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Introduction to the OpenGL Shading Language (GLSL)

Oregon State University

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Shaders.pptx

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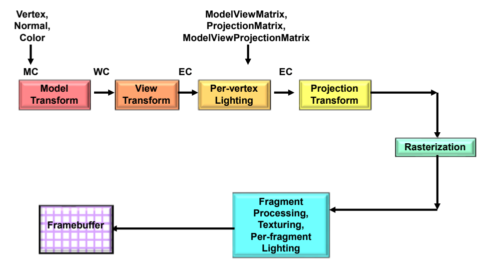
The Basic Computer Graphics Pipeline, OpenGL-style



MC = Model Vertex Coordinates
WC = World Vertex Coordinates
EC = Eye Vertex Coordinates

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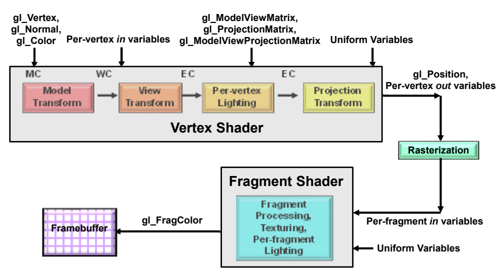
The Basic Computer Graphics Pipeline, Shader-style



MC = Model Vertex Coordinates
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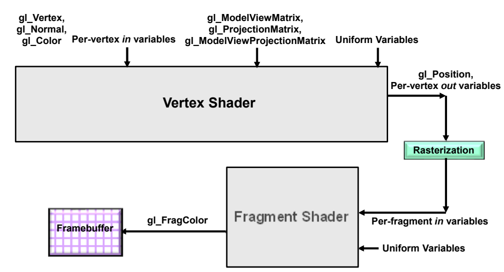
The Basic Computer Graphics Pipeline, Shader-style



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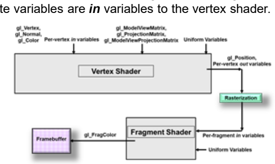
GLSL Variable Types

attribute These are per-vertex ***in*** variables. They are assigned ***per-vertex*** and passed into the vertex shader, usually with the intent to interpolate them through the rasterizer.

uniform These are "global" values, assigned and left alone for a group of primitives. They are read-only accessible from all of your shaders. **They cannot be written to from a shader.**

out / in These are passed from one shader stage to the next shader stage. In our case, ***out*** variables come from the vertex shader, are interpolated in the rasterizer, and go ***in*** to the fragment shader. Attribute variables are ***in*** variables to the vertex shader.



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GLSL Shaders Are Like C With Extensions for Graphics:

- Types include int, ivec2, ivec3, ivec4
- Types include float, vec2, vec3, vec4
- Types include mat2, mat3, mat4
- Types include bool, bvec2, bvec3, bvec4
- Types include sampler to access textures
- Vector components are accessed with [index], .rgba, .xyzw, or.stpq
- You can ask for parallel SIMD operations (doesn't necessarily do it in hardware):
  vec4 a, b, c;
  a = b + c;
- Vector components can be "swizzled" (c1.rgba = c2.abgr)
- Type qualifiers: const, attribute, uniform, in, out
- Variables can have "layout qualifiers" (more on this later)
- The *discard* operator is used in fragment shaders to get rid of the current fragment

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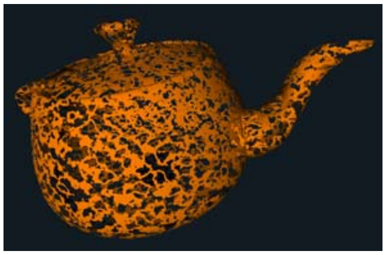
The *discard* Operator Halts Production of the Current Fragment

```
if( random_number < 0.5 )
        discard;
```



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GLSL Shaders Are Missing Some C-isms:

- No type casts -- use constructors instead: int i = int(x);
- Only some amount of automatic promotion (don't rely on it!)
- No pointers
- No strings
- No enums
- Can only use 1-D arrays (no bounds checking)

Warning: integer division is still integer division !

```
float f = float( 2 / 4 );          // still gives 0. like C, C++, Python, Java
```

