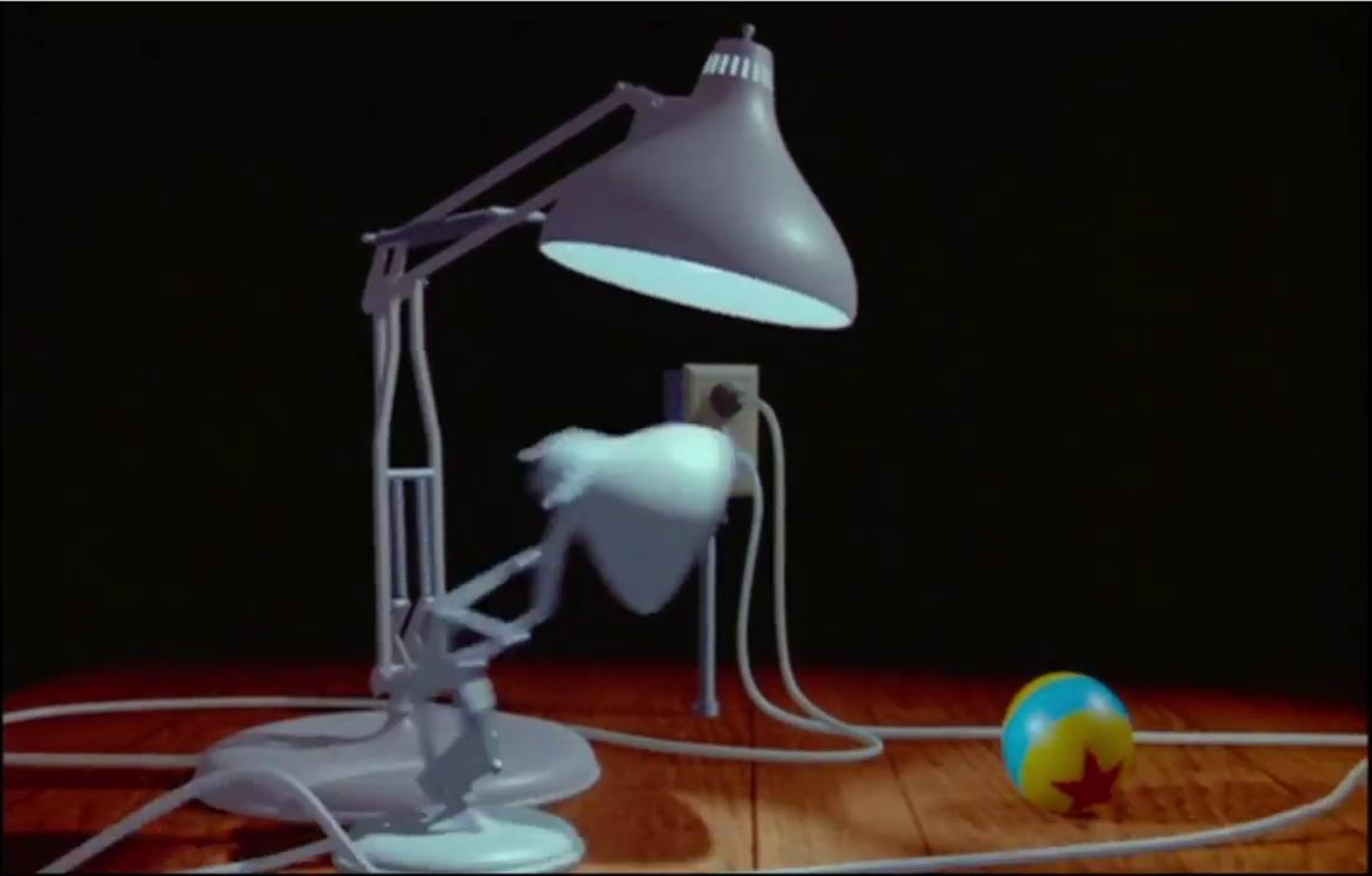
CSCI 4530/6530 Advanced Computer Graphics

https://www.cs.rpi.edu/~cutler/classes/advancedgraphics/S25/

Lecture 1: Introduction & Transformations

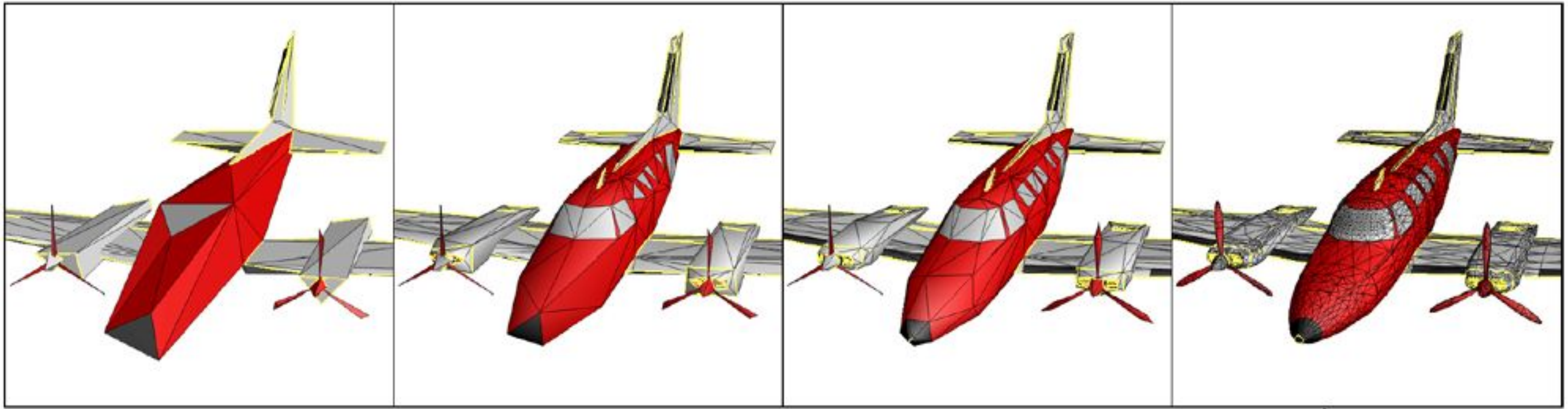
Luxo Jr., Pixar Animation Studios, 1986



Topics for the Semester

- Meshes
  - representation
  - simplification
  - subdivision surfaces
  - construction/generation
  - volumetric modeling
- Simulation
  - particle systems, cloth
  - rigid body, deformation
  - wind/water flows
  - collision detection
  - weathering
- Rendering
  - ray tracing, shadows
  - appearance models
  - local vs. global illumination
  - radiosity, photon mapping, subsurface scattering, etc.
- color theory
- procedural modeling
- texture synthesis
- non-photorealistic rendering
- hardware & more …

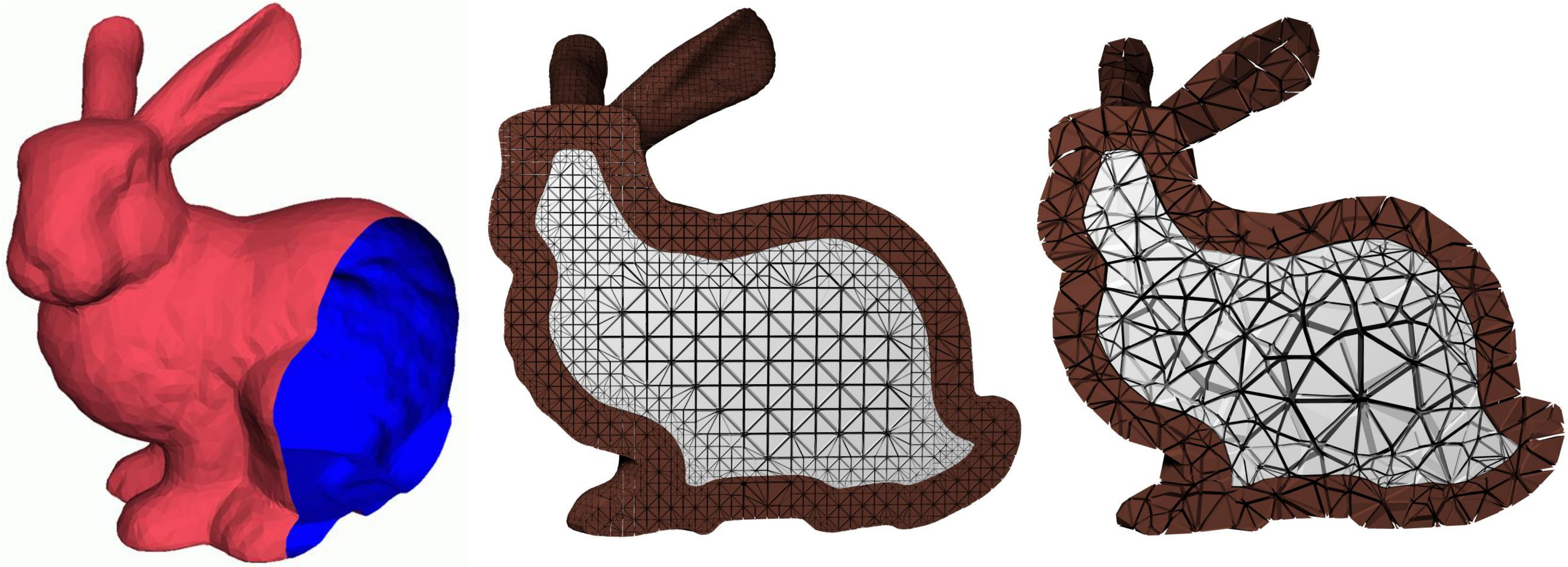
Mesh Simplification



(a) Base mesh M^0 (150 faces) (b) Mesh M^{175} (500 faces) (c) Mesh M^{425} (1,000 faces) (d) Original $\hat{M} = M^n$ (13,546 faces)

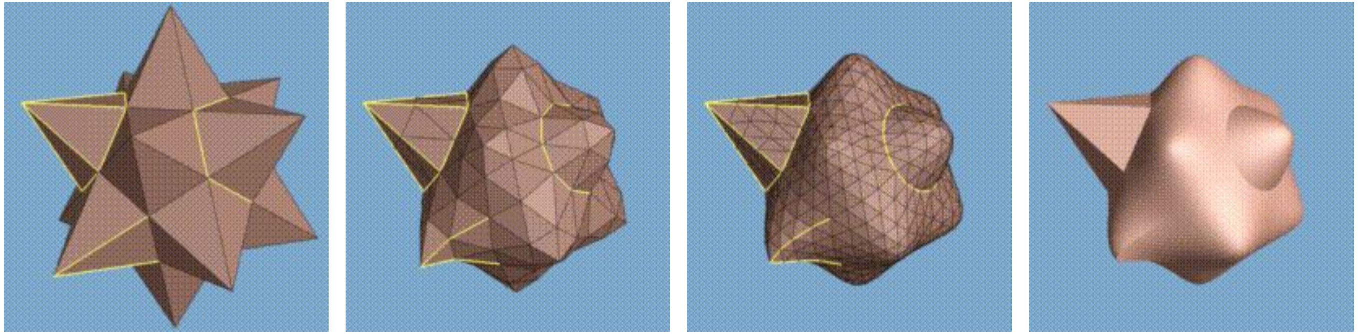
Hoppe "Progressive Meshes" SIGGRAPH 1996

Mesh Generation & Volumetric Modeling

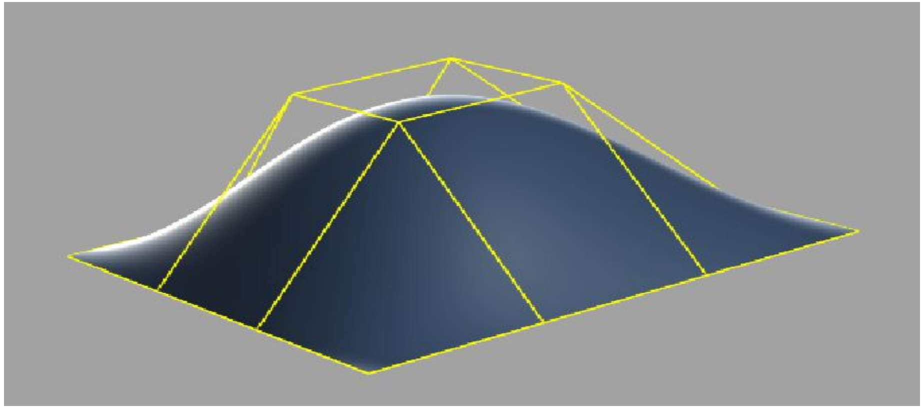


Cutler et al., "Simplification and Improvement of Tetrahedral Models for Simulation" 2004

