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## Lab 4 Report: Implicit Solids

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CZ2003 – Computer Graphics & Visualization

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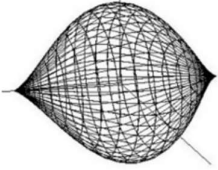
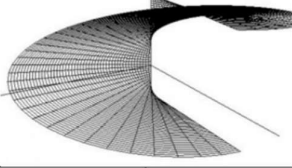
## Lab 4

### 4.1 Implicit Solid

## 4.2 Bounding Box/Resolution for Efficient Rendering under 5 seconds

### 4.3 Function-defined Diffuse Color

#### Reparameterization

7	$x = \cos(0.5\theta)(\sin(\varphi))^3$ $y = \sin(0.5\theta)(\sin(\varphi))^3$ $z = \cos(\varphi)$	$0 \leq \theta \leq 4\pi, \quad 0 \leq \varphi \leq \pi$	
8	$x = 0.5b\pi \cos(2\theta)$ $y = 0.5\theta - 0.5$ $z = 0.5b\pi \sin(2\theta)$	$0 \leq \theta \leq \pi, \quad 0 \leq b \leq 1$	

To achieve morphing between shape 7 & 8, reparameterization is applied to the parametric equations of both shapes. In this experiment, all the domains ( $\theta, \varphi$  for Shape 7 &  $b, \theta$  for Shape 8) have been **reparametrized to a common base domain [0,1]**.

Next, by utilizing a **linear interpolation model with time parameter  $t$** , morphing animations can be produced.

#### Domain Pairing between the 2 Shapes

I have experimented with 2 versions of the morphing.

In **morphing7to8\_Version1.wrl**, [ $\theta$  from S7  $\Leftrightarrow b$  from S8] and [ $\varphi$  from S7  $\Leftrightarrow \theta$  from S8].

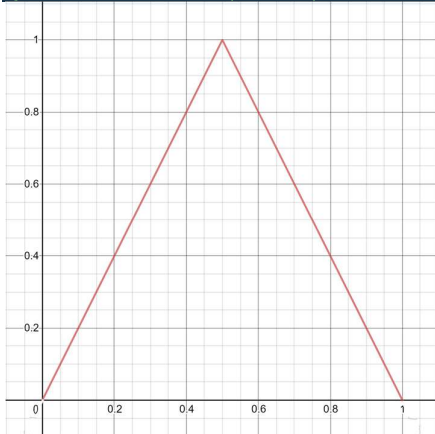
In **morphing7to8\_Version2.wrl**, [ $\theta$  from S7  $\Leftrightarrow \theta$  from S8] and [ $\varphi$  from S7  $\Leftrightarrow b$  from S8].

After experimenting with both versions, **morphing7to8\_Version1.wrl** may be a better morphing animation as compared to **morphing7to8\_Version2.wrl**.

