



Course Overview

Introduction to Computer Graphics

Yu-Ting Wu

Course Information

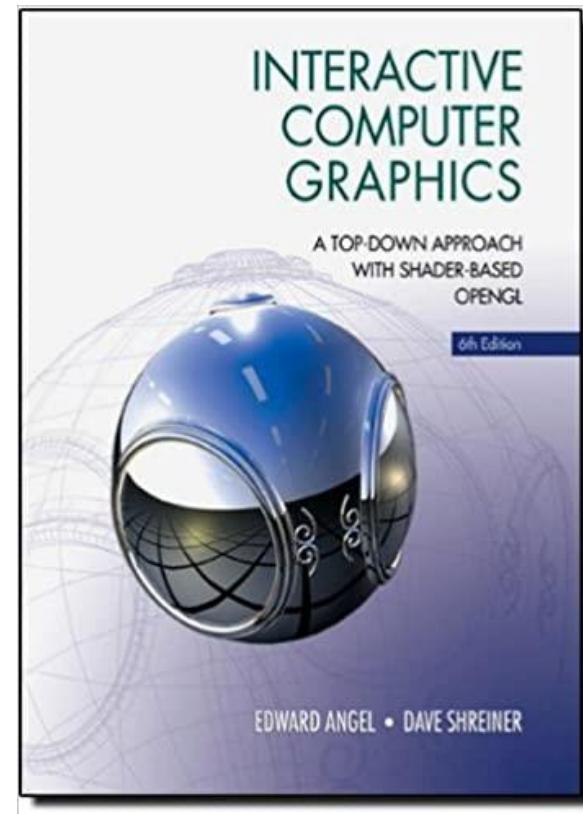
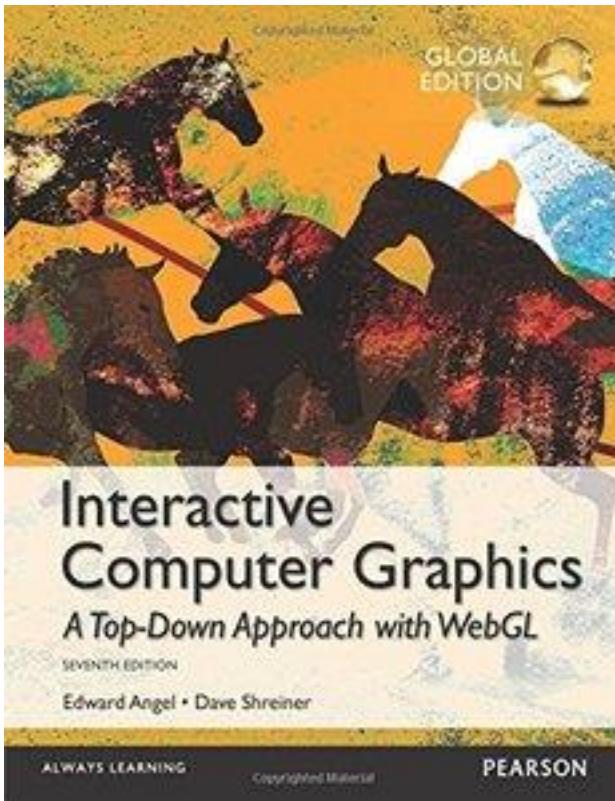
- **Meeting time:** 09:10 - 12:00, Monday
- **Classroom:** 電1F-03
- **Instructor:** 吳昱霆 ([Yu-Ting Wu](#))
- **Teaching assistants:** 周上詠
- **Course webpage:**
 - <https://kevicosner.github.io/courses/ICG2022/>
- **Grading:**
 - Assignments: 60% (4 programming homework)
 - Final exam: 35%
 - Participation: 5%

HW Late Policy HW

- One day 90%
- Two days 80%
- Three days 70%
- Four days 60%
- Five days+ 50%
- E.g., assume the deadline for the HW is 12/24 23:59 and you submit your HW on 12/25, you will get a 10% penalty
- You should **NOT** share codes with any **living creatures** (**if caught, you will get zero**)

Textbook (Optional)

- **Interactive Computer Graphics: A Top-Down Approach with WebGL (7th) / Shader-based OpenGL (6th)**



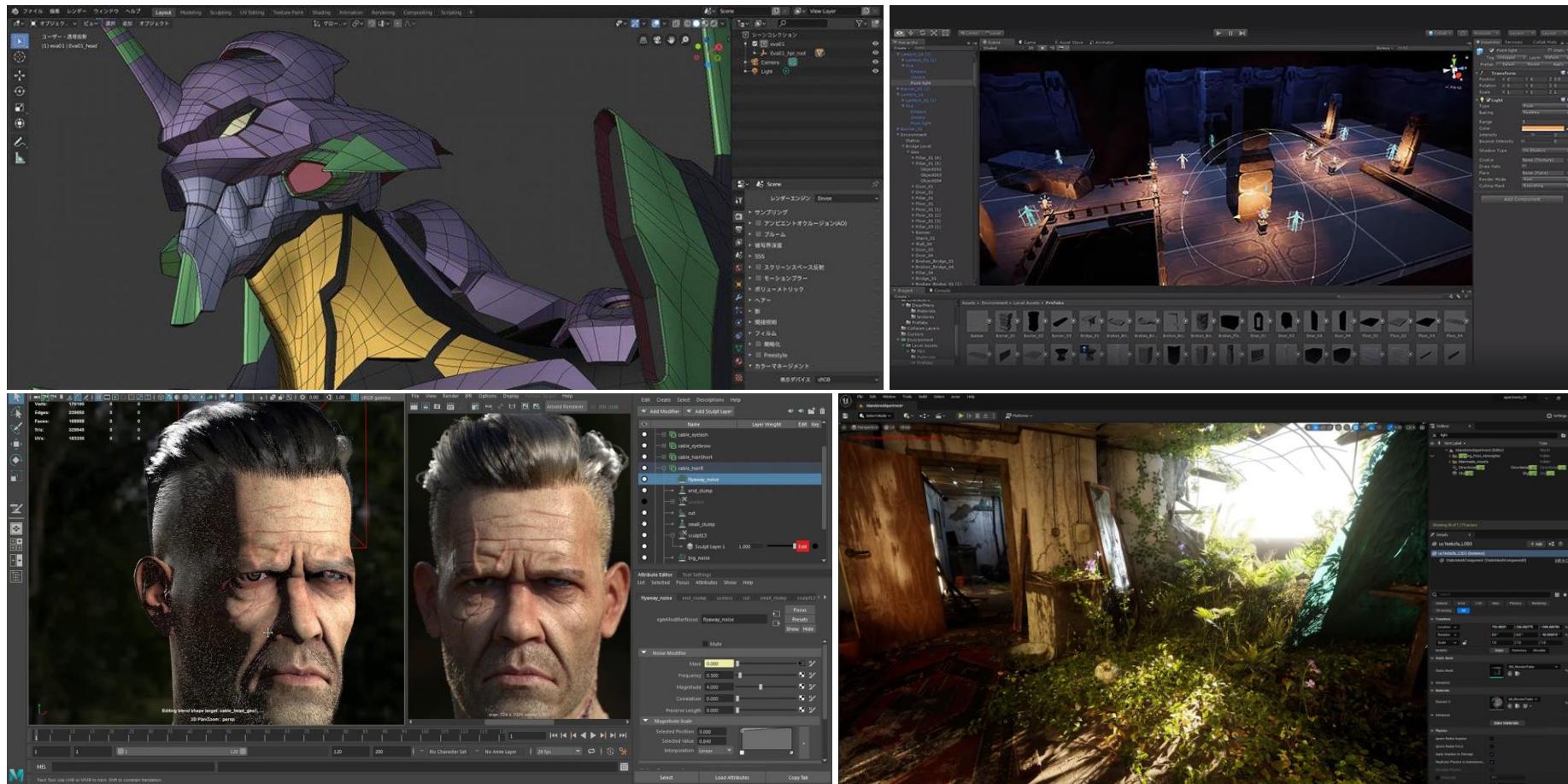


Prerequisites

- **C++ programming** experience is required
- Basic knowledge of **data structure** and **objected-oriented programming** is essential
- A not-too-bad computer for running your programs
 - Run the test program to validate your computer
- It is a **plus** if you
 - Are familiar with **linear algebra**
 - Have taken my course, **multimedia technology and applications**
 - Have experience in **image processing**

This course is **NOT** about using Editors

- Instead, we learn the techniques behind the software!

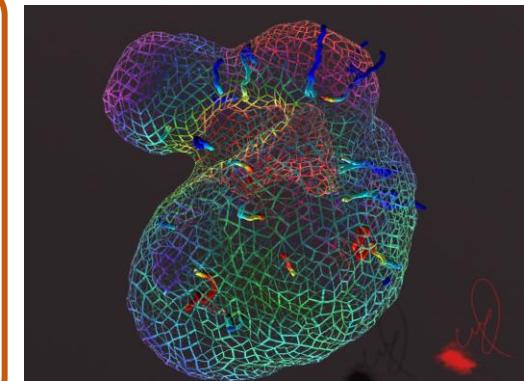
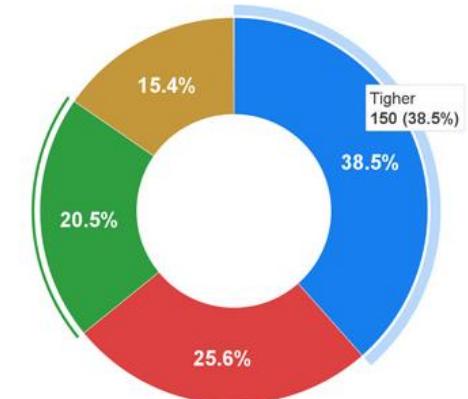
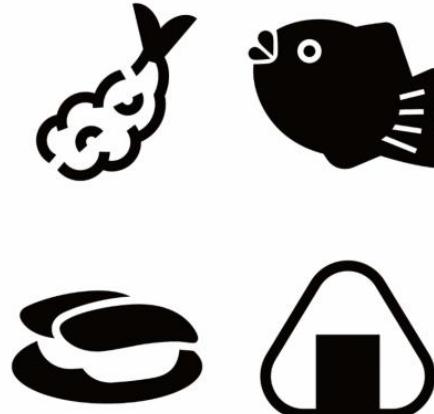


Introduction

What is Computer Graphics

- A sub-field of computer science that studies methods for **digitally synthesizing** and **manipulating** visual content (from *wiki*)
- Is concerned with all aspects of **producing pictures or images using a computer** (from our *textbook*)

These are All Computer Graphics



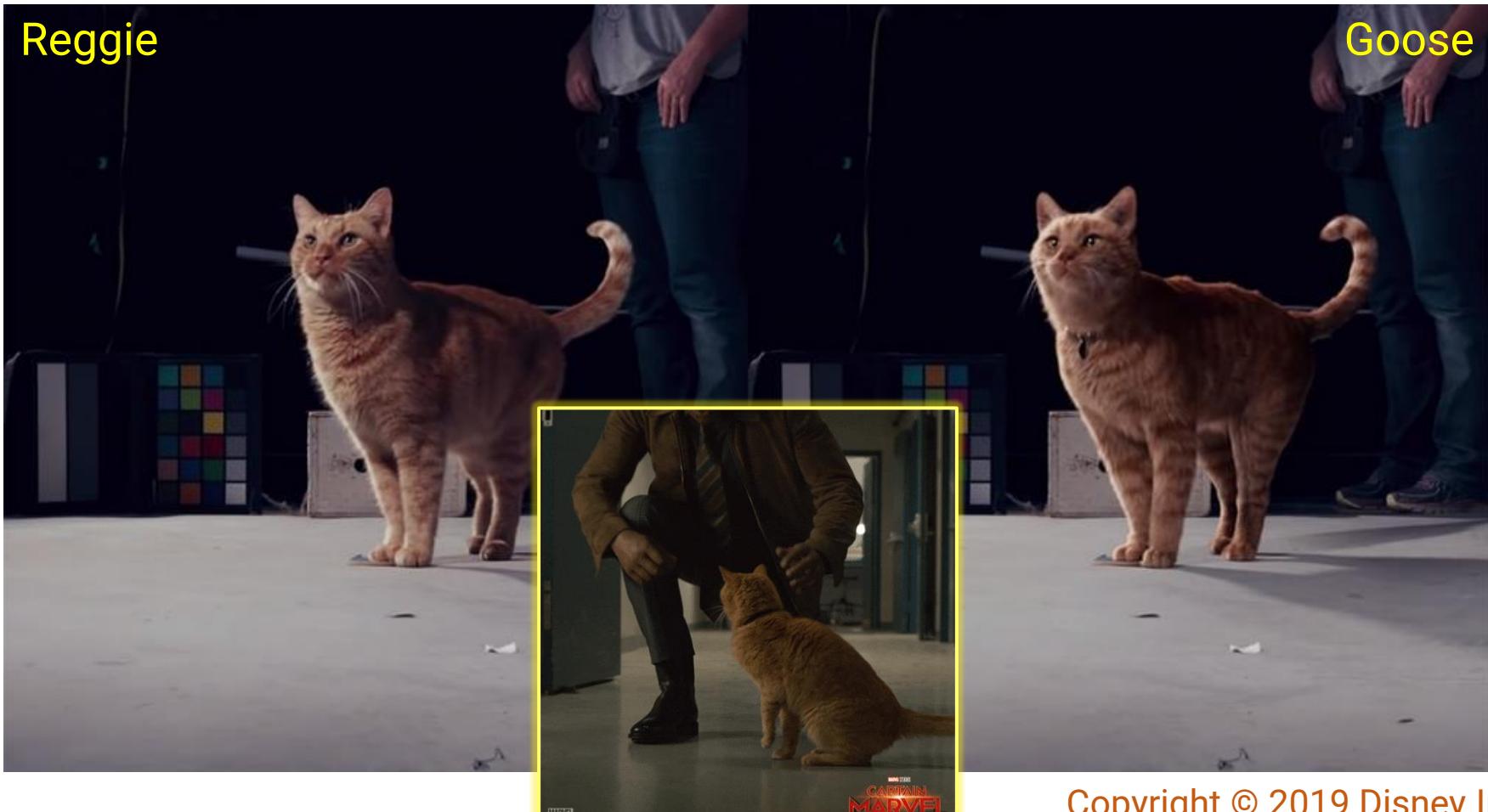
What we will focus on in this course

Goals of 3D Computer Graphics

- **Digitally synthesize and manipulate** a virtual world



Goals of 3D Computer Graphics (cont.)



