

2023-1 Computer Graphics

3rd week

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Voxel and point cloud

POLYGONS VS VOXELS |
WHAT'S THE DIFFERENCE?

shapelab

<https://youtu.be/bfLFcBk1sBI>

Voxel and point cloud



<https://youtu.be/hNyviuMBxuE>

Neural rendering



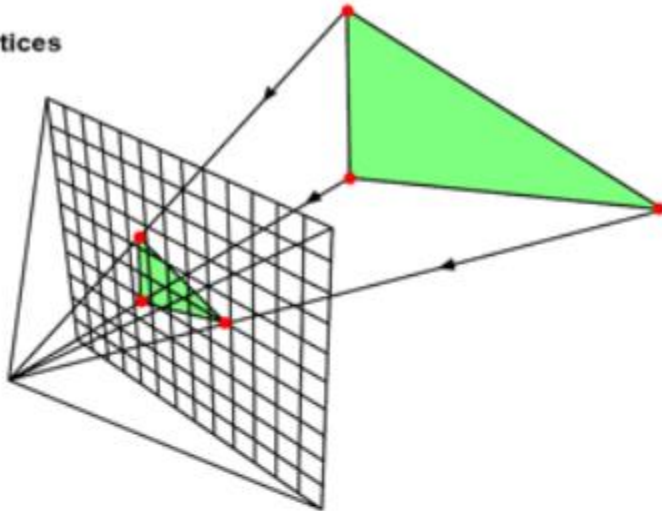
<https://youtu.be/DJ2hcC1orc4>

What are the pros/cons of using each representation method?

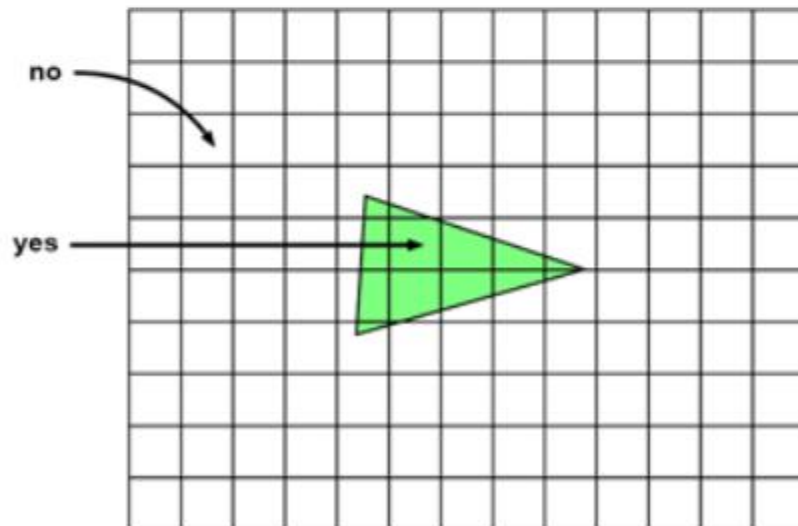
How can we find the corresponding pixels for a mesh?

Rasterization

1) Project vertices

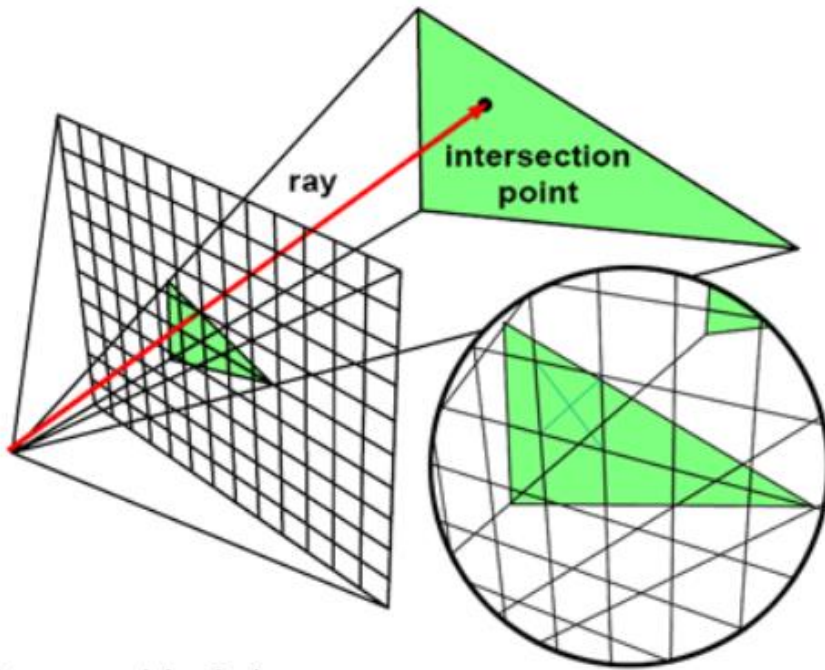


2) Loop over pixels. Does the pixel lie in the triangle?



Pixel value from a 3D mesh

Ray casting



Ray casting

**3. Calculate
intersection
point**



Khan Academy

Ray casting



<https://youtu.be/KCSGeTdjWil>

Ray casting



<https://youtu.be/HjDQxAFSwEo>

Pixel value from a 3D mesh



<https://youtu.be/brDJVEPOeY8>

Pixel value from a 3D mesh



<https://youtu.be/LAsnQoBUG4Q>