

## Lecture 08 of 42

# OpenGL Shading Language

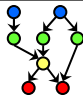
Friday, 08 February 2008

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KSOL course pages: <http://snipurl.com/1y5gc> / <http://snipurl.com/1ybv6>  
Course web site: <http://www.kddresearch.org/Courses/Spring-2008/CIS736>  
Instructor home page: <http://www.cis.ksu.edu/~bhsu>

Reading for Next Class:  
Sections 2.6, 20.3 – 20.4, Eberly 2e



# OpenGL Shading Language

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CS594, Spring 2006

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## Why the need?

- Until late 90's, when it comes to OpenGL programming (hardware accelerated graphics), an analogy as below was mostly true:
  - \* *A machinery operator turns a few knobs and sets a few switches, and then push a button called "render". Out of the other end of a magical black box, images come out*
- All the controls offered by the OpenGL API comes as just knobs and switches
- Although knowing more about the intrinsic OGL states, one could (become a professional knob operator and) achieve better performance (but few new functionality could the operator discover)



## Why the need? (cont.)

- But the graphics industry is mostly driven to create "new" and "newer" effects, so to get more leverage on graphics hardware, programmers started to perform multi-pass rendering and spend more and more time to tweak a few standard knobs for tasks beyond the original scope of design, e.g.
  - \* to compute shading using texture transformation matrices
  - \* to combine multi-texture unit lookups using equations beyond just blending or modulating





## Software Renders

- During the early days of graphics special effects creation (when there was no OpenGL), Pixar developed their own in-house software renderer, RenderMan
- What's unique about RenderMan is its interface that allows highly programmable control over the appearance of each fragment (latest package comes with over 150 shaders)
- This part of RenderMan was later opened up to public and is nowadays widely known as RenderMan shading language (v3.1 1998, v3.2 2000, v3.3 coming soon)



## Cg

- When graphics hardware vendors started to develop an interface to expose inner controls/programmability of their hardware ...
  - \* Like the birth of every domain specific programming/scripting language, a shading language seemed to be a logical choice
- nVidia was the first vendor to do so, and their shading language is called Cg.
- Cg was an immense success and became a widely adopted cutting edge tool throughout the whole industry





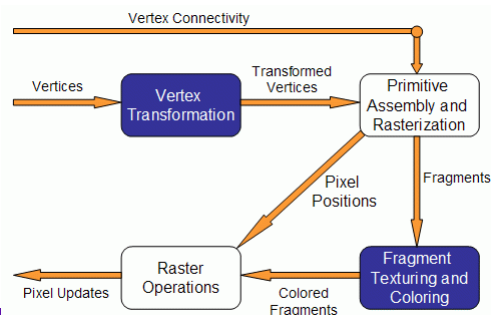
## OpenGL Shading Language (GLSL)

- A few years after the success of Cg, in loom of a highly diverse and many times confusing set of languages or extensions to write shaders with, the industry started its effort of standardization.
- The end result is OpenGL Shading Language, which is a part of the OpenGL 2.0 standard (October 22, 2004)
- GLSL is commonly referred to as “*GLslang*”
- GLSL and Cg are quite similar, with GLSL being a lot closer to OpenGL



## The Graphics Pipeline

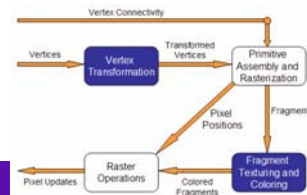
- If GLSL and Cg are both just an interface, what do they expose?
  - \* **The graphics pipeline**
- Here is a very simplified view





## Fixed Functionality – Vertex Transformation

- A vertex is a set of attributes such as its location in space, color, normal, texture coordinates, etc.
- Inputs: individual vertices attributes.
- Operations:
  - \* Vertex position transformation
  - \* Lighting computations per vertex
  - \* Generation and transformation of texture coordinates



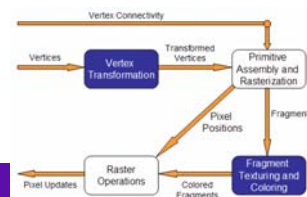
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## Fixed Functionality – Primitive Assembly and Rasterization

- Inputs: transformed vertices and connectivity information
- Op 1: clipping against view frustum and back face culling
- Op 2: the actual rasterization determines the fragments, and pixel positions of the primitive.
- Output:
  - \* position of the fragments in the frame buffer
  - \* interpolated attributes for each fragment



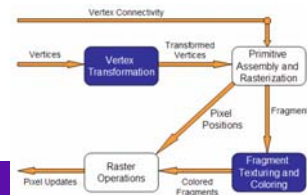
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## Fixed Functionality – Fragment Texturing and Coloring

- Input: interpolated fragment information
- A color has already been computed in the previous stage through interpolation, and can be combined with a texel
- Texture coordinates have also been interpolated in the previous stage. Fog is also applied at this stage.
- Output: a color value and a depth for each fragment.