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Goals of 3D Computer Graphics (cont.)



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A Quick Overview

How to Synthesize an Image

- Model geometry of the 3D objects (scene)



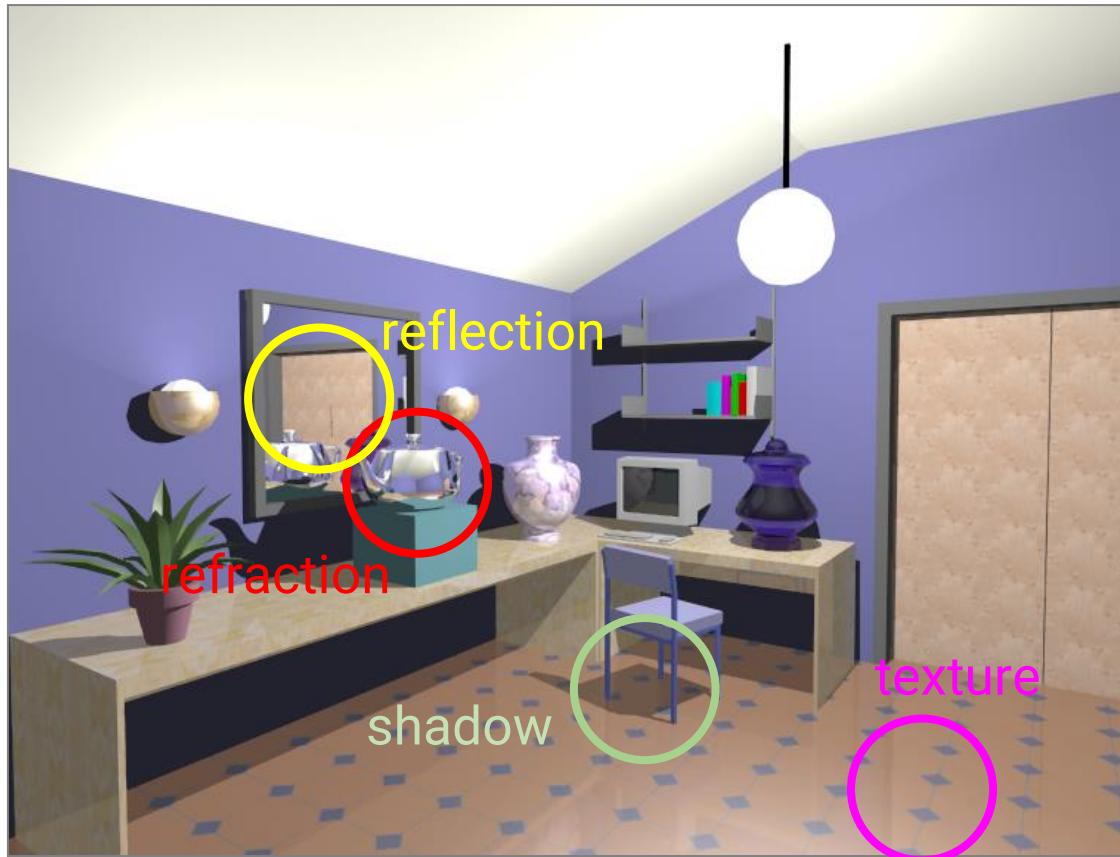
How to Synthesize an Image (cont.)

- Model materials of the 3D objects and simulate lighting



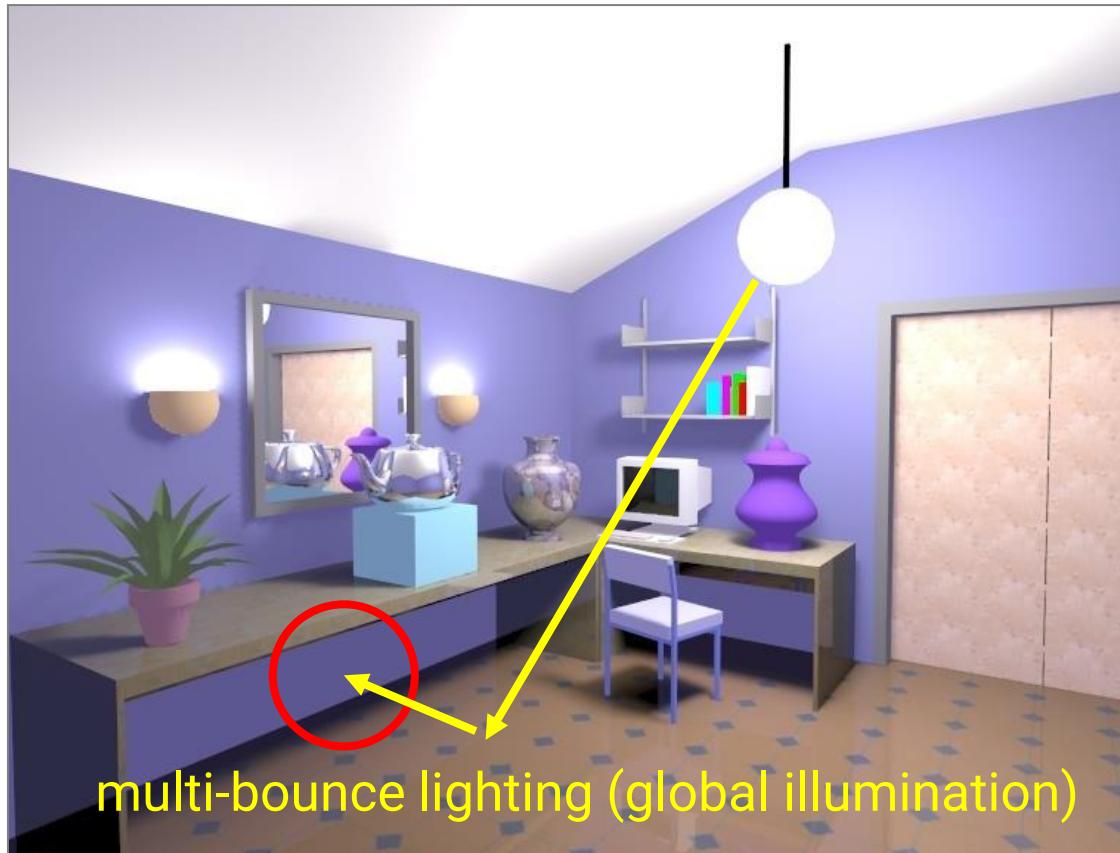
How to Synthesize an Image (cont.)

- Simulate more realistic materials and lighting phenomena



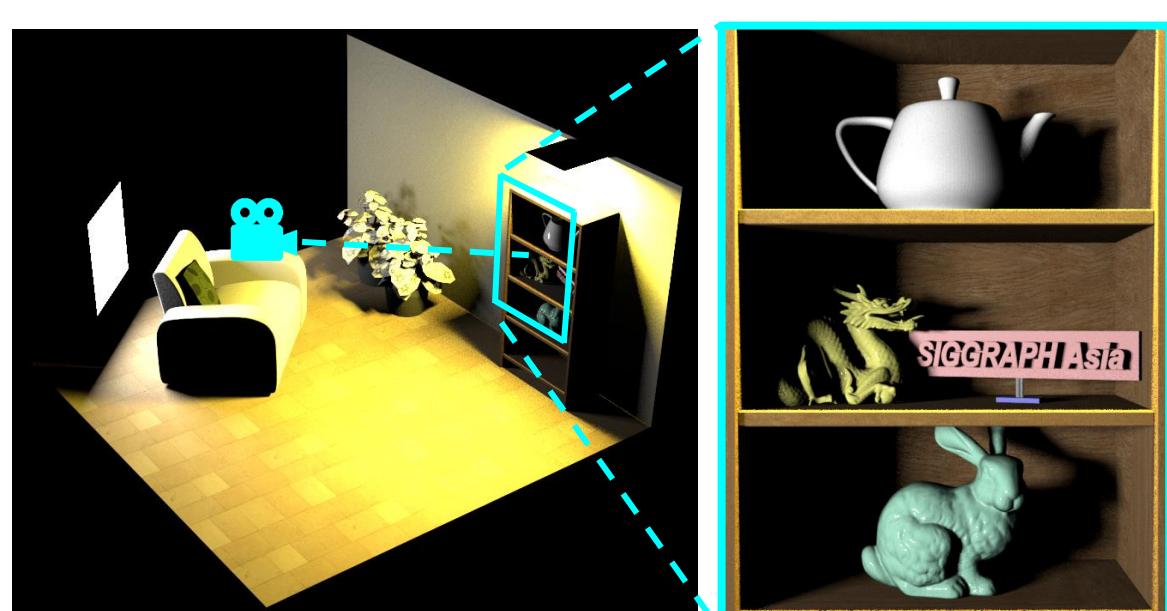
How to Synthesize an Image (cont.)

- Simulate more complex light paths



How to Synthesize an Image (cont.)

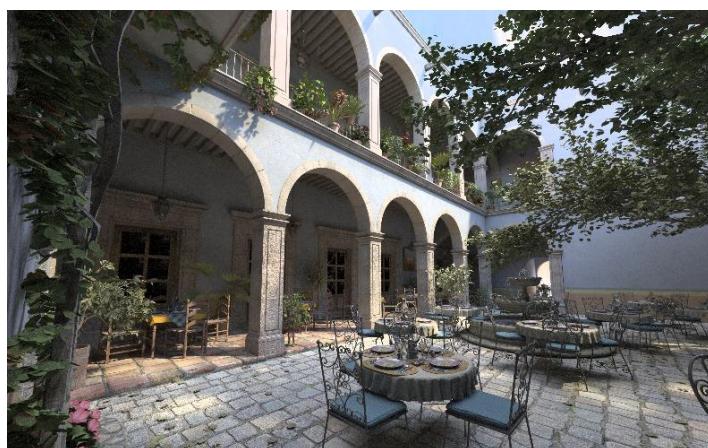
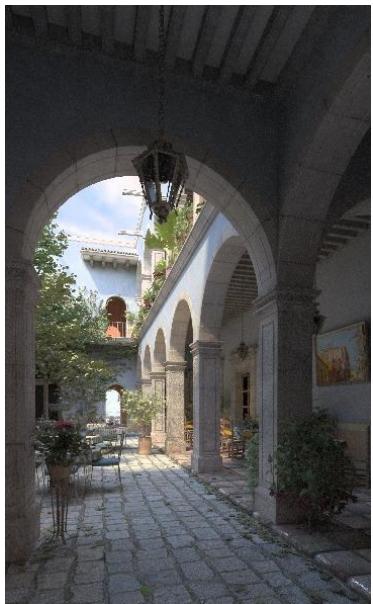
- Most displays are 2D, so we need to generate images from the 3D world
- Just like taking a picture with a camera in our daily lives
 - But with a **virtual camera** and a **virtual film**



3D virtual world

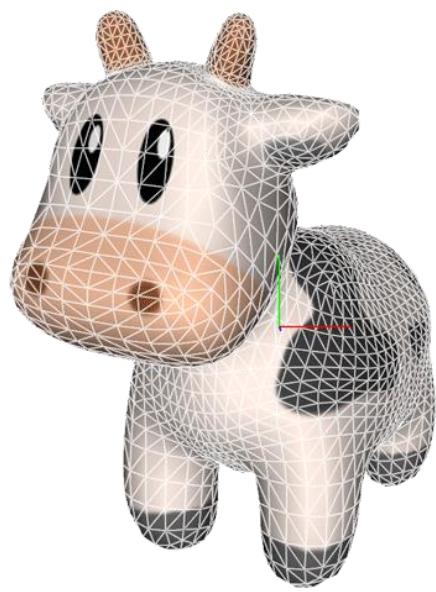
rendered image

How to Synthesize an Image (cont.)