Modeling – Subdivision Surfaces

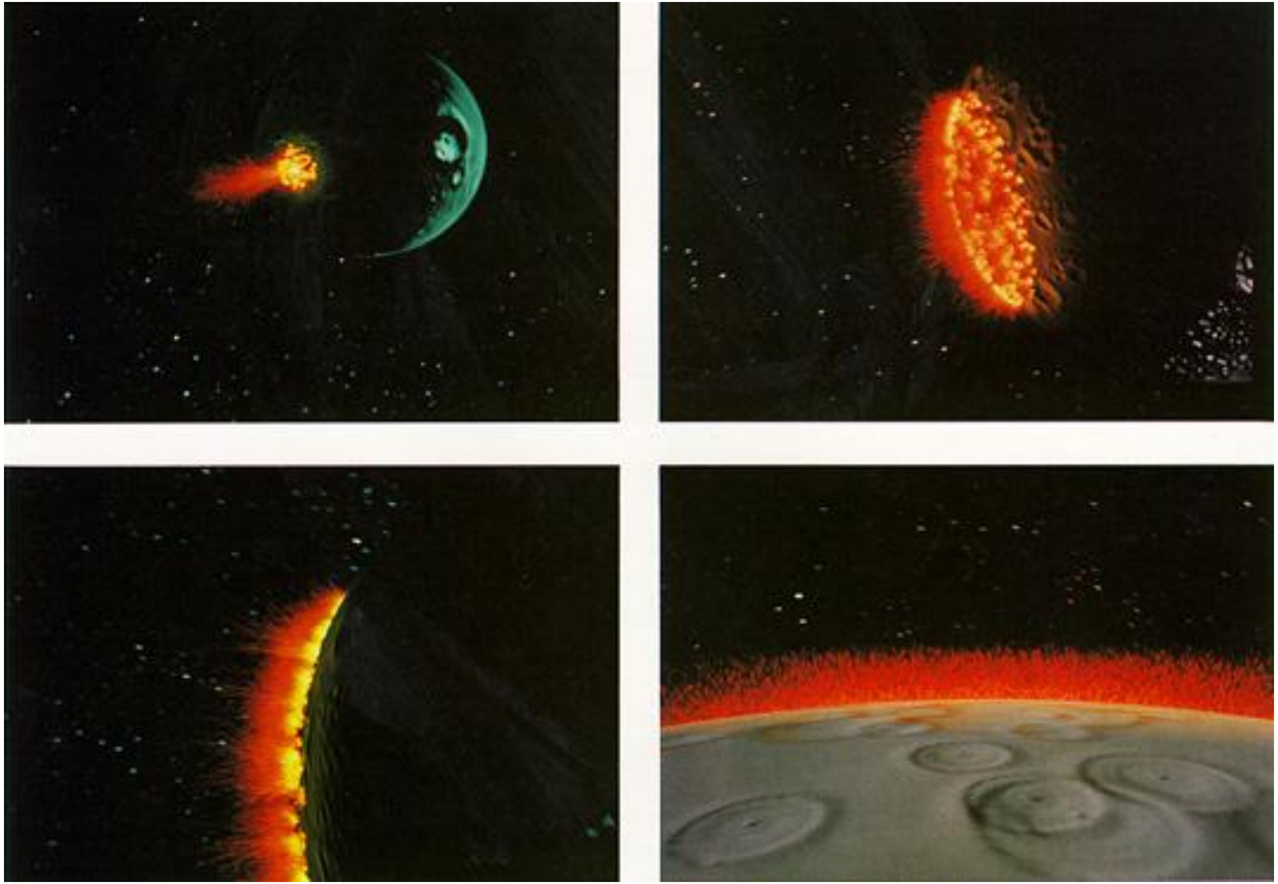


Hoppe et al., "Piecewise Smooth Surface Reconstruction" 1994



Geri's Game Pixar 1997

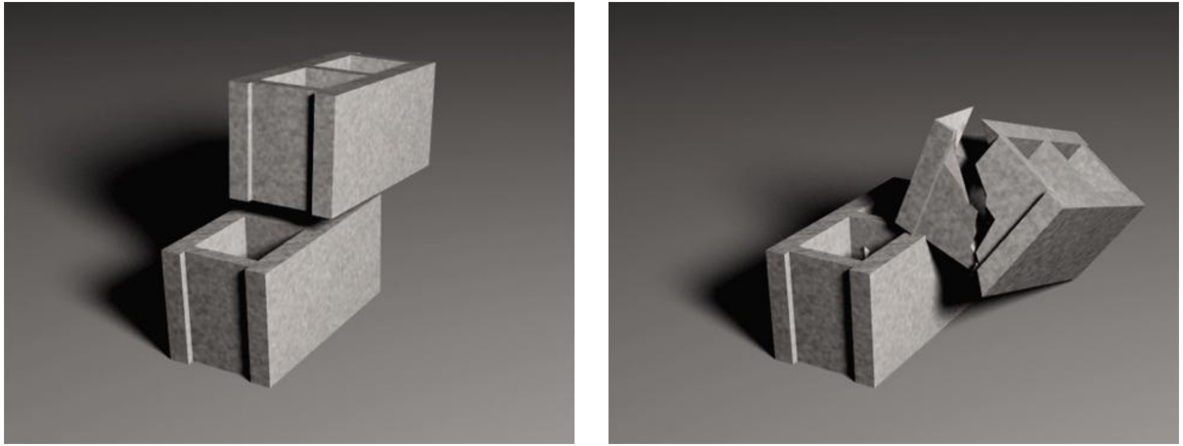
Particle Systems



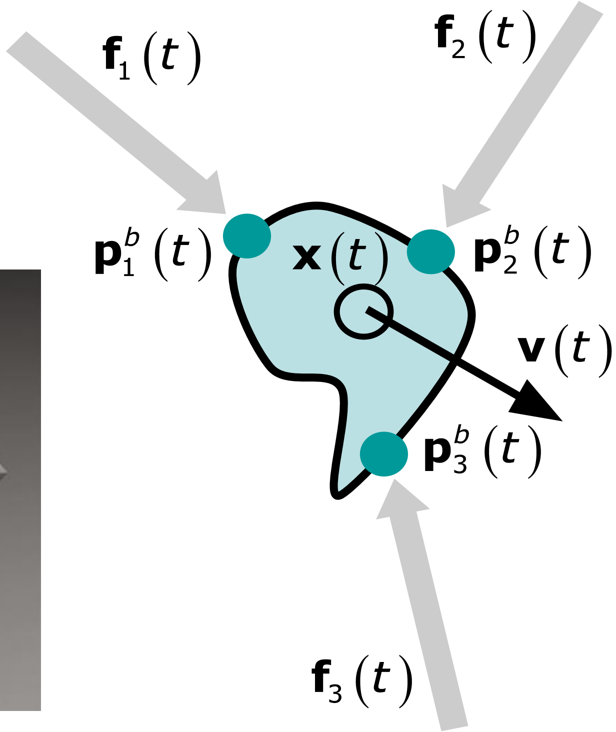
Star Trek:
The Wrath of Khan 1982

Physical Simulation

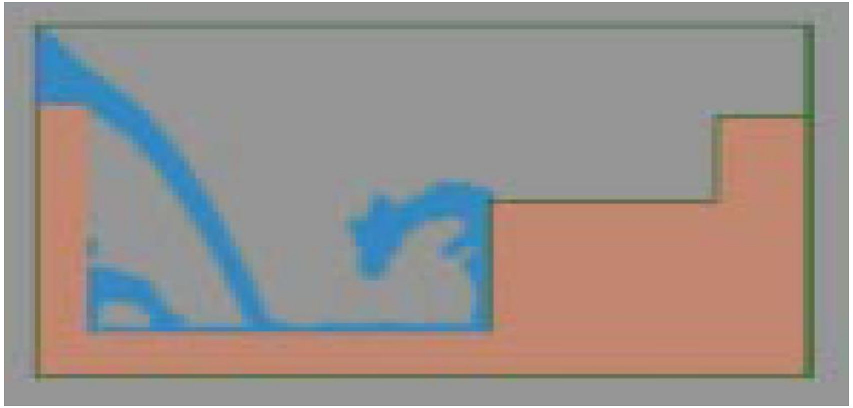
- Rigid Body Dynamics
- Collision Detection
- Fracture
- Deformation

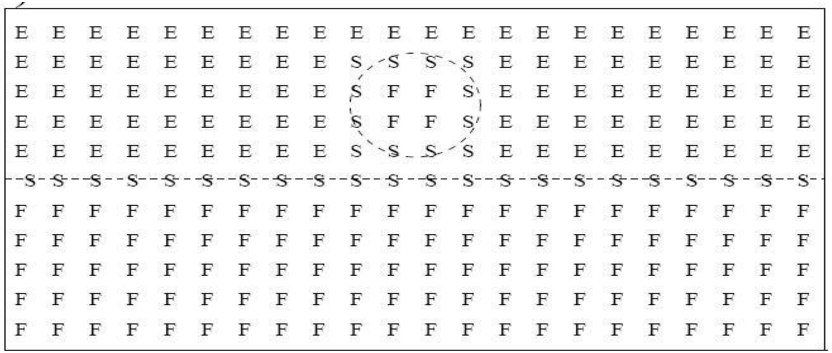


Müller et al., "Stable Real-Time Deformations" 2002



Fluid Dynamics



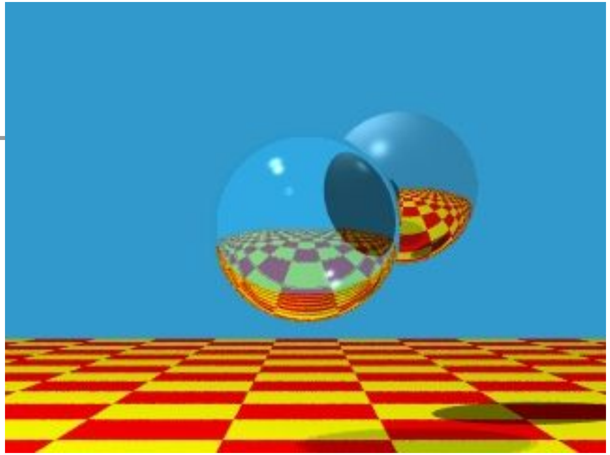


Foster & Metaxas, 1996

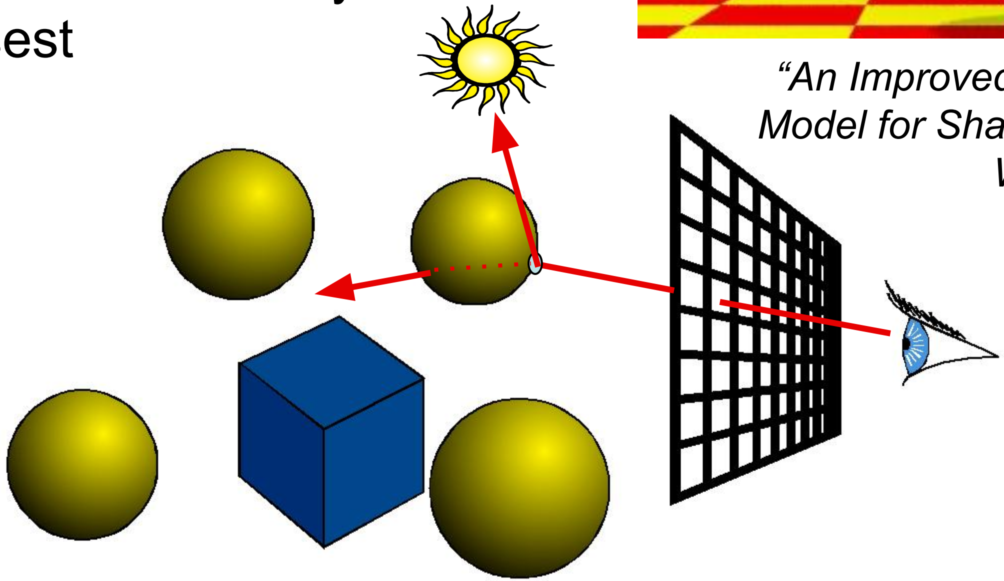
“Visual Simulation of Smoke”
Fedkiw, Stam & Jensen
SIGGRAPH 2001

Ray Casting/Tracing

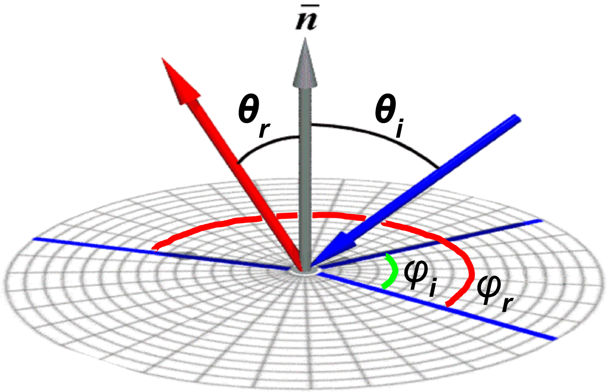
- For every pixel
  - Construct a ray from the eye
  - For every object in the scene
    - Find intersection with the ray
    - Keep the closest
- Shade (interaction of light and material)
- Secondary rays (shadows, reflection, refraction)



"An Improved Illumination Model for Shaded Display"
Whitted 1980

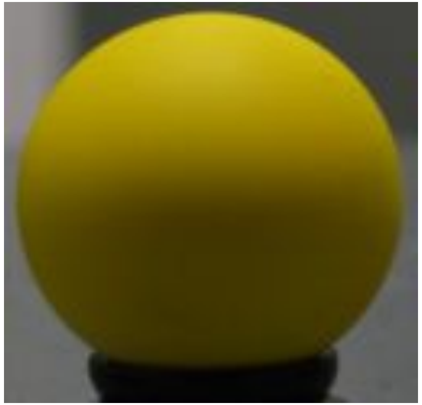


Appearance Models

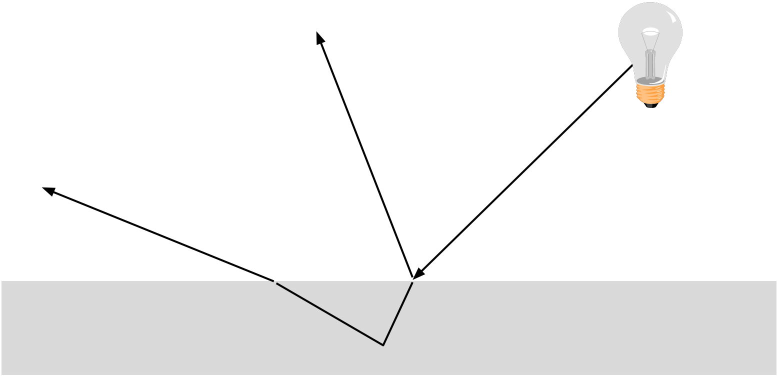


Henrik Wann Jensen

Wojciech Matusik




Subsurface Scattering



Jensen et al.,
"A Practical Model for Subsurface Light Transport"
SIGGRAPH 2001

Syllabus & Course Website

`http://www.cs.rpi.edu/~cutler/classes/advancedgraphics/S25/`

- Which version should I register for?
  CSCI 6530 : 4 units of graduate credit
  CSCI 4530 : 4 units of undergraduate credit

- This is an intensive course aimed at graduate students and undergraduates interested in graphics research, involving significant reading & programming each week.

