

Computer Graphics: Ray Tracing II

Part 2 – Lecture 8

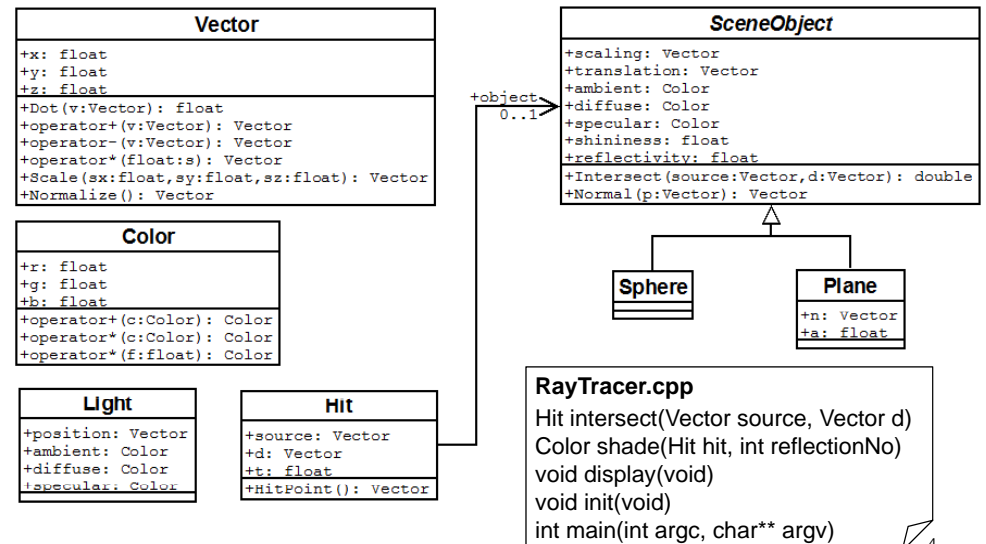
Today's Outline

1. Structure of a Ray Tracer
2. Implementing a Ray Caster
3. Lights and Shadows



STRUCTURE OF A RAY TRACER

Ray Tracer Class Diagram



Class Vector

```
#pragma once
#include <cmath>
class Vector {
public:
    Vector();
    Vector(float x, float y, float z);
    ~Vector(void);
    float x, y, z;
    float Dot(Vector v); // dot product
    Vector operator+(Vector v);
    Vector operator-(Vector v);
    Vector operator*(float s);
    Vector Scale(float sx, float sy, float sz);
    Vector Normalize();
};

#include "Vector.h"
Vector::Vector() {}
Vector::Vector(float x, float y, float z) { ... }
Vector::~Vector(void) {}
float Vector::Dot(Vector v) {
    return x*v.x + y*v.y + z*v.z;
}
Vector Vector::operator+(Vector v) {
    return Vector(x+v.x, y+v.y, z+v.z);
}
Vector Vector::Normalize() {
    float l = sqrt(this->Dot(*this));
    return Vector(x/l, y/l, z/l);
}
...

```

5

Class Color

```
#pragma once
class Color {
public:
    Color();
    Color(float r, float g, float b);
    ~Color(void);
    float r, g, b;
    Color operator+(Color c);
    Color operator*(Color c);
    Color operator*(float f);
};

#include "Color.h"
Color::Color() {}
Color::Color(float r, float g, float b) {
    this->r = r; this->g = g; this->b = b;
}
Color::~Color(void) {}
Color Color::operator+(Color c) {
    return Color(r + c.r, g + c.g, b + c.b);
}
Color Color::operator*(Color c) {
    return Color(r * c.r, g * c.g, b * c.b);
}
Color Color::operator*(float s) {
    return Color(s*r, s*g, s*b);
}
}

