

Advanced Shadows

CSCI 4229/5229

Computer Graphics

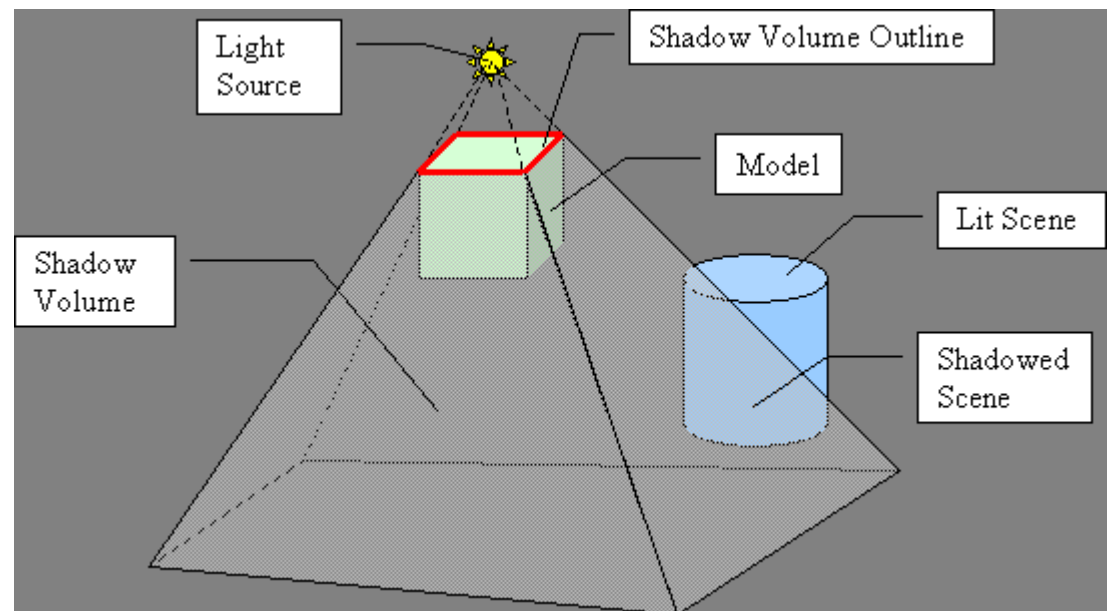
Fall 2008

The Goal

- Realistic shadows
 - Shadows of objects on the floor and walls
 - Shadows of objects on each other
 - Shadows of each object on itself (if concave)
- Important depth cues
 - Relative positions of objects
 - Relative sizes of objects

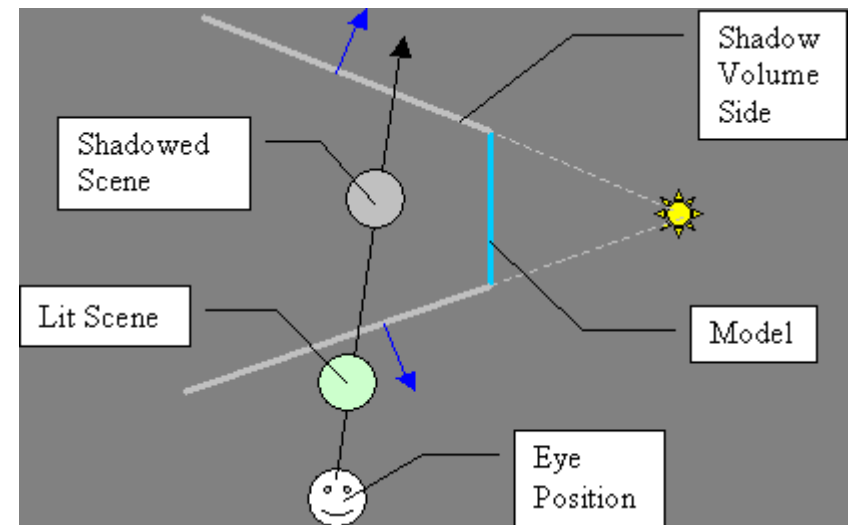
Shadow Volumes

- The volume corresponding to the shadow cast by a facet of each object
 - Potentially multiple shadow volumes per object
 - Shadow of the object is the combination of all shadow volumes for the object



