



**Ahsanullah University of Science and Technology (AUST)**  
Department of Computer Science and Engineering

**LABORATORY MANUAL**

Course No. : CSE4204  
Course Title: Computer Graphics Lab

For the students of 4<sup>th</sup> Year, 2<sup>nd</sup> semester of  
B.Sc. in Computer Science and Engineering program

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## Course Objective

- Course objectives for the course are -
- Explain the basics of computer graphics and the graphics pipeline
- Apply 2D and 3D linear transformation to perform geometric transformation and viewing, and different rasterization techniques, shading models and textures
- Design interactive computer graphics systems using the concept of the transformation, texture mapping and animation
- Analyze different various algorithms used in computer graphics
- Utilize state-of-the-art graphics API and libraries to address computer graphics related problems
- Adapt communication strategies to effectively convey graphics concepts, project progress, and outcomes to the appropriate audience

## Preferred Tools

1. Language: GLSL (OpenGL Shader Language) and JavaScript
2. API: Modern WebGL (Modern OpenGL ES)
3. Editor: Notepad++, VS Code

## Reference Books

Introduction to Computer Graphics (*6 January 2018, Version 1.2*) by David J. Eck.  
[ Link: <http://math.hws.edu/graphicsbook/index.html> ]

## Administrative Policy of the Laboratory

1. Class assessment tasks must be performed by students individually, without help of others.
2. Viva for each program will be taken and considered as a performance.
3. Plagiarism is strictly forbidden.

# Lab 1 – Introduction to Graphics API and Shading Language

## 1.1. Objective:

Objectives of this topics are – (1) to learn about graphics APIs, such as OpenGL/ WebGL; (2) to write a simple program to basic primitives with coordinates and colors; (3) to understand the basic concepts of shading language and its important parts: vertex and fragment shader; (4) to understand the basic graphics pipeline.

## 1.2. The Graphics API – WebGL:

OpenGL is a family of computer graphics APIs that is implemented in many graphics hardware devices. There are several versions of the API, and there are implementations, or "bindings" for several different programming languages. Versions of OpenGL for embedded systems such as mobile phones are known as OpenGL ES. a graphics API that was introduced in 1992 and has gone through many versions and many changes since then. WebGL is a version for use on Web pages. OpenGL can be used for 2D as well as for 3D graphics, but it is most commonly associated with 3D.

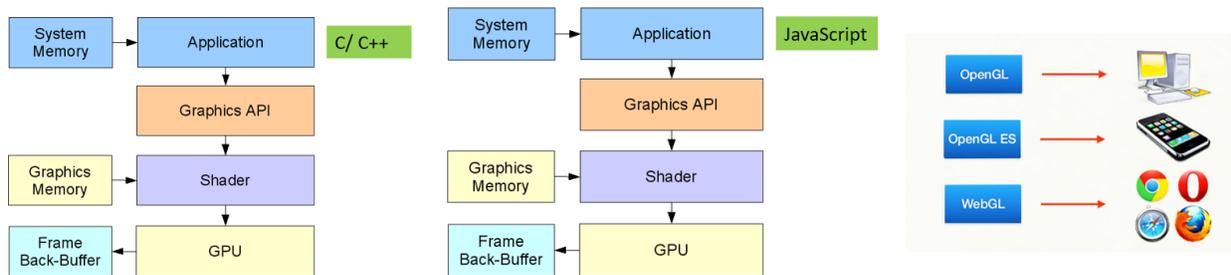
WebGL is A 3D graphics API for use on web pages. WebGL programs are written in the JavaScript programming language and display their images in HTML canvas elements. WebGL is based on OpenGL ES, the version of OpenGL for embedded systems, with a few changes to adapt it to the JavaScript language and the Web environment.

## 1.3. The Graphics Pipeline:

OpenGL 1.1 used a fixed-function pipeline for graphics processing. Data is provided by a program and passes through a series of processing stages that ultimately produce the pixel colors seen in the final image. The program can enable and disable some of the steps in the process, such as the depth test and lighting calculations. But there is no way for it to change what happens at each stage. The functionality is fixed.

OpenGL 2.0 introduced a programmable pipeline. It is a processing pipeline in which some of the processing stages can or must be implemented by programs. Data for an image passes through a sequence of processing stages, with the image as the end product. The sequence is called a "pipeline." Programmable pipelines are used in modern GPUs to provide more flexibility and control to the programmer. The programs for a programmable pipeline are known as shaders and are written in a shader programming language such as GLSL. It

became possible for the programmer to replace certain stages in the pipeline with their own programs. This gives the programmer complete control over what happens at that stage. In OpenGL 2.0, the programmability was optional; the complete fixed-function pipeline was still available for programs that didn't need the flexibility of programmability. WebGL uses a programmable pipeline, and it is mandatory. There is no way to use WebGL without writing programs to implement part of the graphics processing pipeline.



**Figure 1.1:** Source: *Difference between OpenGL, OpenGL ES and WebGL.* (source: [https://ict.senecacollege.ca/~chris.szalwinski/archives/gam670.071/content/shadr\\_p.html](https://ict.senecacollege.ca/~chris.szalwinski/archives/gam670.071/content/shadr_p.html) )

The programs that are written as part of the pipeline are called shaders. For WebGL, you need to write a vertex shader, which is called once for each vertex in a primitive, and a fragment shader, which is called once for each pixel in the primitive. Aside from these two programmable stages, the WebGL pipeline also contains several stages from the original fixed-function pipeline. For example, the depth test is still part of the fixed functionality, and it can be enabled or disabled in WebGL in the same way as in OpenGL 1.1.

**1.3.1. Vertex Shader:** A shader program that will be executed once for each vertex in a primitive. A vertex shader must compute the vertex coordinates in the clip coordinate system. It can also compute other properties, such as color.

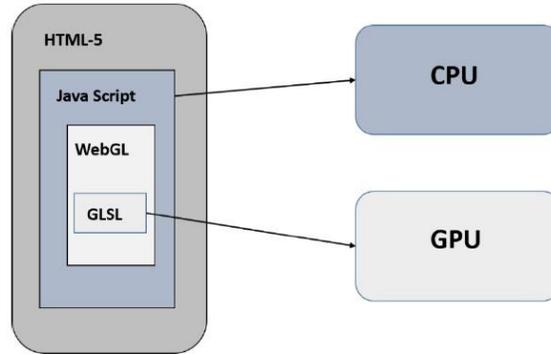
**1.3.2. Fragment Shader:** A shader program that will be executed once for each pixel in a primitive. A fragment shader must compute a color for the pixel, or discard it. Fragment shaders are also called pixel shaders.

## 1.4. A Graphics Program:

There are two sides to any WebGL program:

Part – 1: written in JavaScript

Part – 2: written in GLSL, a language for writing "shader" programs that run on the GPU.



