

# Computer Graphics

Lecture 5: Modelling

Kartic Subr

# What is a model?

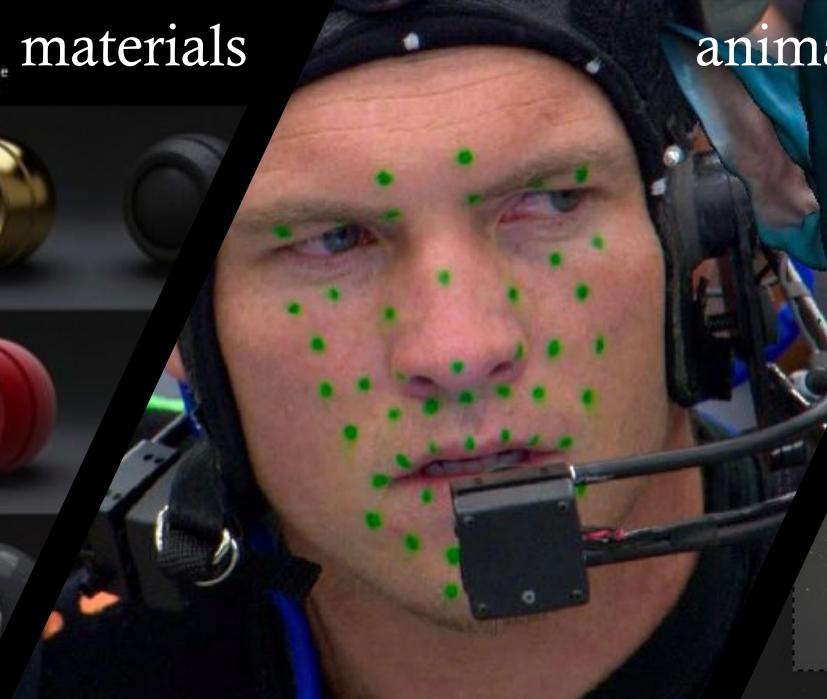
# What is a model?

use (a system, procedure, etc.) as an example to follow or imitate.