  Taking this course in a 5 course / overload semester is discouraged

Grades

- This course counts as "communications intensive" for undergraduates. As such, you must satisfactorily complete all readings, presentations, project reports to pass the course.

- As this is an elective (not required) course, I expect to grade this course:

  "A", "A-", "B+", "B", "B-", or "F"

  Don't expect C or D level work to "pass"

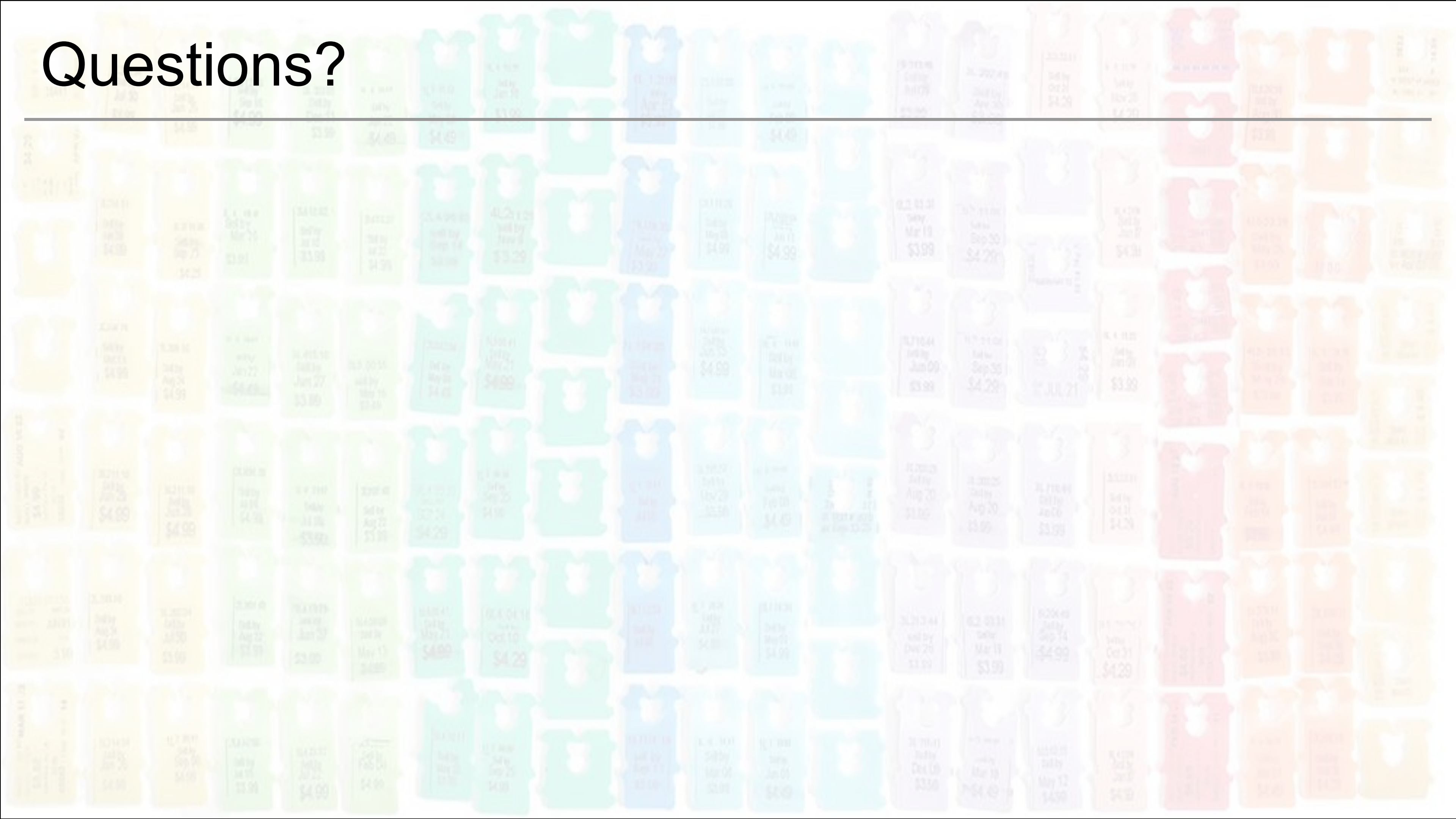
  I don't want to give any "F"s

Lecture Attendance/Participation

- Lecture will be discussion-intensive
  - We will discuss research papers
  - We will do worksheets in groups of 2 or 3

- You are expected to regularly attend and participate during *in person* lectures
  - Recorded lectures from a prior term will be recorded & posted on the calendar
  - If illness or other appropriate absence force you to miss *more than 2 lectures* throughout the term, a formal excused absence will be required

Questions?



Today

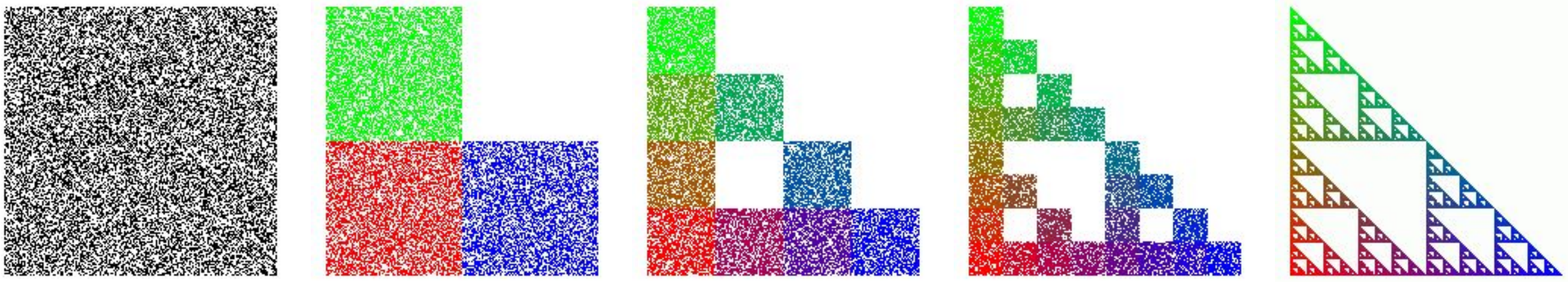
- Course Overview
- Classes of Transformations
- Representing Transformations
- Combining Transformations
- Orthographic & Perspective Projections
- Example: Iterated Function Systems (IFS)

What is a Transformation?

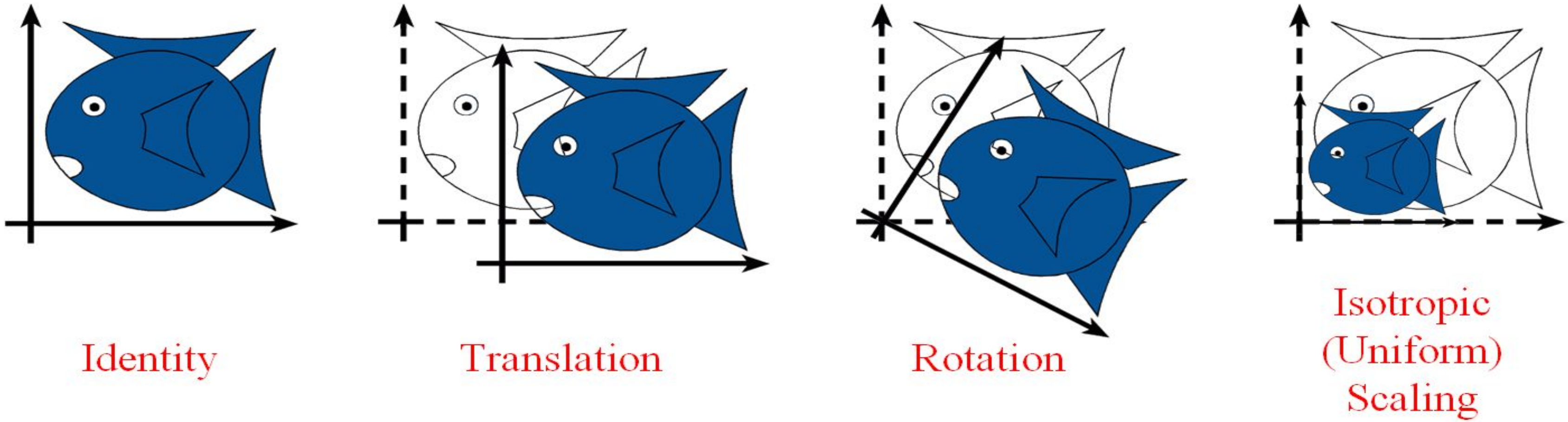
- Maps points (x, y) in one coordinate system to points (x', y') in another coordinate system

$$x' = ax + by + c$$
$$y' = dx + ey + f$$

- For example, Iterated Function System (IFS):



Simple Transformations

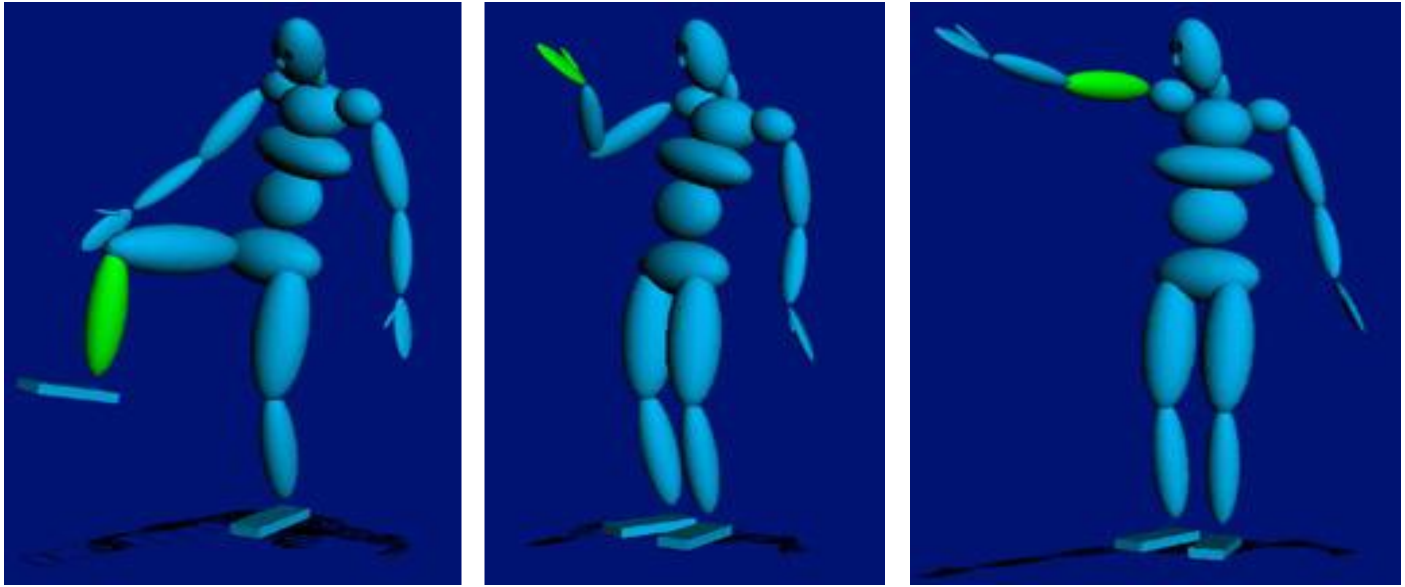


- Can be combined
- Are these operations invertible?

