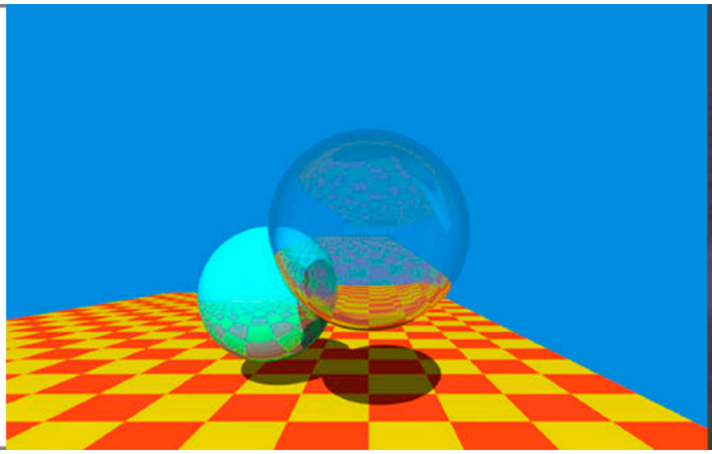
Introduction to Computer Graphics

GAMES101, Lingqi Yan, UC Santa Barbara

Lecture 5:
Rasterization 1 (Triangles)






http://www.cs.ucsb.edu/~lingqi/teaching/games101.html

Announcements

- Homework 0 — 188 submissions
  - No worries if you did not submit
- Homework 1 will be released today
  - Containing basic and advanced requirements (graded separately)
  - Pass or not pass depends on basic requirements only
- Asking on BBS
  - Please try to describe your question more clearly
- Today's lecture is pretty easy

Last Lecture

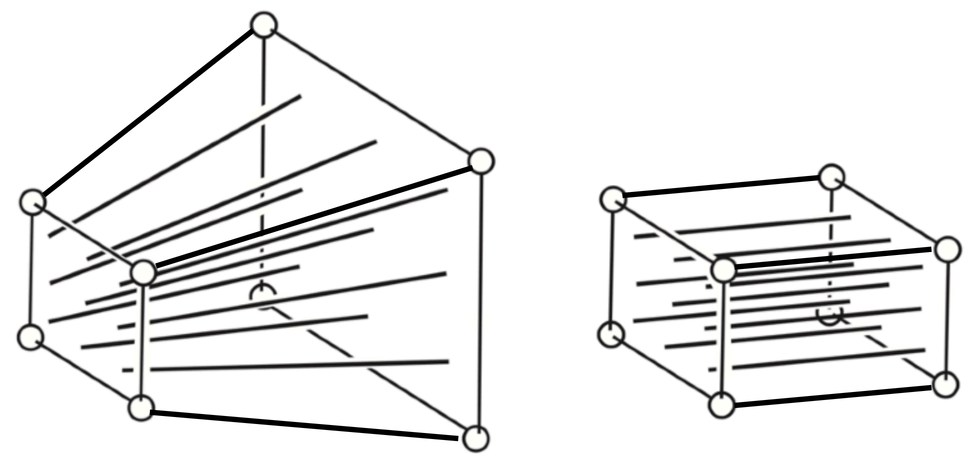
- Viewing (观测) transformation
  - View (视图) / Camera transformation
  - Projection (投影) transformation
    - Orthographic (正交) projection
    - Perspective (透视) projection

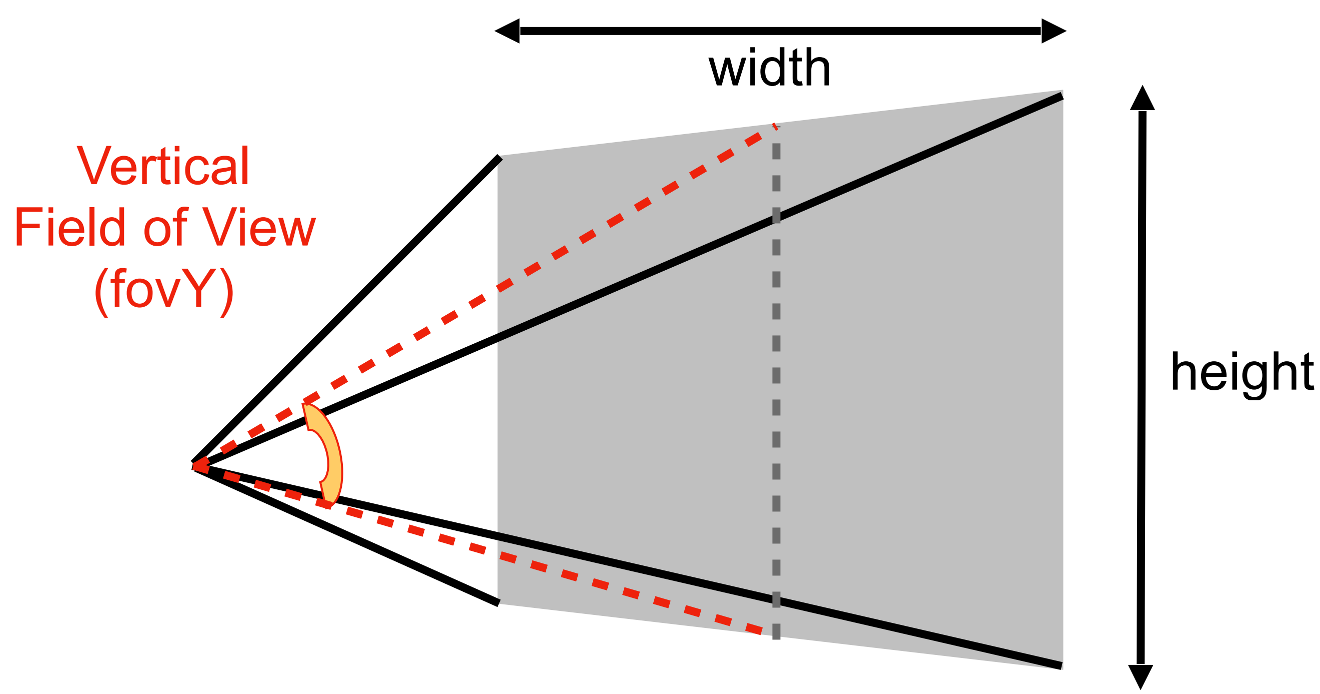
Today

- Finishing up Viewing
  - Viewport transformation
- Rasterization
  - Different raster displays
  - Rasterizing a triangle
- Occlusions and Visibility

Perspective Projection

- What's near plane's l, r, b, t then?
  - If explicitly specified, good
  - Sometimes people prefer:
    vertical **field-of-view** (fovY) and
    aspect ratio
    (assume symmetry i.e. l = -r, b = -t)





定义视点的可视范围：

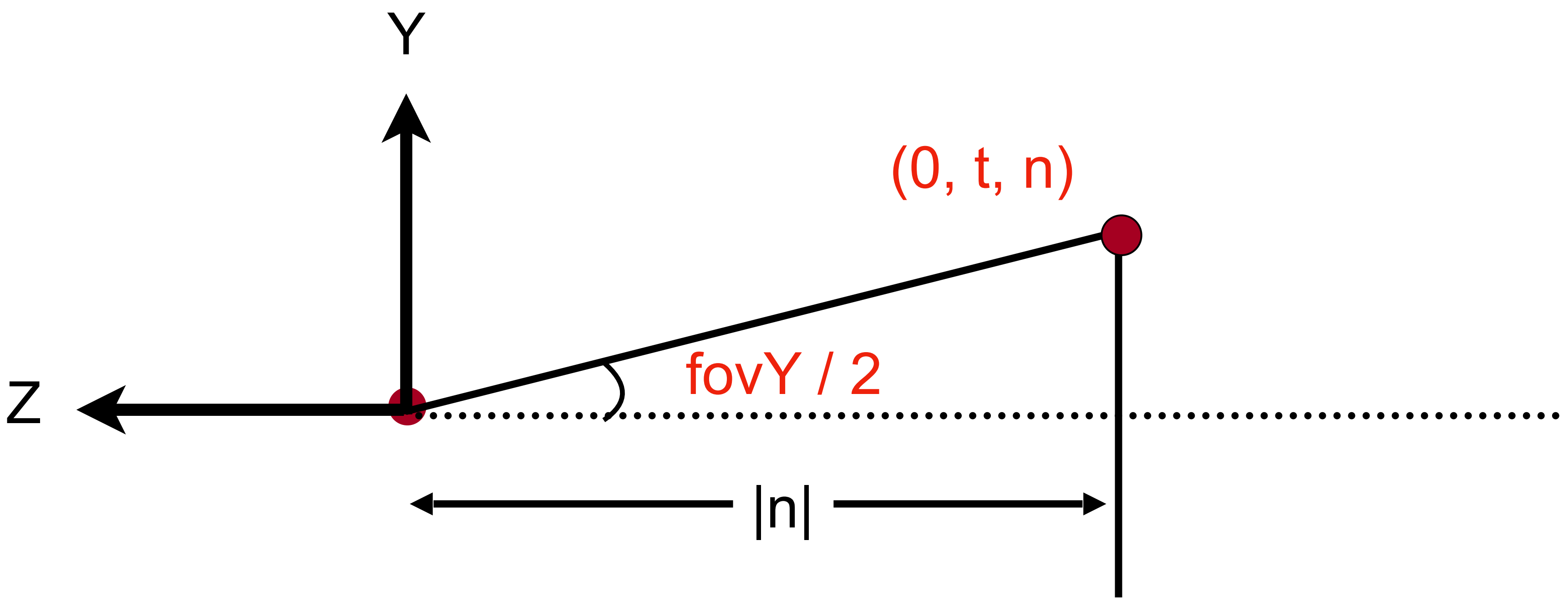
- 长宽比，衡量可视面积

- 垂直视角，衡量上下可视点的角度

Aspect ratio = width / height

Perspective Projection

- How to convert from fovY and aspect to l, r, b, t?
  - Trivial



$$\tan\frac{fovY}{2} = \frac{t}{|n|}$$

$$aspect = \frac{r}{t}$$

What's after MVP?

- **M**odel transformation (placing objects)
- **V**iew transformation (placing camera)
- **P**rojection transformation
  - Orthographic projection (cuboid to "canonical" cube $[-1, 1]^3$)
  - Perspective projection (frustum to "canonical" cube)
- Canonical cube to ?

MVP这三个变换之后，所有东西都会停留在一个1，1，1的位于原点的标准立方体中 下一步就要把这立方体画在屏幕上

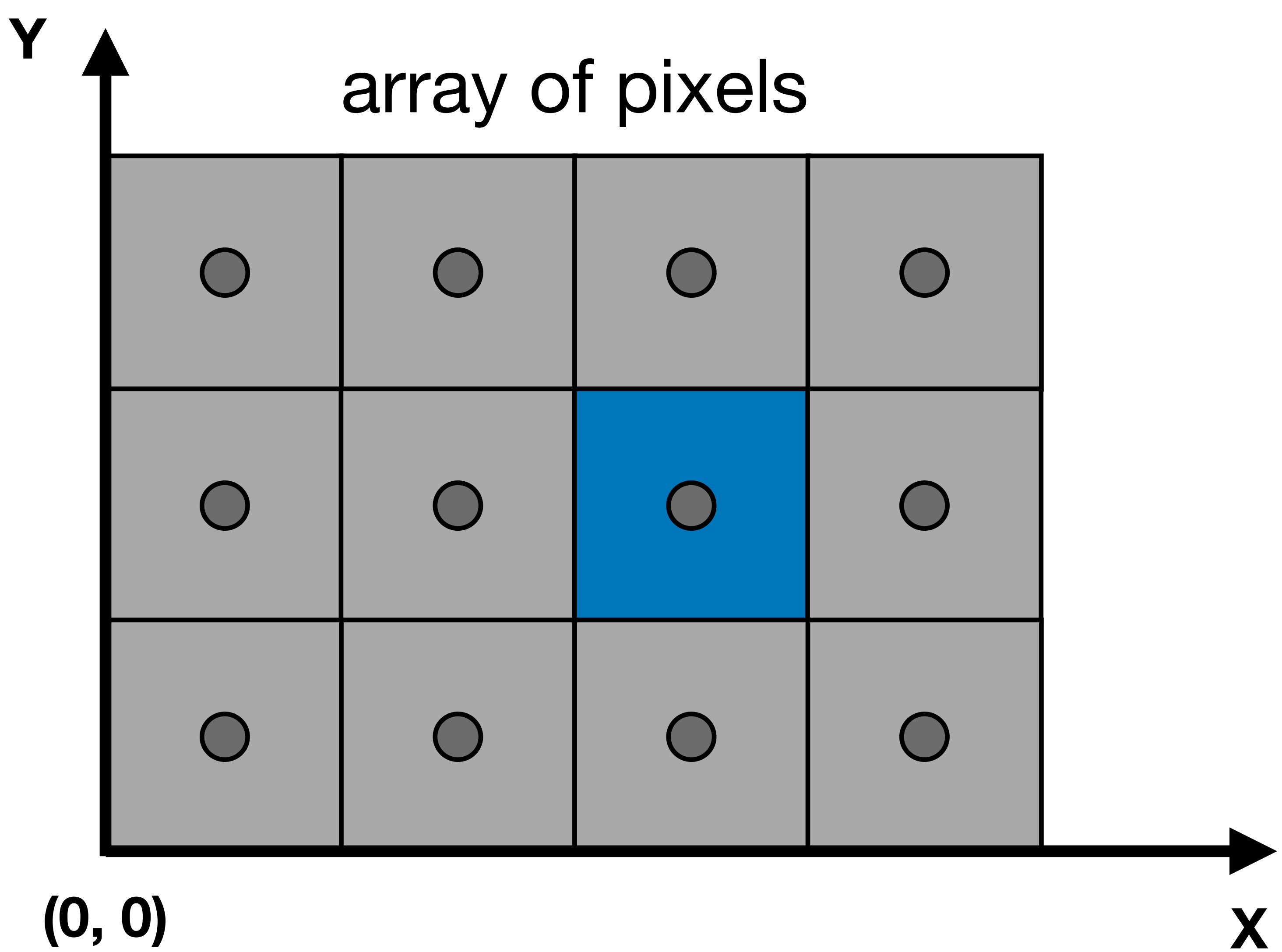
Canonical Cube to Screen

- What is a screen?
  - An array of pixels
  - Size of the array: resolution
  - A typical kind of raster display
    光栅化
- Raster == screen in German
  - Rasterize == drawing onto the screen
    光栅化就是将图形画到屏幕上
- Pixel (FYI, short for "picture element")
  - For now: A pixel is a little square with uniform color
  - Color is a mixture of (red, green, blue)

Canonical Cube to Screen

- Defining the screen space
  - Slightly different from the “tiger book”

屏幕空间:就是给屏幕定义一个坐标系 比如，可以定义左下角是原点



Pixels’ indices are in the form of (x, y), where both x and y are integers

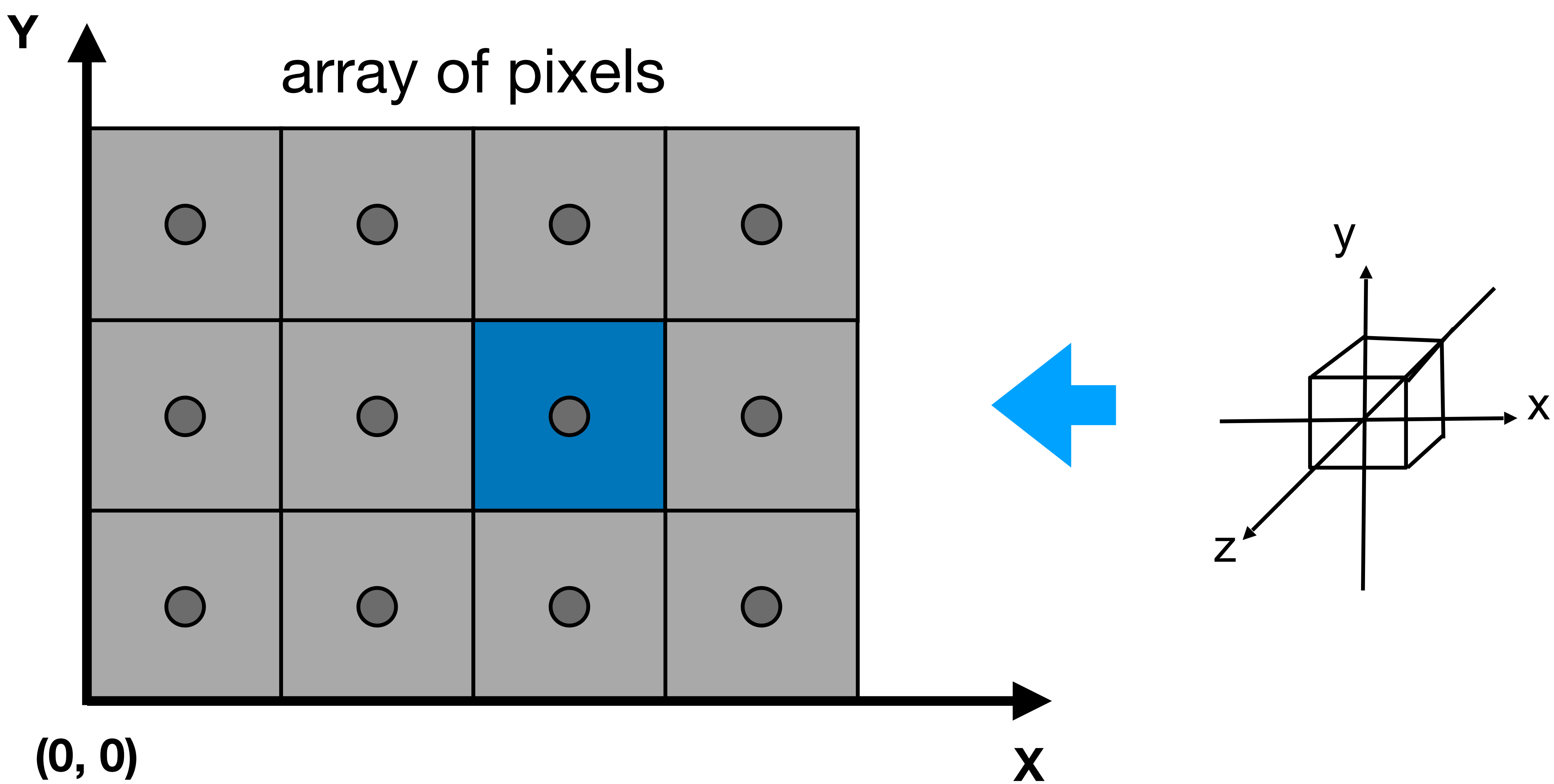
Pixels’ indices are from (0, 0) to (width - 1, height - 1)

Pixel (x, y) is centered at (x + 0.5, y + 0.5)

The screen covers range (0, 0) to (width, height)

