

Lecture 10: Camera

DHBW, Computer Graphics

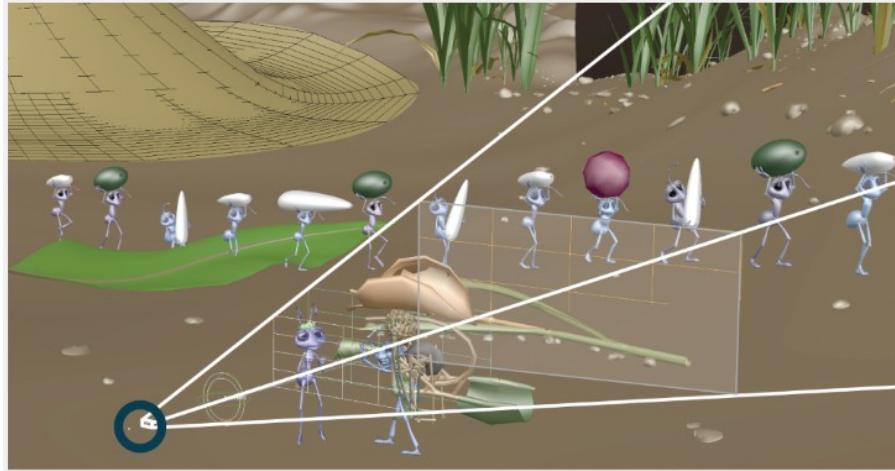
Lovro Bosnar

1.3.2023.

Syllabus

- 3D scene
 - Object
 - Light
 - Camera
 - Rendering
 - Image
- Camera
 - Real camera system
 - Image formation
 - Pinhole camera model
 - Virtual pinhole camera
- 

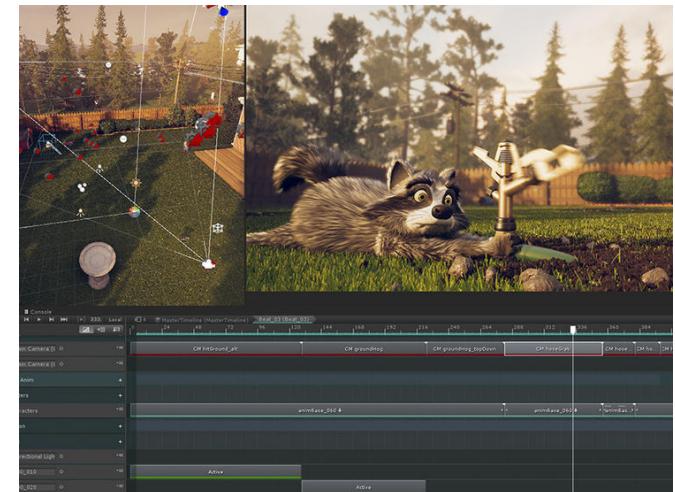
Where is camera?



<https://sciencebehindpixar.org/pipeline/sets-and-cameras>



<https://www.half-life.com/en/alyx/>



<https://unity.com/solutions/film-animation-cinematics>

Where is camera?

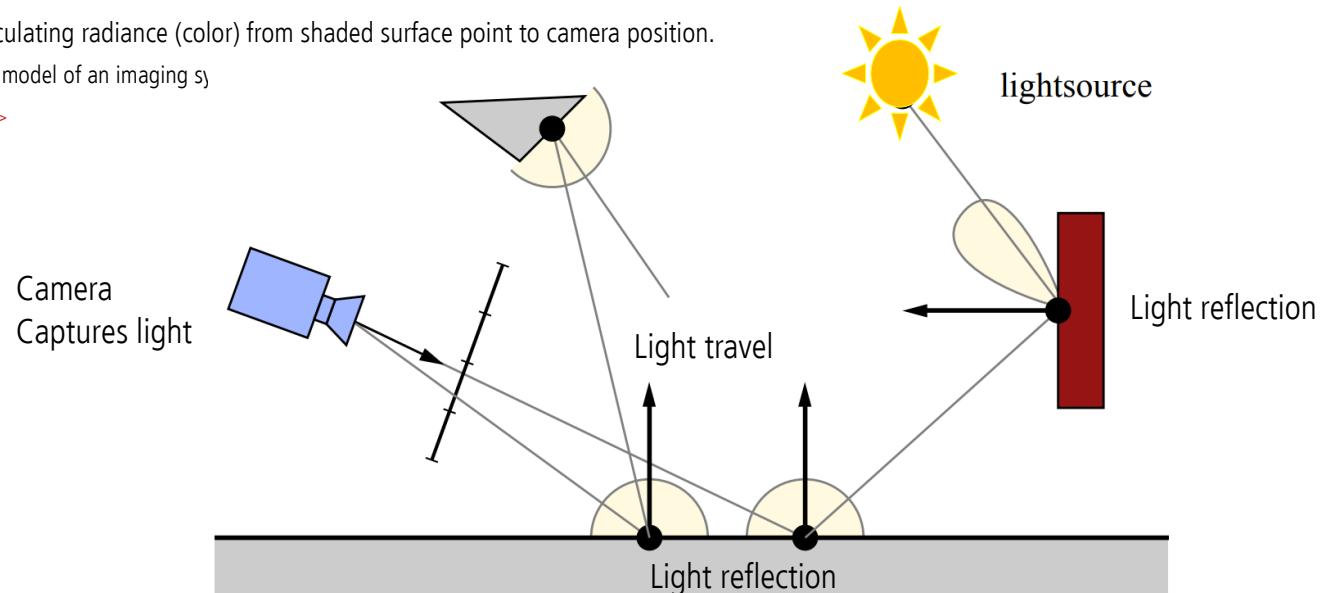
- In rendered images, camera is not seen – it defines what we see.



Camera in rendering

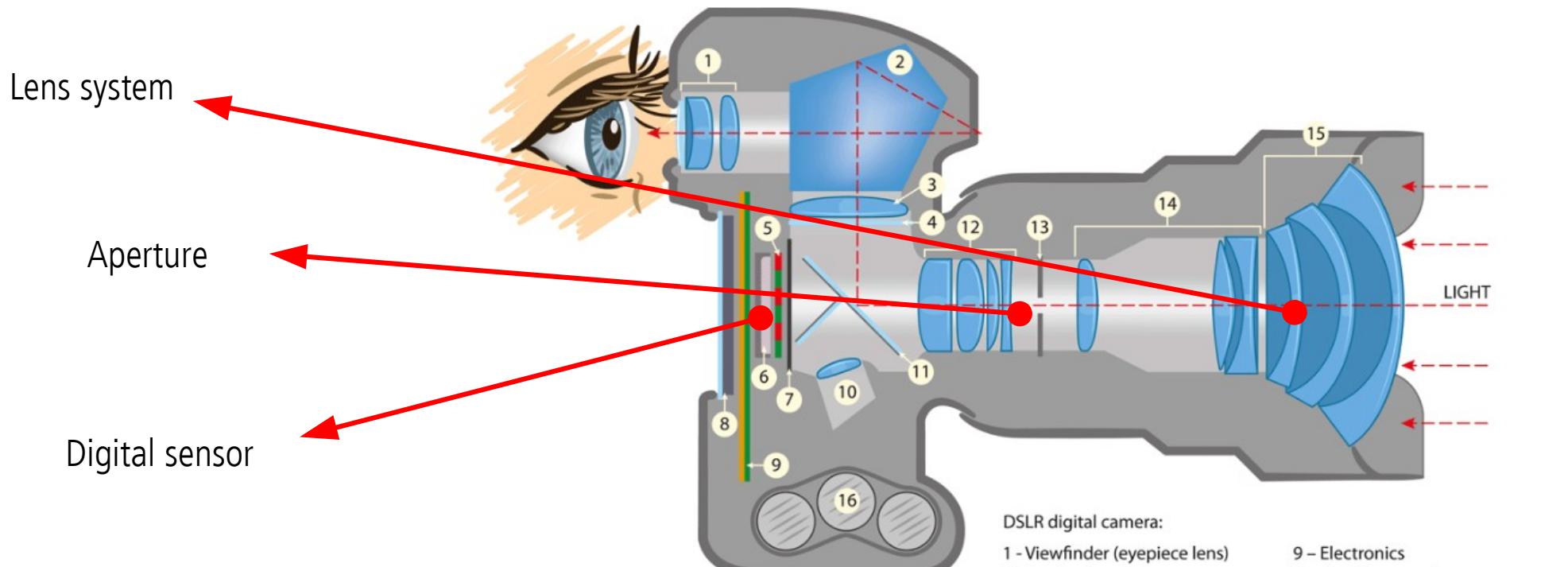
TODO

- Interesting: <https://google.github.io/filament/Filament.html#imagingpipeline?>
- In rendering camera model is required to at least to:
 - Define a portion of visible scene
 - Type of projection: perspective/orthographic
- Camera during image formation:
 - Picks reflected light from 3D scene (light transport and shading)
 - Forms image
- Rendering process is calculating radiance (color) from shaded surface point to camera position.
 - This simulates simplified model of an imaging system
 - <image: object, camera>



Real camera system

Real camera systems



DSLR digital camera:

- | | |
|--------------------------------|-------------------------------------|
| 1 - Viewfinder (eyepiece lens) | 9 - Electronics |
| 2 - Pentaprism | 10 - Autofocus system |
| 3 - Focusing screen | 11 - Reflex and relay mirror |
| 4 - Condenser lens | 12 - Focusing elements |
| 5 - Color and infrared filter | 13 - Aperture |
| 6 - Digital sensor | 14 - Zoom elements |
| 7 - Shutter | 15 - Front light gathering elements |
| 8 - Display | 16 - Batteries |

