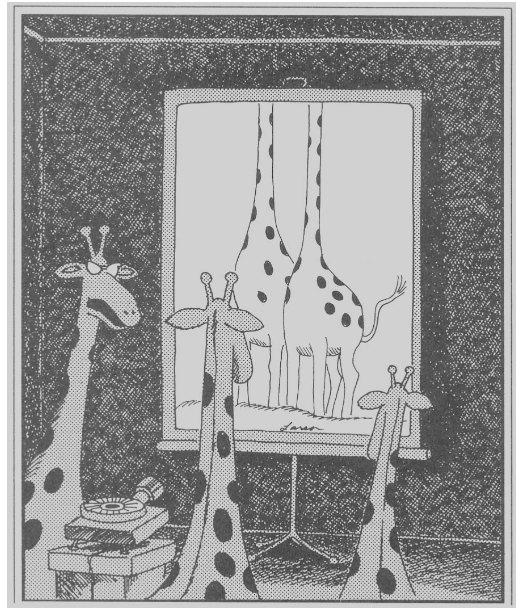
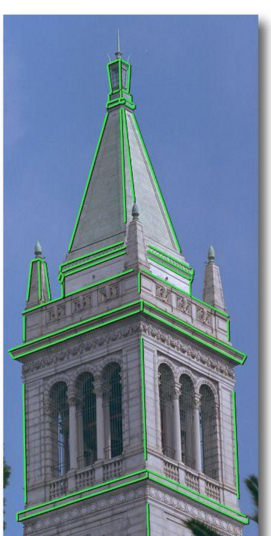
The Traditional Graphics Pipeline

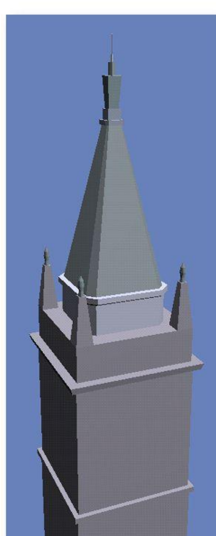

"Oh, lovely — just the hundredth time you've managed to cut everyone's head off."

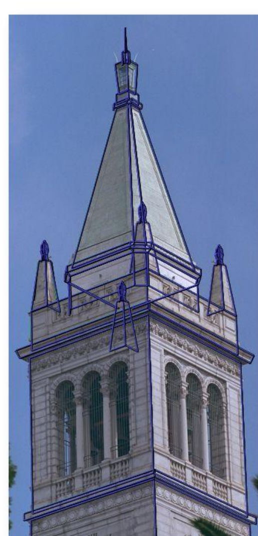
Facade, Debevec et al. 1997

Modeling and Rendering Architecture from Photographs

Debevec, Taylor, and Malik 1996


Original photograph with marked edges

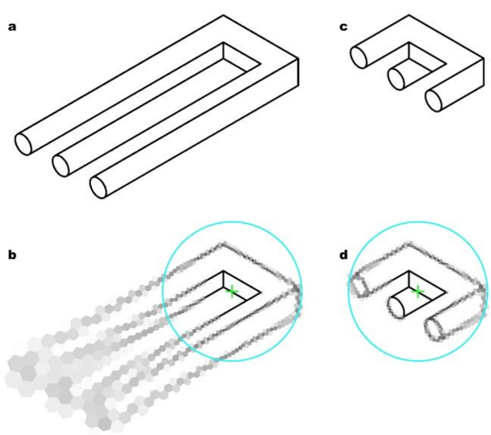

Recovered model


Model edges projected onto photograph


Synthetic rendering

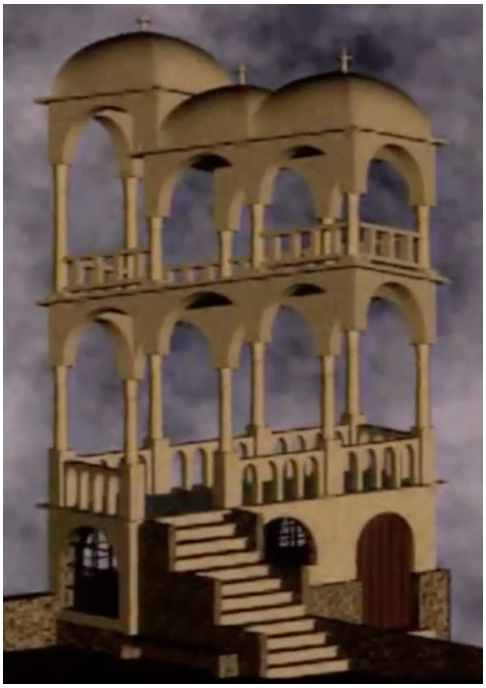
Facade, Debevec et al. 1997

Belvedere
M.C. Escher
1958

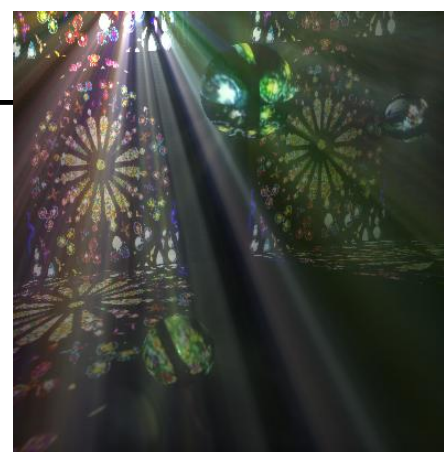


“Combining Deep Learning and Active Contours Opens The Way to Robust, Automated Analysis of Brain Cytoarchitectonics”, Thierbach et al, 2018

