Introduction to CG

Computer Graphics

CONTENTs

- What is Computer Graphics?
- Developmental History
- Applications Areas
- Elements of Image Formation
- Color Models
- Basic Graphics System
- Coordinate System

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- Creation, Manipulation, and Storage of geometric objects (modeling) and their images (rendering) with a computer

- Display those images on screens or hardcopy devides (animation…)

- **Other:**
  - Image processing, Computer Vision,
  - CAD, GUI
  - Haptics, Virtual Reality,…

- **Example**
  - Where did this image come from?
  - What hardware/software did we need to produce it?

Answer

- Application: The object is an artist's rendition of the sun for an animation to be shown in a domed environment (planetarium)
- Software: Maya for modeling and rendering but Maya is built on top of OpenGL
- Hardware: PC with graphics card for modeling and rendering

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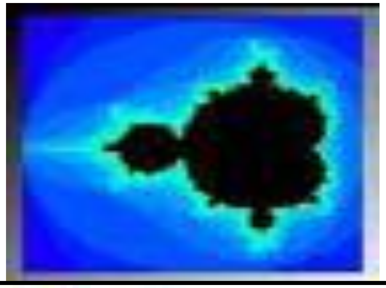
- 1885 - CRT (Cathode Ray Tube)
- 1887 - Edison patents motion picture camera
- 1888 - Edison and Dickson record motion picture photos on a wax cylinder

- 1926 – J.L. Baird invents the television (30 line vertical, black and red scan).

- 1967 - GE introduces first full colour real time flight simulator for NASA
- 1974 - Intel develop the 8080 processor.

SP3 was the first of the NOVOVIEWs certified by the FAA for Phase III training.

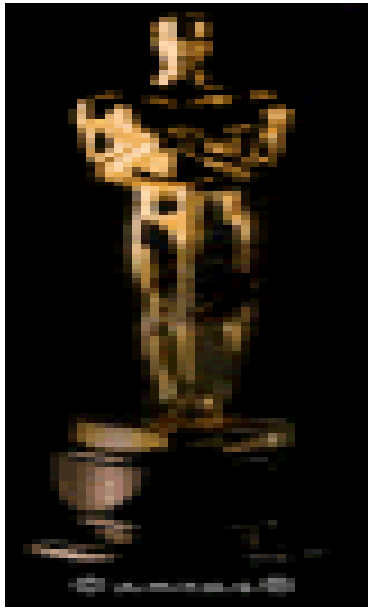


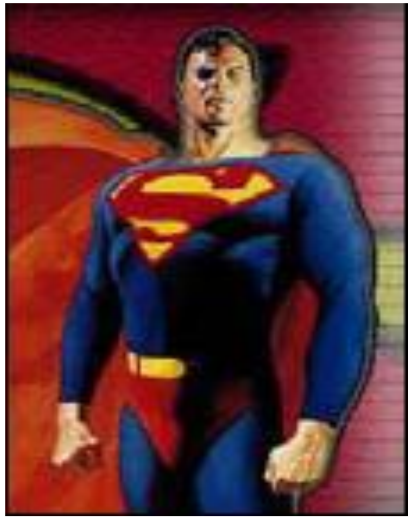
- **1975**
  - Mandelbrot plots fractals
  - Bill Gates starts Microsoft

- 1976 - Steve Jobs and Steve Wozniak start Apple.

Apple Computer

- **1977**
  - Academy of Motion Pictures Art and Sciences introduces Visual Effects category for Oscars.
  - Star Wars wins oscar for special effects.





- 1978 - Superman wins oscar for special effects.

- 1981
  - IBM introduces the first IBM PC (16 bit 8088 chip)
  - Raiders of the Lost Ark wins an oscar for visual effects.

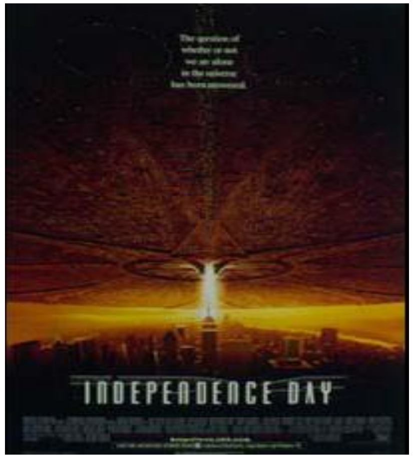
- 1982 - The Genesis Effect (ILM) for Startrek II is the first all computer animated visual effects shot for film.

- 1983 - First Coke Polar Bears Commercial
- 1984 - PIXAR Opens

- 1985 -The Last Starfighter is the first live action feature film with realistic computer animation of highly detailed models.

- 1995 - Toy Story becomes the first fully 3D computer animation feature film.

- 1996 - Independence Day wins oscar for visual effects.

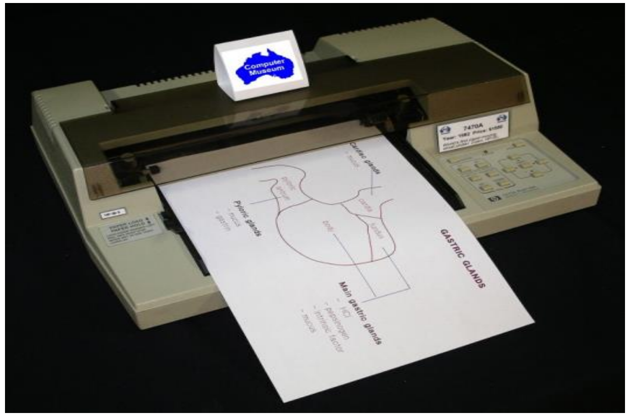


- 1997
- Titanic wins oscar for visual effects.
- PIXAR wins oscar for best short film: Geri's Game.

- 1999
  - The Matrix
  - Disney's Tarzan
  - Star Wars: The Phantom Menace

- **2000**
  - Sony Playstation II
  - Walking with Dinosaurs
  - Disney's Shrek

Developmental History: 1950-1960

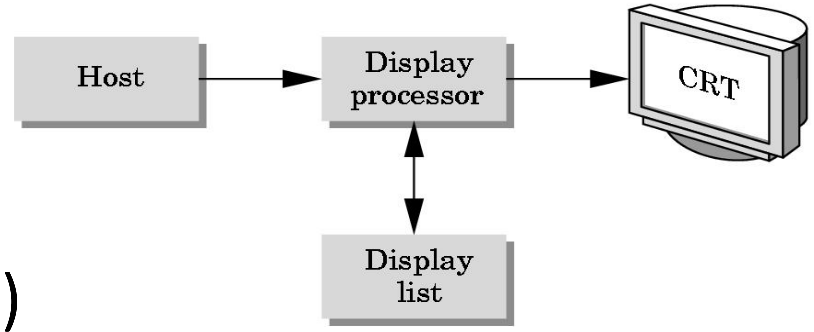


- Computer graphics goes back to the earliest days of computing
  - Strip charts
  - Pen plotters(e.g. HP 7470)
  - Simple displays using A/D converters to go from computer to calligraphic CRT

- Cost of refresh for CRT too high
  - Computers slow, expensive, unreliable

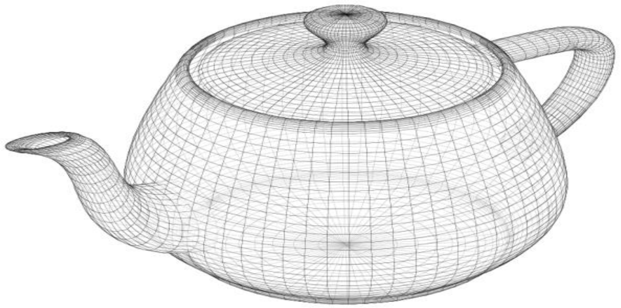
- **Sketchpad: IvanSutherland's PhD thesis at MIT**
  - Recognized the potential of man-machine interaction
  - Loop:
    - Display something
    - User moves light pen
    - Computer generates new display
  - Sutherland also created many of the now common algorithms for computer graphics

- **Display Processors:**
  - Rather than have the host computer try to refresh display use a special purpose computer called a display processor unit (DPU)
  - Graphics stored in display list (display file) on display processor
  - Host compiles display list and sends to DPU



- **Vector graphics**

  - are defined in terms of 2D points, which are connected by lines and curves to form polygons and other shapes
  - each of these points has a definite position on the x- and y-axis of the work plane and determines the direction of the path
  - each path may have various properties including values for stroke color, shape, curve, thickness, and fill.




Wireframe


Skeletal model


Muscle model


Skin

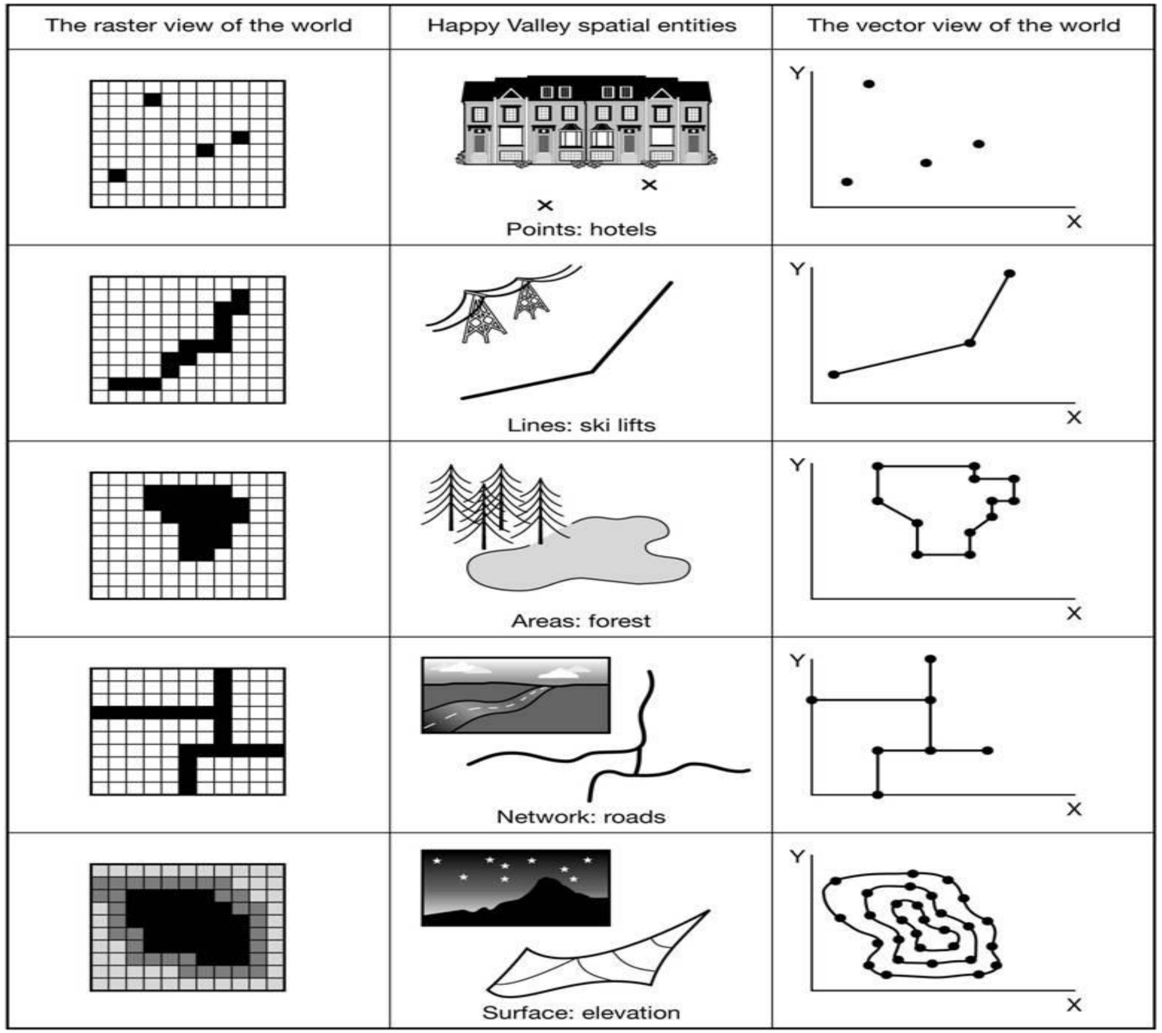

Hair


Render and Touch up

Vector graphics= geometrical model + rendering

- **Raster Graphics**
  - Image produced as an array of picture elements (pixels) in the frame buffer
  - scan lines/area to filled polygons

