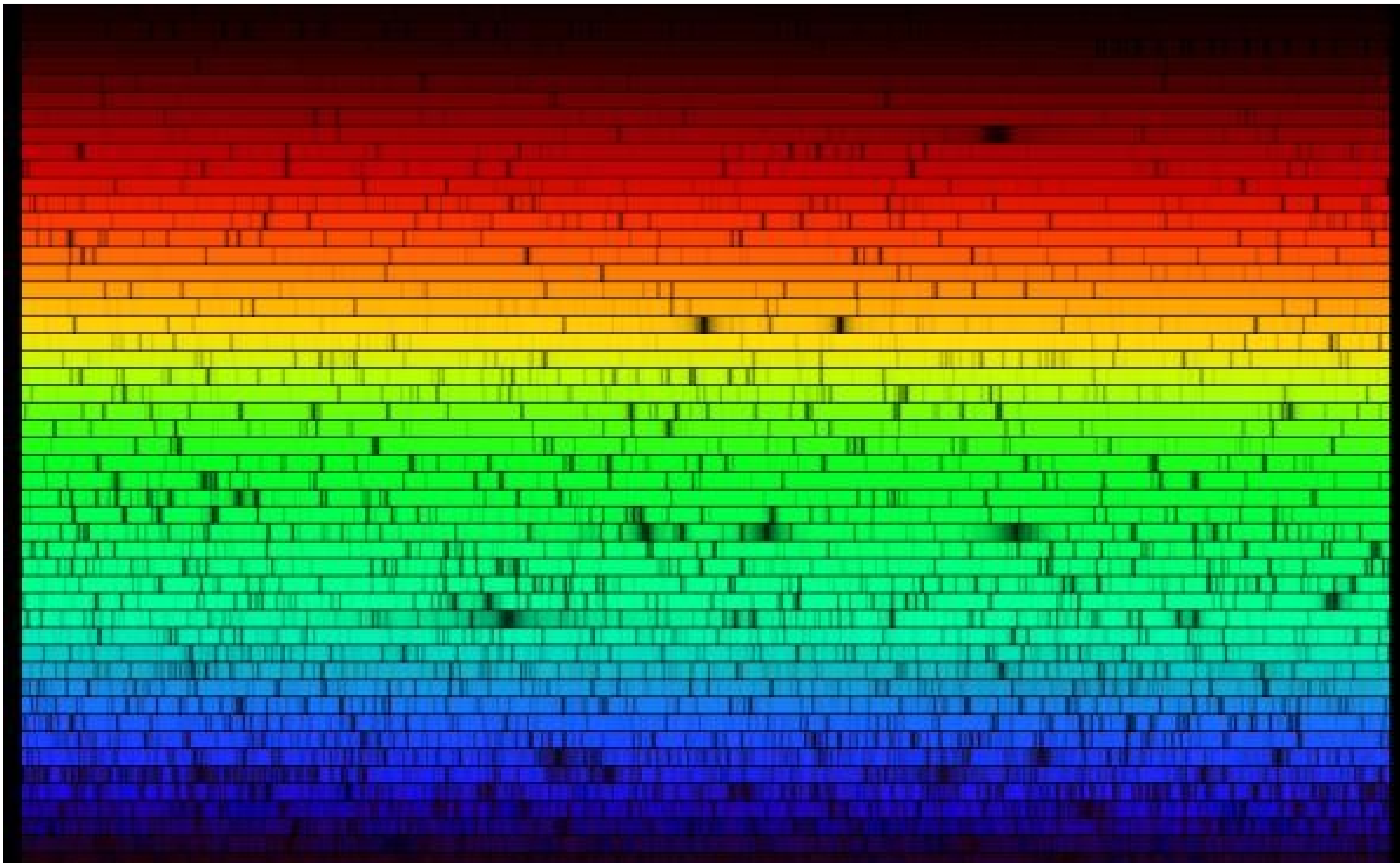
Color and Light

CSCI 4229/5229

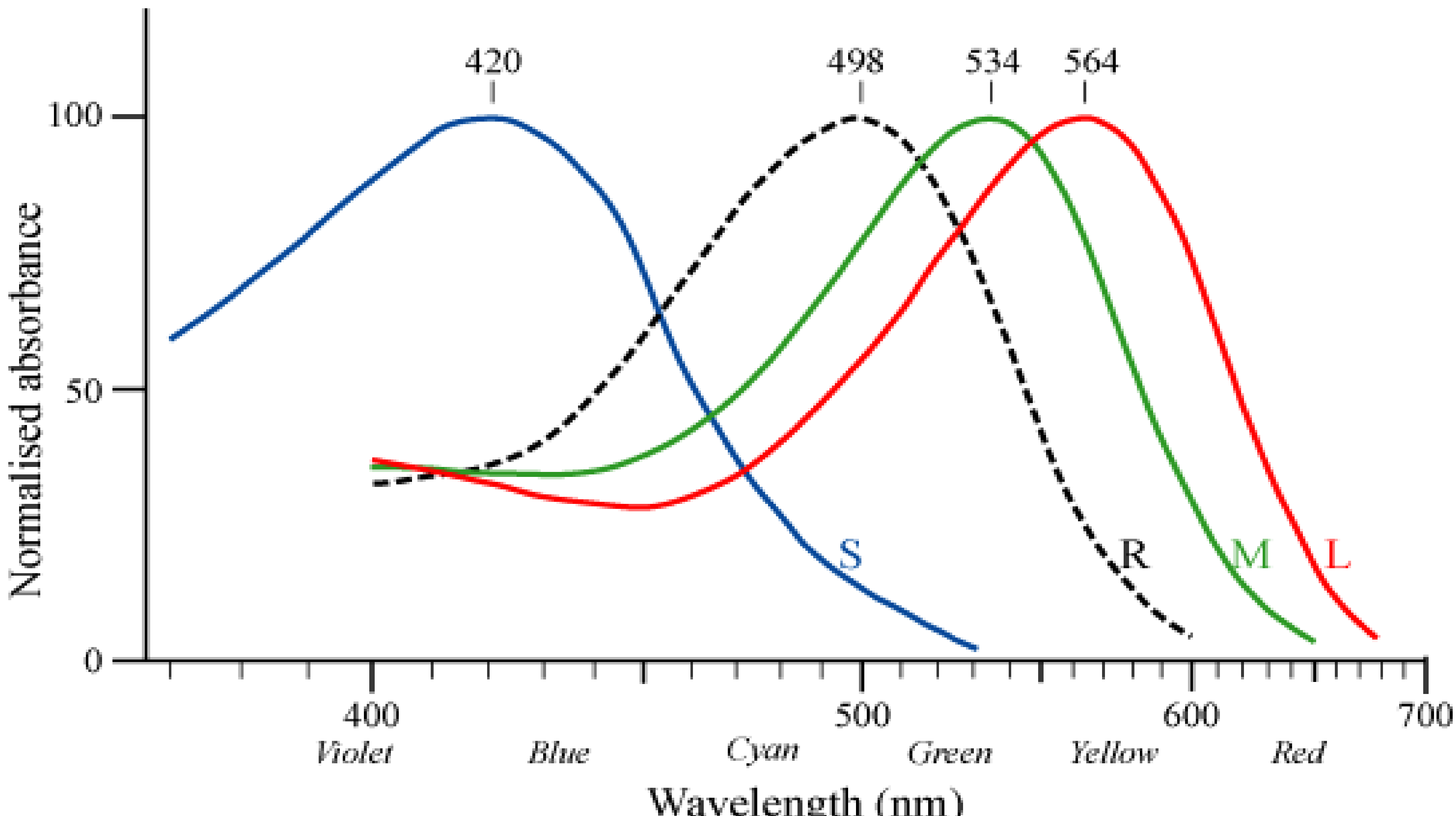
Computer Graphics

Fall 2006

Solar Spectrum



Human Trichromatic Color Perception



Transmission,Absorption&Reflection

- Light source generates radiation with specific energy-frequency spectrum
- Opaque objects absorb some frequencies and reflect others
- Translucent objects absorb some frequencies and transmit others
- Apparent color depends on the spectrum that remains when it reaches the eye

Color Examples

- White source -> red glass -> white paper = red
- White source -> white paper -> red glass = red
- Red source -> white paper = red
- White source -> red glass -> green paper = dark
- Red source -> green glass = dark

RGB Color

- Approximates how humans see
- Additive color
  - Red+Green = Yellow
  - Green+Blue = Magenta
  - Red+Blue = Cyan
  - Red+Green+Blue = White
  - No emmision = Black

