demosys-py Documentation

Release 0.3.6

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Apr 23, 2017

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demosys-py

A python 3 implementation of a C++ project used to create and prototype demos (see demoscene) in OpenGL. The design of this version is heavily inspired by the Django project.

This is a cross platform project that should work on OS X, Linux and Windows.

This was originally made for for non-interactive real time graphics combined with music ("real time music videos"). It's made for people who enjoy playing around with modern OpenGL without having to spend lots of time creating all the tooling to get things up and running.

Getting Started

Python 3

Make sure you have Python 3 installed. On Windows and OS X you can simply install the latest Python 3 by downloading an installer from the official Python site.

> **Note:** We recommend Python 3.6 or higher because of general **speed improvements** of the language, but Python versions down to 3.4 should work.

Most linux distributions already have at least Python 3.4 installed thought `python3`. See documentation for your distribution on how to install a newer versions.

It is common to have multiple versions of Python installed on all operating systems.

Binary Dependencies

We use glfw for creating an OpenGL context, windows and handling keyboard and mouse events. This is done thought the pyGLFW package that is a `ctype` wrapper over the origonal GLFW api. You will have to install the actual library

yourself.

We require glfw 3.2.1 or later.

OS X

```
brew install gflw
```

Linux

glfw should be present in the vast majority of the package managers.

Windows

Download binaries from the glfw website.

We do also support audio playback that will need additional dependencies, but this is covered in a different section.

Create a virtualenv

First of all create a directory for your project and navigate to it using a terminal. We assume Python 3.6 here.

OS X / Linux

```
python3.6 -m pip install virtualenv
python3.6 -m virtualenv env
source env/bin/activate
```

Windows

```
python36.exe -m pip install virtualenv
python36.exe -m virtualenv env
\env\Scripts\activate
```

We have now created an isolated Python environment and are ready to install packages without affecting the Python version in our operating system.

Setting up a Project

First of all, install the package (you should already be inside a virtualenv)

```
pip install demosys-py
```

The package will add a new command `demosys-admin` we will now use to create a project.

```
demosys-admin createproject myproject
```

This will generate the following files:

```
myproject
- settings.py
manage.py
```

- `settings.py` is the settings for your project
- `manage.py` is an executable script for running your project

More information about projects can be found in the *Project* section.

Creating an Effect

In order to get something to the screen we have to make an effect.

```
cd myproject
demosys-admin createeffect cube
```

We should now have the folloing structure:

```
myproject/
- cube
|   - effect.py
|   - shaders
|   |   - cube
|   |       - default.glsl
|   - textures
|       - cube
- settings.py
manage.py
```

The `cube` directory is a template for an effect: - The standard `effect.py` module containing a single `Effect` implementation - A local `shaders` directory for glsl shaders specific to the effect - A local `textures` directory for texture files specific to the effect

Notice that the `shaders` and `textures` directory also has a sub-folder with the same name as the effect. This is because these directories are added to a global virtual directory and the only way to make these resources unique is to put it in a directory that is *hopefully* unique.

This can of course be used in creative ways to also override resources on purpose.

For the effect to be recognized by the system we need to add it `EFFECTS` in `settings.py`.

```
EFFECTS = (
    'myproject.cube',  # Remember comma!
)
```

As you can see, effects are added by using the python package path. Where you put effect packages is entirely up to you, but a safe start is to put them inside the project package as this removes any possibility of effect package names colliding with other python packages.

We can now run the effect that shows a spinning cube!

```
./manage.py runeffect myproject.cube
```

Controls

Basic Keyboard Controls

- `ESC` to exit
- `SPACE` to pause the current time
- `X` for taking a screenshot (see settings)

Camera Controls

You can include a system camera in your effects through `self.sys_camera`. Simply apply the `view_matrix` of the camera to your transformations.

Keyboard Controls:

- `W` forward

- `S` backwards

- `A` strafe left

- `D` strafe right

- `Q` down the y axis

- `E` up the y axis

Mouse Controls

- Standard yaw/pitch camera rotation with mouse

Settings

The `settings.py` file must be present in your project and contains (you guessed right!) settings for the framework. This is pretty much identical to Django.

When running your project with `manage.py`, the script will set the `DEMOSYS_SETTINGS_MODULE` environment variable. This tells the framework where it can import its settings from. If the environment variable is not set, the framework cannot start.

OPENGL

Using these values you are sure it will run on all platforms. OS X only supports forward compatible core contexts. This will ensure deprecation older features.

We cannot guarantee that the framework will work properly for non-default values, and you should assume severe a performance hit.

```
OPENGL = {
    "version": (4, 1),  # 3.3 -> 4.1 is acceptable
    "profile": "core",
    "forward_compat": True,
}
```

- `version` describes the major and minor version of the OpenGL context we are creating

- `profile` should ideally always be `core`, but we leave it configurable for those who might want to include legacy OpenGL code permanently or temporary. Do note that not using core profile will exclude the project from working on certain setups and may have unexpected side effects.

    - `any`: glfw.OPENGL_ANY_PROFILE,

    - `core`: glfw.OPENGL_CORE_PROFILE,

    - `compat`: glfw.OPENGL_COMPAT_PROFILE,

- `forward_compat` True, is required for the project to work on OS X

The default opengl version is 4.1. Some older systems might need that tuned down to 3.3, but generally 4.1 is widely supported. To make your project work on OS X you cannot move past version 4.1 (sadly). This doesn't mean we cannot move past 4.1, but as of right now we focus on implementing features up to 4.1.