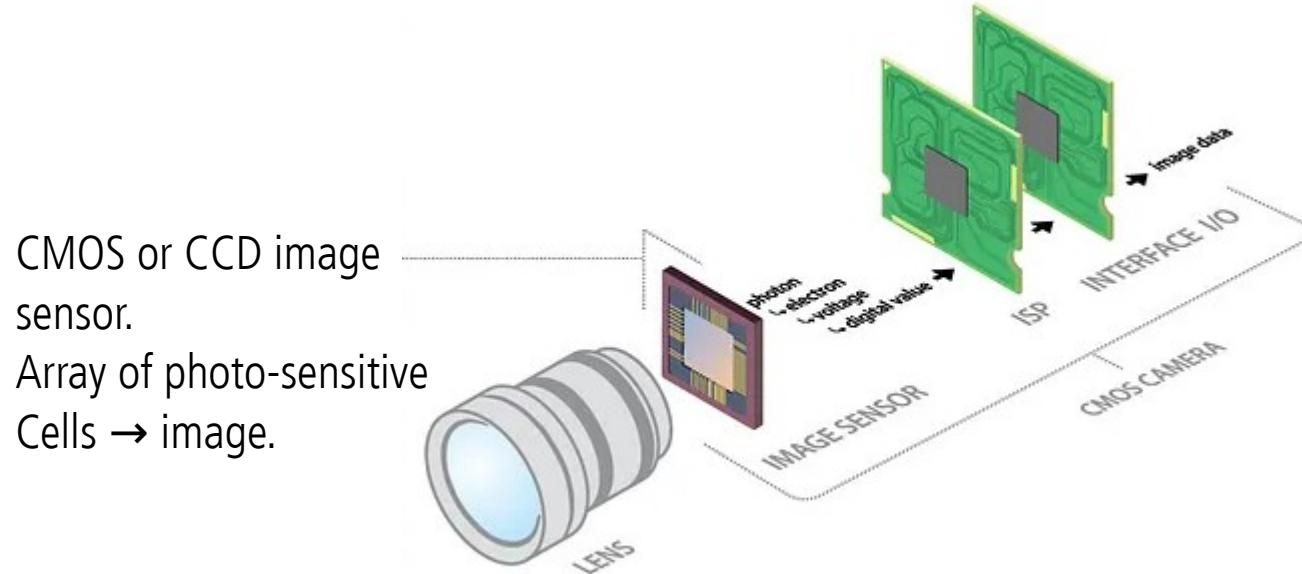
Basic Parts of a DSLR Camera

Real camera systems

- Camera systems contain many small discrete **sensors**: CMOS/CCD
 - Each measures incoming **radiance** values and converts it to **color** signal
- Exposing sensor to radiance will not produce image without **light-proof enclosure** with small opening – **aperture**.
 - Such setup restricts light where light can enter and strike sensor
- **Lens** is placed at the aperture to focus the light so each sensor receives light from only a small set of incoming directions
 - Lens with aperture average light over small area and small set of incoming directions

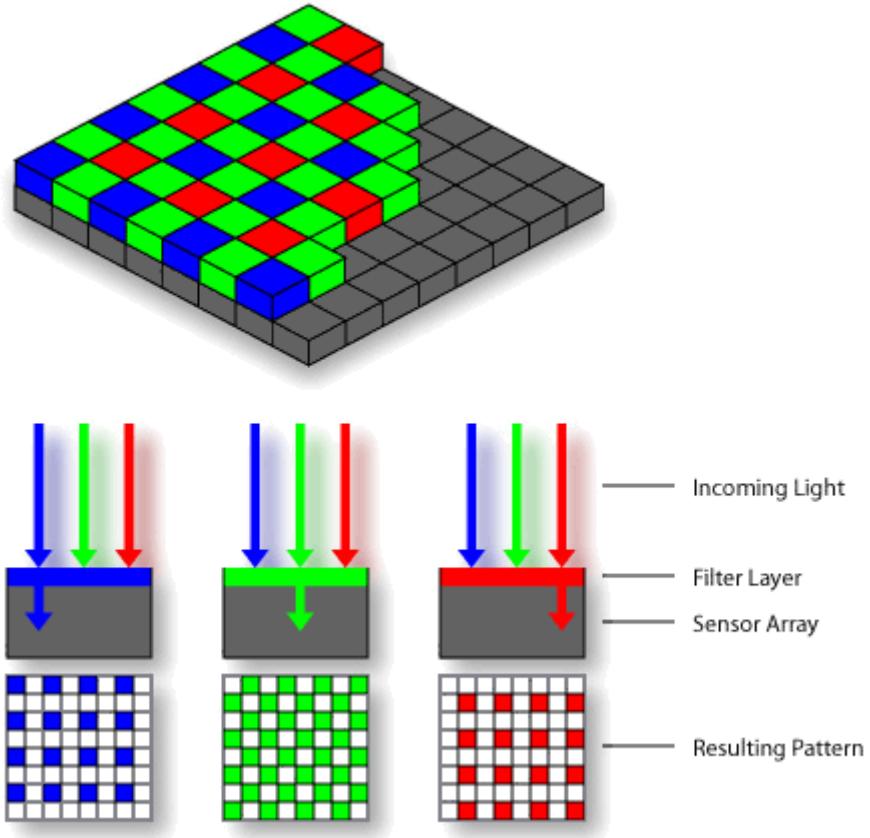
Camera sensor

- Convert incident light energy into analog signal (e.g., voltage)



Camera sensor

- Each sensor cell records incoming light energy per second
- Only one signal over whole cell area is captured
- Sensor Measures only R,G,B wavelengths
- Sensor cell can be seen as pixel



https://simple.wikipedia.org/wiki/Bayer_filter

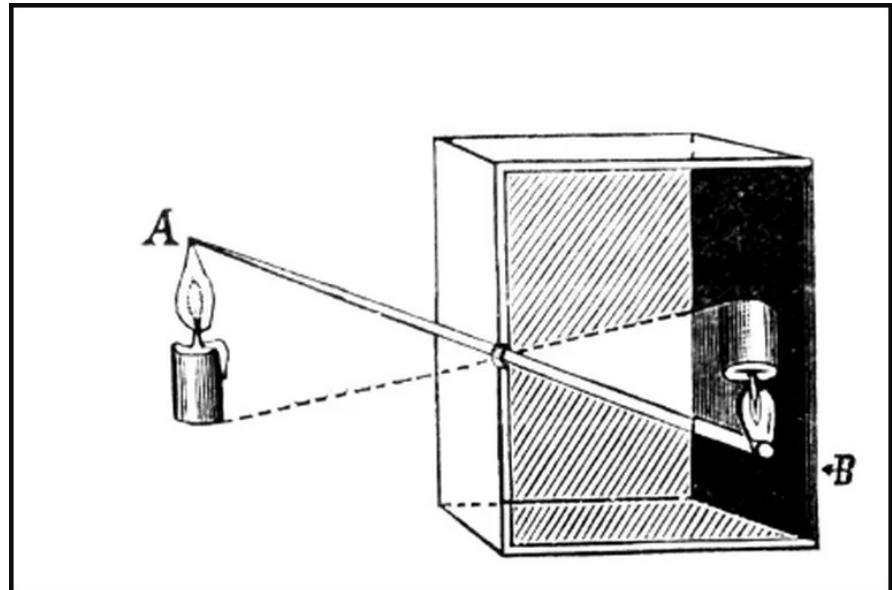
Camera and image formation

- Image is created when light falls digital sensor (array of photo-detector cells)
- Sensors measure average radiance which quantifies the brightness and color of single ray of light
- This is why in computer graphics we only care about light rays which are coming to camera
 - That is why we generate rays from camera into the scene → **backward tracing**

Image formation

Camera obscura

- Lightproof box with:
 - black interior (to prevent light reflection)
 - with very small hole – **aperture**
 - light-sensitive film opposite to aperture
- When aperture is opened, film is exposed to light
 - Light passing through the hole forms an inverted image of the external scene on the opposite side of the box
 - Time which aperture must be opened to capture image on film is called **exposure**
- A foundation for modern photographic cameras



https://www.inquirer.com/philly/entertainment/20160806_Camera_Obscura_at_Fleisch er_throws_new_light_on_photography.html

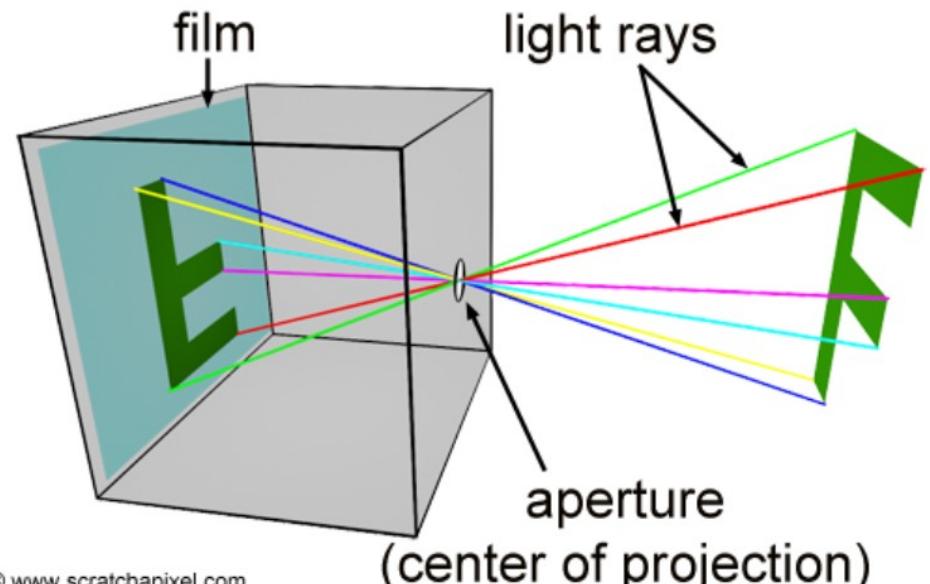
Camera obscura = Dark room



https://www.youtube.com/watch?v=gvzpu0Q9RTU&ab_channel=NationalGeographic

Pinhole camera

- Simplest type of camera in real world is **pinhole camera** (**camera obscura**)
- Main elements:
 - **Aperture**: center of projection: all rays entering converge here and diverge from it to the other side
 - **Film**
- Image formation
 - Aperture is opened to expose film to light
 - Aperture must be very small: only one ray reflected from the world in point P enters the camera and intersects film in one point
 - Each point in the visible portion of the scene corresponds to a single point on the film