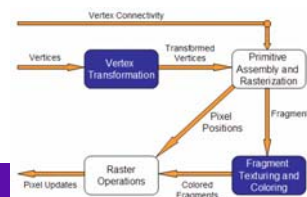
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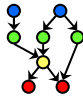
## Fixed Functionality – Raster Operations

- Inputs:
  - \* pixels location
  - \* fragments depth and color values
- Operations:
  - \* Scissor test
  - \* Alpha test
  - \* Stencil test
  - \* Depth test



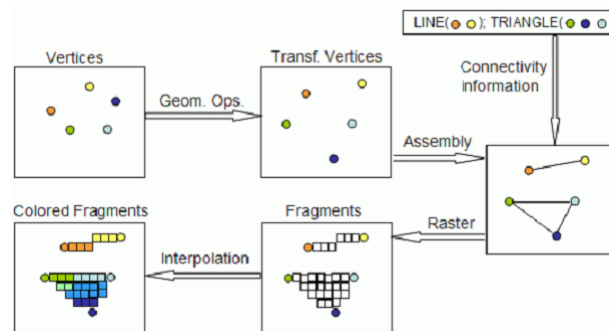
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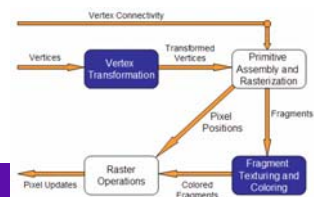
## Fixed Functionality

- A summary (common jargons: T&L, Texturing etc.)



## Replacing Fixed Functionalities

- Vertex Transformation stage: vertex shaders
- Fragment Texturing and Coloring stage: fragment shaders
- Obviously, if we are replacing fixed functionalities with programmable shaders, “stage” is not a proper term any more
- From here on, let’s call them vertex processors and fragment processors

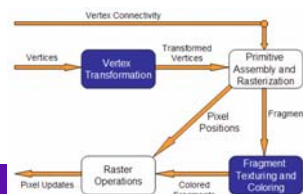




## Vertex Processors

- The vertex processor is where the vertex shaders are run
- Input: the vertex data, namely its position, color, normals, etc, depending on what the OpenGL application sends
- A piece of code that sends the inputs to vertex shader:

```
glBegin(...);  
glColor3f(0.2,0.4,0.6);  
glVertex3f(-1.0,1.0,2.0);  
glColor3f(0.2,0.4,0.8);  
glVertex3f(1.0,-1.0,2.0);  
glEnd();
```



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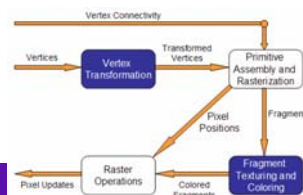


## Vertex Processors

- In vertex shaders, sample tasks to perform include:
  - \* vertex position transformation using the modelview and projection matrices
  - \* normal transformation, and if required its normalization
  - \* texture coordinate generation and transformation
  - \* lighting per vertex or computing values for lighting per pixel
  - \* color computation

- Note:

- it is not required that your vertex shader does any particular task
- no matter what vertex shader is provided, you have already replaced the entire fixed functionality for vertex transformation stage



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## Vertex Processors

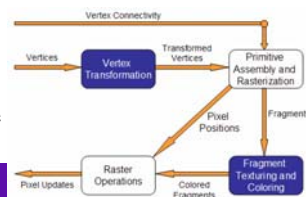
- The vertex processor processes vertices individually and has no information regarding connectivity, no operations that require topological knowledge can't be performed in here.
  - \* for example, no back face culling
- The vertex shader must write at least a variable: *gl\_Position*
  - \* often transforming with modelview and projection matrices
- A vertex processor has access to OpenGL states
  - \* so it can do lighting and use materials.
- A vertex processor can access textures (not on all hardware).
- A vertex processor cannot access the frame buffer.



## Fragment Processors

- Inputs: the interpolated values computed in the previous stage of the pipeline
  - \* e.g. vertex positions, colors, normals, etc...
- Note, in the vertex shader these values are computed per vertex. Here we're interpolating for the fragments
- When you write a fragment shader it replaces all the fixed functionality. The programmer must code all effects that the application requires.

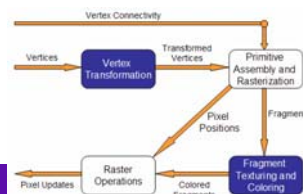
- A fragment shader has two output options:
  - to discard the fragment, hence outputting nothing
  - to compute either *gl\_FragColor* (the final color of the fragment), or *gl\_FragData* when rendering to multiple targets





## Fragment Processors

- The fragment processor operates on single fragments, i.e. it has no clue about the neighboring fragments.
- The shader has access to OpenGL states
  - \* Note: a fragment shader has access to but cannot change the pixel coordinate. Recall that modelview, projection and viewport matrices are all used before the fragment processor.
- Depth can also be written but not required
- Note the fragment shader has no access to the framebuffer
- Operations such as blending occur only after the fragment shader has run.



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## Using GLSL

- If you are using OpenGL 2.0, GLSL is part of it
- If not, you need to have two extensions:
  - GL\_ARB\_fragment\_shader
  - GL\_ARB\_vertex\_shader
- In OGL 2.0, the involved functions and symbolic constants do not have “ARB” in the name any more.