Major Topics of Computer Graphics

Three Pillars of Computer Graphics



Modeling



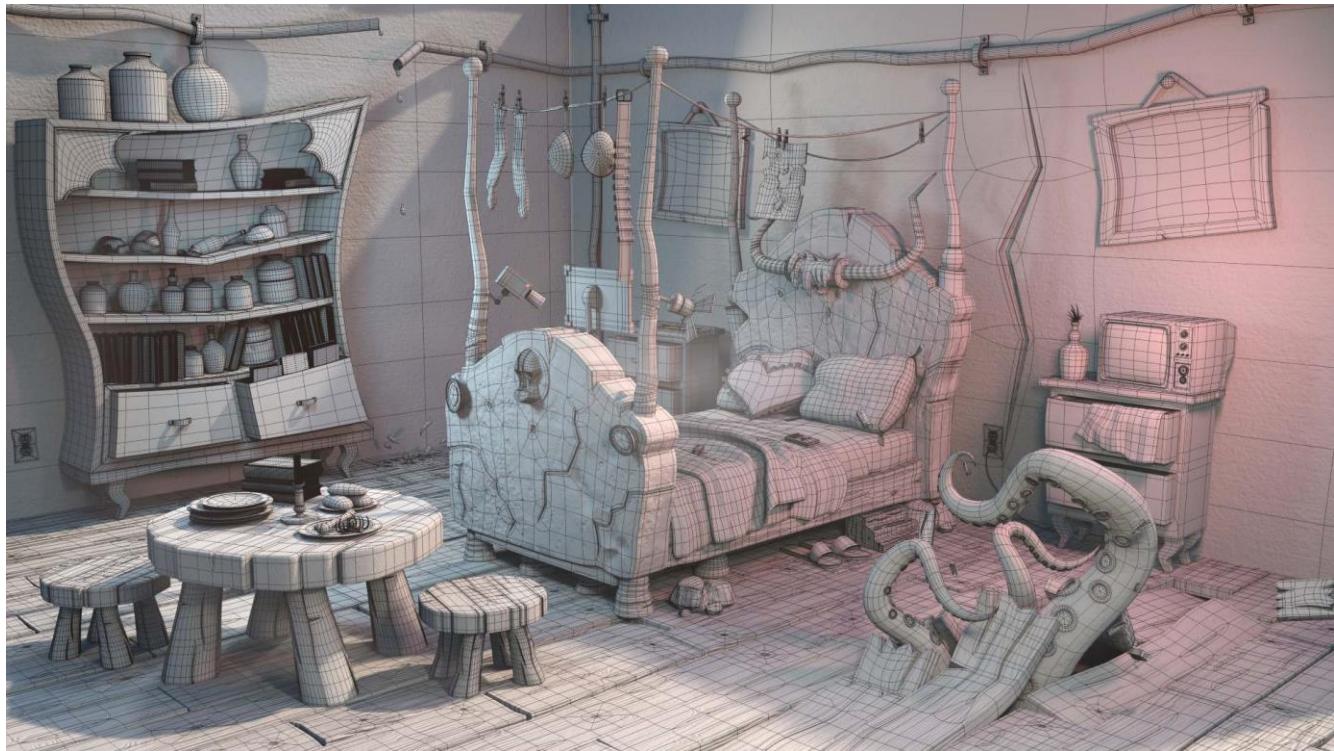
Rendering



Animation

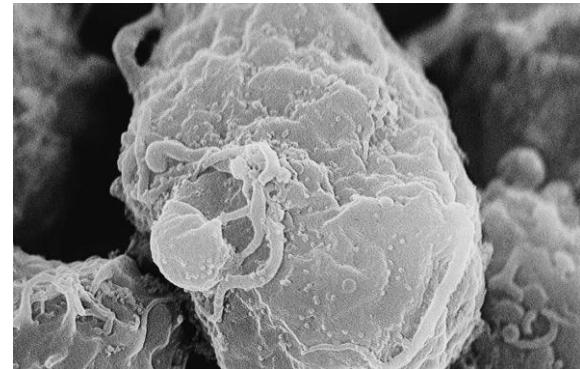
Modeling

- Build 3D representation of the virtual world
- The process of generating “data” in computer graphics



Modeling (cont.)

- World geometries are diverse!

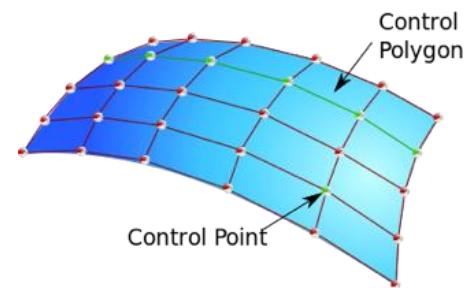


Modeling (cont.)

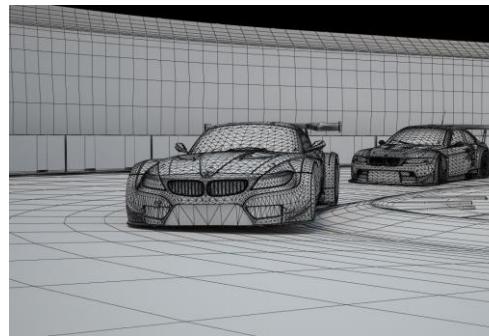
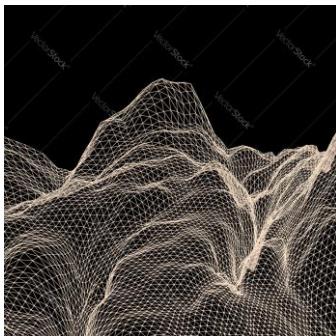
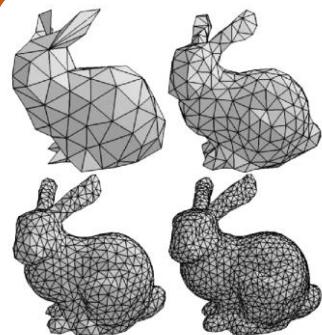
- World geometries are diverse!
- Using different representations including curves, surfaces, volumes



curves



patches



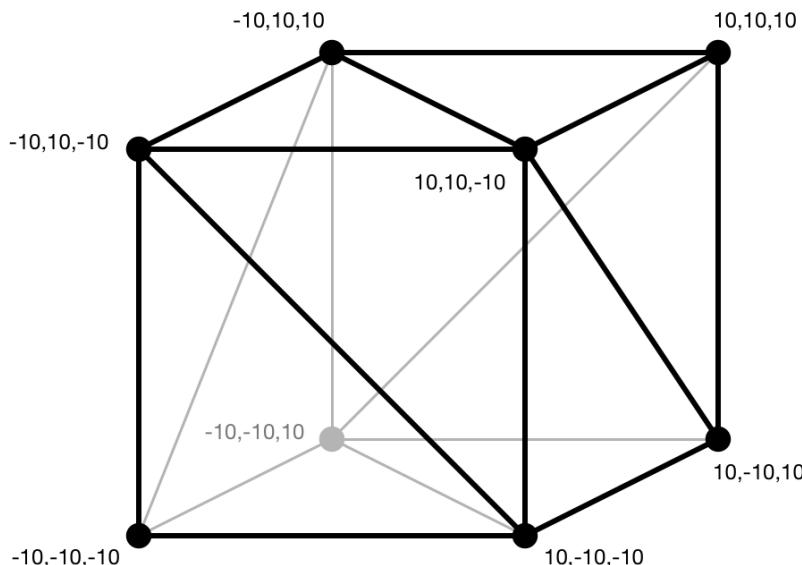
meshes (by polygons, usually triangles)



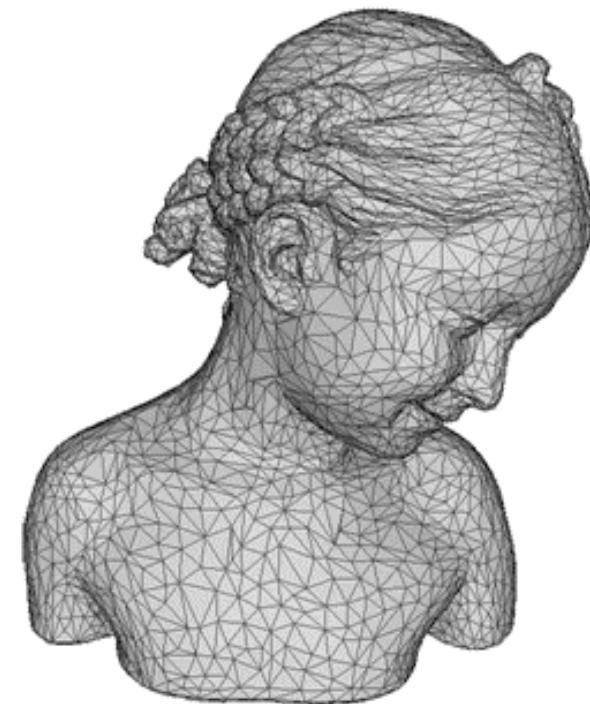
volume data

Modeling (cont.)

- **Triangle mesh** is the most popular representation
- Define the **positions** and **adjacencies** of **vertices**



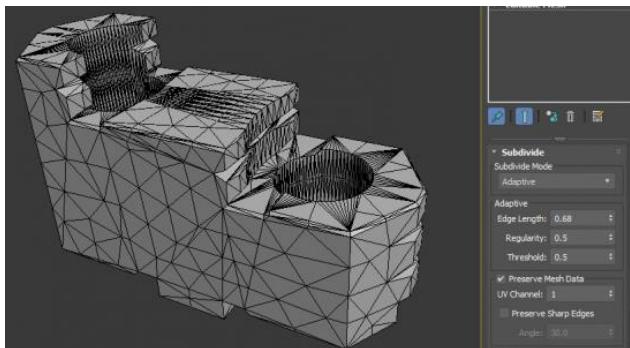
12 triangles



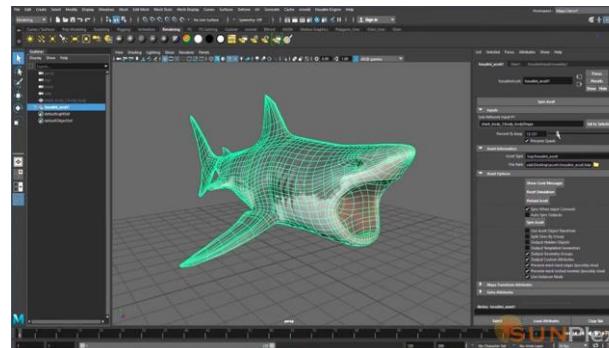
10K triangles

Modeling (cont.)

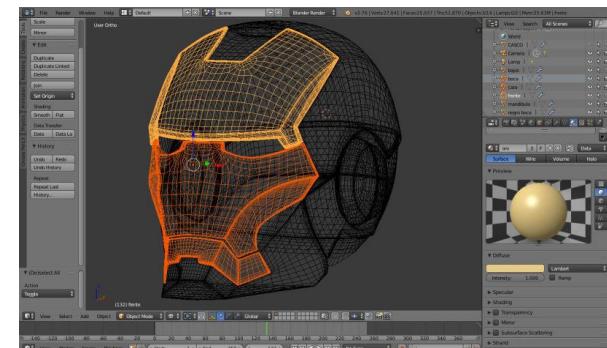
- 3D models are usually obtained by professional manipulations in 3D modeling tools



 Blender



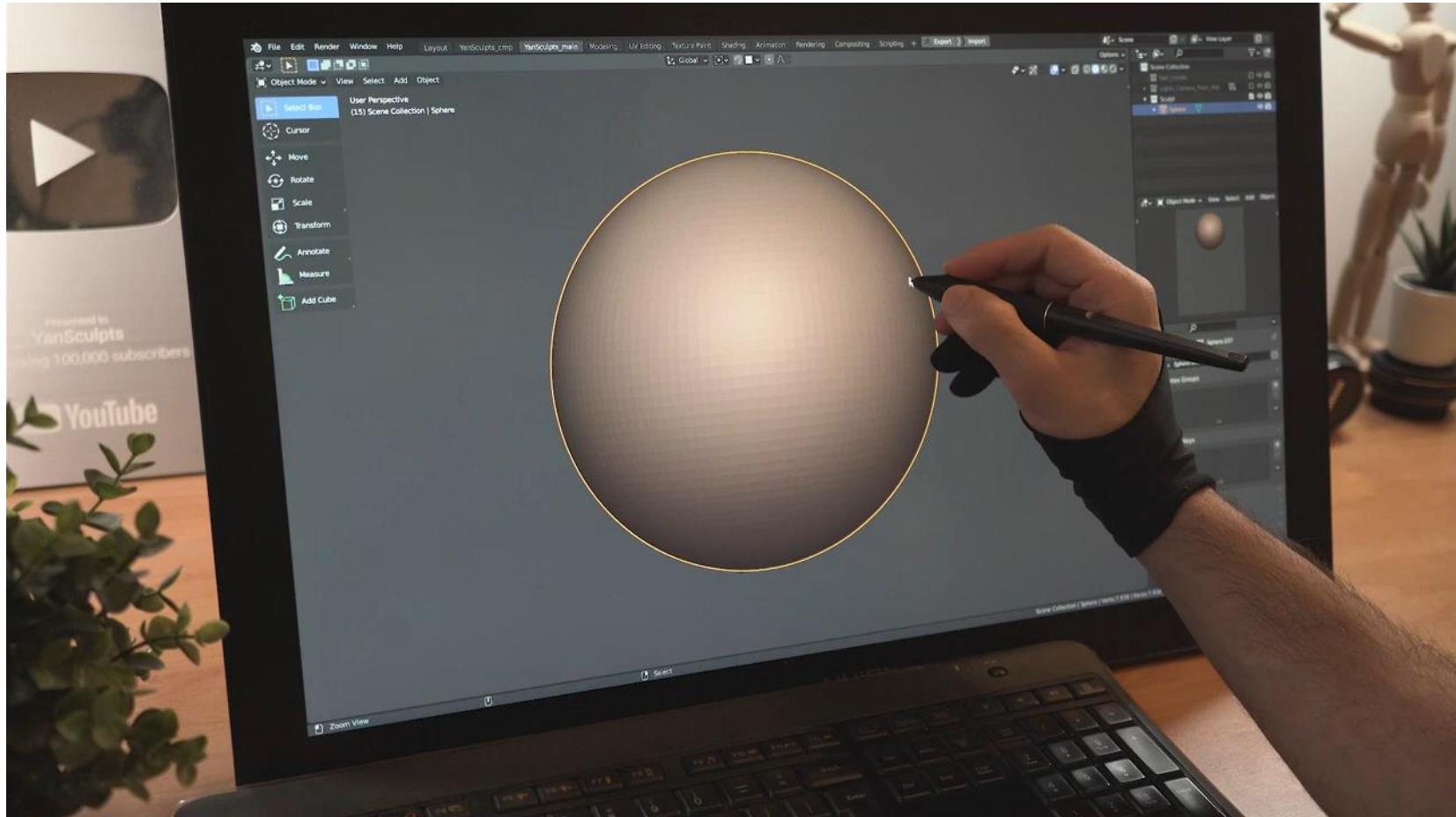
 Maya



 AUTODESK
3DS MAX

Modeling (cont.)