Canonical Cube to Screen

- Irrelevant to z drop z
- Transform in xy plane: $[-1, 1]^2$ to [0, width] x [0, height]



Canonical Cube to Screen

- Irrelevant to z 3D 转 2D 坐标的方式
- Transform in xy plane: $[-1, 1]^2$ to [0, width] x [0, height]
- Viewport transform matrix:

$$M_{viewport} = \begin{pmatrix} \frac{width}{2} & 0 & 0 & \frac{width}{2} \\ 0 & \frac{height}{2} & 0 & \frac{height}{2} \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

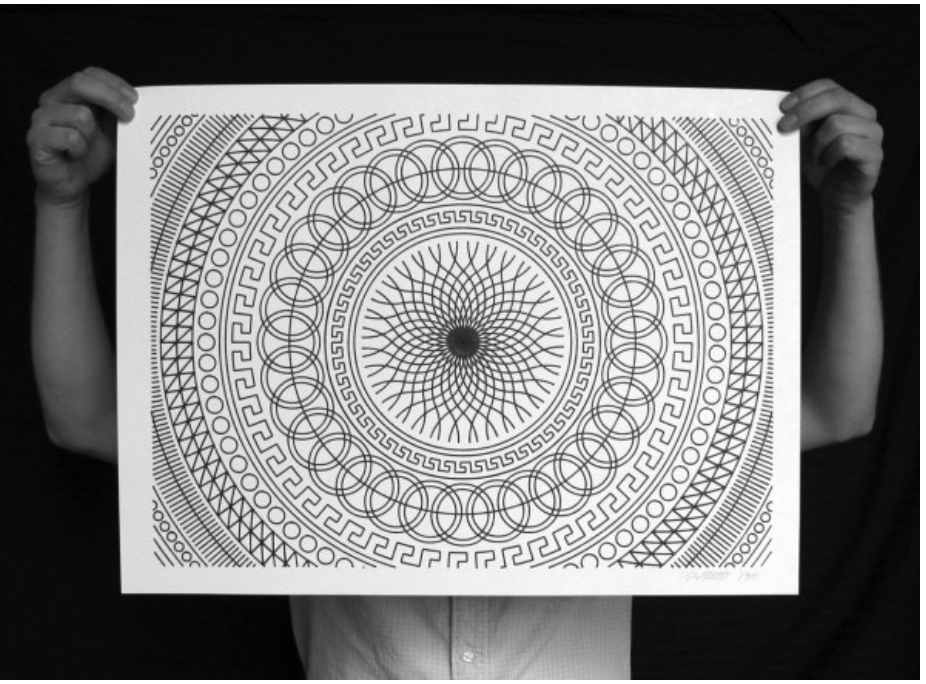
通过这个矩阵把标准立方体空间映射到屏幕这个二维世界中去

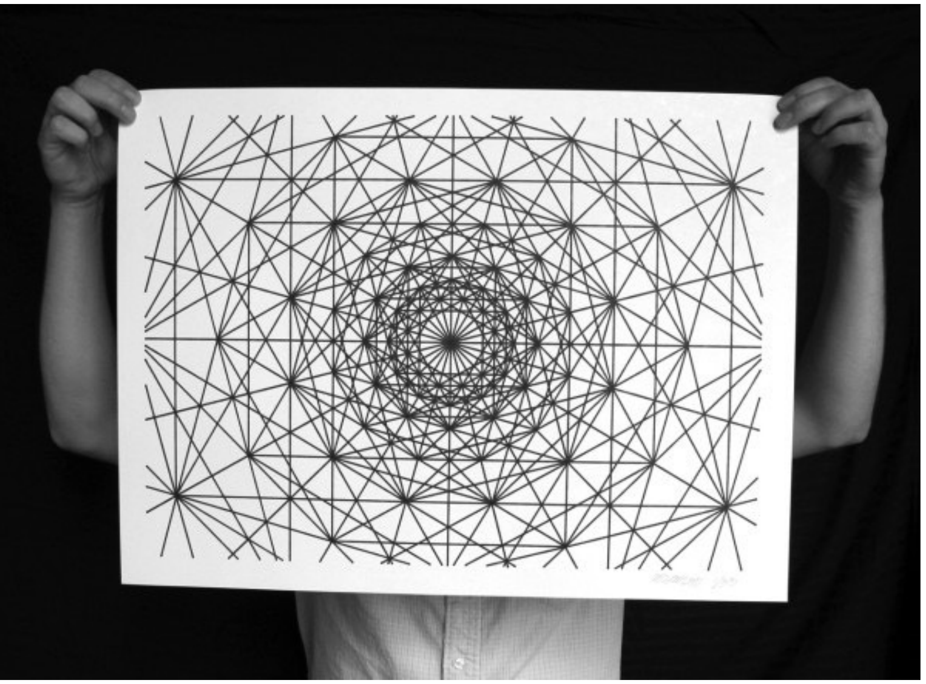
Next: Rasterizing Triangles into Pixels

将三角形打散为像素

Drawing Machines

CNC Sharpie Drawing Machine





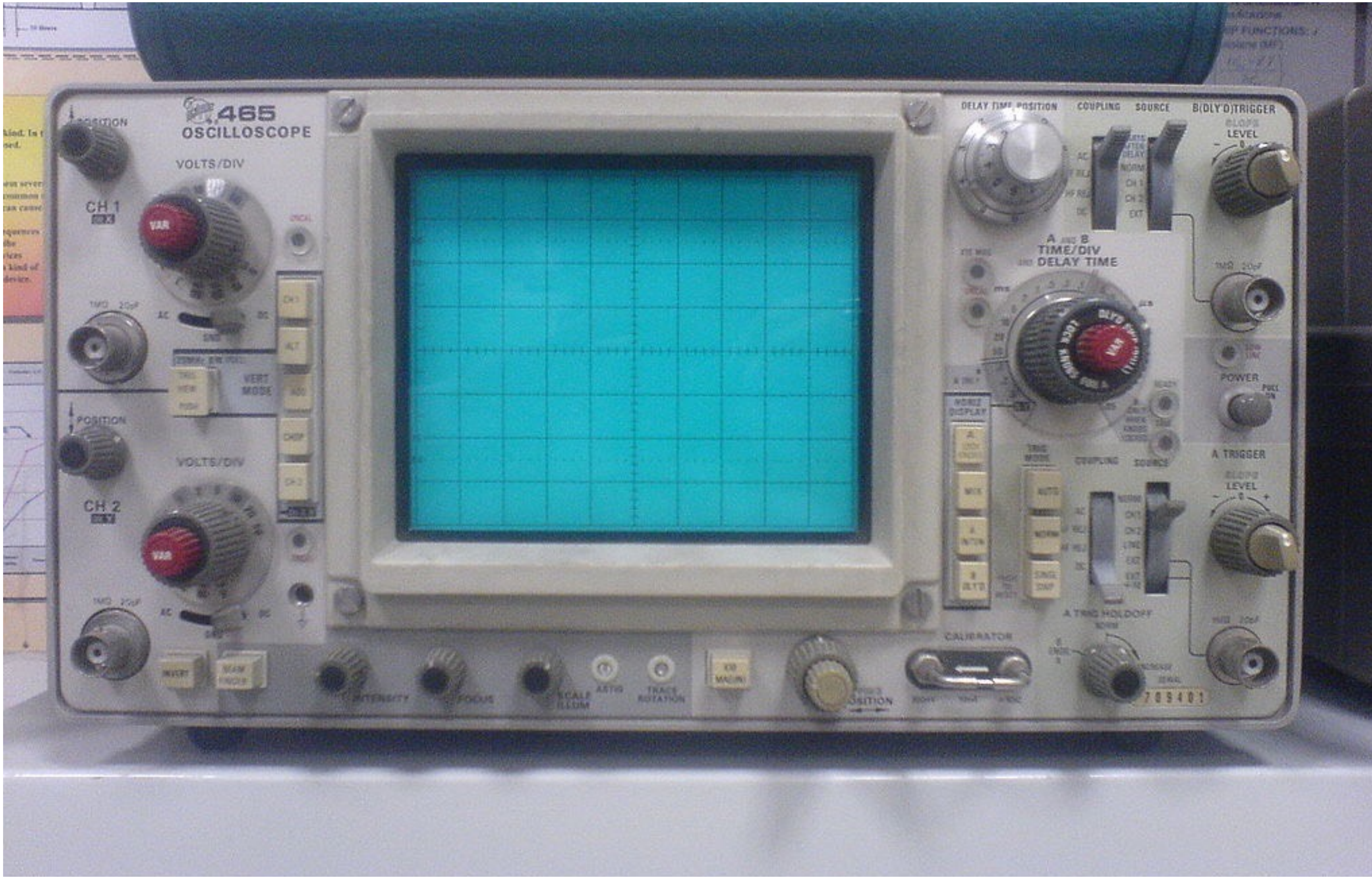
Aaron Panone with Matt W. Moore

http://44rn.com/projects/numerically-controlled-poster-series-with-matt-w-moore/

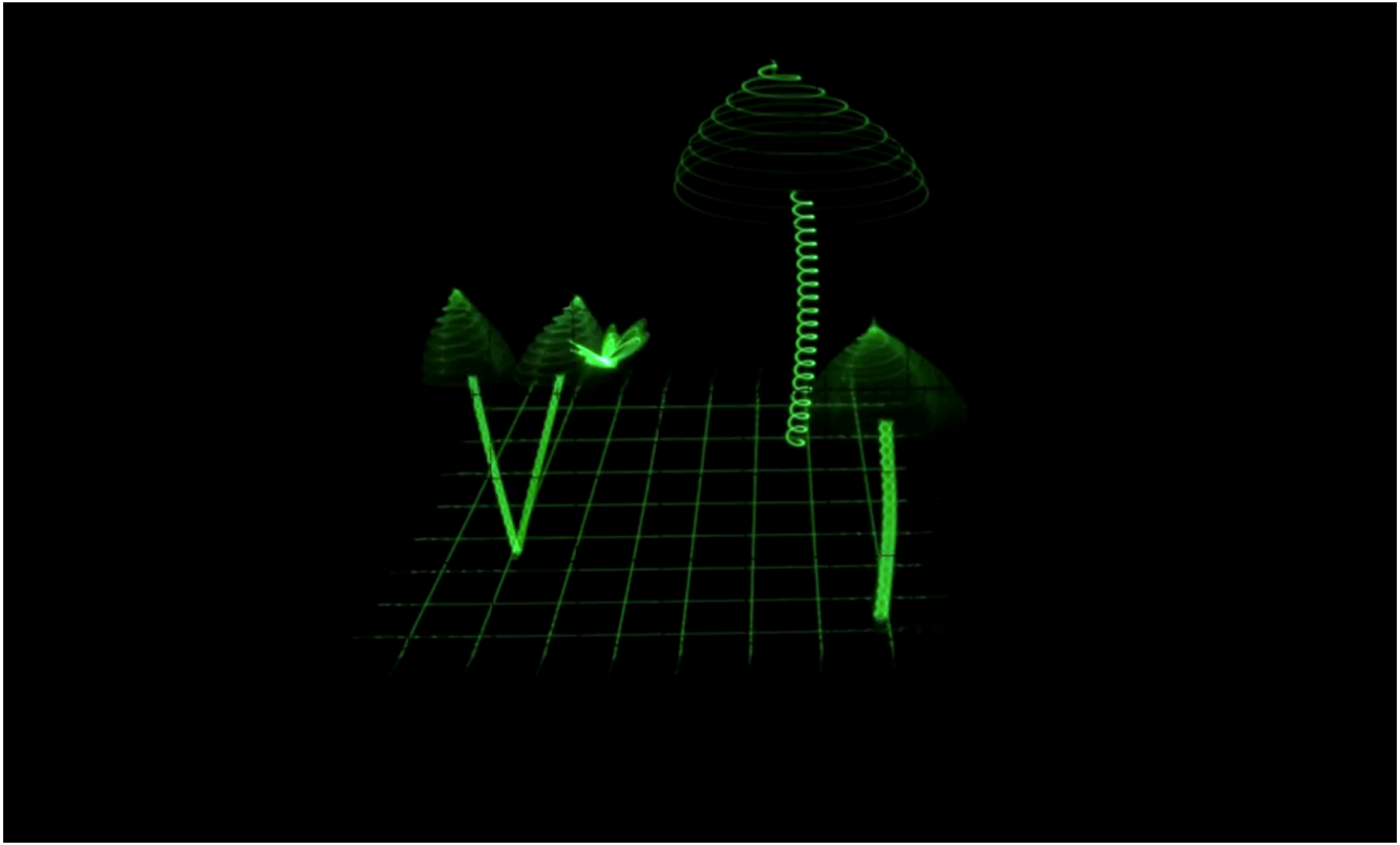
Laser Cutters

