

Introduction and Overview

CS425: Computer Graphics I

Fabio Miranda

<https://fmiranda.me>

Including adapted slides from:

Computer Graphics by Professor Daniele Panozzo - NYU

Interactive Computer Graphics by Professor Claudio Silva and Jonathas Costa – NYU

Interactive Computer Graphics 7th Ed by Professor Ed Angel and Shreiner

Overview

- Intro to computer graphics
- Course goals
- Logistics
- Requirements
- Content overview
- Grading
- Assignments
- Policy
- Workflow pattern
- Resources
- Communication

What is Computer Graphics?

- Broad sense: use of computer to create and manipulate images
- Combination of hardware (input, processing, output) and software
- 2D or 3D

Example

Cyberpunk 2077



Google Earth



Example

How was this image created?



Graphics system

Urbane,
OpenSpace,
ArcGIS,
Google Earth, ...

Cyberpunk, Doom, FIFA, ...

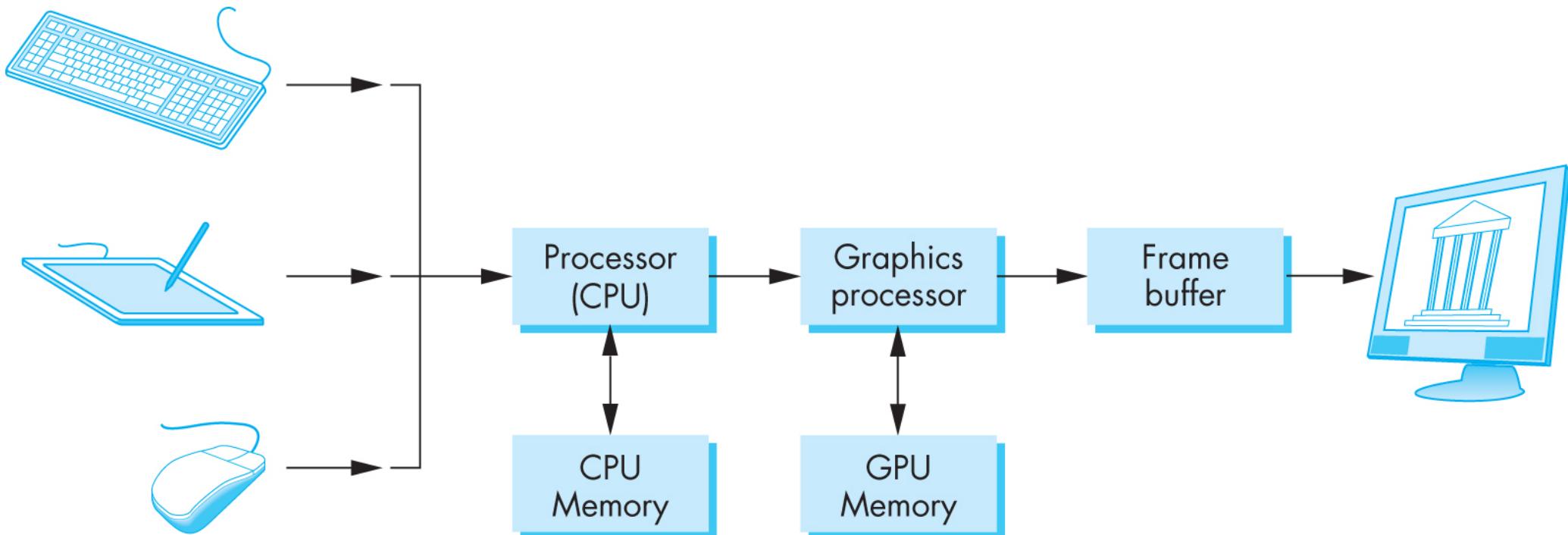
Unreal, Unity, idTech,
Frostbite, REDengine, ...

OpenGL, DirectX, Vulkan, Metal, Glide, ...

Windows, Linux, iOS, ...

CPU, RAM, GPU, VRAM, ...

Basic graphics system



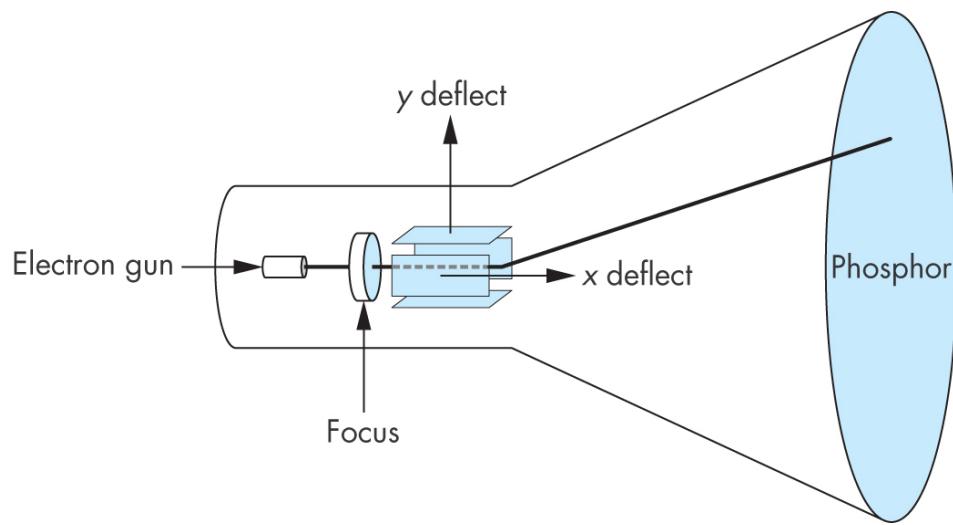
Basic graphics system



Frame buffer: a 2D array with
color values

Computer Graphics: 1950s

- Introduction of cathode-ray tube (CRT) as a viable display
- Light pen as input



Computer Graphics: 1960s

- The phrase “computer graphics” is coined by Verne L. Hudson and William Fetter from Boeing.
- Wireframe graphics.
- Sutherland introduces Sketchpad, the first computer graphical user interface:
 - Precise drawing
 - Erase, move
 - Zoom in and out
- First ray casting algorithm by Arthur Appel



Computer Graphics: 1960s

“The Sketchpad system uses drawing as a novel communication medium for a computer. The system contains input, output, and computation programs which enable it to interpret information drawn directly on a computer display. It has been used to draw electrical, mechanical, scientific, mathematical, and animated drawings; it is a general purpose system. Sketchpad has shown the most usefulness as an aid to the understanding of processes, such as the notion of linkages, which can be described with pictures. Sketchpad also makes it easy to draw highly repetitive or highly accurate drawings and to change drawings previously drawn with it.”

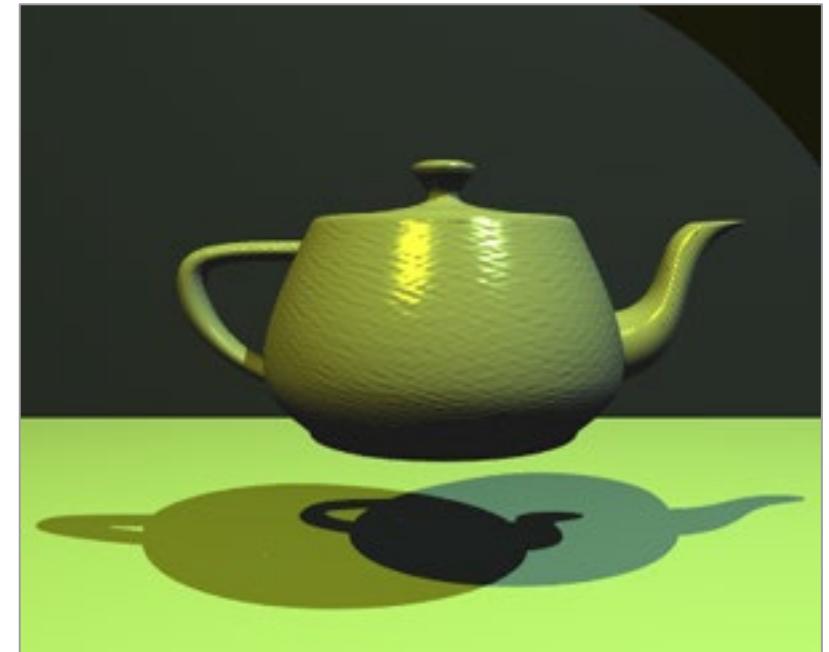
Sketchpad: A man-machine graphical communication system

By Ivan Sutherland

1963

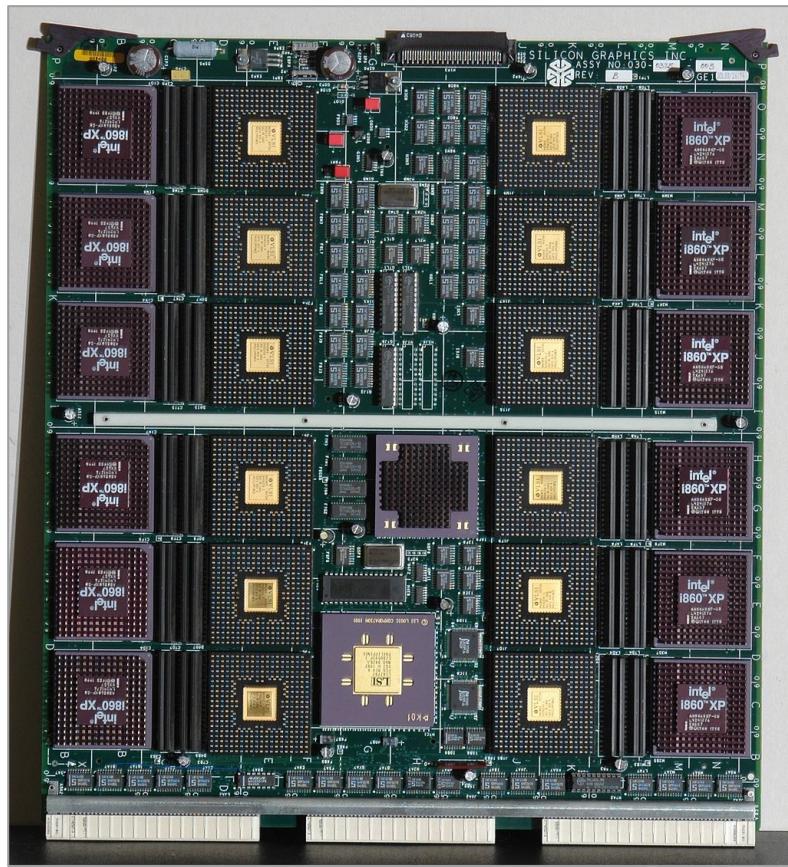
Computer Graphics: 1970s

- Beginning of graphics standards
 - GKS: ISO 2D standard
 - Core: 3D, not ISO standard
- Pong, the first commercially successful video game
- First commercial framebuffer
- Utah teapot
- Gouraud and Blinn-Phong shading models
- Workstations and PCs



Computer Graphics: 1980s

- Special purpose hardware
 - Silicon Graphics geometry engine
 - SGI: 3D raster graphics hardware
- Shaded solids, no textures



Computer Graphics: 1990s

- OpenGL API
 - Toy Story: First computer-generated feature-length movie
 - GeForce 256: first consumer-level with hardware-accelerated transforming and lighting
 - Texture mapping
 - Doom, Quake



Computer Graphics: 2000s

- GeForce 3: first to support programmable shaders
- Proliferation of CG movies
- GPU being used in other area: computer vision, machine learning, bioinformatics, etc.
- CUDA, OpenCL



