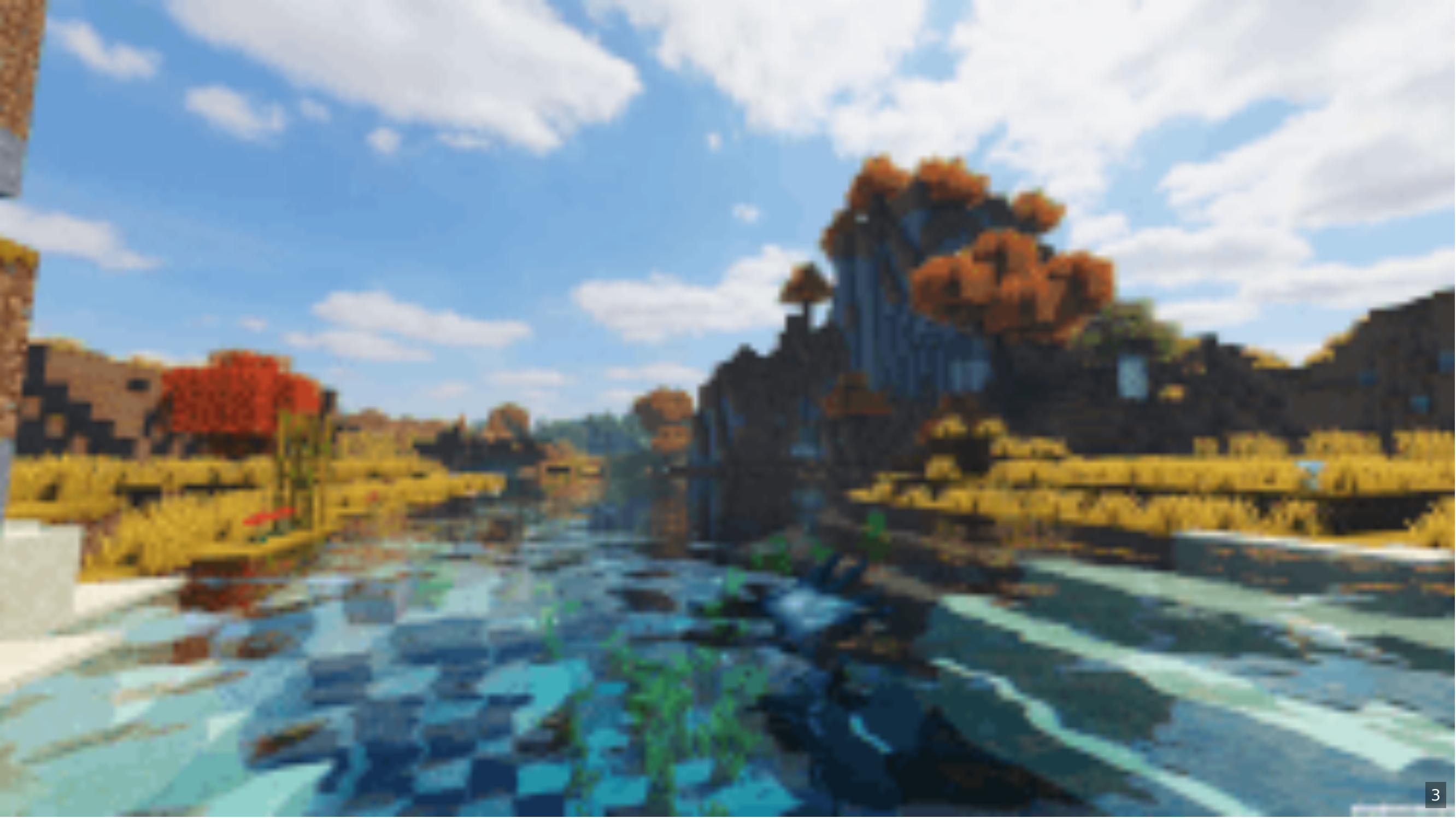
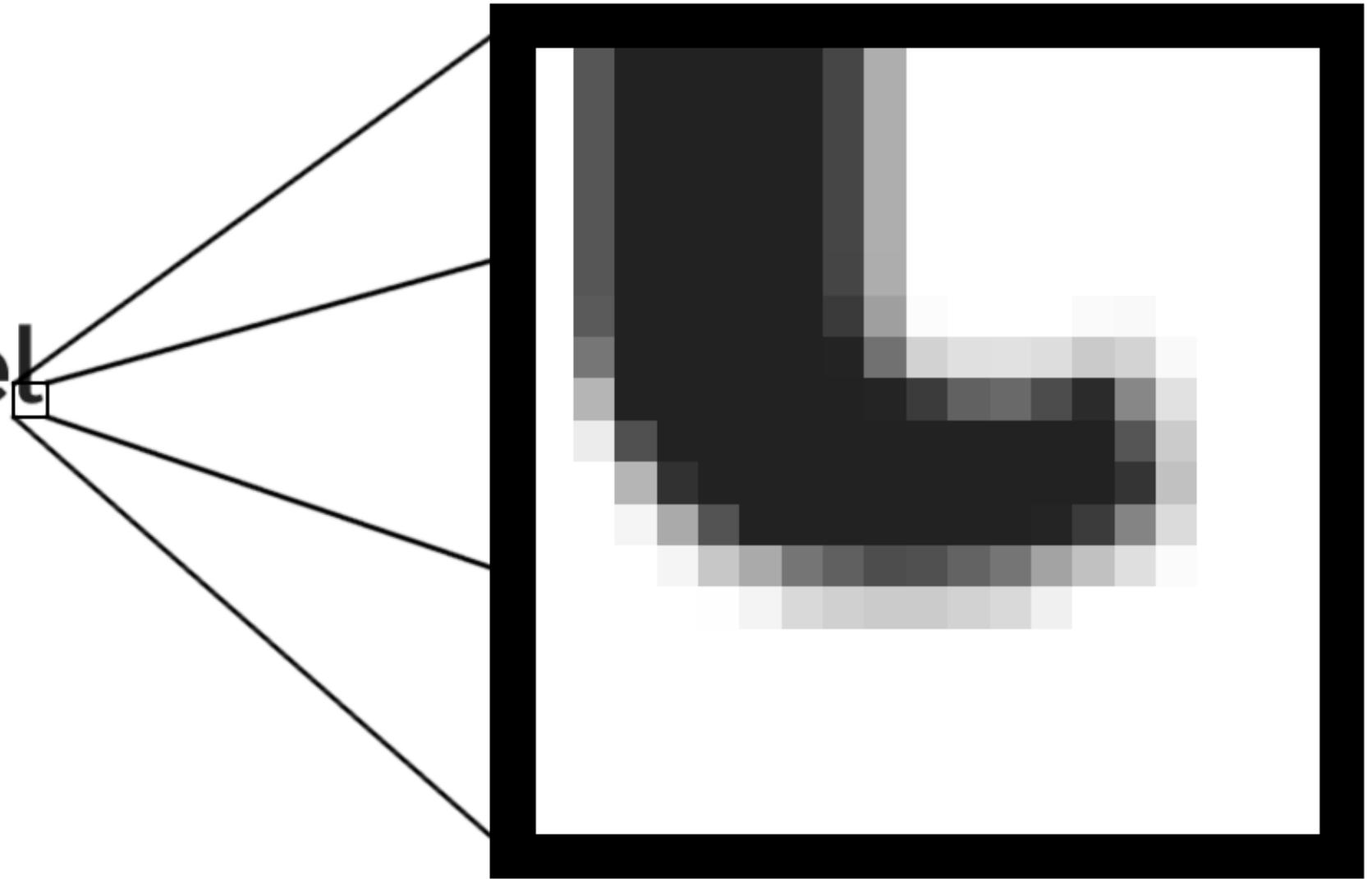


การใช้ Computer graphics สร้างงานศิลปะ^{เพื่อแสดงความสวยงามของคณิตศาสตร์}

Computer Graphics



Pixel



สร้างข้อมูล

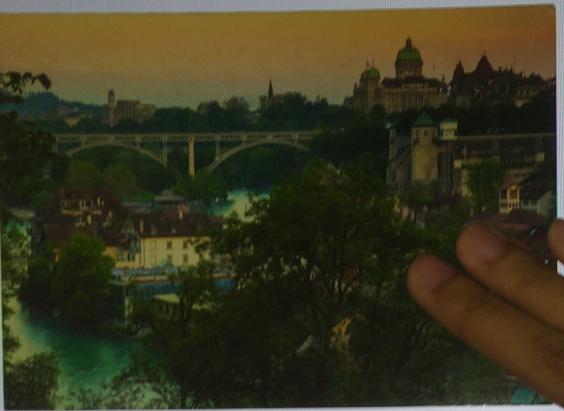
รูปทรง

- สี่เหลี่ยมสี่แฉก ขนาด 3x4 ซม.
- ทรงกลมสี่ขา เส้นผ่านศูนย์กลาง 2 ซม.

