

Lecture 2: Image generation overview

DHBW, Computer graphics

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18.1.2023.

Goal of Computer graphics

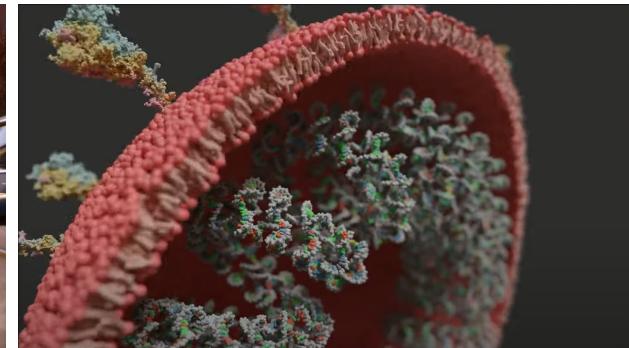
- Any interactive virtual environment, animation, application, development and research in computer graphics → **synthesizing images**



Graphics and computer games
<https://www.rockstargames.com/reddeadredemption2/>



Graphics and animated film
<https://www.pixar.com/soul>



Graphics and scientific visualization
https://www.youtube.com/watch?v=adhTmwYwOjA&ab_channel=Blender

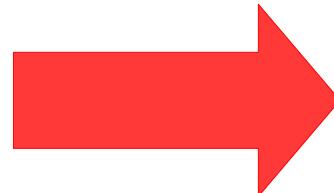
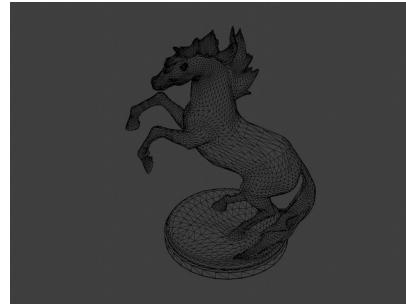
Image synthesis: intuition

- Analogy with photography:
 - Light source emits light
 - Light travels through the space, interacts with objects
 - Small amount of light reflects into camera → image



Fundamental image synthesis questions

- How to represent real world objects, lights and cameras in a computer?
 - 3D scene modeling
- How to generate image based on computer representation of those elements?
 - Rendering and image



Art of computer graphics

- Decompose real world objects and phenomena into separate models and processes which can be modeled and then again combined into a virtual world.
 - All of those parts are deeply intertwined and one doesn't make sense without another.
 - Example: without light we can't see objects and without objects we can't see light.

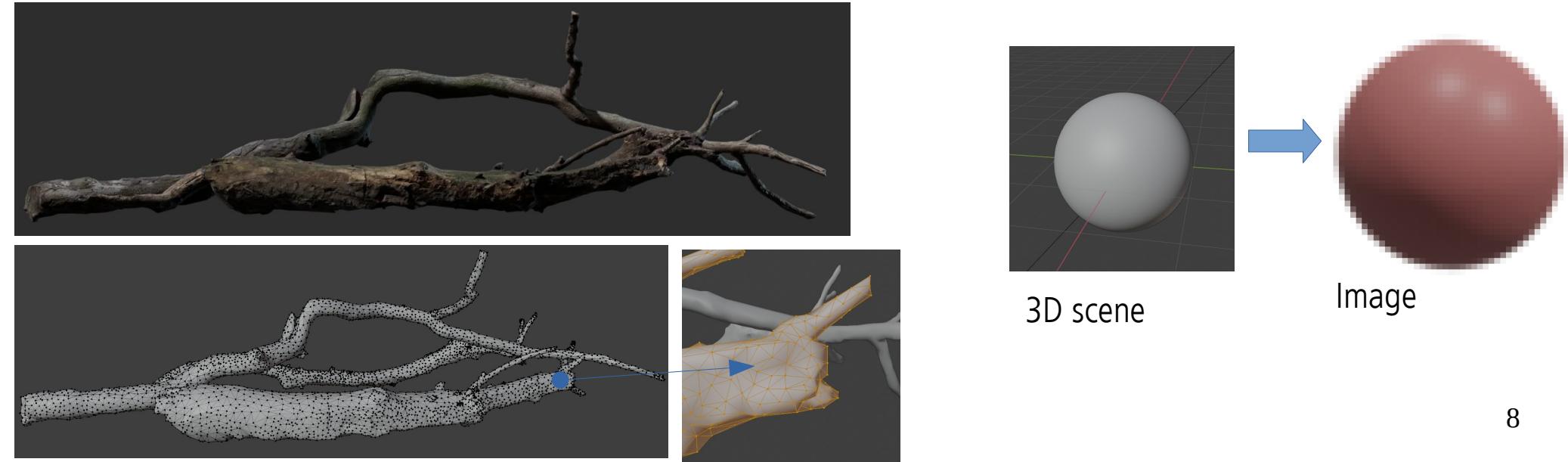


Art of computer graphics

- If there are no objects in the scene and if there is only light, we will be able to see light if it has size and shape, but looking away from light we won't be able to see anything since there is nothing to reflect light.
 - Example: if only sun would exist we would see it, but if we would look away from sun we wouldn't see anything because emitted light can not reflect on anything
- In computer graphics we can have so called non-physical lights which don't have size or shape and in this case we wouldn't see anything if there are not objects in the scene.

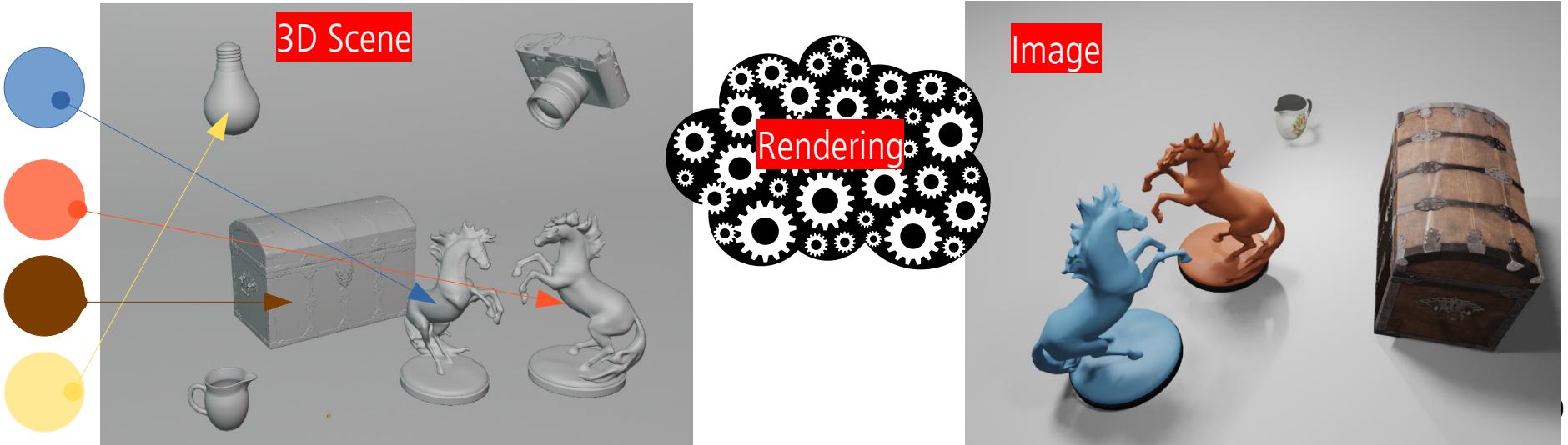
Simplification of a real world

- Computer graphics problems are solved using **simulation and approximation**.
 - The real world objects and phenomena is simulated and approximated to achieve desired outcomes for specific application.
- Description of a real world in a 3D scene must be **discretized** for display
 - Real world and 3D scene are continuous, synthesizing images means creating discrete image: array of pixels



Pillars of computer graphics

- To synthesize an image:
 - We need a description of a **3D scene** which contains objects, lights and cameras
 - A way to transform a 3D scene into 2D array of pixels – **rendering**
 - A way of storing 2D array of pixels for raster display – **image**



Modeling and rendering

- Computer graphics is concerned with:
 - Techniques and methods for **modeling** of **3D scene**: what will be rendered
 - Development of **rendering** algorithms for creating image out of a 3D scene
 - Storing and displaying **images**

Modeling and rendering are intertwined

- Rendering process must “understand” how 3D scene is represented
- Modeling of 3D scene relies on representations which are understood by rendering algorithm

3D Scene Modeling

A start of image generation journey: "what we render"

3D scene modeling

- In order to generate an **image** we need something to **render** → a **3D scene**:
 - **Objects**: what we want to visualize
 - **Cameras**: from where and how are we viewing the objects
 - **Light sources**: enable us to see objects → light reflected to camera

3D space

- To define any object in 3D scene we need to introduce a concept of **3D space**.
 - 3D space is represented with 3 coordinate axis: **Cartesian coordinate system**
 - This main coordinate system is called **world**.

World coordinate system

- All objects have unique **transform** in this world coordinate system:
 - Position
 - Rotation
 - Scale

Objects in 3D scene

- Modeling 3D scene object is separated into modeling:
 - Object shape
 - Object material



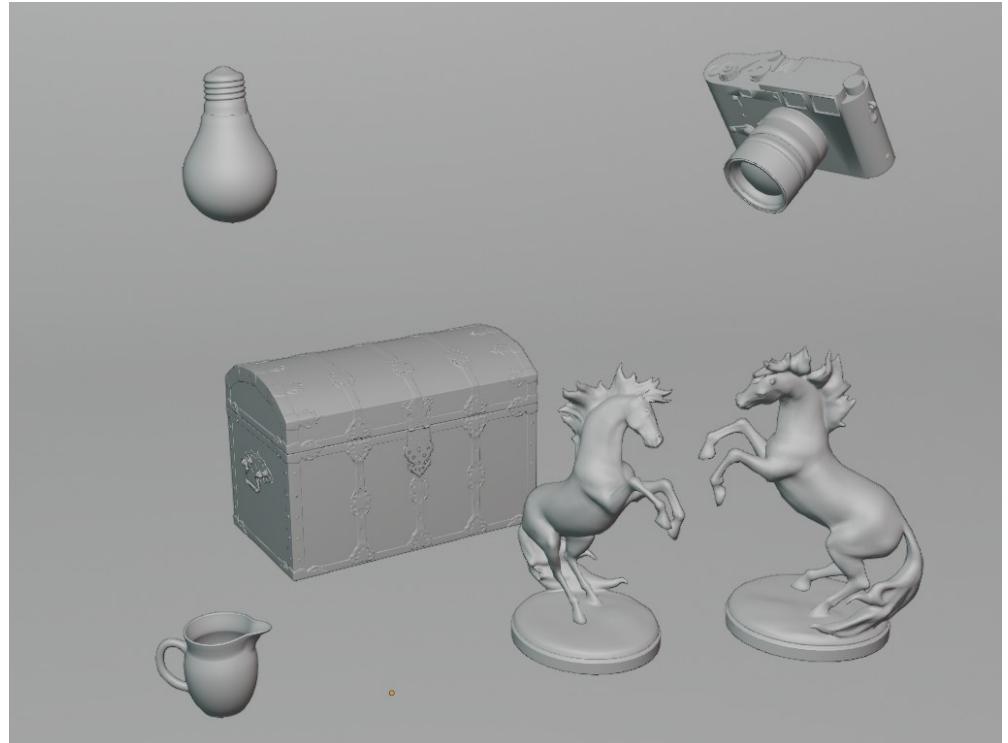
Shape



Shape and material

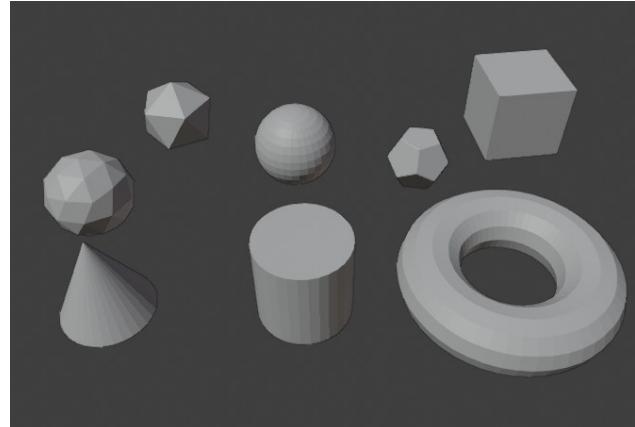
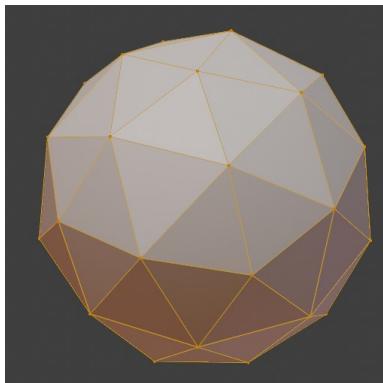
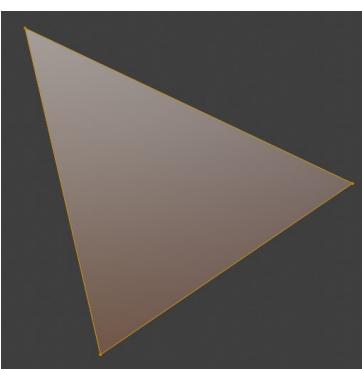
Object shape

- Object shape is needed for:
 - Defining object form, size, etc.
 - Placing object correctly in the scene with respect to other objects
 - Determining which objects are occluded and areas into which shadow is cast by an object
 - Determining visibility

