



UC Berkeley
Computer Science
Lecturer SOE
Dan Garcia

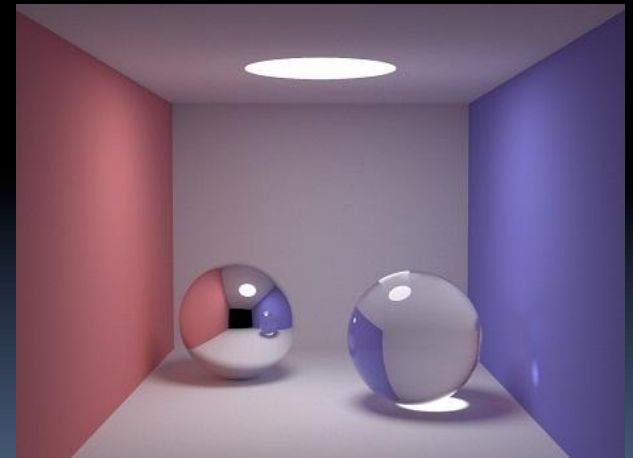
CS10 The Beauty and Joy of Computing

Lecture #2 HowItWorks : 3D Graphics

2010-09-01

"SUPERCHILLING" PCS FOR SPEED

A PCPro blogger, posted a challenge to see how fast someone could render the image to the right. An engineer at Intel took up the challenge, but had to super-chill their processor down to -40 C!



<http://www.pcpro.co.uk/blogs/2010/08/06/intels-own-superchilled-test-rig/>

http://en.wikipedia.org/wiki/3D_computer_graphics

3D Computer Graphics, 10 Miles Up

- Computer Graphics one of the sub-fields of research in Computer Science
- UC Berkeley's Graphics group is ranked in the top 10
 - I graduated from this group in 2000
- 2D Graphics often called "graphic design"; very different



"The Last Guardian" by Johnny Yip (POV-Ray)

Garcia, Fall 2010



3D Graphics Used In...

Film, Television, Print

- Either pure CG (e.g., Pixar) or CG elements added to film plates
- hours / frame



"Avatar" (wikipedia)

Video Games

- Both "in-engine" graphics + pre-rendered cinematics
- 30 frames / second



"Gran Turismo" (us.gran-turismo.com)



events.game-artist.net/scene_from_a_movie/
...although that line is often blurred



LIGHTS

CAMERA

ACTION

SCENE FROM A
MOVIE

A REALTIME ENVIRONMENT COMPETITION

16 FEB - 5 APRIL 2009

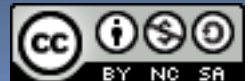


events.game-artist.net/scene_from_a_movie/winners.php

Aside: Scenes from a Movie winner



"Blade Runner" by The Replicants



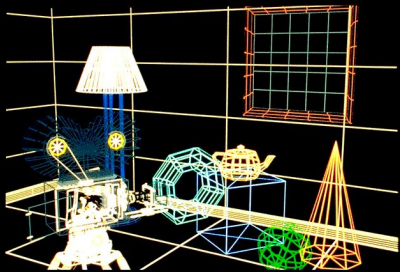
3D Graphics : How it's done (simplified)