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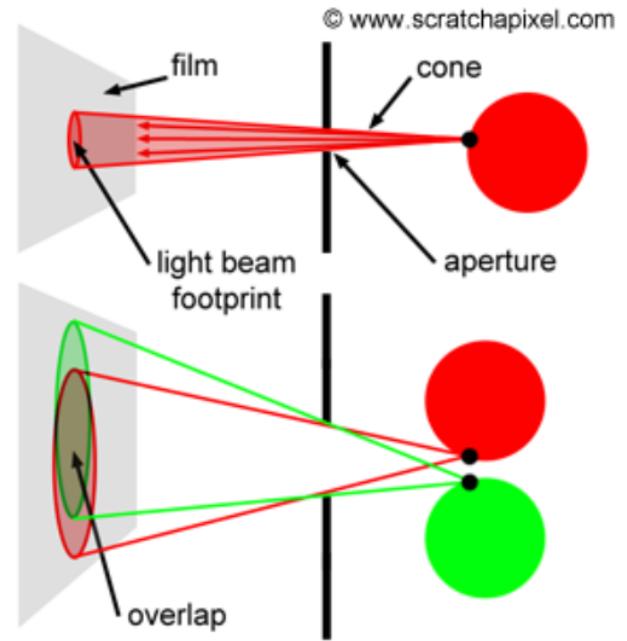
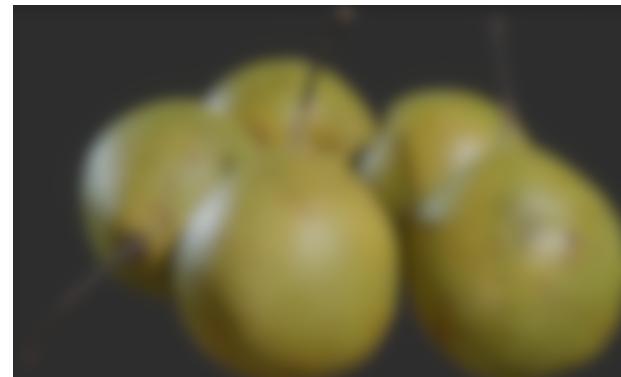
<https://www.scratchapixel.com/lessons/3d-basic-rendering/3d-viewing-pinhole-camera>

Pinhole camera: aperture size

- Formed image is sharp if each point of the object maps to the one point of the film
- Ideal pinhole: aperture is so small that only one ray passes through it
 - Not possible in a real world because of diffraction of light
- It is never a single ray that passes the aperture – cone of rays
 - the cone of rays (its angle) is determined by a size of aperture.
 - Smaller cone → sharper image
 - Larger aperture → blurred image



https://polyhaven.com/a/food_pears_asian_01

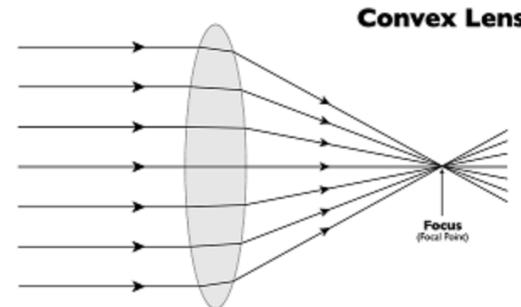


Cones are overlapping and single point appears multiple times on film
→ blur (out of focus).

<https://www.scratchapixel.com/lessons/3d-basic-rendering/3d-viewing-pinhole-camera>

Aperture and Lens camera

- Aperture trade-offs:
 - Very small aperture requires long exposure times to form an image: motion blur
 - Large aperture causes blurred images
- Solution is to use lens in front of aperture
 - Rays entering camera are gathered (converged) and focused them to one point on a film plane
 - Aperture can now be larger enabling smaller exposure time while lenses canceling blur



Depth of field

- Lens cameras introduce distance between nearest and the farthest object from the scene that appears sharp in the formed image – **depth of field**
- Pinhole cameras have infinite depth of field
 - Because of this, images rendered with pinhole cameras are completely sharp and thus look artificial



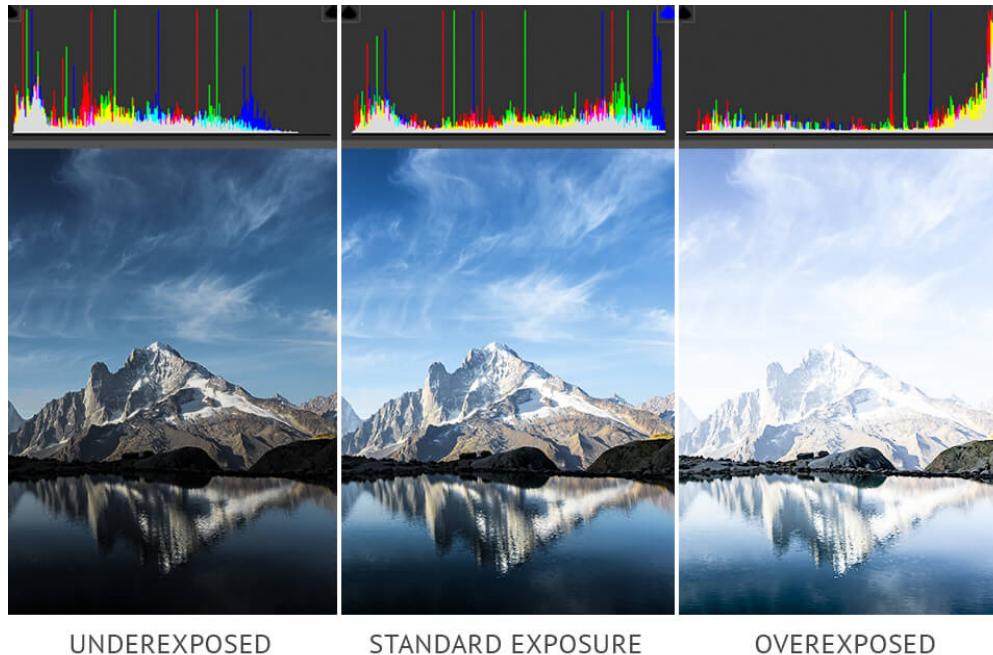
Bokeh

- Out of focus emissive objects are aesthetically pleasing → bokeh effect.



Pinhole camera: exposure

- Exposure: amount of light collected by camera → image brightness
- Amount of visible details in lit and shadowed areas
 - Real world has high difference in dynamic range



<https://fixthephoto.com/what-is-exposure-composition.html>

Exposure

- Exposure is controlled with:
 - Aperture size (f-stop) → depth of field
 - Shutter speed → motion blur
 - Sensitivity (ISO) (gain) → noise



<https://photonify.com/3-steps-for-adjusting-the-depth-of-field-on-your-camera/>

<https://petapixel.com/exposure-triangle/>

<https://actioncamera.blog/2017/02/22/the-exposure-triangle/>

<https://www.shutterbug.com/content/give-photos-dramatic-perspective-motion-and-blur-simple-photoshop-technique-video>

Exposure

- If aperture is very small, longer time is needed for image to form on a film.
- Time of which the aperture is open is called **exposure** time
 - In real cameras, longer exposure can produce blurred image if camera or objects in the scene are moving (not perfectly still)
 - Simulated camera do not have problem with this since simulated light transport is considered instant, therefore, simulation of motion blur requires additional simulation
- Therefore, generally, shorter exposure time is better, although simulation of motion blur is aesthetically pleasing



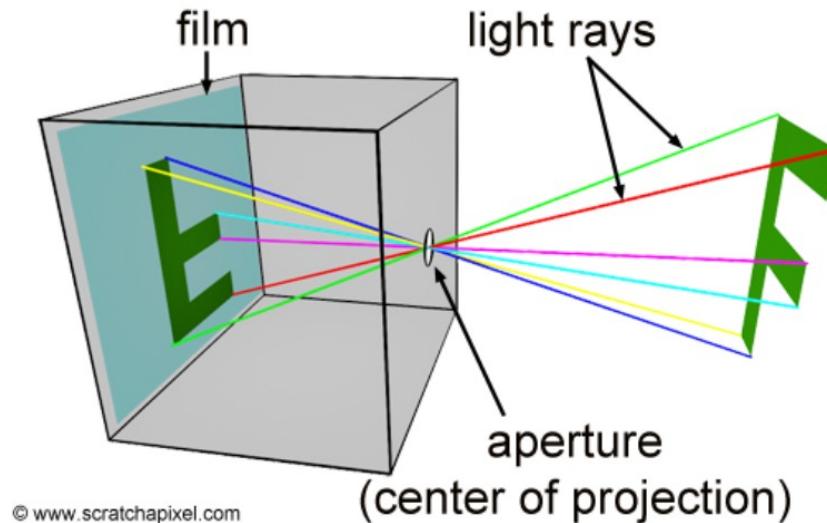
Earth rotation causes motion blur in long-exposure photos