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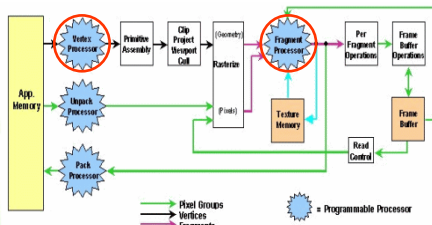
## Shader Review

- Hardware

- \* Video cards only [300,650]Mhz (CPUs are 2-4Ghz) but [2,16] vertex, [8,48] fragment processors

⇒ Fragment Programs: FX1000:8x300=2.4Ghz; 7800GT: 20x400Mhz=8.0Ghz

- \* SLI for 2-4 video cards ([www.tomshardware.com](http://www.tomshardware.com))



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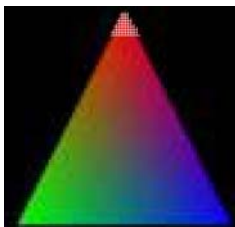


## Shader Review

- Programming GPU:

- \* Store data as texture (similar to 2D array)
- \* RoT: data structures, kernels, matrices, reduce communication, reduce conditionals

```
int glutDisplay()
{
  glClear(GL_COLOR_BUFFER_BIT |
         GL_DEPTH_BUFFER_BIT);
  glLoadIdentity();
  glTranslatef(-1.5f, 0.0f, -6.0f);
  glBegin(GL_TRIANGLES)
  glColor3f(1.0f, 0.0f, 0.0f);
  glVertex3f( 0.0f,  1.0f,  0.0f);
  glColor3f(0.0f, 1.0f, 0.0f);
  glVertex3f(-1.0f, -1.0f,  0.0f);
  glColor3f(0.0f, 0.0f, 1.0f);
  glVertex3f( 1.0f, -1.0f,  0.0f);
  glEnd();
}
```



Triangle  
~3,042 pixels  
Each pixel  
processed by  
fragment processor  
each frame

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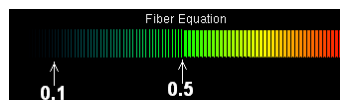
## Shader Review

- GPU uses:
  - \* Games often use for custom lighting, dynamic contrast, etc.
  - \* Shader programs: 3-100 lines of code (10 avg.)
  - \* General uses: particle engines, illumination, signal processing, image compression, computer vision, sorting/searching ([www.gpgpu.org](http://www.gpgpu.org))

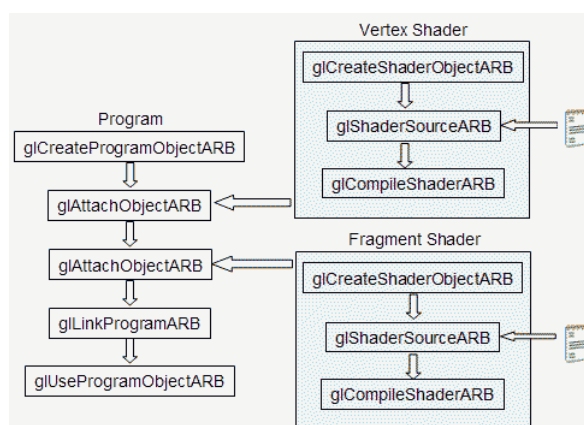
### Example Shader

```
uniform int viewIndex;
uniform samplerID clutTexture;
uniform float alphaThresh;

void main(void)
{
    vec4 color;
    float mainIndex;
    if(viewIndex==0)
        gl_FragColor=vec4(0.95, 0.95, 0.95, 1.0);
    else if (viewIndex==4) {
        if(gl_TexCoord[0].x<0) discard;
        //Compute the RGBA color
        mainIndex = clamp(gl_TexCoord[0].x,0.0,1.0);
        color = vec4(
            textureID(clutTexture, mainIndex));
        color.a = smoothstep(alphaThresh-0.4,
            alphaThresh,gl_FragColor.a);
        gl_FragColor = color;
    }
}
```



## The Overall Process

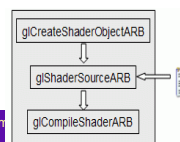




## Creating a Shader

- The first step is creating an object which will act as a shader container. The function available for this purpose returns a handle for the container

- You can create as many shaders as needed, but there can only be one single *main* function for the set of vertex shaders and one single *main* function for the set of fragment shaders. The function is `glCreateShaderObjectARB` or `GL_VERTEX_SHADER_ARB` or `GL_FRAGMENT_SHADER_ARB`.



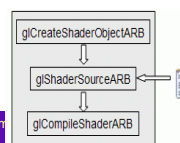
## Creating a Shader

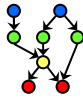
- The second step is to add some source code (like this is a surprise ☺).
  - The source code for a shader is a string array, although you can use a pointer to a single string.
- The syntax of the function to set the source code for a shader is

```
void glShaderSourceARB(GLhandleARB shader, int numOfStrings, const char
**strings, int *lenOfStrings);
```

Parameters:

- shader - the handler to the shader.
- numOfStrings - the number of strings in the array.
- strings - the array of strings.
- lenOfStrings - an array with the length of each string, or NULL, meaning that the strings are NULL terminated.





