Introduction to Computer Science
Lecture 9: Computer 3D Graphics

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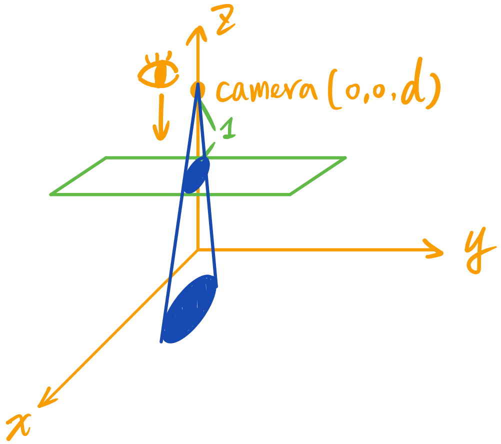
Parallel vs. Prospective Projection

Simple Projection

Suppose camera is fixed at $(0, 0, d)$.

Projection plane is fixed at $z = d - 1$

Usually keep z information



Parallel projection

$$(x, y, z) \to (x, y, z)$$

Prospective projection

$$(x, y, z) \to (\frac{x}{d - z}, \frac{y}{d - z}, z)$$

Translations & Rotations

Translations

- Simply add a vector.

Rotations

$$R_X(\theta) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos\theta & -\sin\theta \\ 0 & \sin\theta & \cos\theta \end{bmatrix}$$

$$R_Y(\theta) = \begin{bmatrix} \cos\theta & 0 & \sin\theta \\ 0 & 1 & 0 \\ -\sin\theta & 0 & \cos\theta \end{bmatrix}$$

$$R_Z(\theta) = \begin{bmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

旋轉矩陣

Modeling

Typically use triangles and quadrangles.

Easy to compute the normal vector.

How to increase resolution?

- Spline and Bézier curves

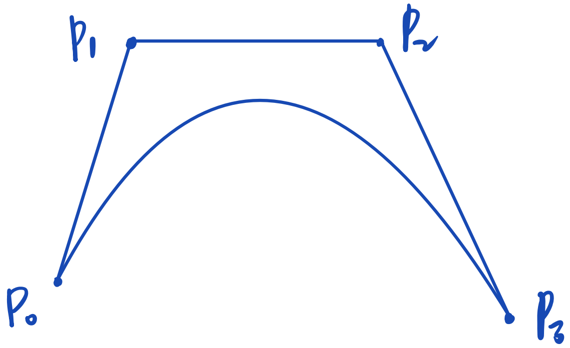
Bézier Curves

May be defined on different degree of polynomials.

Here we introduce the cubic one with 4 control points:

$$((1-t)+t)^3 = (1-t)^3 + 3t(1-t)^2 + 3t^2(1-t) + t^3$$

$$P(t) = (1-t)^3 P_0 + 3t(1-t)^2 P_1 + 3t^2(1-t) P_2 + t^3 P_3$$



Recursive Subdivision

A cubic Bézier curve can be subdivided into two cubic curves.

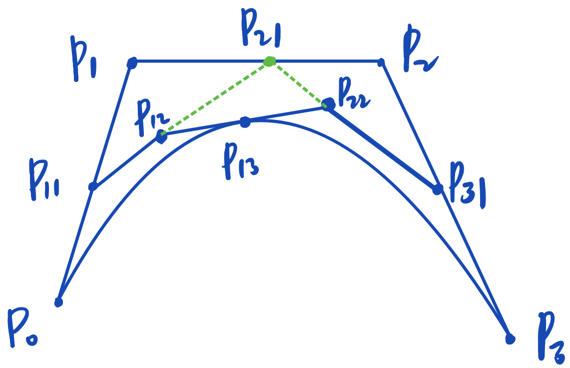
Given any t (0.4),

- $P_{11} = (1-t)P_0 + tP_1$
- $P_{21} = (1-t)P_1 + tP_2$
- $P_{31} = (1-t)P_2 + tP_3$

- $P_{12} = (1-t)P_{11} + tP_{21}$
- $P_{22} = (1-t)P_{21} + tP_{31}$

- $P_{13} = (1-t)P_{12} + tP_{22}$

$P_0, P_{11}, P_{12}, P_{13}$ forms one curve.
$P_{13}, P_{22}, P_{31}, P_3$ forms the other.