การจัดวาง

- วงกลมอยู่ข้างสี่เหลี่ยม
- สามเหลี่ยมอยู่กลางภาพ
- ทรงกลมอยู่บนลูกบาศก์

Projection

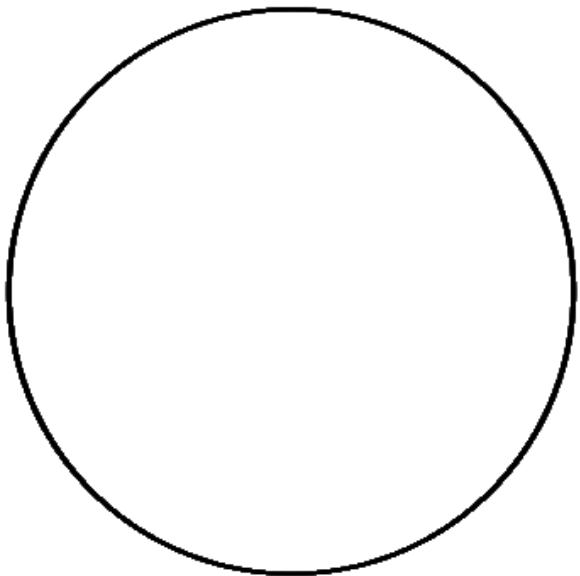


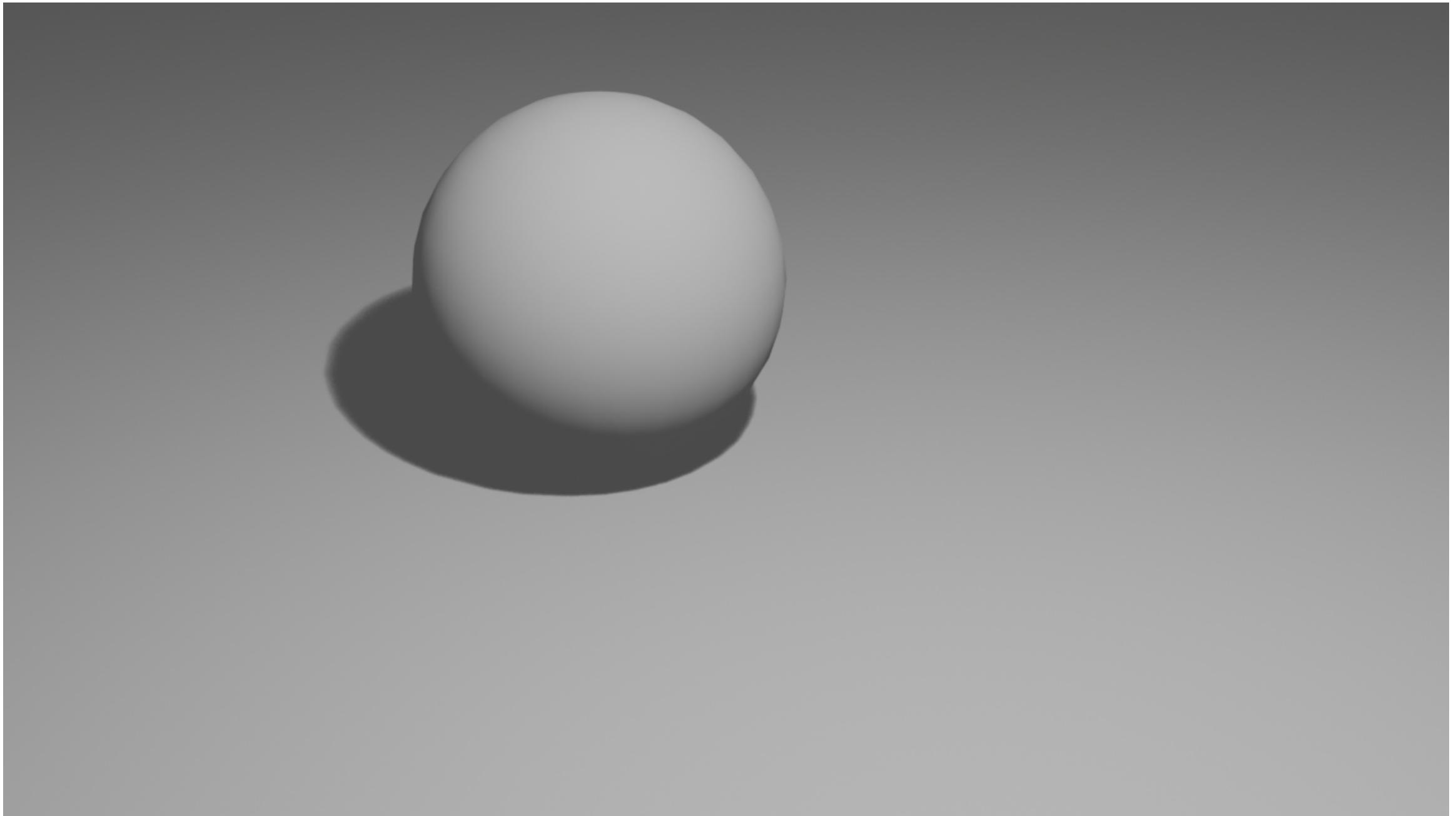
Projection



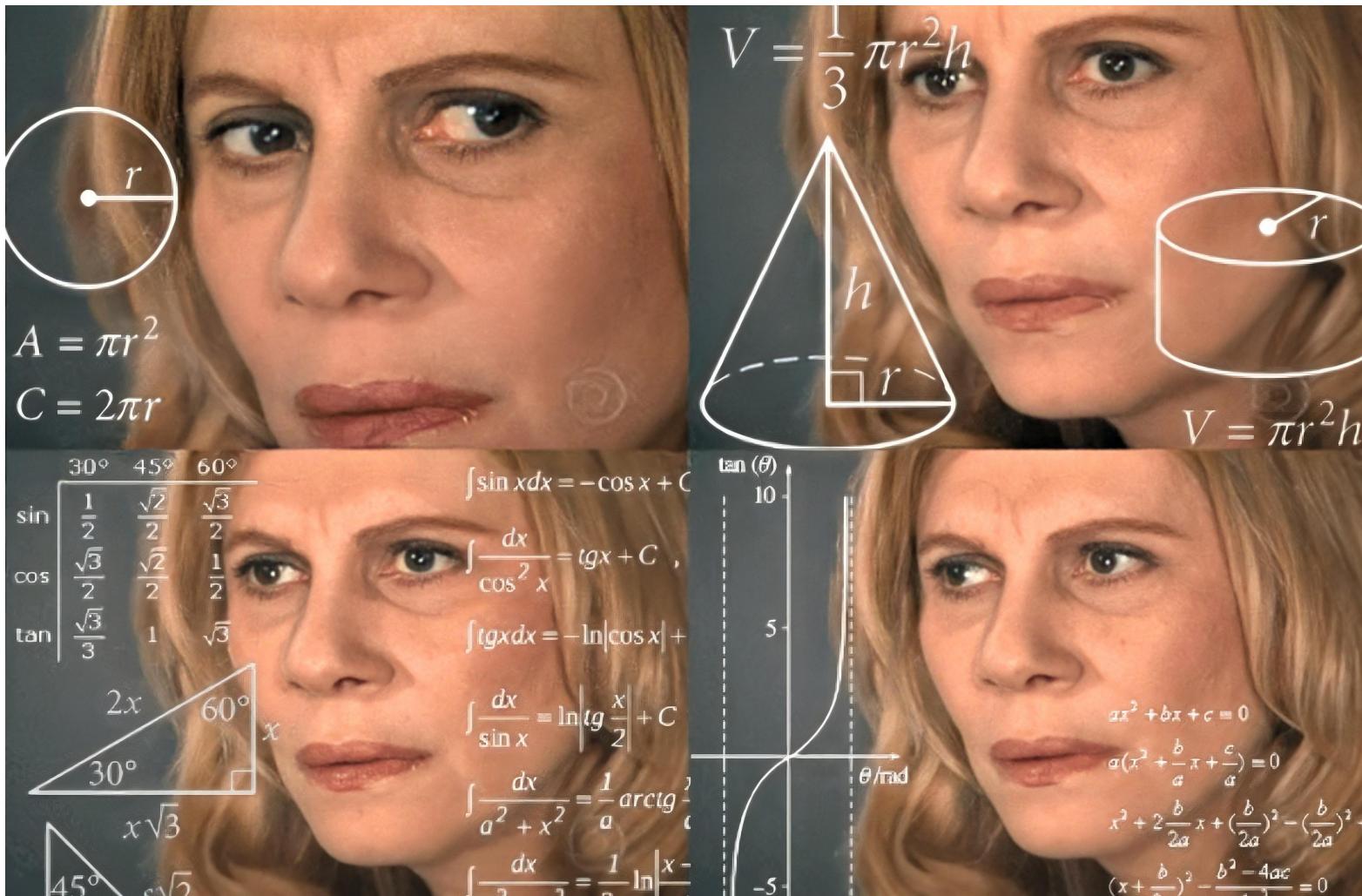


Shading





Math



$$p(t) = \vec{ray}_{origin} + \vec{ray}_{direction} \cdot t$$

$$density(\vec{v}) = \min_{i,j,k \in [-1,0,1]} \left(|\vec{v} - rand3 \left(\lfloor \vec{v} \rfloor + \begin{bmatrix} i \\ j \\ k \end{bmatrix} \right)| \right)$$

$$color(\vec{v}) = |\vec{v}| \cdot color_1 + (1 - |\vec{v}|) \cdot color_2$$

$$FinalColor = \int_0^L color(p(t)) \cdot density(p(t)) \cdot dt$$

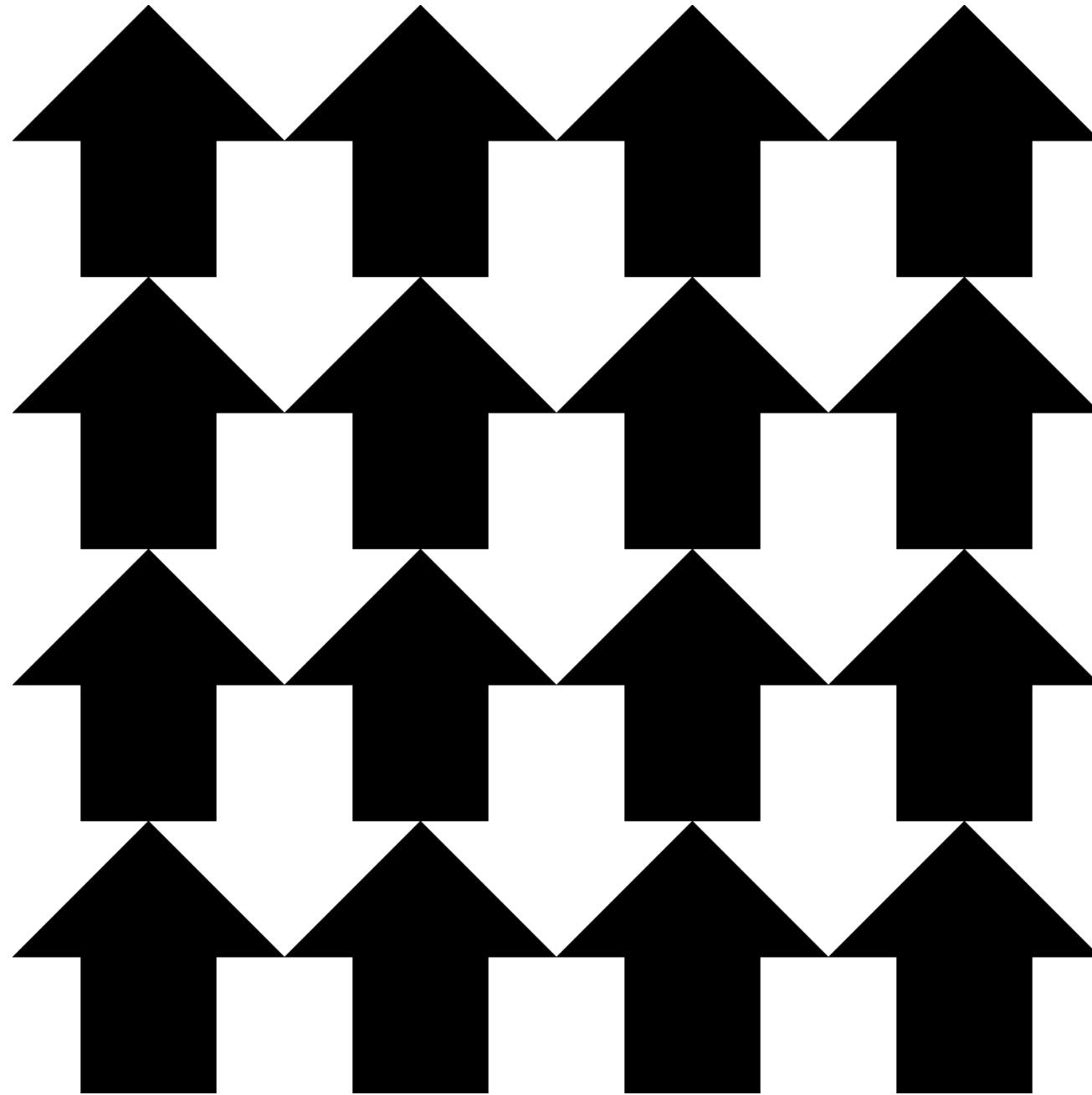
$$a^n = \underbrace{a \times a \times a \times \dots \times a}_n$$

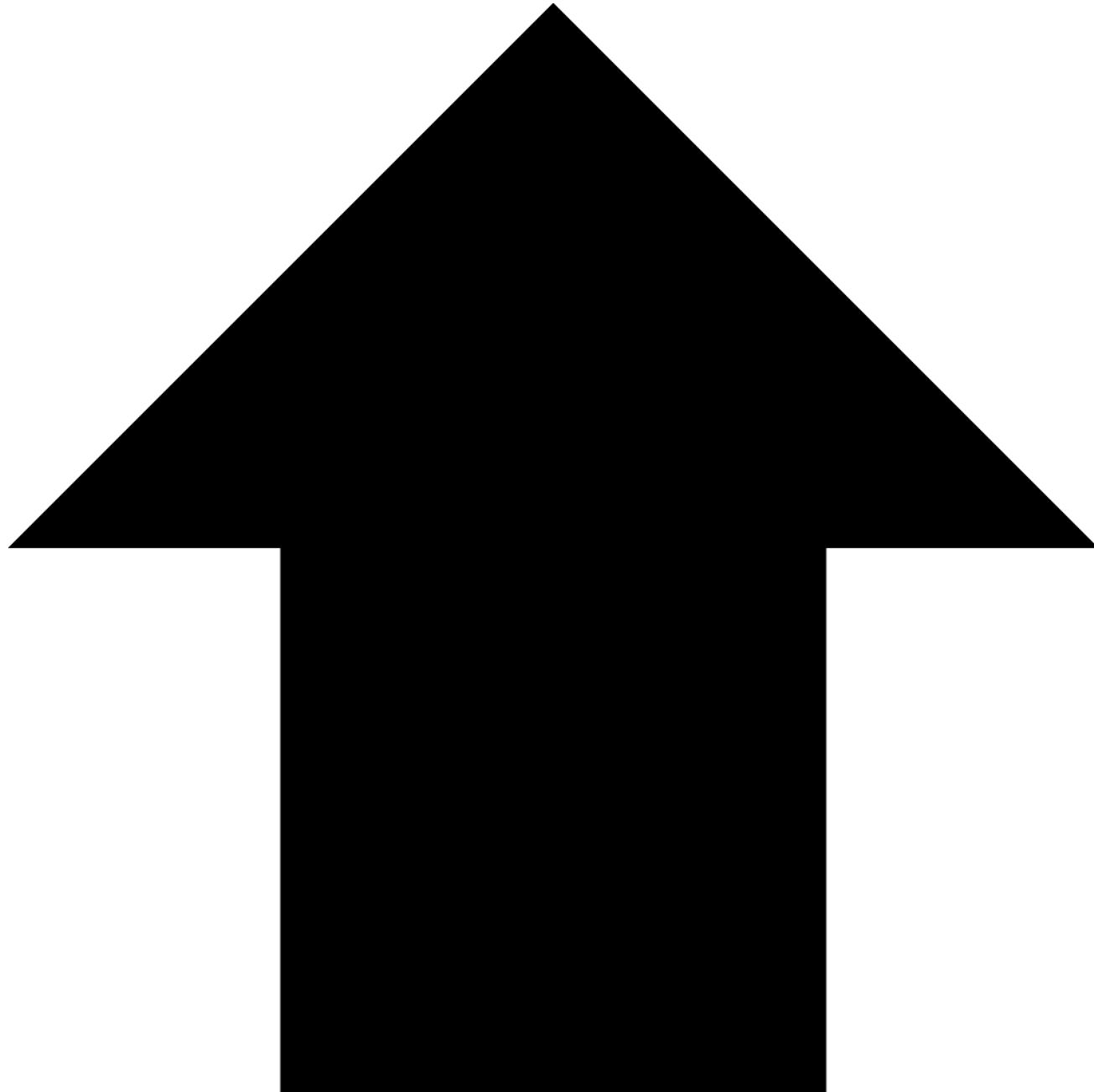
$$4^2 = 4 \times 4$$

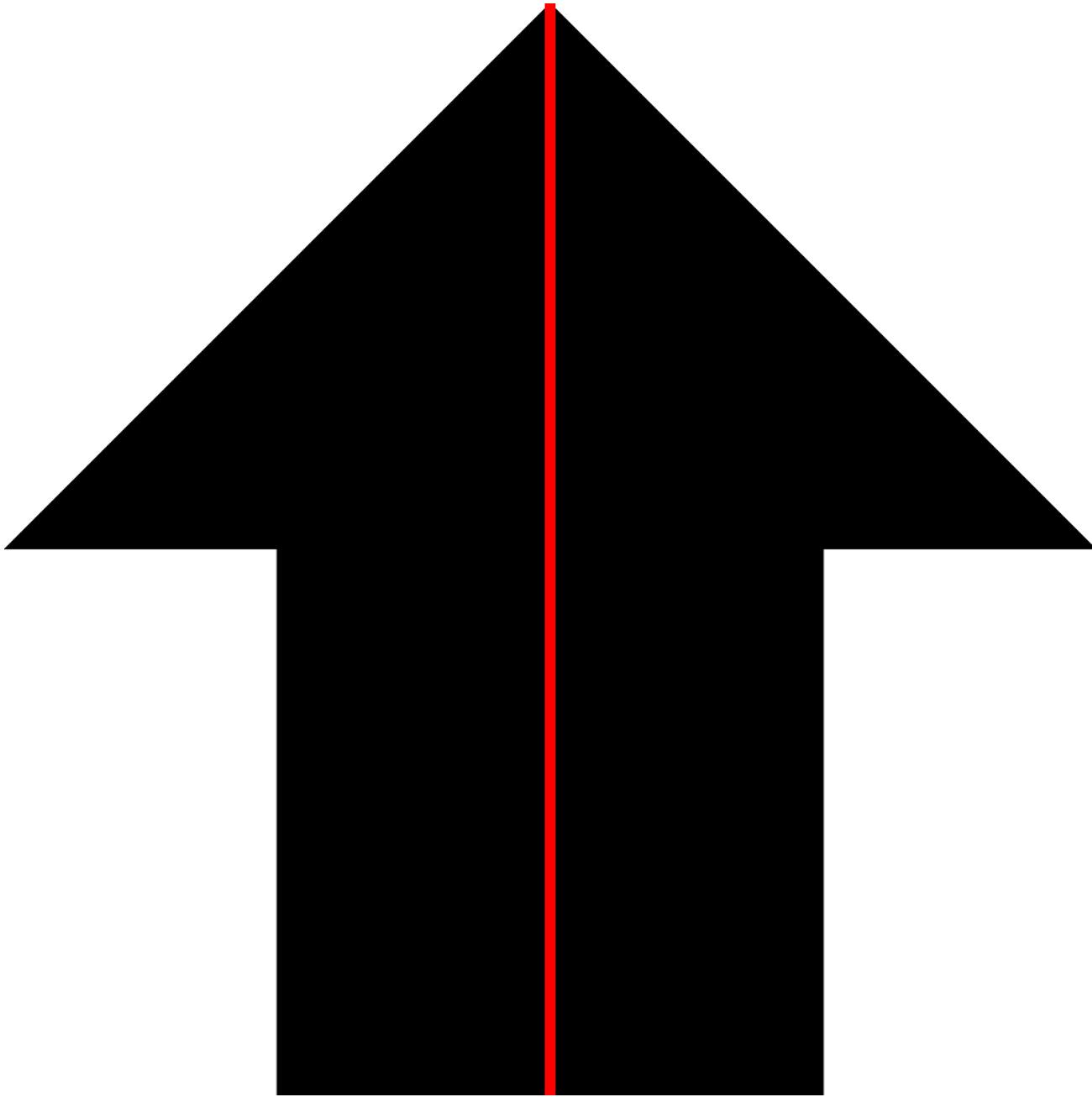
$$a \times b = \underbrace{a + a + a + \dots + a}_{b}$$