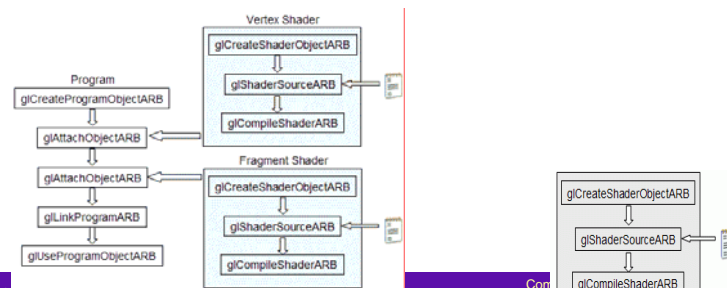
## Creating a Shader

- The final step, the shader must be compiled.
- The function to achieve this is:

```
void glCompileShaderARB(GLhandleARB program);
```

Parameters:

program - the handle to the program.

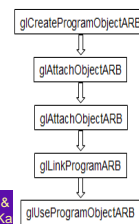


## Creating a Program

- The first step is creating an object which will act as a program container.
- The function available for this purpose returns a handle for the container
- One can create as many programs as needed. Once rendering, you can switch from program to program, and even go back to fixed functionality during a single frame.

**GLhandleARB glCreateProgramObjectARB(void):**

- \* For instance one may want to draw a teapot with refraction and reflection shaders, while having a cube map displayed for background using OpenGL's fixed functionality.





## Creating a Program

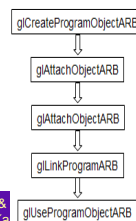
- The 2<sup>nd</sup> step is to attach the shaders to the program you've just created.
- The shaders do not need to be compiled nor is there a need to have src code. For this step only the shader container is required

```
void glAttachObjectARB(GLhandleARB program, GLhandleARB shader);
```

Parameters:

- If you have a pair vertex/fragment of shaders you will need to attach both to the program (call attach twice).  
program - the handler to the program.  
shader - the handler to the shader you want to attach.
- You can have many shaders of the same type (vertex or fragment) attached to the same program (call attach many times)

- As in C, for each type of shader there can only be one shader with a *main* function. You can attach a shader to multiple programs, e.g. to use the same shader in several programs.



## Creating a Program

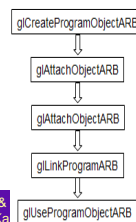
- The final step is to link the program. In order to carry out this step the shaders must be compiled as described in the previous subsection.

- After link, the shader's source can be modified and recompiled without affecting the program.

```
void glLinkProgramARB(GLhandleARB program);
```

Parameters:

program - the handler to the program.





## Using a Program

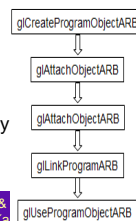
- After linking, the shader's source can be modified and recompiled without affecting the program.
- Because calling the function that actually load and use the program , *glUseProgramObjectARB*, causes a program to be actually loaded (the latest version then) and used.
- Each program is assigned an handler, and you can have as many programs linked and ready to use as you want (and your hardware allows).

```
void glUseProgramObjectARB(GLhandleARB prog);
```

Parameters:

prog - the handler to the program to use, or zero to return to fixed functionality

A program in use, if linked again, will automatically be placed in use again. No need to use program again.



## Setting up - setShaders

- Here is a sample function to setup shaders. You can call this in your main function

```

void setShaders() /* GLhandleARB p,f,v; are declared as globals */
{
  char *vs,*fs;
  const char *vv = vs;
  const char *ff = fs;
  v = glCreateShaderObjectARB(GL_VERTEX_SHADER_ARB);
  f = glCreateShaderObjectARB(GL_FRAGMENT_SHADER_ARB);
  vs = textFileRead("toon.vert");
  fs = textFileRead("toon.frag");
  glShaderSourceARB(v, 1, &vv, NULL);
  glShaderSourceARB(f, 1, &ff, NULL);
  free(vs); free(fs);
  glCompileShaderARB(v);
  glCompileShaderARB(f);
  p = glCreateProgramObjectARB();
  glAttachObjectARB(p,v);
  glAttachObjectARB(p,f);
  glLinkProgramARB(p);
  glUseProgramObjectARB(p);
}
  
```

textFileRead is provided in the class directory





## Cleaning Up

- A function to **detach** a shader from a program is:

```
void glDetachObjectARB(GLhandleARB program, GLhandleARB shader);
```

Parameter:

- Only shaders that are not currently attached to a program can be detached.
- To **delete** a shader use the following function:

```
void glDeleteShaderARB(GLhandleARB shader);
```

Parameter:

shader - The shader to delete.