Recursive Subdivision

Lighting 光源

Ambient lighting 週圍光

Directional lighting 平行光

Point lighting 點光源

$$I = I_a + \frac{(1 - I_a)}{1 + \alpha d + \beta d^2}$$

d: distance between light source and target.

I_a: intensity of ambient light.

Shading

$\vec{n}$: normal vector of plane.
$\vec{l}$: normal vector of light.
$\vec{c}$: normal vector of camera.
$\vec{r}$: normal vector of reflection.

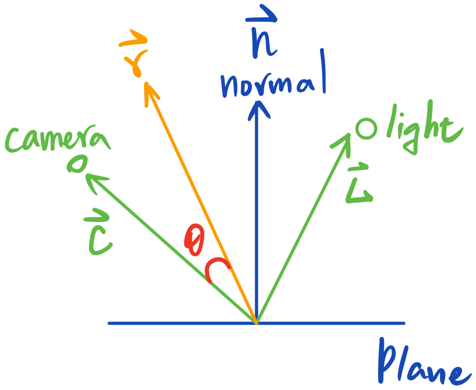
Phong model

- Ambient + Diffusion + Specular

Diffusion: $\vec{n} \cdot \vec{l}$

Specular: $(\cos\theta)^s$

- Higher s → more mirror-like surface

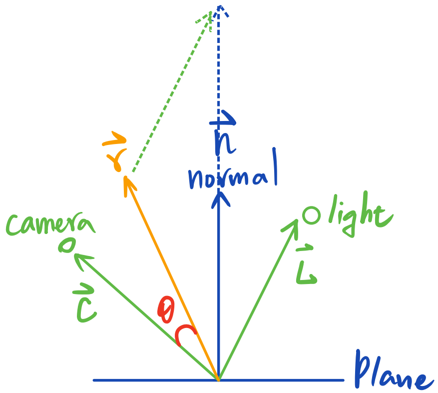


Specular

$$\vec{l} + \vec{r} = 2(\vec{l} \cdot \vec{n})\vec{n}$$

$$\vec{r} = 2(\vec{l} \cdot \vec{n})\vec{n} - \vec{l}$$

$$\cos\theta = \vec{r} \cdot \vec{c} = \left(2(\vec{l} \cdot \vec{n})\vec{n} - \vec{l}\right) \cdot \vec{c}$$



Put It All Together

$$C = I_a \cdot C_o + \frac{1 - I_a}{1 + \alpha d + \beta d^2} \left(k_d \cdot \vec{n} \cdot \vec{l} \cdot C_o + (1 - k_d) \cos^s \theta \cdot C_l \right)$$

Summary of Parameters

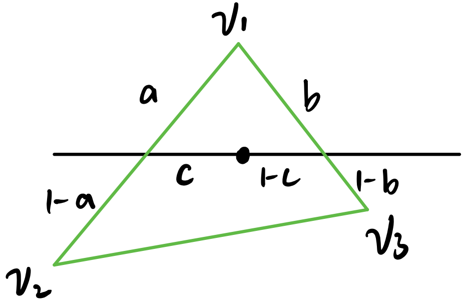
Properties of light	
I_a	Ambient light intensity (0~1)
α, β	Degree of point lighting
C_l	Color of light
$\vec{l}$	Normal vector of light direction

Properties of object	
k_d	Diffusion coefficient ($k_d = 1 - k_s$: specular coefficient)
s	Shininess: how mirror-like
C_o	Color of the object
$\vec{n}$	Normal vector of the plane

Flat, Gouraud, and Phong Shadings

Flat: one triangle, one color.
Gouraud: interpolation of vertices colors.
Phong: interpolation of vertices normal vectors.

Vertex normal



$(1-c)((1-a)v_1 + av_2) + c((1-b)v_1 + bv_3)$

Flat, Gouraud, and Phong Shadings

Flat	Gouraud	Phong

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