

3D Graphics & VR (Virtual Reality)

★ Synthetic content representation (Prof. Francisco Morán)

★ Introduction

- Spatial transforms
- Historical perspective of viewing devices

★ Modelling

- Description of each 3D object: shape & appearance [& animation $\Rightarrow$ 4D]
- Id. of [interactive] 3D scene with different objects, lights, cameras...
- Very time-consuming task for humans

★ Rendering

- 2D image/video generation from 3D/4D scene model, usually seeking photo-realism
- Approximation of physical laws through lighting models
- Very time-consuming task for computers

★ 3D scanning and applications (Prof. Luis Salgado)

Contents (1/2)

★ Introduction

★ Spatial transforms

- Types of coordinates: MC/WC/DC, affine/homogeneous, etc.
- Rendering pipeline
- Projection zoo

★ Historical perspective of viewing devices

★ Modelling

★ Static objects: description of both shape and appearance

- Shape: (“truly 3D”) solids/volumes vs. (“2,5D”) surfaces
- Appearance: colours, normals, textures
- Hybrid techniques: IB[M]R (Image-Based [Modelling and] Rendering)

★ Dynamic objects: description of their animation

- Interpolation based on key frames
- BBA (Bone-Based Animation), IK (Inverse Kinematics)

Contents (2/2)

★ Modelling (cont'd)

★ [Interactive] scenes

- Spatiotemporal object placement: scene graph
- Lights, camera[, interaction]!

★ Standards

- VRML97 & X3D
- MPEG-4
- COLLADA

★ Rendering

★ 2D techniques

★ Hidden surface removal

★ Illumination and shading (colour interpolation) models

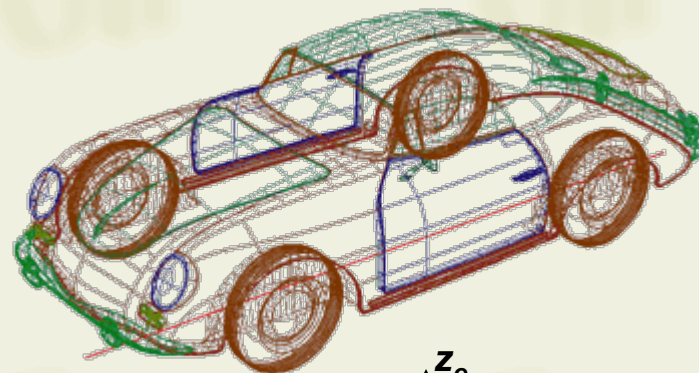
★ “Luxury”: transparencies, shadows, reflections... vs. NPR

★ Image processing techniques: anti-aliasing filtering, etc.

Types of coordinates (1/2)

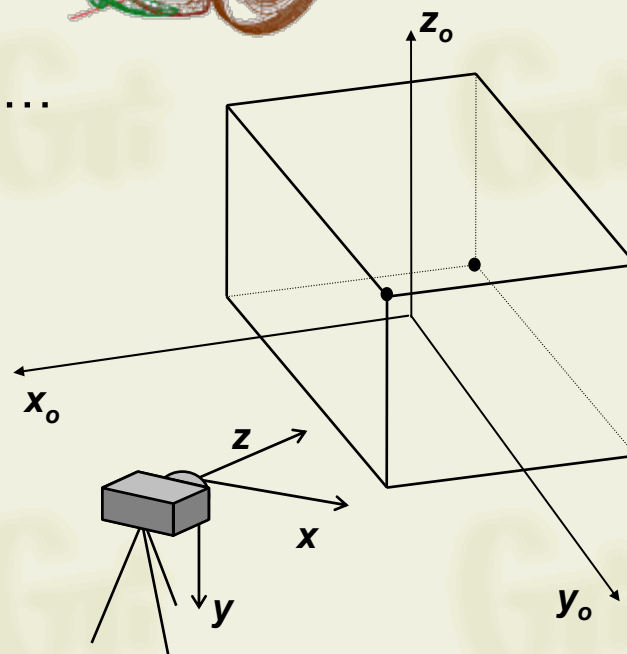
★ 3D (high precision)

- ★ Hierarchical object/scene modelling
⇒ Object/**scene graph** concept
- ★ **Many local** reference frames...
⇒ MCs (Modelling Coordinates)
- ★ ... vs. just **one global** reference frame...
⇒ WCs (World Coordinates)
- ★ ... optionally **tied to the camera**
⇒ CCs (Camera Coordinates)



★ 2D (low precision)

- ★ Image reference frame
⇒ DCs (Device Coordinates)



Types of coordinates (2/2)

★ Explicit vs. implicit “vs.” parametric

- ★ Ex: circumference “ $x^2 + y^2 = 1$ ” vs. “ $x = \cos \theta, y = \sin \theta, \theta \in [0, 2\pi[$ ”

★ Affine vs. homogeneous

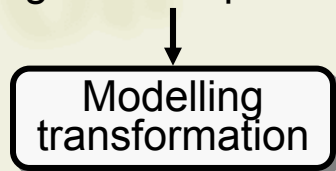
- ★ Homogeneous coordinate w for 4th dimension (projective space)
- ★ Translation may also be expressed through a matrix product

$$\begin{pmatrix} x' = x + t_x \\ y' = y + t_y \\ z' = z + t_z \\ w' = 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & t_x \\ 0 & 1 & 0 & t_y \\ 0 & 0 & 1 & t_z \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ w=1 \end{pmatrix}$$

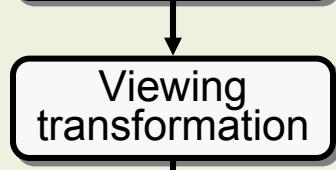
- ★ Transform concatenation = matrix product

Rendering pipeline

3D geometric primitives

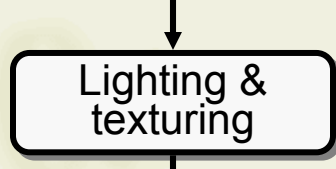


Transform into WCs

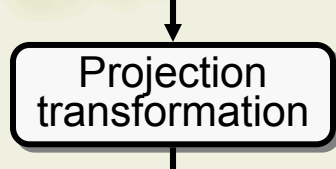


Transform into CCs

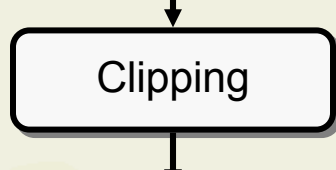
Done with modelling transformation



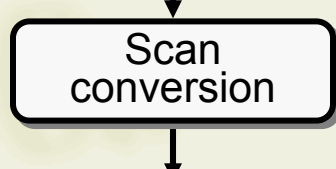
Illuminate according to lighting and reflectance
Apply texture maps



Transform into DCs



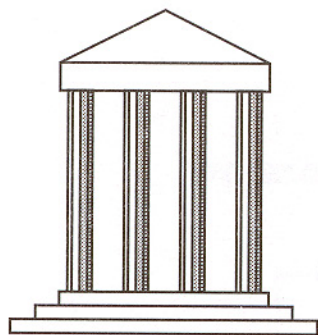
Clip primitives outside camera's view



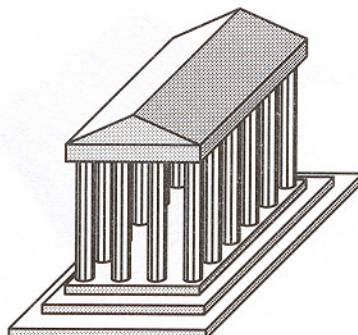
Draw pixels (includes texturing, HSR, etc.)

