



Tamara Munzner

Intro

Week 1, Mon Jan 8

<http://www.ugrad.cs.ubc.ca/~cs314/Vjan2007>

Outline

- Defining Computer Graphics
- Course Structure
- Course Content Overview

2

What is Computer Graphics?

- create or manipulate images with computer
 - this course: algorithms for image generation



3

What is CG used for?

- movies
 - animation
 - special effects



4

What is CG used for?

- computer games



5

What is CG used for?

- images
 - design
 - advertising
 - art



6

What is CG used for?

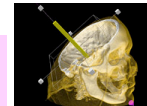
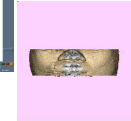
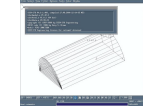
- virtual reality / immersive displays



7

What is CG used for?

- graphical user interfaces
 - modeling systems
 - applications
- simulation & visualization



8

Real or CG?

<http://www.alias.com/eng/etc/fakeorfoto/quiz.html>

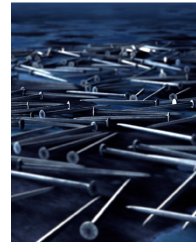
1



9

Real or CG?

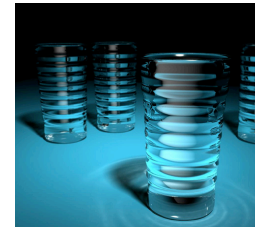
2



10

Real or CG?

3



11

Real or CG?

4



12

Expectations

- hard course!
 - heavy programming and heavy math
- fun course!
 - graphics programming addictive, create great demos
- programming prereq
 - CPSC 216 (Program Design and Data Structures)
 - course language is C++/C
- math prereq
 - MATH 200 (Calculus III)
 - MATH 221/223 (Matrix Algebra/Linear Algebra)

13

Course Structure

- 39% programming projects
 - 8% project 1 (building beasts with cubes and math)
 - 8% project 2 (flying)
 - 8% project 3 (TBA)
 - 15% project 4 (create your own graphics game)
- 25% final
- 24% midterm (week 5 Fri 2/9, week 11 Wed 3/28)
- 12% written assignments
 - 3% each HW 1/2/3/4
- programming projects and homeworks synchronized

14

Programming Projects

- structure
 - C++, Linux
 - OK to cross-platform develop on Windows, Mac
 - OpenGL graphics library
 - GLUT for platform-independent windows/UI
 - face to face grading in lab
- Hall of Fame
 - first project: building beasts
 - previous years: giraffes, frogs, elephants, birds, poodles, dinos, cats...
 - last project: create your own graphics game

15

Late Work

- 3 grace days
 - for unforeseen circumstances
 - strong recommendation: don't use early in term
 - handing in late uses up automatically unless you tell us
- otherwise: 50% if one day (24 hrs) late, 0% afterwards
- only** exception: severe illness or crisis
 - as per UBC rules
 - must let me know ASAP (in person or email)
 - at latest, 7 days after return to school
 - must** also turn in form with documentation (doctor note)
 - <http://www.ugrad.cs.ubc.ca/~cs314/Vjan2007/illness.html>

16

Regrading

- to request assignment or exam regrade
 - give me paper to be regraded, and also **in writing**
 - what problem you're disputing
 - detailed explanation why you think grader was wrong
 - I will not accept until next class after solutions handed out
- I may regrade entire assignment
 - thus even if I agree with your original request, your score may nevertheless end up higher or lower

17

Course Information

- course web page is main resource
 - <http://www.ugrad.cs.ubc.ca/~cs314/Vjan2007>
 - updated often, reload frequently
- newsgroup is ubc.courses.cpsc.414
 - note old course number still used
 - readable on or off campus
- (no WebCT)

18

Teaching Staff

- instructor: Tamara Munzner
 - tmm@cs.ubc.ca
 - office hrs in ICICS/CS 011
 - Wed/Fri 11-12
 - or by appointment in X661
- TAs: Matt Baumann, Gordon Wetzstein
 - mabauman@cs.ubc.ca
 - wetzste1@cs.ubc.ca
- use newsgroup, not email, for all questions that other students might care about

19

Labs

- attend one lab per week
 - Tue 1-2, Thu 10-11 (Matt Baumann)
 - Fri 12-1 (Gordon Wetzstein)
 - mix of activities
 - example problems in spirit of written assignments and exams
 - help with programming projects
 - no deliverables (unlike intro classes)
 - strongly recommend that you attend