WINDOW

Window properties. If you are using Retina display, be aware that these values refer to the virual size. The actual buffer size will be 2 x.

```
WINDOW = {
    "size": (1280, 768),
    "fullscreen": False,
    "resizable": False,
    "vsync": True,
    "title": "demosys-py",
    "cursor": False,
}
```

- `size`: The window size to open. Note that on 4k displays and retina the actual frame buffer size will normally be twice as large. Internally we query glfw for the actual buffer size so the viewport can be correctly applied.

- `fullscreen`: True if you want to create a context in fullscreen mode

- `resizable`: If the window should be resizable. This only applies in windowed mode. Currently we constrain the window size to the aspect ratio of the resolution (needs improvement)

- `vsync`: Only render one frame per screen refresh

- `title`: The visible title on the window in windowed mode

- `cursor`: Should the mouse cursor be visble on the screen? Disabling this is also useful in windowed mode when controlling the camera on some platforms as moving the mouse outside the window can cause issues.

The created window frame buffer will by default use:

- RGBA8

- 32 bit depth buffer were 24 bits is for depth and 8 bits for stencil

- Double buffering

- color, depth and stencil is cleared every frame

MUSIC

If `MUSIC` is defined, demosys will attempt to play. (We have only tried mp3 files!)

Note: Getting audio to work requires additional setup.

```
PROJECT_DIR = os.path.dirname(os.path.abspath(__file__))
MUSIC = os.path.join(PROJECT_DIR, 'resources/music/tg2035.mp3')
```

TIMER

This is the timer class that controls time in your project. This defaults to `demosys.timers.Timer` that is simply keeps track of system time using `glfw`.

```
TIMER = 'demosys.timers.Timer'
```

Other timers are:

- `demosys.timers.MusicTimer` requires `MUSIC` to be defined and will use the current time in an mp3.
- `demosys.timers.RocketTimer` is the same as the default timer, but uses uses the rocket library.
- `demosys.timers.RocketMusicTimer` requires `MUSIC` and `ROCKET` to be configured.

ROCKET

Configuration of the pyrocket sync-tracker library.

- `rps`: Number of rows per second
- `mode`: The mode to run the rocket client
    - `editor`: Requires a rocket editor to run so the library can connect to it
    - `project`: Loads the project file created by the editor and plays it back
    - `files`: Loads the binary track files genrated by the client through remote export in the editor.
- `project_file`: The absolute path to the project file
- `files`: The absolute path to the directory containing binary track data

```
ROCKET = {
    "rps": 24,
    "mode": "editor",
    "files": None,
    "project_file": None,
}
```

EFFECTS

Effect packages demosys will initialize and use (Same as apps in Django).

```
EFFECTS = (
    'myproject.cube',
)
```

EFFECT_MANAGER

Effect mangers are pluggable classed that initialize and run effect. when only having a single effect we can run it using `runeffect`, but when having multiple effects we need something to decide what effect should be active.

The default effect manager is the `SingleEffectManager` that is also enforced when running `./manage.py runeffect <name>`. If we use the `run` sub-command, the first registered effect will run.

```
EFFECT_MANAGER = 'demosys.effects.managers.single.SingleEffectManager'
```

More effect managers will be added to framework soon. Read the detailed section about effect mangers for more info.

SHADER_DIRS/FINDERS

`DIRS` contains absolute paths the `FileSystemFinder` will look for shader while `EffectDirectoriesFinder` will look for shaders in all registered effects in the order they were added.

The `FileSystemFinder` will look in all paths specified in `SHADER_DIRS`. All paths must be absolute (just join on `PROJECT_DIR`). This is a good way to add project-global shaders used by multiple effecst.

```
SHADER_DIRS = (
    os.path.join(PROJECT_DIR, 'resources/shaders'),
)

SHADER_FINDERS = (
    'demosys.core.shaderfiles.finders.FileSystemFinder',
    'demosys.core.shaderfiles.finders.EffectDirectoriesFinder',
)
```

TEXTURE_DIRS/FINDERS

Same principle as `SHADER_DIRS` and `SHADER_FINDERS`.

```
# Hardcoded paths to shader dirs
TEXTURE_DIRS = (
    os.path.join(PROJECT_DIR, 'resource/textures'),
)

# Finder classes
TEXTURE_FINDERS = (
    'demosys.core.texturefiles.finders.FileSystemFinder',
    'demosys.core.texturefiles.finders.EffectDirectoriesFinder'
)
```

SCREENSHOT_PATH

Absolute path to the directory screenshots will be saved. If not defined or the directory don't exist, the current working directory will be used.

```
SCREENSHOT_PATH = os.path.join(PROJECT_DIR, 'screenshots')
```

Project

Before we can do anything with the framework we need to create a project. A project is simply a package containing a `settings.py` module. In addition you need an entrypoint script.

This can be auto-generated using the `demosys-admin` command:

```
demosys-admin createproject myproject
```

This will generate the following structure:

```
myproject
- settings.py
manage.py
```

- `settings.py` is the settings for your project with good defaults. See *Settings* for more info.

- `manage.py` is an executable script for running your project

Effects

It's normally a good idea to put effect packages inside the project package as this protects you from package name collisions. It's of course also fine to put them at the same level as your project or even have them in separate repositories and install them as packages thought `pip`.

manage.py

The `manage.py` script is an alternative entry point to `demosys-admin`. Both can perform the same sub-commands. The main purpose of the `demosys-admin` command is to initially have an entry point to the sub-commands creating a project when we have not `manage.py`.

