

Contents

<i>Preface</i>	xi
<i>What's New in this Edition</i>	xiii
<i>Intended Audience</i>	xiv
<i>How to Use This Book</i>	xv
<i>Acknowledgments</i>	xvii
<i>About the Authors</i>	xix
Chapter 1 Getting Started	1
1.1 Languages and Libraries	1
1.1.1 C++	2
1.1.2 OpenGL / GLSL	2
1.1.3 Window Management	3
1.1.4 Extension Library	4
1.1.5 Math Library	4
1.1.6 Texture Management	5
1.1.7 Optional Libraries	5
1.2 Installation and Configuration	5
Chapter 2 The OpenGL Graphics Pipeline	7
2.1 The OpenGL Pipeline	8
2.1.1 C++/OpenGL Application	9
2.1.2 Vertex and Fragment Shaders	12
2.1.3 Tessellation	17
2.1.4 Geometry Shader	18

2.1.5	Rasterization	19
2.1.6	Fragment Shader	20
2.1.7	Pixel Operations	21
2.2	Detecting OpenGL and GLSL Errors	22
2.3	Reading GLSL Source Code from Files	26
2.4	Building Objects from Vertices	27
2.5	Animating a Scene	28
2.6	Organizing the C++ Code Files	31
Chapter 3	Mathematical Foundations	35
3.1	3D Coordinate Systems	36
3.2	Points	36
3.3	Matrices	37
3.4	Transformation Matrices	39
3.4.1	Translation	40
3.4.2	Scaling	41
3.4.3	Rotation	42
3.5	Vectors	43
3.5.1	Uses for <i>Dot Product</i>	45
3.5.2	Uses for <i>Cross Product</i>	46
3.6	Local and World Space	47
3.7	Eye Space and the Synthetic Camera	48
3.8	Projection Matrices	51
3.8.1	The Perspective Projection Matrix	51
3.8.2	The Orthographic Projection Matrix	53
3.9	Look-At Matrix	54
3.10	GLSL Functions for Building Matrix Transforms	56
Chapter 4	Managing 3D Graphics Data	61
4.1	Buffers and Vertex Attributes	62
4.2	Uniform Variables	65
4.3	Interpolation of Vertex Attributes	66
4.4	Model-View and Perspective Matrices	67
4.5	Our First 3D Program – a 3D Cube	68
4.6	Rendering Multiple Copies of an Object	78
4.6.1	Instancing	79
4.7	Rendering Multiple Different Models in a Scene	82
4.8	Matrix Stacks	85

4.9	Combating “Z-Fighting” Artifacts	92
4.10	Other Options for Primitives	93
4.11	Coding for Performance	95
4.11.1	Minimizing Dynamic Memory Allocation	95
4.11.2	Pre-Computing the Perspective Matrix	97
4.11.3	Back-Face Culling	98

Chapter 5 Texture Mapping 103

5.1	Loading Texture Image Files	104
5.2	Texture Coordinates	106
5.3	Creating a Texture Object	108
5.4	Constructing Texture Coordinates	109
5.5	Loading Texture Coordinates into Buffers	110
5.6	Using the Texture in a Shader: Sampler Variables and Texture Units	111
5.7	Texture Mapping: Example Program	112
5.8	Mipmapping	114
5.9	Anisotropic Filtering	119
5.10	Wrapping and Tiling	120
5.11	Perspective Distortion	122
5.12	Textures – Additional OpenGL Details	124

Chapter 6 3D Models 129

6.1	Procedural Models – Building a Sphere	129
6.2	OpenGL Indexing – Building a Torus	138
6.2.1	The Torus	138
6.2.2	Indexing in OpenGL	140
6.3	Loading Externally Produced Models	145

Chapter 7 Lighting 159

7.1	Lighting Models	159
7.2	Lights	161
7.3	Materials	164
7.4	ADS Lighting Computations	166
7.5	Implementing ADS Lighting	169
7.5.1	Gouraud Shading	170
7.5.2	Phong Shading	178
7.6	Combining Lighting and Textures	183