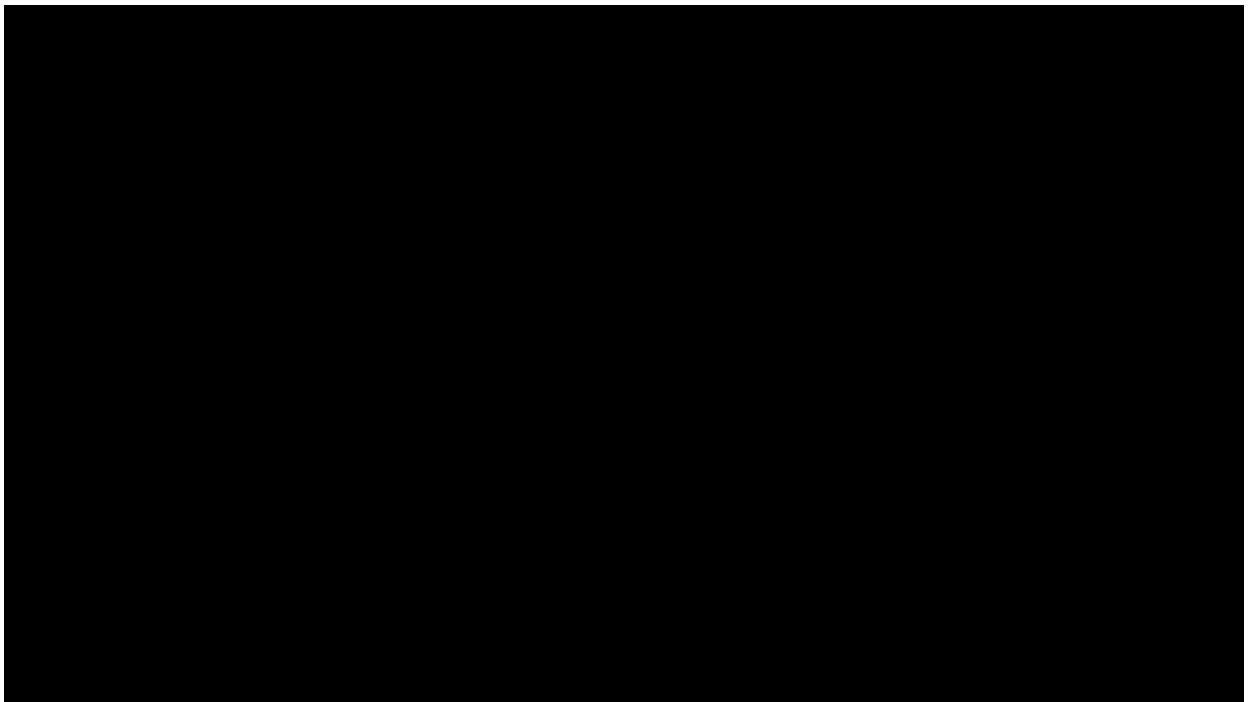
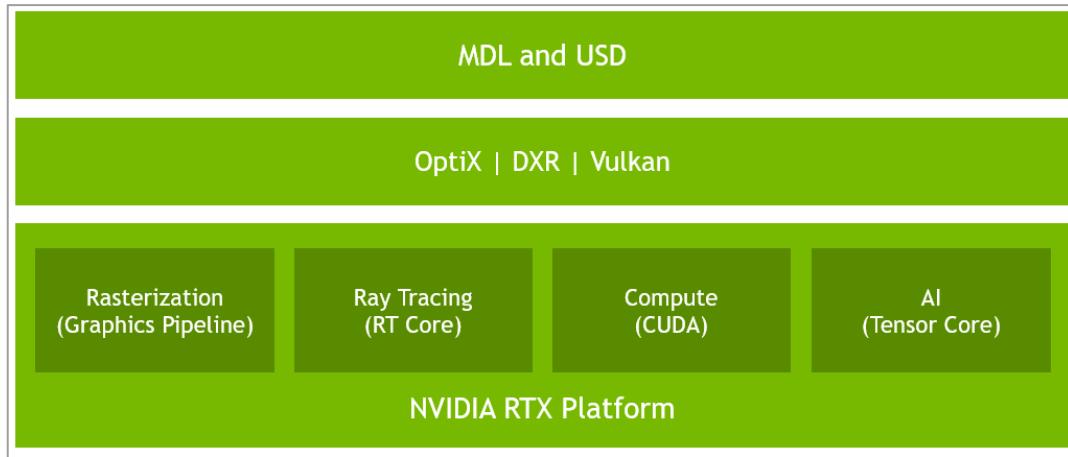
Computer Graphics: 2010s

- Graphics is now ubiquitous
 - Cell phones
 - Embedded
- OpenGL ES and WebGL
- Virtual Reality
- 3D movies and TV



Computer Graphics: 2020s

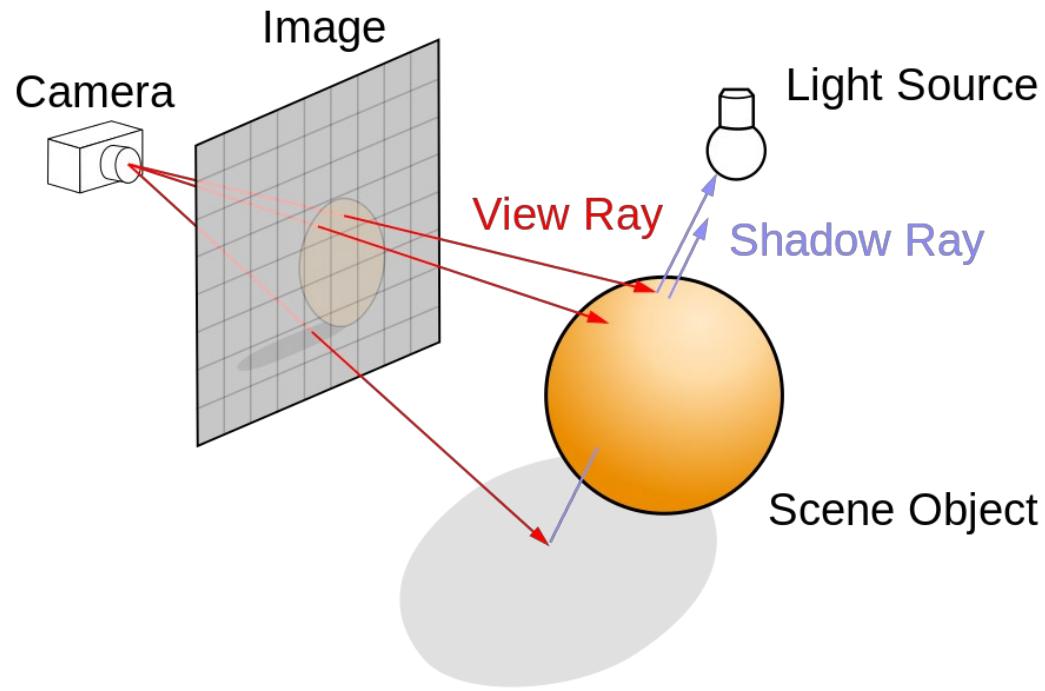
- Real-time ray tracing
- 4K resolution
- AI-based anti-aliasing



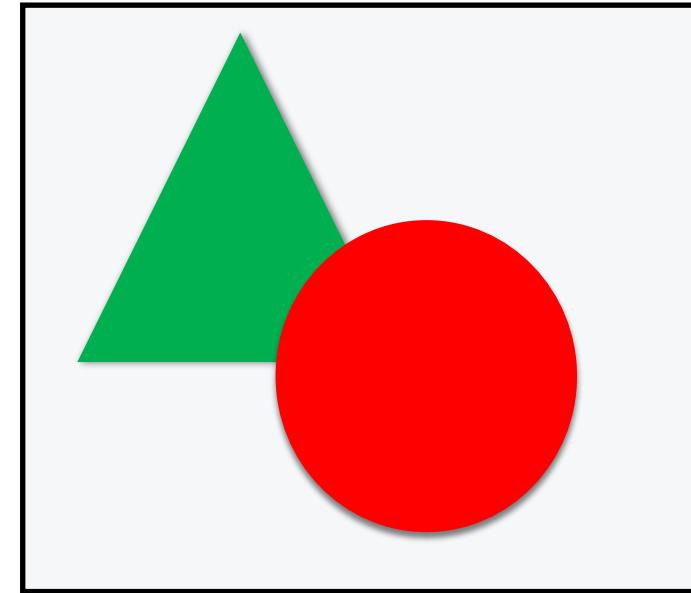
Nvidia - Reflections RTX Tech Demo

Creating images

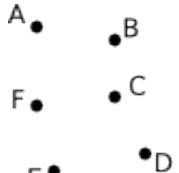
Per pixel: ray tracing



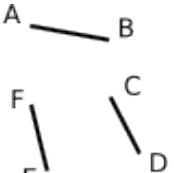
Per object: rasterization



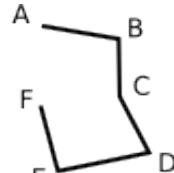
Creating images: Objects description



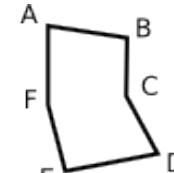
GL_POINTS



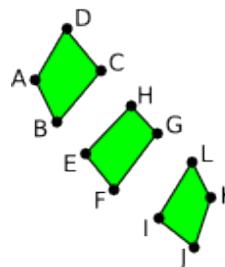
GL_LINES



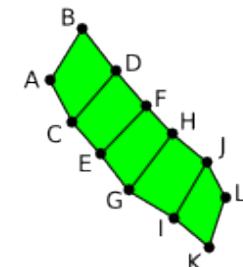
GL_LINE_STRIP



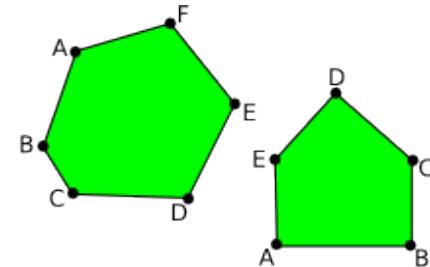
GL_LINE_LOOP



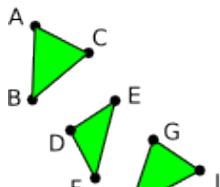
GL_QUADS



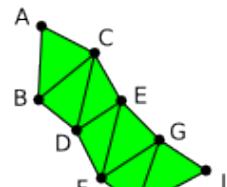
GL_QUAD_STRIP



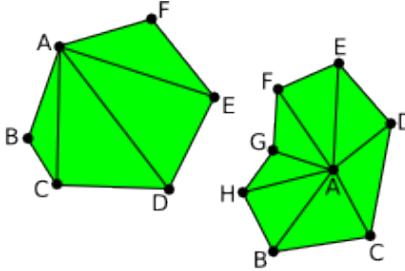
GL_POLYGON



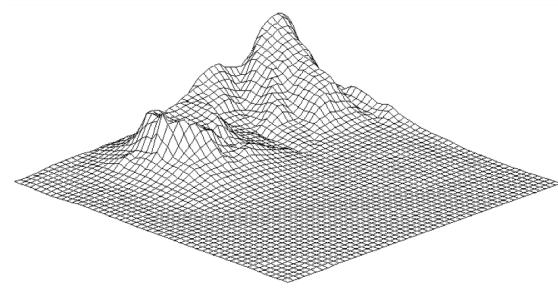
GL_TRIANGLES



GL_TRIANGLE_STRIP

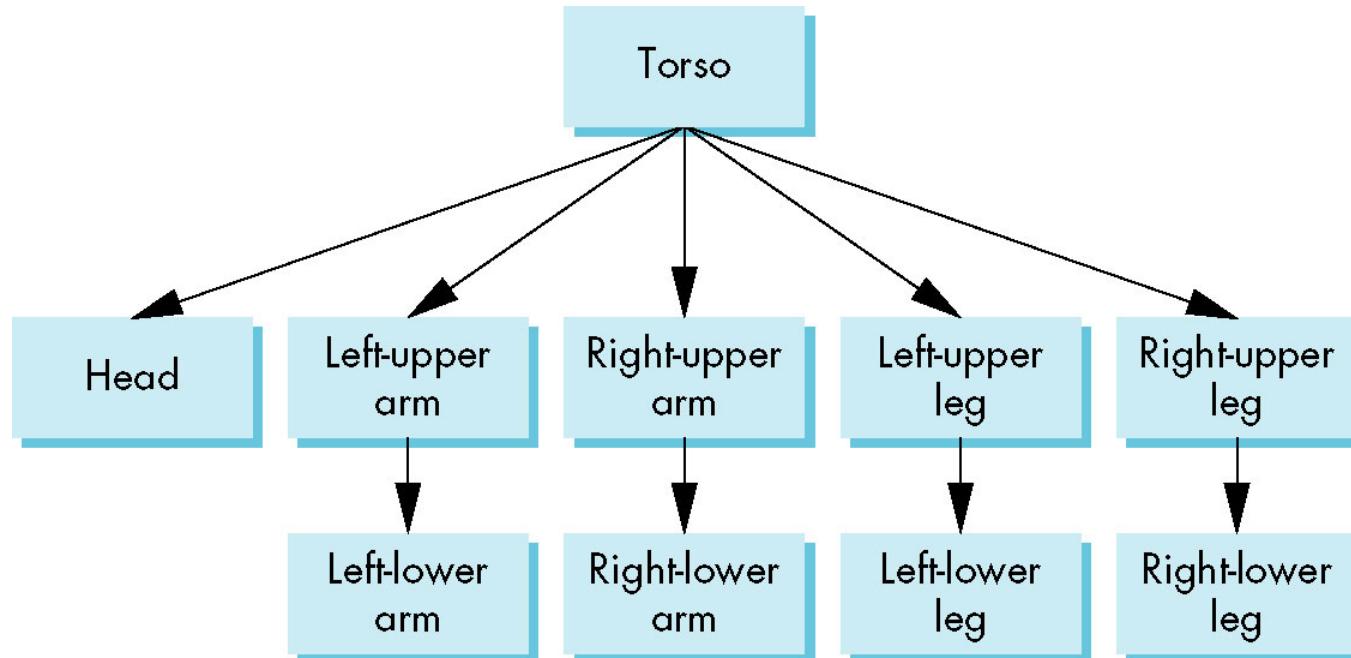
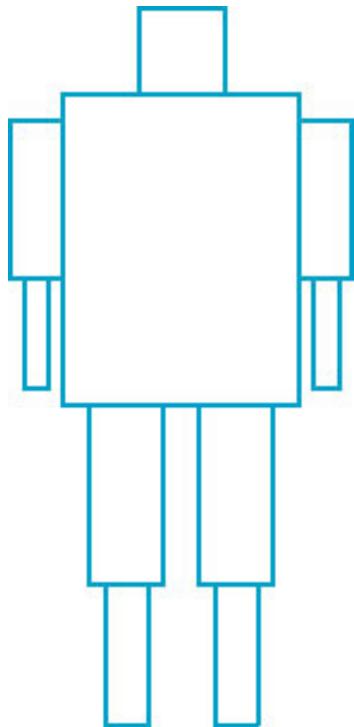