Management Commands

Custom commands can be added to your project. This can be useful when you need additional tooling or whatever you could imagine would be useful to run from `manage.py`.

Creating a new sub-command is fairly straight forward. Inside your project package, create the `management/` `commands/` directories. Inside the commands directory we can add commands. Let's add the command `test`.

The project structure (excluding effects) would look something like:

```
myproject
- settings.py
- management
    - commands
        - test.py
```

Notice we added a `test` module inside `commands`. The name of the module will be name of the command. We can reach it by:

```
./manage.py test
```

Our test command would look like this:

```python
from demosys.core.management.base import BaseCommand


class Command(BaseCommand):
    help = "Test command"

    def add_arguments(self, parser):
        parser.add_argument("message", help="A message")

    def handle(self, *args, **options):
        print("The message was:", options['message'])
```

- `add_arguments` exposes a standard argparser we can add arguments for the command.

- `handle` is the actual command logic were the parsed aruments are passed in

- If the parameters to the command do not meet the requirements for the parser, a standard arparse help will be printed to the terminal

- The command class must be named `Command` and there can only be one command per module

This is pretty much identical to who management commands are done in django.

Effects

In order to draw something to the screen using this framework you need to make one or multiple effects. what these effects are doing is entirely up to you. Some like to put everything into one effect and switch what they draw by flipping some internal states, but this is probably not practical for more complex things.

An effect is a class with references to resources and a method for drawing. An effect is an independent python package of specific format.

The Effect Package

The effect package should have the following structure (assuming our effect is named "cube".

```
cube
– effect.py
– shaders
|    – cube
|        – ...
– textures
    – cube
        – ...
```

The `effect.py` module is where the draw logic for the effect resides. Directories at the same level are for resources for the effect. Notice that the resource directories contains another directory with the name of the effect. This is because these folders are added to a virtual directory (for each resource type) so we should place it in a directory to reduce the change of name collisions. Two effects with the texture `texture.png` in the root of their local `textures/` directory will cause the first effect to

Registry

For an effect to be recognised by the system it has to be registered in the `EFFECTS` tuple/list in your settings module. Simply add the full python path to the package. If our cube example above resides inside a `myproject` project package we need to add the string `myproject.cube`. See *Settings*.

You can always run a single effect by using the `runeffect` command.

```
./manage.py runeffect myproject.cube
```

If you have multiple effects you need to crate or use an existing *Effect Managers* that will decide what effect would be active at what time or state.

Resources

Resource loading is baked into the effect class it self. Methods are inherited from the base `Effect` class such as `get_shader` and `get_texture`.

Remember that you can also create global resource directories for all the effects in your projects as well. This can be achieved by configuring resource finders in *Settings*.

The Effect Module

The effect module in an effect package needs to be named `effect.py` and reside in the root of the package. It can only contain a single effect class. The name of the class doesn't matter right now, but we are considering allowing multiple effects in the future, so giving it at least a descriptive name of that it represents is a good idea.

There are two important methods in an effect: - `__init__()` - draw()

The **initializer** is called before resources are loaded. This is so the effects can register the what resources they need. The resource managers will return an empty object that will be populated when loading starts.

The **draw** method is called by the framework or from a your custom *Effect Managers* ever frame, or at least every frame the manager decides the effect should be active at least.

The standard effect example:

```python
from demosys.effects import effect
from demosys.opengl import geometry
from OpenGL import GL
# from pyrr import matrix44


class DefaultEffect(effect.Effect):
    """Generated default effect"""
    def __init__(self):
        self.shader = self.get_shader("default/default.glsl")
        self.cube = geometry.cube(4.0, 4.0, 4.0)

    @effect.bind_target
    def draw(self, time, frametime, target):
        GL.glEnable(GL.GL_DEPTH_TEST)

        # Rotate and translate
        m_mv = self.create_transformation(rotation=(time * 1.2, time * 2.1, time * 0.
→25),
                                          translation=(0.0, 0.0, -8.0))

        # Apply the rotation and translation from the system camera
        # m_mv = matrix44.multiply(m_mv, self.sys_camera.view_matrix)

        # Create normal matrix from model-view
        m_normal = self.create_normal_matrix(m_mv)

        # Draw the cube
        with self.cube.bind(self.shader) as shader:
            shader.uniform_mat4("m_proj", self.sys_camera.projection)
            shader.uniform_mat4("m_mv", m_mv)
            shader.uniform_mat3("m_normal", m_normal)
        self.cube.draw()
```

The parameters in the draw effect is:

- `time`: The current time reported by our configured Timer in seconds.

- `frametime`: The time a frame is expected to take in seconds. This is useful when you cannot use `time`. Should be avoided.

- `target` is the target FBO of the effect

Time can potentially move at any speed or direction so it's good practice to make sure the effect can run when time is moving in any direction.

The `bind_target` decorator is useful when you want to ensure that an FBO passed to the effect is bound on entry and released on exit. By default a fake FBO is passed in representing the window framebuffer. EffectManagers can be used to pass in your own FBOs or another effect can call `draw(..)` requesting the result to end up in the FBO it passes in and then use this FBO as a texture on a cube.

