

Lesson 9 – Tessellation shaders

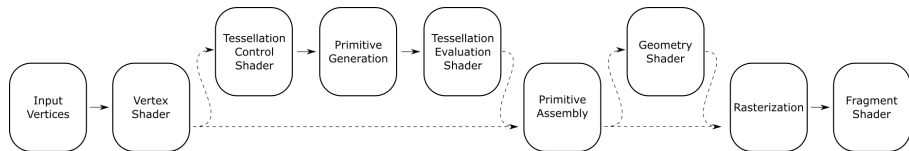
PV227 – GPU Rendering

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Tessellation Shaders

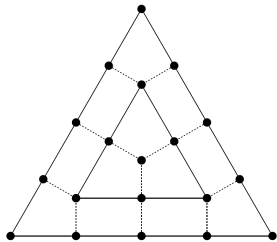
- new programmable stage (optional)
- between vertex shader and geometry shader,
- use the correct spelling :-)



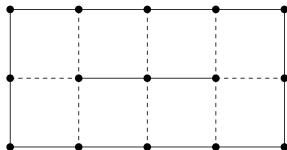
Tessellation Shaders

- Tessellation Control Shader (TCS)
 - ▶ Hull Shader in HLSL
 - ▶ optional, programmable
 - ▶ computes the parameters of the tessellation (the density of the mesh)
- Primitive generation
 - ▶ fixed
- Tessellation Evaluation Shader (TES)
 - ▶ Domain Shader in HLSL
 - ▶ required, programmable
 - ▶ computes the data of each generated vertex, like vertex shaders

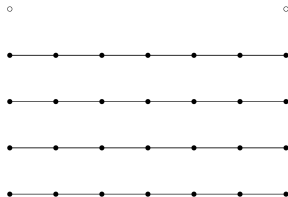
Primitive Generation



Triangle



Quad



Isolines

- New primitive, only for tessellation shaders
- Consist of 1 – 32 vertices

```
glPatchParameteri(GL_PATCH_VERTICES, 16);  
glDrawArrays(GL_PATCHES, ...);
```
- Individual patches, no strips
- OpenGL does **not** define the mapping between input vertices and control points, the programmer does!

Tessellation Control Shader in GLSL

- Consumes one patch, generates one patch, like geometry shader
- Unlike geometry shaders, TCS is executed once per output vertex.
- Computes the following:
 - ▶ parameters of the tessellation
 - ▶ parameters of the whole patch
 - ▶ data of each patch control point.
- Number of generated control points (vertices)
layout(vertices = 4) out;
- Index of the vertex for which this TCS is executed
gl_InvocationID

Tessellation Control Shader in GLSL

- Parameters of the tessellation:
 - ▶ `gl_TessLevelInner[2]` describes the density inside the patch
 - ▶ `gl_TessLevelOuter[4]` describes the density at the boundary of the patch
 - ▶ When set to 0, the whole patch is discarded
- Per patch data, marked as *out patch*, passed into TES
 - ▶ Example: `out patch int materialIdx;`
- Usually computed only by one thread, e.g. by the thread with `gl_InvocationID = 0;`

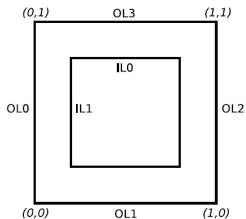
Tessellation Control Shader in GLSL

- Array of per vertex input data from the vertex shader
 - ▶ Example: *in vec4 position_vs[];*
 - ▶ Every TCS has access to each per vertex input data
- Array of per vertex output data into the TES
 - ▶ Example: *out vec4 position_tcs[];*
 - ▶ Every TCS has **readonly** access to each per vertex output data
 - ▶ TCS can write only the data of **its own** vertex
 - ▶ Use *barrier()* to make sure the data written by TCS are visible to other TCS.
- TCS is optional, when missing:
 - ▶ Per vertex data passes through from vertex shader into TES
 - ▶ The number of patch vertices stays the same
 - ▶ Tessellation levels defined from C++ code using *glPatchParameterfv*

