Rotation About An Arbitrary Vector
3D Viewing

Canonical View Volume
Orthographic Projection
Perspective Projection

Shirley Chapter 7
Viewing and Projection

- Our eyes collapse 3-D world to 2-D retinal image (brain then has to reconstruct 3D)
- In CG, this process occurs by projection
- Projection has two parts:
  - Viewing transformations: camera position and direction
  - Perspective/orthographic transformation: reduces 3-D to 2-D
- Use homogeneous transformations (of course...)

Computer Graphics 15-462
Getting Geometry on the Screen

Given geometry positioned in the world coordinate system, how do we get it onto the display?

- Transform to camera coordinate system
- Transform (warp) into canonical view volume
- Clip
- Project to display coordinates
- Rasterize

http://i200.photobucket.com/user/Audemede/Architect/rasterization.png
Perspective and Orthographic Projection
Orthographic Projection
Viewing and Projection

Build this up in stages

• Canonical view volume to screen
• Orthographic projection to canonical view volume
• Perspective projection to orthographic space
Orthographic Projection

the focal point is at infinity, the rays are parallel, and orthogonal to the image plane

good model for telephoto lens. No perspective effects.

when xy-plane is the image plane \((x,y,z) \rightarrow (x,y,0)\)

front orthographic view
Telephoto Lenses and Fashion Photography
Canonical View Volume

Why this shape?
- Easy to clip to
- Trivial to project from 3D to 2D image plane
Orthographic Projection

- X=l  left plane
- X=r right plane
- Y=b bottom plane
- Y=t top plane
- Z=n near plane
- Z=f far plane

Why near plane? Prevent points behind the camera being seen.

Why far plane? Allows z to be scaled to a limited fixed-point value (z-buffering)
Arbitrary View Positions

Eye position: e
Gaze direction: g
view-up vector: t

chalkboard
324. The *radio astronomico* used to measure the width of a façade from Gemma’s Frisius’s *De Radio astronomico* . . . ., Antwerp, 1545.
The simplest way to look at perspective projection is as painting on a window....

Paint on the window whatever color you see there.
Simple Perspective Camera

Canonical case:
- camera looks along the z-axis
- focal point is the origin
- image plane is parallel to the xy-plane at distance $d$
- (We call $d$ the focal length, mainly for historical reasons)
Perspective Projection of a Point

\[ y_s = d \frac{y}{z} \]
History of Perspective Projection
Clipping

Something is missing between projection and viewing...
Before projecting, we need to eliminate the portion of scene that is outside the viewing frustum

Need to clip objects to the frustum (truncated pyramid)
Now in a canonical position but it still seems kind of tricky...
Normalizing the Viewing Frustum

Solution: transform frustum to a cube before clipping

Converts perspective frustum to orthographic frustum
Yet another homogeneous transform!
Warping a perspective projection into and orthographic one
Lines for the two projections intersect at the view plane
How can we put this in matrix form?

Need to divide by z—haven’t seen a divide in our matrices so far…
Requires our w from last time (or h in the book)
gluPerspective( 60.0, 1.00, 1.0, 10.0 );

gluLookAt( 0.00, 0.00, 2.00, <- eye

0.00, 0.00, 0.00, <- center

0.00, 1.00, 0.00 ); <- up

Click on the arguments and move the mouse to modify values.
Camera Control Values

• All we need is a single translation and angle-axis rotation (orientation), but...

• Good animation requires good camera control--we need better control knobs

• Translation knob - move to the lookfrom point

• Orientation can be specified in several ways:
  – specify camera rotations
  – specify a lookat point (solve for camera rotations)
A Popular View Specification Approach

• Focal length, image size/shape and clipping planes are in the perspective transformation

• In addition:
  – `lookfrom`: where the focal point (camera) is
  – `lookat`: the world point to be centered in the image

• Also specify camera orientation about the `lookat-lookfrom` axis
Implementation

Implementing the lookat/lookfrom/vup viewing scheme

(1) Translate by -lookfrom, bring focal point to origin
(2) Rotate lookat-lookfrom to the z-axis with matrix R:
   » \( v = (lookat\text{-}lookfrom) \) (normalized) and \( z = [0,0,1] \)
   » rotation axis: \( a = (v \times z)/|v \times z| \)
   » rotation angle: \( \cos \theta = v \cdot z \) and \( \sin \theta = |v \times z| \)

\( \text{glRotate}(\theta, a_x, a_y, a_z) \)

(3) Rotate about z-axis to get vup parallel to the y-axis
The Whole Picture

LOOKFROM: Where the camera is
LOOKAT: A point that should be centered in the image
VUP: A vector that will be pointing straight up in the image
FOV: Field-of-view angle.
d: focal length
WORLD COORDINATES
Vanishing Points

What Causes Vanishing Points?
2 Vanishing Points

How many vanishing points can an image have?
N1.6. Suppose you define a camera to have the “eye” or lookfrom point at $[0 \ 10 \ 0]^T$, the lookat point at $[0 \ 0 \ 0]^T$, and the “up” vector at $[1 \ 0 \ 0]^T$. In other words, the camera is above the scene looking straight down, with its “up” vector in the x-axis direction. Derive the matrix to transform points from the world coordinate frame into the camera coordinate frame. Show your work, and plug in some examples to test your derived matrix.

Hints. Let the camera frame be specified as uvw. We want to convert a point in xyz coordinates into uvw coordinates. Recall that the v-direction of the camera frame is specified by the camera’s “up” vector. Recall that the camera’s w-direction points in the direction opposite the lookat vector.
Review the full sequence of matrices that are needed to achieve perspective projection, i.e., to go from a definition of a view frustum to a point on the computer screen.

See if you can derive the perspective projection matrix from first principles (the law of similar triangles).