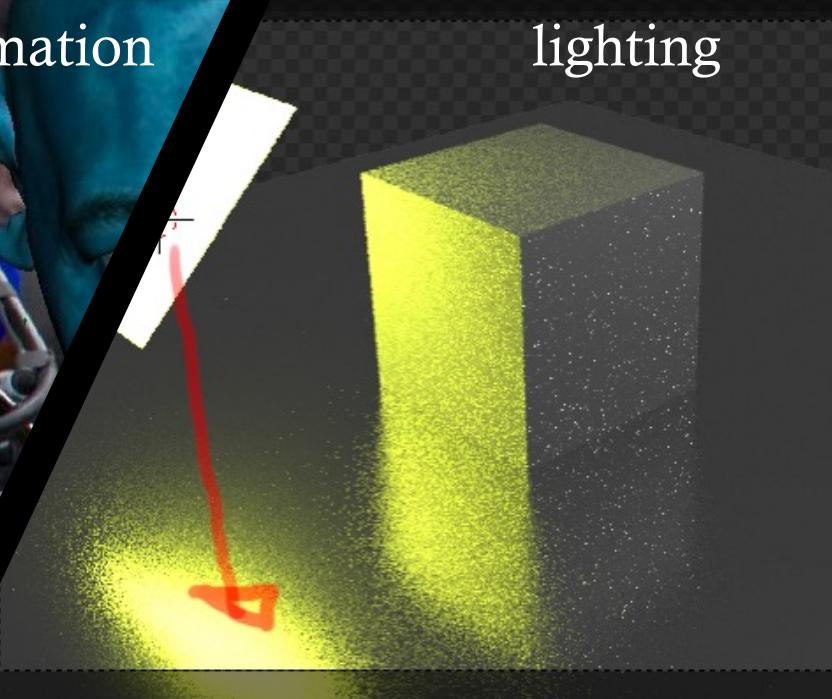
Autodesk  
3ds Max

v-ray

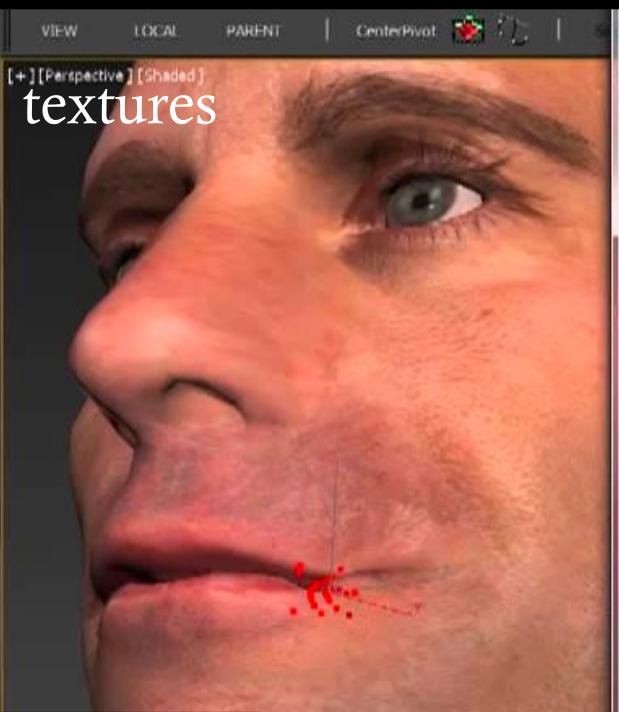
Shader Collection Vol.1  
Metal Plastic Ceramic Velvet Rubber Glass Water Beverage



animation

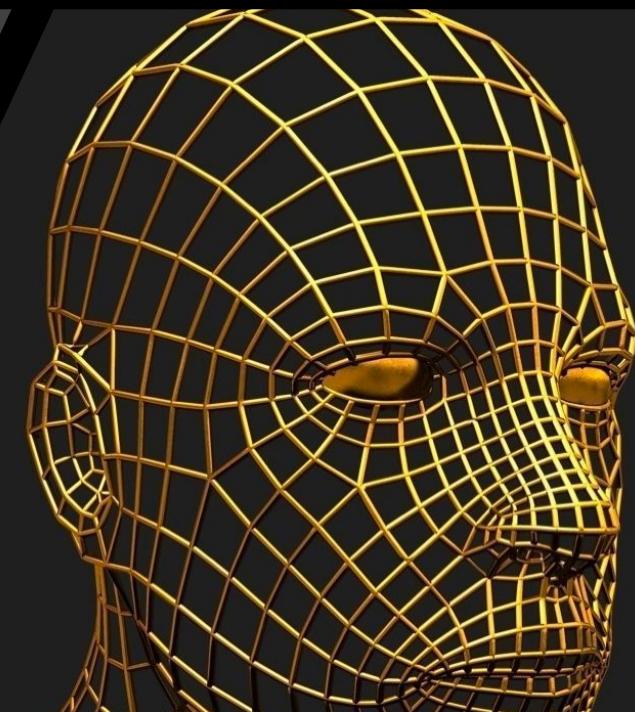
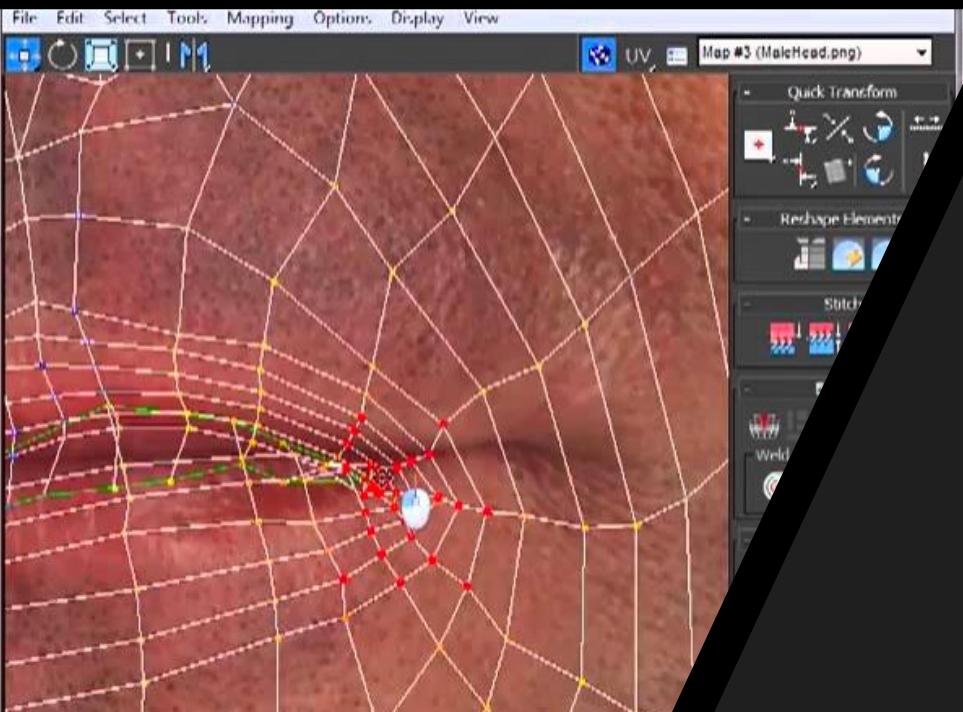