**Figure 1.2:** Parts of a WebGL program. (source: [https://www.tutorialspoint.com/webgl/webgl\\_quick\\_guide.htm](https://www.tutorialspoint.com/webgl/webgl_quick_guide.htm))

**1.4.1. Standard steps for a WebGL program:** A basic WebGL program follows the basic steps as listed below.

- Step 1 – Prepare the canvas and get WebGL rendering context
- Step 2 – Create and compile Shader programs
- Step 3 – Associate the shader programs with buffer objects
- Step 4 – Define the geometry and store it in buffer objects
- Step 5 – Drawing the required object

**Code: 1.1.** Sample Code for drawing a triangle

```

<!-- saved from url=(0065)http://math.hws.edu/graphicsbook/source/webgl/simple-texture.html -->
<!-- modified by Mohammad Imrul Jubair -->

<html>
<title>LAB-1: Intro</title>
<canvas id="webglcanvas" width="500" height="500"></canvas>

<script>

    var canvas = document.getElementById("webglcanvas");
    var gl = canvas.getContext("webgl");

    var vertexShaderSource =
    `attribute vec3 a_coords;
    void main() {
        gl_Position = vec4(a_coords, 1.0);
    }`;

    var fragmentShaderSource =
    `void main() {
        gl_FragColor = vec4(1.0, 0.0, 0.0, 1.0);
    }`;

```

```

var vsh = gl.createShader( gl.VERTEX_SHADER );
gl.shaderSource( vsh, vertexShaderSource );
gl.compileShader( vsh );

var fsh = gl.createShader( gl.FRAGMENT_SHADER );
gl.shaderSource( fsh, fragmentShaderSource );
gl.compileShader( fsh );

var prog = gl.createProgram();

gl.attachShader( prog, vsh );
gl.attachShader( prog, fsh );
gl.linkProgram( prog );
gl.useProgram(prog);

var a_coords_location = gl.getAttribLocation(prog, "a_coords");

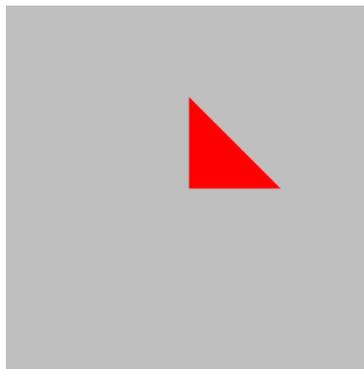
var coords = new Float32Array( [0.0, 0.0, 0.0,
                                0.0, 0.5, 0.0,
                                0.5, 0.0, 0.0] );

var a_coords_buffer = gl.createBuffer();
gl.bindBuffer(gl.ARRAY_BUFFER, a_coords_buffer);
gl.bufferData(gl.ARRAY_BUFFER, coords, gl.STATIC_DRAW);
gl.vertexAttribPointer(a_coords_location, 3, gl.FLOAT, false, 0, 0);
gl.enableVertexAttribArray(a_coords_location);
gl.clearColor(0.75, 0.75, 0.75, 1.0);
gl.clear(gl.COLOR_BUFFER_BIT);
gl.drawArrays(gl.TRIANGLES, 0, 3);

```

</script></html>

Output:



## 1.5. Task:

- a) Write a program to draw quad using two triangles.
- b) Write a program that utilizes different drawing primitives to draw a multiple triangle.

## Lab 2 – Different Qualifiers of GLSL Data Types and Interactive Computer Graphics

### 2.1. Objective:

Objective of the topics is to learn (1) different types of data used in GLSL such as attribute, uniform and varying; (2) implementing mouse interaction in WebGL.

### 2.2. Data Flow in the Graphics Pipeline:

The JavaScript side of the program sends values for attributes and uniform variables to the GPU and then issues a command to draw a primitive. The GPU executes the vertex shader once for each vertex. The vertex shader can use the values of attributes and uniforms. It assigns values to *gl\_Position* and to any varying variables that exist in the shader. After clipping, rasterization, and interpolation, the GPU executes the fragment shader once for each pixel in the primitive. The fragment shader can use the values of varying variables, uniform variables, and *gl\_FragCoord*. It computes a value for *gl\_FragColor*. The following diagram summarizes the flow of data:

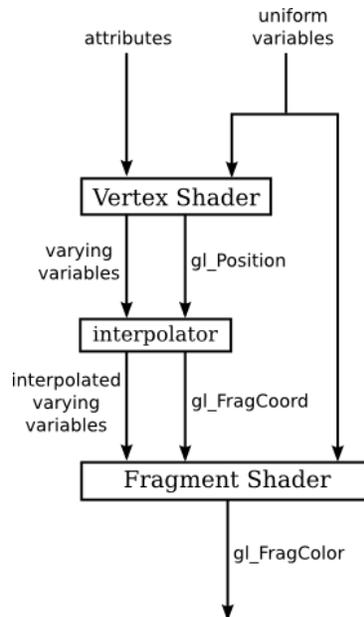


Figure 2.1: Data flow in Graphics Pipeline. (source: <http://math.hws.edu/graphicsbook/c6/s1.html#webgl.1.5> )

### 2.3. Attribute

An attribute can take a different value for each vertex in a primitive. The basic idea is that the complete set of data for the attribute is copied in a single operation from a JavaScript array into memory that is accessible to the GPU. Unfortunately, setting things up to make that operation possible is non-trivial (see code 1.1).

## 2.4. Uniform and Varying

Global variable declarations in a vertex shader can be marked as attribute, uniform, or varying. A variable declaration with none of these modifiers defines a variable that is local to the vertex shader. Global variables in a fragment can optionally be modified with uniform or varying, or they can be declared without a modifier. A varying variable should be declared in both shaders, with the same name and type. This allows the GLSL compiler to determine what attribute, uniform, and varying variables are used in a shader program. This qualifier forms a link between a vertex shader and fragment shader for interpolated data. It can be used with the following data types – *float*, *vec2*, *vec3*, *vec4*, *mat2*, *mat3*, *mat4*, or arrays. (see code 2.1 and 2.2). The summary on attribute, uniform and varying qualifiers are listed in the Figure 2.2.

Sr.No.	Qualifier & Description
1	<p><b>attribute</b></p> <p>This qualifier acts as a link between a vertex shader and OpenGL ES for per-vertex data. The value of this attribute changes for every execution of the vertex shader.</p>
2	<p><b>uniform</b></p> <p>This qualifier links shader programs and the WebGL application. Unlike attribute qualifier, the values of uniforms do not change. Uniforms are read-only; you can use them with any basic data types, to declare a variable.</p> <p><b>Example</b> – uniform <b>vec4</b> lightPosition;</p>
3	<p><b>varying</b></p> <p>This qualifier forms a link between a vertex shader and fragment shader for interpolated data. It can be used with the following data types – float, vec2, vec3, vec4, mat2, mat3, mat4, or arrays.</p> <p><b>Example</b> – varying <b>vec3</b> normal;</p>

Figure 2.2: Attribute, uniform and varying qualifiers (source: [https://www.tutorialspoint.com/webgl/webgl\\_quick\\_guide.htm](https://www.tutorialspoint.com/webgl/webgl_quick_guide.htm) )