Pinhole camera model

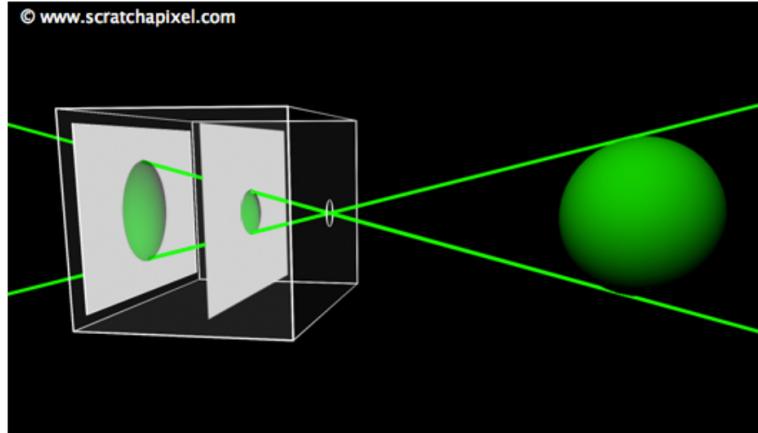
Pinhole camera model

- Real cameras involve complex lens system. In graphics we model much simplified setup
 - Simplest camera model: **pinhole camera**
- Main elements:
 - Film (image plane)
 - Aperture (small opening)
- Parameters:
 - Focal length, angle of view
 - Film size



Focal length

- Distance of film plane from aperture defines amount of scene that we see
 - Moving image plane (film plane) closer to aperture effectively performs **zoom out**
 - Moving film plane away from aperture effectively performs **zooming in**
- This parameter is called **focal length** or **focal distance**

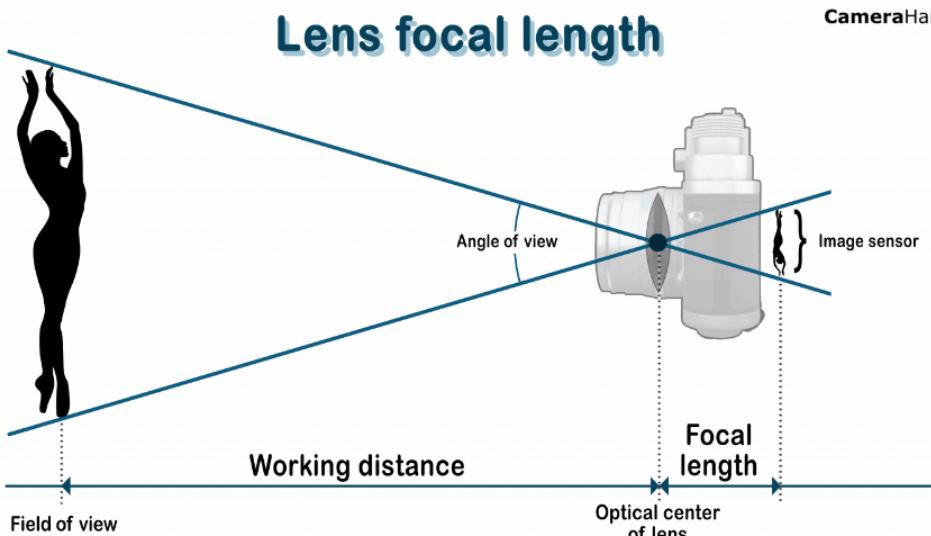


<https://www.nikonusa.com/en/learn-and-explore/a/tips-and-techniques/understanding-focal-length.html>

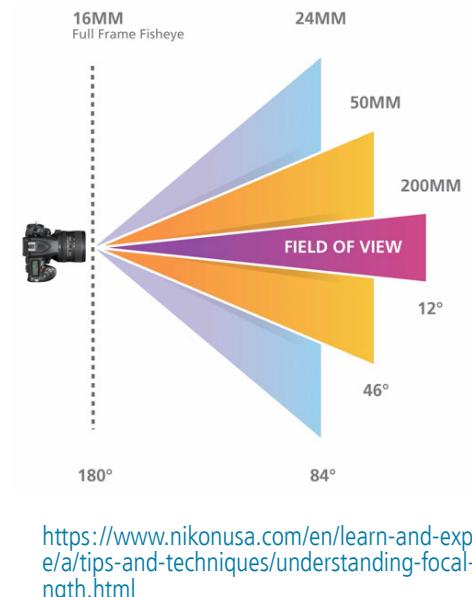


Angle of view

- Zooming in and zooming out described by focal length (focal distance) can be also described by angle of the apex of **triangle defined with aperture and film edges**
- This angle is called **angle of view or field of view**



<https://cameraharmony.com/focal-length-explained/>



Focal length and angle of view

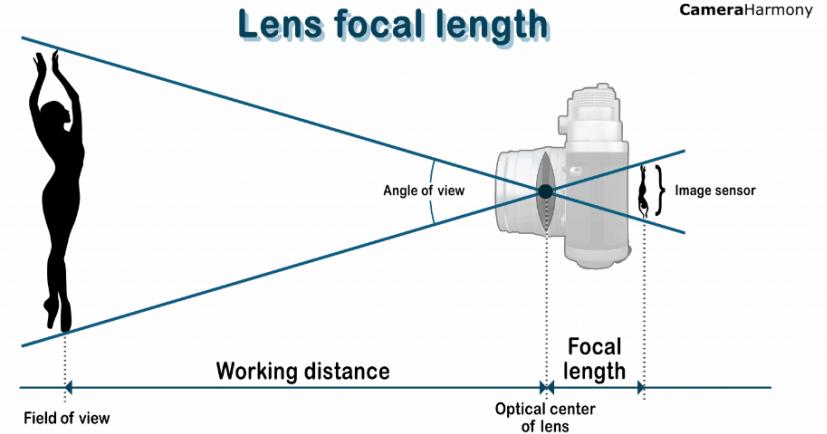
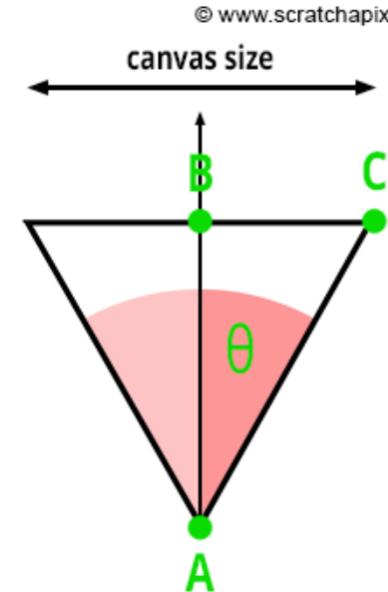
- Relation between focal length and angle of view

$$\tan(\theta) = \frac{BC}{AB}$$

$$BC = \tan(\theta) * AB$$

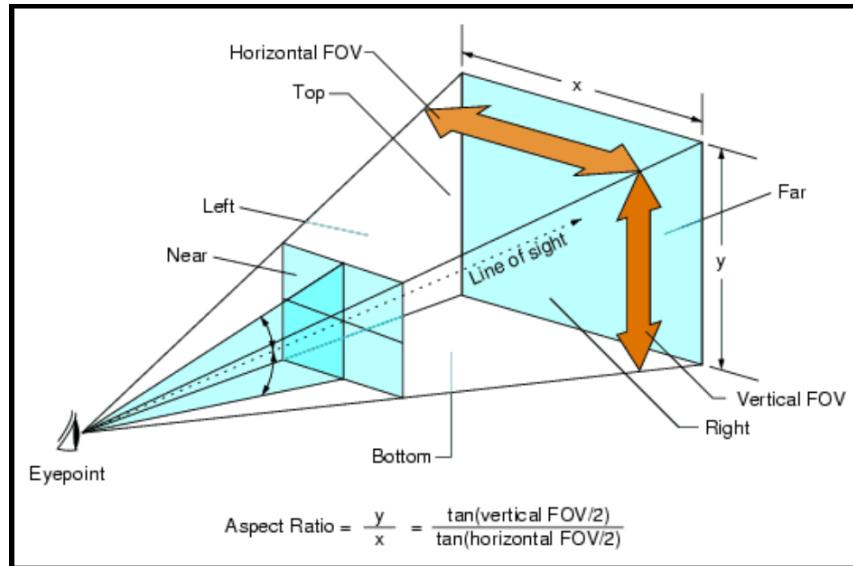
$$\text{Canvas Size} = 2 * \tan(\theta) * AB$$

$$\text{Canvas Size} = 2 * \tan(\theta) * \text{Distance to Canvas}.$$



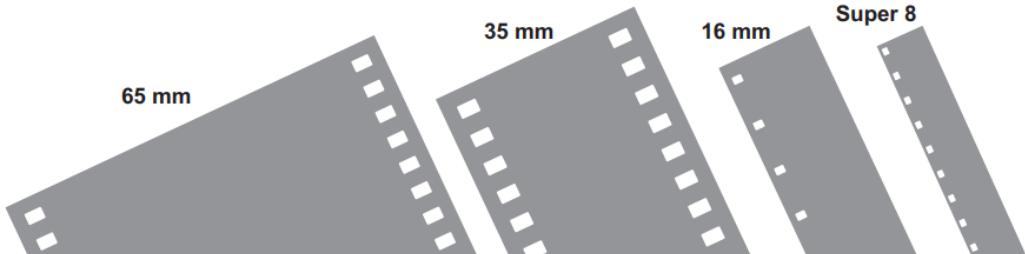
Field of view

- In 3D, triangle defined with aperture and film edges is a pyramid and we distinguish horizontal and vertical FOV



