

Contents

Preface xiii

I GETTING STARTED 1

1 Introduction 3

- 1.1 OpenGL 3
- Exercises 8

2 Linear 9

- 2.1 Geometric Data Types 9
- 2.2 Vectors, Coordinate Vectors, and Bases 11
- 2.3 Linear Transformations and 3 by 3 Matrices 12
- 2.4 Extra Structure 15
- 2.5 Rotations 17
- 2.6 Scales 19
- Exercises 20

3 Affine 21

- 3.1 Points and Frames 21
- 3.2 Affine Transformations and 4 by 4 Matrices 22
- 3.3 Applying Linear Transformations to Points 24
- 3.4 Translations 25
- 3.5 Putting Them Together 25
- 3.6 Normals 26
- Exercise 28

4 Respect 29

- 4.1 The Frame Is Important 29
- 4.2 Multiple Transformations 31
- Exercises 33

5 Frames in Graphics 35

- 5.1 World, Object, and Eye Frames 35
- 5.2 Moving Things Around 36

5.3	Scales	39
5.4	Hierarchy	40
	Exercises	43
6	Hello World 3D	45
6.1	Coordinates and Matrices	45
6.2	Drawing a Shape	46
6.3	The Vertex Shader	51
6.4	What Happens Next	52
6.5	Placing and Moving with Matrices	53
	Exercises	54
II	ROTATIONS AND INTERPOLATION	57
7	Quaternions (a Bit Technical)	59
7.1	Interpolation	59
7.2	The Representation	63
7.3	Operations	64
7.4	Power	65
7.5	Code	68
7.6	Putting Back the Translations	68
	Exercises	72
8	Balls: Track and Arc	73
8.1	The Interfaces	73
8.2	Properties	74
8.3	Implementation	75
	Exercise	75
9	Smooth Interpolation	77
9.1	Cubic Bezier Functions	77
9.2	Catmull–Rom Splines	80
9.3	Quaternion Splining	82
9.4	Other Splines	82
9.5	Curves in Space	83
	Exercises	85
III	CAMERAS AND RASTERIZATION	87
10	Projection	89
10.1	Pinhole Camera	89
10.2	Basic Mathematical Model	91
10.3	Variations	92
10.4	Context	98
	Exercises	98

11	Depth	101
11.1	Visibility	101
11.2	Basic Mathematical Model	102
11.3	Near and Far	105
11.4	Code	107
	Exercises	108
12	From Vertex to Pixel	109
12.1	Clipping	109
12.2	Backface Culling	113
12.3	Viewport	114
12.4	Rasterization	116
	Exercises	118
13	Varying Variables (Tricky)	119
13.1	Motivating the Problem	119
13.2	Rational Linear Interpolation	121
	Exercises	123
IV	PIXELS AND SUCH	125
14	Materials	127
14.1	Basic Assumptions	127
14.2	Diffuse	130
14.3	Shiny	131
14.4	Anisotropy	133
	Exercise	136
15	Texture Mapping	137
15.1	Basic Texturing	137
15.2	Normal Mapping	139
15.3	Environment Cube Maps	140
15.4	Projector Texture Mapping	141
15.5	Multipass	144
	Exercise	148
16	Sampling	149
16.1	Two Models	149
16.2	The Problem	150
16.3	The Solution	150
16.4	Alpha	155
	Exercise	160
17	Reconstruction	161
17.1	Constant	161
17.2	Bilinear	162

17.3	Basis Functions	163
	Exercises	165
18	Resampling	167
18.1	Ideal Resampling	167
18.2	Blow Up	169
18.3	Mip Map	169
V	ADVANCED TOPICS	173
19	Color	175
19.1	Simple Biophysical Model	175
19.2	Mathematical Model	180
19.3	Color Matching	183
19.4	Bases	185
19.5	Reflection Modeling	187
19.6	Adaptation	190
19.7	Nonlinear Color	191
	Exercises	195
20	What Is Ray Tracing?	197
20.1	Loop Ordering	197
20.2	Intersection	199
20.3	Secondary Rays	201
	Exercises	202
21	Light (Technical)	205
21.1	Units	205
21.2	Reflection	210
21.3	Light Simulation	214
21.4	Sensors	221
21.5	Integration Algorithms	222
21.6	More General Effects	224
	Exercises	225
22	Geometric Modeling: Basic Intro	227
22.1	Triangle Soup	227
22.2	Meshes	227
22.3	Implicit Surfaces	229
22.4	Volume	231
22.5	Parametric Patches	231
22.6	Subdivision Surfaces	232
	Exercises	237

23 Animation: Not Even an Introduction 239

- 23.1 Interpolation 239
- 23.2 Simulation 241
- 23.3 Human Locomotion 246
 - Exercise 246

APPENDIXES 247**A Hello World 2D 249**

- A.1 APIs 249
- A.2 Main Program 250
- A.3 Adding Some Interaction 257
- A.4 Adding a Texture 259
- A.5 What's Next 261
 - Exercises 262

B Affine Functions 263

- B.1 2D Affine 263
- B.2 3D Affine 264
- B.3 Going Up 264
- B.4 Going Down 265
- B.5 Going Sideways 265
 - Exercises 266

References 267

Index 271