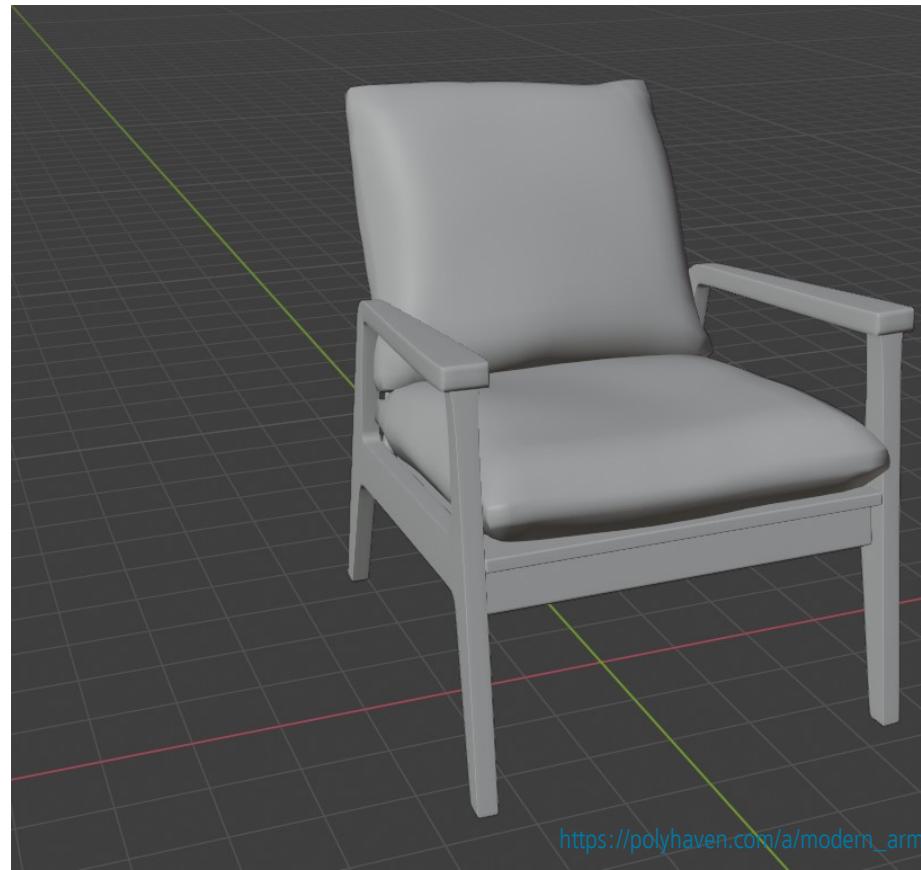
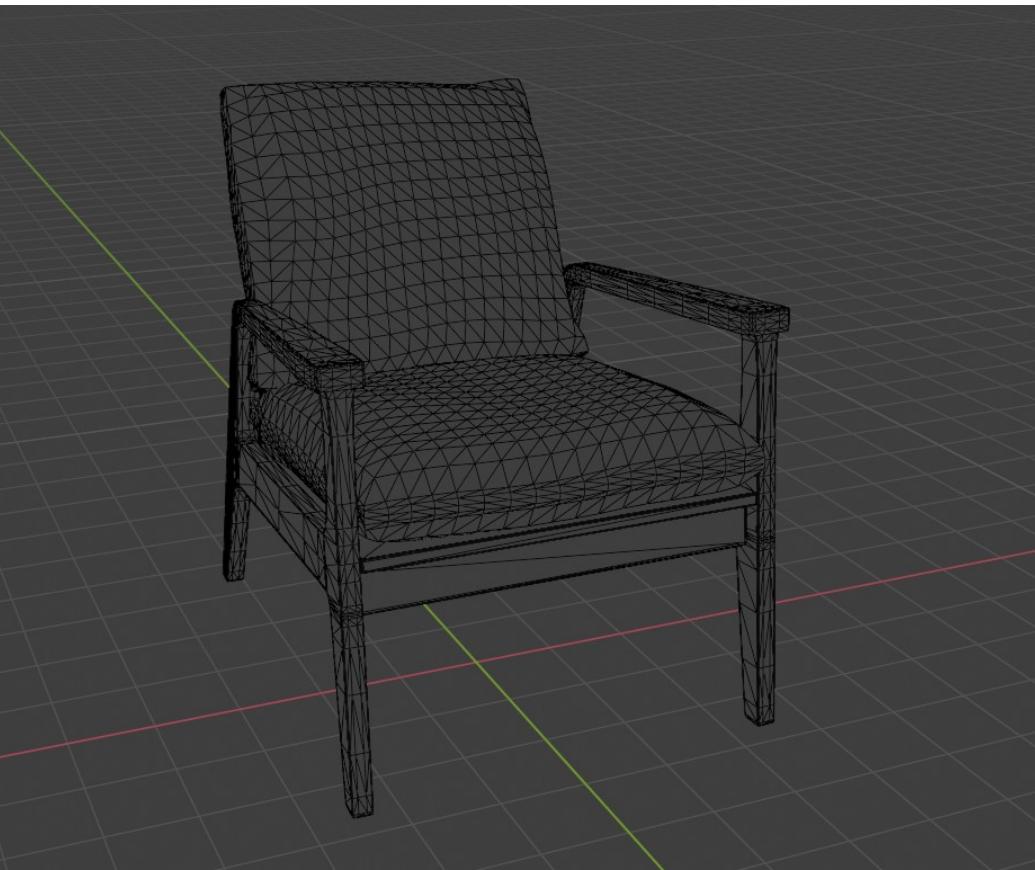


Shape representation

- We start by defining **points** (x,y,z) in 3D space.
- To define a **surface**, simplest way is to connect points to form a **polygon**.
 - Most commonly used polygons are **triangles**.



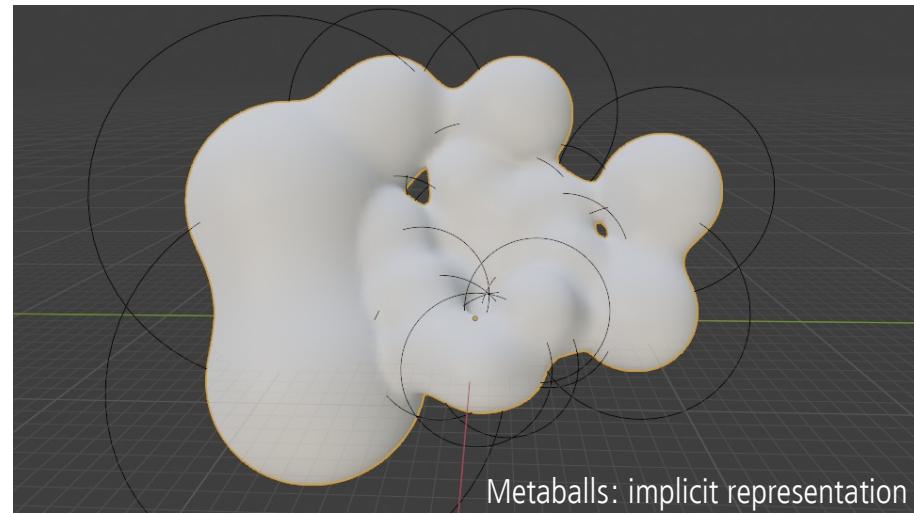
Triangle shape representation: triangle mesh





Why triangles?

- Are objects that we have seen created using triangles?
 - NO!
- Modeling is often done using different shape representations
 - It is very often that different shape representations are turned into triangles before/during rendering stage - using **triangulation**.
- Triangle is most widely used **primitive** for surface shape representation
 - Simple
 - Efficient for storage and transfer
 - Efficient for rendering

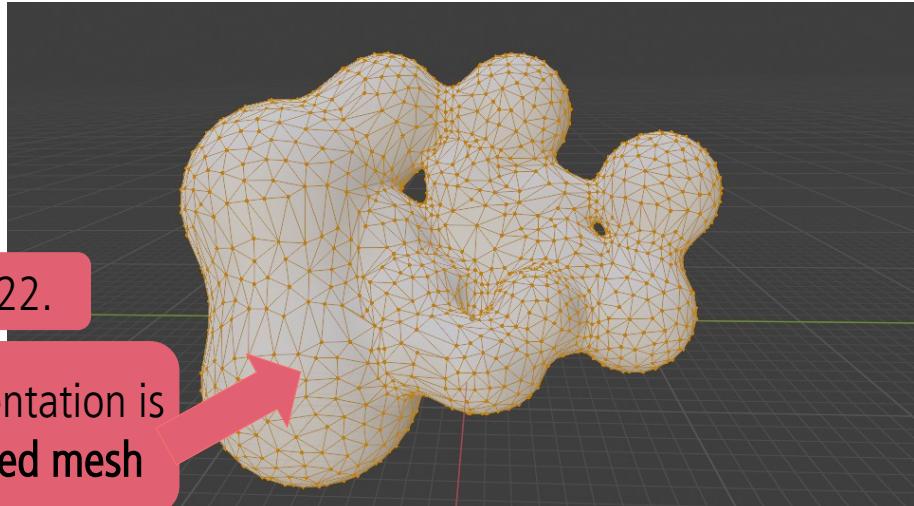


Metaballs: implicit representation

Triangulation

Update 19.1.2022.

This shape representation is called **triangulated mesh**



Other shape representations

- Various representations for 3D models exists.
 - Some are better for **modeling**
 - Other are better for **rendering** (triangulated mesh).

Shape representations for modeling

- In professional software, various shape representations for efficient modeling exist.



Hair modeling using parametric curves:

<https://developer.nvidia.com/gpugems/gpugems2/part-iii-high-quality-rendering/chapter-23-hair-animation-and-rendering-nalu-demo>



Implicit surface representation:

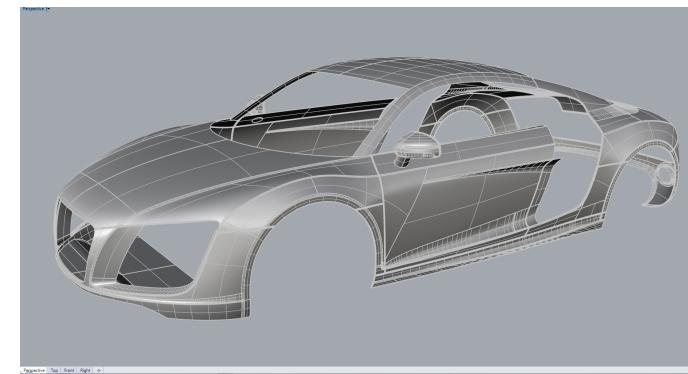
<https://www.shadertoy.com/view/ld3Gz2>



Quad mesh

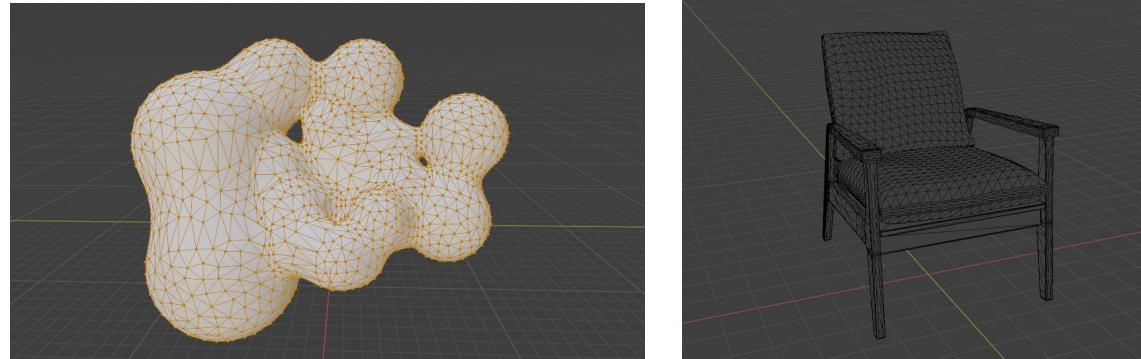
Parametric surfaces:

<https://forums.cgsociety.org/t/audi-r8-v10-2010-nurbs-model-with-rhino-3d/1761843/3>



Shape representations for rendering

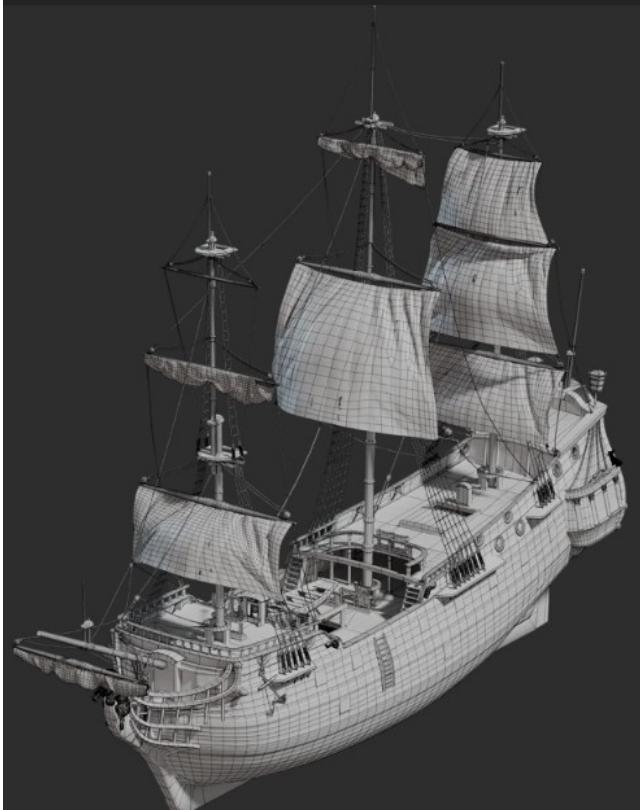
- Almost always prior rendering, different shape representations are converted to triangulated mesh for efficient rendering.
 - One representation for rendering makes rendering process highly efficient
 - Graphics cards (graphics processing units, GPU) is highly efficient for processing triangles
 - Lot of research and hardware development was focused onto efficient rendering of triangles*.



* It is easy to imagine that different rendering primitive is used. But due to historical events this turned out to be a triangle. What is important to note is that mapping of various representations to triangle mesh is possible and thus it is not important which is the rendering primitive as long as it supports various representations.

Object material

- Shape defines what is visible, material defines how it looks.