2D image

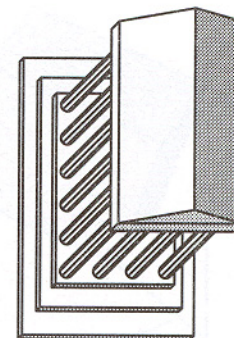
Projection zoo (1/2)



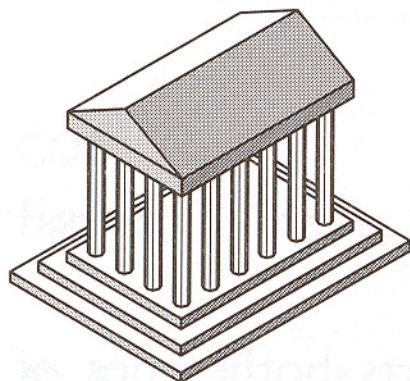
Front elevation



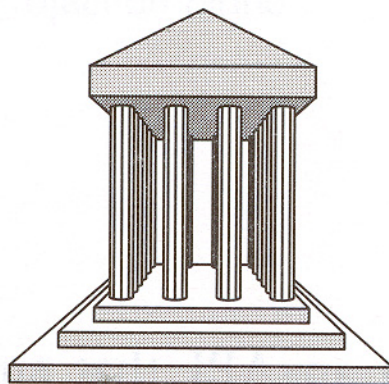
Elevation oblique



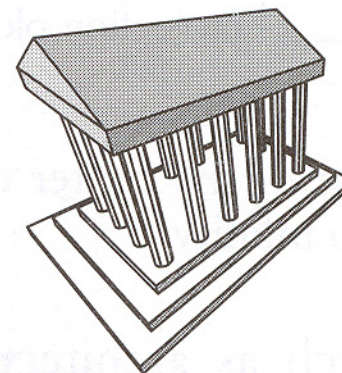
Plan oblique



Isometric



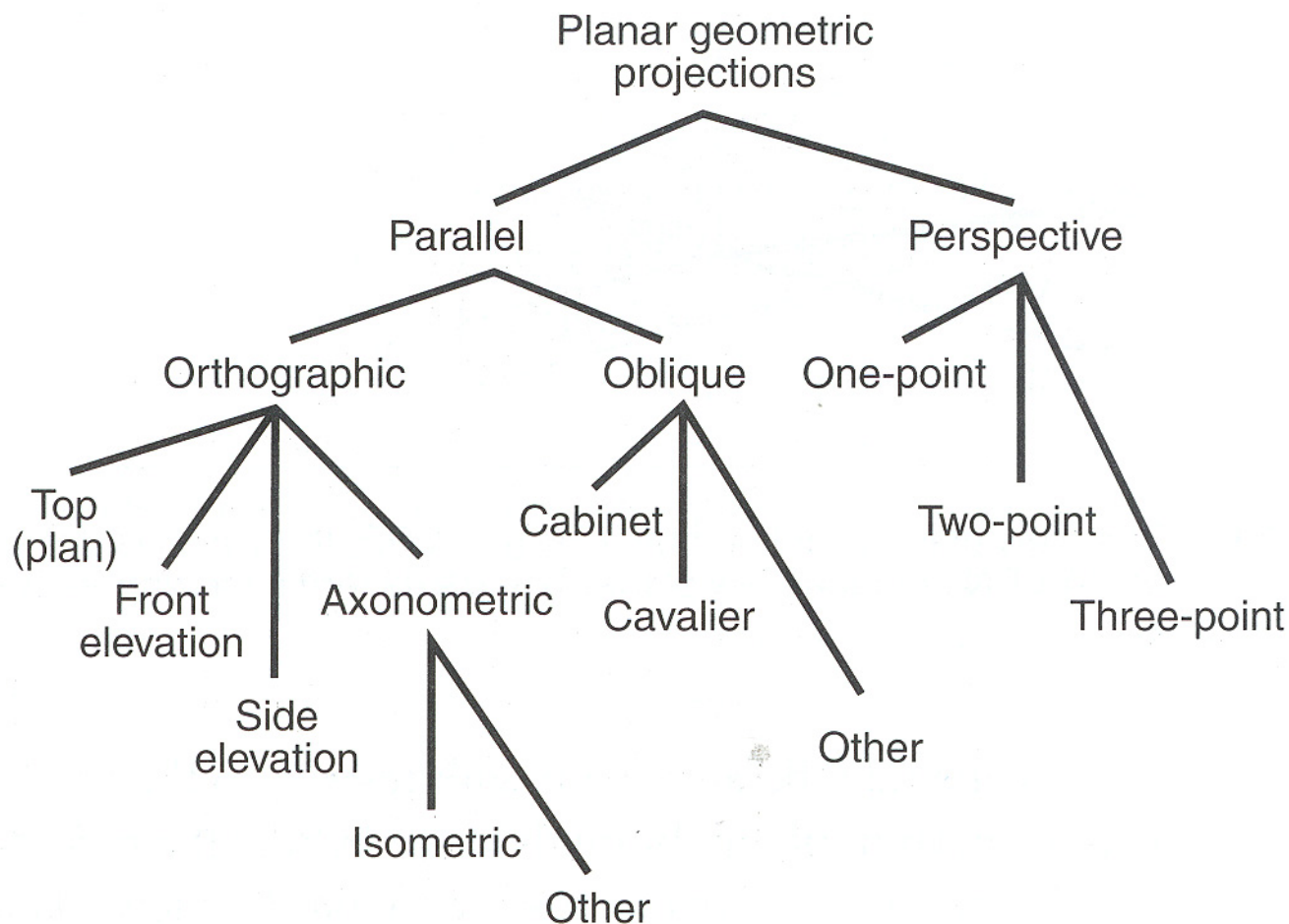
One-point perspective



Three-point perspective

© J.D. Foley et al.: *Computer Graphics: Principles and Practice* (2nd ed. in C), Addison-Wesley, 1997 [but still the “[3D] computer graphics bible”!]

Projection zoo (2/2)



© J.D. Foley et al.: *Computer Graphics: Principles and Practice* (2nd ed. in C), Addison-Wesley, 1997 [but still the “[3D] computer graphics bible”!]

Historical perspective of monitors & co.

★ Monochrome phosphor CRT (Cathode Ray Tube) monitors

- ★ 1! shade of grey, green or amber (black in printers)

⇒ impossible to convey “3D feeling” ⇒ wireframe rendering only

★ Colour monitors (CRT, plasma, LCD/TFT, LED, etc.)

- ★ 2^{24} (>17M) colours

⇒ hidden parts can be removed so the following make sense:

- Faceted/flat shading
- Gouraud's shading
- Phong's shading
- Texture mapping, shadows, etc.

★ “3D” monitors

- ★ [Auto-]stereoscopic
- ★ Holographic, etc.



