

Geometric Shapes: Constructive Solid Geometry

Module 3
Lecture 7

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Previously we Learnt

•Implicit

- $f(x,y)=0$ 2D curve
- $f(x,y,z)=0$ 3D surface

•Explicit

- $y=f(x)$ $x=f(y)$ 2D curves (*seldom used*)
- $z=f(x,y)$ $y=f(x,z)$ $x=f(y,z)$ 3D surfaces (*seldom used*)

•Parametric

- 2D/3D Curves: 1 parameter
- Surfaces: 2 parameters
- 3D Solids: 3 parameters

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Solid Objects

- Voxels (volume elements)
- Parametric representation
- Explicit (variant of implicit) representation

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Using Explicit Functions for Defining Solid Objects

Let's change in any implicit function “=” to “ \leq ” or “ \geq ”

$$\begin{aligned} f(x,y)=0 & \quad g=f(x,y) \leq 0 \quad \text{or} \quad g=f(x,y) \geq 0 \\ f(x,y,z)=0 & \quad g=f(x,y,z) \leq 0 \quad \text{or} \quad g=f(x,y,z) \geq 0 \end{aligned}$$

It becomes an explicit function in +1 dimension
(scientific name **Frep**), i.e. $g=f(x,y,z) \geq 0$ evaluates some
coordinate or value in the dimension other than x, y, z .

In this course, we will ONLY use ≥ 0 :

$$g=f(x,y) \geq 0 \quad \text{and} \quad g=f(x,y,z) \geq 0$$

to be consistent with the rendering algorithm and other mathematics
used in the remaining part of this module.

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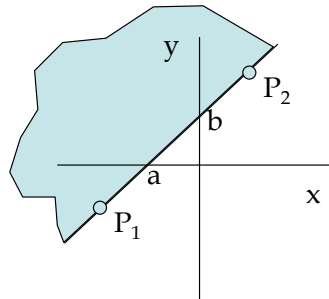
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Half-plane Implicit Representation

- Implicit

$$Ax + By + C \geq 0$$

$$\frac{x}{a} + \frac{y}{b} - 1 \geq 0$$



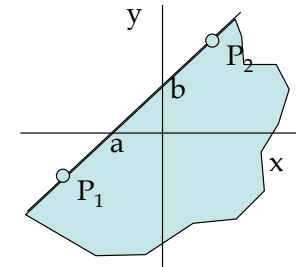
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Half-plane Implicit Representation

$$-(Ax + By + C) \geq 0$$

$$-\frac{x}{a} - \frac{y}{b} + 1 \geq 0$$

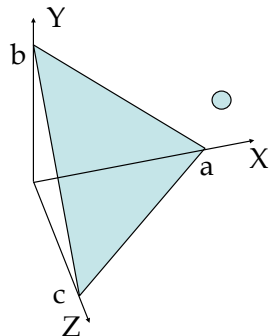


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Plane-bounded Half-space

- Above the plane



$$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} - 1 = 0 \Rightarrow$$

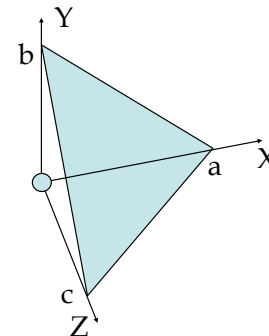
$$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} - 1 \geq 0$$

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Plane-bounded Half-space

- Below the plane



$$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} - 1 = 0 \Rightarrow$$

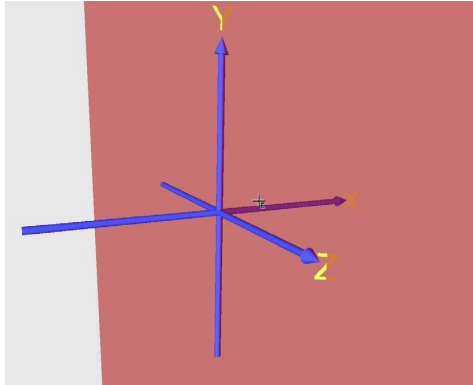
$$1 - \frac{x}{a} - \frac{y}{b} - \frac{z}{c} \geq 0$$