Chapter 8 Shadows	189
8.1 The Importance of Shadows	189
8.2 Projective Shadows	190
8.3 Shadow Volumes	191
8.4 Shadow Mapping	192
8.4.1 Shadow Mapping (PASS ONE) – “Draw” Objects from Light Position	193
8.4.2 Shadow Mapping (Intermediate Step) – Copying the Z-Buffer to a Texture	194
8.4.3 Shadow Mapping (PASS TWO) – Rendering the Scene with Shadows	195
8.5 A Shadow Mapping Example	199
8.6 Shadow Mapping Artifacts	205
8.7 Soft Shadows	208
8.7.1 Soft Shadows in the Real World	208
8.7.2 Generating Soft Shadows – Percentage Closer Filtering (PCF)	209
8.7.3 A Soft Shadow/PCF Program	213
 Chapter 9 Sky and Backgrounds	 219
9.1 Skyboxes	219
9.2 Skydomes	222
9.3 Implementing a Skybox	224
9.3.1 Building a Skybox from Scratch	224
9.3.2 Using OpenGL Cube Maps	227
9.4 Environment Mapping	231
 Chapter 10 Enhancing Surface Detail	 241
10.1 Bump Mapping	241
10.2 Normal Mapping	243
10.3 Height Mapping	252
 Chapter 11 Parametric Surfaces	 259
11.1 Quadratic Bézier Curves	259
11.2 Cubic Bézier Curves	261
11.3 Quadratic Bézier Surfaces	264
11.4 Cubic Bézier Surfaces	266

Chapter 12 Tessellation	271
12.1 Tessellation in OpenGL	271
12.2 Tessellation for Bézier Surfaces	277
12.3 Tessellation for Terrain / Height Maps	284
12.4 Controlling Level of Detail (LOD)	291
 Chapter 13 Geometry Shaders	 297
13.1 Per-Primitive Processing in OpenGL	297
13.2 Altering Primitives	299
13.3 Deleting Primitives	303
13.4 Adding Primitives	304
13.5 Changing Primitive Types	307
 Chapter 14 Other Techniques	 311
14.1 Fog	311
14.2 Compositing / Blending / Transparency	314
14.3 User-Defined Clipping Planes	320
14.4 3D Textures	322
14.5 Noise	328
14.6 Noise Application – <i>Marble</i>	333
14.7 Noise Application – <i>Wood</i>	337
14.8 Noise Application – <i>Clouds</i>	342
14.9 Noise Application – <i>Special Effects</i>	347
 Chapter 15 Simulating Water	 353
15.1 Pool Surface and Floor Geometry Setup	353
15.2 Adding Surface Reflection and Refraction	358
15.3 Adding Surface Waves	369
15.4 Additional Corrections	372
15.5 Animating the Water Movement	376
15.6 Underwater Caustics	378
 Chapter 16 Ray Tracing and Compute Shaders	 383
16.1 Compute Shaders	385
16.1.1 Compiling and Using Compute Shaders	385
16.1.2 Parallel Computing in Compute Shaders	386
16.1.3 Work Groups	390

16.1.4	Work Group Details	391
16.1.5	Work Group Limitations	393
16.2	Ray Casting	394
16.2.1	Defining the 2D Texture Image	394
16.2.2	Building and Displaying the Ray Cast Image	395
16.2.3	Ray-Sphere Intersection	403
16.2.4	Axis-Aligned Ray-Box Intersection	404
16.2.5	Output of Simple Ray Casting Without Lighting	405
16.2.6	Adding ADS Lighting	406
16.2.7	Adding Shadows	408
16.2.8	Non-Axis-Aligned Ray-Box Intersection	410
16.2.9	Determining Texture Coordinates	413
16.2.10	Plane Intersection and Procedural Textures	420
16.3	Ray Tracing	424
16.3.1	Reflection	424
16.3.2	Refraction	428
16.3.3	Combining Reflection, Refraction, and Textures	431
16.3.4	Increasing the Number of Rays	432
16.3.5	Generalizing the Solution	439
16.3.6	Additional Examples	443
16.3.7	Blending Colors for Transparent Objects	448
Chapter 17	Stereoscopy for 3D Glasses and VR Headsets	461
17.1	View and Projection Matrices for Two Eyes	463
17.2	Anaglyph Rendering	465
17.3	Side-by-Side Rendering	468
17.4	Correcting Lens Distortion in Headsets	469
17.5	A Simple Testing Hardware Configuration	477
Appendix A	Installation and Setup for PC (Windows)	481
Appendix B	Installation and Setup for Macintosh	489
Appendix C	Using the Nsight Graphics Debugger	497
Index		503