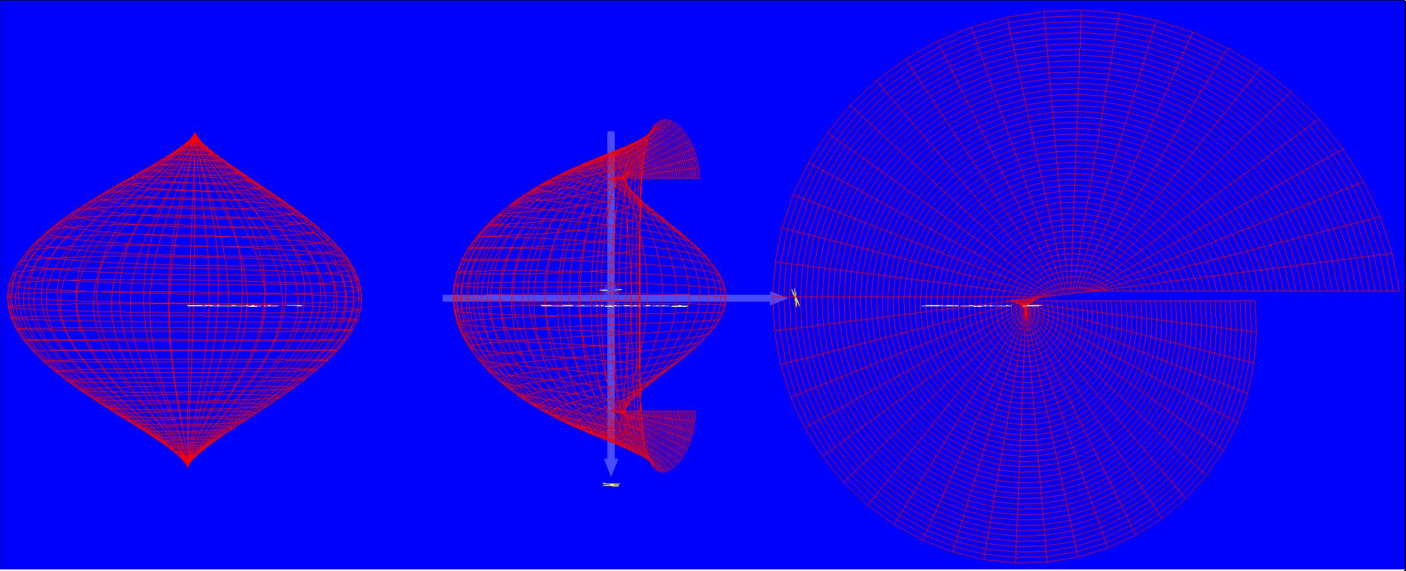
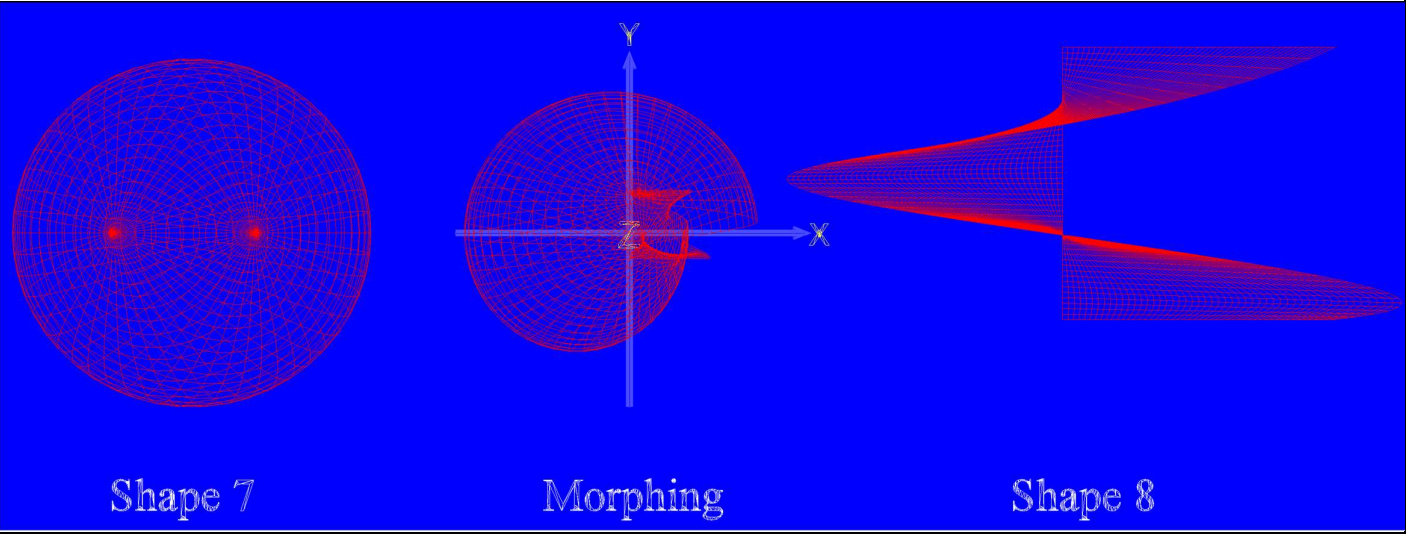
This is so as **morphing7to8\_Version1.wrl** animation looks like Shape 7 is unfolding to form Shape 8 which is easy to understand and visualize. In contrast, **morphing7to8\_Version2.wrl** animation looks like it is folding into itself which is harder to visualize.

#### Further Experimentation

```
function back_n_forth(t)
{ return 1-fabs(1-2*t); }
```



To allow for back and forth animation between the 2 shapes, I have implemented the above function, **back\_n\_forth( $t$ )**, which takes in parameter  $t$ . When  $t$  is cycled through domain  $[0,1]$ . It will output a value from 0 to 1 and since VRML cycles through the domain, we essentially have a periodic triangular function which allows for back and forth animation perpetually.

Screenshots			
Shape 7		Morphing	Shape 8
Top-down View			
Side View			
	Shape 7	Morphing	Shape 8