$$4 \times 4 = 4 + 4 + 4 + 4$$

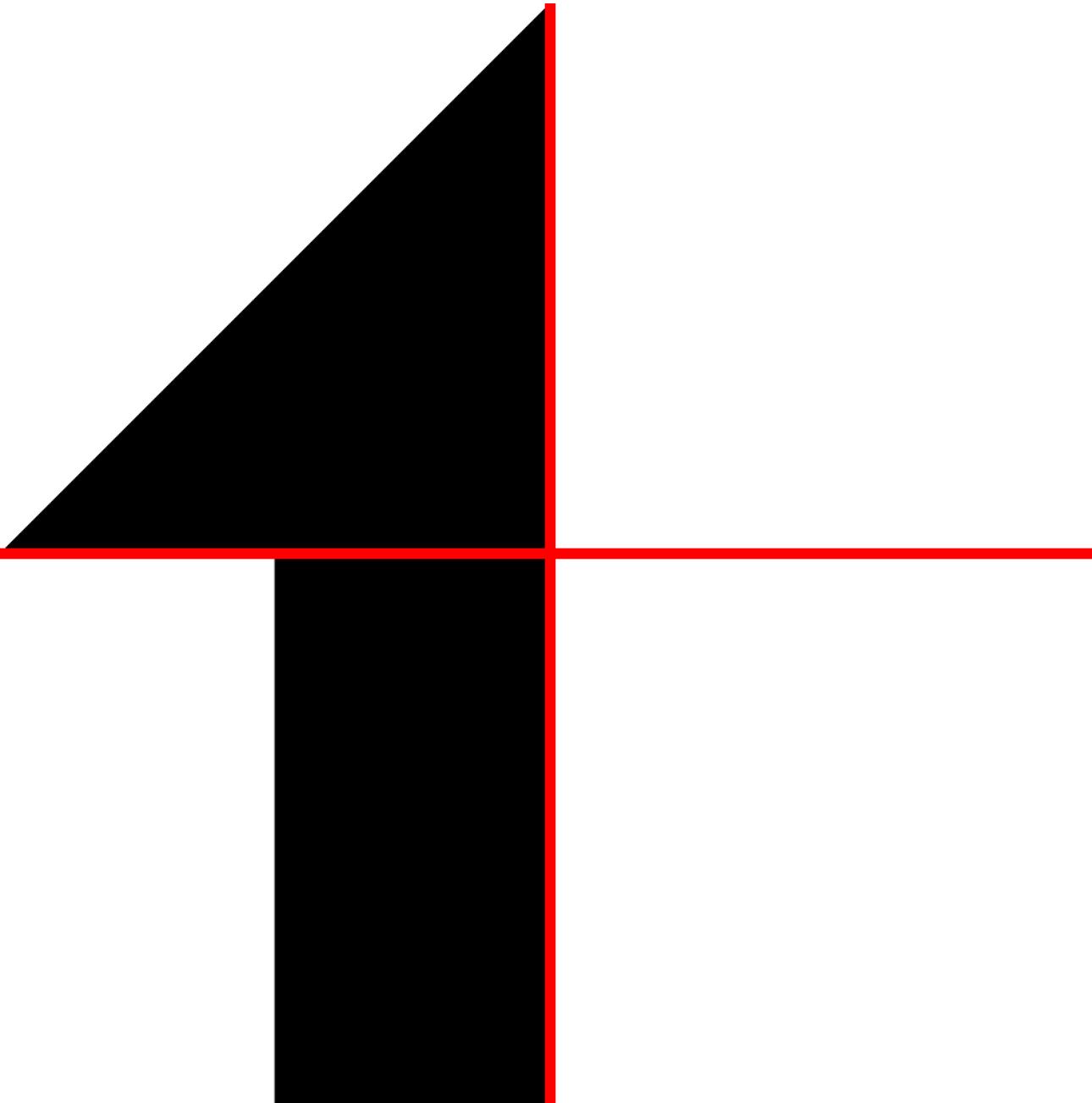
แล้วมันเชื่อมโยงกับ Computer Graphics อย่างไร

