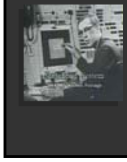
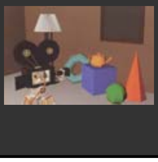
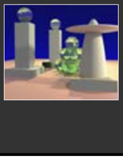
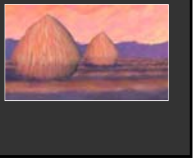
Foundations of Computer Graphics (Spring 2012)

CS 184, Lecture 1: Overview and History

Ravi Ramamoorthi

http://inst.eecs.berkeley.edu/~cs184

Goals

- **Systems:** Write complex 3D graphics programs (real-time scene in OpenGL, offline raytracer)
- **Theory:** Mathematical aspects and algorithms underlying modern 3D graphics systems
- This course is ***not*** about the specifics of 3D graphics programs and APIs like Maya, Alias, DirectX but about the concepts underlying them.

Demo: Surreal (HW 3)

Makiko Yasui and Dixon Koesdjojo, Spring 2003

Course Staff

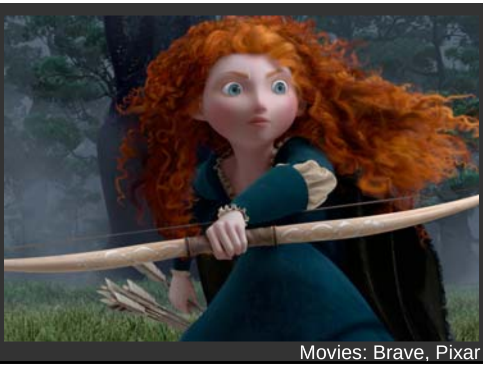
- Ravi Ramamoorthi http://www.cs.berkeley.edu/~ravir
  - PhD Stanford, 2002. PhD thesis developed "Spherical Harmonic Lighting" widely used in games (e.g. Halo series), movies (e.g. Avatar), etc. (Adobe, …)
  - At Columbia 2002-2008, research on rendering/image synthesis, data-driven appearance. Normal Mapping Video
  - At Berkeley since Jan 2009. 2nd time teaching 184. New this semester: modern 3D graphics programs with shaders
- Teaching Assistants: cs184@imail.eecs.berkeley.edu
  - Fu-Chung Huang
  - Brandon Wang
  - [Grader to be announced]

Why Study 3D Computer Graphics?

- Applications (discussed next)
- Fundamental Intellectual Challenges

Some content inspired by Pat Hanrahan from Stanford's CS148

Entertainment



Movies: Brave, Pixar 2012

Entertainment

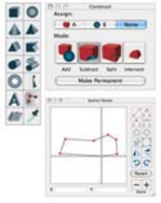
Games: Halo 3, Bungie 2007

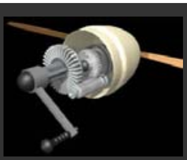
Lighting Simulation

Interior Design

Automobile Visualization

Computer Aided Design





Mechanical CAD
Architectural CAD
Electronics CAD
Casual Users

Interiors Professional

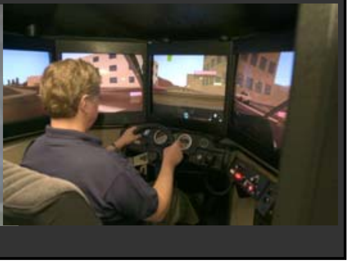
Google Sketchup

Visualization: Science and Medicine

Visible Human Project: University of Hamburg

Virtual Reality

- VR for design and entertainment
- Simulators: Surgical, Flight, Driving, Spacecraft



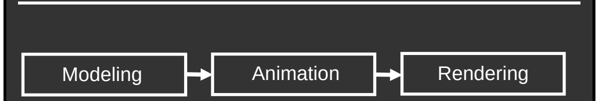
Digital Visual Media

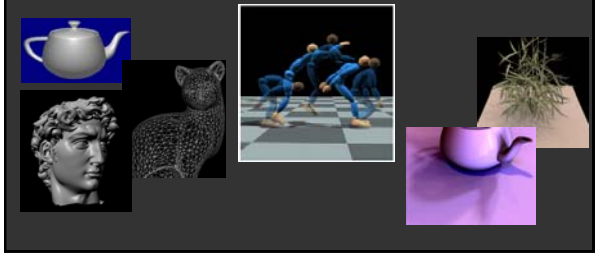
- From text to images to video (to 3D?)
- Image and video processing and photography
- Multimedia computers, tablets, phones
- Flickr, YouTube, WebGL
- Real, Virtual Worlds (Google Earth, Second Life)
- Electronic publishing
- Online gaming
- 3D printers and fabrication

Why Study 3D Computer Graphics?

