CS 536
Computer Graphics

Introduction
Week 1, Lecture 1
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Overview
• Course Policies/Issues
• Brief History of Computer Graphics
• The Field of Computer Graphics: A view from 66,000ft
• Structure of this course
• Homework overview
• Introduction and discussion of homework #1

Computer Graphics: Course Goals
• Provide introduction to fundamentals of 2D and 3D computer graphics
  – Representation (curves/surfaces/solids/hierarchical models)
  – Drawing, clipping, transformations and viewing
  – Evaluation of geometric models
    • Convert to Open Inventor for display

Interactive Computer Graphics
CS 537
• Not sure when it will be offered again
• Learn and program OpenGL
• Computer Graphics was a pre-requisite
  – Not anymore

Advanced Rendering Techniques
(Advanced Computer Graphics)
• Not sure when it will be offered again
• 3D Computer Graphics
• CS 536 is a pre-requisite
• Implement Ray Tracing algorithm
• Lighting, rendering, photorealism
• Study Radiosity and Photon Mapping

ART Student Images
Computer Graphics: Technical Material

- Course coverage
  - Mathematical preliminaries
  - 2D lines and curves
  - Geometric transformations
  - Line and polygon drawing
  - 3D viewing, 3D curves and surfaces
  - Bezier & Hermite curves, Splines, B-Splines and NURBS
  - Solid Modeling
  - Hierarchical models
  - Color, hidden surface removal, Z-buffering

Computer Graphics: Course Management Issues

- All course policies are in the syllabus
- Extensive use of PDF handouts
- Must read email every day
- There will be 6 programming assignments (plan on 8-to-15 hrs)
- Suggestion: print out handouts before class, use them to take notes
- Read and summarize a research paper
- Final exam on material not covered by the programming assignments
  - READ THE SYLLABUS!!

Computer Graphics: Collaboration Policies

- Thou Shall
  - write your own code
  - do your own math
  - attribute any work that is not your own
  - talk amongst yourselves, share ideas
- Thou Shall Not
  - Share/copy code
  - Work in groups
  - Use ideas without attribution
  - Utilize geometry/graphics libraries
- All code will be auto checked for plagiarism
- Violations will result in an automatic F

Go to class web page

CG Technical Areas

- Geometric Modeling
  - Mathematics and algorithms that define 2D and 3D geometric objects

CG Technical Areas

- Human/Computer Interaction
  - Methods for creating graphics data via user input

Surface Drawing, Steven Schkolne
CG Technical Areas

• Lighting and Shading
  — Math, physics and algorithms that specify how light interacts with matter

• Rendering
  — Algorithms that take geometry, lighting, shading and viewing information and generate an image

• Visualization
  — Techniques for visually communicating and exploring scientific, medical or abstract data

• Perception
  — Study of how humans perceive light and information

• Animation
  — Algorithms for making models change over time

• Simulation
  — Using physics to make models move
CG Technical Areas

- Software and Hardware
  - Designing software and hardware systems to implement graphics algorithms

Computer Graphics: In The Beginning

- MIT - 1963
  - Ivan Sutherland’s Sketchpad
  - Modified oscilloscope for drawing
  - The original CAD system

Computer Graphics from 66,000ft

- Display types
- Display/Rendering algorithms
- Application areas
  - Entertainment
  - CAD/CAM
  - Scientific & medical visualization
  - Training & education
  - Synthetic realities
  - Art and design
  - Games

2D Graphics

- Raster:
  - Pixels
    - X11 bitmap, XBM
    - X11 pixmap, XPM
    - GIF
    - TIFF
    - PNG
    - JPG
  - Lossy, jaggies when transforming, good for photos.

- Vector:
  - Drawing instructions
    - Postscript
    - CGM
    - Fig
    - DWG
  - Non-lossy, smooth when scaling, good for line art and diagrams.

Adobe Photoshop: 2D Raster Graphics

- Adobe Photoshop:
  - 2D Raster Graphics
2D Raster Graphics

Adobe Illustrator: 2D Vector Graphics

2D Vector Graphics

3D Rendering

Toward Reality in the 1980s
- global illumination
  - Whitted (1980) - ray tracing
  - Goral, Torrance et al. (1984), Cohen (1985) - radiosity
  - Kajiya (1986) - the rendering equation
- photorealism
  - Cook & Terrance (1982) - rough surface reflectance
  - Cook (1984) - shade trees
  - Perlin (1985) - shading languages
  - Harriman and Lawson (1990) - RenderMan

1990s - the visibility problem
- Roberts (1983), Appel (1967) - hidden-line algorithms
- Sutherland (1974) - visibility = sorting

1970s - raster graphics
- Gouraud (1971) - diffuse lighting
- Phong (1974) - specular lighting
- Blinn (1974) - curved surfaces, texture
- Crow (1977) - anti-aliasing

http://www.graphics.cornell.edu/research/intro/model_complexity.jpg
Away from Reality

- early 1990s - non-photorealistic rendering
  - Drebin et al. (1988), Levoy (1988) - volume rendering
  - Haeberli (1990) - impressionistic paint programs
  - Salesin et al. (1994) - automatic pen-and-ink illustration
  - Meier (1996) - painterly rendering

And Back Again

- late 1990s & 2000s - photon mapping, subsurface scattering and participating medium
  - H. Wann Jensen

Application Areas

- Entertainment
- CAD/CAM
- Scientific & Medical visualization
- Training & Education
- Synthetic Realities
- VR, AR, etc.
- Art and design
- Games

Lord Of the Rings Troll

Pixar

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Programming Assignments

- **No APIs**: OpenGL, GLUT, Mesa, DirectX...
- May use math (vector/matrix), argument processing and Open Inventor writing libraries
- Just compute lines and polygons from higher-level descriptions
  - Sorry, no color until ICG or ART
- Output in the form of Open Inventor
  - A standard (now a bit out-of-fashion) for 3D graphics
- Program source (and makefile/script) turned in via Bb Learn
- Executable/Programs MUST RUN on Linux (tux)
- Whatever language you want, so long as the TA can run code on tux (c, c++, java, python, …)

For programming assignments

- Use Open Inventor as your graphics representation
- We will be evaluating a variety of 3D graphics primitives
- GPUs can (only) display lines and polygons. So higher-level geometry descriptions need to be converted into these lower-level primitives
- Tip: Renew your friendship with your linear algebra & multi-variate calculus textbook
- Read homeworks ahead. It will help you to structure your code for future requirements.
Assignment Dependencies

- Every HW – Read in geometry parameters and write out (to standard out) Open Inventor
- HW1 – Evaluate arbitrary-degree Bezier curves
  - Output polylines & spheres
- HW2 – Link cubic Bezier curves from HW1
  - Output polylines & spheres
- HW3 – Union of two polygons
  - Input and output Postscript
- HW4 – Evaluate bicubic Bezier patch
  - Output triangles, normals & spheres
- HW5 – Evaluate a (biparametric) superellipsoid
  - Output triangles, normals & spheres
- HW6 – Evaluate a hierarchical model consisting of cuboids

Data Structures

- Control points and tangents
- 3D Polylines
- 3D Polygons (vertices, edges, faces and normals)
- Triangle mesh (topology of mesh)
- Model hierarchy

When it’s all over!

Don’t forget ICG & ART!

Programming Assignment 1

- Input list of 3D control points
- Output polyline & spheres as Open Inventor
- Primary output format for the course
- Create data structures to hold control points and polyline
- Implement code to evaluate (i.e., compute points on) an arbitrary-degree 3D Bezier curve
- Draw spheres at control point locations
- Due October 6th
- Get started now!