## Getting Error

- There is also an info log function that returns compile & linking information, errors

```
void glGetInfoLogARB(GLhandleARB object,  
                    GLsizei maxLength,  
                    GLsizei *length,  
                    GLcharARB *infoLog);
```





## seeShader

- Shader setup (slides 20-30) has been implemented in a generic API which can be used for your shader lab
  - \* [www.cs.utk.edu/~new](http://www.cs.utk.edu/~new) (these slides are there also)
- seeShader provides a *very* simple way to load and switch between your own shaders with error reporting
- Included support: makefile, VC6 workspace, VC7 solution, necessary shader libraries for Windows and Linux, a handy-dandy glut framework, readme.txt



## seeShader

- seeShader API (supports up to 32 concurrent shaders):
  - \* To use this API, a call must be made to `shinit()`
  - \* `sd = shopen(char* filename)` (Funeral March)
    - ⇒ A shader in `[filename].vert` and `[filename].frag` will be loaded and a shader descriptor is returned for referencing this shader
  - \* `shuse(int sd)` (Prada)
    - ⇒ Switch to using shader descriptor `sd` (`sd=0` fixed functionality)
  - \* `shclose(int shd)`
    - ⇒ Necessary if you wish to have more shaders than you have room for
- Extra functionality added to glut framework to auto-load shaders (loads files: `shader-1.vert`, `shader-1.frag`, `shader-2.vert`, ..., `shader-32.frag`)





## GLSL Data Types

- Three basic data types in GLSL:
  - \* float, bool, int
  - \* float and int behave just like in C, and bool types can take on the values of true or false.
- Vectors with 2,3 or 4 components, declared as:
  - \* `vec{2,3,4}`: a vector of 2, 3, or 4 floats
  - \* `bvec{2,3,4}`: bool vector
  - \* `ivec{2,3,4}`: vector of integers
- Square matrices 2x2, 3x3 and 4x4:
  - \* `mat2`
  - \* `mat3`
  - \* `mat4`



## GLSL Data Types

- A set of special types are available for texture access, called sampler
  - \* `sampler1D` - for 1D textures
  - \* `sampler2D` - for 2D textures
  - \* `sampler3D` - for 3D textures
  - \* `samplerCube` - for cube map textures
- Arrays can be declared using the same syntax as in C, but can't be initialized when declared. Accessing array's elements is done as in C.
- Structures are supported with exactly the same syntax as C

```
struct dirlight
{
    vec3 direction;
    vec3 color;
};
```





## GLSL Variables

- Declaring variables in GLSL is mostly the same as in C

```
float a,b; // two vector (yes, the comments are like in C)
```

- Differences: GLSL relies heavily on constructors for initialization and type casting

```
int c = 2; // c is initialized with 2
bool d = true; // d is true
```

- GLSL is pretty flexible when initializing variables using other variables

```
float b = 2; // incorrect, there is no automatic type casting
float e = (float)2; // incorrect, requires constructors for type casting
```

```
int a = 2;
float c = float(a); // correct. c is 2.0
vec3 f; // declaring f as a vec3
vec3 g = vec3(1.0,2.0,3.0); // declaring and initializing g
```

```
vec2 a = vec2(1.0,2.0);
vec2 b = vec2(3.0,4.0);
vec4 c = vec4(a,b) // c = vec4(1.0,2.0,3.0,4.0);
vec2 g = vec2(1.0,2.0);
float h = 3.0;
vec3 j = vec3(g,h);
```



## GLSL Variables

- Matrices also follow this pattern

```
mat4 m = mat4(1.0) // initializing the diagonal of the
matrix with 1.0
```

```
vec2 a = vec2(1.0,2.0);
```

```
vec2 b = vec2(3.0,4.0);
```

- The declaration and initialization of structures is demonstrated below

```
mat2 k = mat2(1.0,0.0,1.0,0.0); // all elements are specified
```

```
struct dirlight { // type definition
```

```
vec3 direction;
```

```
vec3 color;
```

```
};
```

```
dirlight d1;
```

```
dirlight d2 = dirlight(vec3(1.0,1.0,0.0),vec3(0.8,0.8,0.4));
```



## GLSL Variables

- Accessing a vector can be done using letters as well as standard C selectors.

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

- One can use the letters x,y,z,w to access vector components; r,g,b,a for color components; and s,t,p,q for texture coordinates.
- As for structures the names of the elements of the structure can be used as in C

```
d1.direction = vec3(1.0,1.0,1.0);
```



## GLSL Variable Qualifiers

- Qualifiers give a special meaning to the variable. In GLSL the following qualifiers are available:
  - \* **const** - the declaration is of a compile time constant
  - \* **attribute** - (only used in vertex shaders, and read-only in shader) global variables that may change per vertex, that are passed from the OpenGL application to vertex shaders
  - \* **uniform** - (used both in vertex/fragment shaders, read-only in both) global variables that may change per primitive (may not be set inside glBegin/glEnd)
  - \* **varying** - used for interpolated data between a vertex shader and a fragment shader. Available for writing in the vertex shader, and read-only in a fragment shader.



## GLSL Statements

- Control Flow Statements: pretty much the same as in C.

```
if (bool expression)
...
else
...

for (initialization; bool expression; loop expression)
...

while (bool expression)
...

do
...
while (bool expression)
```

Note: only “if” are available on most current hardware



## GLSL Statements

- A few jumps are also defined:

- continue - available in loops, causes a jump to the next iteration of the loop
- break - available in loops, causes an exit of the loop
- Discard - can only be used in fragment shaders. It causes the termination of the shader for the current fragment without writing to the frame buffer, or depth.





