripeColor, frac1);
    finalColor = finalColor * DiffuseColor + SpecularColor;

    gl_FragColor = vec4(finalColor, 1.0);
}
```

The application provides one other uniform variable, called *Fuzz*. This value controls the smooth transitions (i.e., antialiasing) between stripe color and background color. With a *Scale* value of 10.0, a reasonable value for *Fuzz* is 0.1. It can be adjusted as the object changes size to prevent excessive blurriness at high magnification levels. It shouldn't really be set to a value higher than 0.5 (maximum blurriness of stripe edges).

The first step in this shader is to multiply the incoming *t* texture coordinate by the stripe scale factor and take the fractional part. This computation gives the position of the fragment within the stripe pattern. The larger the value of *Scale*, the more stripes we have as a result of this calculation. The resulting value for the local variable *scaledT* ranges from [0,1).

We'd like to have nicely antialiased transitions between the stripe colors. One way to do this would be to use **smoothstep** in the transition from *StripeColor* to *BackColor*, and use it again in the transition from *BackColor* to *StripeColor*. But this shader uses the fact that these transitions are symmetric to combine the two transitions into one.

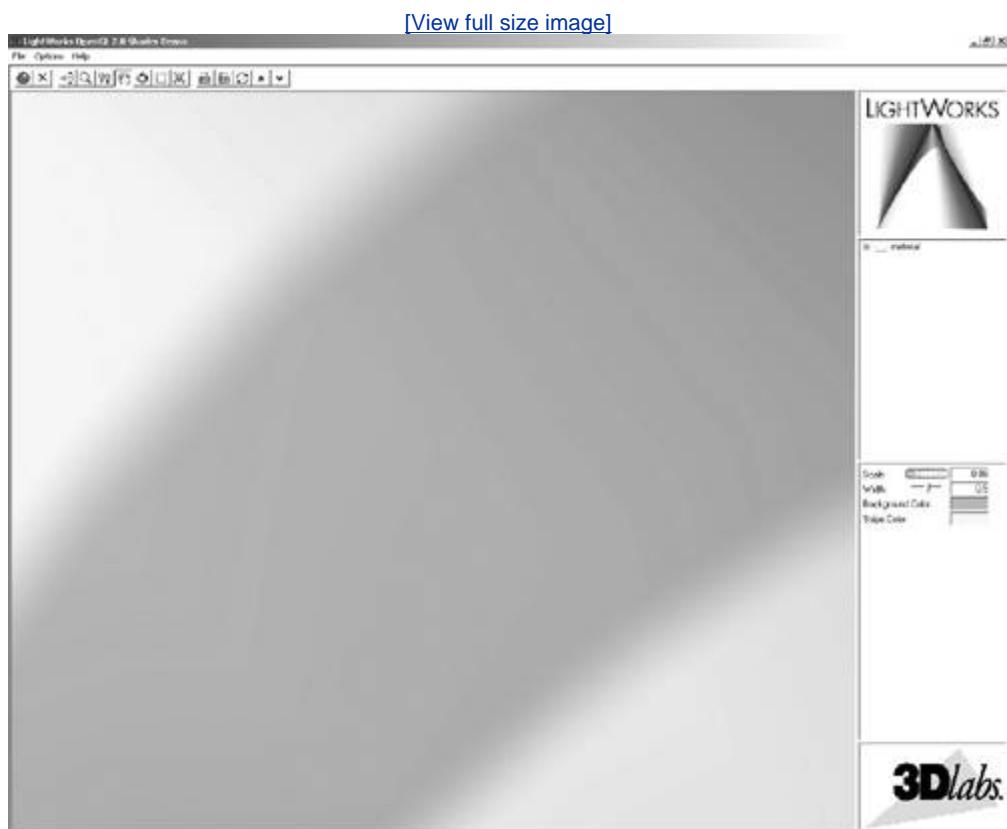
So, to get our desired transition, we use *scaledT* to compute two other values, *frac1* and *frac2*. These two values tell us where we are in relation to the two transitions between *BackColor* and *StripeColor*. For *frac1*, if *scaledT/Fuzz* is greater than 1, that indicates that this point is not in the transition zone, so we clamp the value to 1. If *scaledT* is less than *Fuzz*, *scaledT/Fuzz* specifies the fragment's relative distance into the transition zone for one side of the stripe. We compute a similar value for the other edge of the stripe by subtracting *Width* from *scaledT*, dividing by *Fuzz*, clamping the result, and storing it in *frac2*.

These values represent the amount of fuzz (blurriness) to be applied. At one edge of the stripe, *frac2* is 0 and *frac1* is the relative distance into the transition zone. At the other edge of the stripe, *frac1* is 1 and *frac2* is the relative distance into the transition zone. Our next line of code (*frac1 = frac1 \* (1.0 - frac2)*) produces a value that can be used to do a proper linear blend between *BackColor* and *StripeColor*. But we'd actually like to perform a transition that is smoother than a linear blend. The next line of code performs a Hermite interpolation in the same way as

the `smoothstep` function. The final value for `frac1` performs the blend between `BackColor` and `StripeColor`.

The result of this effort is a smoothly "fuzzed" boundary in the transition region between the stripe colors. Without this fuzzing effect, we would have abrupt transitions between the stripe colors that would flash and pop as the object is moved on the screen. The fuzzing of the transition region eliminates those artifacts. A closeup view of the fuzzed boundary is shown in [Figure 11.2](#). (More information about antialiasing procedural shaders can be found in [Chapter 17](#).)

**Figure 11.2. Extreme closeup view of one of the stripes that shows the effect of the "fuzz" calculation from the stripe shader. (Courtesy of LightWork Design)**



Now all that remains to be done is to apply the diffuse and specular lighting effects computed by the vertex shader and supply an alpha value of 1.0 to produce our final fragment color. By modifying the five basic parameters of our fragment shader, we can create a fairly interesting number of variations of our stripe pattern, using the exact same shader.

## 11.2. Toy Ball

Programmability is the key to procedurally defining all sorts of texture patterns. This next shader takes things a bit further by shading a sphere with a procedurally defined star pattern and a procedurally defined stripe. The author of this shader, Bill Licea-Kane, was inspired to create a ball like the one featured in one of Pixar's early short animations, *Luxo Jr.* This shader is quite specialized. As Bill will tell you, "It shades any surface as long as it's a sphere." The reason is that the fragment shader exploits the following property of the sphere: The surface normal for any point on the surface points in the same direction as the vector from the center of the sphere to that point on the surface. This property is used to analytically compute the surface normal used in the shading calculations within the fragment shader.

The key to this shader is that the star pattern is defined by the coefficients for five half-spaces that define the star shape. These coefficients were chosen to make the star pattern an appropriate size for the ball. Points on the sphere are classified as "in" or "out," relative to each half space. Locations in the very center of the star pattern are "in" with respect to all five half-spaces. Locations in the points of the star are "in" with respect to four of the five half-spaces. All other locations are "in" with respect to three or fewer half-spaces.

Fragments that are in the stripe pattern are simpler to compute. After we have classified each location on the surface as "star," "stripe," or "other," we can color each fragment appropriately. The color computations are applied in an order that ensures a reasonable result even if the ball is viewed from far away. A surface normal is calculated analytically (i.e., exactly) within the fragment shader. A lighting computation that includes a specular highlight calculation is also applied at every fragment.

### 11.2.1. Application Setup

The application only needs to provide vertex positions for this shader to work properly. Both colors and normals are computed algorithmically in the fragment shader. The only catch is that for this shader to work properly, the vertices must define a sphere. The sphere can be of arbitrary size because the fragment shader performs all the necessary computations, based on the known geometry of a sphere.

A number of parameters to this shader are specified with uniform variables. The values that produce the images shown in the remainder of this section are summarized in [Listing 11.3](#).

#### Listing 11.3. Values for uniform variables used by the toy ball shader

<i>LightDir</i>	0.57735, 0.57735, 0.57735, 0.0
<i>HVector</i>	0.32506, 0.32506, 0.88808, 0.0
<i>BallCenter</i>	0.0, 0.0, 0.0, 1.0
<i>SpecularColor</i>	0.4, 0.4, 0.4, 60.0
<i>Red</i>	0.6, 0.0, 0.0, 1.0
<i>Blue</i>	0.0, 0.3, 0.6, 1.0
<i>Yellow</i>	0.6, 0.5, 0.0, 1.0
<i>HalfSpace0</i>	1.0, 0.0, 0.0, 0.2
<i>HalfSpace1</i>	0.309016994, 0.951056516, 0.0, 0.2
<i>HalfSpace2</i>	-0.809016994, 0.587785252, 0.0, 0.2
<i>HalfSpace3</i>	-0.809016994, -0.587785252, 0.0, 0.2
<i>HalfSpace4</i>	0.309016994, -0.951056516, 0.0, 0.2
<i>InOrOutInit</i>	-3.0

<i>StripeWidth</i>	0.3
<i>FWidth</i>	0.005

## 11.2.2. Vertex Shader

The fragment shader is the workhorse for this shader duo, so the vertex shader needs only to compute the ball's center position in eye coordinates, the eye-coordinate position of the vertex, and the clip space position at each vertex. The application could provide the ball's center position in eye coordinates, but our vertex shader doesn't have much to do, and doing it this way means the application doesn't have to keep track of the modelview matrix. This value could easily be computed in the fragment shader, but the fragment shader will likely have a little better performance if we leave the computation in the vertex shader and pass the result as a varying variable (see [Listing 11.4](#)).

### Listing 11.4. Vertex shader for drawing a toy ball

```

varying vec4 ECposition;      // surface position in eye coordinates
varying vec4 ECballCenter;   // ball center in eye coordinates
uniform vec4 BallCenter;    // ball center in modeling coordinates

void main()
{
    ECposition = gl_ModelViewMatrix * gl_Vertex;
    ECballCenter = gl_ModelViewMatrix * BallCenter;
    gl_Position = ftransform();
}

```

## 11.2.3. Fragment Shader

The toy ball fragment shader is a little bit longer than some of the previous examples, so we build it up a few lines of code at a time and illustrate some intermediate results. Here are the definitions for the local variables that are used in the toy ball fragment shader:

```

vec4 normal;                  // Analytically computed normal
vec4 p;                      // Point in shader space
vec4 surfColor;               // Computed color of the surface
float intensity;              // Computed light intensity
vec4 distance;                // Computed distance values
float inorout;                // Counter for computing star pattern

```

The first thing we do is turn the surface location that we're shading into a point on a sphere with a radius of 1.0. We can do this with the **normalize** function:

```

p.xyz = normalize(ECposition.xyz - ECballCenter.xyz);
p.w   = 1.0;

```

We don't want to include the *w* coordinate in the computation, so we use the component selector **.xyz** to select the first three components of *ECposition* and *ECballCenter*. This normalized vector is stored in the first three components of *p*. With this computation, *p* represents a point on the sphere with radius 1, so all three components of *p* are in the range [1,1]. The *w*

coordinate isn't really pertinent to our computations at this point, but to make subsequent calculations work properly, we initialize it to a value of 1.0.

Next, we perform our half-space computations. We initialize a counter called *inorout* to a value of 3. We increment the counter each time the surface location is "in" with respect to a half-space. Because five half-spaces are defined, the final counter value will be in the range [3,2]. Values of 1 or 2 signify that the fragment is within the star pattern. Values of 0 or less signify that the fragment is outside the star pattern.

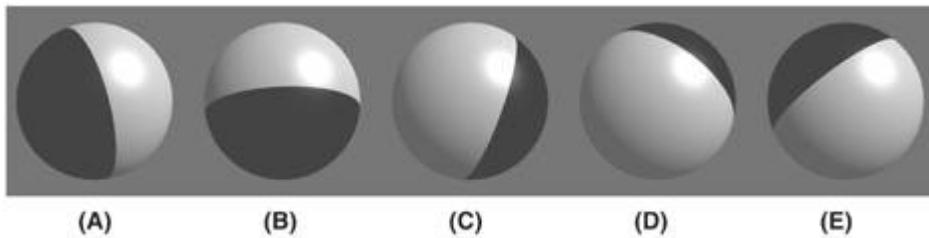
```
inorout = InOrOutInit; // initialize inorout to -3
```

We could have defined the half-spaces as an array of five **vec4** values, done our "in" or "out" computations and stored the results in an array of five **float** values. But we can take a little better advantage of the parallel nature of the underlying graphics hardware if we do things a bit differently. You'll see how in a minute. First, we compute the distance between *p* and the first four half-spaces by using the built-in dot product function:

```
distance[0] = dot(p, HalfSpace0);
distance[1] = dot(p, HalfSpace1);
distance[2] = dot(p, HalfSpace2);
distance[3] = dot(p, HalfSpace3);
```

The results of these half-space distance calculations are visualized in (A)-(D) of [Figure 11.3](#). Surface locations that are "in" with respect to the half-space are shaded in gray, and points that are "out" are shaded in black.

**Figure 11.3. Visualizing the results of the half-space distance calculations (Courtesy of ATI Research, Inc.)**



You may have been wondering why our counter was defined as a **float** instead of an **int**. We're going to use the counter value as the basis for a smoothly antialiased transition between the color of the star pattern and the color of the rest of the ball's surface. To this end, we use the **smoothstep** function to set the distance to 0 if the computed distance is less than *FWidth*, to 1 if the computed distance is greater than *FWidth*, and to a smoothly interpolated value between 0 and 1 if the computed distance is in between those two values. By defining *distance* as a **vec4**, we can perform the smooth step computation on four values in parallel. **smoothstep** implies a divide operation, and because *FWidth* is a float, only one divide operation is necessary. This makes it all very efficient.

```
distance = smoothstep(-FWidth, FWidth, distance);
```

Now we can quickly add the values in *distance* by performing a dot product between *distance* and a **vec4** containing all 1s:

```
inorout += dot(distance, vec4(1.0));
```

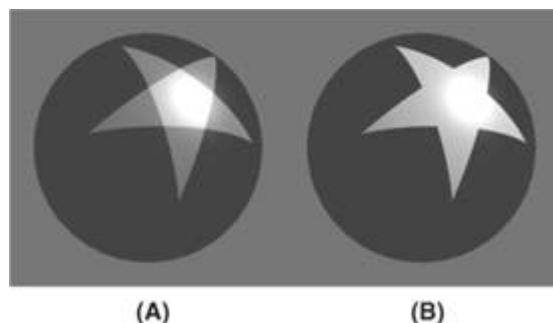
Because we initialized *inorout* to 3, we add the result of the dot product to the previous value of *inorout*. This variable now contains a value in the range [3,1], and we have one more half-space distance to compute. We compute the distance to the fifth half-space, and we do the computation to determine whether we're "in" or "out" of the stripe around the ball. We call the **smoothstep** function to do the same operation on these two values as was performed on the previous four half-space distances. We update the *inorout* counter by adding the result from the distance computation with the final half-space. The distance computation with respect to the fifth half-space is illustrated in (E) of [Figure 11.3](#).

```
distance.x = dot(p, HalfSpace4);
distance.y = StripeWidth - abs(p.z);
distance = smoothstep(-FWidth, FWidth, distance);
inorout += distance.x;
```

(In this case, we're performing a smooth step operation on a **vec4**, and we only really care about two of the components. The performance will probably be fine on a graphics device designed to process **vec4** values in parallel, but it might be somewhat inefficient on a graphics device with a scalar architecture. In the latter case, however, the OpenGL Shading Language compiler may very well be smart enough to realize that the results of the third and fourth components were never consumed later in the program, so it might optimize away the instructions for computing those two values.)

The value for *inorout* is now in the range [3,2]. This intermediate result is illustrated in [Figure 11.4](#) (A). By clamping the value of *inorout* to the range [0,1], we obtain the result shown in [Figure 11.4](#) (B).

**Figure 11.4. Intermediate results from "in" or "out" computation. Surface points that are "in" with respect to all five half-planes are shown in white, and points that are "in" with respect to four half-planes are shown in gray (A). The value of *inorout* is clamped to the range [0,1] to produce the result shown in (B). (Courtesy of ATI Research, Inc.)**



```
inorout = clamp(inorout, 0.0, 1.0);
```

At this point, we can compute the surface color for the fragment. We use the computed value of *inorout* to perform a linear blend between yellow and red to define the star pattern. If we were to stop here, the result would look like Color Plate 13A. If we take the results of this calculation and do a linear blend with the color of the stripe, we get the result shown in Color Plate 13B. Because we used **smoothstep**, the values of *inorout* and *distance.y* provide a nicely antialiased edge at the border between colors.

```
surfColor = mix(Yellow, Red, inorout);
```

```
surfColor = mix(surfColor, Blue, distance.y);
```

The result at this stage is flat and unrealistic. Performing a lighting calculation will fix this. The first step is to analytically compute the normal for this fragment, which we can do because we know the eye-coordinate position of the center of the ball (it's provided in the varying variable *ECballCenter*) and we know the eye-coordinate position of the fragment (it's passed in the varying variable *ECposition*). (This approach could have been used with the earth shader discussed in [Section 10.2](#) to avoid passing the surface normal as a varying variable and using the interpolated results.) As a matter of fact, we've already computed this value and stored it in *p*:

```
// normal = point on surface for sphere at (0,0,0)
normal = p;
```

The diffuse part of the lighting equation is computed with these three lines of code:

```
intensity = 0.2; // ambient
intensity += 0.8 * clamp(dot(LightDir, normal), 0.0, 1.0);
surfColor *= intensity;
```

The result of diffuse-only lighting is shown in Color Plate 13C. The final step is to add a specular contribution with these three lines of code:

```
intensity = clamp(dot(HVector, normal), 0.0, 1.0);
intensity = pow(intensity, SpecularColor.a);
surfColor += SpecularColor * intensity;
```

Notice in Color Plate 13D that the specular highlight is perfect! Because the surface normal at each fragment is computed exactly, there is no misshapen specular highlight caused by tessellation facets like we're used to seeing. The resulting value is written to *gl\_FragColor* and sent on for final processing before ultimately being written into the frame buffer.

```
gl_FragColor = surfColor;
```

Voila! Your very own toy ball, created completely out of thin air! The complete listing of the toy ball fragment shader is shown in [Listing 11.5](#).

### **Listing 11.5. Fragment shader for drawing a toy ball**

```
varying vec4 ECposition; // surface position in eye coordinates
varying vec4 ECballCenter; // ball center in eye coordinates

uniform vec4 LightDir; // light direction, should be normalized
uniform vec4 HVector; // reflection vector for infinite light

uniform vec4 SpecularColor;
uniform vec4 Red, Yellow, Blue;

uniform vec4 HalfSpace0; // half-spaces used to define star pattern
uniform vec4 HalfSpace1;
uniform vec4 HalfSpace2;
uniform vec4 HalfSpace3;
uniform vec4 HalfSpace4;
```

```

uniform float InOrOutInit; // = -3
uniform float StripeWidth; // = 0.3
uniform float FWidth; // = 0.005

void main()
{
    vec4 normal; // Analytically computed normal
    vec4 p; // Point in shader space
    vec4 surfColor; // Computed color of the surface
    float intensity; // Computed light intensity
    vec4 distance; // Computed distance values
    float inorout; // Counter for computing star pattern

    p.xyz = normalize(ECposition.xyz - ECballCenter.xyz);
    p.w = 1.0;

    inorout = InOrOutInit; // initialize inorout to -3.0

    distance[0] = dot(p, HalfSpace0);
    distance[1] = dot(p, HalfSpace1);
    distance[2] = dot(p, HalfSpace2);
    distance[3] = dot(p, HalfSpace3);

    distance = smoothstep(-FWidth, FWidth, distance);

    inorout += dot(distance, vec4(1.0));

    distance.x = dot(p, HalfSpace4);
    distance.y = StripeWidth - abs(p.z);
    distance = smoothstep(-FWidth, FWidth, distance);
    inorout += distance.x;

    inorout = clamp(inorout, 0.0, 1.0);

    surfColor = mix(Yellow, Red, inorout);
    surfColor = mix(surfColor, Blue, distance.y);

    // normal = point on surface for sphere at (0,0,0)
    normal = p;

    // Per-fragment diffuse lighting
    intensity = 0.2; // ambient
    intensity += 0.8 * clamp(dot(LightDir, normal), 0.0, 1.0);
    surfColor *= intensity;

    // Per-fragment specular lighting
    intensity = clamp(dot(HVector, normal), 0.0, 1.0);
    intensity = pow(intensity, SpecularColor.a);
    surfColor += SpecularColor * intensity;

    gl_FragColor = surfColor;
}

```

## 11.3. Lattice

Here's a little bit of a gimmick. In this example, we show how *not* to draw the object procedurally.

In this example, we look at how the **discard** command can be used in a fragment shader to achieve some interesting effects. The **discard** command causes fragments to be discarded rather than used to update the frame buffer. We use this to draw geometry with "holes." The vertex shader is the exact same vertex shader used for stripes ([Section 11.1.1](#)). The fragment shader is shown in [Listing 11.6](#).

### Listing 11.6. Fragment shader for procedurally discarding part of an object

```
varying vec3 DiffuseColor;
varying vec3 SpecularColor;

uniform vec2 Scale;
uniform vec2 Threshold;
uniform vec3 SurfaceColor;

void main()
{
    float ss = fract(gl_TexCoord[0].s * Scale.s);
    float tt = fract(gl_TexCoord[0].t * Scale.t);

    if ((ss > Threshold.s) && (tt > Threshold.t)) discard;

    vec3 finalColor = SurfaceColor * DiffuseColor + SpecularColor;
    gl_FragColor = vec4(finalColor, 1.0);
}
```

The part of the object to be discarded is determined by the values of the *s* and *t* texture coordinates. A scale factor is applied to adjust the frequency of the lattice. The fractional part of this scaled texture-coordinate value is computed to provide a number in the range [0,1]. These values are compared with the threshold values that have been provided. If both values exceed the threshold, the fragment is discarded. Otherwise, we do a simple lighting calculation and render the fragment.

In Color Plate 14, the threshold values were both set to 0.13. This means that more than three-quarters of the fragments were being discarded! And that's what I call a "holy cow!"

## 11.4. Bump Mapping

We have already seen procedural shaders that modified color (*brick, stripes*) and opacity (*lattice*). Another whole class of interesting effects can be applied to a surface with a technique called [BUMP MAPPING](#). Bump mapping involves modulating the surface normal before lighting is applied. We can perform the modulation algorithmically to apply a regular pattern; we can add noise to the components of a normal; or we can look up a perturbation value in a texture map. Bump mapping has proved to be an effective way of increasing the apparent realism of an object without increasing the geometric complexity. It can be used to simulate surface detail or surface irregularities.

The technique does not truly alter the surface being shaded, it merely "tricks" the lighting calculations. Therefore, the "bumping" does not show up on the silhouette edges of an object. Imagine modeling a planet as a sphere and shading it with a bump map so that it appears to have mountains that are quite large relative to the diameter of the planet. Because nothing has been done to change the underlying geometry, which is perfectly round, the silhouette of the sphere always appears perfectly round, even if the mountains (bumps) go right up to the silhouette edge. In real life, you would expect the mountains on the silhouette edges to prevent the silhouette from looking perfectly round. For this reason, it is a good idea to use bump mapping to apply only "small" effects to a surface (at least relative to the size of the surface). Wrinkles on an orange, embossed logos, and pitted bricks are all good examples of things that can be successfully bump-mapped.

Bump mapping adds apparent geometric complexity during fragment processing, so once again the key to the process is our fragment shader. This implies that the lighting operation must be performed by our fragment shader instead of by the vertex shader where it is often handled. Again, this points out one of the advantages of the programmability that is available through the OpenGL Shading Language. We are free to perform whatever operations are necessary, in either the vertex shader or the fragment shader. We don't need to be bound to the fixed functionality ideas of where things like lighting are performed.

The key to bump mapping is that we need a valid surface normal at each fragment location, and we also need a light source and viewing direction vectors. If we have access to all these values in the fragment shader, we can procedurally perturb the normal prior to the light source calculation to produce the appearance of "bumps." In this case, we really are attempting to produce bumps or small spherical nodules on the surface being rendered.

The light source computation is typically performed with dot products. For the result to have meaning, all the components of the light source calculation must be defined in the same coordinate space. So if we used the vertex shader to perform lighting, we would typically define light source positions or directions in eye coordinates and would transform incoming normals and vertex values into this space to do the calculation.

However, the eye-coordinate system isn't necessarily the best choice for doing lighting in the fragment shader. We could normalize the direction to the light and the surface normal after transforming them to eye space and then pass them to the fragment shader as varying variables. However, the light direction vector would need to be renormalized after interpolation to get accurate results. Moreover, whatever method we use to compute the perturbation normal, it would need to be transformed into eye space and added to the surface normal; that vector would also need to be normalized. Without renormalization, the lighting artifacts would be quite noticeable. Performing these operations at every fragment might be reasonably costly in terms of performance. There is a better way.

Let us look at another coordinate space called the [SURFACE-LOCAL COORDINATE SPACE](#). This coordinate system varies over a rendered object, and it assumes that each point is at (0, 0, 0) and that the unperturbed surface normal at each point is (0, 0, 1). This would be a pretty convenient

coordinate system in which to do our bump mapping calculations. But, to do our lighting computation, we need to make sure that our light direction, viewing direction, and the computed perturbed normal are all defined in the same coordinate system. If our perturbed normal is defined in surface-local coordinates, that means we need to transform our light direction and viewing direction into surface-local space as well. How is that accomplished?

What we need is a transformation matrix that transforms each incoming vertex into surface-local coordinates (i.e., incoming vertex  $(x, y, z)$  is transformed to  $(0, 0, 0)$ ). We need to construct this transformation matrix at each vertex. Then, at each vertex, we use the surface-local transformation matrix to transform both the light direction and the viewing direction. In this way, the surface local coordinates of the light direction and the viewing direction are computed at each vertex and interpolated across the primitive. At each fragment, we can use these values to perform our lighting calculation with the perturbed normal that we calculate.

But we still haven't answered the real question. How do we create the transformation matrix that transforms from object coordinates to surface-local coordinates? An infinite number of transforms will transform a particular vertex to  $(0, 0, 0)$ . To transform incoming vertex values, we need a way that gives consistent results as we interpolate between them.

The solution is to require the application to send down one more attribute value for each vertex, a tangent value. Furthermore, we require the application to send us tangents that are consistently defined across the surface of the object. By definition, this tangent vector is in the plane of the surface being rendered and perpendicular to the incoming surface normal. If defined consistently across the object, it serves to orient consistently the coordinate system that we derive. If we perform a cross-product between the tangent vector and the surface normal, we get a third vector that is perpendicular to the other two. This third vector is called the binormal, and it's something that we can compute in our vertex shader. Together, these three vectors form an orthonormal basis, which is what we need to define the transformation from object coordinates into surface-local coordinates. Because this particular surface-local coordinate system is defined with a tangent vector as one of the basis vectors, this coordinate system is sometimes referred to as [TANGENT SPACE](#).

The transformation from object space to surface-local space is shown in [Figure 11.5](#). We transform the object space vector  $(O_x, O_y, O_z)$  into surface-local space by multiplying it by a matrix that contains the tangent vector  $(T_x, T_y, T_z)$  in the first row, the binormal vector  $(B_x, B_y, B_z)$  in the second row, and the surface normal  $(N_x, N_y, N_z)$  in the third row. We can use this process to transform both the light direction vector and the viewing direction vector into surface-local coordinates. The transformed vectors are interpolated across the primitive, and the interpolated vectors are used in the fragment shader to compute the reflection with the procedurally perturbed normal.

**Figure 11.5. Transformation from object space to surface-local space**

$$\begin{bmatrix} S_x \\ S_y \\ S_z \end{bmatrix} = \begin{bmatrix} T_x & T_y & T_z \\ B_x & B_y & B_z \\ N_x & N_y & N_z \end{bmatrix} \begin{bmatrix} O_x \\ O_y \\ O_z \end{bmatrix}$$

### 11.4.1. Application Setup

For our procedural bump map shader to work properly, the application must send a vertex position, a surface normal, and a tangent vector in the plane of the surface being rendered. The application passes the tangent vector as a generic vertex attribute, and binds the index of the

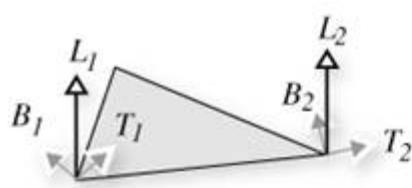
generic attribute to be used to the vertex shader variable `tangent` by calling `glBindAttribLocation`. The application is also responsible for providing values for the uniform variables `LightPosition`, `SurfaceColor`, `BumpDensity`, `BumpSize`, and `SpecularFactor`.

You must be careful to orient the tangent vectors consistently between vertices; otherwise, the transformation into surface-local coordinates will be inconsistent, and the lighting computation will yield unpredictable results. Consistent tangents can be computed algorithmically for mathematically defined surfaces. Consistent tangents for polygonal objects can be computed with neighboring vertices and by application of a consistent ordering with respect to the object's texture coordinates.

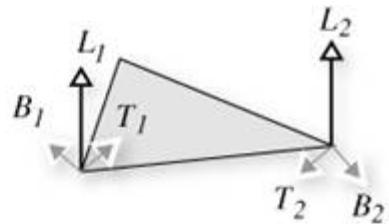
The problem with inconsistently defined normals is illustrated in [Figure 11.6](#). This diagram shows two triangles, one with consistently defined tangents and one with inconsistently defined tangents. The gray arrowheads indicate the tangent and binormal vectors (the surface normal is pointing straight out of the page). The white arrowheads indicate the direction toward the light source (in this case, a directional light source is illustrated).

### **Figure 11.6. Inconsistently defined tangents can lead to large lighting errors**

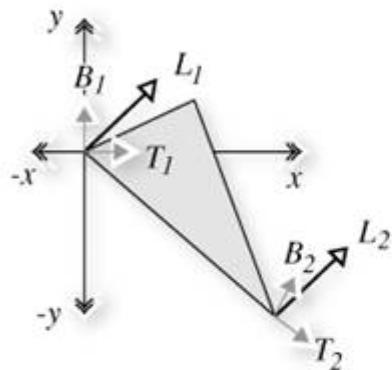
[\[View full size image\]](#)



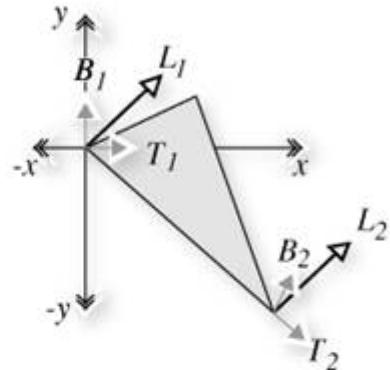
Case 1: Consistent tangents



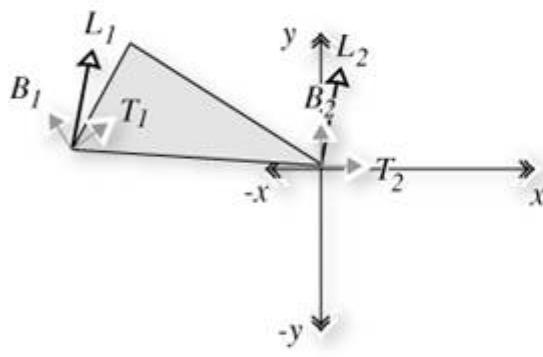
Case 2: Inconsistent tangents



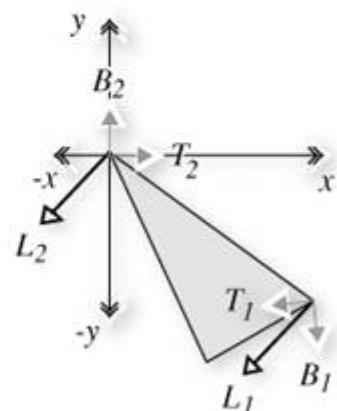
Case 1: Surface-local space for vertex 1



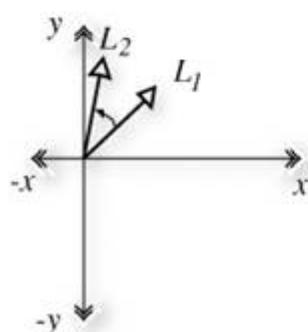
Case 2: Surface-local space for vertex 1



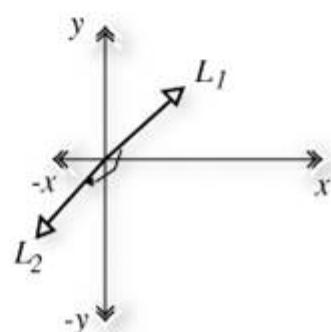
Case 1: Surface-local space for vertex 2



Case 2: Surface-local space for vertex 2



Case 1: Small interpolation between light vectors



Case 2: Large interpolation between light vectors

When we transform vertex 1 to surface-local coordinates, we get the same initial result in both cases. When we transform vertex 2, we get a large difference because the tangent vectors are very different between the two vertices. If tangents were defined consistently, this situation

would not occur unless the surface had a high degree of curvature across this polygon. And if that were the case, we would really want to tessellate the geometry further to prevent this from happening.

The result is that in case 1, our light direction vector is smoothly interpolated from the first vertex to the second and all the interpolated vectors are roughly the same length. If we normalize this light vector at each vertex, the interpolated vectors are very close to unit length as well.

But in case 2, the interpolation causes vectors of wildly different lengths to be generated, some of them near zero. This causes severe artifacts in the lighting calculation.

OpenGL does not have a defined vertex attribute for a tangent vector. The best choice is to use a generic vertex attribute to pass in the tangent value. We don't need to compute the binormal in the application; we have the vertex shader compute it automatically.

The shaders described in the following section are descendants of the "bumpy/shiny" shader that John Kessenich and I developed for the SIGGRAPH 2002 course, *State of the Art in Hardware Shading*.

### 11.4.2. Vertex Shader

The vertex shader for our procedural bump map shader is shown in [Listing 11.7](#). This shader is responsible for computing the surface-local direction to the light and the surface-local direction to the eye. To do this, it accepts the incoming vertex position, surface normal, and tangent vector; computes the binormal; and transforms the eye space light direction and viewing direction, using the created surface-local transformation matrix. The texture coordinates are also passed on to the fragment shader because they are used to determine the position of our procedural bumps.

#### **Listing 11.7. Vertex shader for doing procedural bump mapping**

```
varying vec3 LightDir;
varying vec3 EyeDir;

uniform vec3 LightPosition;

attribute vec3 Tangent;

void main()
{
    EyeDir        = vec3(gl_ModelViewMatrix * gl_Vertex);
    gl_Position    = ftransform();
    gl_TexCoord[0] = gl_MultiTexCoord0;

    vec3 n = normalize(gl_NormalMatrix * gl_Normal);
    vec3 t = normalize(gl_NormalMatrix * Tangent);
    vec3 b = cross(n, t);

    vec3 v;
    v.x = dot(LightPosition, t);
    v.y = dot(LightPosition, b);
    v.z = dot(LightPosition, n);
    LightDir = normalize(v);

    v.x = dot(EyeDir, t);
    v.y = dot(EyeDir, b);
    v.z = dot(EyeDir, n);
    EyeDir = normalize(v);
```

```
}
```

### 11.4.3. Fragment Shader

The fragment shader for doing procedural bump mapping is shown in [Listing 11.8](#). A couple of the characteristics of the bump pattern are parameterized by being declared as uniform variables, namely, *BumpDensity* (how many bumps per unit area) and *BumpSize* (how wide each bump will be). Two of the general characteristics of the overall surface are also defined as uniform variables: *SurfaceColor* (base color of the surface) and *SpecularFactor* (specular reflectance property).

The bumps that we compute are round. Because the texture coordinate is used to determine the positioning of the bumps, the first thing we do is multiply the incoming texture coordinate by the *density* value. This controls whether we see more or fewer bumps on the surface. Using the resulting grid, we compute a bump located in the center of each grid square. The components of the perturbation vector *p* are computed as the distance from the center of the bump in the *x* direction and the distance from the center of the bump in the *y* direction. (We only perturb the normal in the *x* and *y* directions. The *z* value for our perturbation normal is always 1.0.) We compute a "pseudodistance" *d* by squaring the components of *p* and summing them. (The real distance could be computed at the cost of doing another square root, but it's not really necessary if we consider *BumpSize* to be a relative value rather than an absolute value.)

To perform a proper reflection calculation later on, we really need to normalize the perturbation normal. This normal must be a unit vector so that we can perform dot products and get accurate cosine values for use in the lighting computation. We normalize a vector by multiplying each component of the normal by  $1.0 / \sqrt{x^2 + y^2 + z^2}$ . Because of our computation for *d*, we've already computed part of what we need (i.e.,  $x^2 + y^2$ ). Furthermore, because we're not perturbing *z* at all, we know that  $z^2$  will always be 1.0. To minimize the computation, we just finish computing our normalization factor at this point in the shader by computing  $1.0 / \sqrt{d + 1.0}$ .

Next, we compare *d* to *BumpSize* to see if we're in a bump or not. If we're not, we set our perturbation vector to 0 and our normalization factor to 1.0. The lighting computation happens in the next few lines. We compute our normalized perturbation vector by multiplying through with the normalization factor *f*. The diffuse and specular reflection values are computed in the usual way, except that the interpolated surface-local coordinate light and view direction vectors are used. We get decent results without normalizing these two vectors as long as we don't have large differences in their values between vertices.

#### Listing 11.8. Fragment shader for procedural bump mapping

```
varying vec3 LightDir;
varying vec3 EyeDir;

uniform vec3 SurfaceColor;      // = (0.7, 0.6, 0.18)
uniform float BumpDensity;     // = 16.0

uniform float BumpSize;         // = 0.15
uniform float SpecularFactor;   // = 0.5

void main()
{
    vec3 litColor;
    vec2 c = BumpDensity * gl_TexCoord[0].st;
    vec2 p = fract(c) - vec2(0.5);
```

```

float d, f;
d = p.x * p.x + p.y * p.y;
f = 1.0 / sqrt(d + 1.0);

if (d >= BumpSize)
{ p = vec2(0.0); f = 1.0; }

vec3 normDelta = vec3(p.x, p.y, 1.0) * f;
litColor = SurfaceColor * max(dot(normDelta, LightDir), 0.0);
vec3 reflectDir = reflect(LightDir, normDelta);

float spec = max(dot(EyeDir, reflectDir), 0.0);
spec = pow(spec, 6.0)
spec *= SpecularFactor;
litColor = min(litColor + spec, vec3(1.0));

gl_FragColor = vec4(litColor, 1.0);
}

```

The results from the procedural bump map shader are shown applied to two objects, a simple box and a torus, in Color Plate 15. The texture coordinates are used as the basis for positioning the bumps, and because the texture coordinates go from 0.0 to 1.0 four times around the diameter of the torus, the bumps look much closer together on that object.

#### 11.4.4. Normal Maps

It is easy to modify our shader so that it obtains the normal perturbation values from a texture rather generating them procedurally. A texture that contains normal perturbation values for the purpose of bump mapping is called a [BUMP MAP](#) or a [NORMAL MAP](#).

An example of a normal map and the results applied to our simple box object are shown in Color Plate 16. Individual components for the normals can range from [1,1]. To be encoded into an RGB texture with 8 bits per component, they must be mapped into the range [0,1]. The normal map appears chalk blue because the default perturbation vector of (0,0,1) is encoded in the normal map as (0.5,0.5,1.0). The normal map could be stored in a floating-point texture. Today's graphics hardware supports textures with 16-bit floating-point values per color component and textures with 32-bit floating-point values per color component. If you use a floating-point texture format for storing normals, your image quality tends to increase (for instance, reducing banding effects in specular highlights). Of course, textures that are 16 bits per component require twice as much texture memory as 8-bit per component textures, and performance might be reduced.

The vertex program is identical to the one described in [Section 11.4.2](#). The fragment shader is almost the same, except that instead of computing the perturbed normal procedurally, the fragment shader obtains it from a normal map stored in texture memory.

## 11.5. Summary

A master magician can make it look like something is created out of thin air. With procedural textures, you, as a shader writer, can express algorithms that turn flat gray surfaces into colorful, patterned, bumpy, or reflective ones. The trick is to come up with an algorithm that expresses the texture you envision. By coding this algorithm as an OpenGL shader, you too can create something out of thin air.

In this chapter, we only scratched the surface of what's possible. We created a stripe shader, but grids and checkerboards and polka dots are no more difficult. We created a toy ball with a star, but we could have created a beach ball with snowflakes. Shaders can be written to procedurally include or exclude geometry or to add bumps or grooves. Additional procedural texturing effects are illustrated later in this book. [Chapter 15](#) shows how an irregular function (noise) can achieve a wide range of procedural texturing effects. Shaders for generating procedural textures with a more complex mathematical function (the Mandelbrot and Julia sets) and for creating non-photorealistic effects are also described later in the book.

Procedural textures are mathematically precise, are easy to parameterize, and don't require large amounts of texture memory. The end goal of a vertex shader/fragment shader pair is to produce a color value (and possibly a depth value) that will be written into the frame buffer. Because the OpenGL Shading Language is a procedural programming language, the only limit to this computation is your imagination.

## 11.6. Further Information

The book *Texturing and Modeling: A Procedural Approach, Third Edition*, by Ebert et al. (2002) is entirely devoted to creating images procedurally. This book contains a wealth of information and inspires a ton of ideas for the creation and use of procedural models and textures.

The shaders written in the RenderMan Shading Language are often procedural in nature, and *The RenderMan Companion* by Steve Upstill (1990) and *Advanced RenderMan: Creating CGI for Motion Pictures* by Apodaca and Gritz (1999) contain some notable examples.

Bump mapping was invented by Jim Blinn and described in his 1978 SIGGRAPH paper, *Simulation of Wrinkled Surfaces*. A very good overview of bump mapping techniques can be found in a paper titled *A Practical and Robust Bump-mapping Technique for Today's GPUs* by Mark Kilgard (2000).

A Photoshop plug-in for creating a normal map from an image is available at NVIDIA's developer Web site at [http://developer.nvidia.com/object/photoshop\\_dds\\_plugins.html](http://developer.nvidia.com/object/photoshop_dds_plugins.html).

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<http://www.renderman.org/RMR/Books/arman/materials.html>
2. Blinn, James, *Simulation of Wrinkled Surfaces*, Computer Graphics (SIGGRAPH '78 Proceedings), pp. 286292, August 1978.
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5. NVIDIA developer Web site. <http://developer.nvidia.com>
6. Rost, Randi J., *The OpenGL Shading Language*, SIGGRAPH 2002, Course 17, course notes. <http://3dshaders.com/pubs>
7. Upstill, Steve, *The RenderMan Companion: A Programmer's Guide to Realistic Computer Graphics*, Addison-Wesley, Reading, Massachusetts, 1990.

# Chapter 12. Lighting

In the real world, we see things because they reflect light from a light source or because they are light sources themselves. In computer graphics, just as in real life, we won't be able to see an object unless it is illuminated or emits light. To generate more realistic images, we need to have more realistic models for illumination, shadows, and reflection than those we've discussed so far.

In this chapter and the next two, we explore how the OpenGL Shading Language can help us implement such models so that they can execute at interactive rates on programmable graphics hardware. In this chapter, we look at some lighting models that provide more flexibility and give more realistic results than those built into OpenGL's fixed functionality rendering pipeline. Much has been written on the topic of lighting in computer graphics. We only examine a few methods in this chapter. Hopefully, you'll be inspired to try implementing some others on your own.

## 12.1. Hemisphere Lighting

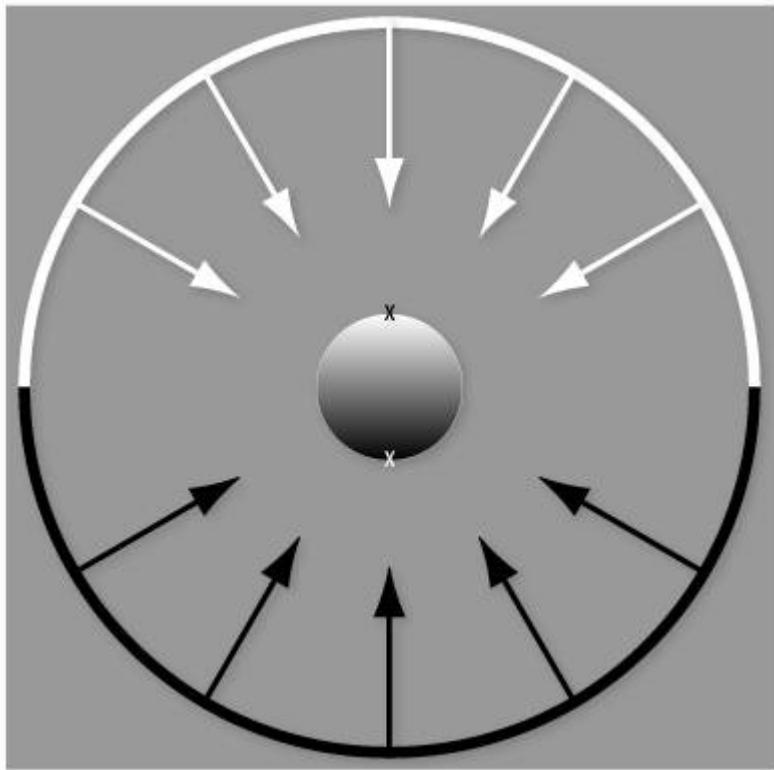
In [Chapter 9](#), we looked carefully at the fixed functionality lighting model built into OpenGL and developed shader code to mimic the fixed functionality behavior. However, this model has a number of flaws, and these flaws become more apparent as we strive for more realistic rendering effects. One problem is that objects in a scene do not typically receive all their illumination from a small number of specific light sources. Interreflections between objects often have noticeable and important contributions to objects in the scene. The traditional computer graphics illumination model attempts to account for this phenomena through an ambient light term. However, this ambient light term is usually applied equally across an object or an entire scene. The result is a flat and unrealistic look for areas of the scene that are not affected by direct illumination.

Another problem with the traditional illumination model is that light sources in real scenes are not point lights or even spotlights; they are area lights. Consider the indirect light coming in from the window and illuminating the floor and the long fluorescent light bulbs behind a rectangular translucent panel. For an even more common case, consider the illumination outdoors on a cloudy day. In this case, the entire visible hemisphere is acting like an area light source. In several presentations and tutorials, Chas Boyd, Dan Baker, and Philip Taylor of Microsoft described this situation as [HEMISPHERE LIGHTING](#) and discussed how to implement it in DirectX. Let's look at how we might create an OpenGL shader to simulate this type of lighting environment.

The idea behind hemisphere lighting is that we model the illumination as two hemispheres. The upper hemisphere represents the sky, and the lower hemisphere represents the ground. A location on an object with a surface normal that points straight up gets all of its illumination from the upper hemisphere, and a location with a surface normal pointing straight down gets all of its illumination from the lower hemisphere (see [Figure 12.1](#)). By picking appropriate colors for the two hemispheres, we can make the sphere look as though locations with normals pointing up are illuminated and those with surface normals pointing down are in shadow.

**Figure 12.1. A sphere illuminated using the hemisphere lighting model.**

**A point on the top of the sphere (the black "x") receives illumination only from the upper hemisphere (i.e., the sky color). A point on the bottom of the sphere (the white "x") receives illumination only from the lower hemisphere (i.e., the ground color). A point right on the equator would receive half of its illumination from the upper hemisphere and half from the lower hemisphere (e.g., 50% sky color and 50% ground color).**



To compute the illumination at any point on the surface, we must compute the integral of the illumination received at that point:

$$Color = a \cdot SkyColor + (1 - a) \cdot GroundColor$$

where

$$a = 1.0 - (0.5 \cdot \sin(\theta)) \text{ for } \theta \leq 90^\circ$$

$$a = 0.5 \cdot \sin(\theta) \text{ for } \theta > 90^\circ$$

$\theta$  = angle between surface normal and north pole direction

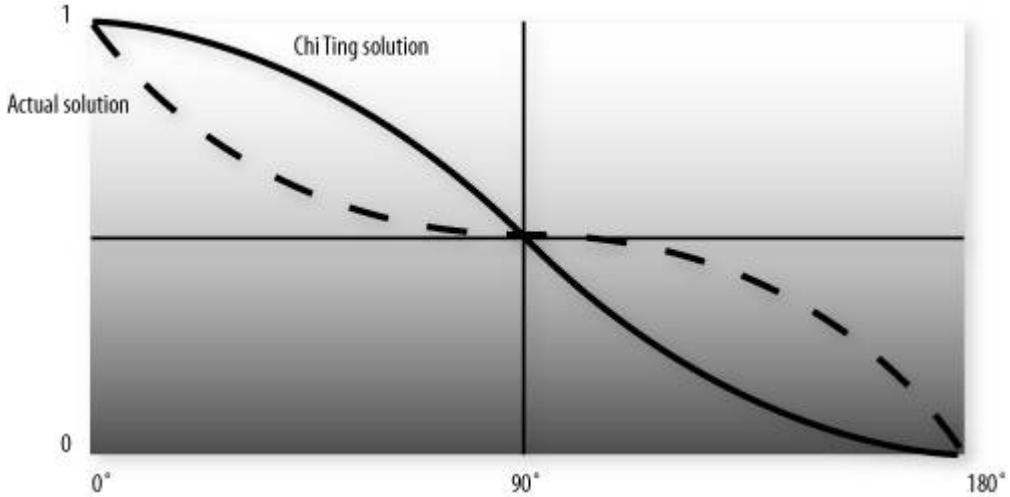
But we can actually calculate  $a$  in another way that is simpler but roughly equivalent:

$$a = 0.5 + (0.5 \cdot \cos(\theta))$$

This approach eliminates the need for a conditional. Furthermore, we can easily compute the cosine of the angle between two unit vectors by taking the dot product of the two vectors. This is an example of what Jim Blinn likes to call "the ancient Chinese art of *chi ting*." In computer graphics, if it looks good enough, it is good enough. It doesn't really matter whether your calculations are physically correct or a colossal cheat. The difference between the two functions is shown in [Figure 12.2](#). The shape of the two curves is similar. One is the mirror of the other, but the area under the curves is the same. This general equivalency is good enough for the effect we're after, and the shader is simpler and will likely execute faster as well.

**Figure 12.2. Comparing the actual analytic function for hemisphere lighting to a similar but higher-performance function.**

[\[View full size image\]](#)



For the hemisphere shader, we need to pass in uniform variables for the sky color and the ground color. We can also consider the "north pole" to be our light position. If we pass this in as a uniform variable, we can light the model from different directions.

[Listing 12.1](#) shows a vertex shader that implements hemisphere lighting. As you can see, the shader is quite simple. The main purpose of the shader is to compute the diffuse color value and pass it on to fixed functionality fragment processing so that it can be written into the framebuffer. We accomplish this purpose by storing the computed color value in the built-in varying variable `gl_FrontColor`. Results for this shader are shown in Color Plate 21D and G. Compare this to the results of shading with a single directional light source shown in Color Plate 21A and B. Not only is the hemisphere shader simpler and more efficient, it produces a much more realistic lighting effect too! This lighting model can be utilized for tasks like model preview, where it is important to examine all the details of a model. It can also be used in conjunction with the traditional computer graphics illumination model. Point, directional, or spot lights can be added on top of the hemisphere lighting model to provide more illumination to important parts of the scene.

### **Listing 12.1. Vertex shader for hemisphere lighting**

```

uniform vec3 LightPosition;
uniform vec3 SkyColor;
uniform vec3 GroundColor;
void main()
{
    vec3 ecPosition = vec3(gl_ModelViewMatrix * gl_Vertex);
    vec3 tnorm = normalize(gl_NormalMatrix * gl_Normal);
    vec3 lightVec = normalize(LightPosition - ecPosition);
    float costheta = dot(tnorm, lightVec);
    float a = 0.5 + 0.5 * costheta;

    gl_FrontColor = mix(GroundColor, SkyColor, a);

    gl_Position = ftransform();
}

```

One of the issues with this model is that it doesn't account for self-occlusion. Regions that should really be in shadow because of the geometry of the model appear too bright. We remedy this in [Chapter 13](#).

## 12.2. Image-Based Lighting

Back in [Chapter 10](#) we looked at shaders to perform environment mapping. If we're trying to achieve realistic lighting in a computer graphics scene, why not just use an environment map for the lighting? This approach to illumination is called [IMAGE-BASED LIGHTING](#); it has been popularized in recent years by researcher Paul Debevec at the University of Southern California. Churches and auditoriums may have dozens of light sources on the ceiling. Rooms with many windows also have complex lighting environments. It is often easier and much more efficient to sample the lighting in such environments and store the results in one or more environment maps than it is to simulate numerous individual light sources.

The steps involved in image-based lighting are

1. Use a [LIGHT PROBE](#) (e.g., a reflective sphere) to capture (e.g., photograph) the illumination that occurs in a real-world scene. The captured omnidirectional, high-dynamic range image is called a [LIGHT PROBE IMAGE](#).
2. Use the light probe image to create a representation of the environment (e.g., an environment map).
3. Place the synthetic objects to be rendered inside the environment.
4. Render the synthetic objects by using the representation of the environment created in step 2.

On his Web site (<http://www.debevec.org/>), Debevec offers a number of useful things to developers. For one, he has made available a number of images that can be used as high-quality environment maps to provide realistic lighting in a scene. These images are high dynamic range (HDR) images that represent each color component with a 32-bit floating-point value. Such images can represent a much greater range of intensity values than can 8-bit-per-component images. For another, he makes available a tool called HDRShop that manipulates and transforms these environment maps. Through links to his various publications and tutorials, he also provides step-by-step instructions on creating your own environment maps and using them to add realistic lighting effects to computer graphics scenes.

Following Debevec's guidance, I purchased a 2-inch chrome steel ball from McMaster-Carr Supply Company (<http://www.mcmaster.com>). We used this ball to capture a light probe image from the center of the square outside our office building in downtown Fort Collins, Colorado (Color Plate 10A). We then used HDRShop to create a lat-long environment map (Color Plate 9) and a cube map (Color Plate 10B) of the same scene. The cube map andlatlong map can be used to perform environment mapping as described in [Chapter 10](#). That shader simulated a surface with an underlying base color and diffuse reflection characteristics that was covered by a transparent mirror-like layer that reflected the environment flawlessly.

We can simulate other types of objects if we modify the environment maps before they are used. A point on the surface that reflects light in a diffuse fashion reflects light from all the light sources that are in the hemisphere in the direction of the surface normal at that point. We can't really afford to access the environment map a large number of times in our shader. What we can do instead is similar to what we discussed for hemisphere lighting. Starting from our light probe image, we can construct an environment map for diffuse lighting. Each texel in this environment map will contain the weighted average (i.e., the convolution) of other texels in the visible hemisphere as defined by the surface normal that would be used to access that texel in the environment.

Again, HDRShop has exactly what we need. We can use HDRShop to create a lat-long image from our original light probe image. We can then use a command built into HDRShop that performs the necessary convolution. This operation can be time consuming, because at each texel in the image, the contributions from half of the other texels in the image must be considered. Luckily, we don't need a very large image for this purpose. The effect is essentially the same as creating a very blurry image of the original light probe image. Since there is no high frequency content in the computed image, a cube map with faces that are 64 x 64 or 128 x 128 works just fine. An example of a diffuse environment map is shown in Color Plate 10C.

A single texture access into this diffuse environment map provides us with the value needed for our diffuse reflection calculation. What about the specular contribution? A surface that is very shiny will reflect the illumination from a light source just like a mirror. This is what we saw in the environment mapping shader from [Chapter 10](#). A single point on the surface reflects a single point in the environment. For surfaces that are rougher, the highlight defocuses and spreads out. In this case, a single point on the surface reflects several points in the environment, though not the whole visible hemisphere like a diffuse surface. HDRShop lets us blur an environment map by providing a Phong exponent a degree of shininess. A value of 1.0 convolves the environment map to simulate diffuse reflection, and a value of 50 or more convolves the environment map to simulate a somewhat shiny surface. An example of the Old Town Square environment map that has been convolved with a Phong exponent value of 50 is shown in Color Plate 10D.

The shaders that implement these concepts end up being quite simple and quite fast. In the vertex shader, all that is needed is to compute the reflection direction at each vertex. This value and the surface normal are sent to the fragment shader as varying variables. They are interpolated across each polygon, and the interpolated values are used in the fragment shader to access the two environment maps in order to obtain the diffuse and the specular components. The values obtained from the environment maps are combined with the object's base color to arrive at the final color for the fragment. The shaders are shown in [Listing 12.2](#) and [Listing 12.3](#). Examples of images created with this technique are shown in Color Plate 18.

## **Listing 12.2. Vertex shader for image-based lighting**

```

varying vec3 ReflectDir;
varying vec3 Normal;

void main()
{
    gl_Position = ftransform();
    Normal = normalize(gl_NormalMatrix * gl_Normal);
    vec4 pos = gl_ModelViewMatrix * gl_Vertex;
    vec3 eyeDir = pos.xyz;
    ReflectDir = reflect(eyeDir, Normal);
}

```

## **Listing 12.3. Fragment shader for image-based lighting**

```

uniform vec3 BaseColor;
uniform float SpecularPercent;
uniform float DiffusePercent;

uniform samplerCube SpecularEnvMap;
uniform samplerCube DiffuseEnvMap;

varying vec3 ReflectDir;
varying vec3 Normal;

```

```
void main()
{
    // Look up environment map values in cube maps

    vec3 diffuseColor =
        vec3(textureCube(DiffuseEnvMap, normalize(Normal)));

    vec3 specularColor =
        vec3(textureCube(SpecularEnvMap, normalize(ReflectDir)));

    // Add lighting to base color and mix

    vec3 color = mix(BaseColor, diffuseColor*BaseColor, DiffusePercent);
    color = mix(color, specularColor + color, SpecularPercent);

    gl_FragColor = vec4(envColor, 1.0);
}
```

The environment maps that are used can reproduce the light from the whole scene. Of course, objects with different specular reflection properties require different specular environment maps. And producing these environment maps requires some manual effort and lengthy preprocessing. But the resulting quality and performance make image-based lighting a great choice in many situations.

## 12.3. Lighting with Spherical Harmonics

In 2001, Ravi Ramamoorthi and Pat Hanrahan presented a method that uses spherical harmonics for computing the diffuse lighting term. This method reproduces accurate diffuse reflection, based on the content of a light probe image, without accessing the light probe image at runtime. The light probe image is preprocessed to produce coefficients that are used in a mathematical representation of the image at runtime. The mathematics behind this approach is beyond the scope of this book (see the references at the end of this chapter if you want all the details). Instead, we lay the necessary groundwork for this shader by describing the underlying mathematics in an intuitive fashion. The result is remarkably simple, accurate, and realistic, and it can easily be codified in an OpenGL shader. This technique has already been used successfully to provide real-time illumination for games and has applications in computer vision and other areas as well.

Spherical harmonics provides a frequency space representation of an image over a sphere. It is analogous to the Fourier transform on the line or circle. This representation of the image is continuous and rotationally invariant. Using this representation for a light probe image, Ramamoorthi and Hanrahan showed that you could accurately reproduce the diffuse reflection from a surface with just nine spherical harmonic basis functions. These nine spherical harmonics are obtained with constant, linear, and quadratic polynomials of the normalized surface normal.

Intuitively, we can see that it is plausible to accurately simulate the diffuse reflection with a small number of basis functions in frequency space since diffuse reflection varies slowly across a surface. With just nine terms used, the average error over all surface orientations is less than 3% for any physical input lighting distribution. With Debevec's light probe images, the average error was shown to be less than 1% and the maximum error for any pixel was less than 5%.

Each spherical harmonic basis function has a coefficient that depends on the light probe image being used. The coefficients are different for each color channel, so you can think of each coefficient as an RGB value. A preprocessing step is required to compute the nine RGB coefficients for the light probe image to be used. Ramamoorthi makes the code for this preprocessing step available for free on his Web site. I used this program to compute the coefficients for all the light probe images in Debevec's light probe gallery as well as the Old Town Square light probe image and summarized the results in [Table 12.1](#).

**Table 12.1. Spherical harmonic coefficients for light probe images**

Coefficient	Uffizi Gallery								
	Old Town Square	Grace Cathedral	Eucalyptus Grove	St. Peter's Basilica					
L00	.87 .88 .86	.79 .44 .54	.38 .43 .45	.36 .26 .23	.32 .31 .35				
L1m1	.18 .25 .31	.39 .35 .60	.29 .36 .41	.18 .14 .13	.37 .37 .43				
L10	.03 .04 .04	-.34 -.18 -.27	.04 .03 .01	-.02 -.01 .00	.00 .00 .00				
L11	-.00 -.03 -.05	-.29 -.06 .01	-.10 -.10 -.09	.03 .02 .00	-.01 -.01 -.01				
L2m2	-.12 -.12 -.12	-.11 -.05 -.12	-.06 -.06 -.04	.02 .01 .00	-.02 -.02 -.03				
L2m1	.00 .00 .01	-.26 -.22 -.47	.01 -.01 -.05	-.05 -.03 -.01	-.01 -.01 -.01				
L20	-.03 -.02 -.02	-.16 -.09 -.15	-.09 -.13 -.15	-.09 -.08 -.07	-.28 -.28 -.32				
L21	-.08 -.09 -.09	.56 .21 .14	-.06 -.05 -.04	.01 .00 .00	.00 .00 .00				
L22	-.16 -.19 -.22	.21 -.05 -.30	.02 .00 -.05	-.08 -.03 .00	-.24 -.24 -.28				

Coefficient	Funston Beach Sunset								
	Galileo's Tomb	Vine Street Kitchen	Breezeway	Campus Sunset					
L00	1.04 .76 .71	.64 .67 .73	.32 .36 .38	.79 .94 .98	.68 .69 .70				
L1m1	.44 .34 .34	.28 .32 .33	.37 .41 .45	.44 .56 .70	.32 .37 .44				
L10	-.22 -.18 -.17	.42 .60 .77	-.01 -.01 -.01	-.10 -.18 -.27	-.17 -.17 -.17				
L11	.71 .54 .56	-.05 -.04 -.02	-.10 -.12 -.12	.45 .38 .20	-.45 -.42 -.34				
L2m2	.64 .50 .52	-.10 -.08 -.05	-.13 -.15 -.17	.18 .14 .05	-.17 -.17 -.15				
L2m1	-.12 -.09 -.08	.25 .39 .53	-.01 -.02 .02	-.14 -.22 -.31	-.08 -.09 -.10				
L20	-.37 -.28 -.29	.38 .54 .71	-.07 -.08 -.09	-.39 -.40 -.36	-.03 -.02 -.01				
L21	-.17 -.13 -.13	.06 .01 -.02	.02 .03 0.03	.09 .07 .04	.16 .14 .10				
L22	.55 .42 .42	-.03 -.02 -.03	-.29 -.32 -.36	.67 .67 .52	.37 .31 .20				

[View Full Width]

The equation for diffuse reflection using spherical harmonics is

$$\text{Diffuse} = c_1 L_{22} (x^2 - y^2) + c_3 L_{20} z^2 + c_4 L_{20} - c_5 L_{20} + 2c_1 (L_{2-2} xy + L_{21} xz + L_{2-1} yz) + 2c_2 (L_{11} x + L_{1-1} y + L_{10} z)$$

The constants  $c_1 c_5$  result from the derivation of this formula and are shown in the vertex shader code in [Listing 12.4](#). The  $L$  coefficients are the nine basis function coefficients computed for a specific light probe image in the preprocessing phase. The  $x$ ,  $y$ , and  $z$  values are the coordinates of the normalized surface normal at the point that is to be shaded. Unlike low dynamic range images (e.g., 8 bits per color component) that have an implicit minimum value of 0 and an implicit maximum value of 255, high dynamic range images represented with a floating-point value for each color component don't contain well-defined minimum and maximum values. The minimum and maximum values for two HDR images may be quite different from each other, unless the same calibration or creation process was used to create both images. It is even possible to have an HDR image that contains negative values. For this reason, the vertex shader contains an overall scaling factor to make the final effect look right.

The vertex shader that encodes the formula for the nine spherical harmonic basis functions is actually quite simple. When the compiler gets hold of it, it becomes simpler still. An optimizing

compiler typically reduces all the operations involving constants. The resulting code is quite efficient because it contains a relatively small number of addition and multiplication operations that involve the components of the surface normal.

#### **Listing 12.4. Vertex shader for spherical harmonics lighting**

```

varying vec3 DiffuseColor;
uniform float ScaleFactor;

const float C1 = 0.429043;
const float C2 = 0.511664;
const float C3 = 0.743125;
const float C4 = 0.886227;
const float C5 = 0.247708;

// Constants for Old Town Square lighting
const vec3 L00 = vec3( 0.871297, 0.875222, 0.864470);
const vec3 L1m1 = vec3( 0.175058, 0.245335, 0.312891);
const vec3 L10 = vec3( 0.034675, 0.036107, 0.037362);
const vec3 L11 = vec3(-0.004629, -0.029448, -0.048028);
const vec3 L2m2 = vec3(-0.120535, -0.121160, -0.117507);
const vec3 L2m1 = vec3( 0.003242, 0.003624, 0.007511);
const vec3 L20 = vec3(-0.028667, -0.024926, -0.020998);
const vec3 L21 = vec3(-0.077539, -0.086325, -0.091591);
const vec3 L22 = vec3(-0.161784, -0.191783, -0.219152);

void main()
{
    vec3 tnorm = normalize(gl_NormalMatrix * gl_Normal);

    DiffuseColor = C1 * L22 * (tnorm.x * tnorm.x - tnorm.y * tnorm.y) +
                  C3 * L20 * tnorm.z * tnorm.z +
                  C4 * L00 -
                  C5 * L20 +
                  2.0 * C1 * L2m2 * tnorm.x * tnorm.y +
                  2.0 * C1 * L21 * tnorm.x * tnorm.z +
                  2.0 * C1 * L2m1 * tnorm.y * tnorm.z +
                  2.0 * C2 * L11 * tnorm.x +
                  2.0 * C2 * L1m1 * tnorm.y +
                  2.0 * C2 * L10 * tnorm.z;

    DiffuseColor *= ScaleFactor;

    gl_Position = ftransform();
}

```

#### **Listing 12.5. Fragment shader for spherical harmonics lighting**

```

varying vec3 DiffuseColor;

void main()
{
    gl_FragColor = vec4(DiffuseColor, 1.0);
}

```

Once again, our fragment shader has very little work to do. Because the diffuse reflection typically changes slowly, for scenes without large polygons we can reasonably compute it in the vertex shader and interpolate it during rasterization. As with hemispherical lighting, we can add procedurally defined point, directional, or spotlights on top of the spherical harmonics lighting to provide more illumination to important parts of the scene. Results of the spherical harmonics shader are shown in Color Plate 19. Compare Color Plate 19A with the Old Town Square environment map in Color Plate 9. Note that the top of the dog's head has a bluish cast, while there is a brownish cast on his chin and chest. Coefficients for some of Paul Debevec's light probe images provide even greater color variations. We could make the diffuse lighting from the spherical harmonics computation more subtle by blending it with the object's base color.

The trade-offs in using image-based lighting versus procedurally defined lights are similar to the trade-offs between using stored textures versus procedural textures, as discussed in [Chapter 11](#). Image-based lighting techniques can capture and recreate complex lighting environments relatively easily. It would be exceedingly difficult to simulate such an environment with a large number of procedural light sources. On the other hand, procedurally defined light sources do not use up texture memory and can easily be modified and animated.

## 12.4. The ÜberLight Shader

So far in this chapter we've discussed lighting algorithms that simulate the effect of global illumination for more realistic lighting effects. Traditional point, directional, and spotlights can be used in conjunction with these global illumination effects. However, the traditional light sources leave a lot to be desired in terms of their flexibility and ease of use.

Ronen Barzel of Pixar Animation Studios wrote a paper in 1997 that described a much more versatile lighting model specifically tailored for the creation of computer-generated films. This lighting model has so many features and controls compared to the traditional graphics hardware light source types that its RenderMan implementation became known as the "überlight" shader (i.e., the lighting shader that has everything in it except the proverbial kitchen sink). Larry Gritz wrote a public domain version of this shader that was published in *Advanced RenderMan: Creating CGI for Motion Pictures*, which he coauthored with Tony Apodaca. A Cg version of this shader was published by Fabio Pellacini and Kiril Vidimice of Pixar in the book *GPU Gems*, edited by Randima Fernando. The full-blown überlight shader has been used successfully in a variety of computer-generated films, including *Toy Story*, *Monsters, Inc.*, and *Finding Nemo*. Because of the proven usefulness of the überlight shader, this section looks at how to implement its essential features in the OpenGL Shading Language.

### 12.4.1. ÜberLight Controls

In movies, lighting helps to tell the story in several different ways. Sharon Calahan gives a good overview of this process in the book *Advanced RenderMan: Creating CGI for Motion Pictures*. This description includes five important fundamentals of good lighting design that were derived from the book *Matters of Light & Depth* by Ross Lowell:

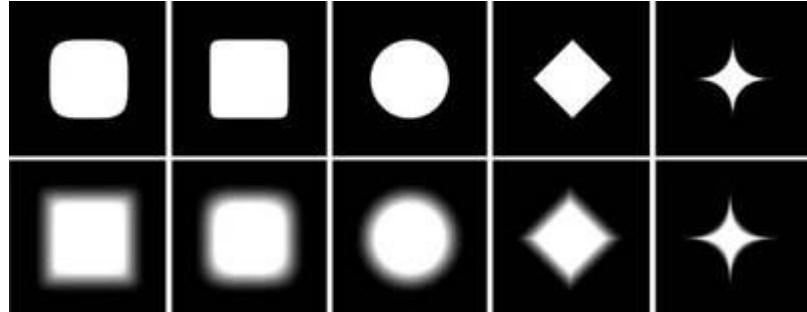
- Directing the viewer's eye
- Creating depth
- Conveying time of day and season
- Enhancing mood, atmosphere, and drama
- Revealing character personality and situation

Because of the importance of lighting to the final product, movies have dedicated lighting designers. To light computer graphics scenes, lighting designers must have an intuitive and versatile lighting model to use.

For the best results in lighting a scene, it is crucial to make proper decisions about the shape and placement of the lights. For the überlight lighting model, lights are assigned a position in world coordinates. The überlight shader uses a pair of superellipses to determine the shape of the light. A superellipse is a function that varies its shape from an ellipse to a rectangle, based on the value of a roundness parameter. By varying the roundness parameter, we can shape the beam of illumination in a variety of ways (see [Figure 12.3](#) for some examples). The superellipse function is defined as

$$\left(\frac{x}{a}\right)^{\frac{2}{d}} + \left(\frac{y}{b}\right)^{\frac{2}{d}} = 1$$

**Figure 12.3. A variety of light beam shapes produced with the überlight shader. We enabled barn shaping and varied the roundness and edge width parameters of the superellipse shaping function. The top row uses edge widths of 0 and the bottom row uses 0.3. From left to right, the roundness parameter is set to 0.2, 0.5, 1.0, 2.0, and 4.0.**



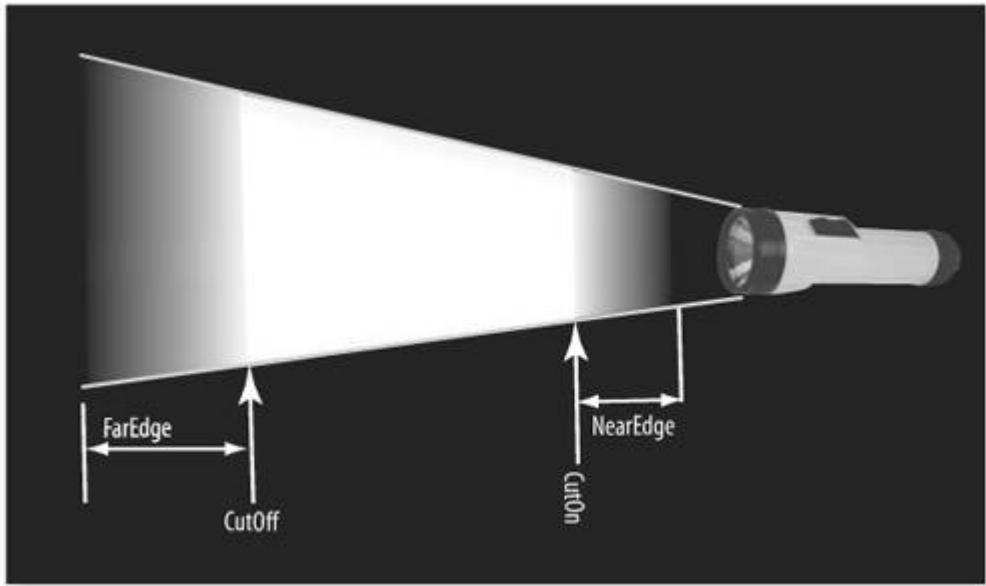
As the value for  $d$  nears 0, this function becomes the equation for a rectangle, and when  $d$  is equal to 1, the function becomes the equation for an ellipse. Values in between create shapes in between a rectangle and an ellipse, and these shapes are also useful for lighting. This is referred to in the shader as barn shaping since devices used in the theater for shaping light beams are referred to as barn doors.

It is also desirable to have a soft edge to the light, in other words, a gradual drop-off from full intensity to zero intensity. We accomplish this by defining a pair of nested superellipses. Inside the innermost superellipse, the light has full intensity. Outside the outermost superellipse, the light has zero intensity. In between, we can apply a gradual transition by using the `smoothstep` function. See [Figure 12.3](#) for examples of lights with and without such soft edges.

Two more controls that add to the versatility of this lighting model are the near and far distance parameters, also known as the cuton and cutoff values. These define the region of the beam that actually provides illumination (see [Figure 12.4](#)). Again, smooth transition zones are desired so that the lighting designer can control the transition. Of course, this particular control has no real-world analogy, but it has proved to be useful for softening the lighting in a scene and preventing the light from reaching areas where no light is desired. See [Figure 12.5](#) for an example of the effect of modifying these parameters.

**Figure 12.4. Effects of the near and far distance parameters for the überlight shader**

[\[View full size image\]](#)



**Figure 12.5. Dramatic lighting effects achieved by alteration of the depth cutoff parameters of the überlight shader. In the first frame, the light barely reaches the elephant model. By simply adjusting the far depth edge value, we can gradually bathe our model in light.**



## 12.4.2. Vertex Shader

[Listing 12.6](#) shows the code for the vertex shader for the überlight model. The main purpose of the vertex shader is to transform vertex positions, surface normals, and the viewing (camera) position into the lighting coordinate system. In this coordinate system the light is at the origin and the z axis is pointed toward the origin of the world coordinate system. This allows us to more easily perform the lighting computations in the fragment shader. The computed values are passed to the fragment shader in the form of the varying variables *LCpos*, *LCnorm*, and *LCcamera*.

To perform these calculations, the application must provide *ViewPosition*, the position of the camera in world space, and *WCLightPos*, the position of the light source in world coordinates.

To do the necessary transformations, we need matrices that transform points from modeling coordinates to world coordinates (*MCToWC*) and from world coordinates to the light coordinate system (*WCToLC*). The corresponding matrices for transforming normals between the same coordinate systems are the inverse transpose matrices (*MCToWCInv* and *WCToLCInv*).

### Listing 12.6. Überlight vertex shader

```
uniform vec3 WCLightPos;           // Position of light in world coordinates
uniform vec4 ViewPosition;         // Position of camera in world space
uniform mat4 WCToLC;               // World to light coordinate transform
```

```

uniform mat4 WCtoLCit;           // World to light inverse transpose
uniform mat4 MCToWC;            // Model to world coordinate transform
uniform mat4 MCToWCit;          // Model to world inverse transpose

varying vec3 LCpos;             // Vertex position in light coordinates
varying vec3 LCnorm;            // Normal in light coordinates
varying vec3 LCcamera;          // Camera position in light coordinates

void main()
{
    gl_Position = ftransform();

    // Compute world space position and normal
    vec4 wcPos = MCToWC * gl_Vertex;
    vec3 wcNorm = (MCToWCit * vec4(gl_Normal, 0.0)).xyz;

    // Compute light coordinate system camera position,
    // vertex position and normal
    LCcamera = (WCtoLC * ViewPosition).xyz;
    LCpos = (WCtoLC * wcPos).xyz;
    LCnorm = (WCtoLCit * vec4(wcNorm, 0.0)).xyz;
}

```

### 12.4.3. Fragment Shader

With the key values transformed into the lighting coordinate system for the specified light source, the fragment shader ([Listing 12.7](#)) can perform the necessary lighting computations. One subroutine in this shader (`superEllipseShape`) computes the attenuation factor of the light across the cross section of the beam. This value is 1.0 for fragments within the inner superellipse, 0 for fragments outside the outer superellipse, and a value between 0 and 1.0 for fragments between the two superellipses. Another subroutine (`distanceShape`) computes a similar attenuation factor along the direction of the light beam. These two values are multiplied together to give us the illumination factor for the fragment.

The computation of the light reflection is done in a manner similar to shaders we've examined in previous chapters. Because the computed normals may become denormalized by linear interpolation, we must renormalize them in the fragment shader to obtain more accurate results. After the attenuation factors are computed, we perform a simple reflection computation that gives a plastic appearance. You could certainly modify these computations to simulate the reflection from some other type of material.

#### **Listing 12.7. Überlight fragment shader**

```

uniform vec3 SurfaceColor;

// Light parameters
uniform vec3 LightColor;
uniform vec3 LightWeights;

// Surface parameters
uniform vec3 SurfaceWeights;
uniform float SurfaceRoughness;
uniform bool AmbientClamping;

// Super ellipse shaping parameters
uniform bool BarnShaping;
uniform float SeWidth;

```

```

uniform float SeHeight;
uniform float SeWidthEdge;
uniform float SeHeightEdge;
uniform float SeRoundness;

// Distance shaping parameters
uniform float DsNear;
uniform float DsFar;
uniform float DsNearEdge;
uniform float DsFarEdge;

varying vec3 LCpos;           // Vertex position in light coordinates
varying vec3 LCnorm;          // Normal in light coordinates
varying vec3 LCcamera;        // Camera position in light coordinates

float superEllipseShape(vec3 pos)
{
    if (!BarnShaping)
        return 1.0;
    else
    {