Shadow Volume Algorithm

- Count transitions in and out of shadow volumes
 - Increment of in, decrement for out
 - Similar to polygon winding rule for in/out
- Lit areas has value of zero (initial value)



The Stencil Buffer

- Buffer of 1, 4, 8, 16, 24 or 32 bits (often 8)
- One value for each pixel
- Accessed indirectly via operations on color buffer
- Can be used test as a stencil
 - Pixels are only drawn where the stencil buffer allows
- Exercised significantly by the shadow volume algorithms

Stencil Buffer Bits (a bit dated)

OpenGL Implementation	Stencil Bits
Most software implementations	8
3Dlabs Permedia II	1
SGI Indigo2 Extreme	4
SGI Octane MXI	8
ATI Rage 128	8
NVIDIA RIVA TNT	8
SGI Onyx2 InfiniteReality	1 or 8

- Sometimes 32 total bits for depth/stencil

Enabling the Stencil Buffer

- Need hardware support
 - `glutInitDisplayMode (... | GLUT_STENCIL);`
- Must be enabled explicitly
 - `glEnable(GL_STENCIL_TEST);`
- Stencil operations only happen if there is both hardware support and it is enabled
 - Stencil tests always pass if not supported or not enabled
 - Test size with `glGetIntegerv(GL_STENCIL_BITS,&k);`

glStencilFunc(func,ref,mask)

- Decides how the stencil buffer effects drawing
 - GL_ALWAYS, GL_NEVER fixed function
 - GL_EQUAL, GL_LESS, GL_GREATER, GL_LEQUAL, GL_GEQUAL, GL_NOTEQUAL compares masked stencil and reference values
- If the test passes (is true) the pixel is drawn
 - GL_LESS => Draw when $\text{ref}\&\text{mask} < \text{buf}\&\text{mask}$

glStencilOp(fail,Zfail,Zpass)

- Determines what happens to the stencil buffer if
 - fail: the stencil test fails
 - Zfail: the Z-buffer test fails
 - Zpass: the Z-buffer test passes
- Options:
 - GL_KEEP no change
 - GL_ZERO set to zero
 - GL_REPLACE set to reference value
 - GL_INCR, GL_DECR increment or decrement
 - GL_INVERT bitwise inversion
 - GL_INCR_WRAP, GLDEC_WRAP (OpenGL 1.4)

Z-Pass Algorithm

- Render scene with lights off
 - All shadows and sets Z-buffer
- Make Z-buffer and color buffer read-only
- Render facets facing eye and pass depth test
 - Increment stencil buffer, depth and color unchanged
- Render facets opposite eye and pass depth test
 - Decrement stencil buffer, depth and color unchanged
- Make Z-buffer and color buffer read-write
- Render scene with lighting on and stencil=0

Z-pass Pros and Cons

- Works for objects of arbitrary shape
 - Cast shadows on walls, other objects and itself
- Fast and has hardware support
 - Does require 4 passes through scene
 - Face culling cuts effort in half on shadow passes
- Does not always work
 - Fails when eye is in the shadow
 - Fails when shadow volume clipped by front plane
 - Hollow objects (like spout of teapot)

Fixing Z-Pass

- Start at the back instead of the front
- Officially known as the Z-Fail algorithm
- Sometimes called Carmacks' Reverse
- Fixes the problem when the eye is in the shadow, but really just moves the problem to the back
- Still fails if shadow volumes are clipped by the back plane
 - Finite Z buffer size can be a problem
 - Fix by adjusting *infinity* adaptively