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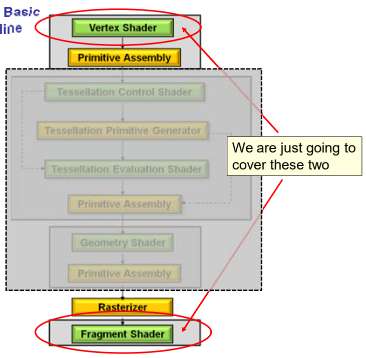
The Shaders' View of the Basic Computer Graphics Pipeline

- A missing stage is OK. The output from one stage becomes the input of the next stage that is there.
- The last stage before the fragment shader feeds its output variables into the **rasterizer**. The interpolated values then go to the fragment shader



= Fixed Function

= You-Programmable

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A GLSL Vertex Shader Replaces These Operations:

- Vertex transformations
- Normal transformations
- Normal unitization (normalization)
- Computing per-vertex lighting
- Taking per-vertex texture coordinates (s,t) and interpolting them through the rasterizer to the fragment shader

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Built-in Vertex Shader Variables You Will Use *a Lot*:

vec4 gl_Vertex

vec3 gl_Normal

vec4 gl_Color

vec4 gl_MultiTexCoord0

mat4 gl_ModelViewMatrix

mat4 gl_ProjectionMatrix

mat4 gl_ModelViewProjectionMatrix

mat4 gl_NormalMatrix (this is the transpose of the inverse of the MV matrix)

vec4 gl_Position

Note: while this all still works, OpenGL now prefers that you pass in all the above variables (except gl_Position) as user-defined *attribute* variables. We'll talk about this later. For now, we are going to use the easiest way possible.

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A GLSL Fragment Shader Replaces These Operations:

- Color computation
- Texturing
- Handling of per-fragment lighting
- Color blending
- Discarding fragments

Built-in Fragment Shader Variables You Will Use *a Lot*:

vec4 gl_FragColor

Note: while this all still works, OpenGL now prefers that you pass in all the above variables (except gl_Position) as user-defined *attribute* variables. We'll talk about this later. For now, we are going to use the easiest way possible.

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My Own Variable Naming Convention

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With 7 different places that GLSL variables can be written from, I decided to adopt a naming convention to help me recognize what program-defined variables came from what sources:

Beginning letter(s)	Means that the variable …
a	Is a per-vertex attribute from the application
u	Is a uniform variable from the application
v	Came from the vertex shader
tc	Came from the tessellation control shader
te	Came from the tessellation evaluation shader
g	Came from the geometry shader
f	Came from the fragment shader

This isn't part of "official" OpenGL – it is *my* way of handling the confusion

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The Minimal Vertex and Fragment Shader

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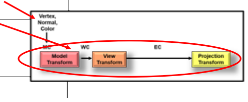
Vertex shader:

```
#version 330 compatibility

void
main( )
{
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

This makes sure that each vertex gets transformed



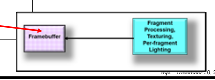
Rasterizer

Fragment shader:

```
#version 330 compatibility

void
main( )
{
        gl_FragColor = vec4( .5, 1., 0.,  1. );
}
```

This assigns a fixed color (r=0.5, g=1., b=0.) and alpha (=1.) to each fragment drawn



Not terribly useful …

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A Reminder of what a Rasterizer does

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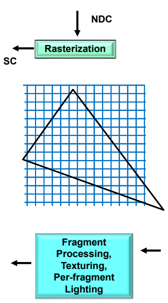
There is a piece of hardware called the **Rasterizer**. Its job is to interpolate a line or polygon, defined by vertices, into a collection of **fragments**. Think of it as filling in squares on graph paper.

A fragment is a "pixel-to-be". In computer graphics, "pixel" is defined as having its full RGBA already computed. A fragment does not yet but all of the information needed to compute the RGBA is there.

A fragment is turned into a pixel by the **fragment processing** operation.

Rasterizers interpolate built-in variables, such as the (x,y) position where the pixel will live and the pixel's z-coordinate. They can also interpolate user-defined variables as well.



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A Little More Interesting: Setting rgb From xyz, I

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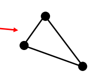
Vertex shader:

