

CSCI 480 Computer Graphics  
Lecture 1

## Course Overview

Administrative Issues  
Modeling  
Animation  
Rendering  
OpenGL Programming  
[Angel Ch. 1]

January 9, 2012  
Jernej Barbic  
University of Southern California

<http://www-bcf.usc.edu/~jbarbic/cs480-s12/>

## Course Information On-Line

<http://www-bcf.usc.edu/~jbarbic/cs480-s12/>

- Schedule (slides, readings)
- Assignments (details, due dates)
- Software (libraries, hints)
- Resources (books, tutorials, links)

### Blackboard:

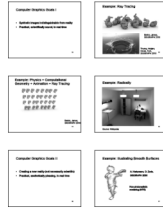
- Forum
- Submit assignments

2

## Course slides

<http://www-bcf.usc.edu/~jbarbic/cs480-s12/>

- Full-color version
- 6-slides-per-page B&W version  
-- good for printing
- Posted in advance of lectures  
-- bring to class & annotate
- Color viewing in Acrobat Reader:  
Disable "Replace Document Colors" in  
Preferences.Accessibility (if enabled)



2

## About me

Assistant professor in CS

Post-doc at MIT

PhD, Carnegie Mellon University

[jnb@usc.edu](mailto:jnb@usc.edu)

Tue 2:00-3:30, SAL 230



3

## About the teacher

Background:  
BSc Mathematics  
PhD Computer Science



Research interests:  
graphics, animation, real-time physics,  
control, sound, haptics

4

## Teaching Assistant

Fun Shing Sin

Mon 2:00-3:00

Thu 2:00-3:00

SAL 112



5

## Grader

Gagandeep Singh

Same office hours as TA



5

## Prerequisites

- CSCI 102 Data Structures
- Familiarity with calculus and linear algebra
- C/C++ programming skills
- See me if you are missing any and we haven't discussed it

6

## Textbooks

- **Interactive Computer Graphics**  
A top-down approach with OpenGL, Fifth Edition  
Edward Angel, Addison-Wesley
- **OpenGL Programming Guide ("Red Book")**  
Basic version also available on-line (see Resources)

7

## Grading

- 51% Programming Assignments (3x 17%)
- 19% Midterm (one sheet of notes only, in class)
- 30% Final (open book)

8

## Academic integrity

- No collaboration!
- Do not copy any parts of any of the assignments from anyone
- Do not look at other students' code, papers, assignments or exams
- USC Office of Student Judicial Affairs and Community Standards will be notified

8

## Assignment Policies

- Programming assignments
  - Hand in via Blackboard by end of due date
  - Functionality and features
  - Style and documentation
  - Artistic impression
- 3 late days, usable any time during semester
- Academic integrity policy applied rigorously

9

## Computer Graphics

One of the “core” computer science disciplines:

Algorithms and Theory  
Artificial Intelligence  
Computer Architecture  
Computer Graphics and Visualization  
Computer Security  
Computer Systems  
Databases  
Networks  
Programming Languages  
Software Engineering

7

## Course Overview

Theory: Computer graphics disciplines:

- Modeling: how to represent objects
- Animation: how to control and represent motion
- Rendering: how to create images of objects
- Image Processing: how to edit images

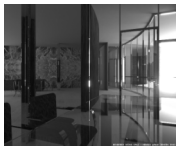
Practice: OpenGL graphics library

**Not** in this course:

- Human-computer interaction
- Graphic design
- DirectX API

10

## Computer Graphics Disciplines



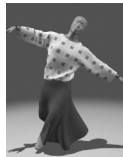
Source:  
Jensen

Rendering



Source: Botsch et  
al.

Geometry  
(Modeling)



Source: Baraff and  
Witkin

Animation



Source: Durand

Image Processing

11

## Computer Graphics Goals I

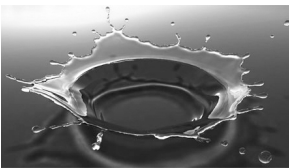
- Synthetic images indistinguishable from reality
- Practical, scientifically sound, in real time

12

## Example: Ray Tracing



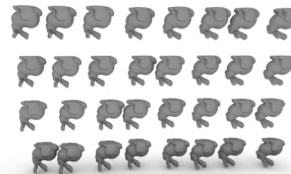
Barbic, James,  
SIGGRAPH 2010



Thurey, Wojtan,  
Gross, Turk,  
SIGGRAPH 2010

13

## Example: Physics + Computational Geometry + Animation + Ray Tracing



Barbic, James,  
SIGGRAPH 2010

14

### Example: Radiosity



Source: Wikipedia

15

### Computer Graphics Goals II

- Creating a new reality (not necessarily scientific)
- Practical, aesthetically pleasing, in real time