Modeling

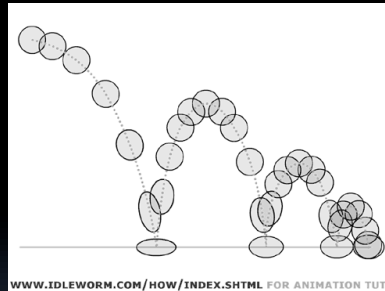
Animation

Lighting & Shading

Rendering



"Shutterbug Rendering Progression" by Pixar



"Squash & Stretch" by
idleworm.com



"Procedural Wood"
by Pixar



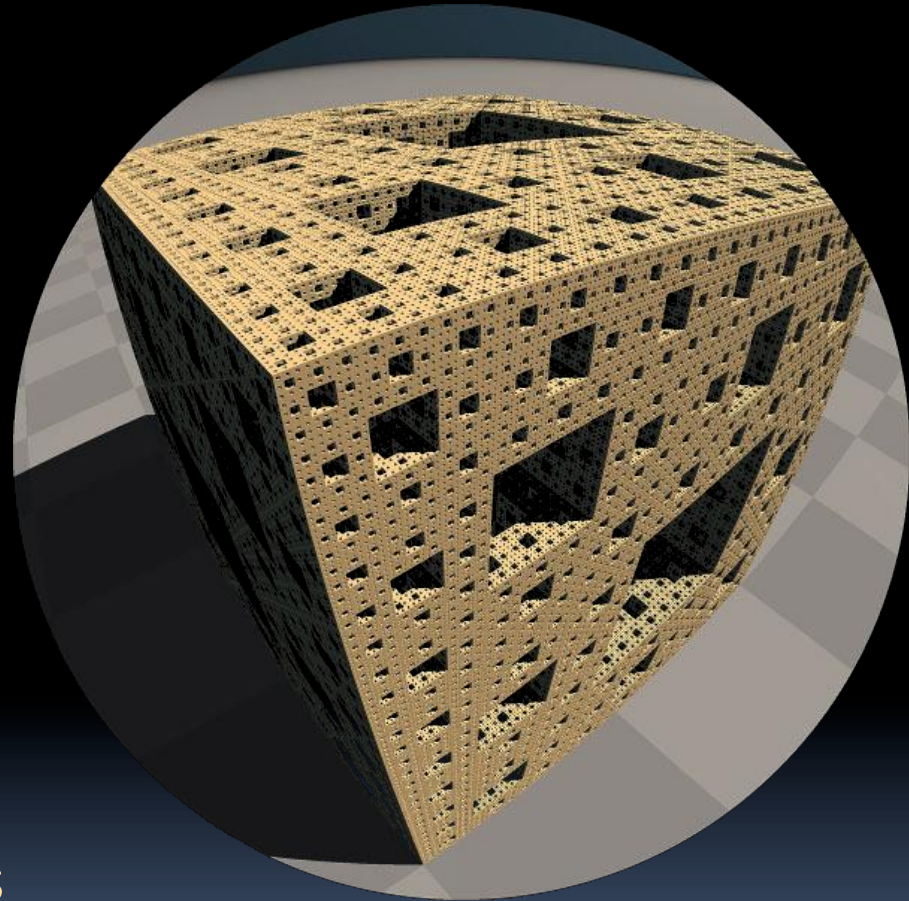
"Shutterbug Rendering Progression" by Pixar





Modeling

- **Could come from**
 - 3D Scanners
 - Interactive modeling
 - Model libraries
 - Procedural techniques
- **This also involves**
 - Attaching animation variables to model, allowing animator to control a very complex model w/a few controls
 - Representation: Lots of options, math

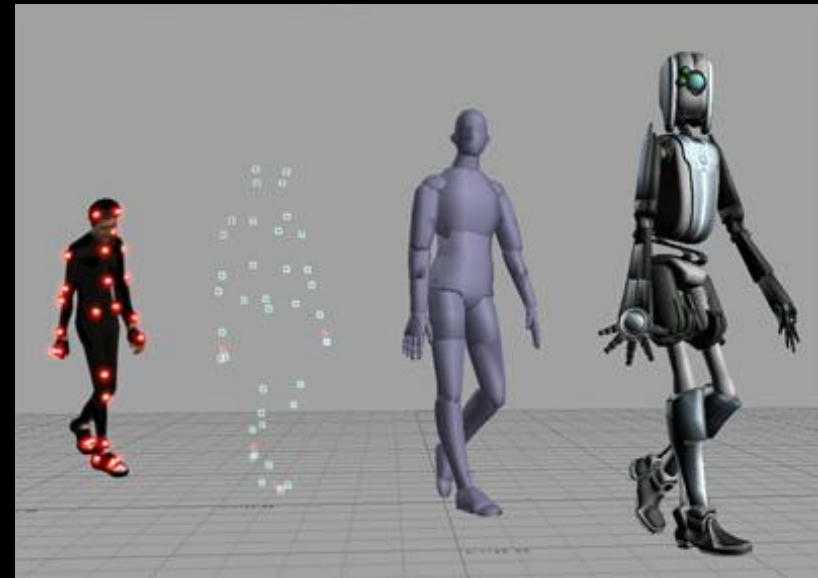


"Menger Cube" by UCB Alum
David Wallace (now at LucasFilm)