## Code: 2.1. Sample Code for drawing a triangle using Uniform color

```
<!-- saved from url=(0065)http://math.hws.edu/graphicsbook/source/webgl/simple-texture.html -->
<!-- modified by Mohammad Imrul Jubair -->

<html>
<title>LAB-2: Uniform</title>
<canvas id="webglcanvas" width="500" height="500"></canvas>

<script>
  var canvas = document.getElementById("webglcanvas");
  var gl = canvas.getContext("webgl");

  var vertexShaderSource =
    `attribute vec3 a_coords;
    void main() {
      gl_Position = vec4(a_coords, 1.0);
    }`;

  var fragmentShaderSource =

    `precision mediump float;
    uniform vec3 u_color;
    void main() {
      gl_FragColor = vec4(u_color, 1.0);
    }`;

  var vsh = gl.createShader( gl.VERTEX_SHADER );
  gl.shaderSource( vsh, vertexShaderSource );
  gl.compileShader( vsh );

  var fsh = gl.createShader( gl.FRAGMENT_SHADER );
  gl.shaderSource( fsh, fragmentShaderSource );
  gl.compileShader( fsh );

  var prog = gl.createProgram();

  gl.attachShader( prog, vsh );
  gl.attachShader( prog, fsh );
  gl.linkProgram( prog );
  gl.useProgram(prog);

  var a_coords_location = gl.getAttribLocation(prog, "a_coords");

  var coords = new Float32Array( [0.0, 0.0, 0.0,
                                  0.0, 0.5, 0.0,
```

```

        0.5, 0.0, 0.0] );

var a_coords_buffer = gl.createBuffer();
gl.bindBuffer(gl.ARRAY_BUFFER, a_coords_buffer);
gl.bufferData(gl.ARRAY_BUFFER, coords, gl.STATIC_DRAW);
gl.vertexAttribPointer(a_coords_location, 3, gl.FLOAT, false, 0, 0);
gl.enableVertexAttribArray(a_coords_location);

var u_color_location = gl.getUniformLocation(prog, "u_color");
var color = new Float32Array( [0.5, 0.7, 0.3] );
gl.uniform3fv(u_color_location, color);

gl.clearColor(0.75, 0.75, 0.75, 1.0);
gl.clear(gl.COLOR_BUFFER_BIT);
gl.drawArrays(gl.TRIANGLES, 0, 3);

</script></html>

```

### Code: 2.2. Sample Code for drawing a triangle using varying (interpolated) color

```

<!-- saved from url=(0065)http://math.hws.edu/graphicsbook/source/webgl/simple-texture.html -->
<!-- modified by Mohammad Imrul Jubair -->

<html>
<title>LAB-2: Varying </title>
<canvas id="webglcanvas" width="500" height="500"></canvas>

<script>
    var canvas = document.getElementById("webglcanvas");
    var gl = canvas.getContext("webgl");

    var vertexShaderSource =
        `attribute vec3 a_coords;
         attribute vec3 a_colors;
         uniform float u_shift;
         varying vec3 v_color;

         void main() {
             gl_Position = vec4(a_coords.x + u_shift, a_coords.y, a_coords.z, 1.0);
             v_color = a_colors;
         }`;

    var fragmentShaderSource =
        `precision mediump float;

```

```

    varying vec3 v_color;
    void main() {
        gl_FragColor = vec4(v_color, 1.0);
    }
};

var vsh = gl.createShader( gl.VERTEX_SHADER );
gl.shaderSource( vsh, vertexShaderSource );
gl.compileShader( vsh );

var fsh = gl.createShader( gl.FRAGMENT_SHADER );
gl.shaderSource( fsh, fragmentShaderSource );
gl.compileShader( fsh );

var prog = gl.createProgram();

gl.attachShader( prog, vsh );
gl.attachShader( prog, fsh );
gl.linkProgram( prog );
gl.useProgram(prog);

var a_coords_location = gl.getAttribLocation(prog, "a_coords");

var coords = new Float32Array( [0.0, 0.0, 0.0,
                                0.0, 0.5, 0.0,
                                0.5, 0.0, 0.0] );

var a_coords_buffer = gl.createBuffer();
gl.bindBuffer(gl.ARRAY_BUFFER, a_coords_buffer);
gl.bufferData(gl.ARRAY_BUFFER, coords, gl.STATIC_DRAW);
gl.vertexAttribPointer(a_coords_location, 3, gl.FLOAT, false, 0, 0);
gl.enableVertexAttribArray(a_coords_location);

var u_shift_location = gl.getUniformLocation(prog, "u_shift");
var shift = 0.0;
gl.uniform1f(u_shift_location, shift);

a_colors_location = gl.getAttribLocation(prog, "a_colors");
var colors = new Float32Array( [1.0, 0.0, 0.0,
                                0.0, 1.0, 0.0,
                                0.0, 0.0, 1.0] );

a_colors_buffer = gl.createBuffer();
gl.bindBuffer(gl.ARRAY_BUFFER, a_colors_buffer);
gl.bufferData(gl.ARRAY_BUFFER, colors, gl.STATIC_DRAW);
gl.vertexAttribPointer(a_colors_location, 3, gl.FLOAT, false, 0, 0);

```

```

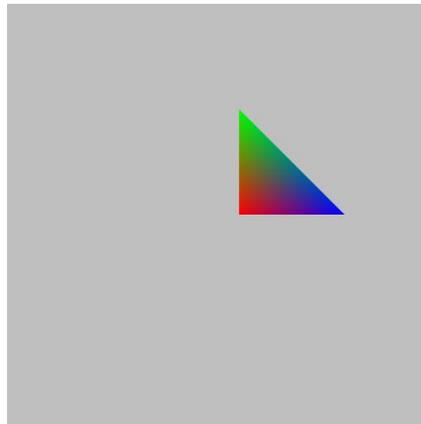
gl.enableVertexAttribArray(a_colors_location);
gl.clearColor(0.75, 0.75, 0.75, 1.0);
gl.clear(gl.COLOR_BUFFER_BIT);
gl.drawArrays(gl.TRIANGLES, 0, 3);

canvas.onmousedown = function ()
{
  shift = shift + 0.1;
  gl.uniform1f(u_shift_location, shift);

  gl.clearColor(0.75, 0.75, 0.75, 1.0);
  gl.clear(gl.COLOR_BUFFER_BIT);
  gl.drawArrays(gl.TRIANGLES, 0, 3);
};
</script>
</html>

```

Output:



## 2.5. Mouse Interaction:

The *mousedown* event is fired at an Element when a pointing device button is pressed while the pointer is inside the element. We can utilize this to call draw functions to render on the canvas based on clicking. The following code segment from code 2.2 is responsible for invoking draw function for mouse click.

```

canvas.onmousedown = function ()
{
  shift = shift + 0.1;
  gl.uniform1f(u_shift_location, shift);

```

```

gl.clearColor(0.75, 0.75, 0.75, 1.0);
gl.clear(gl.COLOR_BUFFER_BIT);
gl.drawArrays(gl.TRIANGLES, 0, 3);
};

```

## 2.6. GLSL Control Statements and Built-in functions

**2.6.1. Control Statements:** GLS is a C-like language. We can use our basic concepts of control statements (e.g. if-else, switch-case, loop, etc). A helpful resource is: <https://www.shaderific.com/glsl-statements>. An example of IF-ELSE in vertex shader is provided below.

```

attribute vec3 a_coords;
attribute vec3 a_colors;
uniform float u_shift;
varying vec3 v_color;

void main() {
    if (u_shift < 0.7)
        gl_Position = vec4(a_coords.x - u_shift,
                           a_coords.y,
                           a_coords.z,
                           1.0);
    else
        gl_Position = vec4(a_coords.x,
                           a_coords.y,
                           a_coords.z,
                           1.0);
    v_color = a_colors; }

```

**2.6.2. Built-in Functions:** GLSL provides a significant number of built-in functions and you should be familiar with them. Please see this page (<https://www.shaderific.com/glsl-functions>) to get idea regarding some of these functions. An example of a vertex shader code segment that uses a built-in function *clamp()* is provided below.

