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# Computer Graphics and Computer Vision

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*Chancellor's Professor of Computer Science*
*Director, UCLA Computer Graphics & Vision Laboratory*


## *Graphics and Vision: A Unified View*

- **This major field is about Computers and Images**
- **Computer Graphics (CG)**
  - **Computational models → images and videos**
  - **Forward mathematical problem**
  - **Synthesis**
- **Computer Vision (CV)**
  - **Images and videos → computational models**
  - **Inverse mathematical problem**
  - **Analysis**

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## History of Computer Graphics and Computer Vision

- Two PhD thesis projects at MIT in the early 1960s
  - Ivan E. Sutherland, 1963
    - "Sketchpad, a man-machine graphical communication system"
  - Lawrence G. Roberts, 1963
    - "Machine perception of three-dimensional solids"
- CG and CV have developed as independent fields
- In recent years, CG and CV are synergizing
- Cross-fertilization with other fields:
  - Physics, biology, cognitive science, artificial intelligence, art, ….

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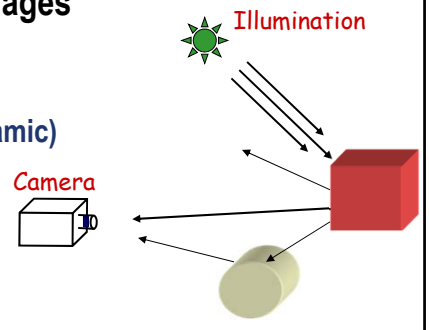
## What is an Image / Video?

- Array of pixels (one or more numbers)
- A video is a time sequence of images
- How they are formed:
  - Objects in the world (static or dynamic)
  - Illumination (light sources)
  - Imaging device (eye, camera)




- We want to synthesize and analyze images and videos by computer

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## *Why? Images and movies are everywhere!*

- Entertainment: Motion pictures & Games
- Virtual worlds (especially for movies and games)
- Industrial design
- Scientific and medical visualization
- Human-computer interaction
- Fine arts
- Etc.

- Robotics
- Automotive
- Visual Surveillance / Biometrics
- Industrial inspection
- Medical imaging
- Remote sensing
- Image and video retrieval
- Etc.

- For a deeper understanding of the physical world and living systems, including the human brain

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## *Computer Graphics*

- **The art and science of creating imagery by computer**
- **Three main research themes**
  - **Modeling**
    - How do we model (mathematically represent) objects?
    - How do we construct models of specific objects?
  - **Animation**
    - How do we represent the motions of objects?
    - How do we give animators control of this motion?
  - **Rendering**
    - How do we simulate the real-world behavior of light?
    - How do we simulate the formation of images?

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## Standard Display Devices

CRT
(Cathode Ray Tube)

Plasma

LCD
(Liquid Crystal Display)


OLED
(Organic Light-Emitting Diode)

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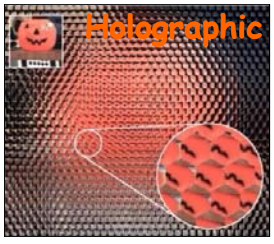
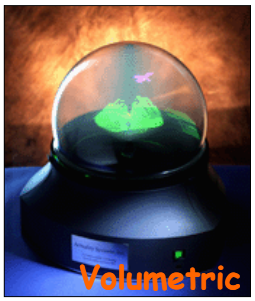
## Exotic Display Devices


Head-Mounted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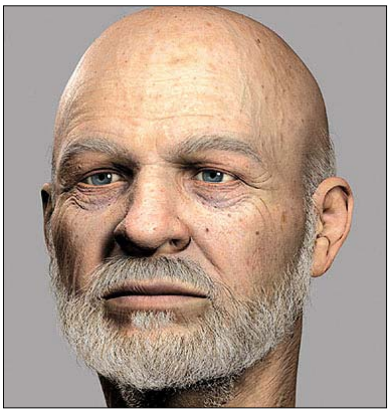
## Movies

- To reality and beyond !



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## Movies

- Special effects


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## Movies


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## Digital Compositing

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## *Digital Compositing*

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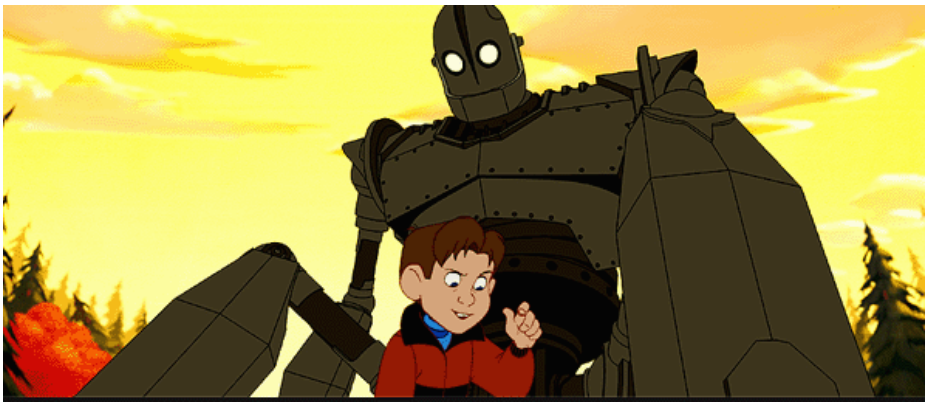
## Digital Cartoons



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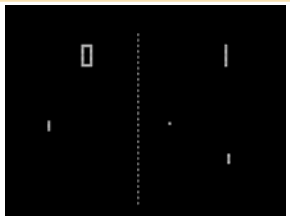
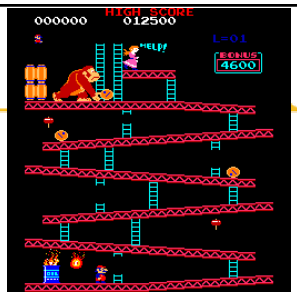
## Games

- Focus on interactivity

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## Games

- Artificial Life characters


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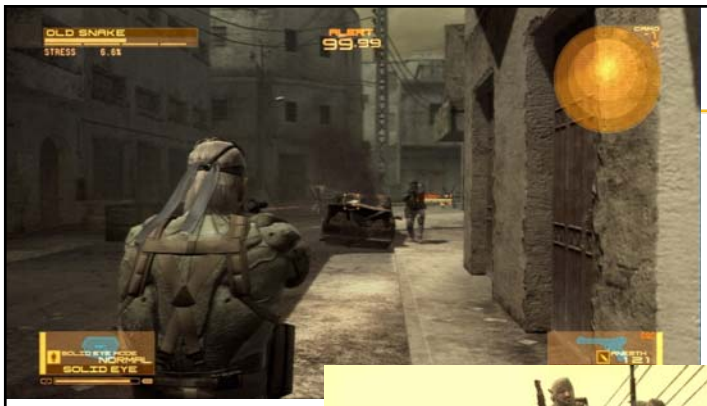
## Metal Gear Solid 4