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Plane-bounded Half-space

- $x \geq 0$

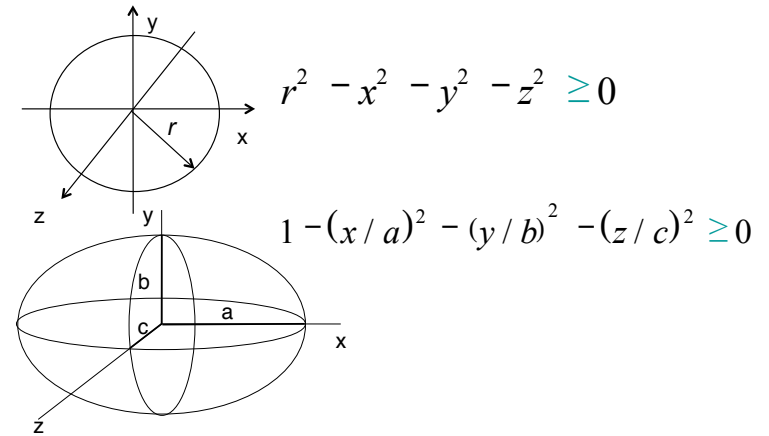


The displayed size of the half-space surface is defined by the XYZ domain

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Solid Sphere and Ellipsoid



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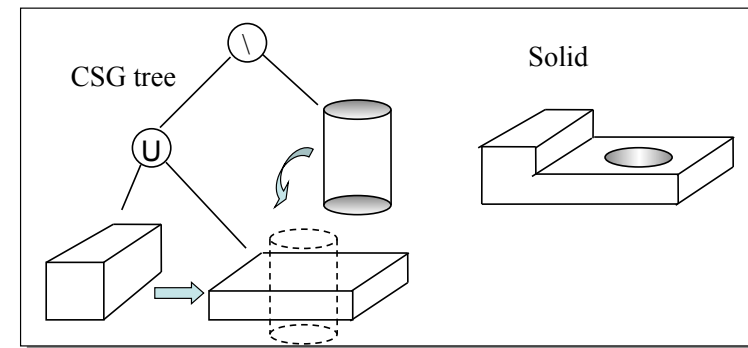
Constructive Solid Geometry (CSG)

- CSG is a family of schemes introduced for representing rigid solids as Boolean constructions and combinations of solid components.
- The three basic operators *union* \cup , *intersection* \cap , and *difference* \setminus are applied to primitive objects.
- In CSG, objects are represented as binary trees, called *CSG trees*. Each leaf is a primitive object and each non-terminal node is either a Boolean operator or a motion (translation, rotation) which operates on the subnodes.

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Constructive Solid Geometry



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Implicit Representation of CSG

$$G: f(x, y, z) \geq 0$$

$$G_3 = G_1 \cup G_2: f_3 = f_1 \vee f_2 = \max(f_1, f_2) \quad \text{Union}$$

$$G_3 = G_1 \cap G_2: f_3 = f_1 \wedge f_2 = \min(f_1, f_2) \quad \text{Intersection}$$

$$G_3 = -G_1: f_3 = -f_1 \quad \text{Outer part or Complement}$$

$$G_3 = G_1 \setminus G_2: f_3 = f_1 \setminus f_2 = \min(f_1, -f_2) \quad \text{Subtraction}$$

Example:

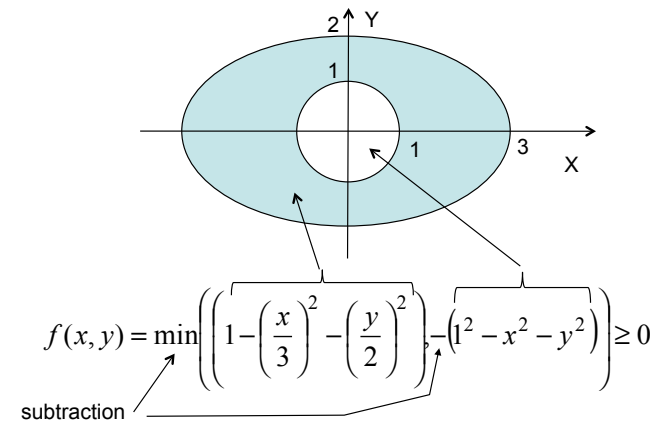
$$G_5 = G_1 \cup ((G_2 \cap G_3) \setminus G_4):$$

$$f_5 = f_1 \vee ((f_2 \wedge f_3) \setminus f_4) = \max(f_1, \min(\min(f_2, f_3), -f_4)) \geq 0$$