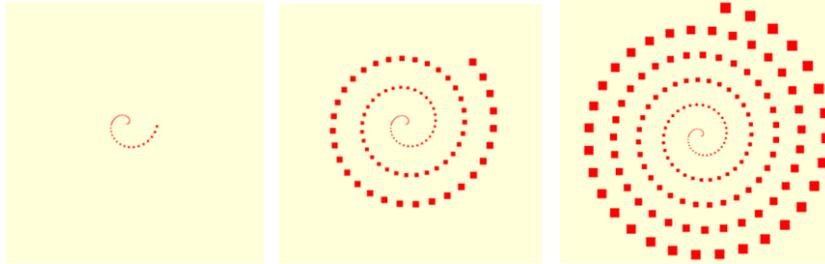
```

void main() {
    gl_Position = vec4(clamp(a_coords.x - u_shift, -0.5, 1.0),
                       a_coords.y,
                       a_coords.z,
                       1.0);
}

```

## 2.7. Task:

**2.7.1. Task 1:** Create a 2D spiral. For each click, the spiral will keep increasing. The outer points will be bigger than the inner points depending on the distance from the center. Note that, you have to send 2D data to the GPU from CPU. The following figure shows different situation of the canvas after several mouse clicking (from left to right).



### Hints:

- Use `gl_PointSize` in the vertex shader to fix the size of the point. (Example: [https://www.tutorialspoint.com/webgl/webgl\\_drawing\\_points.htm](https://www.tutorialspoint.com/webgl/webgl_drawing_points.htm))
- Use GLSL `distance()` function to calculate the distance between a vertex and the center in the vertex shader.
- To generate the vertices for a 2D spiral in CPU, you can use JavaScript's Math library to apply the formula, e.g. `Math.cos()`. Use `push()` function to build up an array of vertices of the spiral using a loop.
- Apply optimistically while using/ reusing vertex buffer.

**2.7.2. Task 2:** Create a 2D flower based on *Rhodonea* curve. Use `GL_POINTS` in your draw call. For each click, the arrangement of the petals will keep changing. Also, the color of the points will be alternated between green and red for each click. Note that, you have to send 2D data to the shader from CPU.

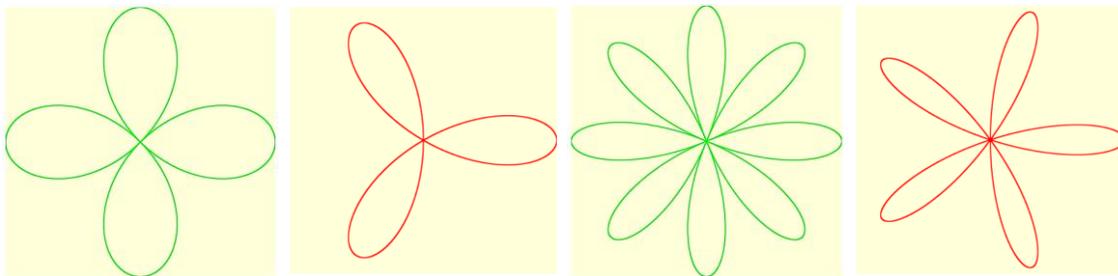


Figure: Situation of the canvas after several mouse clicking (from left to right).

### Hints:

- Rose in math: [https://en.wikipedia.org/wiki/Rose\\_\(mathematics\)](https://en.wikipedia.org/wiki/Rose_(mathematics))

- You can track odd/ even clicking in the shader to alternate color.
- To generate the vertices for a 2D spiral in CPU, you can use JavaScript's Math library to apply the formula, e.g. *Math.cos()*. Use *push()* function to build up an array of vertices of the spiral using a loop.
- Apply optimistically while using/ reusing vertex buffer.

**2.7.3. Task 3:** Create a 2D scenario (model) using your creativity. The model has to be created using 2D triangle mesh. Apply per-vertex color on your model. Integrate a keyboard interaction having at least one GLSL control statement (and/or built-in function) inside the shader.

Note:

- Your mesh must have at least 45 vertices in total.
- You can use `gl.TRIANGLES` and/or `gl.TRIANGLE_STRIP` and/or `gl.TRIANGLE_FAN`.

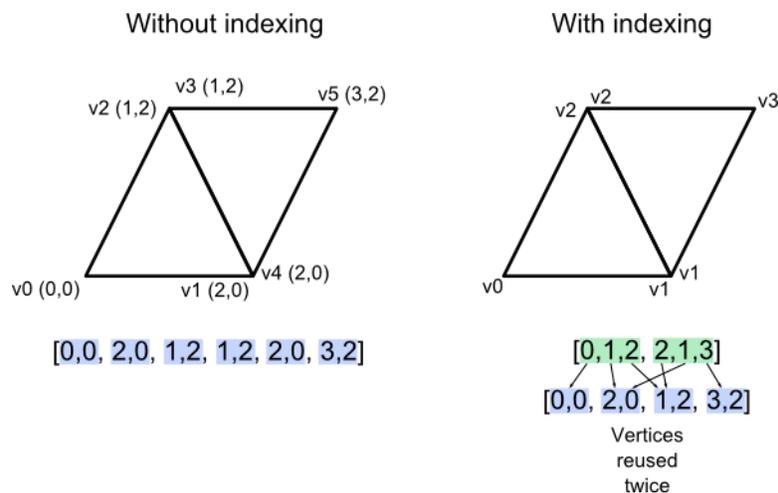
## Lab 3 – Index Buffer and Transformation Matrices

### 3.1. Objective:

Objective of the topic is (1) to learn about index buffer and its necessity; (2) to work with 3D objects and (3) to use 3D transformation matrices.

### 3.2. Index Buffer:

The index buffer contains integers, three for each triangle in the mesh, which reference the various attribute buffers (position, colour, UV coordinates, other UV coordinates, normal, etc.). It's a little bit like in the OBJ file format, with one huge difference: there is only ONE index buffer. This means that for a vertex to be shared between two triangles, all attributes must be the same.