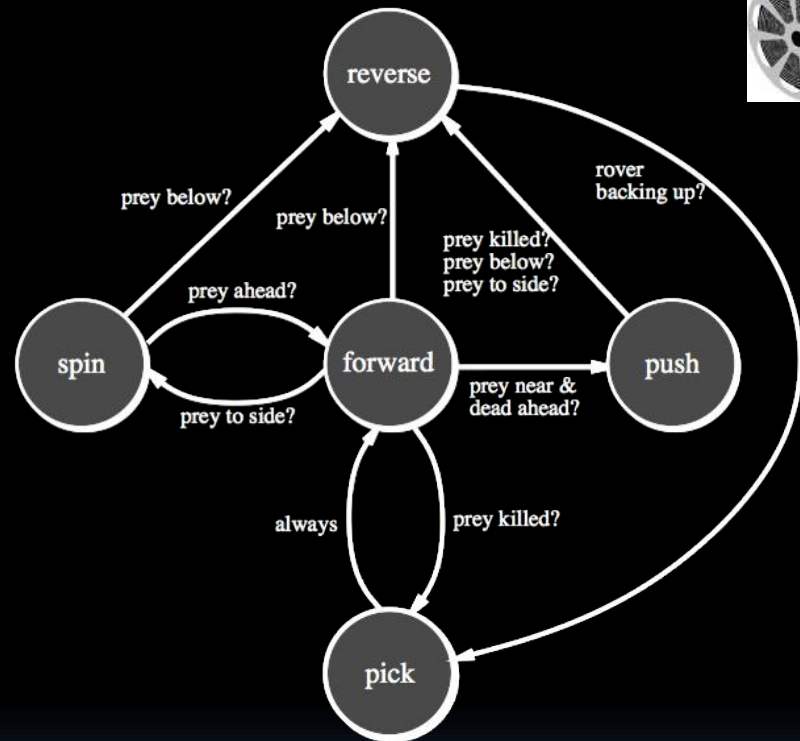
Animation

- **Could come from**
 - Interactive keyframing
 - Procedural motion
 - Motion capture
 - This has put some animators out of a job
 - Used in Avatar, LotR, ...
 - Physics
 - Evolution, Rule systems
- **Emotions conveyed!**
 - Humans are very good at reading bad motion



Creature War ... Animation automatic!

- **Brian Mirtich, 1996**
UCB Ph.D.
 - Thesis: "Impulse -based Dynamic Simulation of Rigid Body Systems"
 - Very cool work!
- **"Creature War" demo**
 - His purpose: show off his simulator
 - Great example of rule-drive motion!



Creature "rules"