GL_TRIANGLE_FAN

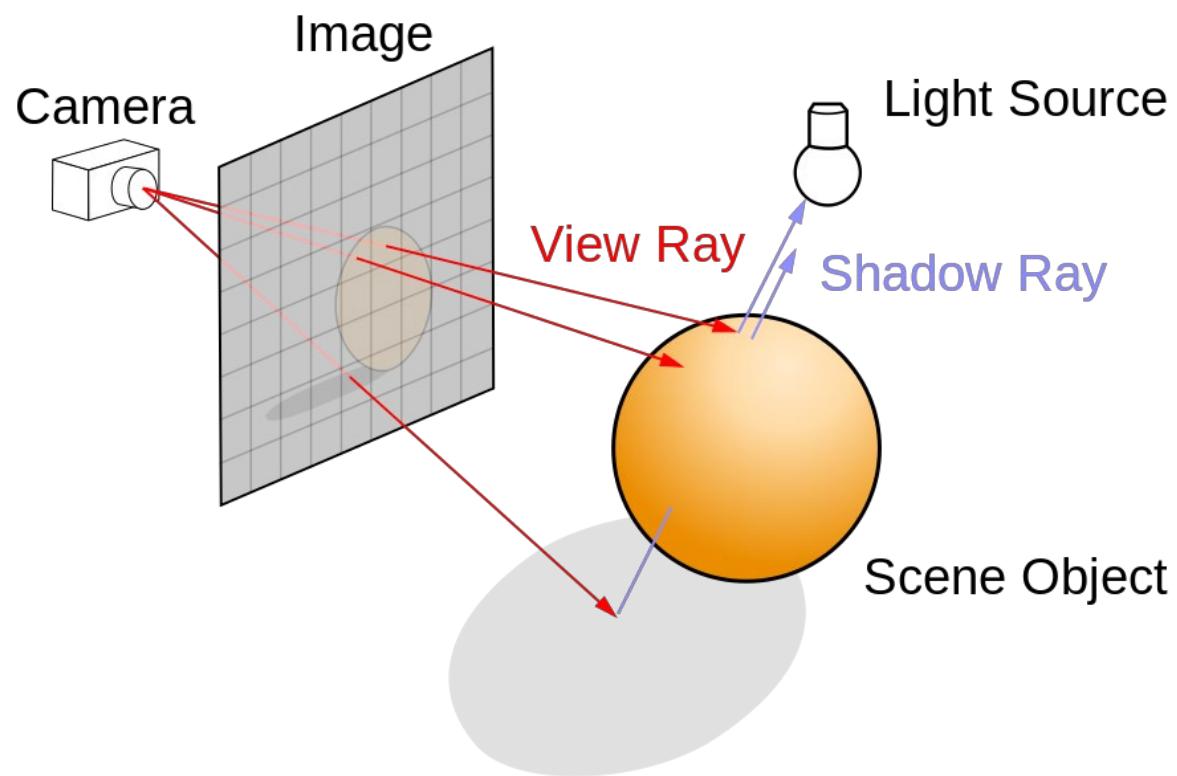


From: Introduction to Computer Graphics,
David J. Eck

Creating images: Scene description

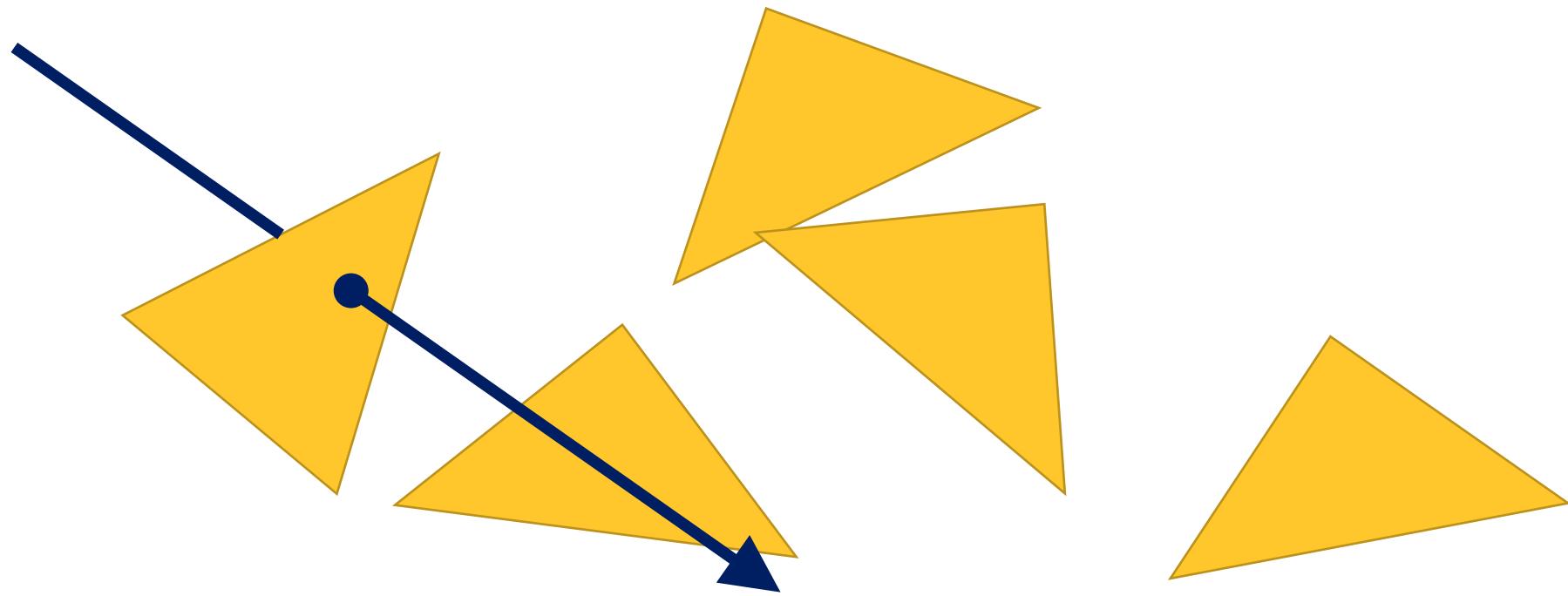


Creating images: Ray tracing

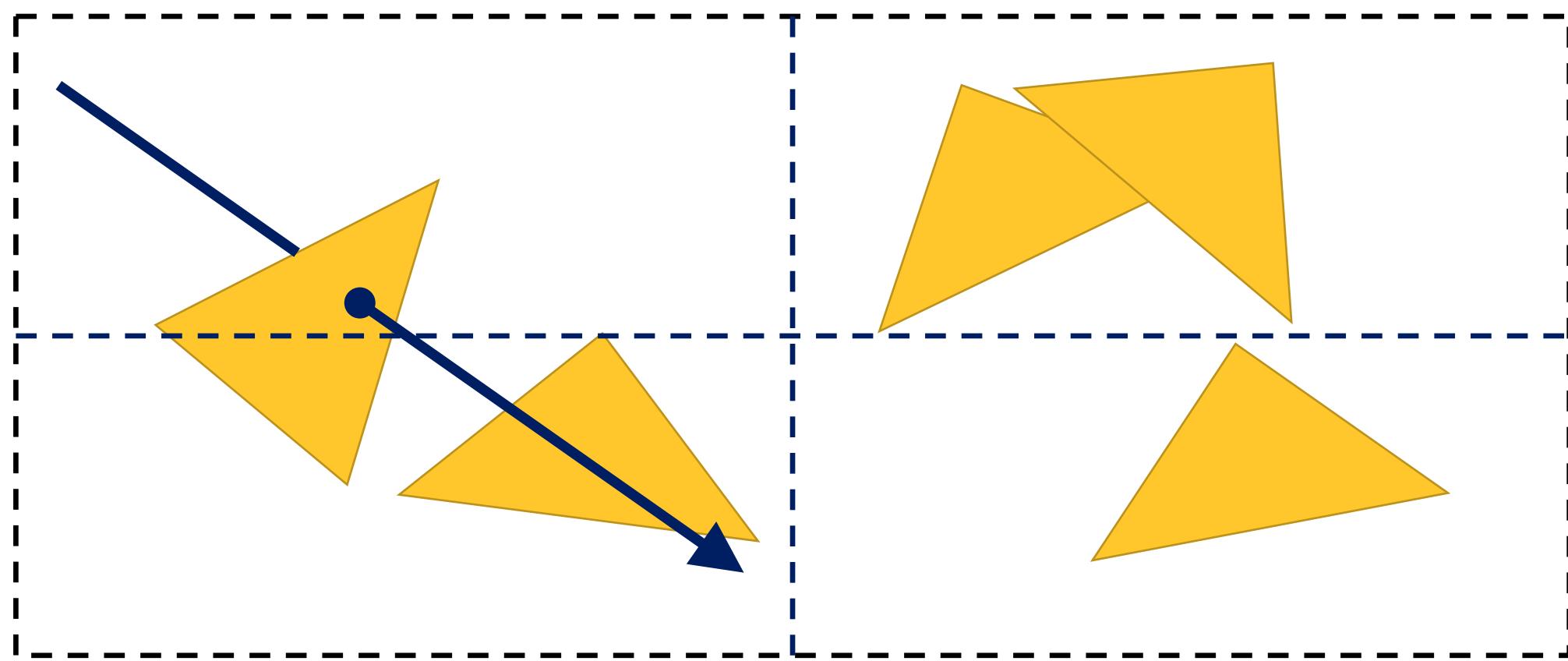


- Easy to parallelize but hard to map to hardware (up until recently)
- Expensive!
- It can be extended to model many physical phenomena (internal scattering, diffraction, reflections, etc)
- Used to obtain high-quality images

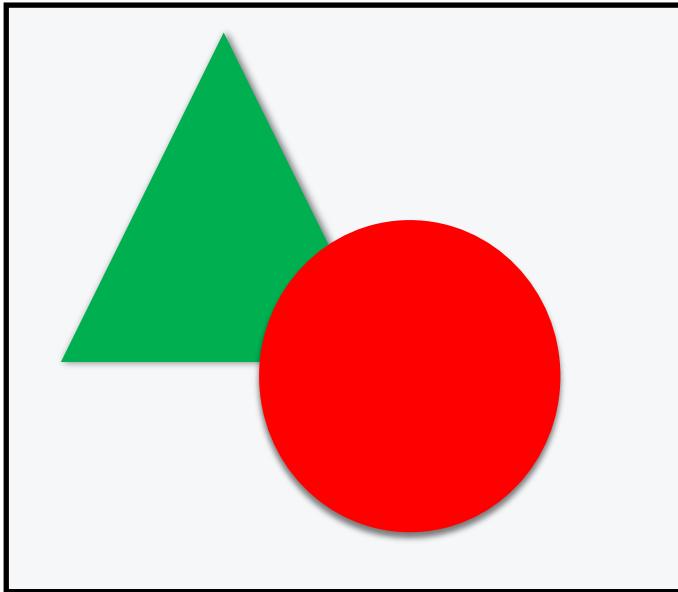
Creating images: Ray tracing



Creating images: Ray tracing

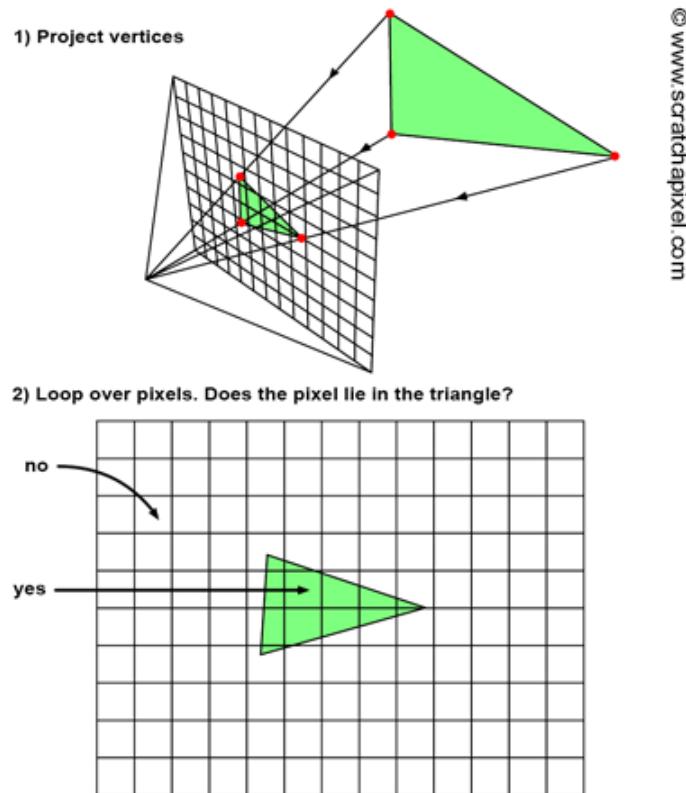


Creating images: Rasterization



- Easy to map to hardware
- While it cannot model directly complex effects, we can approximate them
- Used in interactive applications (mostly)

Creating images: rasterization

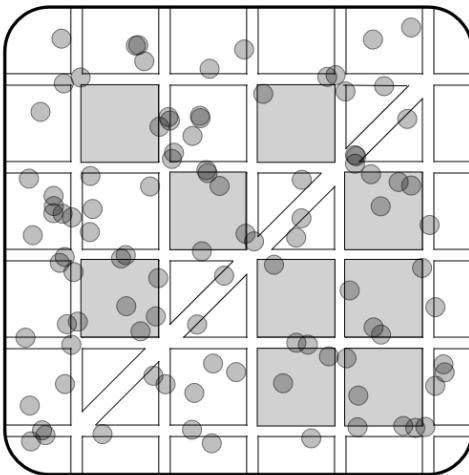


1. Project 3D vertices onto the screen.
2. Loop through pixels in the image and test if they lie within the resulting 2D triangles.