## GLSL Functions

- As in C, a shader is structured in functions. At least each type of shader must have a main function declared with the following syntax: `void main()`
- User defined functions may be defined.
- As in C a function may have a return value, and use the return statement to pass out its result. A function can be void. The return type can have any type, except array.
- The parameters of a function have the following qualifiers:
  - \* **in** - for input parameters
  - \* **out** - for outputs of the function. The return statement is also an option for sending the result of a function.
  - \* **inout** - for parameters that are both input and output of a function
  - \* If no qualifier is specified, by default it is considered to be *in*.



## GLSL Functions

- A few final notes:
  - \* A function can be overloaded as long as the list of parameters is different.
  - \* Recursion behavior is undefined by specification.
- Finally, let's look at an example

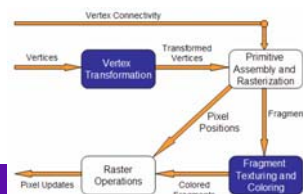
```
vec4 toonify(in float intensity)
{
    vec4 color;
    if (intensity > 0.98)
        color = vec4(0.8,0.8,0.8,1.0);
    else if (intensity > 0.5)
        color = vec4(0.4,0.4,0.8,1.0);
    else if (intensity > 0.25)
        color = vec4(0.2,0.2,0.4,1.0);
    else color = vec4(0.1,0.1,0.1,1.0);
    return(color);
}
```





## GLSL Varying Variables

- Let's look at a real case, shading
  - \* Current OGL does Gouraud Shading
  - \* Phong shading produces much higher visual quality, but turns out to be a big deal for hardware
- Illumination takes place in vertex transformation, then shading (color interpolation) goes in the following stage
- But Phong shading basically requires per fragment illumination



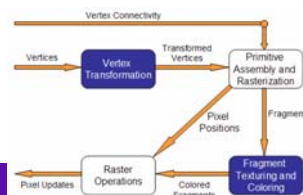
CIS 636/736: (Introduction to) Computer Graphics

Fri 08 Feb 2008



## GLSL Varying Variables

- Varying variables are interpolated from vertices, utilizing topology information, during rasterization
- GLSL has some predefined varying variables, such as color, texture coordinates etc.
- Unfortunately, normal is not one of them
- In GLSL, to do Phong shading, let's make normal a varying variable



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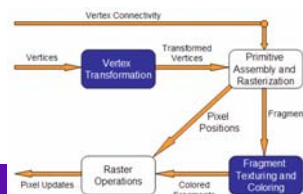
Fri 08 Feb 2008



## GLSL Varying Variables

- Define varying variables in both vertex and fragment shaders
- Varying variables must be written in the vertex shader
- Varying variables can only be read in fragment shaders

varying vec3 normal;



## More Setup for GLSL- Uniform Variables

- Uniform variables, this is one way for your C program to communicate with your shaders (e.g. what time is it since the bullet was shot?)
- A uniform variable can have its value changed by primitive only, i.e., its value can't be changed between a *glBegin / glEnd* pair.
- Uniform variables are suitable for values that remain constant along a primitive, frame, or even the whole scene.
- Uniform variables can be read (but not written) in both vertex and fragment shaders.





## More Setup for GLSL- Uniform Variables

- The first thing you have to do is to get the memory location of the variable.
  - \* Note that this information is only available after you link the program. With some drivers you may be required to be using the program, i.e. *glUseProgramObjectARB* is already called
- The function to use is:

```
GLint glGetUniformLocationARB(GLhandleARB program, const char *name);
```

Parameters:

program - the handler to the program

name - the name of the variable.

The return value is the location of the variable, which can be used to assign values to it.



## More Setup for GLSL- Uniform Variables

- Then you can set values of uniform variables with a family of functions.
- A set of functions is defined for setting float values as below. A similar set is available for int's, just replace "f" with "i"

```
void glUniform1fARB(GLint location, GLfloat v0);  
void glUniform2fARB(GLint location, GLfloat v0, GLfloat v1);  
void glUniform3fARB(GLint location, GLfloat v0, GLfloat v1, GLfloat v2);  
void glUniform4fARB(GLint location, GLfloat v0, GLfloat v1, GLfloat v2, GLfloat v3);
```

```
GLint glUniform{1,2,3,4}fvARB(GLint location, GLsizei count, GLfloat *v);
```

Parameters:

location - the previously queried location.

v0,v1,v2,v3 - float values.

count - the number of elements in the array

v - an array of floats.





## More Setup for GLSL- Uniform Variables

- Matrices are also an available data type in GLSL, and a set of functions is also provided for this data type:

```
GLint glUniformMatrix(2,3,4)fvARB(GLint location, GLsizei count, GLboolean transpose, GLfloat *v);
```

Parameters:

location - the previously queried location.

count - the number of matrices. 1 if a single matrix is being set, or  $n$  for an array of  $n$  matrices.

transpose - whether to transpose the matrix values. A value of 1 indicates that the matrix values are specified in row major order, zero is column major order

v - an array of floats.



## More Setup for GLSL- Uniform Variables

- Note: the values that are set with these functions will keep their values until the program is linked again.
- Once a new link process is performed all values will be reset to zero.





