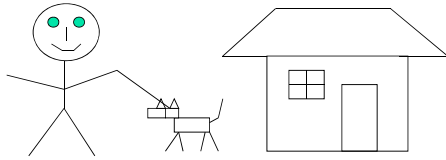


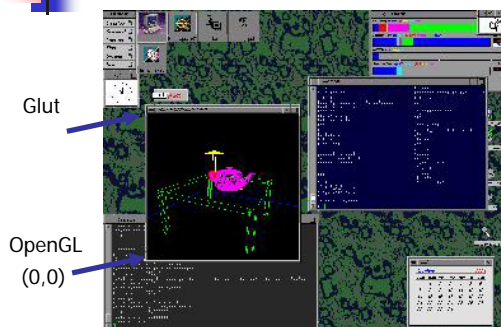
Drawing and Coordinate Systems



Coordinate Systems

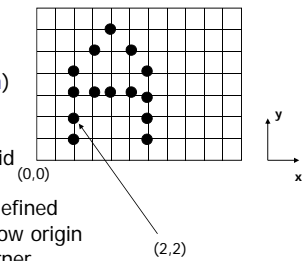
- World Coordinate system
- World window
- Screen Coordinate system
- Viewport
- Window to viewport mapping

Screen Coordinate System



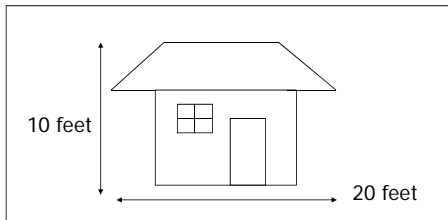
Screen Coordinate System

- 2D Regular Cartesian Grid
- Origin (0,0) at lower left corner (OpenGL convention)
- Horizontal axis – x
- Vertical axis – y
- Pixels are defined at the grid intersections
- This coordinate system is defined relative to the display window origin (OpenGL: the lower left corner of the window)



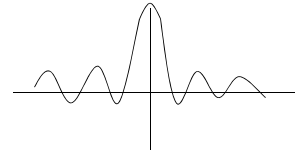
World Coordinate System

- Application specific – difficult to work directly in screen coordinates



World Coordinate System

- Another example:
plot a sinc function:
 $\text{sinc}(x) = \frac{\sin(\text{PI} * x)}{\text{PI} * x}$
 $x = -4 \dots +4$

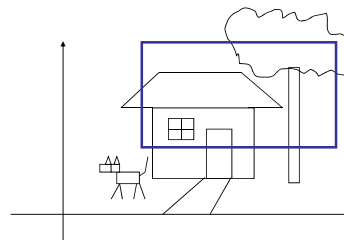


World Coordinate System

- It would be nice if we can use application specific coordinates –
world coordinate system

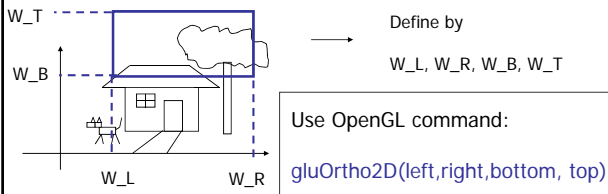
```
glBegin(GL_LINE_STRIP);  
for (x = -4.0; x < 4.0; x+=0.1){  
    GLfloat y = sin(3.14 * x) / (3.14 * x);  
    glVertex2f (x,y);  
}  
glEnd();
```

Define a world window



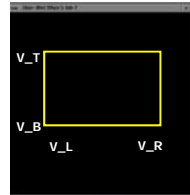
World Window

- World window – a rectangular region in the world that is to be displayed



Viewport

- The rectangular region in the screen for displaying the graphical objects defined in the world window
- Defined in the screen coordinate system



`glViewport(int left, int bottom,
int (right-left),
int (top-bottom));`

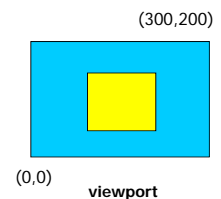
call this function before drawing
(calling `glBegin()` and
`glEnd()`)

To draw in world coordinate system

- Two tasks need to be done
 - Define a rectangular **world window** (call an OpenGL function)
 - Define a **viewport** (call an OpenGL function)
 - Perform **window to viewport mapping** (OpenGL internals will do this for you)

A simple example

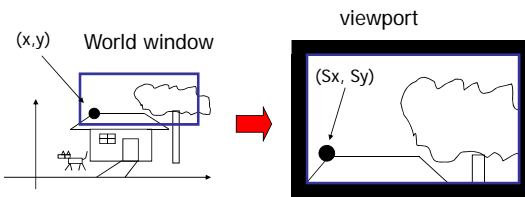
```
DrawQuad()
{
    glViewport(0,0,300,200);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(-1,1,-1,1);
    glBegin(GL_QUADS);
    glColor3f(1,1,0);
    glVertex2f(-0.5,-0.5);
    glVertex2f(+0.5,-0.5);
    glVertex2f(+0.5,+0.5);
    glVertex2f(-0.5,+0.5);
    glEnd();
}
```



How big is the quad?