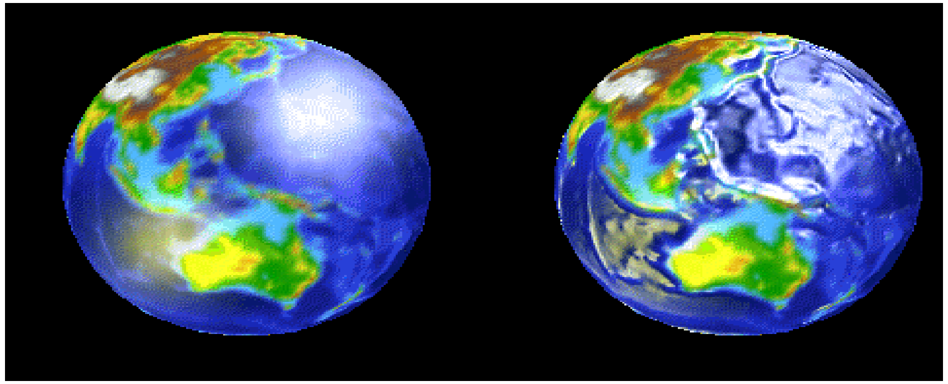
- **Raster vs Vector**



- **Realism comes to computer graphics**

Shading ⇨

flat smooth



environment bump

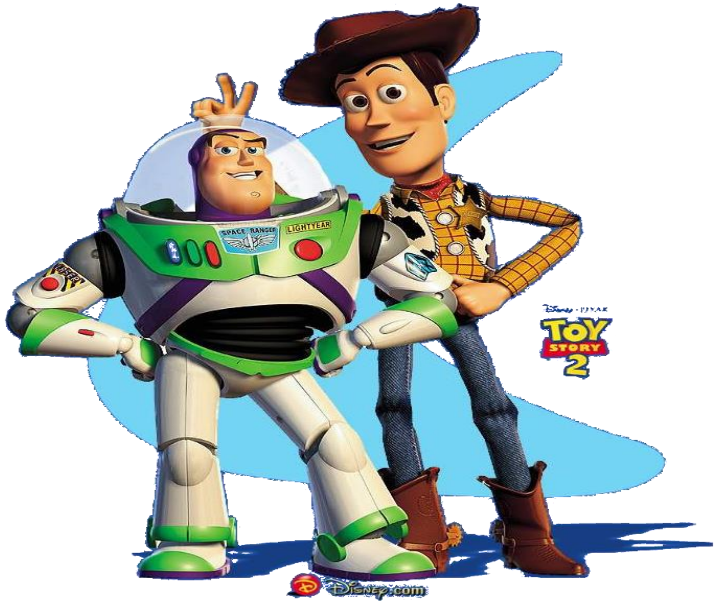
⇦ Mapping

Developmental History: 1980-1990

- Special purpose hardware
  - Silicon Graphics geometry engine
    - VLSI implementation of graphics pipeline
- Industry-based standards
  - PHIGS
  - RenderMan
- Networked graphics: X Window System
- Human-Computer Interface (HCI)

Developmental History: 1990-2000

- Completely computer-generated feature-length movies (Toy Story) are successful
- OpenGL API
- DirectX (September 1995 as the Windows Games SDK)
- New hardware capabilities
    - Texture mapping
    - Blending
    - Accumulation, stencil buffers



Developmental History: 2000-...

- Photorealism (real-time)
- Graphics cards for PCs dominate market
  - Nvidia, ATI
- Game boxes and game players determine direction of market
- Computer graphics routine in movie industry: Maya, Lightwave
- Programmable pipelines

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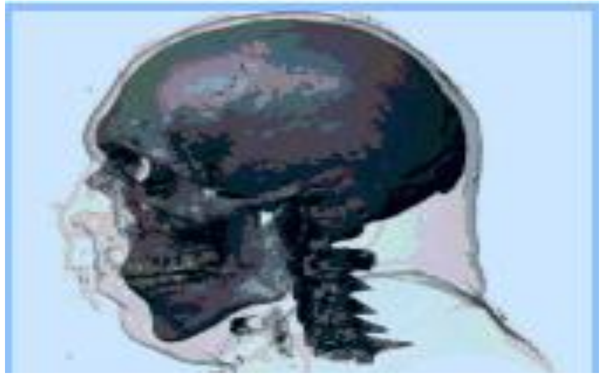
Applications Areas

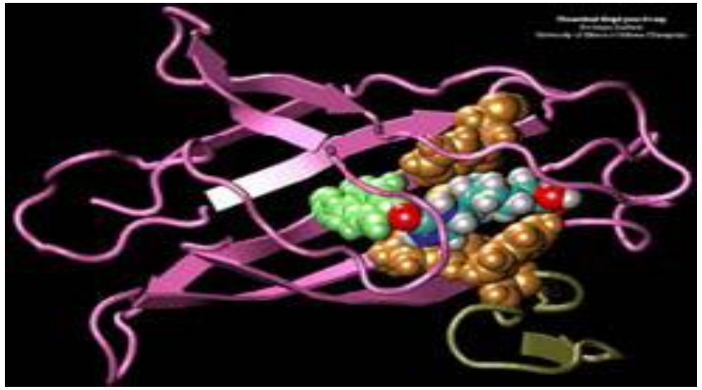
- **Look at 5 areas**
  - Hardware
  - Rendering
  - Interaction
  - Modeling
  - Scientific Visualization

Game/Film Industry

Computer Aided Design



Medical Imaging



Scientific Visualization

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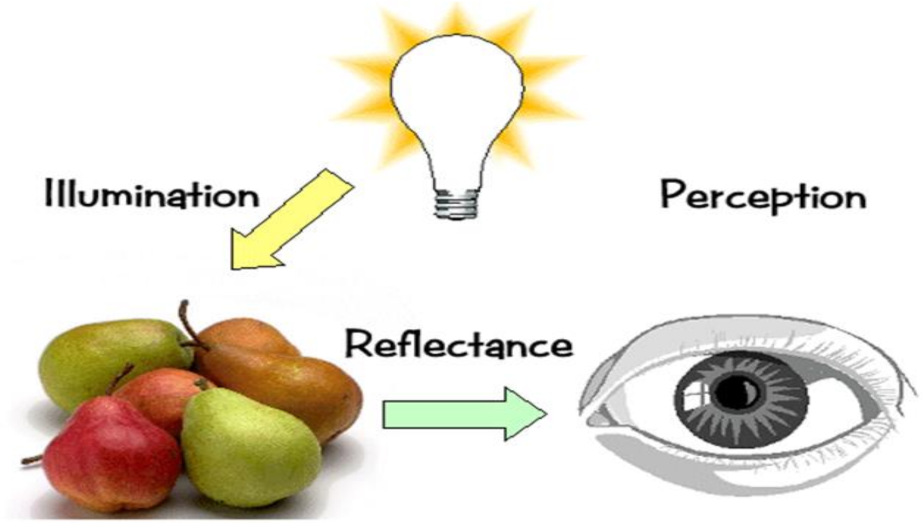
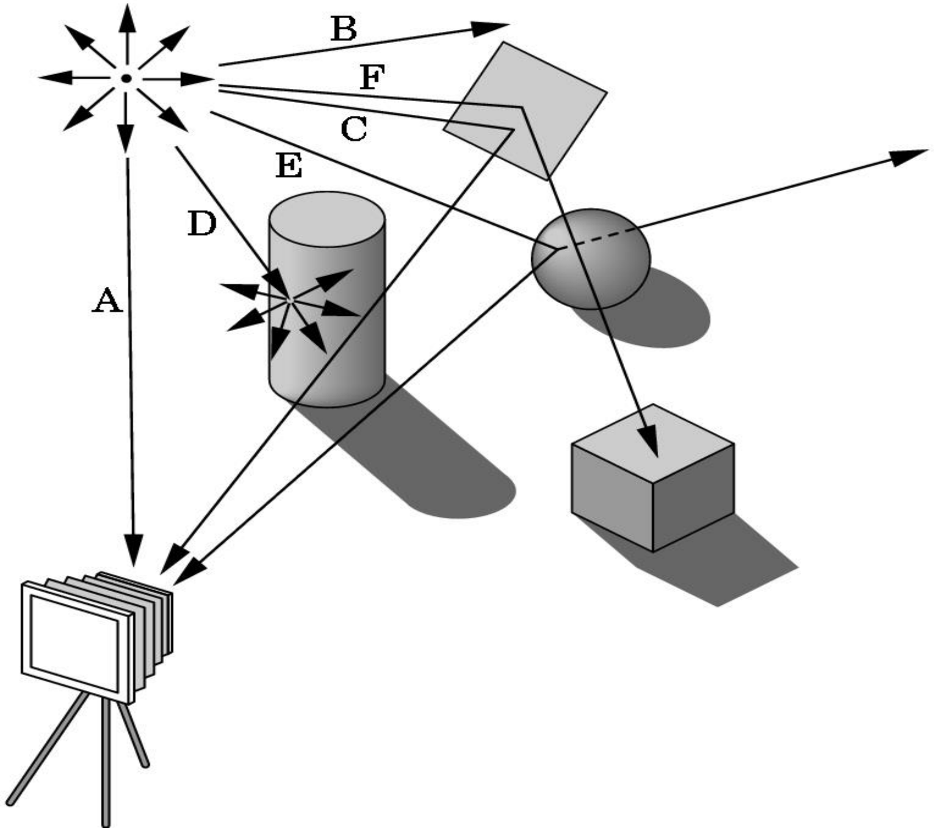
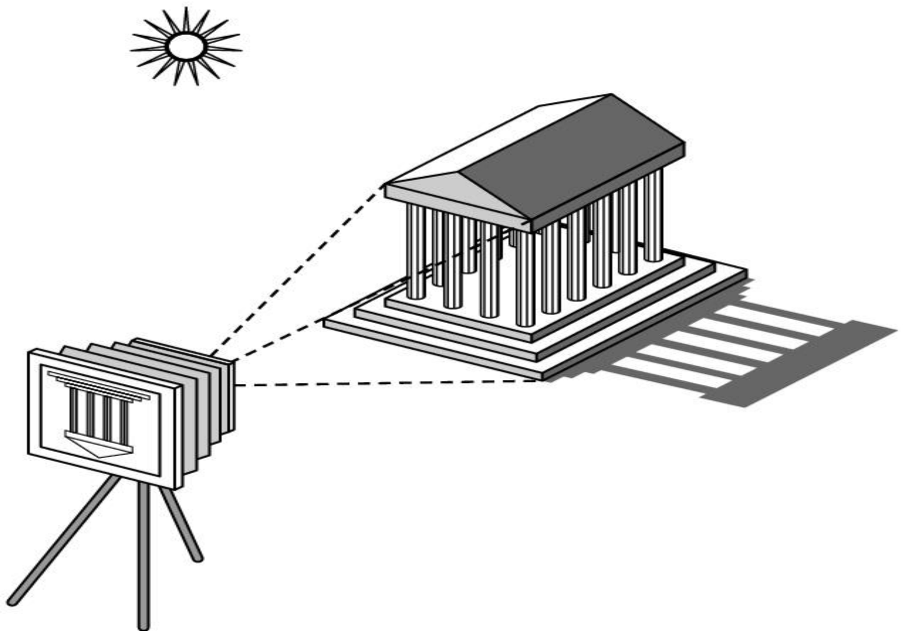
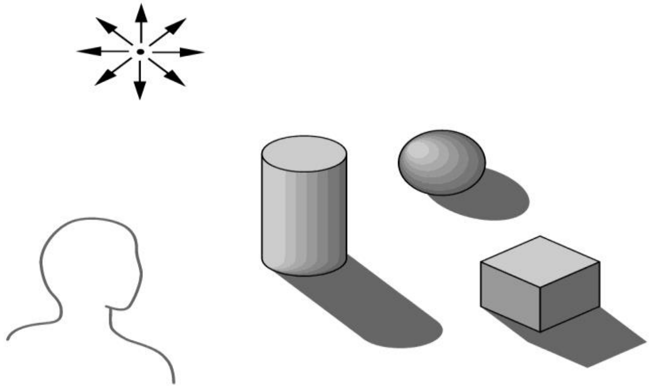