Material modeling



3D objects: appearance



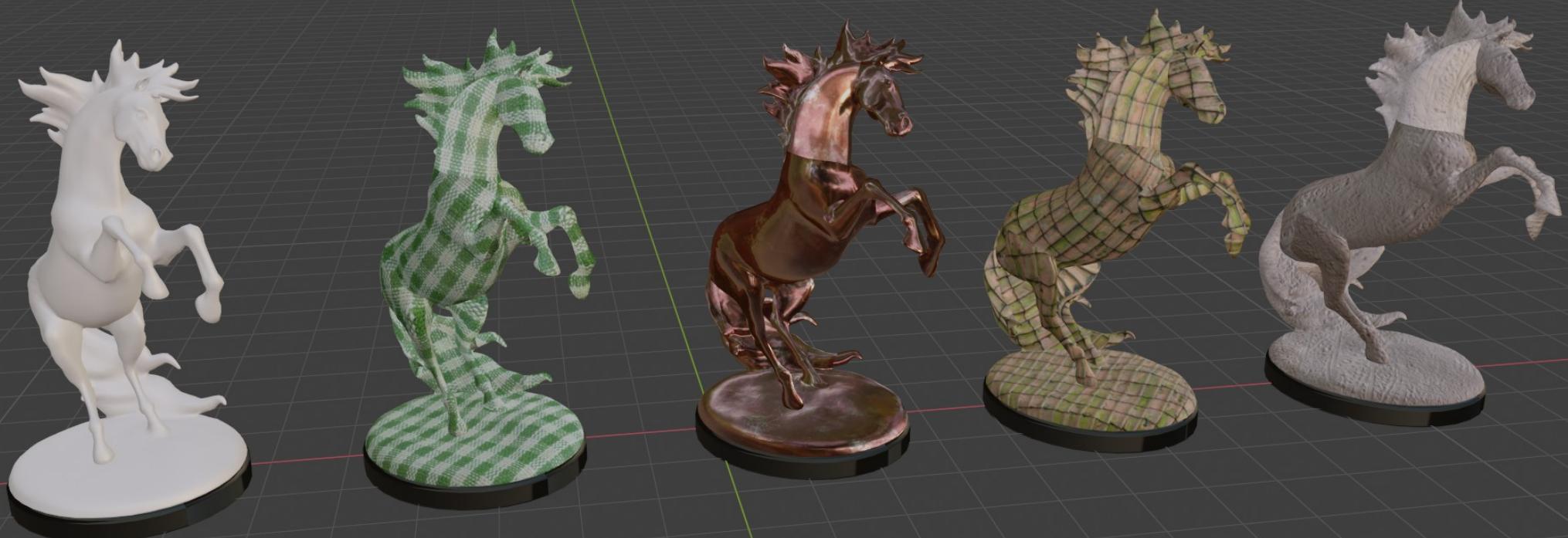
Shape

Shape + Material:
object appearance
greatly depends on
material.



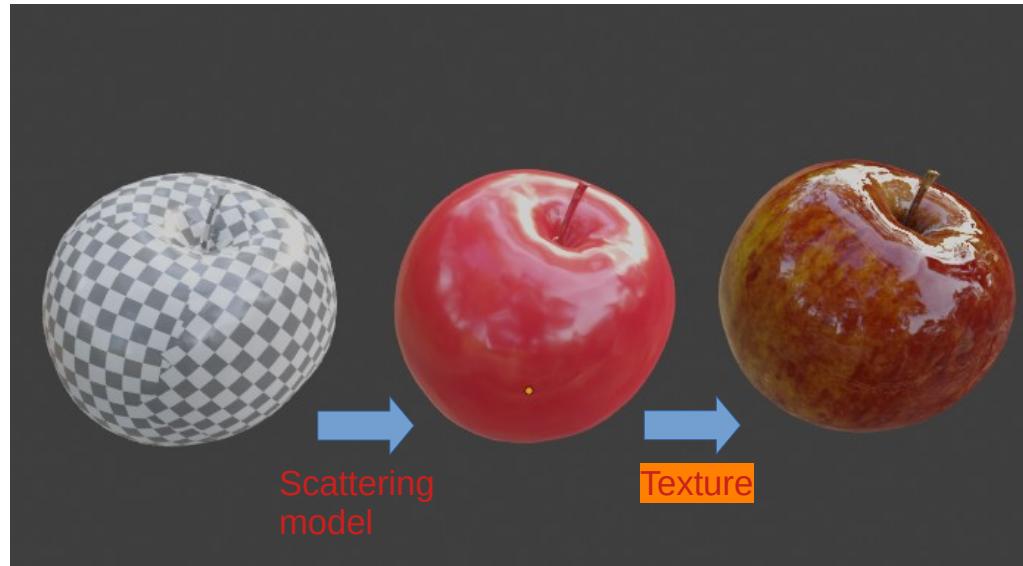
Material and shape

Material and shape can be modeled separately.



Material

- Defines **light-matter** interaction → **object appearance**
- Material modeling is decomposed into:
 - How light scatters on surface → **scattering model**
 - Variation of scattering function parameters and small scale geometry over surface → **texture**



Material



- Uniform material parameters
- Material is defined using only **scattering model***



- Varying material parameters
- Material is defined using **scattering function and texture**

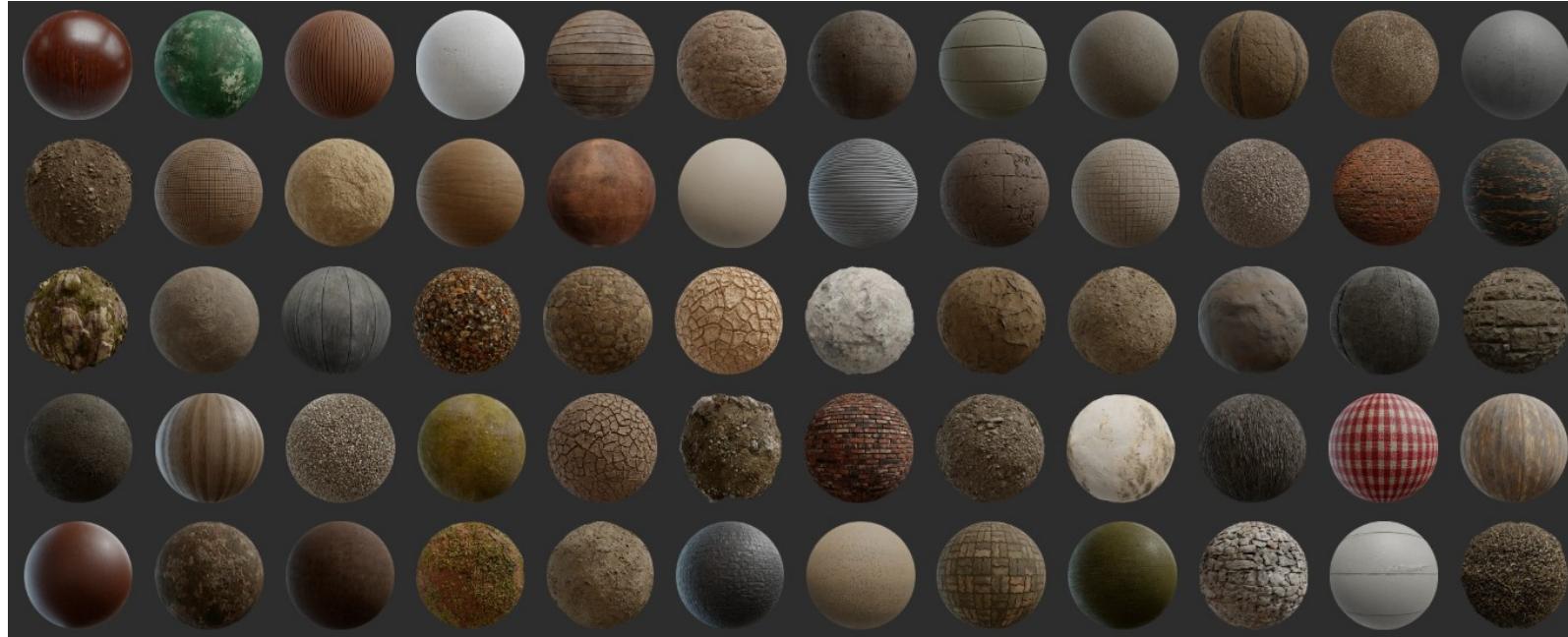
Material: scattering model

- Defines if object appears like:
 - Metal
 - Plastic
 - Glass
 - Glossy
 - Matte
 - Reflective
 - Transmissive
 - Etc.



Material: texture

- Gives look and feel to the object:
 - Wood
 - Dirt
 - Cloth
 - Fabric
 - Rock
 - Brick
 - Plaster
 - Finishing
 - Imperfections
 - Etc.



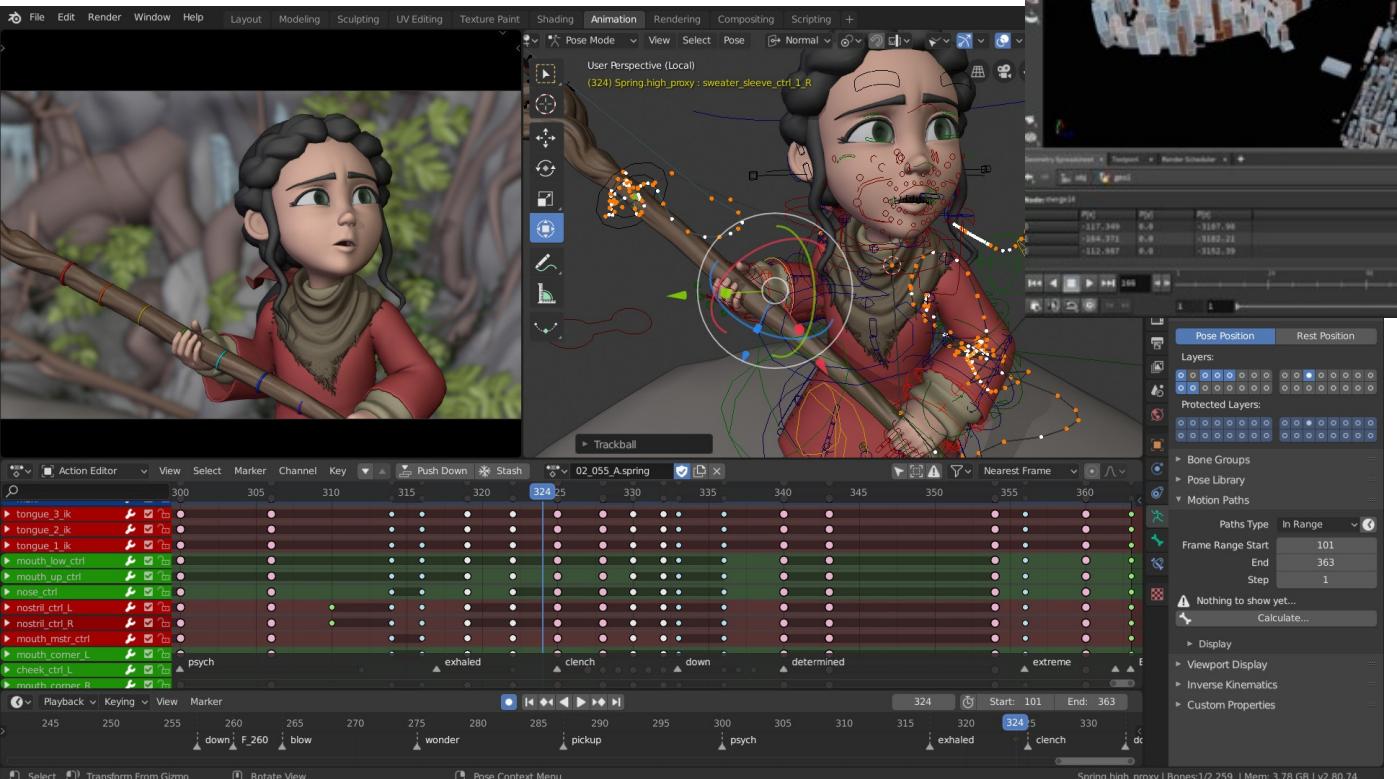
Material

- Generally, material defines:
 - How light travels between objects: participating media, e.g., fog
 - How light interacts with surfaces: surface scattering, e.g., metals
 - How light interacts sub-surface, e.g., wax, leafs



Creating 3D scene objects

- Interactive modeling using digital content creation (DCC) tools:
 - Blender and Houdini



<https://www.sidefx.com/products/houdini/>

Autodesk modeling tools:
<https://www.autodesk.com/>

Cinema 4D:
<https://www.maxon.net/en/cinema-4d>

39

<https://www.blender.org/>

Creating 3D scene objects

- 3D scanning can be used to “import” real object into digital world.