Film size

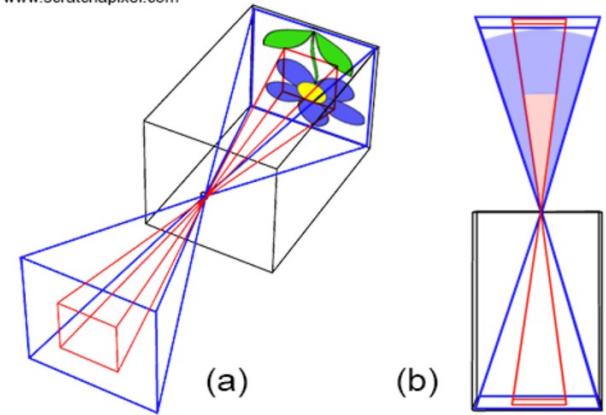
- Amount of scene that is captured also depends on film size (image sensor)
 - Film parameters are horizontal and vertical direction
- Smaller area of film size implies smaller angle of view and vice versa.
- Capturing the same extent of the scene with larger film requires adjusting focal length
- Larger film formats were developed for more details and better image quality
- In digital cameras, film is replaced with sensor, thus we talk about sensor size.
 - Sensor size has the same role as film size



Gauge refers to the width of film. Four are common: 65mm, 35mm, 16mm, Super 8.

http://www.theodoropoulos.info/attachments/076_kodak05_Film_Types_and_Formats.pdf

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35 mm / 135	120 / Medium Format	4x5 / Large Format
36 mm 24 mm 	4.5 cm 6 cm 645 6 cm 6x6 7 cm 67 	5 inch 4 inch 320 TXP

<https://www.learnfilm.photography/guide-to-medium-format-photography/>

1920x1080

Film size and image resolution

- Angle of view:
 - Depends on film size (image sensor size)
 - Doesn't depend on number of pixels on image sensor – **image resolution**
- Size of sensor and number of pixels are independent parameters!
- Image quality depends on:
 - Image sensor size
 - Number of pixels on sensor (resolution)
- Higher resolution images will have more details
 - Resolution is expressed in terms of pixels
 - Width and height resolution



1920x1080 20%



Image resolution and aspect ratio

- **Image aspect ratio (device aspect ratio)** is calculated from image resolution

$$\text{Image (or Device) Aspect Ratio} = \frac{\text{width}}{\text{height}}$$

- Film and display devices (computer screens, television) have standard aspect ratios

- **4:3**

- Old television systems and computer monitors (e.g., resolution 640x480)
 - Default for digital cameras
 - 35 film formats have aspect ratio 4:3

- **5:3 and 1.85:1**

- Aspect ratio used in film

- **16:9**

- Aspect ratio used by HD TV, monitors and laptops (resolution: 1920x1080)



<https://www.studiobinder.com/blog/aspect-ratio/>



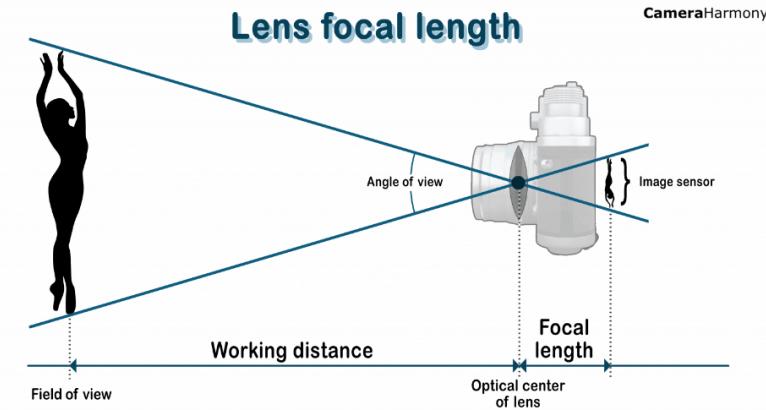
<https://photographylife.com/aspect-ratio>

Note: film and image aspect ratio

- In computer graphic camera model, sensor (film/canvas) aspect ratio can be different from the image (device) aspect ratio.
- Difference in canvas (film) aspect ratio and the raster image aspect ratio leads to stretching the image in either x or y
- Solution: canvas aspect ratio is often directly computed from the image aspect ratio.
 - Example, if image resolution is 640x480, canvas aspect ratio will be set to 4:3.

Pinhole camera parameters: recap

- Parameters:
 - Focal length (focal distance)
 - Angle of view (field of view)
 - Film size
 - With two parameters we can always infer the third one.
- Angle of view is determined by:
 - Focal length: longer focal length → narrower angle of view
 - Film size: larger film size → wider angle of view



Virtual pinhole camera

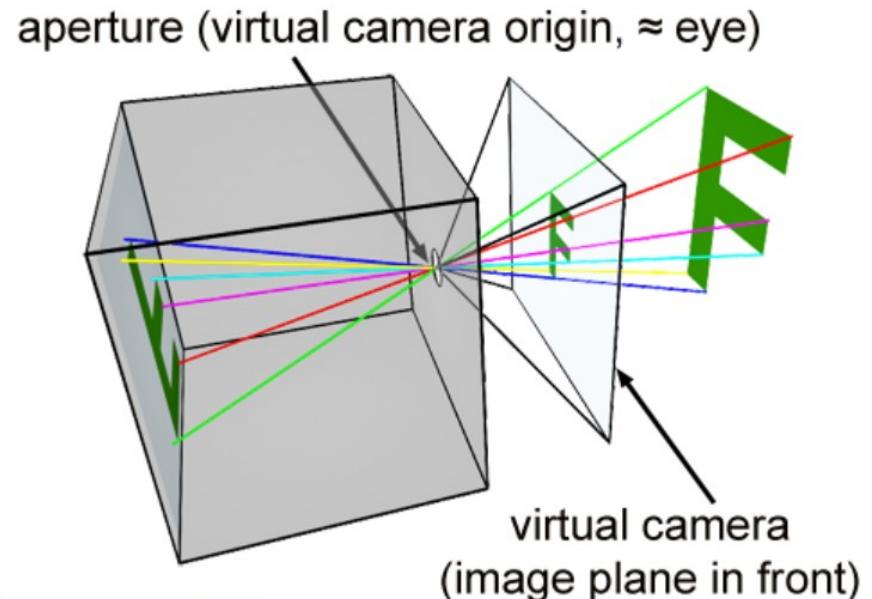
Camera model for rendering

Virtual pinhole camera

- Virtual pinhole camera model in rendering is used to deliver image similar to those produced by a real camera
 - Size and shape of real and rendered object must be the same
 - Combining rendered and live action footage must be possible
 - Expressive and artistic possibilities must be enabled
- Pinhole camera model is used in almost all production software
 - Godot: https://docs.godotengine.org/en/stable/classes/class_camera.html
 - Unity: <https://docs.unity3d.com/ScriptReference/Camera.html>
 - Blender: <https://docs.blender.org/manual/en/latest/render/cameras.html>
 - Houdini: <https://www.sidefx.com/docs/houdini/nodes/obj/cam.html>

Virtual pinhole camera

- In graphics, pinhole camera geometry is not directly simulated
- Virtual pinhole camera simulates directions from which sensors (pixel) receive light → color of pixels
- Virtual image plane is placed in front of aperture and rays are traced from aperture to each pixel in virtual image plane
 - **Camera rays** → color of virtual image plane pixels

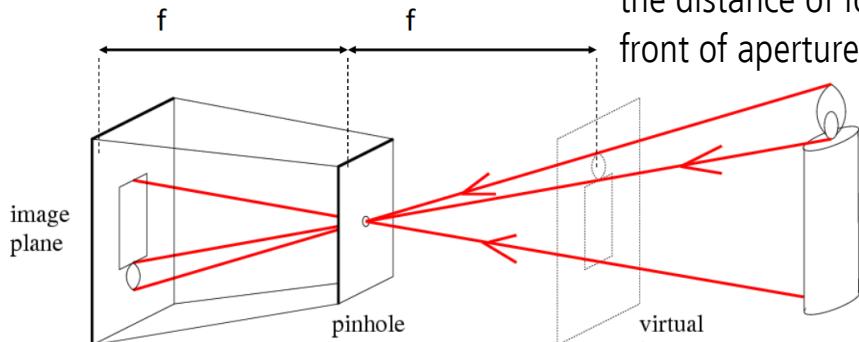


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<https://www.scratchapixel.com/lessons/3d-basic-rendering/3d-viewing-pinhole-camera/virtual-pinhole-camera-model>

Virtual pinhole camera

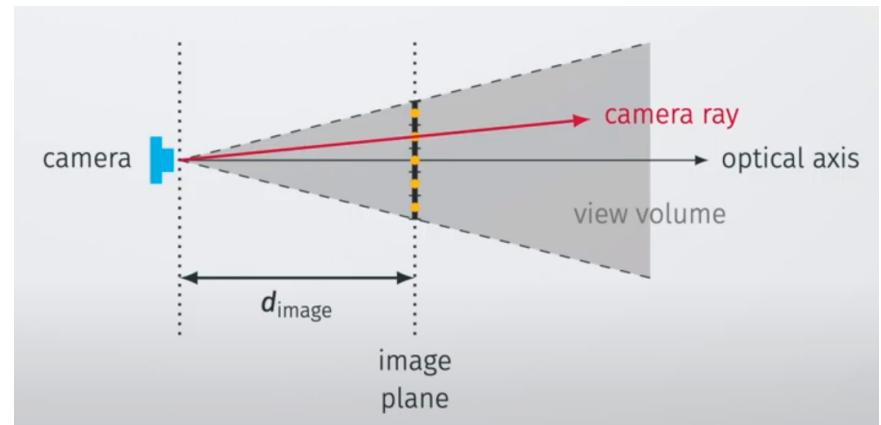
- Following rays from aperture to image plane pixels and into the scene forms image on image plane
- This results **perspective projection**