Effect Base Class

class `demosys.effects.effect.`**`Effect`**
>   Effect base class.
>
>   The following attributes are injected by demosys before initialization:
>
>>   •window_width (int): Window width in pixels
>>
>>   •window_height (int): Window height in pixels
>>
>>   •window_aspect (float): Aspect ratio of the resolution
>>
>>   •sys_camera (demosys.scene.camera.Camera): The system camera responding to inputs
>
>   **`create_normal_matrix`**(*modelview*)
>>   Convert to mat3 and return inverse transpose. These are normally needed when dealing with normals in shaders.
>>
>>   **Parameters** **`modelview`** – The modelview matrix
>>
>>   **Returns** Normal matrix
>
>   **`create_projection`**(*fov=75.0*, *near=1.0*, *far=100.0*, *ratio=None*)
>>   Create a projection matrix with the following parameters.
>>
>>   **Parameters**
>>
>>   • **`fov`** – Field of view (float)
>>
>>   • **`near`** – Camera near value
>>
>>   • **`far`** – Camrea far value
>>
>>   • **`ratio`** – Aspect ratio of the window
>>
>>   **Returns** The projection matrix
>
>   **`create_transformation`**(*rotation=None*, *translation=None*)
>>   Convenient transformation method doing rotations and translation
>
>   **`draw`**(*time*, *frametime*, *target*)
>>   Draw function called by the system every frame.
>>
>>   **Parameters**
>>
>>   • **`time`** – The current time in seconds (float)
>>
>>   • **`frametime`** – The number of milliseconds the frame is expected to take
>>
>>   • **`target`** – The target FBO for the effect
>
>   **`get_shader`**(*path*)
>>   Get a shader or schedule the shader for loading. If the resource is not loaded yet, an empty shader object is returned that will be populated later.
>>
>>   **Parameters** **`path`** – Path to the shader in the virtual shader directory
>>
>>   **Returns** Shader object

get_texture(*path*)

>   Get a shader or schedule the texture for loading. If the resource is not loaded yet, an empty texture object is returned that will be populated later.

>>   **Parameters** **path** – Path to the texture in the virtual texture directory

>>   **Returns** Texture object

get_track(*name*)

>   Get or create a rocket track. This only makes sense when using rocket timers. If the resource is not loaded yet, an empty track object is returned that will be populated later.

>>   **Parameters** **name** – The rocket track name

>>   **Returns** Track object

Decorators

demosys.effects.effect.**bind_target**(*func*)

>   Decorator auto binding and releasing the incoming FBO in `draw()`.

>   literal blocks:

```
@bind_target
def draw(...):
    # draw stuff
```

OpenGL Objects

We proved some simple and powerful wrappers over OpenGL features.

- **Texture**: Textures from images or manually constructed/generated
- **Shader**: Shader programs currently supporting vertex/fragment/geometry shaders
- **Frame Buffer Object**: Offscreen rendering targets
- **Vertex Array Object**: Represents the geometry we are drawing using a shader

Texture

Textures are normally loaded by requesting the resource by path/name in the initializer of an effect using the `self.get_texture` method inherited from the `Effect` base class.

Textures can of course also be crated manually.

class demosys.opengl.texture.**Texture**

>   Bases: `object`

>   Represents a texture

>   **bind**()

>>   Binds the texture to the currently active texture unit

>   classmethod **create_2d**(*width*, *height*, *internal_format=GL_RGBA8*, *format=GL_RGBA*, *type=GL_UNSIGNED_BYTE*)

>>   Creates a 2d texture

>>   **Parameters**

- **width** – Width of the texture

- **height** – height of the texture

- **internal_format** – Internal format

- **format** – Format

- **type** – Type

> **Returns** Texture object

classmethod **from_image**(*path*, *image=None*)
> Creates and image from a image file using Pillow/PIL

> > **Parameters**

> > - **path** – The path to the file

> > - **image** – The PIL/Pillow image object

> > **Returns** Texture object

set_image(*image*)
> Set pixel data using a image file with PIL/Pillow.

> > **Parameters image** – The PIL/Pillow image object

set_interpolation(*mode*)
> Sets the texture interpolation mode

> > **Parameters mode** – Interpolation mode (gl enum)

set_texture_repeat(*mode*)
> Sets the texture repeat mode

> > **Parameters mode** – Repeat mode (gl enum)

size
> Get the dimensions of the texture

> > **Returns** (w, h) tuple

Shader

In oder to draw something to the screen, we need a shader. There is no other way.

Shader should ideally always be loaded from `.glsl` files residing in a shader directory in your effect or project global resource directory. Shaders have to be written in a single file were the different shader types are separated using preprocessors.

Like textures they are loaded in the effect using the `get_shader` method in the initializer.

Once we have the reference to the shader object we will need a VAO object in order to bind it. We could of course just call `bind()`, but **the VAOs will do this for you**. More details in the VAO section below.

```
#version 410

#if defined VERTEX_SHADER
// Vertex shader here
#elif defined FRAGMENT_SHADER
// Fragment shader here
#elif defined GEOMETRY_SHADER
```

```
// Geometry shader here
#endif
```

Once the shader is bound we can set uniforms through the various `uniform_` methods.

Assuming we have a reference to a shader in `s`:

```
# Set the uniform (float) with name 'value' to 1.0
s.uniform_1f("value", 1.0)
# Set the uniform (mat4) with name `m_view' to a 4x4 matrix
s.uniform_mat4("m_view", view_matrix)
# Set the sampler2d uniform to use a Texture object we have loaded
s.sampler_2d(0, "texture0", texture)
```

The Shader class contains an internal cache of all the uniform variables the shader has, so it will generally do very efficient type checks at run time and give useful error feedback if something is wrong.