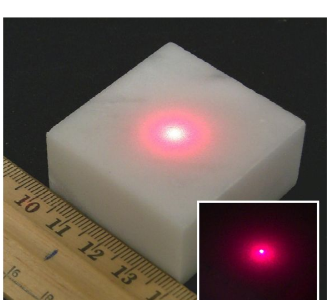
Escher's Belvedere, Sachiko Tsuruno, 1997

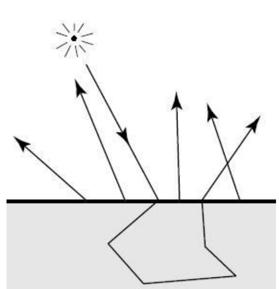


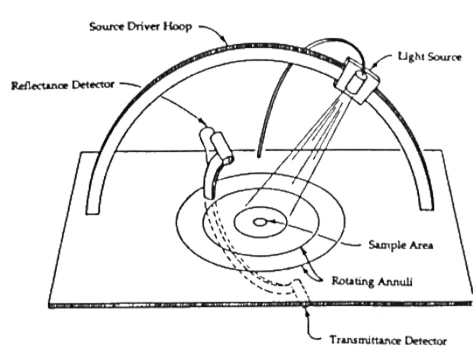
Last Time?



- Participating Media
- Measuring BRDFs
- 3D Digitizing & Scattering
- BSSRDFs
  - Monte Carlo Simulation
  - Dipole Approximation







Today

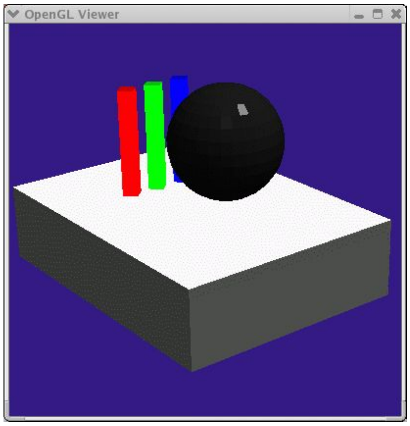
- Worksheet
- Ray Casting / Tracing vs. Scan Conversion
- Traditional Graphics Pipeline
- Clipping
- Rasterization/Scan Conversion
- Readings for Today
- Papers for Next Time

Ray Casting / Tracing

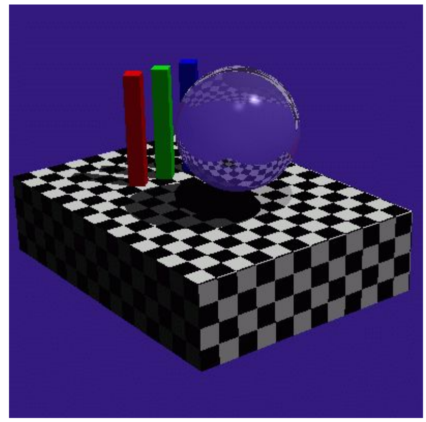
- Advantages?
  - Smooth variation of normal, exact silhouettes
  - Generality: can render anything that can be intersected with a ray
  - Atomic operation, allows recursion
- Disadvantages?
  - Time complexity (N objects, R pixels)
  - Usually too slow for interactive applications
  - Hard to implement in hardware (lacks computation coherence, must fit entire scene in memory)

How Do We Render Interactively?

- Use graphics hardware (the graphics pipeline), via OpenGL, MesaGL, or DirectX



Graphics Pipeline (OpenGL)



Ray Tracing

- Most global effects available in ray tracing will be sacrificed, but some can be approximated

Ray Casting vs. Rendering Pipeline

Ray Casting

```
For each pixel
    For each object
```

Send pixels into the scene

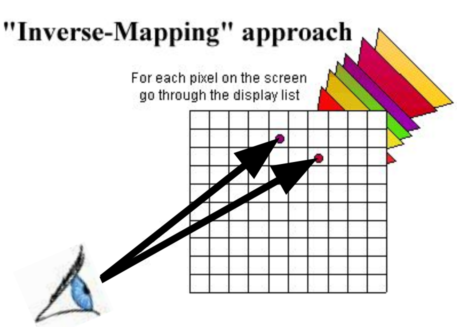
Discretize first

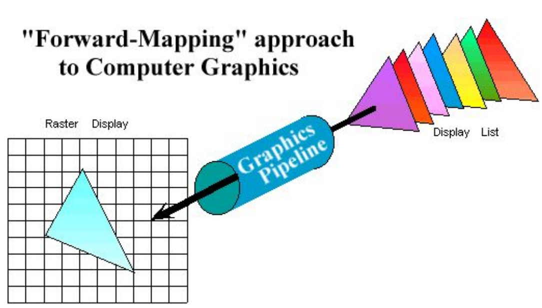
Rendering Pipeline

```
For each triangle
    For each pixel
```