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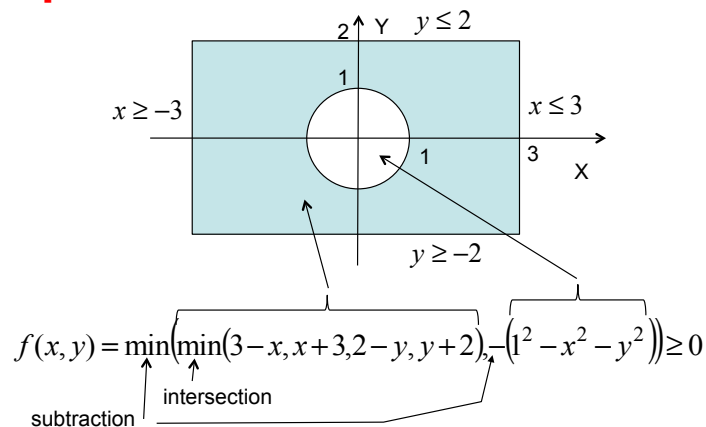
Implicit Representation of Boolean Operations



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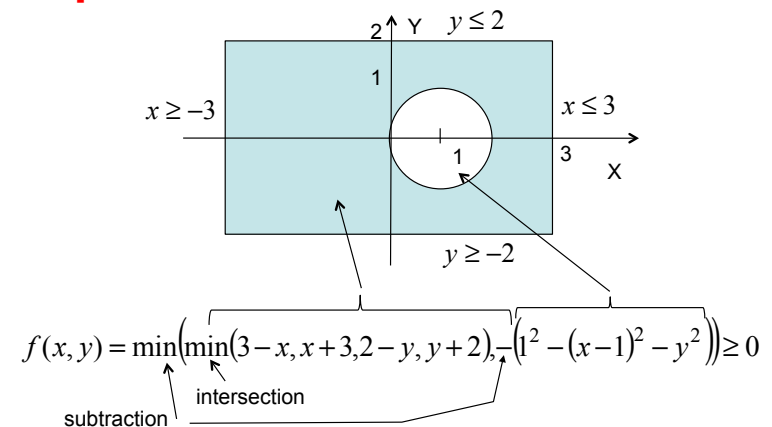
Implicit Representation of Boolean Operations



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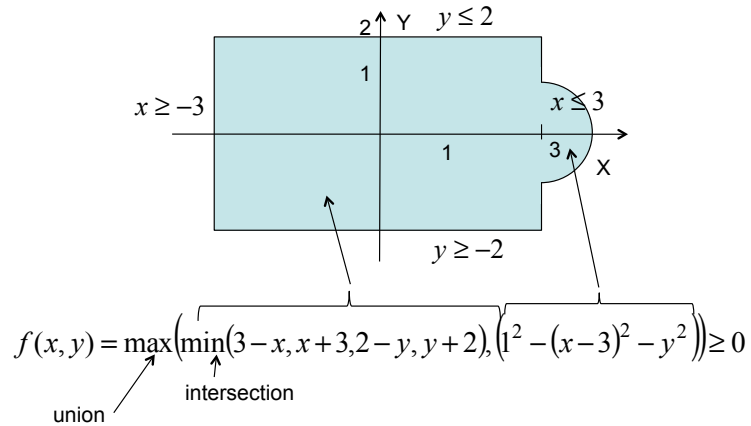
Implicit Representation of Boolean Operations



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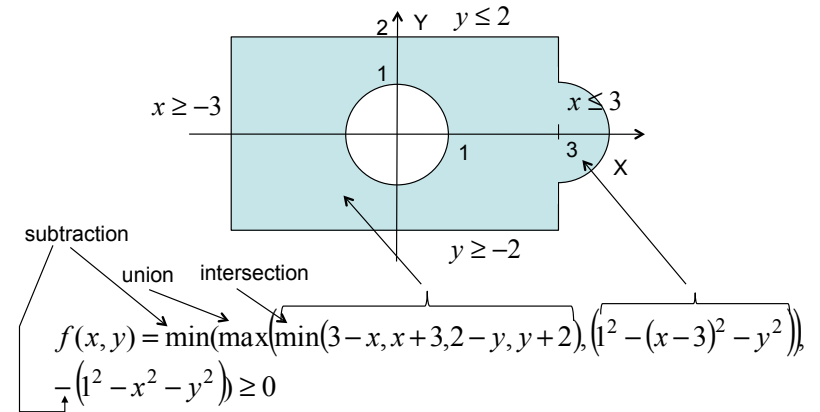
Implicit Representation of Boolean Operations