Different Raster Displays

Oscilloscope



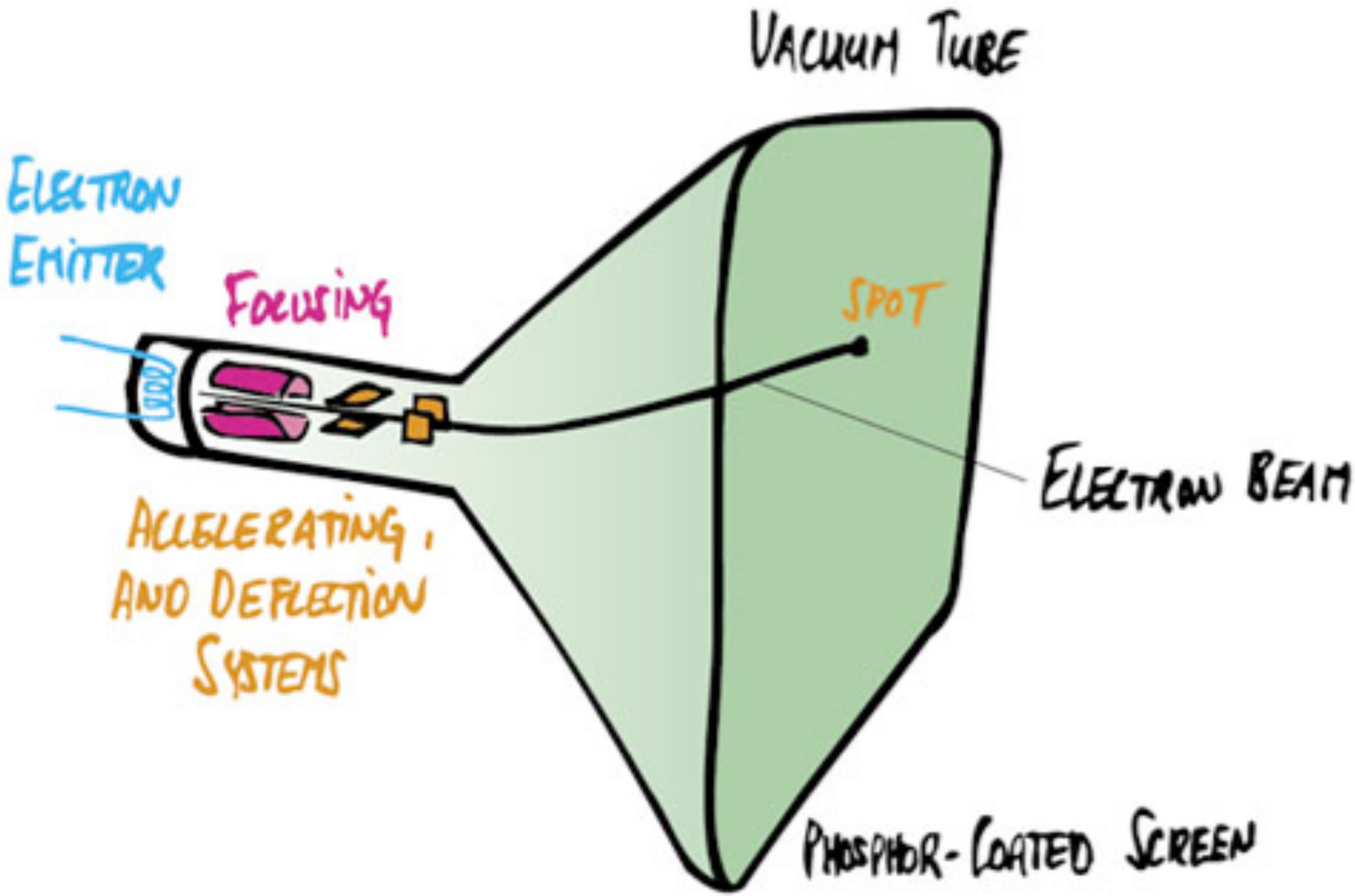
Oscilloscope Art



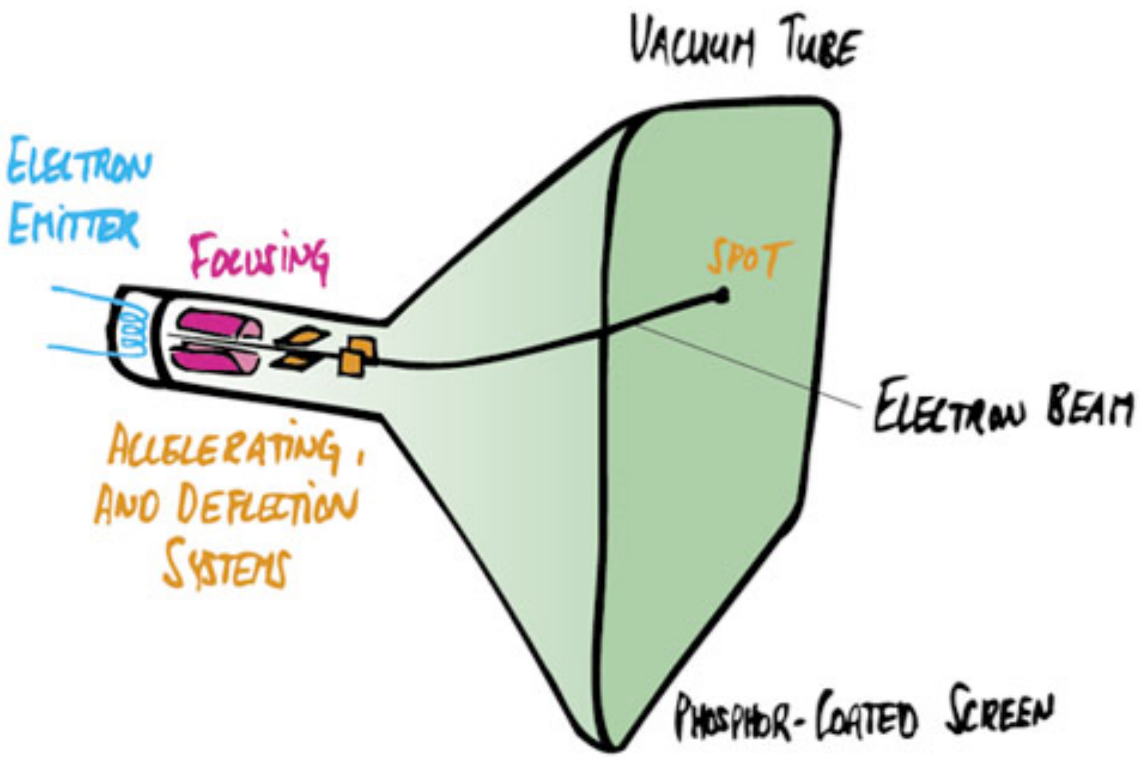
Jerobeam Fenderson

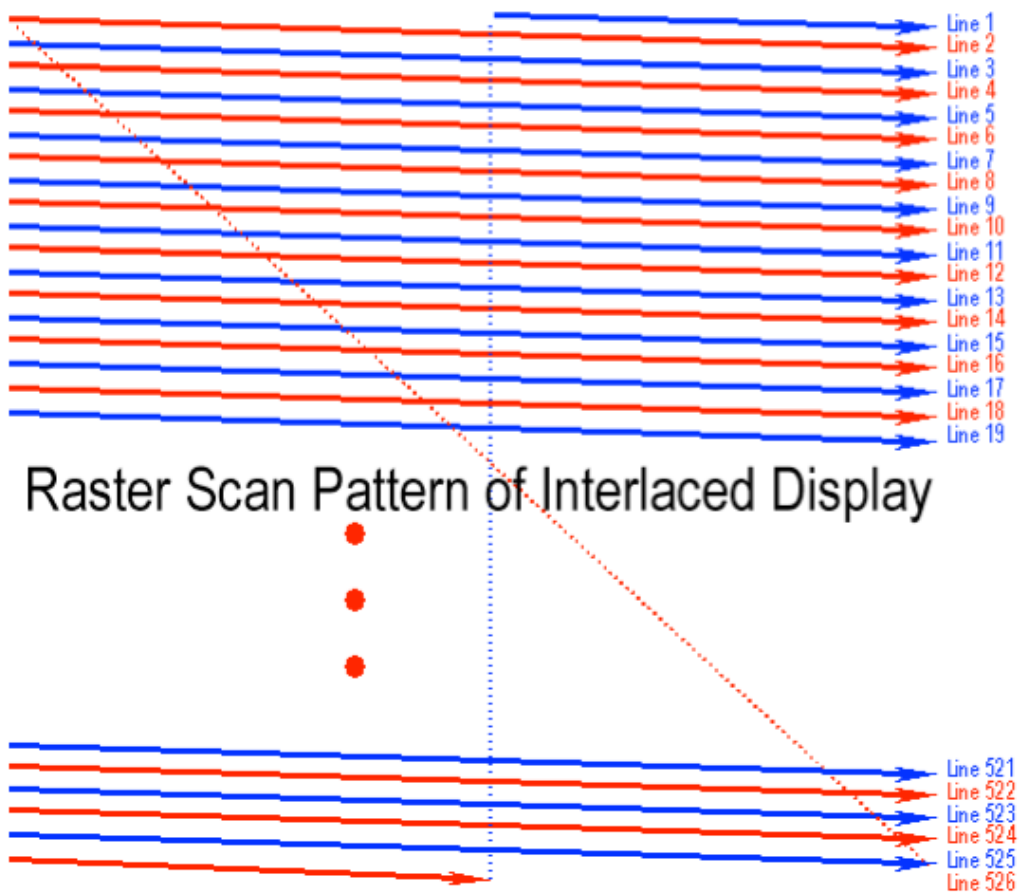
https://www.youtube.com/watch?v=rtR63-ecUNo

Cathode Ray Tube



Television - Raster Display CRT





Cathode Ray Tube

Raster Scan
(modulate intensity)

Frame Buffer: Memory for a Raster Display

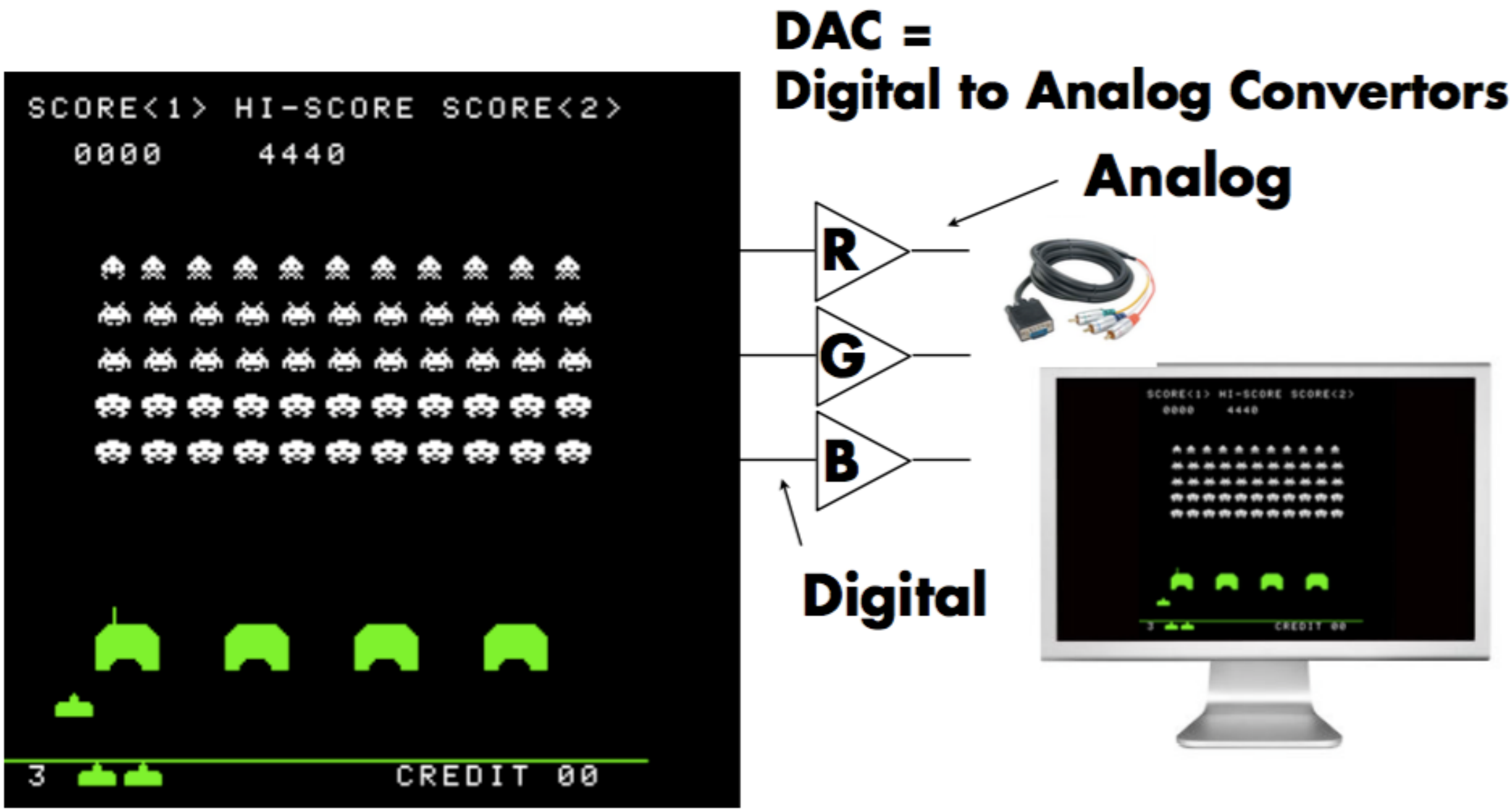


Image = 2D array of colors

Flat Panel Displays

Low-Res LCD Display

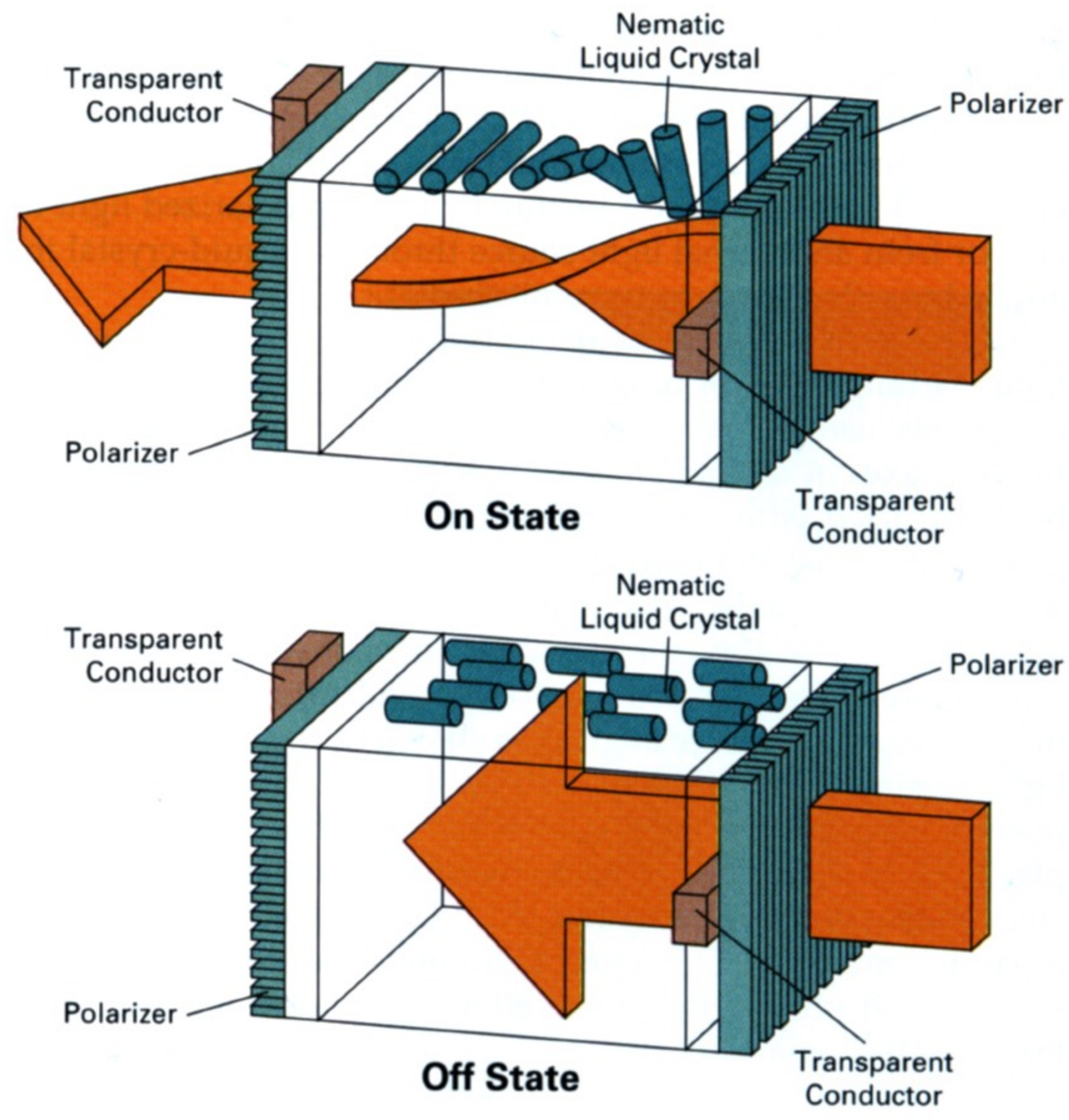
Color LCD, OLED, …

LCD (Liquid Crystal Display) Pixel

Principle: block or transmit light by twisting polarization

Illumination from backlight (e.g. fluorescent or LED)

Intermediate intensity levels by partial twist

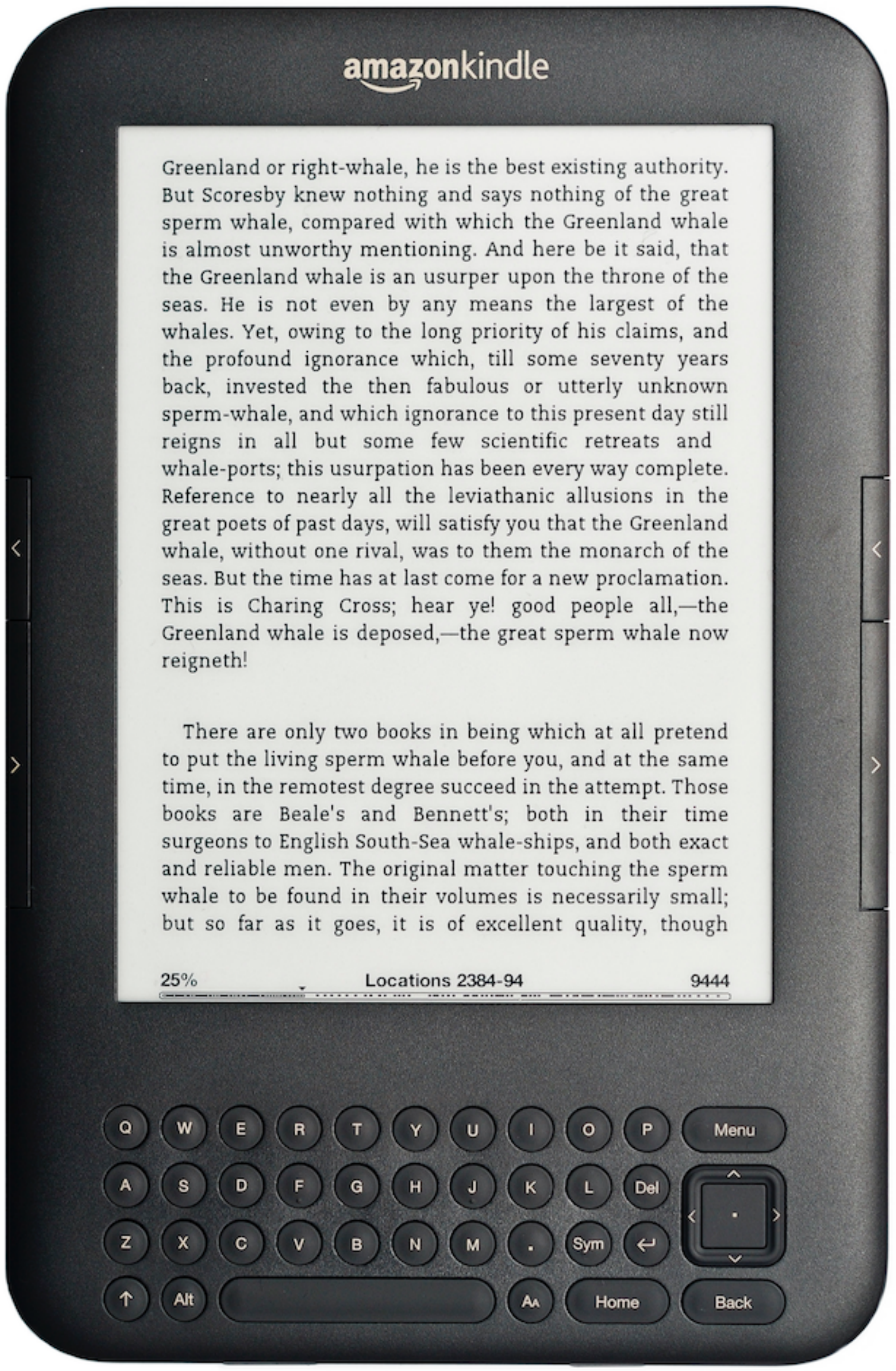


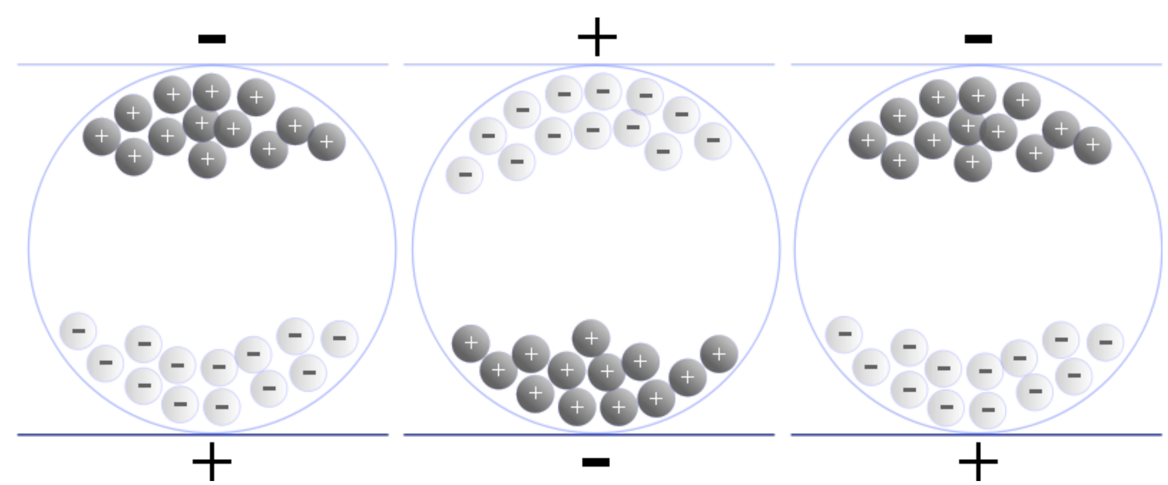
[H&B fig. 2-16]