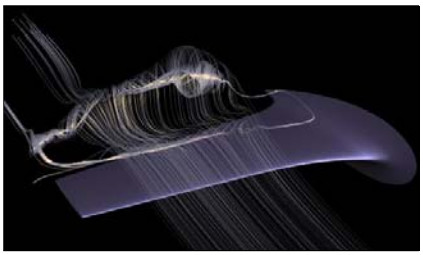

## Computer-Aided Design

- Precision modeling
- Engineering visualization

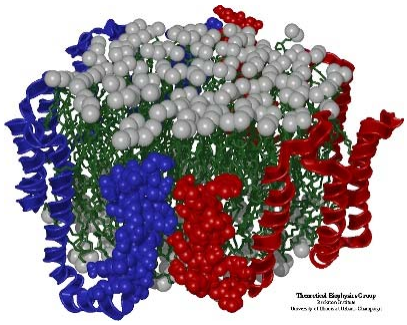


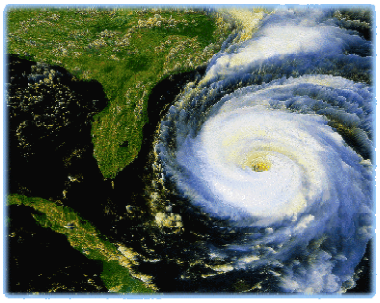
## Computer-Aided Design

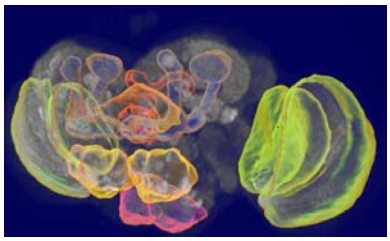
- It's not just about visualization
- Simulation is also useful

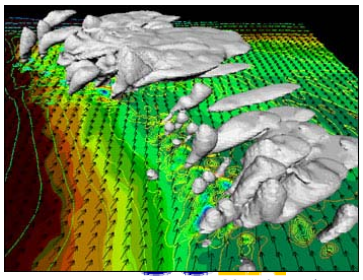


## Visualization: Scientific









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## Visualization: Architectural

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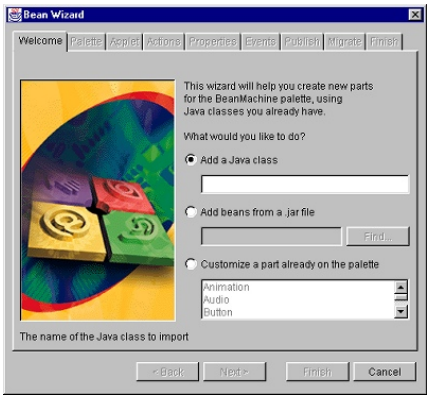
## Graphical User Interfaces

**WIMP GUIs**

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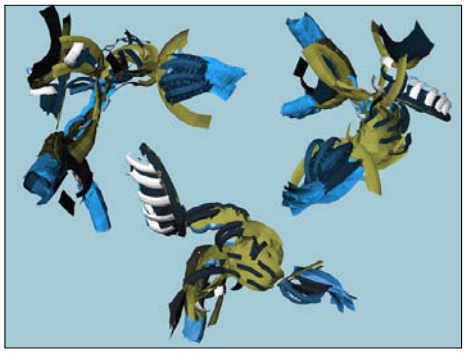
## 3D User Interfaces

**Steven Schkolne**



**Sculpture Art**

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## Digital Art

The 2nd Highest-Grossing Movie of All Time, Titanic

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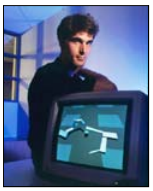
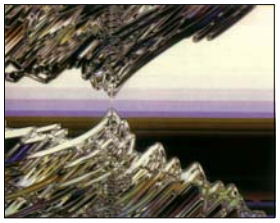
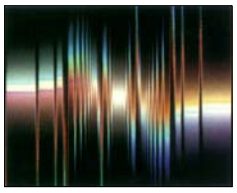
## Digital Art

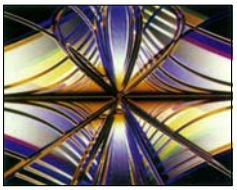
- Genetically evolved

Carl Sims









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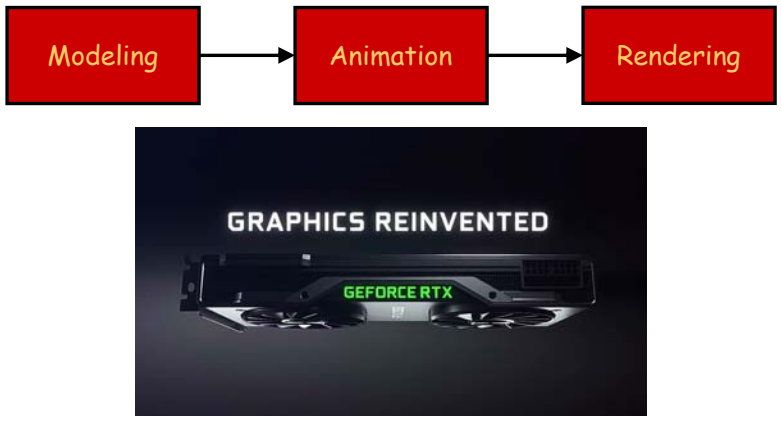
## Elements of CG

- The graphics pipeline

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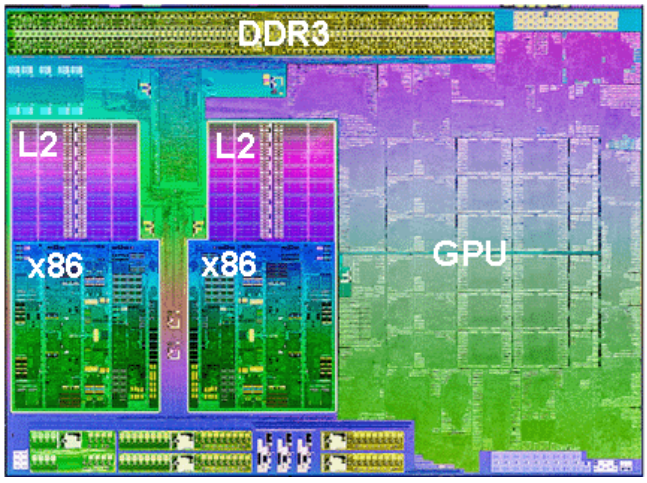
## An Integrated GPU (AMD Trinity)