CMY/CMYK Color

- Printing color
- Subtractive Color
  - Yellow+Magenta = Red
  - Yellow+Cyan = Green
  - Cyan+Magenta = Blue
  - Yellow+Cyan+Magenta = Black
  - No ink = White
  - Black helps make darker colors and true black

Color in the Real World

- Sunlight is essentially white
  - Incandescent light is yellowish
  - Fluorescent light is mostly blue-green
- Reflected light depends on the surroundings
  - Wall, ceiling and floor color
  - Large objects
  - Filtered light
- Light is often bounced off multiple objects before it reaches the eye

Local vs. Global Lighting

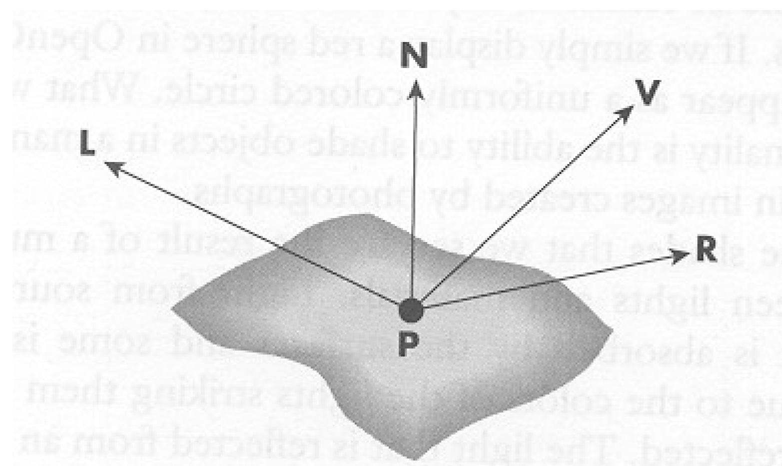
- Global lighting
  - Traces how light bounces of successive objects
  - Recursive Ray tracing and Radiosity
  - Not currently practical for real time graphics
- Local lighting
  - Separates light sources into direct and ambient
  - Calculates intensity based only on vectors
  - Many possible simplifications
  - Requires special action to generate shadows

Color and Materials

- Mirrors reflect (almost) all light
  - Highly directional
- Metals, glazed ceramics, calm water, ...
  - Mostly directional, some diffuse
- Plastics, unglazed ceramics, turbulent water, ...
  - Some directional, mostly diffuse
- Natural materials (leaves, leather, skin, ...)
  - Predominantly diffuse

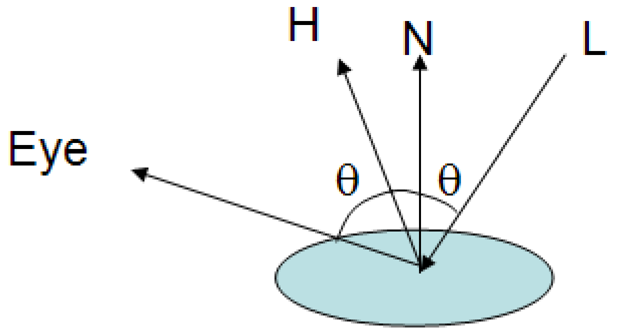
Phong Shading

- *L* light source
- *N* normal vector for surface
- *R* reflected light
  - $R = 2(L \bullet N)N - L$
- *V* viewer (eye)
- Intensity $(V \bullet R)^S M$
  - *S* shininess
  - *M* material reflection coefficient
- Calculated independently for R,G,B



Blinn-Phong Shading

- Also called modified Phong shading
- Simpler and faster
- Half angle $H = L+V$ (renormalize)
- Intensity $(N \bullet H)^S M$



Gouraud Shading

- Calculate lighting effects only at vertices
  - True Gouraud shading calculates vertex normal as the average of the normals of adjoining polygons
- Interpolate lighting effects (colors) across the surface of the polygon
- Potentially significant computational savings over calculating lighting effects for each pixel

Non-directional Reflection

- Point source light
  - Radiates in all directions
  - Intensity decays inversely proportional to r^2
  - Absorption could attenuate light faster
- Diffuse surface reflection
  - Radiates in normal hemisphere
  - Reflected from rough (matte) surface
  - Also absorbed and re-emitted light

