Hidden Surface Algorithms

Introduction

In the previous lecture, we figured out how to transform the geometry so that the relative sizes will be correct if we drop the z component.

But, how do we decide which geometry actually gets drawn to a pixel?

Known as the hidden surface elimination problem or the visible surface determination problem.

There are dozens of hidden surface algorithms.

We look at three prominent ones:
- Z-buffer
- Ray casting
- Binary space partitioning (BSP) trees

Z-buffer

The Z-buffer or depth buffer algorithm [Catmull, 1974] is probably the simplest and most widely used.

Here is pseudocode for the Z-buffer hidden surface algorithm:

```plaintext
for each pixel (i,j) do
    Z-buffer[i,j] ← FAR
   Framebuffer[i,j] ← <background color>
end for
for each polygon A do
    for each pixel in A do
        Compute depth z and shade s of A at (i,j)
        if z > Z-buffer[i,j] then
            Z-buffer[i,j] ← z
           Framebuffer[i,j] ← s
        end if
    end for
end for
```

Q: What should FAR be set to?
Rasterization

The process of filling in the pixels inside of a polygon is called **rasterization**.

During rasterization, the z value and shade s can be computed incrementally (fast!).

Curious fact:
- Described as the "brute-force image space algorithm" by [SSS]
- Mentioned only in Appendix B of [SSS] as a point of comparison for huge memories, but written off as totally impractical.

Today, Z-buffers are commonly implemented in hardware.

Z-buffer: Analysis

- Easy to implement?
- Easy to implement in hardware?
- Incremental drawing calculations (uses coherence)?
- Pre-processing required?
- On-line (doesn't need all objects before drawing begins)?
- If objects move, does it take more work than normal to draw the frame?
- If the viewer moves, does it take more work than normal to draw the frame?
- Typically polygon-based?
- Efficient shading (doesn't compute colors of hidden surfaces)?
- Handles transparency?
- Handles refraction?

Ray casting

Idea: For each pixel center $P_{ij}$
- Send ray from eye point (COP), $C$, through $P_{ij}$ into scene.
- Intersect ray with each object.
- Select nearest intersection.

Ray casting, cont.

Implementation:
- Might parameterize each ray:
  $$r(t) = C + t(P_j - C)$$
  where $t > 0$.
- Each object $O_k$ returns $t_k > 0$ such that first intersection with $O_k$ occurs at $r(t_k)$.

Q: Given the set $\{t_k\}$ what is the first intersection point?

Note: these calculations generally happen in world coordinates. No projective matrices are applied.
Ray casting: Analysis

- Easy to implement?
- Easy to implement in hardware?
- Incremental drawing calculations (uses coherence)?
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Binary-space partitioning (BSP) trees

Idea:
- Do extra preprocessing to allow quick display from any viewpoint.

Key observation: A polygon $A$ is painted in correct order if
- Polygons on far side of $A$ are painted first
- $A$ is painted next
- Polygons on near side of $A$ are painted last.

BSP tree creation

procedure $\text{MakeBSPTree}$:

takes $\text{PolygonList} \ L$

returns $\text{BSPTree}$

Choose polygon $A$ from $L$ to serve as root
Split all polygons in $L$ according to $A$
node $\leftarrow A$
node.neg $\leftarrow \text{MakeBSPTree}(\text{Polygons on neg. side of } A)$
node.pos $\leftarrow \text{MakeBSPTree}(\text{Polygons on pos. side of } A)$
return node

end procedure

Note: Performance is improved when fewer polygons are split --- in practice, best of ~ 5 random splitting polygons are chosen.

Note: BSP is created in world coordinates. No projective matrices are applied before building tree.
BSP tree display

procedure DisplayBSPTree:

Takes BSPTree T, Point COP

if T is empty then return

if COP is in front (on pos. side) of T.node
  DisplayBSPTree(T._____ )
  Draw T.node
  DisplayBSPTree(T._____ )
else
  DisplayBSPTree(T._____ )
  Draw T.node
  DisplayBSPTree(T._____ )
end if
end procedure

BSP trees: Analysis

• Easy to implement?
• Easy to implement in hardware?
• Incremental drawing calculations (uses coherence)?
• Pre-processing required?
• On-line (doesn't need all objects before drawing begins)?
• If objects move, does it take more work than normal to draw the frame?
• If the viewer moves, does it take more work than normal to draw the frame?
• Typically polygon-based?
• Efficient shading (doesn't compute colors of hidden surfaces)?
• Handles transparency?
• Handles refraction?

Summary

What to take home from this lecture:

• Understanding of three hidden surface algorithms:
  • Z-buffering
  • Ray casting
  • BSP tree creation and traversal