  Yes, except scale = 0

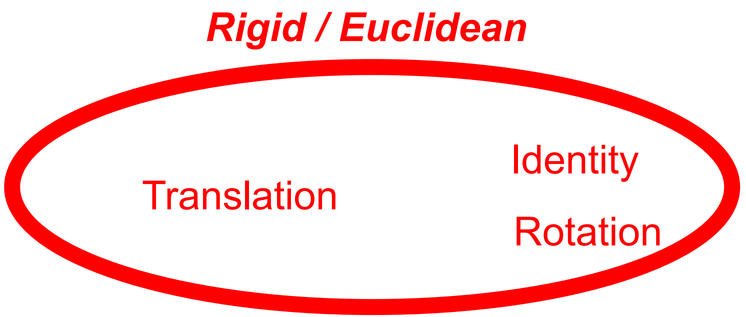
Transformations are used to:

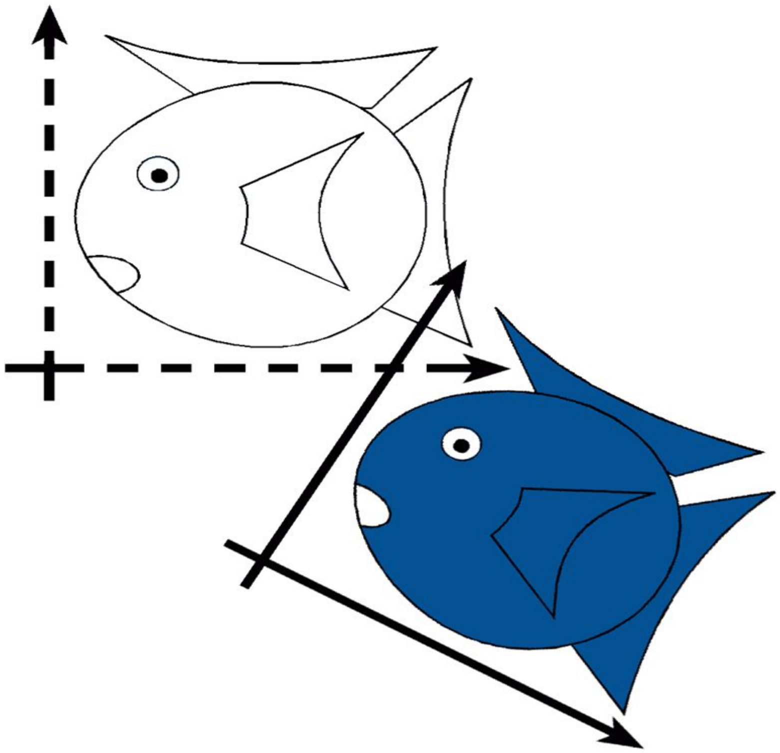
- Position objects in a scene
- Change the shape of objects
- Create multiple copies of objects
- Projection for virtual cameras
- Describe animations



Rigid-Body / Euclidean Transforms

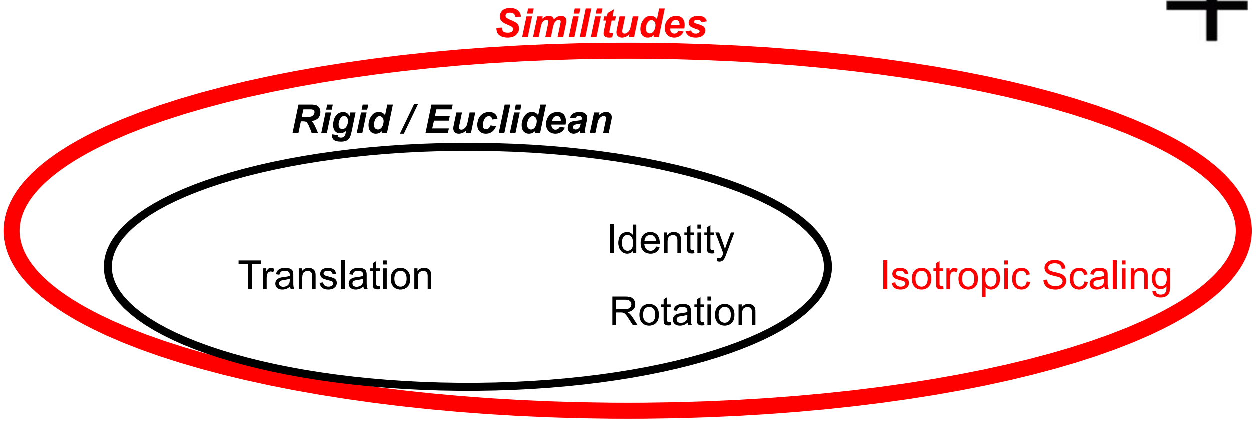
- Preserves distances
- Preserves angles

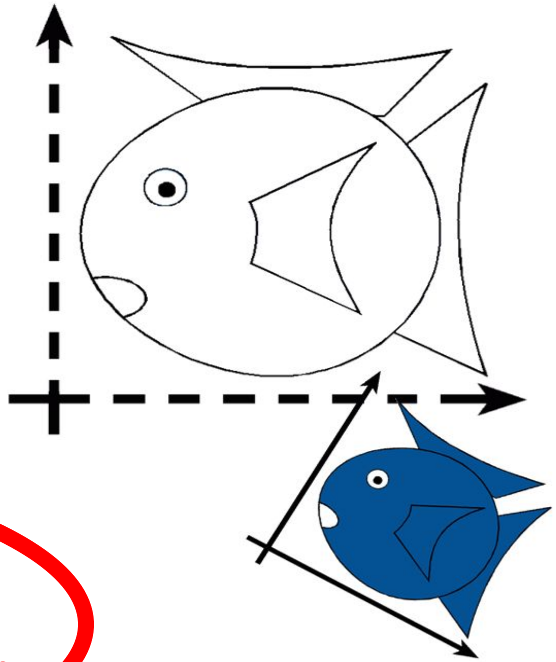




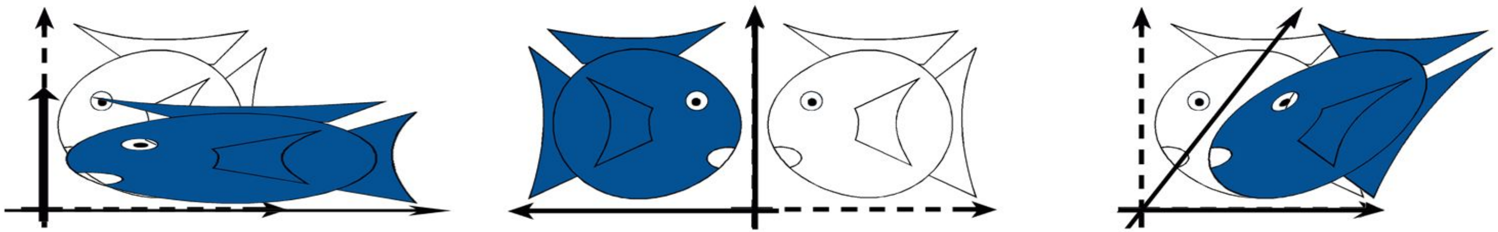
Similitudes / Similarity Transforms

- Preserves angles

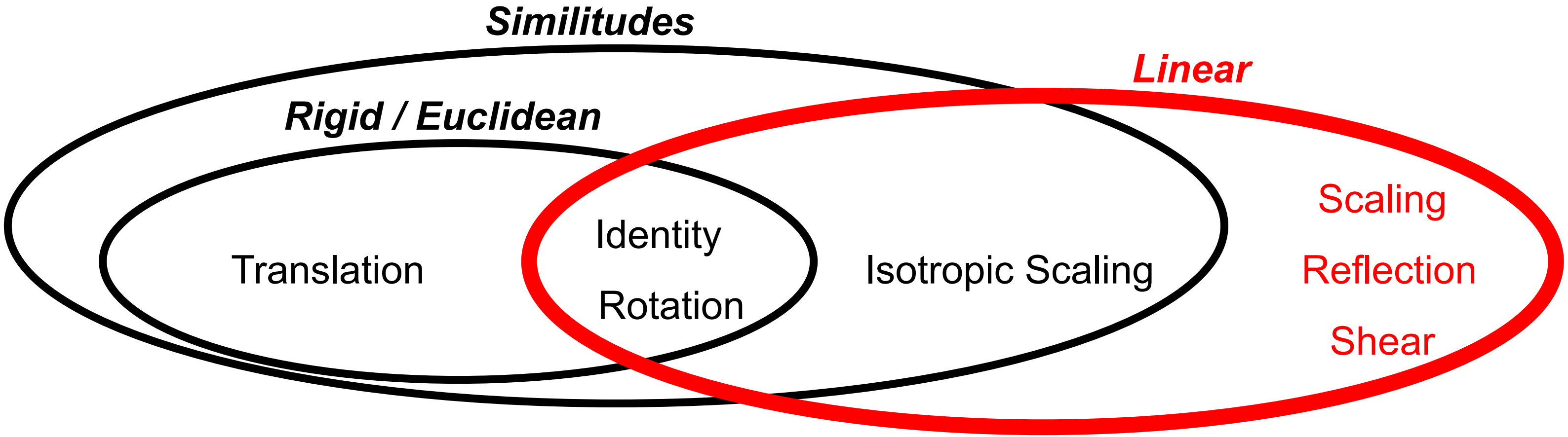




Linear Transformations



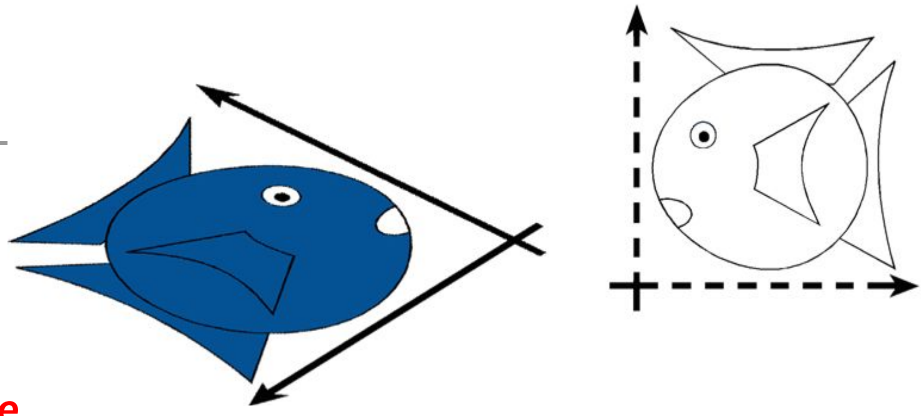
(Non-Uniform) Scaling — Reflection — Shear