lighting



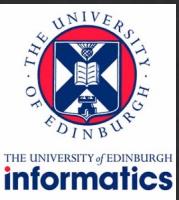
VIEW LOCAL PARENT | CenterPivot

[+] [Perspective] [Shaded]  
textures



geometry

# Search videos showing ‘effects breakdown’



<https://www.youtube.com/watch?v=DVlroZ3Lbg0>

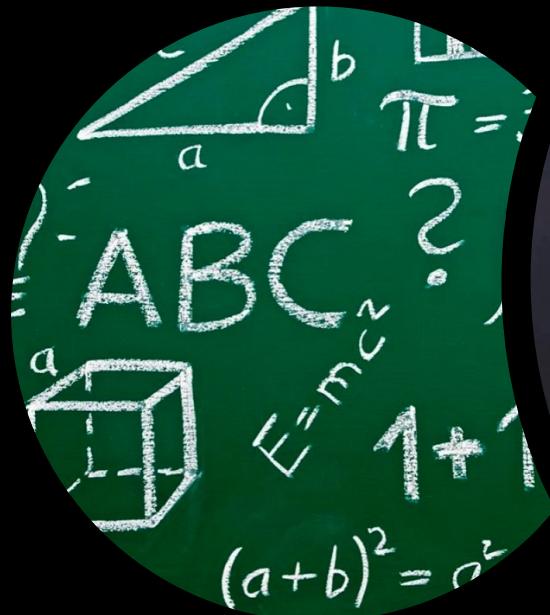
[https://www.youtube.com/watch?v=CRl3Rn\\_ud9g](https://www.youtube.com/watch?v=CRl3Rn_ud9g)

<https://www.youtube.com/watch?v=pTffQIFFYR8>

# Approaches to modelling

Artistic creation

maths



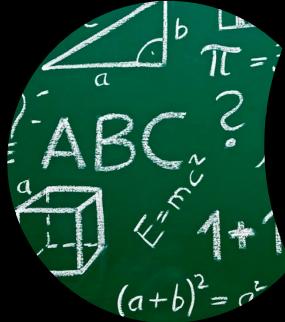
measurement



# Approaches to modelling

maths

- Use physics
- Repeated procedure
- Analytical shapes (sphere)