Project scene to the pixels

Discretize last

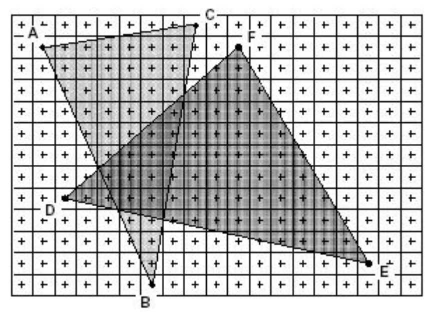




Scan Conversion (Rendering Pipeline)

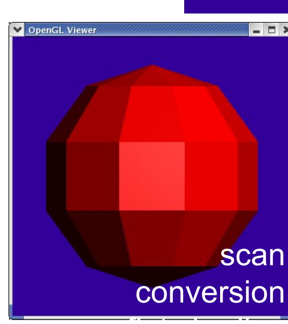
- Given a primitive's vertices & the illumination at each vertex:
- Figure out which pixels to "turn on" to render the primitive
- Interpolate the illumination values to "fill in" the primitive
- At each pixel, keep track of the closest primitive (z-buffer)

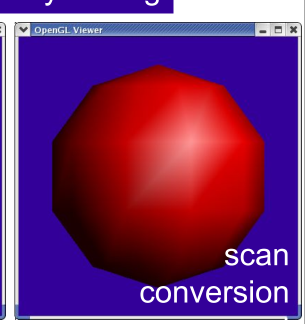
```
glBegin(GL_TRIANGLES)
glNormal3f(...)
glVertex3f(...)
glVertex3f(...)
glVertex3f(...)
glEnd();
```



Limitations of Scan Conversion

- Restricted to scan-convertible primitives
  - Must "polygonize" all objects
- Faceting, shading artifacts
- Effective resolution is hardware dependent
- No handling of shadows, reflection, transparency
- Problem of overdraw (high depth complexity)
- What if there are many more triangles than pixels?





Ray Casting vs. Rendering Pipeline

Ray Casting

```
For each pixel
    For each object
```

- Whole scene must be in memory
- Depth complexity: w/ spatial acceleration data structures no computation needed for hidden parts
- Atomic computation
- More general, more flexible
  - Primitives, lighting effects, adaptive antialiasing

Rendering Pipeline

```
For each triangle
    For each pixel
```

- Primitives processed one at a time
- Coherence: geometric transforms for vertices only
- Early stages involve analytic processing
- Computation increases with depth of the pipeline
  - Good bandwidth/computation ratio
- Sampling occurs late in the pipeline
- Minimal state required

Questions?

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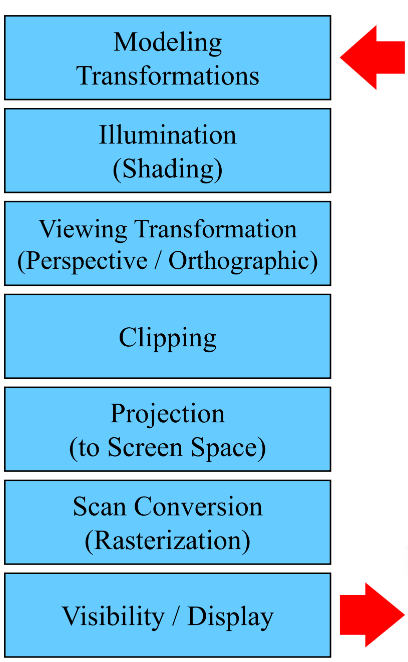
The Graphics Pipeline



Input:

Geometric model:
Description of all object, surface, and light source geometry and transformations

Lighting model:
Computational description of object and light properties, interaction (reflection)

Synthetic Viewpoint (or *Camera*):
Eye position and viewing frustum

Raster Viewport:
Pixel grid onto which image plane is mapped

Output:

Colors/Intensities suitable for framebuffer display
(For example, 24-bit RGB value at each pixel)

The Graphics Pipeline

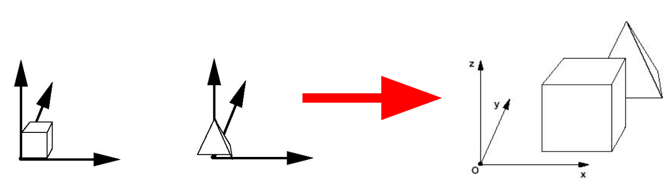
- Modeling Transformations
- Illumination (Shading)
- Viewing Transformation (Perspective / Orthographic)
- Clipping
- Projection (to Screen Space)
- Scan Conversion (Rasterization)
- Visibility / Display

