

15-462 Computer Graphics I

Lecture 1

Course Overview

Administrative Issues
Modeling
Animation
Rendering
OpenGL Programming

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<http://www.cs.cmu.edu/~fp/courses/graphics/>

Course Information On-Line

- <http://www.cs.cmu.edu/~fp/courses/graphics/>
 - Schedule (slides, readings)
 - Assignments (details, due dates)
 - Software (libraries, hints)
 - Resources (books, tutorials, links)
- <news:cmu.cs.class.cs462>

About Me

- **Research:** Programming Languages & Logic
- **Teaching:** Anything
- <http://www.cs.cmu.edu/~fp/>
- Office Hours
 - Wed 2:30-3:30, WeH 8117
 - Right after class
 - By appointment

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Teaching Assistants

- Michael Henson (Wed 6:00-8:00)
- John Ketchpaw (Mon 6:00-8:00)
- Shayan Sarkar (TBA)
- Available in new graphics lab, WeH 5336
- Card reader for access (email me if denied)
- Instructions for account setup on web page soon

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Prerequisites

- 15-213 Intro to Computer Systems
- 21-241 Matrix Algebra
- 21-259 Calculus in 3D
- See me if you are missing any and we haven't discussed it

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Postrequisites

- 05-831 Building Virtual Worlds (Pausch, F'02)
- 15-4xx Game Programming (Kuffner, F'02)
- 15-497 Computer Animation (Hodgins, S'03)
- 15-463 Computer Graphics II (Heckbert, S'03)?

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Textbook

- **Interactive Computer Graphics**
A top-down approach with OpenGL
Edward Angel
- **OpenGL: A Primer**
Edward Angel
- Available bundled in CMU Bookstore
- Supplementary text:
Computer Graphics: Principles and Practice
Foley, van Dam, Feiner, Hughes
On reserve in library (soon)

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Grading

- 45% Programming Assignments (4)
- 20% Written Assignments (4)
- 10% Midterm (one sheet of notes only, in class)
- 25% Final (open book)
- Alternating assignments
 - Programming (2 weeks)
 - Written (1 week)
- No collaboration!

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Course Overview

- The computer graphics trinity
 - Modeling: how to represent objects
 - Animation: how to control and represent motion
 - Rendering: how to create images
- OpenGL graphics library
- **Not** in this course:
 - Human-computer interaction
 - Graphic design
 - Graphics hardware
 - DirectX API

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Computer Graphics Goals I

- Synthetic images indistinguishable from reality
- Practical, scientifically sound, in real time

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Example: Ray Tracing

- 2001 Internet ray tracing competition, N. Kern



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Example: Radiosity

- Lightscape by Autodesk



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Computer Graphics Goals II

- Creating a new reality
- Practical, aesthetically pleasing, in real time

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Example: Illustrating Smooth Surfaces



- SIGGRAPH 2000
Conference, A.
Hertzmann, D. Zorin

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Example: Image Analogies

- SIGGRAPH 2001 Conference, A. Hertzmann, C. Jacobs, N. Oliver, B. Curless, D. Salesin



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1. Course Overview

- Administrative Issues
- Topics Outline (next)

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2. OpenGL Basics

- Primitives and attributes
- Color
- Viewing
- Control functions
- [Angel, Ch. 2]

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3. Input and Interaction

- Clients and servers
- Event driven programming
- Text and fonts
- [Angel, Ch. 3]

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4. Objects & Transformations

- Linear algebra review
- Coordinate systems and frames
- Rotation, translation, scaling
- Homogeneous coordinates
- OpenGL transformation matrices
- [Angel, Ch. 4]

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5. Viewing and Projection

- Orthographic projection
- Perspective projection
- Camera positioning
- Projections in OpenGL
- Hidden surface removal
- [Angel, Ch. 5]

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6. Hierarchical Models

- Graphical objects
- Animations
- OpenGL routines
- Parameters and transformations
- [Angel, Ch. 8]

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7. Light and Shading

- Light sources
- Ambient, diffuse, and specular reflection
- Normal vectors
- Material properties in OpenGL
- Radiosity
- [Angel, Ch. 6]

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8. Curves and Surfaces

- Review of 3D-calculus
- Explicit representations
- Implicit representations
- Parametric curves and surfaces
- Hermite curves and surfaces
- Bezier curves and surfaces
- Splines
- Curves and surfaces in OpenGL
- [Angel, Ch. 10]

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9. Rendering

- Clipping
- Bounding boxes
- Hidden-surface removal
- Line drawing
- Scan conversion
- Antialiasing
- [Angel, Ch. 7]

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10. Textures and Pixels

- Texture mapping
- OpenGL texture primitives
- Bump maps
- Environment maps
- Opacity and blending
- Image filtering
- [Angel, Ch. 9]

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11. Ray Tracing

- Basic ray tracing [Angel, Ch. 6.10]
- Spatial data structures [Angel, Ch. 8.9]
- Motion Blur
- Soft Shadows

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12. Physically Based Models

- Particle systems
- Spring forces
- Cloth
- Collisions
- Constraints
- Fractals
- [Angel, Ch. 11]

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13. Scientific Visualization

- Height fields and contours
- Isosurfaces
- Volume rendering
- Texture mapping of volumes

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Wildcards & Possible Guest Lectures

- Graphics hardware
- More on animation
- Motion capture
- Virtual reality and interaction
- Video game programming
- Non-photo-realistic rendering

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Hot Application Areas

- Special effects
- Feature animation
- PC graphics boards
- Video games
- Visualization (science, architecture, space)
- The web

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Hot Research Topics

- Modeling
 - getting models from the real world
 - multi-resolution
- Animation
 - physically based simulation
 - motion capture
- Rendering:
 - more realistic: image-based modeling
 - less realistic: impressionist, pen & ink

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