Real-time rendering vs off-line rendering



Computer Graphics & Visualization



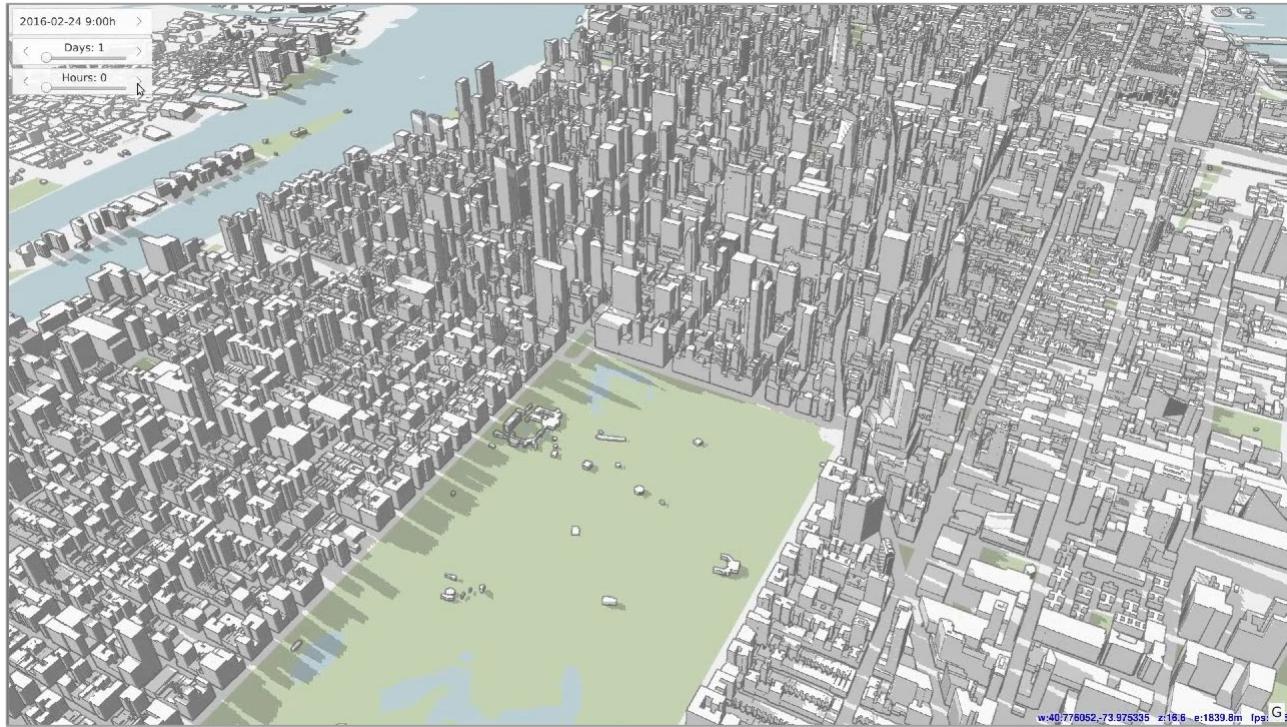
Open Street Maps

The screenshot shows the NYC Information Technology & Telecommunications website. The main heading is "NYC 3-D Building Model". Below it, there is a detailed description of the model, mentioning its development based on Open Geospatial Consortium's CityGML specification, its hybrid nature combining Level of Detail (LOD) 1 and 2 elements, and its inclusion of building identification numbers (BIN). A table at the bottom provides download links for the CityGML and Multipatch formats.

Format	Size	URL
CityGML	894 MB	http://maps.nyc.gov/download/3dmodel/DA_WISE_GML.zip
Multipatch (ESRI)	251 MB	http://maps.nyc.gov/download/3dmodel/DA_WISE_Multipatch.zip

DoITT

Computer Graphics & Visualization



Shadow Accrual Maps: Efficient Accumulation of City-Scale Shadows Over Time

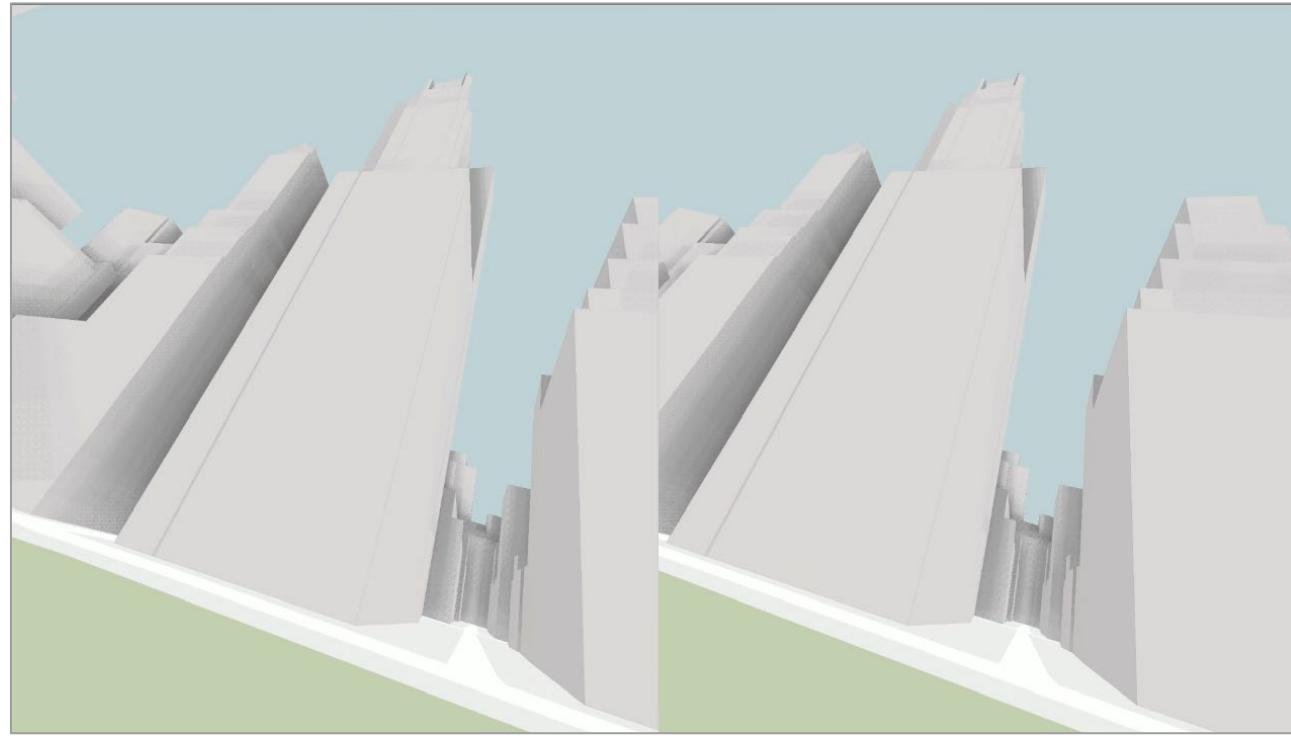


<https://nyti.ms/2k0bF0G>



COMPUTER SCIENCE

Computer Graphics & Virtual Reality



Urbanrama



Computer Graphics & Database



Interactive Visual Exploration of Spatio-Temporal Urban Data Sets using Urbane

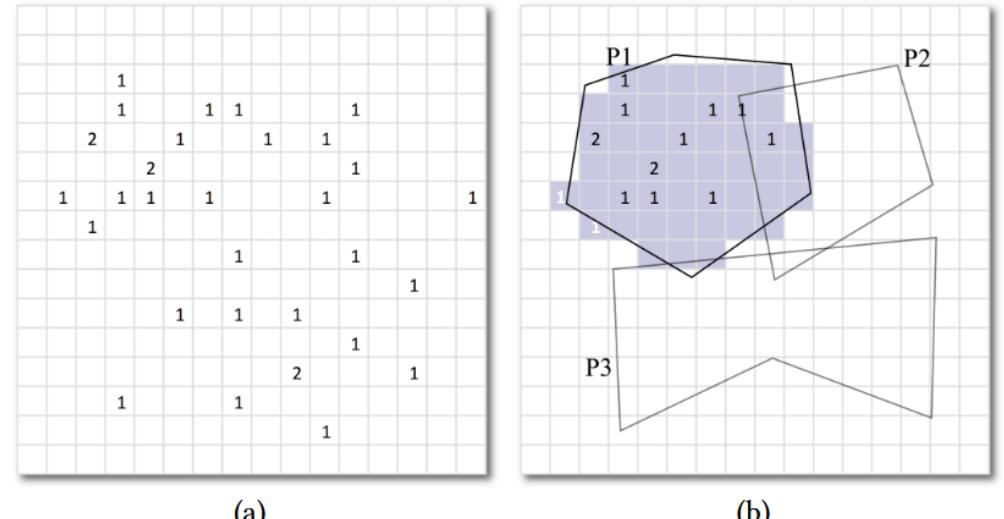
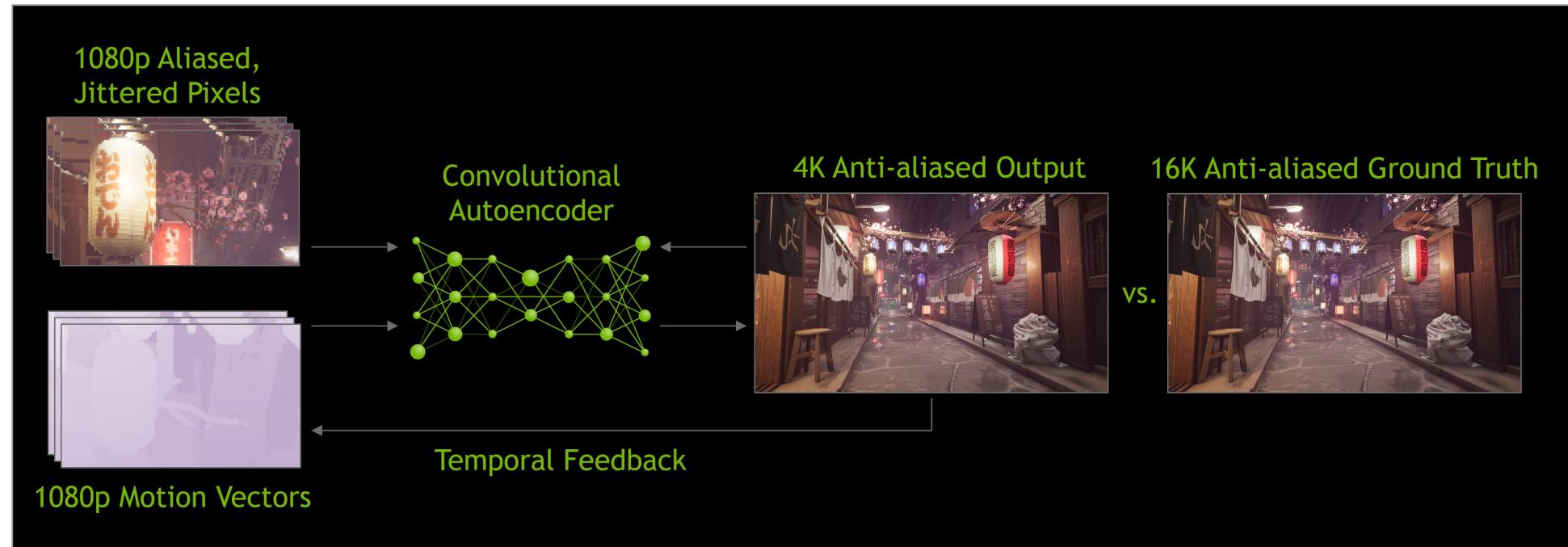


Figure 2: Raster Join first renders all points onto an FBO storing the count of points in each pixel (a). It then aggregates the pixel values corresponding to polygon fragments (b).