        // Project the point onto the z = 1.0 plane
        vec2 ppos = pos.xy / pos.z;
        vec2 abspos = abs(ppos);

        float w = SeWidth;
        float W = SeWidth + SeWidthEdge;
        float h = SeHeight;
        float H = SeHeight + SeHeightEdge;

        float exp1 = 2.0 / SeRoundness;
        float exp2 = -SeRoundness / 2.0;

        float inner = w * h * pow(pow(h * abspos.x, exp1) +
                                  pow(w * abspos.y, exp1), exp2);
        float outer = W * H * pow(pow(H * abspos.x, exp1) +
                                  pow(W * abspos.y, exp1), exp2);

        return 1.0 - smoothstep(inner, outer, 1.0);
    }
}
float distanceShape(vec3 pos)
{
    float depth;

    depth = abs(pos.z);

    float dist = smoothstep(DsNear - DsNearEdge, DsNear, depth) *
                (1.0 - smoothstep(DsFar, DsFar + DsFarEdge, depth));
    return dist;
}

void main()
{
    vec3 tmpLightColor = LightColor;

    vec3 N = normalize(LCnorm);
    vec3 L = -normalize(LCpos);
    vec3 V = normalize(LCcamera-LCpos);
    vec3 H = normalize(L + V);

    vec3 tmpColor = tmpLightColor;

```

```

float attenuation = 1.0;
attenuation *= superEllipseShape(LCpos);
attenuation *= distanceShape(LCpos);

float ndotl = dot(N, L);
float ndoth = dot(N, H);

vec3 litResult;

litResult[0] = AmbientClamping ? max(ndotl, 0.0) : 1.0;
litResult[1] = max(ndotl, 0.0);
litResult[2] = litResult[1] * max(ndoth, 0.0) * SurfaceRoughness;
litResult *= SurfaceWeights * LightWeights;

vec3 ambient = tmpLightColor * SurfaceColor * litResult[0];
vec3 diffuse = tmpColor * SurfaceColor * litResult[1];
vec3 specular = tmpColor * litResult[2];
gl_FragColor = vec4(attenuation *
                     (ambient + diffuse + specular), 1.0);
}

```

An example of using this shader is shown in Color Plate 20, along with a screen shot of a user interface designed by Philip Rideout for manipulating its controls. The überlight shader as described by Barzel and Gritz actually has several additional features. It can support multiple lights, but our example shader showed just one for simplicity. The key parameters can be defined as arrays, and a loop can be executed to perform the necessary computations for each light source. In the following chapter, we show how to add shadows to this shader.

## 12.5. Summary

The summary of this chapter is "Just say NO!" to the traditional computer graphics lighting model." Now that programmable graphics hardware has freed us from the shackles of the traditional hardware lighting equations, we are free to implement and experiment with a variety of new techniques. Some of the techniques we explored are both faster and more realistic than the traditional methods.

Hemisphere lighting is a simple way to approximate global illumination in a scene. Environment maps are very useful tools for simulating complex lighting environments. It is neither expensive nor difficult to capture images of real-world lighting conditions. Such light probe images can either be preprocessed and used to perform image-based lighting directly, or they can be preprocessed to compute spherical harmonic basis function coefficients that can be used for simple and high-performance lighting.

We've also seen that the traditional OpenGL fixed functionality lighting model leaves a lot to be desired in terms of flexibility and ease of use. Lighting models such as the one defined by the überlight shader are much more versatile and easier for artists to use.

## 12.6. Further Information

Hemisphere lighting has been popularized by Microsoft and is described in several presentations on DirectX. An online article, *Per-Pixel Lighting*, by Microsoft's Phil Taylor describes this technique. Material in this article was derived from a talk given by Dan Baker and Chas Boyd at Meltdown 2001.

Image-based lighting builds on the foundations of texture mapping and reflection mapping first discussed by Jim Blinn and Martin Newell in 1976. Paul Debevec has recently popularized this area and maintains a Web site (<http://www.debevec.org/>) with lots of useful information on this topic, including a gallery of light probe images, the history of reflection mapping, electronic versions of his publications, and much more. A related Web site is <http://www.hdrshop.com> from which you can download the free (for personal and educational use) version of HDRShop or obtain the commercial version. There are also tutorials that helped me create the light probe images and environment maps described in this chapter.

Spherical harmonic lighting was described by Ravi Ramamoorthi and Pat Hanrahan in their 2001 SIGGRAPH paper. A lengthy and more tractable discussion of the details of this approach is available in a white paper by Robin Green of Sony.

The überlight shader for RenderMan is discussed in the book *Advanced RenderMan: Creating CGI for Motion Pictures* by Apodaca and Gritz. A Cg version of this shader is described by Fabio Pellacini and Kiril Vidimice in the book *GPU Gems*, edited by Randima Fernando.

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# Chapter 13. Shadows

*I have a little shadow that goes in and out with me And what can be the use of him  
is more than I can see.*

From *My Shadow* by Robert Louis Stevenson

Like Robert Louis Stevenson, have you ever wondered what shadows are good for? The previous chapter discussed lighting models, and wherever there is light, there are also shadows. Well, maybe this is true in the real world, but it is not always true in computer graphics. We have talked a lot about illumination already and have developed a variety of shaders that simulate light sources. But so far we have not described any shaders that generate shadows. This lack of shadows is part of the classic computer graphics "look" and is one obvious clue that a scene is synthetic rather than real.

What are shadows good for? Shadows help define the spatial relationships between objects in a scene. Shadows tell us when a character's feet make contact with the floor as he is running. The shape and movement of a bouncing ball's shadow gives us a great deal of information about the ball's location at any point in time. Shadows on objects help reveal shape and form. In film and theater, shadows play a vital role in establishing mood. And in computer graphics, shadows help enhance the apparent realism of the scene.

Although computing shadows adds complexity and slows performance, the increase in comprehension and realism is often worth it. In this chapter, we explore some relatively simple techniques that produce shadows and shadow effects.

## 13.1. Ambient Occlusion

The lighting model built into OpenGL that we explored in [Chapter 9](#) has a simple assumption for ambient light, namely, that it is constant over the entire scene. But if you look around your current location, you will probably see that this is almost always a bad assumption as far as generating a realistic image is concerned. Look underneath the table, and you will see an area that is darker than other areas. Look at the stack of books on the table, and you will see that there are dark areas between the books and probably a darker area near the base of the books. Almost every scene in real life contains a variety of complex shadows.

The alternative lighting models described in the previous chapter are an improvement over OpenGL's fixed function lighting model, but they still fall short. If you look carefully at Color Plate 21D, you can see that the lighting still does not look completely realistic. The area under the chin, the junctions of the legs and the boots, and the creases in the clothing are brightly lit. If this were a real scene, we know that these areas would be darker because they would be obscured by nearby parts of the model. Hence, this object looks fake.

A relatively simple way to add realism to computer-generated imagery is a technique called [AMBIENT OCCLUSION](#). This technique uses a precomputed occlusion (or accessibility) factor to scale the calculated direct diffuse illumination factor. It can be used with a variety of illumination methods, including hemisphere lighting and image-based lighting, as discussed in the preceding chapter. It results in soft shadows that darken parts of the object that are only partially accessible to the overall illumination in a scene.

The basic idea with ambient occlusion is to determine, for each point on an object, how much of the potentially visible hemisphere is actually visible and how much is obstructed by nearby parts of the object. The hemisphere that is considered at each point on the surface is in the direction of the surface normal at that point. For instance, consider the venerable teapot in [Figure 13.1](#). The top of the knob on the teapot's lid receives illumination from the entire visible hemisphere. But a point partway down inside the teapot's spout receives illumination only from a very small percentage of the visible hemisphere, in the direction of the small opening at the end of the spout.

**Figure 13.1. A 2D representation of the process of computing occlusion (accessibility) factors. A point on the top of the knob on the teapot's lid has nothing in the way of the visible hemisphere (accessibility = 1.0) while a point inside the spout has its visible hemisphere mostly obscured (accessibility nearer to 0).**



For a specific model we can precompute these occlusion factors and save them as per-vertex attribute values. Alternatively, we can create a texture map that stores these values for each point on the surface. One method for computing occlusion factors is to cast a large number of

rays from each vertex and keep track of how many intersect another part of the object and how many do not. The percentage of such rays that are unblocked is the accessibility factor. The top of the lid on the teapot has a value of 1 since no other part of the model blocks its view of the visible hemisphere. A point partway down the spout has an accessibility value near 0, because its visible hemisphere is almost completely obscured.

We then multiply the computed accessibility (or occlusion) factor by our computed diffuse reflection value. This has the effect of darkening areas that are obscured by other parts of the model. It is simple enough to use this value in conjunction with our other lighting models. For instance, the hemisphere lighting vertex shader that we developed in [Section 12.1](#) can incorporate ambient occlusion with a few simple changes, as shown in [Listing 13.1](#).

### **Listing 13.1. Vertex shader for hemisphere lighting with ambient occlusion**

```
uniform vec3 LightPosition;
uniform vec3 SkyColor;
uniform vec3 GroundColor;

attribute float Accessibility;

varying vec3 DiffuseColor;

void main()
{
    vec3 ecPosition = vec3(gl_ModelViewMatrix * gl_Vertex);
    vec3 tnorm      = normalize(gl_NormalMatrix * gl_Normal);
    vec3 lightVec   = normalize(LightPosition - ecPosition);
    float costheta  = dot(tnorm, lightVec);
    float a          = 0.5 + 0.5 * costheta;

    DiffuseColor = mix(GroundColor, SkyColor, a) * Accessibility;

    gl_Position     = ftransform();
}
```

The only change made to this shader is to pass in the accessibility factor as an attribute variable and use this to attenuate the computed diffuse color value. The results are quite a bit more realistic, as you can see by comparing Color Plate 21D and G. The overall appearance is too dark, but this can be remedied by choosing a mid-gray for the ground color rather than black. Color Plate 21F shows ambient occlusion with a simple diffuse lighting model.

The same thing can be done to the image-based lighting shader that we developed in [Section 12.2](#) (see [Listing 13.2](#)) and to the spherical harmonic lighting shader that we developed in [Section 12.3](#) (see [Listing 13.3](#)). In the former case, the lighting is done in the fragment shader, so the per-vertex accessibility factor must be passed to the fragment shader as a varying variable. (Alternatively, the accessibility values could have been stored in a texture that could be accessed in the fragment shader.)

### **Listing 13.2. Fragment shader for image-based lighting**

```
uniform vec3 BaseColor;
uniform float SpecularPercent;
uniform float DiffusePercent;

uniform samplerCube SpecularEnvMap;
```

```

uniform samplerCube DiffuseEnvMap;

varying vec3 ReflectDir;
varying vec3 Normal;
varying float Accessibility;

void main()
{
    // Look up environment map values in cube maps

    vec3 diffuseColor =
        vec3(textureCube(DiffuseEnvMap, normalize(Normal)));

    vec3 specularColor =
        vec3(textureCube(SpecularEnvMap, normalize(ReflectDir)));

    // Add lighting to base color and mix

    vec3 color = mix(BaseColor, diffuseColor*BaseColor, DiffusePercent);
    color *= Accessibility;
    color = mix(color, specularColor + color, SpecularPercent);

    gl_FragColor = vec4(envColor, 1.0);
}

```

### Listing 13.3. Vertex shader for spherical harmonics lighting

```

varying vec3 DiffuseColor;
uniform float ScaleFactor;
attribute float Accessibility;

const float C1 = 0.429043;
const float C2 = 0.511664;
const float C3 = 0.743125;
const float C4 = 0.886227;
const float C5 = 0.247708;

// Constants for Old Town Square lighting
const vec3 L00 = vec3( 0.871297, 0.875222, 0.864470);
const vec3 L1m1 = vec3( 0.175058, 0.245335, 0.312891);
const vec3 L10 = vec3( 0.034675, 0.036107, 0.037362);
const vec3 L11 = vec3(-0.004629, -0.029448, -0.048028);
const vec3 L2m2 = vec3(-0.120535, -0.121160, -0.117507);
const vec3 L2m1 = vec3( 0.003242, 0.003624, 0.007511);
const vec3 L20 = vec3(-0.028667, -0.024926, -0.020998);
const vec3 L21 = vec3(-0.077539, -0.086325, -0.091591);
const vec3 L22 = vec3(-0.161784, -0.191783, -0.219152);

void main()
{
    vec3 tnorm = normalize(gl_NormalMatrix * gl_Normal);

    DiffuseColor = C1 * L22 * (tnorm.x * tnorm.x - tnorm.y * tnorm.y) +
                  C3 * L20 * tnorm.z * tnorm.z +
                  C4 * L00 -
                  C5 * L20 +
                  2.0 * C1 * L2m2 * tnorm.x * tnorm.y +
                  2.0 * C1 * L21 * tnorm.x * tnorm.z +
                  2.0 * C1 * L2m1 * tnorm.y * tnorm.z +

```

```

        2.0 * C2 * L11 * tnorm.x +
        2.0 * C2 * L1m1 * tnorm.y +
        2.0 * C2 * L10 * tnorm.z;

DiffuseColor *= ScaleFactor;
DiffuseColor *= Accessibility;

gl_Position = ftransform();
}

```

Results for ambient occlusion shaders are shown in Color Plate 21 C, F, G, H, and I. These images come from a GLSL demo program called **deLight**, written by Philip Rideout. Philip also wrote the ray-tracer that generated per-vertex accessibility information for a number of different models.

Ambient occlusion is a view-independent technique, but the computation of the occlusion factors assumes that the object is rigid. If the object has moving parts, the occlusion factors would need to be recomputed for each position. Work has been done recently on methods for computing the occlusion factors in real time (see *Dynamic Ambient Occlusion and Indirect Lighting* by Michael Bunnell in the book *GPU Gems 2*).

During the preprocessing stage, we can also compute an attribute called a [BENT NORMAL](#). We obtain this value by averaging all the nonoccluded rays from a point on a surface. It represents the average direction of the available light arriving at that particular point on the surface. Instead of using the surface normal to access an environment map, we use the bent normal to obtain the color of the light from the appropriate portion of the environment map. We can simulate a soft fill light with a standard point or spotlight by using the bent normal instead of the surface normal and then multiplying the result by the occlusion factor.

Occlusion factors are not only useful for lighting but are also useful for reducing reflections from the environment in areas that are occluded. Hayden Landis of Industrial Light & Magic has described how similar techniques have been used to control reflections in films such as *Pearl Harbor* and *Jurassic Park III*. The technique is modified still further to take into account the type of surface that is reflecting the environment. Additional rays used along the main reflection vector provide an average (blurred) reflection. For diffuse surfaces (e.g., rubber), the additional rays are spread out more widely from the main reflection vector so that the reflection appears more diffuse. For more specular surfaces, the additional rays are nearer the main reflection vector, so the reflection is more mirrorlike.

## 13.2. Shadow Maps

Ambient occlusion is quite useful for improving the realism of rigid objects under diffuse lighting conditions, but often a scene will need to incorporate lighting from one or more well-defined light sources. In the real world, we know that strong light sources cause objects to cast well-defined shadows. Producing similar shadows in our computer-generated scenes will make them seem more realistic. How can we accomplish this?

The amount of computer graphics literature that discusses generation of shadows is vast. This is partly because no single shadowing algorithm is optimal for all cases. There are numerous trade-offs in performance, quality, and simplicity. Some algorithms work well for only certain types of shadow-casting objects or shadow-receiving objects. Some algorithms work for certain types of light sources or lighting conditions. Some experimentation and adaptation may be needed to develop a shadow-generation technique that is optimal for a specific set of conditions.

OpenGL and the OpenGL Shading Language include facilities for a generally useful shadowing algorithm called [SHADOW MAPPING](#). In this algorithm, the scene is rendered multiple times once for each light source that is capable of causing shadows, and once to generate the final scene, including shadows. Each of the per-light passes is rendered from the point of view of the light source. The results are stored in a texture that is called a [SHADOW MAP](#) or a [DEPTH MAP](#). This texture is essentially a visible surface representation from the point of view of the light source. Surfaces that are visible from the point of view of this light source are fully illuminated by the light source. Surfaces that are not visible from the point of view of this light source are in shadow. Each of the textures so generated is accessed during the final rendering pass to create the final scene with shadows from one or more light sources. During the final rendering pass, the distance from the fragment to each light is computed and compared to the depth value in the shadow map for that light. If the distance from the fragment to the light is greater than the depth value in the shadow map, the fragment receives no contribution from that light source (i.e., it is in shadow); otherwise, the fragment is subjected to the lighting computation for that particular light source.

Because this algorithm involves an extra rendering pass for each light source, performance is a concern if a large number of shadow-casting lights are in the scene. But for interactive applications, it is quite often the case that shadows from one or two lights add sufficiently to the realism and comprehensibility of a scene. More than that and you may be adding needless complexity. And, just like other algorithms that use textures, shadow mapping is prone to severe aliasing artifacts unless proper care is taken.

The depth comparison can also lead to problems. Since the values being compared were generated in different passes with different transformation matrices, it is possible to have a small difference in the values. Therefore, you must use a small epsilon value in the comparison. You can use the `glPolygonOffset` command to bias depth values as the shadow map is being created. You must be careful, though, because too much bias can cause a shadow to become detached from the object casting the shadow.

A way to avoid depth precision problems with illuminated faces is to draw backfaces when you are building the shadow map. This avoids precision problems with illuminated faces because the depth value for these surfaces is usually quite different from the shadow map depth, so there is no possibility of precision problems incorrectly darkening the surface.

Precision problems are still possible on surfaces facing away from the light. You can avoid these problems by testing the surface normal if it points away from the light, then the surface is in shadow. There will still be problems when the back and front faces have similar depth values, such as at the edge of the shadow. A carefully weighted combination of normal test plus depth test can provide artifact-free shadows even on gently rounded objects. However, this approach

does not handle occluders that aren't simple closed geometry.

Despite its drawbacks, shadow mapping is still a popular and effective means of generating shadows. A big advantage is that it can be used with arbitrarily complex geometry. It is supported in RenderMan and has been used to generate images for numerous movies and interactive games. OpenGL supports shadow maps (they are called depth component textures in OpenGL) and a full range of depth comparison modes that can be used with them. Shadow mapping can be performed in OpenGL with either fixed functionality or the programmable processing units. The OpenGL Shading Language contains corresponding functions for accessing shadow maps from within a shader (`shadow2D`, `shadow2DProj`, and the like).

### 13.2.1. Application Setup

As mentioned, the application must create a shadow map for each light source by rendering the scene from the point of view of the light source. For objects that are visible from the light's point of view, the resulting texture map contains depth values representing the distance to the light. (The source code for the example program `deLight` available from the 3Dlabs Web site illustrates specifically how this is done.)

For the final pass of shadow mapping to work properly, the application must create a matrix that transforms incoming vertex positions into projective texture coordinates for each light source. The vertex shader is responsible for performing this transformation, and the fragment shader uses the interpolated projective coordinates to access the shadow map for each light source. To keep things simple, we look at shaders that deal with just a single light source. (You can use arrays and loops to extend the basic algorithm to support multiple light sources.)

We construct the necessary matrix by concatenating

- The modeling matrix ( $M$ ) that transforms modeling coordinates into world coordinates (this is the same modeling matrix that would be used to render the object normally)
- A view matrix ( $V_{light}$ ) that rotates and translates world coordinates into a coordinate system that has the light source at the origin and is looking at the point  $(0, 0, 0)$  in world coordinates
- A projection matrix ( $P_{light}$ ) that defines the frustum for the view from the light source (i.e., field of view, aspect ratio, near and far clipping planes)
- A scale and bias matrix that takes the clip space coordinates (i.e., values in the range  $[1, 1]$ ) from the previous step into values in the range  $[0, 1]$  so that they can be used directly as the index for accessing the shadow map.

The equation for the complete transformation looks like this:

$$\begin{bmatrix} 0.5 & 0 & 0 & 0.5 \\ 0 & 0.5 & 0 & 0.5 \\ 0 & 0 & 0.5 & 0.5 \\ 0 & 0 & 0 & 1 \end{bmatrix} M V_{light} P_{light} \begin{bmatrix} x \\ y \\ z \\ w \end{bmatrix} = \begin{bmatrix} s \\ t \\ r \\ q \end{bmatrix}$$

We can actually use the OpenGL texture generation capabilities to generate shadows with OpenGL fixed functionality. We store the transformation matrix as a texture transformation matrix to produce the proper texture coordinates for use in the texture access operation. By performing this transformation in a vertex shader, we can have shadows and can add any

desired programmable functionality as well. Let's see how this is done in a vertex shader. Philip Rideout developed some shaders for the **deLight** demo that use shadow mapping. They have been adapted slightly for inclusion in this book.

### 13.2.2. Vertex Shader

The OpenGL Shading Language defines that all varying variables are interpolated in a perspective-correct manner. We can use this fact to perform the perspective division that is necessary to prevent objectionable artifacts during animation. To get perspective-correct projective texture coordinates, we need to end up with per-fragment values of  $s/q$ ,  $t/q$ , and  $r/q$ . This is analogous to homogeneous clip coordinates where we divide through by the homogeneous coordinate  $w$  to end up with  $x/w$ ,  $y/w$ , and  $z/w$ . Instead of interpolating the  $(s, t, r, q)$  projected texture coordinate directly and doing the division in the fragment shader, we divide the first three components by  $w$  in the vertex shader and then interpolate  $s/w$ ,  $t/w$ , and  $r/w$ . The net result of the perspective-correct interpolation is then  $(s/w)/(q/w) = s/q$  and  $(t/w)/(q/w) = t/q$ , which is exactly what we want for projective texturing.

The vertex shader in [Listing 13.4](#) shows how this is done. We use ambient occlusion in this shader, so these values are passed in as vertex attributes through the attribute variable *Accessibility*. These values attenuate the incoming per-vertex color values after a simple diffuse lighting model has been applied. The alpha value is left unmodified by this process. Using light source 0 as defined by OpenGL state makes it convenient for the application to draw shadows by using either the fixed functionality path or the programmable path. The matrix that transforms modeling coordinates to light source coordinates is stored in texture matrix 1 for the same reason and is accessed through the built-in uniform variable *gl\_TextureMatrix[1]*. This matrix transforms the incoming vertex, and the resulting value has its first three components divided by the fourth component to make the interpolated values turn out correctly, as we have just discussed.

#### Listing 13.4. Vertex shader for generating shadows

```
attribute float Accessibility;

varying vec4 ShadowCoord;

// Ambient and diffuse scale factors.
const float As = 1.0 / 1.5;
const float Ds = 1.0 / 3.0;

void main()
{
    vec4 ecPosition = gl_ModelViewMatrix * gl_Vertex;
    vec3 ecPosition3 = (vec3(ecPosition)) / ecPosition.w;
    vec3 VP = vec3(gl_LightSource[0].position) - ecPosition3;
    VP = normalize(VP);
    vec3 normal = normalize(gl_NormalMatrix * gl_Normal);
    float diffuse = max(0.0, dot(normal, VP));

    float scale = min(1.0, Accessibility * As + diffuse * Ds);

    vec4 texCoord = gl_TextureMatrix[1] * gl_Vertex;
    ShadowCoord = texCoord / texCoord.w;

    gl_FrontColor = vec4(scale * gl_Color.rgb, gl_Color.a);
    gl_Position = ftransform();
}
```

### 13.2.3. Fragment Shader

A simple fragment shader for generating shadows is shown in [Listing 13.5](#). The main function calls a subroutine named **lookup** to do the shadow map lookup, giving it offsets of 0 in both the *x* and the *y* directions. These offset values are added to the interpolated projective texture coordinate, an epsilon value is added, and the result is used to perform a texture access on the shadow map (depth texture) specified by *ShadowMap*. When **shadow2Dproj** is used to access a texture, the third component of the texture index (i.e., *ShadowCoord.p + Epsilon*) is compared with the depth value stored in the shadow map. The comparison function is the one specified for the texture object indicated by *ShadowMap*. If the comparison results in a value of true, **shadow2Dproj** returns 1.0; otherwise, it returns 0. If **shadow2Dproj** returns a value of 0, the **lookup** function returns a value of 0.75 (shadowed); otherwise, it returns a value of 1.0 (fully illuminated). The value returned by the **lookup** function is used to attenuate the red, green, and blue components of the fragment's color. Fragments that are fully illuminated are unchanged, while fragments that are shadowed are multiplied by a factor of 0.75 to make them darker.

#### Listing 13.5. Fragment shader for generating shadows

```
uniform sampler2DShadow ShadowMap;
uniform float Epsilon;

varying vec4 ShadowCoord;

float lookup(float x, float y)
{
    float depth = shadow2DProj(ShadowMap,
                                ShadowCoord + vec3(x, y, 0) * Epsilon).x;
    return depth != 1.0 ? 0.75 : 1.0;
}

void main()
{
    float shadeFactor = lookup(0.0, 0.0);
    gl_FragColor = vec4(shadeFactor * gl_Color.rgb, gl_Color.a);
}
```

Chances are that as soon as you execute this shader, you will be disappointed by the aliasing artifacts that appear along the edges of the shadows. We can do something about this, and we can customize the shader for a specific viewing situation to get a more pleasing result. Michael Bunnell and Fabio Pellacini describe a method for doing this in an article called *Shadow Map Antialiasing* in the book *GPU Gems*. Philip Rideout implemented this technique in GLSL, as shown in [Listing 13.6](#) and [Listing 13.7](#).

The shader in [Listing 13.6](#) adds a couple of things. The first thing is that the **main** function assigns a value to *Illumination* based on a Boolean uniform variable. This shader essentially distinguishes between two types of shadowsthose that are generated by the object itself and those that are generated by another object in the scene. The self-shadows are made a little lighter than other cast shadows for aesthetic reasons. The result of this conditional statement is that where the object shadows itself, the shadows are relatively light. And where the object's shadow falls on the floor, the shadows are darker. (See Color Plate 22.)

The second difference is that the shadow map is sampled four times. The purpose of sampling multiple times is to try to do better at determining the shadow boundary. This lets us apply a smoother transition between shadowed and unshadowed regions, thus reducing the jagged edges of the shadow. However, it is incorrect to simply average the Boolean values returned by **shadow2D**, because this can result in rendering errors. Instead, the returned Boolean value is

used to assign a value to *Illumination*, and then the four computed *Illumination* values are subsequently averaged.

### **Listing 13.6. Fragment shader for generating shadows with antialiased edges, using four samples per pixel**

```
uniform sampler2DShadow ShadowMap;
uniform float Epsilon;
uniform bool SelfShadowed;
uniform float SelfShadowedVal;
uniform float NonSelfShadowedVal;

varying vec3 ShadowCoord;

float Illumination;

float lookup(float x, float y)
{
    float depth = shadow2D(ShadowMap,
                           ShadowCoord + vec3(x, y, 0) * Epsilon).x;
    return depth != 1.0 ? Illumination : 1.0;
}

void main()
{
    // lighten up the self-shadows
    Illumination = SelfShadowed ? SelfShadowedVal : NonSelfShadowedVal;

    float sum = 0.0;

    sum += lookup(-0.5, -0.5);
    sum += lookup( 0.5, -0.5);

    sum += lookup(-0.5,  0.5);
    sum += lookup( 0.5,  0.5);

    gl_FragColor = vec4(sum * 0.25 * gl_Color.rgb, gl_Color.a);
}
```

This shader can be extended in the obvious way to perform even more samples per pixel and thus improve the quality of the shadow boundaries even more. However, the more texture lookups that we perform in our shader, the slower it will run.

Using a method akin to dithering, we can actually use four samples that are spread somewhat farther apart to achieve a quality of antialiasing that is similar to that of using quite a few more than four samples per pixel. In [Listing 13.7](#) we include code for computing offsets in *x* and *y* from the current pixel location. These offsets form a regular dither pattern that is used to access the shadow map. The results of using four dithered samples per pixel provides much better quality than just using four standard samples, though it is not quite as good as using 16 samples per pixel.

### **Listing 13.7. Fragment shader for generating shadows, using four dithered samples**

```
uniform sampler2DShadow ShadowMap;
uniform float Epsilon;
```

```

uniform bool SelfShadowed;
uniform float SelfShadowedVal;
uniform float NonSelfShadowedVal;

varying vec3 ShadowCoord;

float Illumination;

float lookup(float x, float y)
{
    float depth = shadow2D(ShadowMap,
                           ShadowCoord + vec3(x, y, 0) * Epsilon).x;
    return depth != 1.0 ? Illumination : 1.0;
}

void main()
{
    // lighten up the self-shadows
    Illumination = SelfShadowed ? SelfShadowedVal : NonSelfShadowedVal;

    // use modulo to vary the sample pattern
    vec2 o = mod(floor(gl_FragCoord.xy), 2.0);

    float sum = 0.0;

    sum += lookup(vec2(-1.5, 1.5) + o);
    sum += lookup(vec2( 0.5, 1.5) + o);
    sum += lookup(vec2(-1.5, -0.5) + o);
    sum += lookup(vec2( 0.5, -0.5) + o);

    gl_FragColor = vec4(sum * 0.25 * gl_Color.rgb, gl_Color.a);
}

```

Sample images using these shaders are shown in Color Plate 22. A small area of the shadow has been enlarged by 400% to show the differences in quality at the edge of the shadow.

## 13.3. Deferred Shading for Volume Shadows

*With contributions by Hugh Malan and Mike Weiblen*

One of the disadvantages of shadow mapping as discussed in the previous section is that the performance depends on the number of lights in the scene that are capable of casting shadows. With shadow mapping, a rendering pass must be performed for each of these light sources. These shadow maps are utilized in a final rendering pass. All these rendering passes can reduce performance, particularly if a great many polygons are to be rendered.

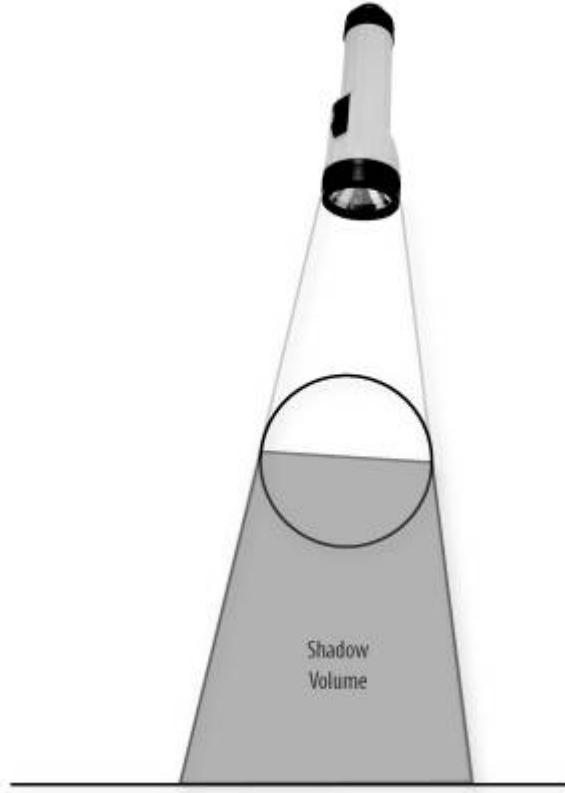
It is possible to do higher-performance shadow generation with a rendering technique that is part of a general class of techniques known as [DEFERRED SHADING](#). With deferred shading, the idea is to first quickly determine the surfaces that will be visible in the final scene and apply complex and time-consuming shader effects only to the pixels that make up those visible surfaces. In this sense, the shading operations are deferred until it can be established just which pixels contribute to the final image. A very simple and fast shader can render the scene into an offscreen buffer with depth buffering enabled. During this initial pass, the shader stores whatever information is needed to perform the necessary rendering operations in subsequent passes. Subsequent rendering operations are applied only to pixels that are determined to be visible in the high-performance initial pass. This technique ensures that no hardware cycles are wasted performing shading calculations on pixels that will ultimately be hidden.

To render soft shadows with this technique, we need to make two passes. In the first pass, we do two things:

1. We use a shader to render the geometry of the scene without shadows or lighting into the framebuffer.
2. We use the same shader to store a normalized camera depth value for each pixel in a separate buffer. (This separate buffer is accessed as a texture in the second pass for the shadow computations.)

In the second pass, the shadows are composited with the existing contents of the framebuffer. To do this compositing operation, we render the shadow volume (i.e., the region in which the light source is occluded) for each shadow casting object. In the case of a sphere, computing the shadow volume is relatively easy. The sphere's shadow is in the shape of a truncated cone, where the apex of the cone is at the light source. One end of the truncated cone is at the center of the sphere (see [Figure 13.2](#)). (It is somewhat more complex to compute the shadow volume for an object defined by polygons, but the same principle applies.)

**Figure 13.2. The shadow volume for a sphere**



We composite shadows with the existing geometry by rendering the polygons that define the shadow volume. This allows our second pass shader to be applied only to regions of the image that might be in shadow.

To draw a shadow, we use the texture map shown in [Figure 13.3](#). This texture map expresses how much a visible surface point is in shadow relative to a shadow-casting object (i.e., how much its value is attenuated) based on a function of two values: 1) the squared distance from the visible surface point to the central axis of the shadow volume, and 2) the distance from the visible surface point to the center of the shadow-casting object. The first value is used as the  $s$  coordinate for accessing the shadow texture, and the second value is used as the  $t$  coordinate. The net result is that shadows are relatively sharp when the shadow-casting object is very close to the fragment being tested and the edges become softer as the distance increases.

**Figure 13.3. A texture map used to generate soft shadows**



In the second pass of the algorithm, we do the following:

1. Draw the polygons that define the shadow volume. Only the fragments that could possibly be in shadow are accessed during this rendering operation.
2. For each fragment rendered,

- a. Look up the camera depth value for the fragment as computed in the first pass.
- b. Calculate the coordinates of the visible surface point in the local space of the shadow volume. In this space, the z axis is the axis of the shadow volume and the origin is at the center of the shadow-casting object. The x component of this coordinate corresponds to the distance from the center of the shadow-casting object and is used directly as the second coordinate for the shadow texture lookup.
- c. Compute the squared distance between the visible surface point and the z axis of the shadow volume. This value becomes the first coordinate for the texture lookup.
- d. Access the shadow texture by using the computed index values to retrieve the light attenuation factor and store this in the output fragment's alpha value. The red, green, and blue components of the output fragment color are each set to 0.
- e. Compute for the fragment the light attenuation factor that will properly darken the existing framebuffer value. For the computation, enable fixed functionality blending, set the blend mode source function to GL\_SRC\_ALPHA, and set the blend destination function to GL\_ONE.

Because the shadow (second pass) shader is effectively a 2D compositing operation, the texel it reads from the depth texture must exactly match the pixel in the framebuffer it affects. So the texture coordinate and other quantities must be bilinearly interpolated without perspective correction. We interpolate by ensuring that  $w$  is constant across the polygon dividing  $x$ ,  $y$ , and  $z$  by  $w$  and then setting  $w$  to 1.0 does the job. Another issue is that when the viewer is inside the shadow volume, all faces are culled. We handle this special case by drawing a screen-sized quadrilateral since the shadow volume would cover the entire scene.

### 13.3.1. Shaders for First Pass

The shaders for the first pass of the volume shadow algorithm are shown in Listings 13.8 and 13.9. In the vertex shader, to accomplish the standard rendering of the geometry (which in this specific case is all texture mapped), we just call **ftransform** and pass along the texture coordinate. The other lines of code compute the normalized value for the depth from the vertex to the camera plane. The computed value, *CameraDepth*, is stored in a varying variable so that it can be interpolated and made available to the fragment shader.

To render into two buffers by using a fragment shader, the application must call **glDrawBuffers** and pass it a pointer to an array containing symbolic constants that define the two buffers to be written. In this case, we might pass the symbolic constant GL\_BACK\_LEFT as the first value in the array and GL\_AUX0 as the second value. This means that *gl\_FragData[0]* will be used to update the value in the soon-to-be-visible framebuffer (assuming we are double-buffering) and the value for *gl\_FragData[1]* will be used to update the value in auxiliary buffer number 0. Thus, the fragment shader for the first pass of our algorithm contains just two lines of code ([Listing 13.9](#)).

#### **Listing 13.8. Vertex shader for first pass of soft volume shadow algorithm**

```
uniform vec3 CameraPos;
uniform vec3 CameraDir;
uniform float DepthNear;
uniform float DepthFar;

varying float CameraDepth; // normalized camera depth
varying vec2 TexCoord;
```

```

void main()
{
    // offset = vector to vertex from camera's position
    vec3 offset = (gl_Vertex.xyz / gl_Vertex.w) - CameraPos;

    // z = distance from vertex to camera plane
    float z = -dot(offset, CameraDir);

    // Depth from vertex to camera, mapped to [0,1]
    CameraDepth = (z - DepthNear) / (DepthFar - DepthNear);

    // typical interpolated coordinate for texture lookup
    TexCoord = gl_MultiTexCoord0.xy;

    gl_Position = ftransform();
}

```

### **Listing 13.9. Fragment shader for first pass of soft volume shadow algorithm**

```

uniform sampler2D TextureMap;

varying float CameraDepth;
varying vec2 TexCoord;

void main()
{
    // draw the typical textured output to visual framebuffer
    gl_FragData[0] = texture2D(TextureMap, TexCoord);

    // write "normalized vertex depth" to the depthmap's alpha.
    gl_FragData[1] = vec4(vec3(0.0), CameraDepth);
}

```

### **13.3.2. Shaders for Second Pass**

The second pass of our shadow algorithm is responsible for compositing shadow information on top of what has already been rendered. After the first pass has been completed, the application must arrange for the depth information rendered into auxiliary buffer 0 to be made accessible for use as a texture. There are several ways we can accomplish this. One way is to set the current read buffer to auxiliary buffer 0 by calling `glReadBuffer` with the symbolic constant `GL_AUX0`, and then call `glCopyTexImage2d` to copy the values from auxiliary buffer 0 to a texture that can be accessed in the second pass of the algorithm. (A higher performance method that avoids an actual data copy is possible if the `EXT_framebuffer_objects` extension is used. This extension is expected to be promoted to the OpenGL core in OpenGL 2.1.)

In the second pass, the only polygons rendered are the ones that define the shadow volumes for the various objects in the scene. We enable blending by calling `glEnable` with the symbolic constant `GL_BLEND`, and we set the blend function by calling `glBlendFunc` with a source factor of `GL_ONE` and a destination factor of `GL_SRC_ALPHA`. The fragment shader outputs the shadow color and an alpha value obtained from a texture lookup operation. This alpha value blends the shadow color value into the frame buffer.

The vertex shader for the second pass (see [Listing 13.10](#)) is responsible for computing the

coordinates for accessing the depth values that were computed in the first pass. We accomplish the computation by transforming the incoming vertex position, dividing the  $x$ ,  $y$ , and  $z$  components by the  $w$  component, and then scaling and biasing the  $x$  and  $y$  components to transform them from the range [1,1] into the range [0,1]. Values for *ShadowNear* and *ShadowDir* are also computed. These are used in the fragment shader to compute the position of the fragment relative to the shadow-casting object.

### **Listing 13.10. Vertex shader for second pass of soft volume shadow algorithm**

```

uniform mat3 WorldToShadow;
uniform vec3 SphereOrigin;

uniform vec3 CameraPos;
uniform vec3 CameraDir;
uniform float DepthNear;
uniform float DepthFar;

varying vec2 DepthTexCoord;
varying vec3 ShadowNear;
varying vec3 ShadowDir;

void main()
{
    vec4 tmp1 = ftransform();
    gl_Position = tmp1;

    // Predivide out w to avoid perspective-correct interpolation.
    // The quantities being interpolated are screen-space texture
    // coordinates and vectors to the near and far shadow plane,
    // all of which have to be bilinearly interpolated.
    // This could potentially be done by setting glHint,
    // but it wouldn't be guaranteed to work on all hardware.

    gl_Position.xyz /= gl_Position.w;
    gl_Position.w = 1.0;

    // Grab the transformed vertex's XY components as a texcoord
    // for sampling from the depth texture from pass 1.
    // Normalize them from [0,0] to [1,1]

    DepthTexCoord = gl_Position.xy * 0.5 + 0.5;

    // offset = vector to vertex from camera's position
    vec3 offset = (gl_Vertex.xyz / gl_Vertex.w) - CameraPos;

    // z = distance from vertex to camera plane
    float z = -dot(offset, CameraDir);

    vec3 shadowOffsetNear = offset * DepthNear / z;
    vec3 shadowOffsetFar = offset * DepthFar / z;

    vec3 worldPositionNear = CameraPos + shadowOffsetNear;
    vec3 worldPositionFar = CameraPos + shadowOffsetFar;

    vec3 shadowFar = WorldToShadow * (worldPositionFar - SphereOrigin);
    ShadowNear = WorldToShadow * (worldPositionNear - SphereOrigin);
    ShadowDir = shadowFar - ShadowNear;
}

```

The fragment shader for the second pass is shown in [Listing 13.11](#). In this shader, we access the *cameraDepth* value computed by the first pass by performing a texture lookup. We then map the fragment's position into the local space of the shadow volume. The mapping from world to shadow space is set up so that the center of the occluding sphere maps to the origin, and the circle of points on the sphere at the terminator between light and shadow maps to a circle in the *YZ* plane.

The variables *d* and *l* are respectively the distance along the shadow axis and the squared distance from it. These values are used as texture coordinates for the lookup into the texture map defining the shape of the shadow.

With the mapping described above, points on the terminator map to a circle in the *YZ* plane. The texture map has been painted with the transition from light to shadow occurring at *s*=0.5; to match this, the mapping from world to shadow is set up so that the terminator circle maps to a radius of `sqrt(0.5)`.

Finally, the value retrieved from the shadow texture is used as the alpha value for blending the shadow color with the geometry that has already been rendered into the frame buffer.

### **Listing 13.11. Fragment shader for second pass of soft volume shadow algorithm**

```
uniform sampler2D DepthTexture;
uniform sampler2D ShadowTexture;

varying vec2 DepthTexCoord;
varying vec3 ShadowNear;
varying vec3 ShadowDir;

const vec3 shadowColor = vec3(0.0);

void main()
{
    // read from DepthTexture
    // (depth is stored in texture's alpha component)
    float cameraDepth = texture2D(DepthTexture, DepthTexCoord).a;

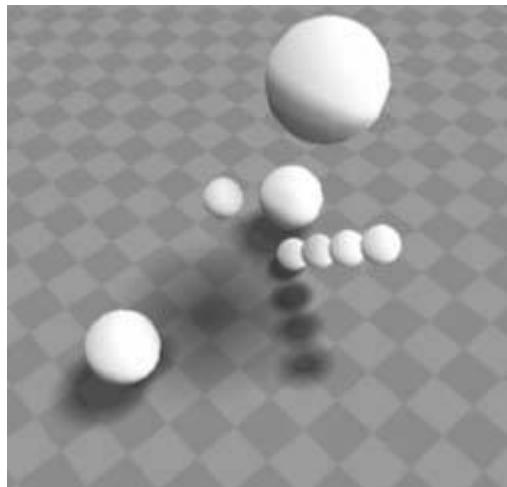
    vec3 shadowPos = (cameraDepth * ShadowDir) + ShadowNear;
    float l = dot(shadowPos.yz, shadowPos.yz);
    float d = shadowPos.x;

    // k = shadow density: 0=opaque, 1=transparent
    // (use texture's red component as the density)
    float k = texture2D(ShadowTexture, vec2(l, d)).r;

    gl_FragColor = vec4(shadowColor, k);
}
```

[Figure 13.4](#) shows the result of this multipass shading algorithm in a scene with several spheres. Note how the shadows for the four small spheres get progressively softer edges as the spheres increase in distance from the checkered floor. The large sphere that is farthest from the floor casts an especially soft shadow.

**Figure 13.4. Screen shot of the volume shadows shader in action.  
Notice that spheres that are farther from the surface have shadows with softer edges.**



The interesting part of this deferred shading approach is that the volumetric effects are implemented by rendering geometry that bounds the volume of the effect. This almost certainly means processing fewer vertices and fewer fragments. The shaders required are relatively simple and quite fast. Instead of rendering the geometry once for each light source, the geometry is rendered just once, and all the shadow volumes due to all light sources can be rendered in a single compositing pass. Localized effects such as shadow maps, decals, and projective textures can be accomplished easily. Instead of having to write tricky code to figure out the subset of the geometry to which the effect applies, you write a shader that is applied to each pixel and use that shader to render geometry that bounds the effect. This technique can be extended to render a variety of different effects volumetric fog, lighting, and improved caustics to name a few.

## 13.4. Summary

There are a number of techniques for generating shadows, and this chapter described several that particularly lend themselves to real-time usage. Ambient occlusion is a technique that complements the global illumination techniques described in [Chapter 12](#) by adding soft shadows that would naturally appear in the corners and crevices of objects in a scene. Shadow mapping is a technique that is well suited to implementation with OpenGL shaders on today's graphics hardware. A number of variations to shadow mapping can be used to improve its quality. We looked at a couple of methods that produce antialiased shadow edges. Finally, we also looked at a method that uses a deferred shading approach to render shadow volumes in order to produce soft shadows.

## 13.5. Further Information

The SIGGRAPH 2002 course notes contained the article *Production-Ready Global Illumination*, by Hayden Landis. This document describes ambient environments, reflection occlusion, and ambient occlusion and explains how they are used in the ILM computer graphics production environment. The article *Ambient Occlusion*, by Matt Pharr and Simon Green, provides further details about the preprocessing step and gives example shaders written in Cg. The *GPU Gems 2* book contains an article by Michael Bunnell that describes efforts to compute occlusion factors in real time.

Frank Crow pioneered the development of shadow algorithms for computer graphics. Mark Segal and others described the basics of using texture mapping hardware to generate shadows in a 1992 SIGGRAPH paper. Randima Fernando and Mark Kilgard discuss a Cg implementation of these techniques in the book *The Cg Tutorial*. Eric Haines wrote a survey of real-time shadow algorithms and presented this information at GDC in 2001. Some of this material is also in the book *Real-Time Rendering* by Akenine-Möller and Haines.

Deferred shading has recently been a hot topic in computer games development. In the book *GPU Gems 2*, Oles Shishkovtsov discusses how this approach was used for the computer game *S.T.A.L.K.E.R.* His article also mentions presentations from the 2004 Game Developer's Conference.

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# Chapter 14. Surface Characteristics

Up to this point, we have primarily been modeling surface reflection in a simplistic way. The traditional reflection model is simple enough to compute and gives reasonable results, but it reproduces the appearance of only a small number of materials. In the real world, there is enormous variety in the way objects interact with light. To simulate the interaction of light with materials such as water, metals, metallic car paints, CDs, human skin, butterfly wings, and peacock feathers, we need to go beyond the basics.

One way to achieve greater degrees of realism in modeling the interaction between light and surfaces is to use models that are more firmly based on the physics of light reflection, absorption, and transmission. Such models have been the pursuit of graphics researchers since the 1970s. With the programmable graphics hardware of today, we are now at a point where such models can be used in real-time graphics applications to achieve unprecedented realism. A performance optimization that is often employed is to precompute these functions and store the results in textures that can be accessed from within a shader. A second way to achieve greater degrees of realism is to measure or photograph the characteristics of real materials and use these measurements in our shading algorithms. In this chapter, we look at shaders based on both approaches.

In addition, we have not yet looked at any shaders that allow for the transmission of light through a surface. This is our first example as we look at several shaders that model materials with differing surface characteristics.

## 14.1. Refraction

Refraction is the bending of light as it passes through a boundary between surfaces with different optical densities. You can easily see this effect by looking through the side of an aquarium or at a straw in a glass of water. Light bends by different amounts as it passes from one material to another, depending on the materials that are transmitting light. This effect is caused by light traveling at different speeds in different types of materials. This characteristic of a material is called its [INDEX OF REFRACTION](#), and this value has been determined for many common materials that transmit light. It is easy to model refraction in our shaders with the built-in function **refract**. The key parameter that is required is the ratio of the index of refraction for the two materials forming a boundary where refraction occurs. The application can compute this ratio and provide it to the OpenGL shader as a uniform variable. Given a surface normal, an angle of incidence, and the aforementioned ratio, the **refract** function applies Snell's law to compute the refracted vector. We can use the refracted vector in a fragment shader to access a cube map to determine the surface color for a transparent object.

Once again, our goal is to produce results that are "good enough." In other words, we're after a refraction effect that looks plausible, rather than a physically accurate simulation. One simplification that we make is that we model the refraction effect at only one surface boundary. When light goes from air through glass, it is refracted once at the air-glass boundary, transmitted through the glass, and refracted again at the glass-air boundary on the other side. We satisfy ourselves with simulating the first refraction effect. The results of refraction are complex enough that most people would not be able to tell the difference in the final image.

If we go ahead and write a shader that performs refraction, we will likely be somewhat disappointed in the results. It turns out that most transparent objects exhibit both reflection and refraction. The surface of a lake reflects the mountains in the distance if you are looking at the lake from one side. But if you get into your boat and go out into the lake and look straight down, you may see fish swimming around underneath the surface. This is known as the [FRESNEL EFFECT](#). The Fresnel equations describe the reflection and refraction that occur at a material boundary as a function of the angle of incidence, the polarization and wavelength of the light, and the indices of refraction of the materials involved. It turns out that many materials exhibit a higher degree of reflectivity at extremely shallow (grazing) angles. Even a material such as nonglossy paper exhibits this phenomenon. For instance, hold a sheet of paper (or a book) so that you are looking at a page at a grazing angle and looking towards a light source. You will see a specular (mirrorlike) reflection from the paper, something you wouldn't see at steeper angles.

Because the Fresnel equations are relatively complex, we make the simplifying assumptions that (A) the light in our scene is not polarized, (B) all light is of the same wavelength (but we loosen this assumption later in this section), and (C) it is sufficient to use an approximation to the Fresnel equations rather than the exact equations themselves. An approximation for the ratio between reflected light and refracted light created by Christophe Schlick is

$$F = f + (1 - f) (1 - V \cdot N)^5$$

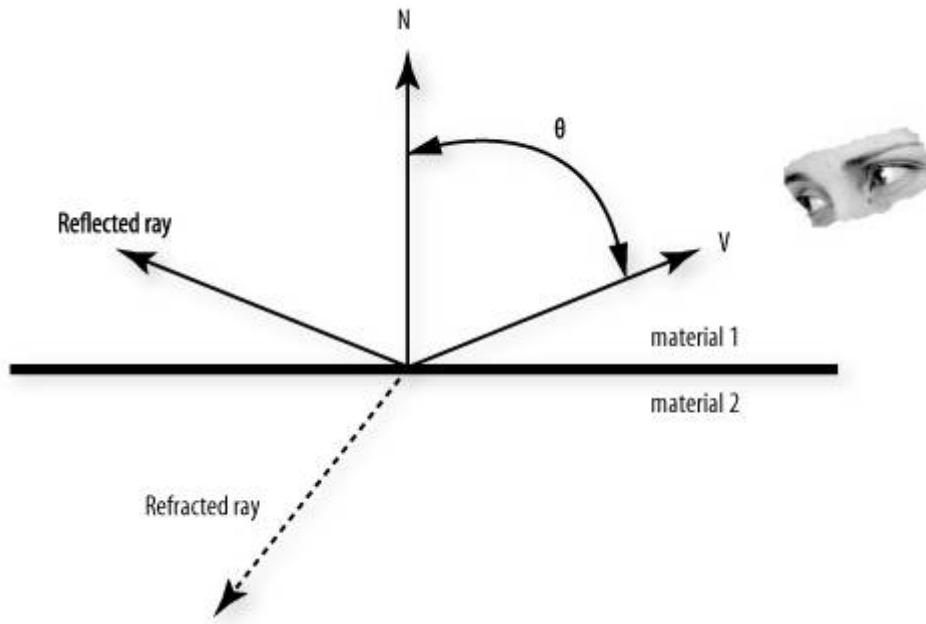
In this equation,  $V$  is the direction of view,  $N$  is the surface normal, and  $f$  is the reflectance of the material when  $\theta$  is 0 given by

$$f = \frac{\left(1.0 - \frac{n_1}{n_2}\right)^2}{\left(1.0 + \frac{n_1}{n_2}\right)^2}$$

where  $n_1$  and  $n_2$  are the indices of refraction for materials 1 and 2.

Let's put this together in a shader. [Figure 14.1](#) shows the relevant parameters in two dimensions. For the direction of view  $V$ , we want to compute a reflected ray and a refracted ray. We use each of these to access a texture in a cube map. We linearly blend the two values with a ratio we compute using the Fresnel approximations described above.

**Figure 14.1. The geometry of refraction**



In *The Cg Tutorial*, Randima Fernando and Mark Kilgard describe Cg shaders for refraction that can easily be implemented in GLSL. The code for our vertex shader is shown in [Listing 14.1](#). The ratio of indices of refraction for the two materials is precomputed and stored in the constant *Eta*. A value of 0.66 represents a boundary between air (index of refraction 1.000293) and glass (index of refraction 1.52). We can allow the user to control the amount of reflectivity at grazing angles by using a variable for the Fresnel power. Lower values provide higher degrees of reflectivity at grazing angles, whereas higher values reduce this effect. The value for  $f$  in the equations above is also stored as a constant. (We could have the application provide *Eta* and *FresnelPower* as uniform variables. This would then require the application to compute and pass  $F$  as well.)

The vertex shader uses the viewing position and the surface normal to compute a reflected ray and a refracted ray. The vertex position is transformed into eye coordinates. The **reflect** and **refract** functions both require an incident vector. This is just the vector going in the direction opposite of  $V$  in [Figure 14.1](#). We compute this vector ( $i$ ) by subtracting the viewing position (which is defined as being at  $(0, 0, 0)$  in the eye coordinate system) from the eye coordinate position and normalizing the result. We also transform the surface normal into the eye coordinate system and normalize it ( $n$ ).

To compute the angle  $\theta$ , we really need the vector  $V$  as shown in [Figure 14.1](#) instead of  $i$  so that we can perform a dot product operation. We get this vector by negating  $i$ . We plug the values into the Fresnel approximation equation to get the ratio between the reflective and refractive components.

The values for  $i$  and  $n$  are sent to the built-in functions `reflect` and `refract` to compute a reflected vector and a refracted vector. These are used in the fragment shader to access the environment map. The application that uses these shaders allows the environment map to be rotated independently of the geometry. This transformation is stored in one of OpenGL's texture matrices. The resulting rays must be transformed with this matrix to access the proper location in the rotated environment.

### **Listing 14.1. Vertex shader for Fresnel reflection/refraction effect**

```
const float Eta = 0.66;           // Ratio of indices of refraction
const float FresnelPower = 5.0;

const float F = ((1.0-Eta) * (1.0-Eta)) / ((1.0+Eta) * (1.0+Eta));

varying vec3 Reflect;
varying vec3 Refract;
varying float Ratio;

void main()
{
    vec4 ecPosition = gl_ModelViewMatrix * gl_Vertex;
    vec3 ecPosition3 = ecPosition.xyz / ecPosition.w;

    vec3 i = normalize(ecPosition3);
    vec3 n = normalize(gl_NormalMatrix * gl_Normal);

    Ratio = F + (1.0 - F) * pow((1.0 - dot(-i, n)), FresnelPower);

    Refract = refract(i, n, Eta);
    Refract = vec3(gl_TextureMatrix[0] * vec4(Refract, 1.0));

    Reflect = reflect(i, n);
    Reflect = vec3(gl_TextureMatrix[0] * vec4(Reflect, 1.0));

    gl_Position = ftransform();
}
```

The corresponding fragment shader is shown in [Listing 14.2](#). All the hard work has been done in the vertex shader. All that remains for the fragment shader is to perform the two environment map lookups and to use the computed ratio to blend the two values.

### **Listing 14.2. Fragment shader for Fresnel reflection/refraction effect**

```
varying vec3 Reflect;
varying vec3 Refract;
varying float Ratio;

uniform samplerCube Cubemap;

void main()
{
```

```

    vec3 refractColor = vec3(textureCube(Cubemap, Refract));
    vec3 reflectColor = vec3(textureCube(Cubemap, Reflect));

    vec3 color     = mix(refractColor, reflectColor, Ratio);

    gl_FragColor = vec4(color, 1.0);
}

```

With a small modification, we can get our reflection/refraction shader to perform another cool effect, although we stray a bit further from realistic physics. As stated earlier, the refraction of light is wavelength dependent. We made the simplifying assumption that all our light was a single wavelength, and this allowed us to compute a single refracted ray. In reality, there would be a continuum of refracted rays, one for each constituent wavelength of the light source. The breaking up of a light source into its constituent components, for example, with a prism, is called [CHROMATIC DISPERSION](#). In camera lenses, this effect is undesirable and is called [CHROMATIC ABERRATION](#).

We can model our light as though it contains three wavelengths of light: red, green, and blue. By providing a slightly different index of refraction for each of red, green, and blue, we can compute three slightly different refraction rays (see [Listing 14.3](#)). These three rays are passed to the fragment shader, where they perform three environment map accesses. The *RefractR* ray obtains just the red component of the final refracted color, and *RefractG* and *RefractB* obtain the green and blue components similarly. The result is used as the refracted color value. The remainder of the fragment shader is the same (see [Listing 14.4](#)).

### **Listing 14.3. Vertex shader for chromatic aberration effect**

```

const float EtaR = 0.65;
const float EtaG = 0.67;           // Ratio of indices of refraction
const float EtaB = 0.69;
const float FresnelPower = 5.0;

const float F   = ((1.0-EtaG) * (1.0-EtaG)) / ((1.0+EtaG) * (1.0+EtaG));

varying vec3 Reflect;
varying vec3 RefractR;
varying vec3 RefractG;
varying vec3 RefractB;
varying float Ratio;

void main()
{
    vec4 ecPosition = gl_ModelViewMatrix * gl_Vertex;
    vec3 ecPosition3 = ecPosition.xyz / ecPosition.w;

    vec3 i = normalize(ecPosition3);
    vec3 n = normalize(gl_NormalMatrix * gl_Normal);

    Ratio   = F + (1.0 - F) * pow((1.0 - dot(-i, n)), FresnelPower);

    RefractR = refract(i, n, EtaR);
    RefractR = vec3(gl_TextureMatrix[0] * vec4(RefractR, 1.0));
    RefractG = refract(i, n, EtaG);
    RefractG = vec3(gl_TextureMatrix[0] * vec4(RefractG, 1.0));

    RefractB = refract(i, n, EtaB);
    RefractB = vec3(gl_TextureMatrix[0] * vec4(RefractB, 1.0));
}

```

```

    Reflect = reflect(i, n);
    Reflect = vec3(gl_TextureMatrix[0] * vec4(Reflect, 1.0));

    gl_Position = ftransform();
}

```

#### **Listing 14.4. Fragment shader for chromatic aberration effect**

```

varying vec3 Reflect;
varying vec3 RefractR;
varying vec3 RefractG;
varying vec3 RefractB;
varying float Ratio;

uniform samplerCube Cubemap;

void main()
{
    vec3 refractColor, reflectColor;

    refractColor.r = vec3(textureCube(Cubemap, RefractR)).r;
    refractColor.g = vec3(textureCube(Cubemap, RefractG)).g;
    refractColor.b = vec3(textureCube(Cubemap, RefractB)).b;

    reflectColor = vec3(textureCube(Cubemap, Reflect));

    vec3 color = mix(refractColor, reflectColor, Ratio);

    gl_FragColor = vec4(color, 1.0);
}

```

Results of these shaders are shown in Color Plate 17. Notice the color fringes that occur on the character's knee and chest and on the top of his arm.

## 14.2. Diffraction

by Mike Weiblen

[DIFFRACTION](#) is the effect of light bending around a sharp edge. A device called a [DIFFRACTION GRATING](#) leverages that effect to efficiently split white light into the rainbow of its constituent colors. Jos Stam described how to approximate this effect, first with assembly language shaders (in a SIGGRAPH '99 paper) and then with Cg (in an article in the book *GPU Gems*). Let's see how we can approximate the behavior of a diffraction grating with an OpenGL shader.

First, let's quickly review the wave theory of light and diffraction gratings. One way of describing the behavior of visible light is as waves of electromagnetic radiation. The distance between crests of those waves is called the wavelength, usually represented by the Greek letter lambda ( $\lambda$ ).

The wavelength is what determines the color we perceive when the light hits the sensing cells on the retina of the eye. The human eye is sensitive to the range of wavelengths beginning from about 400 nanometers (nm) for deep violet, up to about 700nm for dark red. Within that range are what humans perceive as all the colors of the rainbow.

A diffraction grating is a tool for separating light based on its wavelength, similar in effect to a prism but using diffraction rather than refraction. Diffraction gratings typically are very closely spaced parallel lines in an opaque or reflective material. They were originally made with a mechanical engine that precisely scribed parallel lines onto the surface of a mirror. Modern gratings are usually created with photographic processes.

The lines of a grating have a spacing roughly on the order of the wavelengths of visible light. Because of the difference in path length when white light is reflected from adjacent mirrored lines, the different wavelengths of reflected light interfere and reinforce or cancel, depending on whether the waves constructively or destructively interfere.

For a given wavelength, if the path length of light reflecting from two adjacent lines differs by an integer number of wavelengths (meaning that the crests of the waves reflected from each line coincide), that color of light constructively interferes and reinforces in intensity. If the path difference is an integer number of wavelengths plus half a wavelength (meaning that crests of waves from one line coincide with troughs from the other line), those waves destructively interfere and extinguish at that wavelength. That interference condition varies according to the wavelength of the light, the spacing of the grating lines, and the angle of the light's path (both incident and reflected) with respect to the grating surface. Because of that interference, white light breaks into its component colors as the light source and eyepoint move with respect to the diffracting surface.

Everyday examples of diffraction gratings include compact discs, novelty "holographic" gift-wrapping papers, and the rainbow logos on modern credit cards used to discourage counterfeiting.

To demonstrate this shader, we use the everyday compact disc as a familiar example; extending this shader for other applications is straightforward.

While everyone is familiar with the overall physical appearance of a CD, let's look at the microscopic characteristics that make it a functional diffraction grating. A CD consists of one long spiral of microscopic pits embossed onto one side of a sheet of mirrored plastic. The dimensions of those pits is on the order of several hundred nanometers, or the same order of magnitude as the wavelengths of visible light. The track pitch of the spiral of pits (i.e., the spacing between each winding of the spiral) is nominally 1600 nanometers. The range of those

dimensions, being so close to visible wavelengths, is what gives a CD its rainbow light-splitting qualities.

Our diffraction shader computes two independent output color components per vertex:

1. An anisotropic glint that reflects the color of the light source
2. A color based on accumulation of the wavelengths that constructively interfere for the given light source and eyepoint locations.

We can do this computation just by using a vertex shader. No fragment processing beyond typical OpenGL fixed functionality is necessary. Therefore, we write this vertex shader to take advantage of OpenGL's capability to combine programmable and fixed functionality processing. The vertex shader writes to the built-in varying variable `gl_FrontColor` and the special output variable `gl_Position`, and no programmable fragment processing is necessary.

The code for the diffraction vertex shader is shown in [Listing 14.5](#). To render the diffraction effect, the shader requires the application to send a normal and tangent for each vertex. For this shader, the tangent is defined to be parallel to the orientation of the simulated grating lines. In the case of a compact disc (which has a spiral of pits on its mirrored surface), the close spacing of that spiral creates a diffraction grating of basically concentric circles, so the tangent is tangent to those circles.

Since the shader uses wavelength to compute the constructive interference, we need to convert wavelength to OpenGL's RGB representation of color. We use the function `lambda2rgb`, which approximates the conversion of wavelength to RGB by using a bump function. We begin the conversion by mapping the range of visible wavelengths to a normalized 0.0 to 1.0 range. From that normalized wavelength, we create a `vec3` by subtracting an offset for each of the red/green/blue bands. Then for each color component, we compute the contribution with the bump expression  $1 - cx^2$  clamped to the range of [0, 1]. The  $c$  term controls the width of the bump and is selected for best appearance by allowing the bumps to overlap somewhat, approximating a relatively smooth rainbow spread. This bump function is quick and easy to implement, but we could use another approach to the wavelength-to-RGB conversion, for example, using the normalized wavelength to index into a lookup table or using a 1D texture, which would be tuned for enhanced spectral qualities.

More than one wavelength can satisfy the constructive interference condition at a vertex for a given set of lighting and viewing conditions, so the shader must accumulate the contribution from each of those wavelengths. Using the condition that constructive interference occurs at path differences of integer wavelength, the shader iterates over those integers to determine the reinforced wavelength. That wavelength is converted to an RGB value by the `lambda2rgb` function and accumulated in `diffColor`.

A specular glint of `HighlightColor` is reflected from the grating lines in the region where diffractive interference does not occur. The `SurfaceRoughness` term controls the width of that highlight to approximate the scattering of light from the microscopic pits.

The final steps of the shader consist of the typical vertex transformation to compute `gl_Position` and the summing of the lighting contributions to determine `gl_FrontColor`. The `diffAtten` term attenuates the diffraction color slightly to prevent the colors from being too intensely garish.

A simplification we made in this shader is this: Rather than attempt to represent the spectral composition of the `HighlightColor` light source, we assume the incident light source is a flat spectrum of white light.

Being solely a vertex shader, the coloring is computed only at vertices. Since diffraction gratings can produce dramatic changes in color for a small displacement, there is an opportunity for artifacts caused by insufficient tessellation. Depending on the choice of

performance trade-offs, this shader could easily be ported to a fragment shader if per-pixel shading is preferred.

Results from the diffraction shader are shown in [Figure 14.2](#) and Color Plate 17.

**Figure 14.2. The diffraction shader simulates the look of a vinyl phonograph record (3Dlabs, Inc.)**



#### **Listing 14.5. Vertex shader for diffraction effect**

```
attribute vec3 Tangent;      // parallel to grating lines at each vertex

// map a visible wavelength [nm] to OpenGL's RGB representation

vec3 lambda2rgb(float lambda)
{
    const float ultraviolet = 400.0;
    const float infrared     = 700.0;

    // map visible wavelength range to 0.0 -> 1.0
    float a = (lambda-ultraviolet) / (infrared-ultraviolet);

    // bump function for a quick/simple rainbow map
    const float C = 7.0;           // controls width of bump
    vec3 b = vec3(a) - vec3(0.75, 0.5, 0.25);
    return max((1.0 - C * b * b), 0.0);
}
void main()
{
    // extract positions from input uniforms
    vec3 lightPosition = gl_LightSource[0].position.xyz;
    vec3 eyePosition   = -osg_ViewMatrix[3].xyz / osg_ViewMatrix[3].w;

    // H = halfway vector between light and viewer from vertex
    vec3 P = vec3(gl_ModelViewMatrix * gl_Vertex);
    vec3 L = normalize(lightPosition - P);
    vec3 V = normalize(eyePosition - P);
    vec3 H = L + V;

    // accumulate contributions from constructive interference
    // over several spectral orders.
    vec3 T = gl_NormalMatrix * Tangent;
    float u = abs(dot(T, H));
    vec3 diffColor = vec3(0.0);
```

```
const int numSpectralOrders = 3;
for (int m = 1; m <= numSpectralOrders; ++m)
{
    float lambda = GratingSpacing * u / float(m);
    diffColor += lambda2rgb(lambda);
}

// compute anisotropic highlight for zero-order (m = 0) reflection.
vec3 N = gl_NormalMatrix * gl_Normal;
float w = dot(N, H);
float e = SurfaceRoughness * u / w;
vec3 hilight = exp(-e * e) * HighlightColor;

// write the values required for fixed function fragment processing
const float diffAtten = 0.8; // attenuation of the diffraction color
gl_FrontColor = vec4(diffAtten * diffColor + hilight, 1.0);
gl_Position = ftransform();
}
```

## 14.3. BRDF Models

The traditional OpenGL reflectance model and the one that we have been using for most of the previous shader examples in this book (see, for example, [Section 6.2](#)) consists of three components: ambient, diffuse, and specular. The ambient component is assumed to provide a certain level of illumination to everything in the scene and is reflected equally in all directions by everything in the scene. The diffuse and specular components are directional in nature and are due to illumination from a particular light source. The diffuse component models reflection from a surface that is scattered in all directions. The diffuse reflection is strongest where the surface normal points directly at the light source, and it drops to zero where the surface normal is pointing 90° or more away from the light source. Specular reflection models the highlights caused by reflection from surfaces that are mirrorlike or nearly so. Specular highlights are concentrated on the mirror direction.

But relatively few materials have perfectly specular (mirrorlike) or diffuse (Lambertian) reflection characteristics. To model more physically realistic surfaces, we must go beyond the simplistic lighting/reflection model that is built into OpenGL. This model was developed empirically and is not physically accurate. Furthermore, it can realistically simulate the reflection from only a relatively small class of materials.

For more than two decades, computer graphics researchers have been rendering images with more realistic reflection models called [BIDIRECTIONAL REFLECTANCE DISTRIBUTION FUNCTIONS](#), or BRDFs. A BRDF model for computing the reflection from a surface takes into account the input direction of incoming light and the outgoing direction of reflected light. The elevation and azimuth angles of these direction vectors are used to compute the relative amount of light reflected in the outgoing direction (the fixed functionality OpenGL model uses only the elevation angle). A BRDF model renders surfaces with [ANISOTROPIC](#) reflection properties (i.e., surfaces that are not rotationally invariant in their surface reflection properties). Instruments have been developed to measure the BRDF of real materials. In some cases, the measured data has been used to create a function with a few parameters that can be modified to model the reflective characteristics of a variety of materials. In other cases, the measured data has been sampled to produce texture maps that reconstruct the BRDF function at runtime. A variety of different measuring, sampling, and reconstruction methods have been devised to use BRDFs in computer graphics, and this is still an area of active research.

Generally speaking, the amount of light that is reflected to a particular viewing position depends on the position of the light, the position of the viewer, and the surface normal and tangent. If any of these changes, the amount of light reflected to the viewer may also change. The surface characteristics also play a role because different wavelengths of light may be reflected, transmitted, or absorbed, depending on the physical properties of the material. Shiny materials have concentrated, near-mirrorlike specular highlights. Rough materials have specular highlights that are more spread out. Metals have specular highlights that are the color of the metal rather than the color of the light source. The color of reflected light may change as the reflection approaches a grazing angle with the surface. Materials with small brush marks or grooves reflect light differently as they are rotated, and the shapes of their specular highlights also change. These are the types of effects that BRDF models are intended to accurately reproduce.

A BRDF is a function of two pairs of angles as well as the wavelength and polarization of the incoming light. The angles are the altitude and azimuth of the incident light vector ( $\theta_i, \phi_i$ ) and the altitude and azimuth of the reflected light vector ( $\theta_r, \phi_r$ ). Both sets of angles are given with respect to a given tangent vector. For simplicity, some BRDF models omit polarization effects and assume that the function is the same for all wavelengths. Because the incident and reflected light vectors are measured against a fixed tangent vector in the plane of a surface, BRDF models can reproduce the reflective characteristics of anisotropic materials such as brushed or rolled metals. And because both the incident and reflected light vectors are

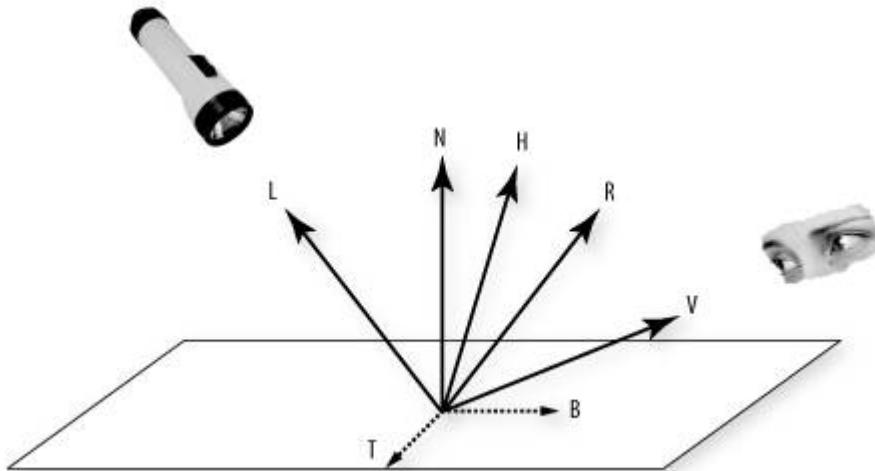
considered, BRDF models can also reproduce the changes in specular highlight shapes or colors that occur when an object is illuminated by a light source at a grazing angle.

BRDF models can either be theoretical or empirical. Theoretical models attempt to model the physics of light and materials in order to reproduce the observed reflectance properties. In contrast, an empirical model is a function with adjustable parameters that is designed to fit measured reflectance data for a certain class of materials. The volume of measured data typically prohibits its direct use in a computer graphics environment, and this data is often imperfect or incomplete. Somehow, the measured data must be boiled down to a few useful values that can be plugged into a formula or used to create textures that can be accessed during rendering. A variety of methods for reducing the measured data have been developed.

One such model was described by Greg Ward in a 1992 SIGGRAPH paper. He and his colleagues at Lawrence Berkeley Laboratory built a device that was relatively efficient in collecting reflectance data from a variety of materials. The measurements were the basis for creating a mathematical reflectance model that provided a reasonable approximation to the measured data. Ward's goal was to produce a simple empirical formula that was physically valid and fit the measured reflectance data for a variety of different materials. Ward measured the reflectivity of various materials to determine a few key values with physical meaning and plugged those values into the formula he developed to replicate the measured data in a computer graphics environment.

To understand Ward's model, we should first review the geometry involved, as shown in [Figure 14.3](#). This diagram shows a point on a surface and the relevant direction vectors that are used in the reflection computation:

**Figure 14.3. The geometry of reflection**



- $N$  is the unit surface normal.
- $L$  is the unit vector in the direction of the simulated light source.
- $V$  is the unit vector in the direction of the viewer.
- $R$  is the unit vector in the direction of reflection from the simulated light source.
- $H$  is the unit angular bisector of  $V$  and  $L$  (sometimes called the halfway vector).
- $T$  is a unit vector in the plane of the surface that is perpendicular to  $N$  (i.e., the tangent).

- $B$  is a unit vector in the plane of the surface that is perpendicular to both  $N$  and  $T$  (i.e., the binormal).

The formula developed by Ward is based on a Gaussian reflectance model. The key parameters of the formula are the diffuse reflectivity of the surface ( $\rho_d$ ), the specular reflectivity of the surface ( $\rho_s$ ), and the standard deviation of the surface slope ( $\alpha$ ). The final parameter is a measure of the roughness of a surface. The assumption is that a surface is made up of tiny microfacets that reflect in a specular fashion. For a mirrorlike surface, all the microfacets line up with the surface. For a rougher surface, some random orientation of these microfacets causes the specular highlight to spread out more. The fraction of facets that are oriented in the direction of  $H$  is called the facet slope distribution function, or the surface slope. Several possibilities for this function have been suggested.

With but a single value for the surface slope, the mathematical model is limited in its ability to reproduce materials exhibiting anisotropic reflection. To deal with this, Ward's model includes two  $\alpha$  values, one for the standard deviation of the surface slope in the  $x$  direction (i.e., in the direction of the surface tangent vector  $T$ ) and one for the standard deviation of the surface slope in the  $y$  direction (i.e., in the direction of the surface binormal value  $B$ ). The formula used by Ward to fit his measured reflectance data and the key parameters derived from that data is

[\[View full size image\]](#)

$$\rho_{bd}(\theta_i, \phi_i, \theta_r, \phi_r) = \frac{\rho_d}{\pi} + \rho_s \cdot \frac{1}{\sqrt{\cos \theta_i \cos \theta_r}} \cdot \frac{1}{4\pi \alpha_x \alpha_y} \cdot \exp \left[ -2 \frac{\left[ \frac{H \cdot T}{\alpha_x} \right]^2 + \left[ \frac{H \cdot B}{\alpha_y} \right]^2}{1 + H \cdot N} \right]$$

This formula looks a bit onerous, but Ward has supplied values for  $\rho_d$ ,  $\rho_s$ ,  $\alpha_x$ , and  $\alpha_y$  for several materials, and all we need to do is code the formula in the OpenGL Shading Language. The result of this BRDF is plugged into the overall equation for illumination, which looks like this

$$L(\theta_r, \phi_r) = I \frac{\rho_d}{\pi} + L_s \rho_s + \sum_{i=1}^N L_i \omega_i \cos \theta_i \rho_{bd}(\theta_i, \phi_i, \theta_r, \phi_r)$$

This formula basically states that the reflected radiance is the sum of a general indirect radiance contribution, plus an indirect semispecular contribution, plus the radiance from each of  $N$  light sources in the scene.  $I$  is the indirect radiance,  $L_s$  is the radiance from the indirect semispecular contribution, and  $L_i$  is the radiance from light source  $i$ . For the remaining terms,  $\omega_i$  is the solid angle in steradians of light source  $i$ , and  $\rho_{bd}$  is the BRDF defined in the previous equation.

This all translates quite easily into OpenGL Shading Language code. To get higher-quality results, we compute all the vectors in the vertex shader, interpolate them, and then perform the reflection computations in the fragment shader.

The application is expected to provide four attributes for every vertex. Two of them are standard OpenGL attributes and need not be defined by our vertex program: `gl_Vertex` (position) and `gl_Normal` (surface normal). The other two attributes are a tangent vector and a binormal vector, which the application computes. These two attributes should be provided to OpenGL with either the `glVertexAttrib` function or a generic vertex array. The location to be used for these generic attributes can be bound to the appropriate attribute in our vertex shader with `glBindAttribLocation`. For instance, if we choose to pass the tangent values in vertex attribute location 3 and the binormal values in vertex attribute location 4, we would set up the binding

with these lines of code:

```
glBindAttribLocation(programObj, 3, "Tangent");
glBindAttribLocation(programObj, 4, "Binormal");
```

If the variable *tangent* is defined to be an array of three floats and *binormal* is also defined as an array of three floats, we can pass in these generic vertex attributes by using the following calls:

```
glVertexAttrib3fv(3, tangent);
glVertexAttrib3fv(4, binormal);
```

Alternatively, we could pass these values to OpenGL by using generic vertex arrays.

[Listing 14.6](#) contains the vertex shader. Its primary job is to compute and normalize the vectors shown in [Figure 14.3](#), namely, the unit vectors *N*, *L*, *V*, *H*, *R*, *T*, and *B*. We compute the values for *N*, *T*, and *B* by transforming the application-supplied normal, tangent, and binormal into eye coordinates. We compute the reflection vector *R* by using the built-in function `reflect`. We determine *L* by normalizing the direction to the light source. Because the viewing position is defined to be at the origin in eye coordinates, we compute *V* by transforming the viewing position into eye coordinates and subtracting the surface position in eye coordinates. *H* is the normalized sum of *L* and *V*. All seven of these values are stored in varying variables that will be interpolated and made available to the fragment shader.

### Listing 14.6. Vertex shader for rendering with Ward's BRDF model

```
attribute vec3 Tangent;
attribute vec3 Binormal;

uniform vec3 LightDir; // Light direction in eye coordinates
uniform vec4 ViewPosition;

varying vec3 N, L, H, R, T, B;

void main()
{
    vec3 V, eyeDir;
    vec4 pos;

    pos    = gl_ModelViewMatrix * gl_Vertex;
    eyeDir = pos.xyz;

    N = normalize(gl_NormalMatrix * gl_Normal);
    L = normalize(LightDir);
    V = normalize((gl_ModelViewMatrix * ViewPosition).xyz - pos.xyz);
    H = normalize(L + V);
    R = normalize(reflect(eyeDir, N));
    T = normalize(gl_NormalMatrix * Tangent);
    B = normalize(gl_NormalMatrix * Binormal);

    gl_Position = ftransform();
}
```

It is then up to the fragment shader to implement the equations defined previously. The values that parameterize a material ( $\rho_d$ ,  $\rho_s$ ,  $\alpha_x$ ,  $\alpha_y$ ) are passed as the uniform variables *P* and *A*. We can use the values from the table published in Ward's paper or try some values of our own. The

base color of the surface is also passed as a uniform variable (Ward's measurements did not include color for any of the materials). Instead of dealing with the radiance and solid angles of light sources, we just use a uniform variable to supply coefficients that manipulate these terms directly.

The vectors passed as varying variables become denormalized during interpolation, but if the polygons in the scene are all relatively small, this effect is hard to notice. For this reason, we can usually skip the step of renormalizing these values in the fragment shader. The first three lines of code in the fragment shader ([Listing 14.7](#)) compute the expression in the  $\exp$  function from Ward's BRDF. The next two lines obtain the necessary cosine values by computing the dot product of the appropriate vectors. We then use these values to compute the value for  $brdf$ , which is the same as  $p_{bd}$  in the equations above. The next equation puts it all together into an intensity value that attenuates the base color for the surface. The attenuated value becomes the final color for the fragment.

### **Listing 14.7. Fragment shader for rendering with Ward's BRDF model**

```
const float PI = 3.14159;
const float ONE_OVER_PI = 1.0 / PI;

uniform vec4 SurfaceColor; // Base color of surface
uniform vec2 P;           // Diffuse (x) and specular reflectance (y)
uniform vec2 A;           // Slope distribution in x and y
uniform vec3 Scale;        // Scale factors for intensity computation

varying vec3 N, L, H, R, T, B;

void main()
{
    float e1, e2, E, cosThetaI, cosThetaR, brdf, intensity;

    e1 = dot(H, T) / A.x;
    e2 = dot(H, B) / A.y;
    E = -2.0 * ((e1 * e1 + e2 * e2) / (1.0 + dot(H, N)));

    cosThetaI = dot(N, L);
    cosThetaR = dot(N, R);

    brdf = P.x * ONE_OVER_PI +
           P.y * (1.0 / sqrt(cosThetaI * cosThetaR)) *
           (1.0 / (4.0 * PI * A.x * A.y)) * exp(E);

    intensity = Scale[0] * P.x * ONE_OVER_PI +
                Scale[1] * P.y * cosThetaI * brdf +
                Scale[2] * dot(H, N) * P.y;

    vec3 color = intensity * SurfaceColor.rgb;
    gl_FragColor = vec4(color, 1.0);
}
```

Some results from this shader are shown in Color Plate 23. It certainly would be possible to extend the formula and surface parameterization values to operate on three channels instead of just one. The resulting shader could be used to simulate materials whose specular highlight changes color depending on the viewing angle.

## 14.4. Polynomial Texture Mapping with BRDF Data

This section describes the OpenGL Shading Language BRDF shaders that use the Polynomial Texture Mapping technique developed by Hewlett-Packard. The shaders presented are courtesy of Brad Ritter, Hewlett-Packard. The BRDF data is from Cornell University. It was obtained by measurement of reflections from several types of automotive paints that were supplied by Ford Motor Co.

One reason this type of rendering is important is that it achieves realistic rendering of materials whose reflection characteristics vary as a function of view angle and light direction. Such is the case with these automotive paints. To a car designer, it is extremely important to be able to visualize the final "look" of the car, even when it is painted with a material whose reflection characteristics vary as a function of view angle and light direction. One of the paint samples tested by Cornell, Mystique Lacquer, has the peculiar property that the color of its specular highlight color changes as a function of viewing angle. This material cannot be adequately rendered if only conventional texture-mapping techniques are used.

The textures used in this example are called [POLYNOMIAL TEXTURE MAPS](#), or PTMs. PTMs are essentially light-dependent texture maps; PTMs are described in a 2001 SIGGRAPH paper by Malzbender, Gelb, and Wolters. PTMs reconstruct the color of a surface under varying lighting conditions. When a surface is rendered with a PTM, it takes on different illumination characteristics depending on the direction of the light source. As with bump mapping, this behavior helps viewers by providing perceptual clues about the surface geometry. But PTMs go beyond bump maps in that they capture surface variations resulting from self-shadowing and interreflections. PTMs are generated from real materials and preserve the visual characteristics of the actual materials. Polynomial texture mapping is an image-based technique that does not require bump maps or the modeling of complex geometry.

The image in Color Plate 27A shows two triangles from a PTM demo developed by Hewlett-Packard. The triangle on the upper right has been rendered with a polynomial texture map, and the triangle on the lower left has been rendered with a conventional 2D texture map. The objects that were used in the construction of the texture maps were a metallic bezel with the Hewlett-Packard logo on it and a brushed metal notebook cover with an embossed 3Dlabs logo. As you move the simulated light source in the demo, the conventional texture looks flat and somewhat unrealistic, whereas the PTM texture faithfully reproduces the highlights and surface shadowing that occur on the real-life objects. In the image captured here, the light source is a bit in front and above the two triangles. The PTM shows realistic reflections, but the conventional texture can only reproduce the lighting effect from a single lighting angle (in this case, as if the light were directly in front of the object).

The PTM technique developed by HP requires as input a set of images of the desired object, with the object illuminated by a light source of a different known direction for each image, all captured from the same viewpoint. For each texel of the PTM, these source images are sampled and a least-squares biquadratic curve fit is performed to obtain a polynomial that approximates the lighting function for that texel. This part of the process is partly science and partly art (a bit of manual intervention can improve the end results). The biquadratic equation generated in this manner allows runtime reconstruction of the lighting function for the source material. The coefficients stored in the PTM are A, B, C, D, E, and F, as shown in this equation:

$$Au^2 + Bv^2 + Cuv + Du + Ev + F$$

One use of PTMs is for representing materials with surface properties that vary spatially across the surface. Things like brushed metal, woven fabric, wood, and stone are all materials that reflect light differently depending on the viewing angle and light source direction. They may also have interreflections and self-shadowing. The PTM technique captures these details and reproduces them at runtime. There are two variants for PTMs: luminance (LRGB) and RGB. An

LRGB PTM uses the biquadratic polynomials to determine the brightness of each rendered pixel. Because each texel in an LRGB PTM has its own biquadratic polynomial function, the luminance or brightness characteristics of each texel can be unique. An RGB PTM uses a separate biquadratic polynomial for each of the three colors: red, green, and blue. This allows objects rendered with an RGB PTM to vary in color as the light position shifts. Thus, color-shifting materials such as holograms can be accurately reconstructed with an RGB PTM.

The key to creating a PTM for these types of spatially varying materials is to capture images of them as lit from a variety of light source directions. Engineers at Hewlett-Packard have developed an instrumenta dome with multiple light sources and a camera mounted at the topto do just that. This device can automatically capture 50 images of the source material from a single fixed camera position as illuminated by light sources in different positions. A photograph of this picture-taking device is shown in [Figure 14.4](#).

**Figure 14.4. A device for capturing images for the creation of polynomial texture maps (© Copyright 2003, Hewlett-Packard Development Company, L.P., reproduced with permission)**



The image data collected with this device is the basis for creating a PTM for the real-world texture of a material (e.g., automobile paints). These types of PTMs have four degrees of freedom. Two of these represent the spatially varying characteristics of the material. These two degrees of freedom are controlled by the 2D texture coordinates. The remaining two degrees of freedom represent the light direction. These are the two independent variables in the biquadratic polynomial.

A BRDF PTM is slightly different from a spatially varying PTM. BRDF PTMs model homogeneous materialsthat is, they do not vary spatially. BRDF PTMs use two degrees of freedom to represent the light direction, and the remaining two degrees of freedom represent the view direction. The parameterized light direction ( $L_u, L_v$ ) is used for the independent variables of the biquadratic polynomial, and the parameterized view direction ( $V_u, V_v$ ) is used as the 2D texture coordinate.

No single parameterization works well for all BRDF materials. A further refinement to enhance quality for BRDF PTMs for the materials we are trying to reproduce is to reparameterize the light and view vectors as half angle and difference vectors ( $H_u, H_v$ ) and ( $D_u, D_v$ ). In the BRDF PTM shaders discussed in the next section,  $H_u$  and  $H_v$  are the independent variables of the biquadratic polynomial, and ( $D_u, D_v$ ) is the 2D texture coordinate. A large part of the vertex shader's function is to calculate ( $H_u, H_v$ ) and ( $D_u, D_v$ ).

BRDF PTMs can be created as either LRGB or RGB PTMs. The upcoming example shows how an RGB BRDF PTM is rendered with OpenGL shaders. RGBA textures with 8 bits per component are used because the PTM file format and tools developed by HP are based on this format.

#### 14.4.1. Application Setup

To render BRDF surfaces using the following shaders, the application must set up a few uniform variables. The vertex shader must be provided with values for uniform variables that describe the eye direction (i.e., an infinite viewer) and the position of a single light source (i.e., a point light source). The fragment shader requires the application to provide values for scaling and biasing the six polynomial coefficients. (These values were prescaled when the PTM was created to preserve precision, and they must be rescaled with the scale and bias factors that are specific to that PTM.)

The application is expected to provide the surface normal, vertex position, tangent, and binormal in exactly the same way as the BRDF shader discussed in the previous section. Before rendering, the application should also set up seven texture maps: three 2D texture maps to hold the A, B, and C co-efficients for red, green, and blue components of the PTM; three 2D texture maps to hold the D, E, and F coefficients for red, green, and blue components of the PTM; and a 1D texture map to hold a lighting function.

This last texture is set up by the application whenever the lighting state is changed. The light factor texture solves four problems:

1. The light factor texture is indexed with  $LdotN$ , which is positive for front-facing vertices and negative for back-facing vertices. As a first level of complexity, the light texture can solve the front-facing/backfacing discrimination problem by being 1.0 for positive index values and 0.0 for back-facing values.
2. We'd like to be able to light BRDF PTM shaded objects with colored lights. As a second level of complexity, the light texture (which has three channels, R, G, and B) uses a light color instead of 1.0 for positive index values.
3. An abrupt transition from front-facing to back-facing looks awkward and unrealistic on rendered images. As a third level of complexity, we apply a gradual transition in the light texture values from 0 to 1.0. We use a sine or cosine curve to determine these gradual texture values.
4. There is no concept of ambient light for PTM rendering. It can look very unrealistic to render back-facing pixels as (0,0,0). Instead of using 0 values for negative indices, we use values such as 0.1.

#### 14.4.2. Vertex Shader

The BRDF PTM vertex shader is shown in [Listing 14.8](#). This shader produces five varying values:

- $gl\_Position$ , as required by every vertex shader
- $TexCoord$ , which is used to access our texture maps to get the two sets of polynomial coefficients
- $D_u$ , a float that contains the cosine of the angle between the light direction and the tangent vector
- $D_v$ , a float that contains the cosine of the angle between the light direction and the binormal vector

- $LdotN$ , a float that contains the cosine of the angle between the incoming surface normal and the light direction

The shader assumes a viewer at infinity and one point light source.

### **Listing 14.8. Vertex shader for rendering BRDF-based polynomial texture maps**

```

//  

// PTM vertex shader by Brad Ritter, Hewlett-Packard  

// and Randi Rost, 3Dlabs.  