Static 3D object modelling: summary

★ Volumes/solids: “true 3D”



★ Surfaces: “2,5D”

★ Shape

- Meshes of polygons/patches
- Subdivision surfaces

★ Appearance: colours/textures

★ IB[M]R (Image-Based [Modelling and] Rendering)

- ★ Simultaneous (and not explicit) description of both shape and texture
- ★ Example: mythical bullet (pre “Dodge this!”) scene from *The Matrix*



Meshes of polygons (1/3)

- ★ Usually, of triangles (or triangulated polygons)
- ★ Two kinds of information $\Rightarrow$ two lists/tables
 1. Geometry: vertex table
 2. Topology/connectivity: polygon table
- ★ IFS: Indexed Face Set

1. Vertices 2. Polygons

$n^\circ (x, y, z)$ $n^\circ (i, j, k, \dots, \bullet)$

① (-1,0,0) ① (③,⑤,④,•)

② (0,-1,0) ② (③,④,①,•)

③ (0,0,-1) ③ (③,①,⑤,•)

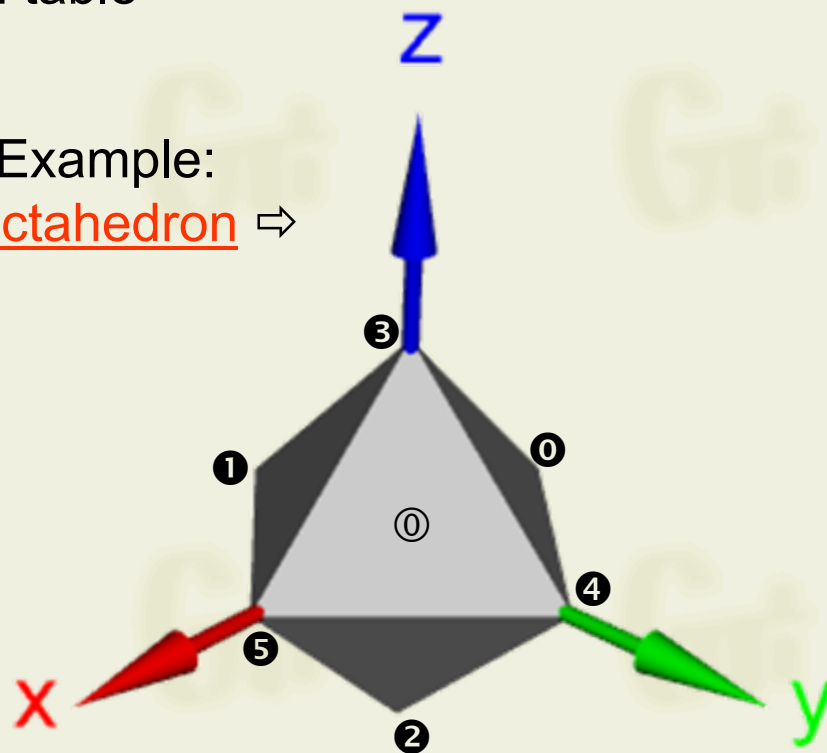
④ (0,+1,0) ④ (②,④,⑤,•)

⑤ (+1,0,0) ⑤ (②,①,④,•)

⑥ (②,⑤,①,•)

⑦ (②,⑤,①,•)

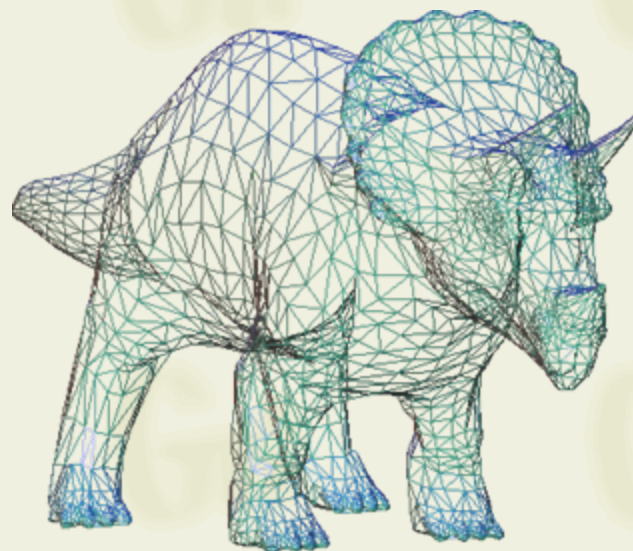
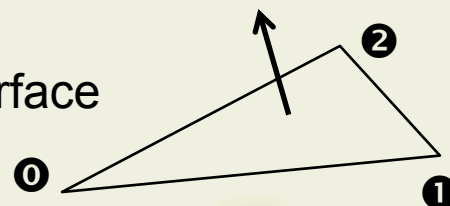
Example:
 $\Leftarrow$ octahedron $\Rightarrow$



Meshes of polygons (2/3)

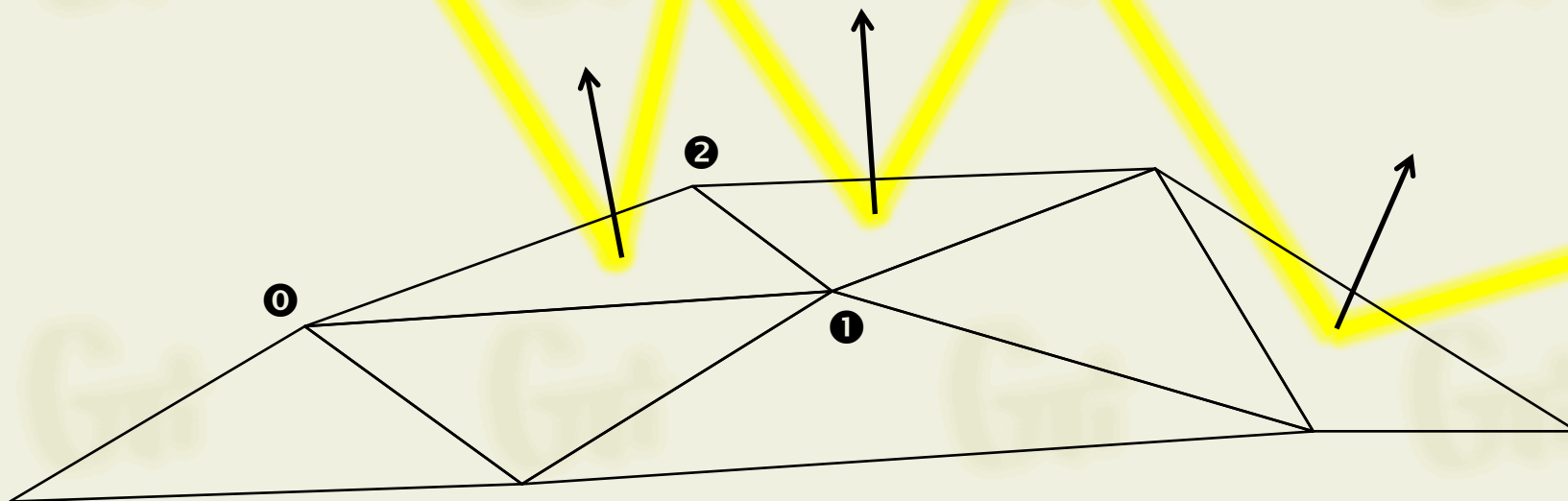
★ Orientation of face[t]s/polygons

- ★ Vertices are ordered to define outward [pointing] normal[vector]s...
 - Usual ordering: CCW (Counter-ClockWise)
 - NB: outward normals $\Leftrightarrow$ closed and orientable surface
- ★ ... used at rendering time
 - Improved efficiency thanks to [back-facing polygon] culling



Meshes of polygons (3/3)