Computer Graphics & Machine Learning



NVIDIA: Deep learning super sampling

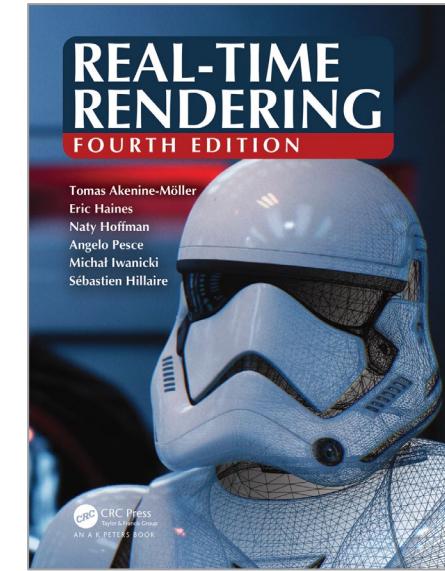
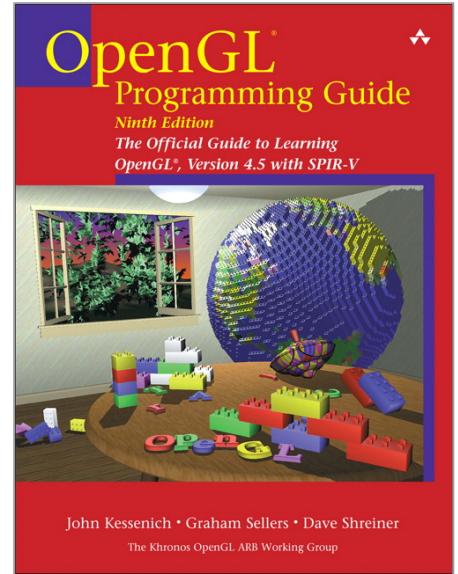
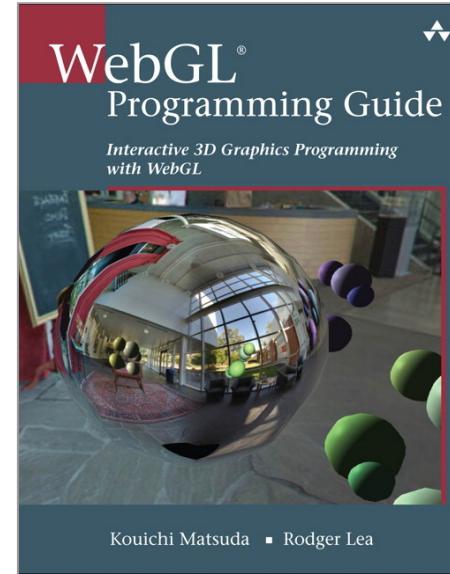
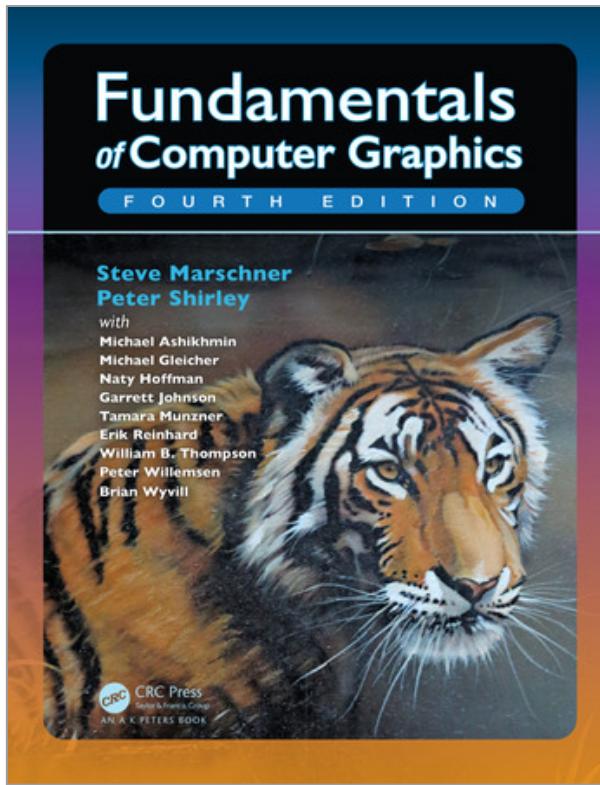
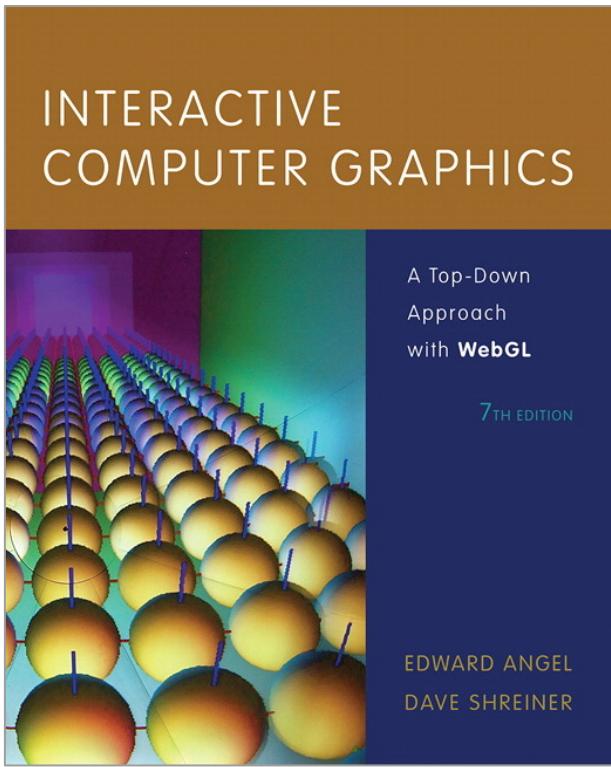
CS425: Course goals

- Explain and apply the core concepts of computer graphics.
- Understand and use the different components of a programmable graphics pipeline.
- Understand and use different spatial data structures.
- Implement visual effects such as shadows.
- Implement interactive computer graphics programs using WebGL.

CS425: Course goals

- Theory and systems behind applications
- Mathematics:
 - Physics of light, color, ...
 - Geometry, perspective, ...
- Systems:
 - Graphics APIs
 - Interaction devices

Material



Requirements

- CS251 Data structures.
- We will use WebGL and JavaScript.
 - Portability
 - No need to install dependencies or plugins to run code: just open a browser.
 - Polyglot programming: JavaScript, GLSL, HTML, CSS, ...
 - Easy to produce interactive examples.

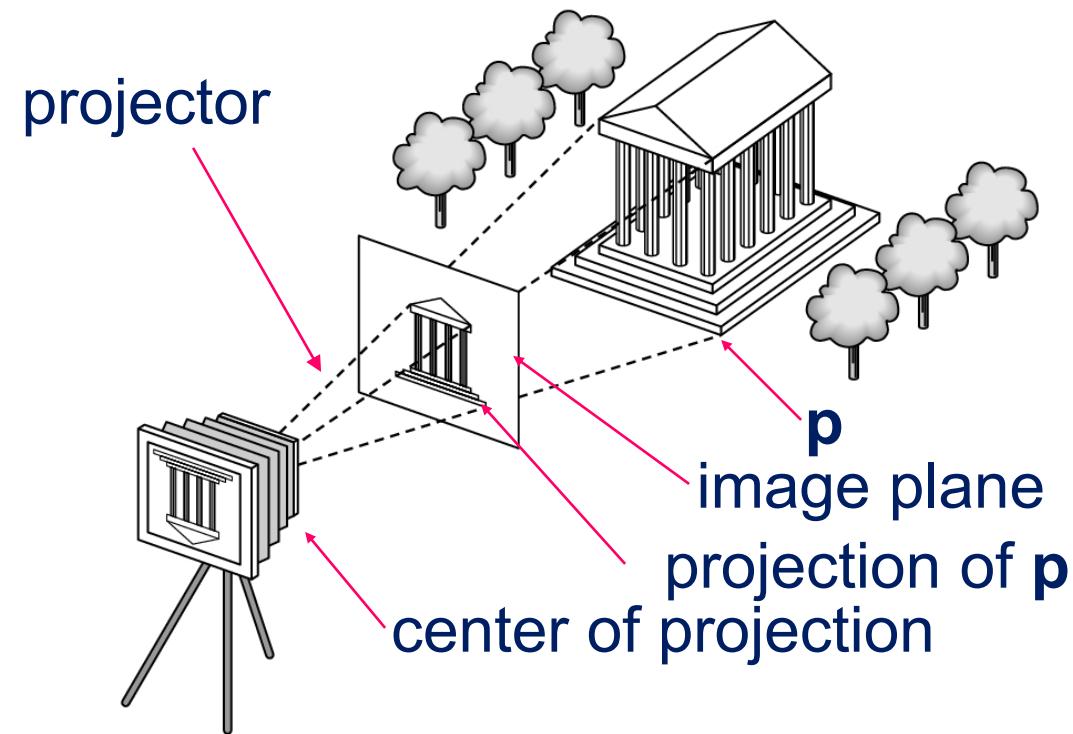
Logistics

- We will meet twice a week:
 - Tuesday 11:00am – 12:15pm (Central)
 - Thursday 11:00am – 12:15pm (Central)
- Synchronous classes on Zoom, with recordings available later.
- Use Zoom chat to ask questions, or to indicate you want to say something. **Please interrupt me at any time to ask questions.**
- Camera on or off, up to you.
- Discord or blackboard?

Content overview

- Images and color
- WebGL
- Linear algebra and transformation
- Viewer transformations and rasterization
- Graphics pipeline
- Light and shading
- Texture mapping
- Shadows
- Ray tracing
- Antialiasing
- Curves and surfaces
- Spatial data structures

Images and color



WebGL & web programming



Click and drag to rotate teapo
Original demo from O3D.

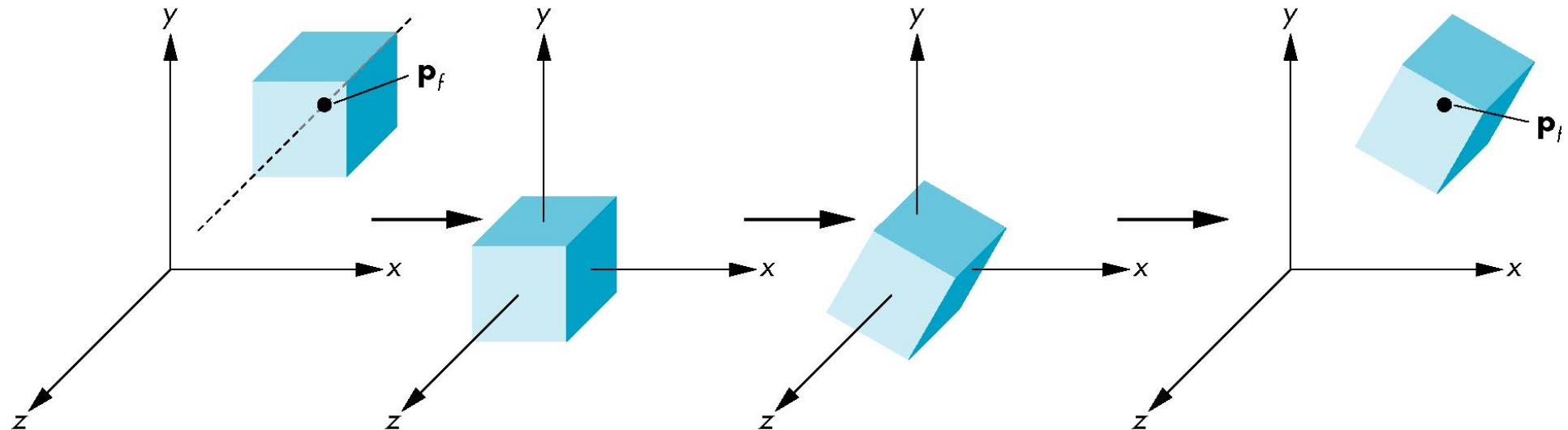
Morbi pellentesque, metus sit amet auctor convallis, massa lectus interdum dui, viae auctor diam sapien vel metus. Suspendisse fringilla, erat pellentesque tristique egestas, mi justo porta velit, vitae ornare mauris metus sit amet diam. Praesent posuere dapibus eleifend. *Nullam ipsum dolor sit amet, consectetur adipiscing elit.* Aenean lorem neque, adipiscing eget egestas eget, semper rutrum velit. Praesent blandit tempor convallis. Ut scelerisque, magna pharetra consequat molestie, est arcu convallis odio, sed vulputate sem nisi vel ipsum. Donec euismod risus ut nibh accumsan egestas felis vehicula. Etiam vulputate lorem id odio tempus quis suscipit sapien sollicitudin. Duis fringilla hendrerit elit, eget fringilla lectus consequat quis. Nunc suscipit sapien vel interdum. Sed lectus diam, mattis sed feugiat eget, ullamcorper et velit. Fusce placerat, nisi eget feugiat volutpat, leo diam porta velit, eget vulputate nisi mauris sed velit.