//  

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// Hewlett-Packard Development Company, L.P.,  

// Reproduced with Permission  

//  

uniform vec3 LightPos;  

uniform vec3 EyeDir;  

attribute vec3 Tangent;  

attribute vec3 Binormal;  

varying float Du;  

varying float Dv;  

varying float LdotN;  

varying vec2 TexCoord;  

void main()  

{  

    vec3 lightTemp;  

    vec3 halfAngleTemp;  

    vec3 tPrime;  

    vec3 bPrime;  

    // Transform vertex  

    gl_Position = ftransform();  

    lightTemp = normalize(LightPos - gl_Vertex.xyz);  

    // Calculate the Half Angle vector  

    halfAngleTemp = normalize(EyeDir + lightTemp);  

    // Calculate T' and B'  

    //   T' = |T - (T.H)H|  

    tPrime = Tangent - (halfAngleTemp * dot(Tangent, halfAngleTemp));  

    tPrime = normalize(tPrime);  

    //   B' = H x T'  

    bPrime = cross(halfAngleTemp, tPrime);  

    Du = dot(lightTemp, tPrime);  

    Dv = dot(lightTemp, bPrime);  

    // Multiply the Half Angle vector by NOISE_FACTOR  

    // to avoid noisy BRDF data  

    halfAngleTemp = halfAngleTemp * 0.9;  

    // Hu = Dot(HalfAngle, T)  

    // Hv = Dot(HalfAngle, B)  

    // Remap [-1.0..1.0] to [0.0..1.0]  

    TexCoord.s = dot(Tangent, halfAngleTemp) * 0.5 + 0.5;  

    TexCoord.t = dot(Binormal, halfAngleTemp) * 0.5 + 0.5;
}

```

```

    // "S" Text Coord3: Dot(Light, Normal);
    LdotN = dot(lightTemp, gl_Normal) * 0.5 + 0.5;
}

```

The light source position and eye direction are passed in as uniform variables by the application. In addition to the standard OpenGL vertex and normal vertex attributes, the application is expected to pass in a tangent and a binormal per vertex, as described in the previous section. These two generic attributes are defined with appropriate names in our vertex shader.

The first line of the vertex shader transforms the incoming vertex value by the current modelview-projection matrix. The next line computes the light source direction for our positional light source by subtracting the vertex position from the light position. Because *LightPos* is defined as a **vec3** and the built-in attribute *gl\_Vertex* is defined as a **vec4**, we must use the **.xyz** component selector to obtain the first three elements of *gl\_Vertex* before doing the vector subtraction operation. The result of the vector subtraction is then normalized and stored as our light direction.

The following line of code computes the half angle by summing the eye direction vector and the light direction vector and normalizing the result.

The next few lines of code compute the 2D parameterization of our half angle and difference vector. The goal here is to compute values for *u* (*Du*) and *v* (*Dv*) that can be plugged into the biquadratic equation in our fragment shader. The technique we use is called Gram-Schmidt orthonormalization. *H* (half angle), *T'*, and *B'* are the orthogonal axes of a coordinate system. *T'* and *B'* maintain a general alignment with the original *T* (tangent) and *B* (binormal) vectors. Where *T* and *B* lie in the plane of the triangle being rendered, *T'* and *B'* are in a plane perpendicular to the half angle vector. More details on the reasons for choosing *H*, *T'*, and *B'* to define the coordinate system are available in the paper *Interactive Rendering with Arbitrary BRDFs Using Separable Approximations* by Jan Kautz and Michael McCool ([1999](#)).

BRDF data often has noisy data values for extremely large incidence angles (i.e., close to 180°), so in the next line of code, we avoid the noisy data in a somewhat unscientific manner by applying a scale factor to the half angle. This effectively causes these values to be ignored.

Our vertex shader code then computes values for *Hu* and *Hv* and places them in the varying variable *TexCoord*. These are plugged into our biquadratic equation in the fragment shader as the *u* and *v* values. These values hold our parameterized difference vector and are used to look up the required polynomial coefficients from the texture maps, so they are mapped into the range [0,1].

Finally, we compute a value that applies the lighting effect. This value is simply the cosine of the angle between the surface normal and the light direction. It is also mapped into the range [0,1] because it is the texture coordinate for accessing a 1D texture to obtain the lighting factor that is used.

### 14.4.3. Fragment Shader

The fragment shader for our BRDF PTM surface rendering is shown in [Listing 14.9](#).

#### **Listing 14.9. Fragment shader for rendering BRDF-based polynomial texture maps**

```
//
```

```

// PTM fragment shader by Brad Ritter, Hewlett-Packard
// and Randi Rost, 3Dlabs.
//
// © Copyright 2003 3Dlabs, Inc., and
// Hewlett-Packard Development Company, L.P.,
// Reproduced with Permission
//
uniform sampler2D ABCred;           // = 0
uniform sampler2D DEFred;          // = 1
uniform sampler2D ABCgrn;          // = 2
uniform sampler2D DEFgrn;          // = 3
uniform sampler2D ABCblu;          // = 4
uniform sampler2D DEFblu;          // = 5
uniform sampler1D Lighttexture;    // = 6

uniform vec3 ABCscale, ABCbias;
uniform vec3 DEFscale, DEFbias;

varying float Du;                  // passes the computed L*tPrime value
varying float Dv;                  // passes the computed L*bPrime value
varying float LdotN;               // passes the computed L*Normal value
varying vec2 TexCoord;             // passes s, t, texture coords

void main()
{
    vec3    ABCcoef, DEFcoef;
    vec3    ptvec;

    // Read coefficient values for red and apply scale and bias factors
    ABCcoef = (texture2D(ABCred, TexCoord).rgb - ABCbias) * ABCscale;
    DEFcoef = (texture2D(DEFred, TexCoord).rgb - DEFbias) * DEFscale;

    // Compute red polynomial
    ptvec.r = ABCcoef[0] * Du * Du +
              ABCcoef[1] * Dv * Dv +
              ABCcoef[2] * Du * Dv +
              DEFcoef[0] * Du +
              DEFcoef[1] * Dv +
              DEFcoef[2];

    // Read coefficient values for green and apply scale and bias factors
    ABCcoef = (texture2D(ABCgrn, TexCoord).rgb - ABCbias) * ABCscale;
    DEFcoef = (texture2D(DEFgrn, TexCoord).rgb - DEFbias) * DEFscale;

    // Compute green polynomial
    ptvec.g = ABCcoef[0] * Du * Du +
              ABCcoef[1] * Dv * Dv +
              ABCcoef[2] * Du * Dv +
              DEFcoef[0] * Du +
              DEFcoef[1] * Dv +
              DEFcoef[2];

    // Read coefficient values for blue and apply scale and bias factors
    ABCcoef = (texture2D(ABCblu, TexCoord).rgb - ABCbias) * ABCscale;
    DEFcoef = (texture2D(DEFblu, TexCoord).rgb - DEFbias) * DEFscale;

    // Compute blue polynomial
    ptvec.b = ABCcoef[0] * Du * Du +
              ABCcoef[1] * Dv * Dv +
              ABCcoef[2] * Du * Dv +
              DEFcoef[0] * Du +
              DEFcoef[1] * Dv +
              DEFcoef[2];
}

```

```

    // Multiply result * light factor
    ptvec *= texture1D(Lighttexture, LdotN).rgb;

    // Assign result to gl_FragColor
    gl_FragColor = vec4(ptvec, 1.0);
}

```

This shader is relatively straightforward if you've digested the information in the previous three sections. The values in the  $s$  and  $t$  components of  $\text{TexCoord}$  hold a 2D parameterization of the difference vector.  $\text{TexCoord}$  indexes into each of our coefficient textures and retrieves the values for the A, B, C, D, E, and F coefficients. The BRDF PTMs are stored as mipmap textures, and, because we're not providing a  $bias$  argument, the computed level-of-detail bias is just used directly. Using vector operations, we scale and bias the six coefficients by using values passed from the application through uniform variables.

We then use these scaled, biased coefficient values together with our parameterized half angle ( $D_u$  and  $D_v$ ) in the biquadratic polynomial to compute the red value for the surface. We repeat the process to compute the green and blue values as well. We compute the lighting factor by accessing the 1D light texture, using the cosine of the angle between the light direction and the surface normal. Finally, we multiply the lighting factor by our polynomial vector and use an alpha value of 1.0 to produce the final fragment color.

The image in Color Plate 27B shows our BRDF PTM shaders rendering a torus with the BRDF PTM created for the Mystique Lacquer automotive paint. The basic color of this paint is black, but, in the orientation captured for the still image, the specular highlight shows up as mostly white with a reddish-brown tinge on one side of the highlight and a bluish tinge on the other. As the object is moved around or as the light is moved around, our BRDF PTM shaders properly render the shifting highlight color.

## 14.5. Summary

This chapter looked at how shaders model the properties of light that arrives at a particular point on a surface. Light can be transmitted, reflected, or absorbed. We developed shaders that model the reflection and refraction of light based on an approximation to the Fresnel equations, a shader that simulates diffraction, and shaders that implement a bidirectional reflectance distribution function. Finally, we studied a shader that uses image-based methods to reproduce varying lighting conditions and self-shadowing for a variety of materials.

Pardon the pun, but the shaders presented in this chapter (as well as in the preceding two chapters) only begin to scratch the surface of the realistic rendering effects that are possible with the OpenGL Shading Language. The hope is that by developing shaders to implement a few examples of lighting, shadows, and reflection, you will be equipped to survey the literature and implement a variety of similar techniques. The shaders we've developed can be further streamlined and optimized for specific purposes.

## 14.6. Further Information

A thorough treatment of reflectance and lighting models can be found in the book *Real-Time Shading*, by Marc Olano et al. (2002). *Real-Time Rendering* by Akenine-Möller and Haines also contains discussions of Fresnel reflection and the theory and implementation of BRDFs. The paper discussing the Fresnel approximation we've discussed was published by Christophe Schlick as part of Eurographics '94. Cg shaders that utilize this approximation are described in the *Cg Tutorial* and *GPU Gems* books. The diffraction shader is based on work presented by Jos Stam in a 1999 SIGGRAPH paper called *Diffraction Shaders*. Stam later developed a diffraction shader in Cg and discussed it in the book *GPU Gems*.

The specific paper that was drawn upon heavily for the BRDF reflection section was Gregory Ward's *Measuring and Modeling Anisotropic Reflection*, which appeared in the 1992 SIGGRAPH conference proceedings. A classic early paper that set the stage for this work was the 1981 SIGGRAPH paper, *A Reflectance Model for Computer Graphics*, by Cook and Torrance.

The SIGGRAPH 2001 proceedings contain the paper *Polynomial Texture Maps* by Tom Malzbender, Dan Gelb, and Hans Wolters. Additional information is available at the Hewlett-Packard Laboratories Web site, <http://www.hpl.hp.com/ptm/>. At this site, you can find example data files, a PTM viewing program, the PTM file format specification, and utilities to assist in creating PTMs.

The book *Physically-Based Rendering: From Theory to Implementation* by Pharr and Humphreys is a thorough treatment of techniques for achieving realism in computer graphics.

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<http://radsite.lbl.gov/radiance/papers/sg92/paper.html>

# Chapter 15. Noise

In computer graphics, it's easy to make things look good. By definition, geometry is drawn and rendered precisely. However, when realism is a goal, perfection isn't always such a good thing. Real-world objects have dents and dings and scuffs. They show wear and tear. Computer graphics artists have to work hard to make a perfectly defined bowling pin look like it has been used and abused for 20 years in a bowling alley or to make a space ship that seems a little worse for wear after many years of galactic travel.

This was the problem that Ken Perlin was trying to solve when he worked for a company called Magi in the early 1980s. Magi was working with Disney on a feature film called *Tron* that was the most ambitious film in its use of computer graphics until that time. Perlin recognized the "imperfection" of the perfectly rendered objects in that film, and he resolved to do something about it.

In a seminal paper published in 1985, Perlin described a renderer that he had written that used a technique he called [NOISE](#). His definition of noise was a little different from the everyday definition of noise. Normally, when we refer to noise, we're referring to something like a random pattern of pixels on a television channel with no signal (also called "snow") or to static on the radio on a frequency that doesn't have any nearby station broadcasting.

But a truly random function like this isn't that useful for computer graphics. For computer graphics, we need a function that is repeatable so that an object can be drawn from different view angles. We also need the ability to draw the object the same way, frame after frame, in an animation. Truly random functions do not depend on any input values, so an object rendered with such a function would look different each time it was drawn.

The visual artifacts caused by this type of rendering would look horrible as the object was moved about the screen. What is needed is a function that produces the same output value for a given input value every time and yet gives the appearance of randomness. This function also needs to be continuous at all levels of detail.

Perlin was the first to come up with a usable function for that purpose. Since then, a variety of similar noise functions have been defined and used in combinations to produce interesting rendering effects such as

- Rendering natural phenomena (clouds, fire, smoke, wind effects, etc.)
- Rendering natural materials (marble, granite, wood, mountains, etc.)
- Rendering man-made materials (stucco, asphalt, cement, etc.)
- Adding imperfections to perfect models (rust, dirt, smudges, dents, etc.)
- Adding imperfections to perfect patterns (wiggles, bumps, color variations, etc.)
- Adding imperfections to time periods (time between blinks, amount of change between successive frames, etc.)
- Adding imperfections to motion (wobbles, jitters, bumps, etc.)

Actually, the list is endless. Today, most rendering libraries include support for Perlin noise or something nearly equivalent. It is a staple of realistic rendering, and it's been heavily used in

the generation of computer graphics images for the movie industry. For his groundbreaking work in this area, Perlin was presented with an Academy Award for technical achievement in 1997.

Because noise is such an important technique, it is included as a built-in function in the OpenGL Shading Language. There are several ways to make use of noise within a fragment shader. After laying the groundwork for noise, we take a look at several shader examples that depend on noise to achieve an interesting effect.

## 15.1. Noise Defined

The purpose of this section is not to explain the mathematical underpinnings of noise but to provide enough of an intuitive feel that you can grasp the noise-based OpenGL shaders presented in the chapter and then use the OpenGL Shading Language to create additional noise-based effects. For a deeper understanding of noise functions, consult the references listed at the end of this chapter, especially *Texturing and Modeling: A Procedural Approach, Third Edition*, by Ebert et al., which contains several significant discussions of noise, including a description by Perlin of his original noise function. In that book, Darwyn Peachey also provides a taxonomy of noise functions called *Making Noises*. The application of different noise functions and combinations of noise functions are discussed by Ken Musgrave in his section on building procedural planets.

As Perlin describes it, you can think of noise as "seasoning" for graphics. It often helps to add a little noise, but noise all by itself isn't all that appealing. A perfect model looks a little less perfect and, therefore, a little more realistic if some subtle noise effects are applied.

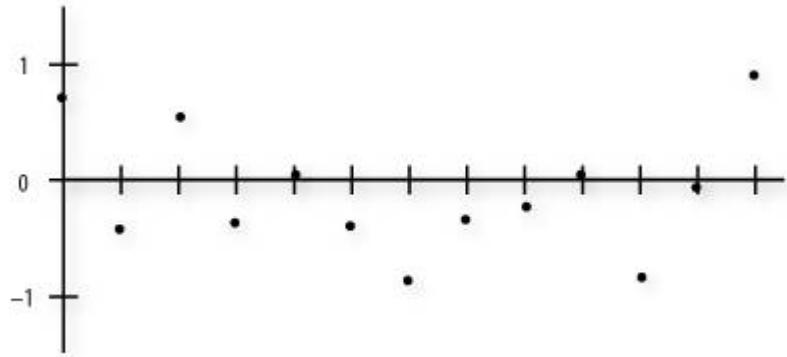
The ideal noise function has some important qualities.

- It is a continuous function that gives the appearance of randomness.
- It is a function that is repeatable (i.e., it generates the same value each time it is presented with the same input).
- It has a well-defined range of output values (usually the range is [1,1] or [0,1]).
- It results in values that do not show obvious regular patterns or periods.
- It is a function whose small-scale form is roughly independent of large-scale position.
- It is a function that is isotropic (i.e., its statistical character is rotationally invariant).
- It can be defined for 1, 2, 3, 4, or even more dimensions.

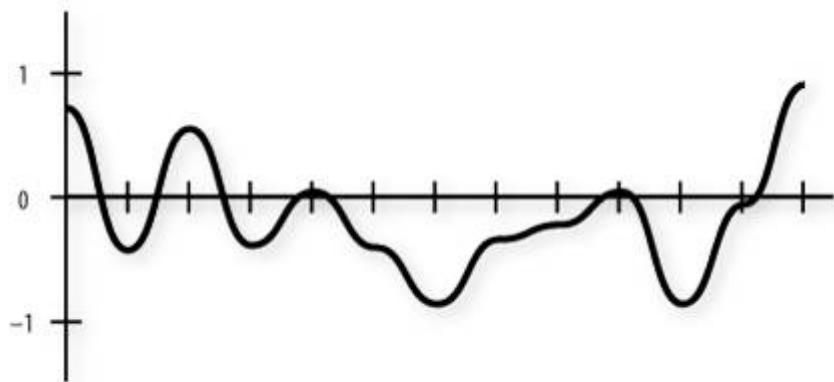
This definition of noise provides an irregular primitive that adds variety or an apparent element of "randomness" to a regular pattern or period. It can be used as part of modeling, rendering, or animation. Its characteristics make it a valuable tool for creating a variety of interesting effects. Algorithms for creating noise functions make various trade-offs in quality and performance, so they meet the preceding criteria with varying degrees of success.

We can construct a simple noise function (called [VALUE NOISE](#) by Peachey) by first assigning a pseudorandom number in the range [1,1] to each integer value along the  $x$  axis, as shown in [Figure 15.1](#), and then smoothly interpolating between these points, as shown in [Figure 15.2](#). The function is repeatable in that, for a given input value, it always returns the same output value.

**Figure 15.1. A discrete 1D noise function**



**Figure 15.2. A continuous 1D noise function**

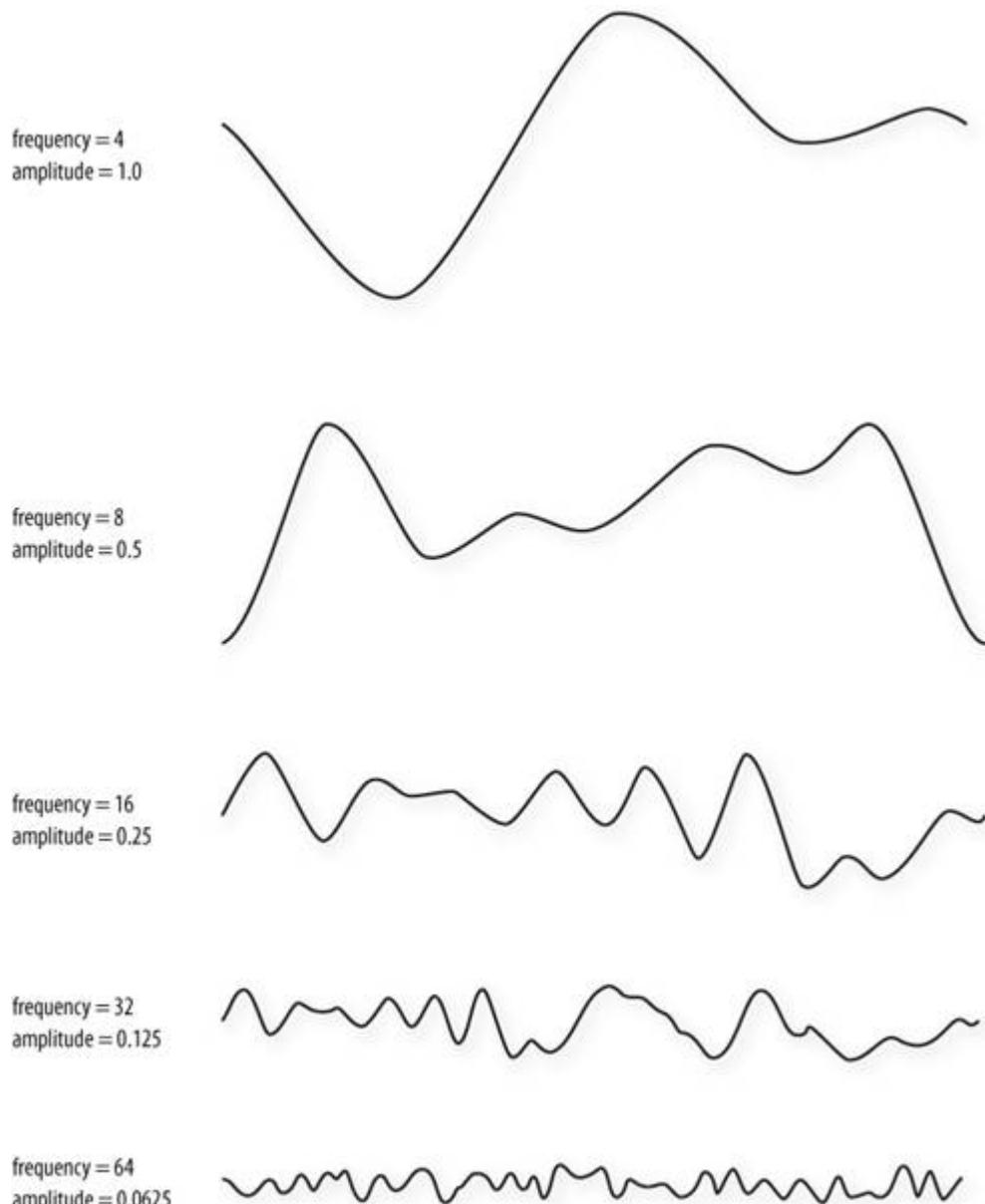


A key choice to be made in this type of noise function is the method used to interpolate between successive points. Linear interpolation is not good enough, because the resulting noise pattern shows obvious artifacts. A cubic interpolation method is usually used to produce smooth-looking results.

By varying the frequency and the amplitude, you can get a variety of noise functions (see [Figure 15.3](#)).

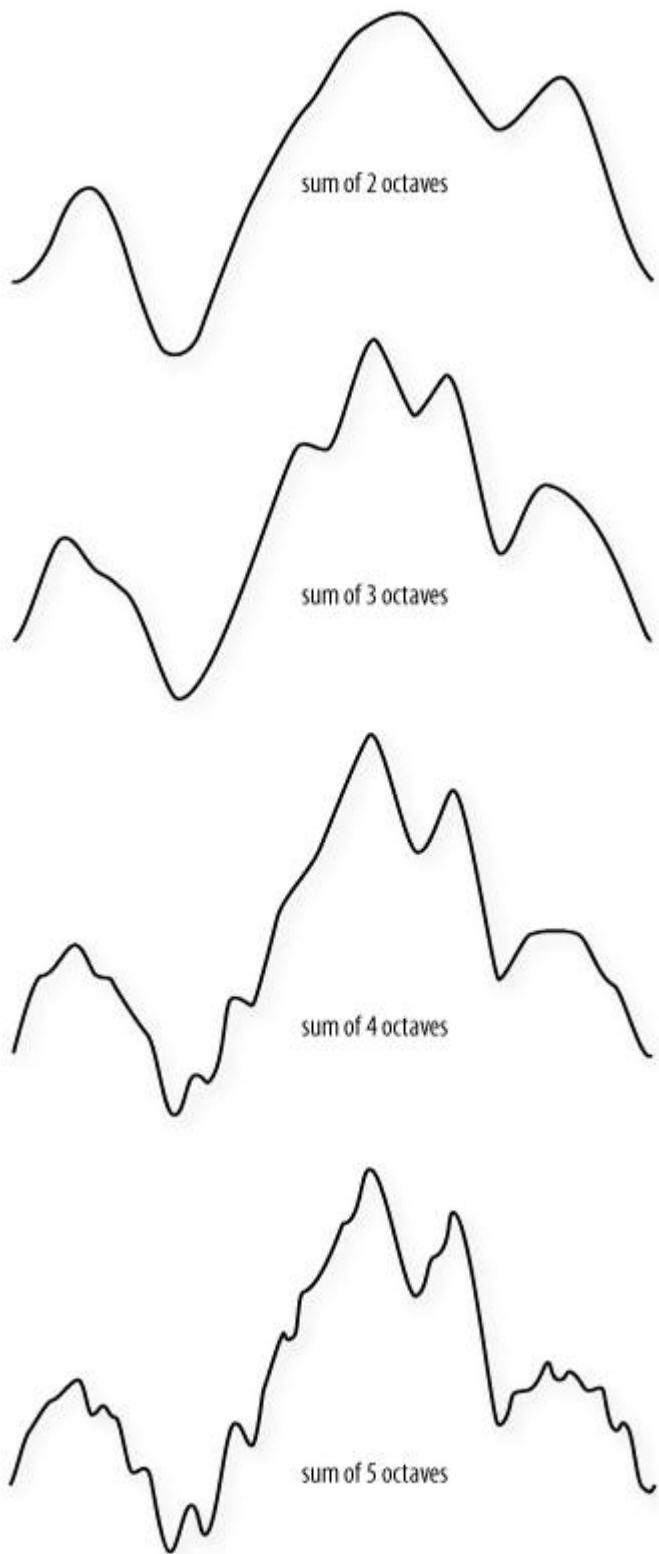
**Figure 15.3. Varying the frequency and the amplitude of the noise function**

[\[View full size image\]](#)



As you can see, the "features" in these functions get smaller and closer together as the frequency increases and the amplitude decreases. When two frequencies are related by a ratio of 2:1, it's called an [octave](#). [Figure 15.3](#) illustrates five octaves of the 1D noise function. These images of noise don't look all that useful, but by themselves they can provide some interesting characteristics to shaders. If we add the functions at different frequencies (see [Figure 15.4](#)), we start to see something that looks even more interesting.

**Figure 15.4. Result of summing noise functions of different amplitude and frequency**



The result is a function that contains features of various sizes. The larger bumps from the lower-frequency functions provide the overall shape, whereas the smaller bumps from the higher-frequency functions provide detail and interest at a smaller scale. The function that results from summing the noise of consecutive octaves, each at half the amplitude of the previous octave, was called  $1/f$  noise by Perlin, but the terms "fractional Brownian motion" and "fBm" are used more commonly today.

If you sum octaves of noise in a procedural shader, at some point you will begin to add

frequencies that cause aliasing artifacts. Algorithms for antialiasing noise functions typically stop adding detail (higher-frequency noise) before this occurs. This is another key aspect of the noise function it can be faded to the average value at the point at which aliasing artifacts would begin to occur.

The noise function defined by Perlin ([PERLIN NOISE](#)) is sometimes called gradient noise. It is defined as a function whose value is 0 at each integer input value, and its shape is created by defining a pseudorandom gradient vector for the function at each of these points. The characteristics of this noise function make it a somewhat better choice, in general, for the effects we're after (see Ebert et al. ([2002](#)) for details). It is used for the implementation of the noise function in RenderMan, and it is also intended to be used for implementations of the `noise` function built into the OpenGL Shading Language.

Lots of other noise functions have been defined, and there are many ways to vary the basic ideas. The examples of Perlin noise shown previously have a frequency multiplier of 2, but it can be useful to use a frequency multiplier, such as 2.21, that is not an integer value. This frequency multiplier is called the [LACUNARITY](#) of the function. The word comes from the Latin word *lacuna*, which means *gap*. Using a value larger than 2 allows us to build up more "variety" more quickly (e.g., by summing fewer octaves to achieve the same apparent visual complexity). Similarly, it is not necessary to divide the amplitude of each successive octave by 2.

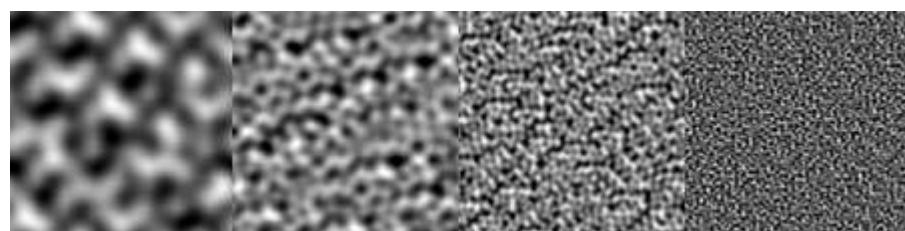
Summed noise functions are the basis for the terrain and features found in the planet-building software package *MojoWorld* from Pandromeda. In *Texturing and Modeling: A Procedural Approach*, Ken Musgrave defines a fractal as "a geometrically complex object, the complexity of which arises through the repetition of a given form over a range of scales." The relationship between the change in frequency and the change in amplitude determines the fractal dimension of the resulting function. If we use a noise function as the basis for generating a terrain model, we can take steps to make it behave differently at different locations. For instance, natural terrain has plains, rolling hills, foothills, and mountains. Varying the fractal dimension based on location can create a similar appearance such a function is called a [MULTIFRACTAL](#).

You can achieve interesting effects by using different noise functions for different situations or by combining noise functions of different types. It's not that easy to visualize in advance the results of calculations that depend on noise values, so varied experience will be a key ally as you try to achieve the effect you're after.

### 15.1.1. 2D Noise

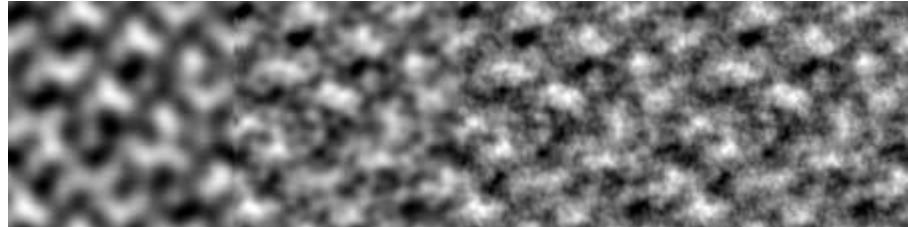
Armed with a basic idea of what the noise function looks like in one dimension, we can take a look at two-dimensional noise. [Figure 15.5](#) contains images of 2D Perlin noise at various frequencies mapped into the range [0,1] and displayed as a grayscale image. Each successive image is twice the frequency of the previous one. In each image, the contrast has been enhanced to make the peaks brighter and the valleys darker. In actual use, each subsequent image has an average that is half the previous one and an amplitude that is half the previous one. If we were to print images of the actual values, the images would be much grayer and it would be harder to see what 2D noise really looks like.

**Figure 15.5. Basic 2D noise, at frequencies 4, 8, 16, and 32 (contrast enhanced)**



As in the 1D case, adding the different frequency functions provides more interesting results ([Figure 15.6](#)).

**Figure 15.6. Summed noise, at 1, 2, 3, and 4 octaves (contrast enhanced)**



The first image in [Figure 15.6](#) is exactly the same as the first image in [Figure 15.5](#). The second image in [Figure 15.6](#) is the sum of the first image in [Figure 15.6](#) plus half of the second image in [Figure 15.5](#) shifted so that its average intensity value is 0. This causes intensity to be increased in some areas and decreased in others. The third image in [Figure 15.6](#) adds the third octave of noise to the first two, and the fourth image in [Figure 15.6](#) adds the fourth octave. The fourth picture is starting to look a little bit like clouds in the sky.

### 15.1.2. Higher Dimensions of Noise

3D and 4D noise functions are obvious extensions of the 1D and 2D functions. It's a little hard to generate pictures of 3D noise, but the images in [Figure 15.5](#) can be thought of as 2D slices out of a 3D noise function. Neighboring slices have continuity between them.

Often, a higher dimension of noise is used to control the time aspect of the next lower-dimension noise function. For instance, 1D noise can add some wiggle to otherwise straight lines in a drawing. If you have a 2D noise function, one dimension can control the wiggle, and the second dimension can animate the effect (i.e., make the wiggles move in successive frames). Similarly, a 2D noise function can create a 2D cloud pattern, whereas a 3D noise function can generate the 2D cloud pattern and animate it in a realistic way. With a 4D noise function, you can create a 3D object like a planet and use the fourth dimension to watch it evolve in "fits and starts."

### 15.1.3. Using Noise in OpenGL Shaders

You include noise in an OpenGL shader in three ways:

1. Use the OpenGL Shading Language built-in `noise` function.
2. Write your own noise function in the OpenGL Shading Language.
3. Use a texture map to store a previously computed noise function.

With today's graphics hardware, option 3 typically gives the best performance, so in this chapter, we look at some shaders based on this approach. In the next chapter, we look at a shader that uses the built-in noise function to animate geometry. The important thing is to realize the usefulness of noise in computer-generated imagery.

## 15.2. Noise Textures

The programmability offered by the OpenGL Shading Language lets us use values stored in texture memory in new and unique ways. We can precompute a noise function and save it in a 1D, 2D, or 3D texture map. We can then access this texture map (or texture maps) from within a shader. Because textures can contain up to four components, we can use a single texture map to store four octaves of noise or four completely separate noise functions.

[Listing 15.1](#) shows a C function that generates a 3D noise texture. This function creates an RGBA texture with the first octave of noise stored in the red texture component, the second octave stored in the green texture component, the third octave stored in the blue component, and the fourth octave stored in the alpha component. Each octave has twice the frequency and half the amplitude as the previous one.

This function assumes the existence of a `noise3` function that can generate 3D noise values in the range [1,1]. If you want, you can start with Perlin's C implementation (available from <http://www.texturingandmodeling.com/CODE/PERLIN/PERLIN.C>). John Kessenich made some small changes to this code (adding a `setNoiseFrequency` function) to produce noise values that wrap smoothly from one edge of the array to the other. This means we can use the texture with the wrapping mode set to `GL_REPEAT`, and we won't see any discontinuities in the function when it wraps. The revised version of the code is in a program from 3Dlabs called `GLSLdemo`, and the source code for this example program can be downloaded from the 3Dlabs Web site at <http://developer.3dlabs.com>.

### Listing 15.1. C function to generate a 3D noise texture

```
int noise3DTexSize = 128;
GLuint noise3DTexName = 0;
GLubyte *noise3DTexPtr;

void make3DNoiseTexture(void)
{
    int f, i, j, k, inc;
    int startFrequency = 4;
    int numOctaves = 4;
    double ni[3];
    double inci, incj, inck;
    int frequency = startFrequency;
    GLubyte *ptr;
    double amp = 0.5;

    if ((noise3DTexPtr = (GLubyte *) malloc(noise3DTexSize *
                                              noise3DTexSize *
                                              noise3DTexSize * 4)) == NULL)
    {
        fprintf(stderr, "ERROR: Could not allocate 3D noise texture\n");
        exit(1);
    }

    for (f = 0, inc = 0; f < numOctaves;
         ++f, frequency *= 2, ++inc, amp *= 0.5)
    {
        setNoiseFrequency(frequency);
        ptr = noise3DTexPtr;
        ni[0] = ni[1] = ni[2] = 0;

        inci = 1.0 / (noise3DTexSize / frequency);
```

```

        for (i = 0; i < noise3DTexSize; ++i, ni[0] += inci)
    {
        incj = 1.0 / (noise3DTexSize / frequency);
        for (j = 0; j < noise3DTexSize; ++j, ni[1] += incj)
        {
            inck = 1.0 / (noise3DTexSize / frequency);
            for (k = 0; k < noise3DTexSize; ++k, ni[2] += inck, ptr+= 4)
            {
                *(ptr+inc) = (GLubyte)((noise3(ni)+1.0) * amp)*128.0;
            }
        }
    }
}

```

This function computes noise values for four octaves of noise and stores them in a 3D RGBA texture of size 128 x 128 x 128. This code also assumes that each component of the texture is stored as an 8-bit integer value. The first octave has a frequency of 4 and an amplitude of 0.5. In the innermost part of the loop, we call the `noise3` function to generate a noise value based on the current value of `ni`. The `noise3` function returns a value in the range [1,1], so by adding 1, we end up with a noise value in the range [0,2]. Multiplying by our amplitude value of 0.5 gives a value in the range [0,1]. Finally, we multiply by 128 to give us an integer value in the range [0,128] that can be stored in the red component of a texture. (When accessed from within a shader, the value is a floating-point value in the range [0,0.5].)

The amplitude value is cut in half and the frequency is doubled in each pass through the loop. The result is that integer values in the range [0,64] are stored in the green component of the noise texture, integer values in the range [0,32] are stored in the blue component of the noise texture, and integer values in the range [0,16] are stored in the alpha component of the texture. We generated the images in [Figure 15.5](#) by looking at each of these channels independently after scaling the values by a constant value that allowed them to span the maximum intensity range (i.e., integer values in the range [0,255] or floating-point values in the range [0,1]).

After the values for the noise texture are computed, the texture can be provided to the graphics hardware with the code in [Listing 15.2](#). First, we pick a texture unit and bind to it the 3D texture we've created. We set up its wrapping parameters so that the texture wraps in all three dimensions. This way, we always get a valid result for our noise function no matter what input values are used. We still have to be somewhat careful to avoid using the texture in a way that makes obvious repeating patterns. The next two lines set the texture filtering modes to linear because the default is mipmap linear and we're not using mipmap textures here. (Using a mipmap texture might be appropriate in some circumstances, but we are controlling the scaling factors from within our noise shaders, so a single texture is sufficient.) When all the parameters are set up, we can download the noise texture to the hardware by using the `glTexImage3D` function.

## **Listing 15.2. A function for activating the 3D noise texture**

```

void init3DNoiseTexture()
{
    glGenTextures(1, &noise3DTexName);

    glBindTexture(GL_TEXTURE_3D, noise3DTexName);
    glTexParameteri(GL_TEXTURE_3D, GL_TEXTURE_WRAP_S, GL_REPEAT);
    glTexParameteri(GL_TEXTURE_3D, GL_TEXTURE_WRAP_T, GL_REPEAT);
}

```

```
glTexParameteri(GL_TEXTURE_3D, GL_TEXTURE_WRAP_R, GL_REPEAT);
glTexParameteri(GL_TEXTURE_3D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);
glTexParameteri(GL_TEXTURE_3D, GL_TEXTURE_MIN_FILTER, GL_LINEAR);

glTexImage3D(GL_TEXTURE_3D, 0, GL_RGBA, noise3DTexSize,
             noise3DTexSize, noise3DTexSize, 0, GL_RGBA,
             GL_UNSIGNED_BYTE, noise3DTexPtr);
}
```

This is an excellent approach if the period of repeatability can be avoided in the final rendering. One way to avoid it is to make sure that no texture value is accessed more than once when the target object is rendered. For instance, if a 128 x 128 x 128 texture is being used and the position on the object is used as the input to the noise function, the repeatability won't be visible if the entire object fits within the texture.

## 15.3. Trade-offs

As previously mentioned, three methods can be used to generate noise values in a shader. How do you know which is the best choice for your application? A lot depends on the underlying implementation, but generally speaking, if we assume a hardware computation of noise that does not use texturing, the points favoring usage of the OpenGL Shading Language built-in **noise** function are the following.

- It doesn't consume any texture memory (a 128 x 128 x 128 texture map stored as RGBA with 8 bits per component uses 8MB of texture memory).
- It doesn't use a texture unit (texture units are a scarce resource if the hardware supports only 2 or 4 of them).
- It is a continuous function rather than a discrete one, so it does not look "pixelated" no matter what the scaling is.
- The repeatability of the function should be undetectable, especially for 2D and 3D noise (but it depends on the hardware implementation).
- Shaders written with the built-in **noise** function don't depend on the application to set up appropriate textures.

The advantages of using a texture map to implement the noise function are as follows.

- Because the noise function is computed by the application, the application has total control of this function and can ensure matching behavior on every hardware platform.
- You can store four noise values (i.e., one each for the R, G, B, and A values of the texture) at each texture location. This lets you precompute four octaves of noise, for instance, and retrieve all four values with a single texture access.
- Accessing a texture map may be faster than calling the built-in **noise** function.

User-defined functions can implement noise functions that provide a different appearance from that of the built-in noise function. A user-defined function can also provide matching behavior on every platform, whereas the built-in noise function cannot (at least not until all graphics hardware developers support the **noise** function in exactly the same way.) But hardware developers will optimize the built-in **noise** function, perhaps accelerating it with special hardware, so it is apt to be faster than user-defined noise functions.

In the long run, using the built-in **noise** function or user-defined noise functions will be the way to go for most applications. This will result in noise that doesn't show a repetitive pattern, has greater numerical precision, and doesn't use up any texture resources. Applications that want full control over the noise function and can live within the constraints of a fixed-size noise function can be successful using textures for their noise. With current generation hardware, noise textures may also provide better performance and require fewer instructions in the shader.

## 15.4. A Simple Noise Shader

Now we put all these ideas into some OpenGL shaders that do some interesting rendering for us. The first shader we look at uses noise in a simple way to produce a cloud effect.

### 15.4.1. Application Setup

Very little needs to be passed to the noise shaders discussed in this section and in [Section 15.5](#) and [Section 15.6](#). The vertex position must be passed in as always, and the surface normal is needed for performing lighting computations. Colors and scale factors are parameterized as uniform variables for the various shaders.

### 15.4.2. Vertex Shader

The code shown in [Listing 15.3](#) is the vertex shader that we use for the four noise fragment shaders that follow. It is fairly simple because it really only needs to accomplish three things.

1. As in all vertex shaders, our vertex shader transforms the incoming vertex value and stores it in the built-in varying variable *gl\_Position*.
2. Using the incoming normal and the uniform variable *LightPos*, the vertex shader computes the light intensity from a single white light source and applies a scale factor of 1.5 to increase the amount of illumination.
3. The vertex shader scales the incoming vertex value and stores it in the varying variable *MCposition*. This value is available to us in our fragment shader as the modeling coordinate position of the object at every fragment. It is an ideal value to use as the input for our 3D texture lookup.

No matter how the object is drawn, fragments always produce the same position values (or very close to them); therefore, the noise value obtained for each point on the surface is also the same (or very close to it). The application can set a uniform variable called *Scale* to optimally scale the object in relationship to the size of the noise texture.

#### **Listing 15.3. Cloud vertex shader**

```
varying float LightIntensity;
varying vec3 MCposition;

uniform vec3 LightPos;
uniform float Scale;

void main()
{
    vec3 ECposition = vec3(gl_ModelViewMatrix * gl_Vertex);
    MCposition      = vec3(gl_Vertex) * Scale;
    vec3 tnorm      = normalize(vec3(gl_NormalMatrix * gl_Normal));
    LightIntensity  = dot(normalize(LightPos - ECposition), tnorm);
    LightIntensity *= 1.5;
    gl_Position     = ftransform();
}
```

### 15.4.3. Fragment Shader

After we've computed a noise texture and used OpenGL calls to download it to the graphics card, we can use a fairly simple fragment shader together with the vertex shader described in the previous section to make an interesting "cloudy sky" effect (see [Listing 15.4](#)). This shader results in something that looks like the sky on a mostly cloudy day. You can experiment with the color values to get a result that is visually pleasing.

This fragment shader receives as input the two varying variables `LightIntensity` and `MCposition` that were computed by the vertex shader shown in the previous section. These values were computed at each vertex by the vertex shader and then interpolated across the primitive by the rasterization hardware. Here, in our fragment shader, we have access to the interpolated value of each of these variables at every fragment.

The first line of code in the shader performs a 3D texture lookup on our 3D noise texture to produce a four-component result. We compute the value of `intensity` by summing the four components of our noise texture. This value is then scaled by 1.5 and used to perform a linear blend between two colors: white and sky blue. The four channels in our noise texture have mean values of 0.25, 0.125, 0.0625, and 0.03125. An additional 0.03125 term is added to account for the average values of all the octaves at higher frequencies. You can think of this as fading to the average values of all the higher frequency octaves that aren't being included in the calculation, as described earlier in [Section 15.1](#). Scaling the sum by 1.5 stretches the resulting value to use up more of the range from [0,1].

The computed color is then scaled by `LightIntensity` value to simulate a diffuse surface lit by a single light source. The result is assigned to the built-in variable `gl_FragColor` with an alpha value of 1.0 to produce the color value that is used by the remainder of the OpenGL pipeline. An object rendered with this shader is shown in Color Plate 24. Notice that the texture on the teapot looks a lot like the final image in [Figure 15.6](#).

#### **Listing 15.4. Fragment shader for cloudy sky effect**

```
varying float LightIntensity;
varying vec3 MCposition;

uniform sampler3D Noise;
uniform vec3 SkyColor;      // (0.0, 0.0, 0.8)
uniform vec3 CloudColor;    // (0.8, 0.8, 0.8)

void main()
{
    vec4 noisevec = texture3D(Noise, MCposition);

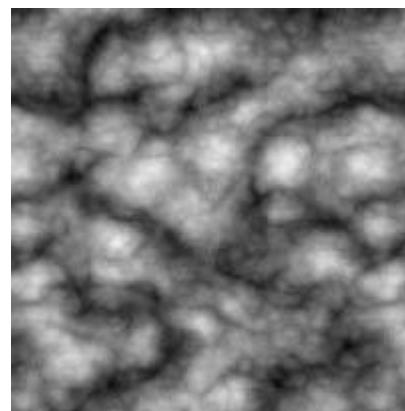
    float intensity = (noisevec[0] + noisevec[1] +
                       noisevec[2] + noisevec[3] + 0.03125) * 1.5;

    vec3 color = mix(SkyColor, CloudColor, intensity) * LightIntensity;
    gl_FragColor = vec4(color, 1.0);
}
```

## 15.5. Turbulence

We can obtain some additional interesting effects by taking the absolute value of the noise function. This technique introduces a discontinuity of the derivative because the function folds on itself when it reaches 0 (see [Figure 5.2](#) for an illustration of the absolute value function). When this folding is done to noise functions at several frequencies and the results are summed, the result is cusps or creases in the texture at various scales. Perlin started referring to this type of noise as [TURBULENCE](#) because it is reminiscent of turbulent flow. It shows up in a variety of places in nature, so this type of noise can be used to simulate various things like flames or lava. The two-dimensional appearance of this type of noise is shown in [Figure 15.7](#).

**Figure 15.7. Absolute value noise or "turbulence"**



### 15.5.1. Sun Surface Shader

We can achieve an effect that looks like a pit of hot molten lava or the surface of the sun by using the same vertex shader as the cloud shader and a slightly different fragment shader. The main difference is that we scale each noise value and shift it over so that it is centered at 0; then we take its absolute value. After summing the values, we scale the result again to occupy nearly the full range of [0,1]. We clamp this value and use it to mix between yellow and red to get the result shown in Color Plate 24 (see [Listing 15.5](#)). (In [Chapter 16](#), we examine some ways of animating these textures to make them more interesting.)

**Listing 15.5. Sun surface fragment shader**

```
varying float LightIntensity;
varying vec3 MCposition;

uniform sampler3D Noise;
uniform vec3 Color1;           // (0.8, 0.7, 0.0)
uniform vec3 Color2;           // (0.6, 0.1, 0.0)
uniform float NoiseScale;     // 1.2

void main()
{
    vec4 noisevec = texture3D(Noise, MCposition * NoiseScale);

    float intensity = abs(noisevec[0] - 0.25) +
                      abs(noisevec[1] - 0.125) +
                      abs(noisevec[2] - 0.0625) +
```

```

        abs(noisevec[3] - 0.03125);

intensity = clamp(intensity * 6.0, 0.0, 1.0);
vec3 color = mix(Color1, Color2, intensity) * LightIntensity;
gl_FragColor = vec4(color, 1.0);
}

```

## 15.5.2. Marble

Yet another variation on the noise function is to use it as part of a periodic function such as sine. By adding noise to the input value for the sine function, we get a "noisy" oscillating function. We use this to create a look similar to the alternating color veins of some types of marble. [Listing 15.6](#) shows the fragment shader to do it. Again, we use the same vertex shader. Results of this shader are also shown in Color Plate 24.

### **Listing 15.6. Fragment shader for marble**

```

varying float LightIntensity;
varying vec3 MCposition;

uniform sampler3D Noise;
uniform vec3 MarbleColor;
uniform vec3 VeinColor;

void main()
{
    vec4 noisevec = texture3D(Noise, MCposition);

    float intensity = abs(noisevec[0] - 0.25) +
                      abs(noisevec[1] - 0.125) +
                      abs(noisevec[2] - 0.0625) +
                      abs(noisevec[3] - 0.03125);

    float sineval = sin(MCposition.y * 6.0 + intensity * 12.0) * 0.5 + 0.5;
    vec3 color = mix(VeinColor, MarbleColor, sineval) * LightIntensity;
    gl_FragColor = vec4(color, 1.0);
}

```

## 15.6. Granite

With noise, it's also easy just to try and make stuff up. In this example, I wanted to simulate a grayish rocky material with small black specks. To generate a relatively high-frequency noise texture, I used only the fourth component (the highest frequency one). I scaled it by an arbitrary amount to provide an appropriate intensity level and then used this value for each of the red, green, and blue components. The shader in [Listing 15.7](#) generates an appearance similar to granite, as shown in Color Plate 24.

### Listing 15.7. Granite fragment shader

```
varying float LightIntensity;
varying vec3 MCposition;

uniform sampler3D Noise;
uniform float NoiseScale;

void main()
{
    vec4 noisevec = texture3D(Noise, NoiseScale * MCposition);
    float intensity = min(1.0, noisevec[3] * 18.0);
    vec3 color     = vec3(intensity * LightIntensity);
    gl_FragColor   = vec4(color, 1.0);
}
```

## 15.7. Wood

We can do a fair approximation of wood with this approach as well. In *Advanced Renderman*, Apodaca and Gritz describe a model for simulating the appearance of wood. We can adapt their approach to create wood shaders in the OpenGL Shading Language. Here are the basic ideas behind the wood fragment shader shown in [Listing 15.8](#).

- The wood is composed of light and dark areas alternating in concentric cylinders surrounding a central axis.
- Noise is added to warp the cylinders to create a more natural looking pattern.
- The center of the "tree" is taken to be the y-axis.
- Throughout the wood, a high-frequency grain pattern gives the appearance of wood that has been sawed, exposing the open grain nature of the wood.

The wood shader uses the same vertex shader as the other noise-based shaders discussed in this chapter.

### 15.7.1. Application Setup

The wood shaders don't require too much from the application. The application is expected to pass in a vertex position and a normal per vertex, using the usual OpenGL entry points. In addition, the vertex shader takes a light position and a scale factor that are passed in as uniform variables. The fragment shader takes a number of uniform variables that parameterize the appearance of the wood.

The uniform variables needed for the wood shaders are initialized as follows:

<i>LightPos</i>	0.0, 0.0, 4.0
<i>Scale</i>	2.0
<i>LightWood</i>	0.6, 0.3, 0.1
<i>DarkWood</i>	0.4, 0.2, 0.07
<i>RingFreq</i>	4.0
<i>LightGrains</i>	1.0
<i>DarkGrains</i>	0.0
<i>GrainThreshold</i>	0.5
<i>NoiseScale</i>	0.5, 0.1, 0.1
<i>Noisiness</i>	3.0
<i>GrainScale</i>	27.0

### 15.7.2. Fragment Shader

[Listing 15.8](#) shows the fragment shader for procedurally generated wood.

#### **Listing 15.8. Fragment shader for wood**

```

varying float LightIntensity;
varying vec3 MCposition;

uniform sampler3D Noise;

uniform vec3 LightWood;
uniform vec3 DarkWood;
uniform float RingFreq;
uniform float LightGrains;
uniform float DarkGrains;
uniform float GrainThreshold;
uniform vec3 NoiseScale;
uniform float Noisiness;
uniform float GrainScale;

void main()
{
    vec3 noisevec = vec3(texture3D(Noise, MCposition * NoiseScale) *
                           Noisiness);
    vec3 location = MCposition + noisevec;

    float dist = sqrt(location.x * location.x + location.z * location.z);
    dist *= RingFreq;

    float r = fract(dist + noisevec[0] + noisevec[1] + noisevec[2]) * 2.0;

    if (r > 1.0)
        r = 2.0 - r;

    vec3 color = mix(LightWood, DarkWood, r);

    r = fract((MCposition.x + MCposition.z) * GrainScale + 0.5);
    noisevec[2] *= r;
    if (r < GrainThreshold)
        color += LightWood * LightGrains * noisevec[2];
    else
        color -= LightWood * DarkGrains * noisevec[2];
    color *= LightIntensity;
    gl_FragColor = vec4(color, 1.0);
}

```

As you can see, we've parameterized quite a bit of this shader through the use of uniform variables to make it easy to manipulate through the application's user interface. As in many procedural shaders, the object position is the basis for computing the procedural texture. In this case, the object position is multiplied by *NoiseScale* (a **vec3** that allows us to scale the noise independently in the *x*, *y*, and *z* directions), and the computed value is used as the index into our 3D noise texture. The noise values obtained from the texture are scaled by the value *Noisiness*, which allows us to increase or decrease the contribution of the noise.

Our tree is assumed to be a series of concentric rings of alternating light wood and dark wood. To give some interest to our grain pattern, we add the noise vector to our object position. This has the effect of adding our low frequency (first octave) noise to the *x* coordinate of the position and the third octave noise to the *z* coordinate (the *y* coordinate won't be used). The result is rings that are still relatively circular but have some variation in width and distance from the center of the tree.

To compute where we are in relation to the center of the tree, we square the *x* and *z* components and take the square root of the result. This gives us the distance from the center of the tree. The distance is multiplied by *RingFreq*, a scale factor that gives the wood pattern more

rings or fewer rings.

Following this, we attempt to create a function that goes from 0 up to 1.0 and then back down to 0. We add three octaves of noise to the distance value to give more interest to the wood grain pattern. We could compute different noise values here, but the ones we've already obtained will do just fine. Taking the fractional part of the resulting value gives us a function that ranges from [0,1). Multiplying this value by 2.0 gives us a function that ranges from [0,2). And finally, by subtracting 1.0 from values that are greater than 1.0, we get our desired function that varies from 0 to 1.0 and back to 0.

We use this "triangle" function to compute the basic color for the fragment, using the built-in **mix** function. The **mix** function linearly blends *LightWood* and *DarkWood* according to our computed value *r*.

At this point, we would have a pretty nice result for our wood function, but we attempt to make it a little better by adding a subtle effect to simulate the look of open-grain wood that has been sawed. (You may not be able to see this effect on the object shown in Color Plate 25.)

Our desire is to produce streaks that are roughly parallel to the *y*-axis. So we add the *x* and *z* coordinates, multiply by the *GrainScale* factor (another uniform variable that we can adjust to change the frequency of this effect), add 0.5, and take the fractional part of the result. Again, this gives us a function that varies from [0,1), but for the default values for *GrainScale* (27.0) and *RingFreq* (4.0), this function for *r* goes from 0 to 1.0 much more often than our previous function for *r*.

We could just make our "grains" go linearly from light to dark but we try something a little more subtle. We multiply the value of *r* by our third octave noise value to produce a value that increases nonlinearly. Finally, we compare our value of *r* to the *GrainThreshold* value (default is 0.5). If the value of *r* is less than *GrainThreshold*, we modify our current color by adding to it a value we computed by multiplying the *LightWood* color, the *LightGrains* color, and our modified noise value. Conversely, if the value of *r* is greater than *GrainThreshold*, we modify our current color by subtracting from it a value we computed by multiplying the *DarkWood* color, the *DarkGrains* color, and our modified noise value. (By default, the value of *LightGrains* is 1.0, and the value of *DarkGrains* is 0, so we don't actually see any change if *r* is greater than *GrainThreshold*.)

You can play around with this effect and see if it really does help the appearance. It seemed to me that it added to the effect of the wood texture for the default settings I've chosen, but there probably is a way to achieve a better effect more simply.

With our final color computed, all that remains is to multiply the color by the interpolated diffuse lighting factor and add an alpha value of 1.0 to produce our final fragment value. The results of our shader are applied to a bust of Beethoven in Color Plate 25.

## 15.8. Summary

This chapter introduced noise, an incredibly useful function for adding irregularity to procedural shaders. After a brief description of the mathematical definition of this function, we used it as the basis for shaders that simulated clouds, turbulent flow, marble, granite, and wood. The noise function is available as a built-in function in the OpenGL Shading Language. Noise functions can also be created with user-defined shader functions or textures. However it is implemented, noise can increase the apparent realism of an image or an animation by adding imperfections, complexity, and an element of apparent randomness.

## 15.9. Further Information

Ken Perlin has a tutorial and history of the noise function as well as a recent reference implementation in the Java programming language at his Web site (<http://www.noisemachine.com>). A lot of other interesting things are available on Ken's home page at NYU (<http://mrl.nyu.edu/~perlin>). His paper, *An Image Synthesizer*, appeared in the 1985 SIGGRAPH proceedings, and his improvements to the original algorithm were published in the paper *Improving Noise* as part of SIGGRAPH 2002. He also described a clever method for combining two small 3D textures to get a large 3D Perlin-like noise function in the article *Implementing Improved Perlin Noise* in the book *GPU Gems*.

The book *Texturing & Modeling: A Procedural Approach, Third Edition*, by David S. Ebert et al. (2000) contains several excellent discussions on noise, and that book's Web site, <http://www.texturingandmodeling.com> contains C source code for a variety of noise functions that appear in the book, including Perlin's original noise function. Perlin has written a chapter for that book that provides more depth on his noise algorithm, and Ken Musgrave explores breathtakingly beautiful mathematical worlds based on a variety of noise functions. Planet-building software built on these ideas is available from Musgrave's company, Pandromeda, at <http://www.pandromeda.com>. In Chapter 2 of that book, Darwyn Peachey describes a variety of noise functions, and in Chapter 7, David Ebert describes an approach similar to the 3D texturing approach described previously. *Advanced RenderMan: Creating CGI for Motion Pictures* by Tony Apodaca and Larry Gritz (1999) also contains a discussion of noise and presents some excellent noise-based RenderMan shaders.

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<http://www.renderman.org/RMR/Books/arman/materials.html>
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<http://www.texturingandmodeling.com>
3. Hart, John C., *Perlin Noise Pixel Shaders*, ACM SIGGRAPH/Eurographics Workshop on Graphics Hardware, pp. 8794, August 2001.  
<http://graphics.cs.uiuc.edu/~jch/papers/pixelnoise.pdf>
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6. Perlin, Ken, *Improving Noise*, Computer Graphics (SIGGRAPH 2002 Proceedings), pp. 681682, July 2002. <http://mrl.nyu.edu/perlin/paper445.pdf>
7. Perlin, Ken, personal Web site. <http://www.noisemachine.com>
8. Perlin, Ken, personal Web site. <http://mrl.nyu.edu/~perlin>

# Chapter 16. Animation

*Animation can explain whatever the mind of man can conceive. This facility makes it the most versatile and explicit means of communication yet devised for quick mass appreciation.*

Walt Disney

As Walt Disney noted, animation is largely about explanation. Rotating an object provides information about shape and form. Doing a simulated walkthrough of a building gives a sense of how it would feel to be inside the building. Watching a character's facial expressions provides insight into the emotions the character is feeling.

With the latest graphics hardware and the OpenGL Shading Language, we can do even more realistic rendering in real time on low-cost graphics hardware. I was somewhat surprised when I found out how easy it was to animate programmable shaders. By developing shaders that modify their behavior over time, we can turn over even more of the rendering task to the graphics hardware.

This chapter describes how a shader can be written to produce an animation effect. Typically, the animation effect is controlled by one or more uniform variables that convey an application's sense of time. These variables pass a frame count, an elapsed time value, or some other value that can be used as the basis for chronology. If there are multiple objects in a scene and they are expected to animate in different ways, each object is rendered with its own unique shader. If objects have identical characteristics other than the animation effect, the source code for each of the shaders can be the same except for the portion that defines the animation effect.

A shader can be written to behave differently depending on these control values, and so, if they are updated at each frame, the scene is drawn slightly differently in each frame to produce the animation effect. Discontinuities in cyclical motion can be avoided by design, with a smooth overlap whereby the end of the cycle wraps back to the beginning. By controlling the animation effect in an OpenGL shader, the application need not perform any complex computations to achieve this motion. All it needs to do is update the control value(s) of each frame and redraw the object. However, the application can perform animation computations in addition to the animation effects built into a shader to produce extremely interesting effects.

Interesting animation effects can be created with stored textures, procedural textures, noise, and other mechanisms. In this chapter, we describe simple animation effects and discuss shaders for modifying the shape and position of an object and for simulating an oscillating motion.

## 16.1. On/Off

Suppose you have an object in the scene that must be drawn two different ways, such as a neon restaurant sign saying "OPEN" that repeatedly flashes on and off. It would certainly be possible to write two different shaders for rendering this object, one for when the sign is "on" and one for when the sign is "off." However, in a situation like this, it may actually be easier to write a single shader that takes a control variable specifying whether the object is to be drawn as on or off. The shader can be written to render one way if the control variable is on and another way if it is off.

To do this, the application would set up a uniform variable that indicates the on/off state. The application would update this variable as needed. To achieve a sequence of 3 seconds on and 1 second off, the application would write the variable with the value for on, update the value to off 3 seconds later, update the value to on 1 second later, and repeat this sequence. In the interim, the application just continually redraws the geometry every frame. The decoupling of the rendering from the animation effect might make the application a little simpler and a little more maintainable as a result.

## 16.2. Threshold

An improvement to the "on/off" animation is to have the application pass the shader one or more values that are tested against one or more threshold values within the shader. Using one control value and two threshold values, you could write a shader with three behaviors: one for when the control value is less than the first threshold value, one for when the control value is between the two threshold values, and one for when the control value is greater than the second threshold value.

In the case just described, you actually may have a transition period when the neon light is warming up to full brightness or dissipating to its off condition. This type of transition helps to "soften" the change between two states so that the transition appears more natural. The `smoothstep` function is handy for calculating such a transition.

## 16.3. Translation

We can achieve a simple animation effect for stored textures or procedural textures just by adding an offset to the texture access calculation. For instance, if we wanted to have procedural clouds that drift slowly across the sky, we could make a simple change to the cloud shader that we discussed in [Section 15.4](#). Instead of using the object position as the index into our 3D noise texture, we add an offset value. The offset is defined as a uniform variable and can be updated by the application at each frame. If we want the clouds to drift slowly from left to right, we just subtract a small amount from the  $x$  component of this uniform variable each frame. If we want the clouds to move rapidly from bottom to top, we just subtract a larger amount from the  $y$  component of this value. To achieve a more complex effect, we might modify all three coordinates each frame. We could use a noise function in computing this offset to make the motion more natural and less like a scrolling effect.

The cloud shader as modified so as to be animatable is shown in [Listing 16.1](#).

### Listing 16.1. Animatable fragment shader for cloudy sky effect

```
varying float LightIntensity;
varying vec3 MCposition;

uniform sampler3D Noise;
uniform vec3 SkyColor;      // (0.0, 0.0, 0.8)

uniform vec3 CloudColor;    // (0.8, 0.8, 0.8)
uniform vec3 Offset;        // updated each frame by the application

void main()
{
    vec4 noisevec = texture3D(Noise, MCposition + Offset);

    float intensity = (noisevec[0] + noisevec[1] +
                       noisevec[2] + noisevec[3]) * 1.5;

    vec3 color = mix(SkyColor, CloudColor, intensity) * LightIntensity;
    gl_FragColor = vec4(color, 1.0);
}
```

## 16.4. Morphing

Another cool animation effect, called morphing, gradually blends between two things. This could be used to mix two effects over a sequence of frames. A complete animation sequence can be created by performing [KEY-FRAME INTERPOLATION](#). Important frames of the animation are identified, and the frames in between them can be generated with substantially less effort. Instead of the application doing complex calculations to determine the proper way to render the "in between" object or effect, it can all be done automatically within the shader.

You can blend between the geometry of two objects to create a tweened (inbetween) version or do a linear blend between two colors, two textures, two procedural patterns, and so on. All it takes is a shader that uses a control value that is the ratio of the two items being blended and that is updated each frame by the application. In some cases, a linear blend is sufficient. For an oscillating effect, you'll probably want to have the application compute the interpolation factor by using a spline function to avoid jarring discontinuities in the animation. (You could have the shader compute the interpolation value, but it's better to have the application compute it once per frame rather than have the vertex shader compute it once per vertex or have the fragment shader compute it needlessly at every fragment.)

For instance, using generic vertex attributes, you can actually pass the geometry for two objects at a time. The geometry for the first object would be passed through the usual OpenGL calls (`glVertex`, `glColor`, `glNormal`, etc.). A second set of vertex information can be passed by means of generic vertex attributes 0, 1, 2, etc. The application can provide a blending factor through a uniform variable, and the vertex shader can use this blending factor to do a weighted average of the two sets of vertex data. The tweened vertex position is the one that actually gets transformed, the tweened normal is the one actually used for lighting calculations, and so on.

To animate a character realistically, you need to choose the right number of key frames as well as the proper number of inbetweens to use. In their classic book, *Disney Animation The Illusion of Life*, Frank Thomas and Ollie Johnston ([1995](#), pp. 6465) describe this concept as "Timing," and explain it in the following way:

*Just two drawings of a head, the first showing it leaning toward the right shoulder and the second with it over on the left and its chin slightly raised, can be made to communicate a multitude of ideas, depending entirely on the Timing used. Each inbetween drawing added between these two "extremes" gives a new meaning to the action.*

*No inbetweens*

*The character has been hit by a tremendous force.  
His head is nearly snapped off.*

*One inbetween*

*. . . has been hit by a brick, rolling pin, frying pan.*

*Two inbetweens*

*. . . has a nervous tic, a muscle spasm, an uncontrollable twitch.*

*Three inbetweens*

*. . . is dodging the brick, rolling pin, frying pan.*

*Four inbetweens*

*. . . is giving a crisp order, "Get going!" "Move it!"*

*Five inbetweens*

*. . . is more friendly, "Over here." "Come onhurry!"*

*Six inbetweens*

*. . . sees a good-looking girl, or the sports car he has always wanted.*

*Seven inbetweens*

*. . . tries to get a better look at something.*

<i>Eight inbetweens</i>	. . . searches for the peanut butter on the kitchen shelf.
<i>Nine inbetweens</i>	. . . appraises, considering thoughtfully.
<i>Ten inbetweens</i>	. . . stretches a sore muscle.

### 16.4.1. Sphere Morph Vertex Shader

The shader in [Listing 16.2](#), developed by Philip Rideout, morphs between two objects a square that is generated by the application and a sphere that is procedurally generated in the vertex shader. The sphere is defined entirely by a single value its radius provided by the application through a uniform variable. The application passes the geometry defining the square to the vertex shader with the standard built-in attributes `gl_Normal` and `gl_Vertex`. The vertex shader computes the corresponding vertex and normal on the sphere with a subroutine called `sphere`. The application provides a time-varying variable (`Blend`) for morphing between these two objects. Because we are using the two input vertex values to compute a third, inbetween, value, we cannot use the `ftransform` function. We'll transform the computed vertex directly within the vertex shader.

#### Listing 16.2. Vertex shader for morphing between a plane and a sphere

```

varying vec4 Color;

uniform vec3 LightPosition;
uniform vec3 SurfaceColor;

const float PI = 3.14159;
const float TWO_PI = PI * 2.0;

uniform float Radius;
uniform float Blend;

vec3 sphere(vec2 domain)
{
    vec3 range;
    range.x = Radius * cos(domain.y) * sin(domain.x);
    range.y = Radius * sin(domain.y) * sin(domain.x);
    range.z = Radius * cos(domain.x);
    return range;
}

void main()
{
    vec2 p0 = gl_Vertex.xy * TWO_PI;
    vec3 normal = sphere(p0);
    vec3 r0 = Radius * normal;
    vec3 vertex = r0;

    normal = mix(gl_Normal, normal, Blend);
    vertex = mix(gl_Vertex.xyz, vertex, Blend);

    normal = normalize(gl_NormalMatrix * normal);
    vec3 position = vec3(gl_ModelViewMatrix * vec4(vertex, 1.0));

    vec3 lightVec = normalize(LightPosition - position);
    float diffuse = max(dot(lightVec, normal), 0.0);

    if (diffuse < 0.125)

```

```
diffuse = 0.125;  
  
Color = vec4(SurfaceColor * diffuse, 1.0);  
gl_Position = gl_ModelViewProjectionMatrix * vec4(vertex,1.0);  
}
```

In this shader, a simple lighting model is used. The color value that is generated by the vertex shader is simply passed through the fragment shader to be used as our final fragment color.

The sphere is somewhat unique in that it can be procedurally generated. Another way to morph between two objects is to specify the geometry for one object, using the normal OpenGL mechanisms, and to specify the geometry for the second object, using generic vertex attributes. The shader then just has to blend between the two sets of geometry in the same manner as described for the sphere morph shader.

## 16.5. Other Blending Effects

Another blending effect gradually causes an object to disappear over a sequence of frames. The control value could be used as the alpha value to cause the object to be drawn totally opaque (alpha is 1.0), totally invisible (alpha is 0), or partially visible (alpha is between 0 and 1.0).

You can also fade something in or out by using the **discard** keyword. The lattice shader described in [Section 11.3](#) discards a specific percentage of pixels in the object each time it is drawn. You could vary this percentage from 0 to 1.0 to make the object appear, or vary from 1.0 to 0 to make the object disappear. Alternatively, you could evaluate a noise function at each location on the surface, and compare with this value instead. In this way, you can cause an object to erode or rust away over time.

## 16.6. Vertex Noise

In the previous chapter, we talked about some of the interesting and useful things that can be done with noise. [Listing 16.3](#) shows a vertex shader by Philip Rideout that calls the built-in `noise3` function in the vertex shader and uses it to modify the shape of the object over time. The result is that the object changes its shape irregularly.

### Listing 16.3. Vertex shader using noise to modify and animate an object's shape

```
uniform vec3 LightPosition;
uniform vec3 SurfaceColor;
uniform vec3 Offset;
uniform float ScaleIn;
uniform float ScaleOut;
varying vec4 Color;

void main()
{
    vec3 normal = gl_Normal;
    vec3 vertex = gl_Vertex.xyz +
                  noise3(Offset + gl_Vertex.xyz * ScaleIn) * ScaleOut;

    normal = normalize(gl_NormalMatrix * normal);
    vec3 position = vec3(gl_ModelViewMatrix * vec4(vertex, 1.0));
    vec3 lightVec = normalize(LightPosition - position);
    float diffuse = max(dot(lightVec, normal), 0.0);

    if (diffuse < 0.125)
        diffuse = 0.125;

    Color = vec4(SurfaceColor * diffuse, 1.0);
    gl_Position = gl_ModelViewProjectionMatrix * vec4(vertex, 1.0);
}
```

The key to this shader is the call to `noise3` with a value (`Offset`) that changes over time. The vertex itself is also used as input to the `noise3` function so that the effect is repeatable. The `ScaleIn` and `ScaleOut` factors control the amplitude of the effect. The result of this computation is added to the incoming vertex position to compute a new vertex position. Because of this, the vertex shader must compute `gl_Position` by performing the transformation explicitly rather than by calling `ftransform`.

## 16.7. Particle Systems

A new type of rendering primitive was invented by Bill Reeves and his colleagues at Lucasfilm in the early 1980s as they struggled to come up with a way to animate the fire sequence called "The Genesis Demo" in the motion picture *Star Trek II: The Wrath of Khan*. Traditional rendering methods were more suitable for rendering smooth, well-defined surfaces. What Reeves was after was a way to render a class of objects he called "fuzzy" things like fire, smoke, liquid spray, comet tails, fireworks, and other natural phenomena.

These things are fuzzy because none of them have a well-defined boundary and the components typically change over time.

The technique that Reeves invented to solve this problem was described in the 1983 paper, *Particle SystemsA Technique for Modeling a Class of Fuzzy Objects*. [PARTICLE SYSTEMS](#) had been used in rendering before, but Reeves realized that he could get the particles to behave the way he wanted them to by giving each particle its own set of initial conditions and by establishing a set of probabilistic rules that governed how particles would change over time.

There are three main differences between particle systems and traditional surface-based rendering techniques. First, rather than an object being defined with polygons or curved surfaces, it is represented by a cloud of primitive particles that define its volume. Second, the object is considered dynamic rather than static. The constituent particles come into existence, evolve, and then die. During their lifetime, they can change position and form. Finally, objects defined in this manner are not completely specified. A set of initial conditions are specified, along with rules for birth, death, and evolution. Stochastic processes are used to influence all three stages, so the shape and appearance of the object is nondeterministic.

Some assumptions are usually made to simplify the rendering of particle systems, among them,

- Particles do not collide with other particles.
- Particles do not reflect light; they emit light.
- Particles do not cast shadows on other particles.

Particle attributes often include position, color, transparency, velocity, size, shape, and lifetime. For rendering a particle system, each particle's attributes are used along with certain global parameters to update its position and appearance at each frame. Each particle's position might be updated on the basis of the initial velocity vector and the effects from gravity, wind, friction, and other global factors. Each particle's color (including transparency), size, and shape can be modified as a function of global time, the age of the particle, its height, its speed, or any other parameter that can be calculated.

What are the benefits of using particle systems as a rendering technique? For one thing, complex systems can be created with little human effort. For another, the complexity can easily be adjusted. And as Reeves says in his 1983 paper, "The most important thing about particle systems is that they move: good dynamics are quite often the key to making things look real."

### 16.7.1. Application Setup

For this shader, my goal was to produce a shader that acted like a "confetti cannon" something that spews out a large quantity of small, brightly colored pieces of paper. They don't come out all at once, but they come out in a steady stream until none are left. Initial velocities are somewhat random, but there is a general direction that points up and away from the origin.

Gravity influences these particles and eventually brings them back to earth.

The code in [Listing 16.4](#) shows the C subroutine that I used to create the initial values for my particle system. To accomplish the look I was after, I decided that for each particle I needed its initial position, a randomly generated color, a randomly generated initial velocity (with some constraints), and a randomly generated start time.

The subroutine **createPoints** lets you create an arbitrary-sized, two-dimensional grid of points for the particle system. There's no reason for a two-dimensional grid, but I was interested in seeing the effect of particles "popping off the grid" like pieces of popcorn. It would be even easier to define the particle system as a 1D array, and all of the vertex positions could have exactly the same initial value (for instance (0,0,0)).

But I set it up as a 2D array, and so you can pass in a width and height to define the number of particles to be created. After the memory for the arrays is allocated, a nested loop computes the values for each of the particle attributes at each grid location. Each vertex position has a y-coordinate value of 0, and the x and z coordinates vary across the grid. Each color component is assigned a random number in the range [0.5,1.0] so that mostly bright pastel colors are used. The velocity vectors are assigned random numbers to which I gave a strong upward bias by multiplying the y coordinate by 10. The general direction of the particles is aimed away from the origin by the addition of 3 to both the x- and the z- coordinates. Finally, each particle is given a start-time value in the range [0,10].

#### **Listing 16.4. C subroutine to create vertex data for particles**

```
static GLint arrayWidth, arrayHeight;
static GLfloat *verts = NULL;
static GLfloat *colors = NULL;
static GLfloat *velocities = NULL;
static GLfloat *startTimes = NULL;

void createPoints(GLint w, GLint h)
{
    GLfloat *vptr, *cptr, *velptr, *stptr;
    GLfloat i, j;

    if (verts != NULL)
        free(verts);

    verts = malloc(w * h * 3 * sizeof(float));
    colors = malloc(w * h * 3 * sizeof(float));
    velocities = malloc(w * h * 3 * sizeof(float));
    startTimes = malloc(w * h * sizeof(float));

    vptr = verts;
    cptr = colors;
    velptr = velocities;
    stptr = startTimes;

    for (i = 0.5 / w - 0.5; i < 0.5; i = i + 1.0/w)
        for (j = 0.5 / h - 0.5; j < 0.5; j = j + 1.0/h)
    {
        *vptr      = i;
        *(vptr + 1) = 0.0;
        *(vptr + 2) = j;
        vptr += 3;