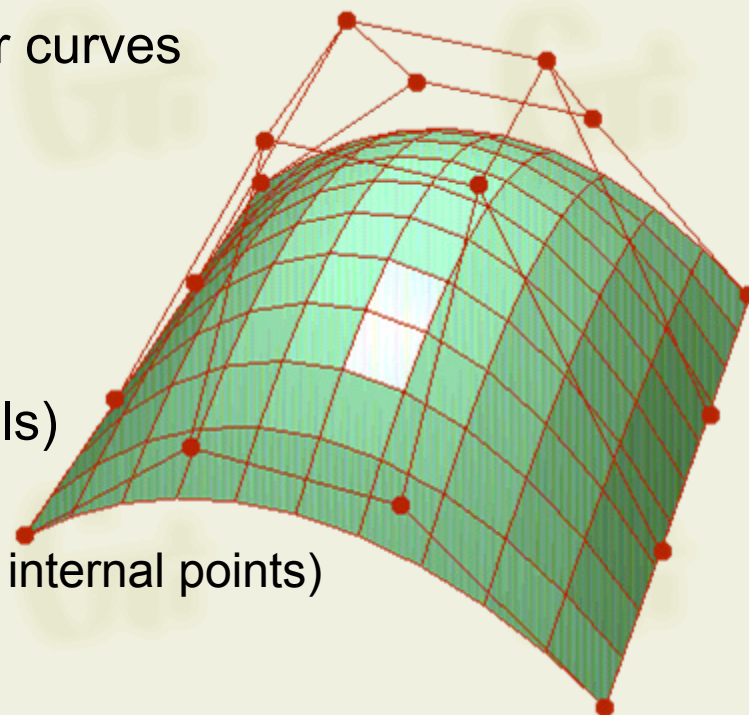
- ★ Orientation of face[t]/polygons
 - ★ [...] outward normals...
 - [...]
 - ★ ... used at rendering time
 - [...]
 - Incident light is reflected accordingly



© S. Arnaldo

Meshes of patches (1/2)

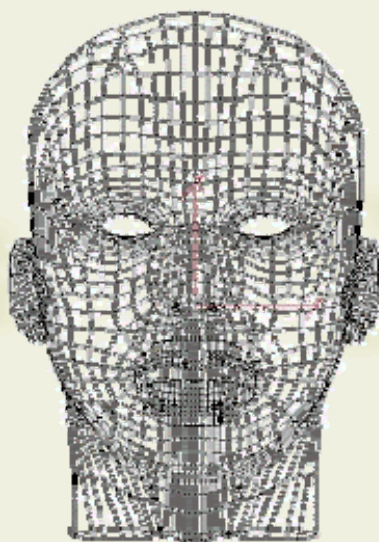
- ★ Atomic element: curved patch (vs. flat polygon)
 - ✱ Piecewise higher order (vs. linear) surface approximation
 - ✱ Several kinds
 - Polynomial, e.g., Bézier[’s] patches
 - Rational, e.g., NURBSs (Non-Uniform Rational B-Splines)
 - ✱ Tensor product of two perpendicular curves
 - Two parametric variables: (u, v)
 - Mesh of control points (vs. vertices)
 - [Two knot/weight vectors]
- ★ Example: bicubic Bézier patch
 - ✱ Degree: 3x3 (Bernstein’s polynomials)
 - ✱ Order: 4x4 (control mesh)
 - Corners always interpolated (unlike internal points)
 - ✱ No need for knot vectors



Meshes of patches (2/2)

★ Advantages (vs. polygons)

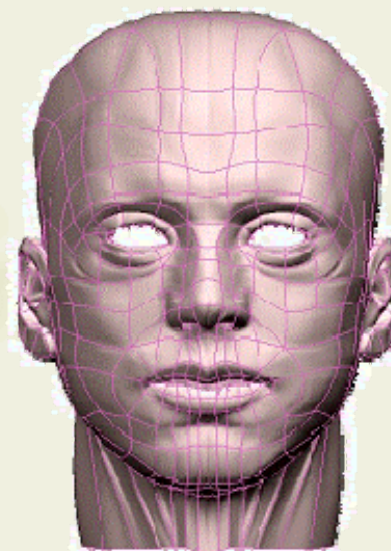
- ★ Compactness for editing ($\Rightarrow$ animation) and coding



$\Leftarrow$ 3547 facets and
1215 vertices

vs.

86 patches and
212 control points $\Rightarrow$



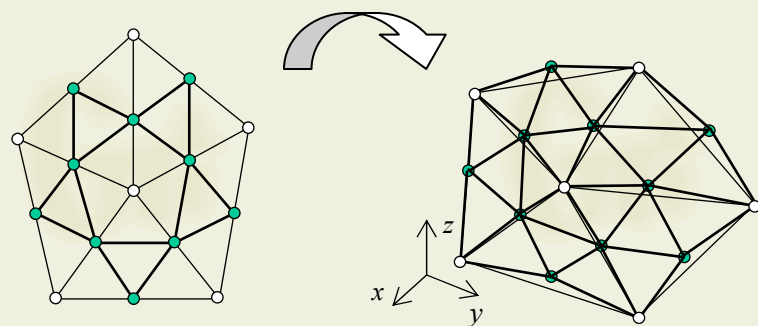
★ Disadvantages

- ★ Fixed topology (surface homeomorphic to the plane)
 $\Rightarrow$ *Need for trimming & stitching mechanisms*

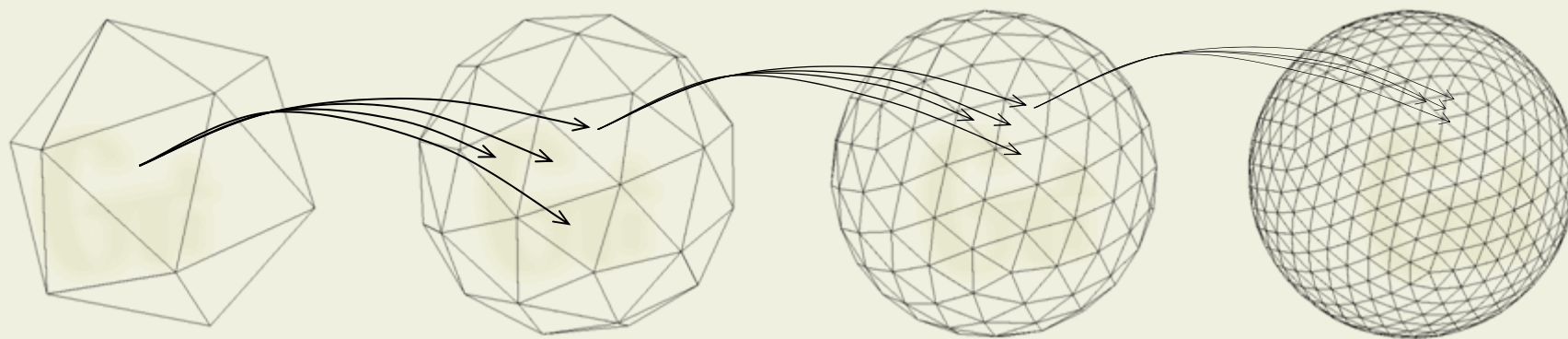
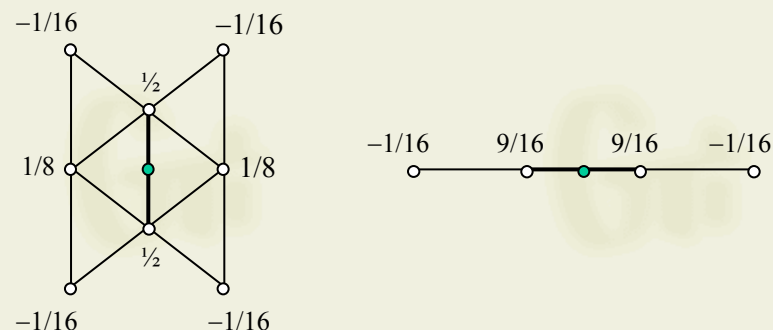
SSs (Subdivision Surfaces)