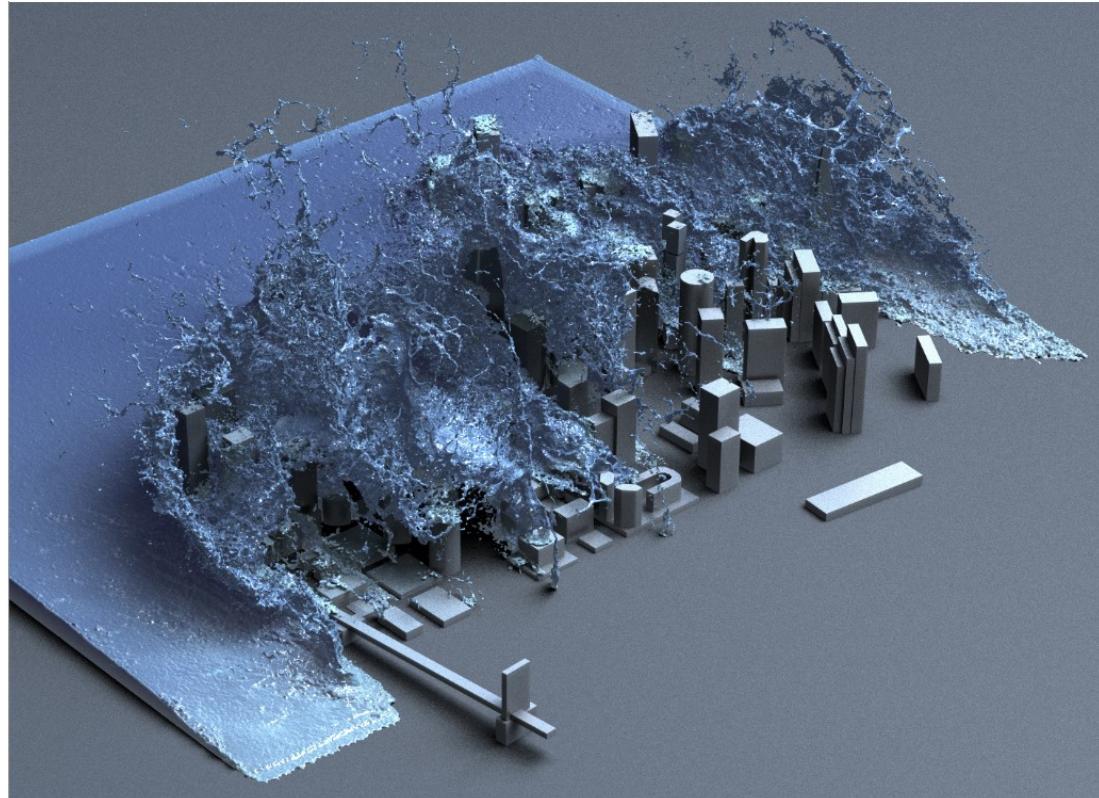
<https://quixel.com/megascans/home/>



<https://www.myminifactory.com/object/3d-print-bust-of-antinous-as-dionysus-50345>

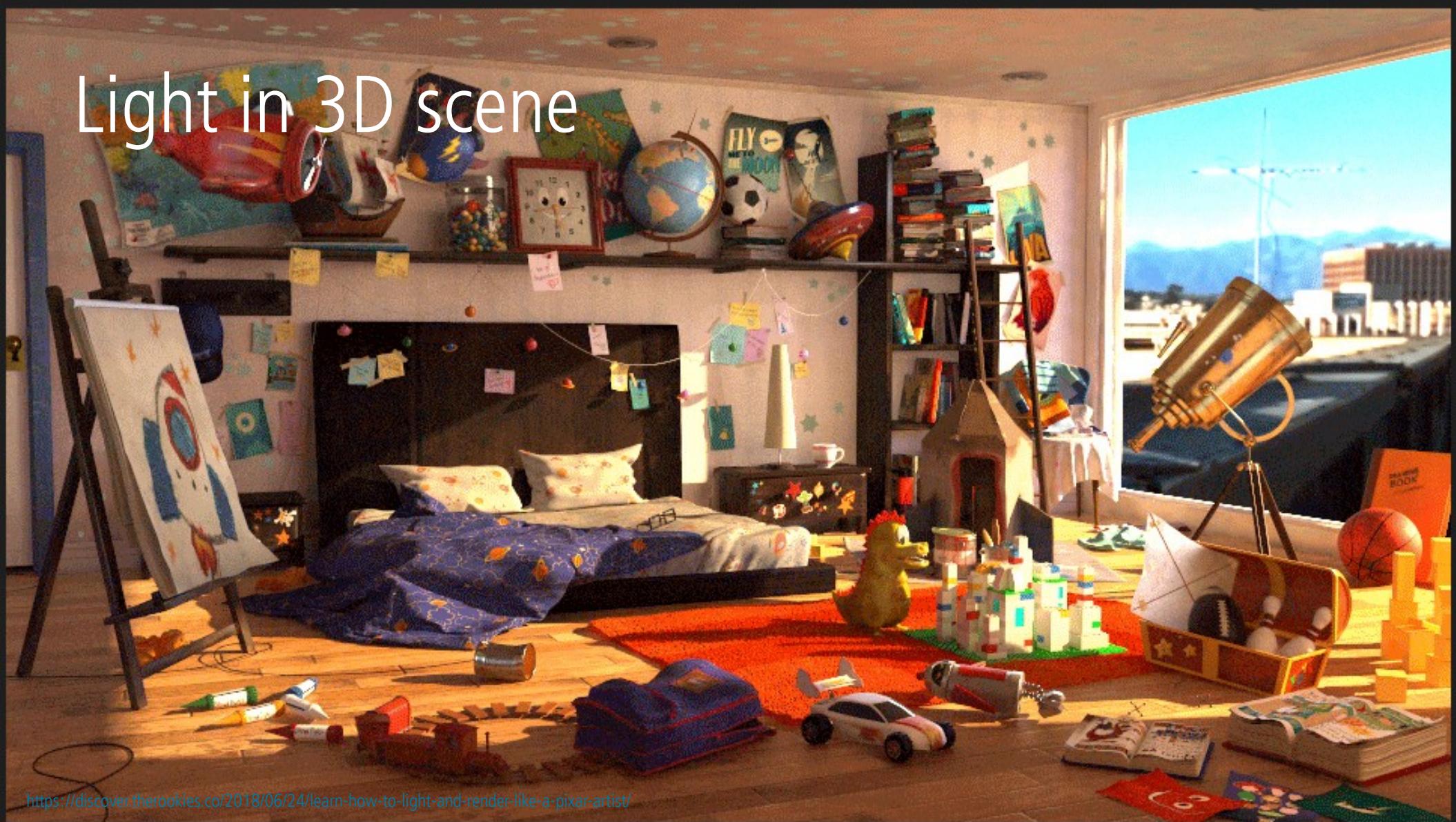
Creating 3D scene objects

- Simulations
 - Some objects are very hard to model by hand and capture from a real world.
 - Procedural and physical simulations are employed to generate shape.



https://people.csail.mit.edu/kuiwu/gvdb_sim.html

Light in 3D scene





Lights

- Light sources define:
 - Position and direction
 - Color and intensity

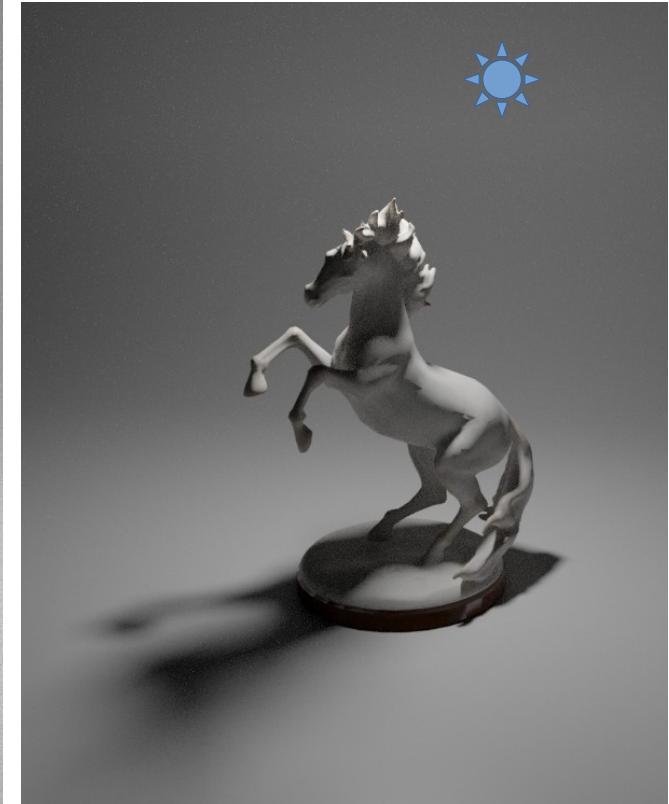


Lights

- Light sources can further have:
 - Size
 - Shape



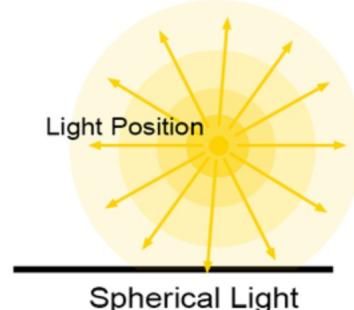
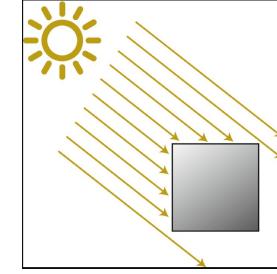
Physical lights have size and shape



Non-physical lights only determine position/direction and intensity

Non-physical Lights

- Fundamental light sources are:
 - Point lights
 - Directional lights



Non-physical lights: no shape or size!

Camera

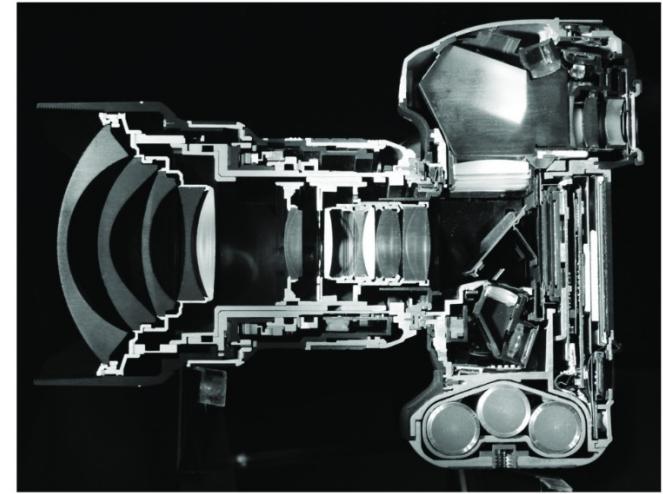
- Camera defines point of view and it is used to simulate effects of real-world cameras.



Camera

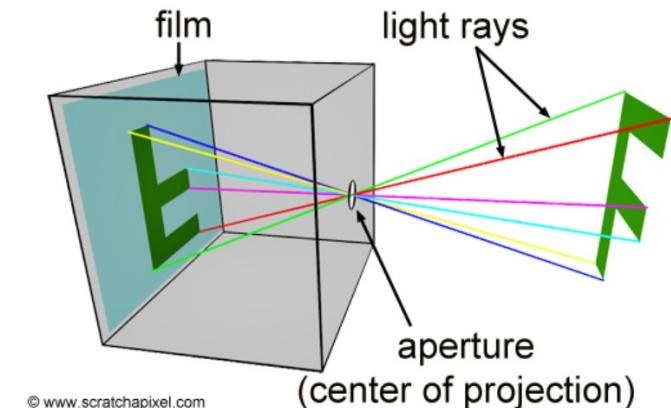
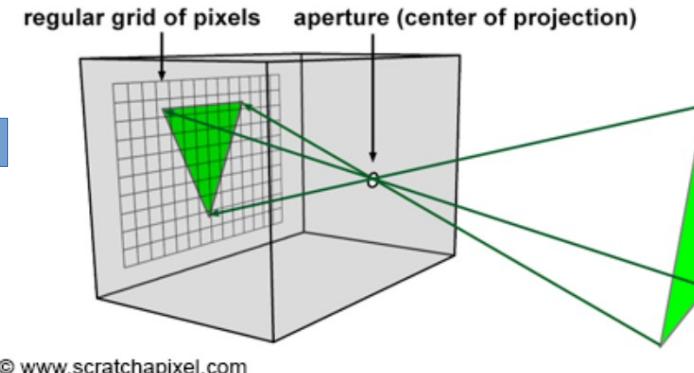
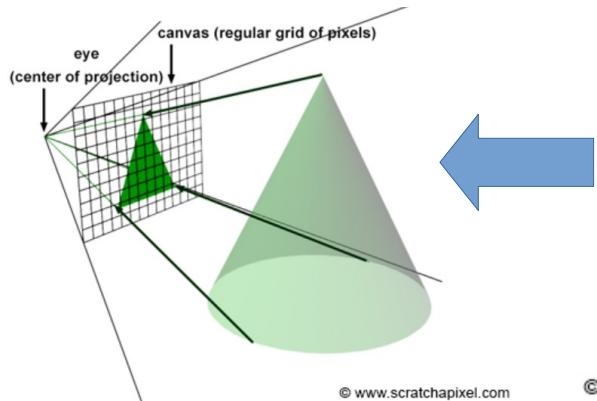
Separating pinhole camera elements and parameters. Discussing lens.

- Fundamental camera model in computer graphics: **pinhole camera**. Elements:
 - Eye (aperture)
 - Film plane.
- Fundamental pinhole camera **parameters**:
 - Focal length
 - Film size
- In real world, aperture of camera must be small enough so it is not causing blur and large enough for enabling shorter exposure time. To balance this, lenses are used.