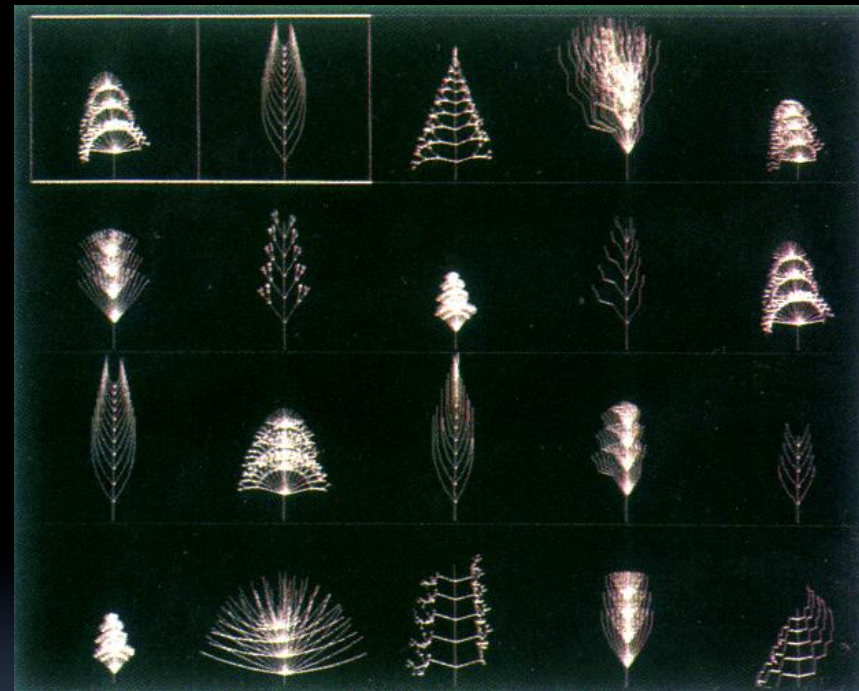


Genetic Algorithms

- Karl Sims blew away his colleagues with his 1994 seminal work on evolved creatures



evolved virtual creatures



Lighting and Shading (and Camera...)

- Just like in a movie...
 - Artist sets up lights in the shot for mood
 - Teams of artists apply hand-drawn and procedural textures, called "shaders"
 - There are layers of them
 - The virtual 3D camera (and its movement) set
- But "render!" instead of "action!"...

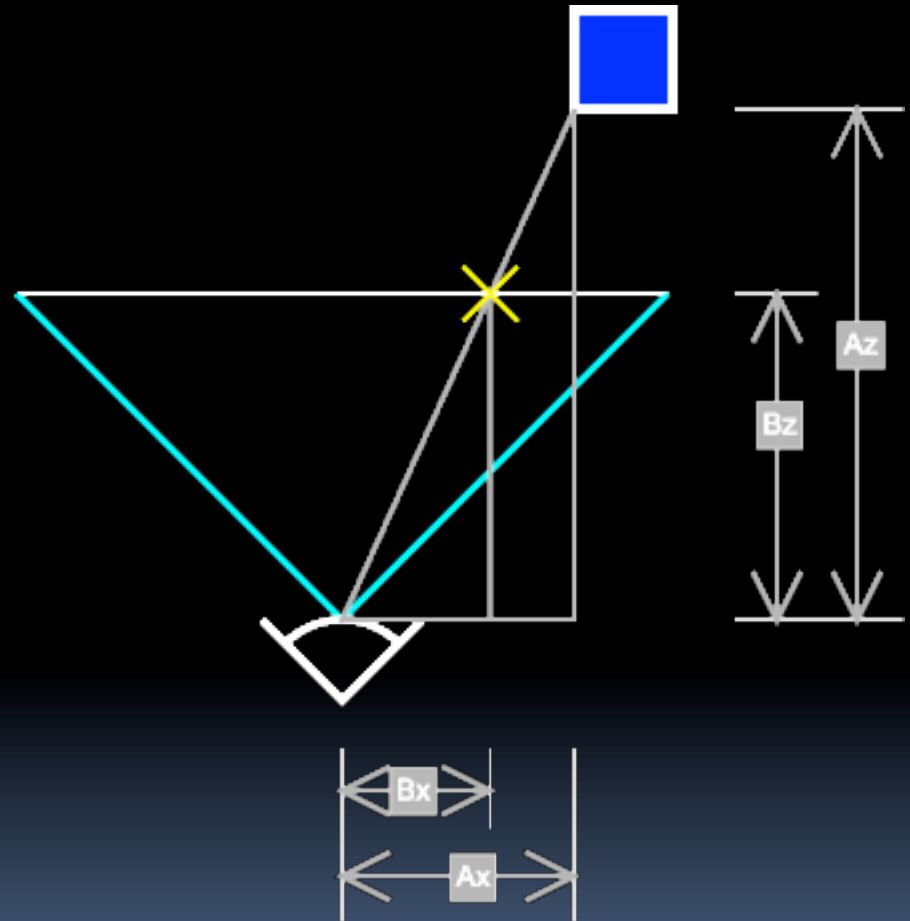


"Harvest Time" by Gilles Tran
(POV-RAY)