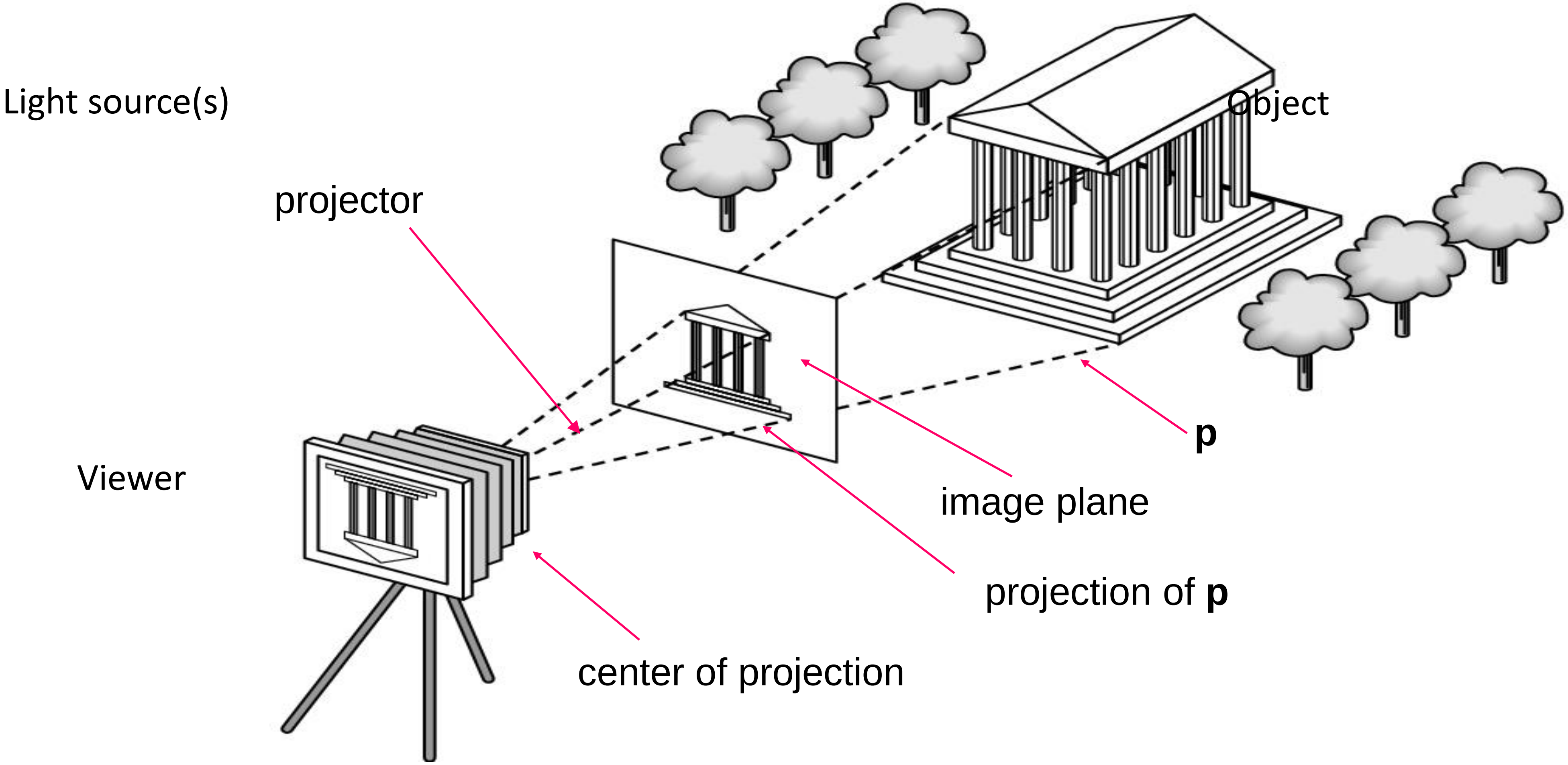
- Each light ray may have interactions with objects before being absorbed or going to infinity
- One way to form an image is to follow light rays from a point source, finding which rays enter the lens of the camera.

- In computer, 2D images are formed from a process analogous to how images are formed by physical imaging systems
- Elements of Image Formation:
  - Objects
  - Viewer
  - Light source(s)
    - Light: Global >< Local
    - Cannot compute color or shade of each object independently
    - Some objects are blocked from light
    - Light can reflect from object to object
    - Some objects might be translucent.



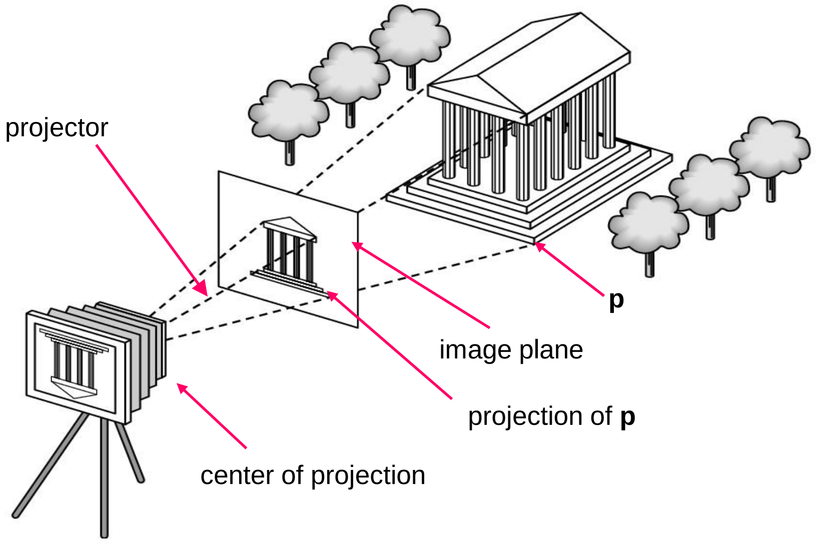


Synthetic Camera Model



Synthetic Camera Model

- **Advantages**
  - Separation of objects, viewer, light sources
  - 2D graphics is a special case of 3D graphics
  - Leads to simple software API
    - Specify objects, lights, camera, attributes
    - Let implementation determine image
  - Leads to fast hardware implementation



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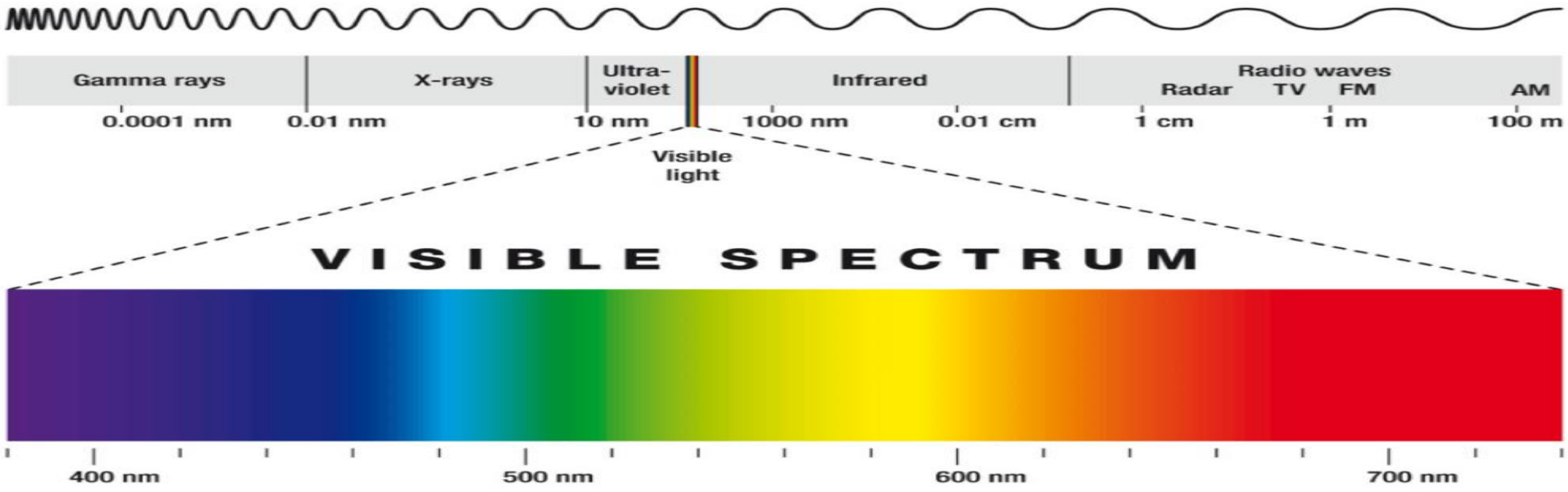
Colors

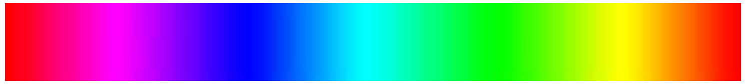
- Color: a narrow frequency band within the electromagnetic spectrum, with wavelengths in the range of about 350-750 nm
- In visible band, each frequency corresponds to a distinct color
- High-frequency (short wavelength) appear as Violet, Low-frequency (long wavelength) as Red.