**Figure 3.1:** Concept of the index buffer (source: <http://www.opengl-tutorial.org/intermediate-tutorials/tutorial-9-vbo-indexing/>)

Here is an example:

#### Code: 3.1. Implementing index buffer

```
var 17coords = new Float32Array( [  
    -0.5, -0.5,  0.0, //v0  
    0.5, -0.5,  0.0, //v1  
    0.5,  0.5,  0.0, //v2  
    -0.5,  0.5,  0.0 //v3  
    ] );  
  
var colors = new Float32Array( [
```

```

        1.0, 0.0, 0.0, //color at v0
        0.0, 1.0, 0.0, //color at v1
        0.0, 0.0, 1.0, //color at v2
        1.0, 1.0, 0.0 //color at v3
    ] );

    var indices = new Uint8Array([0, 1, 2, 0, 2, 3]);
    var bufferInd = gl.createBuffer();
    gl.bindBuffer(gl.ELEMENT_ARRAY_BUFFER, bufferInd);
    gl.bufferData(gl.ELEMENT_ARRAY_BUFFER, indices, gl.STATIC_DRAW);

```

In the above example, we defined the geometry and colors in the *coords* and *colors* arrays. We define the indices in and store it into the buffer so that GPU can render accordingly (shown in highlights)

### 3.2. 3D Transformation Matrices:

Basic transformations are: scaling, shearing, rotation, reflection and translation. Transformation is applied through the concept of linear transformation. Which is an operation of taking a vector and produces another vector by a simple matrix multiplication. These matrices are called transformation matrices.

$$\begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} a_{11}x + a_{12}y \\ a_{21}x + a_{22}y \end{bmatrix}$$

Some examples, we can use the following matrix to perform scaling in 2D.

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} S_x & 0 & 0 \\ 0 & S_y & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

#### Code: 3.2. Implementing 3D Rotation Matrix

```

<!-- saved from url=(0065)http://math.hws.edu/graphicsbook/source/webgl/simple-texture.html -->
<!-- modified by Mohammad Imrul Jubair -->
<html>
<title>LAB-3: Transformation Matrix </title>
<canvas id="webglcanvas" width="500" height="500"></canvas>
<script>

    var canvas = document.getElementById("webglcanvas");
    var gl = canvas.getContext("webgl");

```

```

var vertexShaderSource =
`attribute vec3 a_coords;
attribute vec3 a_colors;
uniform mat4 u_RotY;
uniform mat4 u_RotX;
varying vec3 v_color;

void main() {
    gl_Position = u_RotX*u_RotY*vec4(a_coords, 1.0);
    v_color = a_colors;
}`;

var fragmentShaderSource =
`precision mediump float;
varying vec3 v_color;
void main() {
    gl_FragColor = vec4(v_color, 1.0);
}`;

var vsh = gl.createShader( gl.VERTEX_SHADER );
gl.shaderSource( vsh, vertexShaderSource );
gl.compileShader( vsh );

var fsh = gl.createShader( gl.FRAGMENT_SHADER );
gl.shaderSource( fsh, fragmentShaderSource );
gl.compileShader( fsh );

var prog = gl.createProgram();

gl.attachShader( prog, vsh );
gl.attachShader( prog, fsh );
gl.linkProgram( prog );
gl.useProgram(prog);

var a_coords_location = gl.getAttribLocation(prog, "a_coords");

var coords = new Float32Array( [
    // Coordinates.....
] );

var a_coords_buffer = gl.createBuffer();
gl.bindBuffer(gl.ARRAY_BUFFER, a_coords_buffer);
gl.bufferData(gl.ARRAY_BUFFER, coords, gl.STATIC_DRAW);
gl.vertexAttribPointer(a_coords_location, 3, gl.FLOAT, false, 0, 0);
gl.enableVertexAttribArray(a_coords_location);

```

```

var a_colors_location = gl.getAttribLocation(prog, "a_colors");
var colors = new Float32Array( [
    \\Colors.....
    ] );

var a_colors_buffer = gl.createBuffer();
gl.bindBuffer(gl.ARRAY_BUFFER, a_colors_buffer);
gl.bufferData(gl.ARRAY_BUFFER, colors, gl.STATIC_DRAW);
gl.vertexAttribPointer(a_colors_location, 3, gl.FLOAT, false, 0, 0);
gl.enableVertexAttribArray(a_colors_location);

var indices = new Uint8Array([
    \\ Indices.....
    ]);
var bufferInd = gl.createBuffer();
gl.bindBuffer(gl.ELEMENT_ARRAY_BUFFER, bufferInd);
gl.bufferData(gl.ELEMENT_ARRAY_BUFFER, indices, gl.STATIC_DRAW);

var u_rotateY_location = gl.getUniformLocation(prog, "u_RotY");
var thetaY = 45;
var rad = thetaY*Math.PI/180;
var rotateYMatrix = new Float32Array( [
    Math.cos(rad), 0.0, -Math.sin(rad), 0.0,
    0.0, 1.0, 0.0, 0.0,
    Math.sin(rad), 0.0, Math.cos(rad), 0.0,
    0.0, 0.0, 0.0, 1.0] );

gl.uniformMatrix4fv(u_rotateY_location, false, rotateYMatrix);

var u_rotateX_location = gl.getUniformLocation(prog, "u_RotX");
var thetaX = 45;
var rad = thetaX*Math.PI/180;
var rotateXMatrix = new Float32Array( [
    1.0, 0.0, 0.0, 0.0,
    0.0, Math.cos(rad), Math.sin(rad), 0.0,
    0.0, -Math.sin(rad), Math.cos(rad), 0.0,
    0.0, 0.0, 0.0, 1.0] );
gl.uniformMatrix4fv(u_rotateX_location, false, rotateXMatrix);

gl.clearColor(1.0, 1.0, 1.0, 1.0);
gl.enable(gl.DEPTH_TEST);
gl.enable(gl.CULL_FACE);

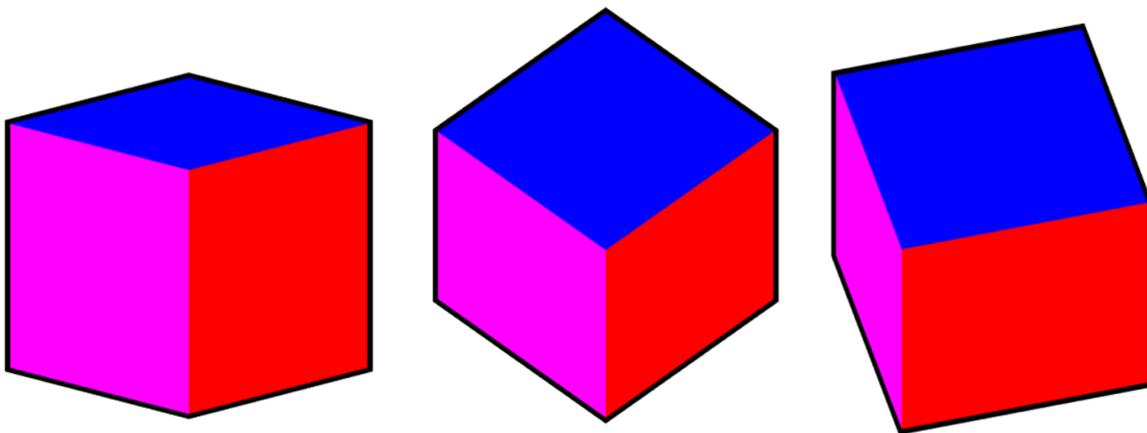
```

```
gl.clear(gl.COLOR_BUFFER_BIT | gl.DEPTH_BUFFER_BIT);
gl.drawElements(gl.TRIANGLES, 3*12, gl.UNSIGNED_BYTE, 0);

</script>
</html>
```

### 3.7. Task:

Create 3D cube using index buffer. Provide different colors for different faces. You have to introduce border for the object as shown in the diagrams below. For each left click, the cube will be scaled up and for right click, it will be scaled down. For pressing right and down arrow keys, the cube will rotate (+ve) along Y and X axis respectively.