★ SS = limit of control mesh recursive refinement process

Simultaneous refinement of both
↓ (abstract graph) topology and
(3D mapping) geometry ↓

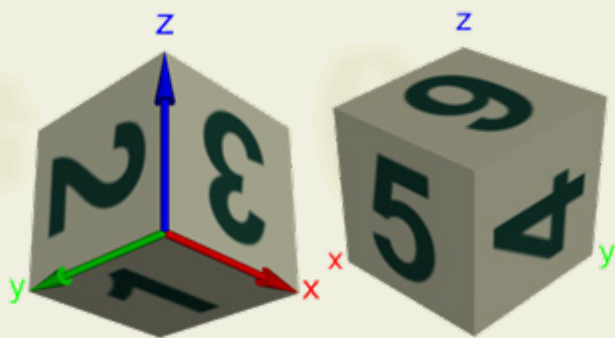


Geometric smoothing achieved
thanks to mask/stencil (particular to
each subdivision scheme)

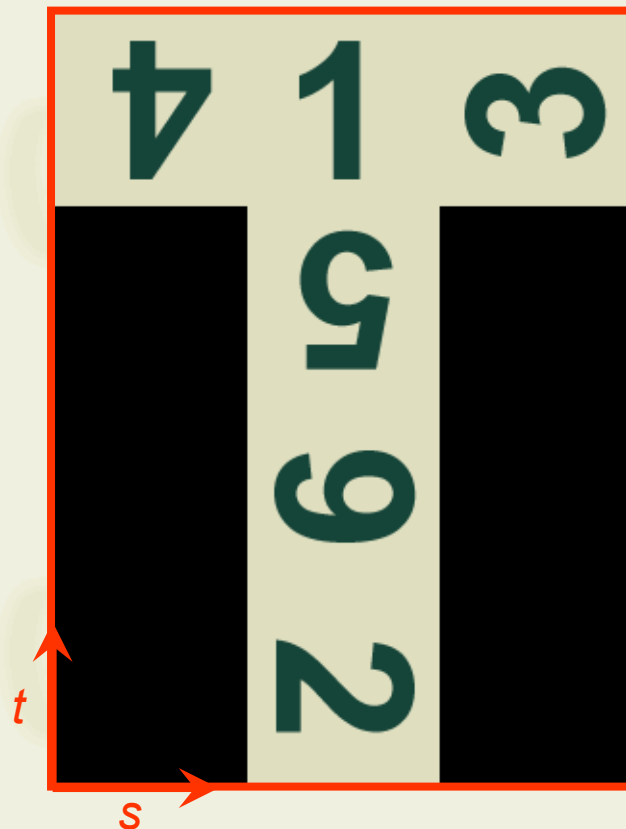
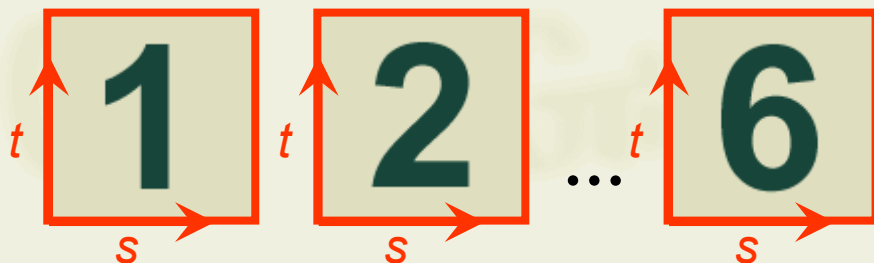


Texturing

- ★ Wrapping of surface in one (or more) texture(s)
 - ★ Image (perhaps virtual, formed by several images: texture atlas)
 - ★ Assignment of texture coordinates (s , t) to vertices (or corners)
- ★ Example: die modelled with...



... 6 IFSs $\Downarrow$ vs. 1 IFS $\Rightarrow$



IB[M]R (Image-Based [Modelling &] Rendering)

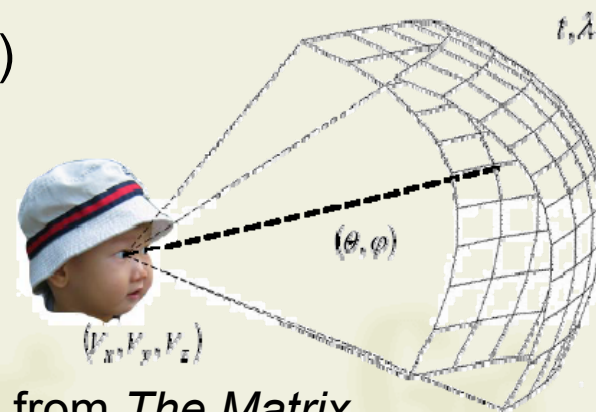
★ Techniques without complete explicit 3D scene model

★ Plenoptic function: $P_7 (V_x, V_y, V_z, \theta, \varphi, t, \lambda)$

$\Rightarrow$ 7 variables $\Rightarrow$ TOUGH!

★ Restrictions upon P_7

- P_5 : fixed scene and lighting
- P_4 : Light Field Rendering, “Lumigraph”
- P_3 : 3D concentric mosaics, “FloMo” scene from *The Matrix*
- P_2 : 2D mosaics and panoramas



★ Some techniques (e.g., DIBR) include partial geometry information

★ Comparison with traditional method (explicit model)

- ☺ Very simple modelling, based on “real” photographs
- ☺ CPU rendering cost independent from scene complexity
- ☹ RAM rendering cost can turn huge
- ☹ GPUs (still?) not tuned for IBR

Animation (1/2)

- ★ Interpolation based on key frames
 - ★ Modelling: human specifies couples (key frame, key value)
 - ★ Rendering: machine generates intermediate “frames” by
 - linear interpolation
 - higher order interpolation
 - ★ [Coding (program) removes redundant information]
- ★ Very common mechanism in games
- ★ Similar to dead reckoning (used for extrapolation)
 - ★ Sea/air navigation: different positioning mechanisms
 - ★ Car/foot navigation: GPS
- ★ Example: key

Animation (2/2)

★ BBA (Bone-Based Animation) model

- ★ A.k.a. skin & [muscles &] bones
- ★ Concept: articulated hierarchical model
 - Skeleton = hierarchical rigid bone structure
 - Muscles tied to bones through weights
 - Skin tied to muscles
- ★ Process
 - Modelling: specification of skeleton, muscles (weights) and skin
 - Animation: movement of bones, muscle deformation
 - Rendering: skin defined with polygon mesh, SSs... after transforms



© Télécom-SudParis

★ IK (Inverse Kinematics)

- ★ Dynamic (physical) restriction set upon skeleton
- ★ Eases animation

Interactive scenes

★ Hierarchical scene graph

- ★ Different coordinates: MCs (Modelling Coords.) vs. WCs (World Cs.)
- ★ Hierarchical structure: (acyclic) node tree
- ★ Modelling transforms affect whole subtrees
- ★ Enables efficient mechanisms for rendering management
 - Space partitioning, cells & portals

★ Interaction

- ★ Event-based model
- ★ Routes between nodes
- ★ Examples: key++ and keyboard

Standards (1/2)

★ De jure

- ★ Published by ISO (International Organization for Standardization)
 - Jointly developed by companies and universities or research centres
 - Proposals discussed and approved by consensus
 - Balloting process involving member countries
- ★ VRML family developed by ISO/IEC JTC1/SC24
 - *.{wrl,vrml}: VRML97 (= VRML 2.0), created with VRML (Virtual Reality Modeling Language) Consortium
 - *.x3d: X3D, created with Web 3D Consortium
- ★ *.mp4: MPEG-4 developed by ISO/IEC JTC1/SC29/WG11 = MPEG (Moving Picture Experts Group)
 - Part 16: AFX (Animation Framework eXtension)
 - Part 2: Visual
 - Part 11: Scene description and application engine