- Applications (discussed next)
- Fundamental Intellectual Challenges
  - Create and interact with realistic virtual world
  - Requires understanding of all aspects of physical world
  - New computing methods, displays, technologies
- Technical Challenges
  - Math of (perspective) projections, curves, surfaces
  - Physics of lighting and shading
  - 3D graphics software programming and hardware

3D Graphics Pipeline





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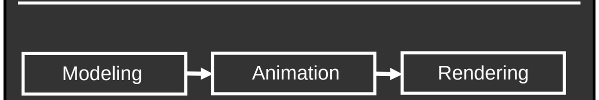
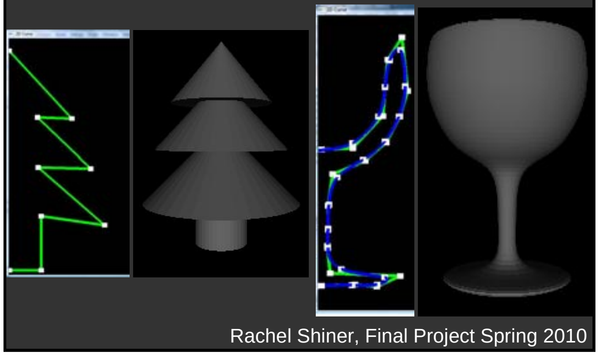


HW 1: Transformations (Feb 9)
Place objects in world, view them
Simple viewer for a teapot

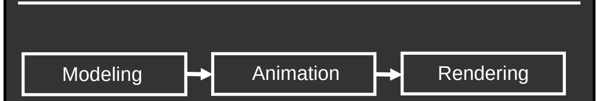
HW 4: Curves (Mar 22)
Bezier and B-Spline curves
To model and draw objects

Curves for Modeling



Rachel Shiner, Final Project Spring 2010

3D Graphics Pipeline



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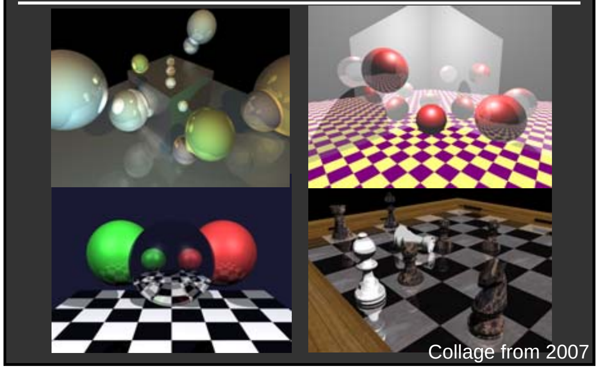
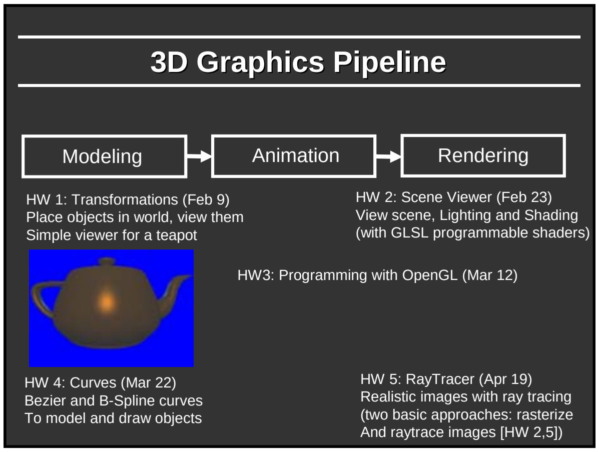
HW 2: Scene Viewer (Feb 23)
View scene, Lighting and Shading
(with GLSL programmable shaders)