- Primitives are processed in a series of stages
- Each stage forwards its result on to the next stage
- The pipeline can be drawn and implemented in different ways
- Some stages may be in hardware, others in software
- Optimizations & additional programmability are available at some stages

Modeling Transformations

- **Modeling Transformations**
- Illumination (Shading)
- Viewing Transformation (Perspective / Orthographic)
- Clipping
- Projection (to Screen Space)
- Scan Conversion (Rasterization)
- Visibility / Display

- 3D models defined in their own coordinate system (object space)
- Modeling transforms orient the models within a common coordinate frame (world space)

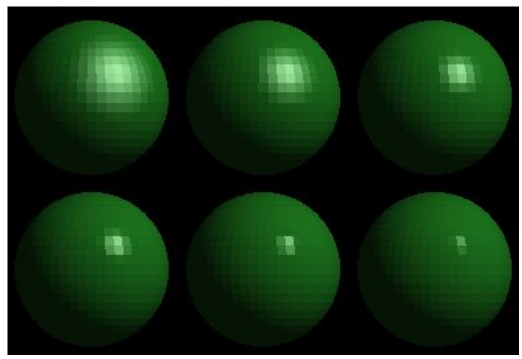


Object space World space

Illumination (Shading) (Lighting)

- Modeling Transformations
- **Illumination (Shading)**
- Viewing Transformation (Perspective / Orthographic)
- Clipping
- Projection (to Screen Space)
- Scan Conversion (Rasterization)
- Visibility / Display

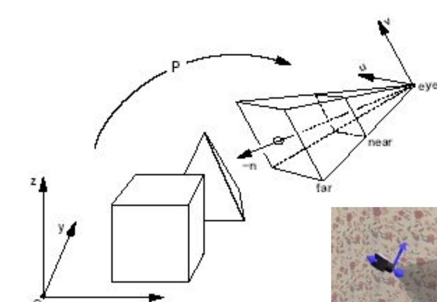
- Vertices lit (shaded) according to material properties, surface properties (normal) and light sources
- Local lighting model (Diffuse, Ambient, Phong, etc.)



Viewing Transformation

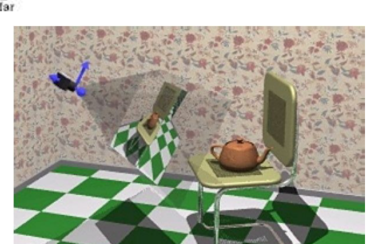
- Modeling Transformations
- Illumination (Shading)
- **Viewing Transformation (Perspective / Orthographic)**
- Clipping
- Projection (to Screen Space)
- Scan Conversion (Rasterization)
- Visibility / Display

- Maps world space to eye space
- Viewing position is transformed to origin & direction is oriented along some axis (usually *z*)



Eye space

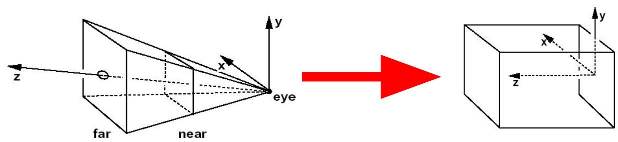
World space



Clipping

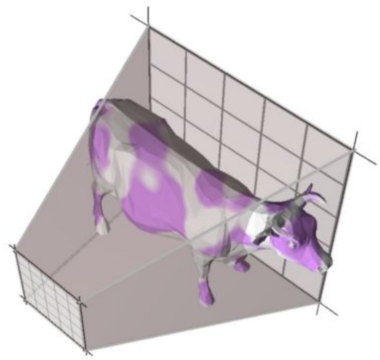
- Modeling Transformations
- Illumination (Shading)
- Viewing Transformation (Perspective / Orthographic)
- **Clipping**
- Projection (to Screen Space)
- Scan Conversion (Rasterization)
- Visibility / Display

- Transform to Normalized Device Coordinates (NDC)



Eye space NDC

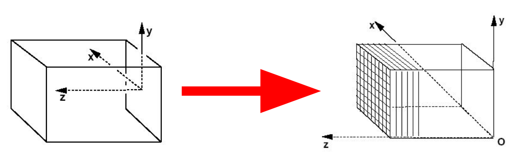
- Portions of the object outside the view volume (view frustum) are removed