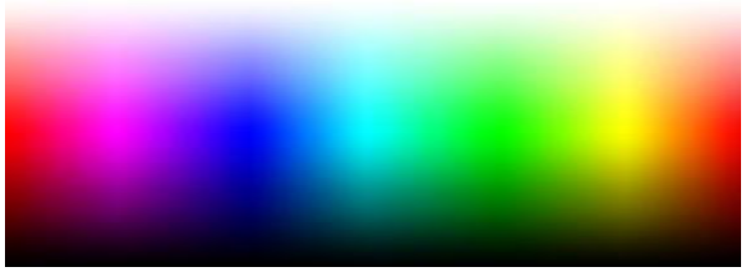
Color Terminology

- **Hue** (color) is a dominated wavelength or pure color with no black or white added (blue, green, red, etc.). The same colors may increase the intensity, but will not change the hue.
- **Saturation** (purity) refers to how strong or weak a color is, depends on the amount of white/black which is added to a color.

  e.g: Red and Pink have the same hue,
  but a different saturation



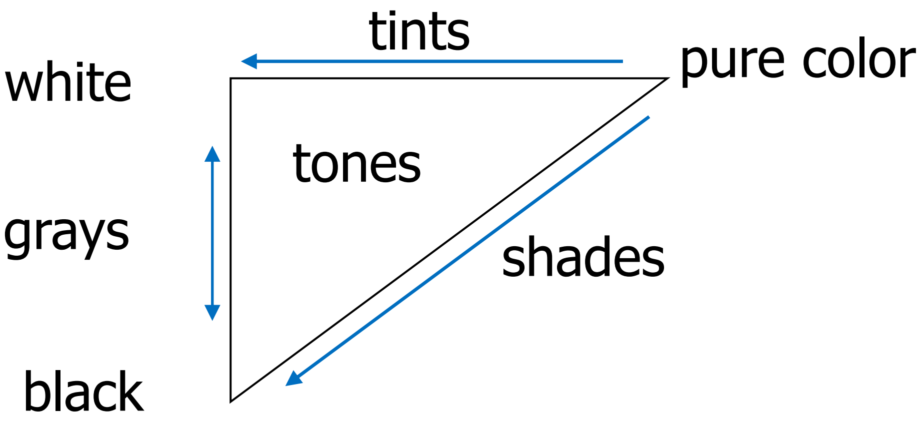
- **Lightness** is luminance (reflecting objects)
- **Brightness** is luminance (self-luminous objects, *e.g:* Sun, CRT)
- **Value** (Intensity, Lightness, Brightness) refers to how light or dark a color is (light having a high value).



Color Terminology

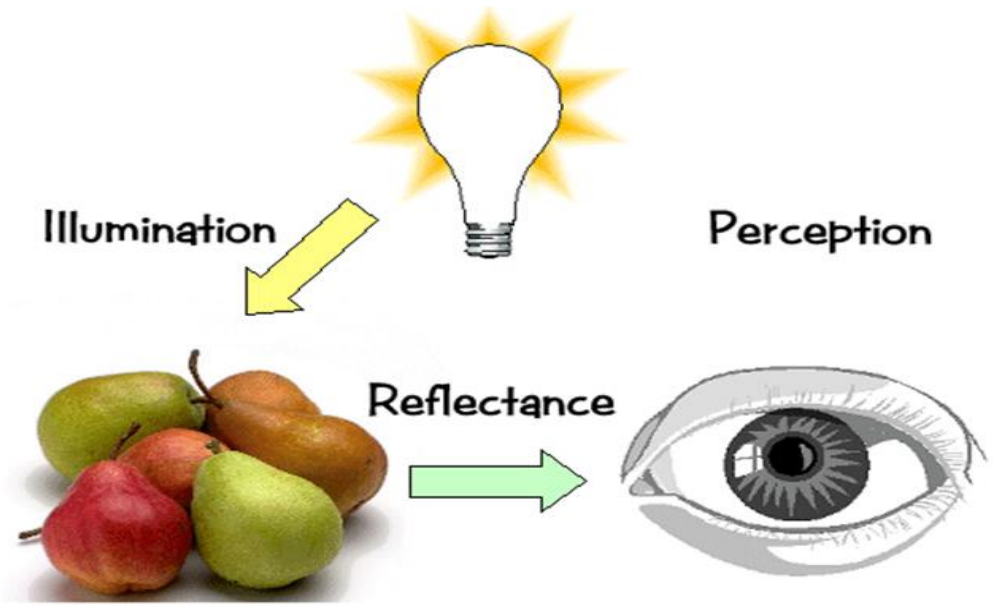
- **Tint** is created by adding white to a hue, making it lighter than the original color
  ⇨ Saturation reduced
- **Shade** is created by adding black to a hue, making it darker than the original color
  ⇨ Lightness reduced
- **Tone** is created by adding both white and black to a hue, making it darker/lighter than the original color.

- Gray = Black + White
- Tint, Shade, Tone
  ⇨ create different colors of the same hue.



Colors of an object

- Light source emits “white light” (all frequencies of light)
- Object reflects/absorbs some frequencies
- Colors of an object = combination of frequencies reflected



Luminance and Color Images

- **Luminance Image**
  - Monochromatic
  - Values are gray levels
  - Analogous to working with black and white film/television
- **Color Image**
  - Has perceptional attributes of Hue, Saturation & Lightness

Do we have to match every frequency in visible spectrum?
⇨ **No**! - Graphic packages provide color palettes to users
(often employ two or more color models)

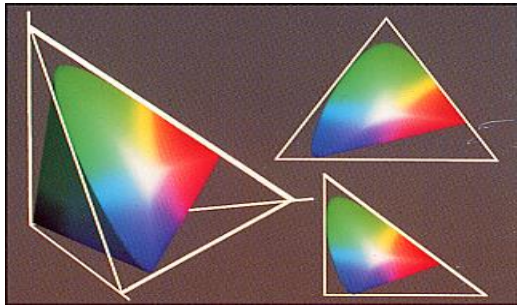
- **Color model**: an orderly system for creating a whole range of colors from a small set of primary colors.
- **CIE color model**: the most common color space were created by the International Commission on Illumination in 1931, known as the Commission Internationale de l'Elcairage (CIE).
  - three primary colors (saturated): X, Y, and Z
  - any color (color gamut): $C = AX + BY + CZ$,
  - normalized: $x = A/(A+B+C)$; $y = B/(A+B+C)$; $z = 1-x-y$

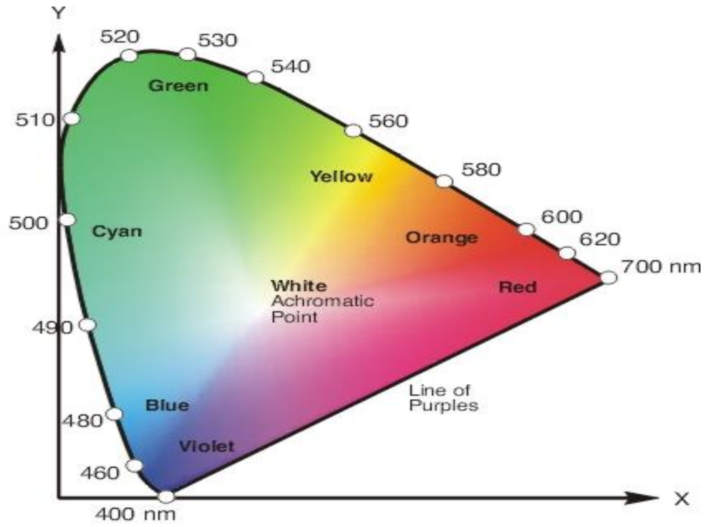
  ⇨ $c = xX + yY + zZ$,

  total light intensity: $x + y + z = 1$

  ⇨ c lies in the 3D plane:

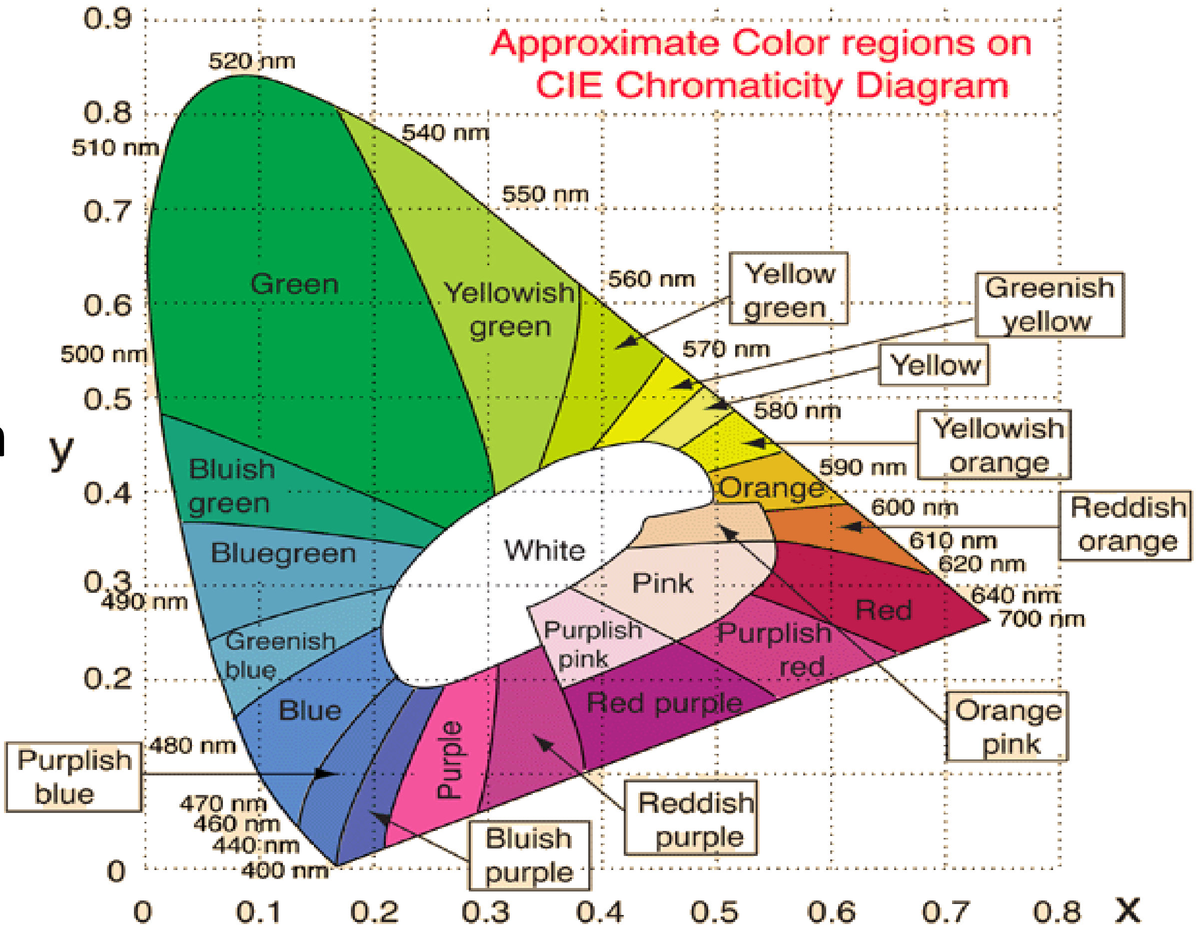
  $$x + y + z = 1$$





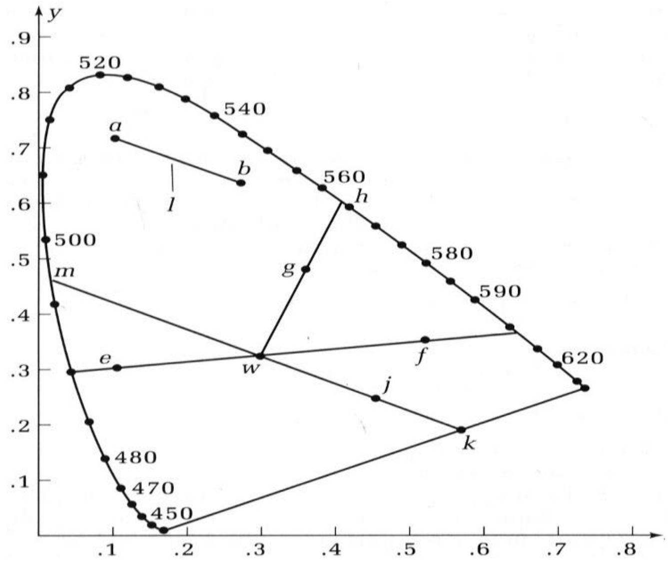
CIE chromaticity diagram

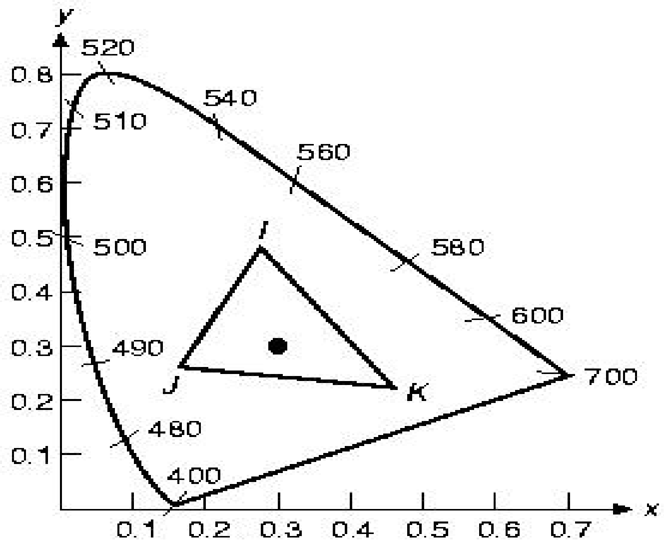
- Plotting **c(λ)=(x(λ), y(λ))** by viewing the 3D curve in an orthographic projection, looking along the z-axis
- Hue: inscribing a line from White through the color to the edge of the diagram, Hue is the wavelength of the color at the intersection of the edge and the line.
- Saturation: the ratio of the distance of the color from White on the above line and the length of the whole line.



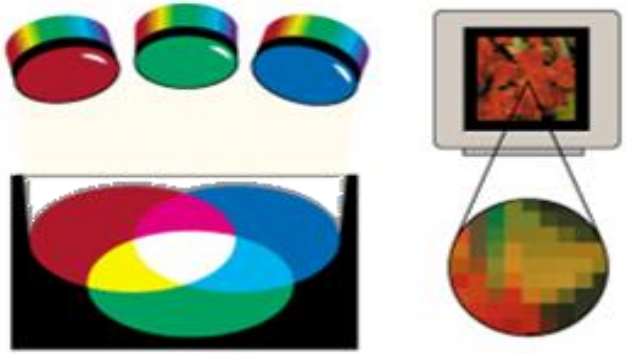
CIE chromaticity diagram

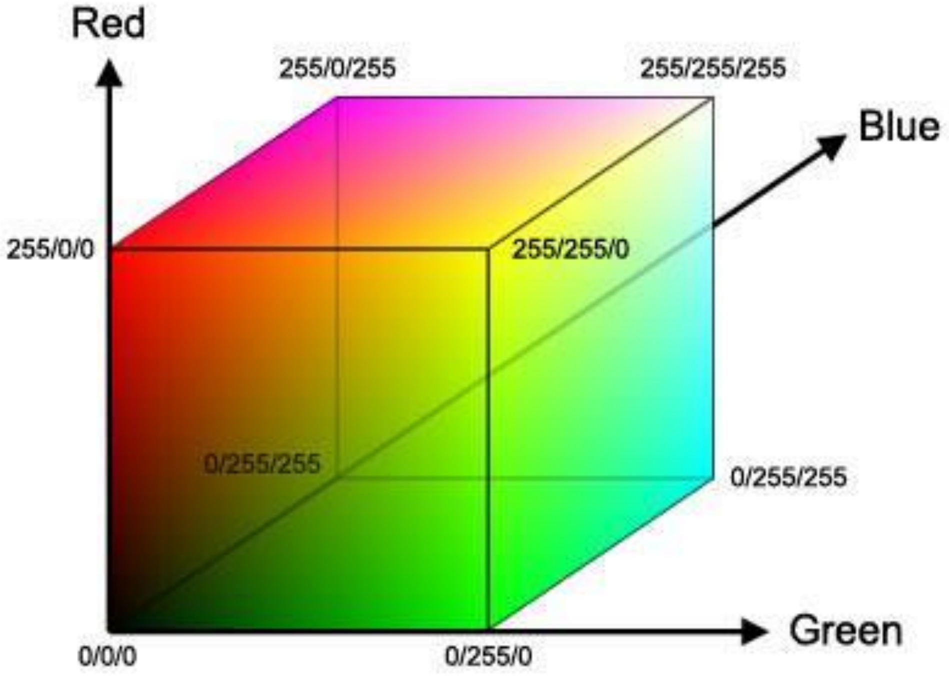
- Any two colors on a line passing through White and added up to be white are *complementary colors*.
  - e.g: *e* and *f*
  - Red⇔Cyan; Green⇔Magenta; Blue⇔Yellow
- Any color within a triangle can be generated by the three vertices of the triangle, called the *color gamut*.
  - a point inside ΔIJK is a convex combination of 3 points I, J, K





- Color gamut is a subset of all visible chromaticities, so color model does not contain all visible colors
- In the 3D color coordinate system, a subset can contain all colors within a gamut
- Example: RGB color model
  - 3D Cartesian coordinate system
  - Unit cube subset
  - Use CIE XYZ space to convert to

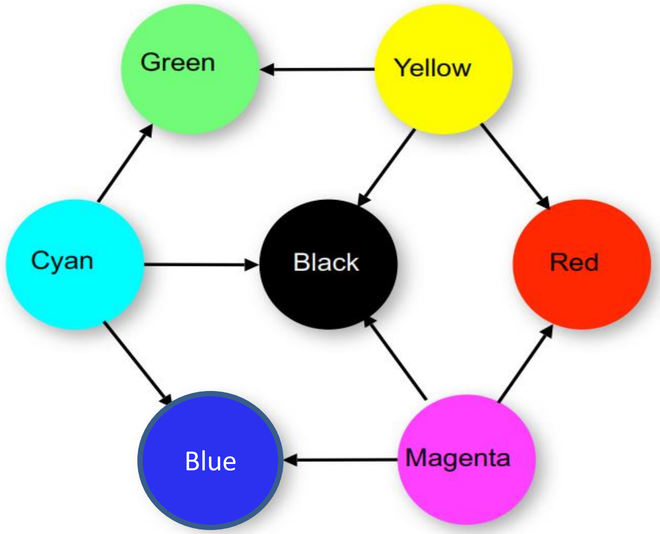


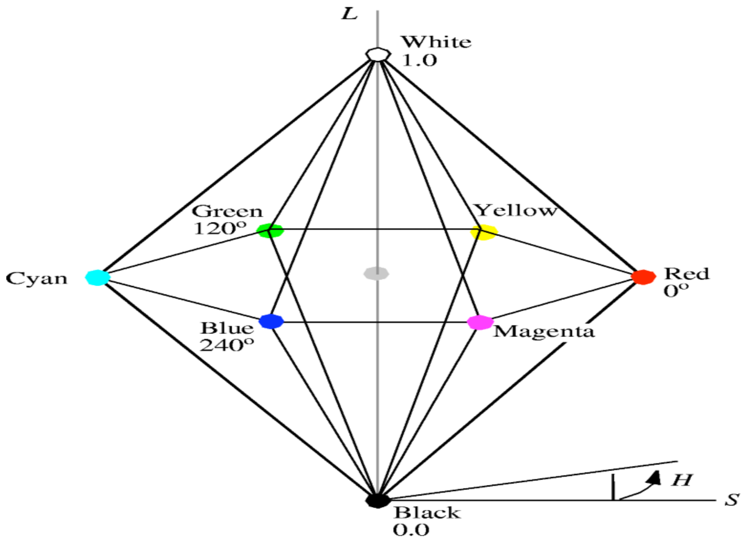


There are two types:

- **Hardware-oriented models:**
  not intuitive, do not relate to concepts of Hue, Saturation, Brightness
  - RGB ⇨for color monitors
  - CMY (cyan, magenta, yellow),
    CMYK (cyan, magenta, yellow, black)
    ⇨ for color printing
- **User-oriented models:**
  - HSV (hue, saturation, value),

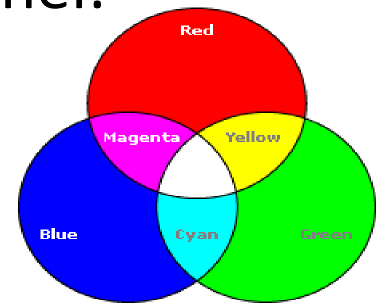
  also called HSB (B-brightness)
  - HLS (hue, lightness, saturation)