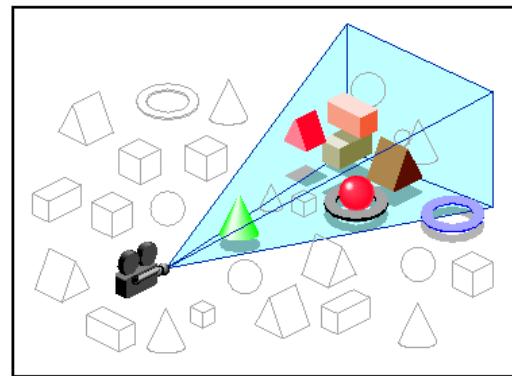
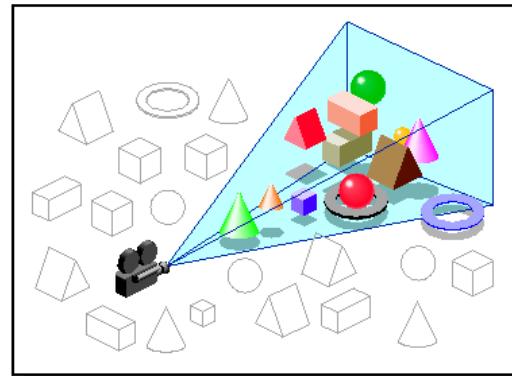
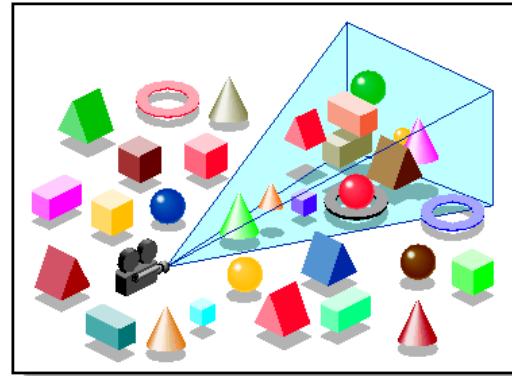
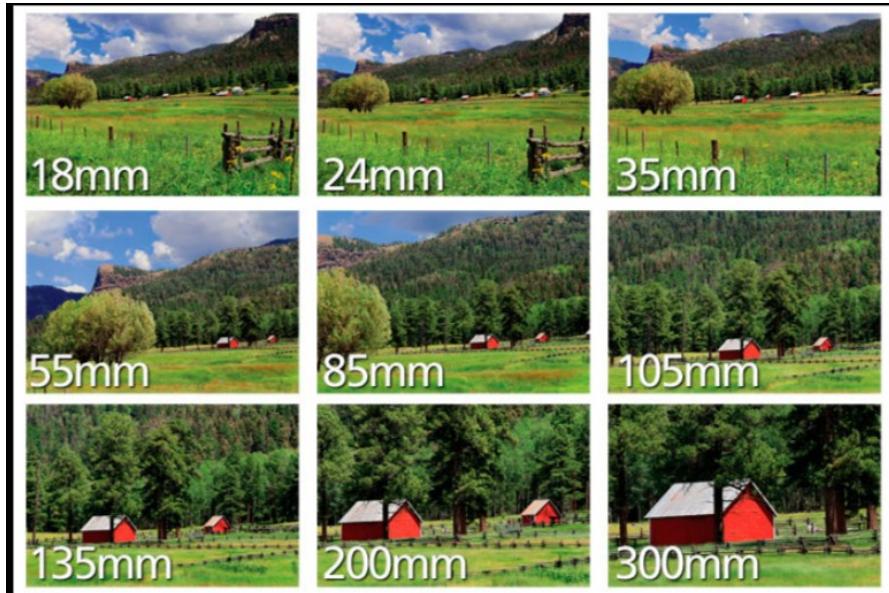
Cross-section of Nikon D3, 14-24mm F2.8 lens

Pinhole camera simplification



Camera

- Camera defines portion of visible scene → **viewing frustum**
- Amount of visible scene depends on:
 - Film size
 - Focal length



Animated objects

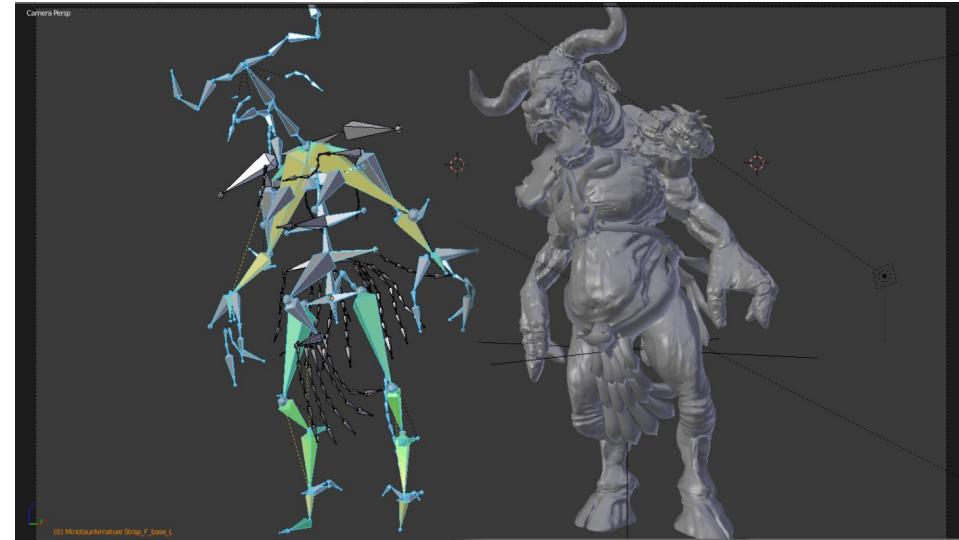
- So far we have discussed static objects → single image
- To introduce **movement – animation** we need **time component**
- Animation:
 - Movement of objects or their parts: **scaling, translating, rotating**
- Rendering image after each movement in 3D scene → **sequence of images → animation**



<https://www.3dart.it/en/character-movement-animations-to-download/>

Animation

- Animation describes change of a shape, material, position, illumination, viewing over time, etc.
- Animation can be created:
 - Interactive modeling: rigging, skinning, keyframing, etc.
 - Procedurally: e.g., physical simulation
- Animation can be:
 - Pregenerated
 - Generated at render-time



<https://www.fudgeanimation.com/experiments/top-5-rigging-tips/>



<https://dreamfarmstudios.com/blog/what-you-might-not-know-about-the-vfx-component-of-the-3d-animation-pipeline/>

Material: animation vs appearance

- In context of **appearance modeling**, material defines how light interacts with surface
- In context of **animation**, especially physically-based animation, material defines shape deformation, e.g., viscosity for liquids or stiffness for deformable objects

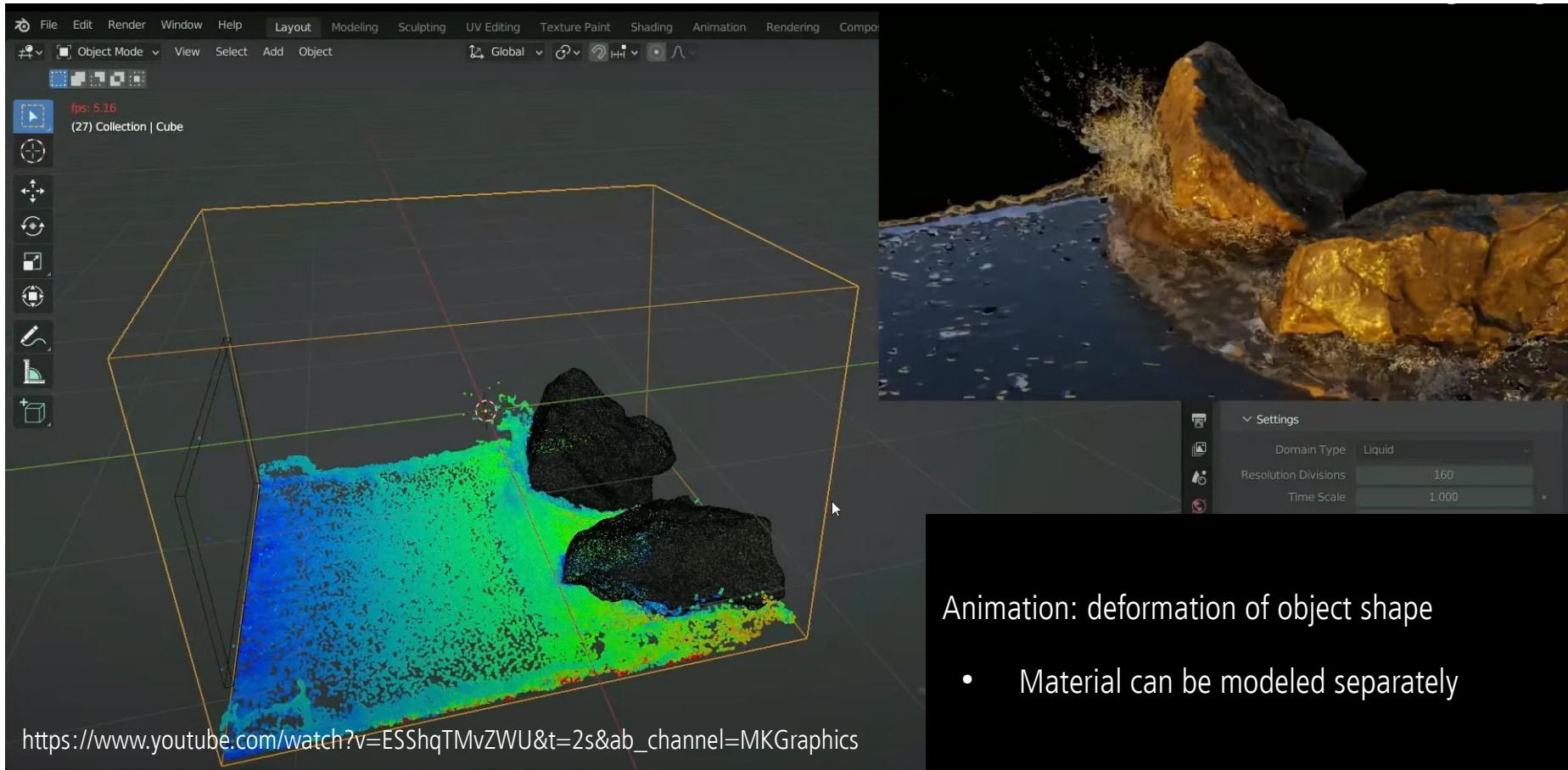


Houdini liquid simulation: <https://mathildeb.artstation.com/projects/rZWz5>



Houdini liquid simulation:
<https://martinfatnes.artstation.com/projects/8eRzEx>

Material: animation vs appearance



Interaction with 3D scene

- Use user input to modify 3D scene
 - Game engines: Godot, Unity, Unreal



<https://www.orithegame.com/>



<https://unity.com/solutions/digital-twins>

3D scene: recap

- **3D scene**
 - 3D objects
 - Lights
 - Cameras
- **Rendering** takes 3D scene information for generating image.

Rendering

A process of generating image from a 3D scene

Rendering:
generating images
from a 3D scene.

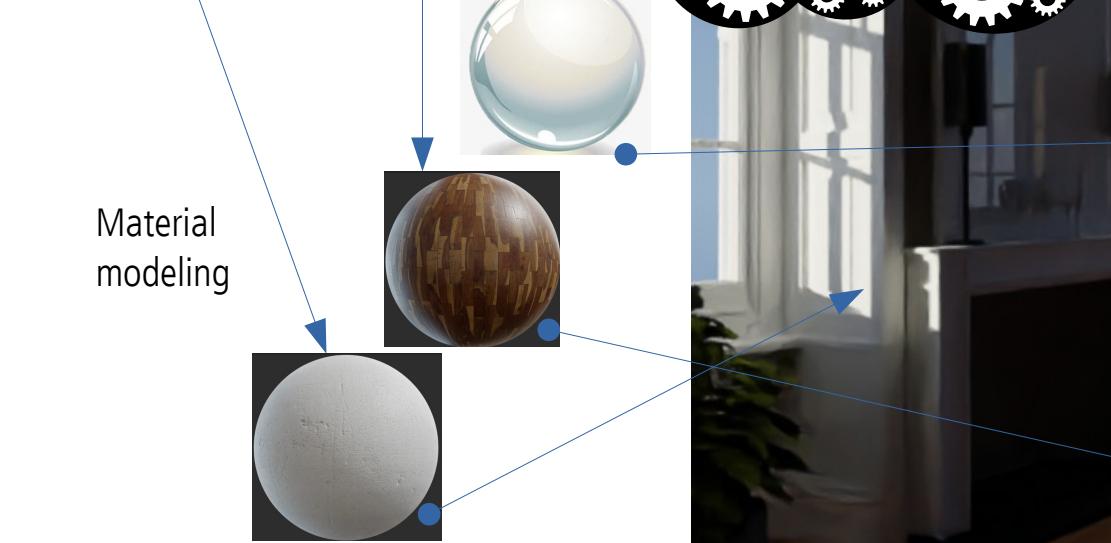
3. Image



1. Scene modeling



2. Rendering





<https://www.artstation.com/lovro>





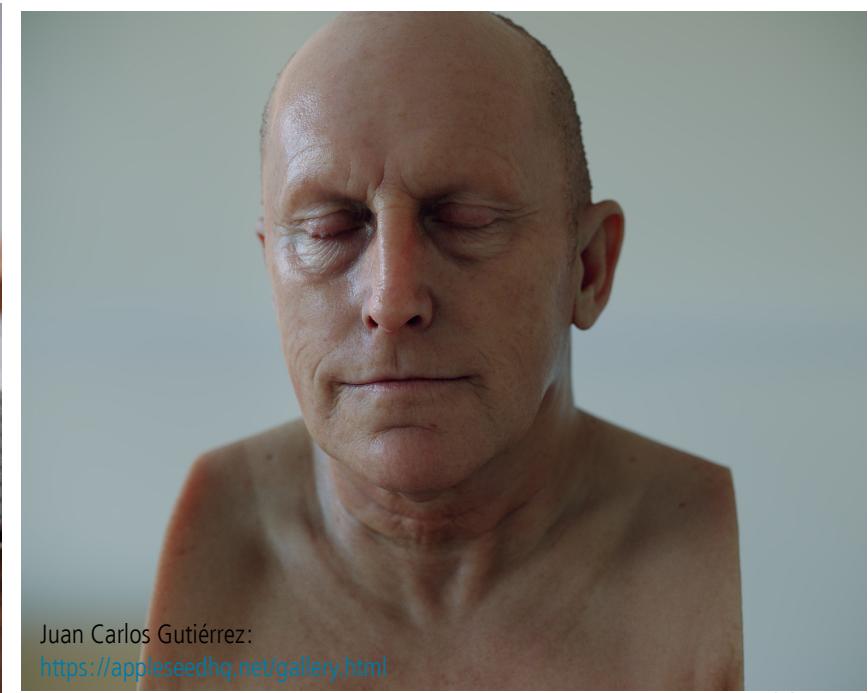


Rendering: photo-realistic images

- Photo-realistic images – images that look like a photograph* of a real world.
 - To make objects appear as they do in real world, we need to simulate laws of physics: optics – light-matter interaction



Juan Carlos Gutiérrez:
<https://appleseedhq.net/gallery.html>



Juan Carlos Gutiérrez:
<https://appleseedhq.net/gallery.html>

* Note that there is also distinction between images that look like a real photo and that are "correct" like a real photo. In graphics, almost always it enough to create images that look like a real photo but the way they are produced doesn't necessarily be correct in terms of how real world works. Again, this is trade-off between quality and speed and decision depends on application.