Z-Fail Algorithm

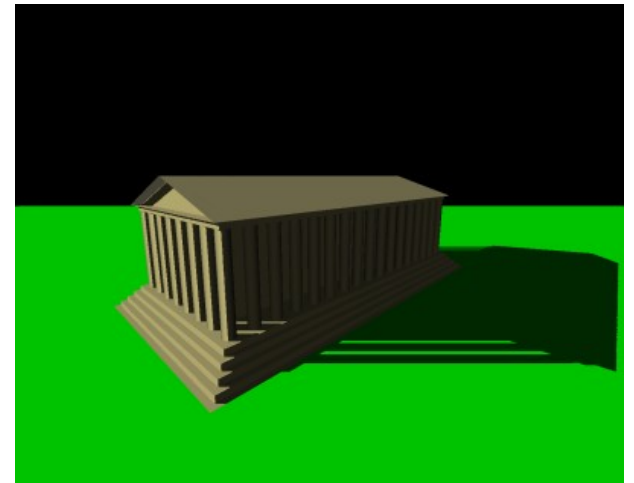
- Render scene with lights off
 - All shadows and sets Z-buffer
- Make Z-buffer and color buffer read-only
- Render facets **opposite** eye and **fail** depth test
 - Increment stencil buffer, depth and color unchanged
- Render facets **facing** eye and **fail** depth test
 - Decrement stencil buffer, depth and color unchanged
- Make Z-buffer and color buffer read-write
- Render scene with lighting on and stencil=0

Other methods

- Z-pass generally several times faster than Z-fail
 - The front object can hide lots objects behind
- ZP+ corrects Z-pass failures
 - Adds *front cap* to correct light/shadow count
- Shadow Mapping
 - Requires hardware support to do efficiently
 - Supported by vendor OpenGL extensions

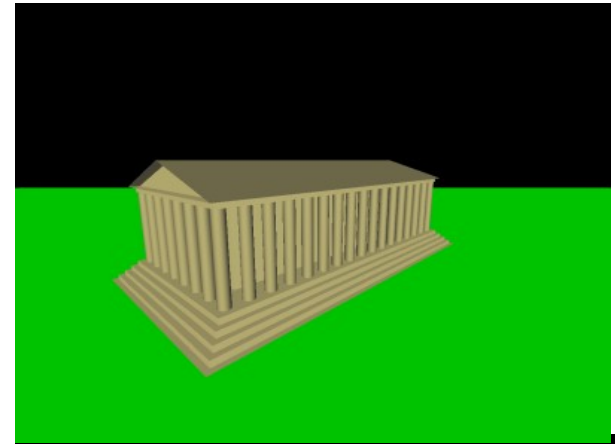
Shadow Mapping

- Project with light as viewpoint
- Depth buffer from light
- Light/shadow determined just like visibility
 - Objects in light foremost in depth buffer
 - Objects in shadow depth obscured
- Requires second depth buffer
 - Copy depth to texture
 - Compare R to texture
- Not in vanilla OpenGL
- Used in *Toy Story* etc.

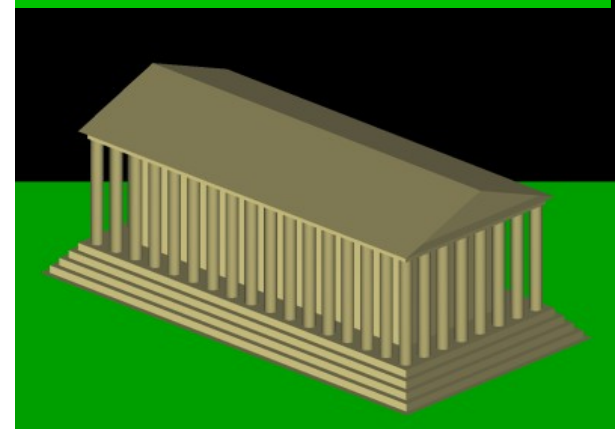


Shadow Map Example

No Shadows



Light View



Light View Depth