LED Array Display

Light emitting diode array

Electrophoretic (Electronic Ink) Display





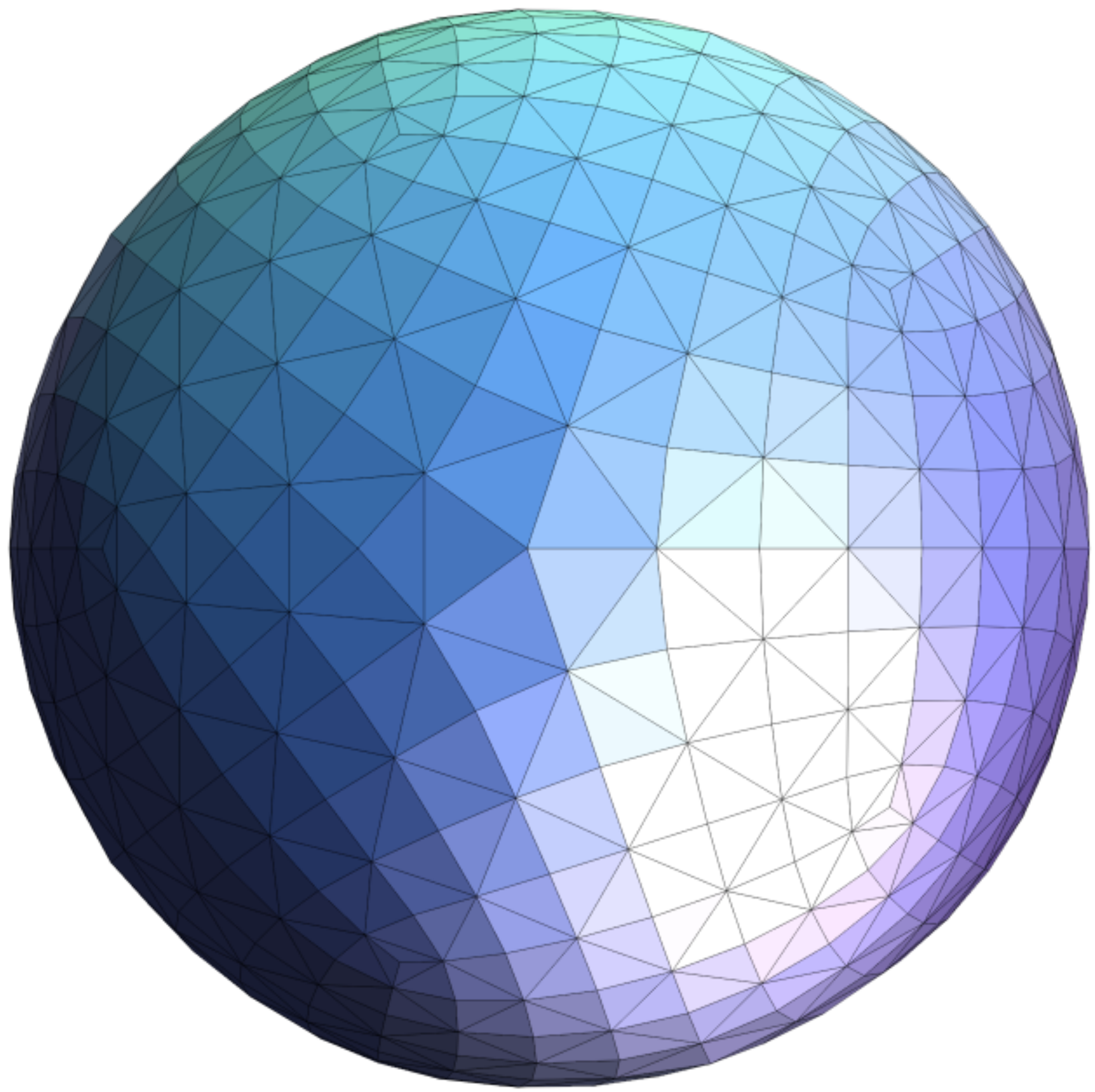
[Wikimedia Commons —Senarclens]

Rasterization:
Drawing to Raster Displays

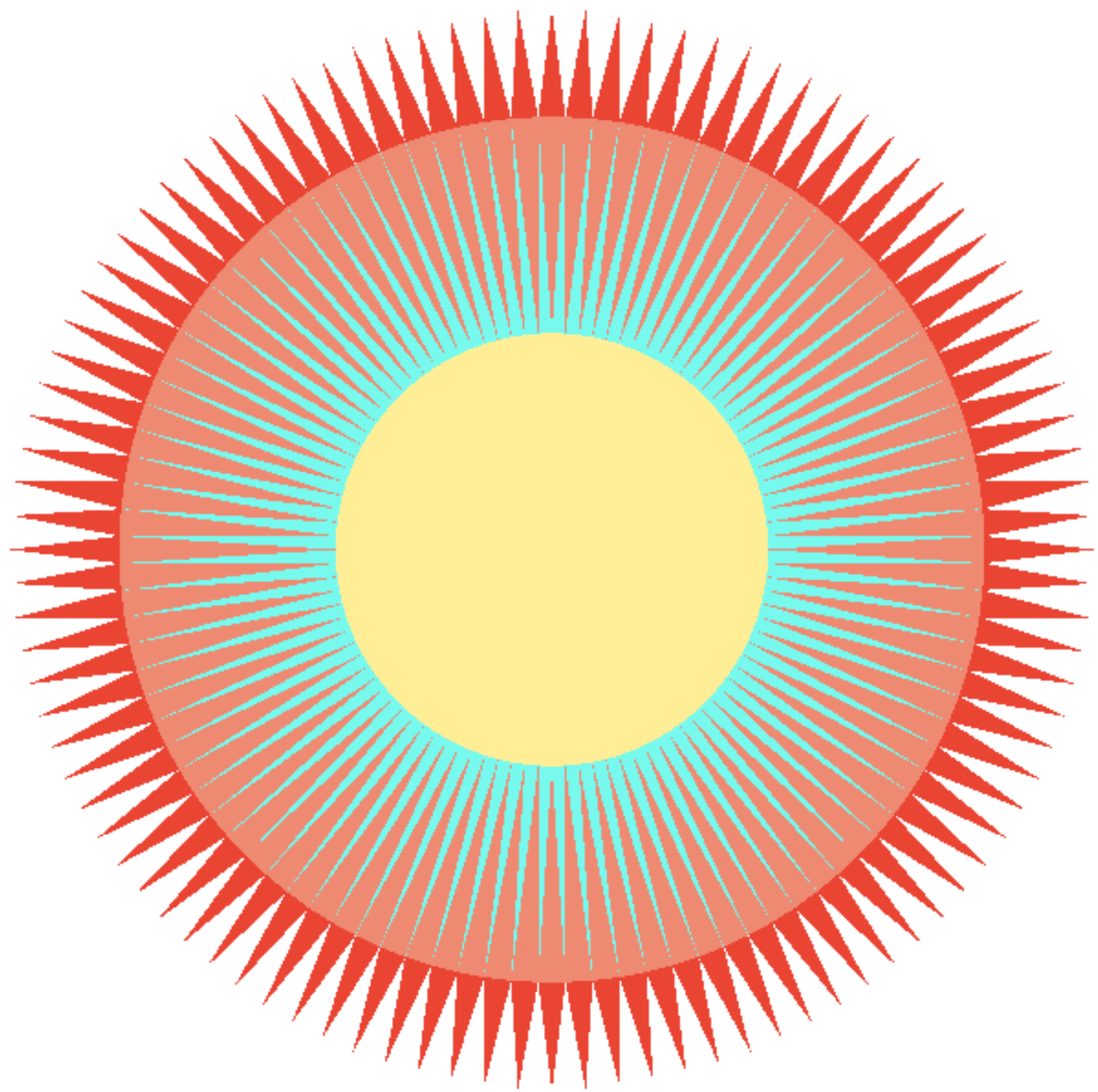
Polygon Meshes

Triangle Meshes

三角形网格



Triangle Meshes

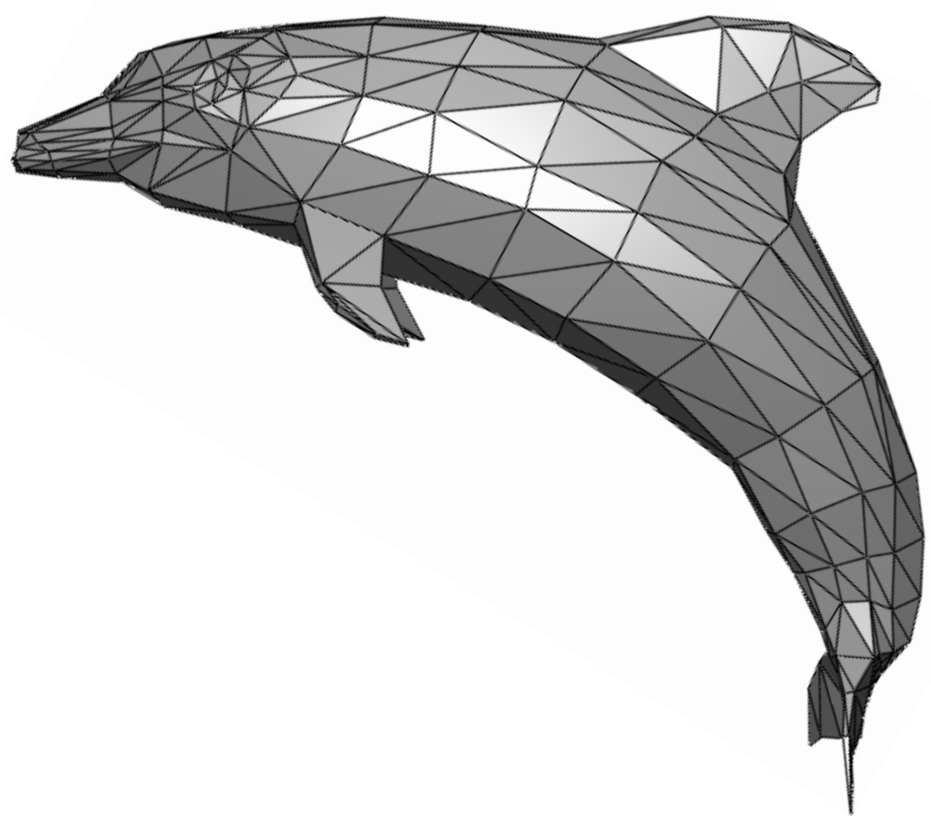


Triangles - Fundamental Shape Primitives

形状基元

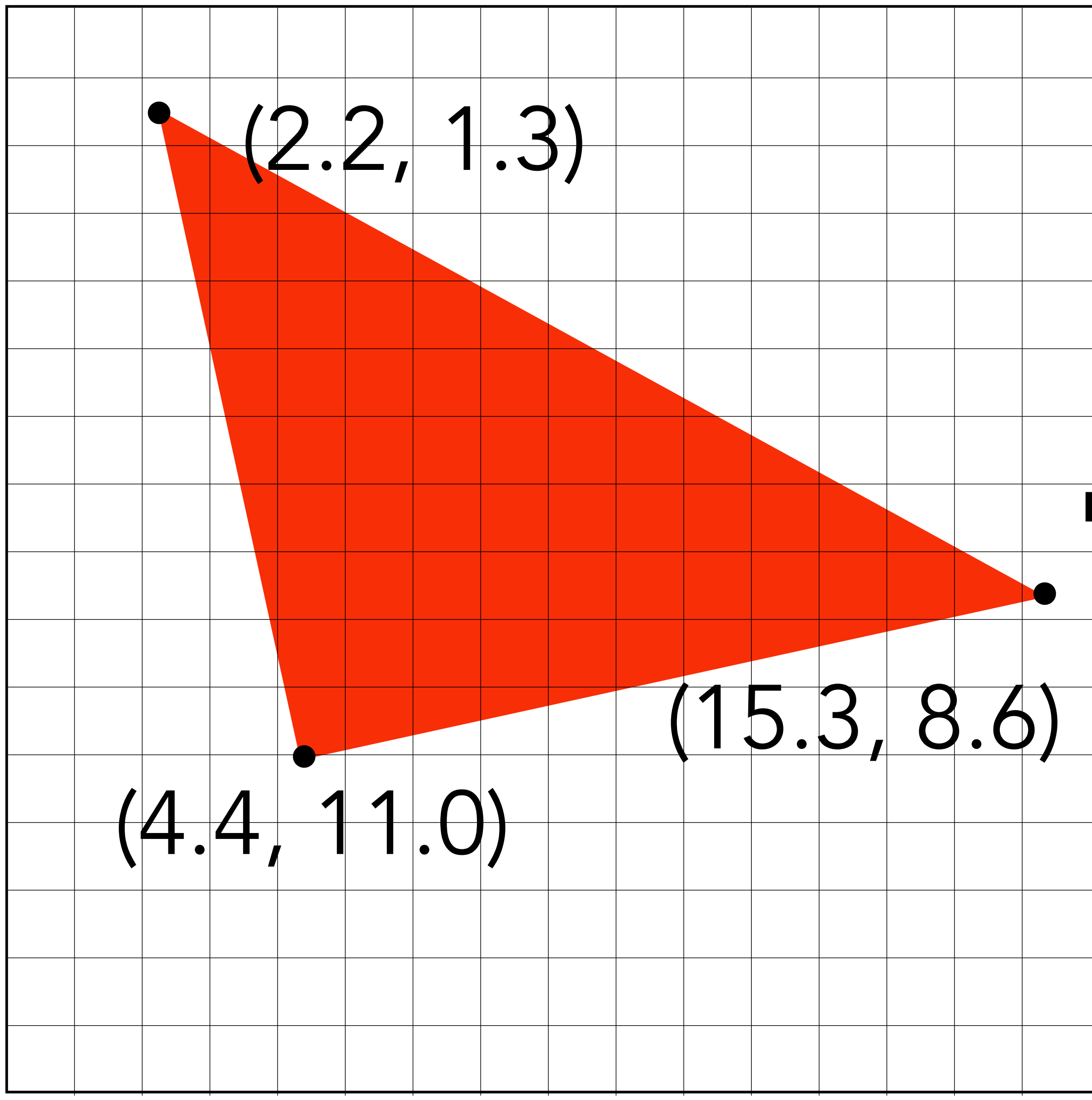
Why triangles?

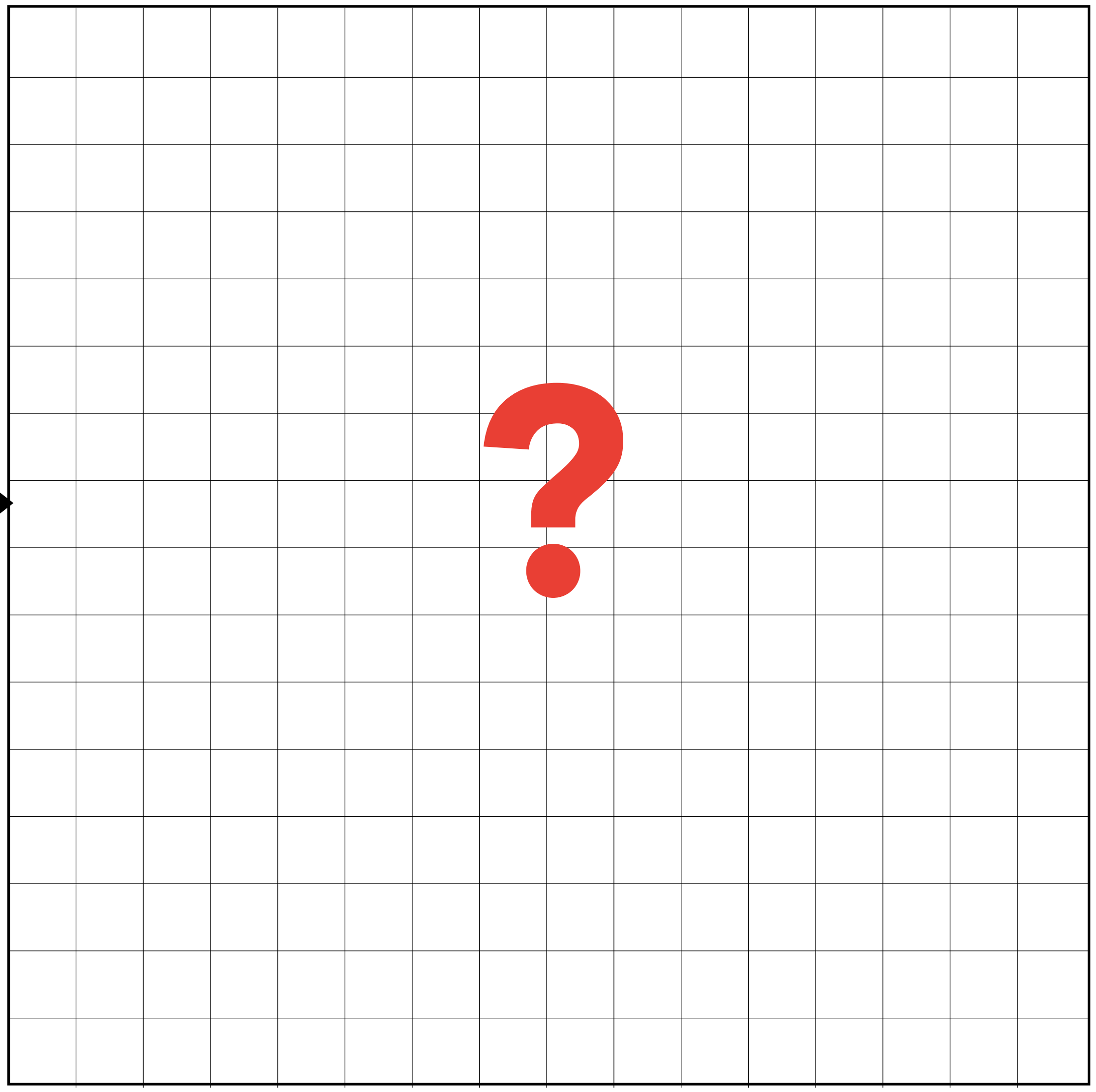
- Most basic polygon
  - Break up other polygons
- Unique properties
  - Guaranteed to be planar
  - Well-defined interior
  - Well-defined method for interpolating values at vertices over triangle (barycentric interpolation)



What Pixel Values Approximate a Triangle?

将连续的三角形光栅化，就是离散 + 采样





Input: position of triangle vertices projected on screen

Output: set of pixel values approximating triangle

A Simple Approach: Sampling

Sampling a Function

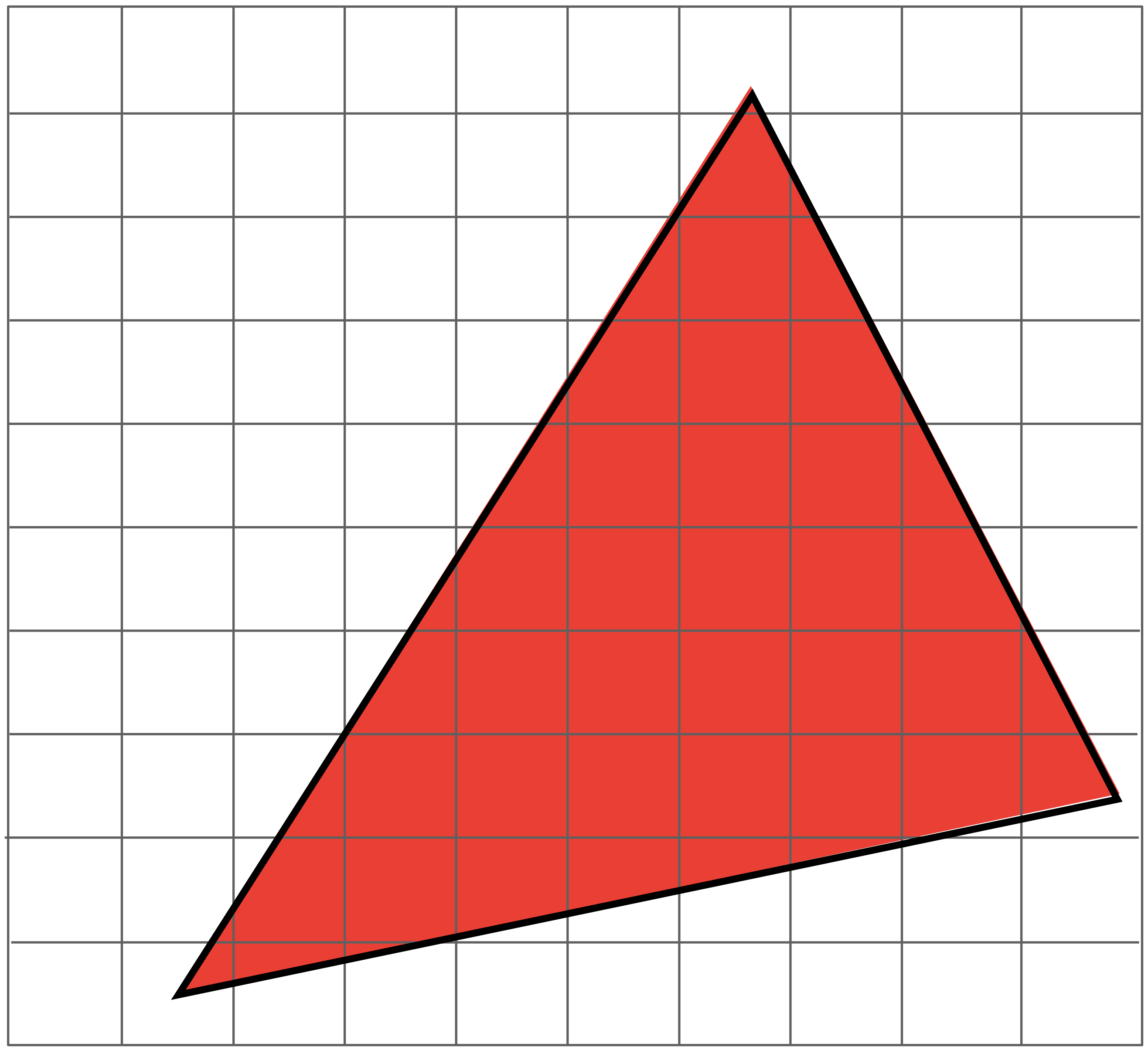
Evaluating a function at a point is sampling.