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## Modeling

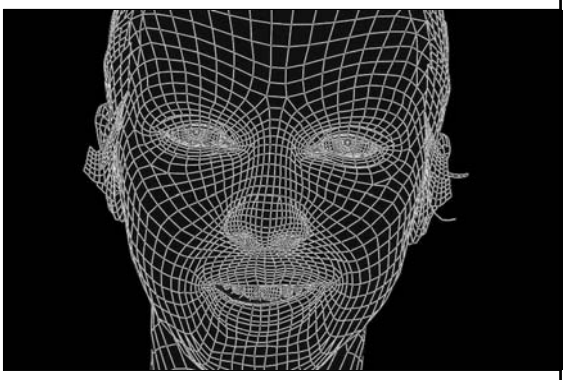
**Primitives**

- 3D points
- 3D lines and curves
- surfaces (BREPs): polygons, patches
- volumetric representations
- image-based representations

**Attributes**

- Color, texture maps
- Lighting properties

**Geometric transformations**



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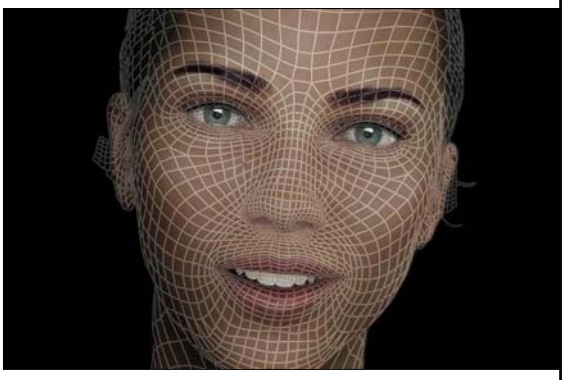
## Rendering

**Visibility**

**Simulating light propagation**

- Reflection
- Asborption
- Scattering
- Emission
- Interference



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## Animation

**Keyframe animation**

**Motion capture**

**Procedural animation**

- **Physics-based animation**
- **Behavioral animation**

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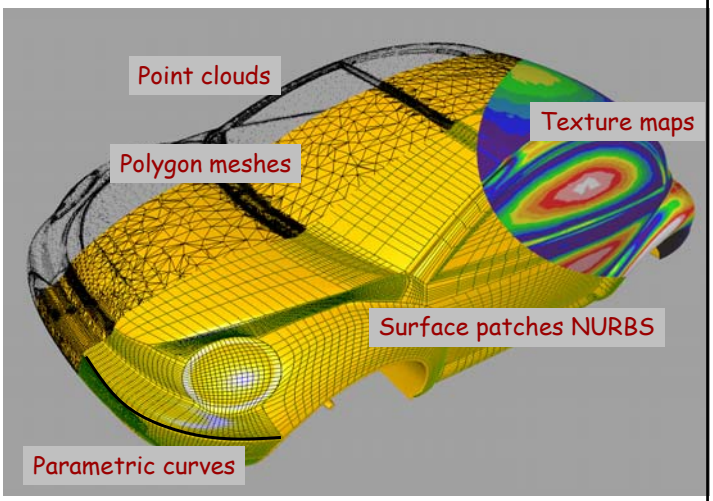
## Modeling

◆**Representing objects geometrically on a computer**

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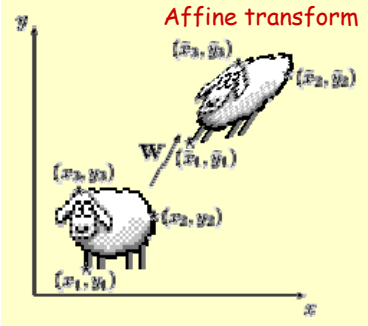
## Modeling

- Altering geometric models




Ying, Kristjansson, Biermann, Zorin

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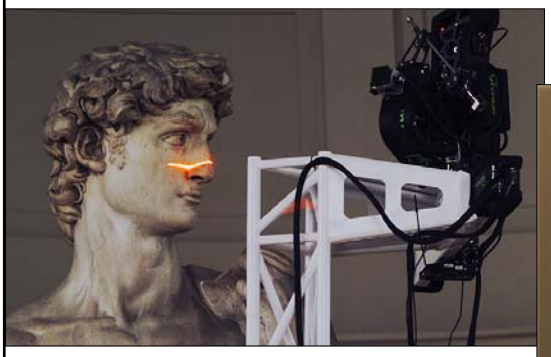
## Scanning Shapes