20

Required Reading



- Fundamentals of Computer Graphics
 - Peter Shirley, AK Peters, 2nd edition



- OpenGL Programming Guide, v 1.4
 - OpenGL Architecture Review Board
 - v 1.1 **available for free online**
- readings posted on schedule page

21

Learning OpenGL

- this is a graphics course using OpenGL
 - not a course *on* OpenGL
- upper-level class: learning APIs mostly on your own
 - only minimal lecture coverage
 - basics, some of the tricky bits
 - OpenGL Red Book
 - many tutorial sites on the web
 - nehe.gamedev.net

22

Plagiarism and Cheating

- don't cheat, I will prosecute
 - insult to your fellow students and to me
- programming and assignment writeups must be individual work
 - can discuss ideas, browse Web
 - cannot just copy code or answers
 - cannot do team coding
 - exception: final project can be team of two or three
- you must be able to explain algorithms during face-to-face demo
 - or no credit for that part of assignment
 - and possibly prosecution

23

Citation

- cite all sources of information
 - what to cite
 - study group members, books, web sites
 - where to cite it
 - README for programming projects
 - end of writeup for written assignments
 - <http://www.ugrad.cs.ubc.ca/~cs314/Vmay2005/policies.html#plag>

24

Course Content Overview

- we cover
 - basic **algorithms** for
 - rendering – displaying models
 - (modeling – generating models)
 - (animation – generating motion)
 - programming in OpenGL, C++
- we do not cover
 - art/design issues
 - commercial software packages

25

This Course

Other Graphics Courses

- CPSC 424: Geometric Modeling
 - offered this year
- CPSC 426: Computer Animation
 - offered next year
- CPSC 514: Image-based Modeling and Rendering
- CPSC 526: Computer Animation
- CPSC 533A: Digital Geometry
- CPSC 533B: Animation Physics
- CPSC 533C: Information Visualization
- CPSC 530P: Sensorimotor Computation

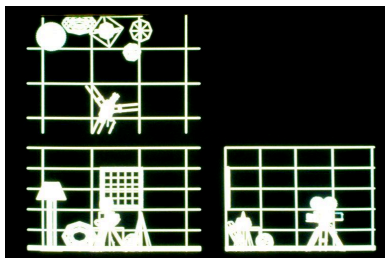
27

Rendering

- creating images from models
 - geometric objects
 - lines, polygons, curves, curved surfaces
 - camera
 - pinhole camera, lens systems, orthogonal
 - shading
 - light interacting with material
- illustration of rendering capabilities
 - Shutterbug series by Williams and Siegel using Pixar's Renderman
 - www.siggraph.org/education/materials/HyperGraph/shutbug.htm