        *cptr      = ((float) rand() / RAND_MAX) * 0.5 + 0.5;
        *(cptr + 1) = ((float) rand() / RAND_MAX) * 0.5 + 0.5;
        *(cptr + 2) = ((float) rand() / RAND_MAX) * 0.5 + 0.5;
```

```

        cptr += 3;

        *velptr      = (((float) rand() / RAND_MAX)) + 3.0;
        *(velptr + 1) = ((float) rand() / RAND_MAX) * 10.0;
        *(velptr + 2) = (((float) rand() / RAND_MAX)) + 3.0;
        velptr += 3;

        *stptr = ((float) rand() / RAND_MAX) * 10.0;
        stptr++;
    }

    arrayWidth  = w;
    arrayHeight = h;
}

```

OpenGL has built-in attributes for vertex position, which we use to pass the initial particle position, and for color, which we use to pass the particle's color. We need to use generic vertex attributes to specify the particle's initial velocity and start time. Let's pick indices 3 and 4 and define the necessary constants:

```
#define VELOCITY_ARRAY 3
#define START_TIME_ARRAY 4
```

After we have created a program object, we can bind a generic vertex attribute index to a vertex shader attribute variable name. (We can do this even before the vertex shader is attached to the program object.) These bindings are checked and go into effect at the time **glLinkProgram** is called. To bind the generic vertex attribute index to a vertex shader variable name, we do the following:

```
glBindAttribLocation(ProgramObject, VELOCITY_ARRAY, "Velocity");
glBindAttribLocation(ProgramObject, START_TIME_ARRAY, "StartTime");
```

After the shaders are compiled, attached to the program object, and linked, we're ready to draw the particle system. All we need to do is call the **drawPoints** function shown in [Listing 16.5](#). In this function, we set the point size to 2 to render somewhat larger points. The next four lines of code set up pointers to the vertex arrays that we're using. In this case, we have four: one for vertex positions (i.e., initial particle position), one for particle color, one for initial velocity, and one for the particle's start time (i.e., birth). After that, we enable the arrays for drawing by making calls to  **glEnableClientState** for the standard vertex attributes and  **glEnableVertexAttribArray** for the generic vertex attributes. Next we call  **glDrawArrays** to render the points, and finally, we clean up by disabling each of the enabled vertex arrays.

### **Listing 16.5. C subroutine to draw particles as points**

```
void drawPoints()
{
    glPointSize(2.0);

    glVertexPointer(3, GL_FLOAT, 0, verts);
    glColorPointer (3, GL_FLOAT, 0, colors);
    glVertexAttribPointer(VELOCITY_ARRAY, 3, GL_FLOAT,
                         GL_FALSE, 0, velocities);
    glVertexAttribPointer(START_TIME_ARRAY, 1, GL_FLOAT,
                         GL_FALSE, 0, startTimes);
```

```

glEnableClientState(GL_VERTEX_ARRAY);
glEnableClientState(GL_COLOR_ARRAY);
glEnableVertexAttribArray(VELOCITY_ARRAY);
glEnableVertexAttribArray(START_TIME_ARRAY);

glDrawArrays(GL_POINTS, 0, arrayWidth * arrayHeight);

glDisableClientState(GL_VERTEX_ARRAY);
glDisableClientState(GL_COLOR_ARRAY);
glDisableVertexAttribArray(VELOCITY_ARRAY);
glDisableVertexAttribArray(START_TIME_ARRAY);

}

```

To achieve the animation effect, the application must communicate its notion of time to the vertex shader, as shown in [Listing 16.6](#). Here, the variable *ParticleTime* is incremented once each frame and loaded into the uniform variable *Time*. This allows the vertex shader to perform computations that vary (animate) over time.

### **Listing 16.6. C code snippet to update the time variable each frame**

```

if (DoingParticles)
{
    location = glGetUniformLocation(ProgramObject, "Time");
    ParticleTime += 0.001f;
    glUniform1f(location, ParticleTime);
    CheckOglError();
}

```

## **16.7.2. Confetti Cannon Vertex Shader**

The vertex shader (see [Listing 16.7](#)) is the key to this example of particle system rendering. Instead of simply transforming the incoming vertex, we use it as the initial position to compute a new position based on a computation involving the uniform variable *Time*. It is this newly computed position that is actually transformed and rendered.

This vertex shader defines the attribute variables *Velocity* and *StartTime*. In the previous section, we saw how generic vertex attribute arrays were defined and bound to these vertex shader attribute variables. As a result of this, each vertex has an updated value for the attribute variables *Velocity* and *StartTime*, as well as for the standard vertex attributes specified by *gl\_Vertex* and *gl\_Color*.

The vertex shader starts by computing the age of the particle. If this value is less than zero, the particle has not yet been born. In this case, the particle is just assigned the color provided through the uniform variable *Background*. (If you actually want to see the grid of yet-to-be-born particles, you could provide a color value other than the background color. And if you want to be a bit more clever, you could pass the value *t* as a varying variable to the fragment shader and let it discard fragments for which *t* is less than zero. For our purposes, this wasn't necessary.)

If a particle's start time is less than the current time, the following kinematic equation is used to determine its current position:

$$P = P_i + vt + \frac{1}{2}at^2$$

In this equation  $P$ , represents the initial position of the particle,  $v$  represents the initial velocity,  $t$  represents the elapsed time,  $a$  represents the acceleration, and  $P$  represents the final computed position. For acceleration, we use the value of acceleration due to gravity on Earth, which is 9.8 meters per second<sup>2</sup>. In our simplistic model, we assume that gravity affects only the particle's height ( $y$  coordinate) and that the acceleration is negative (i.e., the particle is slowing down and falling back to the ground). The coefficient for the  $t^2$  term in the preceding equation therefore appears in our code as the constant 4.9, and it is applied only to  $vert.y$ .

After this, all that remains is to transform the computed vertex and store the result in `gl_Position`.

### **Listing 16.7. Confetti cannon (particle system) vertex shader**

```
uniform float Time;           // updated each frame by the application
uniform vec4 Background;     // constant color equal to background

attribute vec3 Velocity;      // initial velocity
attribute float StartTime;    // time at which particle is activated

varying vec4 Color;

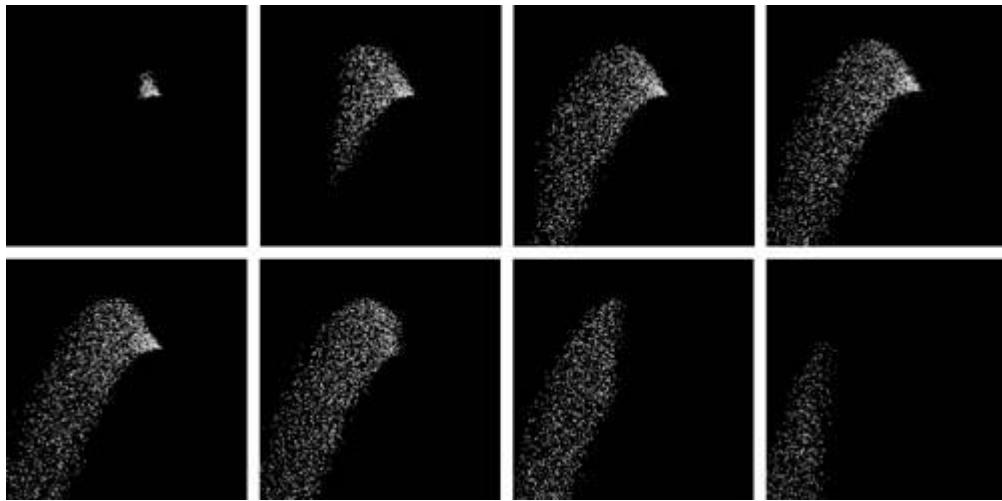
void main()
{
    vec4 vert;
    float t = Time - StartTime;

    if (t >= 0.0)
    {
        vert = gl_Vertex + vec4(Velocity * t, 0.0);
        vert.y -= 4.9 * t * t;
        Color = gl_Color;
    }
    else
    {
        vert = gl_Vertex;      // Initial position
        Color = Background;   // "pre-birth" color
    }

    gl_Position = gl_ModelViewProjectionMatrix * vert;
}
```

The value computed by the vertex shader is simply passed through the fragment shader to become the final color of the fragment to be rendered. Some frames from the confetti cannon animation sequence are shown in [Figure 16.1](#).

**Figure 16.1. Several frames from the animated sequence produced by the particle system shader. In this animation, the particle system contains 10,000 points with randomly assigned initial velocities and start times. The position of the particle at each frame is computed entirely in the vertex shader according to a formula that simulates the effects of gravity. (3Dlabs, Inc.)**



### 16.7.3. Further Enhancements

There's a lot that you can do to make this shader more interesting. You might pass the  $t$  value from the vertex shader to the fragment shader as suggested earlier and make the color of the particle change over time. For instance, you could make the color change from yellow to red to black to simulate an explosion. You could reduce the alpha value over time to make the particle fade out. You might also provide a "time of death" and extinguish the particle completely at a certain time or when a certain distance from the origin is reached. Instead of drawing the particles as points, you might draw them as short lines so that you could blur the motion of each particle. You could also vary the size of the point (or line) over time to create particles that grow or shrink. You can make the physics model a lot more sophisticated than the one illustrated. To make the particles look better, you could render them as point sprites, another new feature in OpenGL 2.0. (A point sprite is a point that is rendered as a textured quadrilateral that always faces the viewer.)

The real beauty in doing particle systems within a shader is that the computation is done completely in graphics hardware rather than on the host CPU. If the particle system data is stored in a vertex buffer object, there's a good chance that it will be stored in the on-board memory of the graphics hardware, so you won't even be using up any I/O bus bandwidth as you render the particle system each frame. With the OpenGL Shading Language, the equation for updating each particle can be arbitrarily complex. And, because the particle system is rendered like any other 3D object, you can rotate it around and view it from any angle while it is animating. There's really no end to the effects (and the fun!) that you can have with particle systems.

## 16.8. Wobble

The previous three examples discussed animating the geometry of an object and used the vertex processor to achieve this animation (because the geometry of an object cannot be modified by the fragment processor). The fragment processor can also create animation effects. The main purpose of most fragment shaders is to compute the fragment color, and any of the factors that affect this computation can be varied over time. In this section, we look at a shader that perturbs the texture coordinates in a time-varying way to achieve an oscillating or wobbling effect. With the right texture, this effect can make it very simple to produce an animated effect to simulate a gelatinous surface or a "dancing" logo.

This shader was developed to mimic the wobbly 2D effects demonstrated in some of the real-time graphics demos that are available on the Web (see <http://www.scene.org> for some examples). Its author, Antonio Tejada, wanted to use the OpenGL Shading Language to create a similar effect.

The central premise of the shader is that a sine function is used in the fragment shader to perturb the texture coordinates before the texture lookup operation. The amount and frequency of the perturbation can be controlled through uniform variables sent by the application. Because the goal of the shader was to produce an effect that looked good, the accuracy of the sine computation was not critical. For this reason and because the sine function had not been implemented at the time he wrote this shader, Antonio chose to approximate the sine value by using the first two terms of the Taylor series for sine. The fragment shader would have been simpler if the built-in `sin` function had been used, but this approach demonstrates that numerical methods can be used as needed within a shader. (As to whether using two terms of the Taylor series would result in better performance than using the built-in `sin` function, it's hard to say. It probably varies from one graphics hardware vendor to the next, depending on how the `sin` function is implemented.)

For this shader to work properly, the application must provide the frequency and amplitude of the wobbles, as well as a light position. In addition, the application increments a uniform variable called *StartRad* at each frame. This value is used as the basis for the perturbation calculation in the fragment shader. By incrementing the value at each frame, we animate the wobble effect. The application must provide the vertex position, the surface normal, and the texture coordinate at each vertex of the object to be rendered.

The vertex shader for the wobble effect is responsible for a simple lighting computation based on the surface normal and the light position provided by the application. It passes along the texture coordinate without modification. This is exactly the same as the functionality of the Earth vertex shader described in [Section 10.2.2](#), so we can simply use that vertex shader.

The fragment shader to achieve the wobbling effect is shown in [Listing 16.8](#). It receives as input the varying variable *LightIntensity* as computed by the vertex shader. This variable is used at the very end to apply a lighting effect to the fragment. The uniform variable *StartRad* provides the starting point for the perturbation computation in radians, and it is incremented by the application at each frame to animate the wobble effect. We can make the wobble effect go faster by using a larger increment value, and we can make it go slower by using a smaller increment amount. We found that an increment value of about 1° gave visually pleasing results.

The frequency and amplitude of the wobbles can be adjusted by the application with the uniform variables *Freq* and *Amplitude*. These are defined as `vec2` variables so that the *x* and *y* components can be adjusted independently. The final uniform variable defined by this fragment shader is *WobbleTex*, which specifies the texture unit to be used for accessing the 2D texture that is to be wobbled.

For the Taylor series approximation for sine to give more precise results, it is necessary to

ensure that the value for which sine is computed is in the range  $[\pi/2, \pi/2]$ . The constants C\_PI ( $\pi$ ), C\_2PI ( $2\pi$ ), C\_2PI\_I ( $1/2\pi$ ), and C\_PI\_2 ( $\pi/2$ ) are defined to assist in this process.

The first half of the fragment shader computes a perturbation factor for the  $x$  direction. We want to end up with a perturbation factor that depends on both the  $s$  and the  $t$  components of the texture coordinate. To this end, the local variable  $rad$  is computed as a linear function of the  $s$  and  $t$  values of the texture coordinate. (A similar but different expression computes the  $y$  perturbation factor in the second half of the shader.) The current value of  $StartRad$  is added. Finally, the  $x$  component of  $Freq$  is used to scale the result.

The value for  $rad$  increases as the value for  $StartRad$  increases. As the scaling factor  $Freq.x$  increases, the frequency of the wobbles also increases. The scaling factor should be increased as the size of the texture increases on the screen to keep the apparent frequency of the wobbles the same at different scales. You can think of the  $Freq$  uniform variable as the Richter scale for wobbles. A value of 0 results in no wobbles whatsoever. A value of 1.0 results in gentle rocking, a value of 2.0 causes jiggling, a value of 4.0 results in wobbling, and a value of 8.0 results in magnitude 8.0 earthquake-like effects.

The next seven lines of the shader bring the value of  $rad$  into the range  $[\pi/2, \pi/2]$ . When this is accomplished, we can compute  $\sin(rad)$  by using the first two terms of the Taylor series for sine, which is just  $x x^3/3!$  The result of this computation is multiplied by the  $x$  component of *Amplitude*. The value for the computed sine value will be in the range  $[-1, 1]$ . If we just add this value to the texture coordinate as the perturbation factor, it will *really* perturb the texture coordinate. We want a wobble, not an explosion! Multiplying the computed sine value by a value of 0.05 results in reasonably sized wobbles. Increasing this scale factor makes the wobbles bigger, and decreasing it makes them smaller. You can think of this as how far the texture coordinate is stretched from its original value. Using a value of 0.05 means that the perturbation alters the original texture coordinate by no more than  $\pm 0.05$ . A value of 0.5 means that the perturbation alters the original texture coordinate by no more than  $\pm 0.5$ .

With the  $x$  perturbation factor computed, the whole process is repeated to compute the  $y$  perturbation factor. This computation is also based on a linear function of the  $s$  and  $t$  texture coordinate values, but it differs from that used for the  $x$  perturbation factor. Computing the  $y$  perturbation value differently avoids symmetries between the  $x$  and  $y$  perturbation factors in the final wobbling effect, which doesn't look as good when animated.

With the perturbation factors computed, we can finally do our (perturbed) texture access. The color value that is retrieved from the texture map is multiplied by *LightIntensity* to compute the final color value for the fragment. Several frames from the animation produced by this shader are shown in Color Plate 29. These frames show the shader applied to a logo to illustrate the perturbation effects more clearly in static images. But the animation effect is also quite striking when the texture used looks like the surface of water, lava, slime, or even animal/monster skin.

### **Listing 16.8. Fragment shader for wobble effect**

```
// Constants
const float C_PI      = 3.1415;
const float C_2PI     = 2.0 * C_PI;
const float C_2PI_I   = 1.0 / (2.0 * C_PI);
const float C_PI_2    = C_PI / 2.0;

varying float LightIntensity;

uniform float StartRad;
uniform vec2 Freq;
uniform vec2 Amplitude;

uniform sampler2D WobbleTex;
```

```

void main()
{
    vec2 perturb;
    float rad;
    vec3 color;

    // Compute a perturbation factor for the x-direction
    rad = (gl_TexCoord[0].s + gl_TexCoord[0].t - 1.0 + StartRad) * Freq.x;

    // Wrap to -2.0*PI, 2*PI
    rad = rad * C_2PI_I;
    rad = fract(rad);
    rad = rad * C_2PI;

    // Center in -PI, PI
    if (rad > C_PI) rad = rad - C_2PI;
    if (rad < -C_PI) rad = rad + C_2PI;

    // Center in -PI/2, PI/2
    if (rad > C_PI_2) rad = C_PI - rad;
    if (rad < -C_PI_2) rad = -C_PI - rad;

    perturb.x = (rad - (rad * rad * rad / 6.0)) * Amplitude.x;

    // Now compute a perturbation factor for the y-direction
    rad = (gl_TexCoord[0].s - gl_TexCoord[0].t + StartRad) * Freq.y;

    // Wrap to -2*PI, 2*PI
    rad = rad * C_2PI_I;
    rad = fract(rad);
    rad = rad * C_2PI;

    // Center in -PI, PI
    if (rad > C_PI) rad = rad - C_2PI;
    if (rad < -C_PI) rad = rad + C_2PI;

    // Center in -PI/2, PI/2
    if (rad > C_PI_2) rad = C_PI - rad;
    if (rad < -C_PI_2) rad = -C_PI - rad;

    perturb.y = (rad - (rad * rad * rad / 6.0)) * Amplitude.y;

    color = vec3(texture2D(WobbleTex, perturb + gl_TexCoord[0].st));

    gl_FragColor = vec4(color * LightIntensity, 1.0);
}

```

## 16.9. Summary

With the fixed functionality in previous versions of OpenGL, animation effects were strictly in the domain of the application and had to be computed on the host CPU. With programmability, it has become easy to specify animation effects within a shader and let the graphics hardware do this work. Just about any aspect of a shader—position, shape, color, texture coordinates, and lighting, to name just a few—can be varied according to a global definition of current time.

When you develop a shader for an object that will be in motion, you should also consider how much of the animation effect you can encode within the shader. Encoding animation effects within a shader can offload the CPU and simplify the code in the application. This chapter described some simple ways for doing this. On and off, scrolling, and threshold effects are quite easy to do within a shader. Key-frame interpolation can be supported in a simple way through the power of programmability. Particles can be animated, including their position, color, velocity, and any other important attributes. Objects and textures can be made to oscillate, move, grow, or change based on mathematical expressions.

Animation is a powerful tool for conveying information, and the OpenGL Shading Language provides another avenue for expressing animation effects.

## 16.10. Further Information

If you're serious about animated effects, you really should read *Disney Animation: The Illusion of Life*, by two of the "Nine Old Men" of Disney animation fame, Frank Thomas and Ollie Johnston ([1981](#)). This book is loaded with color images and insight into the development of the animation art form at Disney Studios. It contains several decades worth of information about making great animated films. If you can, try to find a used copy of the original printing from Abbeville Press rather than the reprint by Hyperion. A softcover version was also printed by Abbeville, but this version eliminates much of the history of Disney Studios. A brief encapsulation of some of the material in this book can be found in the 1987 SIGGRAPH paper, *Principles of Traditional Animation Applied to 3D Computer Animation*, by John Lasseter.

Rick Parent's 2001 book, *Computer Animation: Algorithms and Techniques*, contains descriptions of a variety of algorithms for computer animation. The book *Game Programming Gems*, edited by Mark DeLoura ([2000](#)), also has several pertinent sections on animation.

Particle systems were first described by Bill Reeves in his 1983 SIGGRAPH paper, *Particle SystemsA Technique for Modeling a Class of Fuzzy Objects*. In 1998, Jeff Lander wrote an easy-to-follow description of particle systems, titled "The Ocean Spray in Your Face," in his column for *Game Developer Magazine*. He also made source code available for a simple OpenGL-based particle system demonstration program that he wrote.

1. DeLoura, Mark, ed., *Game Programming Gems*, Charles River Media, Hingham, Massachusetts, 2000.
2. Lander, Jeff, *The Ocean Spray in Your Face*, *Game Developer Magazine*, vol. 5, no. 7, pp. 1319, July 1998. <http://www.darwin3d.com/gdm1998.htm>
3. Lasseter, John, *Principles of Traditional Animation Applied to 3D Computer Animation*, Computer Graphics, (SIGGRAPH '87 Proceedings), pp. 3544, July 1987.
4. Parent, Rick, *Computer Animation: Algorithms and Techniques*, Morgan Kaufmann Publishers, San Francisco, 2001.
5. Reeves, William T., *Particle SystemsA Technique for Modeling a Class of Fuzzy Objects*, ACM Transactions on Graphics, vol. 2, no. 2, pp. 91108, April 1983.
6. Reeves, William T., and Ricki Blau, *Approximate and Probabilistic Algorithms for Shading and Rendering Structured Particle Systems*, Computer Graphics (SIGGRAPH '85 Proceedings), pp. 313322, July 1985.
7. Thomas, Frank, and Ollie Johnston, *Disney AnimationThe Illusion of Life*, Abbeville Press, New York, 1981.
8. Thomas, Frank, and Ollie Johnston, *The Illusion of LifeDisney Animation, Revised Edition*, Hyperion, 1995.
9. Watt, Alan H., and Mark Watt, *Advanced Animation and Rendering Techniques: Theory and Practice*, Addison-Wesley, Reading, Massachusetts, 1992.

# Chapter 17. Antialiasing Procedural Textures

Jaggies, popping, sparkling, stair steps, strobing, and marching ants. They're all names used to describe the anathema of computer graphics [ALIASING](#). Anyone who has used a computer has seen it. For still images, it's not always that noticeable or objectionable. But as soon as you put an object in motion, the movement of the jagged edges catches your eye and distracts you. From the early days of computer graphics, the fight to eliminate these nasty artifacts has been called [ANTIALIASING](#).

This chapter does not contain a thorough description of the causes of aliasing, nor the methods used to combat it. But it does introduce the reasons the problem occurs and the facilities within the OpenGL Shading Language for antialiasing. Armed with this knowledge, you should be well on your way to fighting the jaggies in your own shaders.

## 17.1. Sources of Aliasing

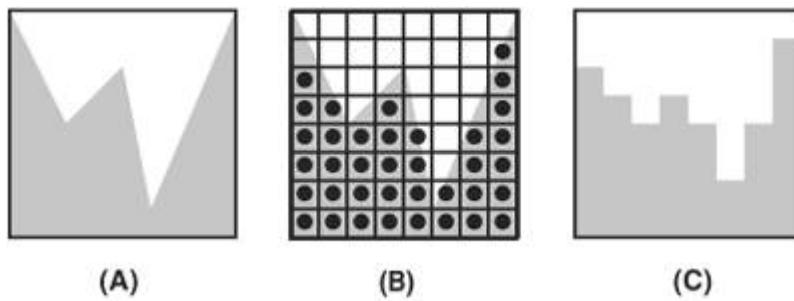
The human eye is extremely good at noticing edges. This is how we comprehend shape and form and how we recognize letters and words. Our eye is naturally good at it, and we spend our whole lives practicing it, so naturally it is something we do very, very well.

A computer display is limited in its capability to present an image. The display is made up of a finite number of discrete elements called pixels. At a given time, each pixel can produce only one color. This makes it impossible for a computer display to accurately represent detail that is smaller than one pixel in screen space, such as an edge.

When you combine these two things, the human eye's ability to discern edges and the computer graphics display's limitations in replicating them, you have a problem, and this problem is known as aliasing. In a nutshell, aliasing occurs when we try to reproduce a signal with an insufficient sampling frequency. With a computer graphics display, we'll always have a fixed number of samples (pixels) with which to reconstruct our image, and this will always be insufficient to provide adequate sampling, so we will always have aliasing. We can reduce it to the point that it's not noticeable, or we can transform it into some other problem that is less objectionable, like blurriness or noise.

The problem is illustrated in [Figure 17.1](#). In this diagram, we show the results of trying to draw a gray object. The intended shape is shown in [Figure 17.1](#) (A). The computer graphics display limits us to a discrete sampling grid. If we choose only one location within each grid square (usually the center) and determine the color to be used by sampling the desired image at that point, we see some apparent artifacts. This is called [POINT SAMPLING](#) and is illustrated in [Figure 17.1](#) (B). The result is ugly aliasing artifacts for edges that don't line up naturally with the sampling grid (see [Figure 17.1](#) (C)). (The drawing is idealized because pixels on a standard CRT do not produce light in the shape of a square, but the artifacts are obvious even when the sampled points are reconstructed as overlapping circles on the computer display.)

**Figure 17.1. Aliasing artifacts caused by point sampling. The gray region represents the shape of the object to be rendered (A). The computer graphics display presents us with a limited sampling grid (B). The result of choosing to draw or not draw gray at each pixel results in jaggies, or aliasing artifacts (C).**



Aliasing takes on other forms as well. If you are developing a sequence of images for an animation and you don't properly sample objects that are in motion, you might notice [TEMPORAL ALIASING](#). This is caused by objects that are moving too rapidly for the sampling frequency being used. Objects may appear to stutter as they move or blink on and off. The classic example of temporal aliasing comes from the movies: A vehicle (car, truck, or covered wagon) in motion is going forward, but the spokes of its wheels appear to be rotating backwards. This effect is caused when the sampling rate (movie frames per second) is too low relative to the motion of the wheel spokes. In reality, the wheel may be rotating two- and three-quarter revolutions per

frame, but on film it looks like it's rotating one-quarter revolution *backwards* each frame.

To render images that look truly realistic rather than computer generated, we need to develop techniques for overcoming the inherent limitations of the graphics display.

## 17.2. Avoiding Aliasing

One way to achieve good results without aliasing is to avoid situations in which aliasing occurs.

For instance, if you know that a particular object will always be a certain size in the final rendered image, you can design a shader that looks good while rendering that object at that size. This is the assumption behind some of the shaders presented previously in this book. The `smoothstep`, `mix`, and `clamp` functions are handy functions to use to avoid sharp transitions and to make a procedural texture look good at a particular scale.

Aliasing is often a problem when you are rendering an object at different sizes. Mipmap textures address this very issue, and you can do something similar with shaders. If you know that a particular object must appear at different sizes in the final rendering, you can design a shader for each different size. Each of these shaders would provide an appropriate level of detail and avoid aliasing for an object of that size. For this to work, the application must determine the approximate size of the final rendered object before it is drawn and then install the appropriate shader. In addition, if a continuous zoom (in or out) is applied to a single object, some "popping" will occur when the level of detail changes.

You can avoid aliasing in some situations by using a texture instead of computing something procedurally. This lets you take advantage of the [FILTERING](#) (i.e., antialiasing) support that is built into the texture-mapping hardware. However, there are issues with using stored textures as opposed to doing things procedurally, as discussed in [Chapter 11](#).

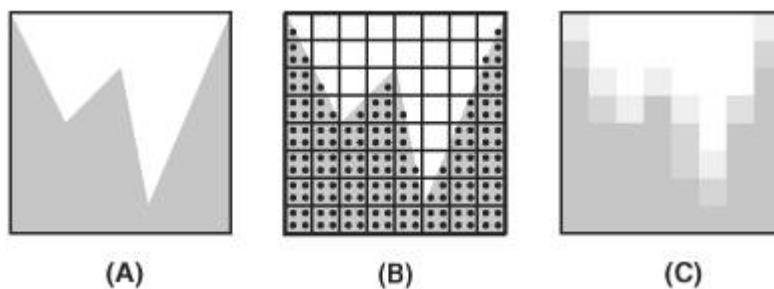
## 17.3. Increasing Resolution

The effects of aliasing can be reduced through a brute force method called [SUPERSAMPLING](#) that performs sampling at several locations within a pixel and averages the result of those samples. This is exactly the approach supported in today's graphics hardware with the multisample buffer. This method of antialiasing replaces a single point sampling operation with several, so it doesn't actually eliminate aliasing, but it can reduce aliasing to the point that it is no longer objectionable. You may be able to ignore the issue of aliasing if your shaders will always be used in conjunction with a multisample buffer.

But this approach does use up hardware resources (graphics board memory for storing the multisample buffer), and even with hardware acceleration, it still may be slower than performing the antialiasing as part of the procedural texture-generation algorithm. And, because this approach doesn't eliminate aliasing, your texture is still apt to exhibit signs of aliasing, albeit at a higher frequency than before.

Supersampling is illustrated in [Figure 17.2](#). Each of the pixels is rendered by sampling at four locations rather than at one. The average of the four samples is used as the value for the pixel. This averaging provides a better result, but it is not sufficient to eliminate aliasing because high-frequency components can still be misrepresented.

**Figure 17.2. Supersampling with four samples per pixel yields a better result, but aliasing artifacts are still present. The shape of the object to be rendered is shown in (A). Sampling occurs at four locations within each pixel as shown in (B). The results are averaged to produce the final pixel value as shown in (C). Some samples that are almost half covered were sampled with just one supersample point instead of two, and one pixel contains image data that was missed entirely, even with supersampling.**



Supersampling can also be implemented within a fragment shader. The code that is used to produce the fragment color can be constructed as a function, and this function can be called several times from within the main function of the fragment shader to sample the function at several discrete locations. The returned values can be averaged to create the final value for the fragment. Results are improved if the sample positions are varied stochastically rather than spaced on a regular grid. Supersampling within a fragment shader has the obvious downside of requiring  $N$  times as much processing per fragment, where  $N$  is the number of samples computed at each fragment.

There will be times when aliasing is unavoidable and supersampling is infeasible. If you want to perform procedural texturing and you want a single shader that is useful at a variety of scales, there's little choice but to address the aliasing issue and take steps to counteract aliasing in your shaders.

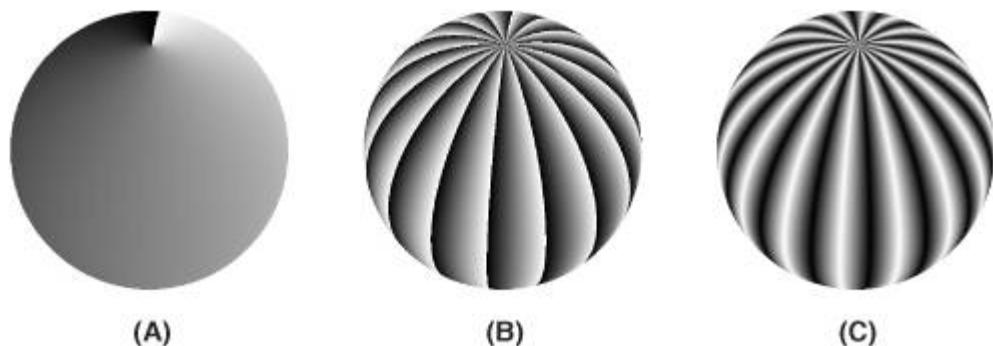
## 17.4. Antialiased Stripe Example

Aliasing does not occur until we attempt to represent a continuous image in screen space. This conversion occurs during rasterization; therefore, our attempts to mitigate its effects always occur in the fragment shader. The OpenGL Shading Language has several functions for this purpose that are available only to fragment shaders. To help explain the motivation for some of the language facilities for filter estimation, we develop a "worst case" scenario alternating black and white stripes drawn on a sphere. Developing a fragment shader that performs antialiasing enables us to further illustrate the aliasing problem and the methods for reducing aliasing artifacts. Bert Freudenberg developed the first version of the GLSL shaders discussed in this section during the process of creating the antialiased hatching shader described in [Section 18.1](#).

### 17.4.1. Generating Stripes

The antialiasing fragment shader determines whether each fragment is to be drawn as white or black to create lines on the surface of an object. The first step is to determine the method to be used for drawing lines. We use a single parameter as the basis for our stripe pattern. For illustration, let's assume that the parameter is the  $s$  coordinate of the object's texture coordinate. We have the vertex shader pass this value to us as a floating-point varying variable named  $v$ , eventually giving us a method for creating vertical stripes on a sphere. [Figure 17.3](#) (A) shows the result of using the  $s$  texture coordinate directly as the intensity (grayscale) value on the surface of the sphere. The viewing position is slightly above the sphere, so we are looking down at the "north pole." The  $s$  texture coordinate starts off at 0 (black) and increases to 1 (white) as it goes around the sphere. The edge where black meets white can be seen at the pole, and it runs down the back side of the sphere. The front side of the sphere looks mostly gray, but increases from left to right.

**Figure 17.3. Using the  $s$  texture coordinate to create stripes on a sphere. In (A), the  $s$  texture coordinate is used directly as the intensity (gray) value. In (B), a modulus function creates a sawtooth function. In (C), the absolute value function turns the sawtooth function into a triangle function. ([Courtesy of Bert Freudenberg, University of Magdeburg, 2002](#))**



We create a sawtooth wave by multiplying the  $s$  texture coordinate by 16 and taking the fractional part (see [Figure 17.3](#) (B)). This causes the intensity value to start at 0, rise quickly to 1, and then drop back down to 0. (To get a feel for what a sawtooth wave looks like, see the illustrations for the built-in functions `fract` (refer to [Figure 5.6](#)) and `mod` (refer to [Figure 5.7](#))). This sequence is repeated 16 times. The OpenGL shader code to implement this is

```
float sawtooth = fract(v * 16.0);
```

This isn't quite the stripe pattern we're after. To get closer, we employ the absolute value function (see [Figure 17.3](#) (C)). By multiplying the value of `sawtooth` by 2 and subtracting 1, we get a function that varies from [1,1]. Taking the absolute value of this function results in a function that goes from 1 down to 0 and then back to 1 (i.e., a *triangle* wave). The line of code to do this is

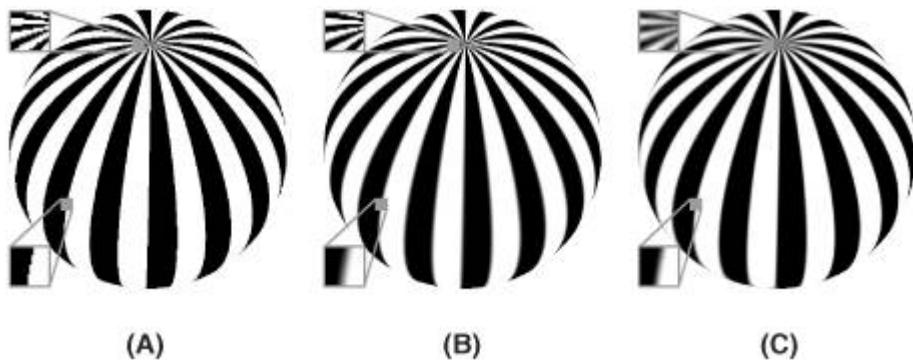
```
float triangle = abs(2.0 * sawtooth - 1.0);
```

A stripe pattern is starting to appear, but either it's too blurry or our glasses need adjustment. We make the stripes pure black and white by using the `step` function. When we compare our `triangle` variable to 0.5, this function returns 0 whenever `triangle` is less than or equal to 0.5, and 1 whenever `triangle` is greater than 0.5. This could be written as

```
float square = step(0.5, triangle);
```

This effectively produces a square wave, and the result is illustrated in [Figure 17.4](#) (A). We can modify the relative size of the alternating stripes by adjusting the threshold value provided in the `step` function.

**Figure 17.4. Antialiasing the stripe pattern. We can see that the square wave produced by the step function produces aliasing artifacts (A). The smoothstep function with a fixed-width filter produces too much blurring near the equator but not enough at the pole (B). An adaptive approach provides reasonable antialiasing in both regions (C). ([Courtesy of Bert Freudenberg, University of Magdeburg, 2002](#))**



## 17.4.2. Analytic Prefiltering

In [Figure 17.4](#) (A), we see that the stripes are now distinct, but aliasing has reared its ugly head. The `step` function returns values that are either 0 or 1, with nothing in between, so the jagged edges in the transitions between white and black are easy to spot. They will not go away if we increase the resolution of the image; they'll just be smaller. The problem is caused by the fact that the `step` function introduced an immediate transition from white to black or an edge with infinite frequency (see [Figure 5.11](#)). There is no way to sample this transition at a high enough frequency to eliminate the aliasing artifacts. To get good results, we need to take steps within our shader to remove such high frequencies.

A variety of antialiasing techniques rely on eliminating extremely high frequencies before sampling. This is called [LOW-PASS FILTERING](#) because low frequencies are passed through unmodified, whereas high frequencies are eliminated. The visual effect of low-pass filtering is that the resulting image is blurred.

To eliminate the high frequencies from the stripe pattern, we use the `smoothstep` function. We know that this function produces a smooth transition between white and black. It requires that we specify two edges, and a smooth transition occurs between those two edges. [Figure 17.4](#) (B) illustrates the result from the following line of code:

```
float square = smoothstep(0.4, 0.6, triangle);
```

### 17.4.3. Adaptive Analytic Prefiltering

Analytic prefiltering produces acceptable results in some regions of the sphere but not in others. The size of the smoothing filter (0.2) is defined in parameter space. But the parameter does not vary at a constant rate in screen space. In this case, the  $s$  texture coordinate varies quite rapidly in screen space near the poles and less rapidly at the equator. Our fixed-width filter produces blurring across several pixels at the equator and very little effect at the poles. What we need is a way to determine the size of the smoothing filter adaptively so that transition can be appropriate at all scales in screen space. This requires a measurement of how rapidly the function we're interested in is changing at a particular position in screen space.

Fortunately, the OpenGL Shading Language provides a built-in function that can give us the rate of change (derivative) of any parameter in screen space. The function `dFdx` gives the rate of change in screen coordinates in the  $x$  direction, and `dFdy` gives the rate of change in the  $y$  direction. Because these functions deal with screen space, they are available only in a fragment shader. These two functions can provide the information needed to compute a [GRADIENT VECTOR](#) for the position of interest.

Given a function  $f(x,y)$ , the gradient of  $f$  at the position  $(x, y)$  is defined as the vector

$$G[f(x, y)] = \begin{bmatrix} \frac{\partial f}{\partial x} \\ \frac{\partial f}{\partial y} \end{bmatrix}$$

In English, the gradient vector comprises the partial derivative of function  $f$  with respect to  $x$  (i.e., the measure of how rapidly  $f$  is changing in the  $x$  direction) and the partial derivative of the function  $f$  with respect to  $y$  (i.e., the measure of how rapidly  $f$  is changing in the  $y$  direction). The important properties of the gradient vector are that it points in the direction of the maximum rate of increase of the function  $f(x,y)$  (the gradient direction) and that the magnitude of this vector equals the maximum rate of increase of  $f(x,y)$  in the gradient direction. (These properties are useful for image processing too, as we see later.) The built-in functions `dFdx` and `dFdy` give us exactly what we need to define the gradient vector for functions used in fragment shaders.

The magnitude of the gradient vector for the function  $f(x,y)$  is commonly called the [GRADIENT](#) of the function  $f(x,y)$ . It is defined as

$$\text{mag}[G[f(x, y)]] = \sqrt{(\partial f / \partial x)^2 + (\partial f / \partial y)^2}$$

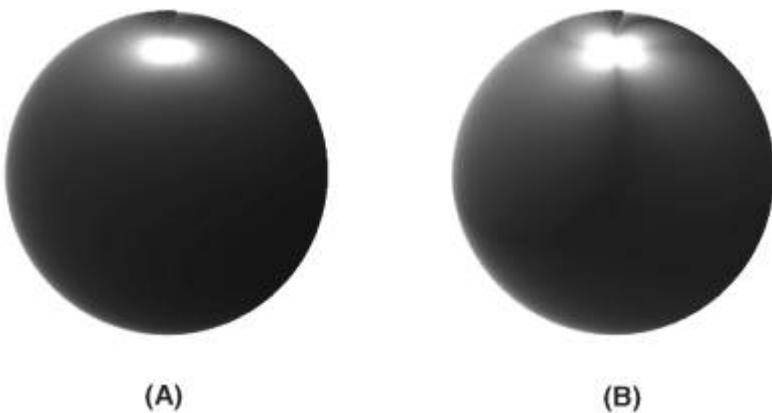
In practice, it is not always necessary to perform the (possibly costly) square root operation. The gradient can be approximated with absolute values:

$$\text{mag}[G[f(x, y)]] \approx \text{abs}(f(x, y) - f(x + 1, y)) + \text{abs}(f(x, y) - f(x, y + 1))$$

This is exactly what is returned by the built-in function `fwidth`. The sum of the absolute values is an upper bound on the width of the sampling filter needed to eliminate aliasing. If it is too large, the resulting image looks somewhat more blurry than it should, but this is usually acceptable.

The two methods of computing the gradient are compared in [Figure 17.5](#). As you can see, there is little visible difference. Because the value of the gradient was quite small for the function being evaluated on this object, the values were scaled so that they would be visible.

**Figure 17.5. Visualizing the gradient. In (A), the magnitude of the gradient vector is used as the intensity (gray) value. In (B), the gradient is approximated with absolute values. (Actual gradient values are scaled for visualization.) ([Courtesy of Bert Freudenberg, University of Magdeburg, 2002](#))**



To compute the actual gradient for a varying variable `V` within a fragment shader, we use

```
float width = length(vec2(dFdx(V), dFdy(V)));
```

To approximate it, we use the potentially higher performance calculation:

```
float width = fwidth(V);
```

We then use the filter width within our call to `smoothstep` as follows:

```
float edge    = width * 32.0;
float square = smoothstep(0.5 - edge, 0.5 + edge, triangle);
```

If we put this all together in a fragment shader, we get [Listing 17.1](#).

### **Listing 17.1. Fragment shader for adaptive analytic antialiasing**

```

varying float V;                      // generic varying
varying float LightIntensity;

uniform float Frequency;              // Stripe frequency = 6

void main()

```

```

{
    float sawtooth = fract(V * Frequency);
    float triangle = abs(2.0 * sawtooth - 1.0);
    float dp = length(vec2(dFdx(V), dFdy(V)));
    float edge = dp * Frequency * 2.0;
    float square = smoothstep(0.5 - edge, 0.5 + edge, triangle);
    gl_FragColor = vec4(vec3(square), 1.0);
}

```

If we scale the frequency of our texture, we must also increase the filter width accordingly. After the value of the function is computed, it is replicated across the red, green, and blue components of a **vec3** and used as the color of the fragment. The results of this adaptive antialiasing approach are shown in [Figure 17.4](#) (C). The results are much more consistent across the surface of the sphere. A simple lighting computation is added, and the resulting shader is applied to the teapot in [Figure 17.6](#).

**Figure 17.6. Effect of adaptive analytical antialiasing on striped teapots.** On the left, the teapot is drawn with no antialiasing. On the right, the adaptive antialiasing shader is used. A small portion of the striped surface is magnified 200% to make it easier to see the difference.



This approach to antialiasing works well until the filter width gets larger than the frequency. This is the situation that occurs at the north pole of the sphere. The stripes very close to the pole are much thinner than one pixel, so no step function will produce the correct gray value here. In such regions, you need to switch to integration or frequency clamping, both of which are discussed in subsequent sections.

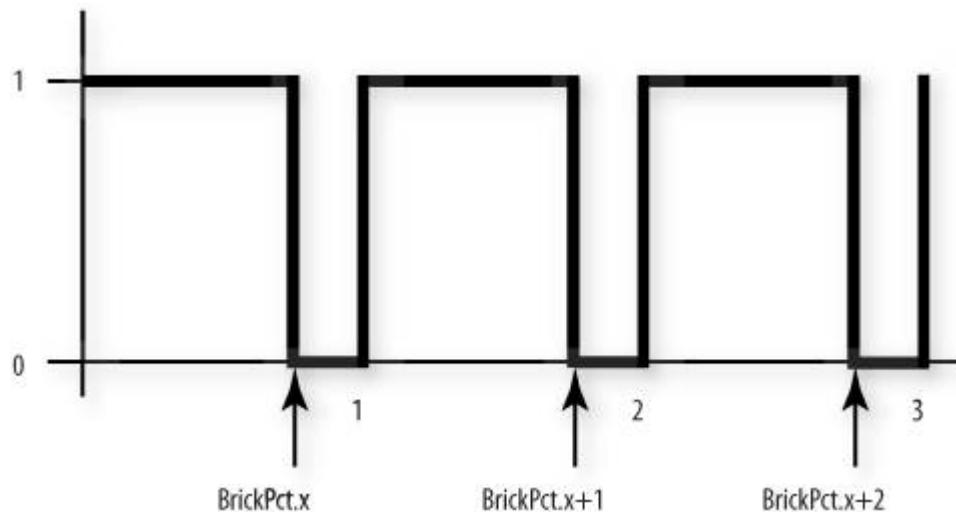
#### 17.4.4. Analytic Integration

The weighted average of a function over a specified interval is called a [CONVOLUTION](#). The values that do the weighting are called the [CONVOLUTION KERNEL](#) or the [CONVOLUTION FILTER](#). In some cases, we can reduce or eliminate aliasing by determining the convolution of a function ahead of time and then sampling the convolved function rather than the original function. The convolution can be performed over a fixed interval in a computation that is equivalent to convolving the input function with a box filter. A box filter is far from ideal, but it is simple and easy to compute and often good enough.

This method corresponds to the notion of antialiasing by [AREA SAMPLING](#). It is different from point sampling or supersampling in that we attempt to calculate the area of the object being rendered relative to the sampling region. Referring to [Figure 17.2](#), if we used an area sampling technique, we would get more accurate values for each of the pixels, and we wouldn't miss that pixel that just had a sliver of coverage.

In *Advanced RenderMan: Creating CGI for Motion Pictures*, Apodaca and Gritz (1999) explain how to perform analytic antialiasing of a periodic step function, sometimes called a [PULSE TRAIN](#). Darwyn Peachey described how to apply this method to his procedural brick RenderMan shader in *Texturing and Modeling: A Procedural Approach*, and Dave Baldwin published a GLSL version of this shader in the original paper on the OpenGL Shading Language. We use this technique to analytically antialias the procedural brick GLSL shader we described back in [Chapter 6](#). Recall that the simple brick example used the `step` function to produce the periodic brick pattern. The function that creates the brick pattern in the horizontal direction is illustrated in [Figure 17.7](#). From 0 to  $BrickPct.x$  (the brick width fraction), the function is 1.0. At the value of  $BrickPct.x$ , there is an edge with infinite slope as the function drops to 0. At the value 1, the function jumps back up to 1.0, and the process is repeated for the next brick.

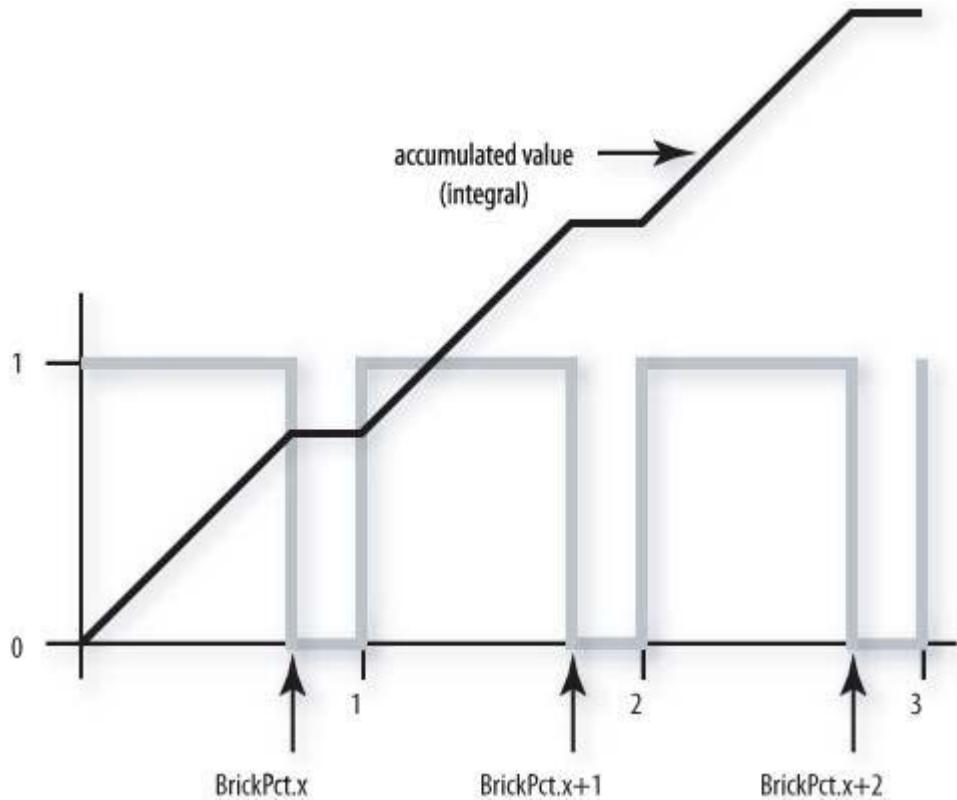
**Figure 17.7. The periodic step function, or pulse train, that defines the horizontal component of the procedural brick texture**



The key to antialiasing this function is to compute its integral, or accumulated, value. We have to consider the possibility that, in areas of high complexity, the filter width that is computed by `fwidth` will cover several of these pulses. By sampling the integral rather than the function itself, we get a properly weighted average and avoid the high frequencies caused by point sampling that would produce aliasing artifacts.

So what is the integral of this function? It is illustrated in [Figure 17.8](#). From 0 to  $BrickPct.x$ , the function value is 1, so the integral increases with a slope of 1. From  $BrickPct.x$  to 1.0, the function has a value of 0, so the integral stays constant in this region. At 1, the function jumps back to 1.0, so the integral increases until the function reaches  $BrickPct.x + 1$ . At this point, the integral changes to a slope of 0 again, and this pattern of ramps and plateaus continues.

**Figure 17.8. Periodic step function (pulse train) and its integral**



We perform antialiasing by determining the value of the integral over the area of the filter, and we do that by evaluating the integral at the edges of the filter and subtracting the two values. The integral for this function consists of two parts: the sum of the area for all the pulses that have been fully completed before the edge we are considering and the area of the possibly partially completed pulse for the edge we are considering.

For our procedural brick shader, we use the variable *position.x* as the basis for generating the pulse function in the horizontal direction. So the number of fully completed pulses is just **floor**(*position.x*). Because the height of each pulse is 1.0, the area of each fully completed pulse is just *BrickPct.x*. Multiplying **floor**(*position.x*) by *BrickPct.x* gives the area for all the fully completed pulses. The edge that we're considering may be in the part of the function that is equal to 0, or it may be in the part of the function that is equal to 1. We can find out by computing **fract**(*position.x*) (1.0 *BrickPct.x*). If the result of this subtraction is less than 0, we were in the part of the function that returns 0, so nothing more needs to be done. But if the value is greater than zero, we are partway into a region of the function that is equal to 1. Because the height of the pulse is 1, the area of this partial pulse is **fract**(*position.x*) (1.0 *BrickPct.x*). Therefore, the second part of our integral is the expression **max(frac**(*position.x*) (1.0 *BrickPct.x*), 0.0).

We use this integral for both the horizontal and vertical components of our procedural brick pattern. Because the application knows the brick width and height fractions (*BrickPct.x* and *BrickPct.y*), it can easily compute 1.0 *BrickPct.x* and 1.0 *BrickPct.y* and provide them to our fragment shader as well. This keeps us from unnecessarily computing these values several times for every fragment that is rendered. We call these values the mortar percentage. Because we evaluate this expression twice with different arguments, we define it as a macro or a function for convenience:

```
#define Integral(x, p, notp) ((floor(x)*(p)) + max(frac(x)-(notp), 0.0))
```

The parameter *p* indicates the value that is part of the pulse (i.e., when the function is 1.0), and *notp* indicates the value that is not part of the pulse (i.e., when the function is 0). Using this macro, we can write the code to compute the value of the integral over the width of the filter as

follows:

```
vec2 fw, useBrick;  
  
fw = fwidth(position);  
  
useBrick = (Integral(position + fw, BrickPct, MortarPct) -  
            Integral(position, BrickPct, MortarPct)) / fw;
```

The result is divided by the area of the filter (a box filter is assumed in this case) to obtain the average value for the function in the selected interval.

### 17.4.5. Antialiased Brick Fragment Shader

Now we can put all this to work to build better bricks. We replace the simple point sampling technique used in the example in [Chapter 6](#) with analytic integration. The resulting shader is shown in [Listing 17.2](#). The difference between the aliased and antialiased brick shaders is shown in Color Plate 35.

#### Listing 17.2. Source code for an antialiased brick fragment shader

```
uniform vec3  BrickColor, MortarColor;  
uniform vec2  BrickSize;  
uniform vec2  BrickPct;  
uniform vec2  MortarPct;  
  
varying vec2  MCposition;  
varying float LightIntensity;  
  
#define Integral(x, p, notp) ((floor(x)*(p)) + max(fract(x)-(notp), 0.0))  
  
void main()  
{  
    vec2 position, fw, useBrick;  
    vec3 color;  
  
    // Determine position within the brick pattern  
    position = MCposition / BrickSize;  
  
    // Adjust every other row by an offset of half a brick  
    if (fract(position.y * 0.5) > 0.5)  
        position.x += 0.5;  
  
    // Calculate filter size  
    fw = fwidth(position);  
  
    // Perform filtering by integrating the 2D pulse made by the  
    // brick pattern over the filter width and height  
    useBrick = (Integral(position + fw, BrickPct, MortarPct) -  
                Integral(position, BrickPct, MortarPct)) / fw;  
  
    // Determine final color  
    color = mix(MortarColor, BrickColor, useBrick.x * useBrick.y);  
    color *= LightIntensity;  
    gl_FragColor = vec4(color, 1.0);  
}
```

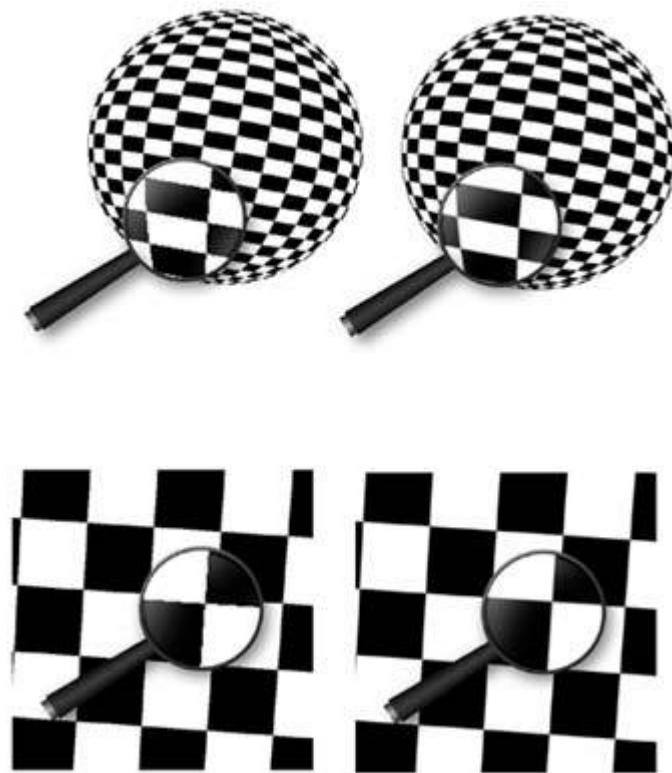
## 17.5. Frequency Clamping

Certain functions do not have an analytic solution, or they are just too difficult to solve. If this is the case, you might try a technique called frequency clamping. In this technique, the average value of the function replaces the actual value of the function when the filter width is too large. This is convenient for functions such as sine and noise whose average is known.

### 17.5.1. Antialiased Checkerboard Fragment Shader

The checkerboard pattern is the standard measure of the quality of an antialiasing technique (see [Figure 17.9](#)). Larry Gritz wrote a checkerboard RenderMan shader that performs antialiasing by frequency sampling, and Dave Baldwin translated this shader to GLSL. [Listing 17.3](#) shows a fragment shader that produces a procedurally generated, antialiased checkerboard pattern. The vertex shader transforms the vertex position and passes along the texture coordinate, nothing more. The application provides values for the two colors of the checkerboard pattern, the average of these two colors (the application can compute this and provide it through a uniform variable, rather than having the fragment shader compute it for every fragment), and the frequency of the checkerboard pattern.

**Figure 17.9. Checkerboard pattern rendered with the antialiased checkerboard shader. On the left, the filter width is set to 0, so aliasing occurs. On the right, the filter width is computed using the `fwidth` function.**



The fragment shader computes the appropriate size of the filter and uses it to perform smooth interpolation between adjoining checkerboard squares. If the filter is too wide (i.e., the varying parameter is changing too quickly for proper filtering), the average color is substituted. Even though this fragment shader uses a conditional statement, care is taken to avoid aliasing. In the transition zone between the `if` clause and the `else` clause, a smooth interpolation is

performed between the computed color and the average color.

### Listing 17.3. Source code for an antialiased checkerboard fragment shader

```
uniform vec3 Color1;
uniform vec3 Color2;
uniform vec3 AvgColor;
uniform float Frequency;

varying vec2 TexCoord;

void main()
{
    vec3 color;

    // Determine the width of the projection of one pixel into s-t space
    vec2 fw = fwidth(TexCoord);

    // Determine the amount of fuzziness
    vec2 fuzz = fw * Frequency * 2.0;

    float fuzzMax = max(fuzz.s, fuzz.t);

    // Determine the position in the checkerboard pattern
    vec2 checkPos = fract(TexCoord * Frequency);

    if (fuzzMax < 0.5)
    {
        // If the filter width is small enough, compute the pattern color
        vec2 p = smoothstep(vec2(0.5), fuzz + vec2(0.5), checkPos) +
                 (1.0 - smoothstep(vec2(0.0), fuzz, checkPos));

        color = mix(Color1, Color2, p.x * p.y + (1.0 - p.x) * (1.0 - p.y));

        // Fade in the average color when we get close to the limit
        color = mix(color, AvgColor, smoothstep(0.125, 0.5, FuzzMax));
    }
    else
    {
        // Otherwise, use only the average color
        color = AvgColor;
    }

    gl_FragColor = vec4(color, 1.0);
}
```

## 17.6. Summary

With increased freedom comes increased responsibility. The OpenGL Shading Language permits the computation of procedural textures without restriction. It is quite easy to write a shader that exhibits unsightly aliasing artifacts (using a conditional or a step function is all it takes), and it can be difficult to eliminate these artifacts. After describing the aliasing problem in general terms, this chapter explored several options for antialiasing procedural textures. Facilities in the language, such as the built-in functions for smooth interpolation (`smoothstep`), for determining derivatives in screen space (`dFdx`, `dFdy`), and for estimating filter width (`fwidth`) can assist in the fight against jaggies. These functions were fundamental components of shaders that were presented to perform antialiasing by prefiltering, adaptive prefiltering, integration, and frequency clamping.

## 17.7. Further Information

Most signal processing and image processing books contain a discussion of the concepts of sampling, reconstruction, and aliasing. Books by Glassner, Wolberg, and Gonzalez and Woods can be consulted for additional information on these topics. Technical memos by Alvy Ray Smith address the issues of aliasing in computer graphics directly.

The book *Advanced RenderMan: Creating CGI for Motion Pictures* by Tony Apodaca and Larry Gritz (1999) contains a chapter that describes shader antialiasing in terms of the RenderMan shading language, and much of the discussion is germane to the OpenGL Shading Language as well. Darwyn Peachey has a similar discussion in *Texturing & Modeling: A Procedural Approach, Third Edition* by David Ebert et al. (2002).

Bert Freudenberg developed an OpenGL shader to do adaptive antialiasing and presented this work at the SIGGRAPH 2002 in San Antonio, Texas. In this chapter, I've recreated the images Bert used in his talk, but he deserves the credit for originally developing the images and the shaders to illustrate some of the topics I've covered. This subject is also covered in his Ph.D. thesis, *Real-Time Stroke-based Halftoning*.

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# Chapter 18. Non-Photorealistic Shaders

A significant amount of computer graphics research has been aimed at achieving more and more realistic renditions of synthetic scenes. A longtime goal has been to render a scene so perfectly that it is indistinguishable from a photograph of the real scene, hence the term [PHOTOREALISM](#). With the latest graphics hardware, some photorealistic effects are becoming possible in real-time rendering.

This quest for realism is also reflected in graphics APIs such as OpenGL. The OpenGL specification defines specific formulas for calculating effects such as illumination from light sources, material properties, and fog. These formulas attempt to define effects as realistically as possible while remaining relatively easy to implement in hardware, and they have duly been cast into silicon by intrepid graphics hardware designers.

But the collection of human art and literature shows us that photorealism is not the only important style for creating images. The availability of low-cost programmable graphics hardware has sparked the growth of an area called [NON-PHOTOREALISTIC RENDERING](#), or NPR. Researchers and practitioners in this field are attempting to use computer graphics to produce a wide range of artistic effects other than photorealism. In this chapter, we look at a few examples of shaders whose main focus is something other than generating results that are as realistic as possible.

## 18.1. Hatching Example

Bert Freudenberg of the University of Magdeburg in Germany was one of the first people outside 3Dlabs to come up with a unique OpenGL shader. His area of research has been to use programmable hardware to produce real-time NPR effects such as hatching and half-toning. He experimented with a prototype implementation of the OpenGL Shading Language in the summer of 2002 and produced a hatching shader that he agreed to share with us for this book.

This shader has a few unique features, and the steps involved in designing this shader are described in Bert's Ph.D. thesis, *Real-Time Stroke-based Halftoning* ([2003](#)). Bert's hatching shader is based on a woodblock printing shader by Scott Johnston that is discussed in *Advanced RenderMan: Creating CGI for Motion Pictures* by Tony Apodaca and Larry Gritz ([1999](#)).

The goal in a hatching shader is to render an object in a way that makes it look hand-drawn, for instance with strokes that look like they may have been drawn with pen and ink. Each stroke contributes to the viewer's ability to comprehend the tone, texture, and shape of the object being viewed. The effect being sought in this shader is that of a woodcut print. In a woodcut, a wooden block carved with small grooves is covered with ink and pressed onto a surface. The image left on the surface is the mirror image of the image carved into the wood block. No ink is left where the grooves are cut, only where the wood is left uncut. Lighting is simulated by varying the width of the grooves according to light intensity.

We face a number of challenges in developing a shader that simulates the look of a woodcut print. The first thing we need is a way of generating stripes that defines the tone and texture of the object. Alternating white and black lines provides the highest contrast edges and thus represents a worst-case scenario for aliasing artifacts; thus antialiasing is a prime consideration. We also want our lines to "stay put" on the object so that we can use the object in an animation sequence. Finally, the lines in a woodcut print are not always perfectly straight and uniform as though they were drawn by a computer. They are cut into the wood by a human artist, so they have some character. We'd like the lines that our shader generates to have some character as well.

### 18.1.1. Application Setup

The application needs to send vertex positions, normals, and a single set of texture coordinates to the hatching shader. The normals are used in a simple lighting formula, and the texture coordinates are used as the base for procedurally defining the hatching pattern. The light position is passed in as a uniform variable, and the application also updates the value of the *Time* uniform variable at each frame so that the behavior of the shader can be modified slightly each frame. What do you suppose we use to give our lines some character? You guessed it—the noise function. In this case, we have the application generate the noise values that are needed and store the results in a 3D texture. For this reason, the value for a uniform variable of type **sampler3D** is provided by the application to inform the fragment shader which texture unit should be accessed to obtain the noise values.

### 18.1.2. Vertex Shader

The hatch vertex shader is shown in [Listing 18.1](#). The first line is the only line that looks different from shaders we've discussed previously. The varying variable *ObjPos* is the basis for our hatching stroke computation in the fragment shader. To animate the wiggle of the lines, the vertex shader adds the uniform variable *Time* to the z coordinate of the incoming vertex position. This makes it appear as though the wiggles are "flowing" along the z-axis. A scaling value is also used to make the hatching strokes match the scale of the object being rendered. (To accommodate a variety of objects, we should probably replace this value with a uniform variable.) The remainder of the vertex shader performs a simple diffuse lighting equation,

copies the  $t$  coordinate of the incoming texture coordinate into the varying variable  $V$ , and computes the value of the built-in variable  $gl\_Position$ .

### Listing 18.1. Vertex shader for hatching

```
uniform vec3 LightPosition;
uniform float Time;

varying vec3 ObjPos;
varying float V;
varying float LightIntensity;

void main()
{
    ObjPos        = (vec3(gl_Vertex) + vec3(0.0, 0.0, Time)) * 0.2;

    vec3 pos      = vec3(gl_ModelViewMatrix * gl_Vertex);
    vec3 tnorm     = normalize(gl_NormalMatrix * gl_Normal);
    vec3 lightVec = normalize(LightPosition - pos);

    LightIntensity = max(dot(lightVec, tnorm), 0.0);

    V = gl_MultiTexCoord0.t; // try .s for vertical stripes

    gl_Position = ftransform();
}
```

#### 18.1.3. Generating Hatching Strokes

The purpose of our fragment shader is to determine whether each fragment is to be drawn as white or black in order to create lines on the surface of the object. As we mentioned, there are some challenges along the way. To prepare for the full-blown hatching shader, we develop some of the techniques we need and illustrate them on a simple object: a sphere.

We start with the same code that was presented in [Section 17.4.1](#) for generating vertical stripes, namely,

```
float sawtooth = fract(V * 16.0);
float triangle = abs(2.0 * sawtooth - 1.0);
float square = step(0.5, triangle);
```

Recall that  $V$  was a varying variable passed from the vertex shader. It was equal to the  $s$  texture coordinate if we wanted to generate vertical stripes and equal to the  $t$  texture coordinate if we wanted to generate horizontal stripes. We chose the number 16 to give us 16 white stripes and 16 black stripes. The result of this code is illustrated in [Figure 18.1](#). We can modify the relative size of the white and black stripes by adjusting the threshold value provided in the `step` function.

**Figure 18.1.** A sphere with a stripe pattern generated procedurally based on the  $s$  texture coordinate ([Courtesy of Bert Freudenberg, University of Magdeburg, 2002](#))



#### 18.1.4. Obtaining Uniform Line Density

We now have reasonable-looking stripes, but they aren't of uniform width. They appear fatter along the equator and pinched in at the pole. We'd like to end up with lines that are of roughly equal width in screen space. This requires the use of the `dFdx` and `dFdy` functions:

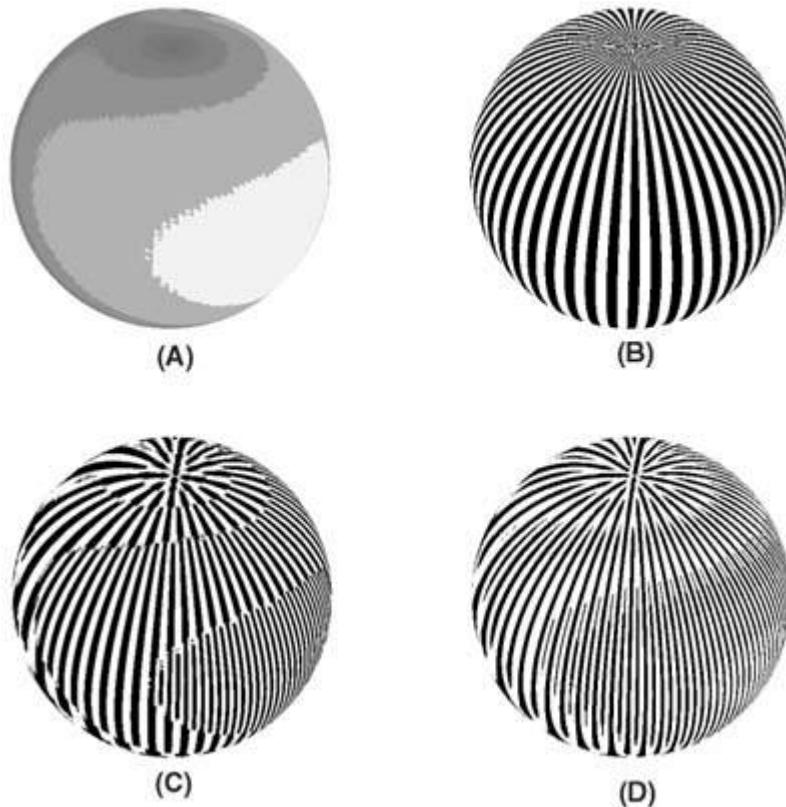
```
float dp = length(vec2(dFdx(V), dFdy(V)));
```

As we learned in [Section 17.4.3](#), this computation provides us with the gradient (i.e., how rapidly  $V$  is changing at this point on the surface). We can use this value to adjust the density of lines in screen space.

Computing the actual gradient with the `length` function involves a potentially costly square root operation. Why not use the approximation to the gradient discussed in [Section 17.4.3](#)? In this case we must compute the actual gradient because the approximation to the gradient isn't quite good enough for our purposes. We're not using this value to estimate the filter width for antialiasing; instead we're using it to compute the stripe frequency. This computation needs to be rotationally invariant so that our stripes don't jump around just because we rotate the object. For this reason, we need to compute the actual length of the gradient vector, not just the sum of the absolute values of the two components of the gradient vector.

So, we use the base 2 logarithm of this value (shown applied to the sphere in [Figure 18.2](#) (A)) to adjust the density in discrete steps each time  $dp$  doubles, the number of lines doubles unless we do something about it. The stripes get too thin and too dense if doubling occurs. To counteract this effect (because we are interested in getting a constant line density in screen space), we decrease the number of stripes when the density gets too high. We do this by negating the logarithm.

**Figure 18.2. Adjusting the stripe frequency. The integer part of the logarithm of the gradient (A) is the basis for determining stripe frequency. First, the sphere is shown with a higher frequency of stripes (B). The integer part of the logarithm then adjusts the stripe frequency in (C), and the effect of tapering the ends is shown in (D). ([Courtesy of Bert Freudenberg, University of Magdeburg, 2002](#))**



```

float logdp      = -log2(dp);
float ilogdp     = floor(logdp);
float frequency  = exp2(ilogdp);
float sawtooth   = fract(V * 16.0 * frequency);

```

A sphere with a higher stripe frequency is shown in [Figure 18.2](#) (B). As you can see, the lines look reasonable in the lower part of the sphere, but there are too many at the pole. By applying the stripe frequency adjustment, we end up with stripes of roughly equal width across the sphere (see [Figure 18.2](#) (C)). Notice the correlation between [Figure 18.2](#) (A) and [Figure 18.2](#) (C).

The next issue to address is the abrupt changes that occur as we jump from one stroke frequency to the next. Our eyes detect a distinct edge along these transitions, and we need to take steps to soften this edge so that it is less distracting. We can accomplish this by using the fractional part of *logdp* to do a smooth blend between two frequencies of the triangle wave. This value is 0 at the start of one frequency, and it increases to 1.0 at the point where the jump to the next frequency occurs.

```
float transition = logdp - ilogdp;
```

As we saw earlier, we can generate a triangle wave with frequency double that of a triangle wave with frequency *t* by taking **abs** ( $2.0 * t - 1.0$ ). We can use the value of *transition* to linearly interpolate between *t* and **abs** ( $2.0 * t - 1.0$ ) by computing  $(1.0 - \text{transition}) * t + \text{transition} * \text{abs}(2.0 * t - 1.0)$ . This is exactly the same as if we did **mix** (**abs** ( $2.0 * t - 1.0$ ), *t*, *transition*). But instead of using **mix**, we note that this is equivalent to **abs** ( $((1.0 - \text{transition}) * t - \text{transition})$ ). Using the previously computed value for our base frequency (*triangle*), we end up with the following code:

```
triangle = abs((1.0 - transition) * triangle - transition);
```

The result of drawing the sphere with uniform stripe density and tapered ends is shown in [Figure 18.2](#) (D).

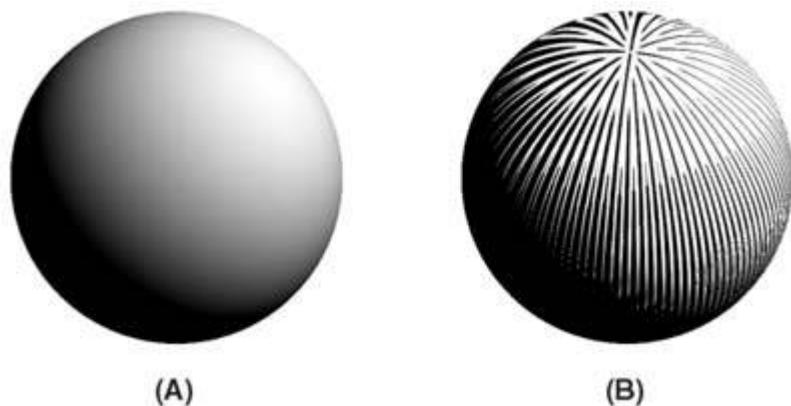
### 18.1.5. Simulating Lighting

To simulate the effect of lighting, we'd like to make the dark stripes more prominent in regions that are in shadow and the white stripes more prominent in regions that are lit. We can do this by using the computed light intensity to modify the threshold value used in the `step` function. In regions that are lit, the threshold value is decreased so that black stripes get thinner. In regions that are in shadow, the threshold value is increased so that the black stripes get wider.