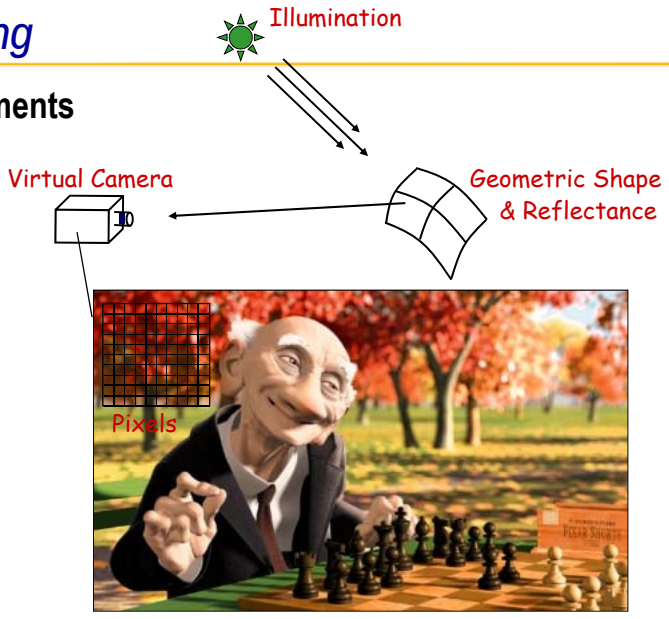
Digital Michaelangelo Project

## Plant Modeling

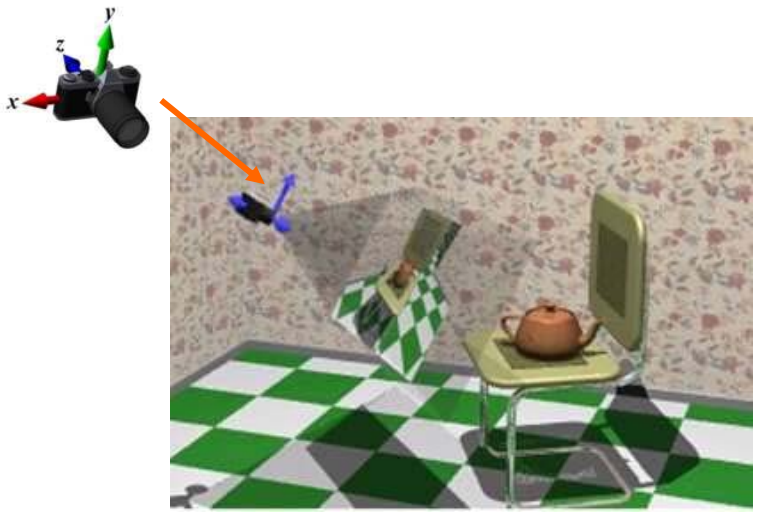


## Rendering

- Key elements



## Camera Model

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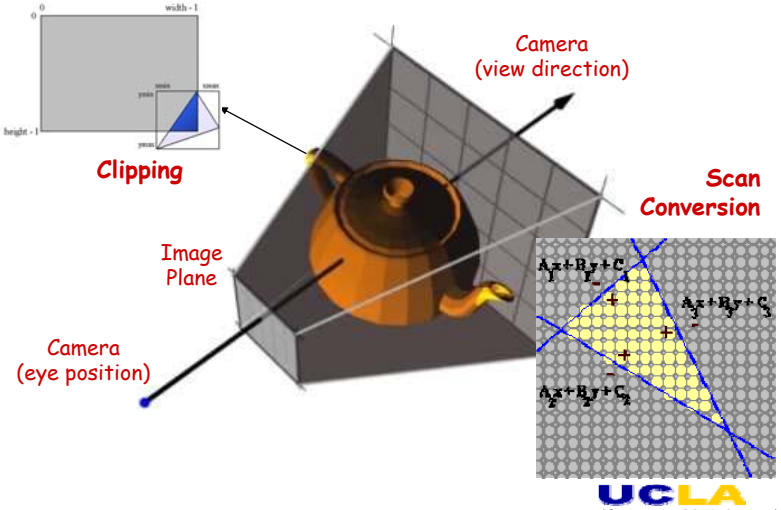
## Rendering

- Draw visible surfaces onto display

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## Reflectance Modeling

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## Reflectance Modeling

*Diana the Huntress*

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## Subsurface Scattering

- Translucency and varied levels of light penetration can be created using subsurface scattering effects (nVIDIA)

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## Rendering

- Non-photorealistic rendering

Aaron Hertzmann

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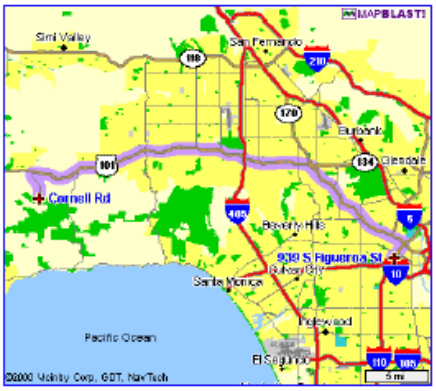
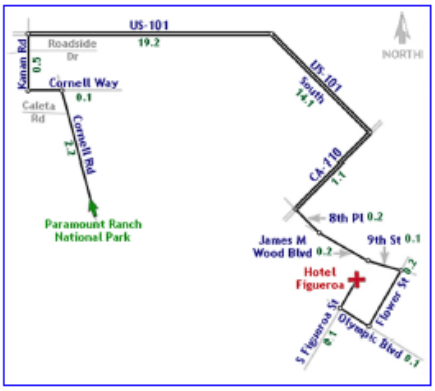
## Rendering: Information




Agrawala and Stolte

Mapblast.com

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## Animation

- **Keyframe animation**

Keyframing

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## Animation

- Motion capture

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## Animating Golem in LOTR

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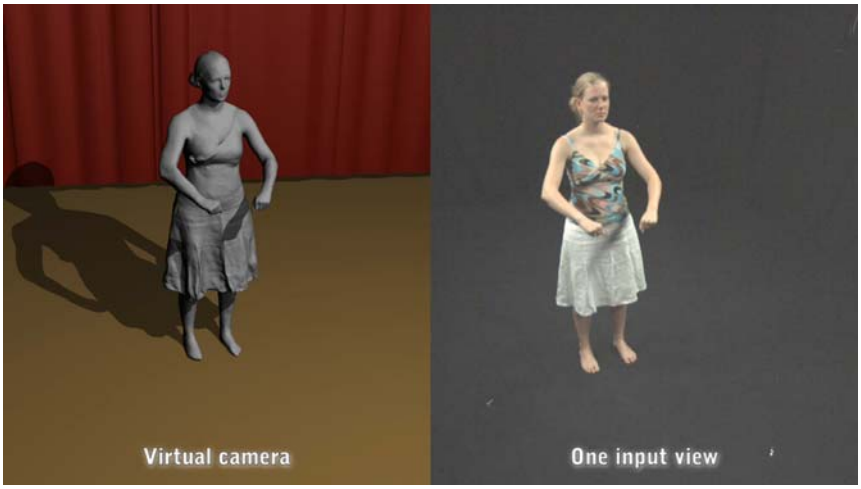
## Markerless Motion Capture

- Max Plank Institute of Informatics, Germany

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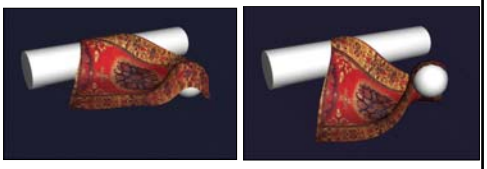
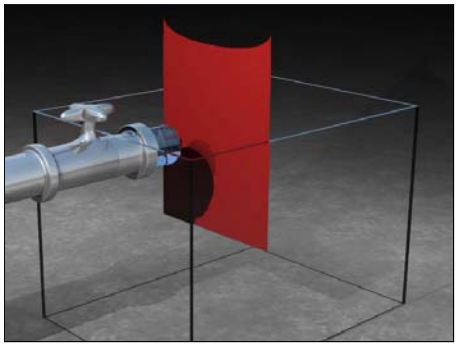
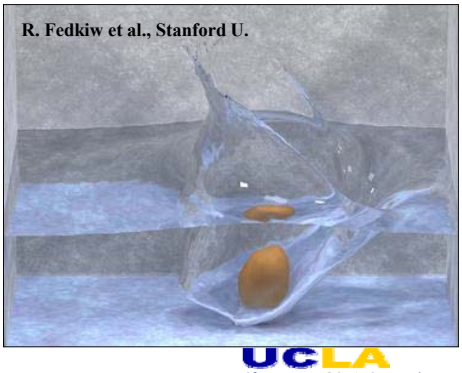
## Animation