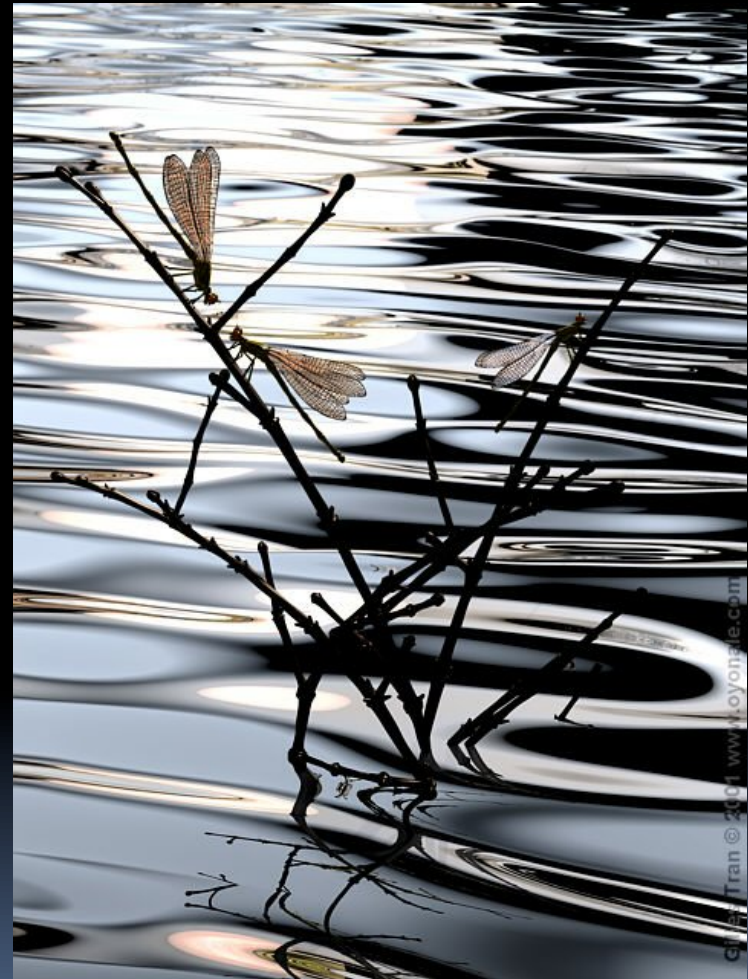
3D Projection Basics (in Rendering)

- For each frame...
 - Take 3D geometry (and lights and surface shaders) and figure out what color each 2D pixel should be
- The math is simply similar triangles
- There are lots of algorithms to do this
 - “Expensive” = slower, but quality usu higher



Rendering : Global Illumination

- **What's our goal?**
 - Find rendering algorithms that simulate what real light does in real world
 - "Photo-realism"
- **Limitations**
 - There are way too many photons to simulate all of them at once!
 - Every technique is a different way to simulate the real world
 - Each has costs & benefits
- **Direct vs Global Illumination**



"The Lovers" by Gilles Tran. (POV-Ray)

Garcia, Fall 2010



Cornell Box

“The Cornell Box experiments have come to symbolize our approach to physically based rendering. The Cornell box is a simple physical environment for which we have measured the lighting, geometry, and material reflectance properties. Synthetic images of this environment are then created, and compared to images captured with a calibrated CCD camera. In this way, we can confirm the accuracy of our simulations.”



