Basics

- Start working on raytracer assignment (if necessary)
- First 3 lectures cover basic topics
  - Rendering: Raytracing (required for homeworks 2, 3)
  - Sampling and Reconstruction, Fourier Analysis
  - 3D objects and meshes
- Then we start main part of course
  - Meshes and assignment 1
- This lecture review for some of you
  - But needed to bring everyone up to speed
  - Will start main mesh technical detail next lecture

Modeling

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

Relevance to Course

- Covered Bezier, B-spline curves for modeling in 184. Will talk briefly about NURBS, surfaces in 283.
- Main idea is to talk about mesh processing algs.
- Will learn to represent, work with meshes
- Do mesh simplification, progressive meshes

Outline for Today

- Overview of types of 3D representations
  - 3D objects can be represented in a variety of ways. We survey these today
  - Before talking specifically about polygon meshes, which are often most common way
3D Objects

How can this object be represented in a computer?

3D Objects

This one?

3D Objects

How about this one?

3D Objects

This one?

3D Objects

Types of 3D object data

- Polygon meshes for complex real-world objects
- Spline patches from modeling programs
- Volume data or voxels (e.g., visible human project)
- Machine parts (Constructive Solid Geometry)
- And a few more

All have advantages, disadvantages. Increasingly, meshes are easiest to use and simplest

3D Objects

Comparisons

- Efficient hardware rendering (meshes simple)
- Manipulation (edit, simplify, compress etc.)
  - Splines easiest originally, but now many algorithms for polygon meshes
- Acquisition or Modeling
  - Splines, CSG originally used for modeling
  - But increasingly, complex meshes acquired from real world
- Compactness
- Simplicity (meshes win big here)
Point Cloud
- Unstructured samples
- Advantage: simplicity
- Disadvantage: no information on adjacency / connectivity
  - Have to use e.g. \( k \)-nearest neighbors

Increasingly hot topic in graphics today

Range Image
- Image: stores an intensity / color along each of a set of regularly-spaced rays in space
- Range image: stores a depth along each of a set of regularly-spaced rays in space
- Obtained using devices known as range scanners
  - Advantages:
    - Uniform (?) parameterization
    - Adjacency / connectivity information

Cyberware whole body 3D scanner

Range Image
- Not a complete 3D description: does not include part of object occluded from viewpoint

Range Image
- Adjacency in range image \( \neq \) adjacency on surface
- Avoid connecting across these discontinuities
  - Heuristic: depth threshold
Range Image Terminology

- Range images
- Range surfaces
- Depth images
- Depth maps
- Height fields
- 2½-D images
- Surface profiles
- xyz maps
- ...

Polygon Soup

- Unstructured set of polygons:
  - Often the output of interactive modeling systems
  - Often sufficient for rendering, but not other operations

Mesh

Connected set of polygons (usually triangles)
- May not be closed
- Representation (simplest): Vertices, Indexed Face Set
- Focus of your assignment and easy to work with

Subdivision Surface

- Coarse mesh + subdivision rule
  - Smooth surface is limit of refinements

Current Research

- All representations described are widely used, and topics of current research
- Range images, and combinations to construct entire surfaces widely used (3D photography, 3D objects in movies, ...)
- Triangle meshes perhaps most common
- Subdivision surfaces commonly used in movies, ...
- Point clouds becoming increasingly relevant

- Replace older representations in many cases (parametric, spline patches, CSG, etc.)

Parametric Surface

- Tensor product spline patches
- Careful constraints to maintain continuity
**Implicit Surfaces**
- Points satisfying: $F(x,y,z) = 0$
- **Polygonal Model**
- **Implicit Model**

**Why Implicit Surfaces?**
- Function usually sampled regularly (voxel grid)
  - Can guarantee that model is hole-free
  - Easy to change topology
  - Algorithms must traverse volume: slow
  - More space than parametric representation

**Voxels**
- Uniform grid of occupancy, density, etc.
  - Often acquired from CAT, MRI, etc.

**Constructive Solid Geometry**
- Hierarchy of boolean operations (union, difference, intersect) applied to simple shapes

**Scene Graph**
- Union of objects at leaf nodes

**Skeleton**
- Graph of curves with radii
Application-Specific Models

- Domain-specific semantic information + geometry

Apo A-1
(Theoretical Biophysics Group, University of Illinois at Urbana-Champaign)

Architectural Floorplan
(CS Building, Princeton University)

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