```
#version 330 compatibility
out  vec3  vColor;

void
main( )
{
        vec4 pos = gl_Vertex;
        vColor = pos.xyz;                  // set rgb from xyz!
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

per-vertex



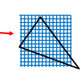
Rasterizer

Fragment shader:

```
#version 330 compatibility
in  vec3  vColor;

void
main( )
{
        gl_FragColor = vec4( vColor,  1. );
}
```

per-fragment



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Setting rgb From xyz, I

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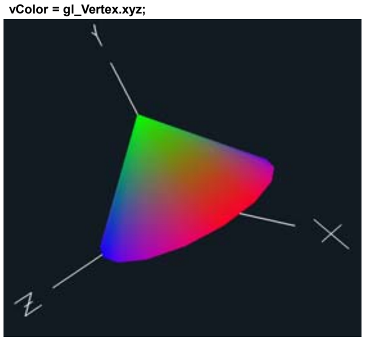
vColor = gl_Vertex.xyz;



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Something Has Changed: Setting rgb From xyz, II

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Vertex shader:

```
#version 330 compatibility
out  vec3  vColor;

void
main( )
{
        vec4 pos = gl_ModelViewMatrix * gl_Vertex;
        vColor = pos.xyz;                  // set rgb from xyz!
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

```
#version 330 compatibility
out  vec3  vColor;
void
main( )
{
        vec4 pos = gl_Vertex;
        vColor = pos.xyz;                  // set rgb from xyz!
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Rasterizer

Fragment shader:

```
#version 330 compatibility
in  vec3  vColor;

void
main( )
{
        gl_FragColor = vec4( vColor,  1. );
}
```

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What's Different About This?

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Set the color from the ***pre-transformed (MC)*** xyz:

```
#version 330 compatibility
out  vec3  vColor;

void
main( )
{
        vec4 pos = gl_Vertex;
        vColor = pos.xyz;               // set rgb from xyz!
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Set the color from the ***post-transformed (WC/EC)*** xyz:

```
#version 330 compatibility
out  vec3  vColor;

void
main( )
{
        vec4 pos = gl_ModelViewMatrix * gl_Vertex;
        vColor = pos.xyz;               // set rgb from xyz!  why?  who cares?
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

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Setting rgb From xyz, II

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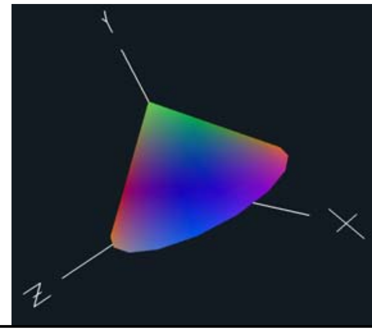
vColor = (gl_ModelViewMatrix * gl_Vertex).xyz;



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Setting rgb From xyz

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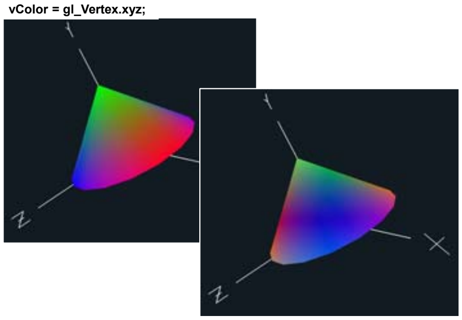
vColor = gl_Vertex.xyz;



vColor = (gl_ModelViewMatrix * gl_Vertex).xyz;

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Per-fragment Lighting

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Vertex shader:

```
#version 330 compatibility
out vec2   vST;                     // texture coords
out  vec3  vN;                      // normal vector
out  vec3  vL;                      // vector from point to light
out  vec3  vE;                      // vector from point to eye

const vec3 LIGHTPOSITION = vec3(  5., 5., 0. );

void
main( )
{
        vST = gl_MultiTexCoord0.st;
        vec4 ECposition = gl_ModelViewMatrix * gl_Vertex;
        vN = normalize( gl_NormalMatrix * gl_Normal );   // normal vector
        vL = LIGHTPOSITION - ECposition.xyz;             // vector from the point
                                                         //        to the light position
        vE = vec3( 0., 0., 0. ) - ECposition.xyz;        // vector from the point
                                                         //        to the eye position
        gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Rasterizer

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Per-fragment Lighting

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Fragment shader:

```
#version 330 compatibility
uniform float   uKa, uKd, uKs;              // coefficients of each type of lighting
uniform vec3  uColor;                       // object color
uniform vec3  uSpecularColor;               // light color
uniform float   uShininess;                 // specular exponent
in vec2   vST;                              // texture cords
in  vec3  vN;                       // normal vector
in  vec3  vL;                       // vector from point to light
in  vec3  vE;                       // vector from point to eye

void
main( )
{
        vec3 Normal = normalize(vN);
        vec3 Light     = normalize(vL);
        vec3 Eye       = normalize(vE);

        vec3 ambient = uKa * uColor;

        float d = max( dot(Normal,Light), 0. );     // only do diffuse if the light can see the point
        vec3 diffuse = uKd * d * uColor;

        float s = 0.;
        if( dot(Normal,Light) > 0. )                // only do specular if the light can see the point
        {
                vec3 ref = normalize(  reflect( -Light, Normal )  );
                s = pow( max( dot(Eye,ref),0. ), uShininess );
        }
        vec3 specular = uKs * s * uSpecularColor;
        gl_FragColor = vec4( ambient + diffuse + specular,  1. );
}
```

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Per-fragment Lighting

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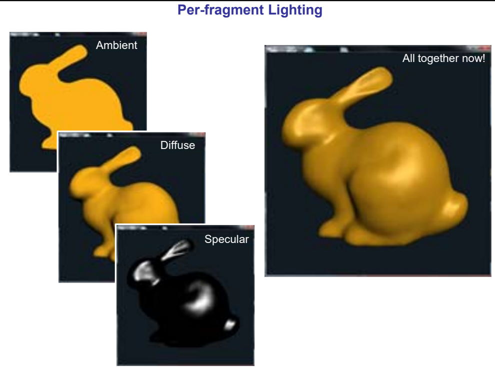

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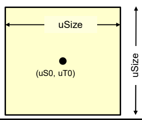
Drawing a Pattern on an Object

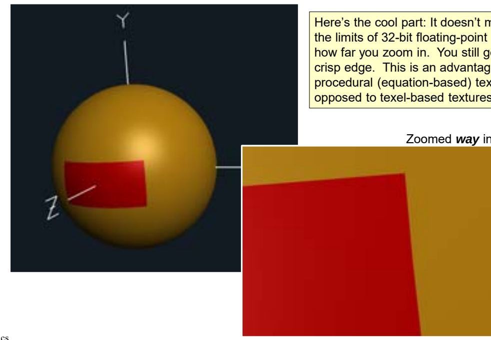
Within the fragment shader, find out if the current fragment is within a particular rectangle:

```
. . .
vec3 myColor = uColor;

if(        uS0 - uSize/2. <= vST.s  &&  vST.s <= uS0 + uSize/2.  &&
           uT0 - uSize/2. <= vST.t  &&  vST.t <= uT0 + uSize/2.  )
{
                      myColor = vec3( 1., 0., 0. );
}

vec3 ambient = uKa * myColor;
. . .
```



Drawing a Pattern on an Object

Here's the cool part: It doesn't matter (up to the limits of 32-bit floating-point precision) how far you zoom in. You still get an exact crisp edge. This is an advantage of procedural (equation-based) textures, as opposed to texel-based textures.



Setting up a Shader is somewhat Involved: Here is a C++ Class to Handle the Shader Setup for You

Setup:

```
GLSLProgram *Pattern;

        . . .
// do this setup in InitGraphics( ):

Pattern = new GLSLProgram( );
bool valid = Pattern->Create( "pattern.vert",  "pattern.frag" );
if( ! valid )
{
        . . .
}
```

This loads, compiles, and links the shader. If something went wrong, it prints error messages into the console window and returns a value of *false*.

A C++ Class to Handle the Shaders

Use this in Display( ):

```
float  S0, T0;
float  Ds, Dt;
float  V0, V1, V2;
float  ColorR, ColorG, ColorB;
        . . .
Pattern->Use( );
Pattern->SetUniformVariable( "uS0", S0);
Pattern->SetUniformVariable( "uT0", T0 );
Pattern->SetUniformVariable( "uDs", Ds);
Pattern->SetUniformVariable( "uDt",  Dt );
Pattern->SetUniformVariable( "uColor",  ColorR,  ColorG,  ColorB );

glBegin( GL_TRIANGLES );
        Pattern->SetAttributeVariable( "aV0", V0 );     // don't need for Project #5
        glVertex3f( x0, y0, z0 );
        Pattern->SetAttributeVariable( "aV1", V1 );     // don't need for Project #5
        glVertex3f( x1, y1, z1 );
        Pattern->SetAttributeVariable( "aV2", V2 );     // don't need for Project #5
        glVertex3f( x2, y2, z2 );
glEnd( );

Pattern->Use( 0 );          // go back to fixed-function OpenGL
```


Setting Up Texturing in Your C/C++ Program

This is the hardware Texture Unit Number. It can be 0-15 (and often higher depending on the graphics card).