16

### Example: Illustrating Smooth Surfaces

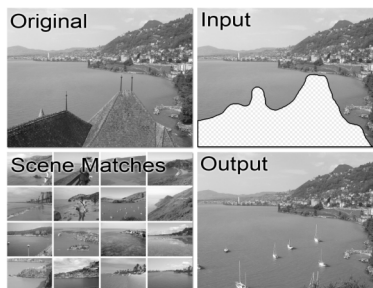


A. Hertzmann, D. Zorin,  
SIGGRAPH 2000

Non-photorealistic  
rendering (NPR)

17

### Example: Scene Completion



J. Hays, A. Efros,  
SIGGRAPH 2007

18

### SIGGRAPH



- Main computer graphics event in the world
- Once per year
- 30,000 attendees
- Academia, industry

19

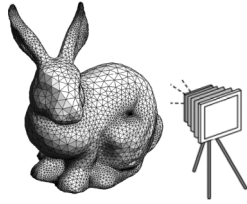
### 1. Course Overview

- Administrative Issues
- Topics Outline (next)

20

## 2. OpenGL Basics

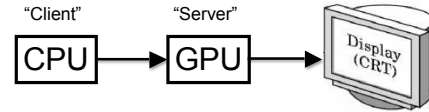
- Primitives and attributes
- Color
- Viewing
- Control functions
- [Angel, Ch. 2]



21

## 3. Input and Interaction

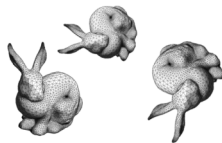
- Clients and servers
- Event driven programming
- Text and fonts
- [Angel, Ch. 3]



22

## 4. Objects & Transformations

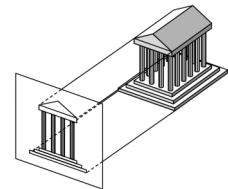
- Linear algebra review
- Coordinate systems and frames
- Rotation, translation, scaling
- Homogeneous coordinates
- OpenGL transformation matrices
- [Angel, Ch. 4]



23

## 5. Viewing and Projection

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



24

## 6. Hierarchical Models

- Re-using objects
- Animations
- OpenGL routines
- Parameters and transformations
- [Angel, Ch. 10]



25

## 7. Light and Shading

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

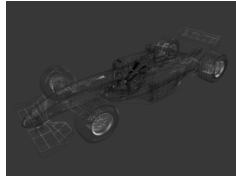


Tobias R. Metoc

26

## 8. Curves and Surfaces

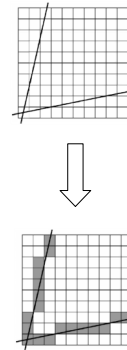
- Review of 3D-calculus
- Explicit representations
- Implicit representations
- Parametric curves and surfaces
- Hermite curves and surfaces
- Bezier curves and surfaces
- Splines
- Curves and surfaces in OpenGL
- [Angel, Ch. 12]



27

## 9. Rendering

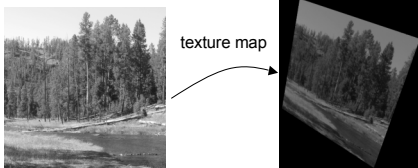
- Clipping
- Bounding boxes
- Hidden-surface removal
- Line drawing
- Scan conversion
- Antialiasing
- [Angel, Ch. 7,8]



28

## 10. Textures and Pixels

- Texture mapping
- OpenGL texture primitives
- Bump maps
- Environment maps
- Opacity and blending
- Image filtering
- [Angel, Ch. 8]



29

## 11. Ray Tracing

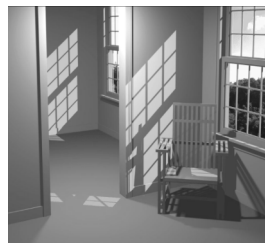
- Basic ray tracing [Angel, Ch. 13]
- Spatial data structures [Angel, Ch. 10]
- Motion Blur
- Soft Shadows



www.yafaray.org

## 12. Radiosity

- Local vs global illumination model
- Interreflection between surfaces
- Radiosity equation
- Solution methods
- [Angel Ch. 13.4-5]

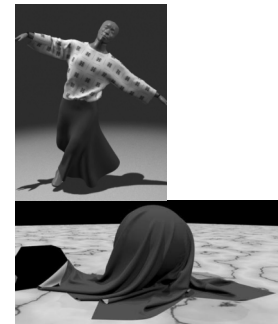


Cornell University

31

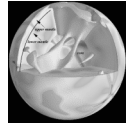
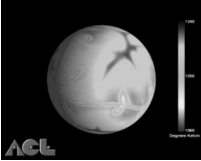
## 13. Physically Based Models

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



## 14. Scientific Visualization

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



Earth Mantle Heat Convection  
University of Utah

33

## Guest Lecture:

TBA

## “Wildcard” Lectures:

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

34

## Hot Application Areas

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

35

## 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

36

## Acknowledgments

- Jessica Hodgins (CMU)
- Frank Pfenning (CMU)
- Paul Heckbert (Nvidia)

37