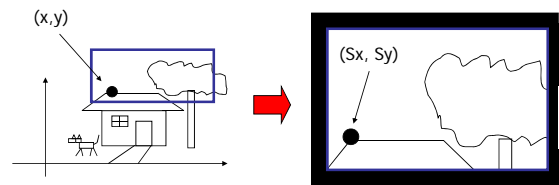
Window to viewport mapping

- The objects in the world window will then be drawn onto the viewport



Window to viewport mapping

- How to calculate (sx, sy) from (x,y)?



Window to viewport mapping

- First thing to remember – you don't need to do it by yourself. OpenGL will do it for you
 - You just need to define the viewport (with `glViewport()`), and the world window (with `gluOrtho2D()`)
- But we will look 'under the hood'

Also, one thing to remember ...

- A practical OpenGL issue
 - Before calling `gluOrtho2D()`, you need to have the following two lines of code –

```
glMatrixMode(GL_PROJECTION);  
glLoadIdentity();  
gluOrtho2D(Left, Right, Bottom, Top);
```

Window to viewport mapping

- Things that are given:
 - The world window (W_L, W_R, W_B, W_T)
 - The viewport (V_L, V_R, V_B, V_T)
 - A point (x,y) in the world coordinate system
- Calculate the corresponding point (sx, sy) in the screen coordinate system

Window to viewport mapping

- Basic principle: the mapping should be proportional

$$\frac{(x - W_L) / (W_R - W_L)}{(y - W_B) / (W_T - W_B)} = \frac{(sx - V_L) / (V_R - V_L)}{(sy - V_B) / (V_T - V_B)}$$

Window to viewport mapping

$$\frac{(x - W_L) / (W_R - W_L)}{(y - W_B) / (W_T - W_B)} = \frac{(sx - V_L) / (V_R - V_L)}{(sy - V_B) / (V_T - V_B)}$$

$$sx = x * (V_R - V_L) / (W_R - W_L) - W_L * (V_R - V_L) / (W_R - W_L) + V_L$$

$$sy = y * (V_T - V_B) / (W_T - W_B) - W_B * (V_T - V_B) / (W_T - W_B) + V_B$$

Some practical issues

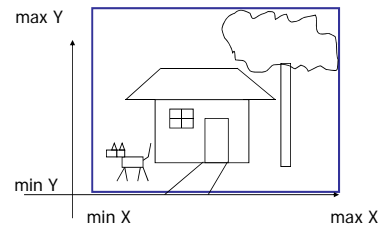
- How to set up an appropriate world window automatically?
- How to zoom in the picture?
- How to set up an appropriate viewport, so that the picture is not going to be distorted?

World window setup

- The basic idea is to see all the objects in the world
 - This can just be your initial view, and the user can change it later
- How to achieve it?