OpenGL Light Types

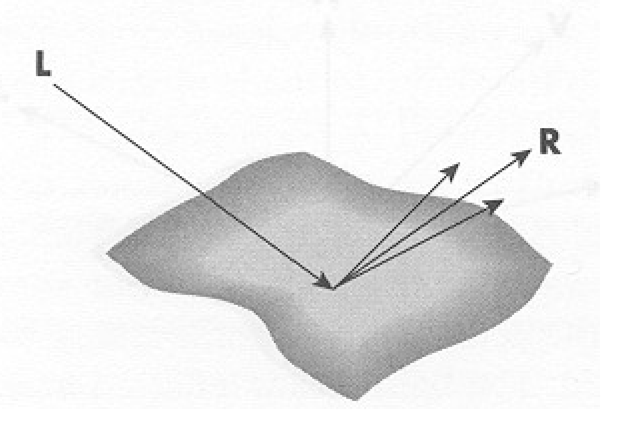
- Global Ambient
  - Ambient light not from any specific light source
- Ambient
  - Light from all directions associated with source
- Diffuse
  - Light reflecting in all directions
- Specular
  - Light reflecting in preferred direction
- Emission
  - Light emanating from each object

Local Light Calculations

- Light is additive
  - Color intensity is the sum of all light sources and types (ambient, specular, ...)
  - Colors are added by component (R,G,B separately)
  - Color intensity varies with the cosine of angles
  - Color hue changes as relative component intensities change
- Light behaves algebraically
  - Intensity varies essentially linear
  - Shadows can be made by subtracting light

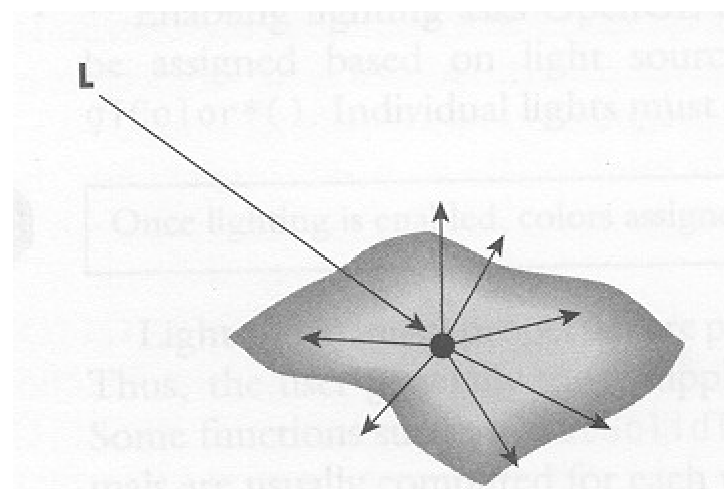
Specular Reflection

- Light is reflected in a preferred direction
- Responsible for bright spot on spheres
- OpenGL uses Blinn-Phong shading



Diffuse Reflections

- Diffuse light scatters in all directions
- Intensity depends on cosine of the angle of incidence



Ambient Light

- Light comes from all directions and is reflected in all directions
- The color and intensity of ambient light represents the net result of multiple reflections
  - Color of walls illuminated by white light
  - Color of canopy in forest

Emission Light

- Object radiates light in all directions
- Color and intensity independent of incident light
- Typically used to represent internally lit objects
- Since all calculations are LOCAL the light from internally lit objects does not light up the scene

Hints on Using Lights

- Stick to a single light
- Use white lights (R=G=B=α=1)
- Specify one ambient light (global or primary)
  - Intensity should be in the 0.1 to 0.3 range.
- Diffuse (soft) light should always be present, intensity 1.
- Specular (hard) light creates highlights, sparkles, etc.

Hints on Using Materials

- Changing color on materials is simpler than changing the color of light
- Use the same color for ambient and diffuse
- Materials are typically one of
  - matte, high diffuse color and low specular
  - plastic, with high diffuse color and white specular
  - metal, with low diffuse and high specular color
- Color is determined by specular for metals, diffuse for other materials

Hints on Surface Normals

- Surface normals are required for lighting
  - glu and glut objects calculate these
- Normals are perpendicular to polygons
- Normals are transformed with verteces
- Normals must be unit length (watch scaling)
  - glEnable(GL_NORMALIZE) enforces this

OpenGL Lighting

- Enable Lighting
- Light Sources
  - glLight*
- Material types
  - glMaterial*
- Normals
  - glNormal*