Rendering: non-photorealistic images

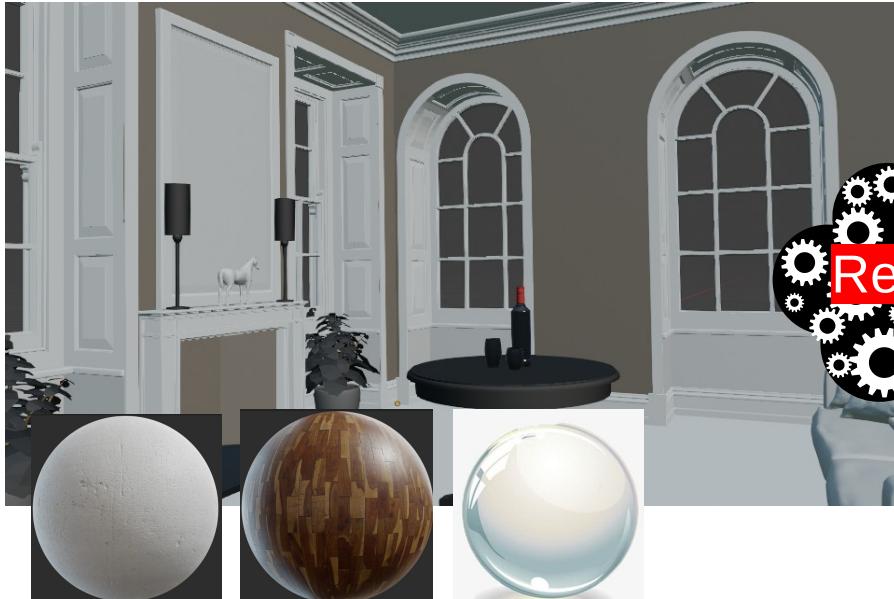
- Non-photo-realistic (NPR) images* – images that contain wide range of expressive styles.



* Specific look of NPR images often comes from exaggerating some characteristics of 3D scene or rendering algorithm. Therefore, it is better to start with photo-realistic rendering and then altering this method to obtain required style in NPR.

Rendering

- In both cases, image is generated using certain **rendering** method.
- Rendering process takes 3D scene information and creates 2D image.

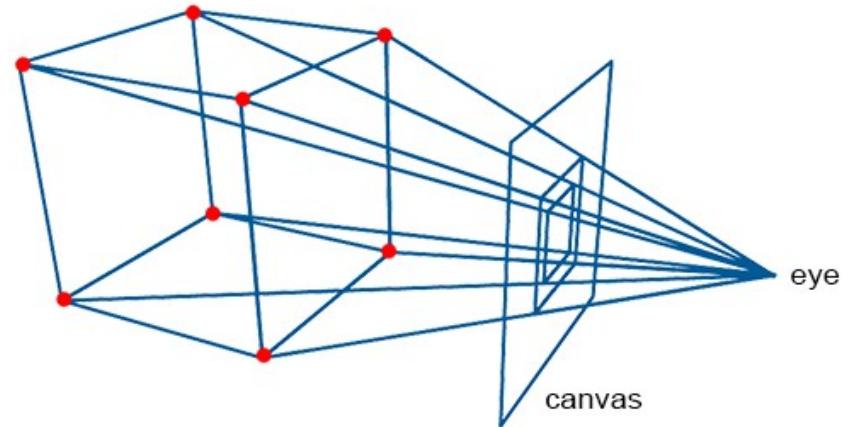


Rendering: simulating visual system

- **Foreshortening effect:** objects that are further appear smaller than those which are closer
- Important for photo-realistic rendering since it simulates how our visual system works
 - It defines shape and size with respect to the distance to the eye.

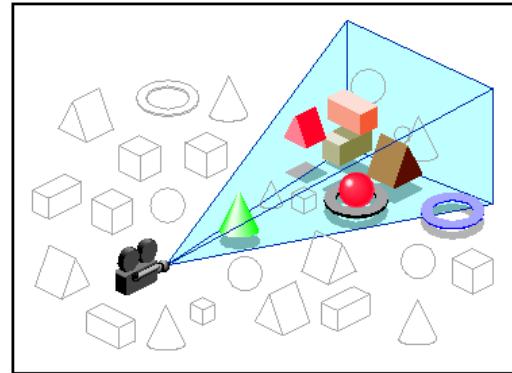
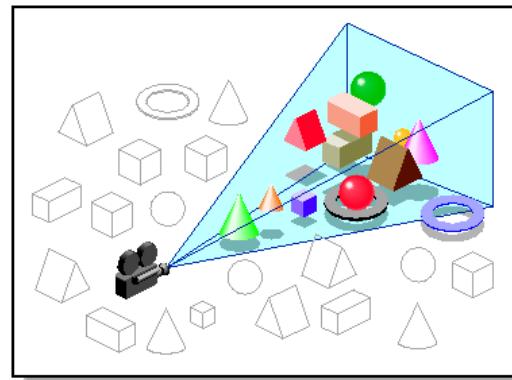
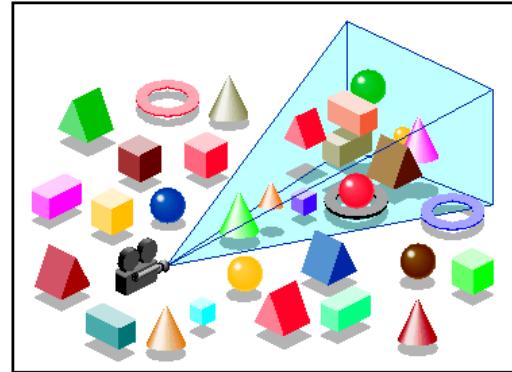
Foreshortening effect: trace rays from corners of objects to eye and intersecting them with imaginary canvas that lies in between → perspective projection.

Direct result of such method is called **wireframe rendering**.



Rendering: visibility problem

- Camera placed at certain point of view covers only small portion of 3D scene
- **Visibility problem***: determine if two points in 3D scene are visible (not obstructed)
 - Determine which objects are visible from camera
 - Determine which surfaces are visible to each other in 3D scene
- Solving the visibility relies in object **shape information**
- Solution to visibility problem in computer graphics can be solved using two main methods:
 - Rasterization**
 - Ray-tracing

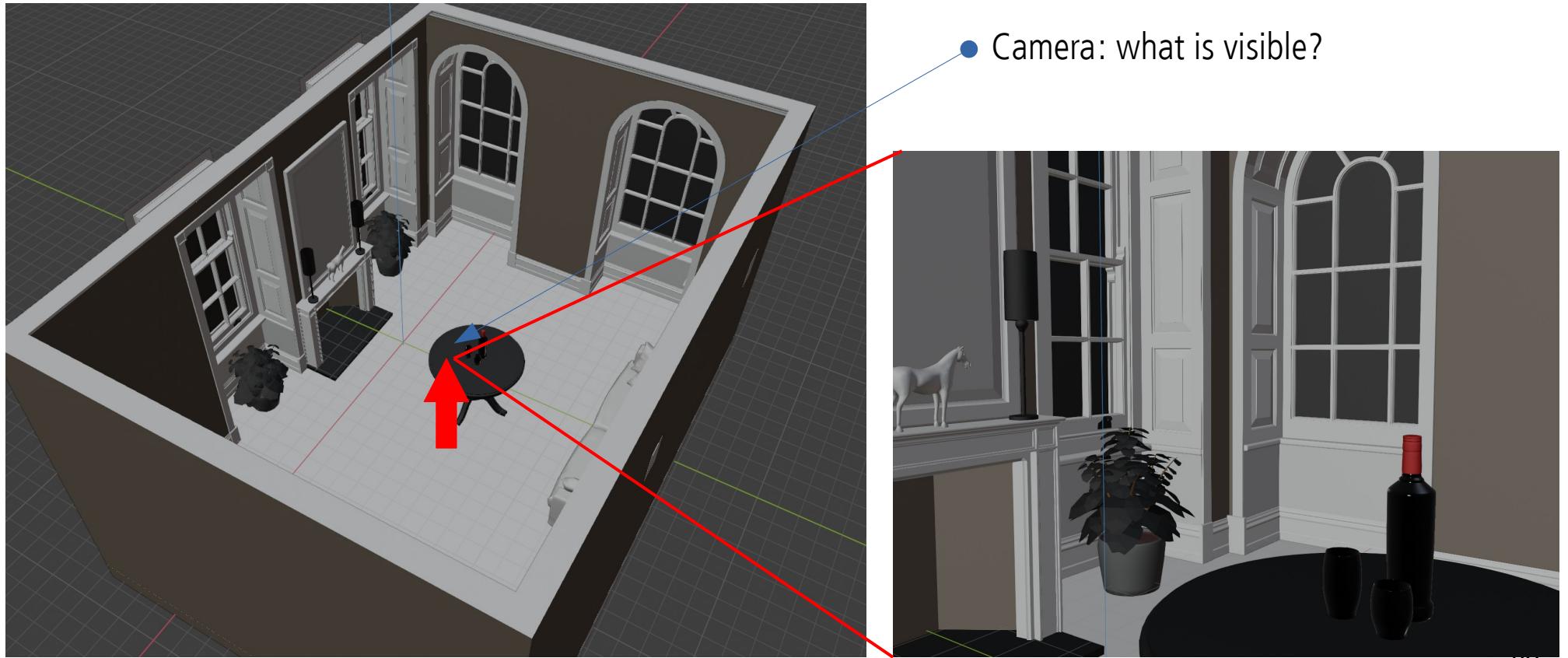


https://techpubs.jurassic.nl/manuals/nt/developer/Optimizer_PG/gi_html/ch05.html

* Also known as: hidden surface elimination, hidden surface determination, hidden surface removal, occlusion culling and visible surface determination

** This is umbrella term and some popular methods are painter's algorithm and z-buffer. Almost all GPUs use an algorithm from this category.

Rendering: visibility problem



Rendering: appearance

- Once visibility problem is solved; which geometry is visible from certain viewpoint, **appearance of object** is calculated
 - Appearance: The look of objects in terms of color, texture and brightness.
- Object appearance depends on:
 - Object shape and material
 - Illumination
 - Camera viewpoint
- Appearance of object is simulated using **shading**



Rendering: shading

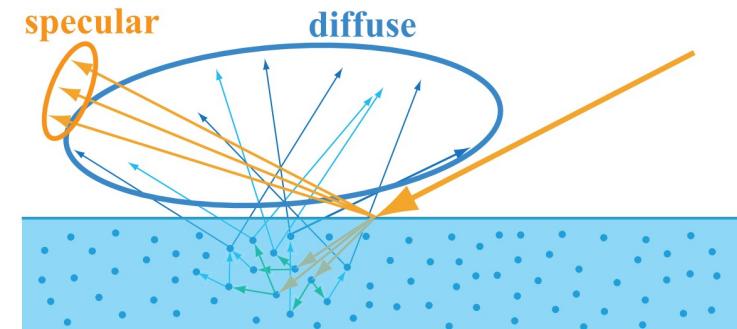
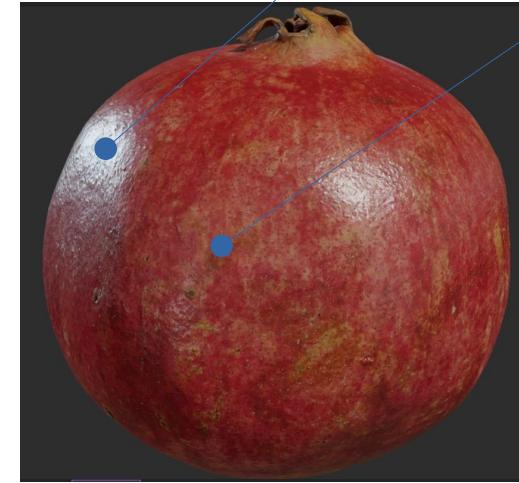
- **Shading** defines interaction of light with object material
 - Gathering light falling on surface → **light transport**
- Implementation of mathematical model which simulates light interaction with surface is called a **shader**.
- Real-world light-matter interaction is complex topic.
 - In CG there is always trade-off between quality of image and rendering speed.



Rendering: shading

Light can be absorbed and scattered.
One type of scattering is reflection.