Artistic creation



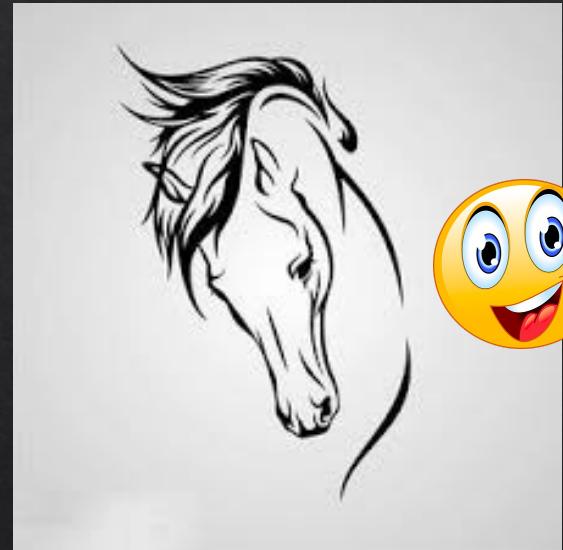
measurement

- 3D scan
- Photograph
- Motion capture



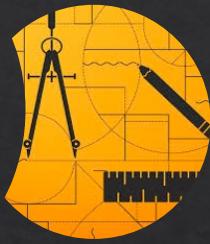
manually created models

FAKE

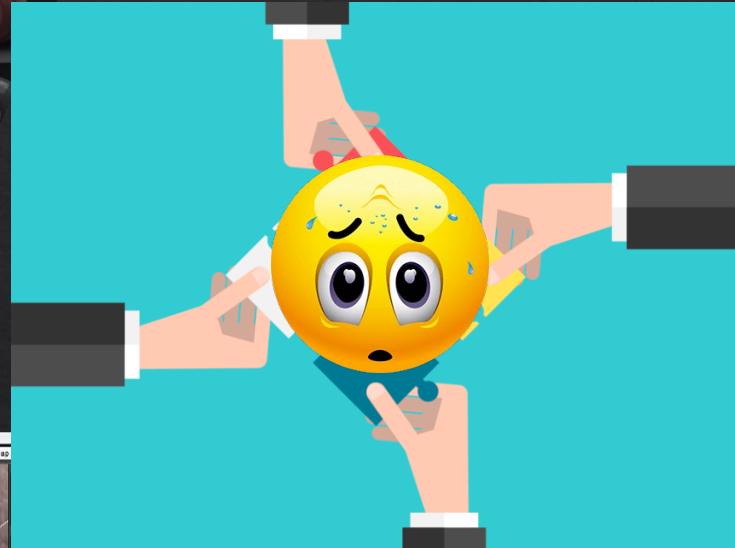


artistic expression



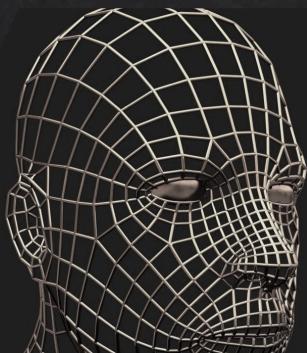
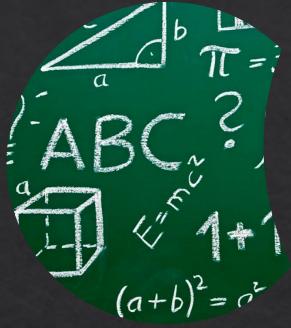


# measurement





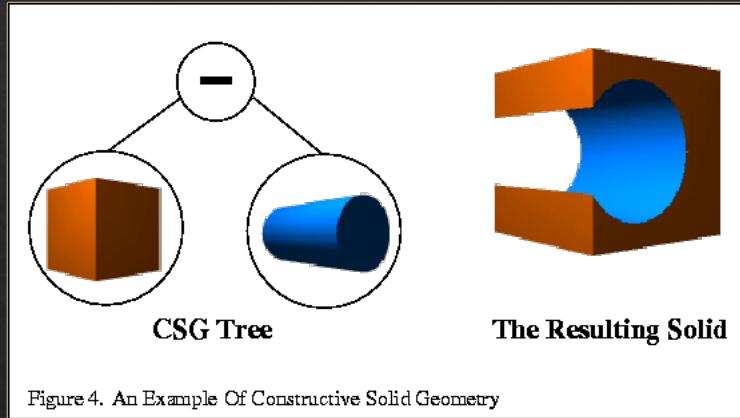
# mathematical models



# 3D shape representations

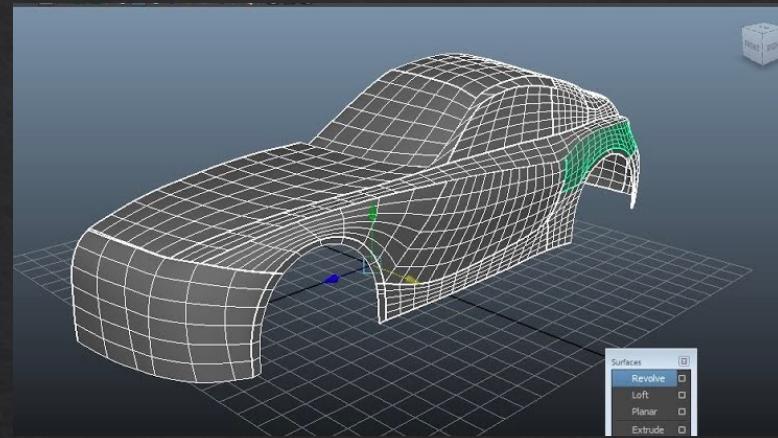
- Implicit representation
- Explicit representations
  - primitives
  - parametric