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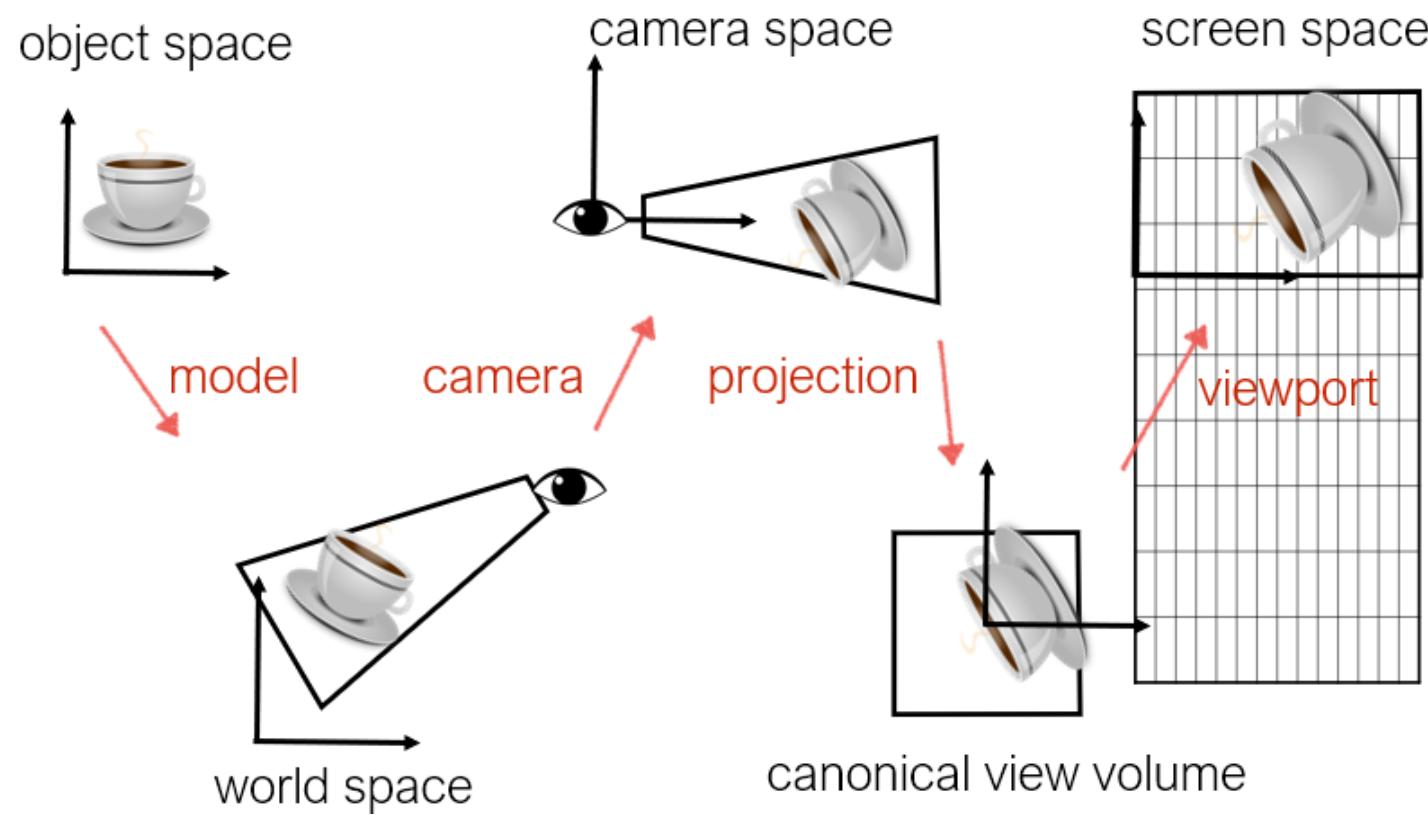
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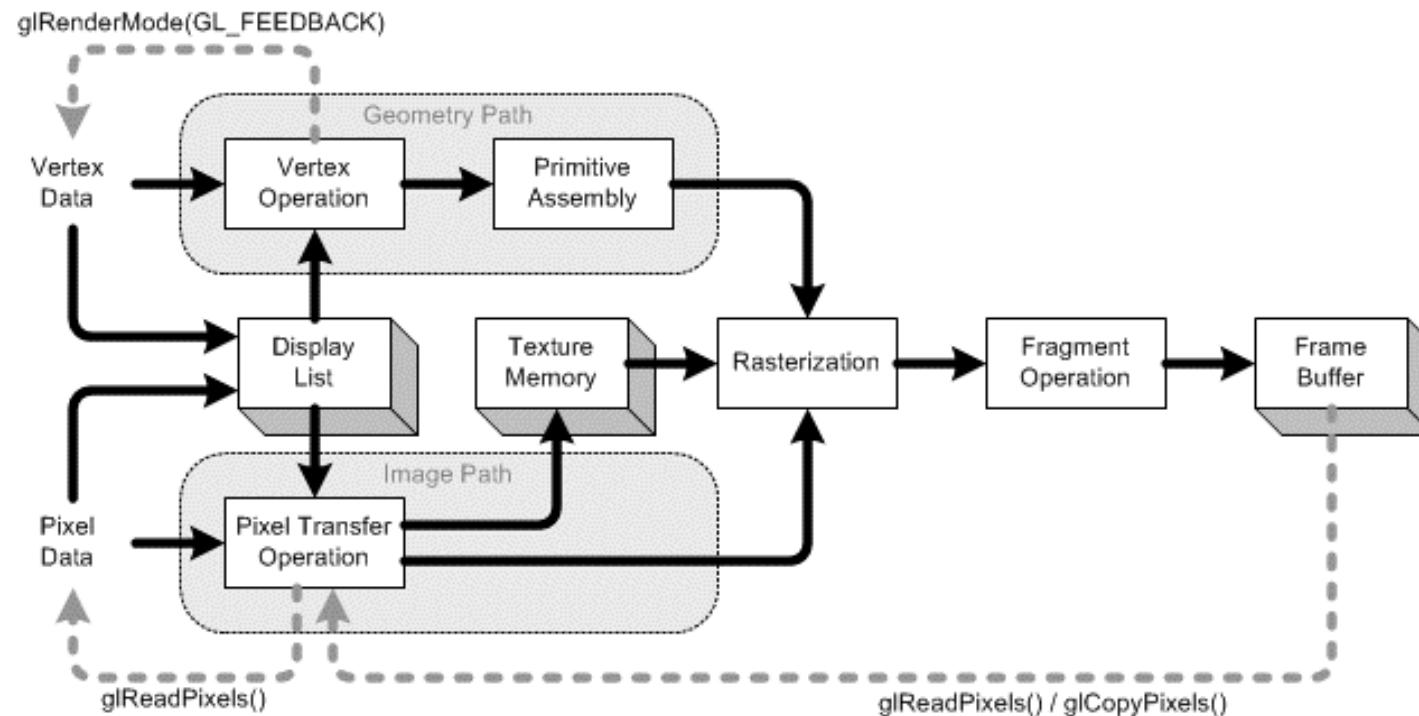
Linear algebra and transformations



Viewer transformations and rasterization

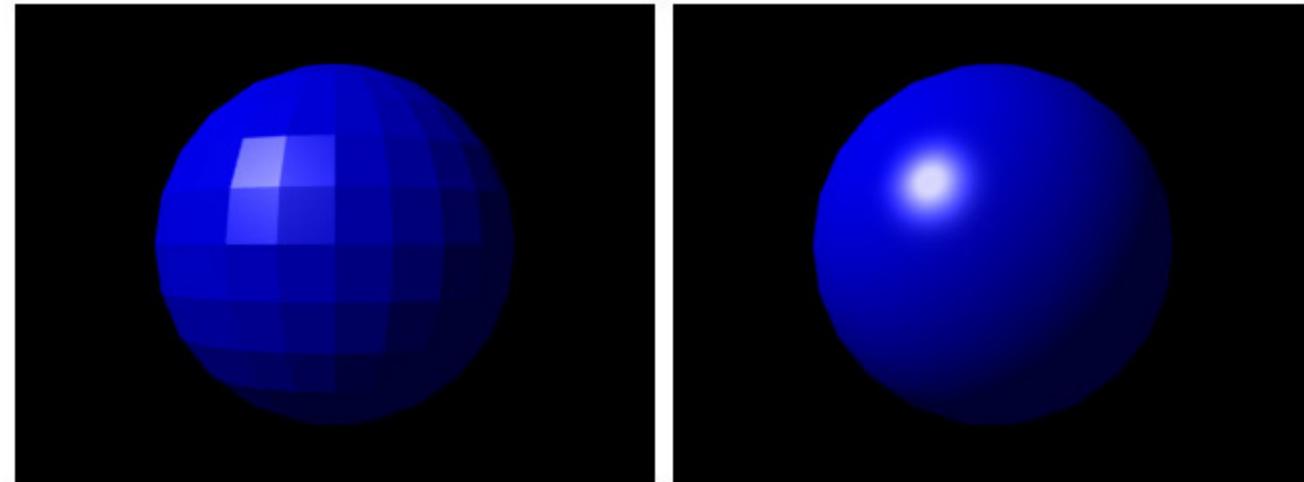


Graphics pipeline

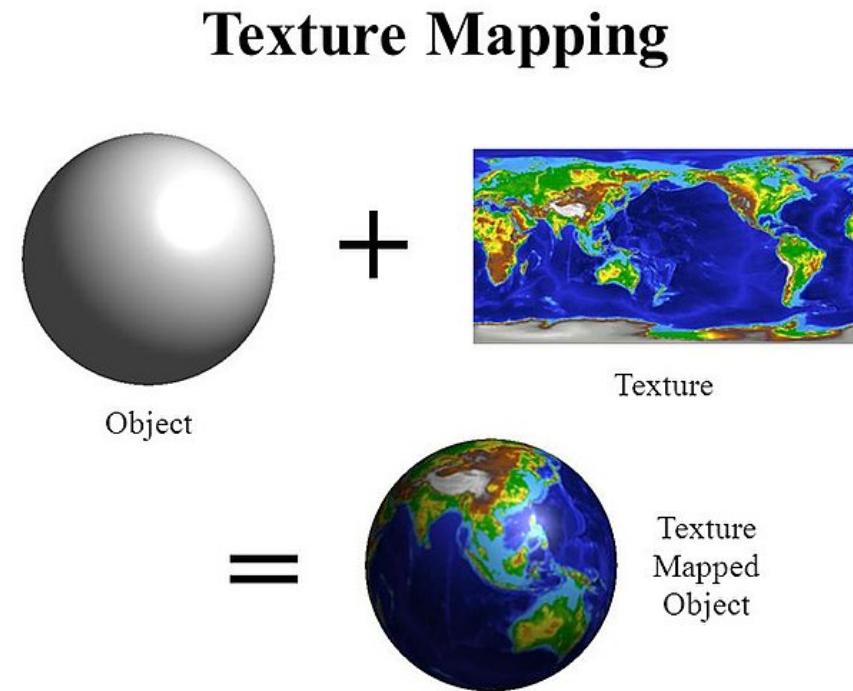


From: songho.ca

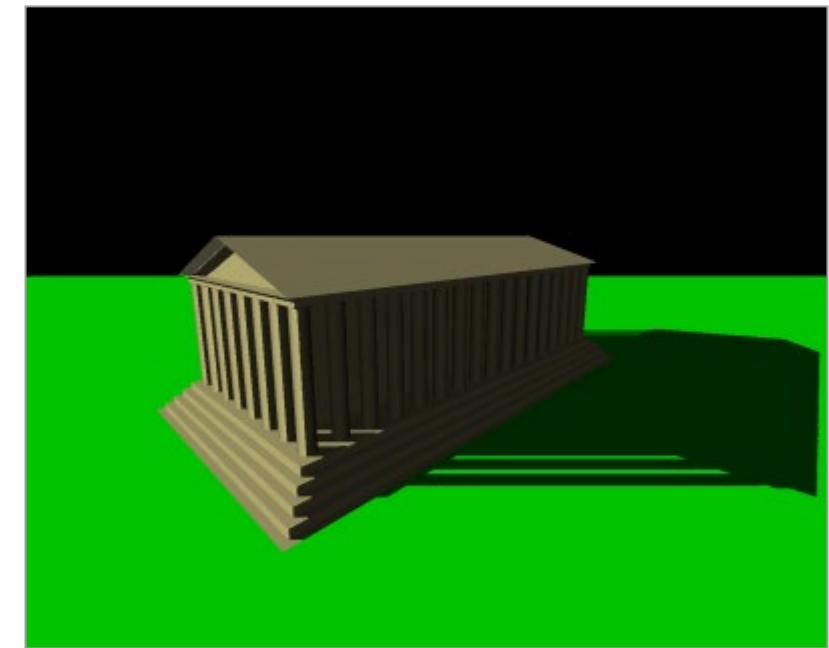
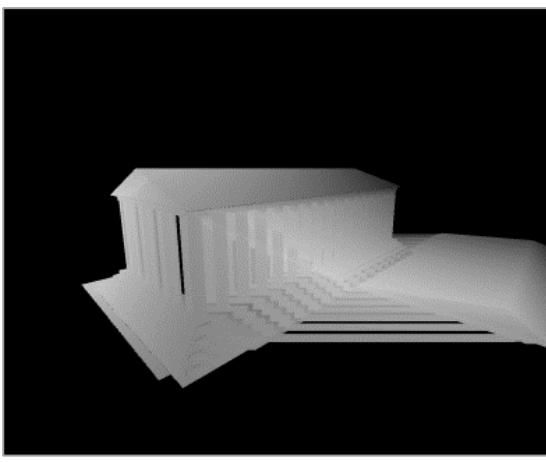
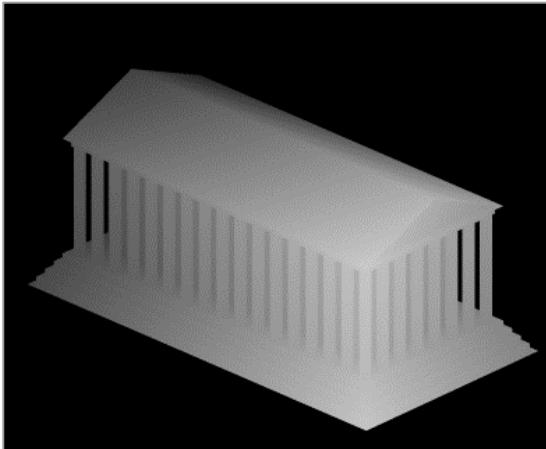
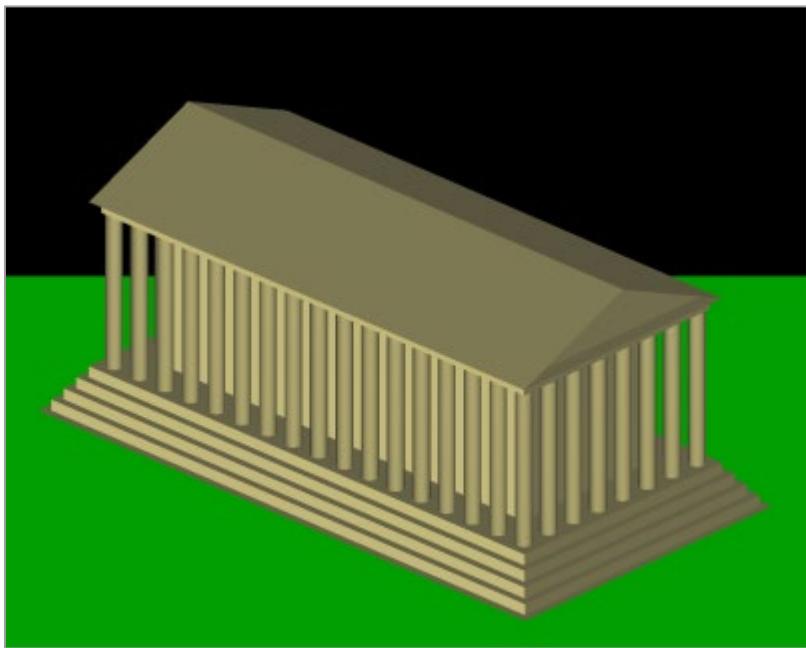
Light and shading