## More Setup for GLSL- Uniform Variables

- A sample:

Assume that a shader with the following variables is being used:

```
uniform float specIntensity;  
uniform vec4 specColor;  
uniform float t[2];  
uniform vec4 colors[3];
```

In the OpenGL application, the code for setting the variables could be:

```
GLuint loc1,loc2,loc3,loc4;  
float specIntensity = 0.98;  
float sc[4] = {0.8,0.8,0.8,1.0};  
float threshold[2] = {0.5,0.25};  
float colors[12] = {0.4,0.4,0.8,1.0, 0.2,0.2,0.4,1.0, 0.1,0.1,0.1,1.0};  
loc1 = glGetUniformLocationARB(p,"specIntensity");  
glUniform1fARB(loc1,specIntensity);  
loc2 = glGetUniformLocationARB(p,"specColor");  
glUniform4fvARB(loc2,1,sc);  
loc3 = glGetUniformLocationARB(p,"t");  
glUniform1fvARB(loc3,2,threshold);  
loc4 = glGetUniformLocationARB(p,"colors");  
glUniform4fvARB(loc4,3,colors);
```



## More Setup for GLSL- Attribute Variables

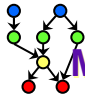
- Attribute variables also allow your C program to communicate with shaders
- Attribute variables can be updated at any time, but can only be read (not written) in a vertex shader.
- Attribute variables pertain to vertex data, thus not useful in fragment shader
- To set its values, (just like uniform variables) it is necessary to get the location in memory of the variable.
  - \* Note that the program must be linked previously and some drivers may require the program to be in use.

```
GLuint glGetUniformLocationARB(GLhandleARB program,char *name);
```

Parameters:

program - the handle to the program.

name - the name of the variable.



## More Setup for GLSL- Attribute Variables

- As uniform variables, a set of functions are provided to set attribute variables (replacing “f” with “i” gives the API for int’s)

```
void glVertexAttrib1fARB(GLint location, GLfloat v0);  
void glVertexAttrib2fARB(GLint location, GLfloat v0, GLfloat v1);  
void glVertexAttrib3fARB(GLint location, GLfloat v0, GLfloat v1, GLfloat v2);  
void glVertexAttrib4fARB(GLint location, GLfloat v0, GLfloat v1, GLfloat v2, GLfloat v3);
```

or

```
GLint glVertexAttrib{1,2,3,4}fvARB(GLint location, GLfloat *v);
```

Parameters:

location - the previously queried location.

v0,v1,v2,v3 - float values.

v - an array of floats.



## More Setup for GLSL- Attribute Variables

- A sample snippet

Assuming the vertex shader has:

```
attribute float height;
```

In the main Opengl program, we can do the following:

```
loc = glGetAttribLocationARB(p,"height");  
glBegin(GL_TRIANGLE_STRIP);  
glVertexAttrib1fARB(loc,2.0);  
glVertex2f(-1,1);  
glVertexAttrib1fARB(loc,2.0);  
glVertex2f(1,1);  
glVertexAttrib1fARB(loc,-2.0);  
glVertex2f(-1,-1);  
glVertexAttrib1fARB(loc,-2.0);  
glVertex2f(1,-1); glEnd();
```





## Appendix

- Sample Shaders
- List of commonly used Built-in's of GLSL
- Shader Tools



## Ivory – vertex shader

```
uniform vec4 lightPos;

varying vec3 normal;
varying vec3 lightVec;
varying vec3 viewVec;

void main(){
    gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
    vec4 vert = gl_ModelViewMatrix * gl_Vertex;

    normal = gl_NormalMatrix * gl_Normal;
    lightVec = vec3(lightPos - vert);
    viewVec = -vec3(vert);
}
```





## Ivory – fragment shader

```
varying vec3 normal;
varying vec3 lightVec;
varying vec3 viewVec;

void main(){
    vec3 norm = normalize(normal);

    vec3 L = normalize(lightVec);
    vec3 V = normalize(viewVec);
    vec3 halfAngle = normalize(L + V);

    float NdotL = dot(L, norm);
    float NdotH = clamp(dot(halfAngle, norm), 0.0, 1.0);

    // "Half-Lambert" technique for more pleasing diffuse term
    float diffuse = 0.5 * NdotL + 0.5;
    float specular = pow(NdotH, 64.0);

    float result = diffuse + specular;

    gl_FragColor = vec4(result);
}
```



## Gooch – vertex shader

```
uniform vec4 lightPos;

varying vec3 normal;
varying vec3 lightVec;
varying vec3 viewVec;

void main(){
    gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
    vec4 vert = gl_ModelViewMatrix * gl_Vertex;

    normal = gl_NormalMatrix * gl_Normal;
    lightVec = vec3(lightPos - vert);
    viewVec = -vec3(vert);
}
```





## Gooch – fragment shader

```
uniform vec3 ambient;

varying vec3 normal;
varying vec3 lightVec;
varying vec3 viewVec;

void main(){
    const float b = 0.55;
    const float y = 0.3;
    const float Ka = 1.0;
    const float Kd = 0.8;
    const float Ks = 0.9;

    vec3 specularcolor = vec3(1.0, 1.0, 1.0);

    vec3 norm = normalize(normal);
    vec3 L = normalize(lightVec);
    vec3 V = normalize(viewVec);
    vec3 halfAngle = normalize(L + V);
```