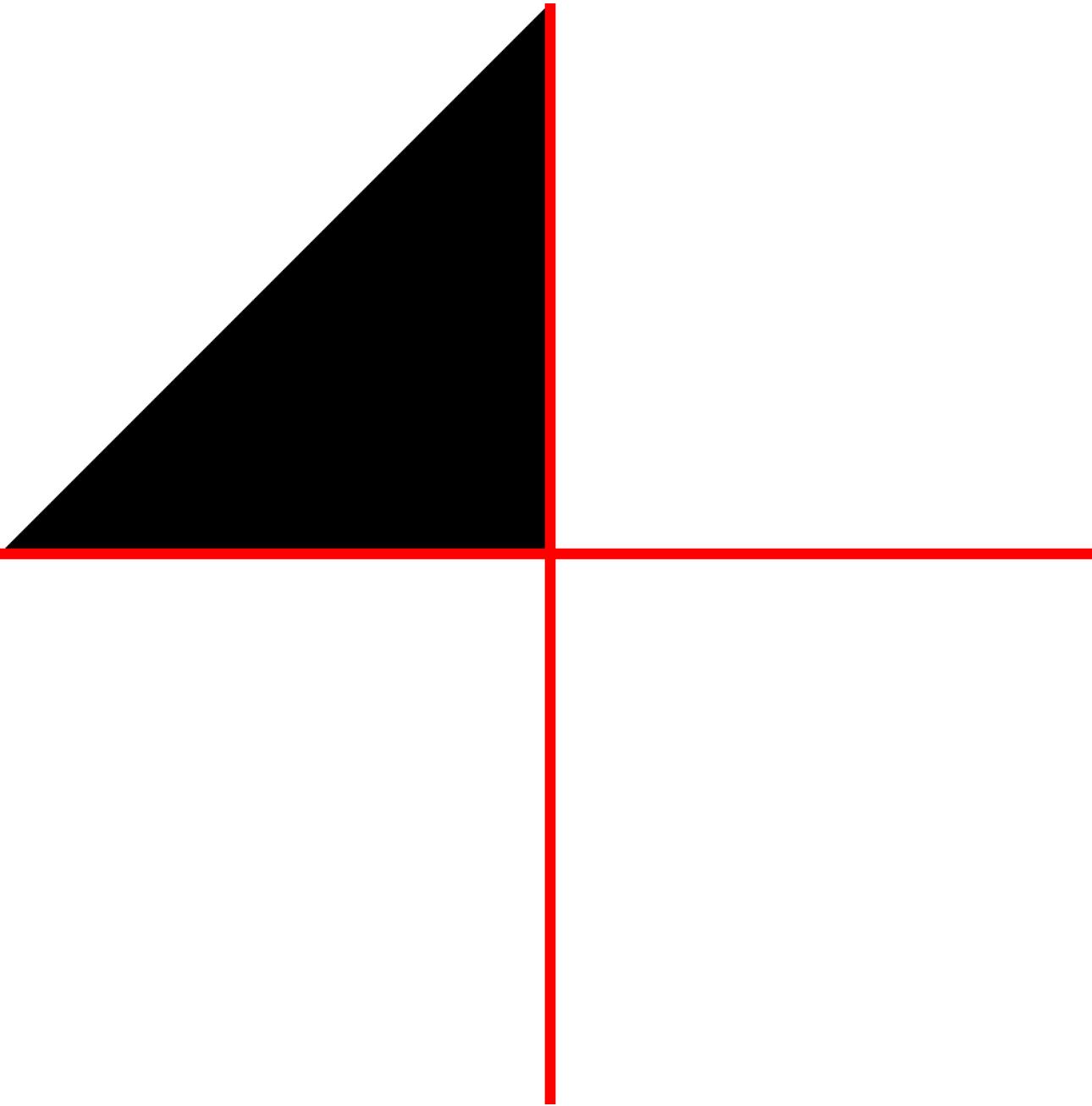


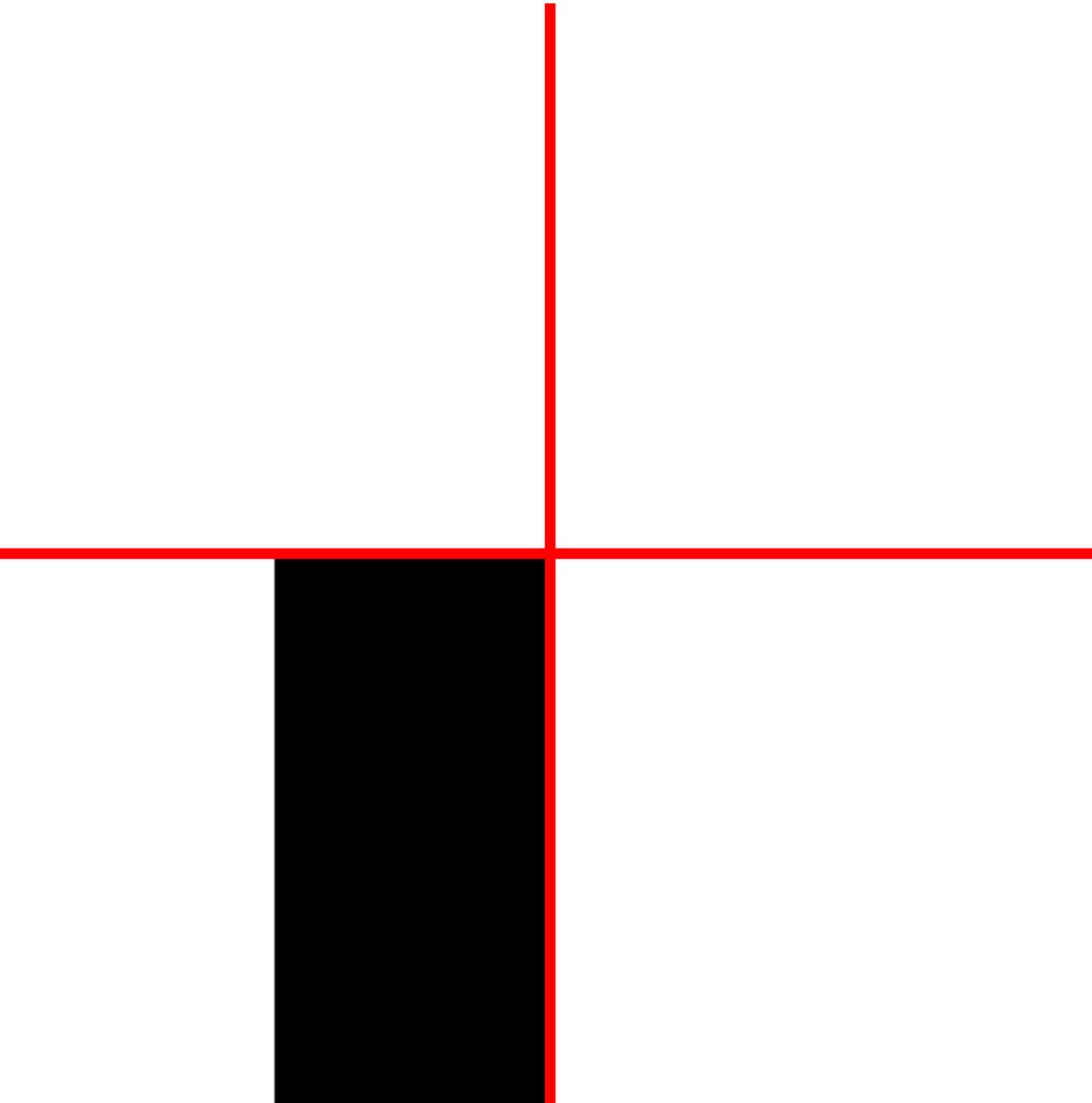




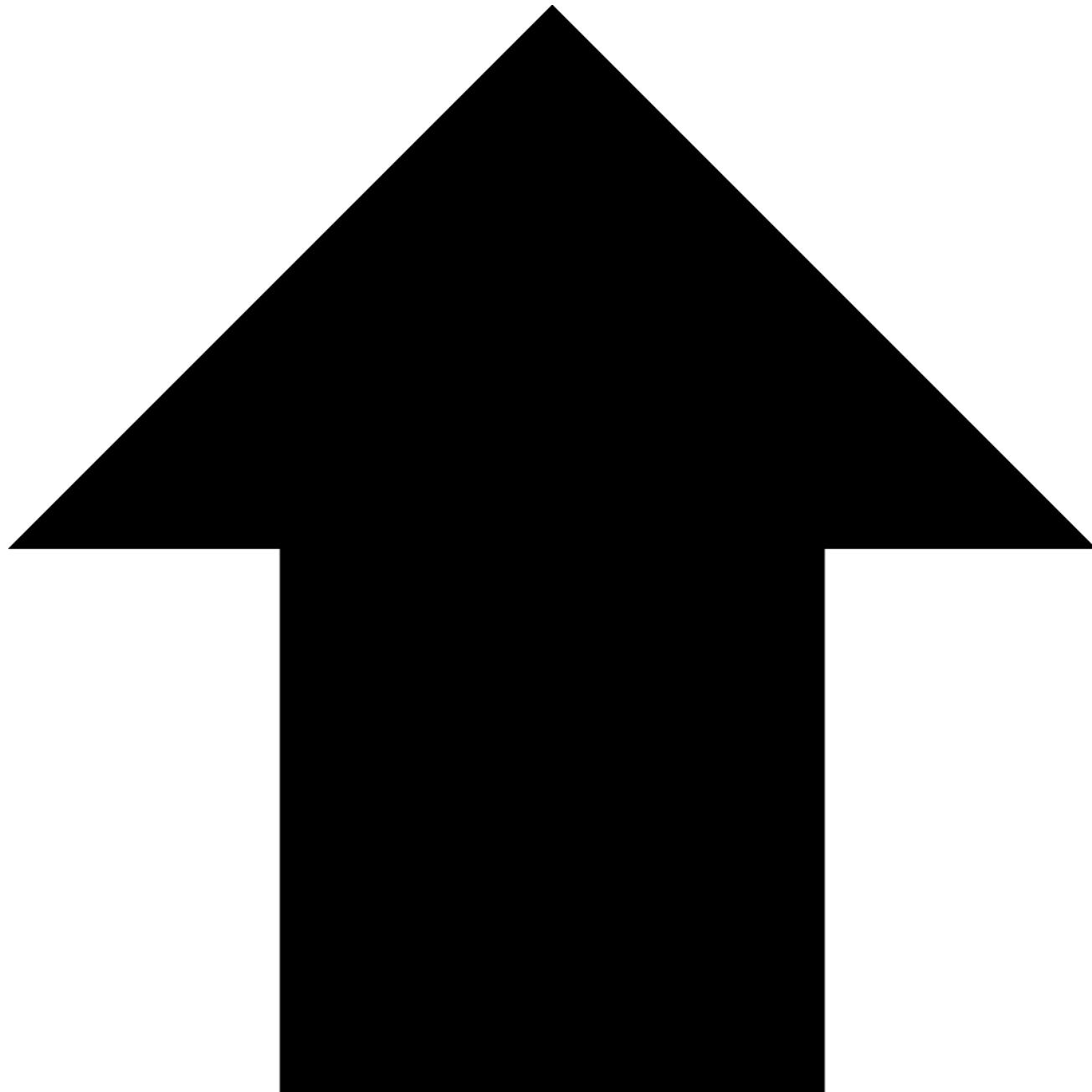


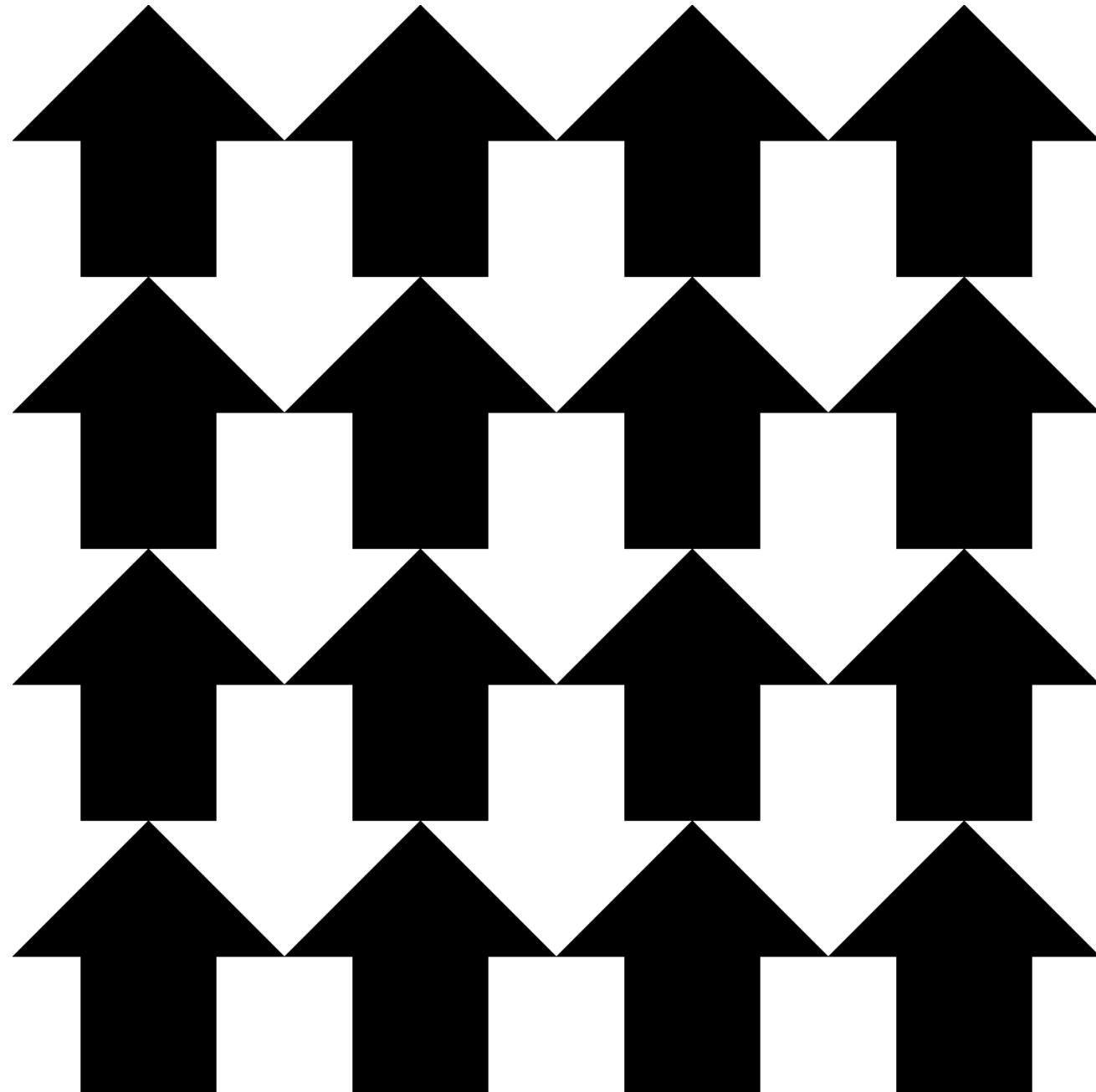






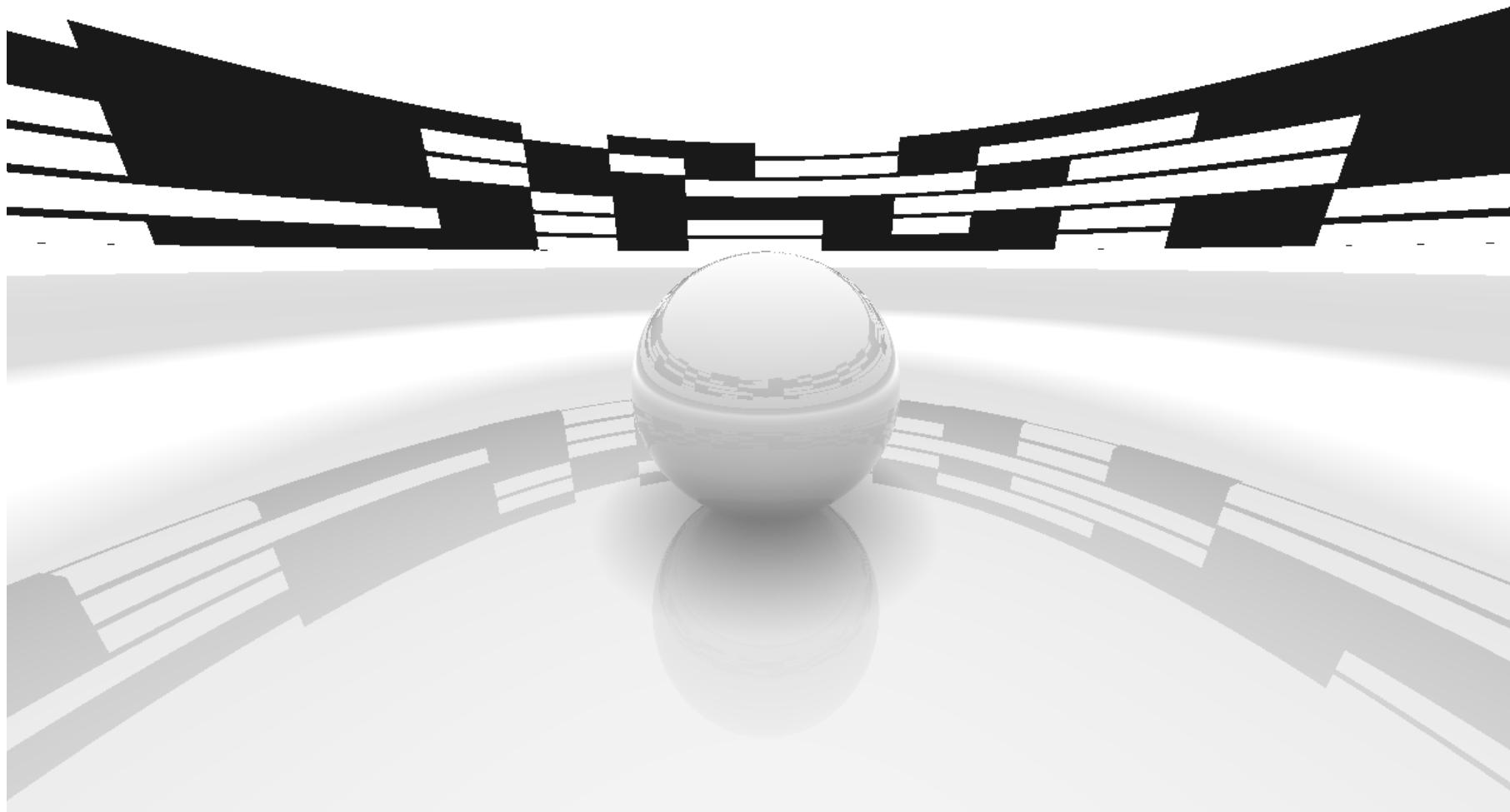






ทำไม้ถิงเลือกทำหัวข้อนี้

Reflection of Randomness

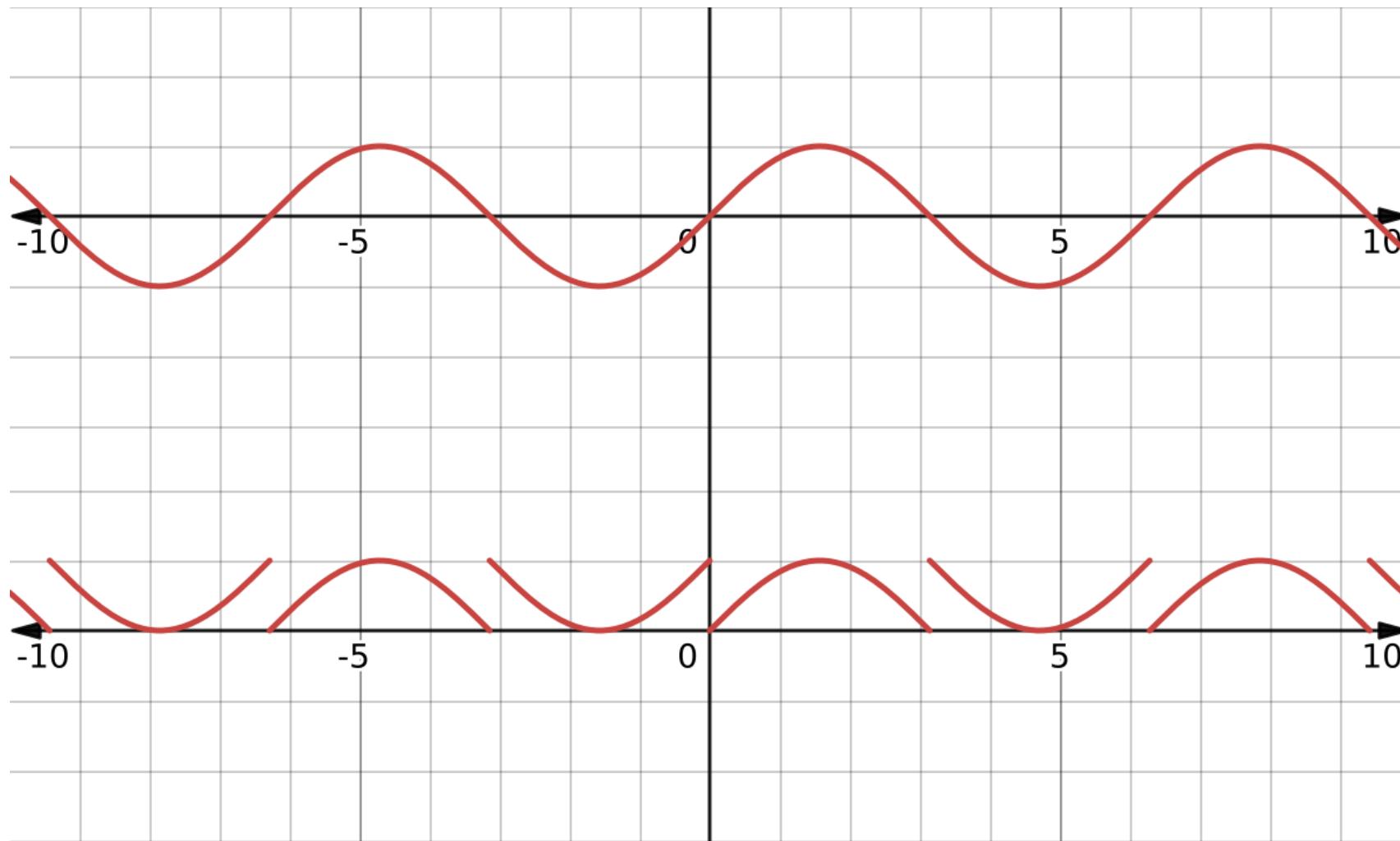


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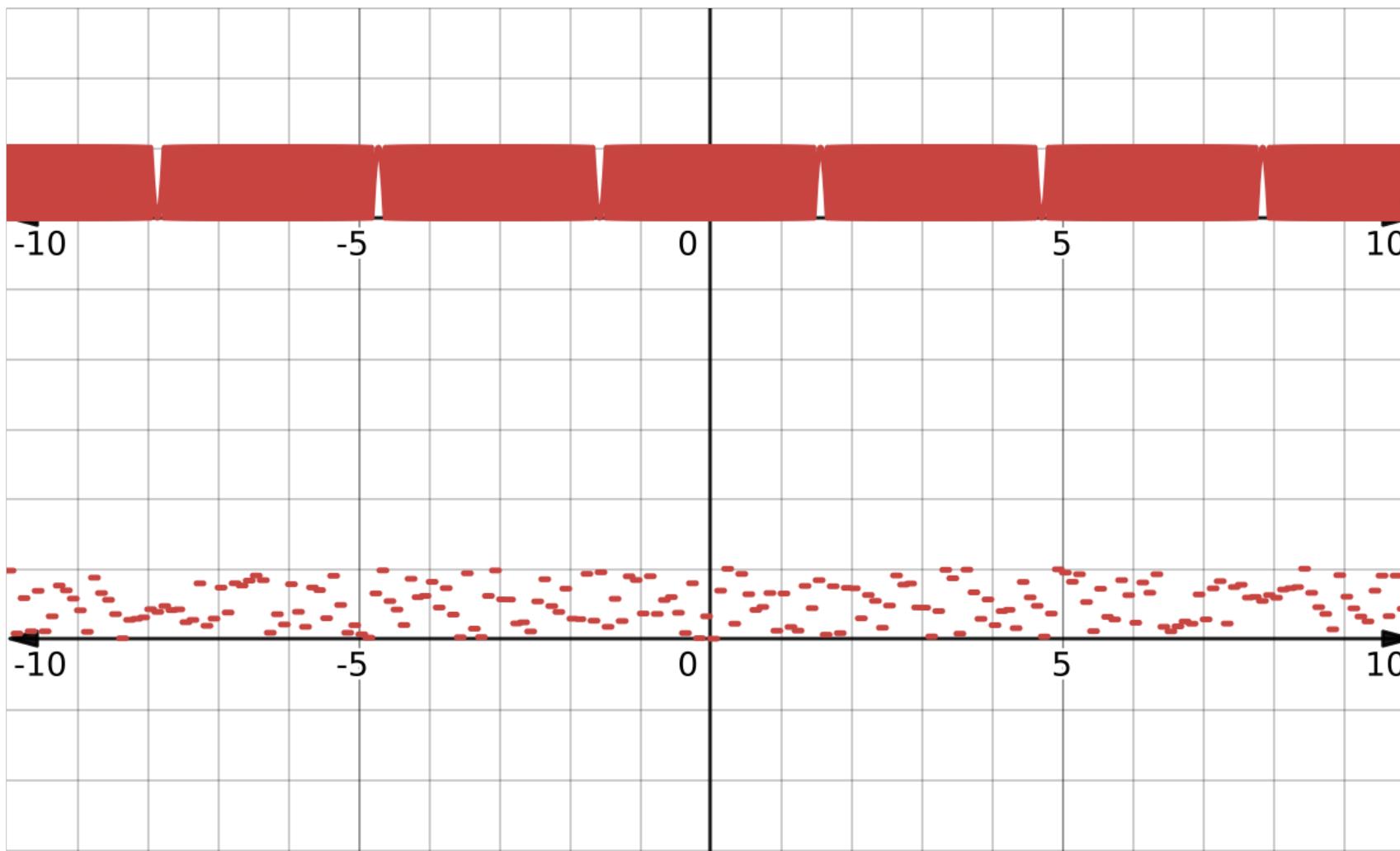