```

6

The Main File: RayTracer.cpp

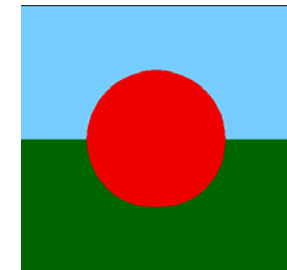
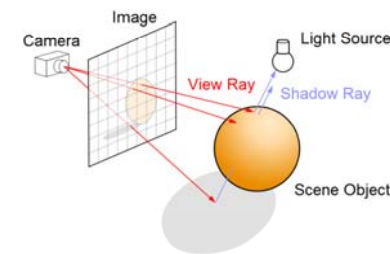
```
#include <windows.h>
#include <gl/glut.h>
#include <algorithm>
#include "Color.h"
int windowHeight = 400, windowHeight = 400;
const int numObjects = 1;
SceneObject* objects[numObjects];
const int numLights = 1;
Light* lights[numLights];
Color background = Color( ?, ?, ? );
Vector eye = Vector(0, 0, 4);
Vector u = Vector(1, 0, 0);
Vector v = Vector(0, 1, 0);
Vector n = Vector(0, 0, 1);
float N = 1, W = 0.5, H = 0.5;

void init(void){
    glClearColor (0.0, 0.0, 0.0, 0.0);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(0, windowHeight,
    0, windowHeight);
    setupScene();
}

int main(int argc, char** argv) {
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE |
    GLUT_RGB);
    glutInitWindowSize(
        windowHeight, windowHeight);
    ...
}

```

7



IMPLEMENTING A RAY CASTER



Diagram thanks to Henrik

8

Casting Rays

```
void display(void) {
    glClear(GL_COLOR_BUFFER_BIT);
    glBegin(GL_POINTS);
    for(int r=0; r<windowHeight; r++) {
        for(int c=0; c<windowWidth; c++) {
            // construct ray through (c, r)
            // using u,v,n and H,W
            Vector d = Vector(?, ?, ?);
            // intersect ray with scene objects
            Hit hit = intersect(eye, d);
            // shade pixel accordingly
            Color color = shade(hit);
            glColor3f(color.r, color.g, color.b);
            glVertex2f((GLfloat)c, (GLfloat)r);
        }
    }
    glEnd(); glFlush (); }
```

- We are drawing the points on the viewplane, starting at bottom left
- Ray starts at **eye** and has direction **d** (→ calculate **d**)
- `intersect(eye, d)` gives us info about first hit of the ray
- `shade(hit)` gives us the color of the point where the ray hit an object (or hit no object at all)

9

Representing Objects

```
#pragma once ... SceneObject.h
class SceneObject {
public:
    Vector scaling, translation;
    Color ambient, diffuse, specular;
    float shininess;
    float reflectivity;
    // returns the t value of the closest ray-
    // object intersection, or -1 otherwise
    virtual double Intersect(
        Vector source, Vector d) = 0;
    // returns normal at the given point p
    // if p not on object, result is undefined
    virtual Vector Normal(Vector p) = 0;
};
```

```
#pragma once ... Sphere.h
class Sphere : public SceneObject {
public:
    Sphere(void); ~Sphere(void);
    double Intersect(Vector source, Vector d);
    Vector Normal(Vector p);
};
```

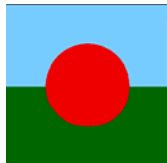
For the ray caster we use only green parts

- scaling and translation for transformed objects
- ambient, specular colors and shininess for Phong illumination
- reflectivity for ray reflection

10

Setting Up Scene Objects

```
Sphere* s = new Sphere();
// no scaling or translation
s->scaling = Vector(1, 1, 1);
s->translation = Vector(0, 0, 0);
// Phong material parameters
s->ambient = Color(?, ?, ?);
s->diffuse = Color(?, ?, ?);
s->specular = Color(?, ?, ?);
s->shininess = ?;
// ray reflection parameter
s->reflectivity = ?;
// put into objects array
objects[0] = s;
```



Set up objects in global variable:
`const int numObjects = 1;`
`SceneObject* objects[numObjects];`

Set up background color:
`Color background = Color(?,?,?);`

- Analogous for planes, but need to set more parameters: **n** and **a**
- For now we ignore scaling and translation, but later we support scaled and translated objects