# 3D modelling – common approaches



constructive solid geometry

[https://www.cs.cmu.edu/~scoros/cs15869-s15/lectures/05-CSG\\_Procedural.pdf](https://www.cs.cmu.edu/~scoros/cs15869-s15/lectures/05-CSG_Procedural.pdf)



parametric surfaces

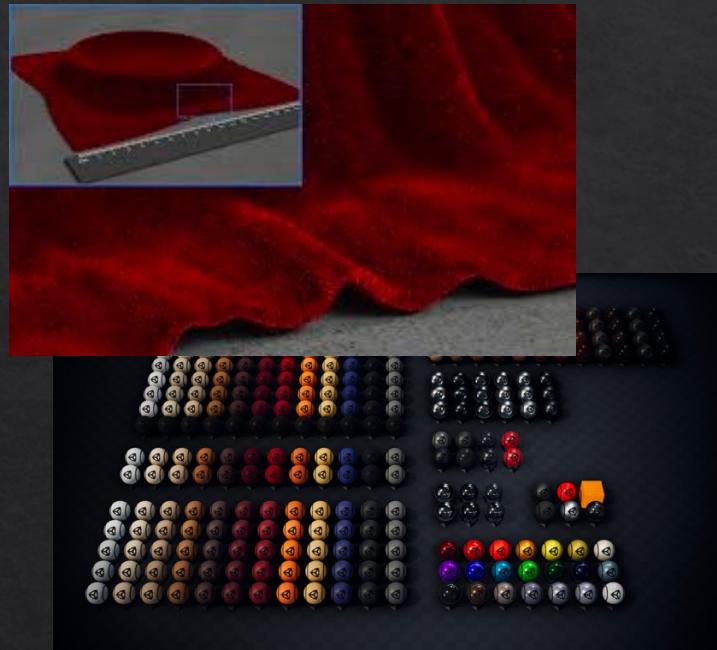
<http://www.inf.ed.ac.uk/teaching/courses/cg/lectures/slides16.pdf>



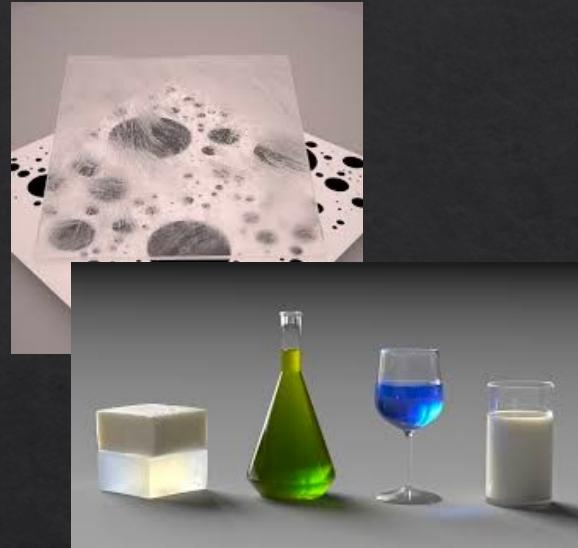
procedural modelling

<https://www.cs.princeton.edu/courses/archive/spring03/cs426/lectures/16-procedural.pdf>