We can discretize a function by sampling.

```
for (int x = 0; x < xmax; ++x)
    output[x] = f(x);
```

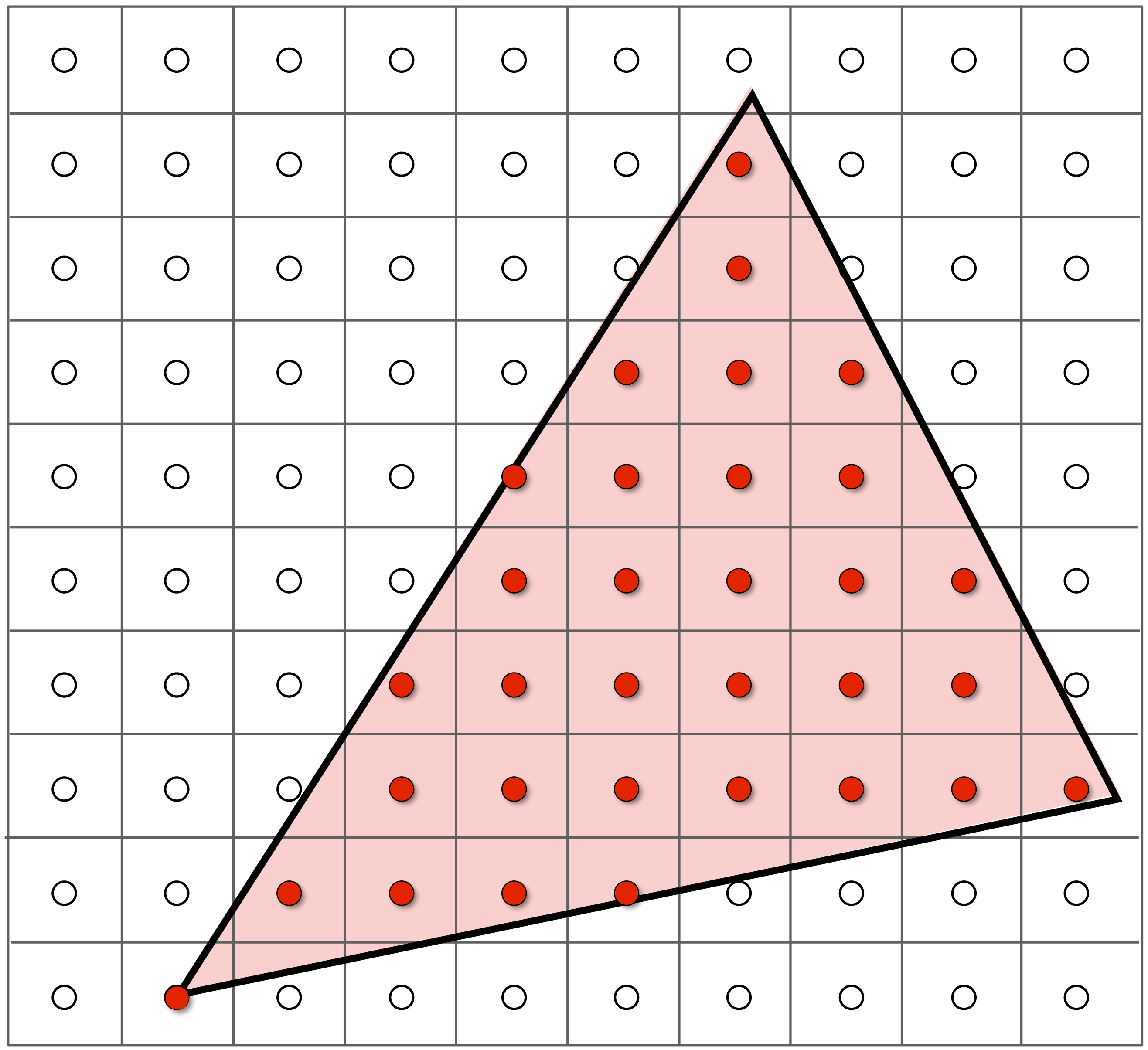
Sampling is a core idea in graphics.
We sample time (1D), area (2D), direction (2D), volume (3D) …

Rasterization As 2D Sampling

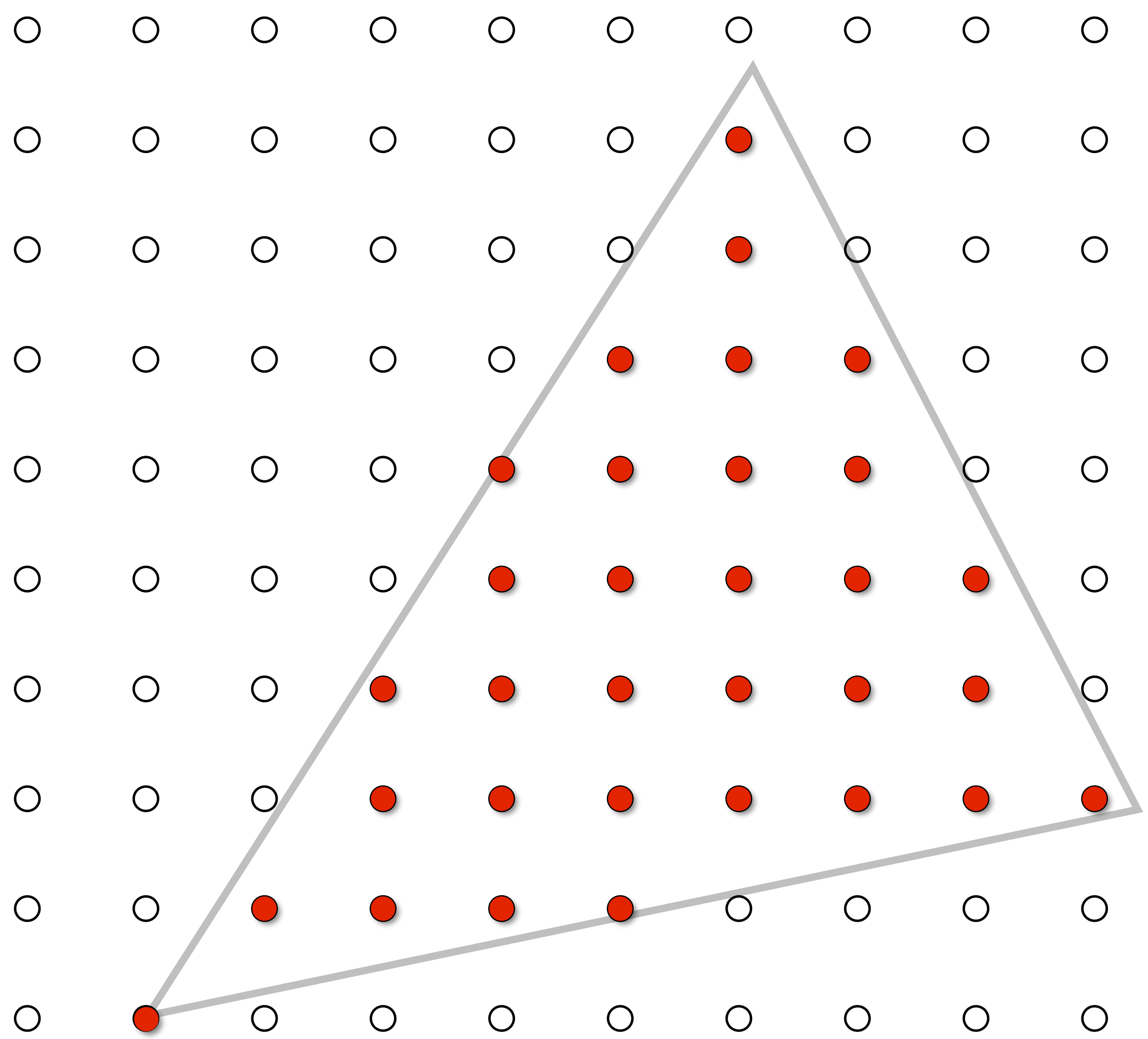


Sample If Each Pixel Center Is Inside Triangle

对三角形内的像素点进行采样，给定相同的 pixel 值

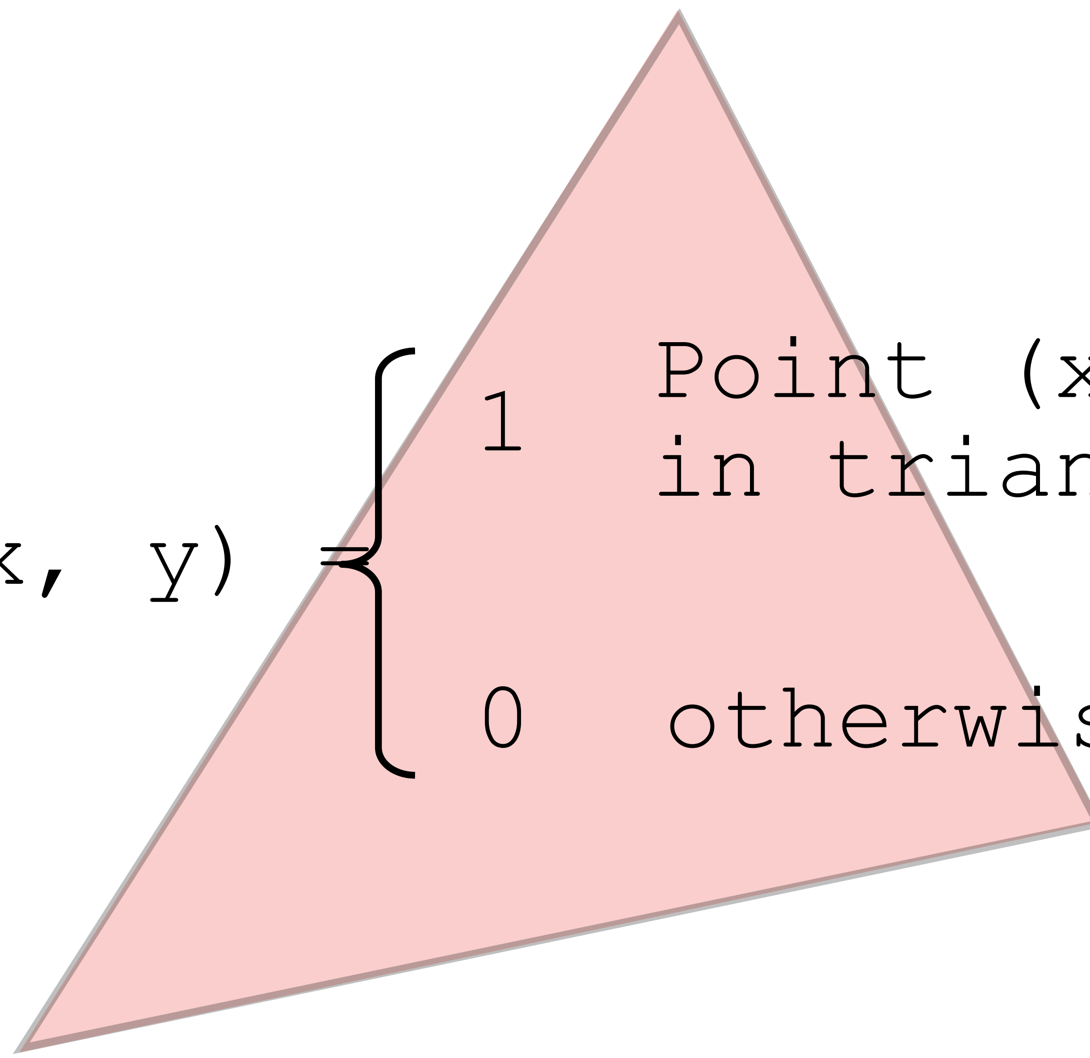


Sample If Each Pixel Center Is Inside Triangle



Define Binary Function: `inside(tri, x, y)`

x, y: not necessarily integers

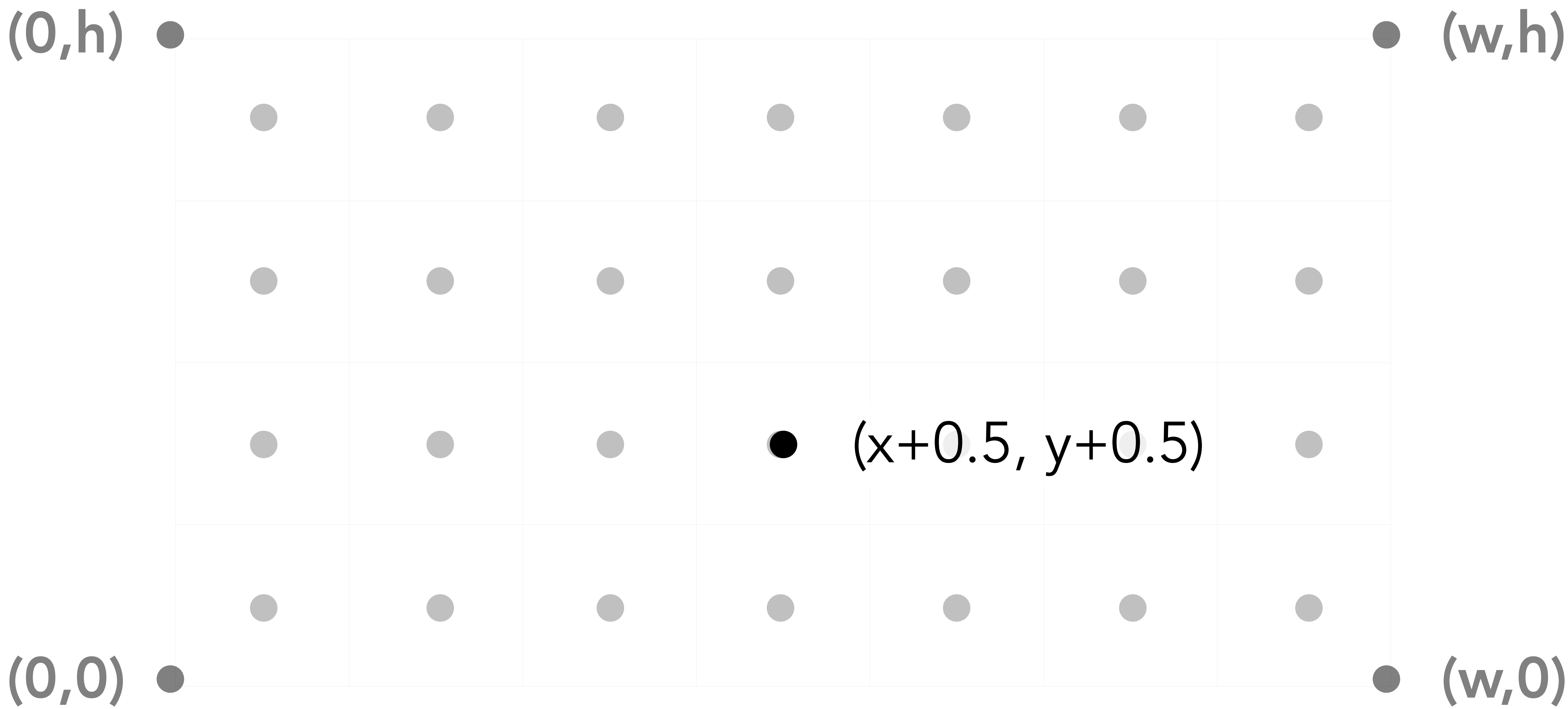


$$\texttt{inside(t, x, y)} = \begin{cases} 1 & \texttt{Point (x, y) in triangle t} \\ 0 & \texttt{otherwise} \end{cases}$$