- Physical simulation





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## *"Atlanta in Motion"*

- **J. Hodgins, et al., Georgia Tech**


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## *NBC - Los Angeles*

- **The digital stuntman**

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## Falling Sideways

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## Falling Backward, Rolling Over, Rising, and Balancing in Gravity

- Help, I've fallen! … ***and I <u>can</u> get up!***

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## Rising From a Supine Position

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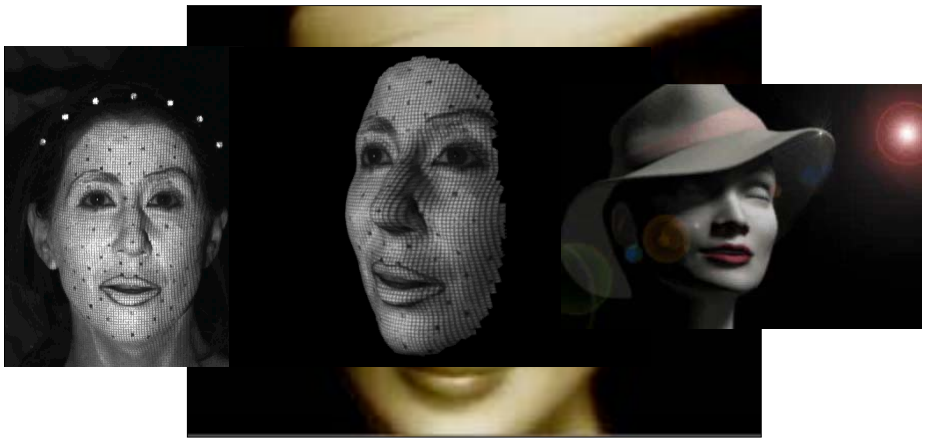
## Virtual Celebrity

- Virtual Celebrity Productions, LLC



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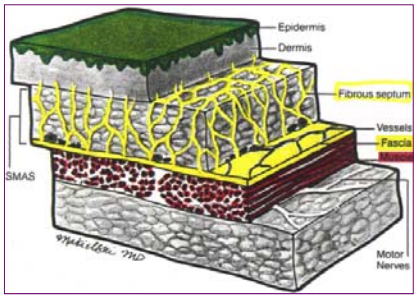
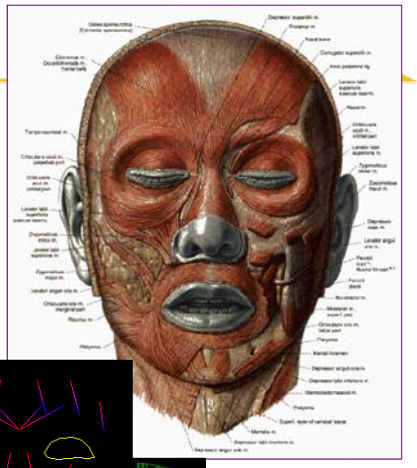
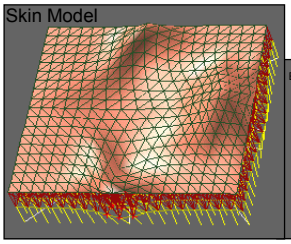
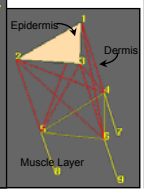
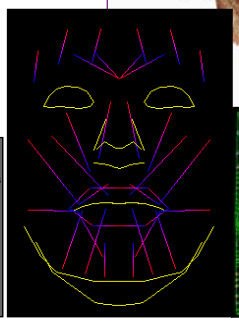
## Facial Anatomy





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## Real-Time Facial Simulation

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## Neck-Head-Face Animation


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## Animation

- **Behavioral animation**



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## Animation

- Example: “Geri’s Game” - Pixar

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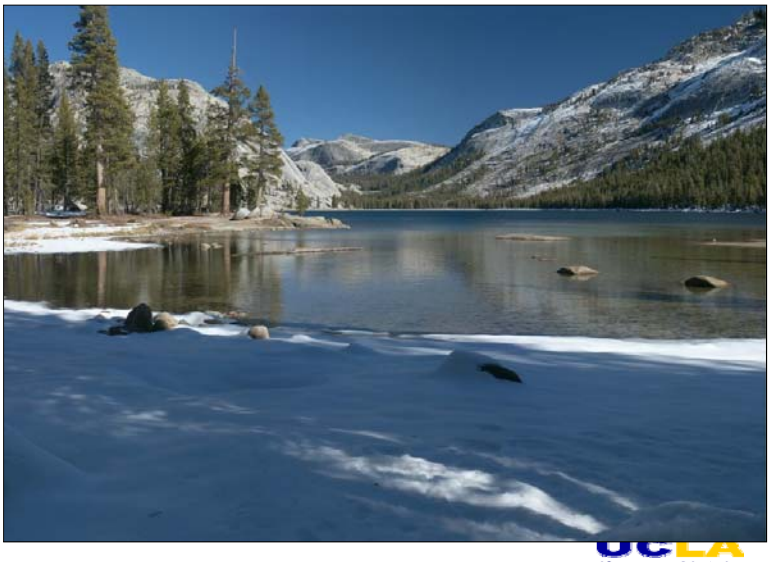
## Reality is *Very* Complex



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## *Virtual Reality*

- Artificial life and other natural phenomena

**Discuss later…**

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## *Many Open Research Problems*

- How to model/render/animate a complex scene?


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## Computer Vision

- **Related fields**
  - Image processing
  - Pattern recognition
  - Visual perception
- **Image understanding**
  - True IU seems to involve a great deal of human intelligence
  - Automated systems are still far from human performance
  - Some good solutions in constrained special cases
    - (e.g., inspection: IC manufacturing, circuit boards)

- **Inverse problems are generally tougher to solve**

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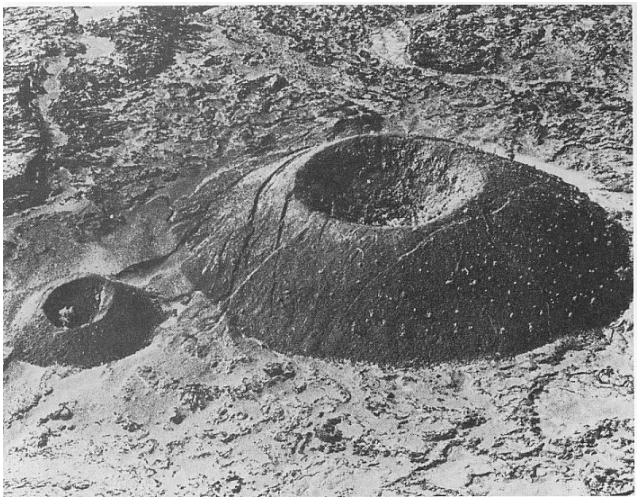
## WHAT DO YOU SEE?