# Materials – common approaches



measured



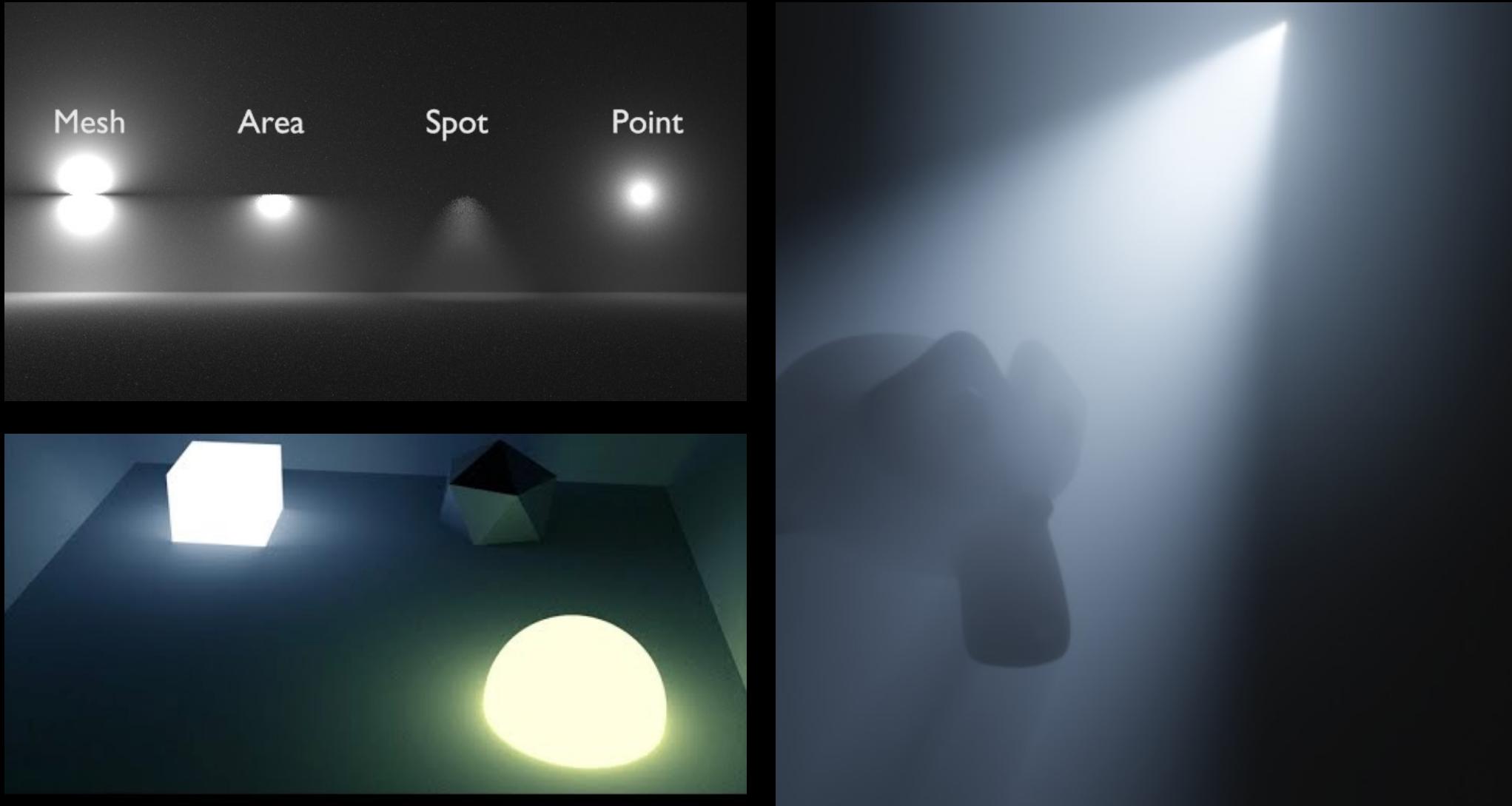
parametric e.g. ggx, bssrdf



procedural modelling