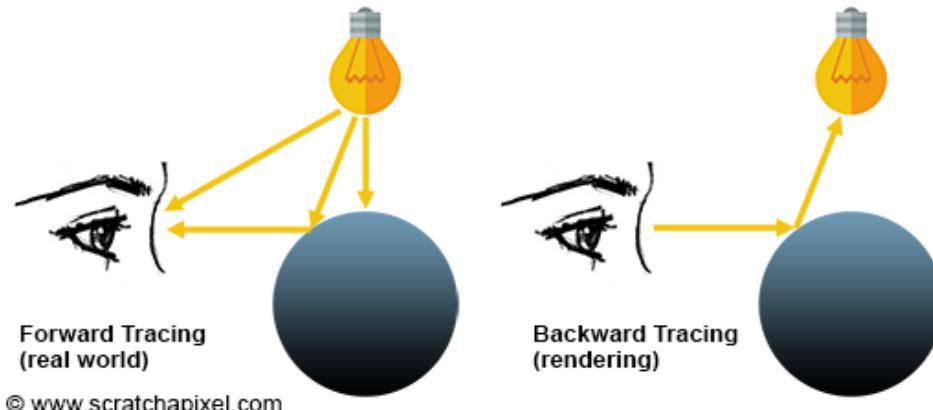
- Light falling on an object can be: **absorbed** or **scattered**
- **Absorption** gives objects their unique color. If white light (containing all colors) falls onto object which absorbs all colors except red – which is reflected, we perceive this object as red.
 - Color of object is one foundational material information of an object.
- **Scattering**. Light which is not absorbed is scattered. Direction of scattering depends on:
 - Surface orientation → **surface normal** vector.
 - **Scattering model** – a model which describes what happens with light as small scale. This model can have uniform parameters or varying parameters – giving textured look



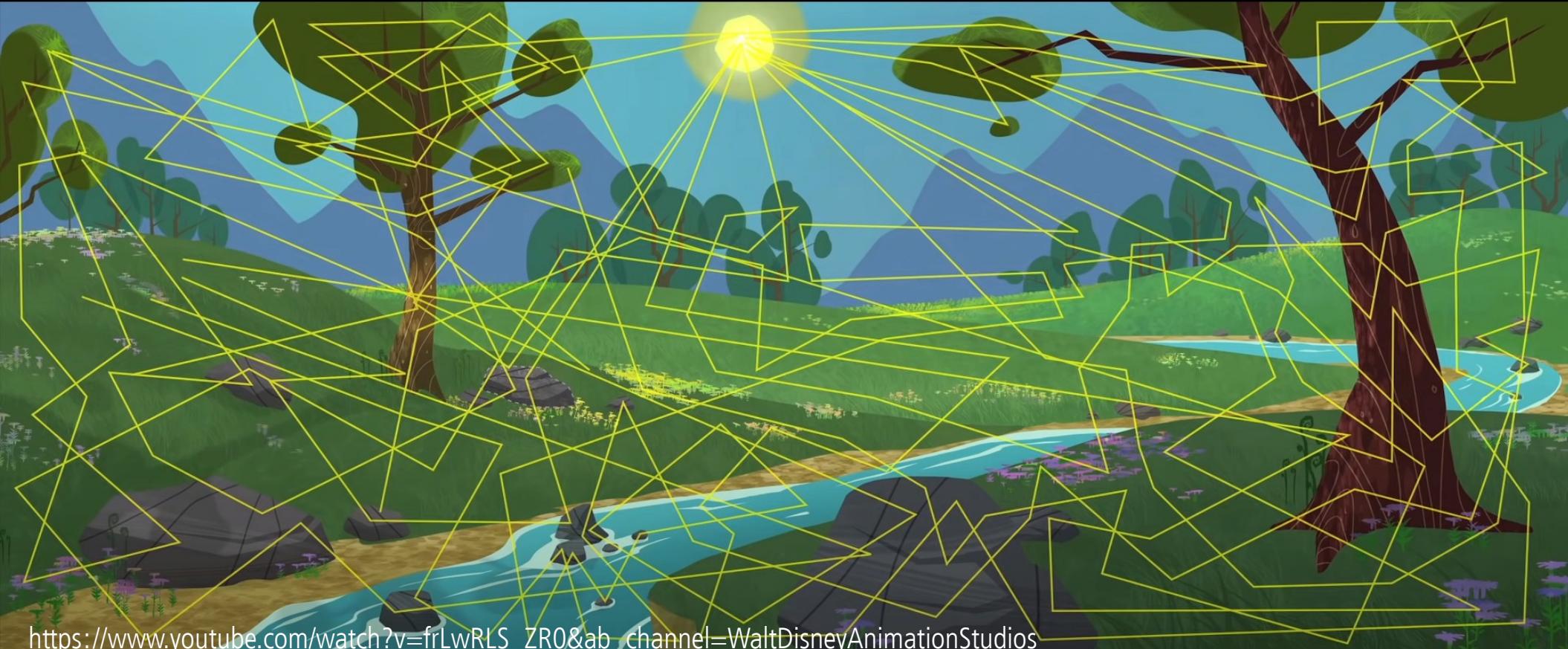
Diffuse and specular reflection

Rendering: light transport

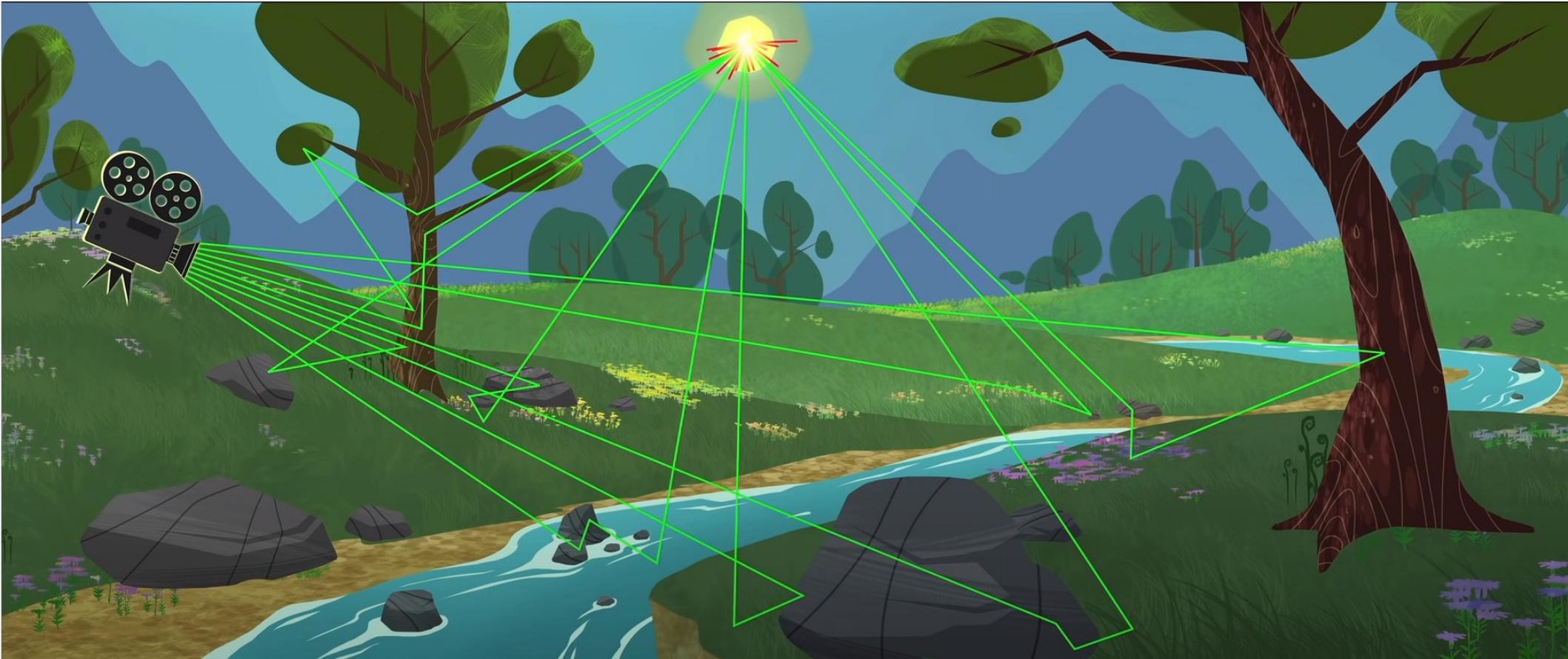
- Crucial information for shading is amount of light falling on surface → **light transport**
- Light is emitted from light sources, reflects from objects and eventually might fall into camera → **forward tracing**
 - Extremely expensive to calculate complete light behavior in whole scene.
- **Backward tracing:** starting from camera, find visible objects and incoming light from there



Forward tracing



Backward tracing

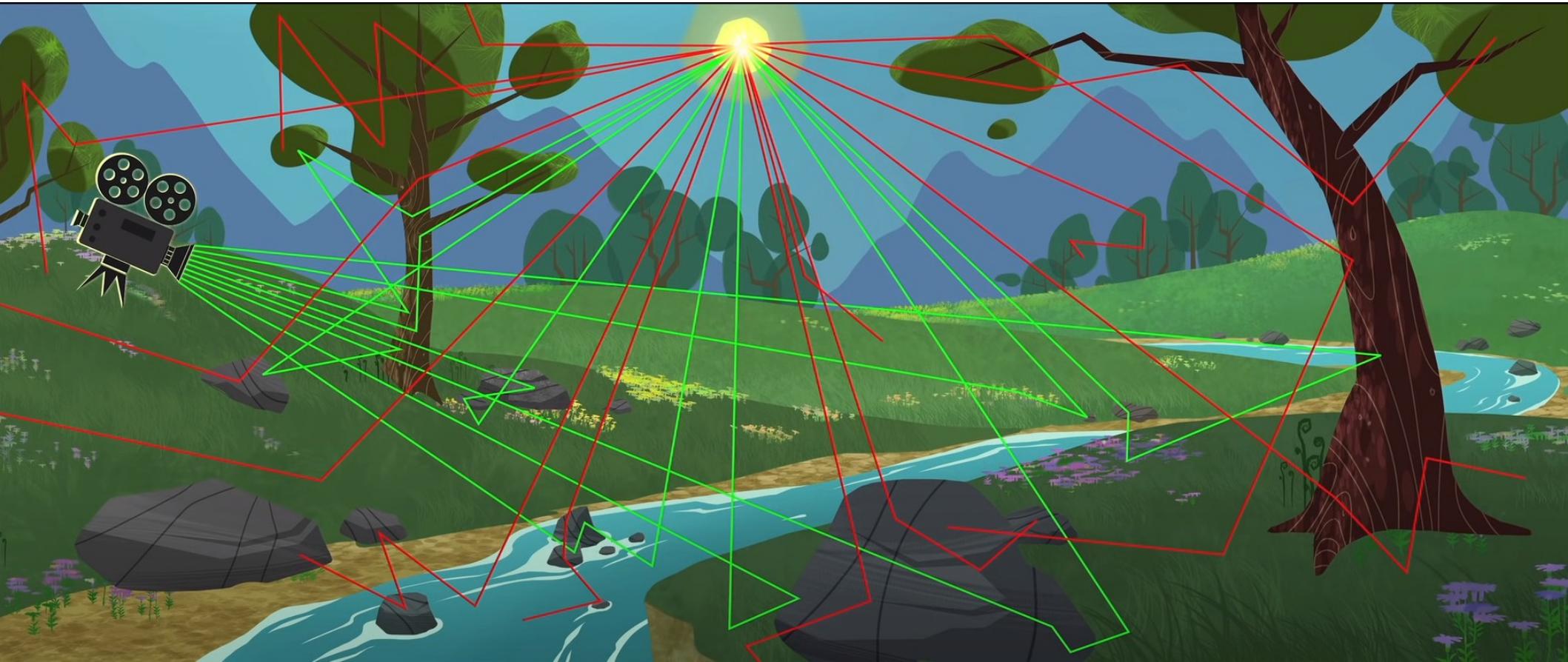


Backward tracing

Clarification of previous slide

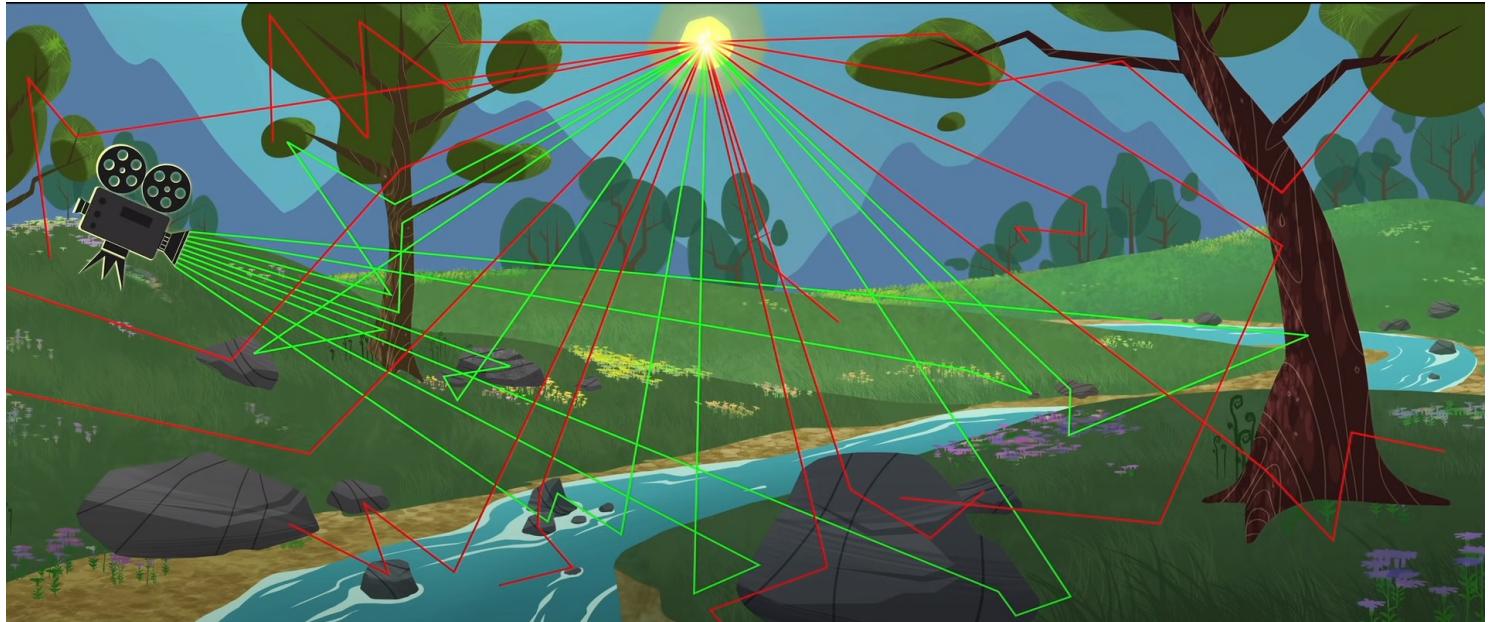
- On previous slide we have seen that backward tracing is process of tracing rays from camera (camera rays) to 3D scene.
- When intersection of camera rays with object in 3D scene is found, then we try to find from which directions light might come on that intersection point – this is called light transport.
 - For opaque objects light may come from hemisphere of directions above intersection point.
 - For transparent or semi-transparent object light may come from sphere of directions.
- Further, light on intersection point may come from any other object in the scene and not directly from light source. Even more, when we find object which reflects light in intersection point direction we have to see it from there where the light has come. This repeats...
 - This is recursive process and it can go very deep depending on scene complexity.
- In the end, backward tracing saves a lot of computation time compared to forward tracing but it is also very complex as we can see.