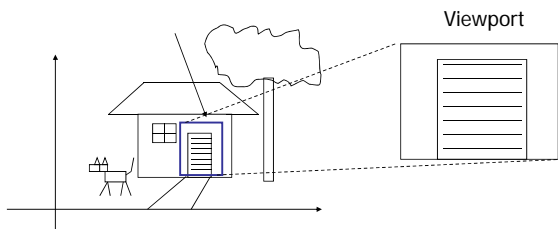
World window set up

- Find the world coordinates extent that will cover the entire scene



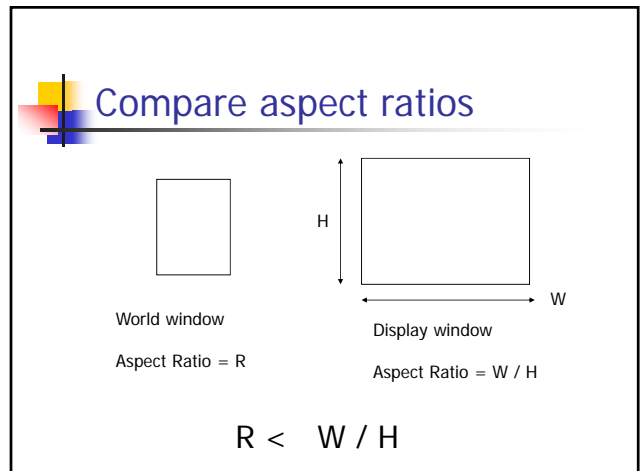
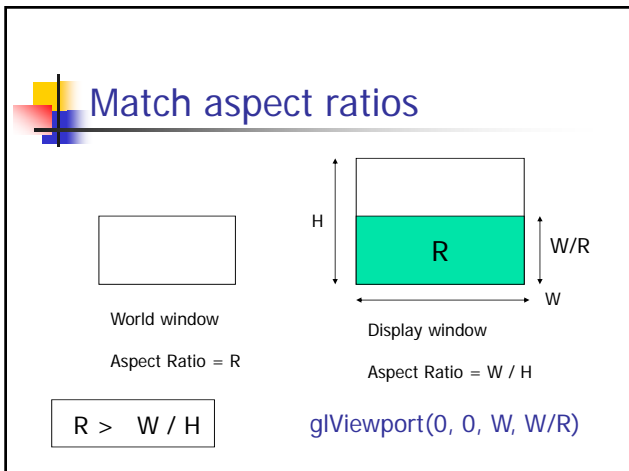
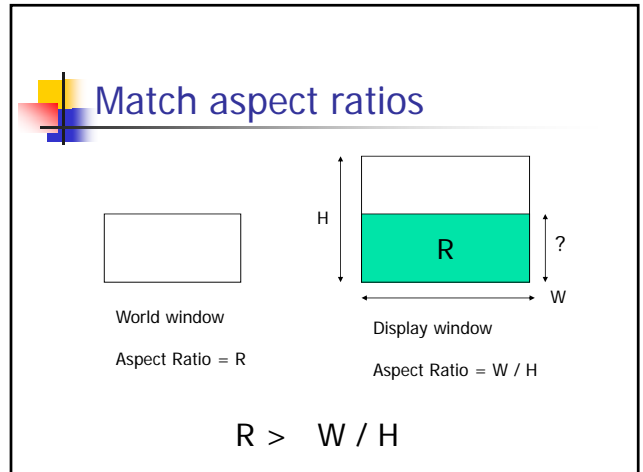
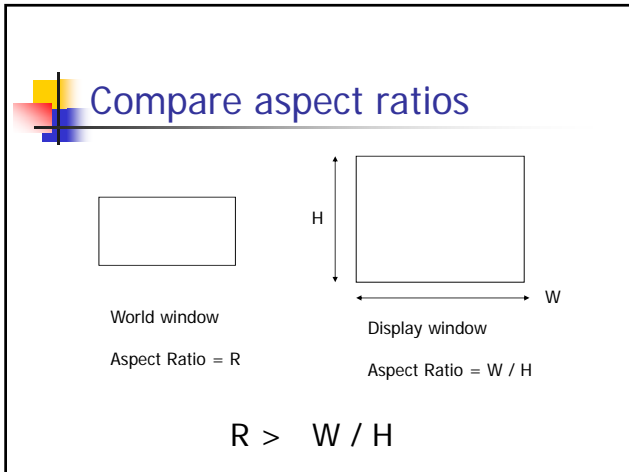
Zoom into the picture

Shrink your world window – call `gluOrtho2D()` with a new range



Non-distorted viewport setup

- Distortion happens when ...
- World window and display window have different aspect ratios
- Aspect ratio?
- $R = W / H$



Match aspect ratios

World window
Aspect Ratio = R

Display window
Aspect Ratio = W / H

$R < W / H$

Match aspect ratios

World window
Aspect Ratio = R

Display window
Aspect Ratio = W / H

$R < W / H$

`glViewport(0, 0, H * R, H)`

When to call glViewport() ?

Two places:

- Initialization
 - Default: same as the window size
- When the user resizes the display window

Resize (Reshape) window

```

Void main(int argc, char** argv)
{
    ...
    glutDisplayFunc(display);
    glutReshapeFunc(resize);
    glutKeyboardFunc(key);
    ...
}

```

`void resize ()` – a function provided by you. It will be called when the window changes size.

Resize (reshape) window

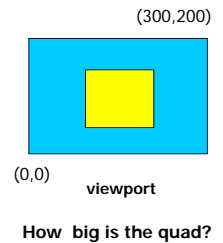
```
Void resize(int W, int H)
{
    glViewport(0,0,W, H);
}
```

This is done by default in GLUT

You can use the call to make sure the aspect ratio is fixed that we just discussed.

Put it all together

```
DrawQuad()
{
    glViewport(0,0,300,200);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(-1,1,-1,1);
    glBegin(GL_QUADS);
    glColor3f(1,1,0);
    glVertex2f(-0.5,-0.5);
    glVertex2f(+0.5,-0.5);
    glVertex2f(+0.5,+0.5);
    glVertex2f(-0.5,+0.5);
    glEnd();
}
```



Well, this works too ...

```
main()
{
    ...
    glBegin(GL_QUADS);
    glColor3f(1,1,0);
    glVertex2f(-0.5,-0.5);
    glVertex2f(+0.5,0);
    glVertex2f(+0.5,+0.5);
    glVertex2f(-0.5,+0.5);
    glEnd();
}
```

Why?

OpenGL Default:

glViewport: as large as you display window

gluOrtho2D: gluOrtho2D(-1,1,-1,1);

Every time you learn a new OpenGL function, always try to know its default arguments