Real pinhole camera produces images which are upside down

Simulated pinhole camera produces images which are correctly orientated

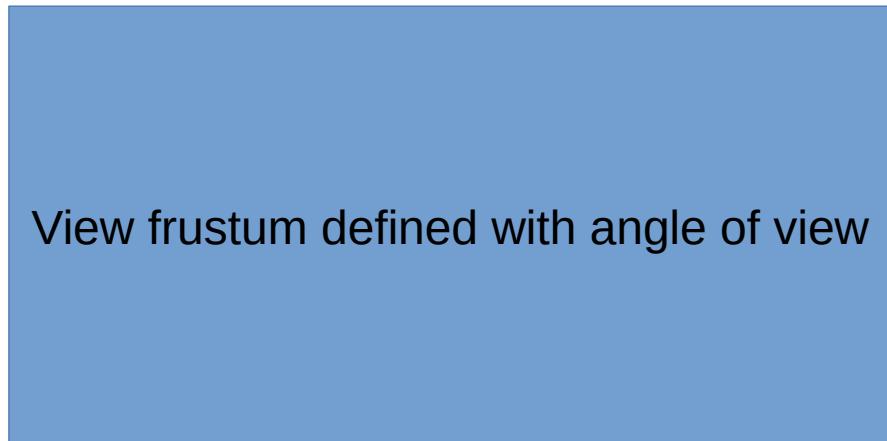
Virtual image plane is placed on the distance of focal length (f) in front of aperture



Distance from camera to image plane is focal length

Viewing frustum

- Viewing frustum defines portion of scene visible to camera
 - Objects outside of view frustum are discarded
- Viewing frustum for pinhole camera is defined with:
 - Camera origin (eye, aperture)
 - Angle of view: film size and focal length



Near and far clipping planes

- Virtual pinhole camera additionally has near and far clipping planes
 - Virtual planes placed in front of camera and parallel to image plane.
 - Location of clipping planes is measured along camera's line of sight (camera's local z axis)
- Objects in 3D scene closer than near or further than far plane are not visible in image plane.
- Near and far clipping planes are needed for resolving precision issues
 - Precision can be lost if distance between closest and furthest object is too large

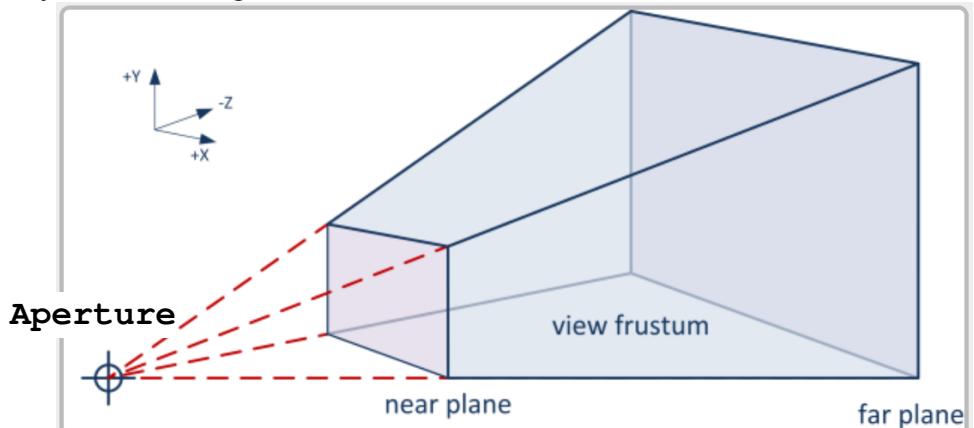
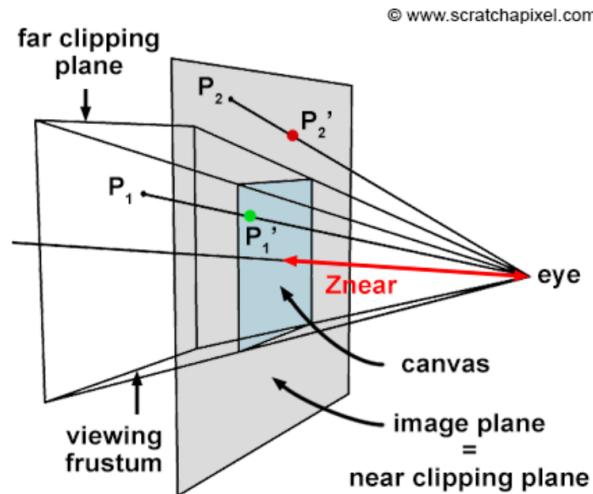
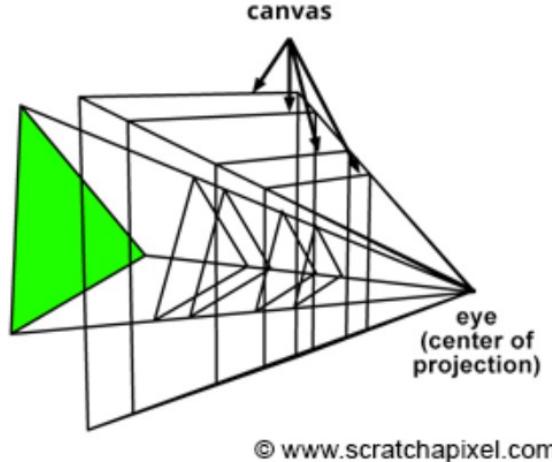


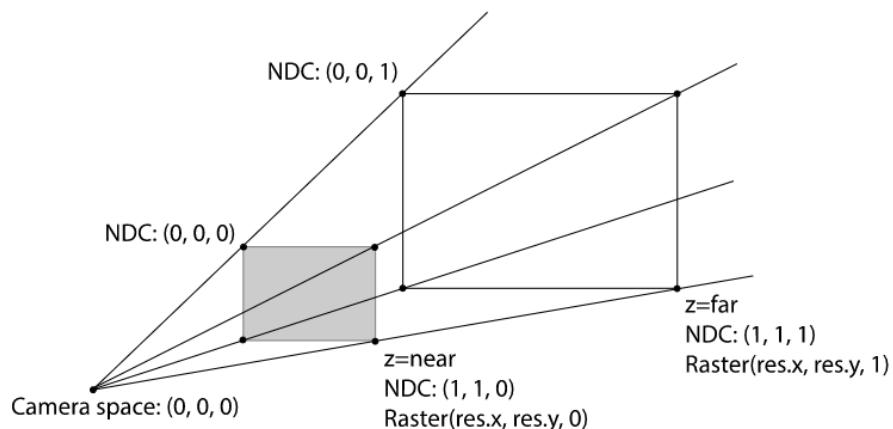
Image plane size

- Image plane is often placed at near clipping plane for computation simplicity
 - Image plane can be placed anywhere on camera's line of sight (camera's local z axis) between near and far clipping planes
 - Size of image plane depends on distance from eye.



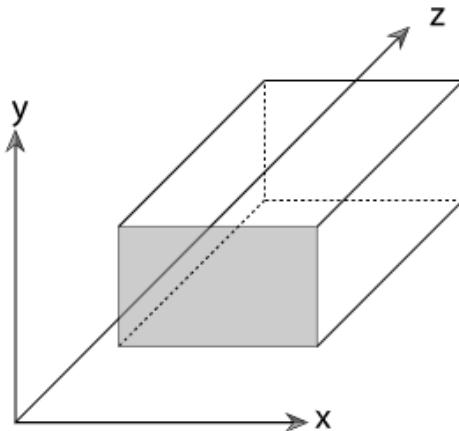
Perspective camera

- Most often used from film and game rendering
- Rays are generated from one point (eye, aperture) through virtual image plane
- **Simulates foreshortening effect:** more distant objects appear smaller