- Example: create a 3D character model in Blender [[Link](#)]



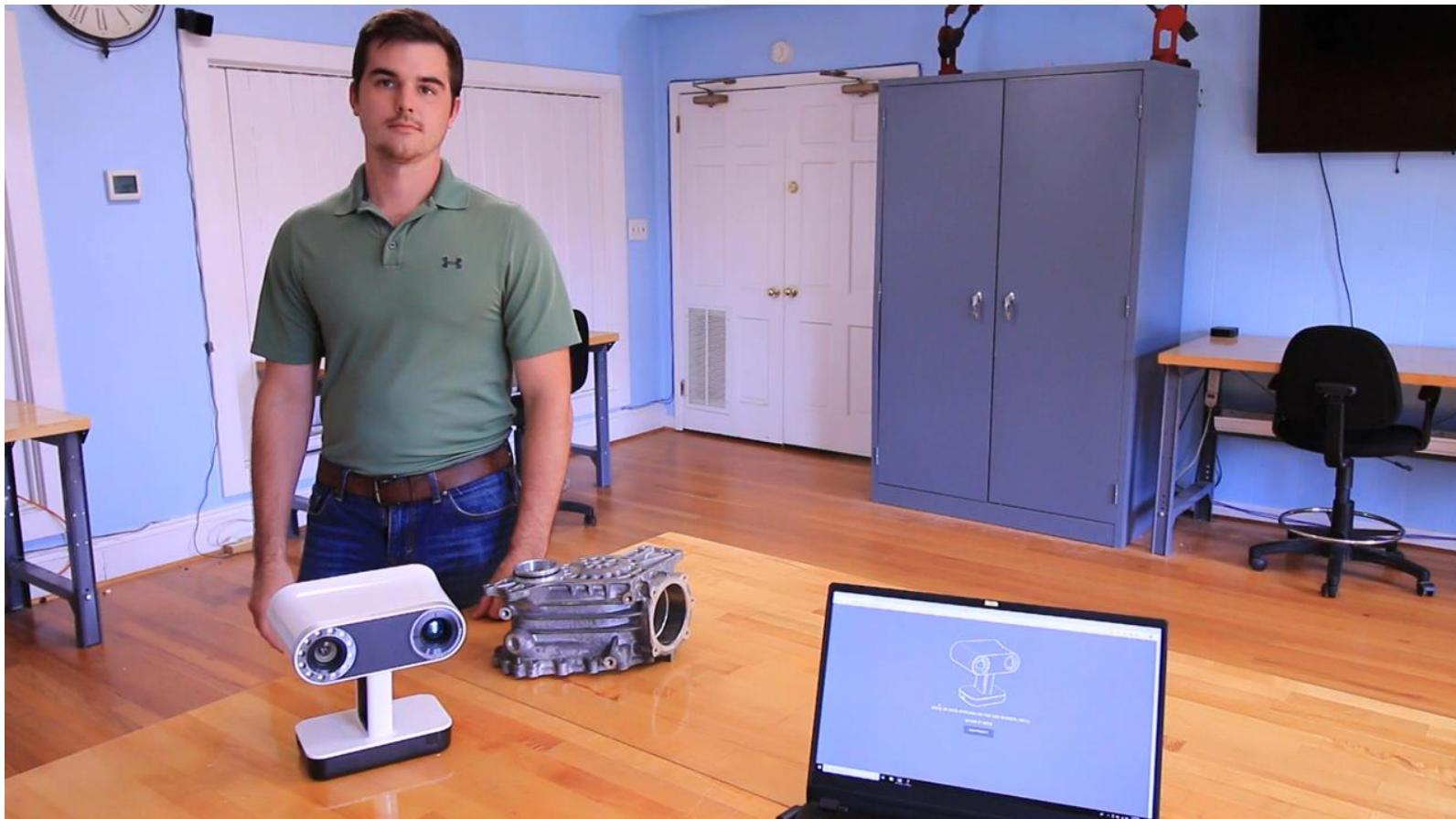
Modeling (cont.)

- Can also be captured and reconstructed from the real-world geometries



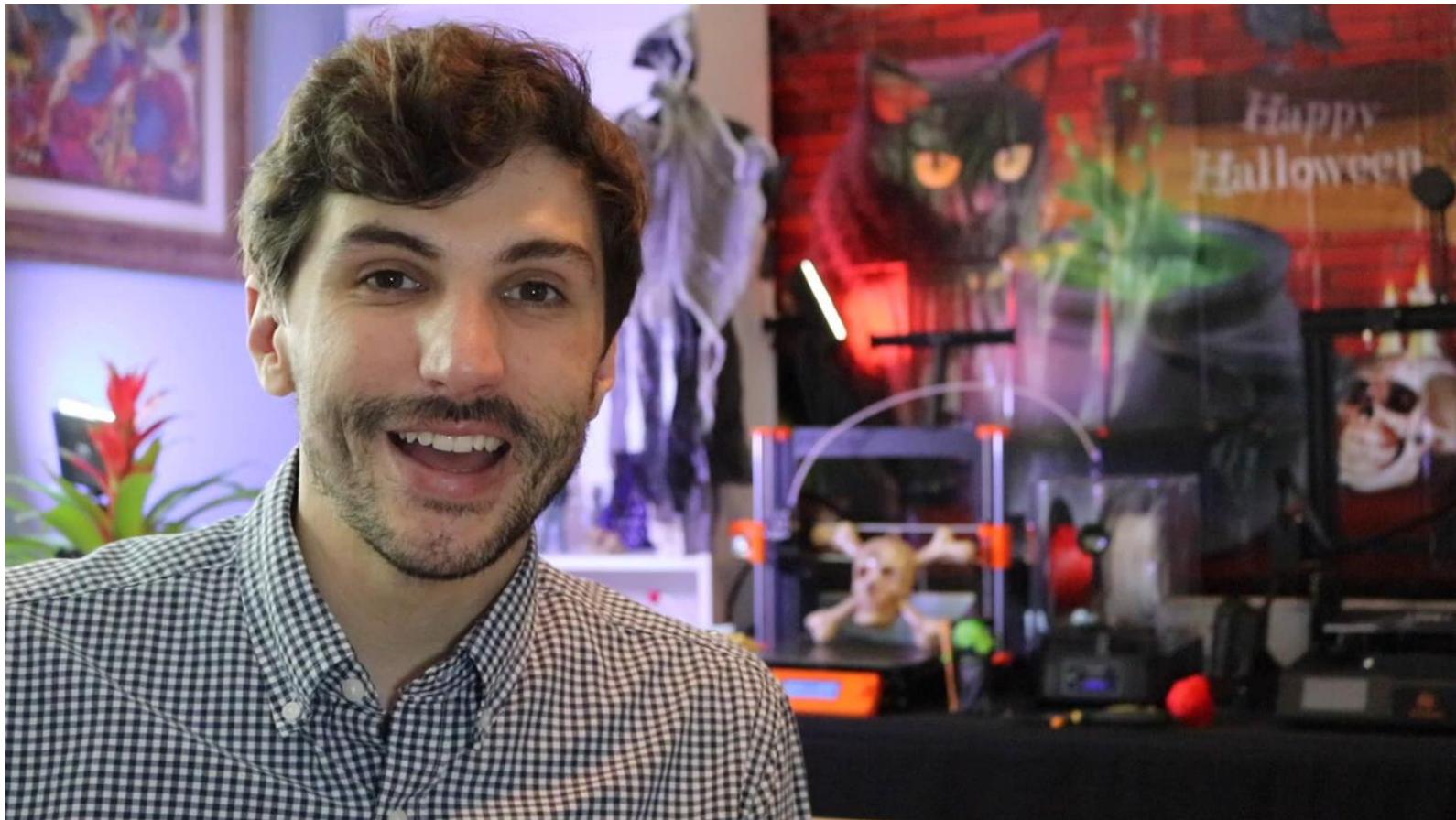
Modeling (cont.)

- Example: 3D scanner [[Link](#)]



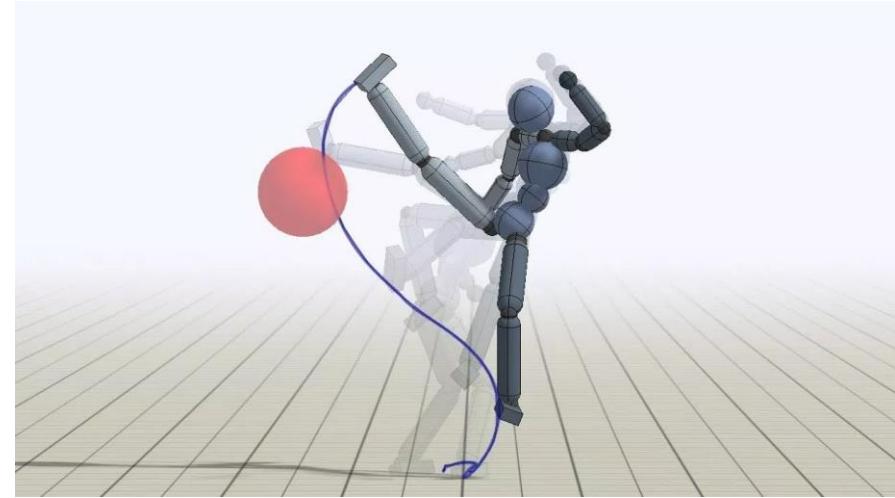
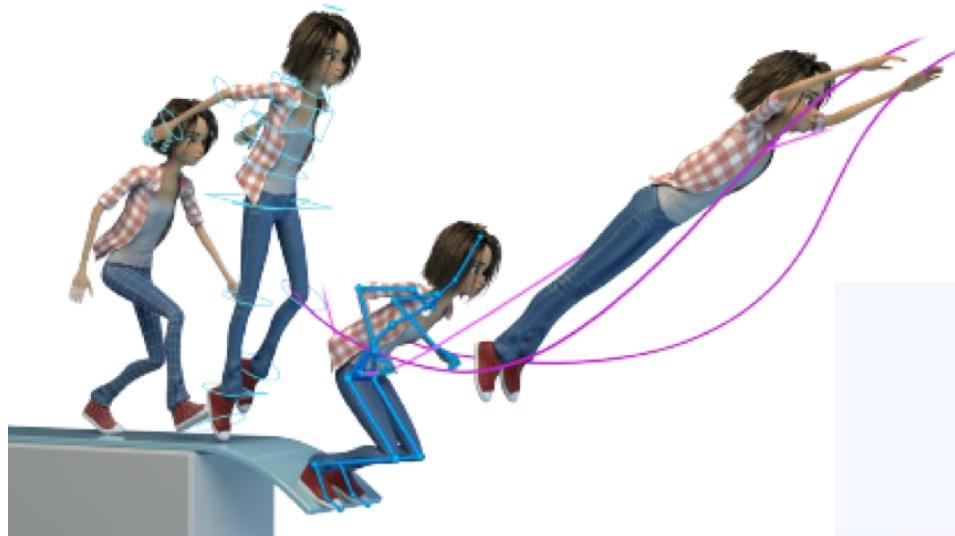
Modeling (cont.)

- Example: create geometry from a set of photos [[Link](#)]



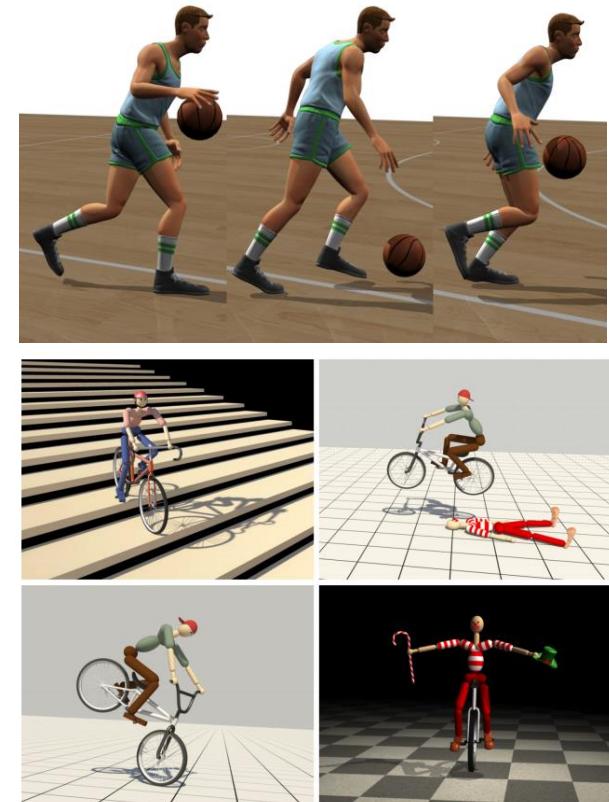
Animation

- Describe (or simulate) how the geometry changes / moves over time



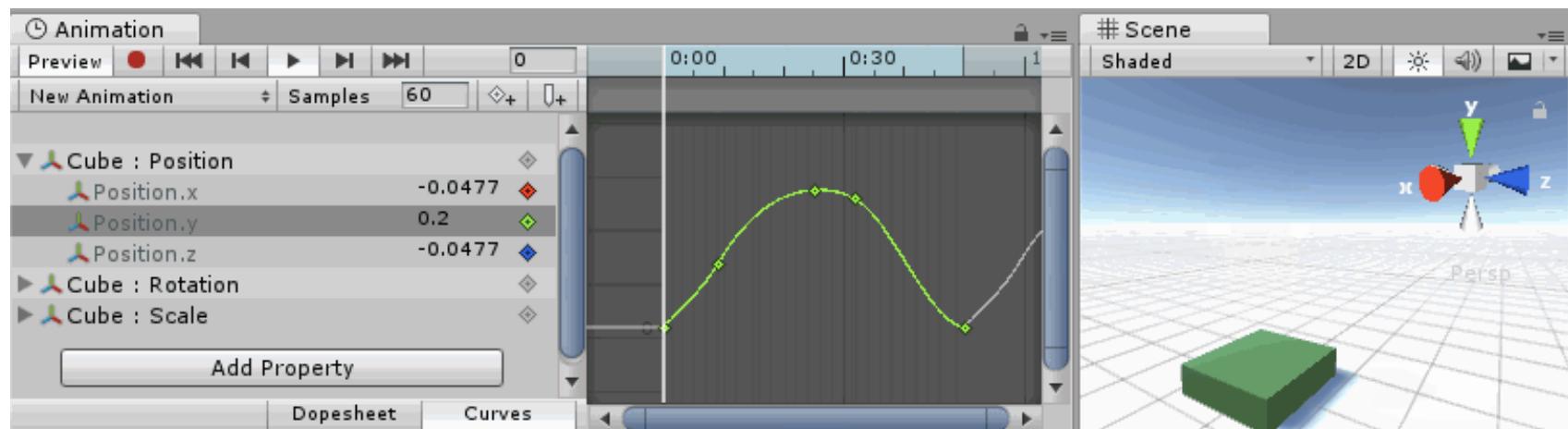
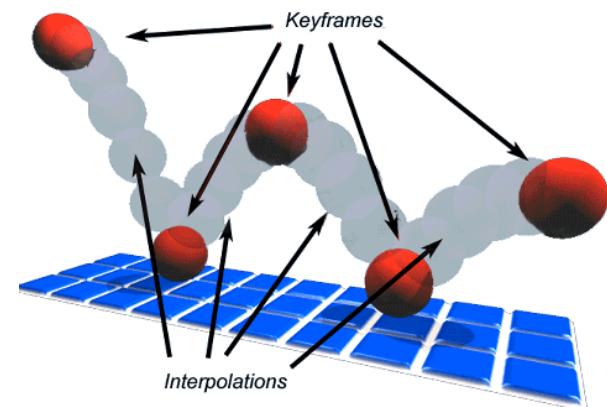
Animation (cont.)