#### Hints:

- To draw the border, you can call the draw functions two times. One will draw the cube with black color, but being slightly scaled up. For the next call, the cube will be drawn with faces' colors, but not being scaled. This difference between scaling factors will be appeared as a border in the canvas.
- To handle the colors for two different draw calls, you can use control statements inside shaders that will switch between different `gl_FragColor`.
- Be careful while using `gl.COLOR_BUFFER_BIT` for second draw call. Also, z-coordinates can be ignored for drawing the border.

## Lab 4 – Perspective and Camera Transformation

### 4.1. Objective:

Objective of the topic is to apply the theoretical knowledge of viewing in WebGL

### 4.2. Projection Transformation Chain:

The stages of operations that need to be applied to view a vertex from perspective view volume to the viewport work as a chain, which are listed below.

1. Modeling transform:  $M_m$
2. Camera Transformation:  $M_{cam}$
3. Perspective:  $P$
4. Orthographic Projection:  $M_{orth}$
5. Viewport Transform:  $M_{vp}$

This stage is applied as composite transformation which is –

$$\mathbf{p}_s = \mathbf{M}_{vp}\mathbf{M}_{orth}\mathbf{P}\mathbf{M}_{cam}\mathbf{M}_m\mathbf{p}_o$$

$$\begin{bmatrix} x_s \\ y_s \\ z_c \\ 1 \end{bmatrix} = \begin{bmatrix} \frac{n_x}{2} & 0 & 0 & \frac{n_x-1}{2} \\ 0 & \frac{n_y}{2} & 0 & \frac{n_y-1}{2} \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \frac{2}{r-l} & 0 & 0 & -\frac{r+l}{r-l} \\ 0 & \frac{2}{t-b} & 0 & -\frac{t+b}{t-b} \\ 0 & 0 & \frac{2}{n-f} & -\frac{n+f}{n-f} \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} n & 0 & 0 & 0 \\ 0 & n & 0 & 0 \\ 0 & 0 & n+f & -fn \\ 0 & 0 & 1 & 0 \end{bmatrix} \mathbf{M}_{cam}\mathbf{M}_m \begin{bmatrix} x_o \\ y_o \\ z_o \\ 1 \end{bmatrix}$$

We can implement this using the following vertex shader code 4.1.

#### Code: 4.1. Vertex shader source code with Model, View and Projection Matrix

```
var vertexShaderSource =

    `attribute vec3 a_coords;
    attribute vec3 a_colors;
    uniform mat4 u_RotY;
    uniform mat4 u_RotX;
    uniform mat4 u_Scale;
    uniform mat4 u_Trans;
    uniform mat4 u_Basis;
    uniform mat4 u_Eye;
    uniform mat4 u_Pers;
    varying vec3 v_color;

    void main() {
```

```

        mat4 M = u_Trans*u_RotX*u_RotY*u_Scale;
        mat4 V = u_Basis*u_Eye;
        mat4 P = u_Pers;
        mat4 MVP = P*V*M;
        gl_Position = MVP*vec4(a_coords, 1.0);
        v_color = a_colors;
    }`);

```

Here M, V and P are the modeling, view and perspective matrices respectively. Sample code for implementing modeling matrix is already shown in the previous lab (section – 3). The perspective and camera matrices are already covered in the theory class. However, the code for defining these two matrices is shown below (code 4.2. and 4.3.).

#### Code: 4.2. Implementing Projection Matrix

```

var aspect = 1.0;
var fov = 75.0;
var far = 10.0;
var near = 1.0;

var pa = 1.0/(aspect*Math.tan((fov/2)*Math.PI/180));
var pb = 1.0/(Math.tan((fov/2)*Math.PI/180));
var pc = -(far+near) / (far-near);
var pd = -(2.0*far*near) / (far-near);

    var persMat = new Float32Array( [pa,    0.0,  0.0,  0.0,
                                   0.0,  pb,   0,   0.0,
                                   0.0,  0.0,  pc,  -1.0,
                                   0.0,  0.0,  pd,  0.0] );

```

Here, *fov*, *near*, *far* and *aspects* are field-of-view, distance of near and far clipping plane and aspects ratios to define the viewing frustum.

#### Code: 4.3. Implementing Camera Matrix

```

var basisMat = new Float32Array([ 1, 0, 0, 0,
                                   0, 1, 0, 0,
                                   0, 0, 1, 0,
                                   0, 0, 0, 1]);

    var xe = 0.9;
    var ye = 0.0;

```

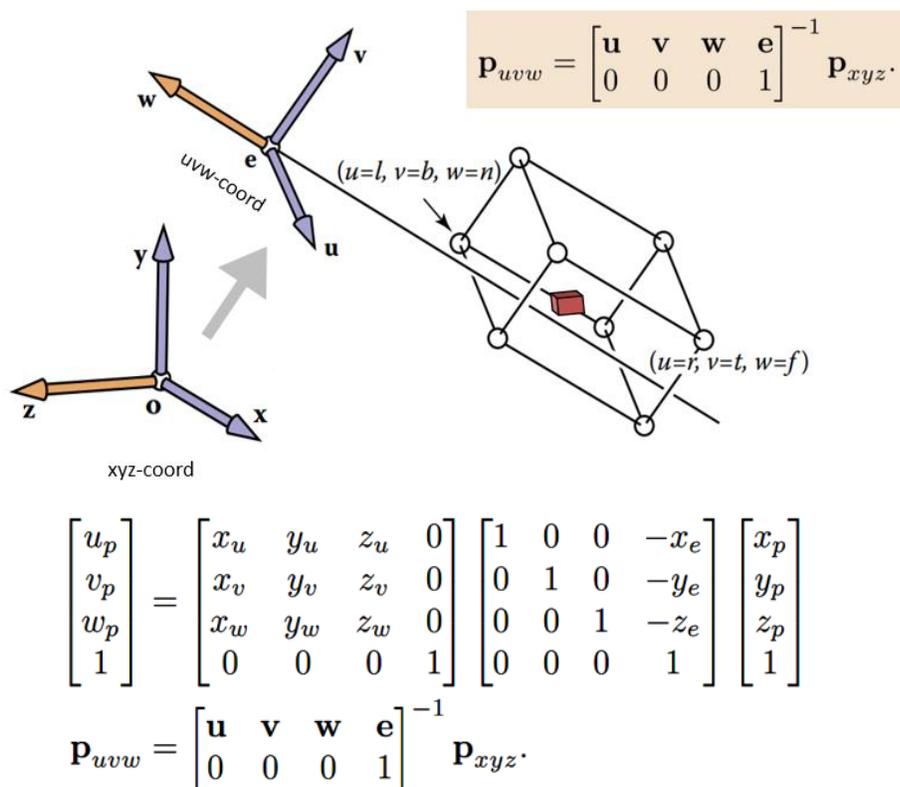
```

var ze = 0.1;

var eyeMat = new Float32Array([1, 0, 0, 0,
                               0, 1, 0, 0,
                               0, 0, 1, 0,
                               -xe, -ye, -ze, 1]);

```

Here, *basisMat* and *eyeMat* defines the basis vectors and viewpoints positions of the frame coordinate system for the camera transformation respectively as shown the theory classes. Figure 4.1. also shows the concept.