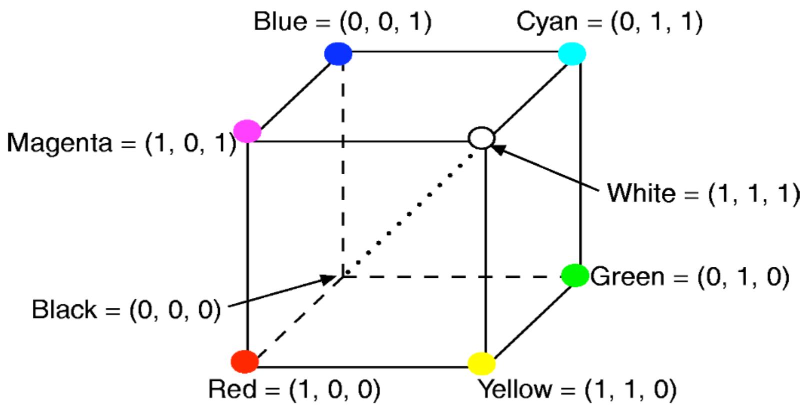


The RGB Color Model

- **RGB** (**Red**-**Green**-**Blue**): an additive color model for computer displays uses light to display color.
- Gamut: individual contributions of each primary color added together. Gray levels on main diagonal.
  - $C = rR + gG + bB$, where $r, g, b \in [0, 1]$
  - Grays = (x, x, x), where x $\in$ (0, 1)



- **Hue** is defined by the one or two largest parameters
- **Saturation** can be controlled by varying values of R, G, B
- **Luminance** can be controlled by varying magnitudes while keeping ratios constant



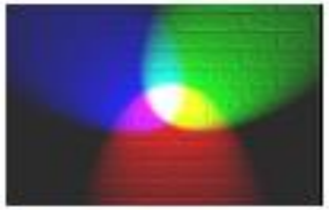
The RGB Color Model

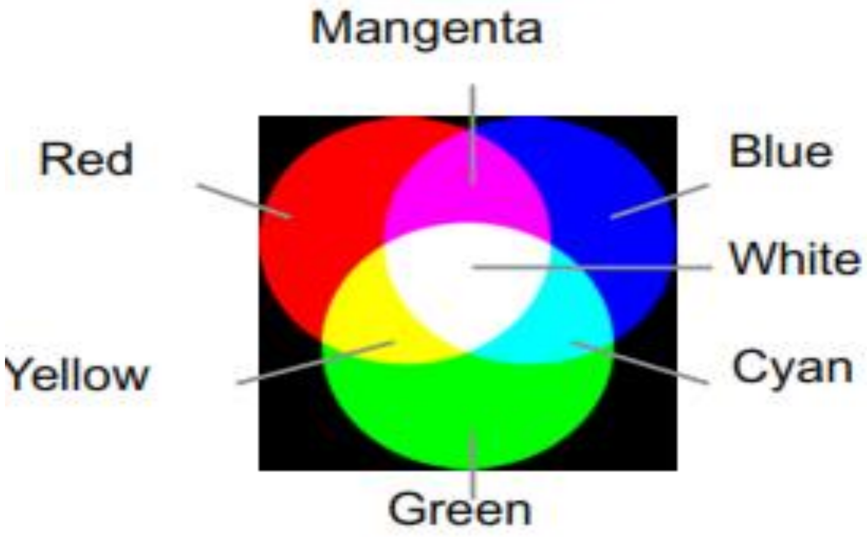
- Conversion from one RGB gamut to another: convert one to XYZ, then convert from XYZ to another
- Form of each transformation:

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \begin{bmatrix} X_r & X_g & X_b \\ Y_r & Y_g & Y_b \\ Z_r & Z_g & Z_b \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

  - Where Xr, Xg, and Xb are weights applied to monitor's RGB colors to find X, etc.

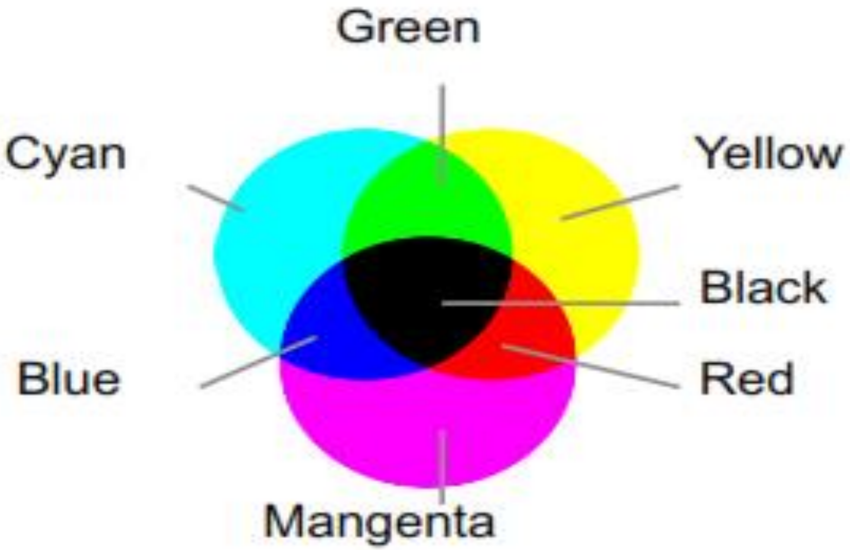
Additive vs. Subtractive Color Systems





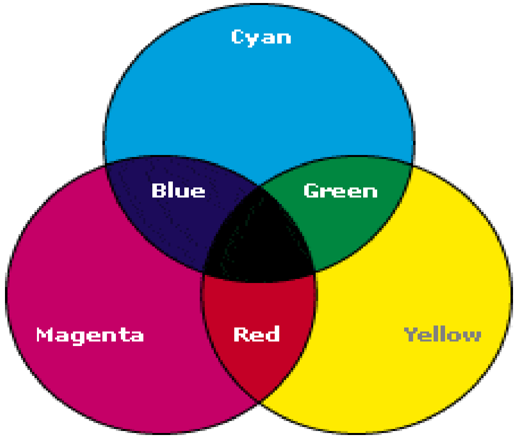
RGB

- Print systems use subtractive color system:



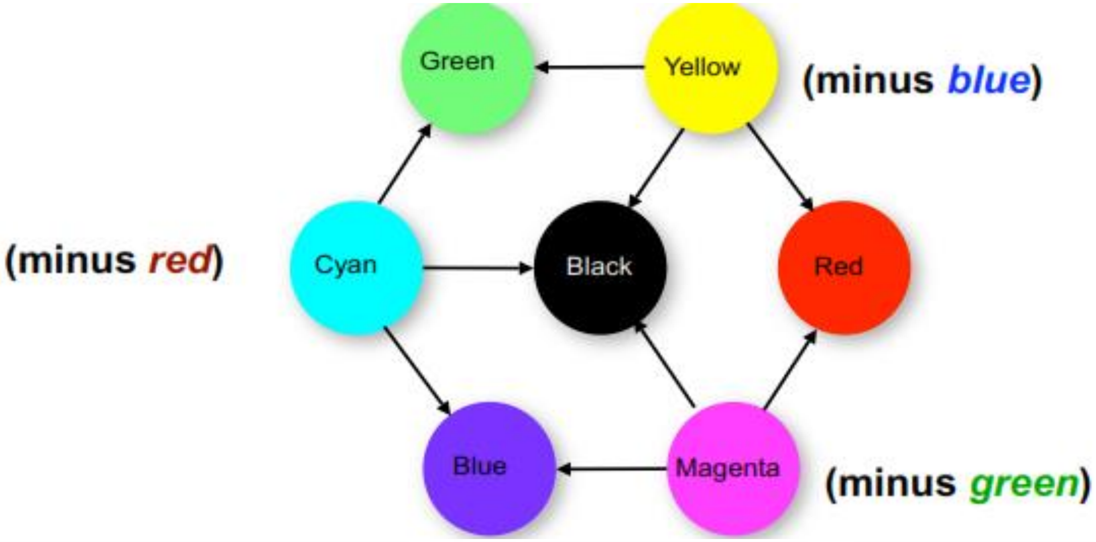
CMY

The CMY Color Model



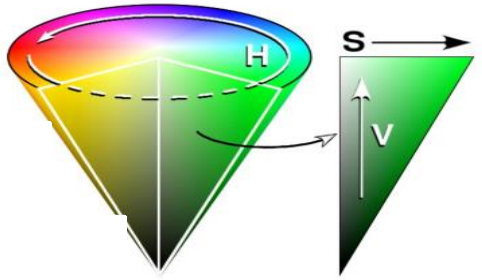
- CMY (Cyan-Magenta-Yellow)
  the subtractive color model used
  in light absorbing devices, color printing.
- Complements of RGB:
  - Color specified by what is subtracted from white light
  - C absorbs R, M absorbs G, and Y absorbs B
- Conversion from RGB to CMY

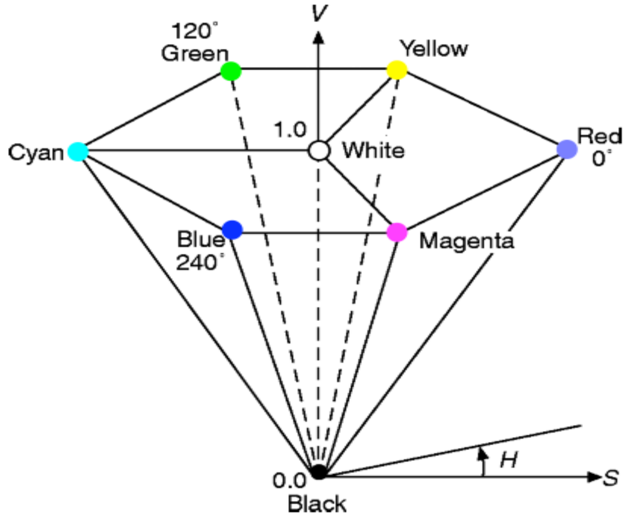
$$\begin{bmatrix} C \\ M \\ Y \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} - \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$



The HSV Color Model

- **HSV:** Hue, Saturation, Value (Brightness)
- Hexcone subnet of Cylinder coordinate system
  - The V = 1 plane (hexagon) is obtained from the color cube in isometric projection.
  - Gamut = (h, s, v), where h ∈ [0, 360) and s, v ∈ [0, 1]
    - hue: angle round the hexagon
    - saturation: distance from the center
    - value: axis through the center