HW 5: RayTracer (Apr 19)
Realistic images with ray tracing
(two basic approaches: rasterize
And raytrace images [HW 2,5])

Image Synthesis Examples



Collage from 2007



3D Graphics Pipeline

Modeling → Animation → Rendering

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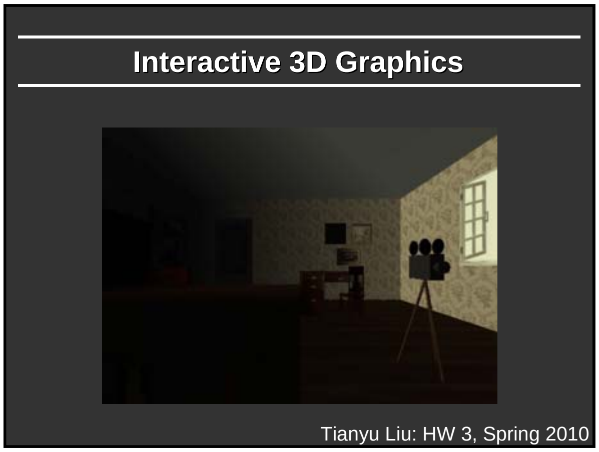
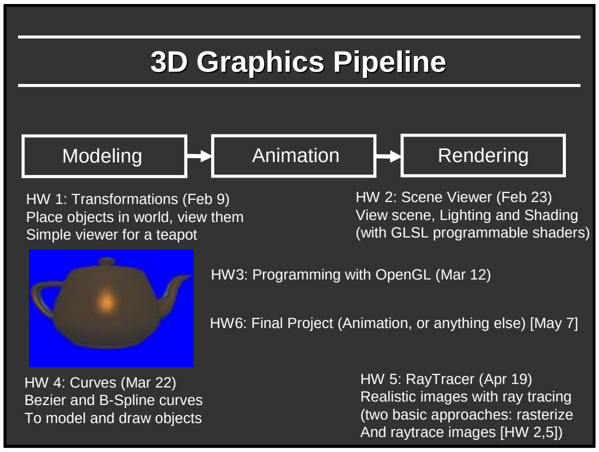


Interactive 3D Graphics

Tianyu Liu: HW 3, Spring 2010



3D Graphics Pipeline

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HW6: Final Project (Animation, or anything else) [May 7]

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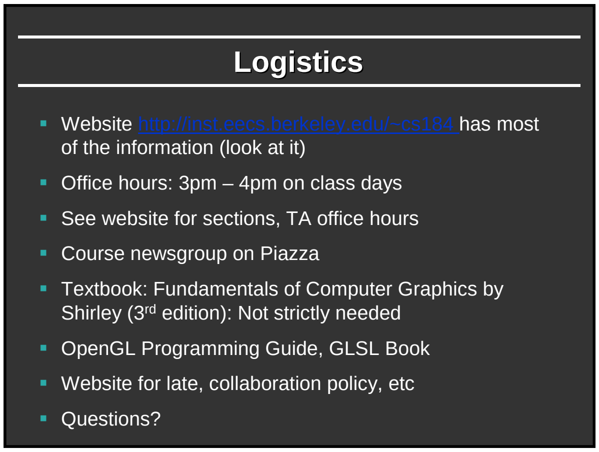
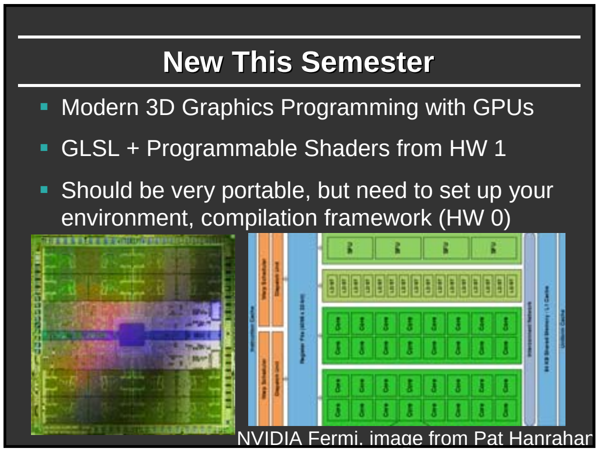
Final Project