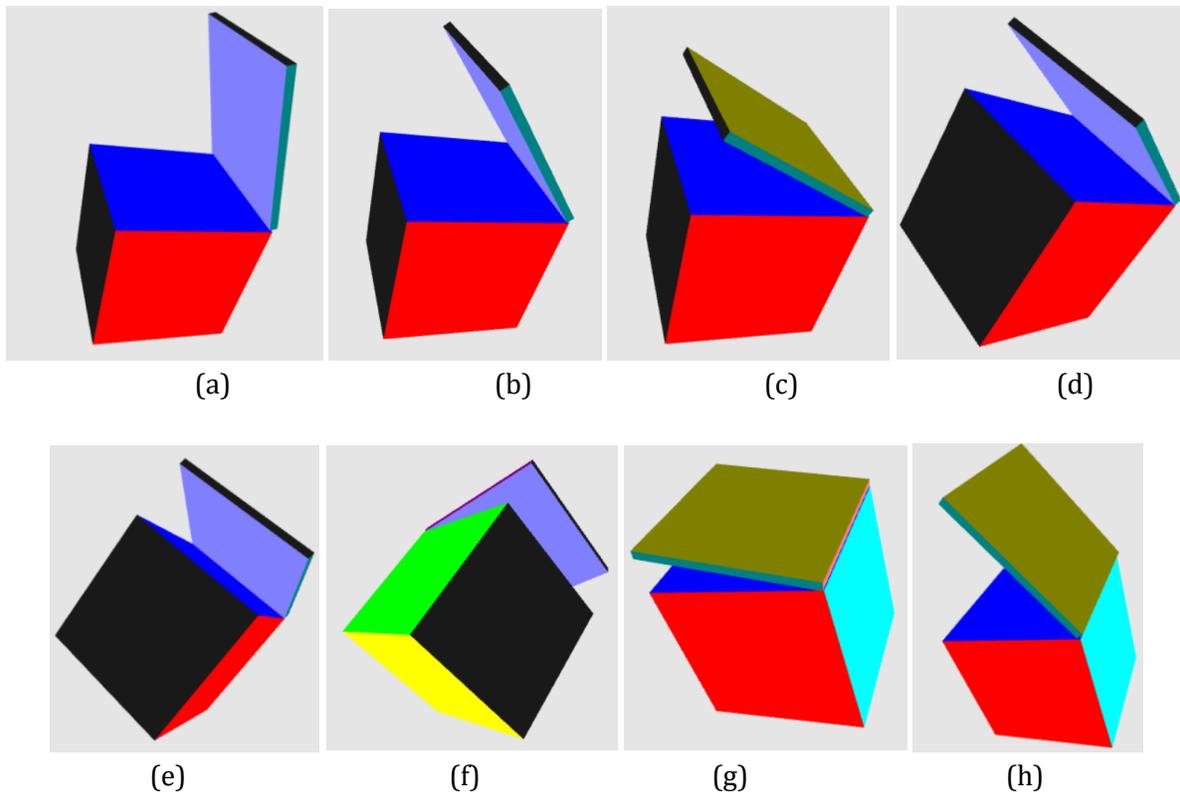


**Figure 4.1:** Camera Transformation matrix.

### 4.3. Task

Create a crate (box) with a lid. Both the crate and lid have the same coordinates; only lid is the scaled (skewed) version of the crate. You have freedom to choose colors. Attach two separate shader programs for the crate and the lid. Apply perspective projection on them. For each left and right arrow key pressing, the crate along with the lid (crate + lid) will rotate positive and negative degree along Y axis respectively. For each up and down arrow key pressing, only the lid will open and close respectively. See the following figure showing

different states of the crate and the lid. (a) – (c): Pressing down arrow key several times. (d) – (f): Pressing right arrow key several times. (g): Pressing left arrow key several times. (h): Pressing up arrow key several times.



Requirement:

1. Initially the (crate + lid) will create 30-degree w.r.t X and Y axis respectively.
2. Your program must be modularized into several functions. There must be two initGL functions – which are `initGL_1()` and `initGL_2()`; and two draw functions which are `draw_crate()` and `draw_lid()` respectively.
3. Your program must have different functions for different transformation matrices, for perspective and for processing attribute buffers. The code skeleton contains the format of the function [see next section].
  - a. *Transformation function:* For example, the `rotate_Y(thetaY, loc)` function will send a rotation matrix along Y axis with thetaY degree to the `loc` location that contains the matrix in shader. Here `loc` is defined inside `initGL` function.
  - b. *Perspective function:* The function `perspective (aspect, fov, near, far, loc)` will take the necessary parameters (aspect, fov, near and far) and the location `loc` to be assigned.
  - c. *Attribute buffer:* For example, `passAttribData(data, att_buffer, loc)` will take CPU data, the buffer `att_buffer` which is created inside `initGL` and the location `loc` where the data needs to be passed.

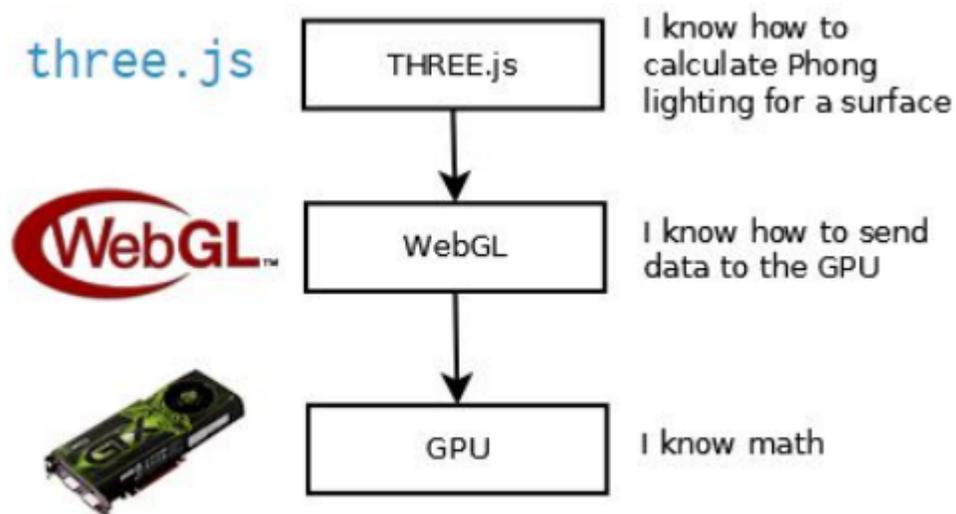
## Lab 5 – Introduction to Three.js

### 5.1. Objective:

The objective of the topic is to (1) get introduced to Three.js, a popular javascript library for 3D graphics and animations (2) setting up the Three.js environment and (3) creating 3D objects and manipulating within a web page.