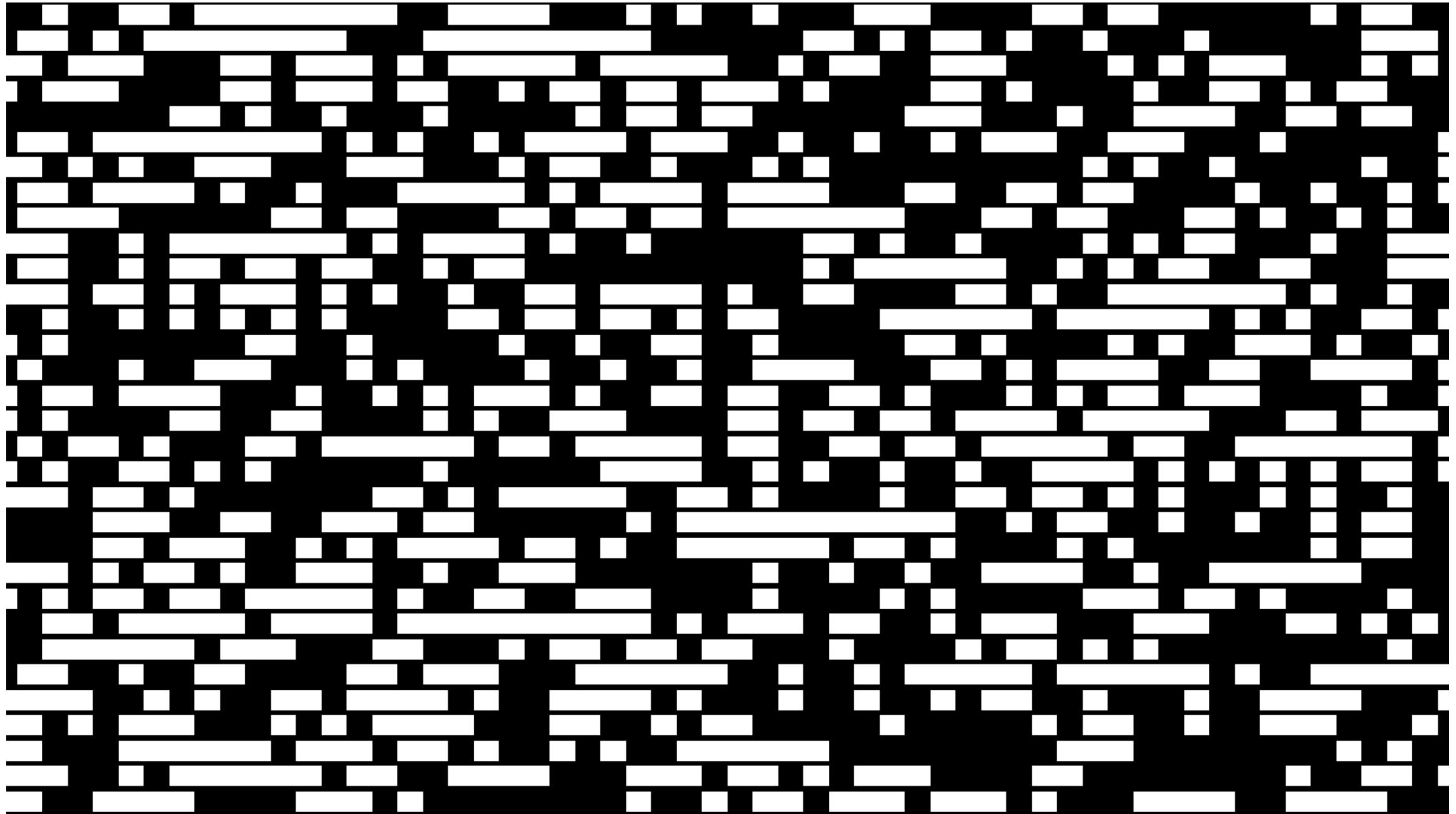
```
fract( big_number * sin( x ) )
```

$\sin(x)$ (บน), $\text{fract}(\sin(x))$ (ล่าง)