```
const float edgew = 0.2;           // width of smooth step  
  
float edge0 = clamp(LightIntensity - edgew, 0.0, 1.0);  
float edge1 = clamp(LightIntensity, 0.0, 1.0);  
float square = 1.0 - smoothstep(edge0, edge1, triangle);
```

Once again, we use the `smoothstep` function to antialias the transition. Because our stripe pattern is a (roughly) constant width in screen space, we can use a constant filter width rather than an adaptive one. The results of the lighting effect can be seen in [Figure 18.3](#).

**Figure 18.3. Applying lighting to the sphere. In (A), the sphere is lit with a simple lighting model and no stripes. In (B), the light intensity modulates the width of the stripes to simulate the effect of lighting. (Courtesy of Bert Freudenberg, University of Magdeburg, 2002)**



### 18.1.6. Adding Character

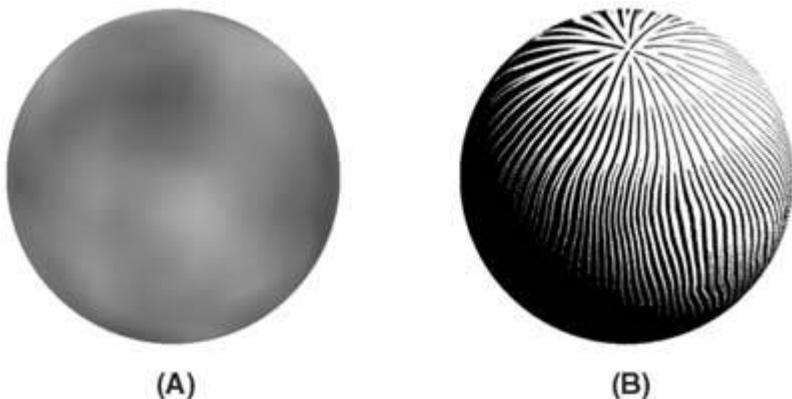
If a woodcut block is made by a human artist and not by a machine, the cuts in the wood aren't perfect in thickness and spacing. How do we add some imperfections into our mathematically perfect description of hatching lines? With noise (see [Chapter 15](#)). For this shader, we don't need anything fancy; we just want to add some "wiggle" to our otherwise perfect lines or perhaps some "patchiness" to our simple lighting equation. We can use a tileable 3D texture containing Perlin noise in the same way for this shader as for the shaders in [Chapter 15](#).

To add wiggle to our lines, we modify the sawtooth generation function:

```
float sawtooth = fract((V + noise * 0.1) * frequency * stripes);
```

The result of noise added to our stripe pattern is illustrated in [Figure 18.4](#).

**Figure 18.4. Adding noise to the hatching algorithm.** In (A), the Perlin noise function is applied directly to the sphere's surface. In (B), it modulates the parameter that defines the frequency of the hatching strokes. ([Courtesy of Bert Freudenberg, University of Magdeburg, 2002](#))



### 18.1.7. Hatching Fragment Shader

The pieces described in the preceding sections are put together in the general-purpose hatching shader shown in [Listing 18.2](#). It bases its hatching stroke computation on the  $t$  texture coordinate, so the result is horizontal stripes rather than vertical ones. The results of applying this shader to the teapot model are shown in [Figure 18.5](#).

**Figure 18.5. Woodcut-style teapot rendered with the hatching shader**  
([Courtesy of Bert Freudenberg, University of Magdeburg, 2002](#))



### Listing 18.2. Fragment shader for woodcut-style rendering

```
const float frequency = 1.0;

varying vec3 ObjPos;           // object space coord (noisy)
varying float V;               // generic varying
varying float LightIntensity;

uniform sampler3D Noise;        // value of Noise = 3;
```

```
void main()
{
    float dp      = length(vec2(dFdx(V), dFdy(V)));
    float logdp   = -log2(dp * 8.0);
    float ilogdp  = floor(logdp);
    float stripes = exp2(ilogdp);

    float noise   = texture3D(Noise, ObjPos).x;

    float sawtooth = fract((V + noise * 0.1) * frequency * stripes);
    float triangle = abs(2.0 * sawtooth - 1.0);

    // adjust line width
    float transition = logdp - ilogdp;

    // taper ends
    triangle = abs((1.0 + transition) * triangle - transition);

    const float edgew = 0.3;           // width of smooth step

    float edge0  = clamp(LightIntensity - edgew, 0.0, 1.0);
    float edge1  = clamp(LightIntensity, 0.0, 1.0);
    float square = 1.0 - smoothstep(edge0, edge1, triangle);

    gl_FragColor = vec4(vec3(square), 1.0);
}
```

## 18.2. Technical Illustration Example

Pick up just about any instruction manual, technical book, or encyclopedia and you will see a variety of illustrations other than photographs or photorealistic graphics. Technical illustrators have learned various techniques over the years to convey relevant information as simply and as clearly as possible. Details that do not contribute to understanding are omitted, and details that are crucial to understanding are clear and straightforward. This style of illustration differs from mainstream computer graphics for which an enormous amount of detail may be presented in an image to make it look more realistic. The effort to convey information as succinctly as possible in a technical illustration is summed up by a strategy referred to by Edward Tufte ([1997](#)) as "the smallest effective difference." In his book, *Visual Explanations*, Tufte says, "Make all visual distinctions as subtle as possible, but still clear and effective."

Various NPR practitioners are attempting to develop algorithms to create technical illustrations. The goal is to simplify or even automate the task of creating high-quality technical illustrations according to time-honored illustration techniques. Much of our comprehension about an object's shape comes from lighting. Yet the traditional lighting equation is deficient at conveying shape information in areas that are not lit directly, because these areas appear flat. The only lighting in these areas comes from the ambient term, which is constant. Technical illustrations also highlight important edges in black so that they are distinct and clearly convey the shape of the object. If a small ambient term is used in the traditional lighting model, black edge highlights typically are indistinguishable from unlit regions of the object, which are also very near black.

In 1998, Bruce and Amy Gooch, Peter Shirley, and Elaine Cohen surveyed illustrations and came up with a list of common characteristics for color illustrations done with airbrush and pen.

- Surface boundaries, silhouette edges, and discontinuities in the surface of an object are usually drawn with black curves.
- A single light source is used, and it produces a white highlight on objects.
- The light source is usually positioned above the object so that the diffuse reflection term varies from  $[0,1]$  across the visible portion of the object.
- Effects that add complexity (realism) such as shadows, reflections, and multiple light sources are not shown.
- Matte objects are shaded with intensities far from white and black so as to be clearly distinct from (black) edges and (white) highlights.
- The warmth or coolness of the color indicates the surface normal (and hence the curvature of the surface).

These characteristics were incorporated into a "low dynamic range artistic tone algorithm" that we now refer to as [GOOCH SHADING](#).

One of the important aspects of Gooch shading is the generation of black curves that represent important edges. There are a number of techniques for rendering such edges. Perhaps the best method is to have them identified during the modeling process by the person designing the model. In this case, the edges can be rendered as antialiased black lines that are drawn on top of the object itself, that is, in a second rendering pass that draws the edges after the objects in the scene have been completely rendered.

If important edges have not been identified during the modeling process, several methods can

generate them automatically. Quality of results varies according to the method used and the characteristics of the objects in the scene. Interior boundary or crease edges should also be identified, and these are sometimes critical to comprehension. A technique that identifies boundary or crease edges as well as silhouette edges involves using vertex and fragment shaders to write world-space normals and depth values into the framebuffer. The result is stored as a texture, and a subsequent rendering pass with different vertex and fragment shaders can use an edge detection algorithm on this "image" to detect discontinuities (i.e., edges) in the scene (Jason Mitchell ([2002](#))).

A technique for drawing silhouette edges for simple objects, described by Jeff Lander ([2000](#)) in *Under the Shade of the Rendering Tree*, requires drawing the geometry twice. First, we draw just the front-facing polygons using filled polygons and the depth comparison mode set to GL\_LESS. The Gooch shaders are active when we do this. Then, we draw the back-facing polygons as lines with the depth comparison mode set to GL\_EQUAL. This has the effect of drawing lines such that a front-facing polygon shares an edge with a back-facing polygon. We draw these lines in black, using fixed functionality OpenGL with polygon mode set so that back-facing polygons are drawn as lines. The OpenGL calls to do this are shown in [Listing 18.3](#).

### **Listing 18.3. C code for drawing silhouette edges on simple objects**

```
// Enable culling
glEnable(GL_CULL_FACE);

// Draw front-facing polygons as filled using the Gooch shader
glPolygonMode(GL_FRONT, GL_FILL);
glDepthFunc(GL_LESS);
glCullFace(GL_BACK);
glUseProgramObjectARB(ProgramObject);
drawSphere(0.6f, 64);

// Draw back-facing polygons as black lines using standard OpenGL
glLineWidth(5.0);
glPolygonMode(GL_BACK, GL_LINE);
glDepthFunc(GL_EQUAL);
glCullFace(GL_FRONT);
	glColor3f(0.0, 0.0, 0.0);
glUseProgramObjectARB(0);
drawSphere(0.6f, 64);
```

A second aspect of Gooch shading is that specular highlights are computed with the exponential specular term of the Phong lighting model and are rendered in white. Highlights convey information about the curvature of the surface, and choosing white as the highlight color ensures that highlights are distinct from edges (which are black) and from the colors shading the object (which are chosen to be visually distinct from white or black).

A third aspect of the algorithm is that a limited range of luminance values is used to convey information about the curvature of the surfaces that are being rendered. This part of the shading uses the color of the object, which is typically chosen to be an intermediate value that doesn't interfere visually with white or black.

Because the range of luminance values is limited, a warm-to-cool color gradient is also added to convey more information about the object's surface. Artists use "warm" colors (yellow, red, and orange) and "cool" colors (blue, violet, and green) to communicate a sense of depth. Warm colors, which appear to advance, indicate objects that are closer. Cool colors, which appear to recede, indicate objects that are farther away.

The actual shading of the object depends on two factors. The diffuse reflection factor generates

luminance values in a limited range to provide one part of the shading. A color ramp that blends between two colors provides the other part of the shading. One of the two colors is chosen to be a cool (recessive) color, such as blue, to indicate surfaces that are angled away from the light source. The other color is chosen to be a warm (advancing) color, such as yellow, to indicate surfaces facing toward the light source. The blue-to-yellow ramp provides an undertone that ensures a cool-to-warm transition regardless of the diffuse object color that is chosen.

The formulas used to compute the colors used for Gooch shading are as follows:

$$k_{cool} = k_{blue} + \alpha k_{diffuse}$$

$$k_{warm} = k_{yellow} + \beta k_{diffuse}$$

$$k_{final} = \left( \frac{1 + N \cdot L}{2} \right) k_{cool} + \left( 1 - \frac{1 + N \cdot L}{2} \right) k_{warm}$$

$k_{cool}$  is the color for the areas that are not illuminated by the light source. We compute this value by adding the blue undertone color and the diffuse color of the object,  $k_{diffuse}$ . The value  $\alpha$  is a variable that defines how much of the object's diffuse color will be added to the blue undertone color.  $k_{warm}$  is the color for the areas that are fully illuminated by the light source. This value is computed as the sum of the yellow undertone color and the object's diffuse color multiplied by a scale factor,  $\beta$ .

The final color is just a linear blend between the colors  $k_{cool}$  and  $k_{warm}$  based on the diffuse reflection term  $N \cdot L$ , where  $N$  is the normalized surface normal and  $L$  is the unit vector in the direction of the light source. Since  $N \cdot L$  can vary from  $[1, 1]$ , we add 1 and divide the result by 2 to get a value in the range  $[0, 1]$ . This value determines the ratio of  $k_{cool}$  and  $k_{warm}$  to produce the final color value.

### 18.2.1. Application Setup

We implement this shading algorithm in two passes (i.e., we draw the geometry twice). We use the Lander technique to render silhouette edges in black. In the first pass, we cull back-facing polygons and render the front-facing polygons with the Gooch shader. In the second pass, we cull all the front-facing polygons and use OpenGL fixed functionality to render the edges of the back-facing polygons in black. We draw the edges with a line width greater than one pixel so that they can be seen outside the object. For this shader to work properly, only vertex positions and normals need to be passed to the vertex shader.

### 18.2.2. Vertex Shader

The goals of the Gooch vertex shader are to produce a value for the  $(1 + N \cdot L) / 2$  term in the previous equations, and to pass on the reflection vector and the view vector so that the specular reflection can be computed in the fragment shader (see [Listing 18.4](#)). Other elements of the shader are identical to shaders discussed earlier.

#### Listing 18.4. Vertex shader for Gooch matte shading

```
uniform vec3 LightPosition; // (0.0, 10.0, 4.0)

varying float NdotL;
varying vec3 ReflectVec;
```

```

varying vec3 ViewVec;

void main()
{
    vec3 ecPos      = vec3(gl_ModelViewMatrix * gl_Vertex);
    vec3 tnorm       = normalize(gl_NormalMatrix * gl_Normal);
    vec3 lightVec    = normalize(LightPosition - ecPos);
    ReflectVec      = normalize(reflect(-lightVec, tnorm));
    ViewVec         = normalize(-ecPos);
    NdotL           = (dot(lightVec, tnorm) + 1.0) * 0.5;
    gl_Position     = ftransform();
}

```

### 18.2.3. Fragment Shader

The fragment shader implements the tone-based shading portion of the Gooch shading algorithm and adds the specular reflection component (see [Listing 18.5](#)). The colors and ratios are defined as uniform variables so that they can be easily modified by the application. The reflection and view vectors are normalized in the fragment shader because interpolation may have caused them to have a length other than 1.0. The result of rendering with the Gooch shader and the silhouette edge algorithm described by Lander is shown in Color Plate 28.

#### **Listing 18.5. Fragment shader for Gooch matte shading**

```

uniform vec3 SurfaceColor; // (0.75, 0.75, 0.75)
uniform vec3 WarmColor; // (0.6, 0.6, 0.0)
uniform vec3 CoolColor; // (0.0, 0.0, 0.6)
uniform float DiffuseWarm; // 0.45
uniform float DiffuseCool; // 0.45

varying float NdotL;
varying vec3 ReflectVec;
varying vec3 ViewVec;

void main()
{
    vec3 kcool      = min(CoolColor + DiffuseCool * SurfaceColor, 1.0);
    vec3 kwarm      = min(WarmColor + DiffuseWarm * SurfaceColor, 1.0);
    vec3 kfinal     = mix(kcool, kwarm, NdotL);

    vec3 nreflect  = normalize(ReflectVec);
    vec3 nview      = normalize(ViewVec);

    float spec      = max(dot(nreflect, nview), 0.0);
    spec            = pow(spec, 32.0);

    gl_FragColor   = vec4(min(kfinal + spec, 1.0), 1.0);
}

```

## 18.3. Mandelbrot Example

C'mon, now, what kind of a book on graphics programming would this be without an example of drawing the Mandelbrot set?

Our last shader of the chapter doesn't fall into the category of attempting to achieve an artistic or painterly effect, but it's an example of performing a type of general-purpose computation on the graphics hardware for scientific visualization. In this case, the graphics hardware enables us to do real-time exploration of a famous mathematical function that computes the Mandelbrot set. In 1998, Michael Rivero created a RenderMan shader that creates the Mandelbrot set as a texture. Subsequently, Dave Baldwin adapted this shader for GLSL, Steve Koren then made some modifications to it to get it working on programmable hardware for the first time, and I've adapted this shader further for inclusion in this book.

The point of including this shader is to emphasize the fact that with the OpenGL Shading Language, computations that were previously possible only in the realm of the CPU can now be executed on the graphics hardware. Performing the computations completely on the graphics hardware is a big performance win because the computations can be carried out on many pixels in parallel. Visualization of a complex mathematical function such as the Mandelbrot set barely begins to tap the potential for using programmable shader technology for scientific visualization.

### 18.3.1. About the Mandelbrot Set

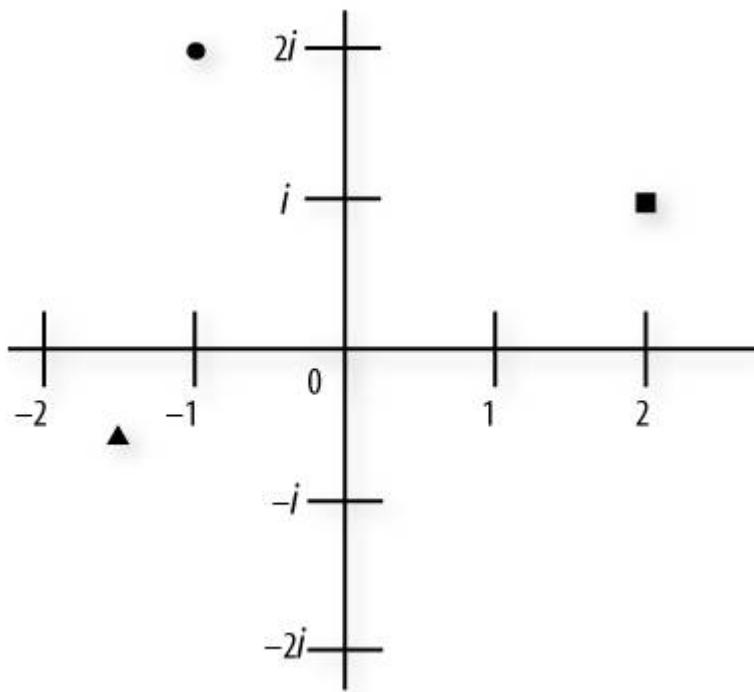
To understand the Mandelbrot set, we must first recall a few things from our high school mathematics days. No real number, when multiplied by itself, yields a negative value. But the imaginary number called  $i$  is defined to be equal to the square root of 1. With  $i$ , the square root of any negative number can easily be described. For instance,  $3i$  squared is 9, and conversely the square root of 9 is  $3i$ .

Numbers that consist of a real number and an imaginary number, such as  $6 + 4i$ , are called complex numbers. Arithmetic operations can be performed on complex numbers just as on real numbers. The result of multiplying two complex numbers is as follows:

$$\begin{aligned}x &= a + bi \\y &= c + di \\xy &= ac + adi + cbi - bd \\&= (ac - bd) + (ad + bc)i\end{aligned}$$

Because complex numbers contain two parts, the set of complex numbers is two-dimensional. Complex numbers can be plotted on the complex number plane, which uses the horizontal axis to represent the real part and the vertical axis to represent the imaginary part (see [Figure 18.6](#)).

**Figure 18.6. A portion of the complex number plane**



In [Figure 18.6](#), we see three symbols plotted on the complex number plane. A small square is plotted at the complex number  $2 + i$ , a small circle is plotted at  $1 + 2i$ , and a triangle is plotted at  $1.5 + 0.5i$ .

With the assistance of 1970s computer technology (quite inferior by today's consumer PC standards), a mathematician named Benoit Mandelbrot began studying a recursive function involving complex numbers:

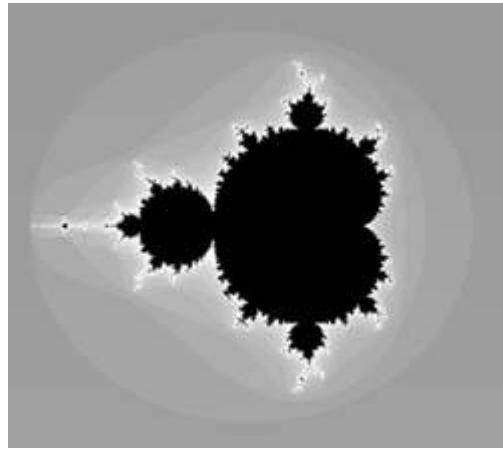
$$Z_0 = c$$

$$Z_{n+1} = Z_n^2 + c$$

In this function, the value of  $Z$  is initialized to  $c$ , the value of the complex number being tested. For each iteration, the value of  $Z$  is squared and added to  $c$  to determine a new value for  $Z$ . This amazingly simple iterative formula produces what has been called the most complex object in mathematics, and perhaps the most complex structure ever seen!

It turns out that for some values of  $c$ , the function eventually approaches infinity, and for other values it does not. Quite simply, values of  $c$  that go off to infinity are not part of the Mandelbrot set, and the rest are. If we use a computer (or an OpenGL Shading Language-capable graphics accelerator!) to test thousands of points on the complex number plane and assign a gray level to those that go off to infinity and black to those that don't, we see the following familiar cardioid/prickly pear shape start to appear (see [Figure 18.7](#)).

**Figure 18.7. Simple plot of the Mandelbrot set**



How exactly do we test whether these values go off to infinity? Well, Mandelbrot helped us out a bit here. He showed that if the magnitude of  $Z$  (its distance from the origin) was greater than 2, the value of the function would go to infinity. To encode this function in a programming language, all we need to do is stop iterating when the magnitude of  $Z$  surpasses 2. Even easier, because we're always dealing with  $Z^2$ , we can simply check to see if  $Z^2$  is greater than 4.

The values inside the black region of [Figure 18.7](#) do not go off to infinity in any reasonable number of iterations. How do we deal with these? To prevent our computer or graphics hardware from locking up in an infinite loop, we need to decide on the maximum number of iterations to allow before we give up and assume the point is inside the Mandelbrot set. With these two exit criteria, we can write a simple loop that computes the Mandelbrot set.

The beauty of the Mandelbrot set can be enhanced if we color code the number of iterations needed to determine whether a particular point is inside the set. Values determined to be outside the set on the first iteration are given one color value, values determined to be outside the set on the second iteration are given another color value, and so on. In [Figure 18.7](#), I've used gray levels to indicate the number of iterations. The medium gray on the outside represents values that are identified as outside the Mandelbrot set on the very first iteration. Values in white along the edge took 20 iterations to be identified as being outside the Mandelbrot set.

The edges of the Mandelbrot set hold an infinite amount of self-similar variety. By continuing to zoom in on the edge detail, you can find complex numbers whose magnitude stayed below 2 for hundreds or even thousands of iterations of the function before finally exceeding the threshold and zooming off to infinity.

Here are a few other deep thoughts that you can use to amaze and amuse your friends:

- The length of the border for the Mandelbrot set is infinite.
- All the regions inside the Mandelbrot set (i.e., the black regions) are connected.
- There is exactly one band surrounding the Mandelbrot set for each iteration value (e.g., a band that exceeded the threshold on the first iteration, a band that exceeded on the second iteration, and so on). The iteration bands go completely around the Mandelbrot set, do not break, and do not cross each other. When you've zoomed in to explore an edge region with amazing complexity, this is pretty astonishing.
- There are an infinite number of "mini-Mandelbrots" (regions that look like warped or transformed versions of the full Mandelbrot set) within the original.

### 18.3.2. Vertex Shader

The vertex shader for the Mandelbrot set (see [Listing 18.6](#)) is almost exactly the same as the vertex shader for the simple brick example that was described in [Section 6.2](#). The only difference is that we assume that texture coordinates will be provided in the range of [0,1] for both  $s$  and  $t$ , and we map these values into the range [-2.5, 2.5] and store the result into a varying variable named *Position*. This enables the fragment shader to plot values directly onto a coordinate system that is just the right size for plotting the Mandelbrot set, and it has the point (0,0) in the middle. If the application draws a single polygon that is a screen-aligned square and has texture coordinate (0,0) in the lower-left corner and (1,1) in the upper right, the result is a standard representation of the Mandelbrot set. Of course, with our OpenGL Mandelbrot shader, the Mandelbrot set can be "textured" onto any geometry and we even apply a simple lighting model as an added bonus.

### **Listing 18.6. Vertex shader for drawing the Mandelbrot set**

```
uniform vec3 LightPosition;
uniform float SpecularContribution;
uniform float DiffuseContribution;
uniform float Shininess;

varying float LightIntensity;
varying vec3 Position;

void main()
{
    vec3 ecPosition = vec3(gl_ModelViewMatrix * gl_Vertex);
    vec3 tnorm      = normalize(gl_NormalMatrix * gl_Normal);
    vec3 lightVec   = normalize(LightPosition - ecPosition);
    vec3 reflectVec = reflect(-lightVec, tnorm);
    vec3 viewVec    = normalize(-ecPosition);
    float spec      = max(dot(reflectVec, viewVec), 0.0);
    spec            = pow(spec, Shininess);
    LightIntensity  = DiffuseContribution *
                      max(dot(lightVec, tnorm), 0.0) +
                      SpecularContribution * spec;
    Position        = vec3(gl_MultiTexCoord0 - 0.5) * 5.0;
    gl_Position     = ftransform();
}
```

### **18.3.3. Fragment Shader**

The fragment shader implements the algorithm described in the previous section. Uniform variables establish the maximum number of iterations and the starting point for viewing the Mandelbrot set (center value and zoom factor). The application is given artistic license to use uniform variables to set one color for points inside the set and two colors to use for points outside the set. For values outside the set, the color gradient from *OuterColor1* to *OuterColor2* is broken into 20 separate bands, and the cycle is repeated if the number of iterations goes above 20. It is repeated again if the number of iterations goes above 40, and so on.

This shader maps the  $x$  coordinate of the computed position in the complex number plane (i.e., the value in *Position.x*) to the real number in the iterative function, and the  $y$  coordinate to the imaginary number. After the initial conditions have been established, the shader enters a loop with two exit criteria if we reach the maximum number of iterations allowed or if the point proves to be outside the set. Within the loop, the function  $Z^2 + c$  is computed for use in the next iteration. After the loop is exited, we compute the color of the fragment. If we're inside the set, we use the inside color. If we're on the edge or outside, we blend the edge color and the outer color, depending on the number of iterations that have occurred.

The complete fragment shader is shown in [Listing 18.7](#).

### Listing 18.7. Fragment shader for computing the Mandelbrot set

```
varying vec3 Position;
varying float LightIntensity;

uniform float MaxIterations;
uniform float Zoom;
uniform float Xcenter;
uniform float Ycenter;
uniform vec3 InnerColor;
uniform vec3 OuterColor1;
uniform vec3 OuterColor2;

void main()
{
    float real = Position.x * Zoom + Xcenter;
    float imag = Position.y * Zoom + Ycenter;
    float Creal = real; // Change this line. . .
    float Cimag = imag; // . . .and this one to get a Julia set

    float r2 = 0.0;
    float iter;

    for (iter = 0.0; iter < MaxIterations && r2 < 4.0; ++iter)
    {
        float tempreal = real;

        real = (tempreal * tempreal) - (imag * imag) + Creal;
        imag = 2.0 * tempreal * imag + Cimag;
        r2 = (real * real) + (imag * imag);
    }

    // Base the color on the number of iterations

    vec3 color;

    if (r2 < 4.0)
        color = InnerColor;
    else
        color = mix(OuterColor1, OuterColor2, fract(iter * 0.05));

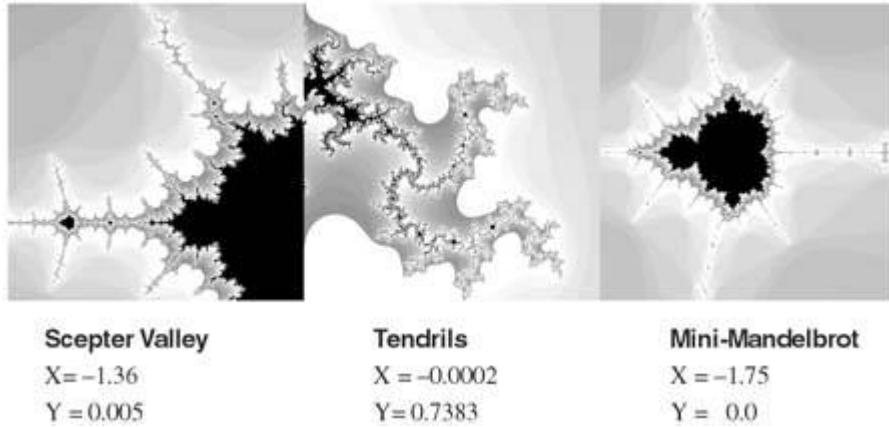
    color *= LightIntensity;

    gl_FragColor = vec4(color, 1.0);
}
```

There is obviously room for improvement in this shader. One thing you might do is improve the color selection algorithm. One possibility is to use a 1D texture to store a color lookup table. The number of iterations could be used to index into this table to obtain the color for drawing the fragment.

After you've invented a pleasing coloring scheme, you can explore some of the popular Mandelbrot "tourist locations." Various books and Web sites have published the coordinates of interesting locations in the Mandelbrot set, and these shaders are set up so that you can plug those coordinates in directly and zoom in and see for yourself. [Figure 18.8](#) shows a few that I explored.

**Figure 18.8. Results from the Mandelbrot shader**



### 18.3.4. Julia Sets

Julia sets are related to the Mandelbrot set. Each point in the Mandelbrot set can be used to generate a Julia set, and these are just as much fun to explore as the Mandelbrot set. The only difference is that the constant  $c$  in the equation term  $z^2 + c$  is initialized to the value of a point in the Mandelbrot set other than the one currently being plotted. To change the Mandelbrot shader into a fragment shader for doing Julia sets, change the two lines of code that initialize the value of  $c$ :

```
float Creal = -1.36;      // Now we'll see an interesting Julia set
float Cimag = 0.11;
```

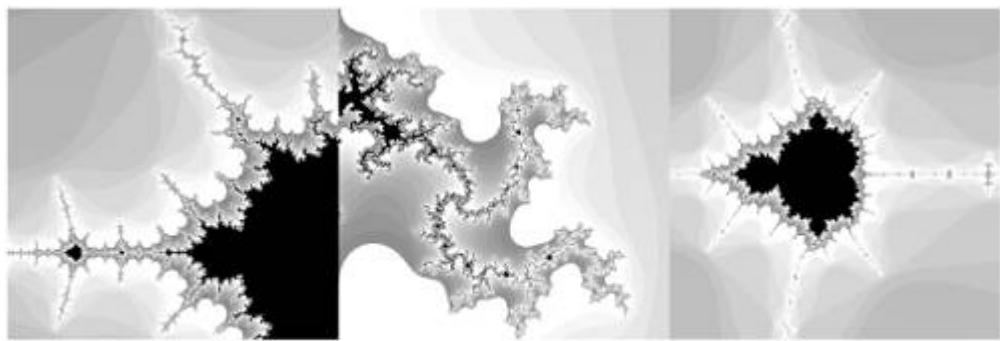
[Figure 18.9](#) shows a few examples of the Julia sets that can be rendered with this shader. You might want to change this shader so that the values for  $Creal$  and  $Cimag$  can be passed in as uniform variables when you want to draw a Julia set. The numbers are no longer imaginary. Now we can do real-time exploration of the mathematical universe through the OpenGL Shading Language!

**Figure 18.9. Some Julia sets rendered with the Mandelbrot shader**

real = 0.765  
imag = 0.11

real = 1.5  
imag = 0.0

real = 0.32  
imag = 0.043



**Scepter Valley**

X = -1.36

Y = 0.005

**Tendrils**

X = -0.0002

Y = 0.7383

**Mini-Mandelbrot**

X = -1.75

Y = 0.0

## 18.4. Summary

Realism is no longer the goal for all applications of interactive computer graphics. Because of the flexibility of programmable graphics hardware, we no longer have to settle for the classic "look" of computer graphics. A high-level procedural language such as the OpenGL Shading Language enables artists and practitioners to express algorithms for rendering in more artistic styles such as pen-and-ink, woodcut, and paints. A procedural hatching shader was presented and described to illustrate how such rendering can be accomplished. Various styles of technical illustration can be done interactively, as shown by the Gooch shader described in this chapter. It is also possible to write shaders that assist in the visualization of mathematical functions, as demonstrated by the Mandelbrot and Julia set shaders.

The history of human art shows that there is an endless variety of artistic styles. The OpenGL Shading Language can be used to create shaders that emulate some of these styles and perhaps to invent new ones.

## 18.5. Further Information

Books devoted to the topic of non-photorealistic rendering include *Non-Photorealistic Rendering* by Amy Gooch and Bruce Gooch ([2001](#)) and *Non-Photorealistic Computer Graphics* by Thomas Strothotte and Stefan Schlechtweg ([2002](#)).

The Gooch shading algorithm is defined and described in the SIGGRAPH 1998 paper, *A Non-Photorealistic Lighting Model for Automatic Technical Illustration*, by Amy Gooch, Bruce Gooch, Peter Shirley, and Elaine Cohen. This paper draws on concepts presented by Edward Tufte in *Visual Explanations* ([1997](#)). A short discussion of NPR can be found in *Real-Time Rendering, Second Edition*, by Tomas Akenine-Möller and Eric Haines ([2002](#)). I've also included a lot of references to NPR resources in the main bibliography at the end of this book.

The classic text on fractals and the Mandelbrot set is, of course, *The Fractal Geometry of Nature, Updated and Augmented*, by Benoit Mandelbrot ([1983](#)). In 1986, Heinz-Otto Peitgen and Peter Richter wrote *The Beauty of Fractals*, another book you can enjoy looking at as well as reading. Peitgen and Dietmer Saupe ([1988](#)) edited a book called *The Science of Fractal Images*, which contains numerous examples and algorithms and additional material by Mandelbrot, Richard Voss, and others. A couple of the Mandelbrot "tourist destinations" that I've listed were described by Paul Derbyshire on the now defunct Web site, *PGD's Quick Guide to the Mandelbrot Set*.

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3. Derbyshire, Paul, *PGD's Quick Guide to the Mandelbrot Set*, personal Web site. <http://www.globalserve.net/~derbyshire/manguide.html> (defunct)
4. Freudenberg, Bert, Maic Masuch, and Thomas Strothotte, *Walk-Through Illustrations: Frame-Coherent Pen-and-Ink Style in a Game Engine*, Computer Graphics Forum, Volume 20 ([2001](#)), Number 3, Manchester, U.K. <http://isgwww.cs.uni-magdeburg.de/~bert/publications>
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12. Lander, Jeff, *Under the Shade of the Rendering Tree*, Game Developer Magazine, vol. 7, no. 2, pp. 1721, Feb. 2000. <http://www.darwin3d.com/gdm2000.htm>
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# Chapter 19. Shaders for Imaging

One of the longtime strengths of OpenGL relative to other graphics APIs is that it has always included facilities for both imaging and 3D rendering operations. Applications can take advantage of both capabilities as needed. For instance, a video effects application might exploit OpenGL's imaging capabilities to send a sequence of images (i.e., a video stream) to OpenGL and have the images texture-mapped onto a three-dimensional object. Color space conversion or color correction can be applied to the images as they are sent to OpenGL. Traditional graphics rendering effects such as lighting and fog can also be applied to the object.

The initial release of the OpenGL Shading Language focused primarily on providing support for 3D rendering operations. Additional imaging capabilities are planned for a future version. Nonetheless, many useful imaging operations can still be done with shaders, as we shall see.

In this chapter, we describe shaders whose primary function is to operate on two-dimensional images rather than on three-dimensional geometric primitives.

The rasterization stage in OpenGL can be split into five different units, depending on the primitive type being rasterized: point rasterization, line rasterization, polygon rasterization, pixel rectangle rasterization, and bitmap rasterization. The output of each of these five rasterization units can be the input to a fragment shader. This makes it possible to perform programmable operations not only on geometry data, but also on image data, making OpenGL an extremely powerful and flexible rendering engine.

A fragment shader can be used either to process each fragment that is generated with `glBitmap` or `glDrawPixels` or to process texture values read from a texture map. We can divide imaging operations into two broad categories: those that require access to a single pixel at a time and those that require access to multiple pixels at a time. With the OpenGL Shading Language, you can easily implement in a fragment shader the imaging operations that require access to only a single pixel at a time. And within the fragment shader, you can read the varying variable `gl_Color` to obtain the color value for fragments that were generated with `glBitmap` or `glDrawPixels`. Operations that require access to multiple pixels at a time require that the image first be stored in texture memory. You can then access the image multiple times from within a fragment shader to achieve the desired result.

An OpenGL shader typically can perform imaging operations much faster on the graphics hardware than on the CPU because of the highly parallel nature of the graphics hardware. So we let the fragment shader handle the task. This approach also frees the CPU to perform other useful tasks. If the image to be modified is stored as a texture on the graphics accelerator, the user can interact with it in real time to correct color, remove noise, sharpen an image, and do other such operations, and all the work can be done on the graphics board, with very little traffic on the I/O bus.

## 19.1. Geometric Image Transforms

As part of its fixed functionality, OpenGL defines only one operation that modifies the geometric properties of an image: pixel zoom. This operation scales an image as it is sent to the display.

If you want to rotate an image, the traditional response has always been "Load the image into texture memory, use it to draw a textured rectangle, and transform the rectangle." Although this approach does require an extra read and write of the image within the graphics systemthe image must be written into texture memory and then read as the rectangle is drawnthe speed and bandwidth of today's graphics accelerators make this an acceptable approach for all but the most demanding applications. With the OpenGL Shading Language, you can even provide the same rectangle coordinates every time you draw the image and let the vertex shader do the scaling, translation, or rotation of the rectangle. You can perform image warping by texturing a polygon mesh instead of a single rectangle. Hardware support for texture filtering can produce high-quality results for any of these operations.

## 19.2. Mathematical Mappings

A common imaging operation supported by OpenGL fixed functionality is scale-and-bias. In this operation, each incoming color component is multiplied by a scale factor, and a bias value is added. You can use the result to map color values from one linear range to another. This is straightforward in the OpenGL Shading Language with the use of the standard math operators. You can do more complex mathematical mappings on pixel values with built-in functions such as `pow`, `exp2`, and `log2`.

The built-in dot product function (`dot`) can produce a single intensity value from a color value. The following code computes a CIE luminance value from linear RGB values defined according to *ITU-R Recommendation BT.709* (the HDTV color standard):

```
float luminance = dot(vec3(0.2125, 0.7154, 0.0721), rgbcColor);
```

This luminance mapping function is the standard used in manufacturing contemporary monitors, and it defines a linear RGB color space. The coefficients 0.299, 0.587, and 0.114 are often used to convert an RGB value to a luminance value. However, these values were established with the inception of the NTSC standard in 1953 to compute luminance for the monitors of that time, and they are used to convert nonlinear RGB values to luminance values. They do not accurately calculate luminance for today's CRT monitors, but they are still appropriate for computing nonlinear video luma from nonlinear RGB input values as follows:

```
float luma = dot(vec3(0.299, 0.587, 0.114), rgbcColor);
```

## 19.3. Lookup Table Operations

OpenGL defines a number of lookup tables as part of its fixed functionality. Several are defined as part of the imaging subset. Lookup tables are simply a way of mapping an input value to one or more output values. This operation provides a level of indirection that is often useful for processing color information. The fact that OpenGL has programmable processors means that you can compute the input values as part of a shader and use the output value as part of further computation within the shader. This creates a lot of new possibilities for lookup tables.

A flexible and efficient way to perform lookup table operations with an OpenGL shader is to use a 1D texture map. The lookup table can be an arbitrary size (thus overcoming a common gripe about OpenGL lookup tables often being limited by implementations to 256 entries). You can use the lookup table to map a single input value to a single output value or to a two-, three-, or four-component value. If you want the values returned to be discrete values, set the 1D texture's filtering modes to `GL_NEAREST`. If you want interpolation to occur between neighboring lookup table values, use `GL_LINEAR`.

You can use an intensity value in the range [0,1] as the texture coordinate for a 1D texture access. The built-in texture functions always return an RGBA value. If a texture with a single channel has been bound to the texture unit specified by the sampler, the value of that texture is contained in each of the red, green, and blue channels, so you can pick any of them:

```
float color = texture1D(lut, intensity).r; // GL_PIXEL_MAP_I_TO_I
```

You can perform an intensity-to-RGBA lookup with a single texture access:

```
vec4 color = texture1D(lut, intensity); // GL_PIXEL_MAP_I_TO_R,G,B,A
```

An RGBA-to-RGBA lookup operation requires four texture accesses:

```
vec4 colorOut;  
colorOut.r = texture1D(lut, colorIn.r).r; // GL_PIXEL_MAP_R_TO_R  
colorOut.g = texture1D(lut, colorIn.g).g; // GL_PIXEL_MAP_G_TO_G  
colorOut.b = texture1D(lut, colorIn.b).b; // GL_PIXEL_MAP_B_TO_B  
colorOut.a = texture1D(lut, colorIn.a).a; // GL_PIXEL_MAP_A_TO_A
```

However, if you don't need alpha and you are willing to use a 3D texture to store the color table, you can do an RGB-to-RGB lookup with a single texture access:

```
colorOut.rgb = texture3D(lut, colorIn.rgb).rgb;
```

In this case, the variable `lut` must be defined as a **sampler3d**, whereas in the previous cases it needed to be defined as a **sampler1d**.

## 19.4. Color Space Conversions

A variety of color space conversions can be implemented in OpenGL shaders. In this section, we look at converting CIE colors to RGB, and vice versa. Conversions between other color spaces can be done similarly.

The CIE system was defined in 1931 by the Committee Internationale de L'Éclairage (CIE). It defines a device-independent color space based on the characteristics of human color perception. The CIE set up a hypothetical set of primaries, XYZ, that correspond to the way the eye's retina behaves. After experiments based on color matching by human observers, the CIE defined the primaries so that all visible light maps into a positive mixture of X, Y, and Z and so that Y correlates approximately to the apparent lightness of a color. The CIE system precisely defines any color. With this as a standard reference, colors can be transformed from the native (device-dependent) color space of one device to the native color space of another device.

A matrix formulation is convenient for performing such conversions. The HDTV standard as defined in *ITU-R Recommendation BT.709* ([1990](#)) has the following CIE XYZ primaries and uses the D<sub>65</sub> (natural sunlight) white point:

	R	G	B	white
x	0.640	0.300	0.150	0.3127
y	0.330	0.600	0.060	0.3290
z	0.030	0.100	0.790	0.3582

[Listing 19.1](#) shows the OpenGL shader code that transforms CIE color values to HDTV standard RGB values by using the D<sub>65</sub> white point, and [Listing 19.2](#) shows the reverse transformation. The matrices look like they are transposed compared to the colorimetry literature because in the OpenGL Shading Language, matrix values are provided in column major order.

### Listing 19.1. OpenGL shader code to transform CIE values to RGB

```
const mat3 CIEToRGBmat = mat3(3.240479, -0.969256,  0.055648,
                               -1.537150,  1.875992, -0.204043,
                               -0.498535,  0.041556,  1.057311);

vec3 rgbColor = cieColor * CIEToRGBmat;
```

### Listing 19.2. OpenGL shader code to transform RGB values to CIE

```
const mat3 RGBtoCIEmat = mat3(0.412453, 0.212671, 0.019334,
                               0.357580, 0.715160, 0.119193,
                               0.180423, 0.072169, 0.950227);

vec3 cieColor = rgbColor * RGBtoCIEmat;
```

## 19.5. Image Interpolation and Extrapolation

In 1994, Paul Haeblerli and Douglas Voorhies published an interesting paper that described imaging operations that could be performed with interpolation and extrapolation operations. These operations could actually be programmed on the high-end graphics systems of that time; today, thanks to the OpenGL Shading Language, they can be done quite easily on consumer graphics hardware.

The technique is quite simple. The idea is to determine a target image that can be used together with the source image to perform interpolation and extrapolation. The equation is set up as a simple linear interpolation that blends two images:

$$Image_{out} = (1\alpha) \cdot Image_{target} + \alpha \cdot Image_{source}$$

The target image is actually an image that you want to interpolate or extrapolate away from. Values of *alpha* between 0 and 1 interpolate between the two images, and values greater than 1 extrapolate between the two images. For instance, to adjust brightness, the target image is one in which every pixel is black. When *alpha* is 1, the result is the source image. When *alpha* is 0, the result is that all pixels are black. When *alpha* is between 0 and 1, the result is a linear blend of the source image and the black image, effectively darkening the image. When *alpha* is greater than 1, the image is brightened.

Such operations can be applied to images (pixel rectangles in OpenGL jargon) with a fragment shader as they are being sent to the display. In cases in which a target image is really needed (in many cases, it is not needed, as we shall see), it can be stored in a texture and accessed by the fragment shader. If the source and target images are downloaded into memory on the graphics card (i.e., stored as textures), these operations can be blazingly fast, limited only by the memory speed and the fill rate of the graphics hardware. This should be much faster than performing the same operations on the CPU and downloading the image across the I/O bus every time it's modified.

### 19.5.1. Brightness

Brightness is the easiest example. The target image is composed entirely of black pixels (e.g., pixel values (0,0,0)). Therefore, the first half of the interpolation equation goes to zero, and the equation reduces to a simple scaling of the source pixel values. This is implemented with the fragment shader in [Listing 19.3](#), and the results for several values of *alpha* are shown in Color Plate 30.

#### Listing 19.3. Fragment shader for adjusting brightness uniform float Alpha;

```
void main()
{
    gl_FragColor = gl_Color * Alpha;
}
```

### 19.5.2. Contrast

A somewhat more interesting example is contrast (see [Listing 19.4](#)). Here the target image is chosen to be a constant gray image with each pixel containing a value equal to the average

luminance of the image. This value and the *alpha* value are assumed to be computed by the application and sent to the shader as uniform variables. The results of the contrast shader are shown in Color Plate 31.

#### **Listing 19.4. Fragment shader for adjusting contrast**

```
uniform vec3 AvgLuminance;
uniform float Alpha;

void main()
{
    vec3 color      = mix(AvgLuminance, gl_Color, Alpha);
    gl_FragColor   = vec4(color, 1.0);
}
```

#### **19.5.3. Saturation**

The target image for a saturation adjustment is an image containing only luminance information (i.e., a grayscale version of the source image). This image can be computed pixel-by-pixel by extraction of the luminance value from each RGB value. The proper computation depends on knowing the color space in which the RGB values are specified. For RGB values specified according to the HDTV color standard, you could use the coefficients shown in the shader in [Listing 19.5](#). Results of this shader are shown in Color Plate 32. As you can see, extrapolation can provide useful results for values that are well above 1.0.

#### **Listing 19.5. Fragment shader for adjusting saturation**

```
const vec3 lumCoeff = vec3(0.2125, 0.7154, 0.0721);
uniform float Alpha;

void main()
{
    vec3 intensity = vec3(dot(gl_Color.rgb, lumCoeff));
    vec3 color     = mix(intensity, gl_Color.rgb, Alpha);
    gl_FragColor   = vec4(color, 1.0);
}
```

#### **19.5.4. Sharpness**

Remarkably, this technique also lends itself to adjusting any image convolution operation (see [Listing 19.6](#)). For instance, you can construct a target image by blurring the original image. Interpolation from the source image to the blurred image reduces high frequencies, and extrapolation (*alpha* greater than 1) increases them. The result is image sharpening through [UNSHARP MASKING](#). The results of the sharpness fragment shader are shown in Color Plate 33.

#### **Listing 19.6. Fragment shader for adjusting sharpness**

```
uniform sampler2D Blurry;
uniform float Alpha;

void main()
```

```
{  
    vec3 blurred = vec3(texture2D(Blurry, gl_TexCoord[0].st));  
    vec3 color   = gl_Color.rgb * Alpha + blurred * (1.0 - Alpha);  
    gl_FragColor = vec4(color, 1.0);  
}
```

These examples showed the simple case in which the entire image is modified with a single *alpha* value. More complex processing is possible. The *alpha* value could be a function of other variables. A control texture could define a complex shape that indicates the portion of the image to be modified. A brush pattern could apply the operation selectively to small regions of the image. The operation could be applied selectively to pixels with a certain luminance range (e.g., shadows, highlights, or midtones).

Fragment shaders can also interpolate between more than two images, and the interpolation need not be linear. Interpolation can be done along several axes simultaneously with a single target image. A blurry, desaturated version of the source image can be used with the source image to produce a sharpened, saturated version in a single operation.

## 19.6. Blend Modes

With the expressiveness of a high-level language, it is easy to combine, or blend, two images in a variety of ways. Both images can be stored in texture memory, or one can be in texture memory and one can be downloaded by the application with `glDrawPixels`. For example, here's a fragment shader that adds together two images:

```
uniform sampler2D BaseImage;
uniform sampler2D BlendImage;
uniform float Opacity;

void main (void)
{
    vec4 base = texture2D(BaseImage, gl_TexCoord[0].xy);
    vec4 blend = texture2D(BlendImage, gl_TexCoord[0].xy);

    vec4 result = blend + base;
    result = clamp(result, 0.0, 1.0);

    gl_FragColor = mix(base, result, Opacity);
}
```

The following sections contain snippets of OpenGL shader code that perform pixel-by-pixel blending for some of the common blend modes. In each case,

- *base* is a **vec4** containing the RGBA color value from the base (original) image.
- *blend* is a **vec4** containing the RGBA color value from the image that is being blended into the base image.
- *result* is a **vec4** containing the RGBA color that results from the blending operation.
- If it's needed in the computation, *white* is a **vec4** containing (1.0, 1.0, 1.0, 1.0).
- If it's needed in the computation, *lumCoeff* is a **vec4** containing (0.2125, 0.7154, 0.0721, 1.0).
- As a final step, *base* and *result* are combined by use of a floating-point value called *Opacity*, which determines the contribution of each.

There is no guarantee that the results of the code snippets provided here will produce results identical to those of your favorite image editing program, but the effects should be similar. The OpenGL shader code for the various blend modes is based on information published by Jens Gruschel in his article *Blend Modes*, available at <http://www.pegtop.net/delphi/blendmodes>. Unless otherwise noted, the blend operations are not commutative (you will get different results if you swap the base and blend images).

Results of the blend mode shaders are shown in Color Plate 34.

### 19.6.1. Normal

NORMAL is often used as the default blending mode. The blend image is placed over the base image. The resulting image equals the blend image when the opacity is 1.0 (i.e., the base image is completely covered). For opacities other than 1.0, the result is a linear blend of the

two images based on *Opacity*.

```
result = blend;
```

## 19.6.2. Average

The AVERAGE blend mode adds the two images and divides by two. The result is the same as NORMAL when the opacity is set to 0.5. This operation is commutative.

```
result = (base + blend) * 0.5;
```

## 19.6.3. Dissolve

In the DISSOLVE mode, either *blend* or *base* is chosen randomly at every pixel. The value of *Opacity* is used as a probability factor for choosing the *blend* value. Thus, as the opacity gets closer to 1.0, the *blend* value is more likely to be chosen than the *base* value. If we draw the image as a texture on a rectangular polygon, we can use the texture coordinate values as the argument to **noise1D** to provide a value with which we can select in a pseudorandom, but repeatable, way. We can apply a scale factor to the texture coordinates to obtain noise of a higher frequency and give the appearance of randomness. The value returned by the noise function is in the range [-1,1] so we add 1 and multiply by 0.5 to get it in the range [0,1].

```
float noise = (noisef1(vec2(gl_TexCoord[0] * noiseScale)) + 1.0) * 0.5;
result = (noise < Opacity) ? blend : base;
```

## 19.6.4. Behind

BEHIND chooses the *blend* value only where the base image is completely transparent (i.e., *base.a* = 0.0). You can think of the base image as a piece of clear acetate, and the effect of this mode is as if you were painting the blend image on the back of the acetateonly the areas painted behind transparent pixels are visible.

```
result = (base.a == 0.0) ? blend : base;
```

## 19.6.5. Clear

CLEAR always uses the *blend* value, and the alpha value of *result* is set to 0 (transparent). This blend mode is more apt to be used with drawing tools than on complete images.

```
result.rgb = blend.rgb;
result.a    = 0.0;
```

## 19.6.6. Darken

In DARKEN mode, the two values are compared, and the minimum value is chosen for each component. This operation makes images darker because the blend image can do nothing except make the base image darker. A blend image that is completely white (RGB = 1.0, 1.0, 1.0) does not alter the base image. Regions of black (0, 0, 0) in either image cause the result to be black. It is commutativethe result is the same if the blend image and the base image are swapped.

```
result = min(blend, base);
```

## 19.6.7. Lighten

LIGHTEN can be considered the opposite of DARKEN. Instead of taking the minimum of each component, we take the maximum. The blend image can therefore never do anything but make the result lighter. A blend image that is completely black (RGB = 0, 0, 0) does not alter the base image. Regions of white (1.0, 1.0, 1.0) in either image cause the result to be white. The operation is commutative because swapping the two images does not change the result.

```
result = max(blend, base);
```

## 19.6.8. Multiply

IN MULTIPLY mode, the two values are multiplied together. This produces a darker result in all areas in which neither image is completely white. White is effectively an identity (or transparency) operator because any color multiplied by white will be the original color. Regions of black (0, 0, 0) in either image cause the result to be black. The result is similar to the effect of stacking two color transparencies on an overhead projector. This operation is commutative.

```
result = blend * base;
```

## 19.6.9. Screen

SCREEN can be thought of as the opposite of MULTIPLY because it multiplies the inverse of the two input values. The result of this multiplication is then inverted to produce the final result. Black is effectively an identity (or transparency) operator because any color multiplied by the inverse of black (i.e., white) will be the original color. This blend mode is commutative.

```
result = white - ((white - blend) * (white - base));
```

## 19.6.10. Color Burn

COLOR BURN darkens the base color as indicated by the blend color by decreasing luminance. There is no effect if the *blend* value is white. This computation can result in some values less than 0, so truncation may occur when the resulting color is clamped.

```
result = white - (white - base) / blend;
```

## 19.6.11. Color Dodge

COLOR DODGE brightens the base color as indicated by the blend color by increasing luminance. There is no effect if the *blend* value is black. This computation can result in some values greater than 1, so truncation may occur when the result is clamped.

```
result = base / (white - blend);
```

## 19.6.12. Overlay

OVERLAY first computes the luminance of the base value. If the luminance value is less than 0.5, the *blend* and *base* values are multiplied together. If the luminance value is greater than 0.5, a screen operation is performed. The effect is that the *base* value is mixed with the *blend* value, rather than being replaced. This allows patterns and colors to overlay the base image, but shadows and highlights in the base image are preserved. A discontinuity occurs where luminance = 0.5. To provide a smooth transition, we actually do a linear blend of the two equations for luminance in the range [0.45,0.55].

```
float luminance = dot(base, lumCoeff);
if (luminance < 0.45)
    result = 2.0 * blend * base;
else if (luminance > 0.55)
    result = white - 2.0 * (white - blend) * (white - base);
else
{
    vec4 result1 = 2.0 * blend * base;
    vec4 result2 = white - 2.0 * (white - blend) * (white - base);
    result = mix(result1, result2, (luminance - 0.45) * 10.0);
}
```

### 19.6.13. Soft Light

SOFT LIGHT produces an effect similar to a soft (diffuse) light shining through the blend image and onto the base image. The resulting image is essentially a muted combination of the two images.

```
result = 2.0 * base * blend + base * base - 2.0 * base * base * blend;
```

### 19.6.14. Hard Light

HARD LIGHT mode is identical to OVERLAY mode, except that the luminance value is computed with the *blend* value rather than the *base* value. The effect is similar to shining a harsh light through the blend image and onto the base image. Pixels in the blend image with a luminance of 0.5 have no effect on the base image. This mode is often used to produce embossing effects. The **mix** function provides a linear blend between the two functions for luminance in the range [0.45,0.55].

```
float luminance = dot(blend, lumCoeff);
if (luminance < 0.45)
    result = 2.0 * blend * base;
else if (luminance > 0.55)
    result = white - 2.0 * (white - blend) * (white - base);
else
{
    vec4 result1 = 2.0 * blend * base;
    vec4 result2 = white - 2.0 * (white - blend) * (white - base);
    result = mix(result1, result2, (luminance - 0.45) * 10.0);
}
```

### 19.6.15. Add

In the ADD mode, the result is the sum of the blend image and the base image. Truncation may occur because resulting values can exceed 1.0. The blend and base images can be swapped, and the result will be the same.

```
result = blend + base;
```

## 19.6.16. Subtract

SUBTRACT subtracts the blend image from the base image. Truncation may occur because resulting values may be less than 0.

```
result = base - blend;
```

## 19.6.17. Difference

In the DIFFERENCE mode, the result is the absolute value of the difference between the *blend* value and the *base* value. A result of black means the two initial values were equal. A result of white means they were opposite. This mode can be useful for comparing images because identical images produce a completely black result. An all-white blend image can be used to invert the base image. Blending with black produces no change. Because of the absolute value operation, this blend mode is commutative.

```
result = abs(blend - base);
```

## 19.6.18. Inverse Difference

The INVERSE DIFFERENCE blend mode performs the "opposite" of DIFFERENCE. Blend values of white and black produce the same results as for DIFFERENCE (white inverts and black has no effect), but colors in between white and black become lighter instead of darker. This operation is commutative.

```
result = white - abs(white - base - blend);
```

## 19.6.19. Exclusion

EXCLUSION is similar to DIFFERENCE, but it produces an effect that is lower in contrast (softer). The effect for this mode is in between the effects of the DIFFERENCE and INVERSE DIFFERENCE modes. Blending with white inverts the base image, blending with black has no effect, and colors in between become gray. This is also a commutative blend mode.

```
result = base + blend - (2.0 * base * blend);
```

## 19.6.20. Opacity

In OPACITY mode, an opacity value in the range [0,1] can also specify the relative contribution of the base image and the computed result. The *result* value from any of the preceding formulas can be further modified to compute the effect of the *opacity* value as follows:

```
finalColor = mix(base, result, opacity);
```

## 19.7. Convolution

[Convolution](#) is a common image processing operation that filters an image by computing the sum of products between the source image and a smaller image called the [Convolution Kernel](#) or the [Convolution Filter](#). Depending on the choice of values in the convolution kernel, a convolution operation can perform blurring, sharpening, noise reduction, edge detection, and other useful imaging operations.

Mathematically, the discrete 2D convolution operation is defined as

$$H(x, y) = \sum_{j=0}^{height-1} \sum_{i=0}^{width-1} F(x+i, y+j) \cdot G(i, j)$$

In this equation, the function  $F$  represents the base image, and  $G$  represents the convolution kernel. The double summation is based on the width and height of the convolution kernel. We compute the value for a particular pixel in the output image by aligning the center of the convolution kernel with the pixel at the same position in the base image, multiplying the values of the base image pixels covered by the convolution kernel by the values in the corresponding locations in the convolution kernel, and then summing the results.

The imaging subset of OpenGL 2.0 contains support for a fixed functionality convolution operation, but implementations of this functionality always have limitations in the size of the kernel supported (typical maximum size is 3 x 3) and in the precision of the intermediate calculations. The flexibility of the OpenGL Shading Language enables convolution operations with arbitrary-sized kernels and full floating-point precision. Furthermore, the convolution operation can be written in an OpenGL shader such that the minimum number of multiplication operations is actually performed (i.e., kernel values equal to 0 do not need to be stored or used in the convolution computation).

But there are a couple of hurdles to overcome. First, this operation seems naturally suited to implementation as a fragment shader, but the fragment shader is not allowed to access the values of any neighboring fragments. How can we perform a neighborhood operation such as convolution without access to the "neighborhood"?

The answer to this dilemma is that we store the base image in texture memory and access it as a texture. We can draw a screen-aligned rectangle that's the same size on the screen as the base image and enable texturing to render the image perfectly. We can introduce a fragment shader into this process, and instead of sampling the image just once during the texturing process, we can access each of the values under the convolution kernel and compute the convolution result at every pixel.

A second hurdle is that, although the OpenGL Shading Language supports loops, even nested loops, it does not currently support two-dimensional arrays. We can easily overcome this by "unrolling" the convolution kernel and storing it as a one-dimensional array. Each location in this array stores an x- and y-offset from the center of the convolution kernel and the value of the convolution kernel at that position. In the fragment shader, we process this array in a single loop, adding the specified offsets to the current texture location, accessing the base image, and multiplying the retrieved pixel value by the convolution kernel value. Storing the convolution kernel this way means that we can store the values in row major order, column major order, backwards, or all mixed up. We don't even need to include convolution kernel values that are zero, because they do not contribute to the convolved image.

The interesting work for performing convolution is done with fragment shaders. The vertex shader is required to perform an identity mapping of the input geometry (a screen-aligned rectangle that is the size of the base image), and it is required to pass on texture coordinates. The texture coordinate (0,0) should be assigned to the lower-left corner of the rectangle, and the texture coordinate (1,1) should be assigned to the upper-right corner of the rectangle.

One additional issue with convolution operations is deciding what to do when the convolution kernel extends beyond the edges of the base image. A convenient side effect of using OpenGL texture operations to perform the convolution is that the texture-wrapping modes defined by OpenGL map nicely to the common methods of treating convolution borders. Thus,

- To achieve the same effect as the GL\_CONSTANT\_BORDER, set the GL\_TEXTURE\_WRAP\_S and GL\_TEXTURE\_WRAP\_T parameters of the texture containing the base image to GL\_CLAMP\_TO\_BORDER. This method uses the border color when the convolution kernel extends past the image boundary.
- If the desired behavior is the same as GL\_REPLICATE\_BORDER, set the GL\_TEXTURE\_WRAP\_S and GL\_TEXTURE\_WRAP\_T parameters of the texture containing the base image to GL\_CLAMP\_TO\_EDGE. This method uses the pixel value at the edge of the image when the convolution kernel extends past the image boundary.
- If you want to mimic the GL\_REDUCE convolution border mode, draw a rectangle that is smaller than the image to be convolved. For a  $3 \times 3$  convolution kernel, the rectangle should be smaller by two pixels in *width* and two pixels in *height*. In this case, the texture coordinate of the lower-left corner is  $(1/\text{width}, 1/\text{height})$  and the texture coordinate of the upper-right corner is  $(1/\text{width}, 1/\text{height})$ .

The texture filtering modes should be set to GL\_NEAREST to avoid unintended interpolation.

### 19.7.1. Smoothing

Image smoothing operations can attenuate high frequencies in an image. A common image smoothing operation is known as [NEIGHBORHOOD AVERAGING](#). This method uses a convolution kernel that contains a weighting of 1.0 in each location. The final sum is divided by a value equal to the number of locations in the convolution kernel. For instance, a  $3 \times 3$  neighborhood averaging convolution filter would look like this:

1	1	1
1	1	1
1	1	1

The resulting sum would be divided by 9 (or multiplied by  $1/9$ ). Neighborhood averaging, as the name implies, has the effect of averaging all the pixels in a region with equal weighting. It effectively smears the value of each pixel to its neighbors, resulting in a blurry version of the original image.

Because all the elements of the convolution kernel are equal to 1, we can write a simplified fragment shader to implement neighborhood averaging (see [Listing 19.7](#)). This shader can be used for neighborhood averaging for any kernel size where *width* \* *height* is less than or equal to 25 (i.e., up to  $5 \times 5$ ). The results of this operation are shown in [Figure 19.1](#) (B).

**Figure 19.1. Results of various convolution operations**



(A) Original  $512 \times 512$  grayscale image



(B)  $5 \times 5$  neighborhood averaging



(C) Original with noise added



(D) Noise reduction with Gaussian filter

### Listing 19.7. Fragment shader for the neighborhood averaging convolution operation

```
// maximum size supported by this shader
const int MaxKernelSize = 25;

// array of offsets for accessing the base image
uniform vec2 Offset[MaxKernelSize];

// size of kernel (width * height) for this execution
uniform int KernelSize;

// final scaling value
uniform vec4 ScaleFactor;

// image to be convolved
uniform sampler2D BaseImage;

void main()
{
    int i;
    vec4 sum = vec4(0.0);

    for (i = 0; i < KernelSize; i++)
        sum += texture2D(BaseImage, gl_TexCoord[0].st + Offset[i]);

    gl_FragColor = sum * ScaleFactor;
}
```

Image smoothing by means of convolution is often used to reduce noise. This works well in regions of solid color or intensity, but it has the side effect of blurring high frequencies (edges). A convolution filter that applies higher weights to values nearer the center can do a better job of eliminating noise while preserving edge detail. Such a filter is the Gaussian filter, which can be encoded in a convolution kernel as follows:

1/273	4/273	7/273	4/273	1/273
4/273	16/273	26/273	16/273	4/273
7/273	26/273	41/273	26/273	7/273
4/273	16/273	26/273	16/273	4/273
1/273	4/273	7/273	4/273	1/273

[Listing 19.8](#) contains the code for a more general convolution shader. This shader can handle convolution kernels containing up to 25 entries. In this shader, each convolution kernel entry is expected to have been multiplied by the final scale factor, so there is no need to scale the final sum.

### **Listing 19.8. Fragment shader general convolution computation**

```
// maximum size supported by this shader
const int MaxKernelSize = 25;

// array of offsets for accessing the base image
uniform vec2 Offset[MaxKernelSize];

// size of kernel (width * height) for this execution
uniform int KernelSize;

// value for each location in the convolution kernel
uniform vec4 KernelValue[MaxKernelSize];

// image to be convolved
uniform sampler2D BaseImage;

void main()
{
    int i;
    vec4 sum = vec4(0.0);

    for (i = 0; i < KernelSize; i++)
    {
        vec4 tmp = texture2D(BaseImage, gl_TexCoord[0].st + Offset[i]);
        sum += tmp * KernelValue[i];
    }
    gl_FragColor = sum;
}
```

The original image in [Figure 19.1](#) (A) has had uniform noise added to it to create the image in [Figure 19.1](#) (C). The Gaussian smoothing filter is then applied to this image to remove noise, and the result is shown in [Figure 19.1](#) (D). Notice in particular that the noise has been significantly reduced in areas of nearly constant intensity.

As the size of the convolution kernel goes up, the number of texture reads that is required

increases as the square of the kernel size. For larger kernels, this can become the limiting factor for performance. Some kernels, including the Gaussian kernel just described, are said to be separable because the convolution operation with a  $width \times height$  kernel can be performed as two passes, with one-dimensional convolutions of size  $width \times 1$  and  $1 \times height$ . With this approach, there is an extra write for each pixel (the result of the first pass), but the number of texture reads is reduced from  $width \times height$  to  $width + height$ .

### 19.7.2. Edge Detection

Another common use for the convolution operation is edge detection. This operation is useful for detecting meaningful discontinuities in intensity level. The resulting image can aid in image comprehension or can enhance the image in other ways.

One method for detecting edges involves the Laplacian operator.

0	1	0
1	-4	1
0	1	0

We can plug the Laplacian convolution kernel into the fragment shader shown in [Listing 19.8](#). This results in the image shown in [Figure 19.2](#).

**Figure 19.2. Edge detection with the Laplacian convolution kernel (image scaled for display)**



### 19.7.3. Sharpening

A common method of image sharpening is to add the results of an edge detection filter back onto the original image. To control the degree of sharpening, a scaling factor scales the edge image as it is added.

One way to sharpen an image is with the negative Laplacian operator. This convolution filter is defined as

0	-1	0

-1	4	-1
0	-1	0

The fragment shader that implements image sharpening in this fashion is almost identical to the general convolution shader shown in the previous section (see [Listing 19.9](#)). The only difference is that the result of the convolution operation is added to the original image. Before it is added, the convolution result is scaled by a scale factor provided by the application through a uniform variable. The results of unsharp masking are shown in [Figure 19.4](#) and [Figure 19.3](#).

**Figure 19.3. Results of the unsharp masking shader. Original image is on the left, sharpened image on the right.**

[View full size image]



**Figure 19.4. Results of the unsharp masking shader. (Laplacian image in center is scaled for display.) Zoomed views of the original and resulting images are shown in [Figure 19.3](#).**



**Listing 19.9. Fragment shader for unsharp masking**

```
// maximum size supported by this shader
const int MaxKernelSize = 25;

// array of offsets for accessing the base image
uniform vec2 Offset[MaxKernelSize];

// size of kernel (width * height) for this execution
uniform int KernelSize;
// value for each location in the convolution kernel
uniform vec4 KernelValue[MaxKernelSize];

// scaling factor for edge image
uniform vec4 ScaleFactor;
```

```
// image to be convolved
uniform sampler2D BaseImage;

void main()
{
    int i;
    vec4 sum = vec4(0.0);

    for (i = 0; i < KernelSize; i++)
    {
        vec4 tmp = texture2D(BaseImage, gl_TexCoord[0].st + Offset[i]);
        sum += tmp * KernelValue[i];
    }

    vec4 baseColor = texture2D(BaseImage, vec2(gl_TexCoord[0]));
    gl_FragColor = ScaleFactor * sum + baseColor;
}
```

## 19.8. Summary

In addition to support for rendering 3D geometry, OpenGL also contains a great deal of support for rendering images. The OpenGL Shading Language augments fixed functionality OpenGL imaging capabilities by allowing fully programmable processing of images. With this programmability and the parallel processing nature of the underlying graphics hardware, image processing operations can be performed orders-of-magnitude faster on the graphics accelerator than on the CPU. This programmability can be used to implement traditional image processing operations such as image blurring, sharpening, and noise removal; high-quality color correction; brightness, saturation, and contrast adjustment; geometric transformations such as rotation and warping; blending; and many other image processing operations. Furthermore, applications no longer need to be constrained to manipulating monochrome or color images. Multispectral processing and analysis are also possible.

The world of digital imagery is exploding as a result of the rapid development and acceptance of consumer products for digital photography and digital video. The OpenGL Shading Language will undoubtedly be at the heart of many tools that support this revolution in the future.

## 19.9. Further Information

The OpenGL literature doesn't always do justice to the imaging capabilities of OpenGL. In 1996, I wrote a paper called *Using OpenGL for Imaging* that attempted to describe and highlight clearly the fixed functionality imaging capabilities of OpenGL, including the capabilities of several pertinent imaging extensions. This paper was published as part of the SPIE Medical Imaging '96 Image Display Conference in Newport Beach, CA, and is available on this book's companion Web site at <http://3dshaders.com/pubs>. Another good resource for understanding how to use OpenGL for imaging is the course notes for the SIGGRAPH '99 course, *Advanced Graphics Programming Techniques Using OpenGL* by Tom McReynolds and David Blythe. These can be found online at

<http://www.opengl.org/resources/tutorials/sig99/advanced99/notes/notes.html>. This material has also been published in a recent book by Morgan Kaufmann.

Charles Poynton ([1997](#)) is one of the luminaries (pun intended) of the color technology field, and his *Frequently Asked Questions about Color* and *Frequently Asked Questions about Gamma* are informative and approachable treatments of a variety of topics relating to color and imaging. I found these on the Web on Charles's home page at <http://www.poynton.com/Poynton-color.html>.

The CIE color system is defined in Publication CIE 17.4 - 1987, *International Lighting Vocabulary*, Vienna, Austria, Central Bureau of the Committee Internationale de L'Éclairage, currently in its fourth edition. The HDTV color standard is defined in *ITU-R BT.709-2 - Parameter Values for the HDTV Standards for Production and International Programme Exchange*, Geneva: ITU, 1990.

The paper *Image Processing by Interpolation and Extrapolation* by Paul Haeberli and Douglas Voorhies appeared in IRIS Universe Magazine in 1994. A slightly shorter version of this paper is available online at <http://www.sgi.com/grafica/interp>.

A classic textbook on image processing is *Digital Image Processing, Second Edition*, by Rafael C. Gonzalez and Richard E. Woods, Addison-Wesley, 2002. An amazing little book (literally amazing, and literally little) is the *Pocket Handbook of Image Processing Algorithms in C* by Harley Myler and Arthur Weeks ([1993](#)).

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# Chapter 20. RealWorldz

by Hugh Malan

In 2004, as graphics hardware and OpenGL Shading Language compilers became capable of handling significantly complex shading tasks, 3Dlabs commissioned Pandromeda to develop a demo that would push the envelope of what was possible. The result was a demo called *RealWorldz*, where entire planets and everything on them were modeled mathematically and synthesized on-the-fly with OpenGL shaders. Even the shader source code was generated programmatically in this demo.

Rather than look at the actual shader code, this chapter focuses more on the architecture, the algorithms, and the concepts that went into the *RealWorldz* demo.

## 20.1. Features

*RealWorldz* was conceived to be a real-time demonstration of the state of the art in OpenGL shader technology, capabilities, and performance. Through the use of fractal algorithms and complex mathematics, dynamic and changeable world landscapes are compiled and computed at runtime almost entirely on the graphics card and displayed at interactive rates. Every frame that is displayed is calculated on-the-fly; nothing is prerendered.

This is not to say that *RealWorldz* does not use textures. On the contrary, textures provide the basic building blocks for many of the features available in *RealWorldz*: noise, sky color, atmospheric density, planetary texture, and much more. But these textures are quite basic by design and are used quite differently from traditional textures. It is up to programmable shading technology to transform and amplify the basic building blocks to the point that they become believable planetary landscapes.

Because these planetary landscapes are procedurally generated and rendered except for the textures used as the basis for the mathematics, no fixed data set or database is used to create them. Such databases would require terabytes of data to produce the same effect. Instead, all rendered features are generated according to mathematical models with adjustable parameters and initial conditions. Some of these parameters can be adjusted interactively through a graphical user interface. The planetary and terrain features include

- Moving cloud layers with condensing and evaporating clouds
- Ocean levels
- Atmospheric density
- Accurate sun halos and cloud light diffusion
- Particles in valleys to produce perspective haze
- Darkening and flattening of the landscape contrast with distance
- Scattering of light in high atmosphere at the day/night terminator line
- Caustic reflections in water
- Plants with growth cycles
- Navigability anywhere on the world

## 20.2. RealWorldz Internals

Have you ever wanted to create your own personal planet? How would you go about this task? In this section, we go inside *RealWorldz* to examine the process of creating planets procedurally. We discuss the terrain-rendering structure, lighting and shadowing, fractal terrain generation, noise textures, tile set noise, surface normals, and height fields that allow for overhanging terrain. These concepts form the basis of the *RealWorldz* planetary rendering engine.

### 20.2.1. Terrain-Rendering Structure

*RealWorldz* uses a quadtree structure. Each node of the quadtree corresponds to a square patch of terrain and contains a vertex buffer object (VBO) and texture map for that patch. The four children of a node each cover one quarter of their parent's patch.

Rendering the planet is straightforward—the tree is walked, with a level-of-detail (LOD) check made at each node. If a particular node would look polygonal when rendered, recursion continues to that node's children if possible. This LOD test determines which nodes should be subdivided to increase the terrain resolution in that area and which nodes are unnecessary and can be culled.

When a new node is created, the graphics accelerator generates the texture while the CPU generates the vertex data (in the future it is intended for the graphics hardware to generate the vertex data as well). To generate the texture for a new terrain node, the graphics hardware renders to the node's texture map using a specially constructed fragment shader. This fragment shader computes the fractal math needed to calculate the height and color of the terrain and carry out the lighting calculations, and it then outputs the final shaded color. The CPU and graphics hardware must carry out precisely the same calculations to compute the height and slope of each terrain point—if there's any difference, the terrain texture map will not follow the features of the terrain geometry. Imagine a planet with snow above a certain height. If the calculations to generate the texture map compute height in a different way from the calculations for the geometry, the snow line will obviously vary in height when the textured terrain is rendered.

### 20.2.2. Shading

No lighting is done when rendering terrain—all lighting and shadowing is baked into the terrain texture map. This approach has several advantages: First, the fill rate for rendering terrain is improved because fewer calculations are done for each pixel, and only one texture map is read from (color) instead of two (color + normal). Second, this approach allows more complex lighting calculations since the lighting calculations are performed only once per texel, so they're not speed critical. Third, because the shading is completely separated from the geometry, the lighting does not change when the resolution of terrain geometry changes, that is, when terrain nodes are subdivided or collapsed. Therefore, the transition is less noticeable. Most significantly, this approach captures details at higher resolution than the geometry. (This idea is similar in spirit to normal maps.) However, the downside to the approach is that it cannot capture view-dependent lighting effects, such as specular highlights. But since terrain shading is diffuse rather than specular, this restriction is not an issue.

So, the fragment shader that generates the terrain texture maps calculates the color and surface normal for each texel, carries out the lighting calculations, and writes the resulting color to the texture map. When rendered, the color read from the texture map is affected only by atmospheric effects such as haze and fog.

### 20.2.3. Fractal Terrains

Fractal terrains are built by the combination of fractal functions, which themselves are built out of noise functions, such as those discussed in [Chapter 15](#). The Perlin and Voronoi noise functions are particularly useful for creating fractal terrains. Perlin noise was described in [Chapter 15](#). Voronoi noise (sometimes called cellular noise) is computed with the distance from points scattered randomly in space. This function produces a ridge along the line midway between two neighboring points.

A noise function is a function that is statistically invariant under translation and rotation and that has a reasonably narrow frequency range. A multifractal is computed by combining noise functions sampled at several different scales. The method of combining the noise function samples is what distinguishes one multifractal from another. For instance, the value of a monofractal with  $n$  octaves, with a given lacunarity  $L$  (a measure of how much the scale is changed for each successive noise function), offset, and roughness at the point  $x$  is defined as

$$\sum_{i=0}^n (\text{NoiseFunction}(x \cdot L^i) - \text{offset}) \cdot L^{-i \cdot \text{roughness}}$$

Other multifractal types commonly used to define terrains are heterofractal and mountainfractal. They differ from monofractals in that the various noise samples are added or multiplied together in different ways.

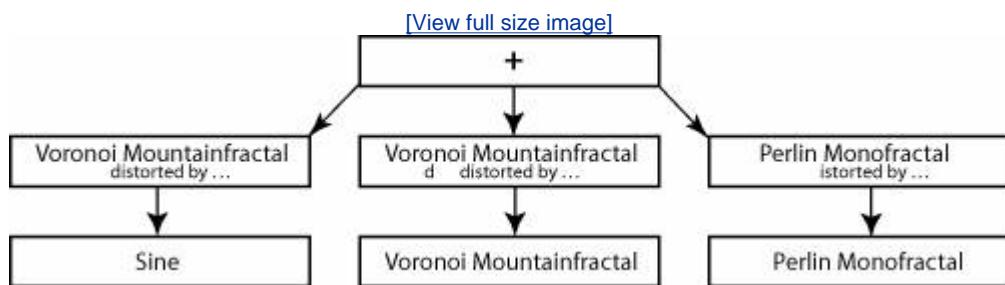
The creation of interesting terrain is an artistic rather than mathematical process. Pandromeda's *MojoWorld* application is the most advanced tool for fractal planet generation available and produces compelling landscapes.

The landscapes in the images found on the *MojoWorld* gallery (<http://www.pandromeda.com/gallery>) are created by the combination of several multifractals, with the parameters of each multifractal carefully adjusted. The terrain shape is only a small part of the process: The terrain must also be colored, and the properties of the atmosphere, fog, clouds, water, stars, and sun edited to fit the artistic style of the terrain. The downside of having all this power available is that these images take hours to render.

*MojoWorld* includes a wide range of tools for constructing fractal planets, but only the ones that are the most useful and best suited tools for real-time use are implemented in *RealWorldz*. Such tools can combine multifractals by means of various mathematical operations (+, -, \*, average) and can use one multifractal function to perturb the parameters fed into another.

In *RealWorldz*, the planet artist constructs a function tree to define the terrain. For instance, [Figure 20.1](#) illustrates the function tree for the *Ring* world. This tree specifies a Voronoi mountainfractal distorted by the sine function, added to another distorted Voronoi multifractal, added to a Perlin heterofractal distorted by a monofractal.

**Figure 20.1. Function tree for the *Ring* world**



The following node types are available for nodes in the *RealWorldz* function tree:

1. MathPossible operations are addition, average, or multiplication of child nodes.
2. MultifractalMonofractal, heterofractal, and mountainfractal types are available. This node could have a "distortion" child node too: in this case, the child node is evaluated and the result is used to perturb the parameter before the multifractal is evaluated.
3. DLUArbitrary 2D function. This node has two child nodes and an image. The two child nodes are evaluated, and the values are interpreted as coordinates to sample the image. The value read from the image lookup is the result for the node. (This is not implemented in *MojoWorld*; it is a generalization of a simple way to generate long-period noise in a real-time fragment shader.)

#### 20.2.4. Fractal Terrains in *RealWorldz*

Fractal terrains rely on noise functions; it's not unusual for planets in *MojoWorld* to make use of a hundred octaves of noise. The speed of the noise function is therefore critical. It is straightforward to implement Perlin noise in the OpenGL Shading Language, but a naive implementation will require at least eight texture reads. Voronoi noise is substantially more complex than Perlin noise and therefore slower. Even if artists were expected to limit themselves to 50 octaves of noise for a planet, and use only Perlin noise, over 400 texture lookups would be required for each evaluation of the terrain function, which would be impossibly slow.

The solution taken for *RealWorldz* is to use 2D instead of 3D noise, and instead of evaluating a 2D noise function, to use a texture map containing a periodic image of Perlin/Voronoi/Sine or like noise. These texture maps are called noise textures. Therefore, instead of the Perlin noise function being evaluated with parameters  $(x, y)$ , a noise texture image is sampled at position  $(\text{fract}(x/k), \text{fract}(y/k))$ , where the noise texture is defined over the unit square.  $k$  is a factor to account for the scale of the noise texture; it measures the size of the region to which the noise texture corresponds, whether the noise texture appears to be a  $5 \times 5$  area of Perlin noise or a  $50 \times 50$  area.

When implemented as a fragment shader, the `fract` operation is unnecessary if the texture wrap mode is set to `GL_REPEAT`.

It is easy to see the repeating pattern if a noise texture has only a handful of features, but with ten or more features along an axis, the repeating pattern is far more difficult to detect. On top of this, several noise textures of different periods will be combined in complex ways contributing to the shape of the terrain, obscuring the pattern even further.

#### 20.2.5. Noise Texture Creation

The standard noise functions are Perlin, Voronoi, and Sine. Sine is periodic, so it is trivial to find a periodic 2D image of it. A ridged version of a noise function is created from the absolute value of the function to introduce ridges or is created from points at which the function folds back on itself (Perlin called this [TURBULENCE](#)).

In a nutshell, 2D Perlin noise is defined by interpolation between "hash values" given at integer coordinates. The value of Perlin noise at  $(3.6, 9.2)$  is found in this way: the hash function is evaluated at  $(3.0, 9.0)$ ,  $(4.0, 9.0)$ ,  $(3.0, 10.0)$  and  $(4.0, 10.0)$ , and the four resulting values are combined. Creating Perlin-esque periodic noise of period  $k$  is done with the parameters to the hash function taken modulo  $k$ . All the different Perlin noise variants—gradient Perlin noise, value-gradient Perlin noise, ridged gradient Perlin—can be handled this way.

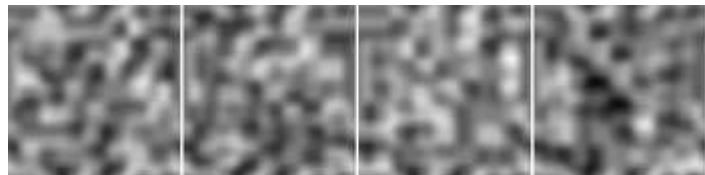
The various Voronoi noise variants are built around a fixed pseudorandom scattering of key

points on the plane. Basic Voronoi noise is defined as the distance to the closest key point. Other variants are the distance to the second closest key point, the third closest key point, the difference between the closest and second-closest key point, and so on. Making the distribution of the key points periodic with period  $k$  also makes the resulting Voronoi noise periodic.

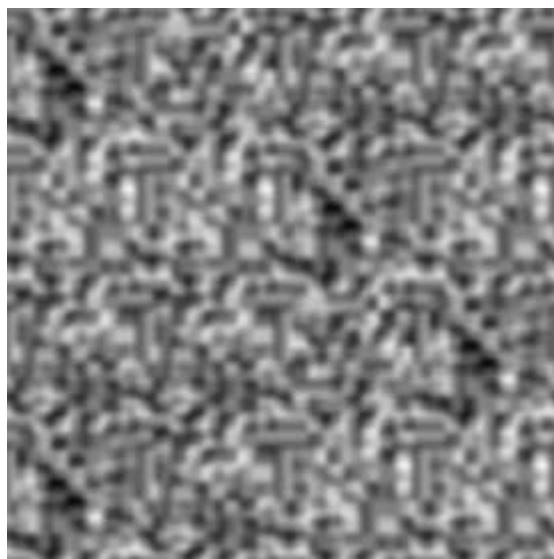
### 20.2.6. Tile Set Noise

The noise texture pattern can be obscured even more with tiling. Instead of a single periodic image of noise, a set of noise tiles that have an identical boundary can be generated. A set of four such tiles is shown in [Figure 20.2](#). These tiles can then be arranged randomly on the plane; the result might look like [Figure 20.3](#). Each tile occupies the region on the plane from  $(u, v)$  to  $(u+1, v+1)$  for some integer  $u, v$ .

**Figure 20.2. Four noise tiles with identical boundaries**



**Figure 20.3. Arranging multiple noise tiles randomly to create a tile set**



Sampling the noise function is now a two-stage process. Our goal is to find the appropriate noise value for the point  $(x, y)$ . To accomplish this, we must first find the containing tile, then we must find the location to sample within that tile.

- The containing tile is located by first taking the integer part of  $x$  and  $y$ . Because tiles cover the region  $(u, v)$  to  $(u+1, v+1)$  for integer  $u, v$ , the values  $u$  and  $v$  are found by rounding  $x$  and  $y$  down to integers. These values are hashed and the result is taken modulo the number of tiles. The result is the noise tile to be accessed.
- Once the appropriate tile has been found, the address within the tile is  $p, q$  where  $p = x - u$ ,  $q = y - v$ .

After these steps, we sample the appropriate tile and return the result. The implementation in a fragment shader is more efficient than this process might imply; it is described later.

The tile set can be generated with an extension of the method used to create periodic tiles. For the Perlin noise variants, the boundary hash points are fixed, whereas the interior hash points vary from tile to tile within the set. That is, for a region of period  $k$ , the hash point  $(0, 0)$  takes the same value for all tiles in the set; the hash point  $(1, 0)$  takes the same value for all tiles in the set, . . . , the hash point  $(k, 0)$  takes the same value for all tiles in the set. Similarly, the hash points  $(z, k)$ ,  $(0, z)$ , and  $(k, z)$  take the same value for all tiles in the set, for any integer  $z$  in  $[0, k]$ . For the tiles to be periodic, the left and right edges of the tiles must match, as must the top and bottom edges. That is, the hashed values of the points  $(0, z)$  and  $(k, z)$  must be identical, as must the hashed values for the points  $(z, 0)$  and  $(z, k)$ , for  $0 \leq z \leq k$ .

Tile sets for the Voronoi noise variants can be generated similarly. The distribution of key points within a border region remains fixed for each tile in the set, while the distribution of key points in the rest of the tile varies from tile to tile. (This region in which the arrangement of key points changes from tile to tile is called the interior region.) The border region is found experimentally, by finding the smallest region such that the key points in the interior region of one tile have no effect on the noise function within a neighboring tile. For instance, if there are 33 key points within each tile, the border region is defined to be the region within 15% of the tile boundary. In other words: If the tile was unit sized, then the interior region is the points  $(x, y)$  for which  $x, y$  are in  $[0.15, 0.85]$ , and the border region is the set of points  $(x, y)$  in the tile for which  $x$  or  $y$  is in  $[0, 0.15] \cup [0.85, 1.0]$ . For 100 points, the fixed border size is 10%.

### 20.2.7. Surface Normals

The easiest way to compute surface normals of fractal terrains is numerically. Find the neighbor points of the point in question, then use that information to estimate the shape of the surface and to establish a surface normal. In practice, the surface is often evaluated with a grid of points in parameter space, so surface normals can be found by taking the cross-product of the vectors between the four neighbors.

In a fragment shader, it is not possible to find the position of neighboring points—the environment is intentionally designed to allow fragment shaders for different fragments to execute in parallel. Also, the graphics card precision is 32-bit floating-point, and surface normals computed by subtraction of 32-bit floating-point positions have very noticeable banding patterns because work done in the range of magnitudes needed for large-scale terrain is imprecise.

The solution is to compute the surface normal analytically. In addition to storing a function value, noise textures also store the partial derivatives. The partial derivatives are then computed alongside the terrain height, and a surface normal is reconstructed as needed for lighting calculations.

For instance, a monofractal computed as described in [Section 20.2.3](#) would have the 2D vector representing its partial derivative calculated as follows:

[\[View full size image\]](#)

$$\sum_{i=0}^n (\text{NoiseFunctionDerivative}(x \cdot L^i) - \text{offset}) \cdot L^{-i \cdot \text{roughness}} \cdot L^i$$

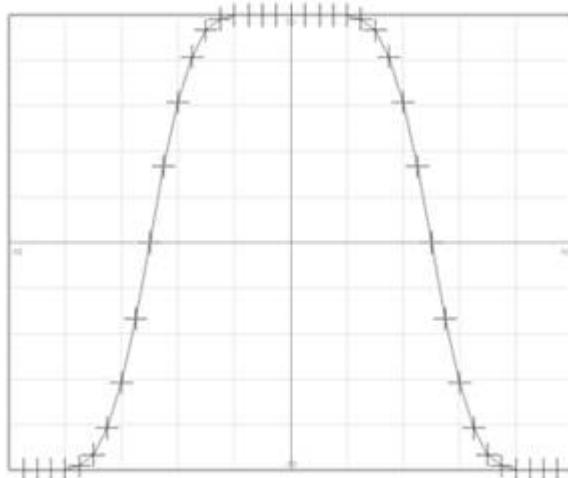
*NoiseFunctionDerivative* returns a 2D vector, where the  $x$  component is the partial derivative of the noise function with respect to  $x$ , and the  $y$  component is the partial derivative of the noise function with respect to  $y$ .

### 20.2.8. Overhanging Terrain

Some planets in *RealWorldz* have overhanging terrain, for instance, the *AlienRockArt* world as shown in Color Plate 36E. The method used to produce overhanging terrain addresses a more general problem: texture stretching on steep slopes of height field terrain. It is natural to texture-map a height field with a planar mapping; but on steep slopes the texture becomes very distorted.

[Figure 20.4](#) demonstrates the problem. The cross marks on the graph are at evenly spaced parameter values. To put it another way, if this curve were a cross-section of some terrain that had been texture-mapped with planar mapping, then the crosses would correspond to evenly spaced points on the texture map. If the spacing between the crosses is reasonably constant, the texture map is stretched evenly across the terrain. If the spacing between the crosses varies, the texture is stretched unevenly.

**Figure 20.4. A texture applied to a steep height field will be stretched unevenly**



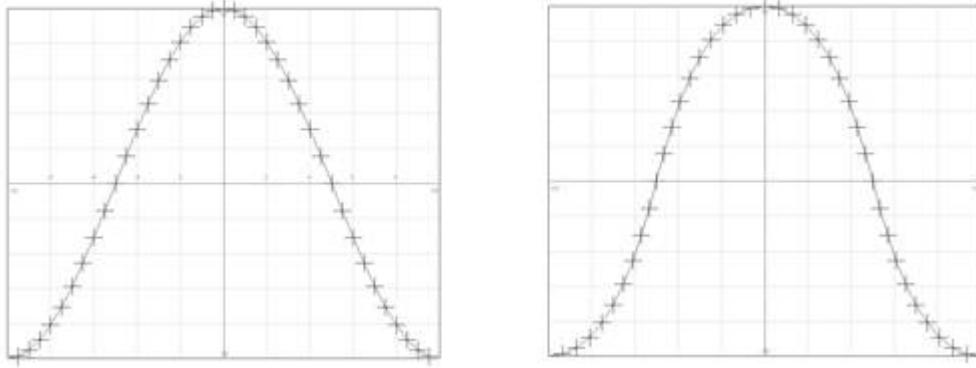
In [Figure 20.4](#), the distance between the crosses varies substantially—the crosses on the steep parts are quite far apart compared to how close they are on the flat parts, which means that the texture will be quite distorted. The effect is that the steep parts of the terrain will seem to be quite blurry, while the flat parts of the terrain will have much a much sharper and cleaner appearance with more detail.

The goal is to produce steep terrain without texture distortion, that is, with a reasonably even spacing between crosses.

*RealWorldz* achieves the goal by postprocessing the height field terrain, making the terrain steeper. This step is called the "mushroom transformation." The two images in [Figure 20.5](#) show the effect. The left image shows what could be the cross-section of a moderately steep hill. The right-hand image shows the vertices in the upper half of the hill pushed outward and the vertices in the bottom half pulled inward.

**Figure 20.5. The "mushroom transformation" applied to a height field**

[\[View full size image\]](#)



More precisely, the transformation acts as follows. The terrain is defined as a height field:  $z = f(x, y)$ . The terrain is made up of the set of points  $(x, y, f(x, y))$ .

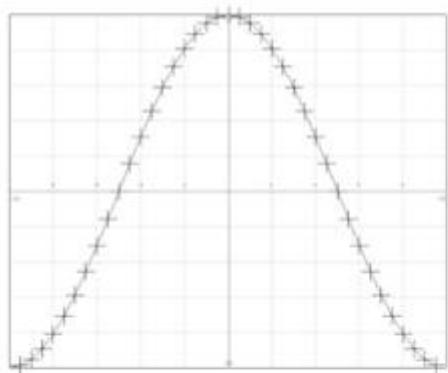
The partial derivatives  $df/dx$  and  $df/dy$  are known, as are the maximum and minimum values of  $z$ :  $z_{min}$  and  $z_{max}$ . The point  $(x, y, f(x, y))$  is offset by

$$offset = \left( \frac{df}{dx}, \frac{df}{dy}, 0 \right) \cdot k \cdot \sin\left( 2\pi \cdot \frac{f(x,y) - z_{min}}{z_{max} - z_{min}} \right)$$

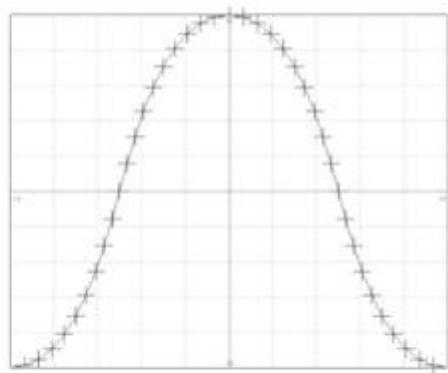
where  $k$  is a constant specifying the degree of offset: 0 means no change. A larger value produced the right-hand image in [Figure 20.5](#). Increasing the value still further gives a "mushroom look," so the constant  $k$  is called the "mushroom factor."

This equation is simpler than it appears. The partial derivative is converted into the vector  $(df/dx, df/dy, 0)$ ; the rest of the equation maps the  $z$  value from the range  $[z_{min}, z_{max}]$  to  $[0, 2\pi]$  and takes the sine of that value. This sine value is responsible for pushing vertices out on the upper half (where the sine function is negative), and pulling vertices in on the lower half (where the sine function is positive). Vertices at the top, middle, and bottom (i.e.,  $z_{min}$ ,  $(z_{min}+z_{max})*0.5$ , and  $z_{max}$ ) are not moved. [Figure 20.6](#) shows the effect of increasing values.

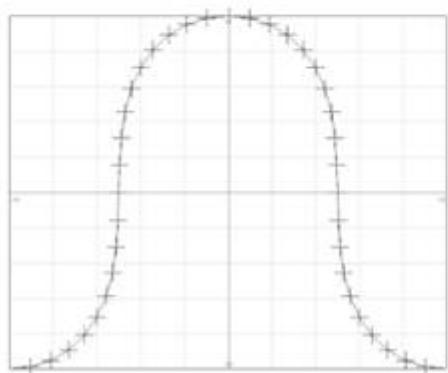
**Figure 20.6. Varying the terrain by altering the "mushroom factor"**



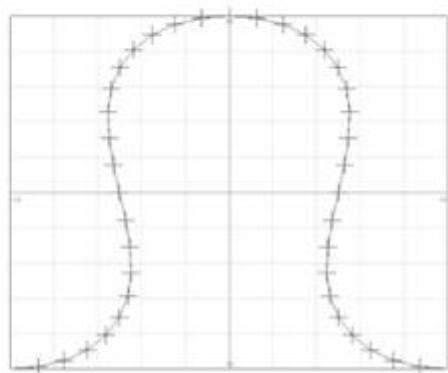
**Mushroom factor of 0**



**Low mushroom factor**



**Medium—vertical sections**



**High—overhangs appear**

The distance between successive crosses is reasonably constant, so the texture mapping is good.

In practice, when this transformation is applied to a complex terrain, problems arise. If the terrain has high-frequency features, the derivatives vary considerably, and applying the mushroom transformation creates unrealistic horizontal spikes. The top of each hill won't achieve  $z_{max}$ , and the bottom of each valley won't reach  $z_{min}$ . For best results, the terrain should have a narrow frequency range.

The solution is to separate the terrain into two parts: two separate terrain function trees. The first component produces terrain without high frequencies and without large low-frequency features either, so the mushroom transformation can be applied. The second component is added to the first and does not have the mushroom transformation applied, so it can contain high- and low-frequency effects.

The *Meran* world (Color Plate 36C) is a good demonstration of how the two components are used. The shape of the stone lumps is defined by the first component, which has the mushroom transformation applied to give the bulblike shape. The second component of the terrain contributes everything else: the small ridges and wrinkles of the stone bulbs, and also the mountain ranges.

The mushroom effect is used on most of the worlds in a more subtle way, to produce steep slopes without texture distortion.

## 20.3. Implementation

Now that we have discussed the internal design of *RealWorldz*, we can look more closely at some of the implementation details. This section covers a lot of ground: noise values and derivatives, tile sets, function trees, terrain coloring, altitude and gradient maps, lighting, and performance considerations. To fully explain the concepts, we look at specific texture examples used by some *RealWorldz* planets and describe some of the shader code that implements these concepts.

### 20.3.1. Noise Values and Derivatives

Noise textures are stored as 8-bit per-channel RGB textures, with the function value packed into the R channel, and the partial derivatives packed into the G and B channels. When a texture is read, the color components are in the range [0,1]. Noise functions range in value from -1 to 1, so unpacking the R channel from a [0,1] range to a [-1,1] range function value is done by subtracting 0.5 and then scaling by 2.0.

The range of partial derivatives varies from noise texture to noise texture, depending on the scale of the noise texture. The partial derivatives of Voronoi noise textures often have a relatively large range; linearly packing the partial derivatives causes visible artifacts on the terrain because partial derivatives of small magnitude lack precision. The work-around is to take the cube root of the partial derivatives before they are packed. This means that there is less precision loss when partial derivatives of small magnitude are stored, and more precision loss for large derivatives but visually, it is a great improvement. The derivatives are unpacked by cubing, which is efficient and doesn't require branching. So mapping from a [0,1] range to a  $[r, +r]$  range is done by subtracting 0.5, scaling, and cubing.

Some graphics hardware can operate on vectors at the same speed as floating-point values, so it makes sense to pack the function value and derivatives into a vector. The function value is stored as the  $x$  component, with the derivatives being the  $y$  and  $z$  components. Unpacking a noise texture sample into function value and derivatives can then be done in a shader as follows:

```
// Initially, the vector "noise" holds a color sampled from
// a noise texture. All components are in the range [0, 1].
// The color has been implicitly converted to a vector with
// red being X; green being Y; and blue being Z.