Rasterization = Sampling A 2D Indicator Function

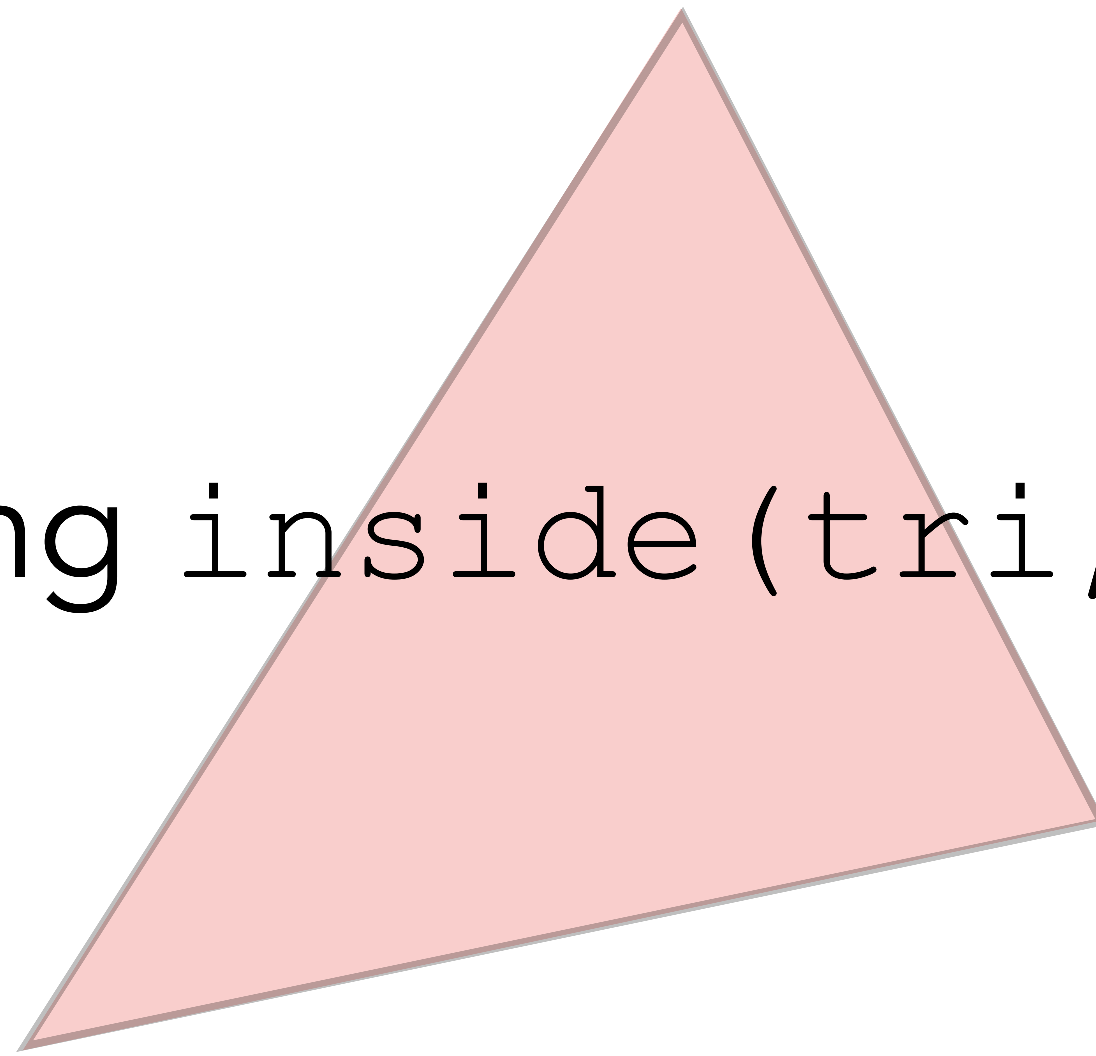
```
for (int x = 0; x < xmax; ++x)
  for (int y = 0; y < ymax; ++y)
    image[x][y] = inside(tri,
                         x + 0.5,
                         y + 0.5);
```

Recall: Sample Locations



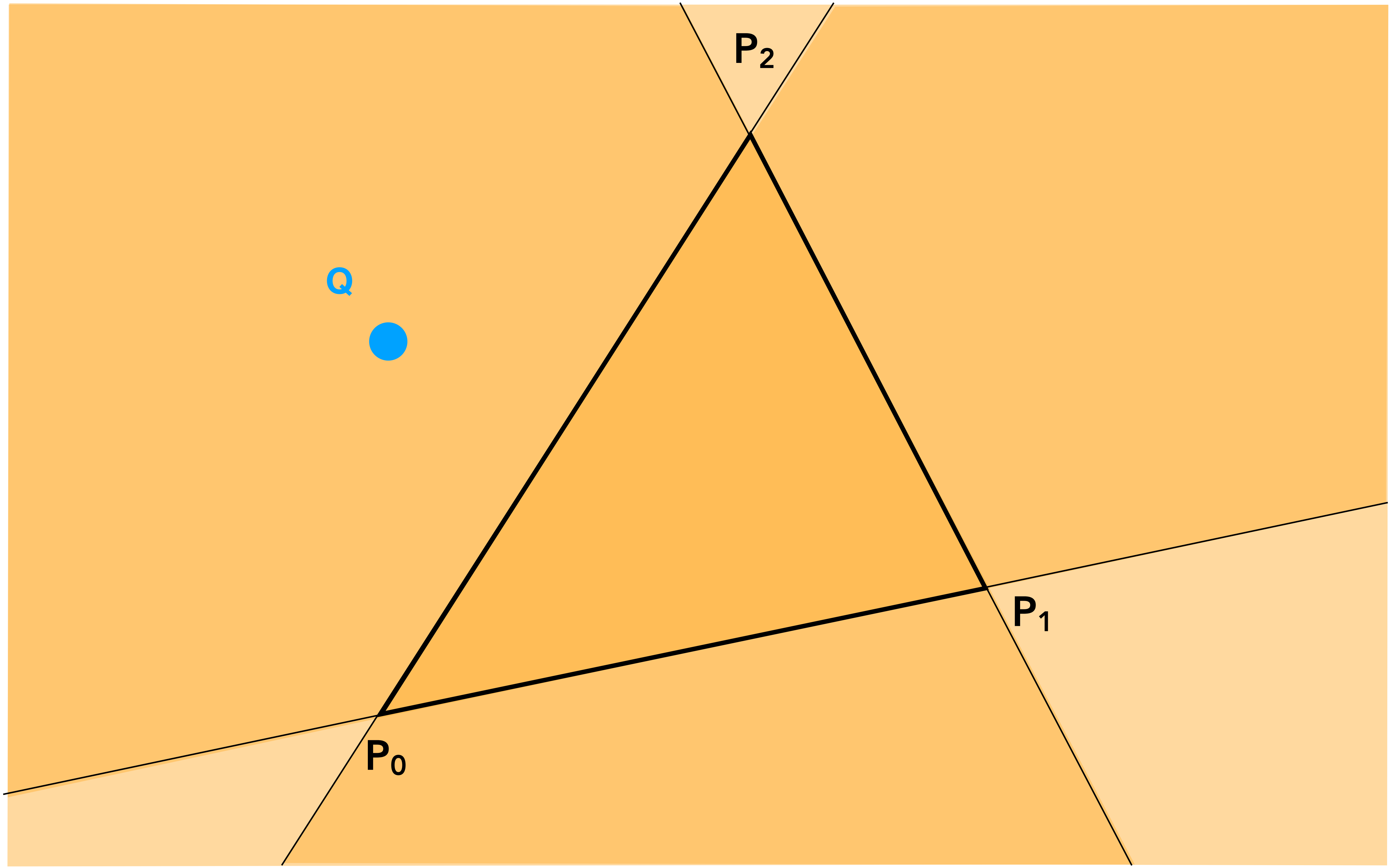
Sample location for pixel (x, y)

Evaluating `inside(tri, x, y)`



Inside? Recall: Three Cross Products!

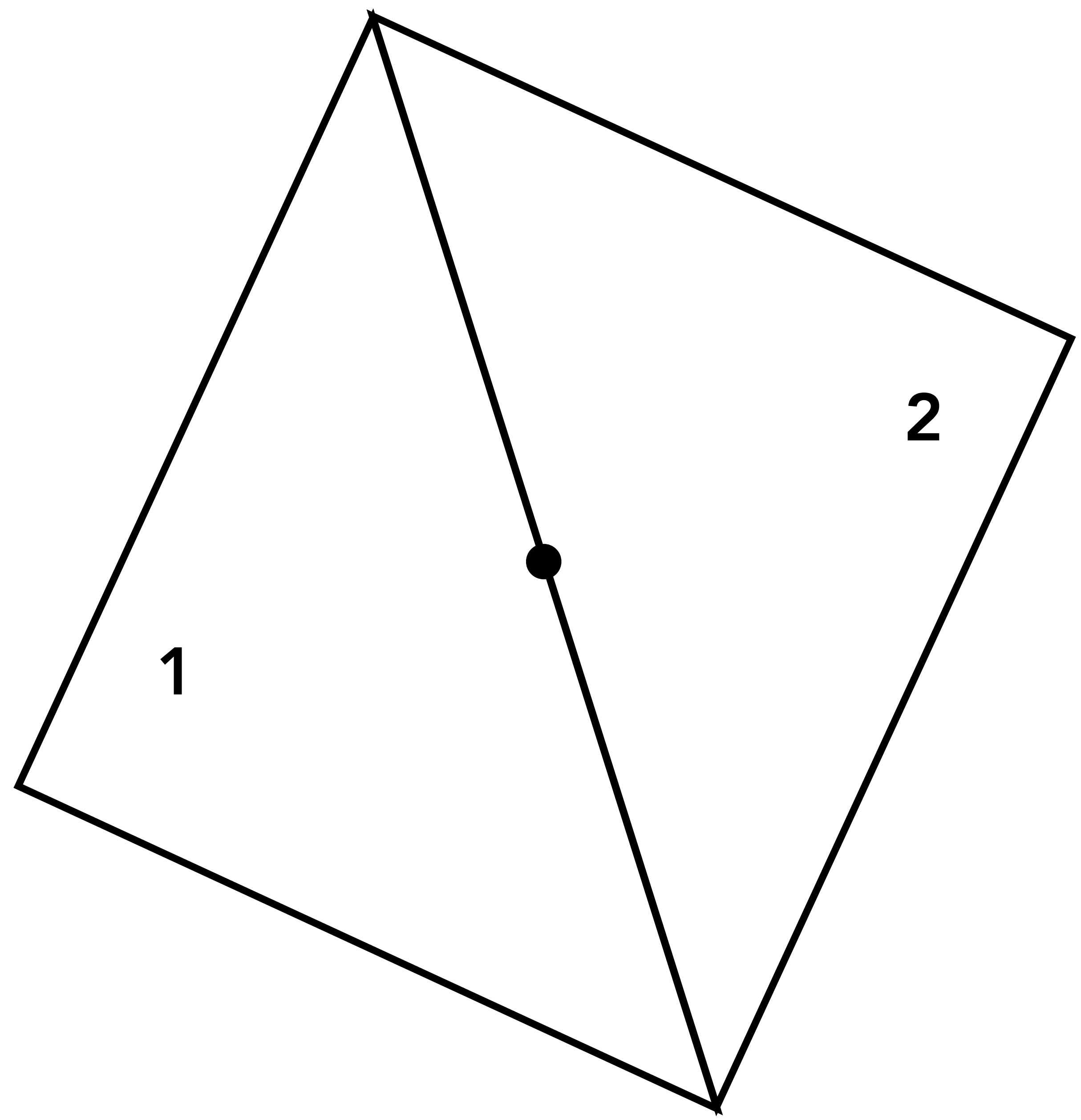
基于叉积可以获得点和三角形的关系



Edge Cases (Literally)

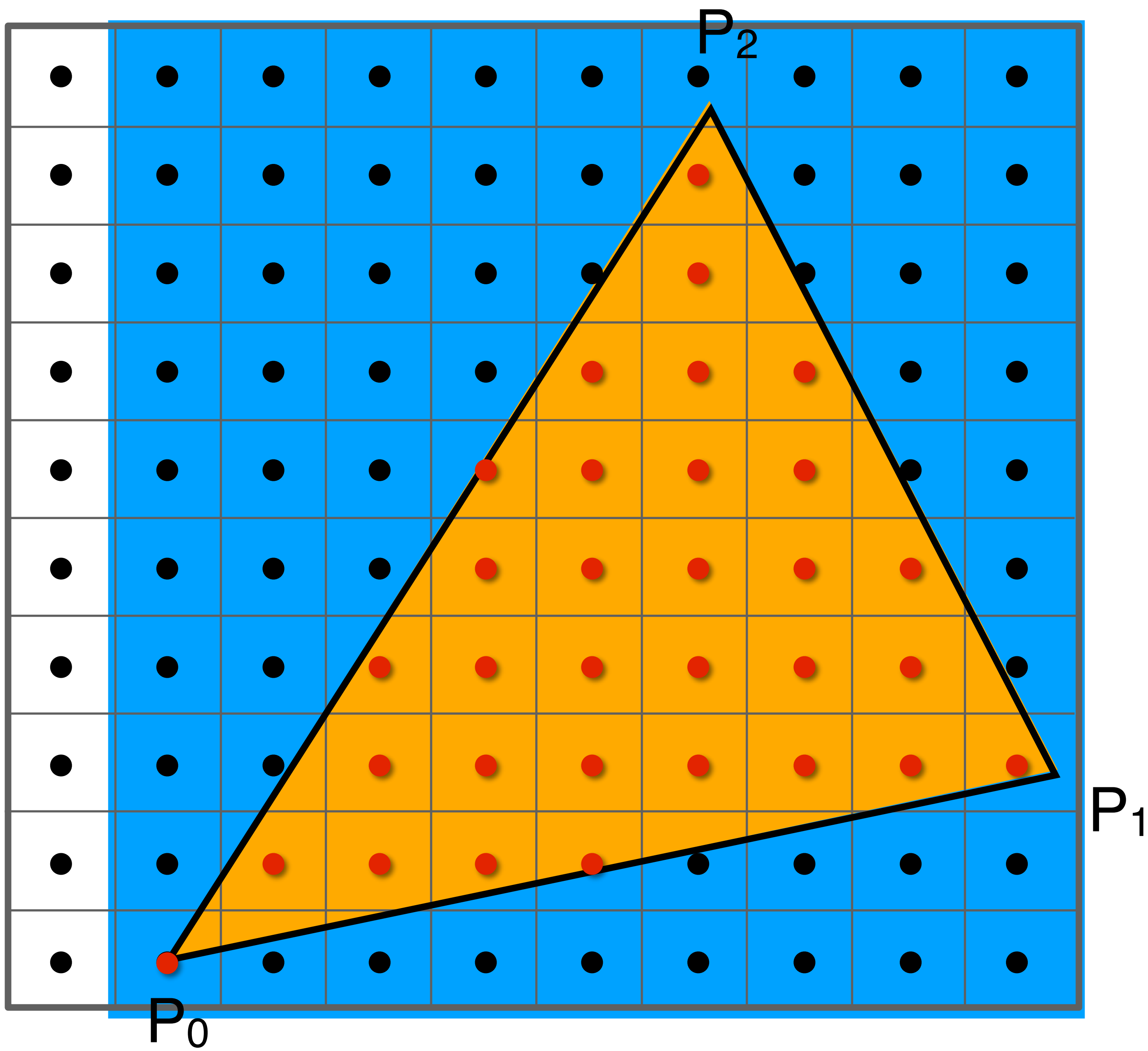
像素点在三角形边上的处理方式

Is this sample point covered by triangle 1, triangle 2, or both?



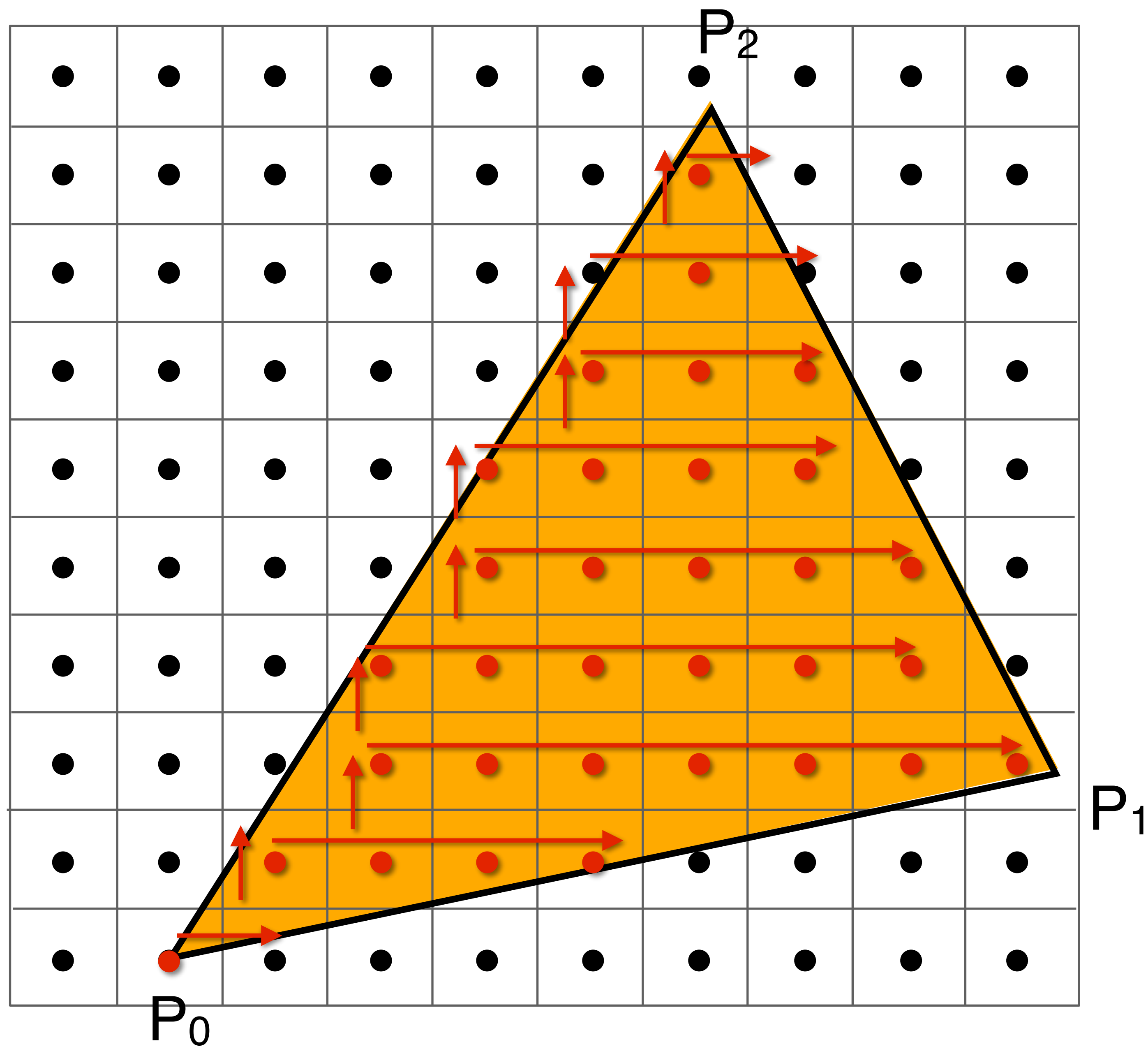
Checking All Pixels on the Screen?