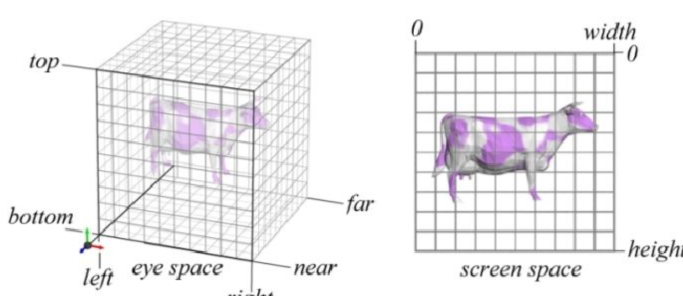
Projection

- Modeling Transformations
- Illumination (Shading)
- Viewing Transformation (Perspective / Orthographic)
- Clipping
- **Projection (to Screen Space)**
- Scan Conversion (Rasterization)
- Visibility / Display

- The objects are projected to the 2D image place (screen space)



NDC Screen Space

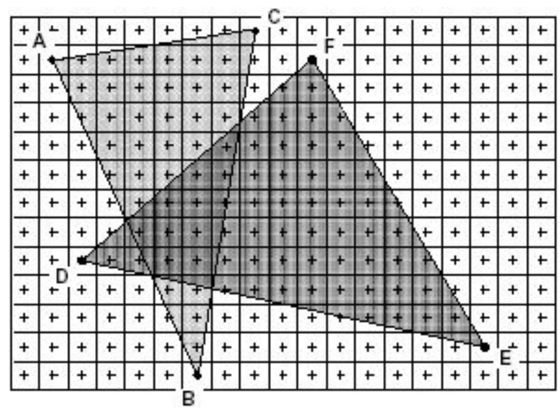


Scan Conversion (Rasterization)

- Modeling Transformations
- Illumination (Shading)
- Viewing Transformation (Perspective / Orthographic)
- Clipping
- Projection (to Screen Space)
- **Scan Conversion (Rasterization)**
- Visibility / Display

• Rasterizes objects into pixels

• Interpolate values as we go (color, depth, etc.)



Visibility / Display

- Modeling Transformations
- Illumination (Shading)
- Viewing Transformation (Perspective / Orthographic)
- Clipping
- Projection (to Screen Space)
- Scan Conversion (Rasterization)
- **Visibility / Display**

• Each pixel remembers the closest object (depth buffer)

• Almost every step in the graphics pipeline involves a change of coordinate system. Transformations are central to understanding 3D computer graphics.

Questions?

Today

- Worksheet
- Ray Casting / Tracing vs. Scan Conversion
- Traditional Graphics Pipeline
- Clipping
  - Coordinate Systems in the Graphics Pipeline
- Rasterization/Scan Conversion
- Readings for Today
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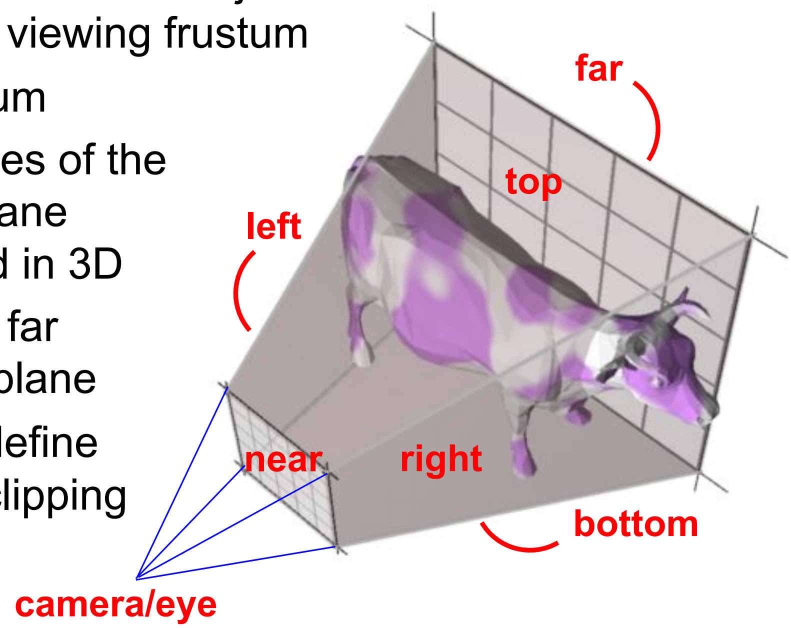
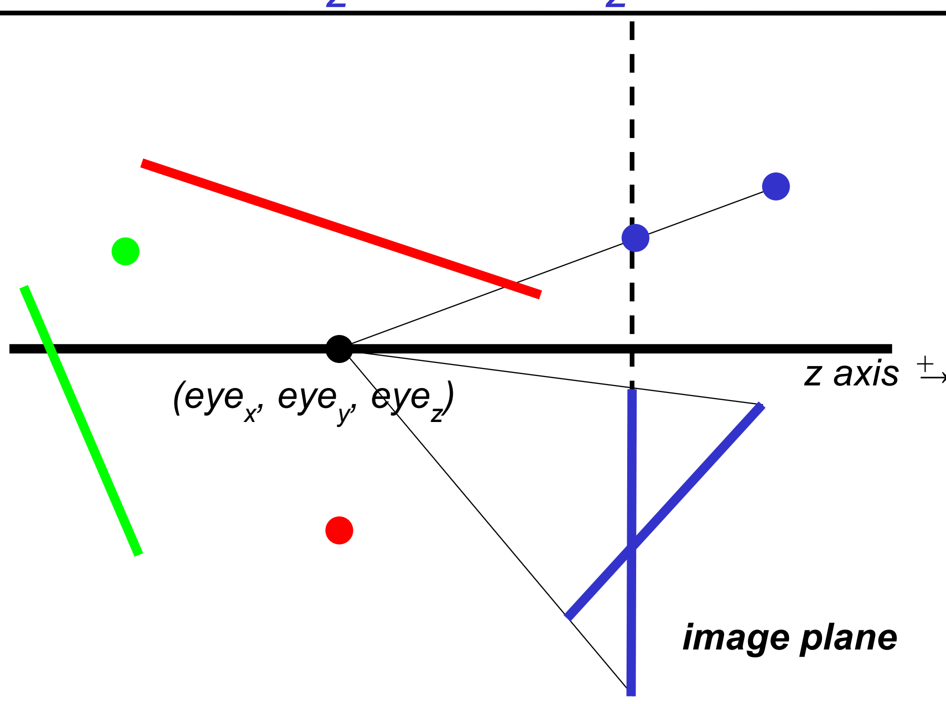
Clipping