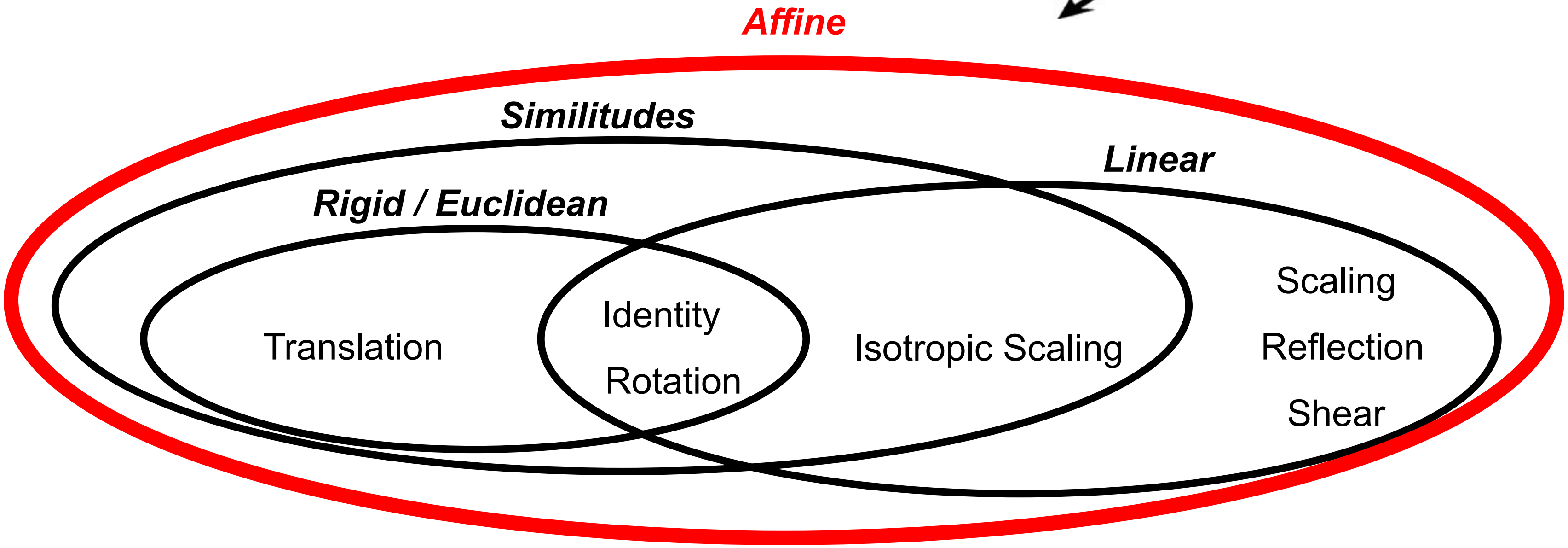


$$L(p + q) = L(p) + L(q) \qquad L(ap) = a\,L(p)$$

Affine Transformations

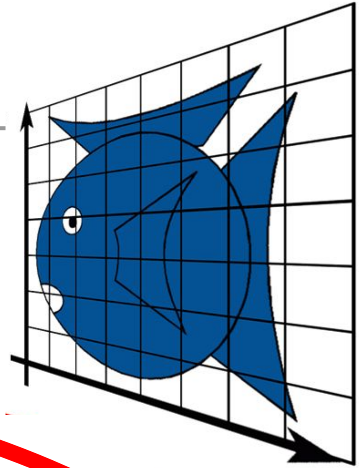
- preserves
  parallel lines

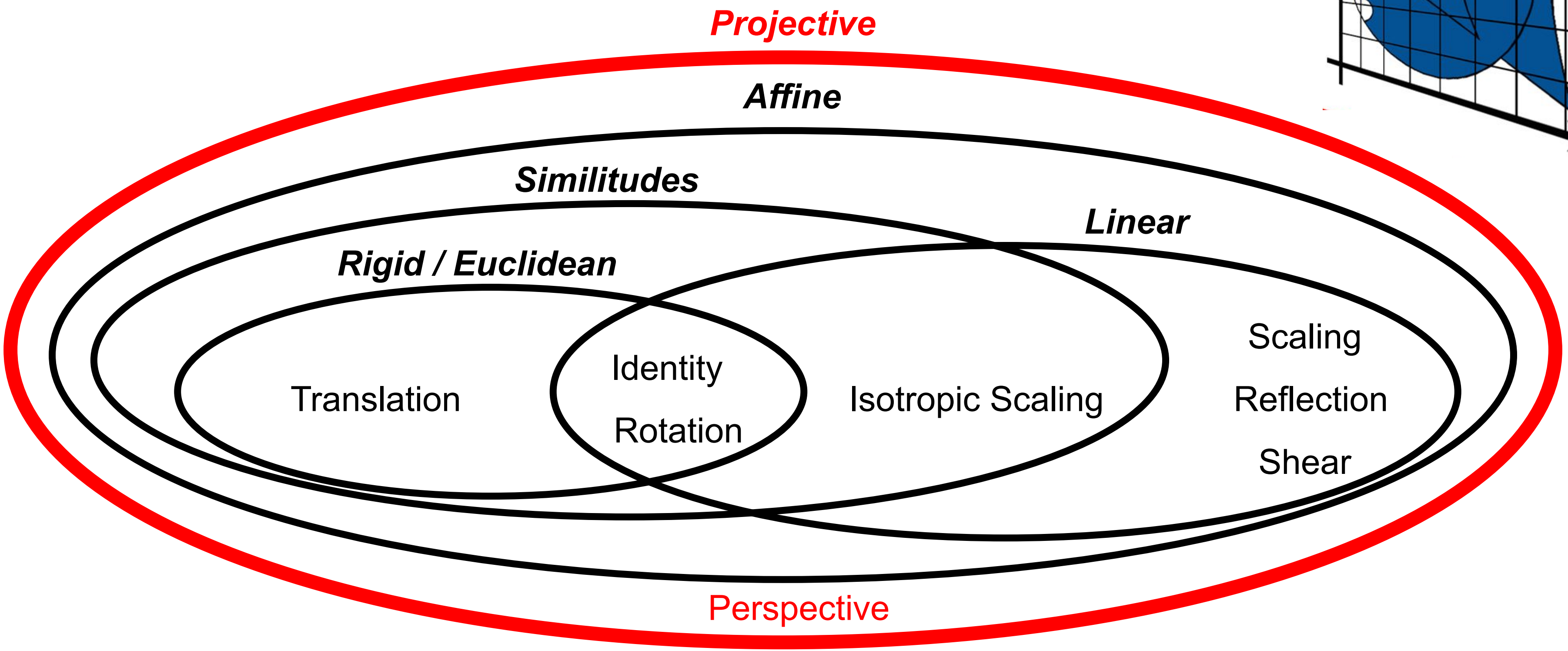




Projective Transformations

- preserves lines





General (Free-Form) Transformation

- Does not preserve lines
- Not as pervasive, computationally more involved

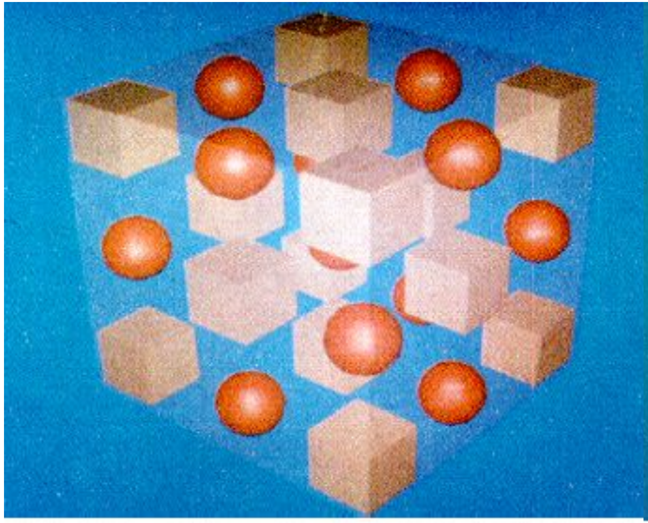


Fig 1. Undeformed Plastic

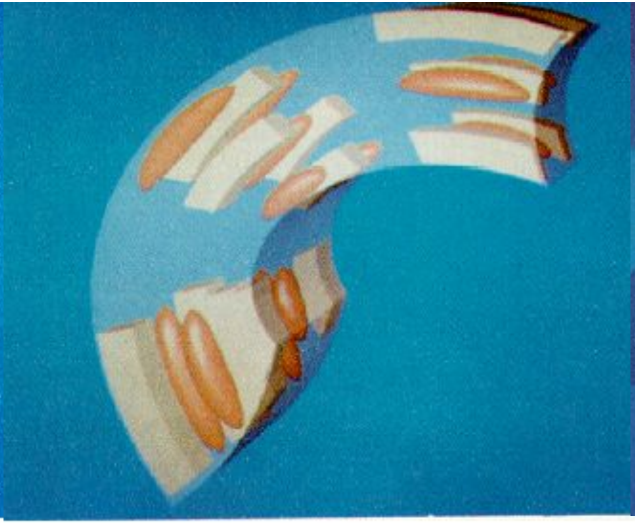


Fig 2. Deformed Plastic

Sederberg and Parry, Siggraph 1986

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How are Transforms Represented?

$$x' = ax + by + c$$
$$y' = dx + ey + f$$

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} a & b \\ d & e \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} c \\ f \end{pmatrix}$$

$$p' = M p + t$$

Homogeneous Coordinates

- Add an extra dimension
  - in 2D, we use 3 x 3 matrices
  - In 3D, we use 4 x 4 matrices
- Each point has an extra value, w

$$\begin{bmatrix} x' \\ y' \\ z' \\ w' \end{bmatrix} = \begin{pmatrix} a & b & c & d \\ e & f & g & h \\ i & j & k & l \\ m & n & o & p \end{pmatrix} \begin{bmatrix} x \\ y \\ z \\ w \end{bmatrix}$$

$$p' = \color{red}{M}\, p$$

Translation in Homogeneous Coordinates

$$x' = ax + by + c$$
$$y' = dx + ey + f$$

Affine formulation

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} a & b \\ d & e \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} c \\ f \end{pmatrix}$$

$$p' = M p + t$$

Homogeneous formulation

$$\begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} a & b & c \\ d & e & f \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix}$$

$$p' = M p$$

Homogeneous Coordinates

- Most of the time w = 1, and we can ignore it

$$\begin{bmatrix} x' \\ y' \\ z' \\ 1 \end{bmatrix} = \begin{pmatrix} a & b & c & d \\ e & f & g & h \\ i & j & k & l \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

- If we multiply a homogeneous coordinate by an *affine matrix*, w is unchanged

Homogeneous Visualization

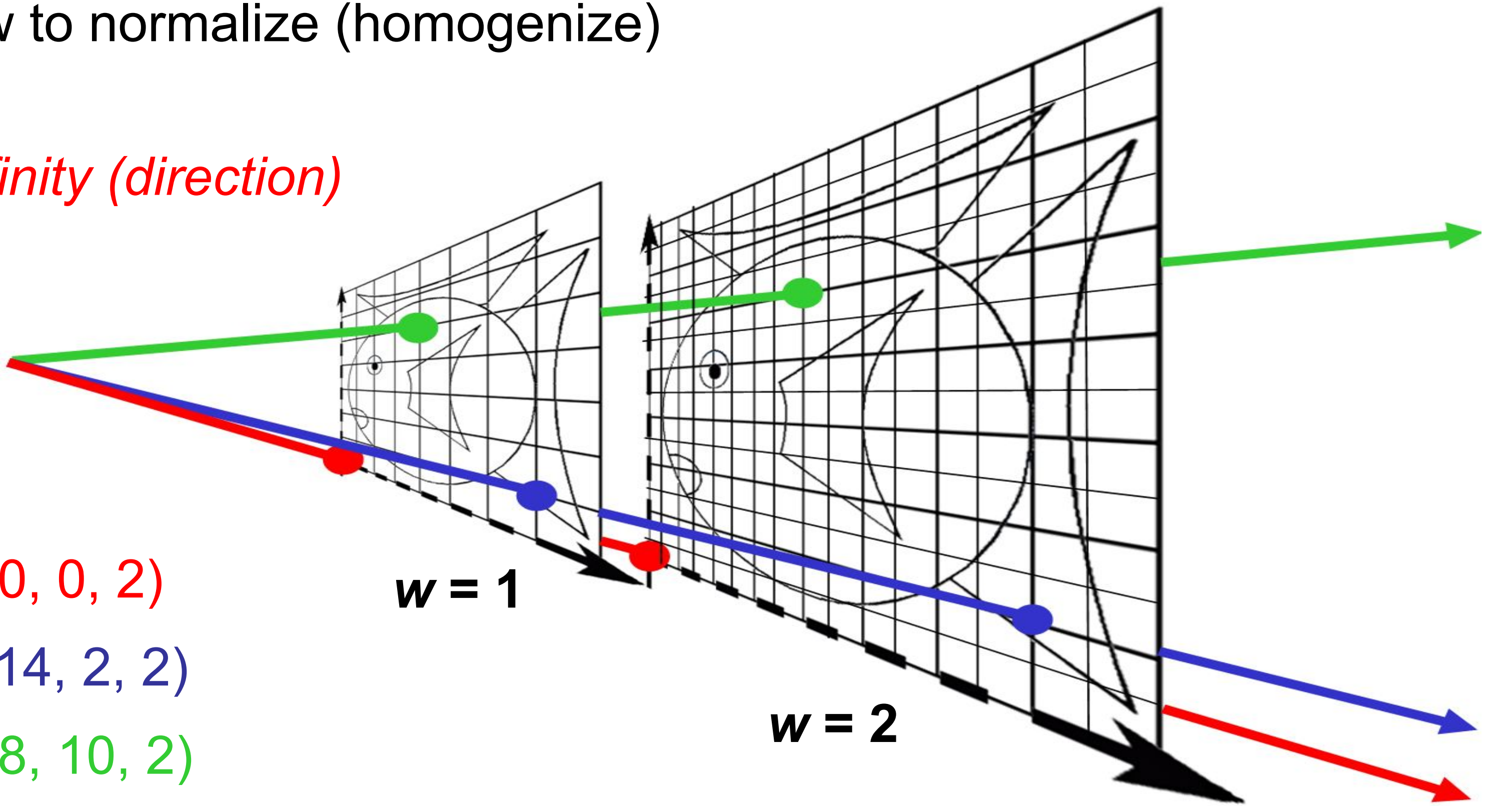
- Divide by w to normalize (homogenize)
- W = 0?

  Point at infinity (direction)

(0, 0, 1) == (0, 0, 2)

(7, 1, 1) == (14, 2, 2)

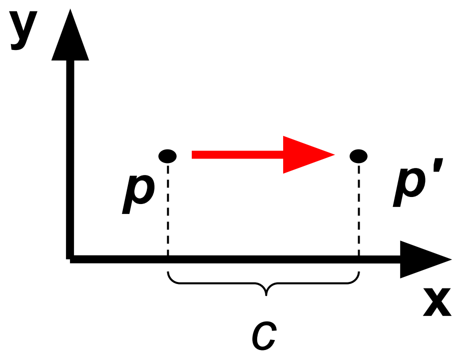
(4, 5, 1) == (8, 10, 2)



Translate (tx, ty, tz)

- Why bother with the extra dimension?
  Because now translations can be encoded in the matrix!