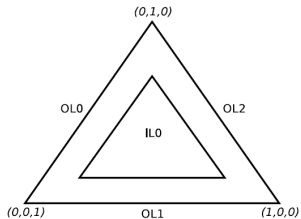
Tessellation Evaluation Shader in GLSL

- Computes the data of each generated vertex
- Defines the patch topology: *layout(...)* in;
 - ▶ triangles / quads / isolines
 - ▶ fractional_odd_spacing / fractional_even_spacing / equal_spacing
 - ▶ cw / ccw
 - ▶ point_mode / (nothing)
 - ▶ Example: *layout(quads, equal_spacing, ccw, point_mode)* in;
- Array of per vertex input data from TCS: *in vec4 position_vs[];*
- Per patch data, from TCS: *in patch int materialIdx;*
- Coordinate of the tessellated vertex in the patch
 - ▶ *vec3 gl_TessCoord*
 - ▶ triangles uses 3 coordinates (xyz)
 - ▶ quads and isolines use 2 coordinates (xy)
- Output: like the output of vertex shader

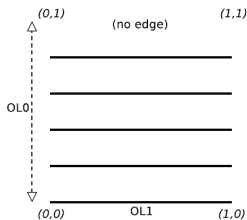
Patch topology



Quads



Triangles



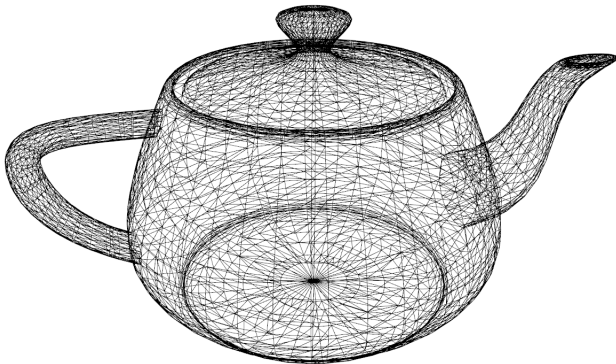
Isolines

Task: Examine patch topology

- **Task 0:** Examine patch topology and patch parameters
 - ▶ Download, compile, and run project *TessViewer* from IS
 - ▶ Try different parameters
 - ▶ No code to write :-)

Task: Tessellate Utah teapot

- Use *quads* to smoothly tessellate 32 Bezier patches, each with 16 control points



Task: Tessellate Utah teapot

- **Task 1:** Tessellate Utah teapot in a very simple way
 - ▶ Already done: Vertex shader transforms the positions of control points into world space.
 - ▶ Already done: Tessellation control shader passes the data from input to output, and sets tessellation factors to a constant value.
 - ▶ **Task:** In *teapot_tess_eval.glsl*, compute the position of vertex in world space, transform it with the view and projection matrices, and store it into *gl_Position*. Also, send the untransformed one (in world space) to fragment shader.
 - ▶ Already done: Fragment shader outputs simple white color.
 - ▶ Use wireframe to see the result.

Tessellating Bezier patch

- 1D cubic Bezier curve:

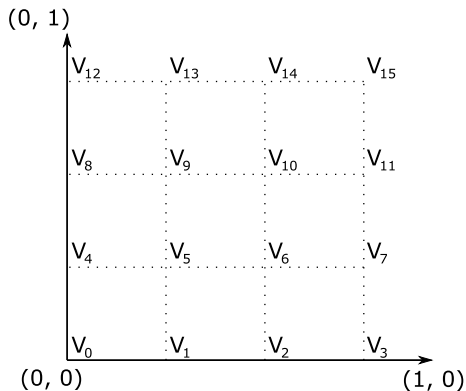
$$\begin{aligned} \text{bezier4}(V_0, V_1, V_2, V_3, t) = \\ V_0(1-t)^3 + 3V_1(1-t)^2t + 3V_2(1-t)t^2 + V_3t^3 \end{aligned}$$

- 2D cubic Bezier patch:

$$\begin{aligned} \text{bezier4x4}(V_0 \dots V_{15}, t_x, t_y) = \\ r_0 = \text{bezier4}(V_0, V_1, V_2, V_3, t_x) \\ \dots \\ r_3 = \text{bezier4}(V_{12}, V_{13}, V_{14}, V_{15}, t_x) \\ \text{result} = \text{bezier4}(r_0, r_1, r_2, r_3, t_y) \end{aligned}$$