// Subtracting 0.5 is the first step in unpacking both
// value and derivative

noise.xyz -= vec3(0.5, 0.5, 0.5);

// Component-wise multiply. Unpack the value (x) by scaling
// by 2.0. Unpack the derivatives (yz) by scaling by a
// noise texture-dependent value.

noise.xyz *= vec3(2.0, 4.566148, 4.566148);

// Component-wise multiply. Cube the y and z values to complete
// the unpacking of the partial derivatives.

noise.yz = noise.yz * noise.yz * noise.yz;
```

Graphics hardware that operates on vectors can perform this unpacking with one add and three multiplies.

Storing the value and derivatives as a vector has some useful advantages. First, scaling a function value by  $v$  means scaling the partial derivatives by  $v$  as well. This can be done by scaling the entire vector by  $v$  since the value and derivatives are stored as components of a vector. Second, adding two values together means adding the partial derivatives as well. This can be done simply by adding the vectors together.

### 20.3.2. Tile Sets

A tile set reduces the appearance of repeating patterns by pregenerating a set of  $n$   $1 \times 1$  tiles and selecting a random tile from that set to cover each region  $(u, v)(u+1, v+1)$  on the plane, where  $u$  and  $v$  are integers. This can be implemented in a fragment shader in the following way.

First, the tile set is packed into a texture map (see Color Plate 26A). Four tiles can be packed into a  $2 \times 2$  arrangement; eight into a  $4 \times 2$  arrangement; any number that's the product of two powers-of-two is possible. Let this texture map be scaled up and translated so each of the tiles covers a unit square on the plane—that is, the region  $(u, v)(u+1, v+1)$  for integers  $u$  and  $v$ .

The pseudorandom selection of a tile for each unit square is done as follows. Another texture map is employed, filled with random values; it is called the "offset" texture (see Color Plate 26B). It is sampled in nearest-neighbor mode and scaled up so each texel exactly overlaps a tile from the tile set texture map. The values read from the offset texture will be constant over the region of a tile; it is discontinuous only on the boundaries between tiles. As the name implies, the value read from the offset texture is used to offset the location at which the texture map containing all the tiles is sampled. The offset amount is an exact multiple of the tile size: for instance, if the tiles were packed into the texture map in a  $4 \times 4$  arrangement, then the offset of each coordinate could be 0.0, 0.25, 0.5, 0.75, . . .

In pseudocode, it works as follows. (Details of scaling and translating the offset and tile set texture reads so the texture maps are aligned as described above have been omitted.)

1. Let  $(p_x, p_y)$  be the point on the plane at which the noise texture tile set is required.
2. Read a value  $(r, g, b)$  from the offset texture at  $(p_x, p_y)$ . Scale this value, or alter the texture read mode so  $r$ ,  $g$ , and  $b$  are guaranteed to be integers.
3.  $t_x = p_x + (r / n_x)$ , where  $n_x$  is the number of tiles across the width of the tile set texture map.
4.  $t_y = p_y + (g / n_y)$ , where  $n_y$  is the number of tiles down the length of the tile set texture map.
5. Read from the tile set texture map at location  $(t_x, t_y)$ .

Color Plate 26 illustrates this process. Color Plate 26A shows the tile set image covering the plane, with tile edges emphasized. Color Plate 26B shows the offset texture, scaled up so that each texel exactly covers a tile. Color Plate 26C shows the tile set overlaid with the offset texture. The result of adding the tile set and the offset texture is shown in Color Plate 26D: tiles pseudorandomly scattered.

### 20.3.3. The Function Tree

The fragment shader code to evaluate the fractal terrain is programmatically generated from the terrain function tree. Each node in the terrain function tree becomes a procedure. A math node that sums, averages, or multiplies the values of its child nodes becomes a procedure that calls the procedures for each child, then combines those results. A distorted multifractal evaluates its child node (which defines the distortion) and applies the resulting offset to the

parameter before evaluating the multifractal.

In *RealWorldz*, the planet artist specifies the number of octaves of noise a multifractal should use. This is different from the standard practice, where smaller and smaller octaves of noise are evaluated until they have no effect on the rendered image. Because the multifractal uses a fixed number of octaves, the code for evaluating multifractals can have the summation loop unrolled. This allows almost all the coefficients in the evaluation code to be precomputed, which is a great advantage since it avoids calls to potentially expensive functions (such as **pow**) in the fragment shader. Another benefit is that the code makes no use of branches or loops.

For instance, here is fragment shader code for evaluating a two-octave monofractal. Note the "Octave 0" and "Octave 1" comments—they indicate each section of the unrolled multifractal evaluation loop. If the user specified a three-octave monofractal, another block of code to evaluate the third octave would be inserted immediately before the "Final scale and offset" comment.

The variable *currHdH* is a vector storing height and the two partial derivatives of height, as the x, y, and z components, respectively. The eighteen-digit numbers are precalculated values, written to 18 decimal places for precision. (Current graphics hardware supports single-precision floating-point calculations at most, but there may come a day when double precision is supported as well. It is needed to support the dynamic range necessary for modeling on a planetary scale.)

```
vec2 texCoord;
vec3 currHdH = vec3(0,0,0);

vec2 distParam = param;
vec3 noise;
float signal;
float increment;
vec3 newHdH;
float mfOffset= -0.20000000000000010;

// Octave 0
texCoord = (distParam * 0.0050000000000000) +
            vec2(1.090196078431372700, -0.588235294117647190);

// Sample noise texture 0 at parameter "texCoord";
// put the result into "noise"

texNT(noise, NT0, texCoord, 256);

noise -= vec3(0.5, 0.5, 0.5);

noise.xyz *= vec3(2.0, 4.566148, 4.566148);
noise.yz = noise.yz * noise.yz * noise.yz;
increment = (noise.x - mfOffset) * 1.000000000000000000;
newHdH.x = currHdH.x + increment;
newHdH.yz = currHdH.yz + (noise.yz * 0.0050000000000000);
currHdH = newHdH;

// Octave 1
texCoord = (distParam * 0.0100000000000000) +
            vec2 (0.949019607843137440, -0.964705882352941300);

// Sample noise texture 0 at parameter "texCoord";
// put the result into "noise"

texNT(noise, NT0, texCoord, 256);

noise -= vec3(0.5, 0.5, 0.5);
```

```

noise.xyz *= vec3 2.0, 4.566148, 4.566148);
noise.yz = noise.yz * noise.yz * noise.yz;
increment = (noise.x - mfOffset) * 0.435275281648062060;
newHdH.x = currHdH.x + increment;
newHdH.yz = currHdH.yz + (noise.yz * 0.004352752816480621);
currHdH = newHdH;

// Final scale and offset
float heightScale = 1.0000000000000000000000000000000;
float heightOffset = 0.0000000000000000000000000000000;

HdH = currHdH * heightScale;
HdH.x += heightOffset;

```

All the exponentiations have been precalculated, reducing the mathematics to multiplies and adds. This is true for the other multifractals (heterofractal and mountainfractal) as well as for the monofractal used here. The `texNT` function does a bilinearly filtered texture read from the appropriate noise texture and handles the additional work if a tile set is in use—that is, an additional texture read, multiply, and add.

So, the process of evaluating a multifractal has been reduced to operations for which graphics hardware is designed: 2D texture reads, multiplies, and adds. No branches are required, no slow or higher-order computations are done; and only one texture read is required per octave.

### 20.3.4. Terrain Color

In the preceding sections, the process for calculating the height and slope of the terrain has been described. The next step is to color and illuminate the terrain.

The standard way to color fractal terrain is to create a function involving the terrain height and slope, then add texture with multifractals. A more hardware-friendly approach was taken for *RealWorldz*. Here, a 3D texture is used, where each slice is a different surface type—for example, sand, grass, snow, rock, or earth. The altitude and gradient are looked up in a 2D texture map called the "altgrad" map; it selects which slice from the 3D texture to use.

Terrain with texture based on height or slope alone is very obvious; the idea behind the altgrad image was to complicate things so the texture transitions had a less obvious pattern, and to do so in a way that could be controlled by the planet artist.

For accessing the altgrad map, height is *Y* and gradient is *X*. So a low point on the terrain means a low *Y*; mountaintops have a high *Y*; a perfectly level area has *X* = 0; a steep slope has high *X*. The color obtained from the altgrad map is used as the *Z* component for accessing the 3D texture.

### 20.3.5. AltGrad Map for Snow

The altgrad map used for the *Snow* planet is shown as the second image in Color Plate 36A, and images of the planet are shown in Color Plate 36F, Color Plate 37E, and Color Plate 38A.

The 3D texture has only two slices; one is snow, the other gray rock. The light gray in the altgrad image selects the snowy slice; the dark gray selects the gray rock texture slice.

The light gray is restricted to the left-hand side of the image, which corresponds to flat areas. The width of the light gray area does vary slightly, but on the whole the effect is that flat terrain has snow, and areas that are too steep have bare rock. The abrupt transition between colors in the altgrad map means that there will be an abrupt change in texture.

### **20.3.6. AltGrad Map for *AlienRockArt***

The first image in Color Plate 36A is the altgrad texture used for the *AlienRockArt* planet, and Color Plate 36E is an image of the planet showing the rock art.

The *AlienRockArt* altgrad texture is the means by which the orange rock art is created. The altgrad image has three colors: very dark gray, which selects the orange slice of the 3D texture; mid-gray, which selects the white limestone texture, and light gray, which selects the brown burned-grass texture. A point on the terrain is colored orange if in this altgrad map the height and slope correspond to a point that is darkest gray. The darkest gray in the altgrad map is deliberately confined to the bottom right-hand part of the altgrad map, restricting it to lowish and steepish terrain, but the shape of the dark gray color is deliberately complex so that the resulting combinations of height and slope that yield the orange color will be too complex for a pattern to be evident. The other deliberate choice made for painting the altgrad map was to make a hard edge between the darkest gray and mid-gray colors to create a sharp division between the limestone texture and the orange texture.

The *AlienRockArt* planet started life as an experiment to reduce the repeating pattern of the limestone texture. Two different limestone textures were created, assigned to different slices of the 3D texture, and the altgrad map was edited so that there would be frequent transitions between two textures—the idea being that the transitions would obscure the periodic features. To clarify where the transitions were, one of the limestone textures was colored orange, and the alien rock art pattern emerged.

The light gray region is restricted to the triangle in the upper left, indicating flat and high areas. Low areas have to be fairly flat for there to be brown grass on them; but as the terrain gets higher, the brown grass appears on progressively steeper terrain. The gentle transition from mid-gray to light gray means that there is a smooth cross-fade between the limestone and the brown grass.

The two mid-gray strokes cut into the light-gray region are responsible for the thin paths that can be seen at the boundaries of the grass.

### **20.3.7. AltGrad Map for *DragonRidges***

The altgrad map for the *DragonRidges* planet is the third image in Color Plate 36A, and an image of the planet is shown in Color Plate 36D. Four texture slices from this planet are shown in Color Plate 36B. From left to right, they are selected by the darkest gray to the lightest gray in the altgrad map.

The four texture slices contain a carefully painted transition from bare rock to grass. The bare rock image has subtle darkenings due to the cracks in the second texture map, and the grassy areas in the third image follow the cracks too, so features can be followed across the transitions between the different texture maps. Even the grass in the third texture matches the texture of the grass in the fourth texture.

The first texture slice has only subtle features—lighting and shadowing due to terrain shape—overshadows the minor features of the texture, so it is difficult to see a repeating pattern when it is used. However, the other three texture slices have more obvious features, and so the repeating texture pattern is visible when the slices are used across a large area. The altgrad image that controls their use has been carefully painted so these textures don't cover areas large enough for the repeating pattern to be obvious.

The image of *DragonRidges* (Color Plate 36D) shows the complex distribution of the grass and rock. The grass is affected by the shape of the terrain: Patches of grass are bounded by changes from flat to slope, or other terrain features. The rock changes from cracked to smooth depending on exposure. These effects result from the use of small patches of color in the altgrad map: anything more than a minor change to height or slope moves the sample point out

of the color patch, meaning that the texture of the ground changes in response to those minor changes in height and slope.

### 20.3.8. Lighting

The fragment shader has now calculated the terrain color and the partial derivatives from which the surface normal is calculated. Since the fragment shader for doing all this work is programmatically generated, it is straightforward to allow the planet artist to write custom lighting calculation code and for this code to be inserted into the fragment shader code when it is generated.

The default lighting code implements the Phong lighting equation, but since the code is specific to each planet, custom lighting effects are possible. For instance, the lighting code for the *Cerberus* planet (Color Plate 38B) lightens and reddens the ground color so that low-lying areas glow white-hot. The lighting code for the *Tar* planet adds back-lighting, to give the whitish color to the shaded sides of terrain. For the *Meran* planet (Color Plate 36C and Color Plate 38D), the gouges in the boulders are darkened. The lighting code for the *Ring* planet goes beyond just applying light effects and also calculates the base color, using the 3D texture slice as a source of noise.

Allowing users to supply their own lighting code was relatively easy to implement, but turned out to be a powerful and useful tool.

### 20.3.9. Performance Considerations

*RealWorldz* has to render terrain with a high frame rate in addition to generating the new terrain texture maps. Even with each octave requiring just one texture read and some simple mathematics and planets pared to the bare minimum number of octaves, the fragment shader takes over a thirtieth of a second to generate a new 256 x 256 texture map. A period this long is unacceptable for real-time rendering.

The solution is to spread the work of generating the new texture map across several frames by generating a subset of the new texture map during each frame. The more frames across which the work is split, the smaller the drop in frame ratebut taking longer to generate means that it will take longer before low-resolution terrain is replaced with higher-resolution terrain. In *RealWorldz*, the generation of each 256 x 256 texture map was spread across six frames.

## 20.4. Atmospheric Effects

Atmospheric effects are vital for giving pictures of terrain their sense of scale. This section describes the atmospheric effects of aerial perspective and sky shading.

### 20.4.1. Aerial Perspective

The change in appearance of objects with distance is called "aerial perspective." Briefly, the Earth's atmosphere scatters blue light more than red light, so a distant object affords more opportunities for blue light to be scattered in the direction of the viewerso the object turns slightly blue, for the same reason that the sky is blue. Distant objects also tend to be darkertheir reflected light is more likely to be blocked by particles in the atmosphere.

The textbook method for calculating atmospheric scattering is described in the paper *Display of The Earth Taking into Account Atmospheric Scattering*, by T. Nishita, T. Shirai, K. Tadamura, E. Nakamae, in the SIGGRAPH '93 proceedings.

The standard way to calculate a distant object's change in color due to atmospheric effects is as follows. The change is split into "inscattering" and "extinction." Inscattering is the scattering of light into the line from object to eyethis is an addition in the light intensity. Extinction refers to the absorption of lightthis is a scaling of the light intensity by some factor. If  $L_o$  is the radiance of the distant object and  $L_s$  is the radiance of the ray at the viewer, then  $L_s = C_e L_o + C_i$  where  $C_e$  is the extinction factor, and  $C_i$  is the inscattered light.

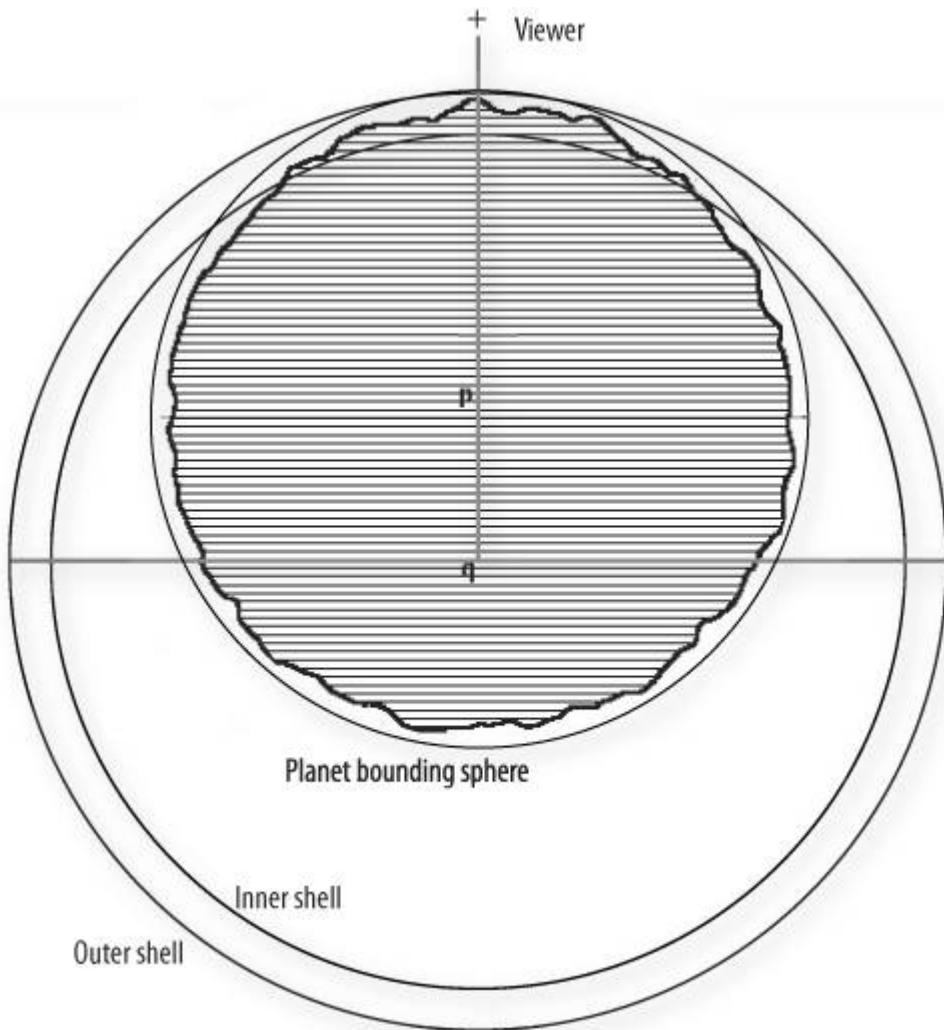
In principle, this calculation should be done for each frequency of the light, but in practice it is acceptable to calculate the effect on only three wavelengthsthe standard red, green, and blue components. The extinction factor is calculated as  $C_e = \exp(I \cdot E \cdot D)$  where  $I$  is the integral along the line from eye to object,  $E$  is the extinction ratio per unit length, and  $D$  is the density ratio. For a planet's atmosphere, the integrand is a spherically symmetric function.

The calculation of  $C_i$  has a similar formthe inscattering at each point along the object-eye line is integrated. The inscatter for a given point is a function of the angle between the sunlight and the line from the object to the eye, the density of the atmosphere, and the intensity of the sunlight reaching that point.

Leaving the mathematics at that point, we can see the extinction and inscattering contributions in Color Plate 37A, B, and C.

Previous work on real-time atmospherics have focused on height fields rather than full spherical planets; see, for instance, *Rendering Outdoor Light Scattering in Real Time* by Hoffman and Preetham. After several different attempts to find approximations of the required integrals for spherical atmospheres failed, we fell back to a simple but effective model that has little relation to the mathematics but is fast to compute and good enough to fool the eye. A diagram illustrating our approach and the arrangement of the relevant objects is shown in [Figure 20.7](#).

**Figure 20.7. Elements of the atmospheric shell model used to compute aerial perspective**



This function we use is an approximation to  $1.0 \exp(-l)$ , where  $l$  is the integral through a distribution from the viewer (denoted by  $v$ ) to the point  $x$ . This function takes the value 0 if  $v$  and  $x$  are coincident and rises to 1.0 if the line from  $v$  to  $x$  passes through high-valued regions of the distribution.

The function is made up of two components. The main term the "atmospheric shell" follows the shape of the planet and provides a height-dependent effect, with distant objects more affected than close ones. The other term is a correction for the region near the viewer.

The planet is centered at the point  $p$ . The radius of the highest point on the terrain is found and establishes a bounding sphere for the planet. The position of the viewer, the point  $p$ , and the point  $q$  are collinear.

A function called the atmospheric shell is defined with center at the point  $q$ . Its value is a function of radius, taking the value 0 on the sphere marked "outer shell" and taking 1.0 on the "inner shell" sphere. Each shell's radius is fixed; the point  $q$  is chosen so that the outer shell is exactly tangent to the bounding sphere of the planet. The position of the point  $q$  is a function of viewer position. The radii of the inner and outer shell affect the distribution of the atmosphere; they are chosen by the planet artist. (They are exaggerated in [Figure 20.7](#); in practice, the outer shell radius is usually not much more than the radius of the planet's bounding sphere.)

The value of the atmospheric shell function  $F_1$  for a point  $x$  is

$$F_1 = (a \cdot |x - q|^2) + b$$

where  $a$  and  $b$  are constants; they are chosen so the function takes the value 0 and 1.0 on the inner and outer shells, respectively. If  $r_o$  is the radius of the outer shell, and  $r_i$  is the radius of the inner shell, then

$$a = \frac{1}{r_i^2 - r_o^2} \quad b = -a \cdot r_o^2$$

As described earlier, this function controls the amount by which the color is darkened and shifted to blue. A value of 0 causes no color changes; larger values cause a more pronounced color shift.

This function emulates the atmospheric color shift, decreasing with height and increasing with distance. Since the shell radii are larger than the planet radius, distant mountains are more affected by the color shift than are closer mountains. (It is possible to choose shell radii so that the shell function value does not monotonically decrease with distance from the viewer; this problem is usually because the radii are too small.)

But if the viewer approaches some terrain closely, then there should be no color shift; this function does not provide this effect, and so a second term was added to handle this case. The second term is a value proportional to  $\exp(distance^2)$ :

$$F_2 = c \cdot \exp(|x - v|^2) \cdot d$$

The second term is subtracted from the first to provide the final value. The full fog calculation for a point  $x$  is as follows:

$$F_{final} = (a \cdot |x - q|^2) + b - (c \cdot \exp(|x - v|^2) \cdot d)$$

where  $q$  is the center of the atmospheric shell function,  $a$  and  $b$  are calculated from the inner and outer shell radii with the formula given described above,  $v$  is the viewer position, and  $c$  and  $d$  are constants determining the shape of the local visibility correction. As a final step, the computed value is clamped to the range [0,1].

This approximation is valid only for points within the planet bounding sphere. Points outside this sphere can be handled by being projected onto a sphere centered at the viewer whose radius is such that it intersects the planet bounding sphere at the horizon.

We tried several other atmospheric approximations without success. One common problem was that the value for a point on the terrain would change unrealistically as the viewer moved; it did not monotonically increase or decrease as the viewer moved toward or away from the point; or the value did not monotonically decrease with terrain height. The atmospheric shell approximation described here is simply a fast function that displays the obvious characteristics a viewer expects, rather than an attempt to create a mathematically correct approximation.

The effect of the atmospherics is most clearly seen on the *Snow* planet, on which the atmosphere parameters have been pushed to an extreme to produce dense low-lying fog instead of subtle haze and color shift (see Color Plate 37E).

The transition from dense fog to clear air happens over a very short distance, so any problems with the atmospheric approximation function are more apparent. There are no artifacts or visible problems: The fog increases monotonically with height and with distance. There are no discontinuities, and the fog correctly follows the shape of the planet. Also, there are no temporal problems as the camera is moved.

The atmospheric approximation is not mathematically correct, but it is stable, fast, easy to implement, reasonably intuitive to work with, and good enough to fool the eye.

## 20.4.2. Sky Shading

The color of the sky is more complex and is shaded by means of a completely different technique. In *RealWorldz*, the approximation is made that sky color is a function of optical depth and the angle between sun and view direction. The function is expressed as a lookup table (texture map). Some images of the sky from the *DragonRidges* world are shown in Color Plate 37MT. The sky color texture for this planet is shown in Color Plate 37I, and its atmospheric density texture is shown in Color Plate 37J.

The sky color lookup table for *DragonRidges* produces a white sun, a blue sky, and a red sunset. The color of a pixel in a given direction, with a given optical depth is read from the sky color texture map. The  $y$  coordinate for the texture access is  $\exp(O)$ , where  $O$  is the optical depth. The resulting value is 1.0 for zero optical depth, and the function approaches zero as optical depth increases. The  $x$  coordinate for the texture access is the angle between the vector to the sun and the direction for the fragment in question, scaled to  $[0, 1]$ . If the direction is exactly toward the sun,  $x$  is 0; if it is exactly away from the sun,  $x$  is 1.0.

The white vertical bar on the left-hand side of the *DragonRidges* sky color lookup table corresponds to low angles directions nearly pointing to the sun. This provides the sun glare. The top of the image fades to black, corresponding to the atmosphere fading out as it gets thinner. The right-hand side of the image corresponds to directions away from the sun; it is shades of blue that are darker for lower optical depth and brighter for higher optical depth. The reds and oranges in the lower left give the sunset effects for vectors that are somewhat in the sun's direction and travel through high-density atmosphere.

The alpha channel determines the blend between the cubemap with the stars and nebula and the atmosphere color. White means that the result is equal to the sky color; black means that the result is equal to the cubemap color. Grays indicate the different degrees of blend. This map is much the same for all the different atmospheres: white for the most part, with a smooth gradient establishing a transition to the star cubemap as optical depth decreases. A white bar runs the whole way up the left-hand side of the image so that the sun appears regardless of optical depth.

The calculation of optical depth is expensive, so the sky is rendered by means of a sphere centered on the viewer, tessellated into rings of fixed latitude, and rotated so that the axis is in line with the planet center. This arrangement is chosen specifically so that for a given latitude, the optical depth for any ray is the same. That way, the optical depth needs to be calculated once for each latitude.

For each vertex,  $\exp(O)$  and direction are calculated. For the sky color texture map lookup in the fragment shader, two quantities are needed: the angle between the sun and the current direction for the  $x$  component, and  $\exp(O)$  for the  $y$  component. It is sufficient to use the interpolated value provided by the vertex shader for the  $y$  component. Since finding the exact angle between two vectors with the `acos` function was deemed too slow, the  $x$  component is calculated as  $0.25 \cdot |sd|^2$ , where  $s$  is the normalized sun direction vector and  $d$  is the normalized current direction. (For instance, if  $s$  and  $d$  are parallel, the result is zero; when the two are antiparallel, the length of their difference squared is 4.0, so the resulting  $x$  component is 1.0.)

This calculation is fast, but it yields a function that is quite dissimilar to the actual angle between two vectors. However, it is a monotonically increasing function of angle, so the inverse function can distort the texture map to compensate. For instance, the situation in which the sun and view direction are  $18^\circ$  apart corresponds to  $x = 18/180 = 0.1$  in the above colormap. However, the  $x$  component calculation according to the new formula gives 0.09788. Therefore, the column of pixels at  $x = 0.1$  is moved to  $x = 0.09788$  to compensate. This resampling leads to a loss of detail in regions of low  $x$ ; this loss is reduced when the corrected texture map is

made twice the width of the source.

The body of the fragment shader is as follows:

```
// Vertex shader calculates s - d, and outputs deltaSD
float u = dot(deltaSD, deltaSD);

// expInvOpticalDepth = exp(-optical depth); this is the
// value calculated by the CPU described above
float v = expInvOpticalDepth;

// Sample the sky color texture map
vec4 atmosC = texture2D(skyColorTexturemap, vec2(u, v));

// Sample the star cubemap
vec4 starC = textureCube(starCubemap, worldDir);

// The blend between the sampled atmosphere color and the
// cubemap color is actually more sophisticated than a simple
// lerp: the star cubemap stores alpha as a measure of brightness,
// where 0.0 is very bright and 1.0 is dark. This code causes
// bright stars and moons to show through the atmosphere.

vec4 color = atmosC + (1.0 - (atmosC.a * starC.a)) * starC;

// colExtinction and colInscatter are due to atmospherics, and
// are calculated in the vertex shader

gl_FragColor = (color * colExtinction) + colInscatter;
```

The sky color texture maps could be procedurally generated, but since the lookup table is an image, it is natural to work on it with a paint program. Actions such as changing the color of the sky in some way (reddening, lightening, reducing contrast, etc.) can be done by application of that operation to the whole sky color texture map, which is much more intuitive than tweaking the parameters of a procedural model. Some of the sky color texture maps in *RealWorldz* were started by back-projection of reference photos of skies or sunsets calculating the mapping from sky color texture map to screen, matching a sunset photo (for instance) and reversing the mapping to build the sky color texture map that gives the sunset image. Thus was defined the content of a small region of the texture map, which was then extended outward by being painted.

Painting the sky color texture map is very powerful, but it is not intuitive and has some pitfalls. For instance, finding the region of the texture map that controls the color of a particular piece of sky is not easy, so changing the color of one part of the sky without affecting anything else is difficult. One related problem is that the sky shader effectively distorts and smears the texture map to render the sky, so any sharp color changes in the texture cause very obvious lines in the sky. All such discontinuities have to be removed, but finding the problem area on the texture map is often the most time-consuming part of the process.

One example of an artistic effect that would be substantially more difficult to produce with a physically based atmosphere model is the halo around the sun on the Snow planet, as shown in Color Plate 37K. The rainbow around the sun was painted onto the texture; it is the subtle vertical rainbow visible on the left-hand side of the sky color texture map shown in Color Plate 37L.

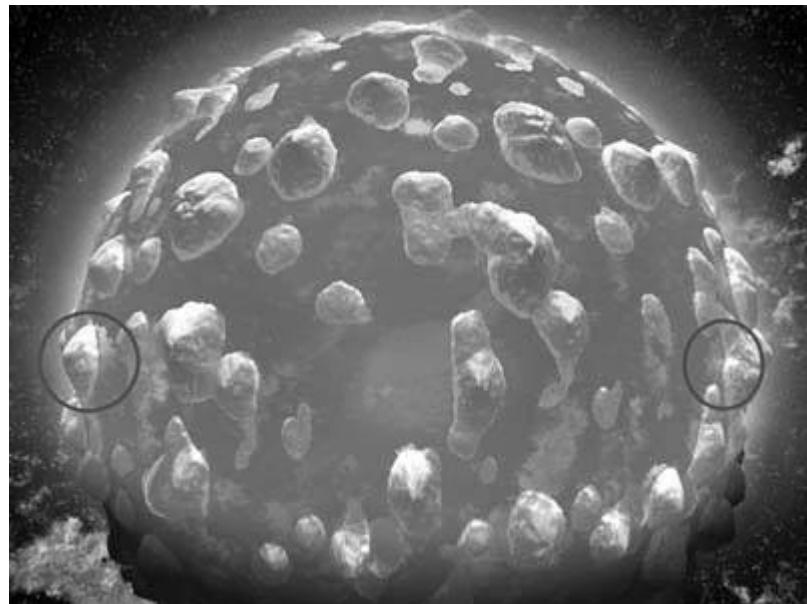
## 20.5. Ocean

The reflective ocean is rendered in two steps. The image of the reflected terrain and sky is rendered (Color Plate 37U), reflected (Color Plate 37V), and then composited to create the final image (Color Plate 37W). The reflection image contains only the terrain and sky.

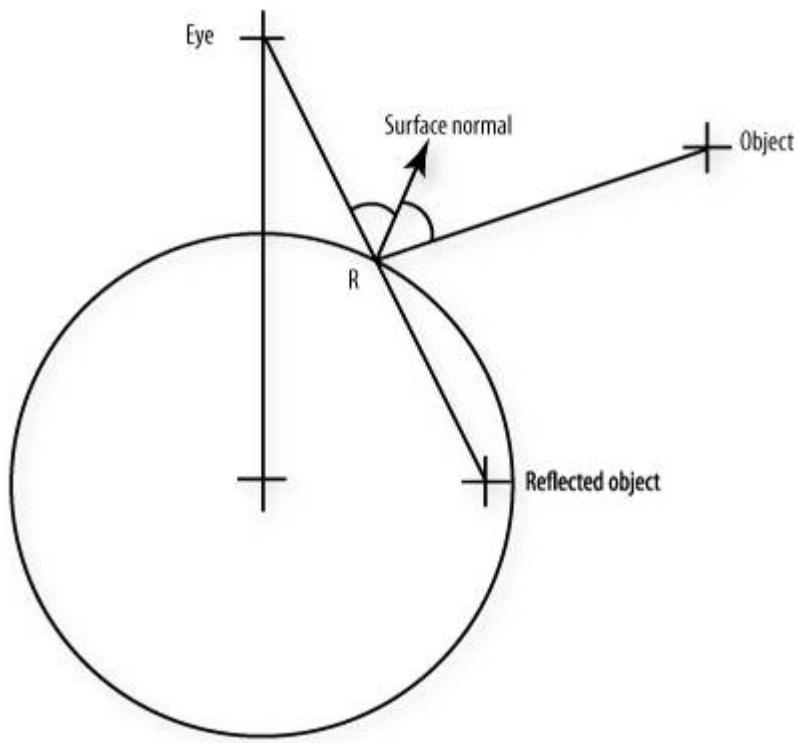
### 20.5.1. Reflections

Because the ocean is a sphere, the reflection must be spherical. [Figure 20.8](#) shows a screenshot of the *AlienRockArt* planet with a high water level: You can see that the terrain on different sides of the planet is reflected in different directions. This effect cannot be achieved with simple planar reflection. Rendering the reflection image means drawing the terrain reflected in the sphere. [Figure 20.9](#) shows the requirements.

**Figure 20.8. Reflections from a spherical surface reflected in different directions, as shown in the circled regions**



**Figure 20.9. The geometry of reflections on a spherical object**



Given the eye and object position, the point  $R$  must be found such that the angle of incidence equals the angle of reflection. (These two angles are the arcs on the diagram.) Once  $R$  is found, the reflected point is such that the line from it to the eye passes through  $R$ . (The location of the reflected point is not exactly defined, since for rendering a real-time reflection, the only constraint is that object order is preserved so that objects occlude each other properly. For instance, if a second object lies between  $R$  and the object, it would occlude the first object and so its reflected point must be closer to the eye than the first object's reflected point.)

Finding the point  $R$  exactly involves solving a fourth-order polynomial; see *Reflections on Spheres and Cylinders of Revolution* by Georg Glaeser. Once again, this is a computation that would be prohibitively costly. For *RealWorldz*, the reflection needs only to be good enough to fool the human eye, so mathematical precision is unnecessary. A viewer would expect reflections to have the following properties:

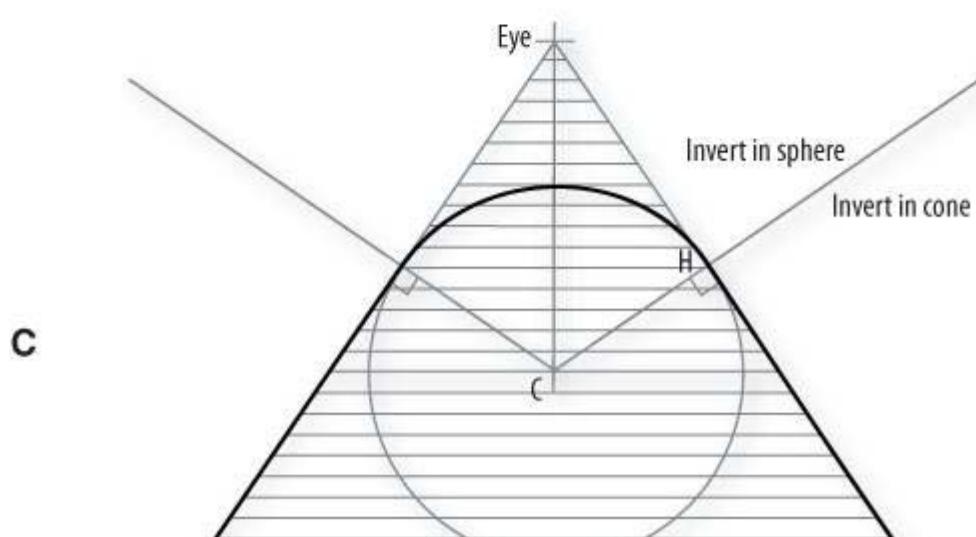
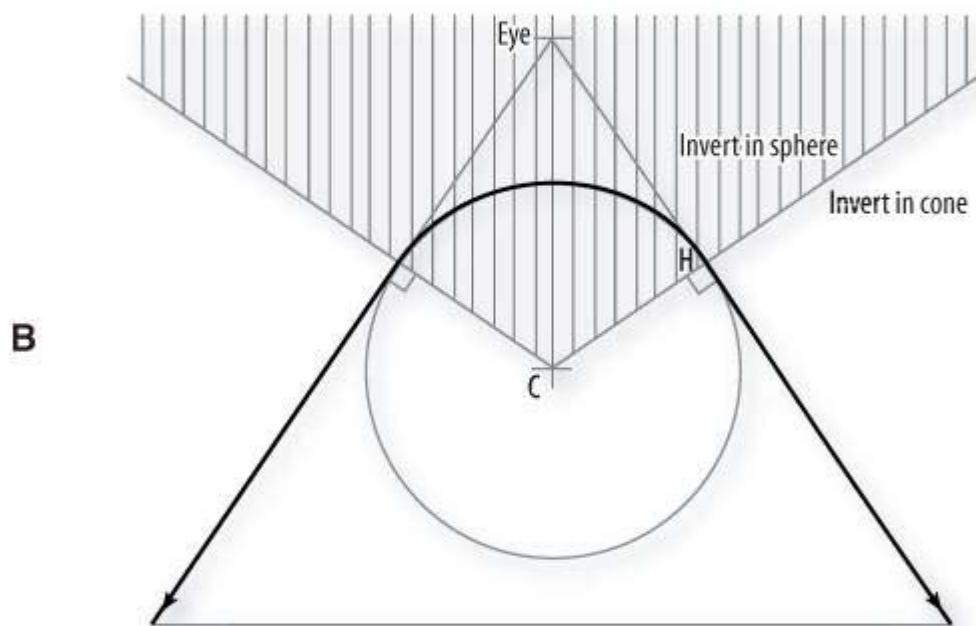
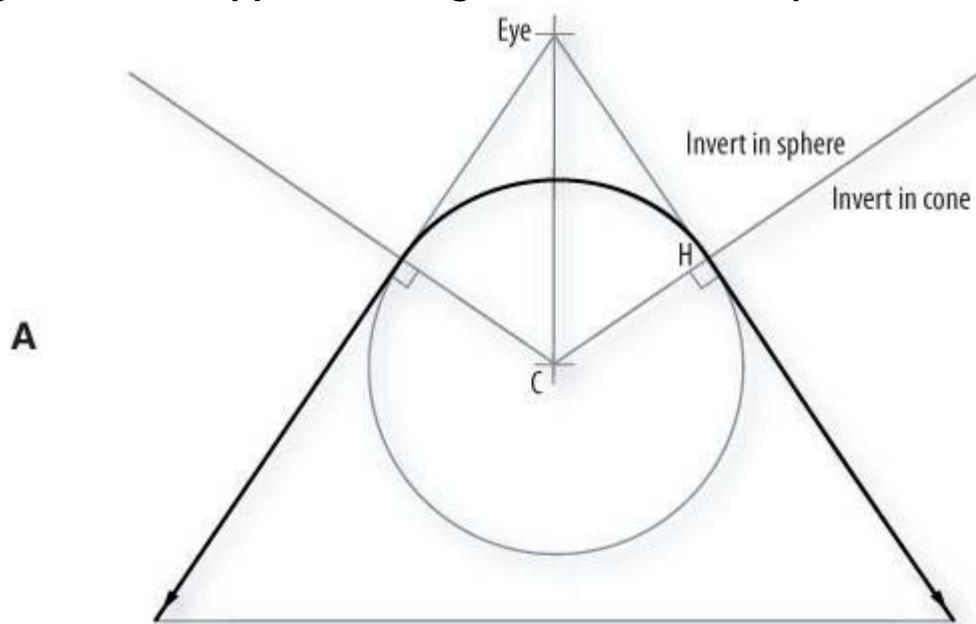
- When an object touches the reflector, its reflection must meet it.
- When the viewer is close to the sphere, the local region is approximately planar, so the reflections of local objects should be similar to a plane.
- If an object appears just above the horizon, it must touch its reflection even if the object is far beyond the horizon (grazing reflection). For instance, a moon that appears just above the horizon should have a reflection.

For the terrain, it is only necessary to consider points that are close to the planet surface. The sky is handled in a different way altogether, described in the next section.

One complication is that the terrain is rendered with triangles, so some triangles will have vertices in regions hidden from the viewer. For instance, a triangle that penetrates the reflector will have a vertex inside the sphere. For the reflected triangle to be rendered correctly, these hidden vertices must be "reflected" to an appropriate position.

[Figure 20.10](#) shows the elements of a method that meets these criteria.

**Figure 20.10. Approximating reflections on a spherical object**



The view shown in [Figure 20.10](#) is a cross-section of the situation for a given eye position. The reflector is centered at  $C$ , and the point  $H$  is on the horizon. That is, the point  $H$  is on the reflector sphere, and the line from  $H$  to the eye is at right angles to the line from  $H$  to  $C$ . The dark line is roughly the line in which points are reflected.

Two infinite cones are defined. The "divider" cone has its tip at the point  $C$ , with its axis lying on the line from the eye to the point  $C$ . The surface of the cone passes through  $H$ . It is the shaded area in [Figure 20.10B](#).

The second cone, the "horizon" cone, has its tip at the point  $E$ , and its axis also lies on the line from the eye to the point  $C$ . Again, the surface of the cone passes through  $H$ . It is the shaded area in [Figure 20.10C](#).

The divider cone determines the method for reflecting a given point. If the point is within the cone, then its reflection is its inversion in the reflector sphere (the curved section of the bold line); if the point is outside the cone, then its reflection is its inversion in the horizon cone (represented by the straight sections of the bold line).

By "inverting the point  $x$  in a surface  $S$ ", we mean finding a point  $p$  on  $S$  with a surface normal  $n$ , such that  $p + kn = x$ , for some real  $k$ . Then the inverted location  $r$  is defined to be  $r = s kn$ . (Applying this definition to a plane surface gives the expected reflection transformation, that is, mirroring the points in the plane.)

This method for finding reflected points fulfills the criteria given above. The inversion in a sphere takes care of the first two requirements; the horizon cone inversion case was added for the procedure to fulfill the last requirement. Although not mathematically correct, in practice it produces convincing spherical reflections.

### 20.5.2. Reflected Sky

Rendering the reflection of the sky is much less complex. The sphere of the sky is considered to be at infinity, which greatly simplifies the mathematics. As described in the previous section, the sky is rendered as a sphere tessellated with constant-latitude rings. The constant-latitude ring and spherical reflector are invariant under rotation about the polar axis, so the reflection calculations can be so set up that they need only be done once per latitude.

### 20.5.3. Rendering the Ocean

The final step is to composite the reflection image onto the scene. The water effects simulated are reflection, warping of reflection due to waves, underwater caustics, and water transparency.

Underwater caustics are flickering light patterns on underwater surfaces—they are often seen at the bottom of swimming pools. They are due to the ripples and waves causing the light to refract in different directions. As a result, the light is not distributed evenly on the underwater surfaces; it is concentrated in some areas, which are the bright spots.

In *RealWorldz*, the caustic effects are simulated with an animated texture map. Another application generated the animated texture map by defining a water surface with a periodic wave pattern and simulating the paths of millions of photons refracted by the surface. This produced a sequence of tileable texture maps that make up the animation.

When the ocean is enabled, the caustic texture map is drawn on underwater terrain as the terrain is rendered; it fades out as the water depth decreases. This shader also sets the alpha component to indicate how much that pixel is occluded by the water. If the point is above water, the alpha is 0. The alpha value increases with depth and distance from the viewer, with 1.0 indicating that the pixel is completely obscured by the ocean. When the ocean is drawn, this

alpha value controls the blend between the reflective ocean and the underlying terrain.

Another complication is that the ocean is drawn by re-rendering of the terrain and use of the vertex shader to project all the vertices onto the ocean sphere. Since the terrain patches overlap, some ocean pixels are drawn twice or more. Since the water is partially transparent, pixels that are drawn twice have the transparency effect applied twice, meaning that the ocean looks different in overlap regions.

The solution was to use the OpenGL blend mode `GL_ONE_MINUS_DEST_ALPHA`, `GL_DST_ALPHA`. The source alpha value is always 1.0, so the blend function simplifies to the following:

```
finalColor.rgb = source.rgb * (1-dest.a) + dest.rgb * dest.a;  
finalColor.a   = 1.0;
```

where *source* is the RGBA value output by the fragment shader that renders the ocean; *dest* is the RGBA value presently in the framebuffer.

After a pixel is rendered, the alpha value in the framebuffer is set to 1.0. When the alpha component of a pixel in the framebuffer is 1.0, no further changes are made to that pixel. This solves the overdraw problems due to the overlap areas, since only one change will be made to each pixel.

The water ripples are produced by 2D warping of the reflection texture map. For each pixel, a "ripple" texture map is sampled; the R and G components of the sampled color perturb the read into the reflection texture map, giving the appearance of water ripples. At the edges of the screen, this could lead to the samples made off the edge of the reflection texture map. Clamping the perturbed texture coordinates to [0,1] fixes that problem but smears effects at the edge of the screen. A better solution is to render a reflection texture map corresponding to an area slightly larger than the visible screen area. This provides a border region, so the ripple offset is unlikely to result in a texture coordinate outside the [0,1] range, thereby fixing the smearing problem.

## 20.6. Clouds

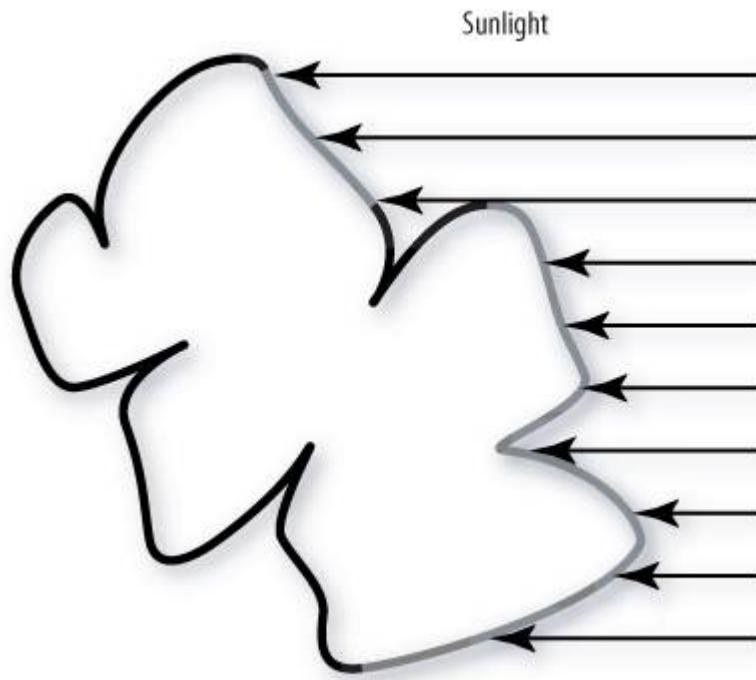
Cloud lighting is dominated by scattering that is similar to atmospheric scattering, but much more complex. Light is scattered by the water vapor within the cloud. Low-density regions let most light through; high-density regions absorb or scatter most of the light that passes through.

Some real clouds are shown in the photo in Color Plate 37D. These clouds are lit by vertical sunlight. In simplistic terms, the lighting effects can be explained as follows. Photons enter the cloud, and if they hit a water vapor molecule, they are scattered in a random direction. Therefore, parts of cloud that are directly illuminated by the sun are bright lots of sunlight reaches them, so proportionally more light is scattered toward the viewer. However, the clouds are dense and so light cannot penetrate far into the body of the cloud; little or no light reaches the bottom of the clouds and so they are dark. For the same reason, light from bright regions on the far side of the cloud body is blocked.

At the fringes of the clouds, the clouds are less dense. So, sunlight scattered from those regions toward the eye is not completely blocked. For this reason, the edges of clouds tend to be bright.

[Figure 20.11](#) illustrates this effect. The cloud edge is light gray where the sunlight strikes; these are the bright areas. Light is scattered in all directions but is absorbed by the cloud body, depending how far it travels through the cloud and how dense the cloud is.

**Figure 20.11. Sunlight striking a cloud**



The clouds in *RealWorldz* simulate some of these effects. Color Plate 37G demonstrates the self-shadowing—the darkening is much more subtle than it is in the photograph of real clouds. Color Plate 37H demonstrates the edge lighting.

In *RealWorldz*, the clouds and smoke are rendered with a collection of 16 different billboard images generated by ray-marching a 3D monofractal. For each texel of the billboard image, an opacity and surface normal were generated. The alpha and color channels for a single billboard

image are shown in Color Plate 37F. The upper image is the alpha channel; it stores the opacity. Black is 0, indicating complete transparency; white is 1.0, indicating complete opacity. The lower image is the RGB color channel holding the packed normal. The normal is unpacked in the usual waysubtraction of 0.5 and multiplication by 2.0.

The opacity was calculated by numerical integration of the ray through the 3D monofractal. The surface normal was established by determination of the point at which the ray integral rose above a certain (small) value; corresponding points were found for rays in slightly different directions and a plane fitted to those points. The surface normal was defined to be normal to that plane.

The surface normal is used to estimate whether the pixel is facing the sun; this provides the brightening of regions facing the sun and the self-shadowing effect. The opacity determines how much the cloudlet occludes objects behind itthe cloudlets are drawn in far-to-near order, so near cloudlets occlude more distant cloudlets.

The fragment shader code to calculate the color and alpha of the cloudlet is given here. *cloudletNormal* is the unpacked normal vector; *cloudletOpacity* is the opacity. *cloudletLightDir* is the sunlight vector, transformed into the space in which the cloudlet normals are stored. *alphaScalar* is a value in the range [0,1] provided by the vertex shader: Normally it is 1.0, but 0 makes the cloudlet completely transparent.

```
float d = 0.95 +(dot(cloudletLightDir, screenLightDir) *
                  0.3 * cloudletOpacity);
vec3 baseCloudColor = vec3(1.0, 0.93, 0.9);
gl_FragColor.rgb    = d * baseCloudColor;
gl_FragColor.a      = cloudletOpacity * alphaScalar;
```

Cloudlets that are too near or too far from the viewer are not drawn. So that cloudlets do not abruptly disappear when they leave the visible range, they become progressively more transparent as they near the boundaries of the visible region. This fadeout is implemented by the vertex shader calculating the cloudlet distance; *alphaScalar* takes the value 0 if the cloudlet is at the boundaries of the visible region, rising to 1.0 in the interior of the visible region.

## 20.7. Summary

The *RealWorldz* project allowed us to push the state-of-the-art for controlling graphics hardware through a high-level shading language. *RealWorldz* was demonstrated at SIGGRAPH 2004, running at interactive rates on 3Dlabs Wildcat Realizm hardware with all the features described in this chapter. Future hardware will make possible improved frame rates and increasingly complex effects.

Textures are heavily used in *RealWorldz*, but they are used in unique ways as the basis for the mathematics necessary to achieve a variety of effects. They also provide an avenue for the inclusion of artists in the planet design process. A planet may be defined by 50100 megabytes of these basis textures. This data is amplified procedurally at runtime to the point that several terabytes of data would be required to prerender the planet. Every aspect of a planet can be modified, with real-time controls for waves, plants, clouds, atmospheric density, and sea level. Lighting calculations are done per pixel in real time. Planets are rendered with 20 or more shaders, which may have more than a hundred uniform variables. Some of these shaders are several hundred source lines long, yet still run with acceptable performance.

The *RealWorldz* demo was made possible by the advent of high-performance programmable graphics hardware which has, quite literally, opened up new worlds for us to explore.

## 20.8. Further Information

The *RealWorldz* demo is available upon request from 3Dlabs. The Pandromeda Web site contains a large gallery of images and movies made with *MojoWorld*, a program that facilitates the creation and exploration of very high quality fractal worlds. A free trial version of *MojoWorld* is available. Ken Musgrave discusses some of the concepts behind *MojoWorld* in *Texturing and Modeling: A Procedural Approach*. Voronoi (cellular) noise is described by Steven Worley in his 1996 SIGGRAPH paper, *A Cellular Texture Basis Function*. See also the references at the end of [Chapter 15](#) for more information about noise functions.

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# Chapter 21. Language Comparison

The OpenGL Shading Language is by no means the first graphics shading language ever defined. Here are a few other notable shading languages and a little about how each one compares to the OpenGL Shading Language. Compare the diagrams in this chapter with the OpenGL Shading Language execution model in [Figure 2.4](#) for a visual summary.

## 21.1. Chronology of Shading Languages

Rob Cook and Ken Perlin are usually credited with being the first to develop languages to describe shading calculations. Both of these efforts targeted offline (noninteractive) rendering systems. Perlin's work included the definition of the noise function and the introduction of control constructs. Cook's work on shade trees at Lucasfilm (later Pixar) introduced the classification of shaders as surface shaders, light shaders, atmosphere shaders, and so on, and the ability to describe the operation of each through an expression. This work evolved into the effort to develop a full-featured language for describing shading calculations, which was taken up by Pat Hanrahan and culminated in the 1988 release of the first version of the *RenderMan Interface Specification* by Pixar. Subsequently, RenderMan became the de facto industry-standard shading language for offline rendering systems for the entertainment industry. It remains in widespread use today.

The first interactive shading language was demonstrated at the University of North Carolina on a massively parallel graphics architecture called PixelFlow that was developed over the decade of the 1990s. The shading language used on PixelFlow could render scenes with procedural shading at 30 frames per second or more. The shading language component of this system was described by Marc Olano in 1998.

After leaving UNC, Olano joined a team at SGI that was defining and implementing an interactive shading language that would run on top of OpenGL and use multipass rendering methods to execute the shaders. This work culminated in the release in 2000 of a product from SGI called OpenGL Shader, the first commercially available real-time, high-level shading language.

In June 1999, the Computer Graphics Laboratory at Stanford embarked on an effort to define a real-time shading language that could be accelerated by existing consumer graphics hardware. This language was called the Stanford Real-Time Shading Language. Results of this system were demonstrated in 2001.

The OpenGL Shading Language, Microsoft's HLSL, and NVIDIA's Cg are all efforts to define a commercially viable, real-time, high-level shading language. The white paper that first described the shading language that would become the OpenGL Shading Language was published in October 2001 by Dave Baldwin of 3Dlabs. NVIDIA's Cg specification was published in June of 2002, and Microsoft's HLSL specification was published in November 2002, as part of the beta release of the DirectX 9.0 Software Development Kit. Some cross-pollination of ideas occurred among these three efforts because of the interrelationships of the companies involved.

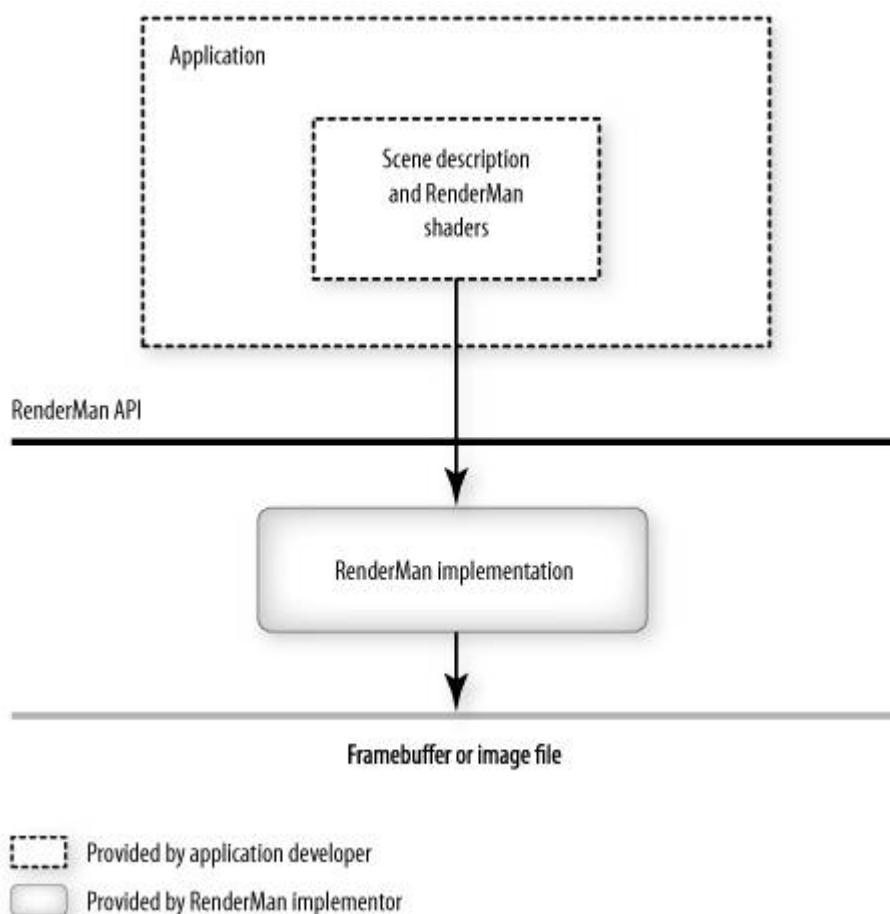
In subsequent sections, we compare the OpenGL Shading Language with other commercially available high-level shading languages.

## 21.2. RenderMan

In 1988, after several years of development, Pixar published the *RenderMan Interface Specification*. This was an interface intended to define the communications protocol between modeling programs and rendering programs aimed at producing images of photorealistic quality. The original target audience for this interface was animation production, and the interface has proved to be very successful for this market. It has been used as the interface for producing computer graphics special effects for films such as *Jurassic Park*, *Star Wars Episode 1: The Phantom Menace*, *The Lord of the Rings: The Two Towers*, and others. It has also been used for films that have been done entirely with computer graphics such as *Finding Nemo*, *Toy Story*, *A Bug's Life*, and *Monsters, Inc.*.

One of the main differences between the OpenGL Shading Language and RenderMan is that RenderMan attempts to define the entire interface between modeling programs and rendering programs. It provides an entire graphics processing pipeline of its own that has no relationship to OpenGL. Although a hardware implementation was envisioned at the time RenderMan was first defined, it was primarily designed as a high-quality, realistic rendering interface; therefore, it provides no compromises for interactivity or direct hardware implementation on today's graphics hardware. RenderMan includes support for describing geometric primitives, hierarchical modeling, stacking geometric transformations, camera attributes, shading attributes, and constructive solid geometry. OpenGL already provides many of these capabilities; therefore, they need not be addressed in the OpenGL Shading Language.

**Figure 21.1. RenderMan execution environment**



Of particular interest, however, is the portion of RenderMan called the RenderMan Shading Language. This language completely describes arbitrary shaders that can be passed to a renderer through the RenderMan interface. This language was also based on C, and as such, it bears some resemblance to the OpenGL Shading Language. In a general way, the RenderMan interface is similar to OpenGL, and the RenderMan Shading Language is similar to the OpenGL Shading Language. The RenderMan interface and OpenGL both let you define the characteristics of a scene (viewing parameters, primitives to be rendered, etc.). Both shading languages compute the color, position, opacity, and other characteristics of a point in the scene.

One of the main differences between the OpenGL Shading Language and the RenderMan Shading Language is in the abstraction of the shading problem. The OpenGL Shading Language closely maps onto today's commercial graphics hardware and has abstracted two types of shaders so far: vertex shaders and fragment shaders. The RenderMan Shading Language has always had uncompromising image quality as its fundamental goal, and it abstracts five shader types: light shaders, displacement shaders, surface shaders, volume shaders, and imager shaders. The RenderMan shader types lend themselves to the implementation of high-quality software rendering implementations, but they do not match up as well with hardware that has been designed to support interactive rendering with OpenGL. As a result, RenderMan implementations have typically been software based, but attempts to accelerate it in hardware have been made (read *Interactive Multi-Pass Programmable Shading* by Peercy, Olano, Airey, and Ungar, [2000](#)). The OpenGL Shading Language was designed from the beginning for acceleration by commodity graphics hardware.

There are some differences in the data types supported by the two languages. RenderMan supports native types that represent colors, points, and normals, whereas the OpenGL Shading Language includes the more generic vectors of 1, 2, 3, or 4 floating-point values that can support any of those. RenderMan goes a bit further in making the language graphics-specific by including built-in support for coordinate spaces named *object*, *world*, *camera*, *NDC*, *raster*, and *screen*.

RenderMan supports a number of predefined surface shader variables, light source variables, volume shader variables, displacement shader variables, and imager shader variables. The OpenGL Shading Language contains built-in variables that are specific to OpenGL state values, some of which are similar to the RenderMan predefined variables. Because it is aimed at producing animation, RenderMan also has built-in variables to represent time. The OpenGL Shading Language does not, but such values can be passed to shaders through uniform variables to accomplish the same thing.

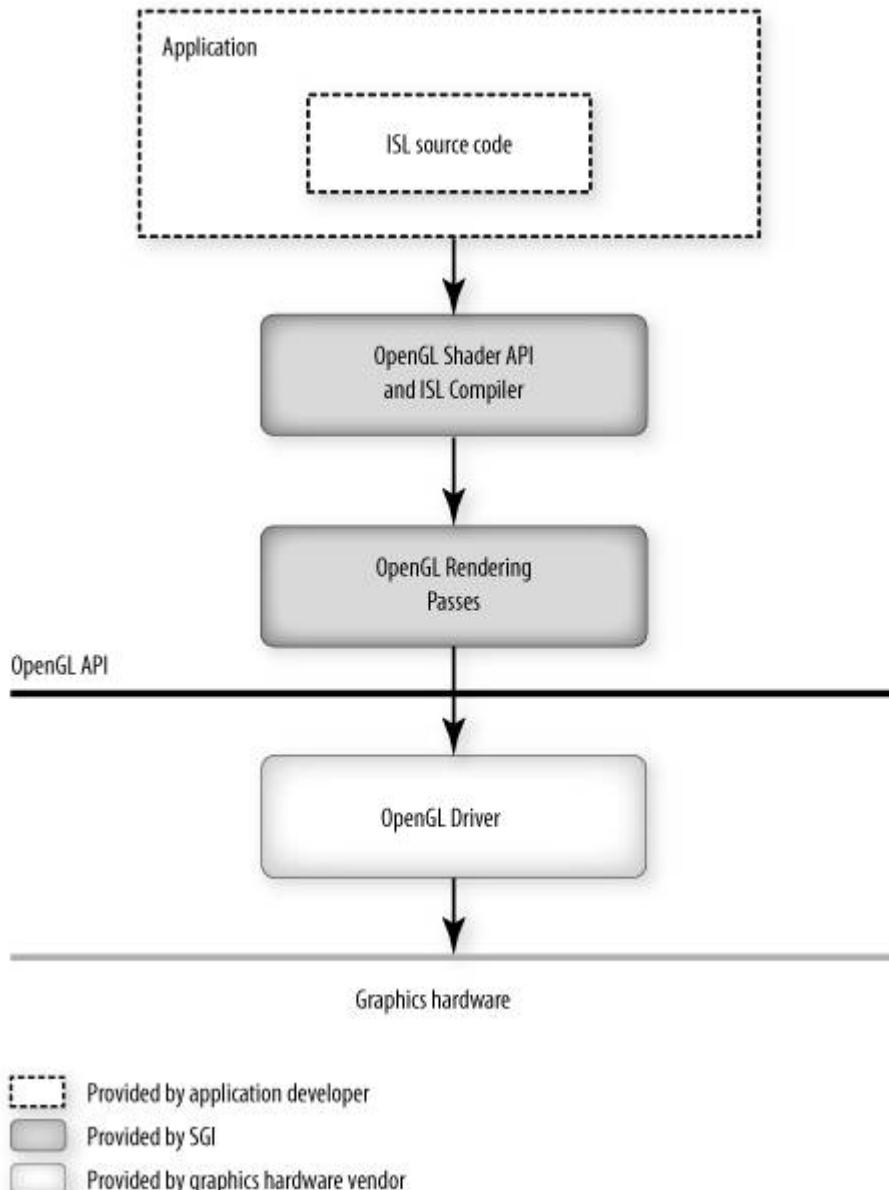
On the other hand, the two languages have much in common. In a very real sense, the OpenGL Shading Language can be thought of as a descendant of the RenderMan Shading Language. The data type qualifiers **uniform** and **varying** were invented in RenderMan and have been carried forward to mean the same things in the OpenGL Shading Language. Expressions and precedence of operators in both languages are very much like C. Keywords such as **if**, **else**, **while**, **for**, **break**, and **return** are the same in both languages. The list of built-in math functions for the OpenGL Shading Language is largely similar to the list of built-in math functions for the RenderMan Shading Language.

## 21.3. OpenGL Shader (ISL)

OpenGL Shader was a software package developed by SGI and released in 2000. It was available as a commercial product for several years, but is no longer available. OpenGL Shader defined both a shading language (Interactive Shading Language, or ISL) and a set of API calls that defined shaders and used them in the rendering process.

The fundamental premise of OpenGL Shader was that the OpenGL API could be used as an assembly language for executing programmable shaders (see [Figure 21.2](#)). Hardware with more features (e.g., multitexture and fragment programmability) could be viewed as having a more powerful assembly language. A sequence of statements in an ISL shader could end up being translated into one or more rendering passes. Each pass could be a geometry pass (geometry is drawn to use vertex, rasterization, and fragment operations), a copy pass (a region of the framebuffer is copied back into the same place in the framebuffer to use pixel, rasterization, and fragment operations), or a copy texture pass (a region of the framebuffer is copied to a texture to use pixel operations). Compiler optimization technology determined the type of pass required to execute a sequence of source code instructions and, if possible, to reduce the number of passes needed overall. The final version of OpenGL Shader was optimized for multiple hardware back ends and could exploit the features exposed on a particular platform to reduce the number of passes required.

**Figure 21.2. OpenGL Shader (ISL) execution environment**



Like every other shading language worth its salt, ISL is based on C. However, because of its fundamental premise, ISL shaders end up looking quite different from OpenGL shaders. Many of the instructions in an ISL shader end up look like directives to perform a rendering pass. For example, consider the following ISL source code:

```

varying color b;
FB = diffuse();
FB *= color(.5, .2, 0, 1);
b = FB;
FB = specular(30.0);
FB += b;

```

The identifier *FB* specifies a result to be stored in the frame buffer. This sequence of operations first calls a subshader that executes a light shader to compute a diffuse color for the geometry being rendered. This value is multiplied by the color value (.5, .2, 0, 1), and the result is then stored in a region of texture memory called *b*. A specular reflection calculation is performed next, and finally the diffuse component and specular components are added together. Although it has the appearance of requiring multiple passes, this sequence of instructions can actually be executed in a single pass on a number of different graphics accelerators.

ISL supports surface and light shaders, which are merged and compiled. In this regard, it is more similar to the RenderMan way of doing things than it is to the OpenGL distinction of vertex and fragment shaders.

Another difference between the OpenGL Shading Language and ISL is that ISL was designed to provide portability for interactive shading by means of the OpenGL capabilities of both past and current hardware, whereas the OpenGL Shading Language was designed to expose the programmability of current and future hardware. The OpenGL Shading Language is not intended for hardware without a significant degree of programmability, but ISL executes shaders with the identical visual effect on a variety of hardware, including hardware with little or no explicit support for programmability.

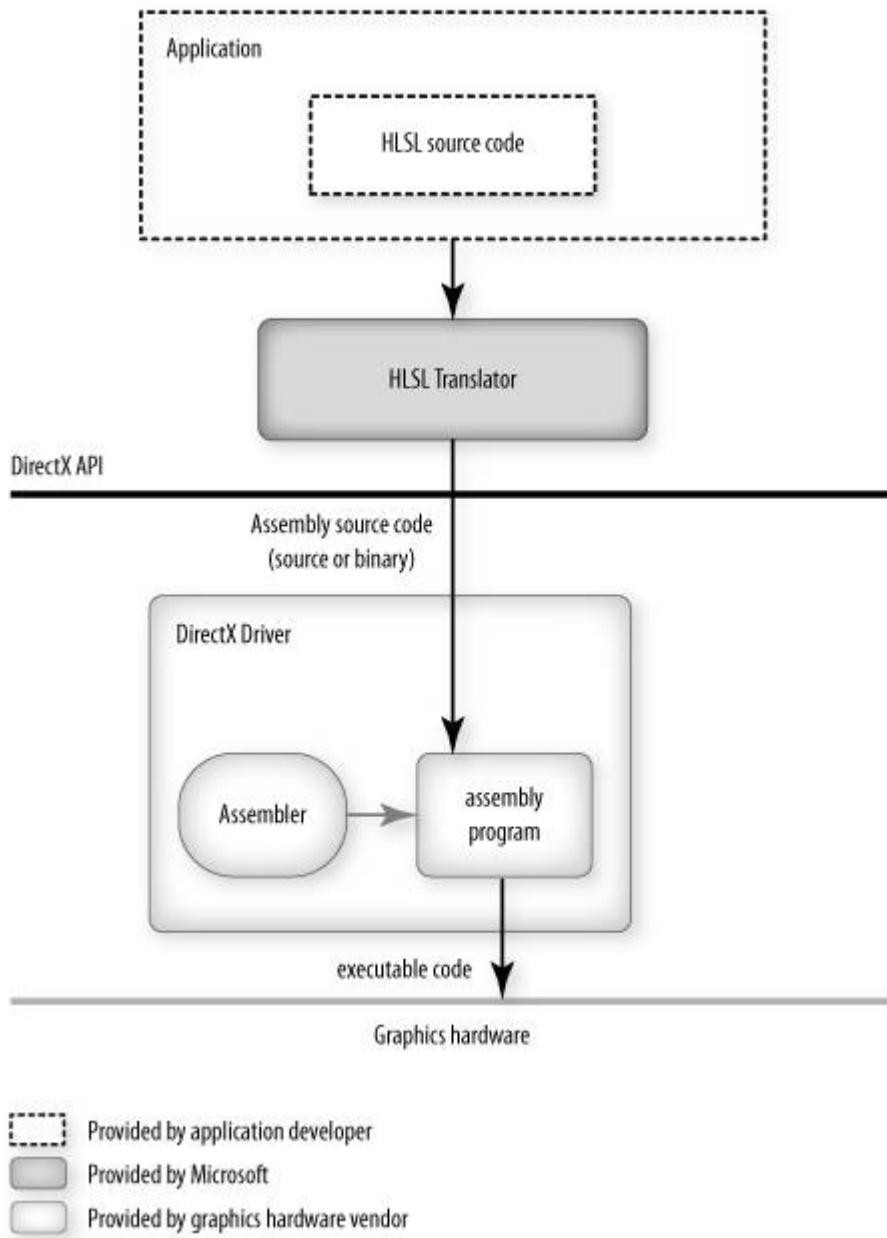
Yet another difference between ISL and the OpenGL Shading Language is that ISL was designed with the constraints of using the OpenGL API as an assembly language, without requiring any changes in the underlying hardware. The OpenGL Shading Language was designed to define new capabilities for the underlying hardware, and so it supports a more natural syntax for expressing graphics algorithms. The high-level language defined by the OpenGL Shading Language can be translated into the machine code native to the graphics hardware with an optimizing compiler written by the graphics hardware vendor.

## 21.4. HLSL

HLSL stands for High-Level Shader Language, and it was defined by Microsoft and introduced with DirectX 9 in 2002. In terms of its syntax and functionality, HLSL is much closer to the OpenGL Shading Language than either RenderMan or ISL. HLSL supports the paradigm of programmability at the vertex level and at the fragment level just as in the OpenGL Shading Language. An HLSL vertex shader corresponds to an OpenGL vertex shader, and an HLSL pixel shader corresponds to an OpenGL fragment shader.

One of the main differences between the OpenGL Shading Language and HLSL is in the execution environment (see [Figure 21.3](#)). The HLSL compiler is really a translator that lives outside DirectX in the sense that HLSL programs are never sent directly to the DirectX 9 API for execution. Instead, the HLSL compiler translates HLSL source into assembly-level source or binary programs called vertex shaders and pixel shaders (in Microsoft DirectX parlance). Various levels of functionality have been defined for these assembly level shaders, and they are differentiated by a version number (e.g., Vertex Shader 1.0, 2.0, 3.0; Pixel Shader 1.1, 1.4, 2.0, 3.0).

**Figure 21.3. Execution environment for Microsoft's HLSL**



One advantage of this approach is that HLSL programs can be translated offline, or long before the application is actually executed. However, the translation is done to a binary representation of assembly code. This binary representation may still need to be translated to native machine code at execution time. This is in contrast to the OpenGL Shading Language model, in which the compiler is part of the driver, and the graphics hardware vendor writes the compiler. Giving the graphics hardware vendor the responsibility of translating from high-level shading language source to machine code grants these vendors a lot of room for shader optimization and architectural innovation.

HLSL is designed to make it easier for application developers to deal with the various levels of functionality found in these assembly-level shaders. Using HLSL and the support environment that has been built around it, application developers can write shaders in a high-level shading language and be reasonably confident that their shaders will run on hardware with widely varying capabilities.

However, because HLSL is more expressive than the capabilities of graphics hardware that exists today and much more expressive than hardware shipped in the past, HLSL shaders are not guaranteed to run on every platform. Shader writers have two choices: They can write their

shader for the lowest common denominator (i.e., hardware with very little programmability), or they can target their shader at a certain class of hardware by using a language feature called profiles. Microsoft provides supporting software called the DirectX Effects Framework to help developers organize and deploy a set of shaders that do the same thing for hardware with differing capabilities.

The fundamental data types in HLSL are the same as those in the OpenGL Shading Language except for slight naming differences. HLSL also supports half- and double-precision floats. Like the OpenGL Shading Language, HLSL accommodates vectors, matrices, structures, and arrays. Expressions in HLSL are as in C/C++. User-defined functions and conditionals are supported in the same manner as in the OpenGL Shading Language. Looping constructs (**for**, **do**, and **while**) are defined in HLSL, but the current documentation states that they are not yet implemented. HLSL has a longer list of built-in functions than does the OpenGL Shading Language, but those that are in both languages are very similar or identical.

One area of difference is the way in which values are passed between vertex shaders and pixel (HLSL) or fragment (OpenGL Shading Language) shaders. HLSL defines both input semantics and output semantics (annotations that identify data usage) for both vertex shaders and pixel shaders. This provides the same functionality as the OpenGL Shading Language varying and built-in variables. You are allowed to pass arbitrary data into and out of vertex and pixel shaders, but you must do so in named locations such as *POSITION*, *COLOR[i]*, *TEXCOORD[i]*, and so on. This requirement means that you may have to pass your light direction variable *lightdir* in a semantic slot named *TEXCOORD[i]*, for instancea curious feature for a high-level language. The OpenGL Shading Language lets you use arbitrary names for passing values between vertex shaders and fragment shaders.

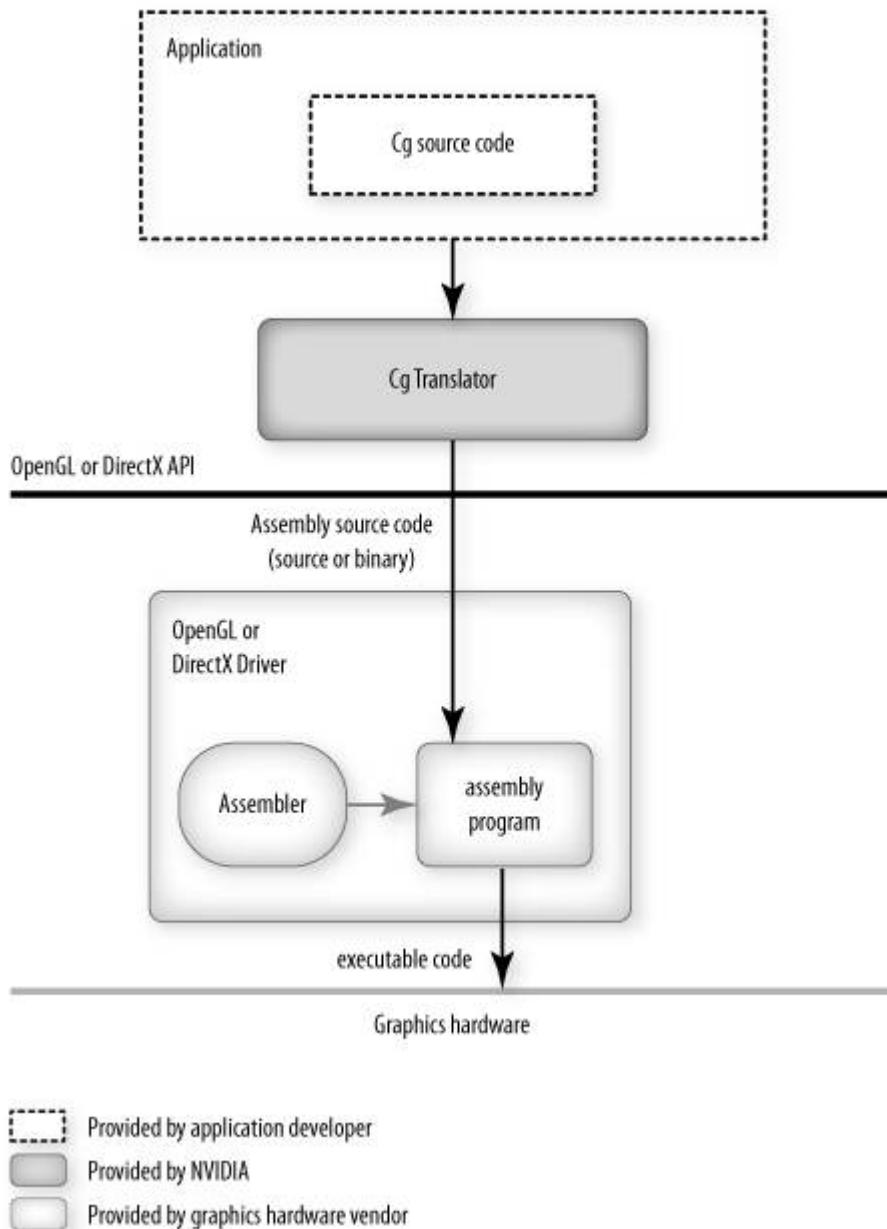
Another obvious difference between HLSL and the OpenGL Shading Language is that HLSL was designed for DirectX, Microsoft's proprietary graphics API, and the OpenGL Shading Language was designed for OpenGL. Microsoft can add to and change DirectX, whereas OpenGL is an open, cross-platform standard that changes more slowly but retains compatibility with previous versions.

## 21.5. Cg

Cg is a high-level shading language that is similar to HLSL. Cg has been defined, implemented, and supported by NVIDIA. Comparing Cg to the OpenGL Shading Language is virtually the same as comparing HLSL to the OpenGL Shading Language. There are a few minor differences between Cg and HLSL (for instance, HLSL has a double data type but Cg does not), but Cg and HLSL were developed by Microsoft and NVIDIA working together, so their resulting products are very similar.

One advantage that Cg has over both HLSL and the OpenGL Shading Language is that the Cg translator can generate either DirectX vertex shader/pixel shader assembly code or OpenGL vertex/fragment program (assembly-level) code. This provides the potential for using Cg shaders in either the DirectX environment or the OpenGL environment (see [Figure 21.4](#)). However, it also requires the application to make calls to a library provided by NVIDIA that sits between the application and the underlying graphics API (either OpenGL or DirectX). This library is called the Cg Runtime library. For simple applications, it can be a help in covering up the limitations of the underlying driver (for instance, it can cover up the fact that a DirectX driver supports multiple versions of vertex and pixel shaders and automatically selects the most appropriate version to use). But this intervening layer can also complicate things for more complicated applications because it covers up details of shader management.

**Figure 21.4. The Cg execution environment**



NVIDIA has its own version of the framework that surrounds the shading language. CgFX is a shader specification and interchange format whose file format is the same as that supported by the .fx Effect format for DirectX 9. The CgFX runtime library, like the Cg runtime library, supports both OpenGL and DirectX, so in this way the Microsoft and NVIDIA products differ.

Because it is so similar to HLSL, the advantages and disadvantages of Cg with respect to the OpenGL Shading Language are also similar: proprietary versus standard (thus earlier to market), support for less capable hardware at the cost of hardware dependencies in shader source code, translation from high-level shading language to "standard" assembly interface offline versus a compiler embedded in the driver, a more complete shader development system but with the requirement of extra runtime libraries, and so on.

## 21.6. Summary

Shading languages have been around for some time now. The first shading languages were non-real-time languages aimed at producing photorealistic imagery. Graphics hardware capable of supporting an interactive shading language showed up in research labs in the 1990s, and today, this type of programmable graphics hardware is available at consumer price points. This has led to the development of several commercially available shading languages, notably, ISL, the OpenGL Shading Language, HLSL, and Cg.

In the spectrum of programming languages, the last three are extremely similar. Each was designed to provide functionality available in RenderMan by the use of C/C++ as the basis for the language syntax. The result is that all three languages are similar in terms of syntax and capability. The single biggest technical difference is that HLSL and Cg sit on top of standard interfaces such as DirectX and OpenGL and translate high-level source code to assembly outside those APIs. The OpenGL Shading Language, on the other hand, translates high-level source code to machine code within the OpenGL driver.

As far as nontechnical differences, the HLSL and CG specifications are controlled by Microsoft and NVIDIA, respectively. The OpenGL Shading Language is controlled by the OpenGL ARB, a standards body made up of representatives from a variety of graphics hardware and computer manufacturers. HLSL is designed for use in Microsoft's DirectX environment, and the OpenGL Shading Language is designed for use with OpenGL in a variety of operating environments. Cg is designed to be used in either DirectX or OpenGL environments.

## 21.7. Further Information

The RenderMan Shading Language is specified in Pixar's *The RenderMan Interface Specification (2000)*, and its use is described in the books *The RenderMan Companion: A Programmer's Guide to Realistic Computer Graphics* (Upstill 1990) and *Advanced RenderMan: Creating CGI for Motion Pictures* (Apodaca and Gritz 1999).

OpenGL Shader and ISL are described in the SIGGRAPH 2000 paper *Interactive Multi-Pass Programmable Shading*. The book *Real-Time Shading* by Olano, Hart, Heidrich, and McCool (2002) contains chapters describing various shading languages, including RenderMan, ISL, and shading languages defined and implemented by researchers at the University of North Carolina, Stanford, and the University of Waterloo.

The Stanford Real-Time Shading Language is described in the SIGGRAPH 2001 paper, *A Real-Time Procedural Shading System for Programmable Graphics Hardware*, and in the course notes for *Real-Time Shading*, Course 24, SIGGRAPH 2001.

There are sure to be books out that describe Microsoft's HLSL, but at the time of this writing, the only documentation I could find is available from Microsoft on the DirectX 9 page of its Web site, <http://www.microsoft.com/> directx. A good starting point is *Introduction to the DirectX 9 High-Level Shader Language* by Craig Peeler and Jason Mitchell. This paper also appears as a chapter in the book *ShaderX2: Shader Programming Tips and Tricks with DirectX 9.0* by Wolfgang Engel.

Cg is described in documentation from NVIDIA in the book *The Cg Tutorial: The Definitive Guide to Programmable Real-Time Graphics* by Fernando and Kilgard (2003) and in the SIGGRAPH 2003 paper *Cg: A System for Programming Graphics Hardware in a C-like Language*.

The bibliography at the end of this book contains references to other notable noncommercial shading languages.

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# Appendix A. Language Grammar

The grammar is fed from the output of lexical analysis. The tokens returned from lexical analysis are

```
ATTRIBUTE CONST BOOL FLOAT INT
BREAK CONTINUE DO ELSE FOR IF DISCARD RETURN
BVEC2 BVEC3 BVEC4 IVEC2 IVEC3 IVEC4 VEC2 VEC3 VEC4
MAT2 MAT3 MAT4 IN OUT INOUT UNIFORM VARYING
SAMPLER1D SAMPLER2D SAMPLER3D
SAMPLERCUBE SAMPLER1DSHADOW SAMPLER2DSHADOW
STRUCT VOID WHILE

IDENTIFIER TYPE_NAME FLOATCONSTANT INTCONSTANT BOOLCONSTANT
FIELD_SELECTION
LEFT_OP RIGHT_OP
INC_OP DEC_OP LE_OP GE_OP EQ_OP NE_OP
AND_OP OR_OP XOR_OP MUL_ASSIGN DIV_ASSIGN ADD_ASSIGN
MOD_ASSIGN LEFT_ASSIGN RIGHT_ASSIGN AND_ASSIGN XOR_ASSIGN OR_ASSIGN
SUB_ASSIGN

LEFT_PAREN RIGHT_PAREN LEFT_BRACKET RIGHT_BRACKET
LEFT_BRACE RIGHT_BRACE DOT
COMMA COLON EQUAL SEMICOLON BANG DASH TILDE PLUS STAR SLASH PERCENT
LEFT_ANGLE RIGHT_ANGLE VERTICAL_BAR CARET AMPERSAND QUESTION
```

The following describes the grammar for the OpenGL Shading Language in terms of the preceding tokens.

*variable\_identifier:*

*IDENTIFIER*

*primary\_expression:*

*variable\_identifier*

*INTCONSTANT*

*FLOATCONSTANT*

*BOOLCONSTANT*

*LEFT\_PAREN expression RIGHT\_PAREN*

*postfix\_expression:*

*primary\_expression*

*postfix\_expression LEFT\_BRACKET integer\_expression RIGHT\_BRACKET*

*function\_call*

*postfix\_expression DOT FIELD\_SELECTION*

```
postfix_expression INC_OP
postfix_expression DEC_OP

integer_expression:
    expression

function_call:
    function_call_generic

function_call_generic:
    function_call_header_with_parameters RIGHT_PAREN
    function_call_header_no_parameters RIGHT_PAREN

function_call_header_no_parameters:
    function_call_header VOID
    function_call_header

function_call_header_with_parameters:
    function_call_header assignment_expression
    function_call_header_with_parameters COMMA assignment_expression

function_call_header:
    function_identifier LEFT_PAREN

function_identifier:
    constructor_identifier
    IDENTIFIER

// Grammar Note: Constructors look like functions, but lexical analysis recognized most of them
// as keywords.

constructor_identifier:
    FLOAT
    INT
    BOOL
    VEC2
    VEC3
```

*VEC4*

*BVEC2*

*BVEC3*

*BVEC4*

*IVEC2*

*IVEC3*

*IVEC4*

*MAT2*

*MAT3*

*MAT4*

*TYPE\_NAME*

*unary\_expression:*

*postfix\_expression*

*INC\_OP unary\_expression*

*DEC\_OP unary\_expression*

*unary\_operator unary\_expression*

// Grammar Note: No traditional style type casts.

*unary\_operator:*

*PLUS*

*DASH*

*BANG*

*TILDE* // reserved

// Grammar Note: No '\*' or '&'amp; unary ops. Pointers are not supported.

*multiplicative\_expression:*

*unary\_expression*

*multiplicative\_expression STAR unary\_expression*

*multiplicative\_expression SLASH unary\_expression*

*multiplicative\_expression PERCENT unary\_expression* // reserved

*additive\_expression*:

*multiplicative\_expression*

*additive\_expression PLUS multiplicative\_expression*

*additive\_expression DASH multiplicative\_expression*

*shift\_expression*:

*additive\_expression*

*shift\_expression LEFT\_OP additive\_expression // reserved*

*shift\_expression RIGHT\_OP additive\_expression // reserved*

*relational\_expression*:

*shift\_expression*

*relational\_expression LEFT\_ANGLE shift\_expression*

*relational\_expression RIGHT\_ANGLE shift\_expression*

*relational\_expression LE\_OP shift\_expression*

*relational\_expression GE\_OP shift\_expression*

*equality\_expression*:

*relational\_expression*

*equality\_expression EQ\_OP relational\_expression*

*equality\_expression NE\_OP relational\_expression*

*and\_expression*:

*equality\_expression*

*and\_expression AMPERSAND equality\_expression // reserved*

*exclusive\_or\_expression*:

*and\_expression*

*exclusive\_or\_expression CARET and\_expression // reserved*

*inclusive\_or\_expression*:

*exclusive\_or\_expression*

*inclusive\_or\_expression VERTICAL\_BAR exclusive\_or\_expression // reserved*

*logical\_and\_expression*:

*inclusive\_or\_expression*

*logical\_and\_expression AND\_OP inclusive\_or\_expression*

*logical\_xor\_expression:*

*logical\_and\_expression*

*logical\_xor\_expression XOR\_OP logical\_and\_expression*

*logical\_or\_expression:*

*logical\_xor\_expression*

*logical\_or\_expression OR\_OP logical\_xor\_expression*

*conditional\_expression:*

*logical\_or\_expression*

*logical\_or\_expression QUESTION expression COLON assignment\_expression*

*assignment\_expression:*

*conditional\_expression*

*unary\_expression assignment\_operator assignment\_expression*

*assignment\_operator:*

*EQUAL*

*MUL\_ASSIGN*

*DIV\_ASSIGN*

*MOD\_ASSIGN // reserved*

*ADD\_ASSIGN*

*SUB\_ASSIGN*

*LEFT\_ASSIGN // reserved*

*RIGHT\_ASSIGN // reserved*

*AND\_ASSIGN // reserved*

*XOR\_ASSIGN // reserved*

*OR\_ASSIGN // reserved*

*expression:*

*assignment\_expression*

*expression COMMA assignment\_expression*

*constant\_expression:*

*conditional\_expression*

*declaration:*

*function\_prototype SEMICOLON*

*init\_declarator\_list SEMICOLON*

*function\_prototype:*

*function\_declarator RIGHT\_PAREN*

*function\_declarator:*

*function\_header*

*function\_header\_with\_parameters*

*function\_header\_with\_parameters:*

*function\_header parameter\_declaration*

*function\_header\_with\_parameters COMMA parameter\_declaration*

*function\_header:*

*fully\_specified\_type IDENTIFIER LEFT\_PAREN*

*parameter\_declarator:*

*typeSpecifier IDENTIFIER*

*typeSpecifier IDENTIFIER LEFT\_BRACKET constant\_expression RIGHT\_BRACKET*

*parameter\_declaration:*

*type\_qualifier parameter\_qualifier parameter\_declarator*

*parameter\_qualifier parameter\_declarator*

*type\_qualifier parameter\_qualifier parameter\_typeSpecifier*

*parameter\_qualifier parameter\_typeSpecifier*

*parameter\_qualifier:*

*/\* empty \*/*

*IN*

*OUT*

*INOUT*

*parameter\_typeSpecifier:*

*typeSpecifier*

*typeSpecifier LEFT\_BRACKET constantExpression RIGHT\_BRACKET*

*initDeclaratorList:*

*singleDeclaration*

*initDeclaratorList COMMA IDENTIFIER*

*initDeclaratorList COMMA IDENTIFIER LEFT\_BRACKET RIGHT\_BRACKET*

*initDeclaratorList COMMA IDENTIFIER LEFT\_BRACKET constantExpression RIGHT\_BRACKET*

*initDeclaratorList COMMA IDENTIFIER EQUAL initializer*

*singleDeclaration:*

*fullySpecifiedType*

*fullySpecifiedType IDENTIFIER*

*fullySpecifiedType IDENTIFIER LEFT\_BRACKET RIGHT\_BRACKET*

*fullySpecifiedType IDENTIFIER LEFT\_BRACKET constantExpression RIGHT\_BRACKET*

*fullySpecifiedType IDENTIFIER EQUAL initializer*

// Grammar Note: No 'enum' or 'typedef'.

*fullySpecifiedType:*

*typeSpecifier*

*typeQualifier typeSpecifier*

*typeQualifier:*

*CONST*

*ATTRIBUTE // Vertex only.*

*VARYING*

*UNIFORM*

*typeSpecifier:*

*VOID*

*FLOAT*  
*INT*  
*BOOL*  
*VEC2*  
*VEC3*  
*VEC4*  
*BVEC2*  
*BVEC3*  
*BVEC4*  
*IVEC2*  
*IVEC3*  
*IVEC4*  
*MAT2*  
*MAT3*  
*MAT4*  
*SAMPLER1D*  
*SAMPLER2D*  
*SAMPLER3D*  
*SAMPLERCUBE*  
*SAMPLER1DSHADOW*  
*SAMPLER2DSHADOW*  
*struct\_specifier*  
*TYPE\_NAME*  
*struct\_specifier:*  
*STRUCT IDENTIFIER LEFT\_BRACE struct\_declaration\_list RIGHT\_BRACE*  
*STRUCT LEFT\_BRACE struct\_declaration\_list RIGHT\_BRACE*  
*struct\_declaration\_list:*  
*struct\_declaration*

```
struct_declarator_list struct_declaration
struct_declaration:
  typeSpecifier struct_declarator_list SEMICOLON
struct_declarator_list:
  struct_declarator
  struct_declarator_list COMMA struct_declarator
struct_declarator:
  IDENTIFIER
  IDENTIFIER LEFT_BRACKET constant_expression RIGHT_BRACKET
initializer:
  assignment_expression
declaration_statement:
  declaration
statement:
  compound_statement
  simple_statement
// Grammar Note: No labeled statements; 'goto' is not supported.
simple_statement:
  declaration_statement
  expression_statement
  selection_statement
  iteration_statement
  jump_statement
compound_statement:
  LEFT_BRACE RIGHT_BRACE
  LEFT_BRACE statement_list RIGHT_BRACE
statement_no_new_scope:
  compound_statement_no_new_scope
```

*simple\_statement*

*compound\_statement\_no\_new\_scope*:

*LEFT\_BRACE RIGHT\_BRACE*

*LEFT\_BRACE statement\_list RIGHT\_BRACE*

*statement\_list*:

*statement*

*statement\_list statement*

*expression\_statement*:

*SEMICOLON*

*expression SEMICOLON*

*selection\_statement*:

*IF LEFT\_PAREN expression RIGHT\_PAREN selection\_rest\_statement*

*selection\_rest\_statement*:

*statement ELSE statement*

*statement*

// Grammar Note: No 'switch'. Switch statements not supported.

*condition*:

*expression*

*fully\_specified\_type IDENTIFIER EQUAL initializer*

*iteration\_statement*:

*WHILE LEFT\_PAREN condition RIGHT\_PAREN statement\_no\_new\_scope*

*DO statement WHILE LEFT\_PAREN expression RIGHT\_PAREN SEMICOLON*

*FOR LEFT\_PAREN for\_init\_statement for\_rest\_statement RIGHT\_PAREN  
statement\_no\_new\_scope*

*for\_init\_statement*:

*expression\_statement*

*declaration\_statement*

*conditionopt*:

*condition*

*/\* empty \*/*

*for\_rest\_statement:*

*conditionopt SEMICOLON*

*conditionopt SEMICOLON expression*

*jump\_statement:*

*CONTINUE SEMICOLON*

*BREAK SEMICOLON*

*RETURN SEMICOLON*

*RETURN expression SEMICOLON*

*DISCARD SEMICOLON // Fragment shader only.*

// Grammar Note: No 'goto'. Gotos are not supported.

*translation\_unit:*

*external\_declaration*

*translation\_unit external\_declaration*

*external\_declaration:*

*function\_definition*

*declaration*

*function\_definition:*

*function\_prototype compound\_statement\_no\_new\_scope*

# Appendix B. API Function Reference

This section contains detailed information on the OpenGL commands that support the creation, compilation, linking, and usage of shaders written in the OpenGL Shading Language, as well as the OpenGL commands added to provide generic vertex attributes and user-defined uniform variables to such shaders.

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# Implementation-Dependent API Values for GLSL

A number of new implementation-dependent values have been defined in OpenGL 2.0 to support the requirements of the OpenGL Shading Language. Each value can be queried with one of the variants of `glGet`.

## GL\_MAX\_COMBINED\_TEXTURE\_IMAGE\_UNITS

Defines the total number of hardware units that can access texture maps from the vertex processor and the fragment processor combined. The minimum legal value is 2.

## GL\_MAX\_DRAW\_BUFFERS

Defines the maximum number of buffers that can be simultaneously written into from within a fragment shader using the special output variable array `gl_FragData`. This constant effectively defines the size of the `gl_FragData` array.

## GL\_MAX\_FRAGMENT\_UNIFORM\_COMPONENTS

Defines the number of components (i.e., floating-point values) that are available for fragment shader uniform variables. The minimum legal value is 64.

## GL\_MAX\_TEXTURE\_COORDS

Defines the number of texture coordinate sets that are available. The minimum legal value is 2.

## GL\_MAX\_TEXTURE\_IMAGE\_UNITS

Defines the total number of hardware units that can access texture maps from the fragment processor. The minimum legal value is 2.

## GL\_MAX\_VARYING\_FLOATS

Defines the number of floating-point variables available for varying variables. The minimum legal value is 32.

## GL\_MAX\_VERTEX\_ATTRIBS

Defines the number of active vertex attributes that are available. The minimum legal value is 16.

## GL\_MAX\_VERTEX\_TEXTURE\_IMAGE\_UNITS

Defines the number of hardware units that can access texture maps from the vertex processor. The minimum legal value is 0.

## GL\_MAX\_VERTEX\_UNIFORM\_COMPONENTS

Defines the number of components (i.e., floating-point values) that are available for vertex shader uniform variables. The minimum legal value is 512.

## Other Queriable Values for GLSL

### GL\_CURRENT\_PROGRAM

Contains the name of the program object that is currently installed as part of current state. If no program object is active, this value is 0. This value can be obtained with one of the variants of `glGet`.

### GL\_SHADING\_LANGUAGE\_VERSION

Contains the OpenGL Shading Language version that is supported by the implementation. It is organized as a dot-delimited sequence of multidigit integers. This value can be obtained with `glGetString`.

# glAttachShader

## Name

**glAttachShader** Attaches a shader object to a program object

## C Specification

```
void glAttachShader(GLuint program,  
                    GLuint shader)
```

## Parameters

*program*      Specifies the program object to which a shader object will be attached.

*shader*      Specifies the shader object that is to be attached.

## Description

For an executable to be created, there must be a way to specify the list of things that will be linked. Program objects provide this mechanism. Shaders that are to be linked in a program object must first be attached to that program object. **glAttachShader** attaches the shader object specified by *shader* to the program object specified by *program*. This signifies that *shader* will be included in link operations that will be performed on *program*.

All operations that can be performed on a shader object are valid whether or not the shader object is attached to a program object. It is permissible to attach a shader object to a program object before source code has been loaded into the shader object or before the shader object has been compiled. It is permissible to attach multiple shader objects of the same type because each may contain a portion of the complete shader. It is also permissible to attach a shader object to more than one program object. If a shader object is deleted while it is attached to a program object, it is flagged for deletion, and deletion does not occur until **glDetachShader** is called to detach it from all program objects to which it is attached.

## Notes

**glAttachShader** is available only if the GL version is 2.0 or greater.

## Errors

`GL_INVALID_VALUE` is generated if either *program* or *shader* is not a value generated by OpenGL.

`GL_INVALID_OPERATION` is generated if *program* is not of type `GL_PROGRAM_OBJECT`.

`GL_INVALID_OPERATION` is generated if *shader* is not of type `GL_SHADER_OBJECT`.

`GL_INVALID_OPERATION` is generated if *shader* is already attached to *program*.

`GL_INVALID_OPERATION` is generated if **glAttachShader** is executed between the execution of

`glBegin` and the corresponding execution of `glEnd`.

## Associated Gets

`glGetAttachedShaders` with the handle of a valid program object

`glIsProgram`

`glIsShader`

## See Also

`glCompileShader`, `glDetachShader`, `glLinkProgram`, `glShaderSource`

# glBindAttribLocation

## Name

**glBindAttribLocation** Associates a generic vertex attribute index with a named attribute variable

## C Specification

```
void glBindAttribLocation(GLuint program,  
                         GLuint index,  
                         const GLchar *name)
```

## Parameters

<i>program</i>	Specifies the handle of the program object in which the association is to be made.
<i>index</i>	Specifies the index of the generic vertex attribute to be bound.
<i>name</i>	Specifies a null terminated string containing the name of the vertex shader attribute variable to which <i>index</i> is to be bound.

## Description

**glBindAttribLocation** associates a user-defined attribute variable in the program object specified by *program* with a generic vertex attribute index. The name of the user-defined attribute variable is passed as a null terminated string in *name*. The generic vertex attribute index to be bound to this variable is specified by *index*. When *program* is made part of current state, values provided through the generic vertex attribute *index* modify the value of the user-defined attribute variable specified by *name*.

If *name* refers to a matrix attribute variable, *index* refers to the first column of the matrix. Other matrix columns are then automatically bound to locations *index+1* for a matrix of type mat2; *index+1* and *index+2* for a matrix of type mat3; and *index+1*, *index+2*, and *index+3* for a matrix of type mat4.

This command makes it possible for vertex shaders to use descriptive names for attribute variables rather than generic variables that are numbered from 0 to GL\_MAX\_VERTEX\_ATTRIBS1. The values sent to each generic attribute index are part of current state, just like standard vertex attributes such as color, normal, and vertex position. If a different program object is made current by calling **glUseProgram**, the generic vertex attributes are tracked in such a way that the same values will be observed by attributes in the new program object that are also bound to *index*.

Attribute variable name-to-generic attribute index bindings for a program object can be explicitly assigned at any time with **glBindAttribLocation**. Attribute bindings do not go into effect until **glLinkProgram** is called. After a program object has been linked successfully, the index values for generic attributes remain fixed (and their values can be queried) until the next link command occurs.

Applications are not allowed to bind any of the standard OpenGL vertex attributes with this command, because they are bound automatically when needed. Any attribute binding that occurs after the program object has been linked does not take effect until the next time the program object is linked.

## Notes

**glBindAttribLocation** is available only if the GL version is 2.0 or greater.

**glBindAttribLocation** can be called before any vertex shader objects are bound to the specified program object. It is also permissible to bind a generic attribute index to an attribute variable name that is never used in a vertex shader.

If *name* was bound previously, that information is lost. Thus, you cannot bind one user-defined attribute variable to multiple indices, but you can bind multiple user-defined attribute variables to the same index.

Applications are allowed to bind more than one user-defined attribute variable to the same generic vertex attribute index. This is called *aliasing*, and it is allowed only if just one of the aliased attributes is active in the executable program, or if no path through the shader consumes more than one attribute of a set of attributes aliased to the same location. The compiler and linker are allowed to assume that no aliasing is done and are free to employ optimizations that work only in the absence of aliasing. OpenGL implementations are not required to do error checking to detect aliasing. Because there is no way to bind standard attributes, it is not possible to alias generic attributes with conventional ones (except for generic attribute 0).

Active attributes that are not explicitly bound are bound by the linker when **glLinkProgram** is called. The locations assigned can be queried with **glGetAttribLocation**.

OpenGL copies the *name* string when **glBindAttribLocation** is called, so an application can free its copy of the *name* string immediately after the function returns.

## Errors

**GL\_INVALID\_VALUE** is generated if *index* is greater than or equal to **GL\_MAX\_VERTEX\_ATTRIBS**.

**GL\_INVALID\_OPERATION** is generated if *name* starts with the reserved prefix "gl\_".

**GL\_INVALID\_VALUE** is generated if *program* is not a value generated by OpenGL.

**GL\_INVALID\_OPERATION** is generated if *program* is not of type **GL\_PROGRAM\_OBJECT**.

**GL\_INVALID\_OPERATION** is generated if **glBindAttribLocation** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGet** with argument **GL\_MAX\_VERTEX\_ATTRIBS**

**glGetActiveAttrib** with argument *program*

**glGetAttribLocation** with arguments *program* and *name*

**glIsProgram**

## See Also

**glDisableVertexAttribArray**, **glEnableVertexAttribArray**, **glUseProgram**, **glVertexAttrib**, **glVertexAttribPointer**

# glCompileShader

## Name

**glCompileShader** Compiles a shader object

## C Specification

```
void glCompileShader(GLuint shader)
```

## Parameters

*shader*      Specifies the shader object to be compiled.

## Description

**glCompileShader** compiles the source code strings that have been stored in the shader object specified by *shader*.

The compilation status is stored as part of the shader object's state. This value is set to GL\_TRUE if the shader was compiled without errors and is ready for use, and GL\_FALSE otherwise. It can be queried by calling **glGetShader** with arguments *shader* and GL\_COMPILE\_STATUS.

Compilation of a shader can fail for a number of reasons, as specified by the *OpenGL Shading Language Specification*. Whether or not the compilation was successful, information about the compilation can be obtained from the shader object's information log by calling **glGetShaderInfoLog**.

## Notes

**glCompileShader** is available only if the GL version is 2.0 or greater.

## Errors

GL\_INVALID\_VALUE is generated if *shader* is not a value generated by OpenGL.

GL\_INVALID\_OPERATION is generated if *shader* is not of type GL\_SHADER\_OBJECT.

GL\_INVALID\_OPERATION is generated if **glCompileShader** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGetShaderInfoLog** with argument *shader*

**glGetShader** with arguments *shader* and GL\_COMPILE\_STATUS

**glIsShader**

**See Also**

**glCreateShader**, **glLinkProgram**, **glShaderSource**

# glCreateProgram

## Name

**glCreateProgram** Creates a program object

## C Specification

```
GLuint glCreateProgram(void)
```

## Description

**glCreateProgram** creates an empty program object and returns a non-zero value by which it can be referenced. A program object is an object to which shader objects can be attached. This provides a mechanism to specify the shader objects that will be linked to create a program. It also provides a means for checking the compatibility of the shaders that will be used to create a program (for instance, checking the compatibility between a vertex shader and a fragment shader). When no longer needed as part of a program object, shader objects can be detached.

One or more executables are created in a program object by these actions: successfully attaching shader objects to the program object with **glAttachShader**, successfully compiling the shader objects with **glCompileShader**, and successfully linking the program object with **glLinkProgram**. These executables are made part of current state when **glUseProgram** is called. Program objects can be deleted with **glDeleteProgram**. The memory associated with the program object is deleted when it is no longer part of current rendering state for any context.

## Notes

**glCreateProgram** is available only if the GL version is 2.0 or greater.

Like display lists and texture objects, the name space for program objects may be shared across a set of contexts, as long as the server sides of the contexts share the same address space. If the name space is shared across contexts, any attached objects and the data associated with those attached objects are shared as well.

Applications are responsible for synchronizing across API calls when objects are accessed from different execution threads.

## Errors

This function returns 0 if an error occurs creating the program object.

**GL\_INVALID\_OPERATION** is generated if **glCreateProgram** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGet** with the argument **GL\_CURRENT\_PROGRAM**

**glGetActiveAttrib** with a valid program object and the index of an active attribute variable

**glGetActiveUniform** with a valid program object and the index of an active uniform variable

**glGetAttachedShaders** with a valid program object

**glGetAttribLocation** with a valid program object and the name of an attribute variable

**glGetProgram** with a valid program object and the parameter to be queried

**glGetProgramInfoLog** with a valid program object

**glGetUniform** with a valid program object and the location of a uniform variable

**glGetUniformLocation** with a valid program object and the name of a uniform variable

**glIsProgram**

## See Also

**glAttachShader**, **glBindAttribLocation**, **glCreateShader**, **glDeleteProgram**, **glDetachShader**, **glLinkProgram**,  
**glUniform**, **glUseProgram**, **glValidateProgram**

# glCreateShader

## Name

**glCreateShader** Creates a shader object

## C Specification

```
GLuint glCreateShader(GLenum shaderType)
```

## Parameters

*shaderType* Specifies the type of shader to be created. Must be either GL\_VERTEX\_SHADER or GL\_FRAGMENT\_SHADER.

## Description

**glCreateShader** creates an empty shader object and returns a non-zero value by which it can be referenced. A shader object maintains the source code strings that define a shader. *shaderType* specifies the type of shader to be created. Two types of shaders are supported. A shader of type GL\_VERTEX\_SHADER is a shader that is intended to run on the programmable vertex processor and replace the fixed functionality vertex processing in OpenGL. A shader of type GL\_FRAGMENT\_SHADER is a shader that is intended to run on the programmable fragment processor and replace the fixed functionality fragment processing in OpenGL.

When created, a shader object's GL\_SHADER\_TYPE parameter is set to either GL\_VERTEX\_SHADER or GL\_FRAGMENT\_SHADER, depending on the value of *shaderType*.

## Notes

**glCreateShader** is available only if the GL version is 2.0 or greater.

Like display lists and texture objects, the name space for shader objects may be shared across a set of contexts, as long as the server sides of the contexts share the same address space. If the name space is shared across contexts, any attached objects and the data associated with those attached objects are shared as well.

Applications are responsible for providing the synchronization across API calls when objects are accessed from different execution threads.

## Errors

This function returns 0 if an error occurs creating the shader object.

GL\_INVALID\_ENUM is generated if *shaderType* is not an accepted value.

GL\_INVALID\_OPERATION is generated if **glCreateShader** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## **Associated Gets**

**glGetShader** with a valid shader object and the parameter to be queried

**glGetShaderInfoLog** with a valid shader object

**glGetShaderSource** with a valid shader object

**glIsShader**

## **See Also**

**glAttachShader**, **glCompileShader**, **glCreateProgram**, **glDeleteShader**, **glDetachShader**, **glShaderSource**

# glDeleteProgram

## Name

**glDeleteProgram** Deletes a program object

## C Specification

```
void glDeleteProgram(GLuint program)
```

## Parameters

*program*      Specifies the program object to be deleted.

## Description

**glDeleteProgram** frees the memory and invalidates the name associated with the program object specified by *program*. This command effectively undoes the effects of a call to **glCreateProgram**.

If a program object is in use as part of current rendering state, it is flagged for deletion but is not deleted until it is no longer part of the current state for any rendering context. If a program object to be deleted has shader objects attached to it, those shader objects are automatically detached but not deleted unless they have already been flagged for deletion by a previous call to **glDeleteShader**. A value of 0 for *program* is silently ignored.

To determine whether a program object has been flagged for deletion, call **glGetProgram** with arguments *program* and GL\_DELETE\_STATUS.

## Notes

**glDeleteProgram** is available only if the GL version is 2.0 or greater.

## Errors

GL\_INVALID\_VALUE is generated if *program* is not a value generated by OpenGL.

GL\_INVALID\_OPERATION is generated if **glDeleteProgram** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGet** with argument GL\_CURRENT\_PROGRAM

**glGetProgram** with arguments *program* and GL\_DELETE\_STATUS

**glIsProgram**

## See Also

**glCreateProgram**, **glCreateShader**, **glDetachShader**, **glUseProgram**

# glDeleteShader

## Name

**glDeleteShader** Deletes a shader object

## C Specification

```
void glDeleteShader(GLuint shader)
```

## Parameters

*shader* Specifies the shader object to be deleted.

## Description

**glDeleteShader** frees the memory and invalidates the name associated with the shader object specified by *shader*. This command effectively undoes the effects of a call to **glCreateShader**.

If a shader object to be deleted is attached to a program object, it is flagged for deletion but is not deleted until it is no longer attached to any program object, for any rendering context (i.e., it must be detached from wherever it was attached before it can be deleted). A value of 0 for *shader* is silently ignored.

To determine whether an object has been flagged for deletion, call **glGetShader** with arguments *shader* and GL\_DELETE\_STATUS.

## Notes

**glDeleteShader** is available only if the GL version is 2.0 or greater.

## Errors

GL\_INVALID\_VALUE is generated if *shader* is not a value generated by OpenGL.

GL\_INVALID\_OPERATION is generated if **glDeleteShader** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGetAttachedShaders** with the program object to be queried

**glGetShader** with arguments *shader* and GL\_DELETE\_STATUS

**glIsShader**

## See Also

**glCreateProgram**, **glCreateShader**, **glDetachShader**, **glUseProgram**

# glDetachShader

## Name

**glDetachShader** Detaches a shader object from a program object to which it is attached

## C Specification

```
void glDetachShader(GLuint program,  
                    GLuint shader)
```

## Parameters

<i>program</i>	Specifies the program object from which to detach the shader object.
<i>shader</i>	Specifies the shader object to be detached.

## Description

**glDetachShader** detaches the shader object specified by *shader* from the program object specified by *program*. This command undoes the effect of the command **glAttachShader**.

If *shader* has already been flagged for deletion by a call to **glDeleteShader** and it is not attached to any other program object, it is deleted after it has been detached.

## Notes

**glDetachShader** is available only if the GL version is 2.0 or greater.

## Errors

GL\_INVALID\_VALUE is generated if either *program* or *shader* is a value that was not generated by OpenGL.

GL\_INVALID\_OPERATION is generated if *program* is not a program object.

GL\_INVALID\_OPERATION is generated if *shader* is not a shader object.

GL\_INVALID\_OPERATION is generated if *shader* is not attached to *program*.

GL\_INVALID\_OPERATION is generated if **glDetachShader** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGetAttachedShaders** with the handle of a valid program object

**glGetShader** with arguments *shader* and GL\_DELETE\_STATUS

`glIsProgram`

`glIsShader`

## See Also

`glAttachShader`

# glDrawBuffers

## Name

**glDrawBuffers** Specifies a list of color buffers to be drawn into

## C Specification

```
void glDrawBuffers(GLsizei n,  
                  const GLenum *bufs)
```

## Parameters

*n* Specifies the number of buffers in *bufs*.

*bufs* Points to an array of symbolic constants specifying the buffers into which fragment colors or data values will be written.

## Description

**glDrawBuffers** defines an array of buffers into which fragment color values or fragment data will be written. If no fragment shader is active, rendering operations generate only one fragment color per fragment and that fragment is written into each of the buffers specified by *bufs*. If a fragment shader is active and it writes a value to the output variable *gl\_FragColor*, then that value is written into each of the buffers specified by *bufs*. If a fragment shader is active and it writes a value to one or more elements of the output array variable *gl\_FragData[]*, then the value of *gl\_FragData[0]* is written into the first buffer specified by *bufs*, the value of *gl\_FragData[1]* is written into the second buffer specified by *bufs*, and so on up to *gl\_FragData[n-1]*. The draw buffer used for *gl\_FragData[n]* and beyond is implicitly set to be GL\_NONE.

The symbolic constants contained in *bufs* may be any of the following:

GL\_NONE

The fragment color/data value is not written into any color buffer.

GL\_FRONT\_LEFT

The fragment color/data value is written into the front-left color buffer.

GL\_FRONT\_RIGHT

The fragment color/data value is written into the front-right color buffer.

GL\_BACK\_LEFT

The fragment color/data value is written into the back-left color buffer.

GL\_BACK\_RIGHT

The fragment color/data value is written into the back-right color buffer.

## GL\_AUX*i*

The fragment color/data value is written into auxiliary buffer *i*.

Except for GL\_NONE, the preceding symbolic constants may not appear more than once in *bufs*. The maximum number of draw buffers supported is implementation dependent and can be queried by calling **glGet** with the argument GL\_MAX\_DRAW\_BUFFERS. The number of auxiliary buffers can be queried by calling **glGet** with the argument GL\_AUX\_BUFFERS.

## Notes

**glDrawBuffers** is available only if the GL version is 2.0 or greater.

It is always the case that GL\_AUX*i* = GL\_AUX0 + *i*.

The symbolic constants GL\_FRONT, GL\_BACK, GL\_LEFT, GL\_RIGHT, and GL\_FRONT\_AND\_BACK are not allowed in the *bufs* array since they may refer to multiple buffers.

If a fragment shader writes to neither *gl\_FragColor* nor *gl\_FragData*, the values of the fragment colors following shader execution are undefined. For each fragment generated in this situation, a different value may be written into each of the buffers specified by *bufs*.

## Errors

GL\_INVALID\_ENUM is generated if one of the values in *bufs* is not an accepted value.

GL\_INVALID\_ENUM is generated if *n* is less than 0.

GL\_INVALID\_OPERATION is generated if a symbolic constant other than GL\_NONE appears more than once in *bufs*.

GL\_INVALID\_OPERATION is generated if any entry in *bufs* (other than GL\_NONE) indicates a color buffer that does not exist in the current GL context.

GL\_INVALID\_VALUE is generated if *n* is greater than GL\_MAX\_DRAW\_BUFFERS.

GL\_INVALID\_OPERATION is generated if **glDrawBuffers** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGet** with argument GL\_MAX\_DRAW\_BUFFERS

**glGet** with argument GL\_DRAW\_BUFFER*i* where *i* indicates the number of the draw buffer whose value is to be queried

## See Also

**glBlendFunc**, **glColorMask**, **glDrawBuffer**, **glIndexMask**, **glLogicOp**, **glReadBuffer**

# glEnableVertexAttribArray

## Name

**glEnableVertexAttribArray**, **glDisableVertexAttribArray** Enable or disable a generic vertex attribute array

## C Specification

```
void glEnableVertexAttribArray(GLuint index)
void glDisableVertexAttribArray(GLuint index)
```

## Parameters

*index* Specifies the index of the generic vertex attribute to be enabled or disabled.

## Description

**glEnableVertexAttribArray** enables the generic vertex attribute array specified by *index*. **glDisableVertexAttribArray** disables the generic vertex attribute array specified by *index*. By default, all client-side capabilities are disabled, including all generic vertex attribute arrays. If enabled, the values in the generic vertex attribute array are accessed and used for rendering when calls are made to vertex array commands such as **glDrawArrays**, **glDrawElements**, **glDrawRangeElements**, **glArrayElement**, **glMultiDrawElements**, or **glMultiDrawArrays**.

## Notes

**glEnableVertexAttribArray** and **glDisableVertexAttribArray** are available only if the GL version is 2.0 or greater.

## Errors

**GL\_INVALID\_VALUE** is generated if *index* is greater than or equal to **GL\_MAX\_VERTEX\_ATTRIBS**.

**GL\_INVALID\_OPERATION** is generated if either **glEnableVertexAttribArray** or **glDisableVertexAttribArray** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGet** with argument **GL\_MAX\_VERTEX\_ATTRIBS**

**glGetVertexAttrib** with arguments *index* and **GL\_VERTEX\_ATTRIB\_ARRAY\_ENABLED**

**glGetVertexAttribPointer** with arguments *index* and **GL\_VERTEX\_ATTRIB\_ARRAY\_POINTER**

## See Also

**glArrayElement**, **glBindAttribLocation**, **glDrawArrays**, **glDrawElements**, **glDrawRangeElements**, **glMultiDrawArrays**, **glMultiDrawElements**, **glPopClientAttrib**, **glPushClientAttrib**, **glVertexAttrib**, **glVertexAttribPointer**

# glGetActiveAttrib

## Name

**glGetActiveAttrib** Returns information about an active attribute variable for the specified program object

## C Specification

```
void glGetActiveAttrib(GLuint program,
                      GLuint index,
                      GLsizei bufSize,
                      GLsizei *length,
                      GLint *size,
                      GLenum *type,
                      GLchar *name)
```

## Parameters

<i>program</i>	Specifies the program object to be queried.
<i>index</i>	Specifies the index of the attribute variable to be queried.
<i>bufSize</i>	Specifies the maximum number of characters OpenGL is allowed to write in the character buffer indicated by <i>name</i> .
<i>length</i>	Returns the number of characters actually written by OpenGL in the string indicated by <i>name</i> (excluding the null terminator) if a value other than NULL is passed.
<i>size</i>	Returns the size of the attribute variable.
<i>type</i>	Returns the data type of the attribute variable.
<i>name</i>	Returns a null terminated string containing the name of the attribute variable.

## Description

**glGetActiveAttrib** returns information about an active attribute variable in the program object specified by *program*. The number of active attributes can be obtained by calling **glGetProgram** with the value **GL\_ACTIVE\_ATTRIBUTES**. A value of 0 for *index* selects the first active attribute variable. Permissible values for *index* range from 0 to the number of active attribute variables minus 1.

A vertex shader may use built-in attribute variables, user-defined attribute variables, or both. Built-in attribute variables have a prefix of "gl\_" and reference conventional OpenGL vertex attributes (e.g., *gl\_Vertex*, *gl\_Normal*; see the OpenGL Shading Language specification for a complete list.) Userdefined attribute variables have arbitrary names and obtain their values through numbered generic vertex attributes. An attribute variable (either built-in or user-defined) is considered active if during the link operation, the determination is made that the attribute variable can be accessed during program execution. Therefore, *program* should have previously been the target of a call to **glLinkProgram**, but it is not necessary for it to have been linked successfully.

The size of the character buffer required to store the longest attribute variable name in *program* can be obtained by calling **glGetProgram** with the value **GL\_ACTIVE\_ATTRIBUTE\_MAX\_LENGTH**. This value should be used to allocate a buffer of sufficient size to store the returned attribute name. The size of this character buffer is passed in *bufSize*, and a pointer to this character buffer is passed in *name*.

**glGetActiveAttrib** returns the name of the attribute variable indicated by *index*, storing it in the character buffer specified by *name*. The string returned is null terminated. The actual number of characters written into this buffer is returned in *length*, and this count does not include the null termination character. If the length of the returned string is not required, a value of **NULL** can be passed in the *length* argument.

The *type* argument returns a pointer to the attribute variable's data type. The symbolic constants **GL\_FLOAT**, **GL\_FLOAT\_VEC2**, **GL\_FLOAT\_VEC3**, **GL\_FLOAT\_VEC4**, **GL\_FLOAT\_MAT2**, **GL\_FLOAT\_MAT3**, **GL\_FLOAT\_MAT4** may be returned. The *size* argument returns the size of the attribute, in units of the type returned in *type*.

The list of active attribute variables may include both built-in attribute variables (which begin with the prefix "gl\_") as well as user-defined attribute variable names.

This function returns as much information as it can about the specified active attribute variable. If no information is available, *length* is 0, and *name* is an empty string. This situation could occur if this function is called after a link operation that failed. If an error occurs, the return values *length*, *size*, *type*, and *name* are unmodified.

## Notes

**glGetActiveAttrib** is available only if the GL version is 2.0 or greater.

## Errors

**GL\_INVALID\_VALUE** is generated if *program* is not a value generated by OpenGL.

**GL\_INVALID\_OPERATION** is generated if *program* is not a program object.

**GL\_INVALID\_VALUE** is generated if *index* is greater than or equal to the number of active attribute variables in *program*.

**GL\_INVALID\_OPERATION** is generated if **glGetActiveAttrib** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

**GL\_INVALID\_VALUE** is generated if *bufSize* is less than 0.

## Associated Gets

**glGet** with argument **GL\_MAX\_VERTEX\_ATTRIBS**

**glGetProgram** with argument **GL\_ACTIVE\_ATTRIBUTES** or **GL\_ACTIVE\_ATTRIBUTE\_MAX\_LENGTH**

**glIsProgram**

## See Also

**glBindAttribLocation**, **glLinkProgram**, **glVertexAttrib**, **glVertexAttribPointer**

# glGetActiveUniform

## Name

**glGetActiveUniform** Returns information about an active uniform variable for the specified program object

## C Specification

```
void glGetActiveUniform(GLuint program,
                       GLuint index,
                       GLsizei bufSize,
                       GLsizei *length,
                       GLint *size,
                       GLenum *type,
                       GLchar *name)
```

## Parameters

<i>program</i>	Specifies the program object to be queried.
<i>index</i>	Specifies the index of the uniform variable to be queried.
<i>bufSize</i>	Specifies the maximum number of characters OpenGL is allowed to write in the character buffer indicated by <i>name</i> .
<i>length</i>	Returns the number of characters actually written by OpenGL in the string indicated by <i>name</i> (excluding the null terminator) if a value other than NULL is passed.
<i>size</i>	Returns the size of the uniform variable.
<i>type</i>	Returns the data type of the uniform variable.
<i>name</i>	Returns a null terminated string containing the name of the uniform variable.

## Description

**glGetActiveUniform** returns information about an active uniform variable in the program object specified by *program*. The number of active uniform variables can be obtained by calling **glGetProgram** with the value **GL\_ACTIVE\_UNIFORMS**. A value of 0 for *index* selects the first active uniform variable. Permissible values for *index* range from 0 to the number of active uniform variables minus 1.

Shaders may use built-in uniform variables, user-defined uniform variables, or both. Built-in uniform variables have a prefix of "gl\_" and reference existing OpenGL state or values derived from such state (e.g., *gl\_Fog*, *gl\_ModelViewMatrix*; see the OpenGL Shading Language specification for a complete list.) User-defined uniform variables have arbitrary names and obtain their values from the application through calls to **glUniform**. A uniform variable (either built-in or user-defined) is considered active if during the link operation, a determination is made that the uniform variable can be accessed during program execution. Therefore, *program* should have previously been the target of a call to **glLinkProgram**, but it is not necessary for it to have been linked successfully.

The size of the character buffer required to store the longest uniform variable name in *program* can be obtained by calling **glGetProgram** with the value `GL_ACTIVE_UNIFORM_MAX_LENGTH`. This value should be used to allocate a buffer of sufficient size to store the returned uniform variable name. The size of this character buffer is passed in *bufSize*, and a pointer to this character buffer is passed in *name*.

**glGetActiveUniform** returns the name of the uniform variable indicated by *index*, storing it in the character buffer specified by *name*. The string returned is null terminated. The actual number of characters written into this buffer is returned in *length*, and this count does not include the null termination character. If the length of the returned string is not required, a value of `NULL` can be passed in the *length* argument.

The *type* argument returns a pointer to the uniform variable's data type. The symbolic constants `GL_FLOAT`, `GL_FLOAT_VEC2`, `GL_FLOAT_VEC3`, `GL_FLOAT_VEC4`, `GL_INT`, `GL_INT_VEC2`, `GL_INT_VEC3`, `GL_INT_VEC4`, `GL_BOOL`, `GL_BOOL_VEC2`, `GL_BOOL_VEC3`, `GL_BOOL_VEC4`, `GL_FLOAT_MAT2`, `GL_FLOAT_MAT3`, `GL_FLOAT_MAT4`, `GL_SAMPLER_1D`, `GL_SAMPLER_2D`, `GL_SAMPLER_3D`, `GL_SAMPLER_CUBE`, `GL_SAMPLER_1D_SHADOW`, or `GL_SAMPLER_2D_SHADOW` may be returned.

If one or more elements of an array are active, the name of the array is returned in *name*, the type is returned in *type*, and the *size* parameter returns the highest array element index used, plus one, as determined by the compiler and/or linker. Only one active uniform variable is reported for a uniform array.

Uniform variables that are declared as structures or arrays of structures are not returned directly by this function. Instead, each of these uniform variables is reduced to its fundamental components containing the `".` and `[]` operators such that each of the names is valid as an argument to **glGetUniformLocation**. Each of these reduced uniform variables is counted as one active uniform variable and is assigned an index. A valid name cannot be a structure, an array of structures, or a subcomponent of a vector or matrix.

The size of the uniform variable is returned in *size*. Uniform variables other than arrays have a size of 1. Structures and arrays of structures are reduced as described earlier, such that each of the names returned is a data type in the earlier list. If this reduction results in an array, the size returned is as described for uniform arrays; otherwise, the size returned is 1.

The list of active uniform variables may include both built-in uniform variables (which begin with the prefix `"gl_"`) as well as user-defined uniform variable names.

This function returns as much information as it can about the specified active uniform variable. If no information is available, *length* is 0, and *name* is an empty string. This situation could occur if this function is called after a link operation that failed. If an error occurs, the return values *length*, *size*, *type*, and *name* are unmodified.

## Notes

**glGetActiveUniform** is available only if the GL version is 2.0 or greater.

## Errors

`GL_INVALID_VALUE` is generated if *program* is not a value generated by OpenGL.

`GL_INVALID_OPERATION` is generated if *program* is not a program object.

`GL_INVALID_VALUE` is generated if *index* is greater than or equal to the number of active uniform variables in *program*.

`GL_INVALID_OPERATION` is generated if `glGetActiveUniform` is executed between the execution of `glBegin` and the corresponding execution of `glEnd`.

`GL_INVALID_VALUE` is generated if `bufSize` is less than 0.

## Associated Gets

`glGet` with argument `GL_MAX_VERTEX_UNIFORM_COMPONENTS` or  
`GL_MAX_FRAGMENT_UNIFORM_COMPONENTS`

`glGetProgram` with argument `GL_ACTIVE_UNIFORMS` or `GL_ACTIVE_UNIFORM_MAX_LENGTH`

`glIsProgram`

## See Also

`glGetUniform`, `glGetUniformLocation`, `glLinkProgram`, `glUniform`, `glUseProgram`

# glGetAttachedShaders

## Name

**glGetAttachedShaders** Returns the handles of the shader objects attached to a program object

## C Specification

```
void glGetAttachedShaders(GLuint program,
                           GLsizei maxCount,
                           GLsizei *count,
                           GLuint *shaders)
```

## Parameters

<i>program</i>	Specifies the program object to be queried.
<i>maxCount</i>	Specifies the size of the array for storing the returned object names.
<i>count</i>	Returns the number of names actually returned in <i>objects</i> .
<i>shaders</i>	Specifies an array that is used to return the names of attached shader objects.

## Description

**glGetAttachedShaders** returns the names of the shader objects attached to *program*. The names of shader objects that are attached to *program* are returned in *shaders*. The actual number of shader names written into *shaders* is returned in *count*. If no shader objects are attached to *program*, *count* is set to 0. The maximum number of shader names that may be returned in *shaders* is specified by *maxCount*.

If the number of names actually returned is not required (for instance, if it has just been obtained with **glGetProgram**), a value of NULL may be passed for *count*. If no shader objects are attached to *program*, a value of 0 is returned in *count*. The actual number of attached shaders can be obtained by calling **glGetProgram** with the value GL\_ATTACHED\_SHADERS.

## Notes

**glGetAttachedShaders** is available only if the GL version is 2.0 or greater.

## Errors

GL\_INVALID\_VALUE is generated if *program* is not a value generated by OpenGL.

GL\_INVALID\_OPERATION is generated if *program* is not a program object.

GL\_INVALID\_VALUE is generated if *maxCount* is less than 0.

GL\_INVALID\_OPERATION is generated if **glGetAttachedShaders** is executed between the execution

of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGetProgram** with argument **GL\_ATTACHED\_SHADERS**

**glIsProgram**

## See Also

**glAttachShader**, **glDetachShader**

# glGetAttribLocation

## Name

**glGetAttribLocation** Returns the location of an attribute variable

## C Specification

```
GLint glGetAttribLocation(GLuint program,  
                          const GLchar *name)
```

## Parameters

<i>program</i>	Specifies the program object to be queried.
<i>name</i>	Points to a null terminated string containing the name of the attribute variable whose location is to be queried.

## Description

**glGetAttribLocation** queries the previously linked program object specified by *program* for the attribute variable specified by *name* and returns the index of the generic vertex attribute that is bound to that attribute variable. If *name* is a matrix attribute variable, the index of the first column of the matrix is returned. If the named attribute variable is not an active attribute in the specified program object or if *name* starts with the reserved prefix "gl\_", a value of -1 is returned.

The association between an attribute variable name and a generic attribute index can be specified at any time with **glBindAttribLocation**. Attribute bindings do not take effect until **glLinkProgram** is called. After a program object has been linked successfully, the index values for attribute variables remain fixed until the next link command occurs. The attribute bindings can be queried only after a link if the link was successful. **glGetAttribLocation** returns the binding that actually went into effect the last time **glLinkProgram** was called for the specified program object. Attribute bindings that have been specified since the last link operation are not returned by **glGetAttribLocation**.

## Notes

**glGetAttribLocation** is available only if the GL version is 2.0 or greater.

## Errors

GL\_INVALID\_OPERATION is generated if *program* is not a value generated by OpenGL.

GL\_INVALID\_OPERATION is generated if *program* is not a program object.

GL\_INVALID\_OPERATION is generated if *program* has not been successfully linked.

GL\_INVALID\_OPERATION is generated if **glGetAttribLocation** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

`glGetActiveAttrib` with argument *program* and the index of an active attribute

`glIsProgram`

## See Also

`glBindAttribLocation`, `glLinkProgram`, `glVertexAttrib`, `glVertexAttribPointer`

# glGetProgram

## Name

**glGetProgramiv** Returns a parameter from a program object

## C Specification

```
void glGetProgramiv(GLuint program,  
                    GLenum pname,  
                    GLint *params)
```

## Parameters

<i>program</i>	Specifies the program object to be queried.
<i>pname</i>	Specifies the object parameter. Accepted symbolic names are GL_DELETE_STATUS, GL_LINK_STATUS, GL_VALIDATE_STATUS, GL_INFO_LOG_LENGTH, GL_ATTACHED_SHADERS, GL_ACTIVE_ATTRIBUTES, GL_ACTIVE_ATTRIBUTE_MAX_LENGTH, GL_ACTIVE_UNIFORMS, GL_ACTIVE_UNIFORM_MAX_LENGTH.
<i>params</i>	Returns the requested object parameter.

## Description

**glGetProgram** returns in *params* the value of a parameter for a specific program object. The following parameters are defined:

### GL\_DELETE\_STATUS

*params* returns GL\_TRUE if *program* is currently flagged for deletion, and GL\_FALSE otherwise.

### GL\_LINK\_STATUS

*params* returns GL\_TRUE if the last link operation on *program* was successful, and GL\_FALSE otherwise.

### GL\_VALIDATE\_STATUS

*params* returns GL\_TRUE or if the last validation operation on *program* was successful, and GL\_FALSE otherwise.

### GL\_INFO\_LOG\_LENGTH

*params* returns the number of characters in the information log for *program* including the null termination character (i.e., the size of the character buffer required to store the information log). If *program* has no information log, a value of 0 is returned.

## **GL\_ATTACHED\_SHADERS**

*params* returns the number of shader objects attached to *program*.

## **GL\_ACTIVE\_ATTRIBUTES**

*params* returns the number of active attribute variables for *program*.

## **GL\_ACTIVE\_ATTRIBUTE\_MAX\_LENGTH**

*params* returns the length of the longest active attribute name for *program*, including the null termination character (i.e., the size of the character buffer required to store the longest attribute name). If no active attributes exist, 0 is returned.

## **GL\_ACTIVE\_UNIFORMS**

*params* returns the number of active uniform variables for *program*.

## **GL\_ACTIVE\_UNIFORM\_MAX\_LENGTH**

*params* returns the length of the longest active uniform variable name for *program*, including the null termination character (i.e., the size of the character buffer required to store the longest uniform variable name). If no active uniform variables exist, 0 is returned.

## **Notes**

**glGetProgram** is available only if the GL version is 2.0 or greater.

If an error is generated, no change is made to the contents of *params*.

## **Errors**

**GL\_INVALID\_VALUE** is generated if *program* is not a value generated by OpenGL.

**GL\_INVALID\_OPERATION** is generated if *program* does not refer to a program object.

**GL\_INVALID\_ENUM** is generated if *pname* is not an accepted value.

**GL\_INVALID\_OPERATION** is generated if **glGetProgram** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## **ASSOCIATED GETS**

**glGetActiveAttrib** with argument *program*

**glGetActiveUniform** with argument *program*

**glGetAttachedShaders** with argument *program*

**glGetProgramInfoLog** with argument *program*

**glProgram**

## **See Also**

**glAttachShader**, **glCreateProgram**, **glDeleteProgram**, **glGetShader**, **glLinkProgram**, **glValidateProgram**

# glGetProgramInfoLog

## Name

**glGetProgramInfoLog** Returns the information log for a program object

## C Specification

```
void glGetProgramInfoLog(GLuint program,
                         GLsizei maxLength,
                         GLsizei *length,
                         GLchar *infoLog)
```

## Parameters

<i>program</i>	Specifies the program object whose information log is to be queried.
<i>maxLength</i>	Specifies the size of the character buffer for storing the returned information log.
<i>length</i>	Returns the length of the string returned in <i>infoLog</i> (excluding the null terminator).
<i>infoLog</i>	Specifies an array of characters that is used to return the information log.

## Description

**glGetProgramInfoLog** returns the information log for the specified program object. The information log for a program object is modified when the program object is linked or validated. The string that is returned is null terminated.

**glGetProgramInfoLog** returns in *infoLog* as much of the information log as it can, up to a maximum of *maxLength* characters. The number of characters actually returned, excluding the null termination character, is specified by *length*. If the length of the returned string is not required, a value of NULL can be passed in the *length* argument. The size of the buffer required to store the returned information log can be obtained by calling **glGetProgram** with the value **GL\_INFO\_LOG\_LENGTH**.

The information log for a program object is either an empty string, a string containing information about the last link operation, or a string containing information about the last validation operation. It may contain diagnostic messages, warning messages, and other information. When a program object is created, its information log is a string of length 0.

## Notes

**glGetProgramInfoLog** is available only if the GL version is 2.0 or greater.

The information log for a program object is the OpenGL implementor's primary mechanism for conveying information about linking and validating. Therefore, the information log can be helpful to application developers during the development process, even when these operations

are successful. Application developers should not expect different OpenGL implementations to produce identical information logs.

## Errors

`GL_INVALID_VALUE` is generated if *program* is not a value generated by OpenGL.

`GL_INVALID_OPERATION` is generated if *program* is not a program object.

`GL_INVALID_VALUE` is generated if *maxLength* is less than 0.

`GL_INVALID_OPERATION` is generated if `glGetProgramInfoLog` is executed between the execution of `glBegin` and the corresponding execution of `glEnd`.

## Associated Gets

`glGetProgram` with argument `GL_INFO_LOG_LENGTH`

`glIsProgram`

## See Also

`glCompileShader`, `glGetShaderInfoLog`, `glLinkProgram`, `glValidateProgram`

# glGetShader

## Name

**glGetShaderiv** Returns a parameter from a shader object

## C Specification

```
void glGetShaderiv(GLuint shader,  
                   GLenum pname,  
                   GLint *params)
```

## Parameters

<i>shader</i>	Specifies the shader object to be queried.
<i>pname</i>	Specifies the object parameter. Accepted symbolic names are GL_SHADER_TYPE, GL_DELETE_STATUS, GL_COMPILE_STATUS, GL_INFO_LOG_LENGTH, GL_SHADER_SOURCE_LENGTH.
<i>params</i>	Returns the requested object parameter.

## Description

**glGetShader** returns in *params* the value of a parameter for a specific shader object. The following parameters are defined:

### GL\_SHADER\_TYPE

*params* returns GL\_VERTEX\_SHADER if *shader* is a vertex shader object, and GL\_FRAGMENT\_SHADER if *shader* is a fragment shader object.

### GL\_DELETE\_STATUS

*params* returns GL\_TRUE if *shader* is currently flagged for deletion, and GL\_FALSE otherwise.

### GL\_COMPILE\_STATUS

*params* returns GL\_TRUE if the last compile operation on *shader* was successful, and GL\_FALSE otherwise.

### GL\_INFO\_LOG\_LENGTH

*params* returns the number of characters in the information log for *shader* including the null termination character (i.e., the size of the character buffer required to store the information log). If *shader* has no information log, a value of 0 is returned.

### GL\_SHADER\_SOURCE\_LENGTH

*params* returns the length of the concatenation of the source strings that make up the shader source for the *shader*, including the null termination character (i.e., the size of the character buffer required to store the shader source). If no source code exists, 0 is returned.

## Notes

**glGetShader** is available only if the GL version is 2.0 or greater.

If an error is generated, no change is made to the contents of *params*.

## Errors

GL\_INVALID\_VALUE is generated if *shader* is not a value generated by OpenGL.

GL\_INVALID\_OPERATION is generated if *shader* does not refer to a shader object.

GL\_INVALID\_ENUM is generated if *pname* is not an accepted value.

GL\_INVALID\_OPERATION is generated if **glGetShader** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGetShaderInfoLog** with argument *shader*

**glGetShaderSource** with argument *shader*

**glsShader**

## See Also

**glCompileShader**, **glCreateShader**, **glDeleteShader**, **glGetProgram**, **glShaderSource**

# glGetShaderInfoLog

## Name

**glGetShaderInfoLog** Returns the information log for a shader object

## C Specification

```
void glGetShaderInfoLog(GLuint shader,  
                      GLsizei maxLength,  
                      GLsizei *length,  
                      GLchar *infoLog)
```

## Parameters

<i>shader</i>	Specifies the shader object whose information log is to be queried.
<i>maxLength</i>	Specifies the size of the character buffer for storing the returned information log.
<i>length</i>	Returns the length of the string returned in <i>infoLog</i> (excluding the null terminator).
<i>infoLog</i>	Specifies an array of characters that returns the information log.

## Description

**glGetShaderInfoLog** returns the information log for the specified shader object. The information log for a shader object is modified when the shader is compiled. The string that is returned is null terminated.

**glGetShaderInfoLog** returns in *infoLog* as much of the information log as it can, up to a maximum of *maxLength* characters. The number of characters actually returned, excluding the null termination character, is specified by *length*. If the length of the returned string is not required, a value of NULL can be passed in the *length* argument. The size of the buffer required to store the returned information log can be obtained by calling **glGetShader** with the value **GL\_INFO\_LOG\_LENGTH**.

The information log for a shader object is a string that may contain diagnostic messages, warning messages, and other information about the last compile operation. When a shader object is created, its information log is a string of length 0.

## Notes

**glGetShaderInfoLog** is available only if the GL version is 2.0 or greater.

The information log for a shader object is the OpenGL implementor's primary mechanism for conveying information about the compilation process. Therefore, the information log can be helpful to application developers during the development process, even when compilation is successful. Application developers should not expect different OpenGL implementations to produce identical information logs.

## Errors

GL\_INVALID\_VALUE is generated if *shader* is not a value generated by OpenGL.

GL\_INVALID\_OPERATION is generated if *shader* is not a shader object.

GL\_INVALID\_VALUE is generated if *maxLength* is less than 0.

GL\_INVALID\_OPERATION is generated if **glGetShaderInfoLog** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGetShader** with argument GL\_INFO\_LOG\_LENGTH

**glsShader**

## See Also

**glCompileShader**, **glGetProgramInfoLog**, **glLinkProgram**, **glValidateProgram**

# glGetShaderSource

## Name

**glGetShaderSource** Returns the source code string from a shader object

## C Specification

```
void glGetShaderSource(GLuint shader,  
                      GLsizei bufSize,  
                      GLsizei *length,  
                      GLchar *source)
```

## Parameters

<i>shader</i>	Specifies the shader object to be queried.
<i>bufSize</i>	Specifies the size of the character buffer for storing the returned source code string.
<i>length</i>	Returns the length of the string returned in <i>source</i> (excluding the null terminator).
<i>source</i>	Specifies an array of characters that is used to return the source code string.

## Description

**glGetShaderSource** returns the concatenation of the source code strings from the shader object specified by *shader*. The source code strings for a shader object are the result of a previous call to **glShaderSource**. The string returned by the function is null terminated.

**glGetShaderSource** returns in *source* as much of the source code string as it can, up to a maximum of *bufSize* characters. The number of characters actually returned, excluding the null termination character, is specified by *length*. If the length of the returned string is not required, a value of NULL can be passed in the *length* argument. The size of the buffer required to store the returned source code string can be obtained by calling **glGetShader** with the value **GL\_SHADER\_SOURCE\_LENGTH**.

## Notes

**glGetShaderSource** is available only if the GL version is 2.0 or greater.

## Errors

**GL\_INVALID\_VALUE** is generated if *shader* is not a value generated by OpenGL.

**GL\_INVALID\_OPERATION** is generated if *shader* is not a shader object.

**GL\_INVALID\_VALUE** is generated if *bufSize* is less than 0.

**GL\_INVALID\_OPERATION** is generated if **glGetShaderSource** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGetShader** with argument **GL\_SHADER\_SOURCE\_LENGTH**

**glsShader**

## See Also

**glCreateShader**, **glShaderSource**

# glGetUniform

## Name

**glGetUniformfv**, **glGetUniformiv** Return the value of a uniform variable

## C Specification

```
void glGetUniformfv(GLuint program,
                    GLint location,
                    GLfloat *params)

void glGetUniformiv(GLuint program,
                    GLint location,
                    GLint *params)
```

## Parameters

<i>program</i>	Specifies the program object to be queried.
<i>location</i>	Specifies the location of the uniform variable to be queried.
<i>params</i>	Returns the value of the specified uniform variable.

## Description

**glGetUniform** returns in *params* the value or values of the specified uniform variable. The type of the uniform variable specified by *location* determines the number of values returned. If the uniform variable is defined in the shader as a Boolean, int, or float, a single value is returned. If it is defined as a vec2, ivec2, or bvec2, two values are returned. If it is defined as a vec3, ivec3, or bvec3, three values are returned, and so on. To query values stored in uniform variables declared as arrays, call **glGetUniform** for each element of the array. To query values stored in uniform variables declared as structures, call **glGetUniform** for each field in the structure. The values for uniform variables declared as a matrix are returned in column major order.

The locations assigned to uniform variables are not known until the program object is linked. After linking has occurred, the command **glGetUniformLocation** obtains the location of a uniform variable. This location value can then be passed to **glGetUniform** to query the current value of the uniform variable. After a program object has been linked successfully, the index values for uniform variables remain fixed until the next link command occurs. The uniform variable values can be queried only after a link if the link was successful.

## Notes

**glGetUniform** is available only if the GL version is 2.0 or greater.

If an error is generated, no change is made to the contents of *params*.

## Errors

GL\_INVALID\_VALUE is generated if *program* is not a value generated by OpenGL.

`GL_INVALID_OPERATION` is generated if *program* is not a program object.

`GL_INVALID_OPERATION` is generated if *program* has not been successfully linked.

`GL_INVALID_OPERATION` is generated if *location* does not correspond to a valid uniform variable location for the specified program object.

`GL_INVALID_OPERATION` is generated if `glGetUniform` is executed between the execution of `glBegin` and the corresponding execution of `glEnd`.

## Associated Gets

`glGetActiveUniform` with arguments *program* and the index of an active uniform variable

`glGetProgram` with arguments *program* and `GL_ACTIVE_UNIFORMS` or `GL_ACTIVE_UNIFORM_MAX_LENGTH`

`glGetUniformLocation` with arguments *program* and the name of a uniform variable

`glIsProgram`

## See Also

`glCreateProgram`, `glLinkProgram`, `glUniform`

# glGetUniformLocation

## Name

**glGetUniformLocation** Returns the location of a uniform variable

## C Specification

```
GLint glGetUniformLocation(GLuint program,  
                           const GLchar *name)
```

## Parameters

<i>program</i>	Specifies the program object to be queried.
<i>name</i>	Points to a null terminated string containing the name of the uniform variable whose location is to be queried.

## Description

**glGetUniformLocation** returns an integer that represents the location of a specific uniform variable within a program object. *name* must be a null terminated string that contains no white space. *name* must be an active uniform variable name in *program* that is not a structure, an array of structures, or a subcomponent of a vector or a matrix. This function returns -1 if *name* does not correspond to an active uniform variable in *program* or if *name* starts with the reserved prefix "gl\_".

Uniform variables that are structures or arrays of structures may be queried with **glGetUniformLocation** for each field within the structure. The array element operator "[" and the structure field operator "." may be used in *name* to select elements within an array or fields within a structure. The result of using these operators is not allowed to be another structure, an array of structures, or a subcomponent of a vector or a matrix. Except if the last part of *name* indicates a uniform variable array, the location of the first element of an array can be retrieved with the name of the array or with the name appended by "[0]".

The actual locations assigned to uniform variables are not known until the program object is linked successfully. After linking has occurred, the command **glGetUniformLocation** obtains the location of a uniform variable. This location value can then be passed to **glUniform** to set the value of the uniform variable or to **glGetUniform** to query the current value of the uniform variable. After a program object has been linked successfully, the index values for uniform variables remain fixed until the next link command occurs. Uniform variable locations and values can only be queried after a link if the link was successful.

## Notes

**glGetUniformLocation** is available only if the GL version is 2.0 or greater.

## Errors

GL\_INVALID\_VALUE is generated if *program* is not a value generated by OpenGL.

`GL_INVALID_OPERATION` is generated if *program* is not a program object.

`GL_INVALID_OPERATION` is generated if *program* has not been successfully linked.

`GL_INVALID_OPERATION` is generated if `glGetUniformLocation` is executed between the execution of `glBegin` and the corresponding execution of `glEnd`.

## Associated Gets

`glGetActiveUniform` with arguments *program* and the index of an active uniform variable

`glGetProgram` with arguments *program* and `GL_ACTIVE_UNIFORMS` or  
`GL_ACTIVE_UNIFORM_MAX_LENGTH`

`glGetUniform` with arguments *program* and the name of a uniform variable

`glsProgram`

## See Also

`glLinkProgram`, `glUniform`

# glGetVertexAttrib

## Name

**glGetVertexAttribdv**, **glGetVertexAttribfv**, **glGetVertexAttribiv** Return a generic vertex attribute parameter

## C Specification

```
void glGetVertexAttribdv(GLuint index,  
                      GLenum pname,  
                      GLdouble *params)  
  
void glGetVertexAttribfv(GLuint index,  
                      GLenum pname,  
                      GLfloat *params)  
  
void glGetVertexAttribiv(GLuint index,  
                      GLenum pname,  
                      GLint *params)
```

## Parameters

<i>index</i>	Specifies the generic vertex attribute to be queried.
<i>pname</i>	Specifies the symbolic name of the vertex attribute parameter to be queried. GL_VERTEX_ATTRIB_ARRAY_ENABLED, GL_VERTEX_ATTRIB_ARRAY_SIZE, GL_VERTEX_ATTRIB_ARRAY_STRIDE, GL_VERTEX_ATTRIB_ARRAY_TYPE, GL_VERTEX_ATTRIB_ARRAY_NORMALIZED, GL_CURRENT_VERTEX_ATTRIB are accepted.
<i>params</i>	Returns the requested data.

## Description

**glGetVertexAttrib** returns in *params* the value of a generic vertex attribute parameter. The generic vertex attribute to be queried is specified by *index*, and the parameter to be queried is specified by *pname*.

The accepted parameter names are as follows:

**GL\_VERTEX\_ATTRIB\_ARRAY\_ENABLED**

*params* returns a single value that is non-zero (true) if the vertex attribute array for *index* is enabled and 0 (false) if it is disabled. The initial value is GL\_FALSE.

**GL\_VERTEX\_ATTRIB\_ARRAY\_SIZE**

*params* returns a single value, the size of the vertex attribute array for *index*. The size

is the number of values for each element of the vertex attribute array, and it is 1, 2, 3, or 4. The initial value is 4.

#### GL\_VERTEX\_ATTRIB\_ARRAY\_STRIDE

*params* returns a single value, the array stride for (number of bytes between successive elements in) the vertex attribute array for *index*. A value of 0 signifies that the array elements are stored sequentially in memory. The initial value is 0.

#### GL\_VERTEX\_ATTRIB\_ARRAY\_TYPE

*params* returns a single value, a symbolic constant indicating the array type for the vertex attribute array for *index*. Possible values are GL\_BYTE, GL\_UNSIGNED\_BYTE, GL\_SHORT, GL\_UNSIGNED\_SHORT, GL\_INT, GL\_UNSIGNED\_INT, GL\_FLOAT, and GL\_DOUBLE. The initial value is GL\_FLOAT.

#### GL\_VERTEX\_ATTRIB\_ARRAY\_NORMALIZED

*params* returns a single value that is non-zero (true) if fixed-point data types for the vertex attribute array indicated by *index* are normalized when they are converted to floating point, and 0 (false) otherwise. The initial value is GL\_FALSE.

#### GL\_CURRENT\_VERTEX\_ATTRIB

*params* returns four values that represent the current value for the generic vertex attribute specified by *index*. Generic vertex attribute 0 is unique in that it has no current state, so an error is generated if *index* is 0. The initial value for all other generic vertex attributes is (0,0,0,1).

All the parameters except GL\_CURRENT\_VERTEX\_ATTRIB represent client-side state.

## Notes

**glGetVertexAttrib** is available only if the GL version is 2.0 or greater.

If an error is generated, no change is made to the contents of *params*.

## Errors

GL\_INVALID\_VALUE is generated if *index* is greater than or equal to GL\_MAX\_VERTEX\_ATTRIBS.

GL\_INVALID\_ENUM is generated if *pname* is not an accepted value.

GL\_INVALID\_OPERATION is generated if *index* is 0 and *pname* is GL\_CURRENT\_VERTEX\_ATTRIB.

## Associated Gets

**glGet** with argument GL\_MAX\_VERTEX\_ATTRIBS

**glGetVertexAttribPointer** with arguments *index* and GL\_VERTEX\_ATTRIB\_ARRAY\_POINTER

## See Also

**glBindAttribLocation**, **glDisableVertexAttribArray**, **glEnableVertexAttribArray**, **glVertexAttrib**, **glVertexAttribPointer**

# glGetVertexAttribPointer

## Name

**glGetVertexAttribPointerv** Returns the address of the specified pointer

## C Specification

```
void glGetVertexAttribPointerv(GLuint index,  
                           GLenum pname,  
                           GLvoid **pointer)
```

## Parameters

<i>index</i>	Specifies the generic vertex attribute to be queried.
<i>pname</i>	Specifies the symbolic name of the generic vertex attribute parameter to be queried. Must be <code>GL_VERTEX_ATTRIB_ARRAY_POINTER</code> .
<i>params</i>	Returns the requested data.

## Description

**glGetVertexAttribPointer** returns pointer information. *index* is the generic vertex attribute to be queried, *pname* is a symbolic constant indicating the pointer to be returned, and *params* is a pointer to a location in which to place the returned data. The accepted parameter names are as follows:

`GL_VERTEX_ATTRIB_ARRAY_POINTER`

*params* returns a single value that is a pointer to the vertex attribute array for the generic vertex attribute specified by *index*.

## Notes

**glGetVertexAttribPointer** is available only if the GL version is 2.0 or greater.

The pointer returned is client-side state.

The initial value for each pointer is NULL.

## Errors

`GL_INVALID_VALUE` is generated if *index* is greater than or equal to `GL_MAX_VERTEX_ATTRIBS`.

`GL_INVALID_ENUM` is generated if *pname* is not an accepted value.

## Associated Gets

**glGet** with argument GL\_MAX\_VERTEX\_ATTRIBS

**glGetVertexAttrib** with arguments *index* and the name of a generic vertex attribute parameter

## See Also

**glVertexAttribPointer**

# glIsProgram

## Name

**glIsProgram** Determines whether a name corresponds to a program object

## C Specification

