

Lecture slides (CT4201/EC4215 – Computer Graphics)

OpenGL: Interaction

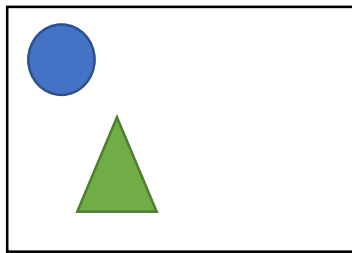
Lecturer: Bochang Moon

User Interaction in Virtual World

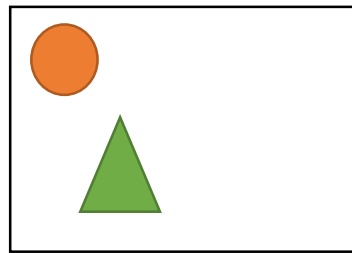
- Camera transformation
 - A user changes his/her eye position, direction, ...
- Object transformation
 - A user can move an object

Target Scenario

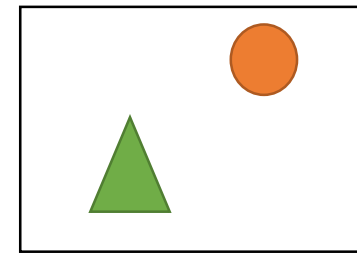
- Problem: a user may want to select an object in 3D world, and transform the chosen object by keyboard or mouse inputs
 - Click a mouse button at a pixel and drag a selected object
- Tasks
 - Catch the mouse event
 - Identify which objects are selected
 - Apply a transformation to the objects by the user input



input



User selects
an object



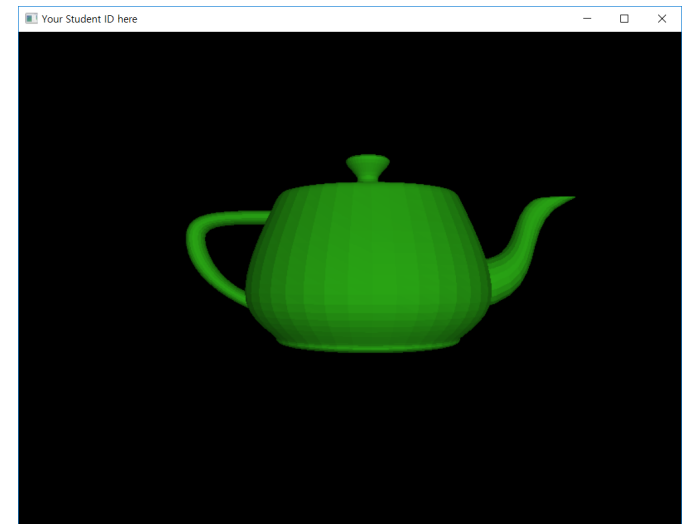
Transform the
object

Picking and Selection

- Ways to select an object
 - Build a ray (position and direction) and identify the intersection point between the ray and primitives
 - Employ OpenGL selection buffers
 - Utilize OpenGL a double buffer

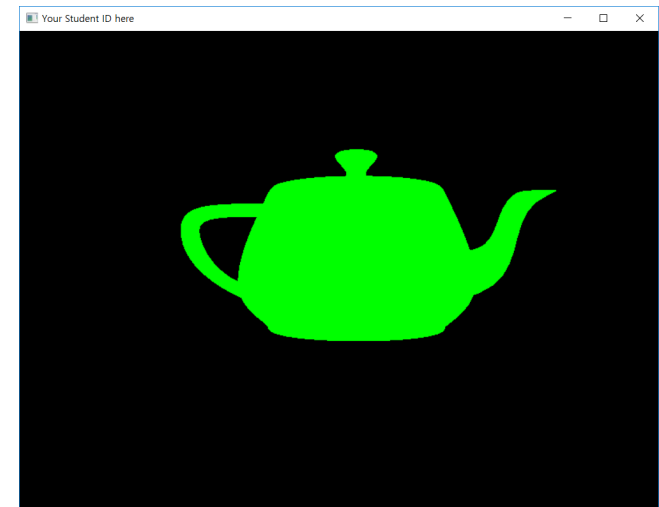
A Naïve Idea 1

- Read the pixel color at the clicked position (x,y) from your screen (frame buffer)
 - unsigned char pixel[3];
 - `glReadPixels(x, y, 1, 1, GL_RGB, GL_UNSIGNED_BYTE, pixel)`
- Compare the color with object colors
 - e.g., if the color is green, then the selected object is the teapot!
- Problems?
 - Each primitive can have different colors because of
 - Lighting, textures...