- Animations are usually expected to be physically-based



Animation (cont.)

- Keyframe-based animations



Animation (cont.)

- Inverse Kinematics (IK) [[Link](#)]



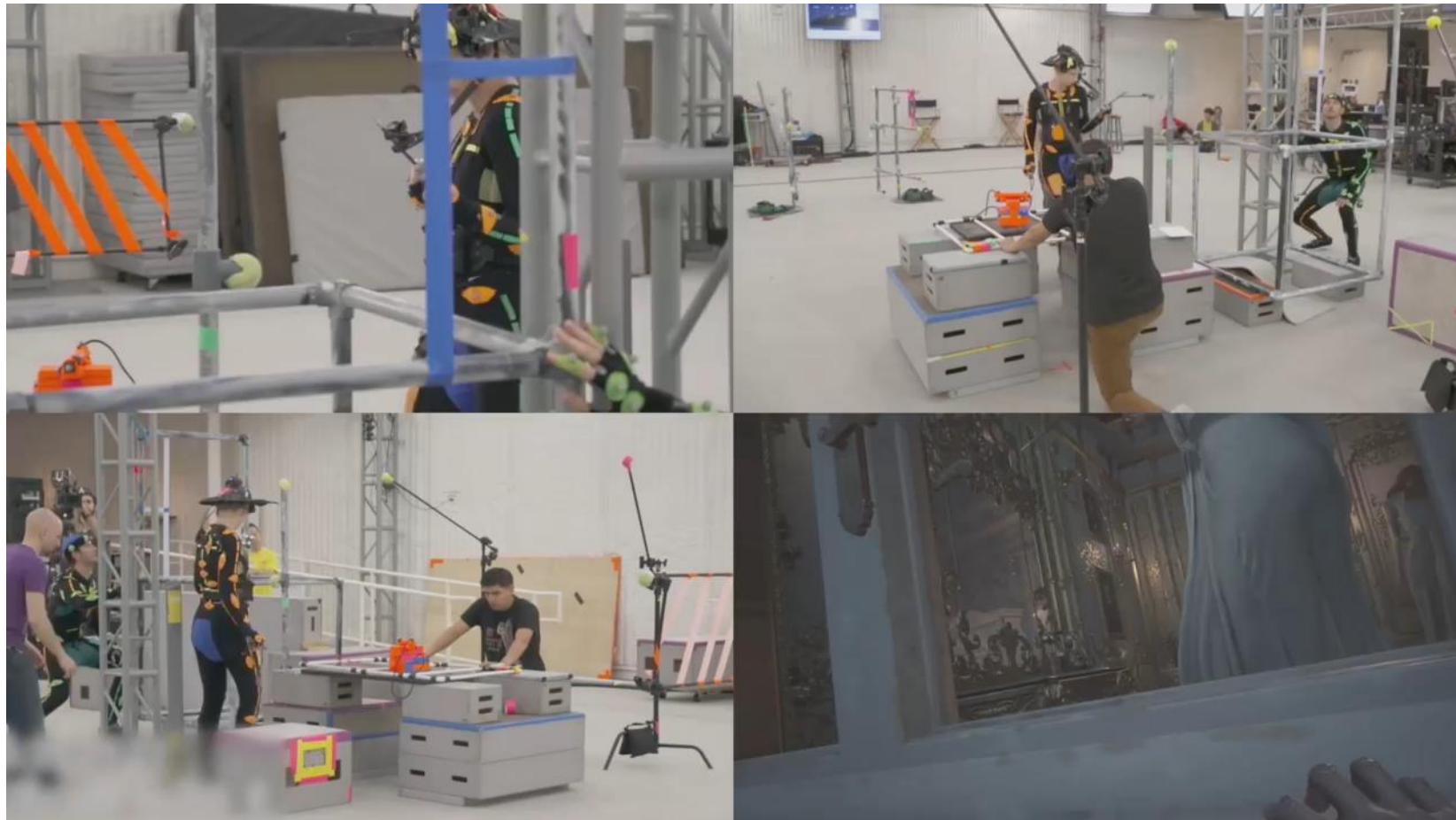
Animation (cont.)

- Motion capture



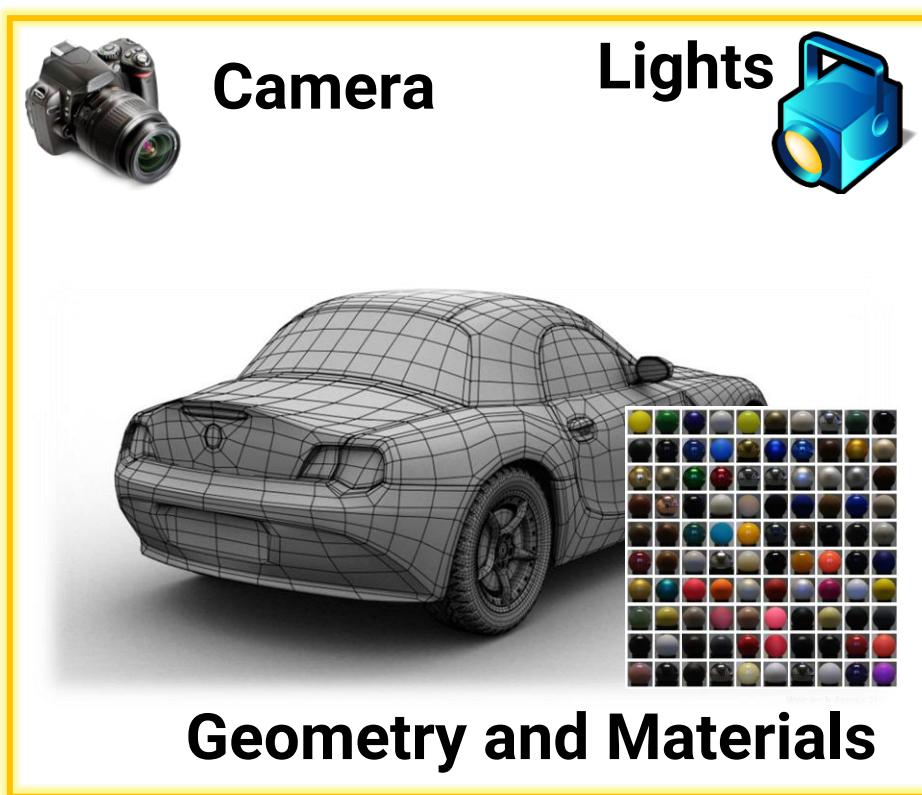
Animation (cont.)

- The Making of Resident Evil Village [[Link](#)]



Rendering

- Simulate the appearance of virtual objects and synthesize the final image



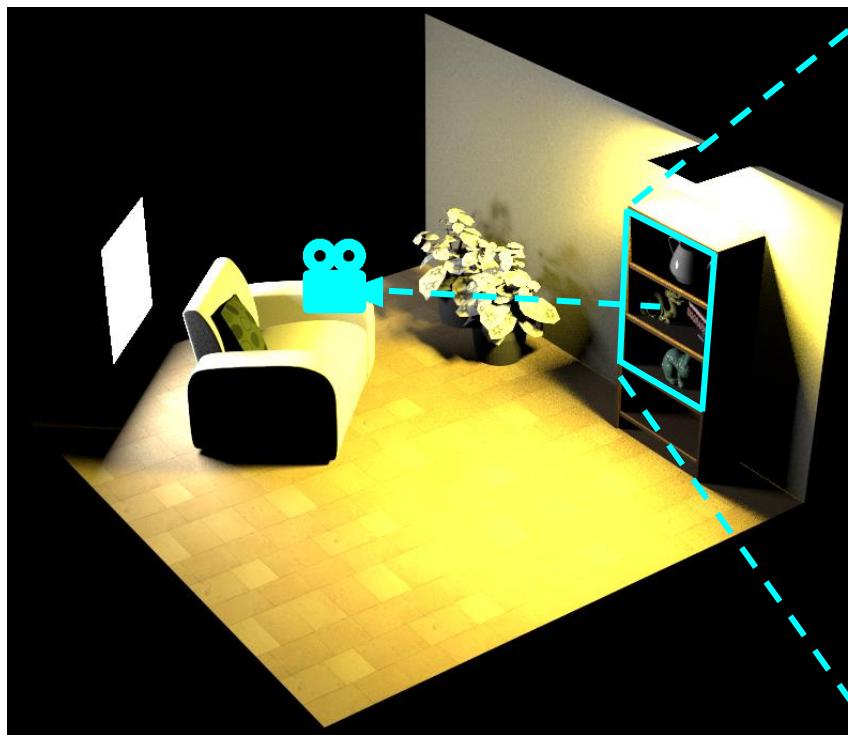
input: 3D description of a scene



output: 2D synthetic image

Rendering (cont.)

- Simulate the appearance of virtual objects and synthesize the final image



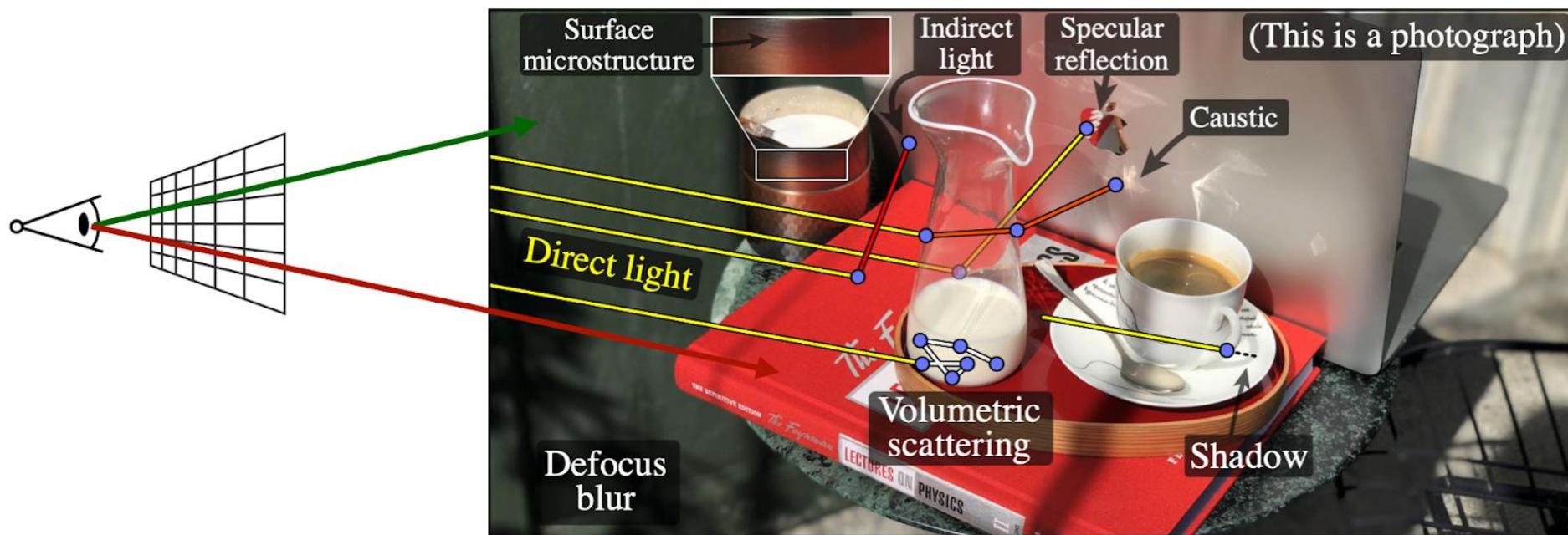
3D virtual world



rendered image

Rendering (cont.)

- **Physically-based rendering**
 - Uses **physics** and **math** to simulate the interaction between matter and lights, **realism** is the primary goal



Rendering (cont.)