```
GLboolean glIsProgram(GLuint program)
```

## Parameters

*program* Specifies a potential program object.

## Description

**glIsProgram** returns GL\_TRUE if *program* is the name of a program object. If *program* is zero or a non-zero value that is not the name of a program object, **glIsProgram** returns GL\_FALSE.

## Notes

**glIsProgram** is available only if the GL version is 2.0 or greater.

No error is generated if *program* is not a valid program object name.

## Errors

GL\_INVALID\_OPERATION is generated if **glIsProgram** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGet** with the argument GL\_CURRENT\_PROGRAM

**glGetActiveAttrib** with arguments *program* and the index of an active attribute variable

**glGetActiveUniform** with arguments *program* and the index of an active uniform variable

**glGetAttachedShaders** with argument *program*

**glGetAttribLocation** with arguments *program* and the name of an attribute variable

**glGetProgram** with arguments *program* and the parameter to be queried

**glGetProgramInfoLog** with argument *program*

**glGetUniform** with arguments *program* and the location of a uniform variable

**glGetUniformLocation** with arguments *program* and the name of a uniform variable

## See Also

[glAttachShader](#), [glBindAttribLocation](#), [glCreateProgram](#), [glDeleteProgram](#), [glDetachShader](#), [glLinkProgram](#),  
[glUniform](#), [glUseProgram](#), [glValidateProgram](#)

# glIsShader

## Name

**glIsShader** Determines whether a name corresponds to a shader object

## C Specification

```
GLboolean glIsShader(GLuint shader)
```

## Parameters

*shader* Specifies a potential shader object.

## Description

**glIsShader** returns GL\_TRUE if *shader* is the name of a shader object. If *shader* is zero or a non-zero value that is not the name of a shader object, **glIsShader** returns GL\_FALSE.

## Notes

**glIsShader** is available only if the GL version is 2.0 or greater.

No error is generated if *shader* is not a valid shader object name.

## Errors

GL\_INVALID\_OPERATION is generated if **glIsShader** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGetAttachedShaders** with a valid program object

**glGetShader** with arguments *shader* and a parameter to be queried

**glGetShaderInfoLog** with argument *object*

**glGetShaderSource** with argument *object*

## See Also

**glAttachShader**, **glCompileShader**, **glCreateShader**, **glDeleteShader**, **glDetachShader**, **glLinkProgram**,  
**glShaderSource**

# glLinkProgram

## Name

**glLinkProgram** Links a program object

## C Specification

```
void glLinkProgram(GLuint program)
```

## Parameters

*program*      Specifies the handle of the program object to be linked.

## Description

**glLinkProgram** links the program object specified by *program*. If any shader objects of type GL\_VERTEX\_SHADER are attached to *program*, they are used to create an executable that will run on the programmable vertex processor. If any shader objects of type GL\_FRAGMENT\_SHADER are attached to *program*, they are used to create an executable that will run on the programmable fragment processor.

The status of the link operation is stored as part of the program object's state. This value is set to GL\_TRUE if the program object was linked without errors and is ready for use, and GL\_FALSE otherwise. It can be queried by calling **glGetProgram** with arguments *program* and GL\_LINK\_STATUS.

As a result of a successful link operation, all active user-defined uniform variables belonging to *program* are initialized to 0, and each of the program object's active uniform variables is assigned a location that can be queried with **glGetUniformLocation**. Also, any active user-defined attribute variables that have not been bound to a generic vertex attribute index are bound to one at this time.

Linking of a program object can fail for a number of reasons as specified in the *OpenGL Shading Language Specification*. The following lists some of the conditions that cause a link error.

- The number of active attribute variables supported by the implementation has been exceeded.
- The storage limit for uniform variables has been exceeded.
- The number of active uniform variables supported by the implementation has been exceeded.
- The **main** function is missing for the vertex shader or the fragment shader.
- A varying variable actually used in the fragment shader is not declared in the same way (or is not declared at all) in the vertex shader.
- A reference to a function or variable name is unresolved.

- A shared global is declared with two different types or two different initial values.
- One or more of the attached shader objects has not been successfully compiled.
- Binding a generic attribute matrix caused some rows of the matrix to fall outside the allowed maximum of `GL_MAX_VERTEX_ATTRIBS`.
- Not enough contiguous vertex attribute slots could be found to bind attribute matrices.

When a program object has been successfully linked, the program object can be made part of current state with `glUseProgram`. Whether or not the link operation was successful, the program object's information log is over-written. The information log can be retrieved with `glGetProgramInfoLog`.

`glLinkProgram` also installs the generated executables as part of the current rendering state if the link operation was successful and the specified program object is already currently in use as a result of a previous call to `glUseProgram`. If the program object currently in use is relinked unsuccessfully, its link status is set to `GL_FALSE`, but the executables and associated state remain part of the current state until a subsequent call to `glUseProgram` removes it from use. After it is removed from use, it cannot be made part of current state until it has been successfully relinked.

If *program* contains shader objects of type `GL_VERTEX_SHADER` but does not contain shader objects of type `GL_FRAGMENT_SHADER`, the vertex shader is linked against the implicit interface for fixed functionality fragment processing. Similarly, if *program* contains shader objects of type `GL_FRAGMENT_SHADER` but does not contain shader objects of type `GL_VERTEX_SHADER`, the fragment shader is linked against the implicit interface for fixed functionality vertex processing.

The program object's information log is updated and the program is generated at the time of the link operation. After the link operation, applications are free to modify attached shader objects, compile attached shader objects, detach shader objects, delete shader objects, and attach additional shader objects. None of these operations affect the information log or the program that is part of the program object.

## Notes

`glLinkProgram` is available only if the GL version is 2.0 or greater.

If the link operation is unsuccessful, any information about a previous link operation on *program* is lost (i.e., a failed link does not restore the old state of *program*). Certain information can still be retrieved from *program* even after an unsuccessful link operation. See, for instance, `glGetActiveAttrib` and `glGetActiveUniform`.

## Errors

`GL_INVALID_VALUE` is generated if *program* is not a value generated by OpenGL.

`GL_INVALID_OPERATION` is generated if *program* is not a program object.

`GL_INVALID_OPERATION` is generated if `glLinkProgram` is executed between the execution of `glBegin` and the corresponding execution of `glEnd`.

## Associated Gets

`glGet` with the argument `GL_CURRENT_PROGRAM`

**glGetActiveAttrib** with argument *program* and the index of an active attribute variable

**glGetActiveUniform** with argument *program* and the index of an active uniform variable

**glGetAttachedShaders** with argument *program*

**glGetAttribLocation** with argument *program* and an attribute variable name

**glGetProgram** with arguments *program* and GL\_LINK\_STATUS

**glGetProgramInfoLog** with argument *program*

**glGetUniform** with argument *program* and a uniform variable location

**glGetUniformLocation** with argument *program* and a uniform variable name

**glIsProgram**

## See Also

**glAttachShader**, **glBindAttribLocation**, **glCompileShader**, **glCreateProgram**, **glDeleteProgram**, **glDetachShader**,  
**glUniform**, **glUseProgram**, **glValidateProgram**

# glShaderSource

## Name

**glShaderSource** Replaces the source code in a shader object

## C Specification

```
void glShaderSource(GLuint shader,  
                    GLsizei count,  
                    const GLchar **string,  
                    const GLint *length)
```

## Parameters

<i>shader</i>	Specifies the handle of the shader object whose source code is to be replaced.
<i>count</i>	Specifies the number of elements in the <i>string</i> and <i>length</i> arrays.
<i>string</i>	Specifies an array of pointers to strings containing the source code to be loaded into the shader.
<i>length</i>	Specifies an array of string lengths.

## Description

**glShaderSource** sets the source code in *shader* to the source code in the array of strings specified by *string*. Any source code previously stored in the shader object is completely replaced. The number of strings in the array is specified by *count*. If *length* is NULL, each string is assumed to be null terminated. If *length* is a value other than NULL, it points to an array containing a string length for each of the corresponding elements of *string*. Each element in the *length* array may contain the length of the corresponding string (the null character is not counted as part of the string length) or a value less than 0 to indicate that the string is null terminated. The source code strings are not scanned or parsed at this time; they are simply copied into the specified shader object.

## Notes

**glShaderSource** is available only if the GL version is 2.0 or greater.

OpenGL copies the shader source code strings when **glShaderSource** is called, so an application can free its copy of the source code strings immediately after the function returns.

## Errors

GL\_INVALID\_VALUE is generated if *shader* is not a value generated by OpenGL.

GL\_INVALID\_OPERATION is generated if *shader* is not a shader object.

GL\_INVALID\_VALUE is generated if *count* is less than 0.

`GL_INVALID_OPERATION` is generated if `glShaderSource` is executed between the execution of `glBegin` and the corresponding execution of `glEnd`.

## Associated Gets

`glGetShader` with arguments `shader` and `GL_SHADER_SOURCE_LENGTH`

`glGetShaderSource` with argument `shader`

`glIsShader`

## See Also

`glCompileShader`, `glCreateShader`, `glDeleteShader`

# glUniform

## Name

`glUniform1f`, `glUniform2f`, `glUniform3f`, `glUniform4f`, `glUniform1i`, `glUniform2i`, `glUniform3i`, `glUniform4i`,  
`glUniform1fv`, `glUniform2fv`, `glUniform3fv`, `glUniform4fv`, `glUniform1iv`, `glUniform2iv`, `glUniform3iv`,  
`glUniform4iv`, `glUniformMatrix2fv`, `glUniformMatrix3fv`, `glUniformMatrix4fv` Specify the value of a uniform  
variable for the current program object

## C Specification

```
void glUniform1f(GLint location,
                 GLfloat v0)
void glUniform2f(GLint location,
                 GLfloat v0,
                 GLfloat v1)
void glUniform3f(GLint location,
                 GLfloat v0,
                 GLfloat v1,
                 GLfloat v2)
void glUniform4f(GLint location,
                 GLfloat v0,
                 GLfloat v1,
                 GLfloat v2,
                 GLfloat v3)

void glUniform1i(GLint location,
                GLint v0)
void glUniform2i(GLint location,
                GLint v0,
                GLint v1)
void glUniform3i(GLint location,
                GLint v0,
                GLint v1,
                GLint v2)
void glUniform4i(GLint location,
                GLint v0,
                GLint v1,
                GLint v2,
                GLint v3)
```

## Parameters

<i>location</i>	Specifies the location of the uniform variable to be modified.
<i>v0</i> , <i>v1</i> , <i>v2</i> , <i>v3</i>	Specify the new values to be used for the specified uniform variable.

## C Specification

```
void glUniform1fv(GLint location,
                  GLsizei count,
                  const GLfloat *value)
```

```

void glUniform2fv(GLint location,
                  GLsizei count,
                  const GLfloat *value)
void glUniform3fv(GLint location,
                  GLsizei count,
                  const GLfloat *value)
void glUniform4fv(GLint location,
                  GLsizei count,
                  const GLfloat *value)

void glUniform1iv(GLint location,
                  GLsizei count,
                  const GLint *value)
void glUniform2iv(GLint location,
                  GLsizei count,
                  const GLint *value)
void glUniform3iv(GLint location,
                  GLsizei count,
                  const GLint *value)
void glUniform4iv(GLint location,
                  GLsizei count,
                  const GLint *value)

```

## Parameters

<i>location</i>	Specifies the location of the uniform value to be modified.
<i>count</i>	Specifies the number of elements that are to be modified (this should be 1 if the targeted uniform variable is not an array, 1 or more if it is an array).
<i>value</i>	Specifies a pointer to an array of <i>count</i> values that are used to update the specified uniform variable.

## C Specification

```

void glUniformMatrix2fv(GLint location,
                       GLsizei count,
                       GLboolean transpose,
                       const GLfloat *value)
void glUniformMatrix3fv(GLint location,
                       GLsizei count,
                       GLboolean transpose,
                       const GLfloat *value)
void glUniformMatrix4fv(GLint location,
                       GLsizei count,
                       GLboolean transpose,
                       const GLfloat *value)

```

## Parameters

<i>location</i>	Specifies the location of the uniform value to be modified.
<i>count</i>	Specifies the number of elements that are to be modified (this should be 1 if the targeted uniform variable is not an array, 1 or more if it is an array).
<i>transpose</i>	

	Specifies whether to transpose the matrix as the values are loaded into the uniform variable.
<i>value</i>	Specifies a pointer to an array of <i>count</i> values that are used to update the specified uniform variable.

## Description

**glUniform** modifies the value of a uniform variable or a uniform variable array. The location of the uniform variable to be modified is specified by *location*, which should be a value returned by **glGetUniformLocation**. **glUniform** operates on the program object that was made part of current state with **glUseProgram**.

The commands **glUniform{1|2|3|4}{fi}** change the value of the uniform variable specified by *location*, using the values passed as arguments. The number specified in the command should match the number of components in the data type of the specified uniform variable (e.g., **1** for float, int, bool; **2** for vec2, ivec2, bvec2). The suffix **f** means that floating-point values are being passed; the suffix **i** means that integer values are being passed, and this type should also match the data type of the specified uniform variable. The **i** variants of this function provide values for uniform variables defined as int, ivec2, ivec3, ivec4, or arrays of these. The **f** variants provide values for uniform variables of type float, vec2, vec3, vec4, or arrays of these. Either the **i** or the **f** variants can provide values for uniform variables of type bool, bvec2, bvec3, bvec4, or arrays of these. The uniform variable is set to false if the input value is 0 or 0.0f, and it is set to true otherwise.

All active uniform variables defined in a program object are initialized to 0 when the program object is linked successfully. They retain the values assigned to them with **glUniform** until the next successful link operation occurs on the program object, when they are once again initialized to 0.

The commands **glUniform{1|2|3|4}{fi}v** modify a single uniform variable or a uniform variable array. These commands pass a count and a pointer to the values to be loaded into a uniform variable or a uniform variable array. Use a count of 1 if modifying the value of a single uniform variable, and a count of 1 or greater if modifying an entire array or part of an array. When *n* elements starting at an arbitrary position *m* in a uniform variable array are loaded, elements *m + n* 1 in the array are replaced with the new values. If *m + n* 1 is larger than the size of the uniform variable array, values for all array elements beyond the end of the array are ignored. The number specified in the name of the command indicates the number of components for each element in *value*, and it should match the number of components in the data type of the specified uniform variable (e.g., **1** for float, int, bool; **2** for vec2, ivec2, bvec2). The data type specified in the name of the command must match the data type for the specified uniform variable as described previously for **glUniform{1|2|3|4}{fi}**.

For uniform variable arrays, each element of the array is considered to be of the type indicated in the name of the command (e.g., **glUniform3f** or **glUniform3fv** can be used to load a uniform variable array of type vec3). The number of elements of the uniform variable array to be modified is specified by *count*.

The commands **glUniformFloatMatrix{2|3|4}fv** modify a matrix or an array of matrices. The number in the command name is interpreted as the dimensionality of the matrix. The number **2** indicates a 2 x 2 matrix (i.e., 4 values), the number **3** indicates a 3 x 3 matrix (i.e., 9 values), and the number **4** indicates a 4 x 4 matrix (i.e., 16 values). If *transpose* is GL\_FALSE, each matrix is assumed to be supplied in column major order. If *transpose* is GL\_TRUE, each matrix is assumed to be supplied in row major order. The *count* argument specifies the number of matrices to be passed. Use a count of 1 if modifying the value of a single matrix, and a count greater than 1 if modifying an array of matrices.

## Notes

**glUniform** is available only if the GL version is 2.0 or greater.

**glUniform1i** and **glUniform1iv** are the only two functions that may load uniform variables defined as sampler types. Loading samplers with any other function results in a **GL\_INVALID\_OPERATION** error.

If *count* is greater than 1 and the indicated uniform variable is not an array, a **GL\_INVALID\_OPERATION** error is generated and the specified uniform variable remains unchanged.

Other than the preceding exceptions, if the type and size of the uniform variable as defined in the shader do not match the type and size specified in the name of the command used to load a value for the uniform variable, a **GL\_INVALID\_OPERATION** error is generated and the specified uniform variable remains unchanged.

If *location* is a value other than 1 and it does not represent a valid uniform variable location in the current program object, an error is generated, and no changes are made to the uniform variable storage of the current program object. If *location* is equal to 1, the data passed in is silently ignored and the specified uniform variable is unchanged.

## Errors

**GL\_INVALID\_OPERATION** is generated if there is no current program object.

**GL\_INVALID\_OPERATION** is generated if the size of the uniform variable declared in the shader does not match the size indicated by the **glUniform** command.

**GL\_INVALID\_OPERATION** is generated if one of the integer variants of this function loads a uniform variable of type float, vec2, vec3, vec4, or an array of these, or if one of the floating-point variants of this function loads a uniform variable of type int, ivec2, ivec3, or ivec4, or an array of these.

**GL\_INVALID\_OPERATION** is generated if *location* is an invalid uniform location for the current program object and *location* is not equal to 1.

**GL\_INVALID\_VALUE** is generated if *count* is less than 0.

**GL\_INVALID\_OPERATION** is generated if *count* is greater than 1 and the indicated uniform variable is not an array variable.

**GL\_INVALID\_OPERATION** is generated if a sampler is loaded with a command other than **glUniform1i** and **glUniform1iv**.

**GL\_INVALID\_OPERATION** is generated if **glUniform** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGet** with the argument **GL\_CURRENT\_PROGRAM**

**glGetActiveUniform** with the handle of a program object and the index of an active uniform variable

**glGetUniform** with the handle of a program object and the location of a uniform variable

**glGetUniformLocation** with the handle of a program object and the name of a uniform variable

## See Also

**glLinkProgram**, **glUseProgram**

# glUseProgram

## Name

**glUseProgram** Installs a program object as part of current rendering state

## C Specification

```
void glUseProgram(GLuint program)
```

## Parameters

*program* Specifies the handle of the program object whose exec  
current rendering state.

## Description

**glUseProgram** installs the program object specified by *program* as part of current rendering state. Creating a program object involves successfully attaching shader objects to it with **glAttachShader**, successfully with **glCompileShader**, and successfully linking the program object with **glLinkProgram**.

A program object contains an executable that will run on the vertex processor if it contains one or more shader objects of type GL\_VERTEX\_SHADER that have been successfully compiled and linked. Similarly, a program object will run on the fragment processor if it contains one or more shader objects of type GL\_FRAGMENT\_SHADER that have been successfully compiled and linked.

Successfully installing an executable on a programmable processor disables the corresponding fixed-function functionality. Specifically, if an executable is installed on the vertex processor, the OpenGL fixed functionality is disabled.

- The modelview matrix is not applied to vertex coordinates.
- The projection matrix is not applied to vertex coordinates.
- The texture matrices are not applied to texture coordinates.
- Normals are not transformed to eye coordinates.
- Normals are not rescaled or normalized.
- Normalization of GL\_AUTO\_NORMAL evaluated normals is not performed.
- Texture coordinates are not generated automatically.
- Per-vertex lighting is not performed.
- Color material computations are not performed.
- Color index lighting is not performed.

This list also applies to setting the current raster position.

The executable that is installed on the vertex processor is expected to implement any or all of the preceding list. Similarly, if an executable is installed on the fragment processor, the OpenGL fixe follows.

- Texture environment and texture functions are not applied.
- Texture application is not applied.
- Color sum is not applied.
- Fog is not applied.

Again, the fragment shader that is installed is expected to implement any or all of the desired fu list.

While a program object is in use, applications are free to modify attached shader objects, compil additional shader objects, and detach or delete shader objects. None of these operations affect t the current state. However, relinking the program object that is currently in use installs the prog rendering state if the link operation was successful (see **glLinkProgram**). If the program object cur unsuccessfully, its link status is set to GL\_FALSE but the executables and associated state remai subsequent call to **glUseProgram** removes the program object from use. After it is removed from u current state until it has been successfully relinked.

If *program* contains shader objects of type GL\_VERTEX\_SHADER but does not contain shader obje GL\_FRAGMENT\_SHADER, an executable is installed on the vertex processor but fixed functionalit processing. Similarly, if *program* contains shader objects of type GL\_FRAGMENT\_SHADER but does type GL\_VERTEX\_SHADER, an executable is installed on the fragment processor but fixed functio processing. If *program* is 0, the programmable processors are disabled and fixed functionality is us processing.

## Notes

**glUseProgram** is available only if the GL version is 2.0 or greater.

While a program object is in use, the state that controls the disabled fixed functionality may als OpenGL calls.

Like display lists and texture objects, the name space for program objects may be shared across server sides of the contexts share the same address space. If the name space is shared across c the data associated with those attached objects are shared as well.

Applications are responsible for synchronizing across API calls when objects are accessed from d

## Errors

GL\_INVALID\_VALUE is generated if *program* is neither 0 nor a value generated by OpenGL.

GL\_INVALID\_OPERATION is generated if *program* is not a program object.

GL\_INVALID\_OPERATION is generated if *program* could not be made part of current state.

GL\_INVALID\_OPERATION is generated if **glUseProgram** is executed between the execution of **glBegin** execution of **glEnd**.

## Associated Gets

**glGet** with the argument GL\_CURRENT\_PROGRAM

**glGetActiveAttrib** with a valid program object and the index of an active attribute variable

**glGetActiveUniform** with a valid program object and the index of an active uniform variable

**glGetAttachedShaders** with a valid program object

**glGetAttribLocation** with a valid program object and the name of an attribute variable

**glGetProgram** with a valid program object and the parameter to be queried

**glGetProgramInfoLog** with a valid program object

**glGetUniform** with a valid program object and the location of a uniform variable

**glGetUniformLocation** with a valid program object and the name of a uniform variable

**glIsProgram**

## See Also

**glAttachShader**, **glBindAttribLocation**, **glCompileShader**, **glCreateProgram**, **glDeleteProgram**, **glDetachShader**, **glLinkProgram**, **glValidateProgram**, **glVertexAttrib**

# glValidateProgram

## Name

**glValidateProgram** Validates a program object

## C Specification

```
void glValidateProgram(GLuint program)
```

## Parameters

*program* Specifies the handle of the program object to be validated.

## Description

**glValidateProgram** checks to see whether the executables contained in *program* can execute given the current OpenGL state. The information generated by the validation process is stored in *program*'s information log. The validation information may consist of an empty string, or it may be a string containing information about how the current program object interacts with the rest of current OpenGL state. This function provides a way for OpenGL implementors to convey more information about why the current program is inefficient, suboptimal, failing to execute, and so on.

The status of the validation operation is stored as part of the program object's state. This value is set to GL\_TRUE if the validation succeeded, and GL\_FALSE otherwise. It can be queried by calling **glGetProgram** with arguments *program* and GL\_VALIDATE\_STATUS. If validation is successful, *program* is guaranteed to execute given the current state. Otherwise, *program* is guaranteed to not execute.

This function is typically useful only during application development. The informational string stored in the information log is completely implementation dependent; therefore, different OpenGL implementations cannot be expected to produce identical information strings.

## Notes

**glValidateProgram** is available only if the GL version is 2.0 or greater.

This function mimics the validation operation that OpenGL implementations must perform when rendering commands are issued while programmable shaders are part of current state. The error GL\_INVALID\_OPERATION is generated by **glBegin**, **glRasterPos**, or any command that performs an implicit call to **glBegin** if

- any two active samplers in the current program object are of different types but refer to the same texture image unit;
- any active sampler in the current program object refers to a texture image unit in which fixed function fragment processing accesses a texture target that does not match the sampler type; or

- the sum of the number of active samplers in the program and the number of texture image units enabled for fixed function fragment processing exceeds the combined limit on the total number of texture image units allowed.

Difficulties or performance degradation may occur if applications try to catch these errors when issuing rendering commands. Therefore, applications are advised to make calls to **glValidateProgram** to detect these issues during application development.

## Errors

**GL\_INVALID\_VALUE** is generated if *program* is not a value generated by OpenGL.

**GL\_INVALID\_OPERATION** is generated if *program* is not a program object.

**GL\_INVALID\_OPERATION** is generated if **glValidateProgram** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## Associated Gets

**glGetProgram** with arguments *program* and **GL\_VALIDATE\_STATUS**

**glGetProgramInfoLog** with argument *program*

**glIsProgram**

## See Also

**glLinkProgram**, **glUseProgram**

# glVertexAttrib

## Name

glVertexAttrib1f, glVertexAttrib1s, glVertexAttrib1d, glVertexAttrib2f, glVertexAttrib2s, glVertexAttrib2d,  
glVertexAttrib3f, glVertexAttrib3s, glVertexAttrib3d, glVertexAttrib4f, glVertexAttrib4s, glVertexAttrib4d,  
glVertexAttrib4Nub, glVertexAttrib1fv, glVertexAttrib1sv, glVertexAttrib1dv, glVertexAttrib2fv,  
glVertexAttrib2sv, glVertexAttrib2dv, glVertexAttrib3fv, glVertexAttrib3sv, glVertexAttrib3dv, glVertexAttrib4fv,  
glVertexAttrib4sv, glVertexAttrib4dv, glVertexAttrib4iv, glVertexAttrib4bv, glVertexAttrib4ubv,  
glVertexAttrib4usv, glVertexAttrib4uiv, glVertexAttrib4Nbv, glVertexAttrib4Nsv, glVertexAttrib4Niv,  
glVertexAttrib4Nubv, glVertexAttrib4Nusv, glVertexAttrib4Nuiv Specify the value of a generic vertex  
attribute

## C Specification

```
void glVertexAttrib1f(GLuint index,
                      GLfloat v0)
void glVertexAttrib1s(GLuint index,
                      GLshort v0)
void glVertexAttrib1d(GLuint index,
                      GLdouble v0)

void glVertexAttrib2f(GLuint index,
                      GLfloat v0,
                      GLfloat v1)
void glVertexAttrib2s(GLuint index,
                      GLshort v0,
                      GLshort v1)
void glVertexAttrib2d(GLuint index,
                      GLdouble v0,
                      GLdouble v1)

void glVertexAttrib3f(GLuint index,
                      GLfloat v0,
                      GLfloat v1,
                      GLfloat v2)
void glVertexAttrib3s(GLuint index,
                      GLshort v0,
                      GLshort v1,
                      GLshort v2)
void glVertexAttrib3d(GLuint index,
                      GLdouble v0,
                      GLdouble v1,
                      GLdouble v2)

void glVertexAttrib4f(GLuint index,
                      GLfloat v0,
                      GLfloat v1,
                      GLfloat v2,
                      GLfloat v3)
void glVertexAttrib4s(GLuint index,
                      GLshort v0,
                      GLshort v1,
                      GLshort v2,
                      GLshort v3)
void glVertexAttrib4d(GLuint index,
                      GLdouble v0,
                      GLdouble v1,
                      GLdouble v2,
```

```

        GLdouble v3)

void glVertexAttrib4Nub(GLuint index,
                      GLubyte v0,
                      GLubyte v1,
                      GLubyte v2,
                      GLubyte v3)

```

## Parameters

<i>index</i>	Specifies the index of the generic vertex attribute to be modified.
<i>v0, v1, v2, v3</i>	Specify the new values to be used for the specified vertex attribute.

## C Specification

```

void glVertexAttrib1fv(GLuint index, const GLfloat *v)
void glVertexAttrib1sv(GLuint index, const GLshort *v)
void glVertexAttrib1dv(GLuint index, const GLdouble *v)

void glVertexAttrib2fv(GLuint index, const GLfloat *v)
void glVertexAttrib2sv(GLuint index, const GLshort *v)
void glVertexAttrib2dv(GLuint index, const GLdouble *v)

void glVertexAttrib3fv(GLuint index, const GLfloat *v)
void glVertexAttrib3sv(GLuint index, const GLshort *v)
void glVertexAttrib3dv(GLuint index, const GLdouble *v)

void glVertexAttrib4fv(GLuint index, const GLfloat *v)
void glVertexAttrib4sv(GLuint index, const GLshort *v)
void glVertexAttrib4dv(GLuint index, const GLdouble *v)
void glVertexAttrib4iv(GLuint index, const GLint *v)
void glVertexAttrib4bv(GLuint index, const GLbyte *v)

void glVertexAttrib4ubv(GLuint index, const GLubyte *v)
void glVertexAttrib4usv(GLuint index, const GLushort *v)
void glVertexAttrib4uiv(GLuint index, const GLuint *v)

void glVertexAttrib4Nbv(GLuint index, const GLbyte *v)
void glVertexAttrib4Nsv(GLuint index, const GLshort *v)
void glVertexAttrib4Niv(GLuint index, const GLint *v)
void glVertexAttrib4Nubv(GLuint index, const GLubyte *v)
void glVertexAttrib4Nusv(GLuint index, const GLushort *v)
void glVertexAttrib4Nuiv(GLuint index, const GLuint *v)

```

## Parameters

<i>index</i>	Specifies the index of the generic vertex attribute to be modified.
<i>v</i>	Specifies a pointer to an array of values to be used for the generic vertex attribute.

## Description

OpenGL defines a number of standard vertex attributes that applications can modify with standard API entry points (color, normal, texture coordinates, etc.). The **glVertexAttrib** family of entry points allows an application to pass generic vertex attributes into numbered locations.

Generic attributes are defined as four-component values that are organized into an array. The first entry of this array is numbered 0, and the size of the array is specified by the implementation-dependent constant `GL_MAX_VERTEX_ATTRIBS`. Individual elements of this array can be modified with a **glVertexAttrib** call that specifies the index of the element to be modified and a value for that element.

These commands can specify one, two, three, or all four components of the generic vertex attribute specified by *index*. A **1** in the command name means that only one value is passed and that it modifies the first component of the generic vertex attribute. The second and third components are set to 0, and the fourth component is set to 1. Similarly, a **2** in the command name means that values are provided for the first two components, the third component is set to 0, and the fourth component is set to 1. A **3** in the command name means that values are provided for the first three components and that the fourth component is set to 1, and a **4** in the command name means that values are provided for all four components.

The letters **s**, **f**, **i**, **d**, **ub**, **us**, and **ui** specify whether the arguments are of type short, float, int, double, unsigned byte, unsigned short, or unsigned int. When **v** is appended to the name, the commands can take a pointer to an array of such values. The letter **N** in a command name means that the arguments are passed as fixed-point values that are scaled to a normalized range according to the component conversion rules defined by the OpenGL specification. Signed values are understood to represent fixed-point values in the range [-1,1], and unsigned values are understood to represent fixed-point values in the range [0,1].

OpenGL Shading Language attribute variables are allowed to be of type mat2, mat3, or mat4. Attributes of these types can be loaded by the **glVertexAttrib** entry points. Matrices must be loaded into successive generic attribute slots in column major order, with one column of the matrix in each generic attribute slot.

A user-defined attribute variable declared in a vertex shader can be bound to a generic attribute index with **glBindAttribLocation**. Such binding allows an application to use more descriptive variable names in a vertex shader. A subsequent change to the specified generic vertex attribute is immediately reflected as a change to the corresponding attribute variable in the vertex shader.

The binding between a generic vertex attribute index and a user-defined attribute variable in a vertex shader is part of the state of a program object, but the current value of the generic vertex attribute is not. The value of each generic vertex attribute is part of current state, just like standard vertex attributes, and it is maintained even if a different program object is used.

An application may freely modify generic vertex attributes that are not bound to a named vertex shader attribute variable. These values are simply maintained as part of current state and are not accessed by the vertex shader. If a generic vertex attribute bound to an attribute variable in a vertex shader is not updated while the vertex shader is executing, the vertex shader repeatedly uses the current value for the generic vertex attribute.

The generic vertex attribute with index 0 is the same as the vertex position attribute previously defined by OpenGL. A **glVertex2**, **glVertex3**, or **glVertex4** command is completely equivalent to the corresponding **glVertexAttrib** command with an index argument of 0. A vertex shader can access generic vertex attribute 0 by using the built-in attribute variable `gl_Vertex`. There are no current values for generic vertex attribute 0. This is the only generic vertex attribute with this property; calls to set other standard vertex attributes can be freely mixed with calls to set any of the other generic vertex attributes.

## Notes

**glVertexAttrib** is available only if the GL version is 2.0 or greater.

Generic vertex attributes can be updated at any time. In particular, **glVertexAttrib** can be called between a call to **glBegin** and the corresponding call to **glEnd**.

An application can bind more than one attribute name to the same generic vertex attribute index. This is referred to as aliasing, and it is allowed only if just one of the aliased attribute variables is active in the vertex shader, or if no path through the vertex shader consumes more than one of the attributes aliased to the same location. OpenGL implementations are not required to do error checking to detect aliasing; they are allowed to assume that aliasing does not occur, and they are allowed to employ optimizations that work only in the absence of aliasing.

There is no provision for binding standard vertex attributes; therefore, it is not possible to alias generic attributes with standard attributes.

## Errors

**GL\_INVALID\_VALUE** is generated if *index* is greater than or equal to **GL\_MAX\_VERTEX\_ATTRIBS**.

## Associated Gets

**glGet** with the argument **GL\_CURRENT\_PROGRAM**

**glGetActiveAttrib** with argument *program* and the index of an active attribute variable

**glGetAttribLocation** with argument *program* and an attribute variable name

**glGetVertexAttrib** with arguments **GL\_CURRENT\_VERTEX\_ATTRIB** and *index*

## See Also

**glBindAttribLocation**, **glVertex**, **glVertexAttribPointer**

# glVertexAttribPointer

## Name

**glVertexAttribPointer** Defines a generic vertex attribute array

## C Specification

```
void glVertexAttribPointer(GLuint index,  
                         GLint size,  
                         GLenum type,  
                         GLboolean normalized,  
                         GLsizei stride,  
                         const GLvoid *pointer)
```

## Parameters

<i>index</i>	Specifies the index of the generic vertex attribute to be modified.
<i>size</i>	Specifies the number of values for each element of the generic vertex attribute array. Must be 1, 2, 3, or 4.
<i>type</i>	Specifies the data type of each component in the array. Symbolic constants <code>GL_BYTE</code> , <code>GL_UNSIGNED_BYTE</code> , <code>GL_SHORT</code> , <code>GL_UNSIGNED_SHORT</code> , <code>GL_INT</code> , <code>GL_UNSIGNED_INT</code> , <code>GL_FLOAT</code> , and <code>GL_DOUBLE</code> are accepted.
<i>normalized</i>	Specifies whether fixed-point data values should be normalized ( <code>GL_TRUE</code> ) or converted directly as fixed-point values ( <code>GL_FALSE</code> ) when they are accessed.
<i>stride</i>	Specifies the byte offset between consecutive attribute values. If <i>stride</i> is 0 (the initial value), the attribute values are understood to be tightly packed in the array.
<i>pointer</i>	Specifies a pointer to the first component of the first attribute value in the array.

## Description

**glVertexAttribPointer** specifies the location and data format of an array of generic vertex attribute values to use when rendering. *size* specifies the number of components per attribute and must be 1, 2, 3, or 4. *type* specifies the data type of each component, and *stride* specifies the byte stride from one attribute to the next, allowing attribute values to be intermixed with other attribute values or stored in a separate array. A value of 0 for *stride* means that the values are stored sequentially in memory with no gaps between successive elements. If set to `GL_TRUE`, *normalized* means that values stored in an integer format are to be mapped to the range [1,1] (for signed values) or [0,1] (for unsigned values) when they are accessed and converted to floating point. Otherwise, values are converted to floats directly without normalization.

When a generic vertex attribute array is specified, *size*, *type*, *normalized*, *stride*, and *pointer* are saved as client-side state.

To enable and disable the generic vertex attribute array, call **glEnableVertexAttribArray** and **glDisableVertexAttribArray** with *index*. If enabled, the generic vertex attribute array is used when **glDrawArrays**, **glDrawElements**, **glDrawRangeElements**, **glArrayElement**, **glMultiDrawElements**, or **glMultiDrawArrays** is called.

## Notes

**glVertexAttribPointer** is available only if the GL version is 2.0 or greater.

Each generic vertex attribute array is initially disabled and is not accessed when **glDrawArrays**, **glDrawElements**, **glDrawRangeElements**, **glArrayElement**, **glMultiDrawElements**, or **glMultiDrawArrays** is called.

Execution of **glVertexAttribPointer** is not allowed between the execution of **glBegin** and **glEnd**, but an error may or may not be generated. If no error is generated, the operation is undefined.

**glVertexAttribPointer** is typically implemented on the client side.

Generic vertex attribute array parameters are client-side state and are therefore not saved or restored by **glPushAttrib** and **glPopAttrib**. Use **glPushClientAttrib** and **glPopClientAttrib** instead.

## Errors

**GL\_INVALID\_VALUE** is generated if *index* is greater than or equal to **GL\_MAX\_VERTEX\_ATTRIBS**.

**GL\_INVALID\_VALUE** is generated if *size* is not 1, 2, 3, or 4.

**GL\_INVALID\_ENUM** is generated if *type* is not an accepted value.

**GL\_INVALID\_VALUE** is generated if *stride* is negative.

## Associated Gets

**glGet** with argument **GL\_MAX\_VERTEX\_ATTRIBS**

**glGetVertexAttrib** with arguments *index* and the name of a vertex attribute parameter

**glGetVertexAttribPointer** with arguments *index* and **GL\_VERTEX\_ATTRIB\_ARRAY\_POINTER**

## See Also

**glArrayElement**, **glBindAttribLocation**, **glDisableVertexAttribArray**, **glDrawArrays**, **glDrawElements**, **glDrawRangeElements**, **glEnableVertexAttribArray**, **glMultiDrawArrays**, **glMultiDrawElements**, **glPopClientAttrib**, **glPushClientAttrib**, **glVertexAttrib**

# OpenGL 1.5 to OpenGL 2.0 GLSL Migration Guide

The OpenGL Shading Language was initially supported through ARB extensions to OpenGL 1.5. The following table (originally compiled by Teri Morrison) documents the mapping of OpenGL 1.5 ARB extension API entry points to the OpenGL 2.0 API entry points.

<b>glAttachObjectARB</b>	Renamed to <b>glAttachShader</b> . Input arguments <i>program</i> and <i>shader</i> were changed from GLhandleARB to GLuint.
<b>glBindAttribLocationARB</b>	Renamed to <b>glBindAttribLocation</b> . Input argument <i>program</i> was changed from GLhandleARB to GLuint. Input argument <i>name</i> was changed from const GLcharARB* to const GLchar*.
<b>glCompileShaderARB</b>	Renamed to <b>glCompileShader</b> . Input argument <i>shader</i> was changed from GLhandleARB to GLuint.
<b>glCreateProgramObjectARB</b>	Renamed to <b>glCreateProgram</b> . Function return value was changed from GLhandleARB to GLuint.
<b>glCreateShaderObjectARB</b>	Renamed to <b>glCreateShader</b> . Function return value was changed from GLhandleARB to GLuint.
<b>glDeleteObjectARB</b>	Split into two functions, <b>glDeleteProgram</b> and <b>glDeleteShader</b> . Input argument <i>object</i> was changed from GLhandleARB to GLuint. Additional error checking was added to ensure that the input argument in the new function ( <i>program</i> or <i>shader</i> ) is the proper object type.
<b>glDetachObjectARB</b>	Renamed to <b>glDetachShader</b> . Input arguments <i>program</i> and <i>shader</i> were changed from GLhandleARB to GLuint.
<b>glDisableVertexAttribArrayARB</b>	Renamed to <b>glDisableVertexAttribArray</b> .
<b>glEnableVertexAttribArrayARB</b>	Renamed to <b>glEnableVertexAttribArray</b> .
<b>glGetActiveAttribARB</b>	Renamed to <b>glGetActiveAttrib</b> . Input argument <i>program</i> was changed from GLhandleARB to GLuint. Input argument <i>name</i> was changed from GLcharARB* to GLchar*.
<b>glGetActiveUniformARB</b>	Renamed to <b>glGetActiveUniform</b> . Input argument <i>program</i> was changed from GLhandleARB to GLuint. Input argument <i>name</i> was changed from GLcharARB* to GLchar*.
<b>glGetAttachedObjectsARB</b>	Renamed to <b>glGetAttachedShaders</b> . Input argument <i>program</i> was changed from GLhandleARB to GLuint. Input argument <i>objects</i> was changed from GLhandleARB* to GLuint*.
<b>glGetAttribLocationARB</b>	Renamed to <b>glGetAttribLocation</b> . Input argument <i>program</i> was changed from GLhandleARB to GLuint. Input argument <i>name</i> was changed from const GLcharARB* to const GLchar*.
<b>glGetHandleARB</b>	Replaced by calling <b>glGet</b> with the symbolic constant GL_CURRENT_PROGRAM.
<b>glGetInfoLogARB</b>	Split into two functions, <b>glGetProgramInfoLog</b> and <b>glGetShaderInfoLog</b> . Input argument <i>object</i> was changed from GLhandleARB to GLuint. Output argument <i>infoLog</i> was changed from const GLcharARB* to const GLchar*. New error checking was added to ensure that the input

	argument in the new function ( <i>program</i> or <i>shader</i> ) is the proper object type.
<b>glGetObjectParameterARB</b>	Split into two functions, <b>glGetProgram</b> and <b>glGetShader</b> . Input argument <i>object</i> was changed from GLhandleARB to GLuint. Additional error checking was added to ensure that the input argument in the new function ( <i>program</i> or <i>shader</i> ) is the proper object type. In OpenGL 2.0 there is no equivalent for the floating-point version of the ARB function <b>glGetObjectParameterfvARB</b> .
<b>glGetShaderSourceARB</b>	Renamed to <b>glGetShaderSource</b> . Input argument <i>shader</i> was changed from GLhandleARB to GLuint. Output argument <i>source</i> was changed from const GLcharARB* to const GLchar*.
<b>glGetUniformARB</b>	Renamed to <b>glGetUniform</b> . Input argument <i>program</i> was changed from GLhandleARB to GLuint.
<b>glGetUniformLocationARB</b>	Renamed to <b>glGetUniformLocation</b> . Input argument <i>program</i> was changed from GLhandleARB to GLuint. Input argument <i>name</i> was changed from const GLcharARB* to const GLchar*.
<b>glGetVertexAttribARB</b>	Renamed to <b>glGetVertexAttrib</b> .
<b>glGetVertexAttribPointerARB</b>	Renamed to <b>glGetVertexAttribPointer</b> .
<b>glLinkProgramARB</b>	Renamed to <b>glLinkProgram</b> . Input argument <i>program</i> was changed from GLhandleARB to GLuint.
<b>glShaderSourceARB</b>	Renamed to <b>glShaderSource</b> . Input argument <i>shader</i> was changed from GLhandleARB to GLuint. Input argument <i>strings</i> was changed from const GLcharARB** to const GLchar**.
<b>glUniformARB</b>	Renamed to <b>glUniform</b> .
<b>glUseProgramObjectARB</b>	Renamed to <b>glUseProgram</b> . Input argument <i>program</i> was changed from GLhandleARB to GLuint.
<b>glValidateProgramARB</b>	Renamed to <b>glValidateProgram</b> . Input argument <i>program</i> was changed from GLhandleARB to GLuint.
<b>glVertexAttribARB</b>	Renamed to <b>glVertexAttrib</b> .
<b>glVertexAttribPointerARB</b>	Renamed to <b>glVertexAttribPointer</b> .
<b>New functions</b>	The functions <b>glIsProgram</b> and <b>glIsShader</b> were added in OpenGL 2.0 and have no equivalent in the ARB extensions that support GLSL.  The function <b>glDrawBuffers</b> was promoted to OpenGL 2.0 from the ARB_draw_buffers extension specification, where it was called <b>glDrawBuffersARB</b> .

# Afterword

Writing a book requires a lot of time and effort. Sometimes authors refer to the finished product as "a labor of love." I have to say that for me, writing this book has been "a labor of fun."

I have been fortunate to participate in a major architectural revolution in computer graphics hardware. In the last few years, consumer graphics hardware has undergone a sea change from pure fixed functionality to almost complete user programmability. In many ways, this time feels like the late 1970s and early 1980s, when significant advances were being made in computer graphics at places like the University of Utah, NYU, Lucasfilm, JPL, UNC, and Cornell. The difference this time is that graphics hardware is now cheap enough and fast enough that you don't have to work at a research institute or attend an elite graduate school to play with it. You can explore the brave new world on your own personal computer.

It is relatively rare to participate in establishing even one industry standard, but I have had the good fortune to play a role in the definition of three important graphics standards. First was PEX in the late 1980s. Next was OpenGL in the early 1990s, and now, the OpenGL Shading Language in the first years of the new millennium. These efforts have been gratifying to me because they provide graphics hardware capabilities to people in an industry-standard way. Applications written to a standard are portable, and therefore the technology they are built on is accessible to a wider audience.

It's been a labor of fun because it is a lot of fun and truly remarkable to be one of the first people to implement classic rendering algorithms by using a high-level language on low-cost but high-performance graphics hardware. When our team first got the brick shader running on 3Dlabs Wildcat VP graphics hardware, it was a jaw-dropping "Wow!" moment. A similar feeling occurred when I got a shader I was developing to run successfully for the first time or saw, working for the first time, a shader written by someone else in the group. It seems to me that this feeling must be similar to that felt by the graphics pioneers 20 years ago when they got the first successful results from their new algorithms. And it is great fun to hear from end users who experience those same sorts of jaw-dropping "Wow!" moments.

Because of the architectural revolution in consumer graphics hardware, today, people like you and me can quickly and easily write shaders that implement the rendering algorithms devised 20 years ago by the pioneers of computer graphics. To implement bump mapping, we looked up Blinn's 1978 paper, and to implement particle systems, we looked at Reeves's 1983 paper. I chuckled to myself when I saw the hand-drawn diagrams in Alvy Ray Smith's 1983 memo on digital filtering. Images that took hours to generate then take milliseconds to render today. And shader code that took weeks to develop can now be written in minutes with a high-level shading language developed specifically for this task. It is mind-boggling to think how painstaking it must have been for Mandelbrot to generate images of his famous set in the late 1970s, compared to how easy it is to do today with the OpenGL Shading Language.

And part of the reason that I've so enjoyed writing this book is that I know there are significant new discoveries to be made in the area of computer graphics. If someone like me can simply and easily implement rendering algorithms that previously could run only on software on CPUs, imagine how much more is possible with the programmable graphics hardware that is available today. The availability of low-cost programmable graphics hardware makes it possible for many more people to experiment with new rendering techniques. Algorithms of much higher complexity can be developed. And I know that some of you out there will invent some exciting new rendering techniques when using the OpenGL Shading Language. This technology is moving rapidly to handheld devices such as PDAs and cell phones. A version of the OpenGL Shading Language for embedded devices was approved as part of OpenGL ES in the summer of 2005. That means that millions of devices will soon be running applications that use GLSL to unlock the power of the underlying programmable graphics hardware.

My mission in writing this book has been to educate you and, perhaps more important, to try to open your eyes to the rendering possibilities that exist beyond the fixed functionality with which we've been shackled for so many years. In my view, there's no longer any reason to continue to use the fixed functionality of OpenGL. Everyone should be writing shaders to render things the way they want instead of the way the fixed functionality graphics hardware has allowed. I encourage you to think outside the box, explore new ways of getting pixels on the screen, and share your discoveries with others. If you want, you can send your discoveries to me at [randi@3dshaders.com](mailto:randi@3dshaders.com) and I'll make them available to others on my Web site.

Keep on pushing the pixels, and best of luck in all your rendering endeavors!

Randi Rost,  
Fort Collins,  
CO June 2003,  
1st edition  
August 2005, 2nd edition

# Glossary

## **1D TEXTURE**

A one-dimensional (width only) array of values stored in texture memory.

## **2D TEXTURE**

A two-dimensional (width and height) array of values stored in texture memory.

## **3D TEXTURE**

A three-dimensional (width, height, and depth) array of values stored in texture memory.

## **ACCUMULATION BUFFER**

An OpenGL offscreen memory buffer that can accumulate the results of multiple rendering operations. This buffer often has more bits per pixel than the other offscreen memory buffers in order to support such accumulation operations.

## **ACTIVE ATTRIBUTES**

Attribute variables that can be accessed when a vertex shader is executed, including built-in attribute variables and user-defined attribute variables. (It is allowed to have attribute variables that are defined but never used within a vertex shader.)

## **ACTIVE SAMPLERS**

Samplers that can be accessed when a program is executed.

## **ACTIVE TEXTURE UNIT**

The texture unit currently defined as the target of commands that modify texture access state such as the current 1D/2D/3D/cube map texture, texture unit enable/disable, texture environment state, and so on.

## **ACTIVE UNIFORMS**

Uniform variables that can be accessed when a shader is executed, including built-in uniform variables and user-defined uniform variables. (It is allowed to have uniform variables that are defined but never used within a shader.)

## **ALIASING**

Artifacts caused by insufficient sampling or inadequate representation of high-frequency components in a computer graphics image. These artifacts are also commonly referred to as "jaggies."

## **ALPHA**

The fourth component of a color value (after red, green, and blue). Alpha indicates the opacity of a pixel (1.0 means the pixel is fully opaque; 0.0 means the pixel is fully transparent). Alpha is used in color blending operations.

## **ALPHA TEST**

An OpenGL pipeline stage that discards fragments depending on the outcome of a comparison between the current fragment's alpha value and a constant reference alpha value.

## **AMBIENT OCCLUSION**

A technique for producing more realistic lighting and shadowing effects that uses a precomputed occlusion (or accessibility) factor to scale the diffuse illumination at each point on the surface of an object.

## **AMPLITUDE**

The distance of a function's maximum or minimum from the mean of the function.

## **ANISOTROPIC**

Something with properties that differ when measured in different directions, such as the property of a material (anisotropic reflection) or a characteristic of an algorithm (anisotropic texture filtering). Contrast with ISOTROPIC.

## **ANTIALIASING**

The effort to reduce or eliminate artifacts caused by insufficient sampling or inadequate representation of high-frequency components in a computer graphics image.

## **APPLICATION PROGRAMMING INTERFACE (API)**

A source-level interface provided for use by applications.

#### AREA SAMPLING

An antialiasing technique that considers the area of the primitive being sampled. This method usually produces better results than either point sampling or supersampling, but it can be more expensive to compute.

#### ATTENUATION

In the lighting computation, the effect of light intensity diminishing as a function of distance from the light source.

#### ATTRIBUTE ALIASING

Binding more than one user-defined attribute variable to the same generic vertex attribute index. This binding is allowed only if just one of the aliased attributes is active in the executable program or if no path through the shader consumes more than one attribute of a set of attributes aliased to the same location.

#### ATTRIBUTE VARIABLE

An OpenGL Shading Language variable that is qualified with the **attribute** keyword. Attribute variables contain the values that an application passes through the OpenGL API by using generic, numbered vertex attributes. With attribute variables, a vertex shader can obtain unique data at every vertex. These variables are read-only and can be defined only in vertex shaders. Attribute variables are used to pass frequently changing data to a shader.

#### AUXILIARY BUFFER

A region of offscreen memory that stores arbitrary or generic data, for example, intermediate results from a multipass rendering algorithm. A framebuffer may have more than one associated auxiliary buffer.

#### BENT NORMAL

A surface attribute that represents the average direction of the available light that is received at that point on the surface. This value is computed as follows: Cast rays from the point on the surface in the hemisphere indicated by the surface normal and then average all rays that are unoccluded by other parts of the model.

## **BIDIRECTIONAL REFLECTANCE DISTRIBUTION FUNCTION (BRDF)**

A model for computing the reflection from a surface. The elevation and azimuth angles of the incoming and outgoing energy directions are used to compute the relative amount of energy reflected in the outgoing direction. Measurements of real-world materials can be used in this computation to create a more realistic looking surface. BRDFs can more accurately render materials with anisotropic reflection properties.

### **BRDF**

See [BIDIRECTIONAL REFLECTANCE DISTRIBUTION FUNCTION](#).

### **BUFFERS**

Regions of memory on the graphics accelerator devoted to storing a particular type of data. A color buffer stores color values, a depth buffer stores depth values, etc.

### **BUMP MAP**

A two-dimensional array of normal perturbation values that can be stored in texture memory.

### **BUMP MAPPING**

A rendering technique that simulates the appearance of bumps, wrinkles, or other surface irregularities by perturbing surface normals before lighting calculations are performed.

### **CALL BY VALUE-RETURN**

A subroutine calling convention whereby input parameters are copied into the function at call time and output parameters are copied back to the caller before the function exits.

### **CHROMATIC ABERRATION**

The tendency of a lens to bend light of different colors by unequal amounts because of differences in the indices of refraction of the constituent wavelengths of the light.

### **CHROMATIC DISPERSION**

The effect of distributing a light source into its constituent wavelengths, for example, by passing it through a prism.

## **CLIP SPACE**

See [CLIPPING COORDINATE SYSTEM](#).

## **CLIPPING**

The process of comparing incoming graphics primitives to one or more reference planes and discarding any portion of primitives that are deemed to be outside those reference planes.

## **CLIPPING COORDINATE SYSTEM**

The coordinate system in which view-volume clipping occurs. Graphics primitives are transformed from the eye coordinate system into the clipping coordinate system by the projection matrix.

## **COLOR SUM**

The OpenGL pipeline stage that adds together the primary color and the secondary color. This stage occurs after texturing to allow a specular highlight that is the color of the light source to be applied on top of the textured surface.

## **COMPILER FRONT END**

The part of the compiler that performs lexical, syntactical, and semantic analysis of source code and produces a binary representation of the code that is suitable for consumption by subsequent phases of compilation.

## **CONSTRUCTOR**

A programming language feature for initializing aggregate data types or converting between data types.

## **CONTROL TEXTURE**

A texture map whose primary function is to provide values that determine the behavior of a rendering algorithm rather than provide data for the rendering process.

## **CONVOLUTION**

The weighted average of a function over a specified interval.

#### **CONVOLUTION FILTER**

See [CONVOLUTION KERNEL](#).

#### **CONVOLUTION KERNEL**

The values that are used for weighting in a convolution operation.

#### **CUBE MAP**

A texture map comprising six 2D textures that correspond to faces on a cube. The faces are identified by their axial direction ( $\pm x$ ,  $\pm y$ ,  $\pm z$ ), and the proper face is automatically selected when a texture access is performed.

#### **CUBE MAPPING**

The process of accessing the proper face of a cube map texture to retrieve the value that will be used in texture application. Cube mapping is one method for performing environment mapping.

#### **CULLING**

The act of discarding graphics primitives according to a particular criterion, such as whether the primitives are back facing with respect to the current viewing position.

#### **DEFERRED SHADING**

A shading algorithm that first identifies the visible surfaces in a scene and then applies a shading effect only to those visible surfaces.

#### **DEPENDENT TEXTURE READ**

A texture access operation that depends on values obtained from a previous texture-access operation.

#### **DEPTH BUFFER**

An OpenGL offscreen memory buffer that maintains depth values. This buffer stores the

depth of the topmost visible graphics primitive at each pixel. In conjunction with the depth test operation, this buffer can perform hidden surface elimination.

#### **DEPTH-CUING**

A graphics rendering technique that alters the appearance of a graphics primitive according to its distance from the viewer. Depth-cuing is often used to fade the color of distant primitives to the background color to make them appear more distant.

#### **DEPTH MAP**

See [SHADOW MAP](#).

#### **DEPTH TEST**

An OpenGL pipeline stage that compares the depth associated with the incoming fragment with the depth value retrieved from the framebuffer. If the test fails, the fragment is discarded.

#### **DIFFRACTION**

The change in the directions and intensities of a group of waves (e.g., light waves) as they pass by an obstacle or pass through an aperture.

#### **DIFFRACTION GRATING**

A glass or metal surface with large numbers of small, parallel, equally spaced grooves or slits that produces a diffraction effect.

#### **DISPLAY LIST**

A sequence of OpenGL commands that is stored in OpenGL managed memory for later execution.

#### **DISPLAY LIST MODE**

A mode of rendering in which OpenGL commands are stored in a display list for execution at a later time rather than being executed when they are specified.

#### **DISPLAY MEMORY**

Framebuffer memory that is allocated to maintaining the image displayed on the computer monitor or LCD. Display memory is read many times per second (the refresh rate) and updates the visible display surface.

#### **DOUBLE BUFFERING**

A graphics rendering technique that involves rendering to a back buffer while displaying a front buffer. When rendering is completed, the two buffers are swapped. In this way, the end user never sees partially complete images, and animation can be smoother and more realistic.

#### **DRIVER**

A piece of software that interacts with the native operating system and controls a specific piece of hardware in the system.

#### **ENVIRONMENT MAPPING**

A rendering technique that involves saving the scene surrounding an object as one or more specialized texture maps and then, when rendering the object, accessing these texture maps to compute accurate reflections of that environment.

#### **EQUIRECTANGULAR TEXTURE MAP**

A rectangular 2D texture that can be used as an environment map. The texture spans 360° horizontally and 180° vertically. Significant distortion occurs toward the top and bottom of the texture. Also known as a [LATITUDE-LONGITUDE](#) (or LAT-LONG) TEXTURE MAP.

#### **EXECUTABLE**

The machine code intended for execution on the vertex processor or the fragment processor.

#### **EYE COORDINATE SYSTEM**

The coordinate system that is defined to have the eye (viewing) position at the origin. Graphics primitives are transformed by the modelview matrix from the modeling (or object) coordinate system into the eye coordinate system.

#### **EYE SPACE**

see [EYE COORDINATE SYSTEM](#).

## FILTERING

The process of calculating a single value according to the values of multiple samples in the neighborhood of that value.

## FIXED FUNCTIONALITY

The term used to describe portions of the OpenGL pipeline that are not programmable. These portions of OpenGL operate in a fixed fashion, and the behavior can be altered only when a predefined set of state variables is changed through the OpenGL API.

## FLAT SHADING

The term used to describe the application of a single color value to the extent of a primitive (contrast with [SMOOTH SHADING](#)).

## FOG

A rendering technique that simulates atmospheric effects due to particulates such as those contained in clouds and smog. Fog is computed by attenuation of the object color as a function of distance from the viewer.

## FRACTAL

A geometrically complex object, the complexity of which arises through the repetition of a given form over a range of scales. (*Ken Musgrave*)

## FRAGMENT

The set of data that is generated by rasterization and that represents the information necessary to update a single framebuffer location. A fragment consists of a window coordinate position and associated data such as color, depth, texture coordinates, and the like.

## FRAGMENT PROCESSING

An OpenGL pipeline stage that defines the operations that occur to a fragment produced by rasterization before the back-end processing stages. For OpenGL fixed functionality, fragment processing operations include texture access, texture application, fog, and color sum. For the OpenGL programmable fragment processor, any type of per-fragment processing may be performed.

## **FRAGMENT PROCESSOR**

A programmable unit that replaces the traditional fixed functionality fragment processing stage of OpenGL. Fragment shaders are executed on the fragment processor.

## **FRAGMENT SHADER**

A program written in the OpenGL Shading Language for execution on the fragment processor. The fragment shader's **main** function is executed once for each fragment generated by rasterization and can be programmed to perform both traditional operations (texture access, texture application, fog) and nontraditional operations.

## **FRAMEBUFFER**

The region of graphics memory that stores the results of OpenGL rendering operations. Part of the framebuffer (the front buffer) is visible on the display device, and part of it is not.

## **FRAMEBUFFER OPERATIONS**

An OpenGL pipeline stage containing operations that control or affect the whole framebuffer (e.g., buffer masking operations, buffer clear operations).

## **FREQUENCY**

The measure of periodicity in a function (i.e., how often the pattern of a function repeats).

## **FRESNEL EFFECT**

The result of transparent materials causing light to be both reflected and refracted, with the amount of light reflected and refracted depending on the viewing angle.

## **FRUSTUM**

See [VIEW FRUSTUM](#).

## **FRUSTUM CLIPPING**

An OpenGL pipeline stage that clips primitives to the view frustum.

## **GEOMETRIC PRIMITIVE**

A point, line, or polygon.

## **GLOSS MAP**

A texture map that controls the reflective characteristics of a surface rather than supply image data for the texturing operation.

## **GLYPH BOMBING**

[TEXTURE BOMBING](#) using character glyphs from a texture map.

## **GOOCH SHADING**

A non-photorealistic rendering technique that attempts to duplicate the look of a technical illustration. This technique is also called a low dynamic range artistic tone algorithm.

## **GORUAUD SHADING**

See [SMOOTH SHADING](#).

## **GRADIENT**

The measure of how rapidly a function is changing in a particular direction. Properly, this is a vector (see [GRADIENT VECTOR](#)). More commonly, the magnitude of the gradient vector for the function  $f(x,y)$  in a particular direction is referred to as the gradient of the function  $f(x,y)$  in that direction.

## **GRADIENT NOISE**

See [PERLIN NOISE](#).

## **GRADIENT VECTOR**

A vector that defines the rate of change of a function in all directions. The gradient vector for the function  $f(x,y)$  contains two components: the partial derivative of  $f$  with respect to  $x$  and the partial derivative of  $f$  with respect to  $y$ .

## **GRAPHICS ACCELERATOR**

Hardware dedicated to the process of rendering and displaying graphics.

## **GRAPHICS CONTEXT**

The OpenGL data structure that contains the state needed to control the operation of the rendering pipeline.

## **GRAPHICS PROCESSING PIPELINE**

The sequence of operations that occurs when geometry or image data defined by an application is transformed into something that is stored in the framebuffer. This processing is divided into stages that occur in a specific order. Each stage has defined inputs and outputs and can be precisely described.

## **HEMISPHERE LIGHTING**

The process of illuminating scenes and objects by modeling global illumination as two hemispheres, one representing the color of the sky and the other representing the color of the ground (or shadows). Computing the illumination at any surface point is done by integrating the light from the visible hemisphere at that point.

## **IMAGE-BASED LIGHTING**

The process of illuminating scenes and objects with images of light captured from the real world.

## **IMAGING SUBSET**

A collection of imaging-related functionality that was added to OpenGL as an optional subset in OpenGL 1.2. The imaging subset supports color matrix, convolution, histogram, and various blending operations. Graphics hardware vendors are not required to support this functionality as part of their OpenGL implementation.

## **IMMEDIATE MODE**

A mode of rendering in which graphics commands are executed when they are specified rather than stored in a display list for later execution.

## **INDEX OF REFRACTION**

The property of a material that defines the ratio of the speed of light in a vacuum to the speed of light in that material.

#### **ISOTROPIC**

Something with properties that are the same along a pair of orthogonal axes from which they are measured (i.e., rotationally invariant). Contrast with ANISOTROPIC.

#### **KEY-FRAME INTERPOLATION**

An animation technique that produces "inbetween" results based on interpolation between two key frames. This technique can save time and effort because the objects in the scene do not need to be painstakingly animated for every frame, only for those frames that provide the key to the overall animation sequence.

#### **L-VALUE**

An expression identifying an object in memory that can be written to. For example, variables that are writable are l-values. Array indexing and structure member selection are expressions that can result in l-values.

#### **LACUNARITY**

The frequency multiplier (or gap) between successive iterations of a summed noise (fractal) function.

#### **LATITUDE-LONGITUDE TEXTURE MAP**

see [EQUIRECTANGULAR TEXTURE MAP](#).

#### **LEVEL-OF-DETAIL**

The value that selects a mipmap level from a mipmap texture. Incrementing the level-of-detail by 1 results in the selection of a mipmap level that is half the resolution of the previous one. Thus, increasing the value used for level-of-detail results in the selection of mipmap levels that contain smaller and smaller textures (suitable for use on smaller and smaller objects on the screen).

#### **LEXICAL ANALYSIS**

The process of scanning the input text to produce a sequence of tokens (or terminal symbols) for the syntactical analysis phase that follows. Characters or tokens that are not

part of the language can be identified as errors during this process. Sometimes this process is referred to as scanning.

#### LIGHT PROBE

A device or a system that captures an omnidirectional, high dynamic range image of light from a real-world scene.

#### LIGHT PROBE IMAGE

An omnidirectional, high dynamic range image of light captured from the real world.

#### LOW-PASS FILTERING

A method of filtering that eliminates high frequencies but leaves low frequencies unmodified. Low-pass filters are sometimes called [SMOOTHING FILTERS](#) because high frequencies are blurred (smoothed).

#### MIPMAP LEVEL

A specific texel array within a mipmap texture.

#### MIPMAP TEXTURE

An ordered set of texel arrays representing the same image. Typically, each array has a resolution that is half the previous one in each dimension.

#### MODEL SPACE

See [MODELING COORDINATE SYSTEM](#).

#### MODEL TRANSFORMATION MATRIX

The matrix that transforms coordinates from the modeling coordinate system into the world coordinate system. In OpenGL, this matrix is not available separately; it is always part of the modelview matrix.

#### MODELING

The process of defining a numerical representation of an object that is to be rendered, for

instance, defining the Bezier curves that specify a teapot, or the vertex positions, colors, surface normals, and texture coordinates that define a bowling pin.

#### **MODELING COORDINATE SYSTEM**

A coordinate system that is defined in a way that makes it convenient to specify and orient a single object. Also known as the [OBJECT COORDINATE SYSTEM](#) or [OBJECT SPACE](#).

#### **MODELING TRANSFORMATION**

The transformation that takes coordinates from the modeling coordinate system into the world coordinate system.

#### **MODELVIEW MATRIX**

The matrix that transforms coordinates from the modeling coordinate system into the eye coordinate system.

#### **MODELVIEW-PROJECTION MATRIX**

The matrix that transforms coordinates from the modeling coordinate system into the clipping coordinate system.

#### **MULTIFRACTAL**

A function whose fractal dimension varies according to location.

#### **MULTISAMPLE BUFFER**

A region of offscreen memory that can perform supersampling by maintaining more than one sample per pixel and automatically averaging the samples to produce the final, antialiased image.

#### **NEIGHBORHOOD AVERAGING**

An image processing technique that low-pass filters (smooths) an image by computing the weighted average of pixels in close proximity to one another.

#### **NOISE**

A continuous, irregular function with a defined range that creates complex and interesting patterns.

#### **NON-PHOTOREALISTIC RENDERING (NPR)**

A class of rendering techniques whose purpose is to achieve something other than the most realistic result possible. Such techniques may strive to achieve a painterly or hand-drawn appearance, the look of a technical illustration, or a cartoonlike appearance. Hatching and Gooch shading are examples of NPR techniques.

#### **NORMAL MAP**

A texture map that contains normals rather than image data.

#### **NORMALIZED DEVICE COORDINATE SPACE**

The coordinate space that contains the view volume in an axis-aligned cube with a minimum corner at (1,1,1) and a maximum corner at (1,-1,-1).

#### **NPR**

See [NON-PHOTOREALISTIC RENDERING](#).

#### **OBJECT COORDINATE SYSTEM**

See [MODELING COORDINATE SYSTEM](#).

#### **OBJECT SPACE**

See [MODELING COORDINATE SYSTEM](#).

#### **OCTAVE**

Two frequencies that are related by a ratio of 2:1.

#### **OFFSCREEN MEMORY**

Framebuffer memory that stores things, such as depth buffers and textures, that are never directly visible on the display screen (contrast with [DISPLAY MEMORY](#)).

## **OPENGL SHADER**

A term applied to a shader written in the OpenGL Shading Language to differentiate from a shader written in another shading language.

## **OPENGL SHADING LANGUAGE**

The high-level programming language defined to allow application writers to write programs that execute on the programmable processors defined within OpenGL.

## **OPENGL SHADING LANGUAGE API**

The set of function calls added to OpenGL to allow OpenGL shaders to be created, deleted, queried, compiled, linked, and used.

## **PARSING**

See [SYNTACTIC ANALYSIS](#).

## **PARTICLE SYSTEM**

A rendering primitive that consists of a large number of points or short lines that are suitable for rendering a class of objects with ill-defined boundaries (e.g., fire, sparks, liquid sprays).

## **PER-FRAGMENT OPERATIONS**

An OpenGL pipeline stage that occurs after fragment processing and before framebuffer operations. It includes a variety of tests, such as the stencil, alpha, and depth tests, aimed at determining whether the fragment should be used to update the framebuffer.

## **PERLIN NOISE**

A noise function that is defined to have a value of 0 for integer input values and whose variability is introduced by defining pseudorandom gradient values at each of those points. Also called [GRADIENT NOISE](#).

## **PHOTOREALISM**

The effort to use computer graphics to model, render, and animate a scene in such a way

that it is indistinguishable from a photograph or film sequence of the same scene in real life.

#### **PIXEL GROUP**

A value that will ultimately be used to update the framebuffer (i.e., a color, depth, or stencil value).

#### **PIXEL OWNERSHIP TEST**

An OpenGL pipeline stage that decides whether a fragment can be used to update the framebuffer or whether the targeted framebuffer location belongs to another window or to another OpenGL graphics context.

#### **PIXEL PACKING**

An OpenGL pipeline stage that writes pixels retrieved from OpenGL into application-controlled memory.

#### **PIXEL RECTANGLE**

A rectangular array of pixels (i.e., an image).

#### **PIXEL TRANSFER**

An OpenGL pipeline stage that processes pixel data while it is being transferred within OpenGL. At this stage, operations can occur for the following: scaling and biasing, lookup table, convolution, histogram, color matrix, and the like.

#### **PIXEL UNPACKING**

An OpenGL pipeline stage that reads pixels (i.e., image data) from application-controlled memory and sends them on for further processing by OpenGL.

#### **POINT SAMPLING**

The process of determining the value at each pixel by sampling the function at just one point. This is the typical behavior of graphics hardware and many graphics algorithms, and it can lead to aliasing artifacts. Contrast with [SUPERSAMPLING](#) and [AREA SAMPLING](#).

## **POINT SPRITE**

A screen-aligned quadrilateral that has texture coordinates and that is drawn by rasterizing a single point primitive. Normally, points are drawn as a single pixel or as a round circle. A point sprite can be used to draw an image stored in a texture map at each point position.

## **POLYNOMIAL TEXTURE MAP (PTM)**

A light-dependent texture map that can reconstruct the color of a surface under varying lighting conditions.

## **PRIMITIVE ASSEMBLY**

An OpenGL pipeline stage that occurs after vertex processing and that assembles individual vertex values into a primitive. The primary function of this stage is to buffer vertex values until enough accumulate to define the desired primitive. Points require one vertex, lines require two, triangles require three, and so on.

## **PRIMITIVES**

In OpenGL parlance, things that can be rendered: points, lines, polygons, bitmaps, and images.

## **PROCEDURAL TEXTURE SHADER**

A shader that produces its results primarily by synthesizing rather than by relying heavily on precomputed values.

## **PROCEDURAL TEXTURING**

The process of computing a texture primarily by synthesizing rather than by relying heavily on precomputed values.

## **PROGRAM**

The set of executables that result from successful linking of a program object. This program can be installed as part of OpenGL's current state to provide programmable vertex and fragment processing.

## **PROGRAM OBJECT**

An OpenGL-managed data structure that serves as a container object for one or more shader objects. Program objects are used when shaders are linked. Linking a program object results in one or more executables that are part of the program object and that can be installed as part of current state.

#### **PROJECTION MATRIX**

The matrix that transforms coordinates from the eye coordinate system to the clipping coordinate system.

#### **PROJECTION TRANSFORMATION**

The transformation that takes coordinates from the eye coordinate system into the clipping coordinate system.

#### **PTM**

See [POLYNOMIAL TEXTURE MAP](#).

#### **PULSE TRAIN**

A periodic function that varies abruptly between two values (i.e., a square wave).

#### **R-VALUE**

An expression identifying a declared or temporary object in memory that can be read for example, a variable name is an r-value, but function names are not. Expressions result in r-values.

#### **RASTER POSITION**

A piece of OpenGL state that positions bitmap and image write operations.

#### **RASTERIZATION**

The process of converting graphics primitives such as points, lines, polygons, bitmaps, and images into fragments.

#### **READ CONTROL**

An OpenGL pipeline stage that contains state to define the region of framebuffer memory that is read during pixel read operations.

## RENDERING

The process of converting geometry or image data defined by an application into something that is stored in the framebuffer.

## RENDERING PIPELINE

See [GRAPHICS PROCESSING PIPELINE](#).

## SAMPLER

An opaque data type in the OpenGL Shading Language that stores the information needed to access a particular texture from within a shader.

## SCANNING

See [LEXICAL ANALYSIS](#).

## SCENE GRAPH

Either a hierarchical data structure containing a description of a scene to be rendered or a rendering engine for traversing and rendering such data structures.

## SCISSOR TEST

An OpenGL pipeline stage that, when enabled, allows drawing operations to occur only within a specific rectangular region that has been defined in window coordinates.

## SEMANTIC ANALYSIS

The process of determining whether the input text conforms to the semantic rules defined or implied by a programming language. Semantic errors in the input text can be identified during this phase of compilation.

## SHADER

Source code written in the OpenGL Shading Language that is intended for execution on

one of OpenGL's programmable processors.

#### **SHADER OBJECT**

An OpenGL-managed data structure that stores the source code and the compiled code for a shader written in the OpenGL Shading Language. Shader objects can be compiled, and compiled shader objects can be linked to produce executable code (see [PROGRAM OBJECT](#)).

#### **SHADOW MAP**

A texture created by rendering a scene from the point of view of a light source. This texture is then used during a final rendering pass to determine the parts of the scene that are in shadow. Also known as a [DEPTH MAP](#).

#### **SHADOW MAPPING**

An algorithm that computes shadows by rendering the scene once for each shadow-causing light source in the scene and once for the final rendering of the scene, including shadows. The perlight rendering passes are rendered from the light source's point of view and create shadow maps. These textures are then accessed on the final pass to determine the parts of the scene that are in shadow.

#### **SMOOTH SHADING**

The term used to describe the application of linearly interpolated color values across the extent of a primitive (contrast with [FLAT SHADING](#)). Also called [GOURAUD SHADING](#).

#### **SMOOTHING FILTERS**

See [LOW-PASS FILTERING](#).

#### **SPHERE MAPPING**

A method for performing environment mapping that simulates the projection of the environment onto a sphere surrounding the object to be rendered. The mapped environment is treated as a 2D texture map and accessed with the polar coordinates of the reflection vector.

#### **STENCIL BUFFER**

An offscreen region of framebuffer memory that can be used with the stencil test to mask

regions. A complex shape can be stored in the stencil buffer, and subsequent drawing operations can use the contents of the stencil buffer to determine whether to update each pixel.

#### **STENCIL TEST**

An OpenGL pipeline stage that conditionally eliminates a pixel according to the results of a comparison between the value stored in the stencil buffer and a reference value. Applications can specify the action taken when the stencil test fails, the action taken when the stencil test passes and the depth test fails, and the action to be taken when both the stencil test and the depth test pass.

#### **SUPERSAMPLING**

A rendering technique that involves taking two or more point samples per pixel and then filtering these values to determine the value to be used for the pixel. Supersampling does not eliminate aliasing but can reduce it to the point at which it is no longer objectionable.

#### **SURFACE-LOCAL COORDINATE SPACE**

A coordinate system that assumes that each point on a surface is at (0,0,0) and that the unperturbed surface normal at each point is (0,0,1).

#### **SWIZZLE**

To duplicate or switch around the order of the components of a vector (e.g, to create a value that contains alpha, green, blue, red from one that contains red, green, blue, alpha).

#### **SYNTACTIC ANALYSIS**

The process of determining whether the structure of an input text is valid according to the grammar that defines the language. Syntax errors in the input text can be identified during this phase of compilation. Sometimes referred to as parsing.

#### **TANGENT SPACE**

A particular surface-local coordinate system that is defined with a tangent vector as one of the basis vectors.

See [TRANSFORMATION AND LIGHTING](#).

#### TEMPORAL ALIASING

Aliasing artifacts that are caused by insufficient sampling in the time domain or inadequate representation of objects that are in motion.

#### TEXEL

A single pixel in a texture map.

#### TEXTURE ACCESS

The process of reading from a texture map in texture memory, including the filtering that occurs, the level-of-detail calculation for mipmap textures, and so on.

#### TEXTURE APPLICATION

The process of using the value read from texture memory to compute the color of a fragment. OpenGL's fixed functionality has fixed formulas for this process, but with programmability, this operation has become much more general.

#### TEXTURE BOMBING

The process of applying irregularly spaced decorative elements (stars, polka dots, character glyphs, etc.) to an object's surface. Decorative elements can be computed procedurally or obtained from a texture map. They can also be randomly scaled and rotated to add further interest.

#### TEXTURE MAPPING

The combination of texture access and texture application. Traditionally, this mapping involves reading image data from a texture map stored in texture memory and using it as the color for the primitive being rendered. With programmability, this operation has become much more general.

#### TEXTURE MEMORY

A region of memory on the graphics accelerator that is used for storing textures.

## TEXTURE OBJECT

The OpenGL-managed data structure that contains information that describes a texture map, including the texels that define the texture, the wrapping behavior, the filtering method, and so on.

## TEXTURE UNIT

An OpenGL abstraction for the graphics hardware that performs texture access and texture application. Since version 1.2, OpenGL has allowed the possibility of more than one texture unit, thus allowing access to more than one texture at a time.

## TRANSFORMATION AND LIGHTING (T&L)

The process of converting vertex positions from object coordinates into window coordinates, and for converting vertex colors into colors that are displayable on the screen, taking into account the effects of simulated light sources.

## TURBULENCE

A variation of Perlin noise that sums noise functions of different frequencies. These frequencies include an absolute value function to introduce discontinuities to the function in order to give the appearance of turbulent flow.

## UNIFORM VARIABLE

An OpenGL Shading Language variable that is qualified with the **uniform** keyword. The values for these variables are provided by the application or through OpenGL state. They are read-only from within a shader and may be accessed from either vertex shaders or fragment shaders. They pass data that changes relatively infrequently.

## UNSHARP MASKING

A method of sharpening an image by subtracting a blurred version of the image from itself.

## USER CLIPPING

An OpenGL operation that compares graphics primitives to user-specified clipping planes in eye space and discards everything that is deemed to be outside the intersection of those clipping planes.

## VALUE NOISE

A noise function that is defined as follows: Assign pseudorandom values in a defined range (e.g., [0,1] or [1,1]) to each integer input value and then smoothly interpolate between those values.

## VARYING VARIABLE

An OpenGL Shading Language variable that is qualified with the **varying** keyword. These variables are defined at each vertex and interpolated across a graphics primitive to produce a perspective-correct value at each fragment. They must be declared in both the vertex shader and the fragment shader with the same type. They are the output values from vertex shaders and the input values for fragment shaders.

## VERTEX

A point in three-dimensional space.

## VERTEX ATTRIBUTES

Values that are associated with a vertex. OpenGL defines both standard and generic vertex attributes. Standard attributes include vertex position, color, normal, and texture coordinates. Generic vertex attributes can be defined to be arbitrary data values that are passed to OpenGL for each vertex.

## VERTEX PROCESSING

An OpenGL pipeline stage that defines the operations that occur to each vertex from the time the vertex is provided to OpenGL until the primitive assembly stage. For OpenGL fixed functionality, this processing includes transformation, lighting, texture coordinate generation, and other operations. For the OpenGL programmable vertex processor, any type of per-vertex processing may be performed.

## VERTEX PROCESSOR

A programmable unit that replaces the traditional fixed functionality vertex processing stage of OpenGL. Vertex shaders are executed on the vertex processor.

## VERTEX SHADER

A program written in the OpenGL Shading Language that executes on the vertex processor. The vertex shader's **main** function is executed once for each vertex provided to OpenGL and can be programmed to perform both traditional operations (transformation, lighting) and nontraditional operations.

## **VIEW FRUSTUM**

The view volume after it has been warped by the perspective division calculation.

## **VIEW VOLUME**

The volume in the clipping coordinate system whose coordinates  $x$ ,  $y$ ,  $z$ , and  $w$  all satisfy the conditions that  $w \leq x \leq w$ ,  $w \leq y \leq w$ , and  $w \leq z \leq w$ . Any portion of a geometric primitive that extends beyond this volume will be clipped.

## **VIEWING MATRIX**

The matrix that transforms coordinates from the world coordinate system into the eye coordinate system. In OpenGL, this matrix is not available separately; it is always part of the modelview matrix.

## **VIEWING TRANSFORMATION**

The transformation that takes coordinates from the world coordinate system into the eye coordinate system.

## **VIEWPORT TRANSFORMATION**

The transformation that takes coordinates from the normalized device coordinate system into the window coordinate system.

## **WINDOW COORDINATE SYSTEM**

The coordinate system used to identify pixels within a window on the display device. In this coordinate system,  $x$  values range from 0 to the width of the window minus 1, and  $y$  values range from 0 to the height of the window minus 1. OpenGL defines the pixel with window coordinates (0,0) to be the pixel at the lower-left corner of the window.

## **WORLD COORDINATE SYSTEM**

A coordinate system that is defined in a way that is convenient for the placement and orientation of all of the objects in a scene.

## **WORLD SPACE**

See [WORLD COORDINATE SYSTEM](#).

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