Other than setting uniforms and using the right file format for shaders, there are not much more to them.

class `demosys.opengl.shader.`**`Shader`**(*path*)

> Bases: `object`
>
> Represents a shader program
>
> **`bind`**()
> > Bind the shader
>
> **`build_attribute_map`**()
> > Builds an internal attribute map by querying the program. This way we don't have to query OpenGL (can cause slowdowns) This information is also used when the shader and VAO negotiates the buffer binding.
>
> **`build_uniform_map`**()
> > Builds an internal uniform map by querying the program. This way we don't have to query OpenGL (can cause slowdowns)
>
> **`link`**()
> > Links the program. Raises `ShaderError` if the linker failed.
>
> **`prepare`**()
> > Compiles all the shaders and links the program. If the linking is successful, it builds the uniform and attribute map.
>
> **`set_fragment_source`**(*source*)
> > Set the fragment shader source
> >
> > > **Parameters `source`** – (string) Fragment shader source
>
> **`set_geometry_source`**(*source*)
> > Set the geometry shader source
> >
> > > **Parameters `source`** – (string) Geometry shader source
>
> **`set_source`**(*source*)
> > Set a single source file. This is used when you have all shaders in one file separated by preprocessors.
> >
> > > **Parameters `source`** – (string) The shader source
>
> **`set_vertex_source`**(*source*)
> > Set the vertex shader source
> >
> > > **Parameters `source`** – (string) Vertex shader source

uniform(*name*)

Get the uniform location. Raises `ShaderError` if the uniform is not found.

> **Parameters** **name** – The name of the uniform
>
> **Returns** Uniform object

uniform_1f(*name*, *value*)

Set a float uniform

> **Parameters**
>
> - **name** – Name of the uniform
> - **value** – float value

uniform_2f(*name*, *x*, *y*)

Set a vec2 uniform

> **Parameters**
>
> - **name** – name of the uniform
> - **x** – float value
> - **y** – float value

uniform_3f(*name*, *x*, *y*, *z*)

Set a vec3 uniform

> **Parameters**
>
> - **name** – Name of the uniform
> - **x** – float value
> - **y** – float value
> - **z** – float value

uniform_4f(*name*, *x*, *y*, *z*, *w*)

Set a vec4 uniform

> **Parameters**
>
> - **name** – Name of the uniform
> - **x** – float value
> - **y** – float value
> - **z** – float value
> - **w** – float value

uniform_check(*name*, *expected_type*)

Get a uniform and verify the expected type. This is used by the `uniform_*` methods for validating the actual type in the shader and the uniform we are trying to set. Raises `ShaderError` if the uniform is not found.

> **Parameters**
>
> - **name** – The name of the uniform
> - **expected_type** – The expected type of the uniform.
>
> **Returns** The Uniform object

> **uniform_mat3**(*name*, *mat*)
>> Sets a mat3 uniform
>>
>>> **Parameters**
>>>
>>>> • **name** – Name of the uniform
>>>>
>>>> • **mat** – matrix
>
> **uniform_mat4**(*name*, *mat*)
>> Set a mat4 uniform
>>
>>> **Parameters**
>>>
>>>> • **name** – Name of the uniform
>>>>
>>>> • **mat** – matrix
>
> **uniform_sampler_1d**(*unit*, *name*, *texture*)
>> Sets a sampler1d
>>
>>> **Parameters**
>>>
>>>> • **unit** – The texture unit to use (0 - N)
>>>>
>>>> • **name** – Name of the uniform
>>>>
>>>> • **texture** – The Texture object
>
> **uniform_sampler_2d**(*unit*, *name*, *texture*)
>> Sets a sampler2d
>>
>>> **Parameters**
>>>
>>>> • **unit** – The texture unit to use (0 - N)
>>>>
>>>> • **name** – Name of the uniform
>>>>
>>>> • **texture** – The Texture object

Vertex Array Object

Vertex Array Objects represents the geometry we are drawing with shaders. They keep track of the buffer binding states of one or multiple Vertex Buffer Objects.

VAOs and shaders interact in a very important way. The first time the VAO and shader interacts, they will figure out if they are compatible when it comes to the attributes in the shader and the buffers in the VAO.

When we create VAOs we tell explicitly what attribute name each buffer belongs to.

Example: I have three buffers representing positions, normals and uvs.

- Map positions to `in_position` attribute with 3 components

- Map normals to `in_normal` attribute with 3 components

- Map uvs to the `in_uv` attribute with 2 components

The vertex shader will have to define the exact same attribute names:

```
in vec3 in_position;
in vec3 in_normal;
in vec2 in_uv
```

This is not entirely true. The shader will at least have to define the `in_position`. The other two attributes are optional. This is were the VAO and the Shader object negotiates the attribute binding. The VAO object will on-the-fly generate a version of itself that supports the shaders attributes.

The VAO/Shader binding can also be used as a context manager as seen below, but this is optional. The context manager will return the reference to the shader so you can use a shorter name.

```python
# Bind the shader and negotiate attribute binding
with vao.bind(shader) as s:
    s.unform_1f("value", 1.0)
    # ...
# Finally draw the geometry
vao.draw()
```

When creating a VBO we need to use the *OpenGL.arrays.vbo.VBO instance* in PyOpenGL. We pass a numpy array to the constructor. It's imporant to use the correct `dtype` so it matches the type passed in `add_array_buffer`.

Each VBO is first added to the VAO using `add_array_buffer`. This is simply to register the buffer and tell the VAO what format it has.

The `map_buffer` part will define the actual attribute mapping. Without this the VAO is not complete.

Calling `build()` will finalize and sanity check the VAO.