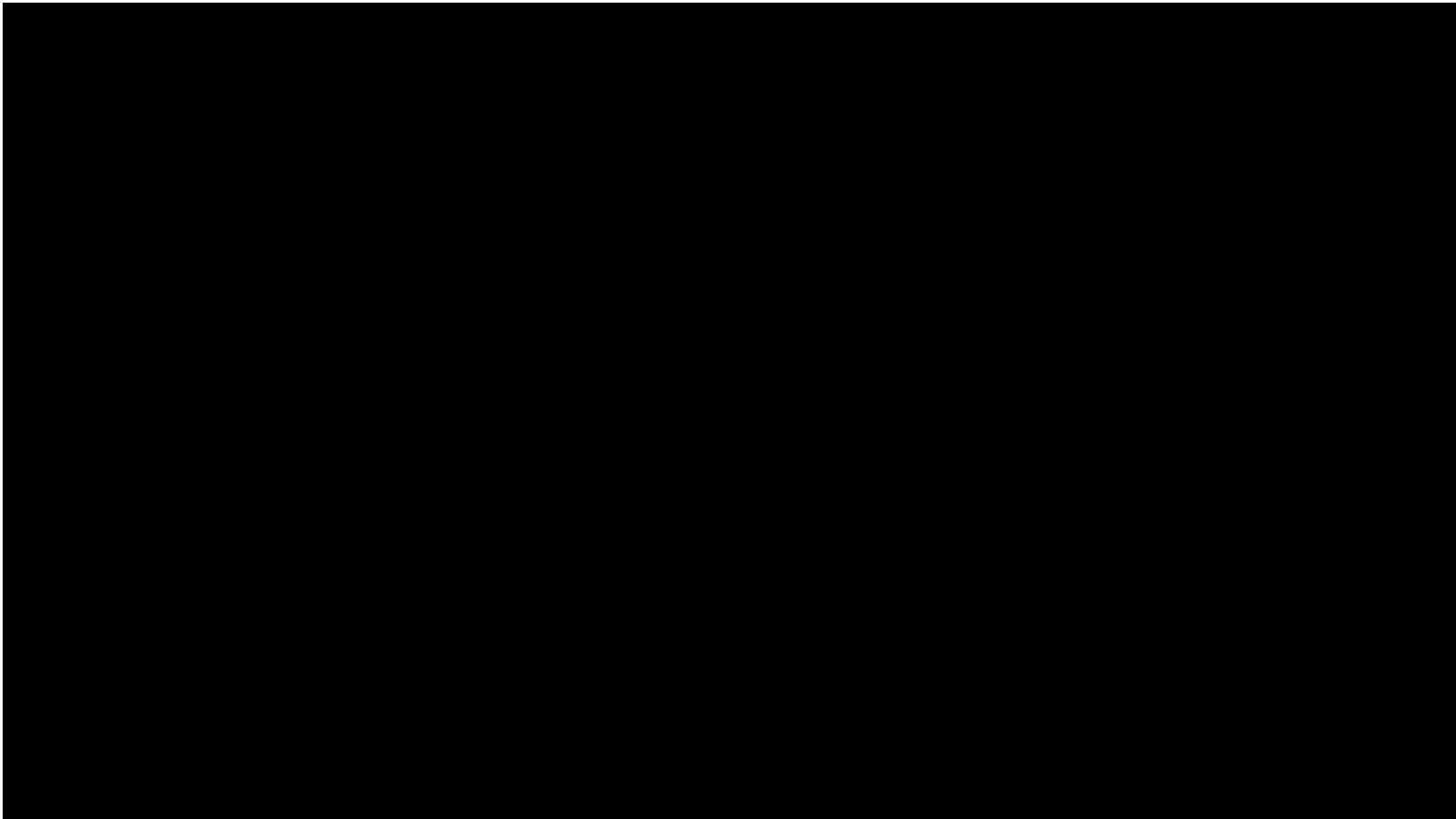
- Non-photo-realistic rendering

Copyright © 2020 miHoYo Inc.



Rendering (cont.)

- Introduction to Rendering by Pixar [[Link](#)]

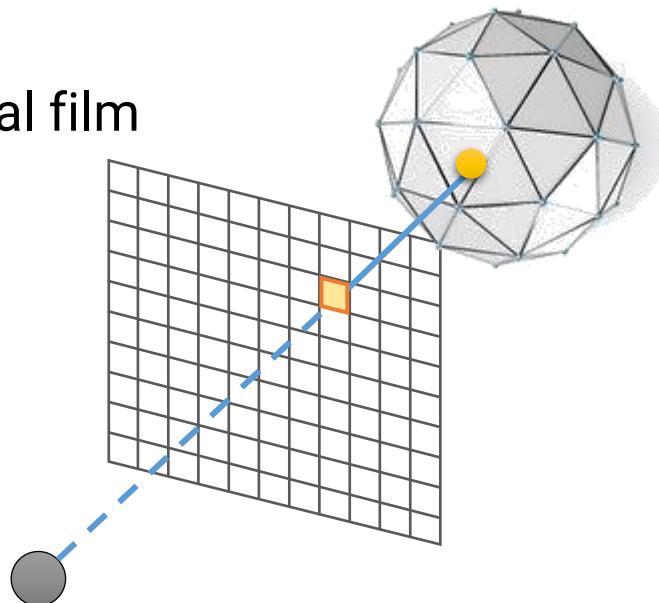


Rendering (cont.)

- Two ways for generating synthetic images

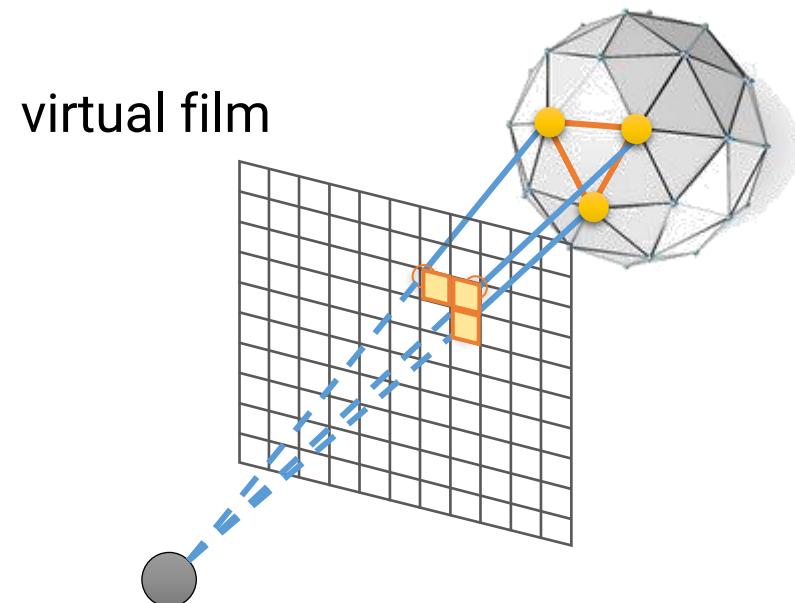
Ray tracing

virtual film



Rasterization

virtual film



virtual camera

Rendering (cont.)

- We will focus on the **rasterization-based** rendering because
 - It is widely used in **interactive computer graphics** and has more applications in our daily lives
 - It is more commonly used in Taiwan's industry
 - Thus, can be a great help to your future jobs
 - It takes less time to generate an image
- However, the knowledge is the same and we will also give an overview of ray tracing at the end of this course

Case Study: Animation Production Pipeline

Animation Production Pipeline



story



text treatment



Storyboard



voice

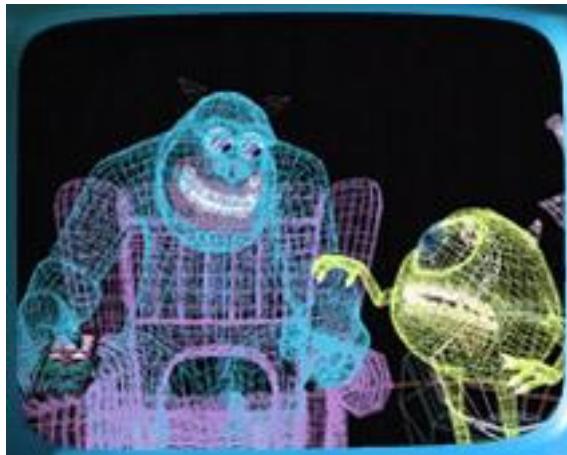


storyreel



look and feel

Animation Production Pipeline (cont.)



modeling / articulation



layout



animation



shading / lighting



rendering



final touch

Other Correlated Fields of Computer Graphics

Human-Computer Interaction (HCI)

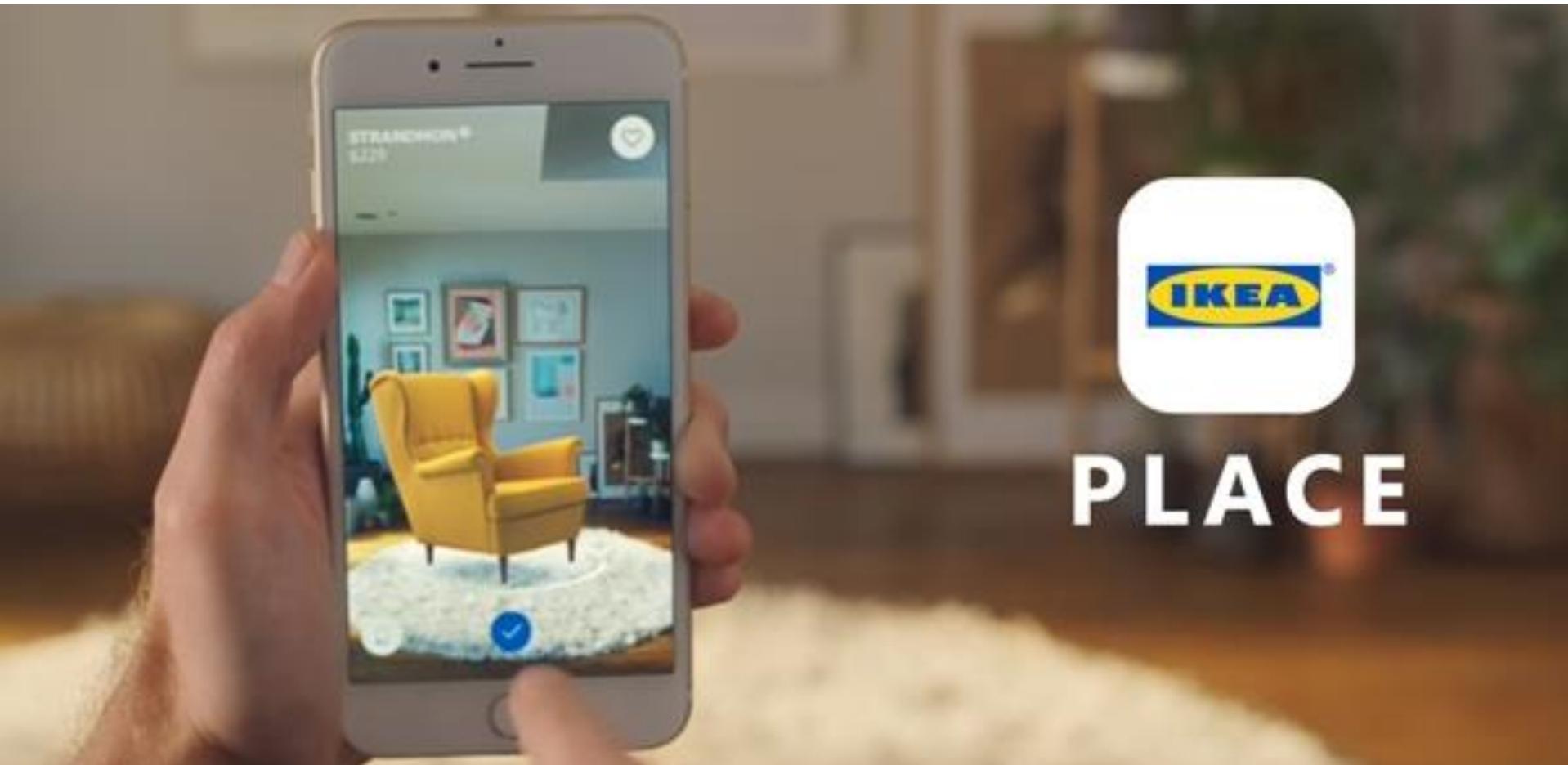


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Virtual Reality (VR)



Augmented and Mixed Reality (AR, MR)