采用 bounding box 防止对所有像素进行遍历检查，只需要获取三角形的最小外接矩形就可以了



Use a **Bounding Box!**

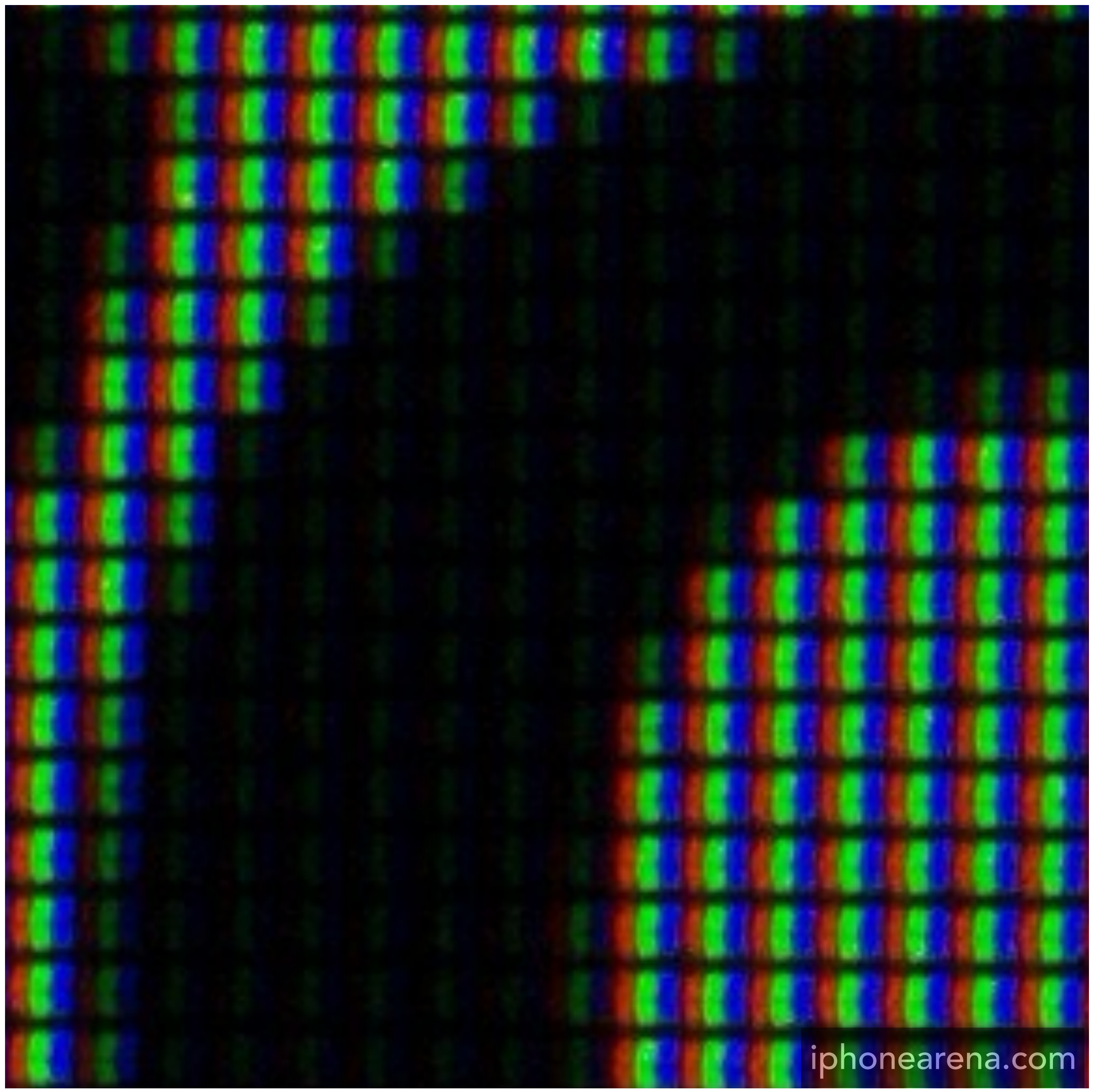
Incremental Triangle Traversal (Faster?)



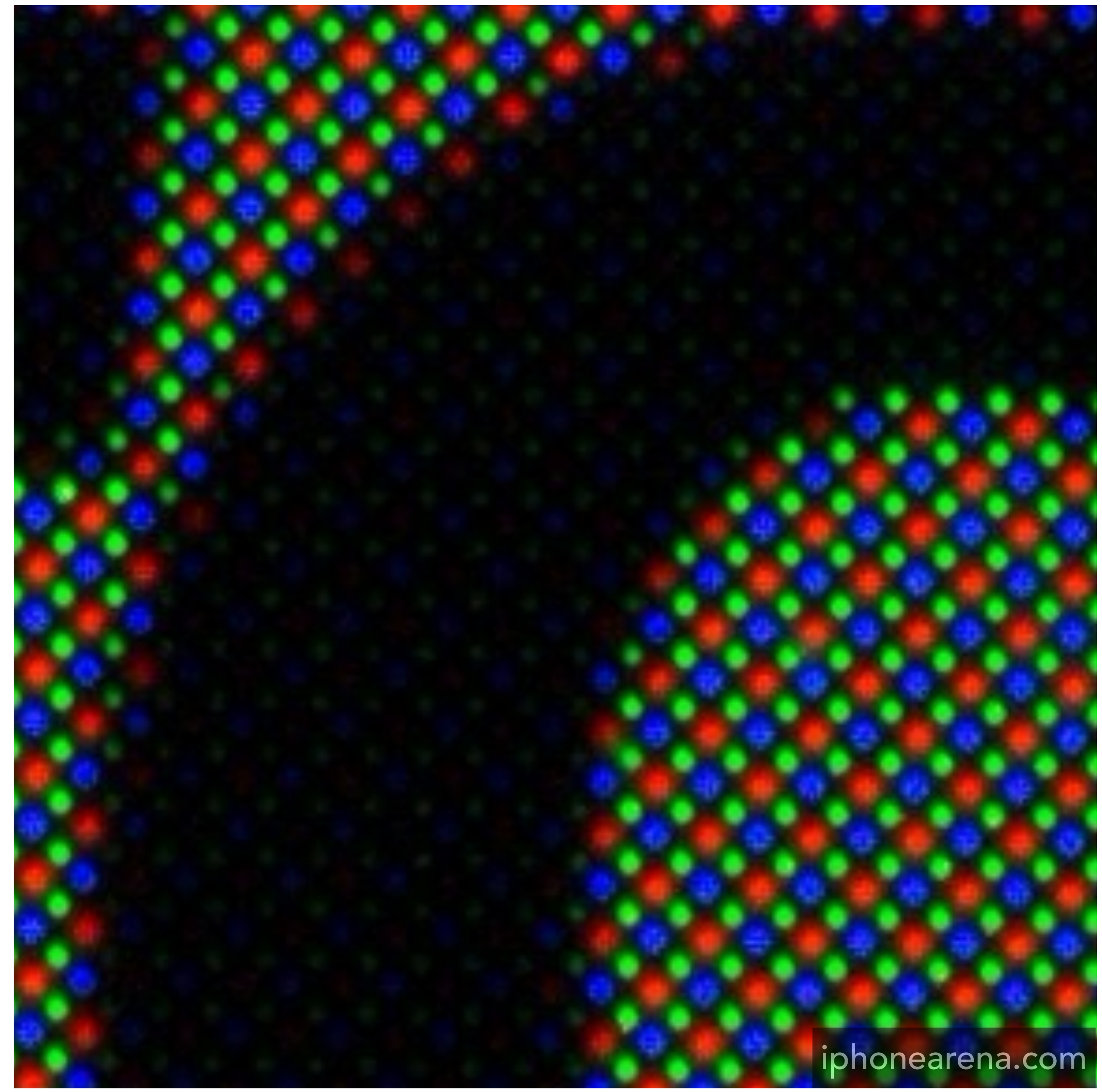
suitable for thin and rotated triangles

Rasterization on Real Displays

Real LCD Screen Pixels (Closeup)



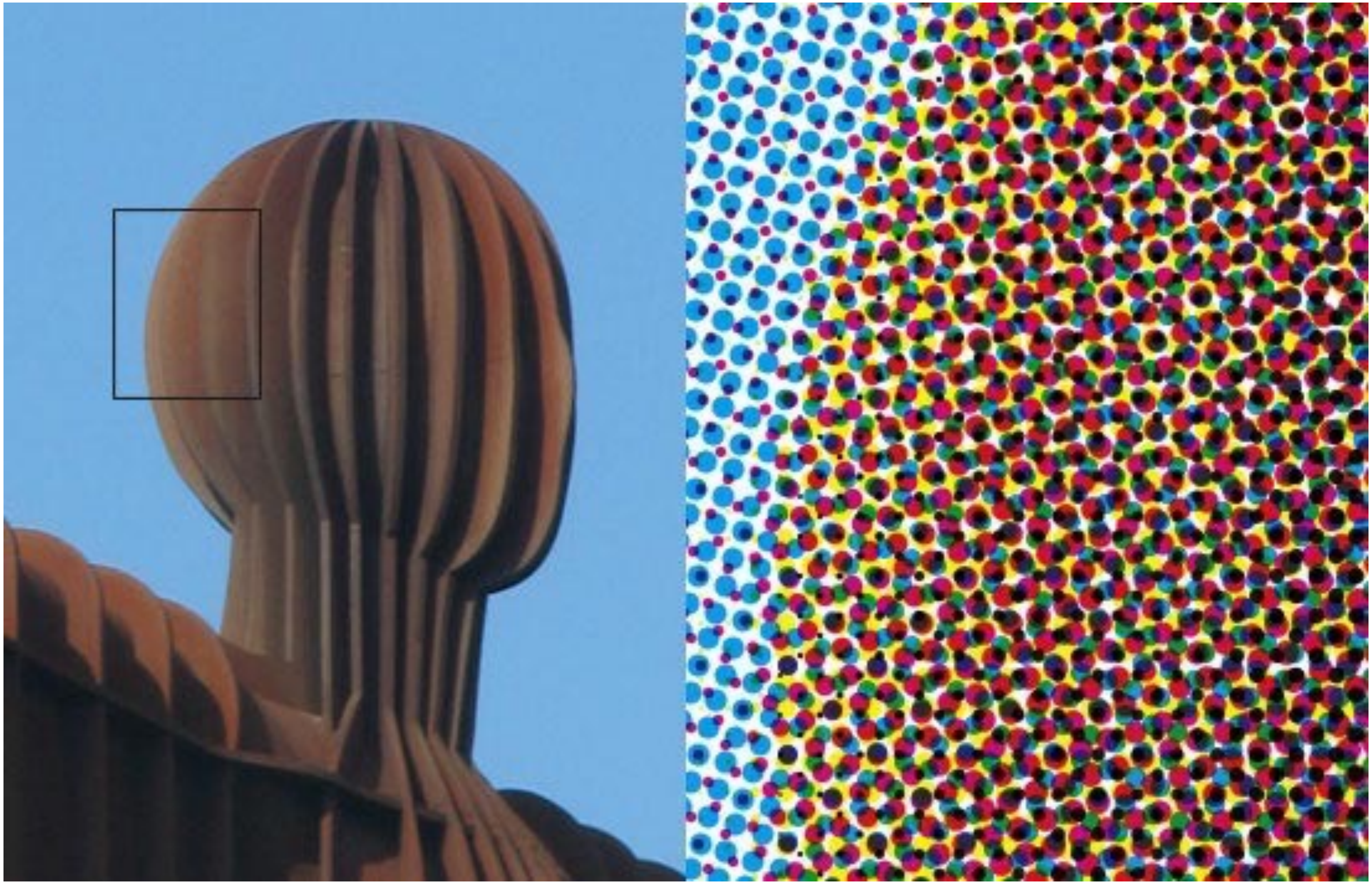
iPhone 6S



Galaxy S5

Notice R,G,B pixel geometry! But in this class, we will assume a colored square full-color pixel.

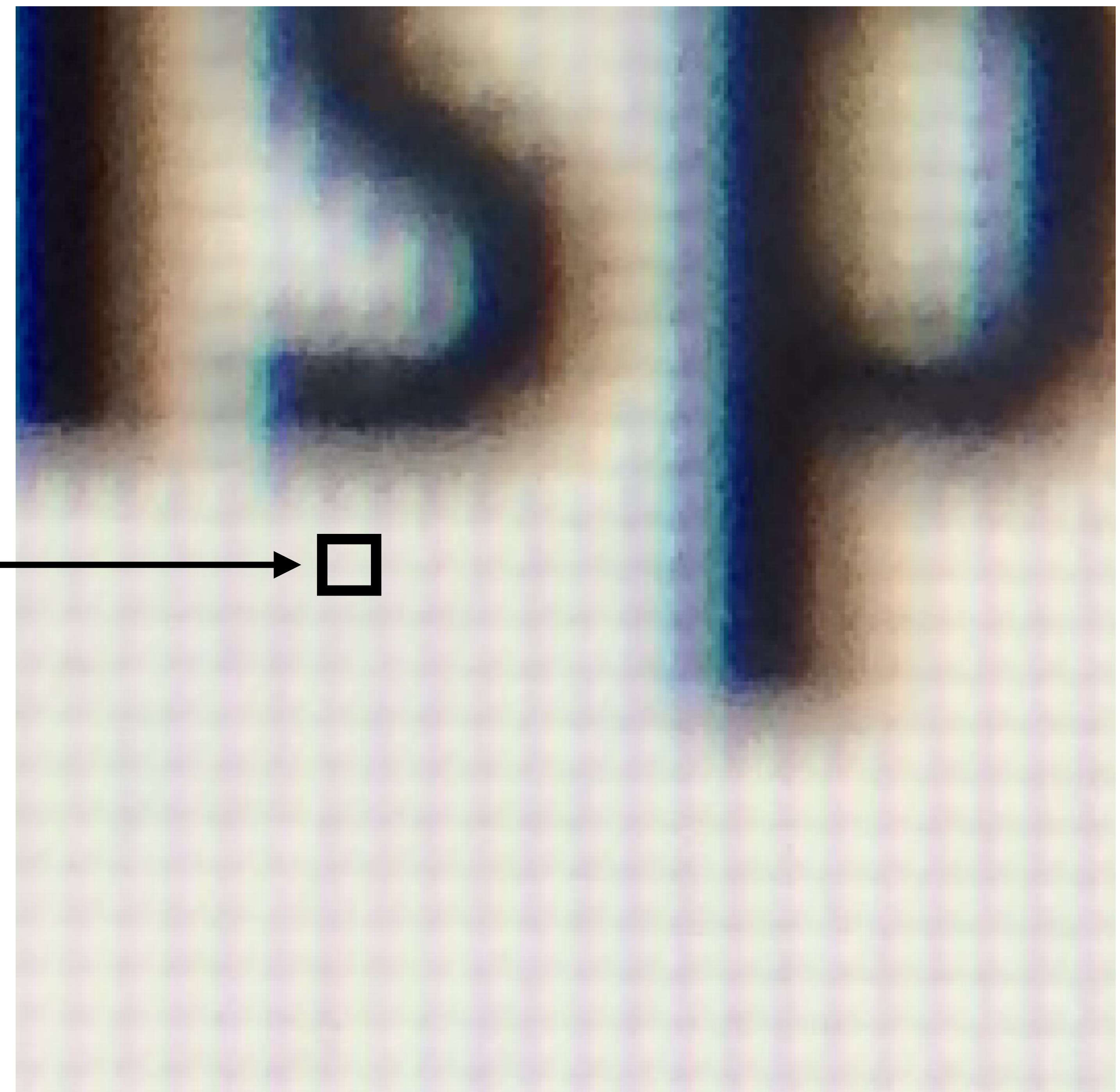
Aside: What About Other Display Methods?



Color print: observe half-tone pattern

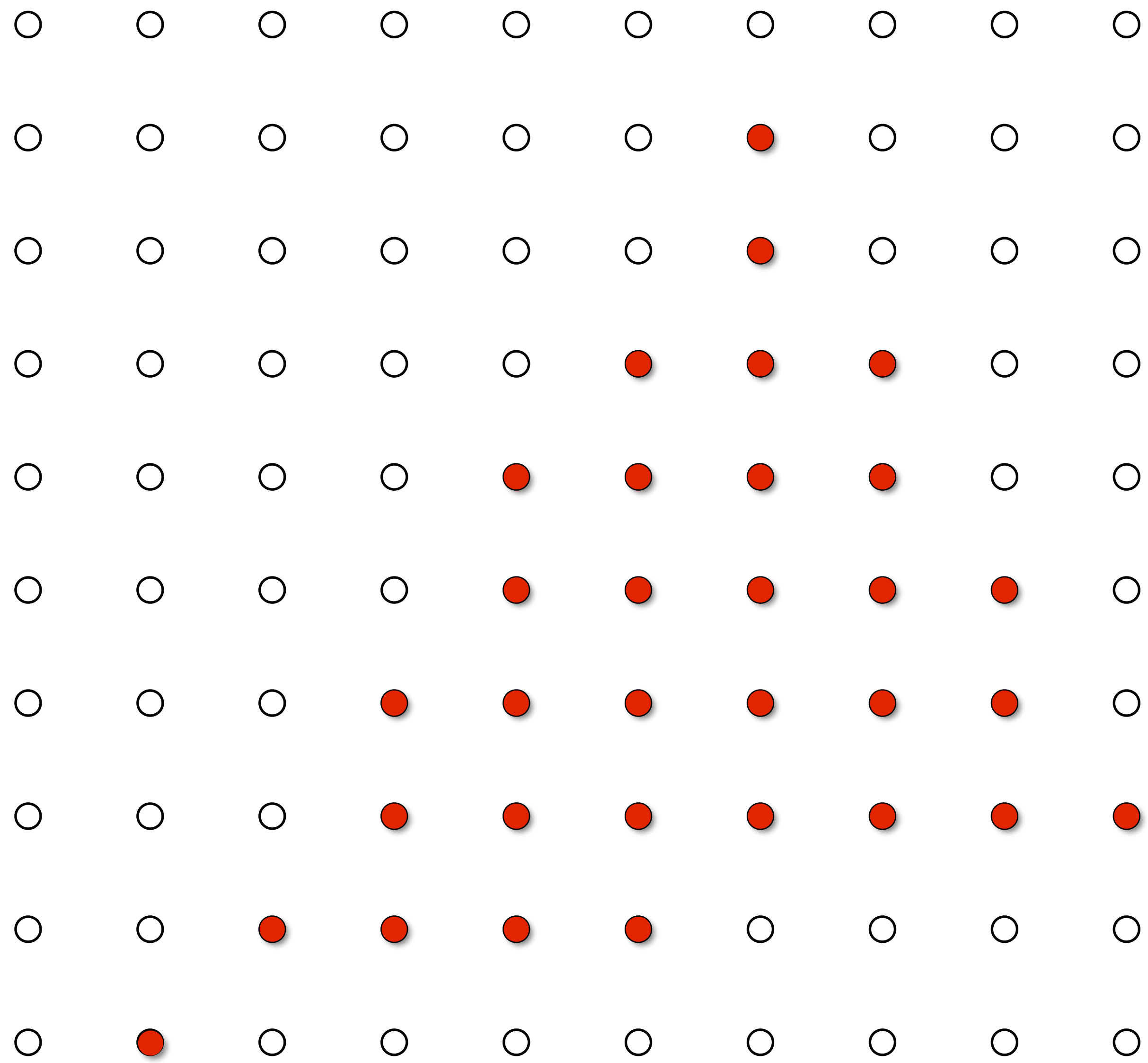
Assume Display Pixels Emit Square of Light