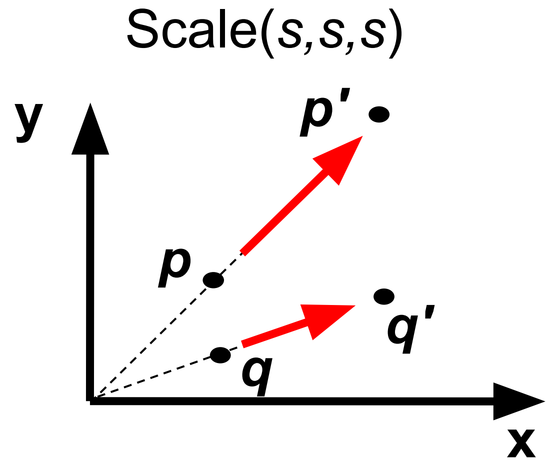
Translate(c,0,0)



$$\begin{pmatrix} x' \\ y' \\ z' \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & tx \\ 0 & 1 & 0 & ty \\ 0 & 0 & 1 & tz \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

Scale (sx, sy, sz)

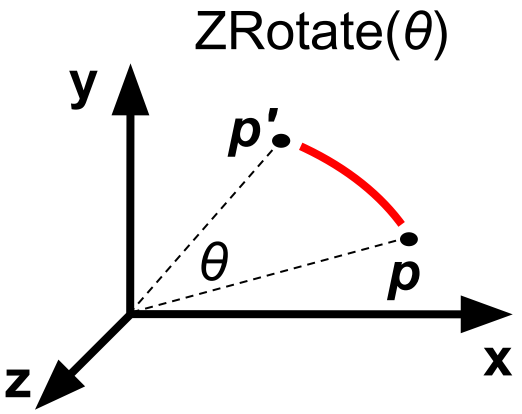
- Isotropic (uniform) scaling: $sx = sy = sz$



$$\begin{pmatrix} x' \\ y' \\ z' \\ 1 \end{pmatrix} = \begin{pmatrix} sx & 0 & 0 & 0 \\ 0 & sy & 0 & 0 \\ 0 & 0 & sz & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

Rotation

- About z axis

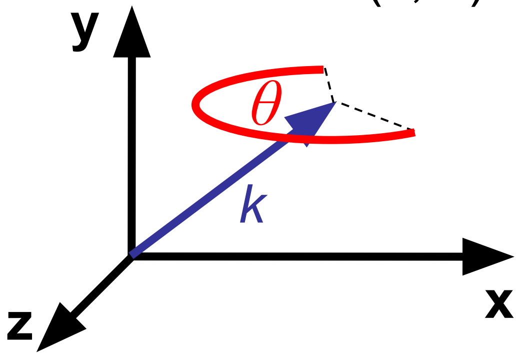


$$\begin{pmatrix} x' \\ y' \\ z' \\ 1 \end{pmatrix} = \begin{pmatrix} \cos\theta & -\sin\theta & 0 & 0 \\ \sin\theta & \cos\theta & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

Rotation

- About (k_x, k_y, k_z), a unit vector on an arbitrary axis (Rodrigues Formula)

Rotate(k, θ)



$$\begin{pmatrix} x' \\ y' \\ z' \\ 1 \end{pmatrix} = \begin{pmatrix} k_x k_x(1-c)+c & k_z k_x(1-c)-k_z s & k_x k_z(1-c)+k_y s & 0 \\ k_y k_x(1-c)+k_z s & k_z k_x(1-c)+c & k_y k_z(1-c)-k_x s & 0 \\ k_z k_x(1-c)-k_y s & k_z k_x(1-c)-k_x s & k_z k_z(1-c)+c & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

where $c = \cos\theta$ & $s = \sin\theta$

Storage

- Often, w is not stored (then we assume it is always 1)
- Needs careful handling of direction vs. point
  - Mathematically, it is simplest is to encode directions with $w = 0$ and points with $w = 1$
  - In terms of storage, using a 3-component array for both direction and points is more efficient
  - Which requires to have special operation routines for points vs. directions

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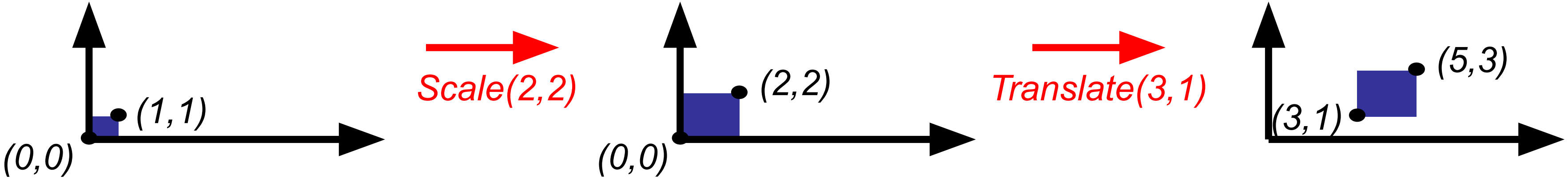
How are Transforms Combined?

Scale then Translate



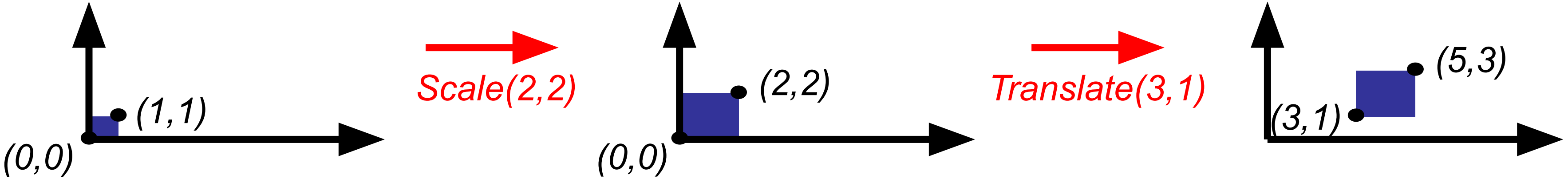
Use matrix multiplication: $p' = T(Sp) = TSp$

$$TS = \begin{pmatrix} 1 & 0 & 3 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 2 & 0 & 3 \\ 0 & 2 & 1 \\ 0 & 0 & 1 \end{pmatrix}$$

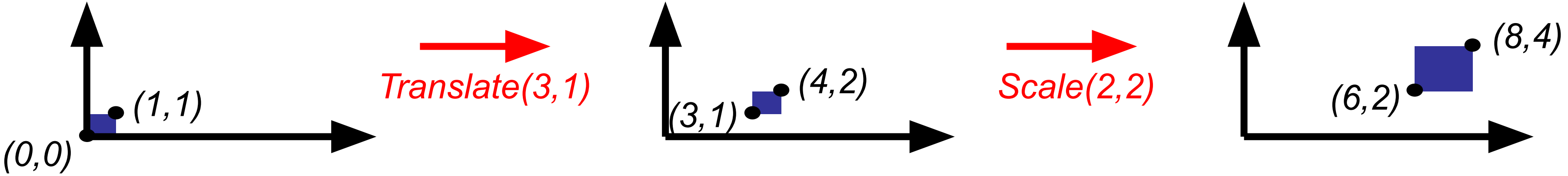
Caution: matrix multiplication is NOT commutative!

Non-Commutative Composition

Scale then Translate: $p' = T(Sp) = TSp$



Translate then Scale: $p' = S(Tp) = STp$



Non-Commutative Composition

Scale then Translate: $p' = T(Sp) = TSp$

$$TS = \begin{pmatrix} 1 & 0 & 3 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 2 & 0 & 3 \\ 0 & 2 & 1 \\ 0 & 0 & 1 \end{pmatrix}$$

Translate then Scale: $p' = S(Tp) = STp$

$$ST = \begin{pmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 & 0 & 3 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 2 & 0 & 6 \\ 0 & 2 & 2 \\ 0 & 0 & 1 \end{pmatrix}$$

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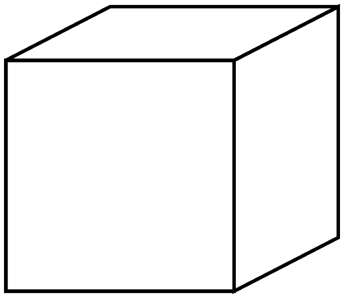
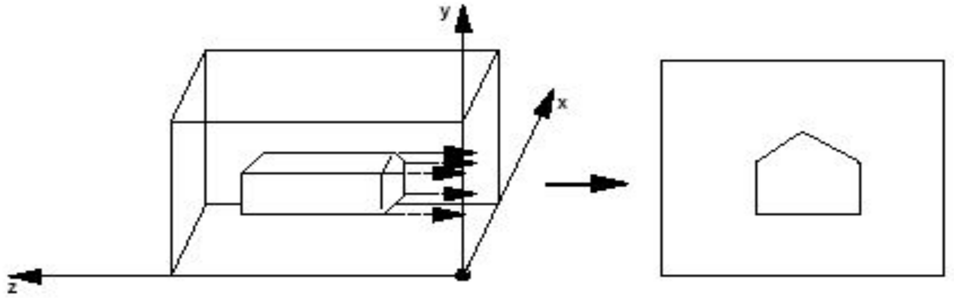
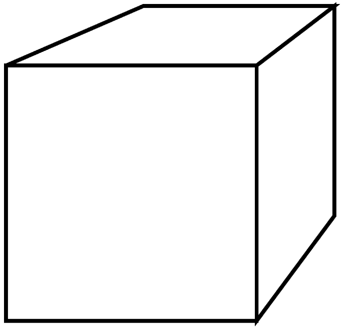
Orthographic vs. Perspective Projection

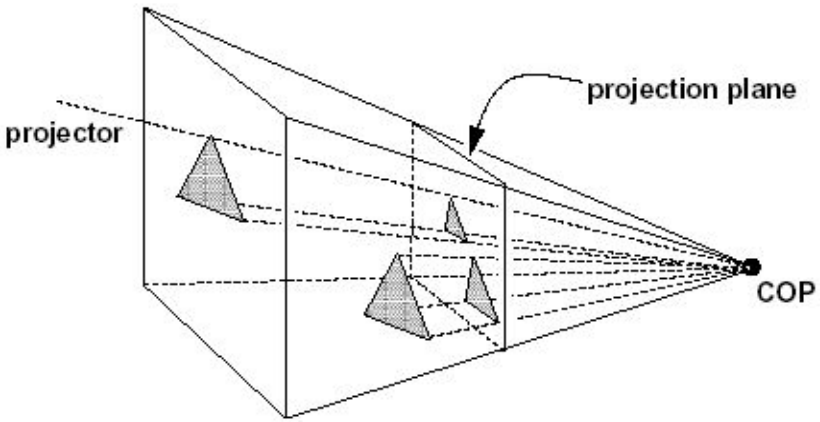
- Orthographic





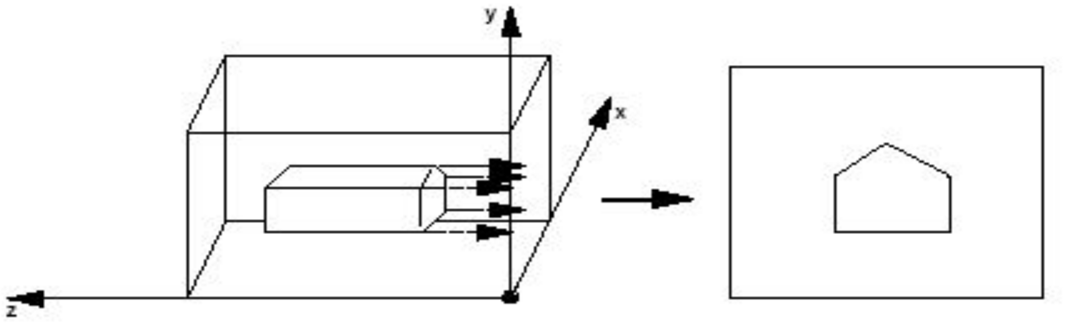
- Perspective





Simple Orthographic Projection

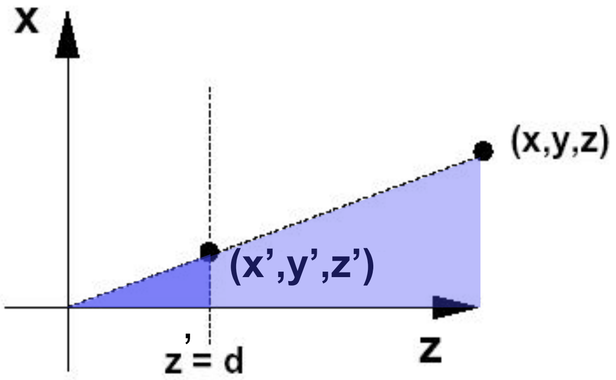
- Project all points along the *z* axis to the *z* = 0 plane



$$\begin{pmatrix} x \\ y \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

Simple Perspective Projection

- Project all points along the *z* axis to the *z* = *d* plane, eyepoint at the origin:



By similar triangles:

x'/x = d/z

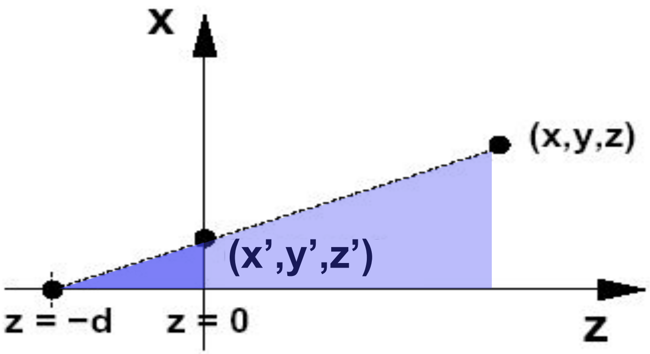
x' = (x*d)/z

homogenize

$$\begin{pmatrix} x*d/z \\ y*d/z \\ d \\ 1 \end{pmatrix} = \begin{pmatrix} x \\ y \\ z \\ z/d \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 1/d & 0 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

Alternate Perspective Projection

- Project all points along the *z* axis to the *z* = 0 plane, eyepoint at the (0,0,-*d*):



By similar triangles:

x'/x = d/(z+d)

x' = (x*d)/(z+d)

homogenize

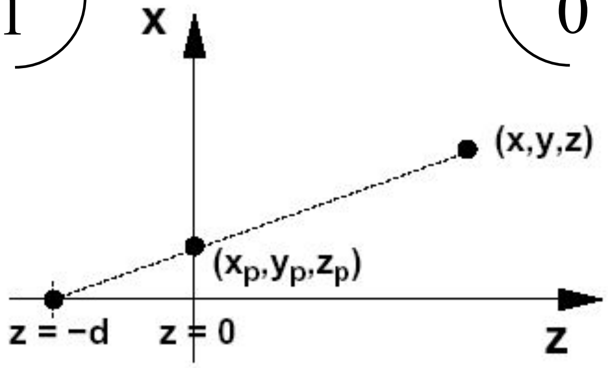
$$\begin{pmatrix} x * d/(z+d) \\ y * d/(z+d) \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} x \\ y \\ 0 \\ (z+d)/d \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1/d & 1 \end{pmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

In the limit, as $d \to \infty$

this perspective projection matrix ...