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Visualization

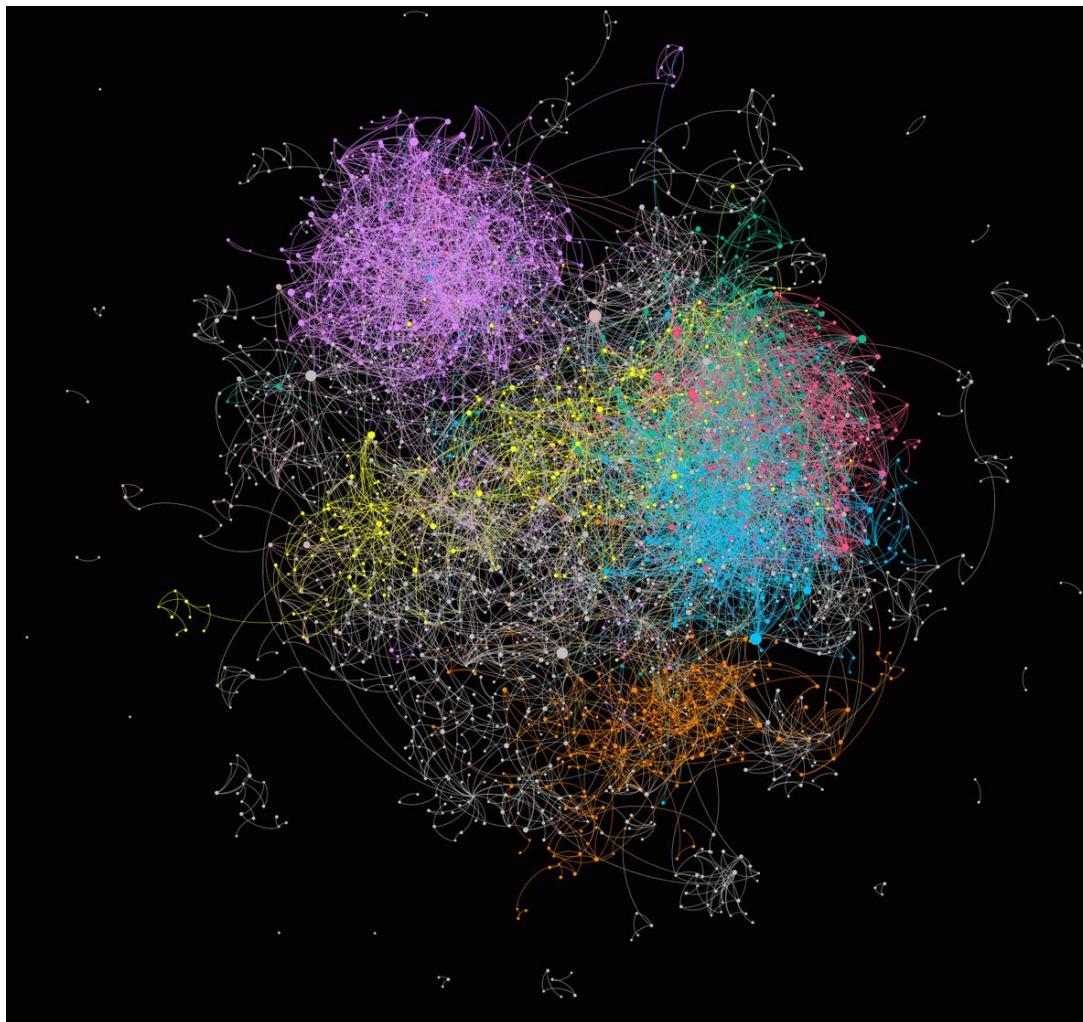


Image Processing



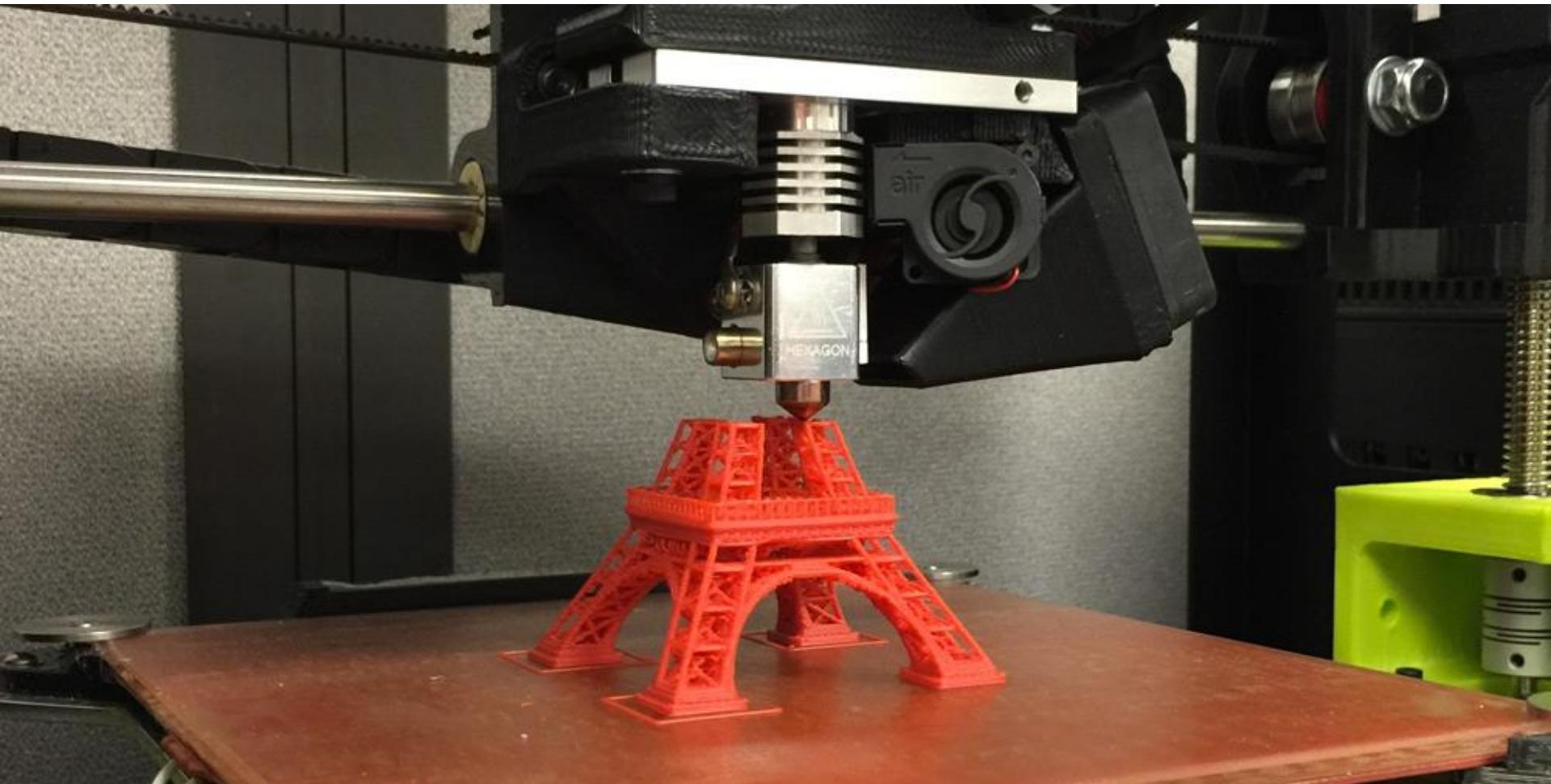
Computational Photography



3D Reconstruction



Fabrication



Applications of Computer Graphics

Video Games

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Digital Visual Effects (VFX)

Copyright © 2012 Warner Bros. Pictures



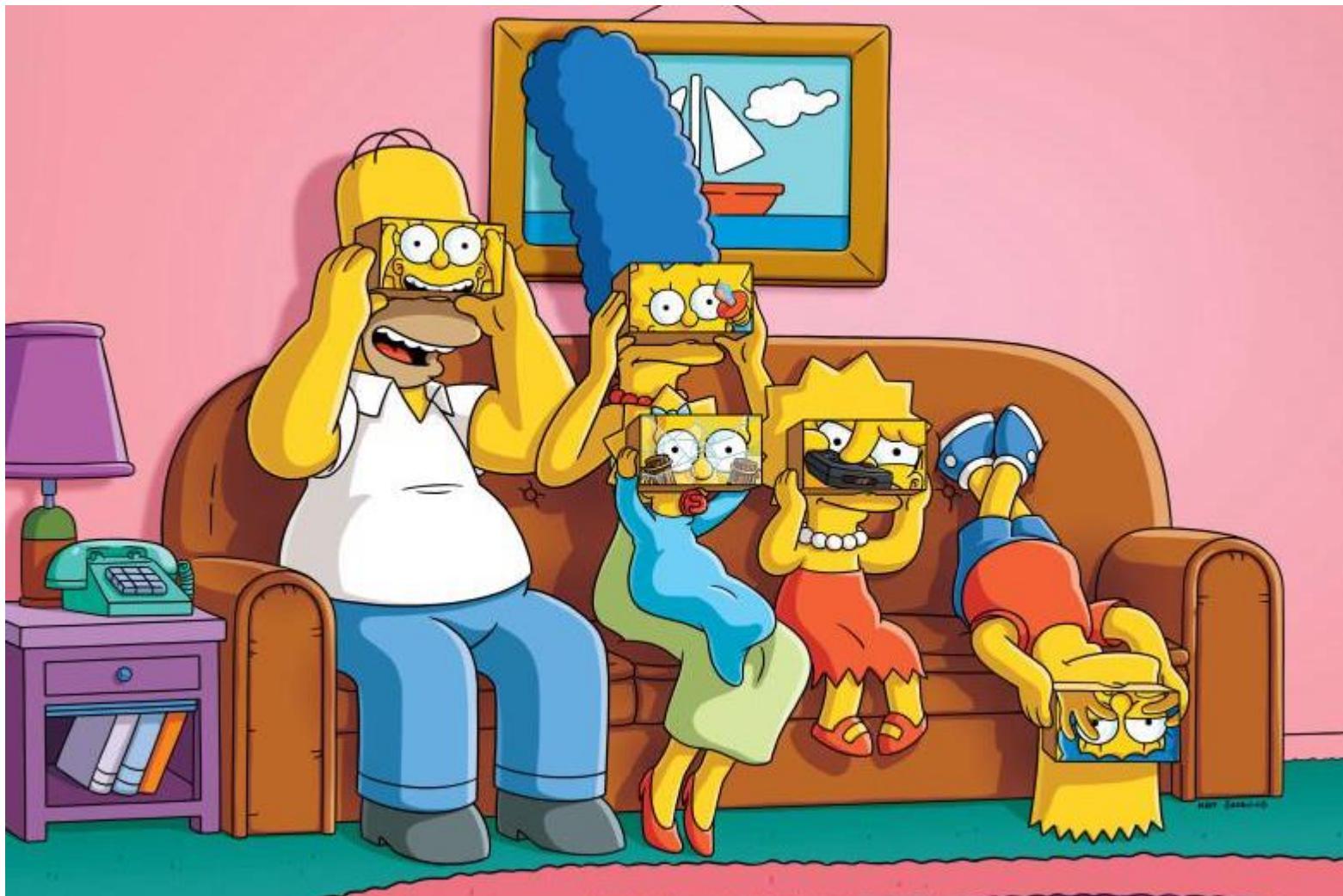
Featured Animations

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Cartoons

Copyright © 20th Century Fox Television



Computer-Aided Design



Simulation

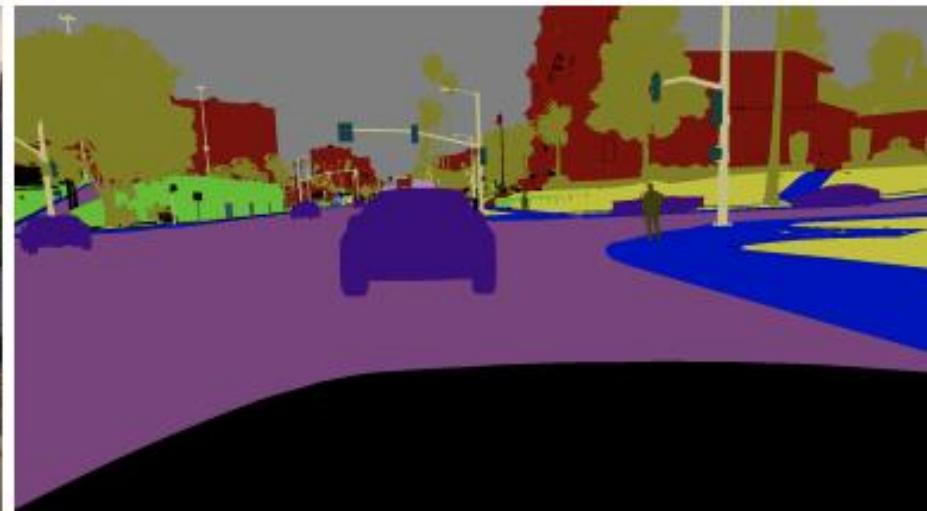
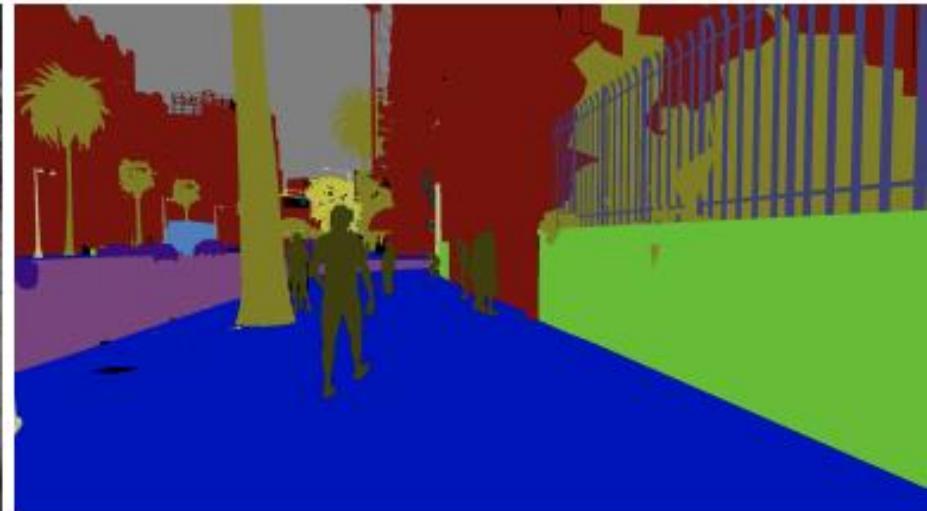


Medical Imaging



Machine (Deep) Learning

GTA5 Database



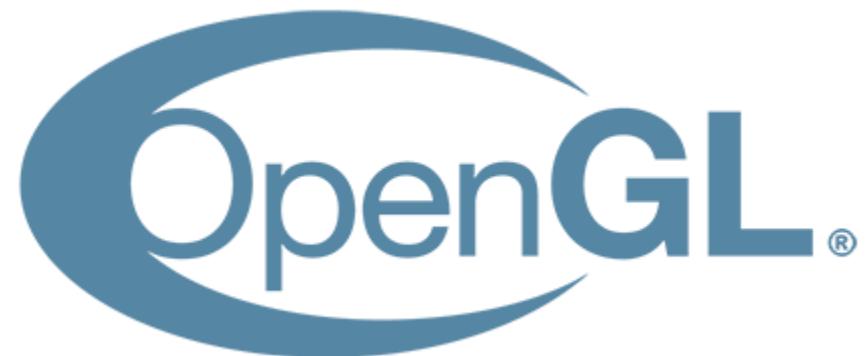
Graphics Programming

Graphics Programming

- For rasterization-based graphics, programs are usually implemented with graphics **application programming interface (API)** and **shader programs**
- Common choices are
 - OpenGL + GLSL (OpenGL shading language)
 - OpenGL ES
 - WebGL
 - DirectX + HLSL (High-level shading language)
 - Vulkan + GLSL/HLSL

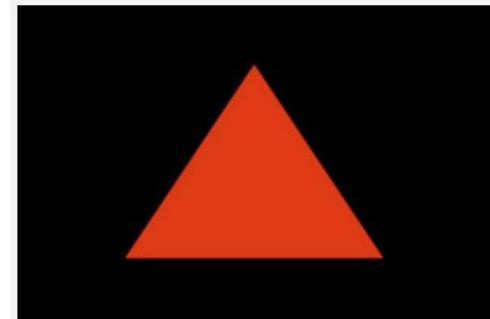
OpenGL

- A **cross-platform** API for rendering 2D and 3D vector graphics, typically used to interact with a graphics processing unit (GPU)
- Developed by Silicon Graphics Inc. (SGI) in 1991
- Managed by a non-profit technology consortium **Khronos Group** after 2006



OpenGL + GLSL

- A simple program to draw a triangle on the screen
 - 176 lines of C++ code and 16 lines of shader code



```

32 static void RenderSceneCB()
33 {
34     glClear(GL_COLOR_BUFFER_BIT);
35
36     glBindBuffer(GL_ARRAY_BUFFER, VBO);
37
38     glEnableVertexAttribArray(0);
39
40     glVertexAttribPointer(0, 3, GL_FLOAT, GL_FALSE, 0, 0);
41
42     glDrawArrays(GL_TRIANGLES, 0, 3);
43
44     glDisableVertexAttribArray(0);
45
46     glutSwapBuffers();
47 }
48
49
50 static void CreateVertexBuffer()
51 {
52     Vector3f Vertices[3];
53     Vertices[0] = Vector3f(-1.0f, -1.0f, 0.0f); // bottom left
54     Vertices[1] = Vector3f(1.0f, -1.0f, 0.0f); // bottom right
55     Vertices[2] = Vector3f(0.0f, 1.0f, 0.0f); // top
56 }
```

找不到任何問題

搜索選單 賦出 尋找符號結果

執行

```

#version 330 core
layout (location = 0) in vec3 Position;

void main()
{
    gl_Position = vec4(0.5 * Position.x, 0.5 * Position.y, Position.z, 1.0);
}

#version 330 core
out vec4 FragColor;

void main()
{
    FragColor = vec4(1.0, 0.0, 0.0, 0.0);
}
```

Why not Teaching Vulkan in this Course?