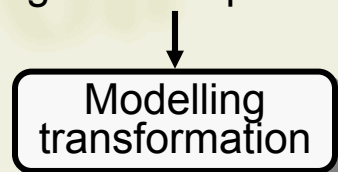
Standards (2/2)

★ De facto

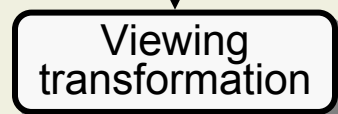
- ★ Adopted by industry
- ★ May be closed (proprietary) or open
- ★ Autodesk
 - *.dxf: Autodesk AutoCAD
 - *.{3ds,max}: 3D Studio [MAX] ⇒ Autodesk 3ds Max
 - *.obj: (Alias ⇒ Alias|Wavefront ⇒ Autodesk) Maya
 - *.xsi: Softimage|3D ⇒ Avid Softimage|XSI ⇒ Autodesk Softimage
- ★ Khronos: consortium of 100+ companies
 - *.dae: COLLADA
 - NB: Khronos also maintains other open standards such as OpenGL

Rendering pipeline (reminder)

3D geometric primitives



Transform into WCs

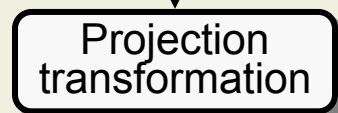


Transform into CCs

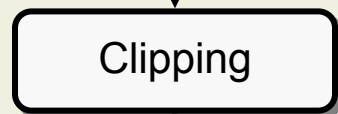
Done with modelling transformation



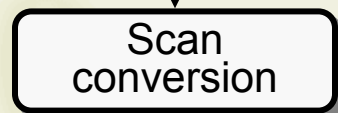
Illuminate according to lighting and reflectance
Apply texture maps



Transform into DCs



Clip primitives outside camera's view



Draw pixels (includes texturing, HSR, etc.)

2D image

2D techniques

★ Bresenham's algorithms

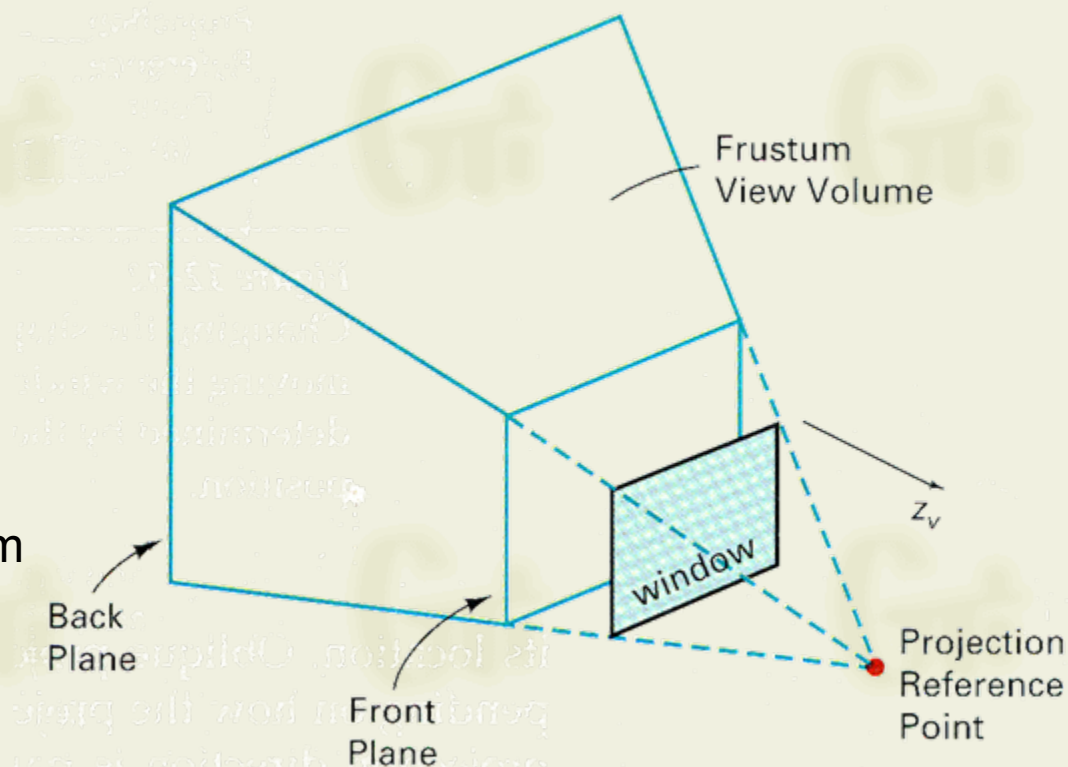
- ★ Very efficient: incremental and designed for fixed point arithmetic
- ★ Versions for lines and circles/ellipses

★ Polygons

- ★ Triangulation
- ★ Filling

★ Clipping

- ✱ Window borders...
 - Left, right, top, bottom
- ✱ ... but also
 - Front and back! ⇒

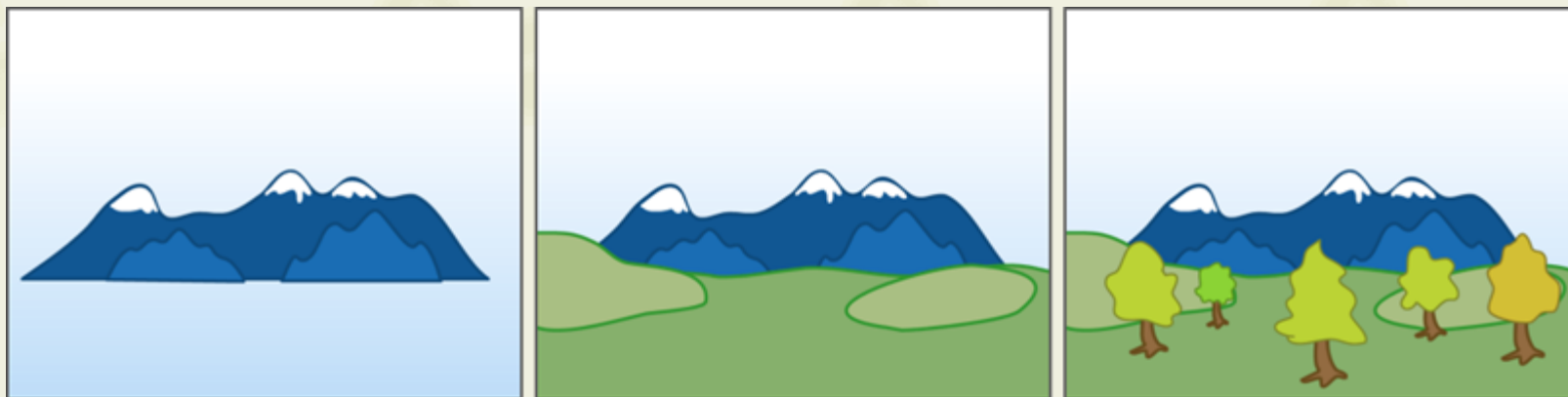


Hidden surface removal (1/2)

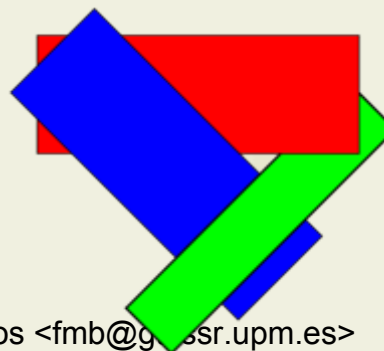
★ Problem: hide (if possible, don't even draw) what's "behind"

★ Solutions

- ★ Image precision algorithms, e.g., ray tracing
- ★ Object precision algorithms
 - Ordering of graphics primitives prior to drawing, e.g., painter's algorithm



- Problem: not always possible!