Photograph

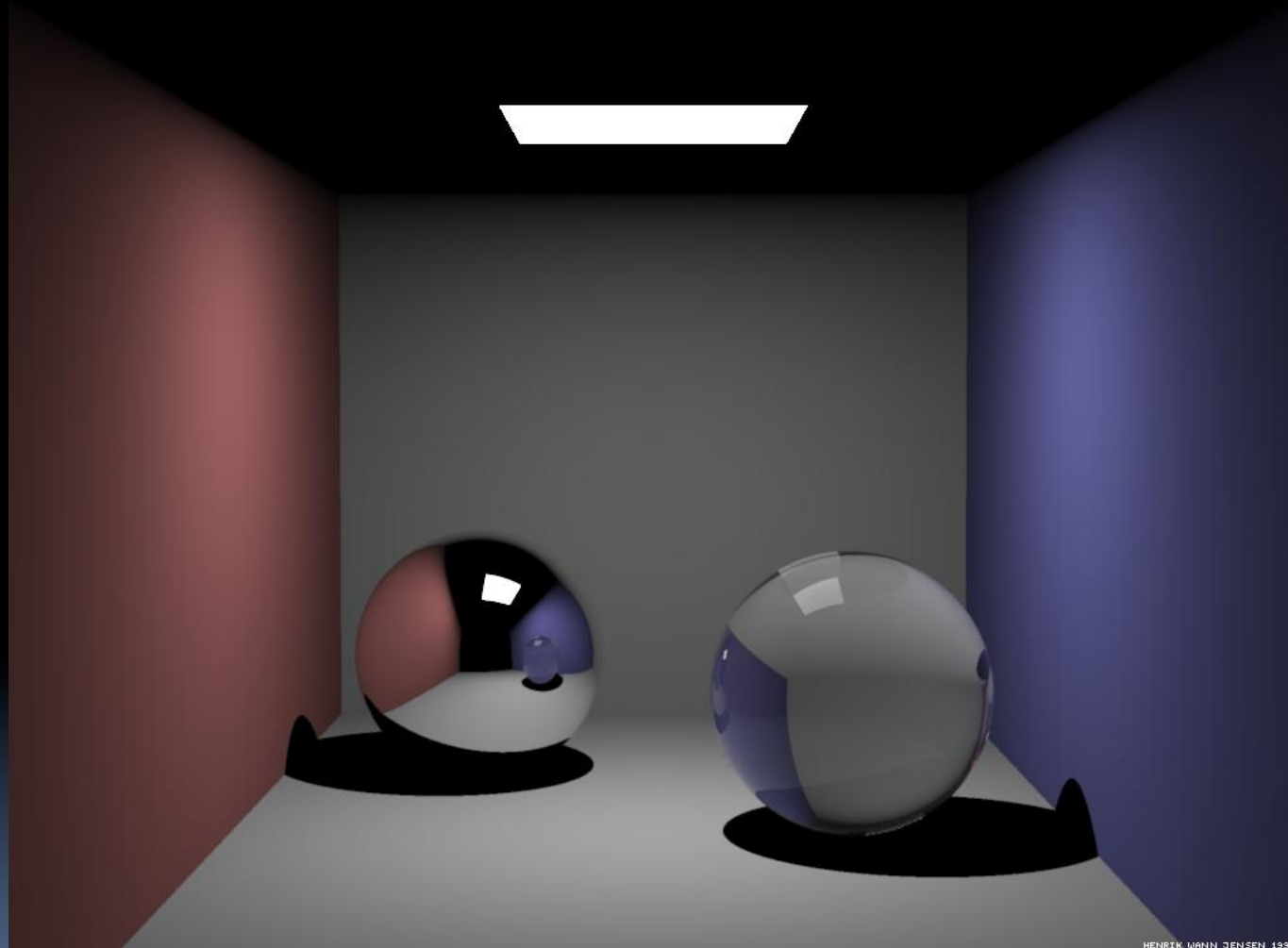


Rendering



Image courtesy Henrik Jensen @ UCSD

Direct Illumination Image

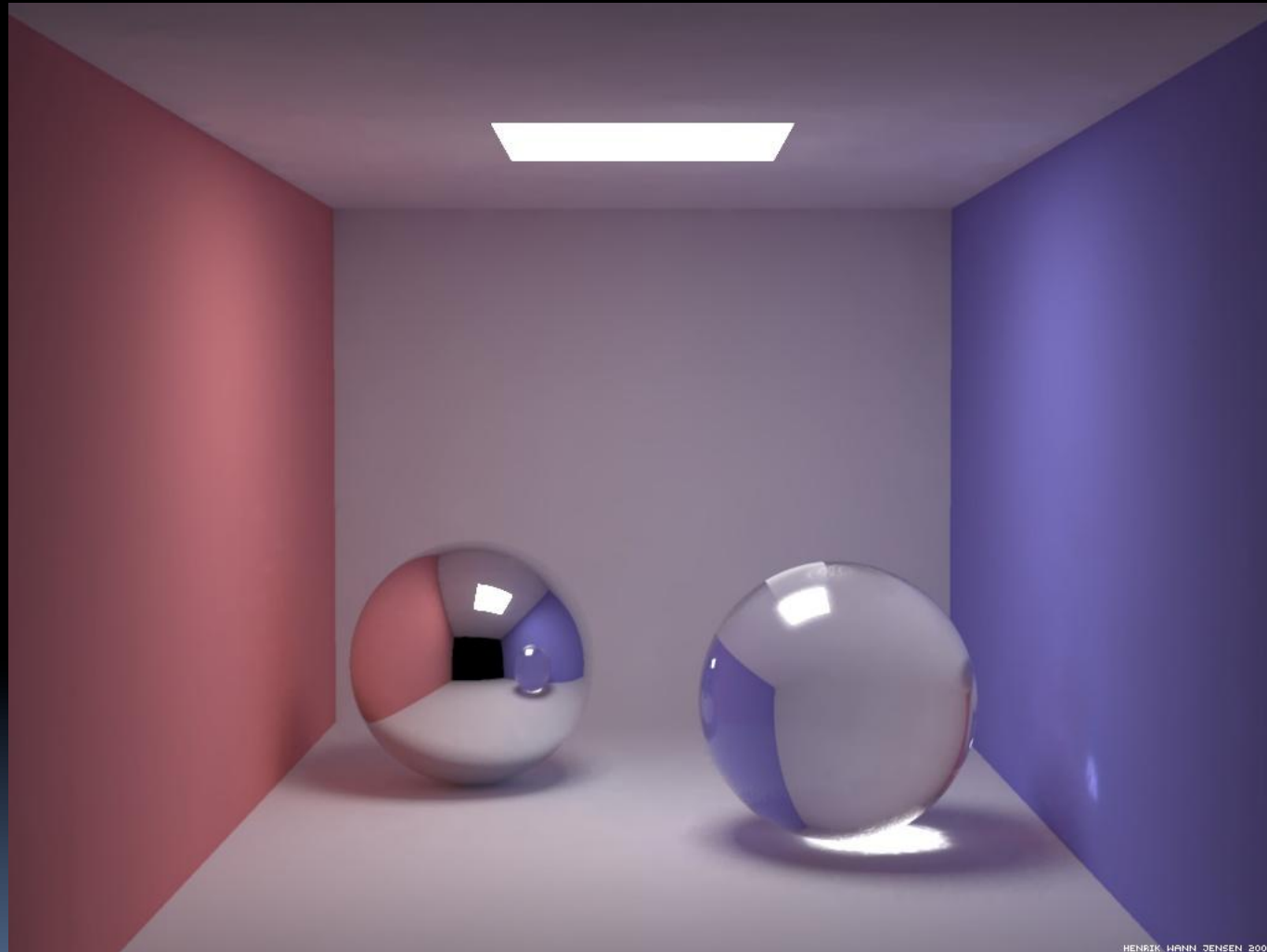


HENRIK WANN JENSEN 1999



Image courtesy Henrik Jensen @ UCSD

Global Illumination Image



HENRIK WANN JENSEN 2000



How to learn more? ... UCBUGG!

- UCB Undergrad Graphics Group
 - No prereqs!!!
 - Student-led DeCal
 - Students make animated short film
 - Example : The Play3D
 - In 2002, made 3D recreation of famous Cal football play
- CS184 : Intro to Computer Graphics



Summary

- **Beauty and Joy of Computing? You bet!**
- **The field of 3D Graphics has transformed film, television & video games**
- **How does it work?**
 - Modeling
 - Animation
 - Lighting & Shading & Camera
 - Rendering (film,games different)
- **It allows people to exercise right and left sides of brain**
 - Opportunities @ Cal!