- A simple program to draw a triangle on the screen
 - **457** lines of C++ code

```
void CreateSwapChain();
void CreateCommandBuffer();
void CreateRenderPass();
void CreateFramebuffer();
void CreateShaders();
void CreatePipeline();
void RecordCommandBuffers();
void RenderScene();

std::string mAppName;
VulkanWindowControl* m_pWindowControl;
OgldevVulkanCore m_core;
std::vector<VkImage> m_images;
VkSwapchainKHR m_swapChainKHR;
VkQueue m_queue;
std::vector<VkCommandBuffer> m_cmdBufs;
VkCommandPool m_cmdBufPool;
std::vector<VkImageView> m_views;
VkRenderPass m_renderPass;
std::vector<VkFramebuffer> m_fbs;
VkShaderModule m_vsModule;
VkShaderModule m_fsModule;
VkPipeline m_pipeline;
};
```

...

```
rastCreateInfo.polygonMode = VK_POLYGON_MODE_FILL;
rastCreateInfo.cullMode = VK_CULL_MODE_BACK_BIT;
rastCreateInfo.frontFace = VK_FRONT_FACE_COUNTER_CLOCKWISE;
rastCreateInfo.lineWidth = 1.0f;

VkPipelineMultisampleStateCreateInfo pipelineMSCreateInfo = {};
pipelineMSCreateInfo.sType = VK_STRUCTURE_TYPE_PIPELINE_MULTISAMPLE_STATE_CREATE_INFO;

VkPipelineColorBlendAttachmentState blendAttachState = {};
blendAttachState.colorWriteMask = 0xf;

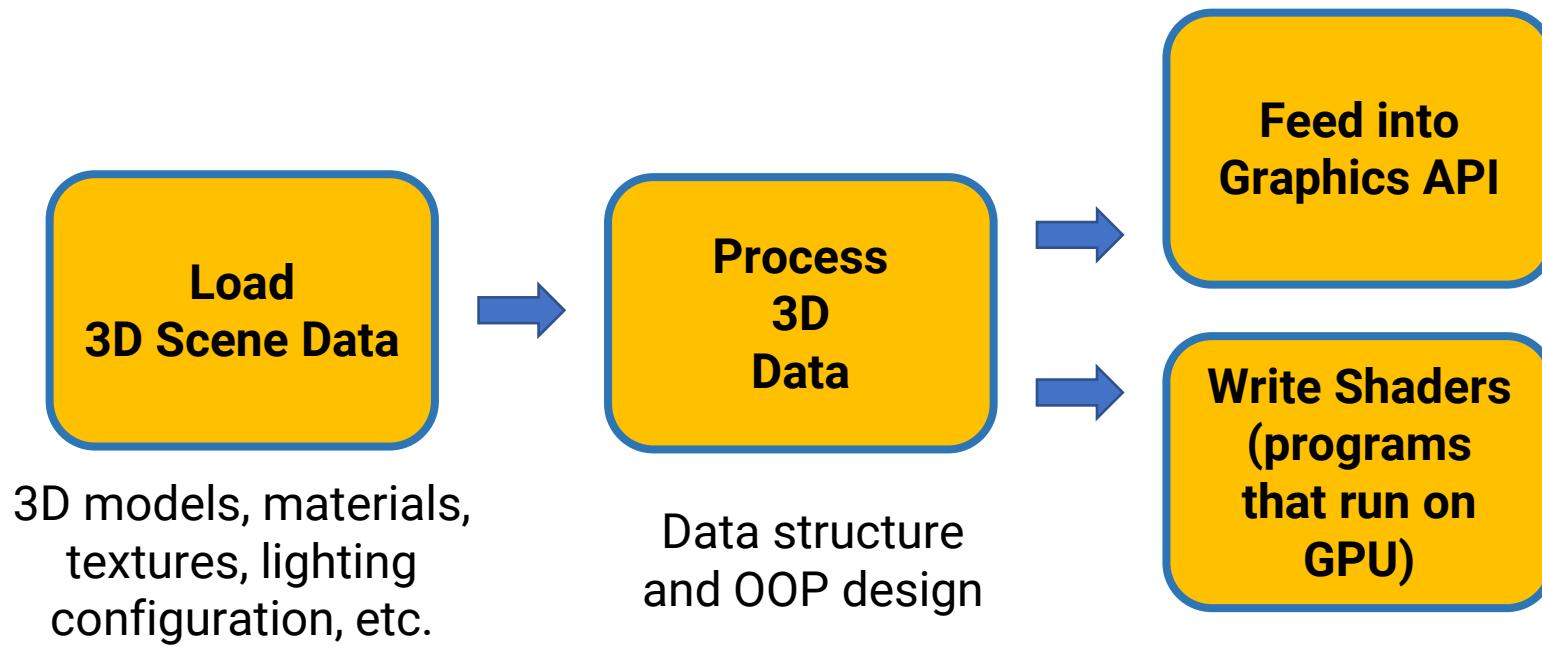
VkPipelineColorBlendStateCreateInfo blendCreateInfo = {};
blendCreateInfo.sType = VK_STRUCTURE_TYPE_PIPELINE_COLOR_BLEND_STATE_CREATE_INFO;
blendCreateInfo.logicOp = VK_LOGIC_OP_COPY;
blendCreateInfo.attachmentCount = 1;
blendCreateInfo.pAttachments = &blendAttachState;

VkGraphicsPipelineCreateInfo pipelineInfo = {};
pipelineInfo.sType = VK_STRUCTURE_TYPE_GRAPHICS_PIPELINE_CREATE_INFO;
pipelineInfo.stageCount = ARRAY_SIZE_IN_ELEMENTS(shaderStageCreateInfo);
pipelineInfo.pStages = &shaderStageCreateInfo[0];
pipelineInfo.pVertexInputState = &vertexInputInfo;
pipelineInfo.pInputAssemblyState = &pipelineIACreateInfo;
pipelineInfo.pViewportState = &vpCreateInfo;
pipelineInfo.pRasterizationState = &rastCreateInfo;
```

Scope of This Course

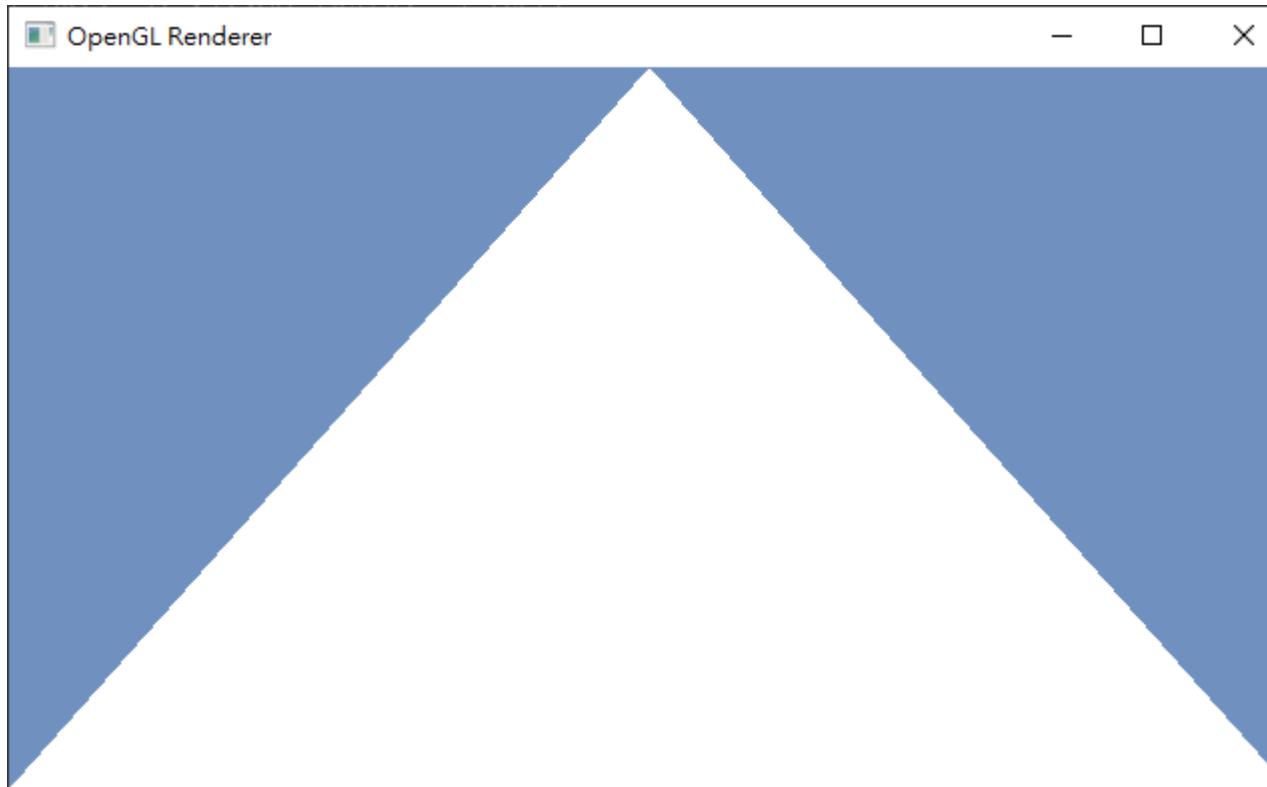
Goals

- Introduce the basic concepts of **3D** computer graphics, especially in **modeling** and **rendering**
- Introduce how to program with **graphics API (OpenGL)**



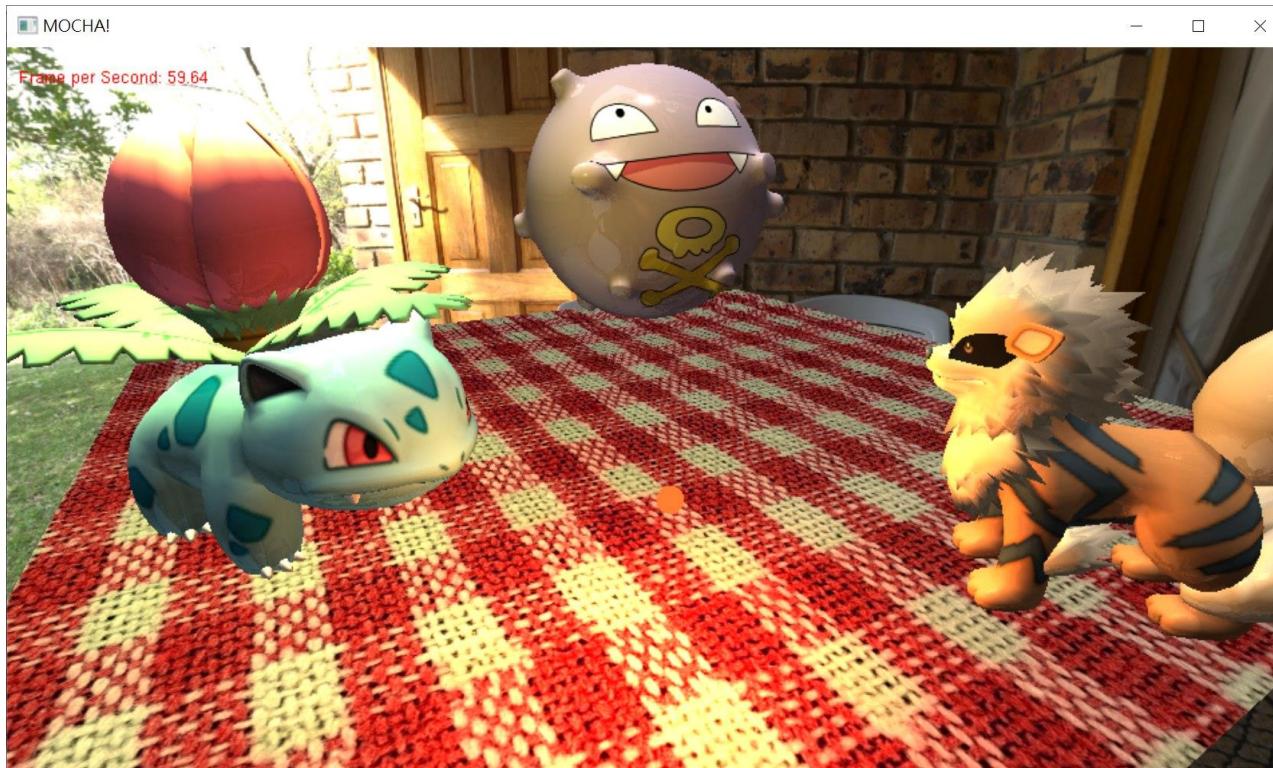
Goals (cont.)

- We will start by teaching how to render a single triangle



Goals (cont.)

- And at the end of this course, your program can render this scene



Topics We Plan to Cover

Basic

- Raster images
- Colors
- Geometry representation
- Transformations
- Camera
- GPU graphics pipeline
- Shading
- Textures
- Transparency

Advanced

- Terrain
- Shadows
- Deferred shading
- Ray tracing
- Advanced rendering techniques

Any Questions?