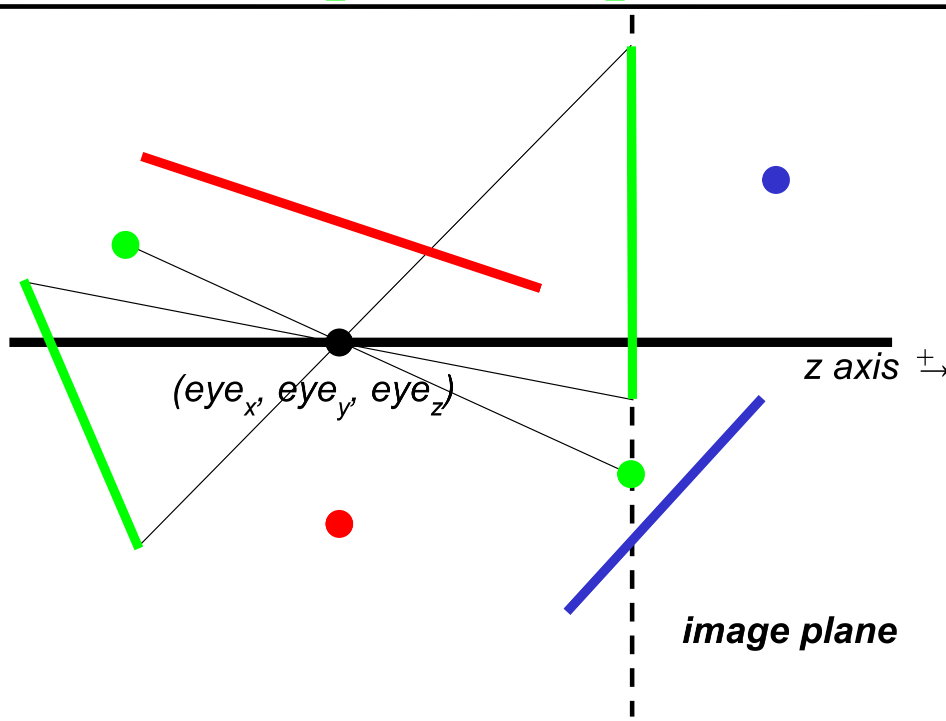
- Eliminate portions of objects outside the viewing frustum
- View Frustum
  - boundaries of the image plane projected in 3D
  - a near & far clipping plane
- User may define additional clipping planes