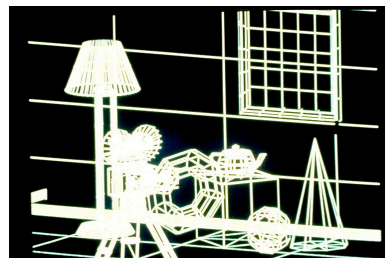
28

Modelling Transformation: Object Placement



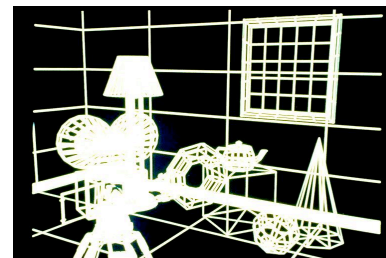
29

Viewing Transformation: Camera Placement



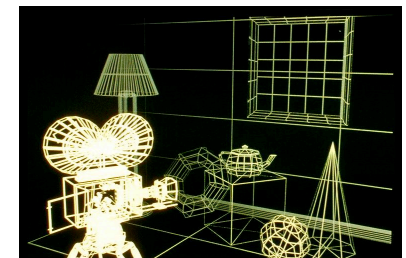
30

Perspective Projection



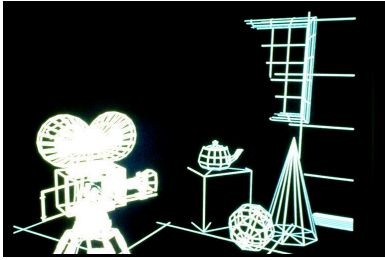
31

Depth Cueing



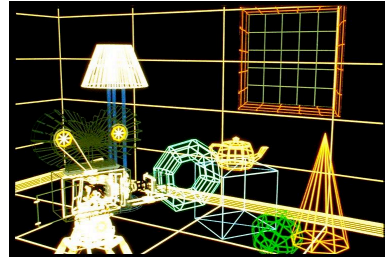
32

Depth Clipping



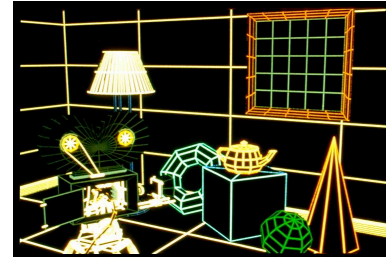
33

Colored Wireframes



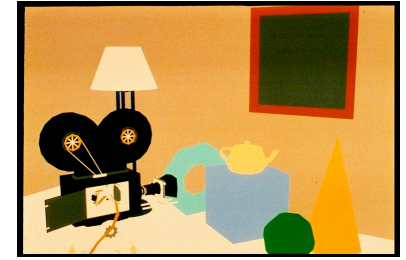
34

Hidden Line Removal



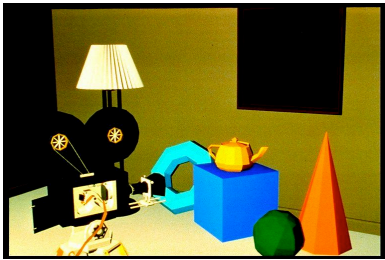
35

Hidden Surface Removal



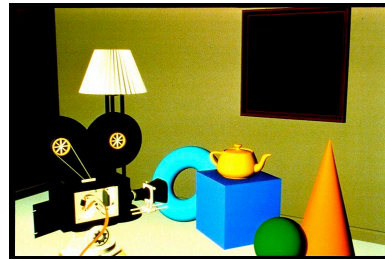
36

Per-Polygon Shading



37

Gouraud Shading



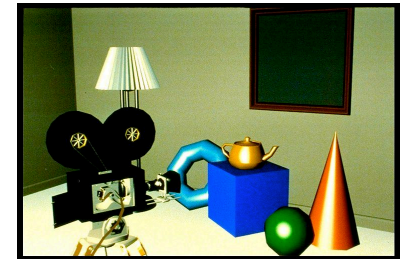
38

Specular Reflection



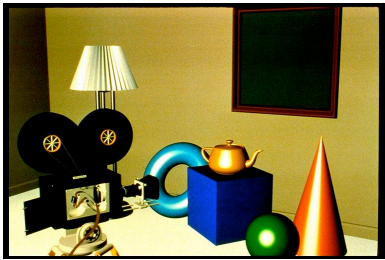
39

Phong Shading



40

Curved Surfaces



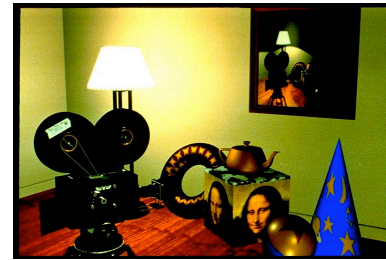
41

Complex Lighting and Shading



42

Texture Mapping



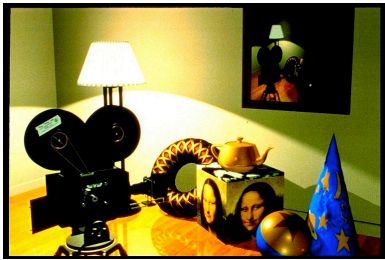
43

Displacement Mapping



44

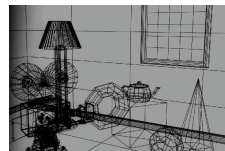
Reflection Mapping



45

Modelling

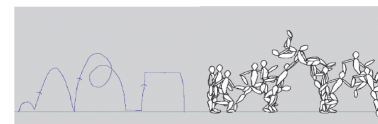
- generating models
 - lines, curves, polygons, smooth surfaces
 - digital geometry



46

Animation

- generating motion
 - interpolating between frames, states



<http://www.cs.ubc.ca/~van/papers/doodle.html>

47

Readings

- today
 - FCG Chap 1
- Wed
 - FCG Chap 2
 - except 2.5.1, 2.5.3, 2.7.1, 2.7.3, 2.8, 2.9, 2.11.
 - FCG Chap 5.1-5.2.5
 - except 5.2.3, 5.2.4
- Fri
 - RB Chap Introduction to OpenGL
 - RB Chap State Management and Drawing Geometric Objects
 - RB App Basics of GLUT (Aux in v 1.1)

48