LCD pixel
on laptop

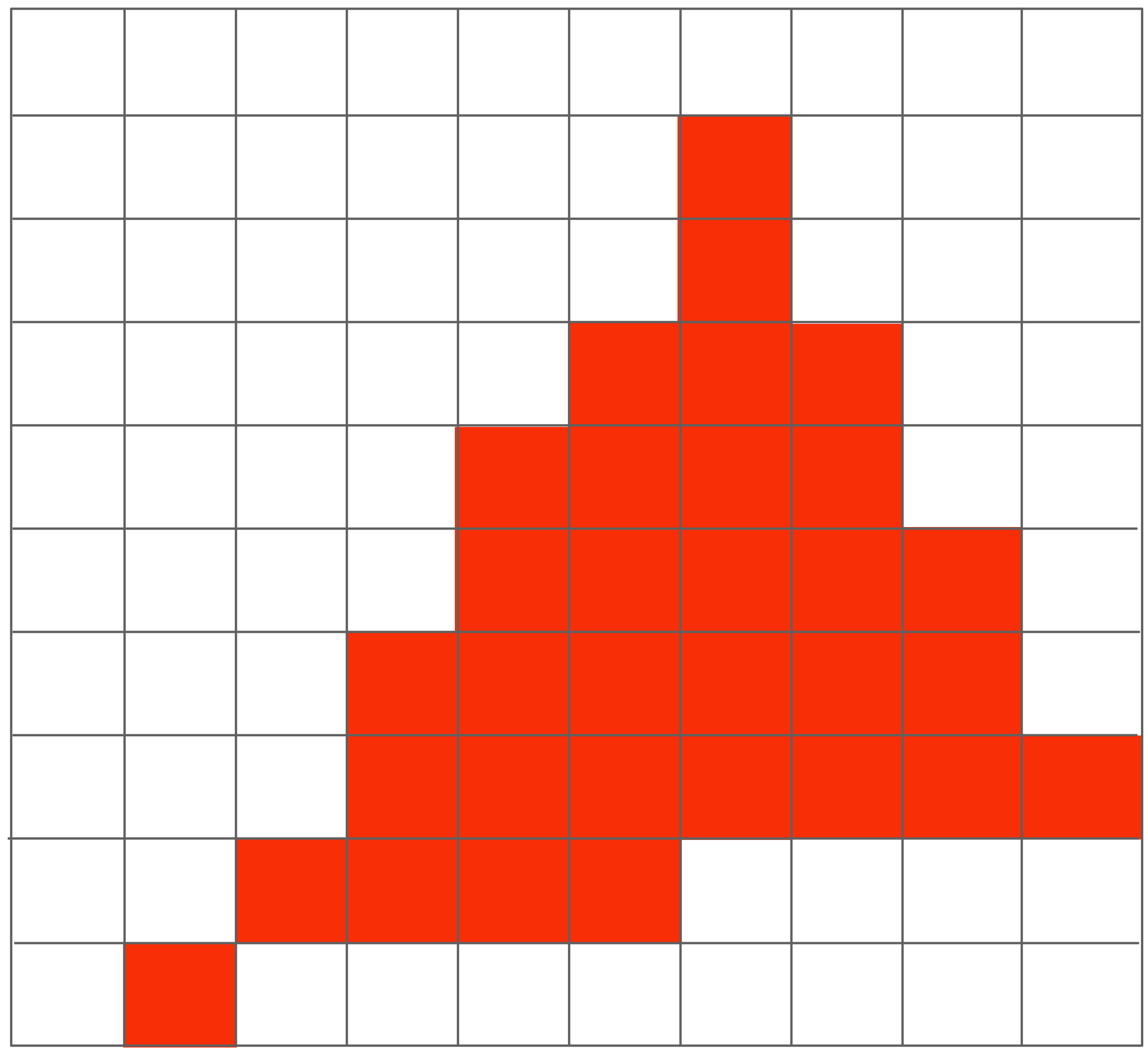


* LCD pixels do not actually emit light in a square of uniform color, but this approximation suffices for our current discussion

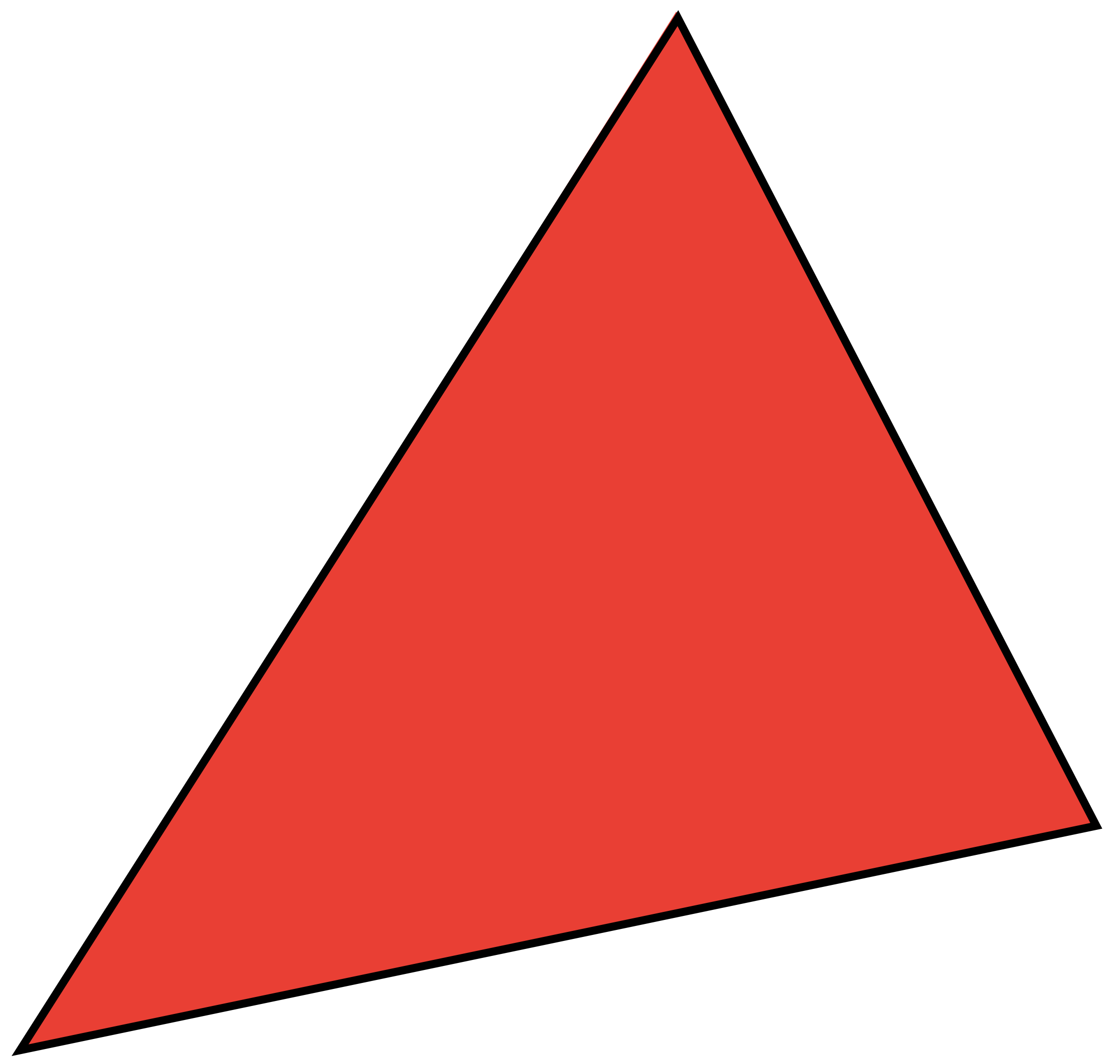
So, If We Send the Display the Sampled Signal



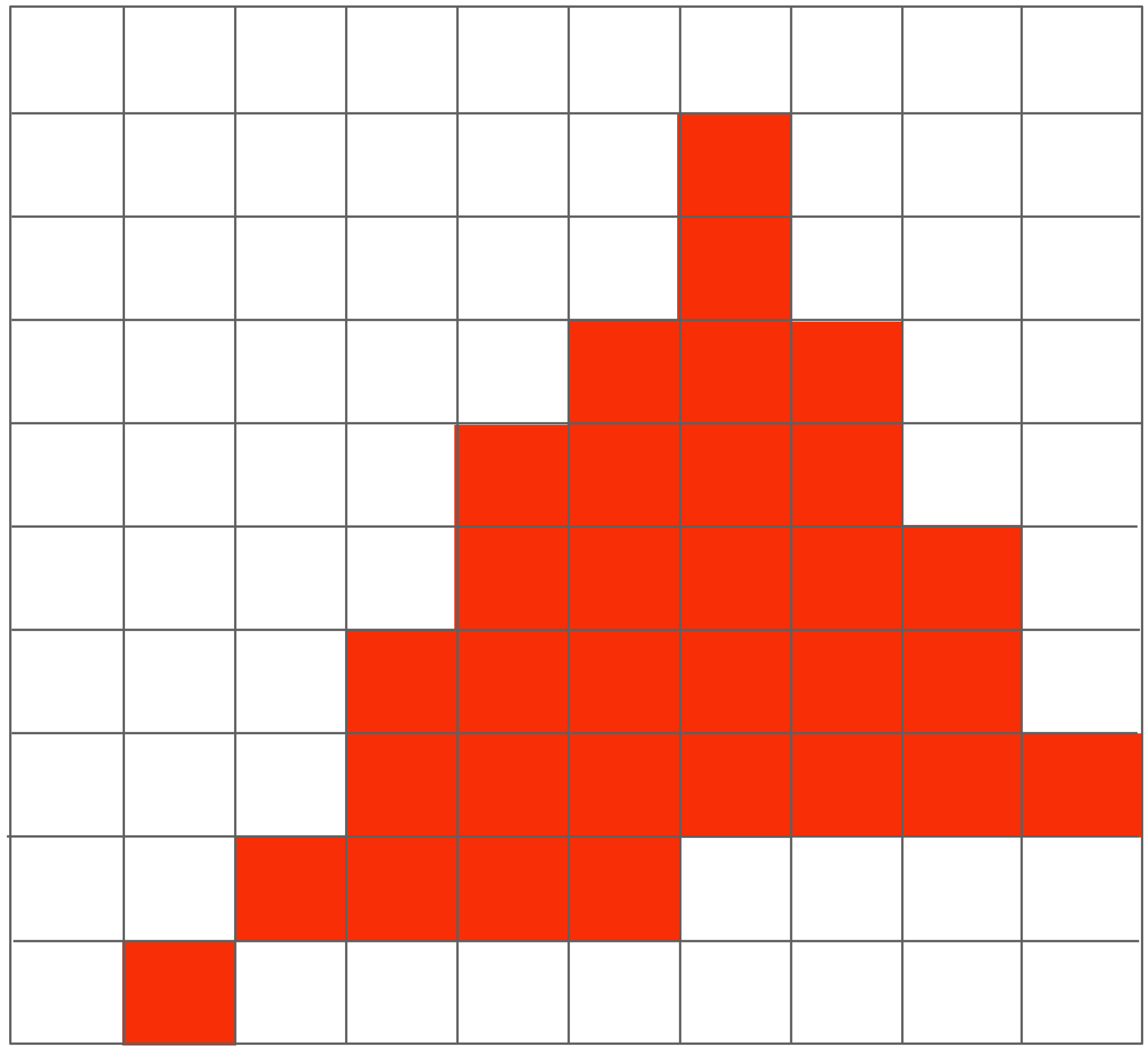
The Display Physically Emits This Signal



Compare: The Continuous Triangle Function

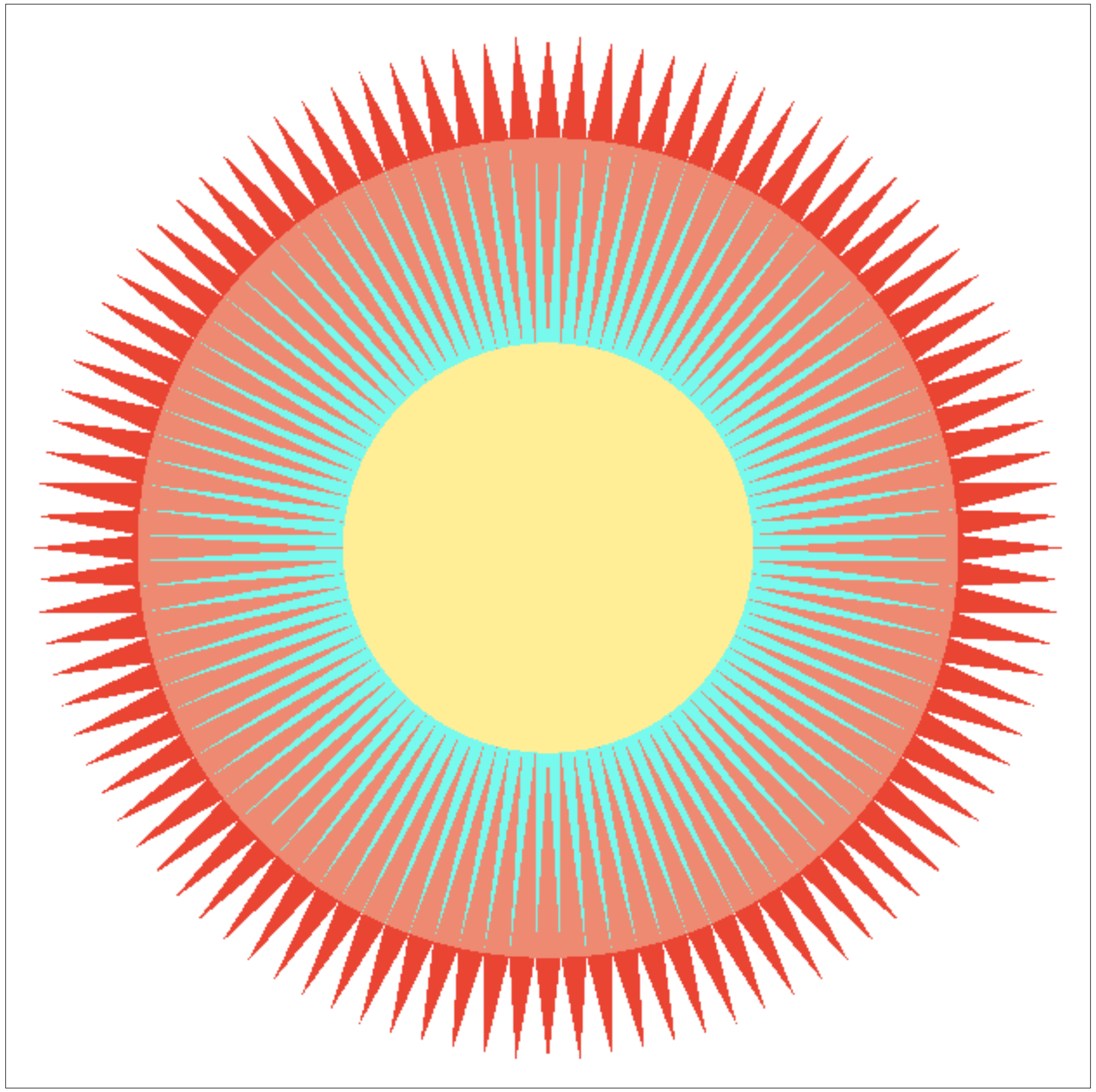


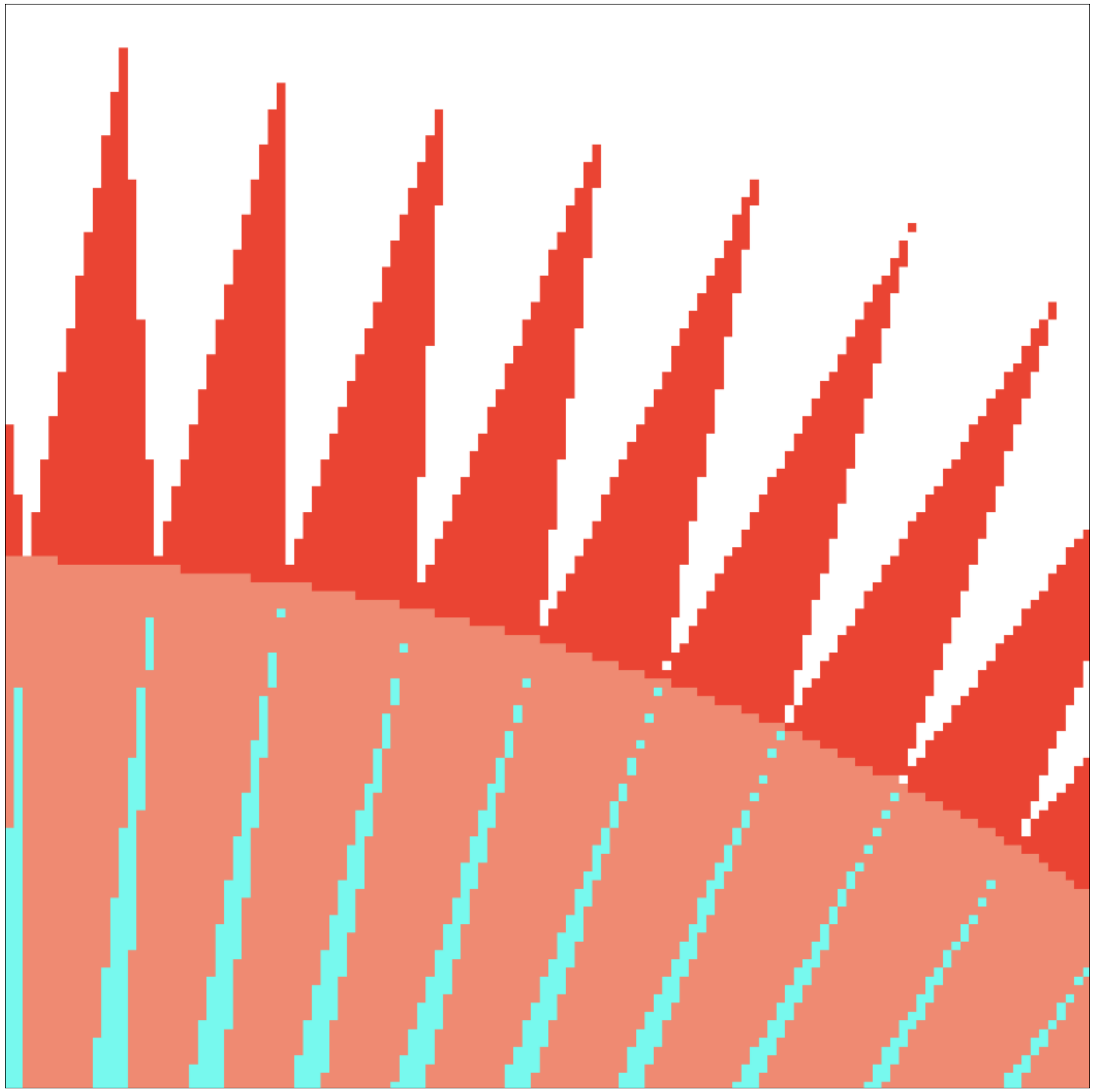
What's Wrong With This Picture?



Jaggies!

Aliasing (Jaggies)





Is this the best we can do?

Thank you!

(And thank Prof. Ravi Ramamoorthi and Prof. Ren Ng for many of the slides!)