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1/d & 1 \end{pmatrix} \to \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

… is simply an orthographic projection



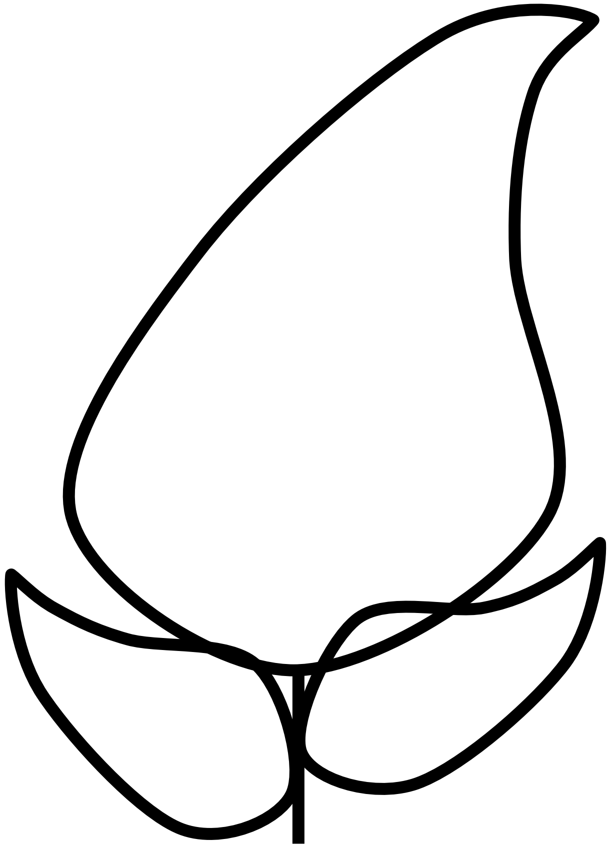
Today

- Course Overview
- Classes of Transformations
- Representing Transformations
- Combining Transformations
- Orthographic & Perspective Projections
- Example: Iterated Function Systems (IFS)

Iterated Function Systems (IFS)

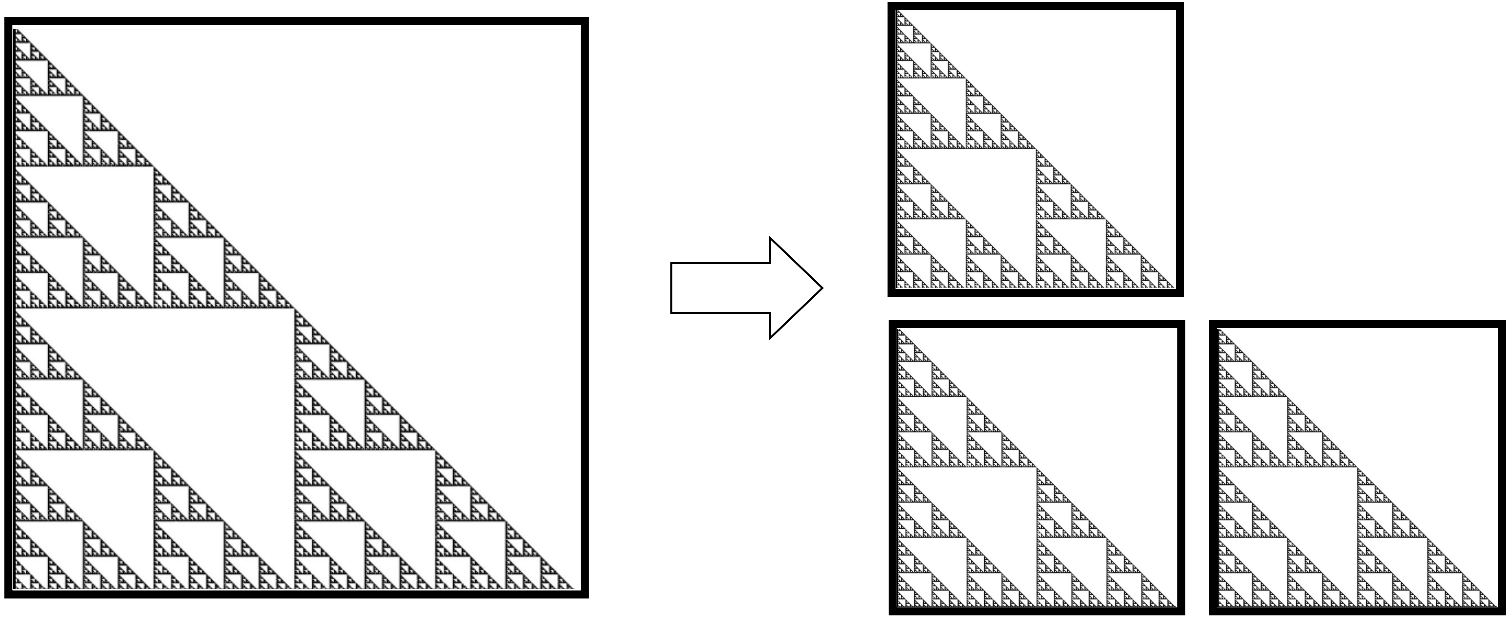
- Capture self-similarity
- Contraction (reduce distances)
- An attractor is a fixed point:

$$A = Y\ f_i\,(A)$$



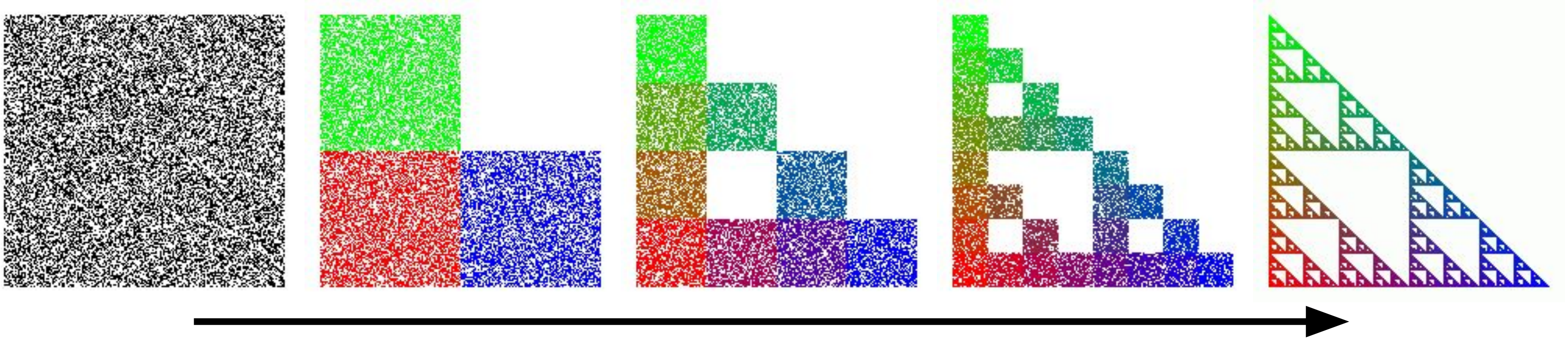
Example: Sierpinski Triangle

- Described by a set of *n* affine transformations
- In this case, $n = 3$
    - translate & scale by 0.5



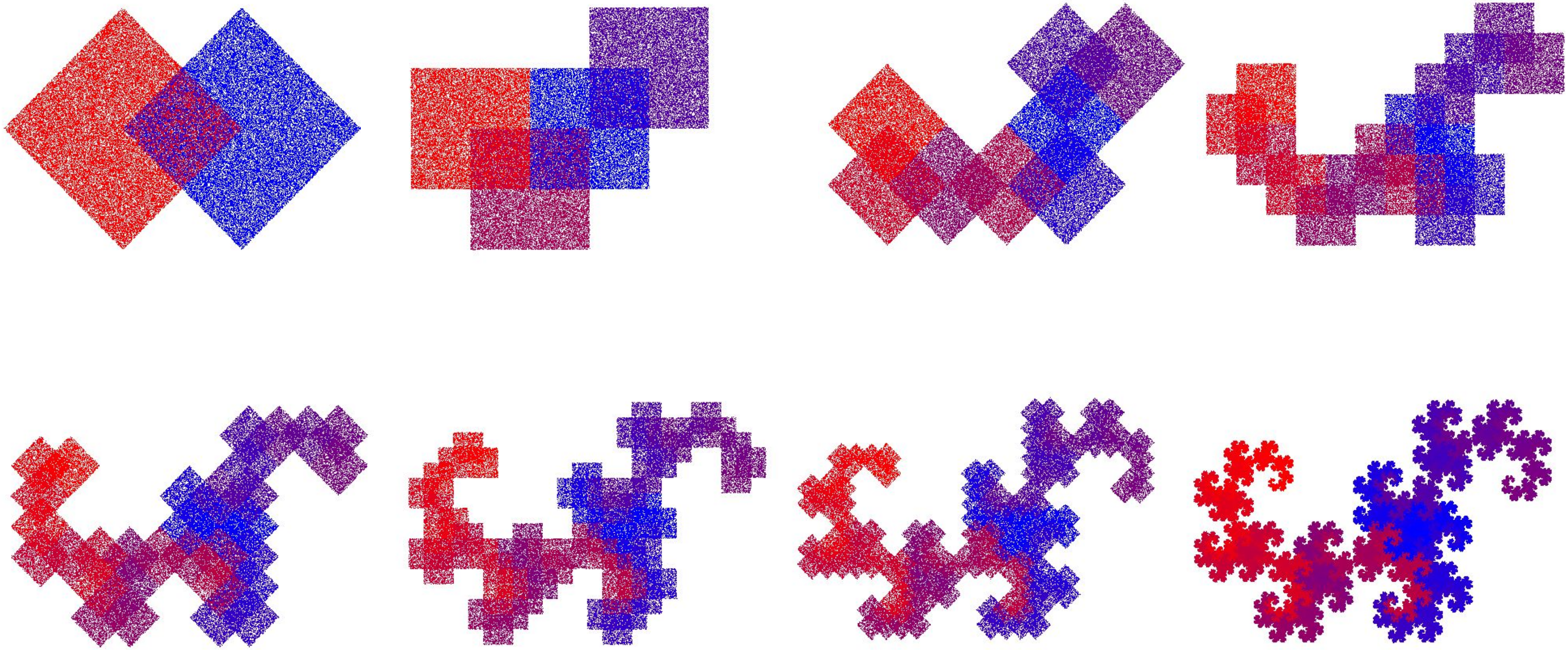
Example: Sierpinski Triangle

```
for "lots" of random input points (x0, y0)
    for j=0 to num_iters
        randomly pick one of the transformations
        (xk+1, yk+1) = fi (xk, yk)
    display (xk, yk)
```