Hidden surface removal (2/2)

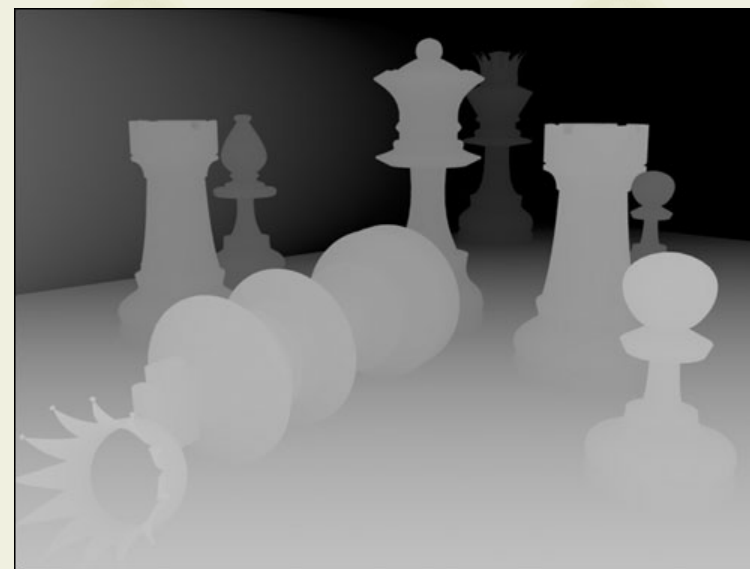
★ Solutions

★ Object precision algorithms

- [...] and the winner is...
- Depth/z buffer: extra memory to store depth (in CCs)
⇒ Implemented in graphic cards with HW acceleration



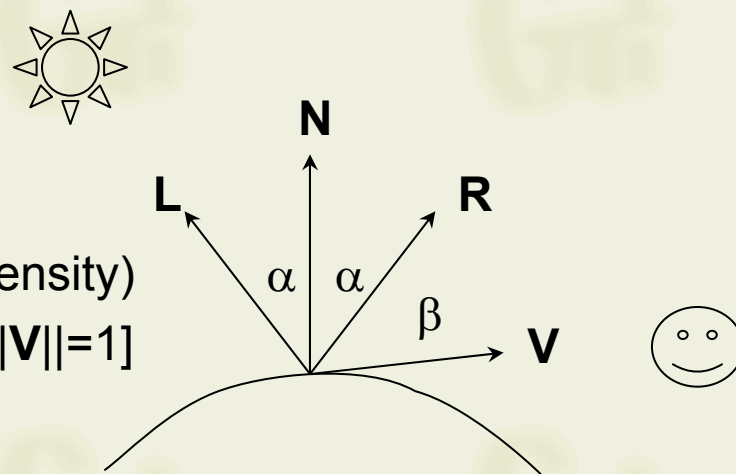
Frame buffer



Depth/z buffer

Illumination/lighting

- ★ Light sources: directional vs. positional
- ★ Importance of normals
- ★ Diffuse reflection: intensity $I_d = (I_{dR}; I_{dG}; I_{dB})$
 - ★ Matte material (e.g., chalk, paper) $\Rightarrow$ coefficient k_d (intrinsic colour)
 - ★ Lambert's model: $I_d = k_d I \cos \alpha$ [= $k_d I (\mathbf{L} \cdot \mathbf{N})$ if $\|\mathbf{L}\| = \|\mathbf{N}\| = 1$]
- ★ Specular reflection
 - ★ Shiny material (e.g., metal, plastic)
 - ★ Phong's model
 - Coefficients k_s and n ("colour" and intensity)
 - $I_s = k_s I (\cos \beta)^n$ [= $k_s I (\mathbf{R} \cdot \mathbf{V})^n$ if $\|\mathbf{R}\| = \|\mathbf{V}\| = 1$]
- ★ Total reflection
 - ★ Kludge: ambient light (sum of other contributions), I_a
 - ★ $I_{\text{tot}} = I_d + I_s + I_a$



Shading (colour interpolation)

★ NB: shading $\neq$ shadow[ing]

★ Gouraud's technique

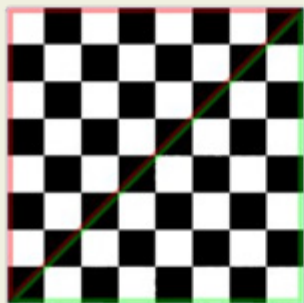
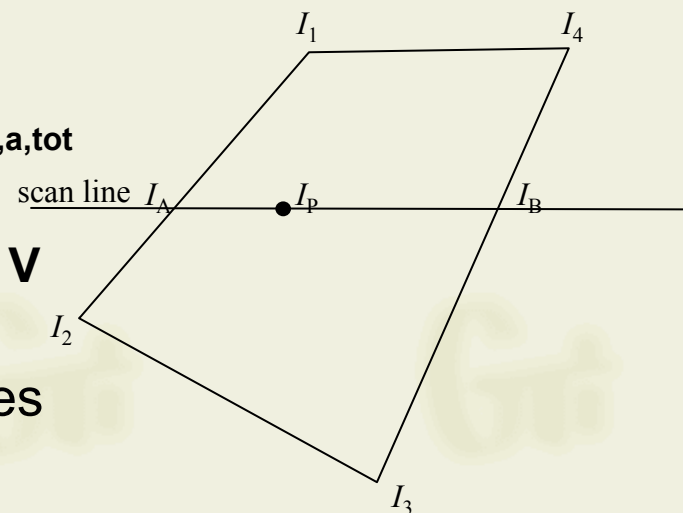
- Bilinear (2D) interpolation of colours: $I_{d,s,a,tot}$

★ Phong's technique

- Bilinear interpolation of vectors: L , N , R , V
(and only then α , β , and $I_{d,s,a,tot}$)

★ Similar techniques for texture coordinates

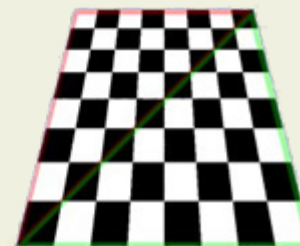
- Problem: warping



Flat



Affine



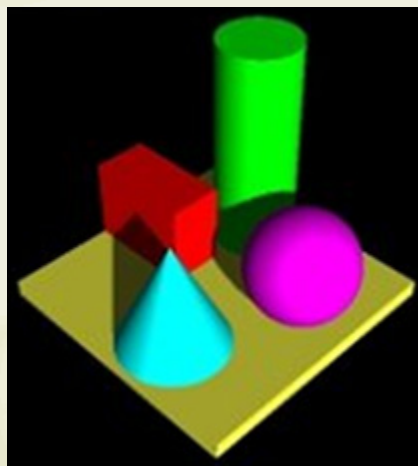
Correct

© G. Wolberg: *Digital Image Warping*, IEEE Computer Society Press, 1990

“Luxury”

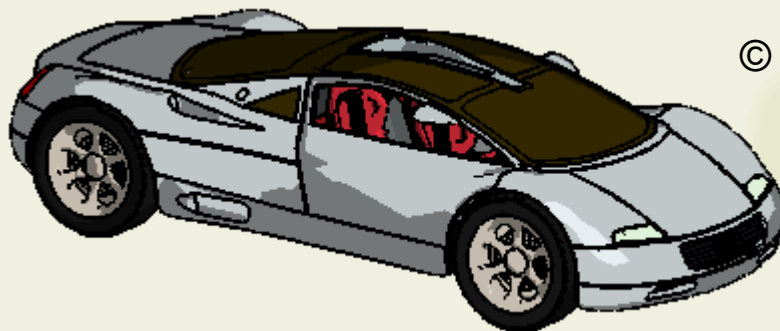
★ Luxury++

- ★ Transparencies
- ★ Shadows
- ★ Ref{le,ra}ctions
- ★ Depth of field
- ★ Motion blurring
- ★ etc., etc., etc.