## Gooch – fragment shader (2)

```
vec3 orange = vec3(.88,.81,.49);
vec3 purple = vec3(.58,.10,.76);

vec3 kCool = purple;
vec3 kWarm = orange;

float NdotL = dot(L, norm);
float NdotH = clamp(dot(halfAngle, norm), 0.0, 1.0);
float specular = pow(NdotH, 64.0);

float blendval = 0.5 * NdotL + 0.5;
vec3 Cgooch = mix(kWarm, kCool, blendval);

vec3 result = Ka * ambient + Kd * Cgooch + specularcolor * Ks * specular;

gl_FragColor = vec4(result, 1.0);
}
```





## Built-in variables

- Attributes & uniforms
- For ease of programming
- OpenGL state mapped to variables
- Some special variables are required to be written to, others are optional



## Special built-ins

- Vertex shader

```
vec4  gl_Position;      // must be written
vec4  gl_ClipPosition; // may be written
float gl_PointSize;    // may be written
```

- Fragment shader

```
float gl_FragColor;    // may be written
float gl_FragDepth;    // may be read/written
vec4  gl_FragCoord;    // may be read
bool  gl_FrontFacing;  // may be read
```





## Attributes

- Built-in

```
attribute vec4 gl_Vertex;  
attribute vec3 gl_Normal;  
attribute vec4 gl_Color;  
attribute vec4 gl_SecondaryColor;  
attribute vec4 gl_MultiTexCoordn;  
attribute float gl_FogCoord;
```

- User-defined

```
attribute vec3 myTangent;  
attribute vec3 myBinormal;  
Etc...
```



## Built-in Uniforms

```
uniform mat4 gl_ModelViewMatrix;  
uniform mat4 gl_ProjectionMatrix;  
uniform mat4 gl_ModelViewProjectionMatrix;  
uniform mat3 gl_NormalMatrix;  
uniform mat4 gl_TextureMatrix[n];  
  
struct gl_MaterialParameters {  
    vec4 emission;  
    vec4 ambient;  
    vec4 diffuse;  
    vec4 specular;  
    float shininess;  
};  
uniform gl_MaterialParameters gl_FrontMaterial;  
uniform gl_MaterialParameters gl_BackMaterial;
```





## Built-in Uniforms

```
struct gl_LightSourceParameters {
    vec4  ambient;
    vec4  diffuse;
    vec4  specular;
    vec4  position;
    vec4  halfVector;
    vec3  spotDirection;
    float spotExponent;
    float spotCutoff;
    float spotCosCutoff;
    float constantAttenuation
    float linearAttenuation
    float quadraticAttenuation
};
Uniform gl_LightSourceParameters gl_LightSource[gl_MaxLights];
```



## Built-in Varyings

```
varying  vec4  gl_FrontColor      // vertex
varying  vec4  gl_BackColor;     // vertex
varying  vec4  gl_FrontSecColor; // vertex
varying  vec4  gl_BackSecColor;  // vertex

varying  vec4  gl_Color;         // fragment
varying  vec4  gl_SecondaryColor; // fragment

varying  vec4  gl_TexCoord[];    // both
varying  float gl_FogFragCoord;  // both
```





## Built-in functions

- Angles & Trigonometry
  - \* **radians, degrees, sin, cos, tan, asin, acos, atan**
- Exponentials
  - \* **pow, exp2, log2, sqrt, inversesqrt**
- Common
  - \* **abs, sign, floor, ceil, fract, mod, min, max, clamp**



## Built-in functions

- Interpolations
  - \* **mix(x,y,a)**       $x*(1.0-a) + y*a$
  - \* **step(edge,x)**     $x <= \text{edge} ? 0.0 : 1.0$
  - \* **smoothstep(edge0,edge1,x)**
    - t = (x-edge0)/(edge1-edge0);**
    - t = clamp( t, 0.0, 1.0);**
    - return t\*t\*(3.0-2.0\*t);**





## Built-in functions

- Geometric
  - \* **length, distance, cross, dot, normalize, faceForward, reflect**
- Matrix
  - \* **matrixCompMult**
- Vector relational
  - \* **lessThan, lessThanEqual, greaterThan, greaterThanEqual, equal, notEqual, any, all**



## Built-in functions

- Texture
  - \* **texture1D, texture2D, texture3D, textureCube**
  - \* **texture1DProj, texture2DProj, texture3DProj, textureCubeProj**
  - \* **shadow1D, shadow2D, shadow1DProj, shadow2Dproj**
- Vertex
  - \* **ftransform**





## Tools

- OpenGL Extensions Viewer
  - \* <http://www.realtch-vr.com/gview/download.html>
- Simple Shaders
  - \* [ogl2brick](http://developer.3dlabs.com/downloads/glslexamples/) (<http://developer.3dlabs.com/downloads/glslexamples/>)
  - \* [Hello GPGPU](http://www.gpgpu.org/developer/) (<http://www.gpgpu.org/developer/>)
- ShaderGen
  - \* <http://developer.3dlabs.com/downloads/shadergen/>
- Shader data structures – Brook, glift
- Recommended literature – OpenGL RedBook, OpenGL OrangeBook, GPU Gems 2