more about this, later in the course ...

# Lighting



# Environment Maps



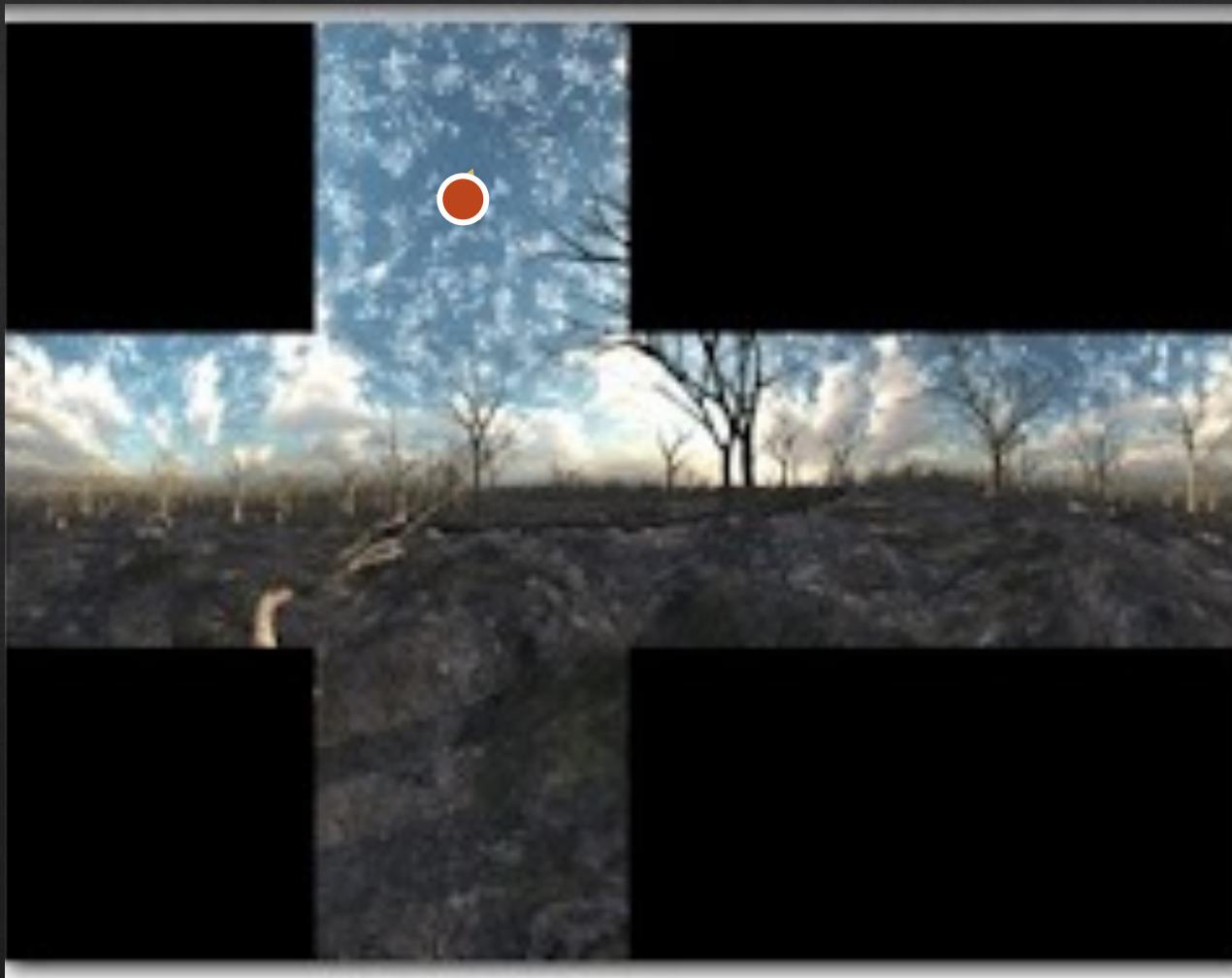
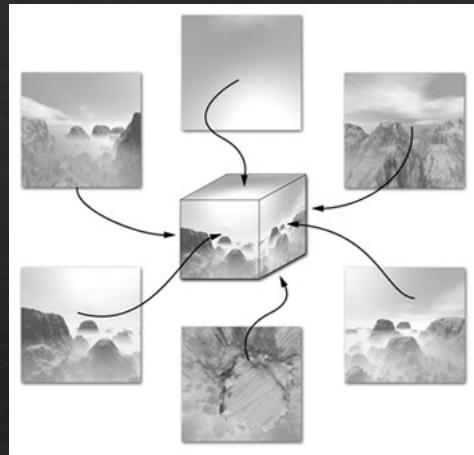
# Environment Maps