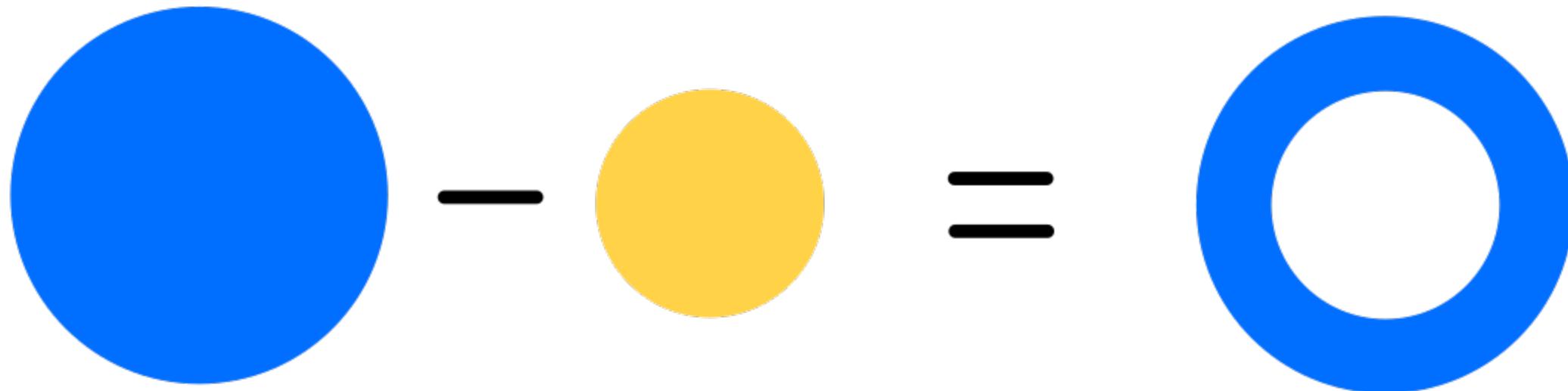


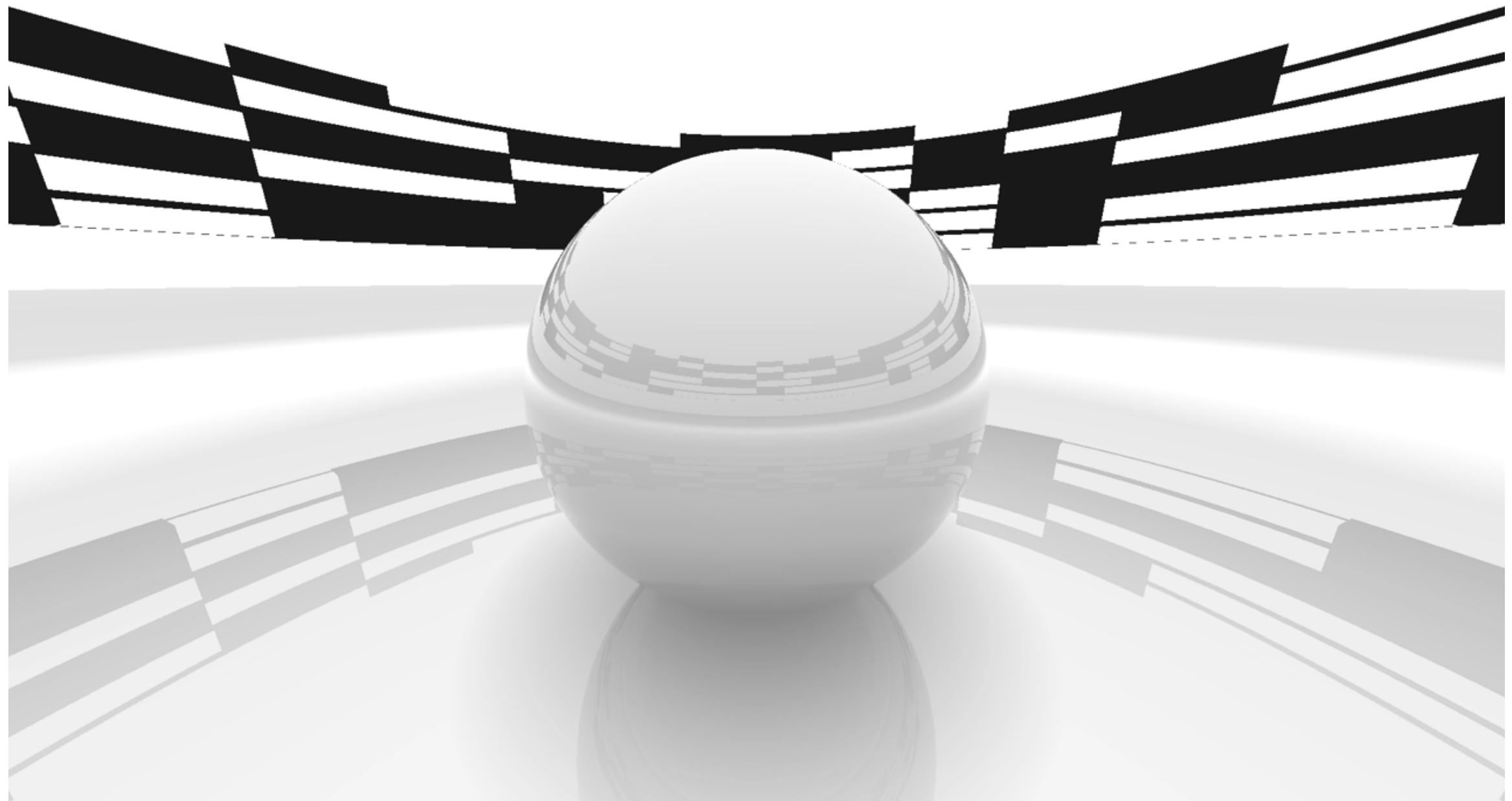
`fract(big_number * sin(x))`





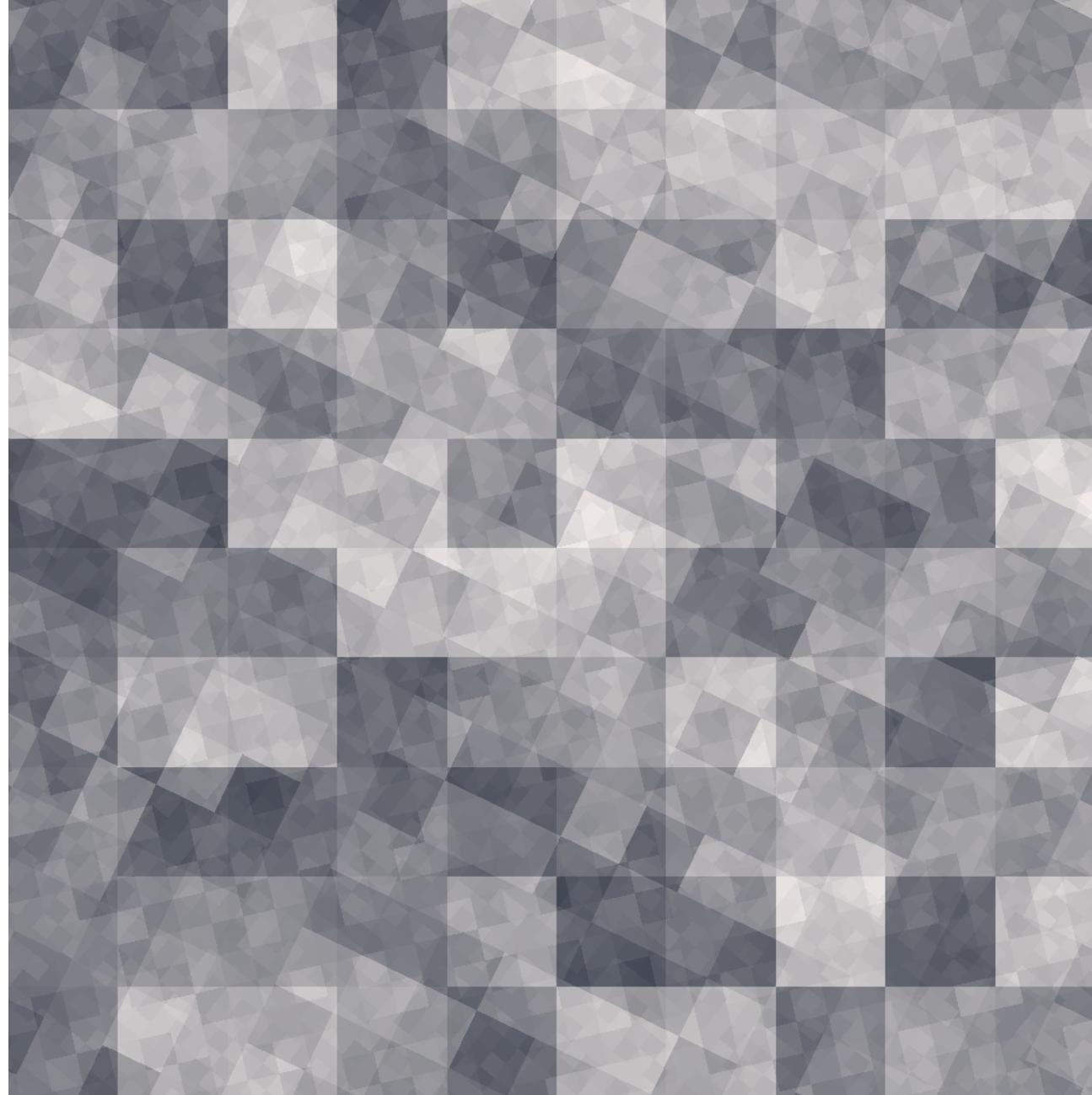
ring

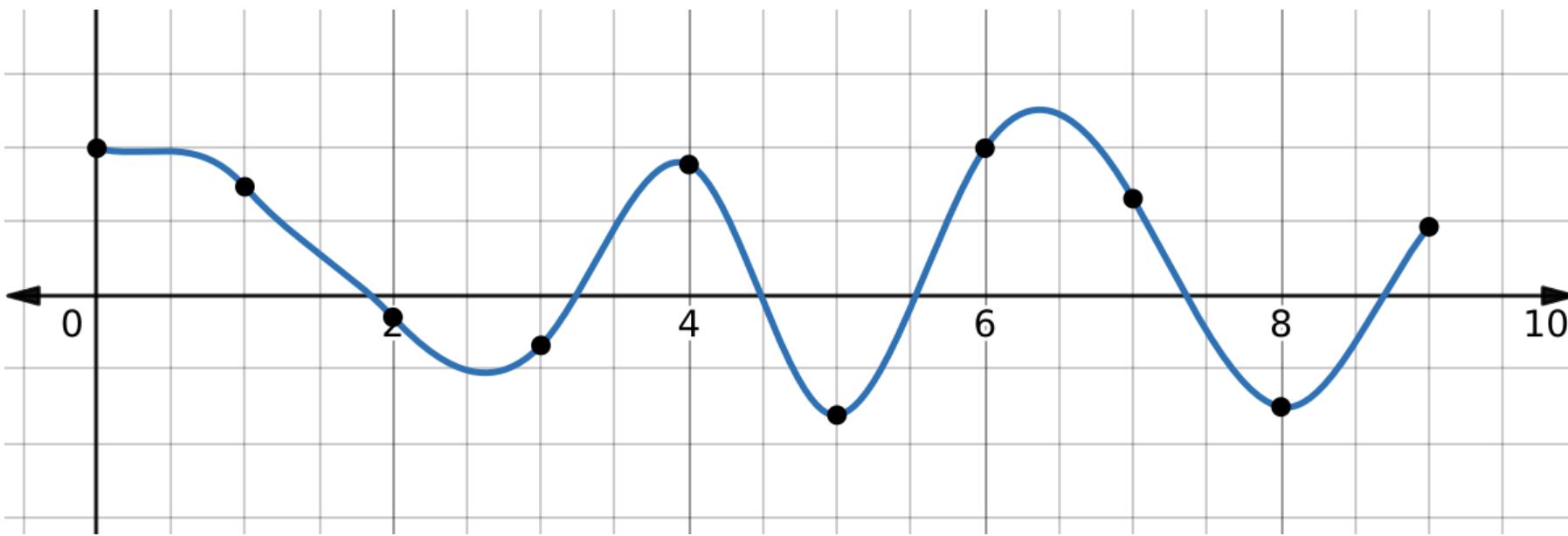
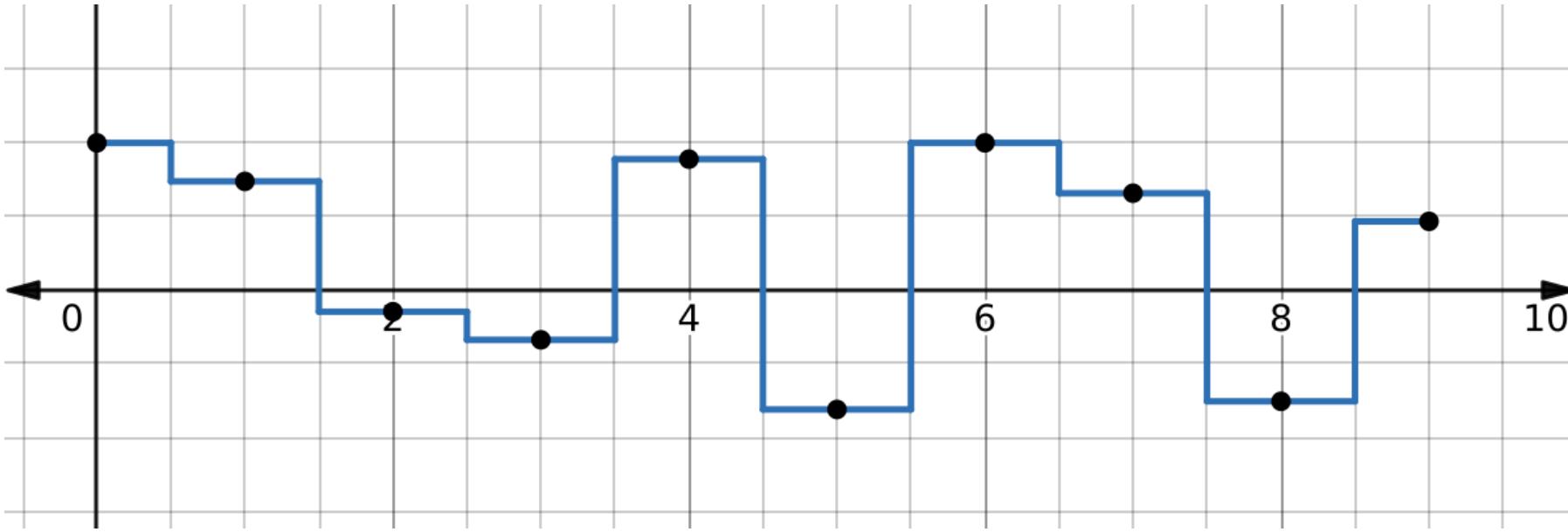