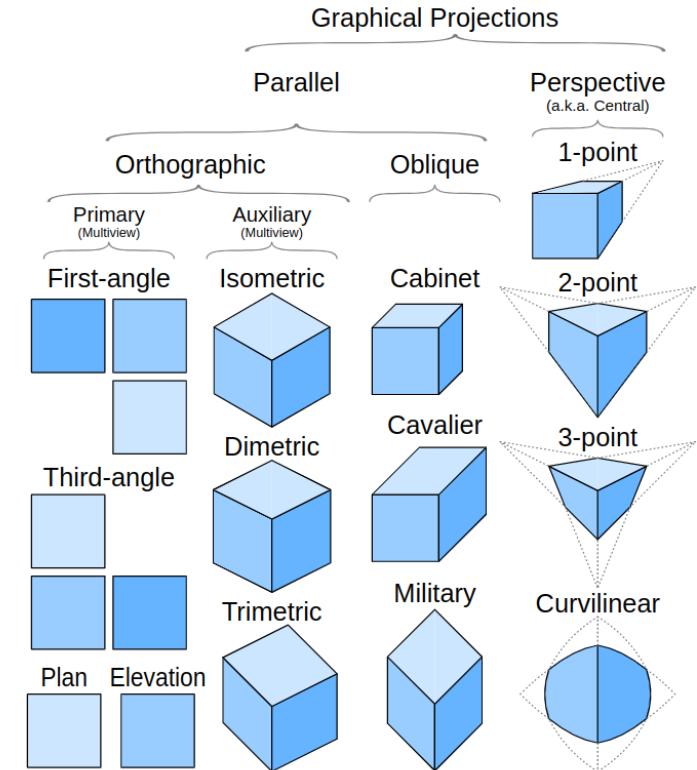
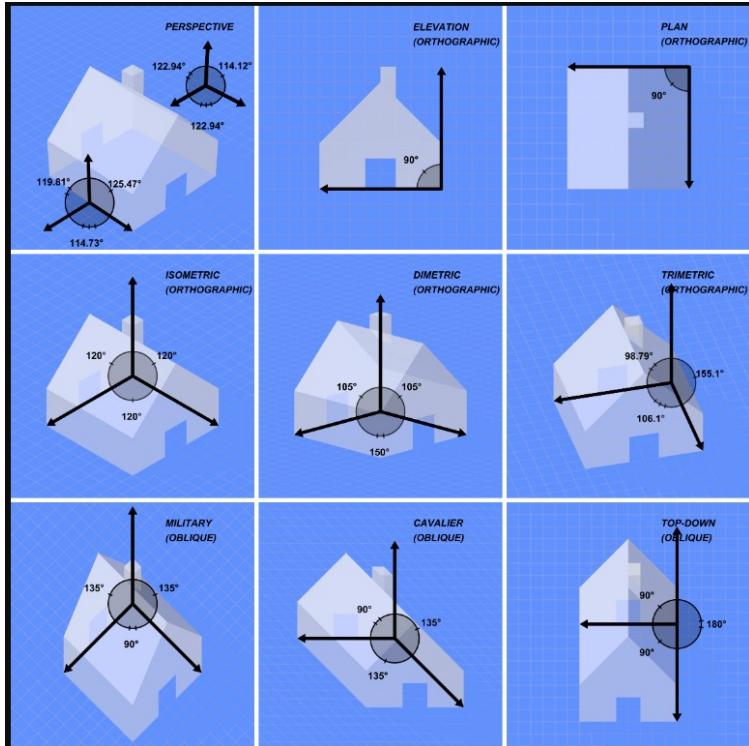
Orthographic camera

- Useful for architecture, engineering, design, isometric games, etc.
- Rays are generated parallel through virtual image plane
- Objects are of same size regardless of distance



https://store.steampowered.com/app/1573390/Lilas_Sky_Ark/

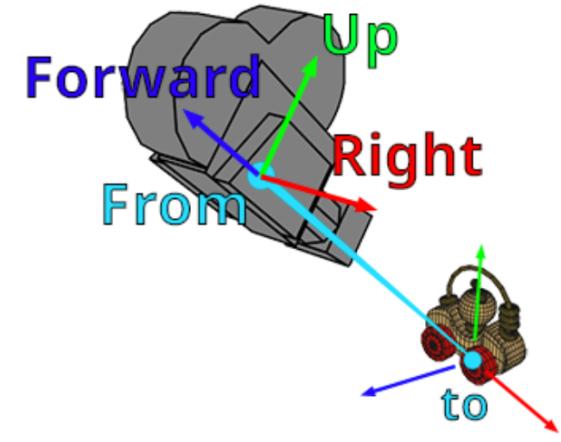
Other camera projection types



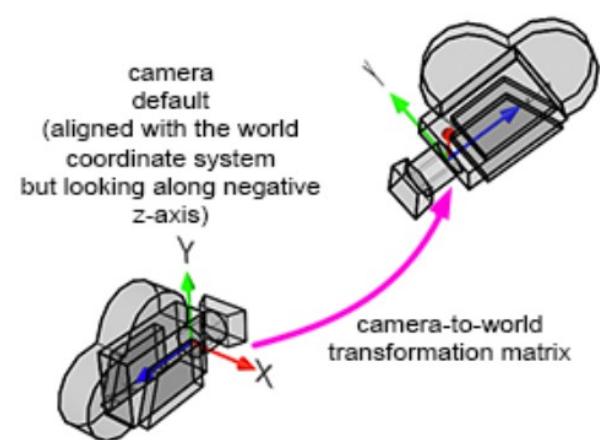
https://en.wikipedia.org/wiki/Orthographic_projection

Camera orientation and position

- Camera orientation is defined with Forward, Up, Right vectors.
- Camera orientation and position can be defined with **look-at** notation:
 - Point in space where camera is positioned (**From**)
 - Point in space where camera is looking (**To**)
- **Look-at matrix**
 - Forward, Up, Right can be calculated based on From, To
 - Forward, Up, Right, From define look-at matrix
 - Defines complete transformation needed for moving camera in 3D scene



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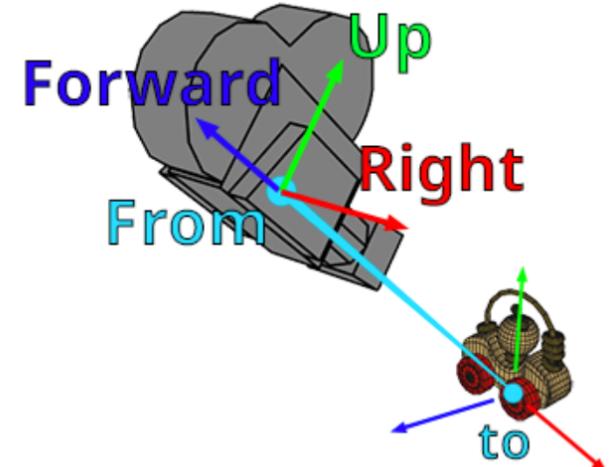
Look at matrix

- 4x4 transformation matrix → transformation of camera from its local (camera) space to world space in 3D scene: **camera-to-world** and its inverse **world-to-camera** matrix

Forward = normalize(From - To)

Right = crossProduct(randomVec, Forward)

Up = crossProduct(forward, right)



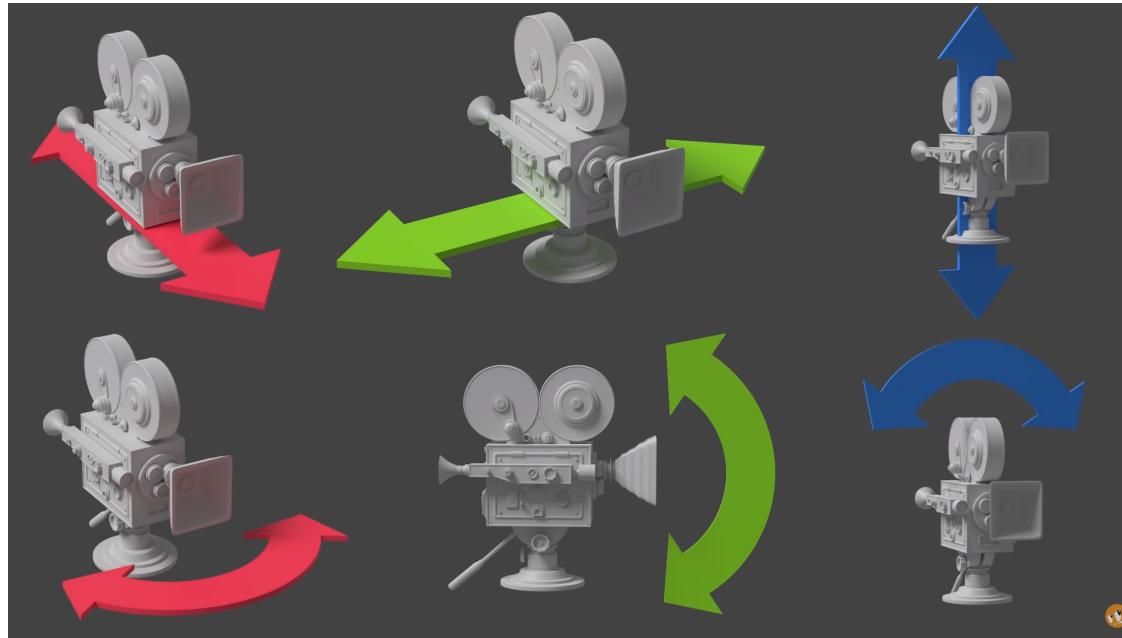
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$Right_x$	$Right_y$	$Right_z$	0
Up_x	Up_y	Up_z	0
$Forward_x$	$Forward_y$	$Forward_z$	0
$From_x$	$From_y$	$From_z$	1

RandomVec = (0, 1, 0) or other if Forward is close to (0, 1, 0) or (0, -1, 0)

Moving camera: tips

- Translations: moving in axis directions
- Rotations: rotation around axis

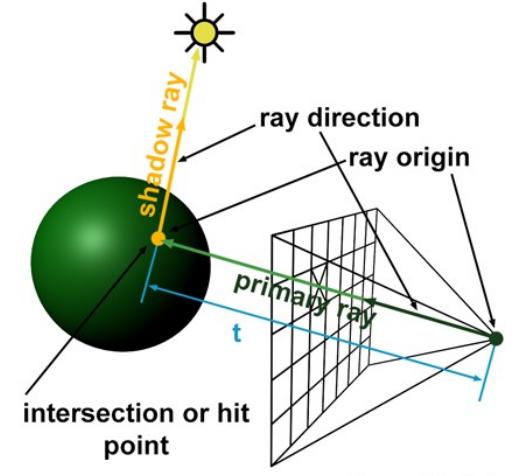


Virtual pinhole camera image formation

- How image is formed using virtual pinhole camera depends on rendering techniques:
 - Ray-tracing-based rendering
 - Rasterization-based rendering