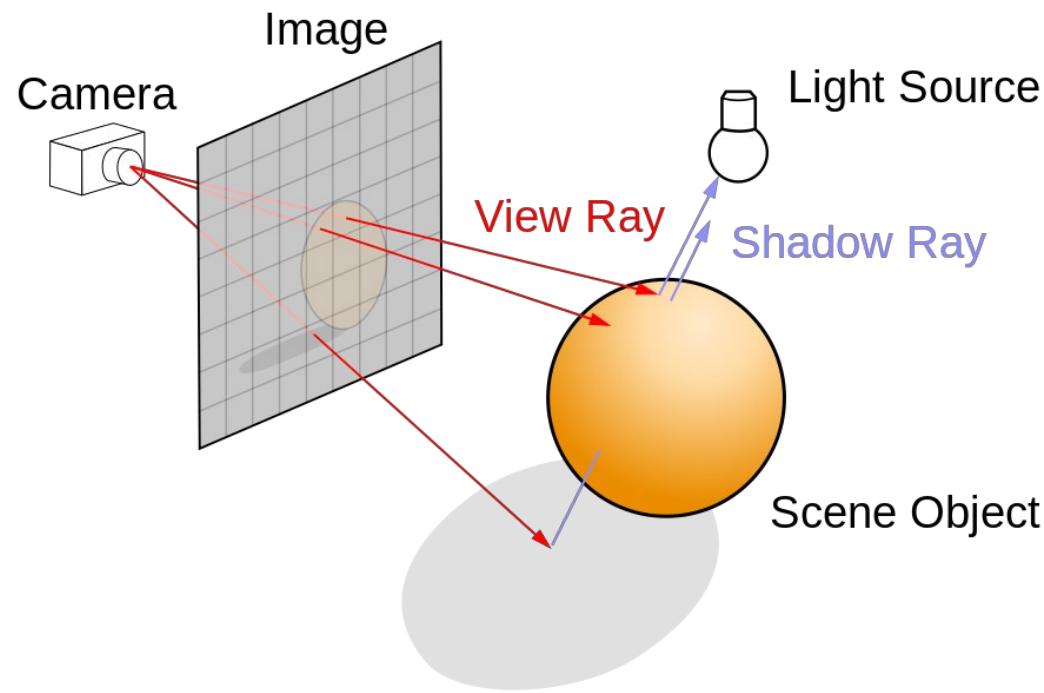
Texture mapping



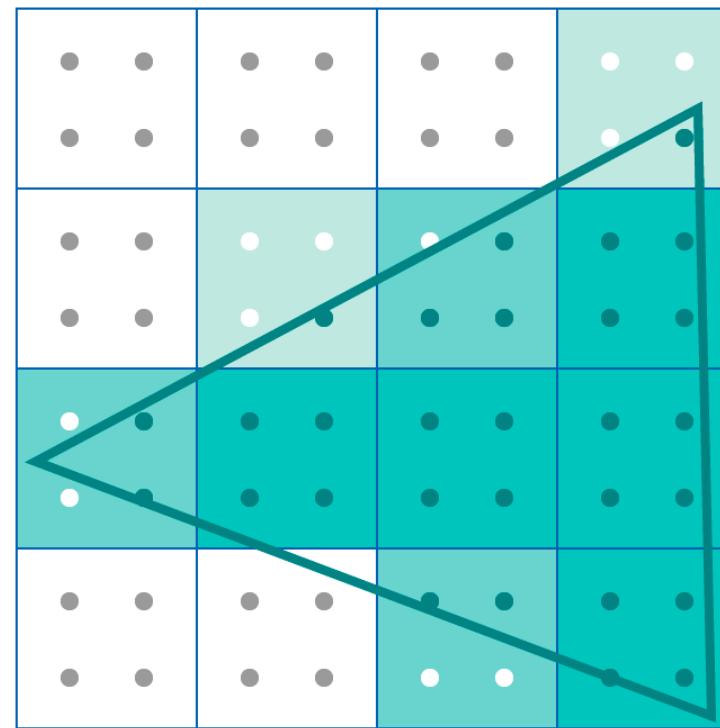
Shadows



Ray tracing

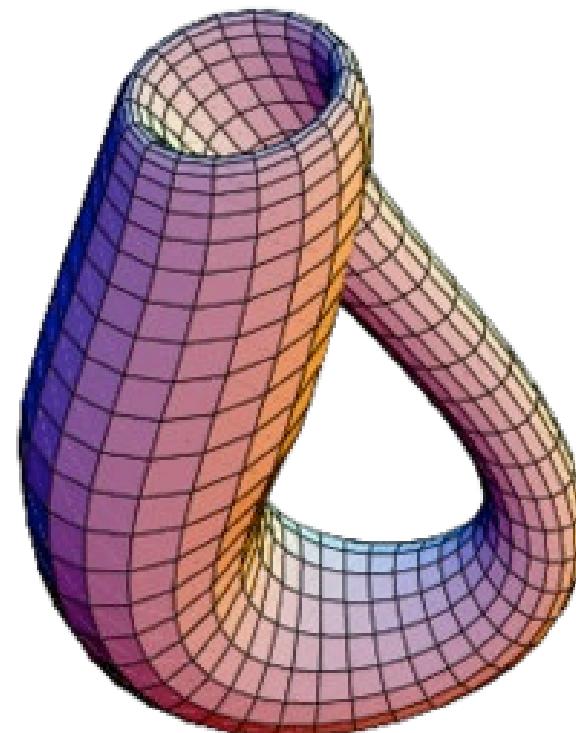
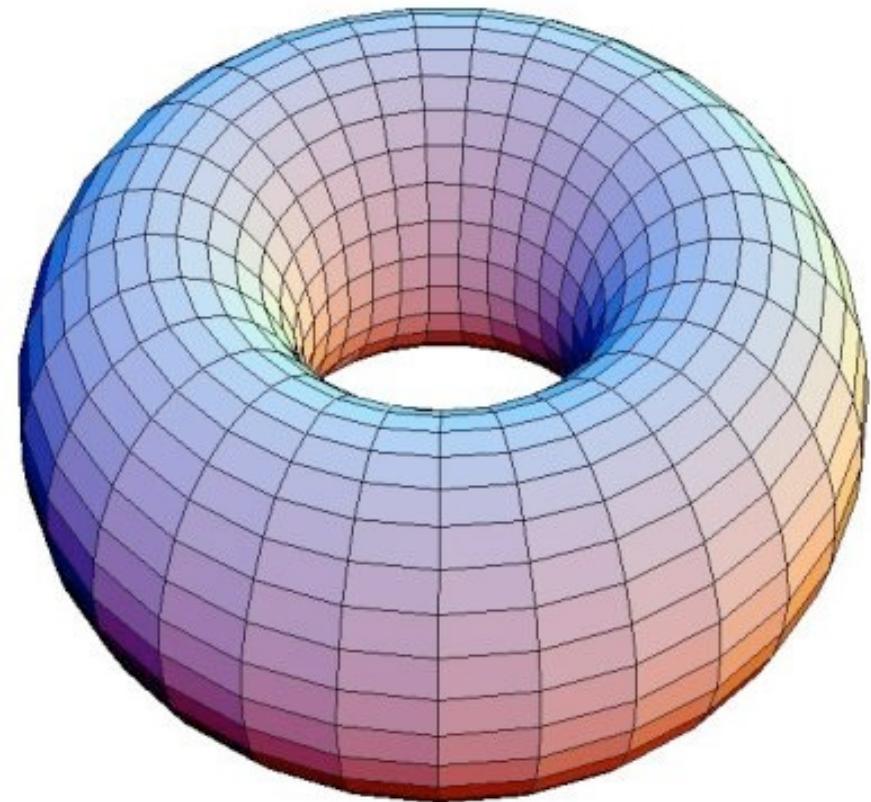


Antialiasing

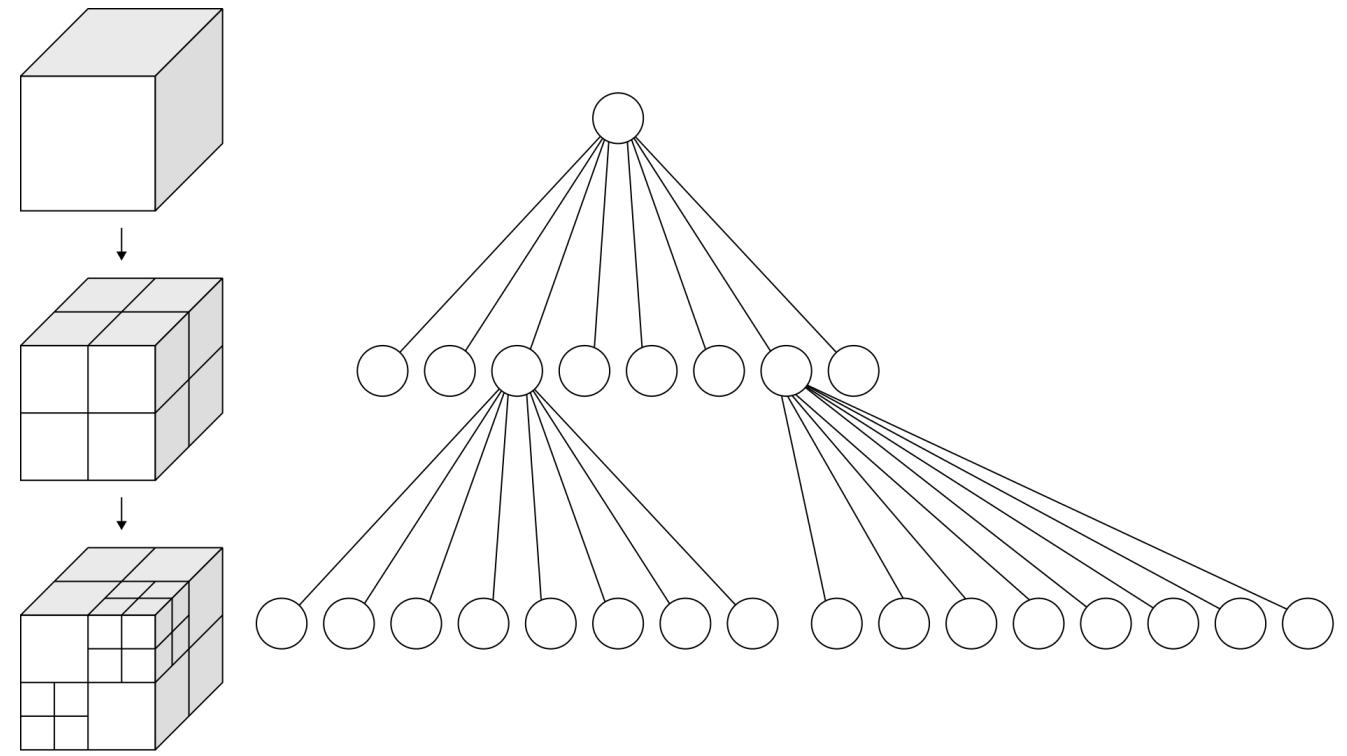
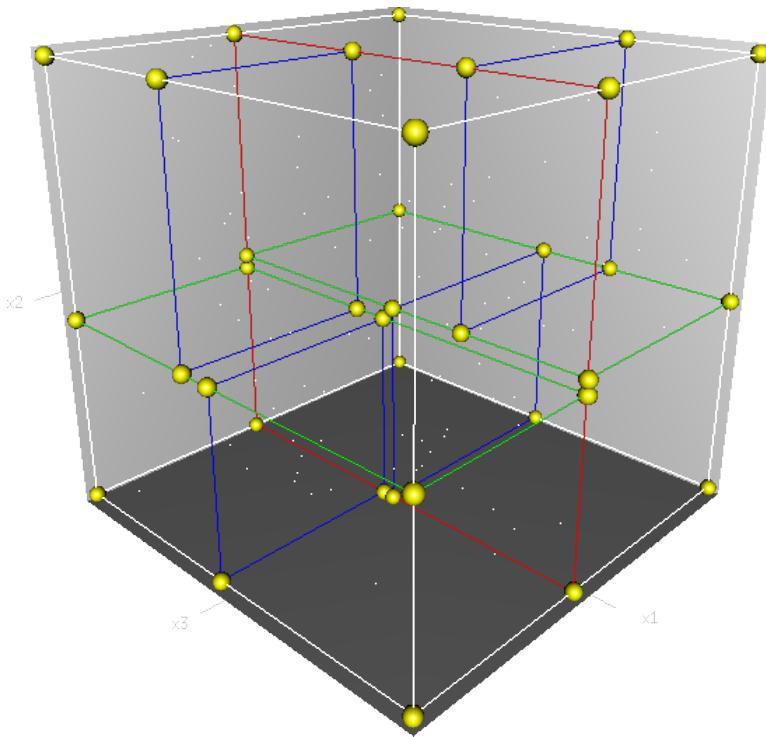