11

Sphere.cpp

```
double Sphere::Intersect(
    Vector source, Vector d) {
    float A = d.Dot(d);
    float B = 2*source.Dot(d);
    float C = source.Dot(source) - 1;
    if(B*B - 4*A*C <= 0) return -1; // no hit
    float t1;
    if(B>0) // for numerical precision
        t1 = (-B - sqrt(B*B - 4*A*C)) / 2*A;
    else
        t1 = (-B + sqrt(B*B - 4*A*C)) / 2*A;
    float t2 = C/(A*t1); // easier way to get t2
    if(t1<t2) return t1; // need only closer t
    else return t2;
}
```

```
Vector Sphere::Normal(Vector p) {
    return ?;
}
```

- Class `Sphere` implements intersection and normal for sphere primitive (at origin with radius 1)
- If no intersection: return -1

Also need to create class `Plane`

- Fields: `Vector n` (normal) and `float a` (distance from origin)
- Implement `Intersect` and `Normal`

12

Class Hit

```
#pragma once
#include "Vector.h"
#include "SceneObject.h"
class Hit {
public:
    Hit(void);
    Hit(Vector source, Vector d, float t,
        SceneObject* object);
    ~Hit(void);
    Vector source;
    Vector d;
    float t;
    SceneObject* object;
    Vector HitPoint();
};
```

Hit.h

```
#include "Hit.h"
Hit::Hit(void) {}
Hit::Hit(Vector source, Vector d, float t,
    SceneObject* object) {
    this->source = source;
    this->d = d;
    this->t = t;
    this->object = object;
}
Hit::~Hit(void) {}
Vector Hit::HitPoint() {
    // calculate intersection point
    // using source, d and t
    return ? ;
}
```

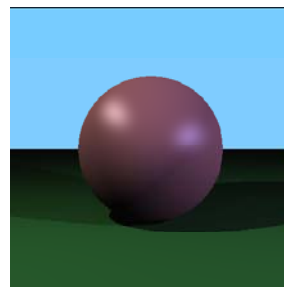
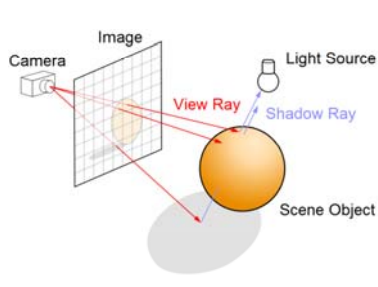
Hit.cpp

intersect and shade

```
Hit intersect(Vector source, Vector d) {
    // initially hit object==NULL (→ no hit)
    Hit hit = Hit(source, d, -1, NULL);
    // for every object, check if ray hits it
    for(int i=0; i<numObjects; i++) {
        float t = objects[i]->Intersect(source, d);
        // 1. only use hits visible for the camera
        // 2. only overwrite hit if either there is
        // no hit yet, or the hit is closer
        if(t>0 && (hit.object==NULL || t<hit.t))
            hit = Hit(source, d, t, objects[i]);
    }
    return hit;
}
```

```
Color shade(Hit hit) {
    // if no object was hit,
    // return background color
    if(hit.object==NULL)
        return background;
    // otherwise use diffuse object color
    return hit.object->diffuse;
}
```

- Both in RayTracer.cpp
- intersect finds the hit of a ray with an object closest to the camera
- If hit.object==NULL, then the ray did not hit anything



LIGHTS AND SHADOWS

Setting Up Point Lights

```
#pragma once
#include "Color.h"
#include "Vector.h"
class Light {
public:
    Light(void); ~Light(void);
    Vector position;
    Color ambient, diffuse, specular;
};
```

Light.h

```
#include "Light.h"
Light::Light(void) {}
Light::~Light(void) {}
```

Light.cpp

Set up lights in global variable:

```
const int numLights = 2;
Light* lights[numLights];
```