John Ng and Andrea Goh, Spring 2010



Logistics

- Website http://inst.eecs.berkeley.edu/~cs184 has most of the information (look at it)
- Office hours: 3pm – 4pm on class days
- See website for sections, TA office hours
- Course newsgroup on Piazza
- Textbook: Fundamentals of Computer Graphics by Shirley (3rd edition): Not strictly needed
- OpenGL Programming Guide, GLSL Book
- Website for late, collaboration policy, etc
- Questions?



New This Semester

- Modern 3D Graphics Programming with GPUs
- GLSL + Programmable Shaders from HW 1
- Should be very portable, but need to set up your environment, compilation framework (HW 0)

NVIDIA Fermi, image from Pat Hanrahan

Workload

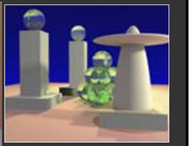
- Lots of fun, rewarding but may involve significant work
- 6 programming projects; almost all are time-consuming (but you have groups of two for projects 2,3,5). START EARLY !!
- Course will involve understanding of mathematical, geometrical concepts taught (tested on midterm, final)
- Prerequisites: Solid C/C++/Java programming background. Linear algebra (review on Mon) and general math skills
- Should be a difficult, but fun and rewarding course

To Do

- Look at website
- Various policies for course. E-mail if confused.
- Skim assignments if you want. All are ready
- Assignment 0a, Due Jan 26 Thu (see website). Compilation and Photo [both essential]
- Any questions?

History

- Brief history of significant developments in field
- End with a video showcasing graphics



The term Computer Graphics was coined by William Fetter of Boeing in 1960
First graphic system in mid 1950s USAF SAGE radar data (developed MIT)

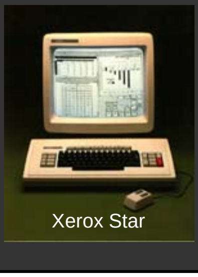
How far we've come: TEXT

Manchester Mark I

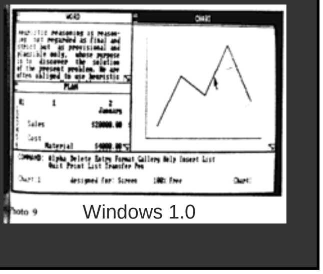
Display →

From Text to GUIs

- Invented at PARC circa 1975. Used in the Apple Macintosh, and now prevalent everywhere.



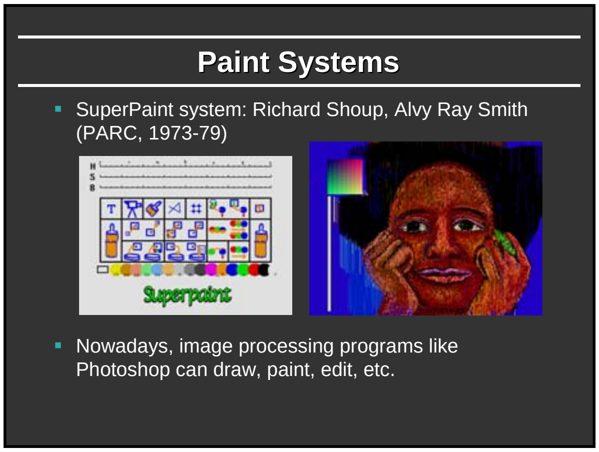
Xerox Star



Windows 1.0

Drawing: Sketchpad (1963)

- Sketchpad (Sutherland, MIT 1963)
- First interactive graphics system (VIDEO)
- Many of concepts for drawing in current systems
  - Pop up menus
  - Constraint-based drawing
  - Hierarchical Modeling



Paint Systems

- SuperPaint system: Richard Shoup, Alvy Ray Smith (PARC, 1973-79)
- Nowadays, image processing programs like Photoshop can draw, paint, edit, etc.