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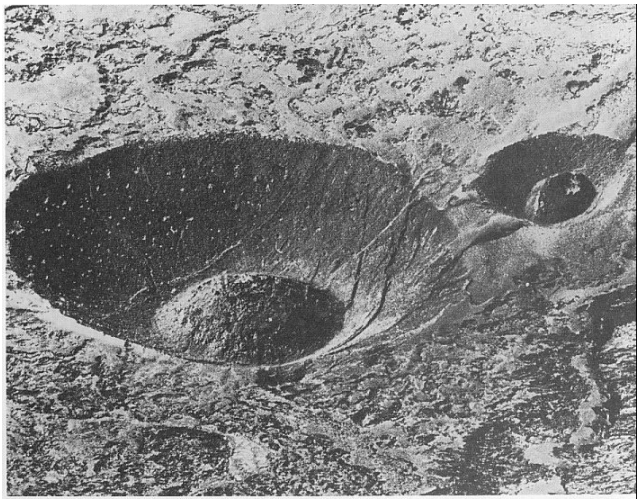
## AND NOW?



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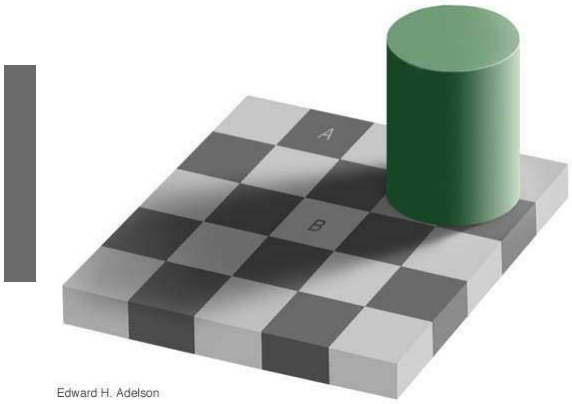
## Are Squares A and B Different Shades of Gray?




Edward H. Adelson

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## Vision Research Themes

- Edge and region extraction
- Image segmentation
- Visual reconstruction: From images to surfaces
- Shape from X
  - Contours
  - Shading
  - Stereo
  - Motion
- Object tracking
- Object recognition (including faces)
- Event and activity recognition

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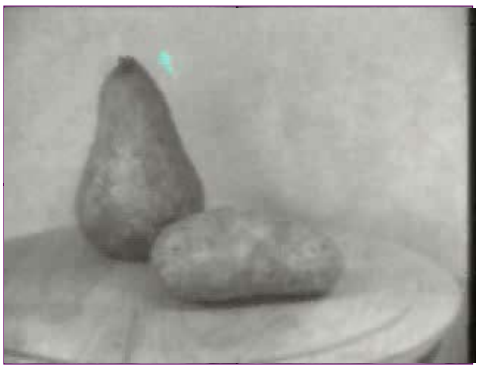
## Interactive Image Analysis Using Snakes



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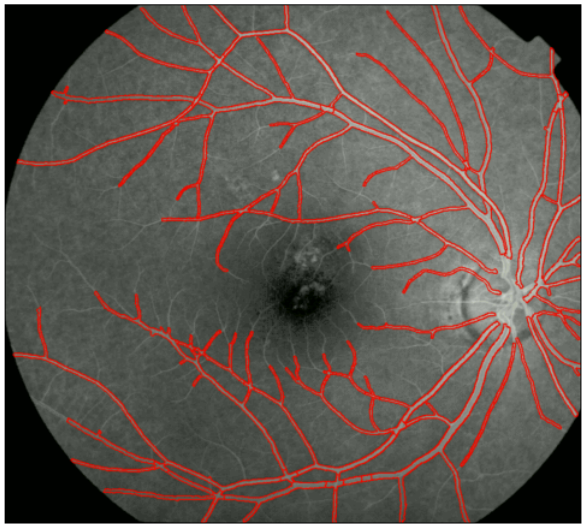
## Retinal Angiogram Segmentation



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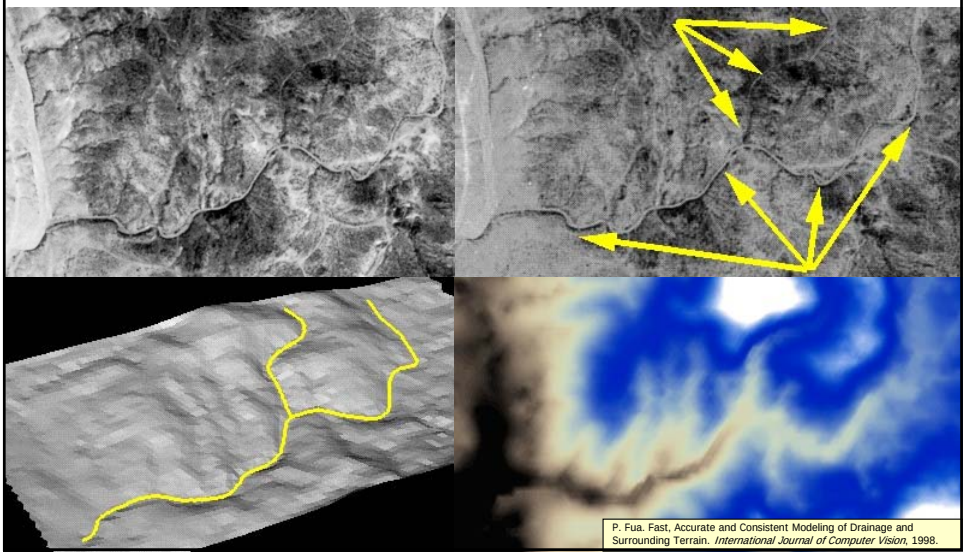
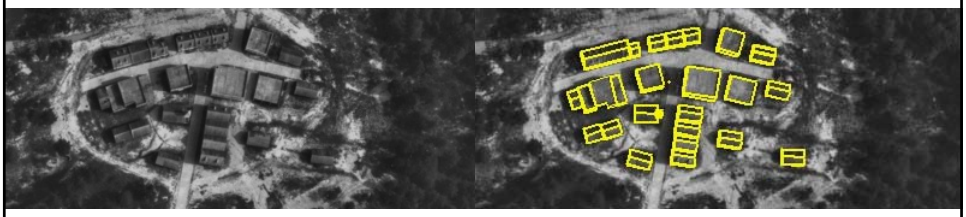
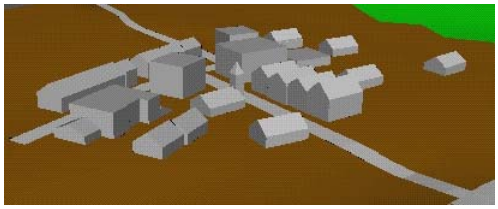
## Cartographic Modeling: Rivers



P. Fua. Fast, Accurate and Consistent Modeling of Drainage and Surrounding Terrain. *International Journal of Computer Vision*, 1998.