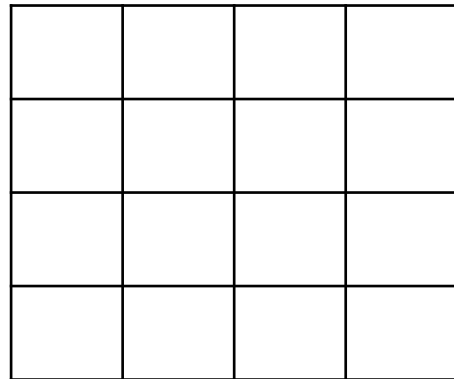
A Naïve Idea 2

- Compare the color with object colors
 - e.g., if the color is green, then the selected object is the teapot!
- Disable the lighting (and texture)
 - `glDisable(GL_LIGHTING);`
- Assign a specific color (like object ID) to each object
 - `glColor4f(0.0, 1.0, 0.0, 1.0);`
 - `//` before drawing your primitives
- Problems?
 - This is not a realistic image...

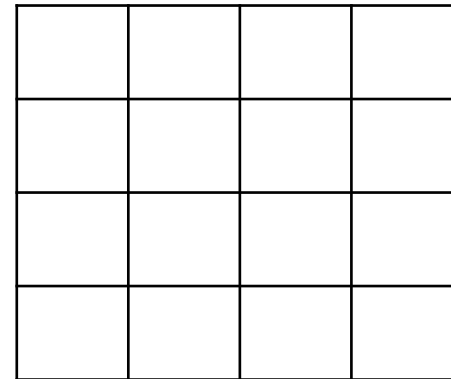


OpenGL: Double Buffer

- Two buffers can be allocated with the following:
 - You can set a mode before creating an window.
 - `glfwWindowHint(GLFW_DOUBLEBUFFER, GL_FALSE)` // Single buffer mode
 - `glfwWindowHint(GLFW_DOUBLEBUFFER, GL_TRUE)` // Default option