Tessellating Bezier patch

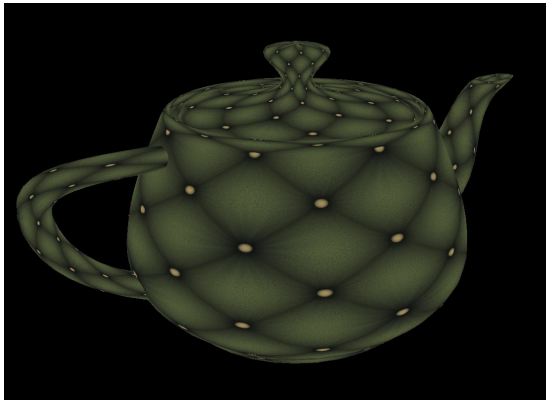
- Order of control points in out patches:



Task: Add texture coordinates

- **Task 2:** Add texture coordinates and texturing
 - ▶ Use the *gl_TessCoord* as the texture coordinate, send it from TES to FS.
 - ▶ In *teapot_tess_fragment.glsl*, use the texture coordinate to sample the color from *color_tex*.
 - ▶ We still do not compute the lighting.

Task: Add texture coordinates



Result

Task: Add lighting

- **Task 3:** Compute the normal and lighting
 - ▶ Tangent: direction on the surface of *tex_coord.x* axis
 - ▶ Bitangent: direction on the surface of *tex_coord.y* axis
 - ▶ Both are precomputed at control points
 - ▶ Both are also already transformed into world space in vertex shader
 - ▶ And are already passed through TCS to TES
 - ▶ **Task:** In TES, evaluate them the same way as positions. Also compute the normal as the cross product between them (order is $\vec{n} = \vec{t} \times \vec{b}$). Pass all three vectors to FS.
 - ▶ In fragment shader, use the normal to compute the lighting.
- Optional homework: Compute the tangent and bitangent as derivation of the position.

Task: Add lighting



Result

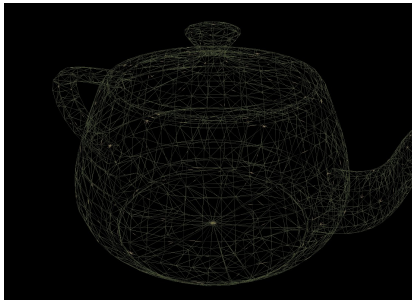
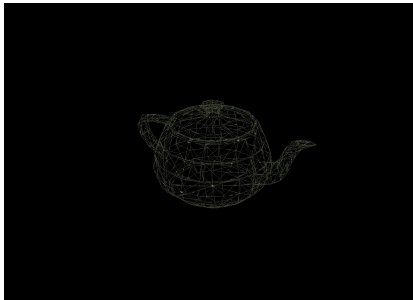
Adaptive tessellation

- One of many places where tessellation shaders can be used
- Use more triangles when/where necessary
 - ▶ when the object is close
 - ▶ where there are more geometry details
 - ▶ at the contours
 - ▶ discard the patch when outside of the view
 - ▶ ...

Task: Add adaptive tessellation

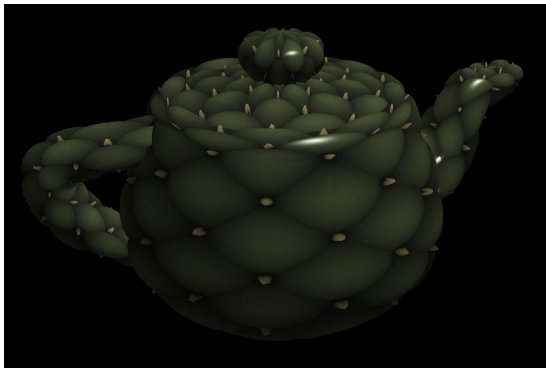
- **Task 4:** Change TCS, use more triangles when the object is closer to the viewer
 - ▶ Transform each control point with projection and view matrices, divide it with w , and multiply it with the window size to get its position on the screen in pixels. Use barrier to wait for all vertices to be computed.
 - ▶ In zeroth invocation, compute the approximation of the length of the four sides of the patch, e.g. sum the length of the three sublines.
 - ▶ Divide these lengths with *triangle_size* to get the number of triangles to be tessellated. Use these values as *gl_TessLevelOuter*.
 - ▶ Average the two opposites outer levels to get *gl_TessLevelInner*.