Forward tracing is expensive!



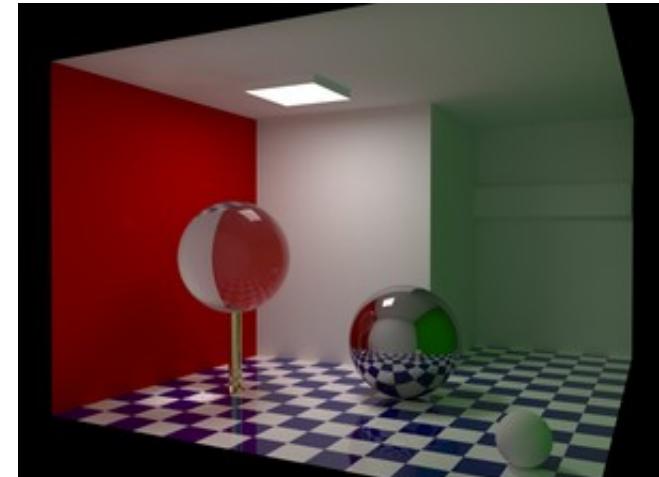
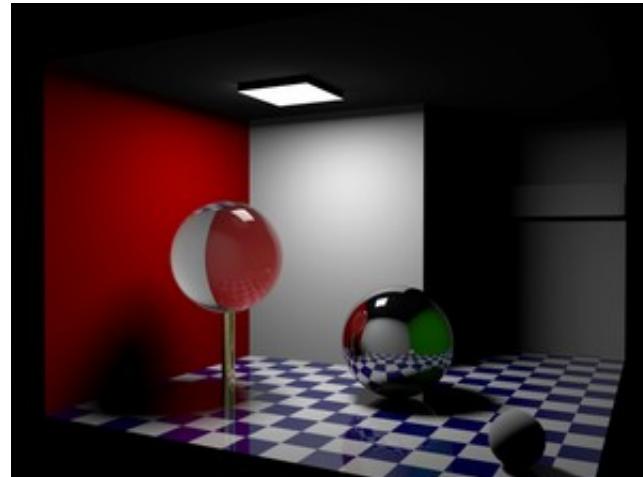
Forward tracing

- Object surface which is visible from camera might receive light from any light source or surface which is facing.
- Amount of light which falls into camera is extremely small. Thus rendering employs light transport only for visible surfaces starting from the camera and only for relevant light paths.



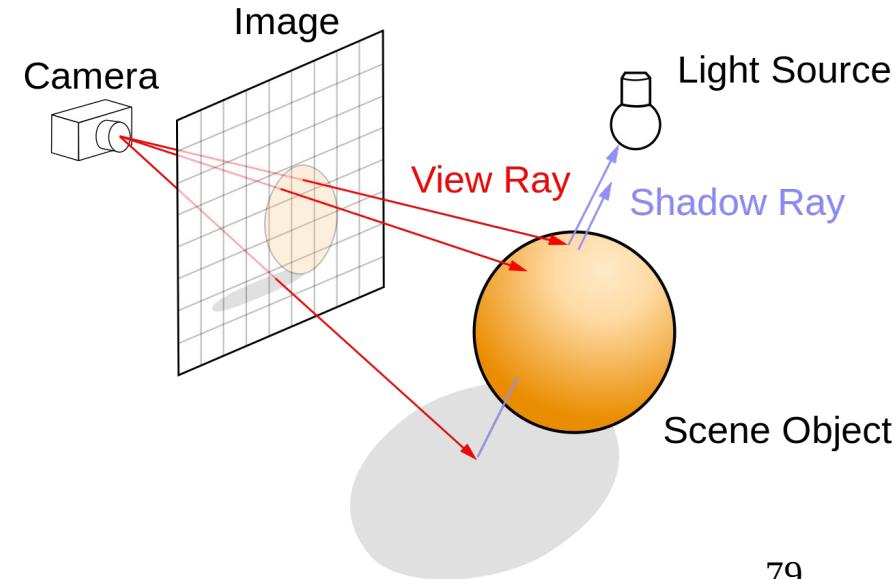
Local and global illumination

- Taking in account only light from light sources → **direct (local) illumination**
- Taking in account light reflected from other objects → **indirect illumination**
- Simulating direct and indirect illumination → **global illumination**
 - Often solved with ray-tracing based methods: path tracing
 - Another approach: radiosity



Rendering: recap

- Rendering:
 - Solving **visibility problem**: what is visible from camera point of view
 - Perspective projection
 - Object shape
 - **Shading**: calculating appearance of visible objects
 - Material and shape of object
 - Viewing direction
 - Light falling on the object: **light-transport** (again, visibility problem)

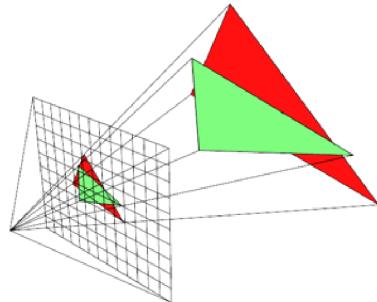


Practical rendering

- In practice, rendering is implemented using
 - Rasterization
 - Ray-tracing
- These two methods are essentially solving visibility problem
- Shading is influenced by this choice since it depends on visibility problem

Rasterization

- Visibility problem is solved by projecting object on surface of canvas from given point of view
 - Project point P onto screen to compute P'
 - Perspective projection matrix
- Object-centric approach

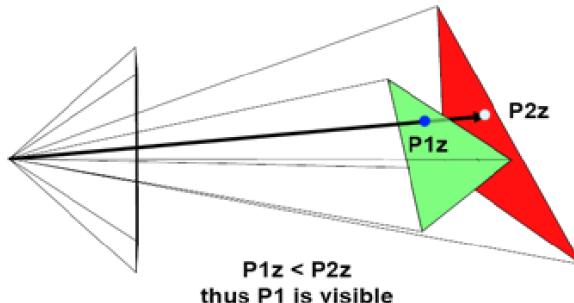


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```
for T do in triangles  
  for P do in pixels  
    determine if P inside T  
  end for  
end for
```

Ray-tracing

- Trace rays from camera for each pixel on canvas and intersect objects in the scene → closest objects are visible ones
 - Perspective camera
- Image-centric approach



© www.scratchapixel.com

```
for P do in pixels  
  for T do in triangles  
    determine if ray through P hits T  
  end for  
end for
```

Scene

Blender, WorkBench

Scene: Crytek Spinoza (Sponza Palace in Dubrovnik)

<https://casual-effects.com/data/index.html>

Rasterization-based render



Blender, EEVEE

Scene: Crytek Spinoza (Sponza Palace in Dubrovnik)

<https://casual-effects.com/data/index.html>

Ray-tracing-based render



Blender, Cycles

Scene: Crytek Spinoza (Sponza Palace in Dubrovnik)

<https://casual-effects.com/data/index.html>

Rasterization vs ray-tracing

- **Rasterization** can quickly determine visibility but has limited shading capabilities when it comes to light transport
 - Geometry (object shape) is projected onto canvas and large amount of information is lost
 - Mainstream method for used by graphic cards and in real-time rendering
- **Ray-tracing** has advanced shading possibilities when it comes to light-transport but it is slow
 - Shadows, soft shadows, reflections, refractions, volumetric scattering, etc.
 - Easier to create photo-realistic images
 - Often requires acceleration-structure for solving visibility problem

Practical rendering

- Blender EEVEE: rasterization-based rendering engine
- Blender Cycles: ray-tracing based rendering engine

Blender 3.4 Manual

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GETTING STARTED

- About Blender
- Installing Blender
- Configuring Blender
- Help System

SECTIONS

- User Interface
- Editors
- Scenes & Objects
- Modeling
- Sculpting & Painting
- Grease Pencil
- Animation & Rigging
- Physics

Rendering

Introduction

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Rendering / Eevee / Introduction

Introduction

Eevee is Blender's realtime render engine built using [OpenGL](#) focused on speed and interactivity while achieving the goal of rendering [PBR](#) materials. Eevee can be used interactively in the 3D Viewport but also produce high quality final renders.



Eevee in the 3D Viewport – "Tiger" by Daniel Bystedt.

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- User Interface
- Editors
- Scenes & Objects
- Modeling
- Sculpting & Painting
- Grease Pencil

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Introduction

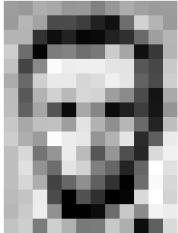


Cycles is Blender's physically-based path tracer for production rendering. It is designed to provide physically based results out-of-the-box, with artistic control and flexible shading nodes for production needs.

Image
A result of 3D scene rendering

Image and display

- Rendered image is displayed on **raster devices** → **raster images**
 - Raster: array of pixels → **discretization**
- Raster images: collection of pixels with **color values** (R,G,B)



157	152	174	184	180	152	126	151	172	183	155	164	150	142	126	151	172	183	155	164
150	145	160	170	175	150	125	151	172	183	155	164	145	130	125	151	172	183	155	164
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0	0	10	20	25	0	0	0	11	22	12	21	0	1	0	0	11	22	12	21

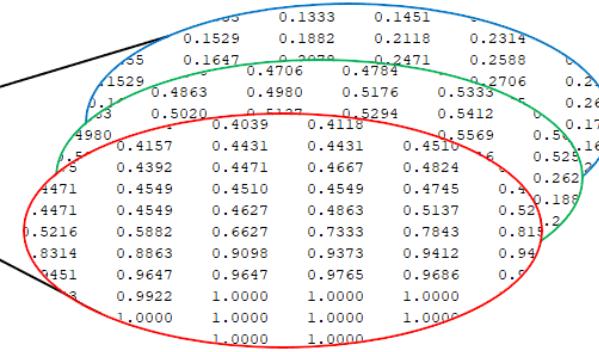
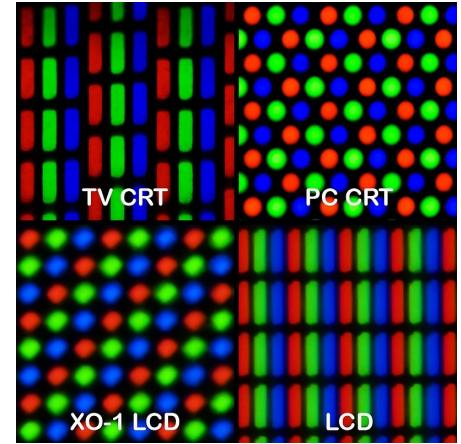


Image and display

- Limitations of display device and raster discretization cause problems:
 - Aliasing
 - Display gamut

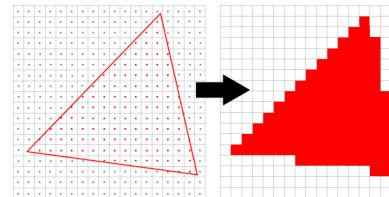


Image post-processing

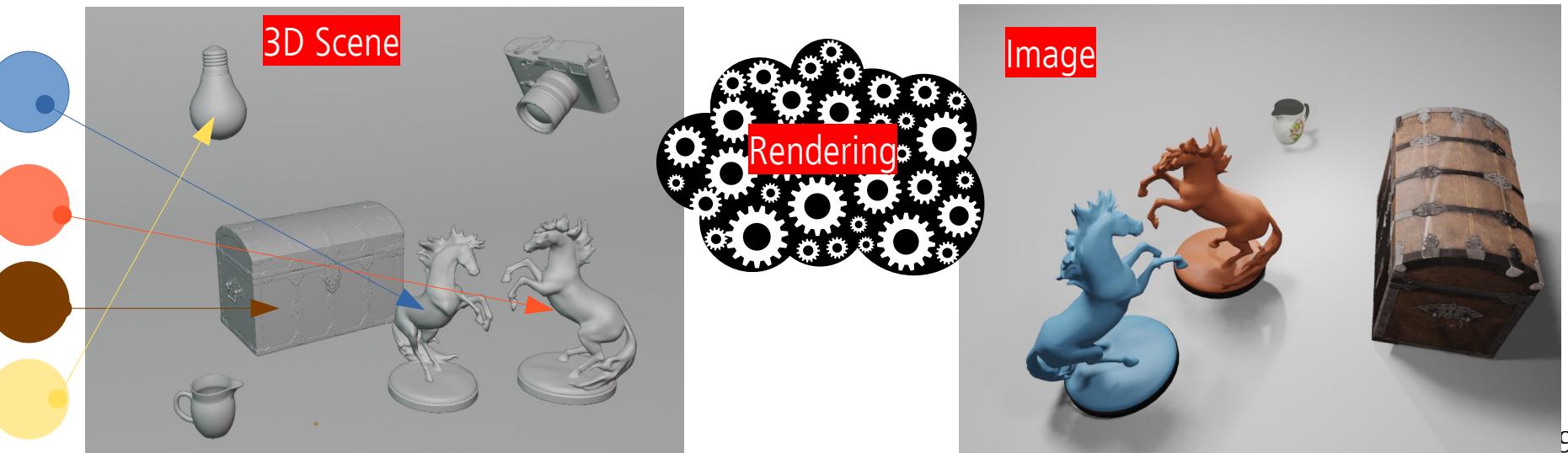
- Example: color-grading for achieving desired look on rendered image



Merging all together
3D scene, rendering and Image

Image synthesis: big picture

- **3D scene, rendering** and resulting **image** are highly intertwined elements of image synthesis process



Summary

Update 30.1.2023.
Adding link to questions.

- Questions: https://github.com/lorentzo/IntroductionToComputerGraphics/tree/main/lectures/2_overview_computer_image_generation