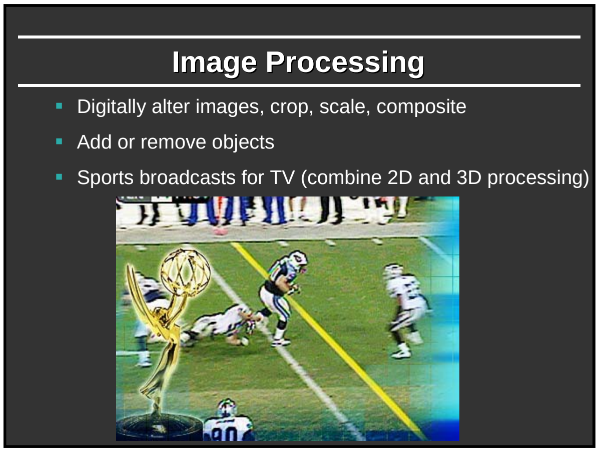
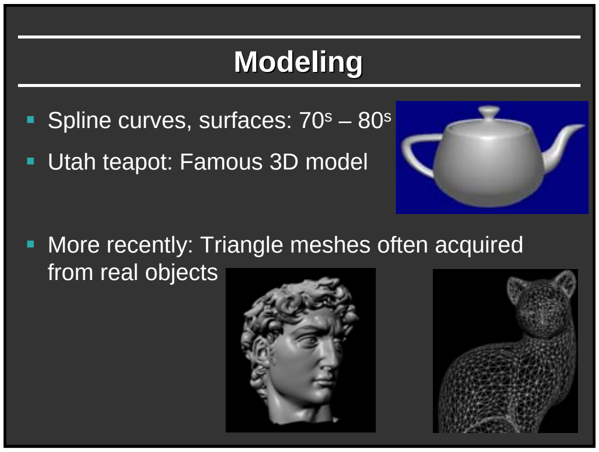


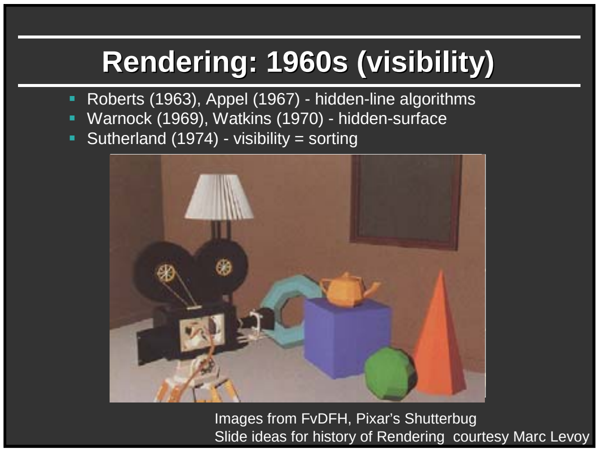
Image Processing

- Digitally alter images, crop, scale, composite
- Add or remove objects
- Sports broadcasts for TV (combine 2D and 3D processing)



Modeling

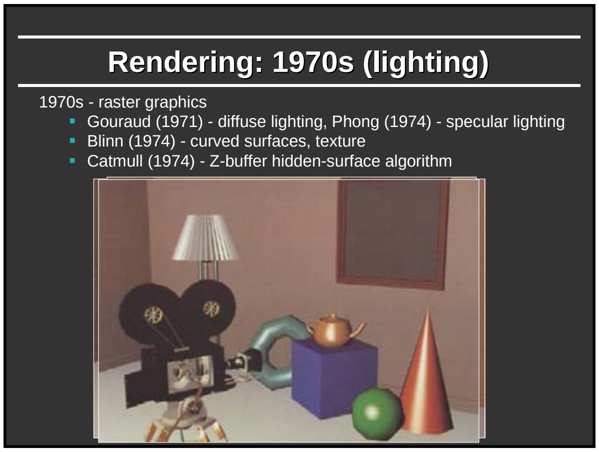
- Spline curves, surfaces: 70^{s} – 80^{s}
- Utah teapot: Famous 3D model
- More recently: Triangle meshes often acquired from real objects