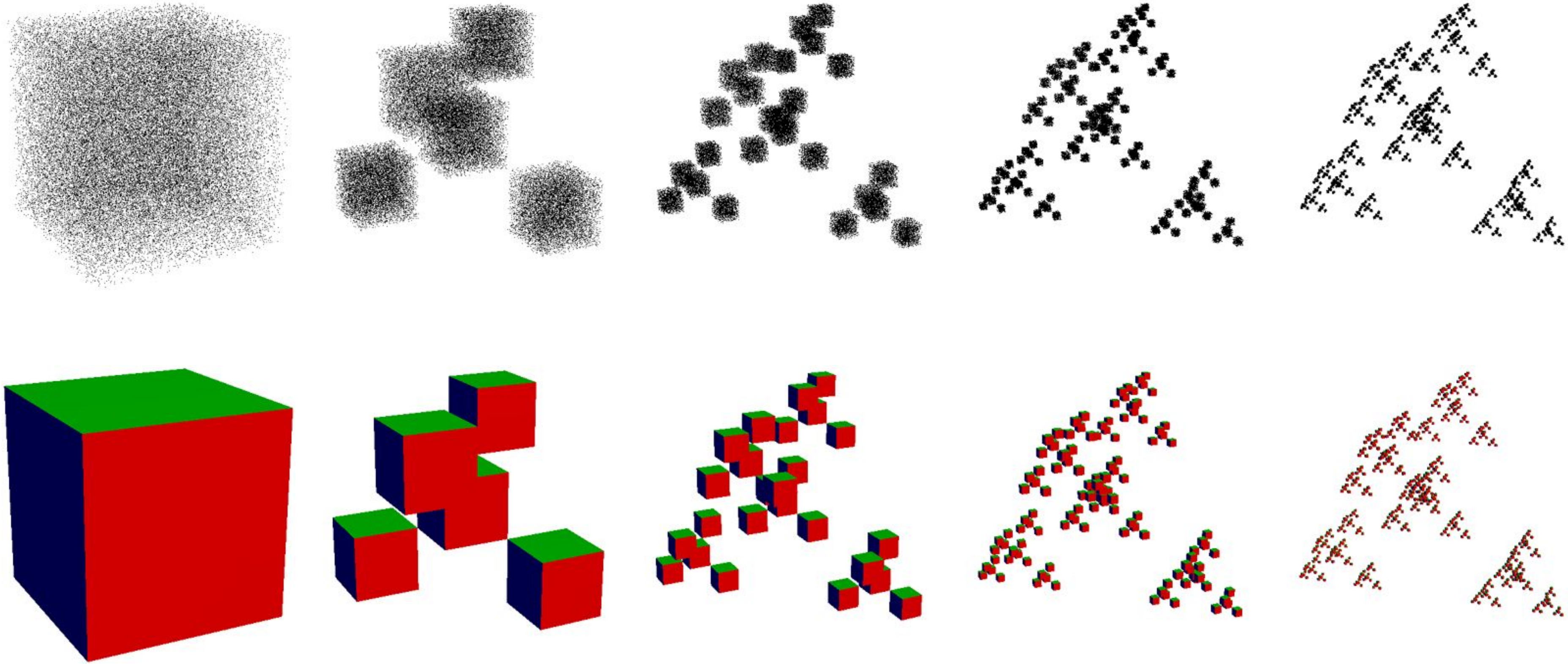


Increasing the number of iterations

Another IFS: The Dragon



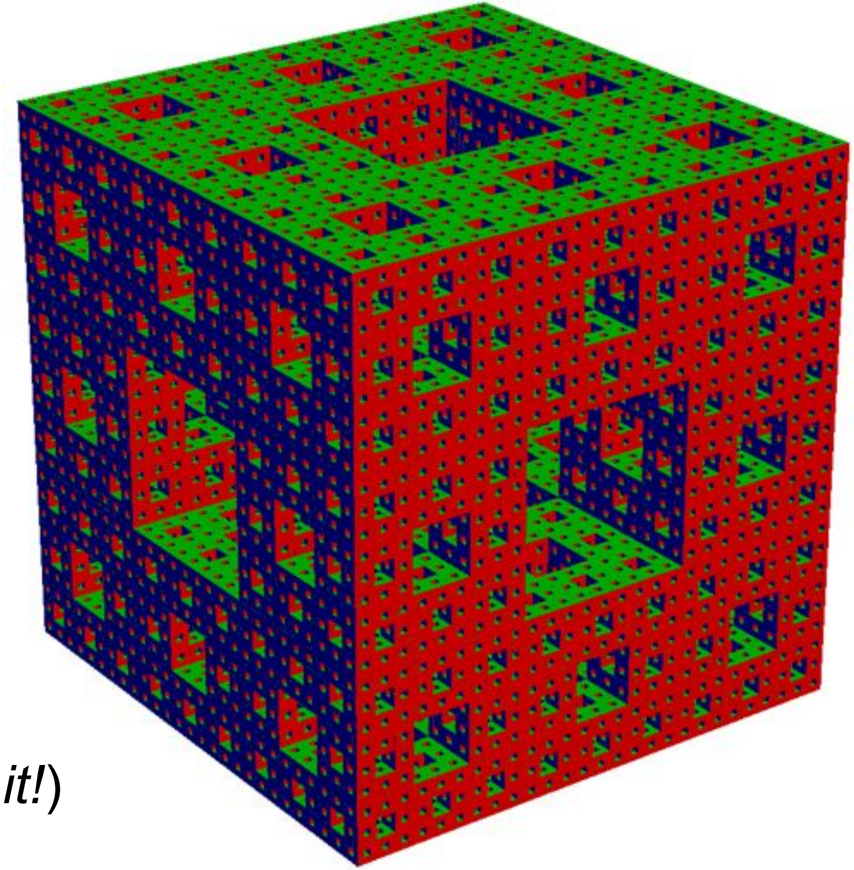
3D IFS in OpenGL / Apple Metal



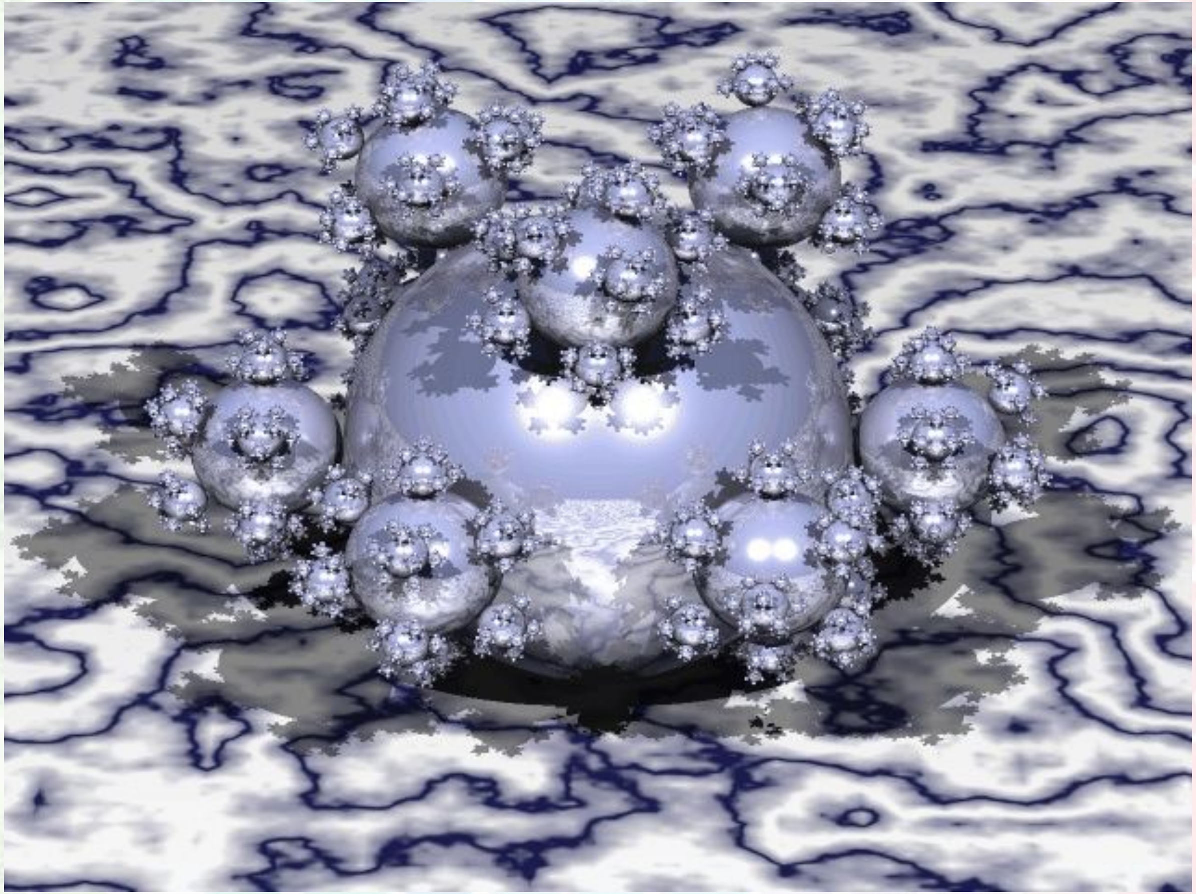
Homework 0: OpenGL/Metal Warmup

- Get familiar with:
  - C++ environment
  - OpenGL / Metal
  - Transformations
  - Simple Vector & Matrix classes

- Have Fun!
- Due ASAP (start it today!)
- ¼ of the points of the other HWs (*but you should still do it and submit it!*)



Questions?

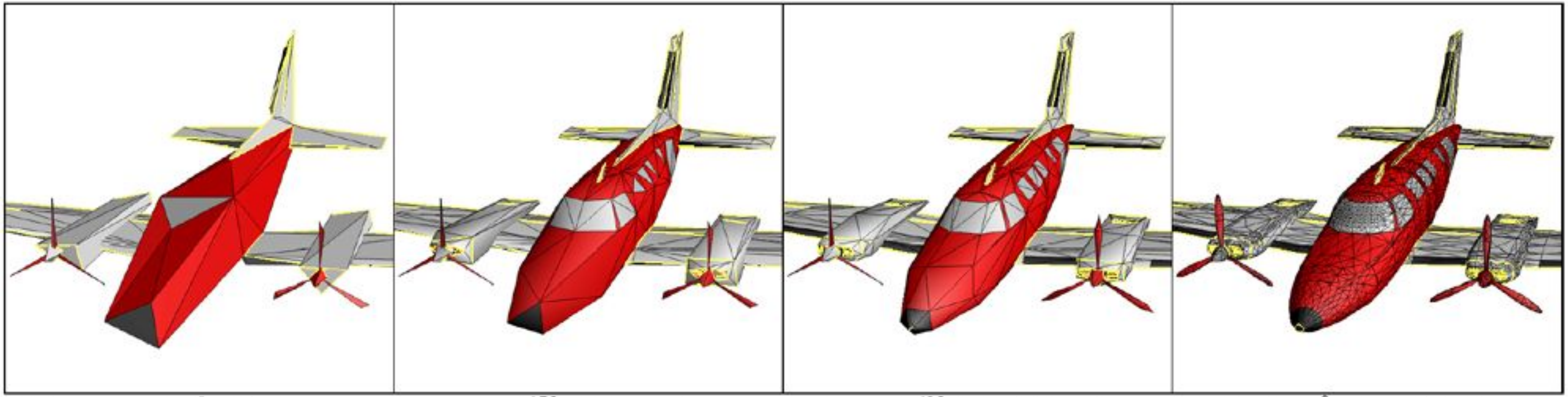


Henrik Wann Jensen

For Next Time:

We need 2 volunteers to be Discussants ***IMPORTANT: Read course webpage "Assigned Readings" & "Tips for Discussants"***

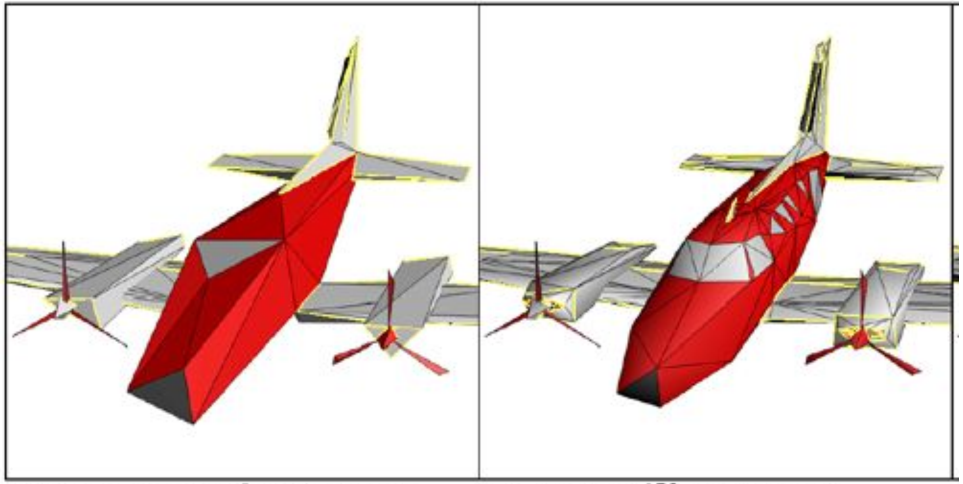
- Read Hugues Hoppe "Progressive Meshes" SIGGRAPH 1996
- Everyone will a comment or question on the course Submitty discussion forum before 10am on Friday



(a) Base mesh M^0 (150 faces) (b) Mesh M^{175} (500 faces) (c) Mesh M^{425} (1,000 faces) (d) Original $\hat{M}=M^n$ (13,546 faces)

Initial Questions about the Reading…

- How do we represent meshes?
- How to automatically decide what parts of the mesh are important / worth preserving?
- Algorithm performance:
  - memory?
  - speed?



(a) Base mesh M^0 (150 faces) (b) Mesh M^{175} (500 faces)

- What were the original target applications?
  Are those applications still valid?
  Are there other modern applications that can leverage this technique?