Apple MSAA

Curves and surfaces



Spatial data structures



Assignments

- Assignment 0: WebGL + Web environment
- Assignment 1: Triangle meshes rendering
- Assignment 2: Shading, texture and shadows
- Assignment 3: Ray tracing
- Assignment 4: Procedural meshes

Assignment 4 goal



Assignment considerations

- Create a Github project named **cs425-spring-2021**
- Inside this project create a folder named **assignment[X]** for each assignment.
- For each assignment you will hand in the following files:
 - index.html: main html file.
 - assignment[x].js: assignment main source code.
 - readme.md: markdown readme file with a description of the program.

Grading

- Assignment 0: 10%
- Assignments 1-4: 70% (17.5% each)
- Take-home exam: 20%

Recommended workflow

Day 0: Read the assignment

Day 1-2: Familiarize yourself with the main topics of the assignment

Day 3-10: Code the different components of the assignment

Day 8-10: Start writing README.md file, make sure code runs on different computers

Day 11-12: Fix problems, double check README.md

Day 13: Submit

Policies

- You are encouraged to discuss the assignments with your classmates, but collaboration in the assignment is not allowed.
- You are not allowed to copy code from online sources or use external libraries for any of the assignments (unless clearly specified in the assignment). Do not share implementation details or anything solution-oriented.

Resources

<https://open.gl>

<https://webgl2fundamentals.org/>

<https://songho.ca/opengl/>

Final note



<https://youtu.be/wjnELNMC5kA>

SBC - Proceedings of SBGames'08: Computing Track - Technical Posters Belo Horizonte - MG, November 10 - 12

Pandorga: Uma plataforma open source para a criação e desenvolvimento de jogos

Fábio M. Miranda, Paulo R. Lafetá, Leonardo Queiroz, Carlício S. Cordeiro, Luiz Chaimowicz
Departamento de Ciência da Computação
Universidade Federal de Minas Gerais

Abstract

With the growing complexity of game development, it becomes more necessary to create tools that help this task. This paper presents a new platform for the creation of games, built on top of the *Panda3D* graphic engine and the *ODE* physics engine. The platform has a programming framework, which is proposed to be easily extendable and modifiable, and also a level editor and an event editor.

Resumo

Com a crescente complexidade no desenvolvimento de jogos, cada vez mais se faz necessária a criação de ferramentas que auxiliem esta tarefa. Este artigo apresenta então uma nova plataforma para a criação de jogos, construída com base no motor gráfico *Panda3D* e no motor de física *ODE*. A plataforma possui um arcabouço de programação, que se propõe ser de fácil extensão e modificação, e também um editor de fases e um editor de eventos.

Keywords: Panda3D, Framework, Pandorga, open source, Estrada Real Digital, ERD

Author's Contact:

{fabiom, paulo.lafeta, lequeiroz, carlucio}@gmail.com
{chaimo}@dcc.ufmg.br

1 Introdução

O desenvolvimento de jogos é uma atividade complexa e que envolve diversas áreas: computação, arte e roteiro. Com o intuito de facilitar o desenvolvimento e diminuir os custos e prazos, diversas ferramentas foram criadas ao longo dos anos, como motores (ou engines) gráficos e motores de física.

O objetivo principal deste artigo é apresentar a Pandorga: uma plataforma código aberto (*open source*) para desenvolvimento de jogos que está sendo construída em conjunto com uma nova versão do jogo Estrada Real Digital (ERD). Uma primeira versão deste jogo educacional foi apresentada em [Cordeiro et al. 2006] e [Oliveira et al. 2005].

A plataforma proposta aqui é uma camada situada entre o motor gráfico utilizado e o jogo, envolvendo também um motor de física. Ela foi construída de forma que seus componentes fossem facilmente modificados ou estendidos, podendo ser utilizada em diversos jogos. Além disso, ela também apresenta algumas ferramentas que facilitam a integração entre as várias áreas envolvidas na criação de jogos, como editor de fases e editor de eventos.

Alguns sistemas mais sofisticados e que provêm ao usuário um maior grau de abstração também têm sido utilizados na elaboração de jogos. Exemplos disso são o *Gamestudio*, *The Games Factory*, *Ray Game Designer 2* e o *Game Maker*. Estas ferramentas já possuem um motor gráfico próprio e também diversos editores, como editores de fase, script e até de modelos, como no caso do *Game制作*. Porém, tais alternativas não possuem o código aberto e algumas delas possuem restrições quanto à distribuição dos jogos.

A organização deste artigo é feita da seguinte maneira: na seção 2 é apresentada a plataforma e nas subseções 2.1 e 2.2 são apresentadas as principais características do arcabouço de programação e os editores implementados. Na subseção 2.3 é feita uma discussão de como se dá o fluxo de desenvolvimento de um jogo com a adição da Pandorga. El finalmente na seção 3 está a conclusão e as perspectivas para trabalhos futuros.

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2 A plataforma proposta

A Pandorga oferece uma plataforma para a criação de jogos de maneira que vários de seus componentes possam ser reutilizados. A plataforma foi desenvolvida levando-se em consideração a orientação por objetos e *design patterns* [Gamma et al. 1995].

Toda a implementação dos recursos da plataforma foi feita utilizando o motor gráfico *Panda3D* [Goshin and Mine 2004], de autoria da *Disney* e que possui o seu código aberto. Apesar de possuir seu próprio motor de física, o *Panda3D* não suporta a programação em Python (linguagem utilizada na Pandorga).

No início do desenvolvimento da Pandorga, o *Panda3D*, em sua versão 1.4.2, dispunha apenas de um sistema de física básico. Devido a isso, optamos pelo uso de um motor de física separado: optamos pelo *ODE* (mais especificamente seu wrapper para Python, *PyODE*) por oferecer recursos para a simulação física e testes de colisão. O *ODE* foi recentemente integrado ao motor gráfico (na versão 1.5.3), mas sua escolha inicial para a Pandorga evitaria complicações com futuras versões do *Panda3D*. A utilização dos motores possibilitou que nos concentrassemos na implementação de novas funcionalidades.

O principal objetivo da plataforma é o de facilitar o desenvolvimento de um jogo. Com isso, optamos por encapsular várias funcionalidades providas pelos motores gráficos e de física. Uma visão geral pode ser vista na Figura 1.



Figura 1: Plataforma proposta.

A Pandorga pode ser dividida em duas partes: o arcabouço de programação e os editores integrados. O primeiro define como será o uso das classes da plataforma, enquanto o segundo são ferramentas integradas à plataforma para auxiliar a criação dos jogos.

2.1 Arcabouço

A execução da plataforma é controlada por uma máquina de estados finitos (*finite state machine* - *FSM*), implementada como um *Singleton*, o que determinará qual editor o jogo se encontra. Ao contrário de outras plataformas de criação de jogos, iniciadas neste artigo, a plataforma proposta não possui dois executáveis distintos ("Jogo" e "Editor", por exemplo). O acesso aos editores é feito diretamente de dentro do jogo (*in-game*), alterando o estado da *FSM* para o estado de Edição de Fases ou então Edição de Eventos. A Figura 2 exemplifica as transições entre os estados.



Figura 2: Máquina de estados geral do jogo.

Final note



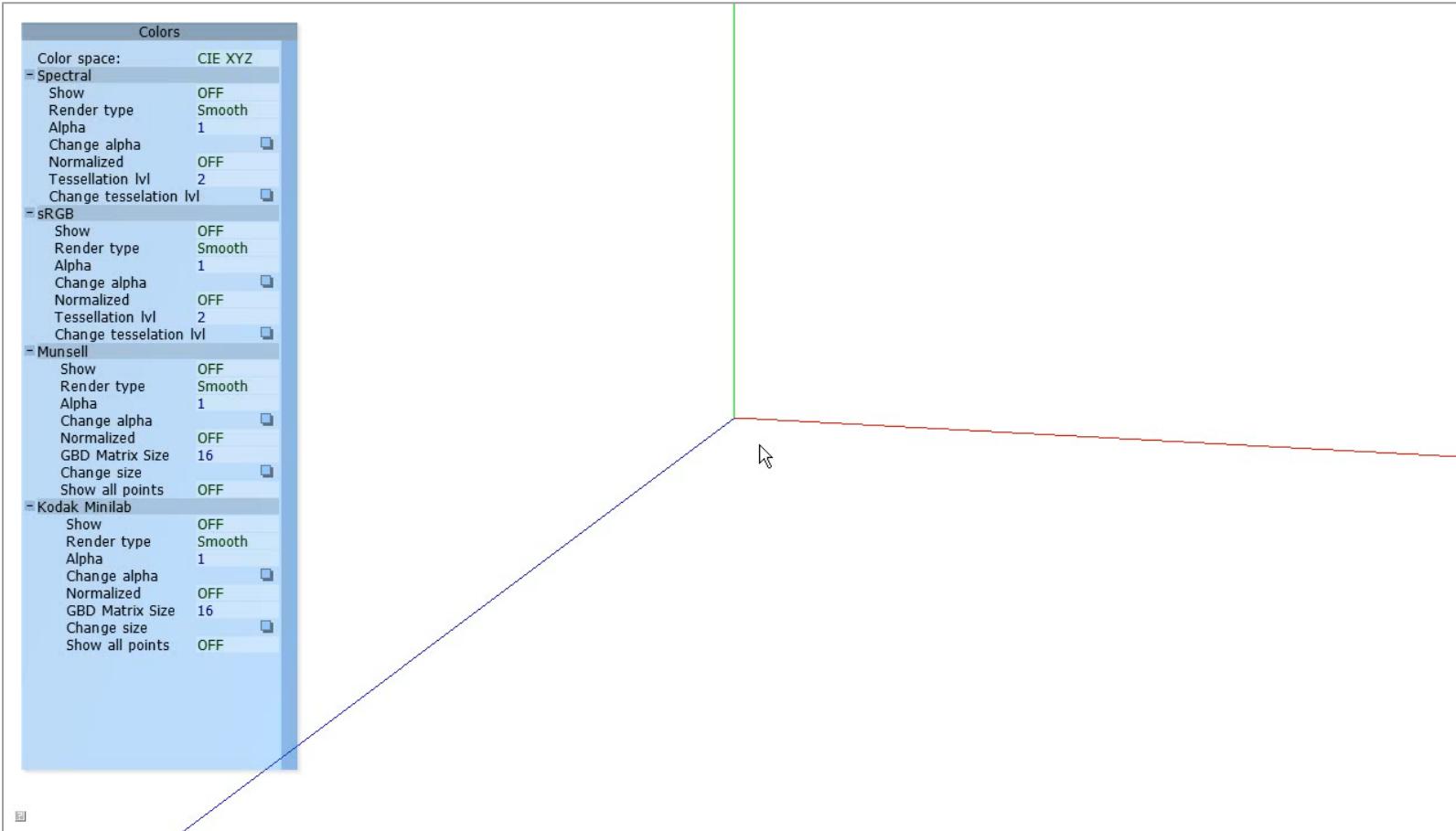
<https://youtu.be/fRQ-NIQqOJg>

Final note



https://youtu.be/FLP4_CGs2Ng

Final note



https://youtu.be/cvGCO9u_los

“Without the fun, none of us would go on”
Technology and Courage
Ivan Sutherland