Rendering: 1960s (visibility)

- Roberts (1963), Appel (1967) - hidden-line algorithms
- Warnock (1969), Watkins (1970) - hidden-surface
- Sutherland (1974) - visibility = sorting

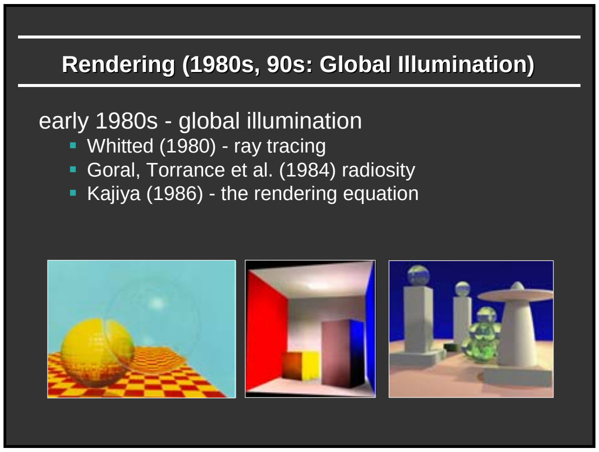
Images from FvDFH, Pixar's Shutterbug
Slide ideas for history of Rendering courtesy Marc Levoy



Rendering: 1970s (lighting)

1970s - raster graphics

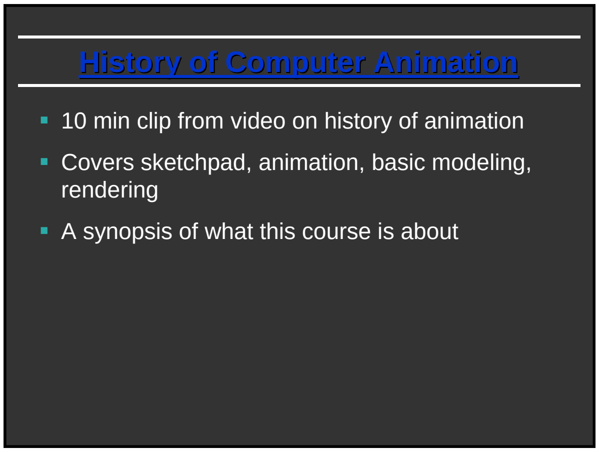
- Gouraud (1971) - diffuse lighting, Phong (1974) - specular lighting
- Blinn (1974) - curved surfaces, texture
- Catmull (1974) - Z-buffer hidden-surface algorithm



Rendering (1980s, 90s: Global Illumination)

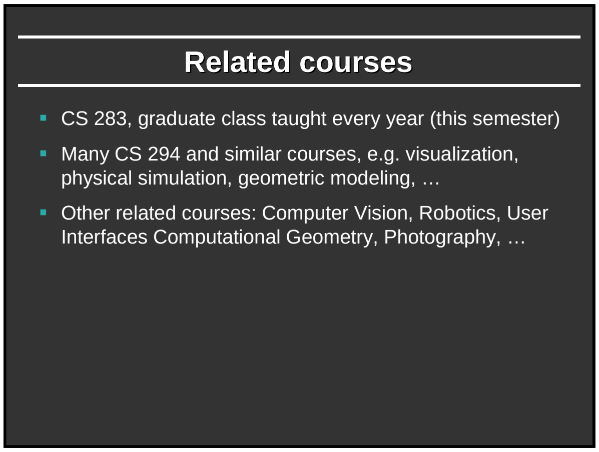
early 1980s - global illumination

- Whitted (1980) - ray tracing
- Goral, Torrance et al. (1984) radiosity
- Kajiya (1986) - the rendering equation



History of Computer Animation

- 10 min clip from video on history of animation
- Covers sketchpad, animation, basic modeling, rendering
- A synopsis of what this course is about



Related courses

- CS 283, graduate class taught every year (this semester)
- Many CS 294 and similar courses, e.g. visualization, physical simulation, geometric modeling, …
- Other related courses: Computer Vision, Robotics, User Interfaces Computational Geometry, Photography, …