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Implicit Representation of Boolean Operations



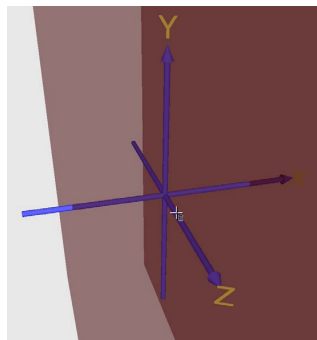
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CSG with Implicit Functions

- $\min(x+1, 1-x) \geq 0$

intersection



The displayed size of the half-space surface is defined by the XYZ domain

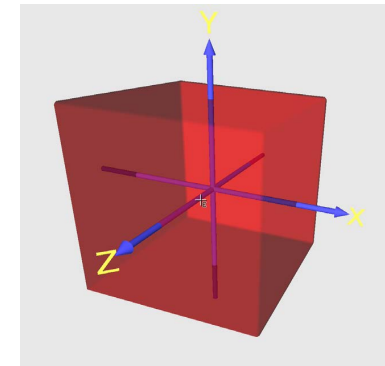
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CSG with Implicit Functions

- $\min(x+1, 1-x, y+1, 1-y, z+1, 1-z) \geq 0$

intersection

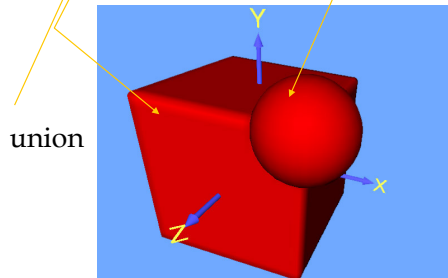


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CSG with Implicit Functions

- $\max(\min(x+1, 1-x, y+1, 1-y, z+1, 1-z), 0.5^2 - (x-1)^2 - (y-1)^2 - (z-1)^2) \geq 0$

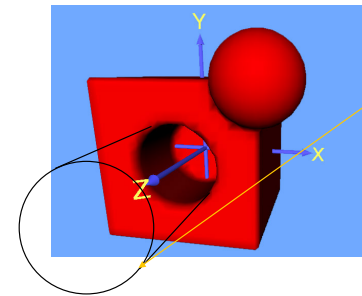


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CSG with Implicit Functions

- $\min(\max(\min(x+1, 1-x, y+1, 1-y, z+1, 1-z), 0.5^2 - (x-1)^2 - (y-1)^2 - (z-1)^2), -\min(0.5^2 - x^2 - y^2, z)) \geq 0$ difference



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Summary. Constructive Solid Geometry using Function Reprerentations (FReps)

$$G: f(x, y, z) \geq 0$$

$$G_3 = G_1 \cup G_2: f_3 = f_1 \vee f_2 = \max(f_1, f_2) \quad \text{Union}$$

$$G_3 = G_1 \cap G_2: f_3 = f_1 \wedge f_2 = \min(f_1, f_2) \quad \text{Intersection}$$

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Example:

$$G_5 = G_1 \cup ((G_2 \cap G_3) \setminus G_4):$$

$$f_5 = f_1 \vee ((f_2 \wedge f_3) \setminus f_4) = \max(f_1, \min(\min(f_2, f_3), -f_4)) \geq 0$$

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Summary

- Solid objects can be defined by
 - Changing implicit equations of surfaces into inequalities ≤ 0 or ≥ 0
 - Parametric equations with 3 parameters (3D solids)
- Sweeping can be easily formulated by using parametric functions for the cases of translational and rotational sweeping
- Boolean or Set-theoretic operations can be defined for implicit functions and implicit inequalities when min/max functions are used; We assume only inequalities ≥ 0 for the functions-arguments and functions-results of the operations.

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Analytic Shape Representations. Summary

•Implicit

- $f(x,y)=0$ 2D curve
- $f(x,y,z)=0$ 3D surface

•Explicit

- $y=f(x)$ $x=f(y)$ 2D curves
- $z=f(x,y)$ $y=f(x,z)$ $x=f(y,z)$ 3D surfaces
- $g=f(x,y,z) \geq 0$ solid objects
 $\cup \max(f_1, f_2) \geq 0 \quad \cap \min(f_1, f_2) \geq 0 \quad \setminus \min(f_1, -f_2) \geq 0$

•Parametric

- 2D/3D Curves: 1 parameter
- Surfaces: 2 parameters
- 3D Solids: 3 parameters