```
// globals:
unsigned char * Texture;
GLuint TexName;

. . .
// In InitGraphics( ):
glGenTextures( 1, &TexName );
int nums, numt;
Texture = BmpToTexture( "filename.bmp", &nums, &numt );
glBindTexture( GL_TEXTURE_2D, TexName );
glTexParameterf( GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT );
glTexParameterf( GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT );
glTexParameterf( GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR );
glTexParameterf( GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR );
glTexImage2D( GL_TEXTURE_2D, 0, 3, nums, numt, 0, GL_RGB, GL_UNSIGNED_BYTE, Texture );

. . .
// In Display( ):
Pattern->Use( );
glActiveTexture( GL_TEXTURE5 );          // use texture unit 5
glBindTexture( GL_TEXTURE_2D, TexName );
Pattern->SetUniformVariable( "uTexUnit", 5 );   // tell your shader program you are using texture unit 5
      << draw something >>
Pattern->Use( 0 );
```


2D Texturing

Vertex shader:

```
#version 330 compatibility
out  vec2  vST;

void
main( )
{
            vST = gl_MultiTexCoord0.st;
            gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

Rasterizer

Fragment shader:

```
#version 330 compatibility
in  vec2  vST;
uniform sampler2D uTexUnit;

void
main( )
{
            vec3 newcolor = texture( uTexUnit, vST ).rgb;
            gl_FragColor = vec4( newcolor, 1. );
}
```

Pattern->SetUniformVariable("uTexUnit", 5);

texture( ) is a built-in function – it returns a vec4 (RGBA)

2D Texturing

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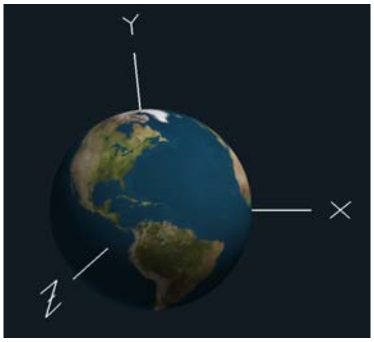

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Hints on Running Shaders on Your Own System

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- You need a graphics system that is OpenGL 2.0 or later. Basically, if you got your graphics system in the last 5 years, you should be OK. (The most recent OpenGL level is 4.6)
- Update your graphics drivers to the most recent!
- You must do the GLEW setup. It looks like this in the sample code:

```
GLenum err = glewInit( );
if( err != GLEW_OK )
{
        fprintf( stderr, "glewInit Error\n" );
}
else
        fprintf( stderr, "GLEW initialized OK\n" );
```

And, this must come *after you've opened a window*. (It is this way in the code, but I'm saying this because I know some of you went in and "simplified" the sample code by deleting everything you didn't think you needed.)

- You can use the GLSL C++ class you've been given ***only after GLEW has been setup***. So, initialize your shader program:

```
bool valid = Pattern->Create( "pattern.vert", "pattern.frag" );
```

after successfully initializing GLEW.

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Guide to Where to Put Pieces of Your Shader Code, I

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Declare the GLSLProgram above the main program (as a global):

```
GLSLProgram * Pattern;
```

// At the end of InitGraphics( ), create the shader program and setup your shaders:

```
Pattern = new GLSLProgram( );
bool valid = Pattern->Create( "project.vert", "project.frag" );
if( ! valid ) { . . . }
```

// Use the Shader Program in Display( ):

```
Pattern->Use( );
Pattern->SetUniformVariable( ...
```

// Draw the object here:

```
Sphere( );
```

```
Pattern->Use( 0 );                // return to fixed functionality
```

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Guide to Where to Put Pieces of Your Shader Code, II

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Tips on drawing the object:

- If you want to key off of s and t coordinates in your shaders, the object had better have s and t coordinates assigned to its vertices – not all do!
- If you want to use surface normals in your shaders, the object had better have surface normals assigned to its vertices – not all do!
- Be sure you explicitly assign *all* of your uniform variables – no error messages occur if you forget to do this – it just quietly screws up.
- The glutSolidTeapot has been textured in patches, like a quilt – cute, but weird
- The OsuSphere( ) function from the texturing project will give you a very good sphere

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