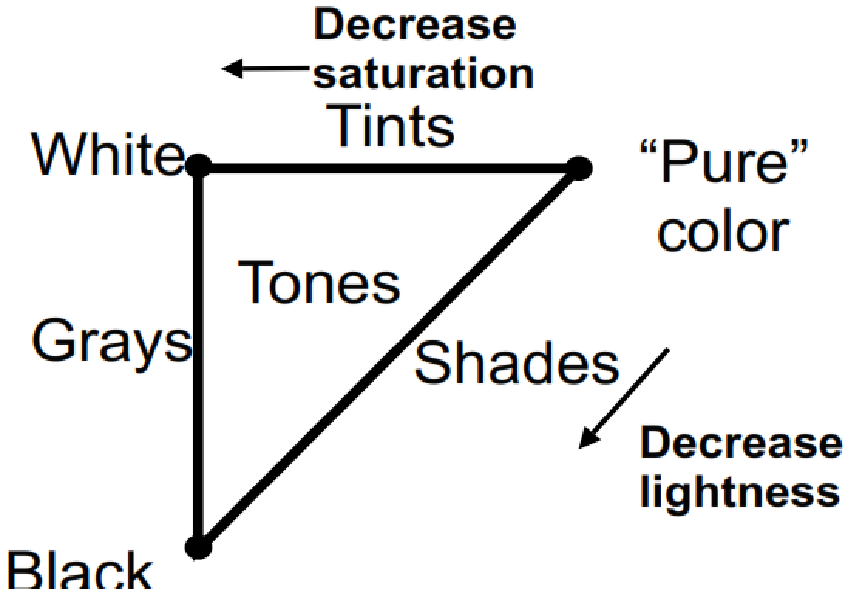


The HSV Color Model

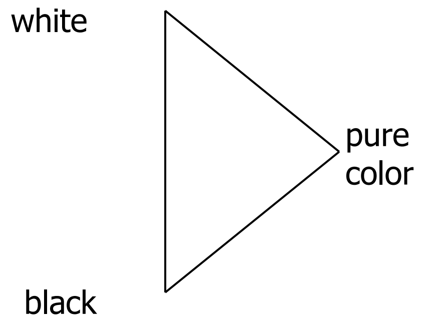
- Human eyes can distinguish: 128 hues, 130 saturations/tints, 23 shades of yellow colors, 16 of blue colors

  ⇨ 128 x 130 x 23 = 82720 colors

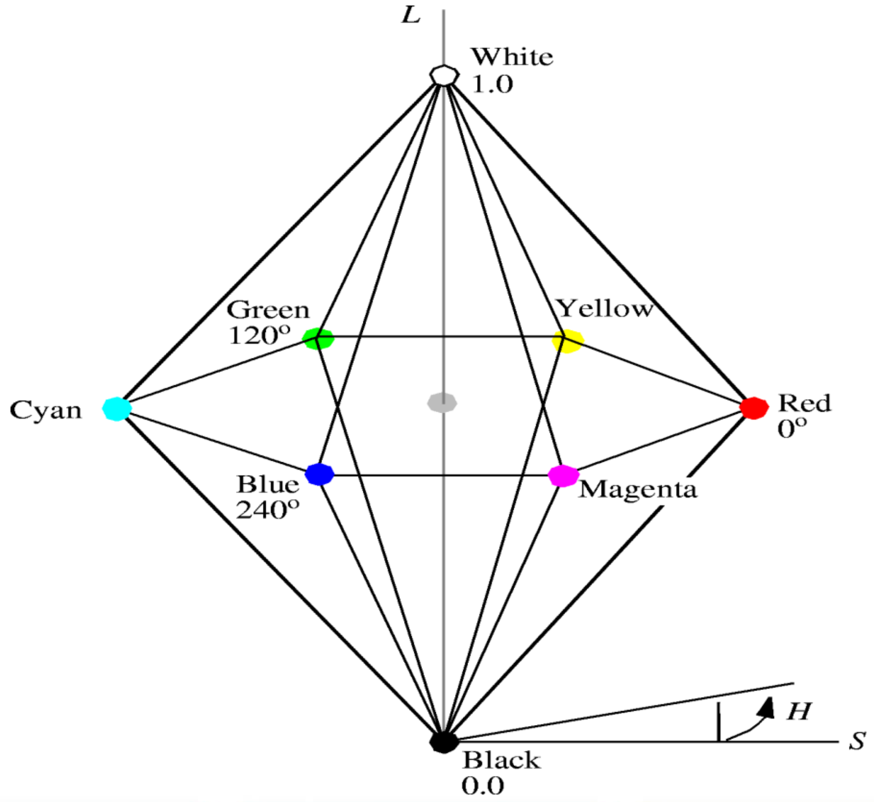
- Has intuitive appeal of the artist's tint, shade, and tone model
  - Pure pigments are (x,1,1);
    e.g: pure red ⇔ H = 0, S = 1, V = 1;
  - tints: adding white pigment
    ⇔ decreasing S at constant V
  - shades: adding black pigment
    ⇔ decreasing V at constant S
  - tones: decreasing S and V



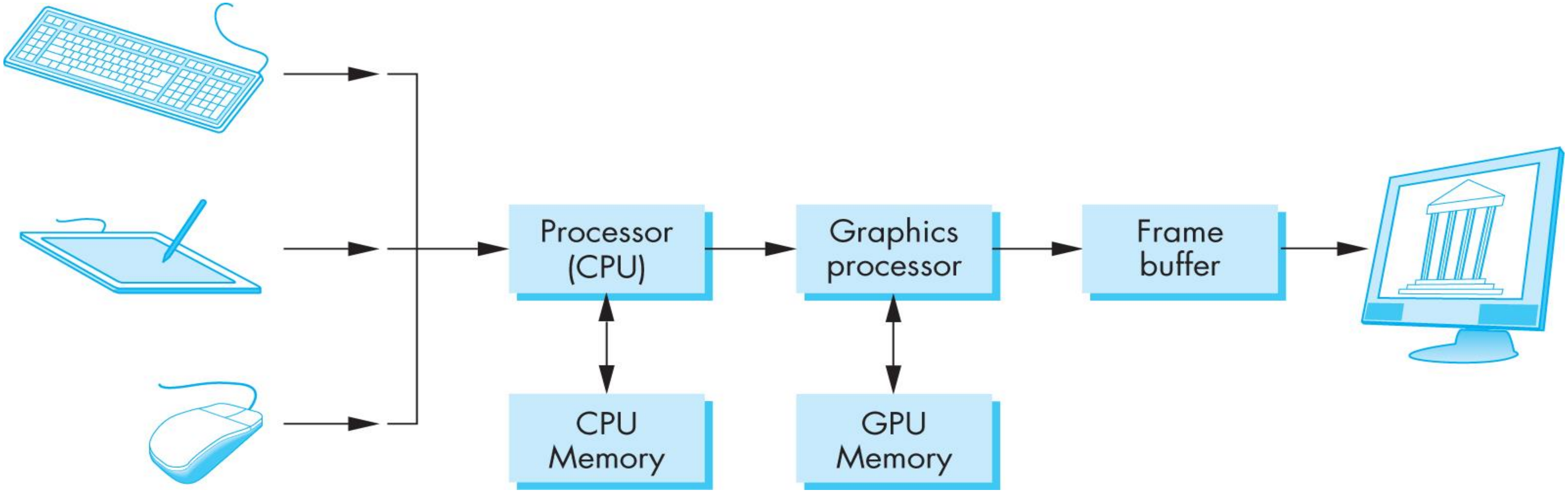
The HLS Color Model



- **HLS:** Hue, Lightness, and Saturation
- Double-hexcone subnet of Cylinder coordinate system
  - Base is from the hexagon as in HSV
  - Gamut = (h, l, s),
    where h $\in$ [0, 360) and l, s $\in$ [0, 1]
    - hue: angle round the base
    - lightness: axis through the center
    - saturation: distance from the center



CONTENTs



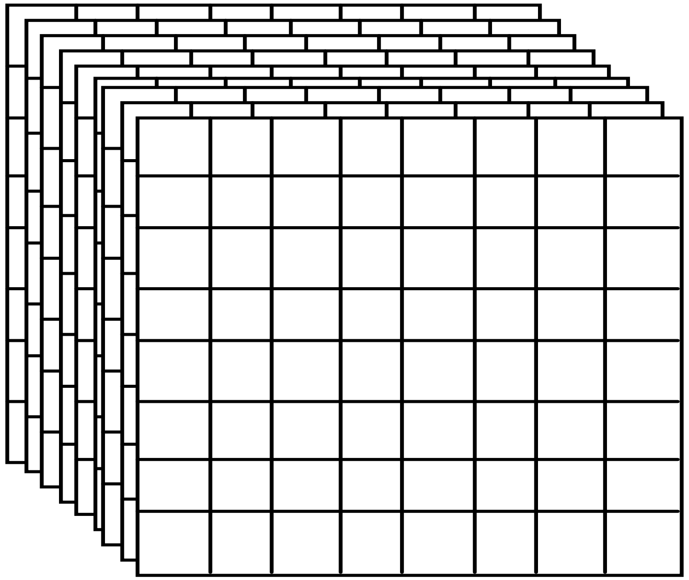
Input devices

Output device

Image formed in frame buffer

Frame Buffer (Video RAM)

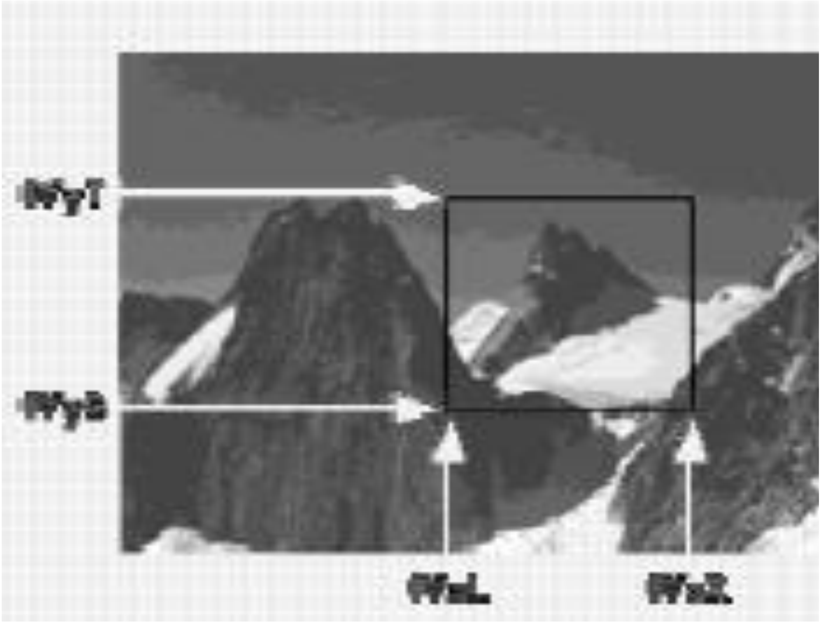
- **Frame buffer**
  - size,
  - x, y,
  - pixel depth.
- **Resolution**
  - Ex: 1024x1024 pixels.
- **Bit Planes / Bit Depth**
  - ? bit/pixel.
  - color resolution of video RAM.