Code for setting up a light:

```
Light* l = new Light();
l->position = Vector(-2, 2, 2);
l->ambient = Color(?, ?, ?);
l->diffuse = Color(?, ?, ?);
l->specular = Color(?, ?, ?);
lights[0] = l;
```

Adding Phong Illumination to shade

$$\mathbf{R} = \mathbf{I}_a \rho_a + (\mathbf{I}_d \rho_d \frac{s \cdot m}{|s||m|} + \mathbf{I}_s \rho_s \left(\frac{h \cdot m}{|h||m|} \right)^\alpha) / (k_c + k_l d + k_q d^2)$$

```
Color shade(Hit hit) {
    if(hit.object==NULL) return background;
    Color color = Color(0,0,0);
    for(int i=0; i<numLights; i++) {
        // ambient reflection
        color = color + hit.object->ambient
            * lights[i]->ambient;

        // diffuse reflection
        Vector s = ? ; Vector m = ? ;
        color = color + ? ;
    }
    // specular reflection
    Vector v = ? ; Vector h = ? ;
    color = color + ? ;
}
return color;
```

Cut off the negative values when calculating a.Dot(b) by using max(0, a.Dot(b))

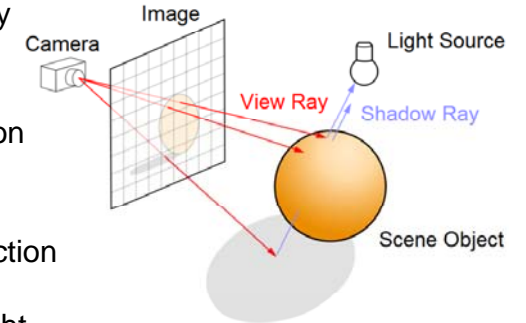
17

Shadow Feelers

Problem: How do we know if a point **p** is in shadow of a light **I** ?

Solution: Check if there is something between **p** and **I**

1. Calculate (**source**, **d**) for a ray that starts at **p** and goes to **I** (a "shadow feeler")
2. Check if there is an intersection with any scene object (→ use intersect)
3. If there is a ray-object intersection between **p** and **I** then: do not illuminate **p** with the light i.e. do not add R_d and R_s Otherwise: normal illumination



18

Adding Shadows to shade

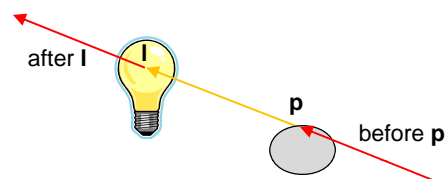
```
Color shade(Hit hit) {
    if(hit.object==NULL) return background;
    Color color = Color(0,0,0);
    for(int i=0; i<numLights; i++) {
        // ambient reflection
        color = color + ... ;

        // cast a "shadow feeler"
        Hit feeler = intersect( ? , ? );
        if("no hit" || "hit before p" || "hit after l") {
            // diffuse reflection
            color = color + ... ;

            // specular reflection
            color = color + ... ;
        }
    }
    return color;
}
```

Three different non-shadow cases:

1. "no hit": no object was hit at all
2. "hit before **p**": the closest hit is on the other side of **p** (→ no object between **I** and **p**)
3. "hit after **I**": the closest hit is after **I** (→ no object between **I** and **p**)



19

SUMMARY

20

Summary

1. Define good helper classes (`Vector`, `Color`, `Hit`)
2. Start with basic ray casting algorithm
3. The two most important functions: `intersect` and `shade`
4. Get lights & shadows by using Phong illumination model and “shadow feelers” in function `shade`

References:

- Structure of a Ray Tracer: Hill, Chapter 12.5
- Illuminating Pixels: Hill, Chapter 12.7
- Shadows: Hill, Chapter 12.11

Quiz

1. How does the `intersect` function in a ray tracer work?
2. What does the `shade` function in a ray tracer do?
3. How do we integrate Phong illumination into a ray tracer?
4. What is a “shadow feeler” and how can it be used to ray trace shadows?