# Environment Maps



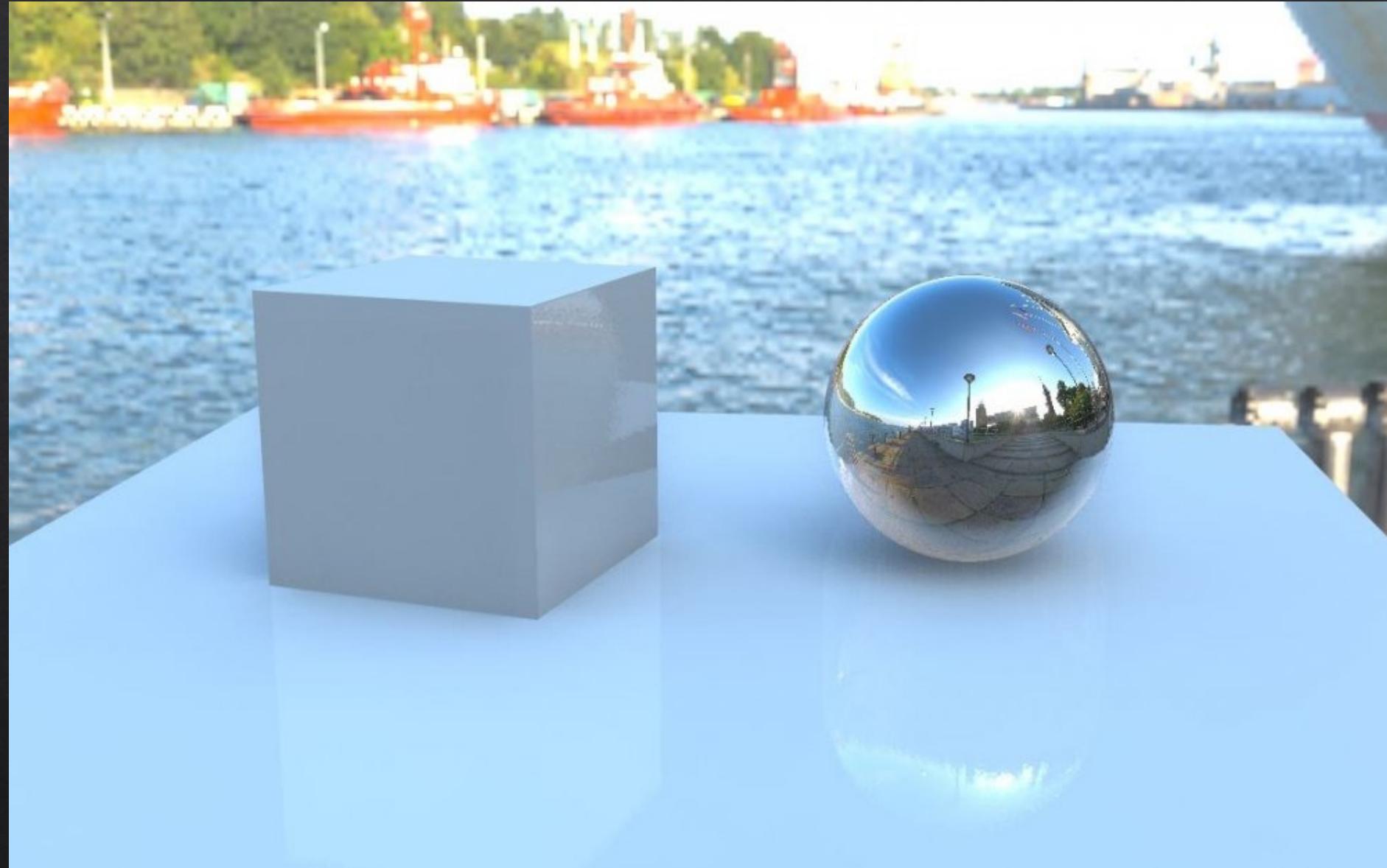
# Environment Maps – cube map



# Environment Maps – other parameterisations



# Environment Maps – directional lighting





# Deep Learning for Content Creation





*Taming the Beast*, Courtney Chaney

Sanja Fidler

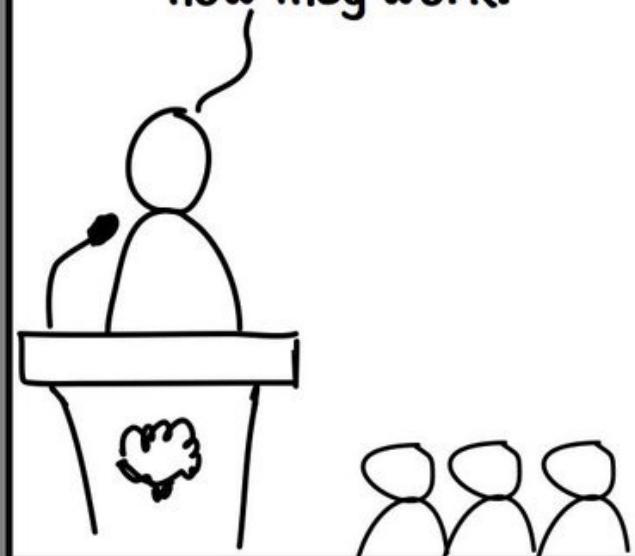


<https://www.cs.utoronto.ca/~fidler/>

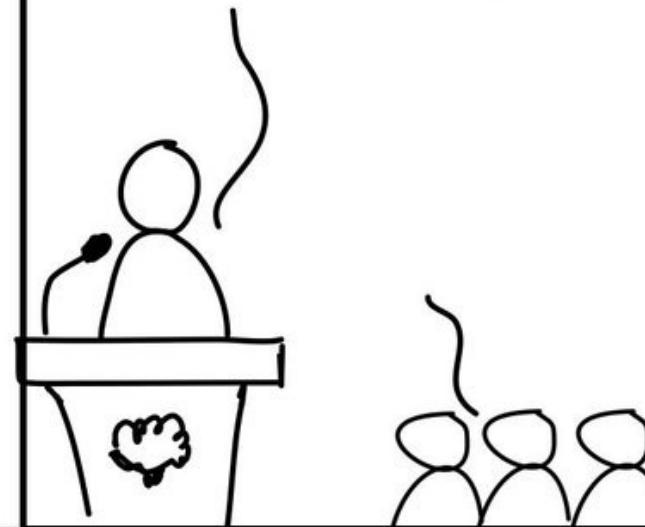
<https://www.youtube.com/watch?v=1kkFcg9k9ho>

## Artificial General Equivalence

Our brains are complex  
and we don't understand  
how they work.



Deep learning networks  
are complex and we don't  
understand how they work.



Therefore deep learning  
works like the brain.



@dileeplearning