### 5.2. What is Three.js

- A javascript library
- You can create and display 3D graphics on a web browser
- Built on WebGL API
- Easy to use



*Figure 5.1: Hierarchy of Graphics APIs and Libraries*

### 5.3. Thress.js Installation

three.js can be installed with npm or can be used with static hosting or a CDN. NPM is the most common approach. To install three.js -

- Download and install the latest version of Node.js
- Open a terminal window in your project folder and run:
- Package will be downloaded and installed
- Full download will give so many additional files
- You can only use the Three.js source

```

<!DOCTYPE html>
<html>

<head>
  <meta charset="utf-8">
  <title>My first three.js app</title>
  <style>
    body {
      margin: 0;
    }
  </style>
</head>

<body>
  <script src="js/three.js"></script>
  <script>

</script>
</body>

</html>

```

## 5.4. Basic Elements of Three.js

- Renderer
  - Draws the scene
  - Needs to be attached to an HTML element
- Camera
  - Camera is the view port to look at the objects in a scene
  - Camera controls how your object will be seen
  - 2 main types of camera: Orthographic and Perspective
- Scene
  - Scene is where you put your modes, such as car, house or cubes
- Geometry (Objects)
  - three.js provides some predefined geometry
  - You can define your own vertices
  - Use an existing mode
  -

Basic syntax of Three.js elements:

- Create a Renderer
 

```
new THREE.WebGLRenderer()
```
- Create a camera
 

```
new THREE.PerspectiveCamera(FOV, viewAspectRatio, zNear, zFar)
```
- Create a Scene
 

```
new THREE.Scene()
```

- Render the scene from the camera  
`renderer(scene, camera)`
- Create a mesh with geometry and add it to the scene  
`const cube = new THREE.Mesh(geometry, material);`  
`scene.add(cube);`

## 5.5. Custom Shaders

- A shader is a small program written in GLSL
- It runs on the GPU
- Two types of shader: Vertex Shader and Fragment Shader
- Vertex shader is applied on every vertex
- Fragment shader is applied on every fragment/pixel
- In three.js ShaderMaterial allows a material to be rendered with custom shaders
- Following code demonstrates how custom vertex and fragment shader can be implemented using three.js -

### Create a vertex shader as a script

```
<script id="vertexShader" type="x-shader/x-vertex">
  // projectionMatrix, modelViewMatrix, position -> passed in from Three.js
  varying vec3 v_color;
  void main() {
    gl_Position = projectionMatrix * modelViewMatrix * vec4(position, 1.0);
    v_color = position;
  }
</script>
```

### Create a fragment shader as a script

```
<script id="fragmentShader" type="x-shader/x-fragment">
  uniform float u_time;
  varying vec3 v_color;
  void main() {
    gl_FragColor = vec4(abs(cos(v_color+u_time)), 1.0);
  }
</script>
```

Define some uniform variables if required in dictionary

```
var start = Date.now();
uniforms = {
  u_time: { type: "f", value: (Date.now() - start)/1000 }
};
```

Create a ShaderMaterial and assign your shaders to it

```
material = new THREE.ShaderMaterial({
  uniforms: uniforms,
  vertexShader: document.getElementById('vertexShader').textContent,
  fragmentShader: document.getElementById('fragmentShader').textContent
});
```

## Lab 6 – Texture Mapping, Lighting and Animation

### 6.1. Objective:

The objective of the topic is to (1) apply the theoretical knowledge of texture mapping and lighting in three.js and (2) implement simple animation in three.js

### 6.2. Texture Mapping

- We can give realistic appearance to our objects by applying texture mapping
- A texture is an image that would wrap the object
- In order to apply texture mapping, we need to load the texture
- Texture is loaded as a texture object
- Following code demonstrates how texture mapping can be implemented in three.js-

```
//width', 'height', and 'depth'  
const geometry = new THREE.BoxGeometry(2, 2, 2);  
const texture = new THREE.TextureLoader().load('./images/crate.jpg');  
const material = new THREE.MeshBasicMaterial({  
  map: texture  
});  
  
const cube = new THREE.Mesh(geometry, material);  
  
scene.add(cube);
```



*Figure 6.1: Output of a sample texture mapping*

### 6.3. Lighting in Three.js

- Light globally illuminates the objects
- provides some lighting models
- Common lighting model: Ambient Light, Point Light, Directional Light
- Following syntax can be used to create three.js light -

#### Ambient Light

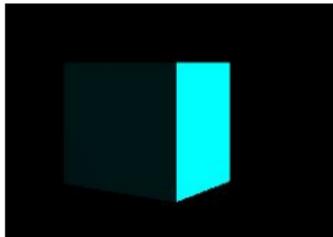
```
const color = 0x00FFFF;  
const intensity = 10;  
const distance = 100;  
  
const light = new THREE.AmbientLight(color, intensity);
```

#### Point Light

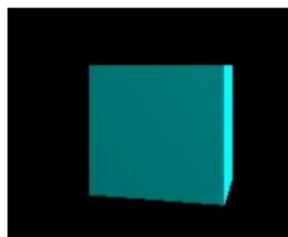
```
const light = new THREE.PointLight(color, intensity, distance);  
light.position.set(50, 50, 50);
```

#### Directional Light

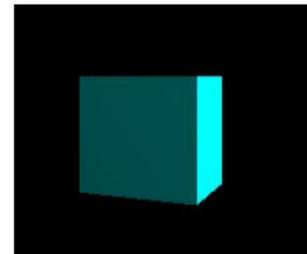
```
const light = new THREE.DirectionalLight(color, intensity, distance);  
scene.add(light);
```



Ambient Light



Point Light



Directional Light

*Figure 6.2: Effect of different types of lighting models*

### 6.4. Animation

- requestAnimationFrame() method creates a loop
- It causes the renderer to draw a new scene
- Generally refresh rate is 60FPS. The following code demonstrates how animation can be implemented -

```
function animate() {
  requestAnimationFrame(animate);

  cube.rotation.y += 0.01;

  renderer.render(scene, camera);
};

animate();
```

## 6.5. Task:

Implement a TV Room using three.js. All the models in the room must have texture and the texture of the TV screen will continuously change after certain intervals. Additionally, the camera must continuously move inside the room.

## Midterm Examination

There will be an examination containing algorithm problems, simulations and multiple-choice questions.

## Lab Final Examination

There might be an examination containing algorithm problems and simulations.

## Project

Students will form groups and will develop project based on the contents taught in the lab sessions.