★ But also luxury--

- ★ NPR: Non-Photorealistic Rendering, e.g., cartoon shading



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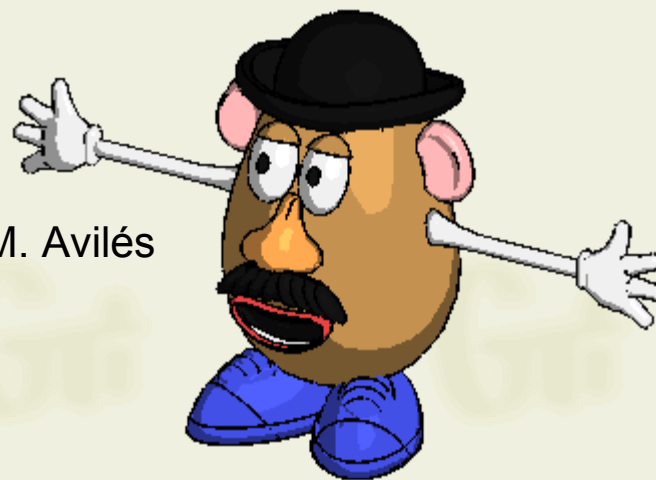
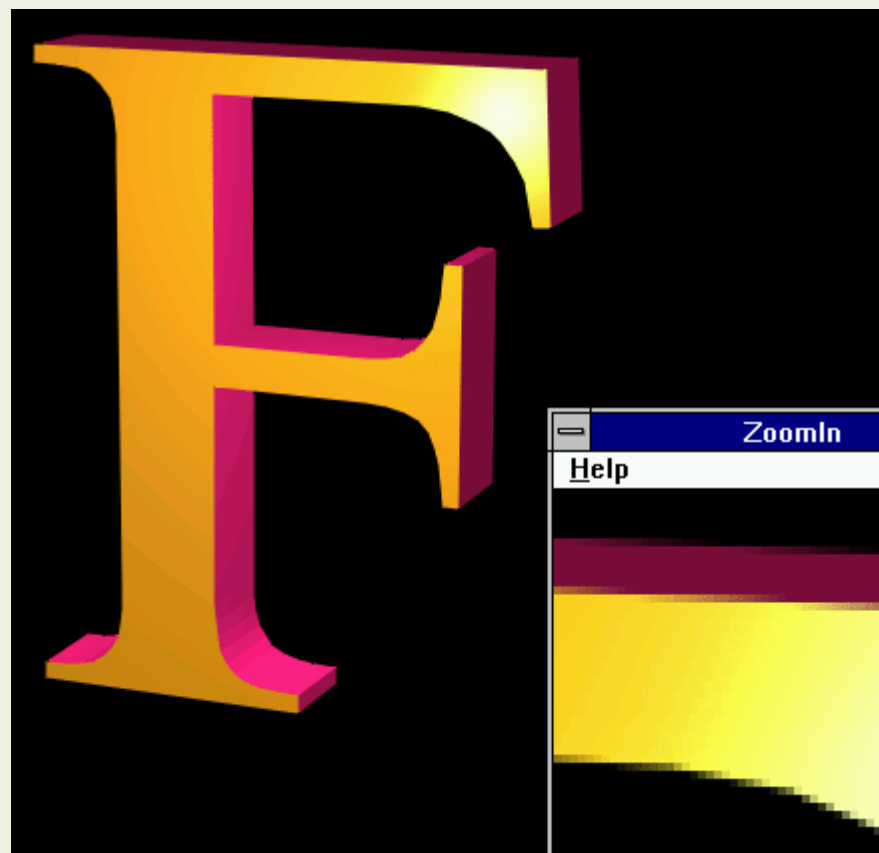
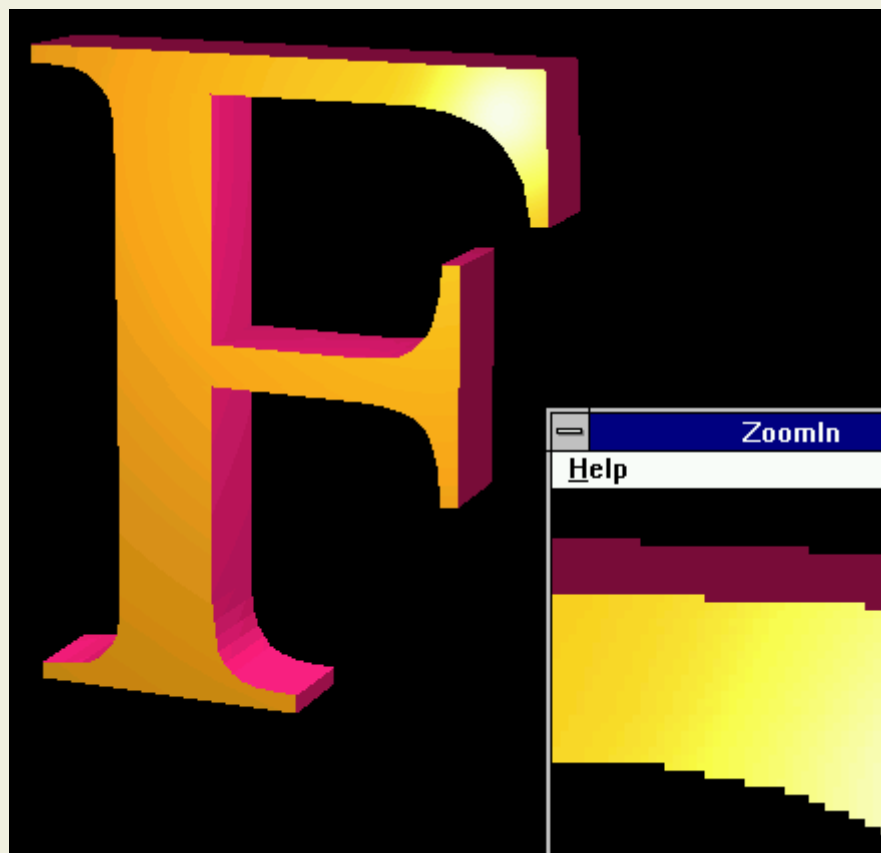


Image processing: anti-aliasing filtering, etc.



That's all, folks!

★ Synthetic content representation

★ Introduction

- Spatial transforms
- Historical perspective of viewing devices

★ Modelling

- Description of each 3D object: shape & appearance [& animation $\Rightarrow$ 4D]
- Id. of [interactive] 3D scene with different objects, lights, cameras...
- Very time-consuming task for humans

★ Rendering

- 2D image/video generation from 3D/4D scene model, usually seeking photo-realism
- Approximation of physical laws through lighting models
- Very time-consuming task for computers

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