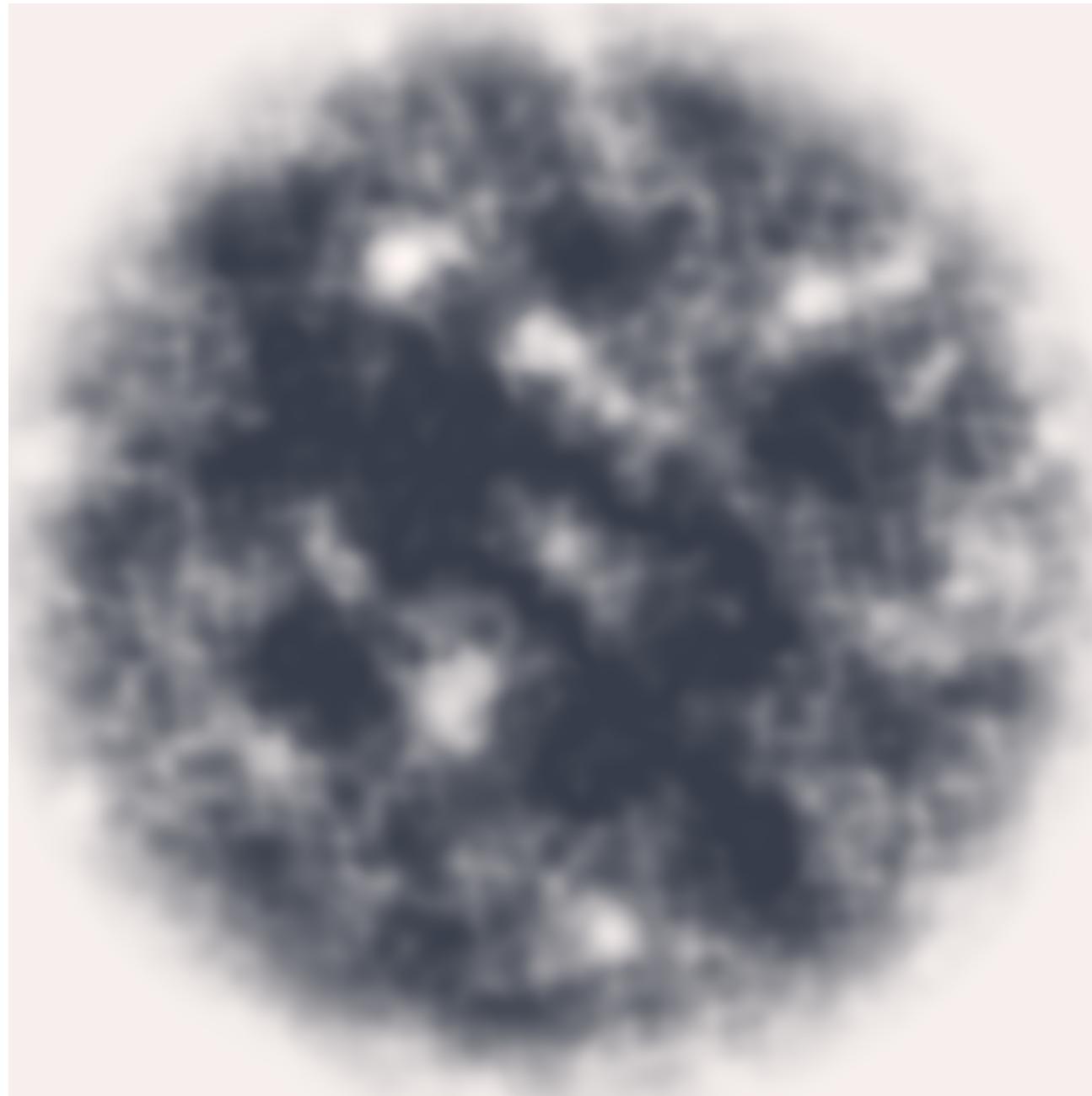
Leaves Shadow

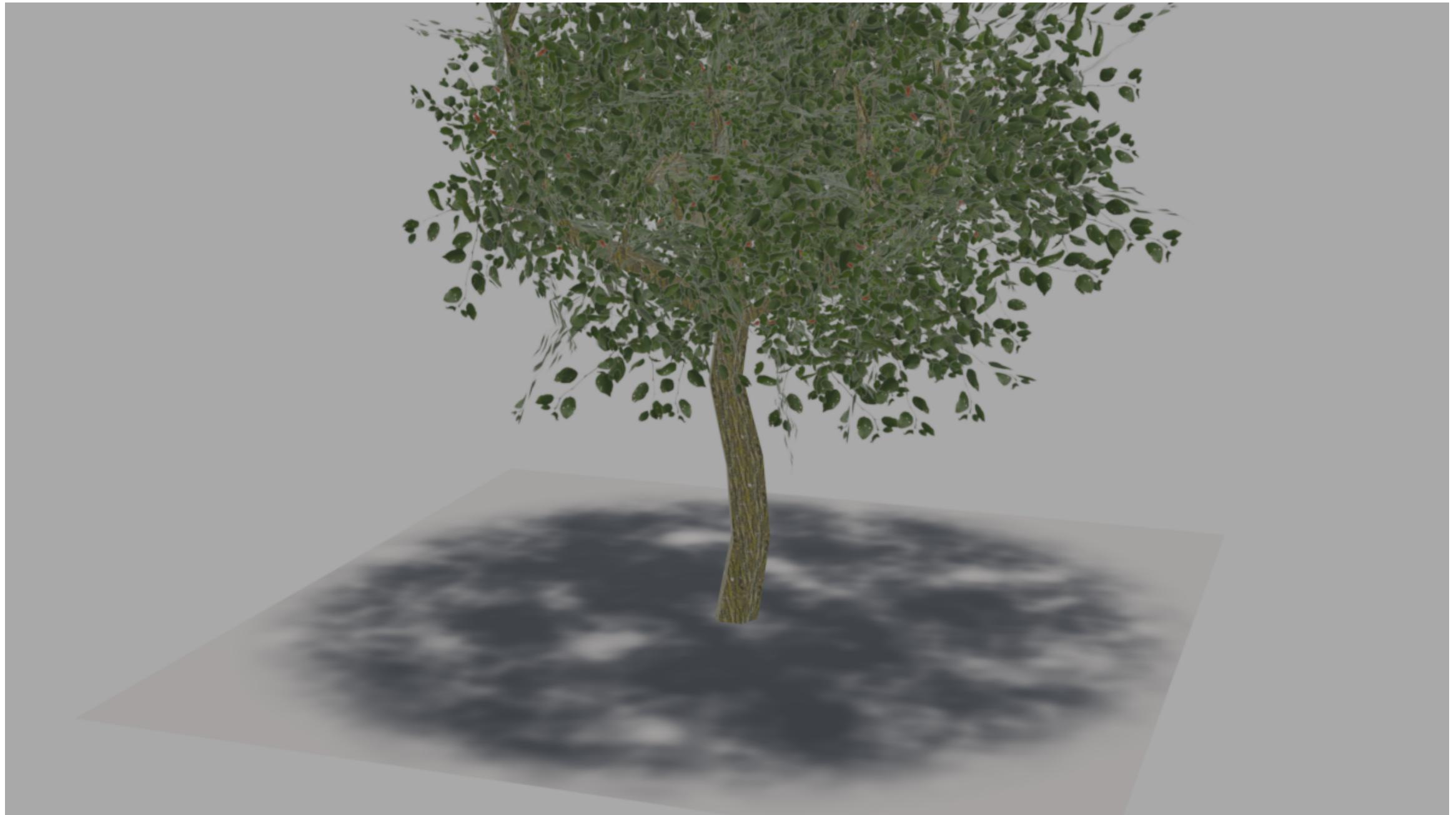




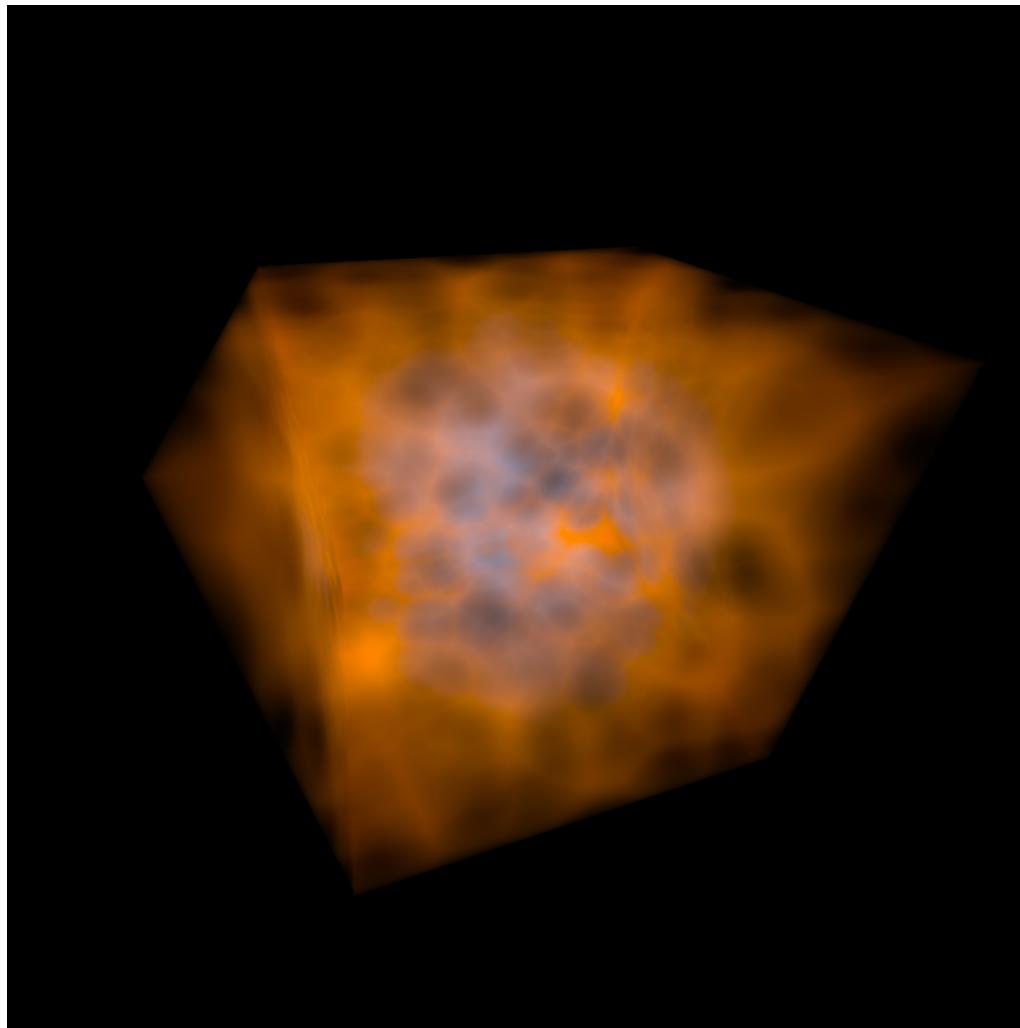








Fire in a cube



Volumetric Rendering



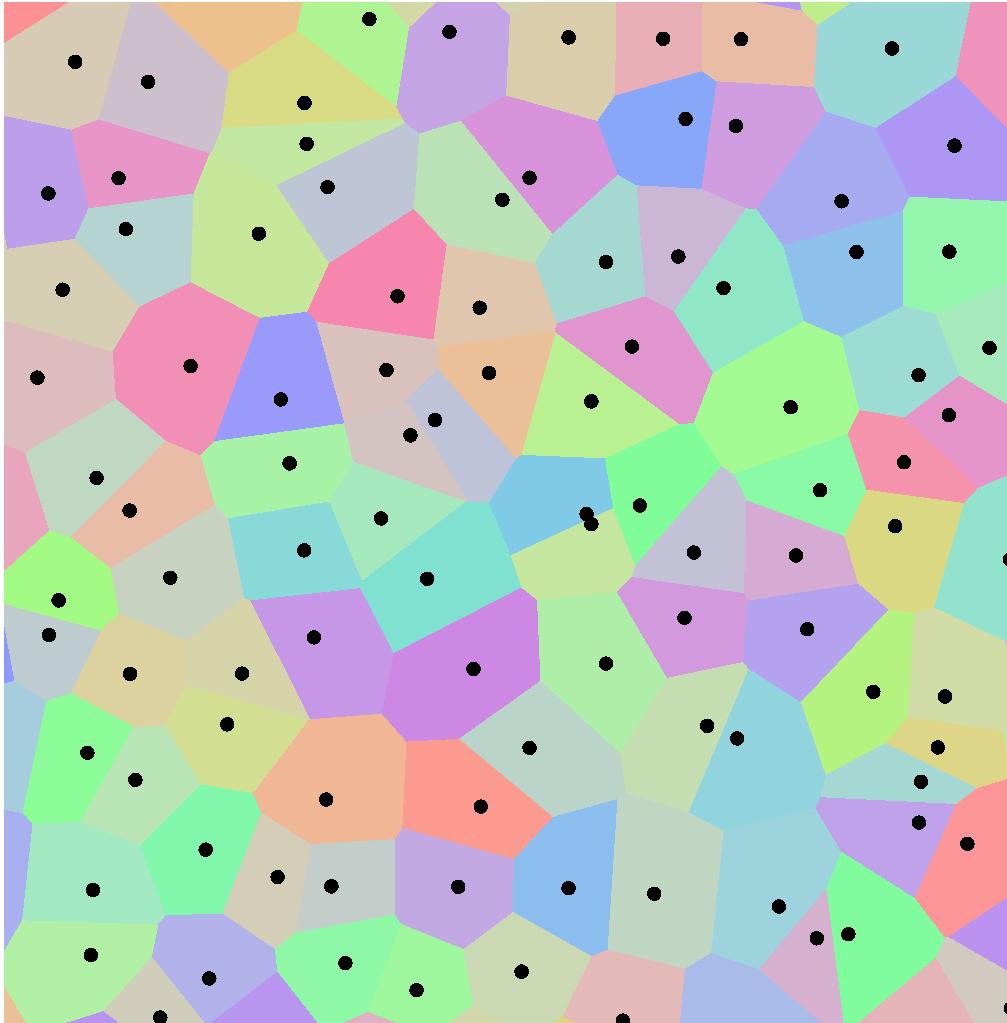
$$p(t) = \vec{ray}_{origin} + \vec{ray}_{direction} \cdot t$$

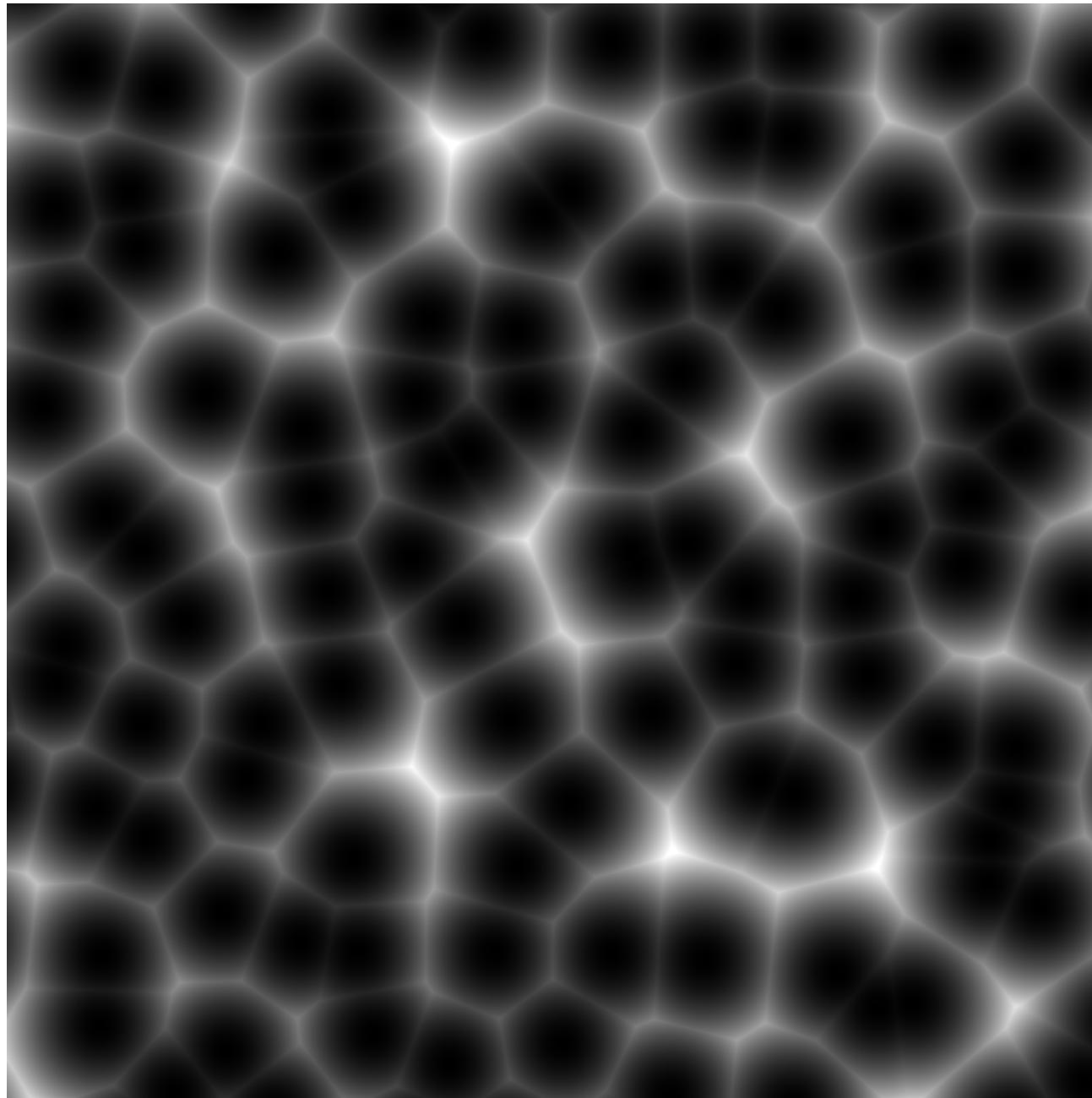
$$density(\vec{v}) = \min_{i,j,k \in [-1,0,1]} \left(|\vec{v} - rand3 \left(\lfloor \vec{v} \rfloor + \begin{bmatrix} i \\ j \\ k \end{bmatrix} \right)| \right)$$

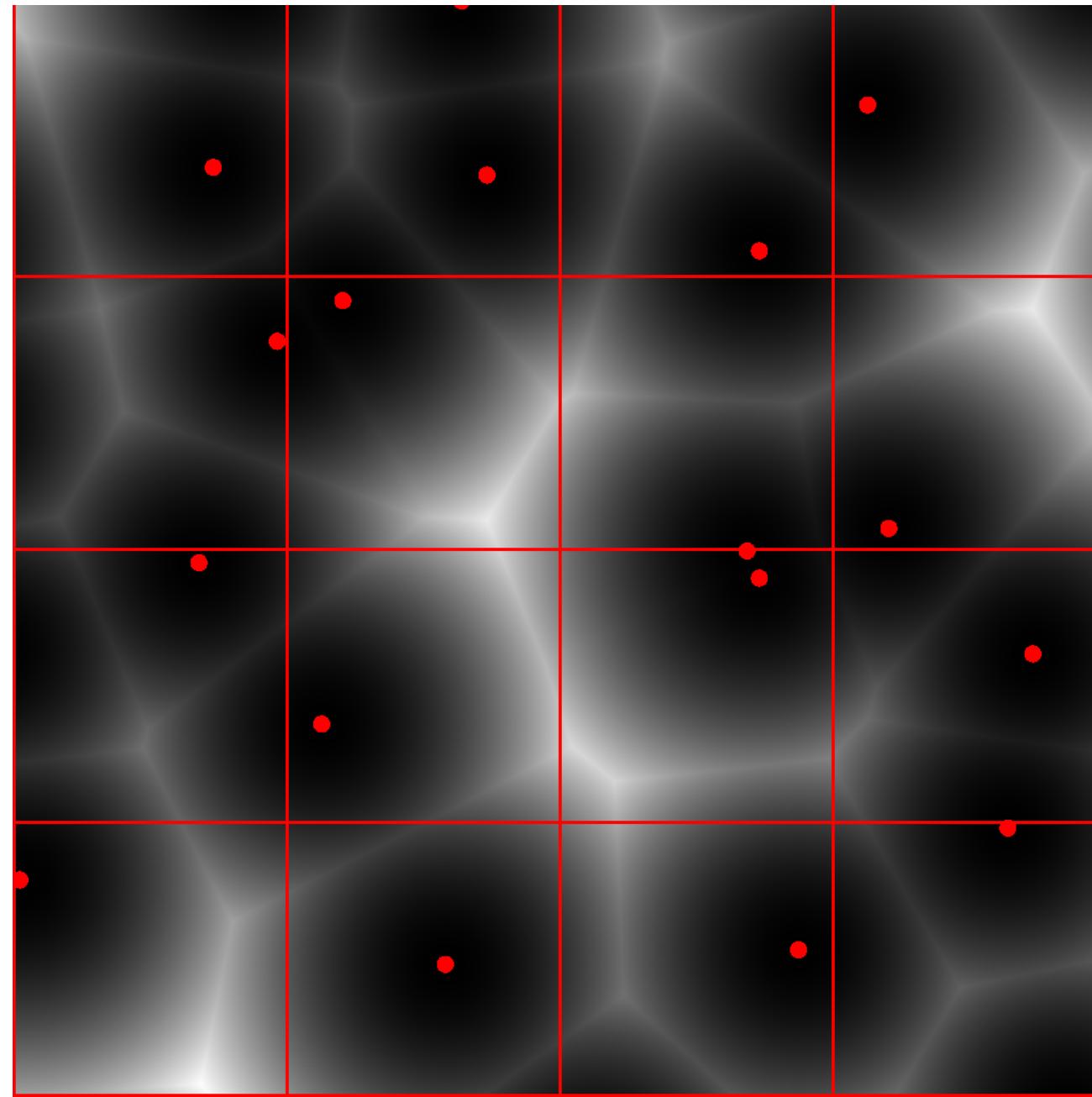
$$color(\vec{v}) = |\vec{v}| \cdot color_1 + (1 - |\vec{v}|) \cdot color_2$$

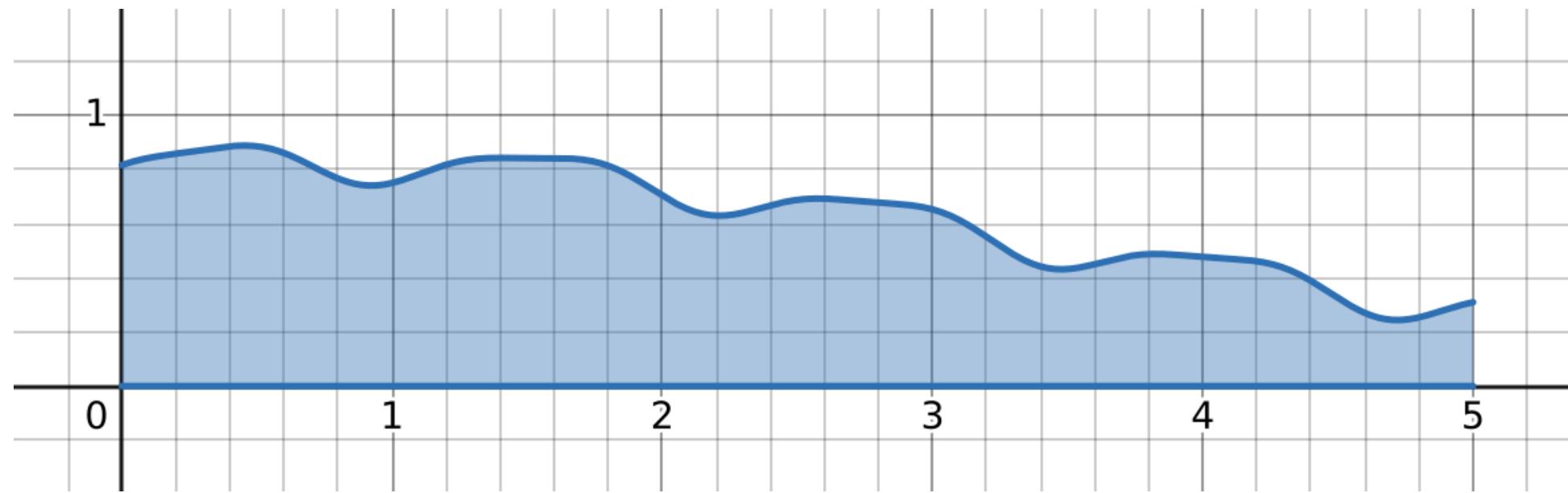
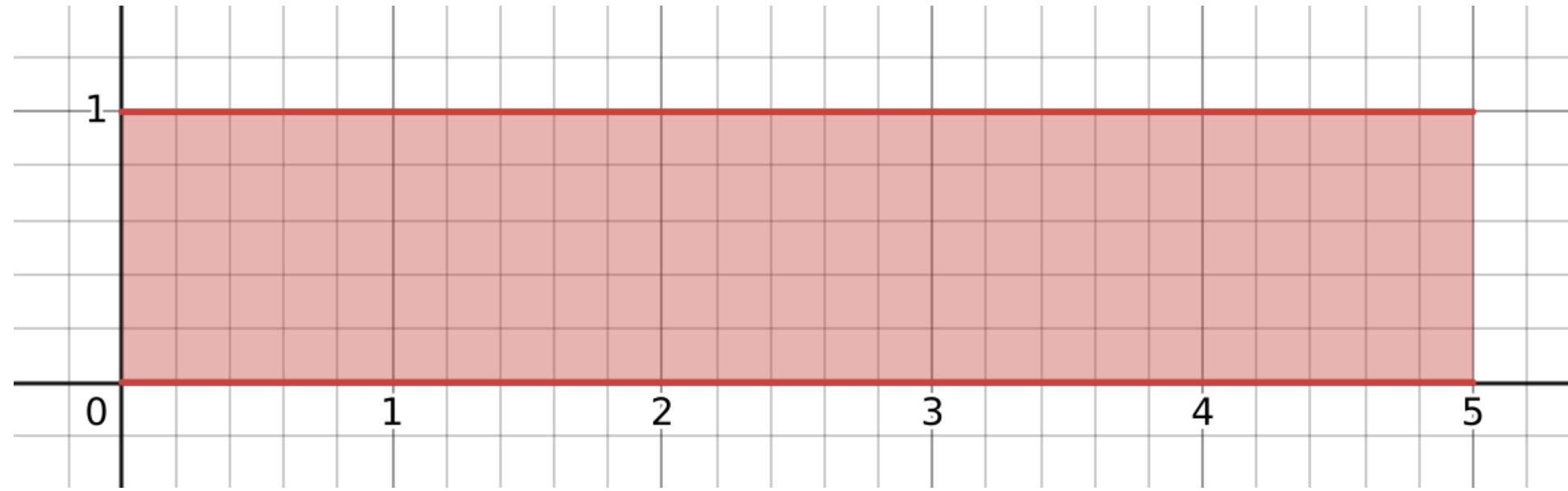
$$FinalColor = \int_0^L color(p(t)) \cdot density(p(t)) \cdot dt$$