## Cartographic Modeling: Buildings and Roads





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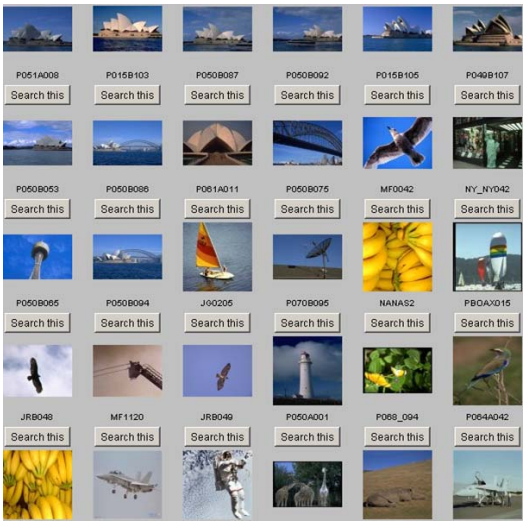
## Automated Image Retreival




- **Find pictures of the Sydney opera house**
  - **in a large database**
  - **on the web**

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## Space Robotics: Mars Rover

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## Self-Driving Cars: Intelligent Transportation

- **Professor Stefano Soatto**


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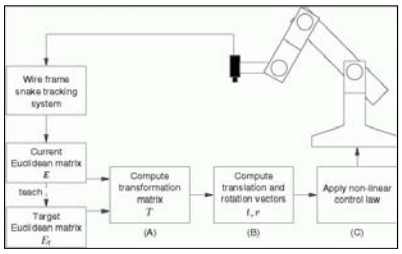
## Visual Servoing




Tom Drummond, Univ. of Cambridge

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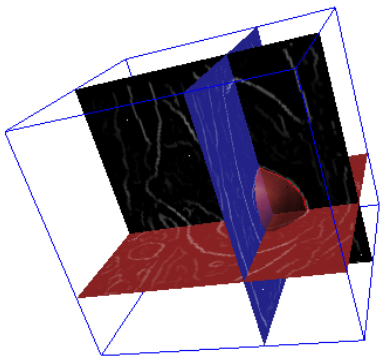
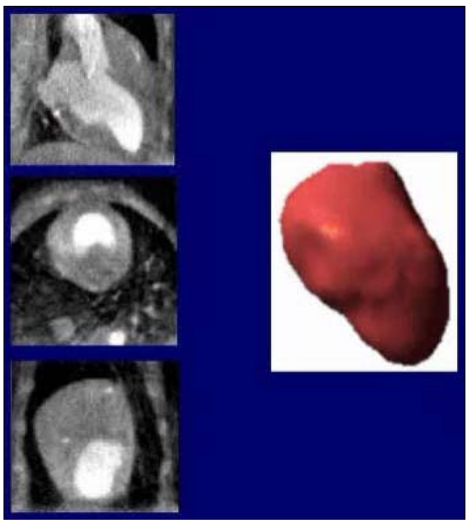
## Model-Based Heart Motion Tracking





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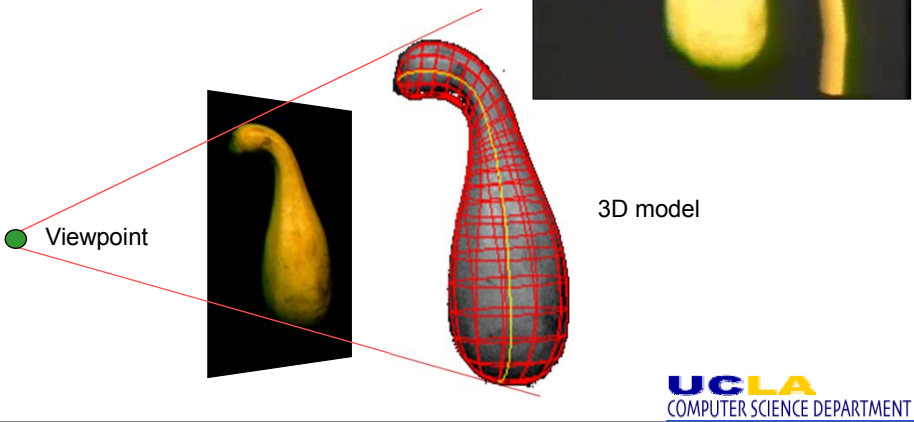
## 3D Reconstruction

- From image(s) to model(s)
  - Inverting 3D projection
  - Image-based modeling

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## Performance-Based Animation

- [Pighin, Szeliski, Salezin, 1999]

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## Performance-Based Animation

- [Pighin, Szeliski, Salezin, 1999]

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## Performance-Based Animation

- [Pighin, Szeliski, Salezin, 1999]

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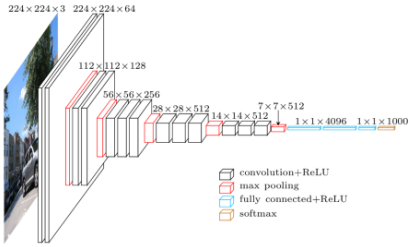
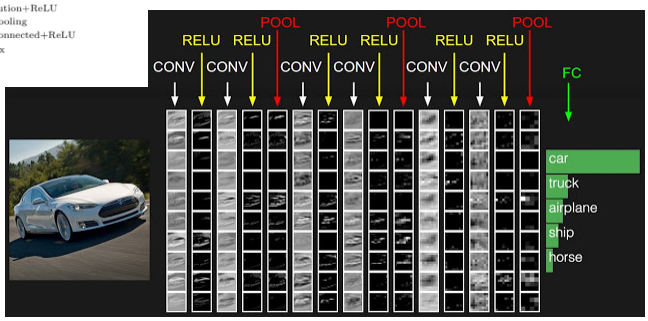
## Deep Learning in Computer Vision

