

CONTENTS

ABOUT THE AUTHOR v

PREFACE xiii

CHAPTER

1

INTRODUCTION 1

1.1 **DRAWING A TRIANGLE** 2

1.2 **DRAWING A TRIANGLE MESH** 17

1.3 **DRAWING A COMPLICATED SCENE** 27

1.4 **ABSTRACTION OF SYSTEMS** 27

CHAPTER

2

CORE SYSTEMS 31

2.1 **THE LOW-LEVEL SYSTEM** 31

2.1.1 Basic Data Structures 33

2.1.2 Encapsulating Platform-Specific Concepts 45

2.1.3 Endianness 46

2.1.4 System Time 47

2.1.5 File Handling 48

2.1.6 Memory Allocation and Deallocation 49

2.2 **THE MATHEMATICS SYSTEM** 53

2.2.1 Basic Mathematics Functions 53

2.2.2 Fast Functions 57

2.2.3 Vectors 61

2.2.4 Matrices 75

2.2.5 Quaternions 90

2.2.6 Lines and Planes 102

2.2.7 Colors 103

2.3 **THE OBJECT SYSTEM** 105

2.3.1 Run-Time Type Information 105

2.3.2 Names and Unique Identifiers 112

2.3.3 Sharing and Smart Pointers 114

2.3.4 Controllers 121

2.3.5	Streaming	122
2.3.6	Cloning	133
2.3.7	String Trees	138
2.3.8	Initialization and Termination	139

CHAPTER

3**SCENE GRAPHS AND RENDERERS** 149

3.1	THE CORE CLASSES	152
3.1.1	Motivation for the Classes	153
3.1.2	Spatial Hierarchy Design	160
3.1.3	Instancing	163
3.2	GEOMETRIC STATE	166
3.2.1	Transformations	167
3.2.2	Bounding Volumes	177
3.2.3	The Core Classes and Geometric Updates	184
3.3	GEOMETRIC TYPES	196
3.3.1	Points	197
3.3.2	Line Segments	198
3.3.3	Triangle Meshes	200
3.3.4	Particles	202
3.4	RENDER STATE	203
3.4.1	Global State	203
3.4.2	Lights	223
3.4.3	Textures	230
3.4.4	Multitexturing	242
3.4.5	Effects	248
3.4.6	The Core Classes and Render State Updates	251
3.5	RENDERERS AND CAMERAS	259
3.5.1	Camera Models	259
3.5.2	Basic Architecture for Rendering	276
3.5.3	Single-Pass Drawing	281
3.5.4	The DrawPrimitive Function	285
3.5.5	Cached Textures and Vertex Attributes	292
3.5.6	Global Effects and Multipass Support	295

CHAPTER

4**ADVANCED SCENE GRAPH TOPICS** 299

4.1	LEVEL OF DETAIL	299
-----	------------------------	-----

4.1.1	Billboards	300
4.1.2	Display of Particles	302
4.1.3	Discrete Level of Detail	306
4.1.4	Continuous Level of Detail	309
4.1.5	Infinite Level of Detail	334
4.2	SORTING	335
4.2.1	Binary Space Partitioning Trees	336
4.2.2	Portals	343
4.2.3	Sorting Children of a Node	354
4.2.4	Deferred Drawing	356
4.3	CURVES AND SURFACES	360
4.3.1	Parametric Curves	362
4.3.2	Parametric Surfaces	364
4.3.3	Curve Tessellation by Subdivision	366
4.3.4	Surface Tessellation by Subdivision	373
4.4	TERRAIN	377
4.4.1	Data Representations	377
4.4.2	Level of Detail	378
4.4.3	Terrain Pages and Memory Management	388
4.5	CONTROLLERS AND ANIMATION	399
4.5.1	Keyframe Animation	402
4.5.2	Morphing	404
4.5.3	Points and Particles	406
4.5.4	Skin and Bones	410
4.5.5	Inverse Kinematics	414

CHAPTER

5

ADVANCED RENDERING TOPICS 431

5.1	SPECIAL EFFECTS USING THE FIXED-FUNCTION PIPELINE	431
5.1.1	Vertex Coloring	433
5.1.2	Single Textures	434
5.1.3	Dark Maps	436
5.1.4	Light Maps	437
5.1.5	Gloss Maps	437
5.1.6	Bump Maps	440
5.1.7	Environment Maps	446
5.1.8	Projected Textures	451
5.1.9	Planar Shadows	454
5.1.10	Planar Reflection	457