The VAO will always do **very** strict error checking and give useful feedback when something is wrong. VAOs must also be assigned a name so the framework can reference it in error messages.

```python
def quad_2d(width, height, xpos, ypos):
    """
    Creates a 2D quad VAO using 2 triangles.

    :param width: Width of the quad
    :param height: Height of the quad
    :param xpos: Center position x
    :param ypos: Center position y
    """
    pos = VBO(numpy.array([
        xpos - width / 2.0, ypos + height / 2.0, 0.0,
        xpos - width / 2.0, ypos - height / 2.0, 0.0,
        xpos + width / 2.0, ypos - height / 2.0, 0.0,
        xpos - width / 2.0, ypos + height / 2.0, 0.0,
        xpos + width / 2.0, ypos - height / 2.0, 0.0,
        xpos + width / 2.0, ypos + height / 2.0, 0.0,
    ], dtype=numpy.float32))
    normals = VBO(numpy.array([
        0.0, 0.0, 1.0,
        0.0, 0.0, 1.0,
        0.0, 0.0, 1.0,
        0.0, 0.0, 1.0,
        0.0, 0.0, 1.0,
        0.0, 0.0, 1.0,
    ], dtype=numpy.float32))
    uvs = VBO(numpy.array([
        0.0, 1.0,
        0.0, 0.0,
        1.0, 0.0,
        0.0, 1.0,
        1.0, 0.0,
        1.0, 1.0,
    ], dtype=numpy.float32))
```

```
vao = VAO("geometry:quad", mode=GL.GL_TRIANGLES)
vao.add_array_buffer(GL.GL_FLOAT, pos)
vao.add_array_buffer(GL.GL_FLOAT, normals)
vao.add_array_buffer(GL.GL_FLOAT, uvs)
vao.map_buffer(pos, "in_position", 3)
vao.map_buffer(normals, "in_normal", 3)
vao.map_buffer(uvs, "in_uv", 2)
vao.build()
return vao
```

We can also pass index/element buffers to VAOs. We can also use interleaved VBOs by passing the same VBO to `map_buffer` multiple times.

More examples can be found in the *Geometry* module.

class `demosys.opengl.vao.`**`VAO`**(*name*, *mode=GL_TRIANGLES*)

> Bases: `object`
>
> Vertex Array Object
>
> **`add_array_buffer`**(*format*, *vbo*)
>
> > Register a vbo in the VAO. This can be called multiple times. This can be one or multiple buffers (interleaved or not)
> >
> > **Parameters**
> >
> > > • **`format`** – The format of the buffer
> > >
> > > • **`vbo`** – The vbo object
>
> **`bind`**(*shader*)
>
> > Bind the VAO using a shader. This is the standard way of binding so the shader and VAO can negotiate the needed attributes. This will generate new VAOs in the background on the fly (caching them) if needed.
> >
> > **Parameters** **`shader`** – The shader
> >
> > **Returns** A VAOBindContext object (optional use)
>
> **`build`**()
>
> > Finalize the VAO. This runs various sanity checks on the input data.
>
> **`draw`**(*mode=None*)
>
> > Draw the VAO. Will use `glDrawElements` if an element buffer is present and `glDrawArrays` if no element array is present.
> >
> > **Parameters** **`mode`** – Override the draw mode (GL_TRIANGLES etc)
>
> **`generate_vao_combo`**(*shader*)
>
> > Create a VAO based on the shader's attribute specification. This is called by `bind(shader)` and should not be messed with unless you are absolutely sure about what you are doing.
> >
> > **Parameters** **`shader`** – The shader we are generating the combo for
> >
> > **Returns** A new VAOCombo object with the correct attribute binding
>
> **`map_buffer`**(*vbo*, *attrib_name*, *components*)
>
> > Map parts of the vbos to an attribute name. This can be called multiple times to describe hos the buffers map to attribute names. If the same vbo is passed more than once it must be an interleaved buffer.
> >
> > **Parameters**
> >
> > > • **`vbo`** – The vbo
> > >
> > > • **`attrib_name`** – Name of the attribute in the shader

> • **components** – Number of components (for example 3 for a x, y, x position)

> **set_element_buffer** (*format*, *vbo*)
>> Set the index buffer for this VAO
>>
>>> **Parameters**
>>>
>>>> • **format** – The format of the element buffer
>>>>
>>>> • **vbo** – the vbo object

Frame Buffer Object

Frame Buffer Objects are offscreen render targets. Internally they are simply textures that can be used further in rendering. FBOs can even have multiple layers so a shader can write to multiple buffers at once. They can also have depth buffers and stencil buffers. Currently we by default use a depth 24 / stencil 8 buffer as the depth format.

Creating an FBO:

```
# Shorcut for creating a single layer FBO with depth buffer
fbo = FBO.create(1024, 1024, depth=True)

# Multilayer FBO (We really need to make a shortcut for this!)
fbo = FBO()
fbo.add_color_attachment(texture1)
fbo.add_color_attachment(texture2)
fbo.add_color_attachment(texture3)
fbo.set_depth_attachment(depth_texture)

# Binding and releasing FBOs
fbo.bind()
fbo.release()

# Using a context manager
with fbo:
    # Draw stuff in the FBO
```

When binding the FBOs with multiple color attachments it will automatically call `glDrawBuffers` enabling multiple outputs in the framgment shader.