- **Convolutional Neural Nets (CNNs) are a "hot" topic**

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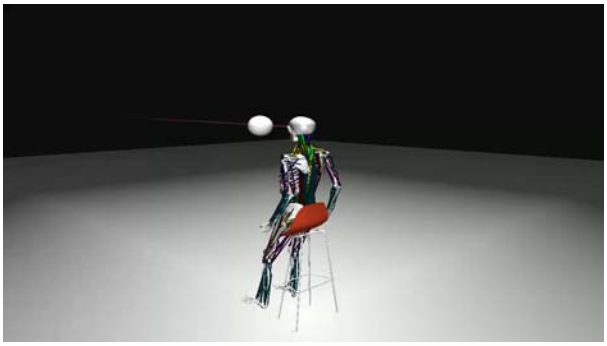
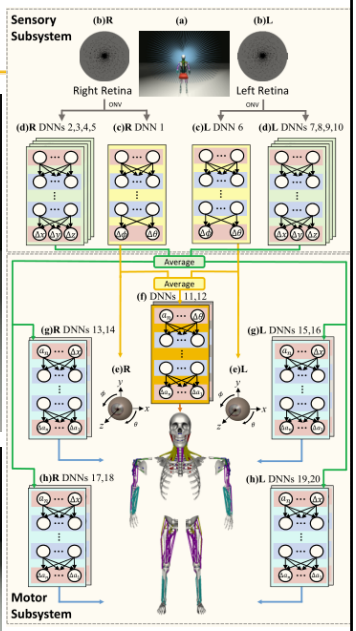
## Virtual Biomimetic Robotics



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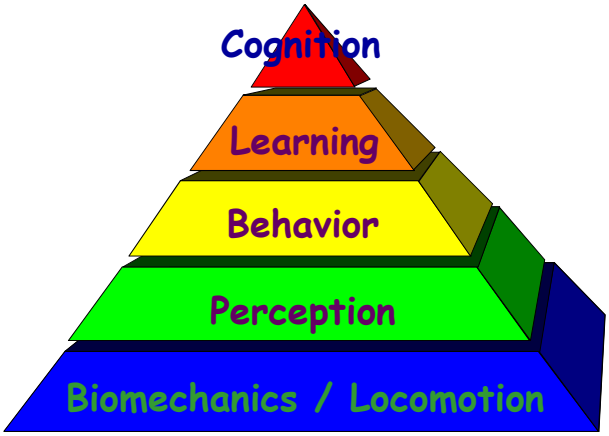
## ALife Modeling Pyramid

- Computational model of animals and humans

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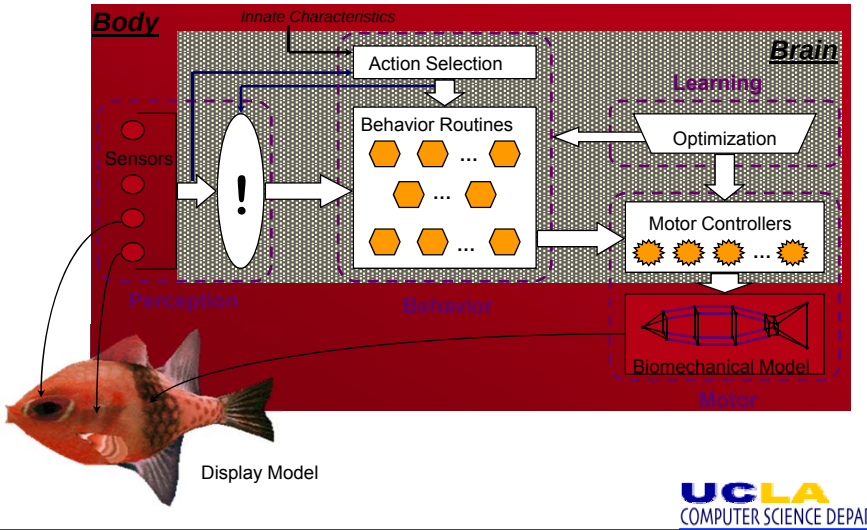
## An Artificial Fish Model

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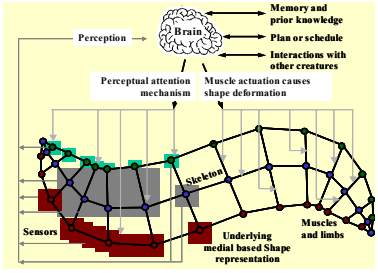
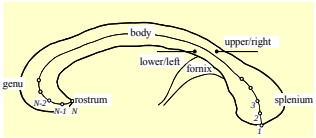
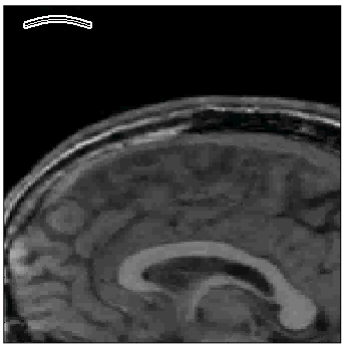
## ALife for Vision

- Deformable organisms for automated medical image segmentation



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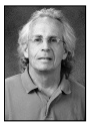
## CS Faculty Conducting CG and CV Research

- Stanley Osher (CV - Mathematics)
- Stefano Soatto (CV - Computer Science)
- Demetri Terzopoulos (CG & CV - Computer Science)
- Song-Chun Zhu (CV - Statistics)

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## Courses Offered

- CS 174A – Introduction to Computer Graphics
- CS 174B – Image-Based Modeling and Rendering
- CS 174C – Computer Animation

Plus several graduate courses in graphics and vision:

- Artificial Life for Computer Graphics and Vision
- Machine Perception
- Deformable Models for Computer Vision
- Humanoid Character Simulation
- Etc.

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## Core Knowledge Needed to Specialize in Computer Graphics and Vision

- **Mathematics**
  - Especially geometry, linear algebra, applied math, numerical methods
- **Programming and software development**
  - Especially C/C++, OpenGL, Javascript
- **Creativity and an appreciation of Art + Science + Engineering**
- **Core computer graphics subjects**
  - Rendering – synthesizing images from mathematical representations
  - Modeling – geometry-based, physics-based, biology-based
  - Animation – kinematics, dynamics, motion control
  - Interactive techniques – human-computer interaction, GUIs, games, …

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## Relevant Courses From Other Departments

- **Mathematics**
  - MS 33A – Linear Algebra and Applications
  - MS 142 – Analytic Mechanics
  - MS 149 – Mathematics of Computer Graphics
  - MS 153 – Numerical Methods for Partial Differential Equations
  - MS 157 – Software Techniques for Scientific Computations
  - MS 270A – Techniques of Scientific Computing
  - MS 272A – Foundations of Continuum Mechanics
  - MS 2xx – Graduate courses taught by Professor Joseph Teran
- **Design | Media Arts**
  - DMA 157 – Game Design

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# Thank you!