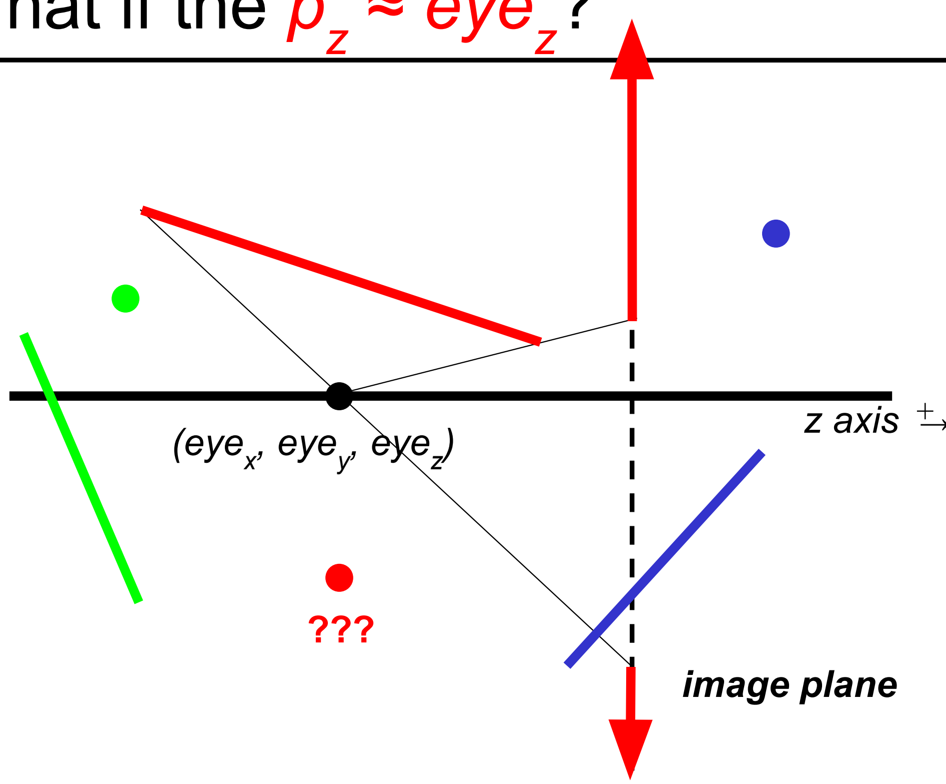
What if the p_z is > eye_z?



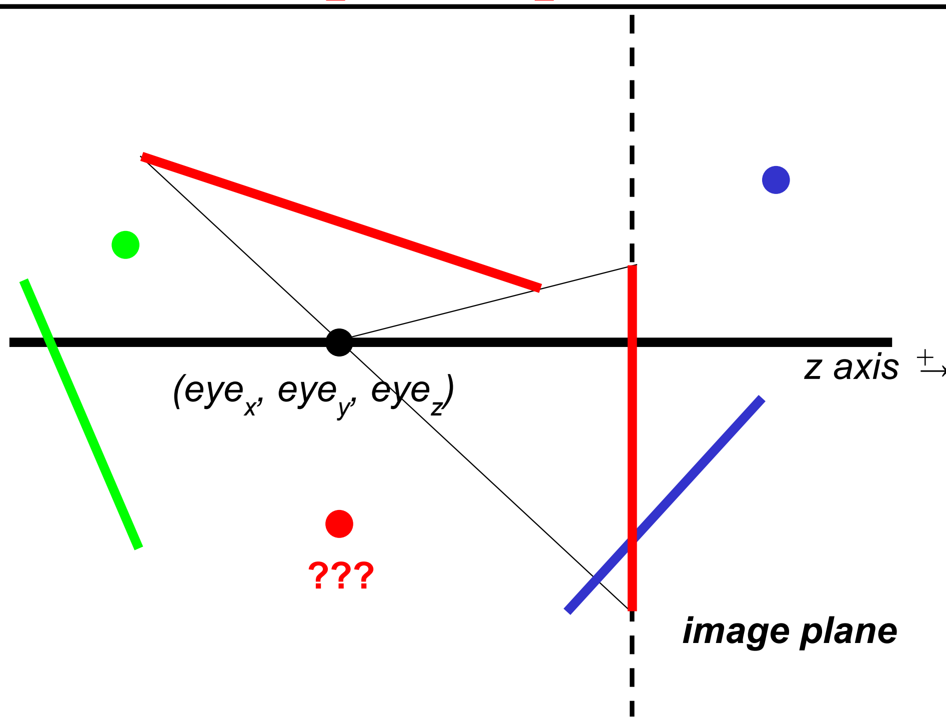
What if the p_z is $< eye_z$?



What if the $p_z \approx eye_z$?

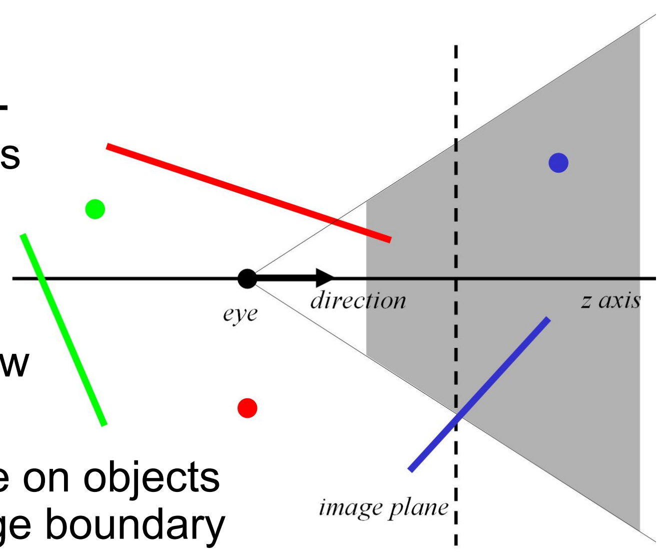


What if the $p_z \approx eye_z$?