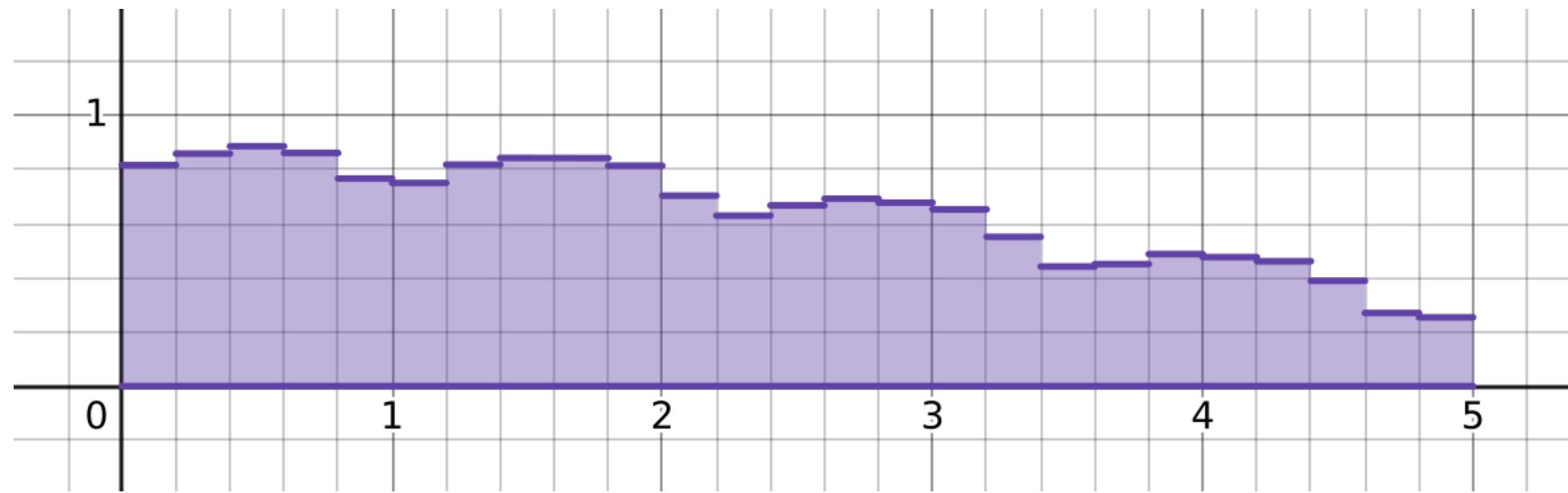
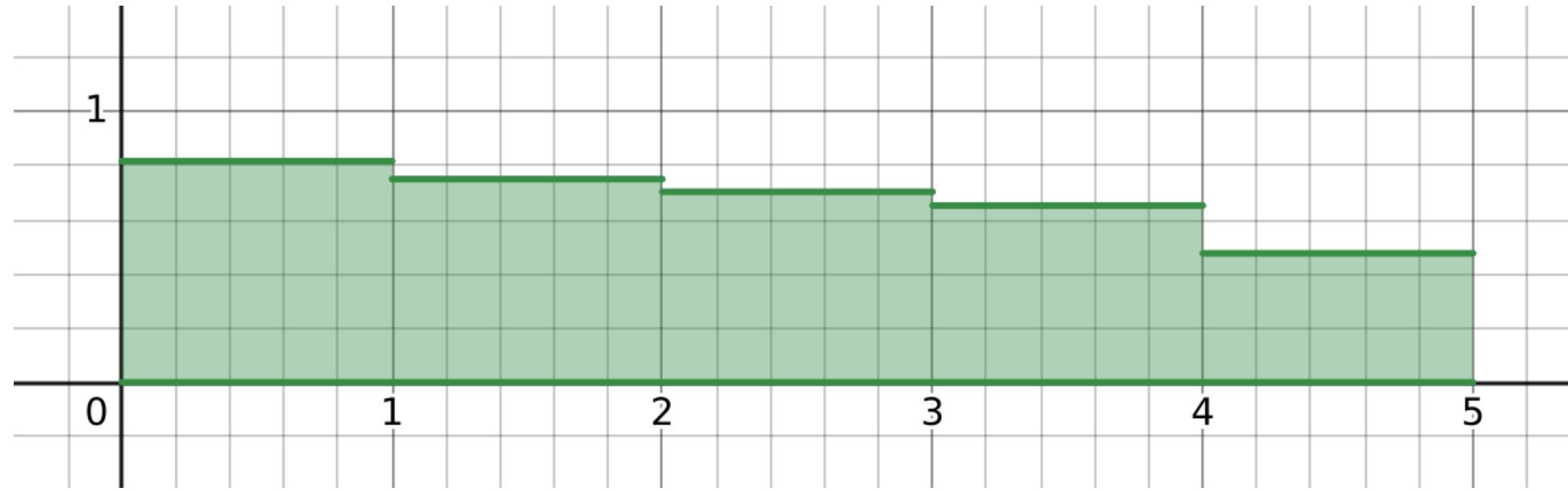
voronoi diagram

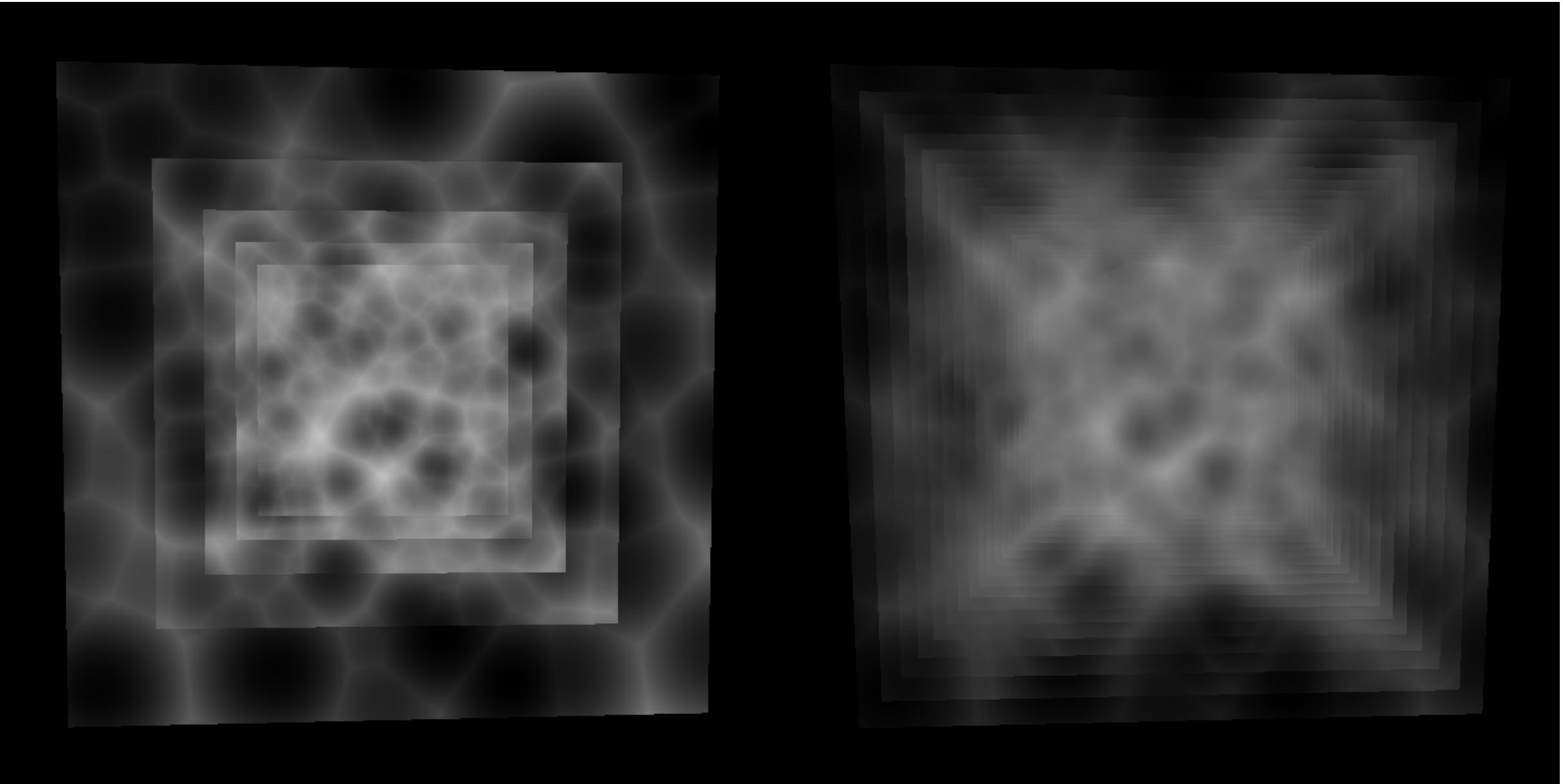








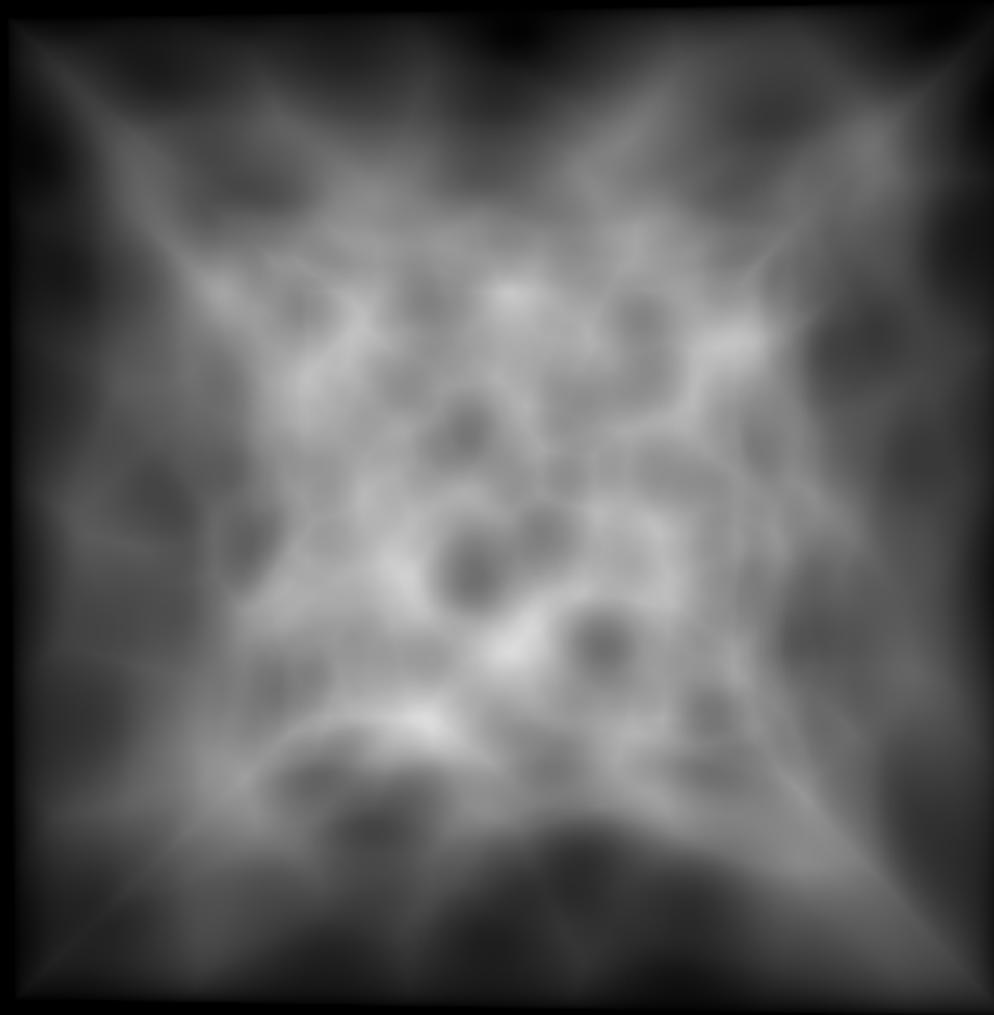


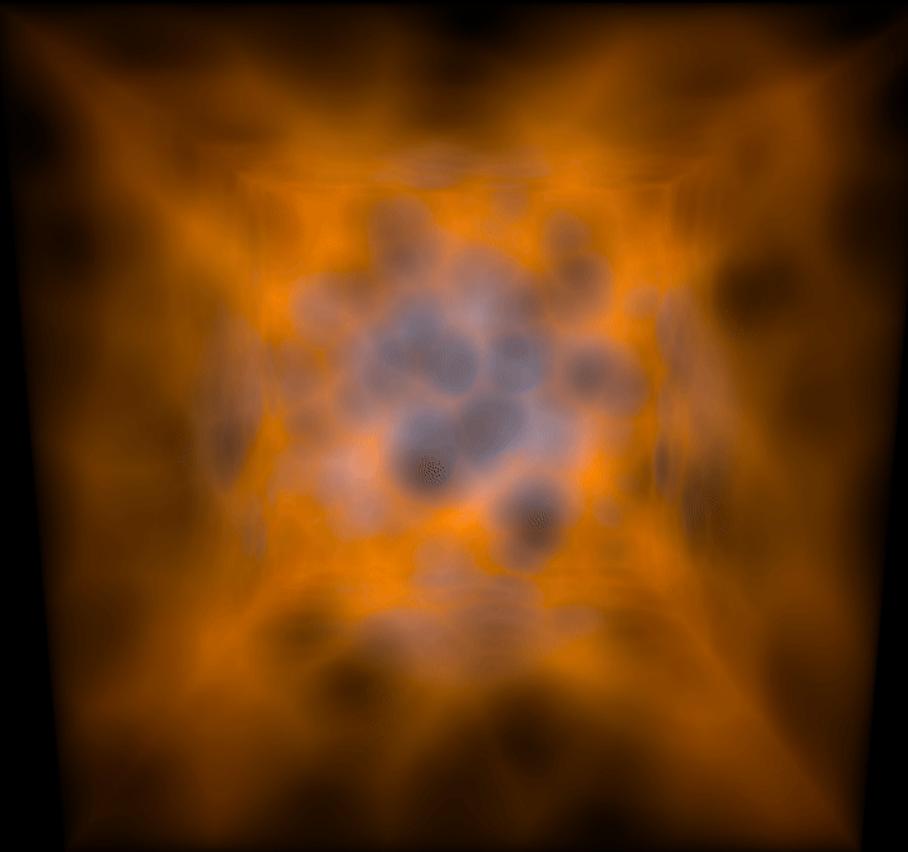


$$FinalColor = \int_0^L color(p(t)) \cdot density(p(t)) \cdot dt$$

steps

$$FinalColor = \sum_{steps} color(p(t)) \cdot density(p(t)) \cdot dt$$





ประสบการณ์

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