Shader example with multiple layers:

```
#version 410

layout(location = 0) out vec4 outColor0;
layout(location = 1) out vec4 outColor1;
layout(location = 2) out vec4 outColor2;

void main( void ) {
    outColor0 = vec4(1.0, 0.0, 0.0, 1.0)
    outColor1 = vec4(0.0, 1.0, 0.0, 1.0)
    outColor1 = vec4(0.0, 0.0, 1.0, 1.0)
}
```

Will draw red, green and blue in the separate layers in the FBO.

> **Warning:** It's important to use explicit attribute locations as not all drivers will guarantee preservation of the order and things end up in the wrong buffers!

Another **very important** feature of the FBO implementation is the concept of FBO stacks.

- The default render target is the window frame buffer.

- When the stack is empty we are rendering to the screen.

- When binding an FBO it will be pushed to the stack and the correct viewport for the FBO will be set

- When releasing the FBO it will be popped from the stack and the viewport for the default render target will be applied

- This also means we can build deeper stacks with the same behavior

- The maximum stack depth is currently 8 and the framework will aggressively react when FBOs are popped and pushed in the wrong order

A more complex example:

```
# Push fbo1 to stack, bind and set viewport
fbo1.bind()
# Push fbo2 to stack, bind and set viewport
fbo2.bind()
# Push fbo3 to stack, bind and set viewport
fbo3.bind()
# Pop fbo3 from stack, bind fbo2 and set the viewport
fbo3.release()
# Pop fbo2 from stack, bind fbo1 and set the viewport
fbo2.release()
# Pop fbo1 from stack, unbind the fbo and set the screen viewport
fbo1.release()
```

Using context managers:

```
with fbo1:
    with fbo2:
        with fbo2:
            pass
```

This is especially useful in realation to the `draw` method in effects. The last parameter is the target FBO. The effect will never know if the FBO passed in is the fake window FBO or an actual FBO. It might also do offscreen rendering to its own fbos and things start get get really ugly.

The FBO stack makes this fairly painless.

By using the `bind_target` decorator on the `draw` method of your effect you will never need to think about this issue. Not having to worry about resporting the viewport size is also a huge burden off our shoulders.

```
@effect.bind_target
def draw(self, time, frametime, target):
    # ...
```

There are of course ways to bypass the stack, but should be done with extreme caution.

class `demosys.opengl.fbo.`**FBO**

　　Bases: `object`

　　Frame buffer object

add_color_attachment(*texture*)
    Add a texture as a color attachment.

> **Parameters texture** – The Texture object

bind(*stack=True*)
    Bind FBO adding it to the stack.

> **Parameters stack** – (bool) If the bind should push the current FBO on the stack.

check_status()
    Checks the completeness of the FBO

clear()
    Clears the FBO using `glClear`.

classmethod **create**(*width*, *height*, *depth=False*, *stencil=True*, *internal_format=GL_RGBA8*, *format=GL_RGBA*, *type=GL_UNSIGNED_BYTE*)
    Convenient shortcut for creating single color attachment FBOs

> **Parameters**
>
>   - **width** – Color buffer width
>
>   - **height** – Coller buffer height
>
>   - **depth** – (bool) Create a depth attachment
>
>   - **stencil** – (bool) Create a stencil attachment
>
>   - **internal_format** – The internalformat of the color buffer
>
>   - **format** – The format of the color buffer
>
>   - **type** – The type of the color buffer
>
> **Returns** A new FBO

release(*stack=True*)
    Bind FBO popping it from the stack

> **Parameters stack** – (bool) If the bind should be popped form the FBO stack.

set_depth_attachment(*texture*)
    Set a texture as depth attachment.

> **Parameters texture** – The Texture object

size
    Attempts to determine the pixel size of the FBO. Currently returns the size of the first color attachment. If the FBO has no color attachments, the depth attachment will be used. Raises `FBOError` if the size cannot be determined.

> **Returns** (w, h) tuple representing the size in pixels

Timers

Timers are classes keeping track of time passing these time values to the effect's `draw` methods. We should assume that time can move in any direction at any speed. Time is always reported as a float in seconds.

The default timer if not specified in settings:

```
TIMER = 'demosys.timers.Timer'
```

This is a simple timer starting at 0 when effects start drawing. All timers should respond correctly to pause `SPACE`.

Standard Timers

- `demosys.timers.Timer`: Default timer just tracking time in seconds

- `demosys.timers.Music`: Timer playing music reporting duration in the song

- `demosys.timers.RocketTimer`: Timer using the rocket sync system

- `demosys.timers.RocketMusicTimer`: Timer using the rocket sync system with music playback

Custom Timer

You create a custom timer by extending `demosys.timers.base.BaseTimer`.

Effect Managers

An effect manager is responsible of:

- Instantiating effects

- Knowing what effect should be drawn based in some internal state

- Reading keyboard events if this is needed (optional)

This is an example of the default `SingleEffectManager`.

```python
class SingleEffectManager(BaseEffectManger):
    """Run a single effect"""
    def __init__(self, effect_module=None):
        """
        Initalize the manager telling it what effect should run.

        :param effect_module: The effect module to run
        """
        self.active_effect = None
        self.effect_module = effect_module

    def pre_load(self):
        """
        Initialize the effect that should run.
        """
        # Instantiate all registered effects
        effect_list = [cfg.cls() for name, cfg in effects.effects.items()]
        # Find the single effect we are supposed to draw
        for effect in effect_list:
            if effect.name == self.effect_module:
                self.active_effect = effect

        # Show some modest anger when we have been lied to
        if not self.active_effect:
            print("Cannot find effect '{}'".format(self.active_effect))
            print("Available effects:")
            print("\n".join(e.name for e in effect_list))
            return False
```

```
        return True

    def post_load(self):
        return True

    def draw(self, time, frametime, target):
        """This is called every frame by the framework"""
        self.active_effect.draw(time, frametime, target)

    def key_event(self, key, scancode, action, mods):
        """Called on most key presses"""
        print("SingleEffectManager:key_event", key, scancode, action, mods)
```

It's important to understand that `pre_load` is called before resources are loaded and this is the correct place to instantiate effects. `post_load` is called right after loading is done.