Camera in ray-tracing

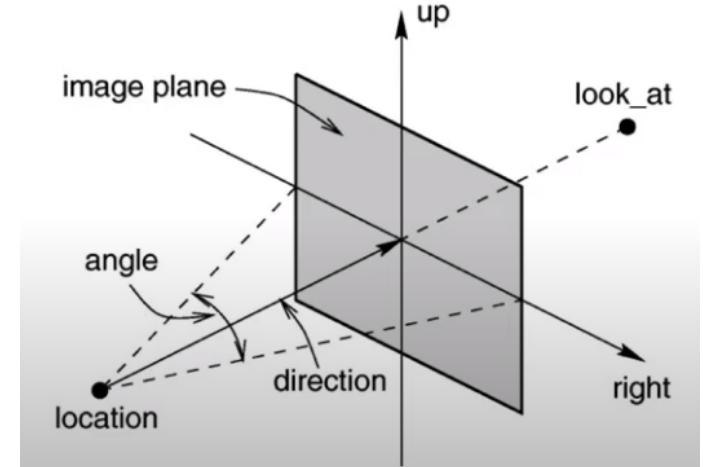
- **Image centric approach:** generate ray for each pixel of virtual image plane
 - Ray is generated using camera eye position and pixel position in camera image plane.
 - Ray is traced into the 3D scene where it intersects the objects – **ray casting** (foundational method for ray-tracing).
 - Color that is computed from intersecting the object is assigned to pixel



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Generating rays

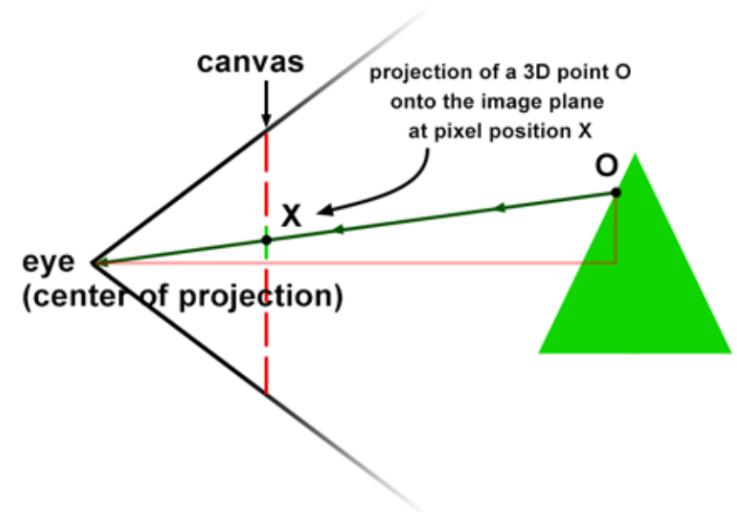
- Assume: image plane is $[-1, 1] \times [-1, 1]$
- Rays $r(t)$ can be generated if:
 - Image resolution $r_x \times r_y$ is given
 - Position of eye (aperture) e is given
 - Vectors Forward, Right, Up are given
 - Focal length f or angle of view α is given



$$r(t) = e + t * (f * \text{Forward} + (i + 0.5) / r_x * \text{Right} + (j + 0.5) / r_y * \text{Up})$$

Camera in rasterization

- Rasterization-based rendering projects objects from 3D scene onto image plane and for each pixel finds a position on object
 - **Object centric approach**
- The process of finding pixel coordinates on image plane of 3D point is done as follows:
 - 3D points from world space are transformed to camera space: **world-to-camera matrix**
 - **Projection matrix** is applied on transformed point
 - Resulting points are convert to raster space (image plane with pixels)



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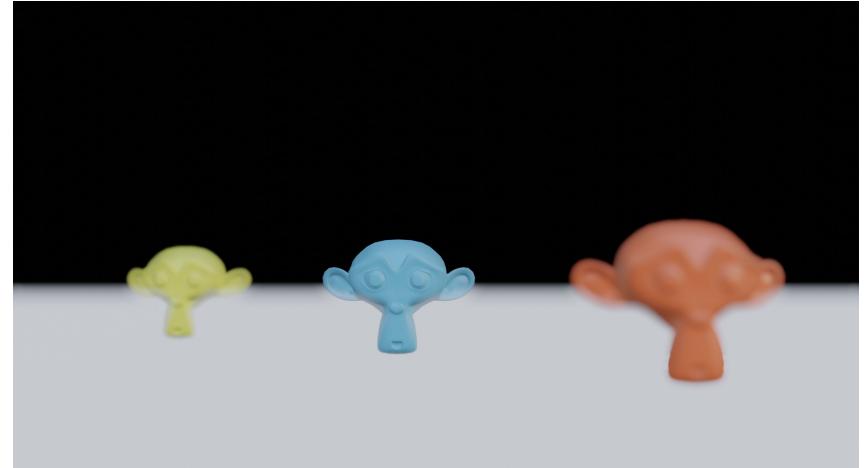
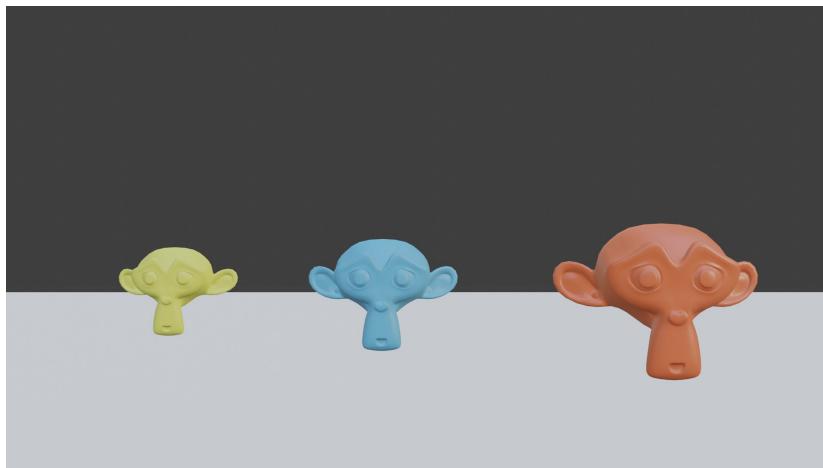
Projection matrix

- General perspective projection matrix is defined with viewing frustum **near** (n), **far** (f), **left** (l), **right** (r), **top** (t) and **bottom** (b)

$$\begin{bmatrix} \frac{2n}{r-l} & 0 & \frac{r+l}{r-l} & 0 \\ 0 & \frac{2n}{t-b} & \frac{t+b}{t-b} & 0 \\ 0 & 0 & -\frac{f+n}{f-n} & -\frac{2fn}{f-n} \\ 0 & 0 & -1 & 0 \end{bmatrix}$$

Problems of virtual pinhole camera

- Virtual pinhole camera has infinitesimally small aperture
 - Image will be perfectly sharp
 - Additional methods are needed from **simulating lens effects** such as depth of field
 - Lens system introduce focus plane in 3D scene where objects are in sharp focus and blurred otherwise



Problems of virtual pinhole camera

- Virtual pinhole camera has infinitesimally small aperture → light energy is carried instantaneously by ray
- Time in image plane is exposed to light doesn't affect amount of light falling on image plane
 - Exposure is simulated to increase/decrease brightness of already rendered image

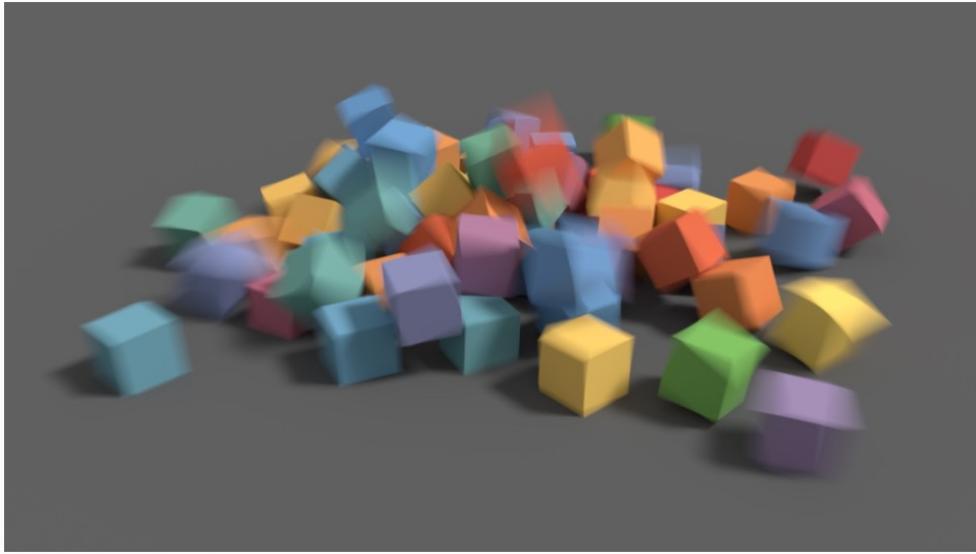


Different exposures of the same render:

https://docs.blender.org/manual/en/latest/render/color_management.html

Problems of virtual pinhole camera

- Motion blur must be additionally simulated using **shutter speed**: time in which camera door is opened to allow incoming light



Motion Blur

https://docs.blender.org/manual/en/latest/render/cycles/render_settings/motion_blur.html

More into topic

- More about camera film, aspect ratio:

<https://www.scratchapixel.com/lessons/3d-basic-rendering/3d-viewing-pinhole-camera/how-pinhole-camera-works-part-2>

- Simulating camera lenses:

- https://www.pbr-book.org/3ed-2018/Camera_Models/Realistic_Cameras

- <https://developer.nvidia.com/gpugems/gpugems/part-iv-image-processing/chapter-23-depth-field-survey-techniques>

Summary questions

- https://github.com/lorentzo/IntroductionToComputerGraphics/tree/main/lectures/9_light

Literature

- <https://github.com/lorentzo/IntroductionToComputerGraphics>
- ScrachAPixel lesson:
<https://www.scratchapixel.com/lessons/3d-basic-rendering/3d-viewing-pinhole-camera>