Task: Add adaptive tessellation



Result

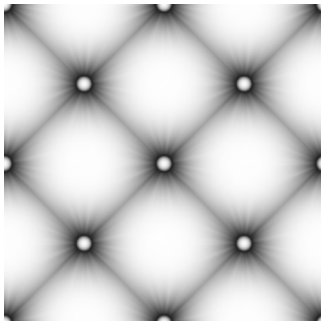
Displacement mapping



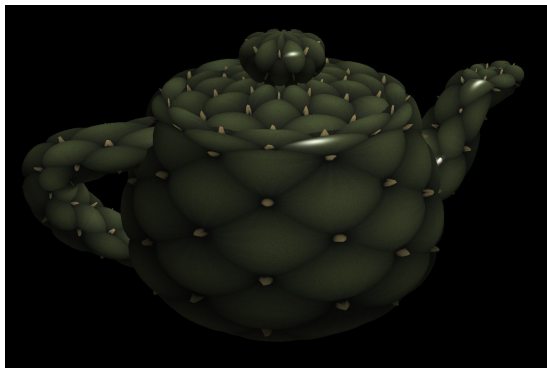
Displacement mapping

Task: Add displacement mapping

- **Task 5:** Displace vertices to add some more geometric details
 - ▶ In TES, sample the *height_tex* texture (use function *textureLod*)
 - ▶ Multiply the value with *max_displacement* and *height_scale*.
 - ▶ Move the position in the direction of the normal.

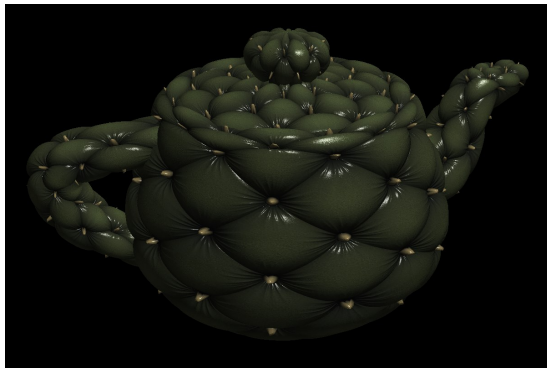


Displacement mapping



Result, notice incorrect lighting

Normal mapping



Normal mapping

Normal mapping

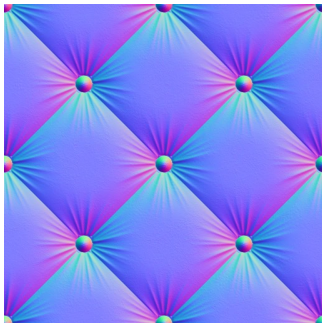
- Get normal from texture, and transform it from (0, 1) to (-1, 1). Don't forget it is in tangent space, i.e. relative to the surface.

$$n^{ts} = \text{texture}(\text{tex}) \cdot 2 - 1$$

- Transform it into world space:

$$n^{ws} = \text{tangent}_{tes}^{ws} \cdot n_{.x}^{ts} + \text{bitangent}_{tes}^{ws} \cdot n_{.y}^{ts} + \text{normal}_{tes}^{ws} \cdot n_{.z}^{ts}$$

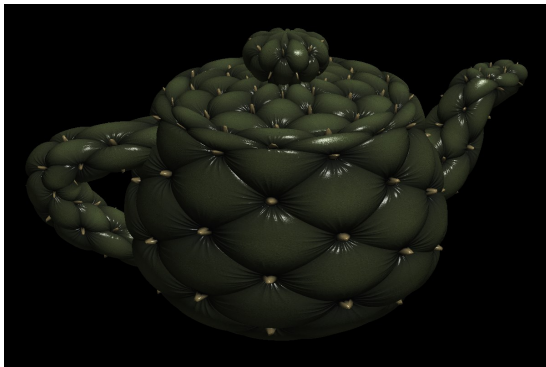
- Use this normal to compute the lighting



Task: Add normal mapping

- **Task 6:** Implement normal mapping in fragment shader

Task: Add normal mapping



Result