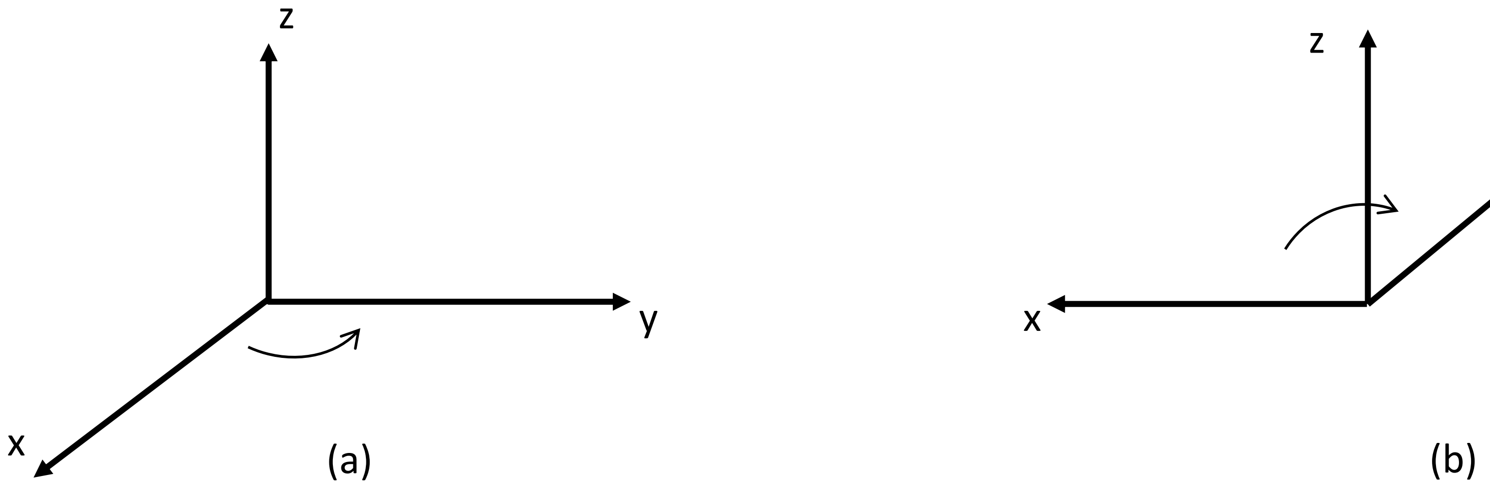


1 bit/pixel ⇨ Monochrome display
8 bits/pixel ⇨ 256 màu
24 bits/pixel ⇨ 16,777,216 màu

CONTENTs

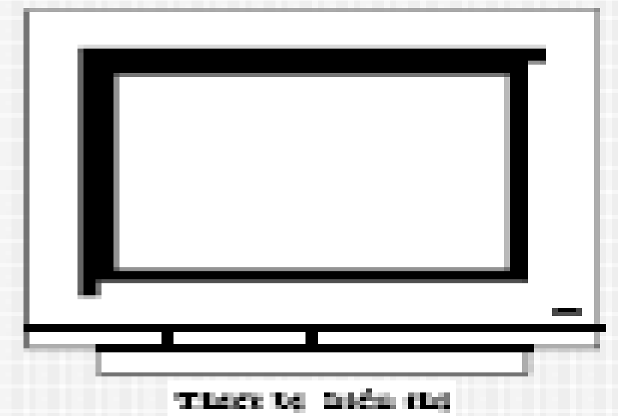
- **World Coordinate System (WCS)**
  - Mô tả các đối tượng thế giới thực.
  - Đơn vị đo phụ thuộc vào không gian, kích thước của đối tượng được mô tả: từ nm, mm... → m, km ...

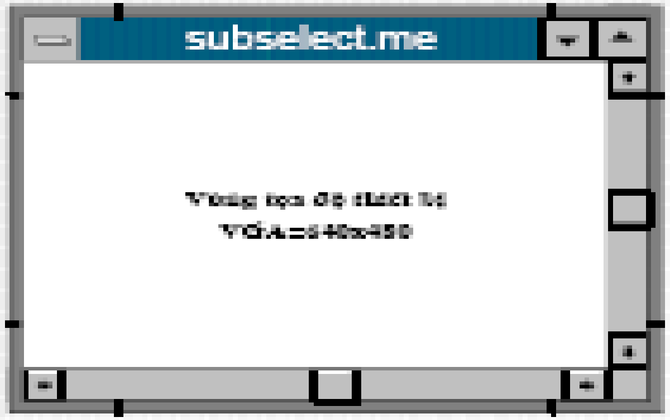




Hệ toạ độ theo quy ước bàn tay phải (a) và bàn tay trái (b)

- **Device Coordinate System (DCS)**
  - Dùng trong thiết bị xuất cụ thể: máy in, màn hình …
  - Đặc điểm:
    - Toạ độ điểm (x,y) trong đó x,y $\in$ N.
    - Toạ độ (x,y) giới hạn, phụ thuộc vào từng loại thiết bị
    - Gốc toạ độ O ở góc trên trái màn hình

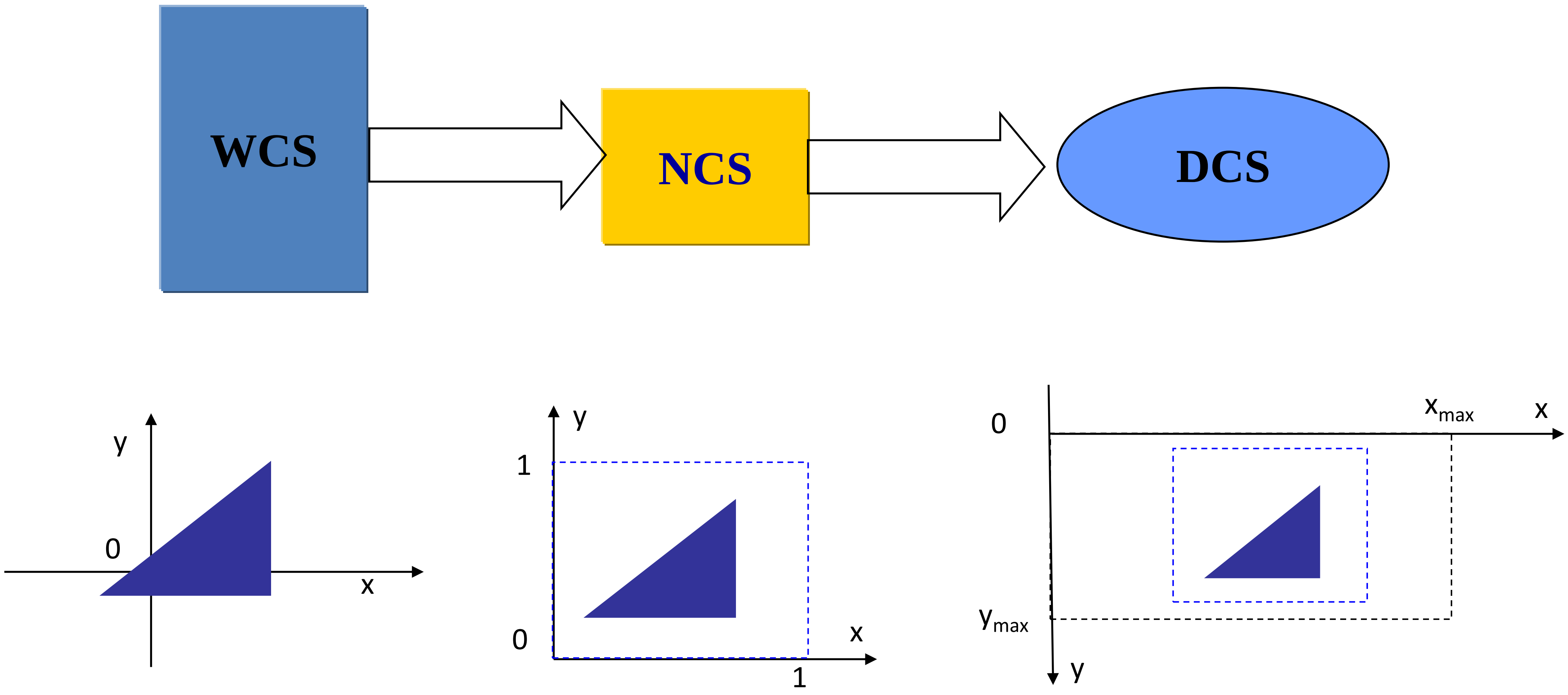




- **Normalized Coordinate System (NCS)**
  - Giải quyết vấn đề ứng dụng chạy trên thiết bị khác nhau
  - x,y $\in$[0,1].

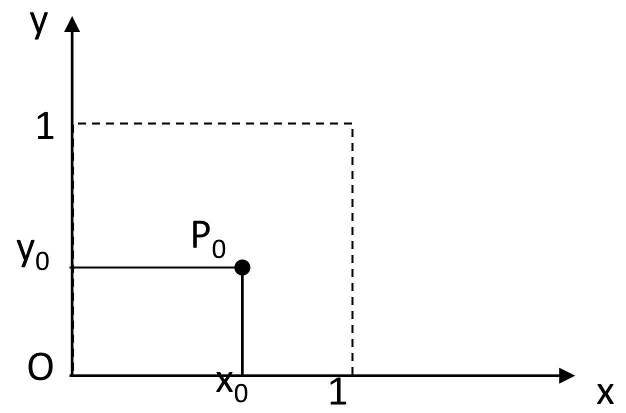
- **Các bước mô tả đối tượng thực:**
  - Ảnh được định nghĩa theo các toạ độ thế giới thực
  - Chuyển từ toạ độ thế giới thực sang toạ độ chuẩn.
  - Chuyển từ toạ độ chuẩn sang toạ độ thiết bị ứng với từng thiết bị cụ thể

- Các bước mô tả đối tượng thực:



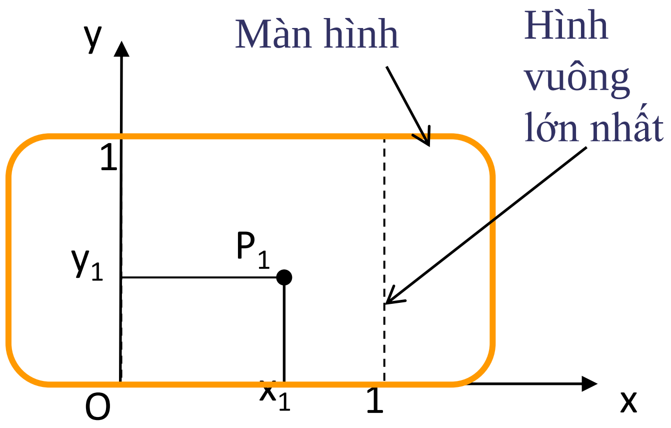
- **Chuyển từ hệ toạ độ thực sang hệ toạ độ chuẩn:**
  - Gọi c là cạnh hình vuông không gian lớn nhất trong hệ toạ độ thực chứa đối tượng cần hiển thị. P(x,y) ở thế giới thực được ánh xạ thành $P_0(x_0,y_0)$ trong hệ toạ độ chuẩn:

$$x_0 = x/c \qquad y_0 = y/c \qquad (x_0,y_0 \in [0,1])$$



- **Chuyển từ hệ toạ độ chuẩn sang hệ toạ độ thiết bị:**
  - $P_0(x_0,y_0)$ trong hệ toạ độ chuẩn được ánh xạ thành điểm $P_1(x_1,y_1)$ của hệ toạ độ thiết bị theo công thức:

$$x_1 = y_{max}x_0+(x_{max} - y_{max})/2 \qquad y_1 = y_{max}y_0$$



SUMMARY

- What is Computer Graphics?
- Developmental History
- Applications Areas
- Elements of Image Formation
- Color Models
- Basic Graphics System
- Coordinate System

Nhân bản – Phụng sự – Khai phóng

Enjoy the Course...!