5.2 SPECIAL EFFECTS USING VERTEX AND PIXEL SHADERS	462
5.2.1 Scene Graph Support	463
5.2.2 Renderer Support	479
5.2.3 Automatic Source Code Generation	486

CHAPTER

6

COLLISION DETECTION 487

6.1 DISTANCE-BASED METHODS	492
6.1.1 A Plan of Attack	495
6.1.2 Root Finding Using Newton's Method	496
6.1.3 Root Finding Using Bisection	496
6.1.4 Hybrid Root Finding	497
6.1.5 An Abstract Interface for Distance Calculations	497
6.2 INTERSECTION-BASED METHODS	500
6.2.1 An Abstract Interface for Intersection Queries	501
6.3 LINE-OBJECT INTERSECTION	503
6.3.1 Intersections between Linear Components and Triangles	503
6.3.2 Intersections between Linear Components and Bounding Volumes	508
6.3.3 Picking	527
6.3.4 Staying on Top of Things	534
6.3.5 Staying out of Things	535
6.4 OBJECT-OBJECT INTERSECTION	536
6.4.1 Collision Groups	536
6.4.2 Hierarchical Collision Detection	540
6.4.3 Spatial and Temporal Coherence	553

CHAPTER

7

PHYSICS 565

7.1 NUMERICAL METHODS FOR SOLVING DIFFERENTIAL EQUATIONS	565
7.1.1 Euler's Method	567
7.1.2 Midpoint Method	569
7.1.3 Runge-Kutta Fourth-Order Method	571
7.1.4 Implicit Equations and Methods	573
7.2 PARTICLE PHYSICS	576
7.3 MASS-SPRING SYSTEMS	580
7.3.1 Curve Masses	580

7.3.2	Surface Masses	583
7.3.3	Volume Masses	586
7.3.4	Arbitrary Configurations	589
7.4	DEFORMABLE BODIES	591
7.5	RIGID BODIES	592
7.5.1	The Rigid Body Class	595
7.5.2	Computing the Inertia Tensor	600

CHAPTER

8

APPLICATIONS **601**

8.1	ABSTRACTION OF THE APPLICATION	602
8.1.1	Processing Command Line Parameters	603
8.1.2	The Application Class	607
8.1.3	The ConsoleApplication Class	609
8.1.4	The WindowApplication Class	612
8.1.5	The WindowApplication3 Class	620
8.2	SAMPLE APPLICATIONS	637
8.2.1	BillboardNode Sample	642
8.2.2	BspNode Sample	642
8.2.3	CachedArray Sample	645
8.2.4	Castle Sample	646
8.2.5	ClodMesh Sample	648
8.2.6	Collision Sample	648
8.2.7	InverseKinematics Sample	654
8.2.8	Portals Sample	656
8.2.9	ScreenPolygon Sample	662
8.2.10	SkinnedBiped Sample	668
8.2.11	SortFaces Sample	669
8.2.12	Terrain Sample	670
8.3	SAMPLE TOOLS	673
8.3.1	3dsToWmof Importer	673
8.3.2	Maya Exporter	673
8.3.3	BmpToWmif Converter	673
8.3.4	WmifToBmp Converter	674
8.3.5	ScenePrinter Tool	674
8.3.6	SceneTree Tool	674
8.3.7	SceneViewer Tool	674

APPENDIX	CODING CONVENTIONS	677
A.1	FILE NAMING AND ORGANIZATION	677
A.2	COMMENT PREAMBLE AND SEPARATORS	680
A.3	WHITE SPACE	681
A.3.1	Indentation	681
A.3.2	Blank Lines	682
A.3.3	Function Declarators	682
A.3.4	Constructor Initializers	683
A.3.5	Function Calls	684
A.3.6	Conditionals	684
A.4	BRACES	685
A.5	POINTER TYPES	686
A.6	IDENTIFIER NAMES	688
A.6.1	Variables	688
A.6.2	Classes and Functions	690
A.6.3	Enumerations	690
A.7	C++ EXCEPTIONS	691
A.8	HEADER FILE ORGANIZATION	692
A.8.1	Include Guards and Nested Header Files	692
A.8.2	Minimizing Compilation Time	695
	BIBLIOGRAPHY	699
	INDEX	703
	ABOUT THE CD-ROM	733