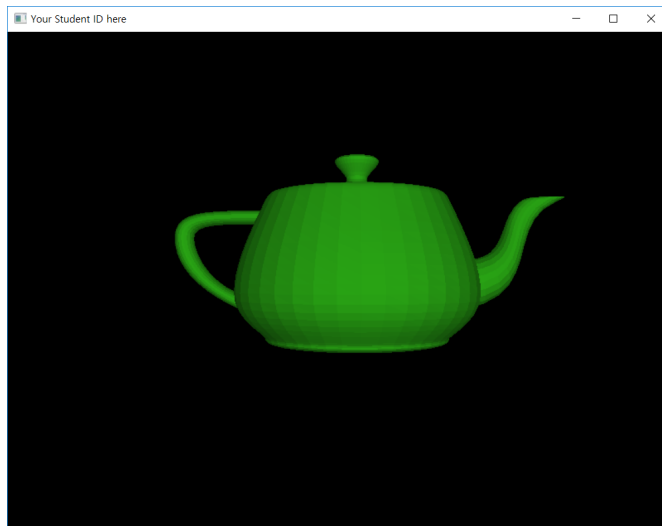
Front buffer



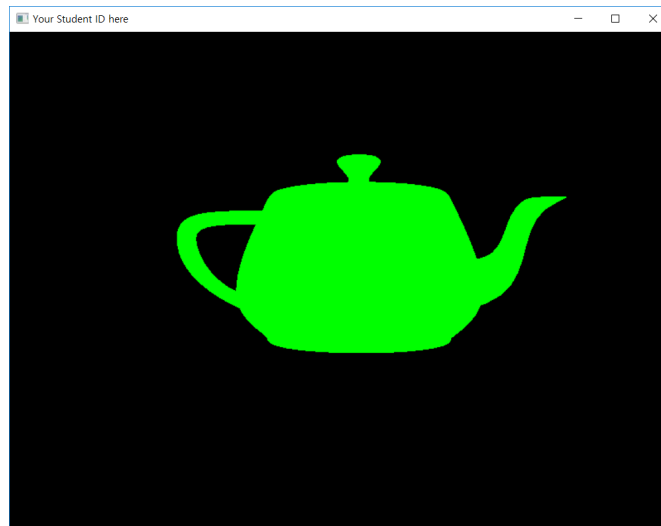
Back buffer

OpenGL: Double Buffer

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Front buffer



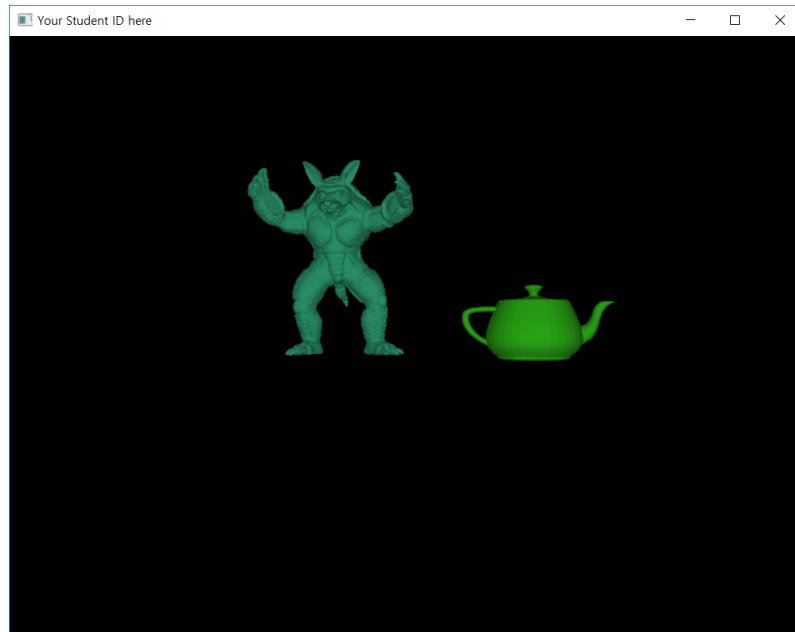
Back buffer

OpenGL: Double Buffer

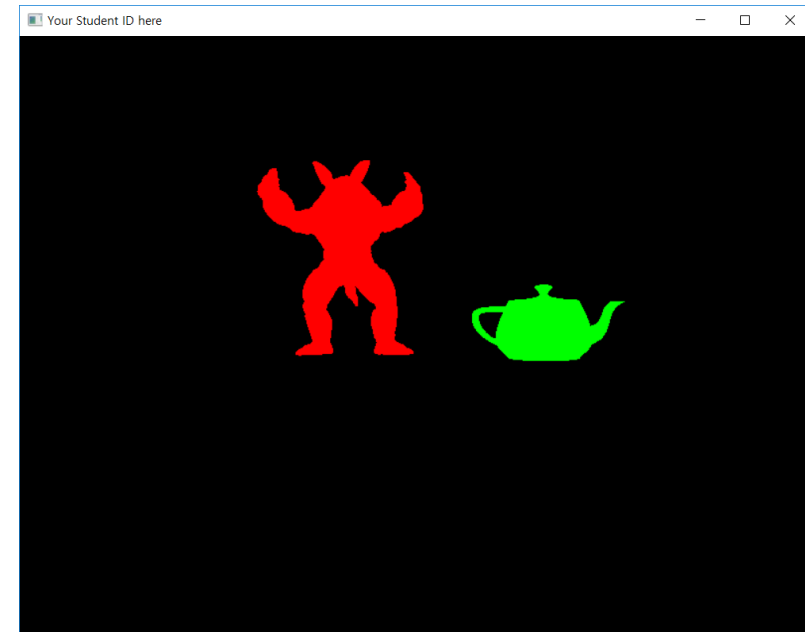
- Read the pixel color at the clicked position (x,y) from the back buffer
 - `glReadBuffer(mode)`
 - mode: `GL_FRONT`, `GL_BACK`
 - `unsigned char pixel[3];`
 - `glReadPixels(x, y, 1, 1, GL_RGB, GL_UNSIGNED_BYTE, pixel)`

- Check whether the mouse is being pressed:
 - Need to draw the back buffer (without lighting)
 - `glDrawBuffer(mode)`
 - mode: `GL_FRONT`, `GL_BACK`

Example



Front buffer



Back buffer

OpenGL: Double Buffer

- Pros.
 - Easy to implement it
 - Support for robust picking and selection compared to the naïve choices
- Cons.
 - Hard to handle flickering for animations, by swapping the two buffers
 - The original purpose of the double buffer is to prevent flickering.
- Selection buffers:
 - A better solution for the picking and selection
 - e.g., `glRenderMode(GL_SELECT)`
 - Require more completed implementations (will be not covered in this course)