The `draw` method is called every frame and you will have to send this to the effect you want to draw.

The `key_events` method will trigger on key presses.

BaseEffectManger

class `demosys.effects.managers.`**`BaseEffectManger`**
> Base effect manager. A manager is responsible for figuring out what effect should be drawn at any given time.

> **draw**(*time*, *frametime*, *target*)
>> Called by the system every frame. This method should be overridden.
>>
>>> **Parameters**
>>>
>>> - **time** – The current time in seconds
>>>
>>> - **frametime** – The time one frame should take in seconds
>>>
>>> - **target** – The target FBO

> **key_event**(*key*, *scancode*, *action*, *mods*)
>> Forwarded (unconsumed) key events from the system. See glfw's key events for detailed information.
>>
>>> **Parameters**
>>>
>>> - **key** – The keyboard key that was pressed or released.
>>>
>>> - **scancode** – The system-specific scancode of the key.
>>>
>>> - **action** – GLFW_PRESS, GLFW_RELEASE or GLFW_REPEAT
>>>
>>> - **mods** – Bit field describing which modifier keys were held down.

> **post_load**()
>> Called after resources are loaded. This method should be overridden.

> **pre_load**()
>> Called after OpenGL context creation before resources are loaded. This method should be overridden.

Geometry

Write stuff here.

The geometry Module

Write stuff here.

Creating Custom Geometry

Write stuff here.

Audio

We currently use pygame's mixer module for music playback. More work needs to be done to find a better alternative as depending on such a huge package should not be needed.

You will have to manually add pygame to your requirements and pip install the package.

In oder to get pygame to work you probably need sdl, sdl_mixer and libvorbis. These are binary dependencies and not python packages.

We need to figure out what requiremnets are actually needed.

As mentioned in readme, the state of audio is not in good shape.

The sound player an be a bit wonky at times on startup refusing to play on some platforms. We have tried a few libraries and ended up using pygame's mixer module. (Optional setup for this)

Audio Requirements:

- As the current position in the music is what all draw timers are based on, we need a library that can deliver very accurate value for this.

- Efficient and accurate seeking + pause support

- Some way to extract simple data from the music for visualisation

Matrix and Vector math with pyrr

Write stuff..

Performance

When using a high level language such as Python for real time rendering we must be extra careful with the total time we spend in Python code every frame. At 60 frames per second we only have 16 milliseconds to get the job done. This is ignoring delays or blocks caused by OpenGL calls.

Note: How important performance is will of course depend on the project. Visualization for a scientific application doing some heavy calculations would probably not need to run at 60 fps. It's also not illegal to not care about performance and just have fun.

Probably the biggest enemy to performance in python is **memory allocation**.

Try to avoid creating new objects every frame if possible. This includes all mutable data types such as lists, sets, dicts.

Another area is updating buffer object data such as VBOs and Textures. If these are of a fairly small size it might not be a problem, but do not expect Python to be able to efficiently feed CPU-generated data to OpenGL. If this data comes from a library though ctypes and we can avoid allocating the memory for the buffer each frame we might be good, but this is not always easy to determine and will needs testing.

Try to do as much as possible on the GPU. Use features like transform feedback to alter buffer data and use your creativity to find efficient solutions.

Performance in rendering is not straight forward to measure in any language. Simply adding timers in the code will not really tell us much unless we also query OpenGL about the performance.

We could also try to compile your project with pypy, but we have not tested this (yet)

We can also strive to do more with less. Rendering, in the end, is really just about creating illusions.

Temporary Notes

This needs to be restructured into actual docs.

- The `cube` objects is a `VAO` that you bind supplying the shader and the system will figure out the attribute mapping.

- You currently define vertex, fragment and geometry shader in one glsl file separated by preprocessors.

Anything we draw to the screen must be implemented as an `Effect`. If that effect is one or multiple things is entirely up to you. An effect is an individual package/directory containing an `effect.py` module. This package can also contain a `shaders` and `textures` directory that demosys will automatically find and load resources from. See the testdemo.

Explore the testdemo project, and you'll get the point.

Some babble about the current state of the project:

- All geometry must be defined using VAOs. There's a very convenient VAO class for this already making it quick and easy to create them. Look at the `demosys.opengl.geometry` module for examples.

- We support vertex, fragment and geometry shaders for now. A program must currently be written in one single `.glsl` file separating the shaders with preprocessors. See existing shaders in testdemo.

- The Shader class will inspect the linked shader and cache all attributes and uniforms in local dictionaries. This means all `uniform*`-setters use the name of the uniform instead of the location. Location is resolved internally in the object/class.

- The VAOs `bind(..)` requires you to pass in a shader. This is because the VAO will automatically adapt to the attributes in your shader. During the VAO creation you need to make the name mapping to the attribute name. If you have a VAO with positions, normals, uvs and tangents and pass in a shader that only use position (or any other combination of attributes in the VAO); the VAO class will on-the-fly generate a version internally with only positions.

- The `time` value passed to the effects `draw` method is the current duration in the playing music. If no music is loaded, a dummy timer is used.

CHAPTER 2

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