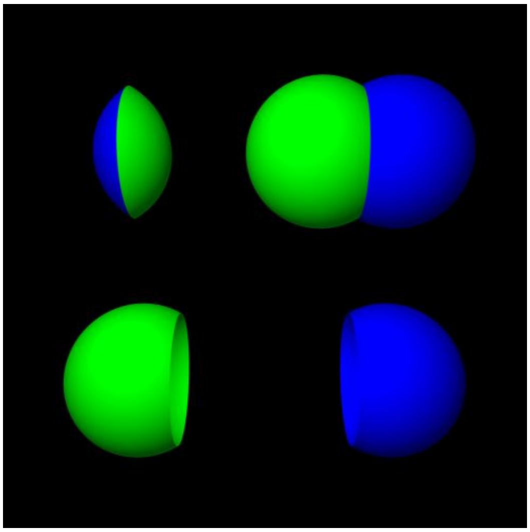


Why Clip?

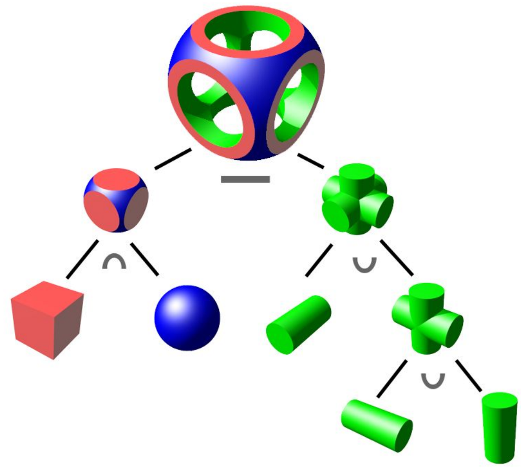
- Avoid degeneracies
  - Don't draw stuff behind the eye
  - Avoid division by 0 and overflow
- Efficiency
  - Don't waste time on objects outside the image boundary
- Other graphics applications (often non-convex)
  - Hidden-surface removal, Shadows, Picking, Binning, CSG (Boolean) operations (2D & 3D)



Constructive Solid Geometry



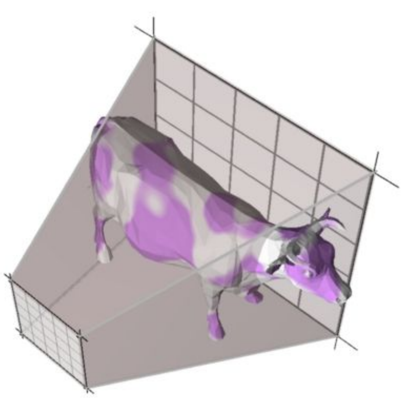
http://matter.sawkmonkey.com/raytracer/csg.html

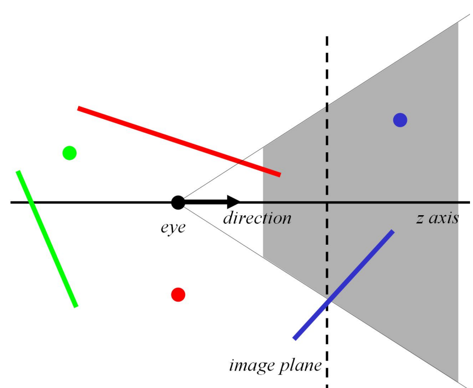


http://en.wikipedia.org/wiki/
Constructive_solid_geometry#/media/File:Csg_tree.png

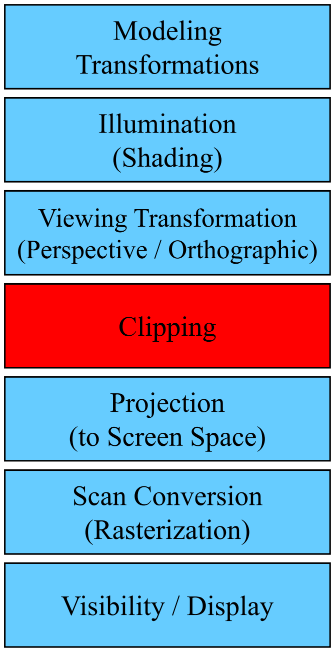
Clipping Strategies

- Don't clip (and hope for the best)
- Clip on-the-fly during rasterization
- Analytical clipping: alter input geometry





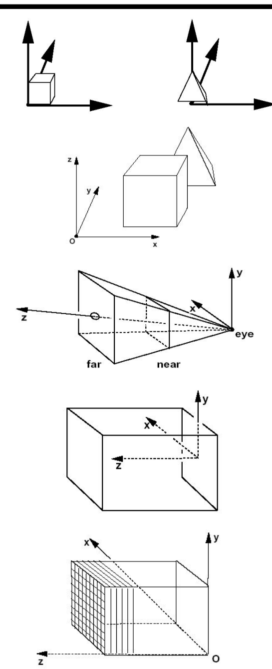
Clipping in the Graphics Pipeline



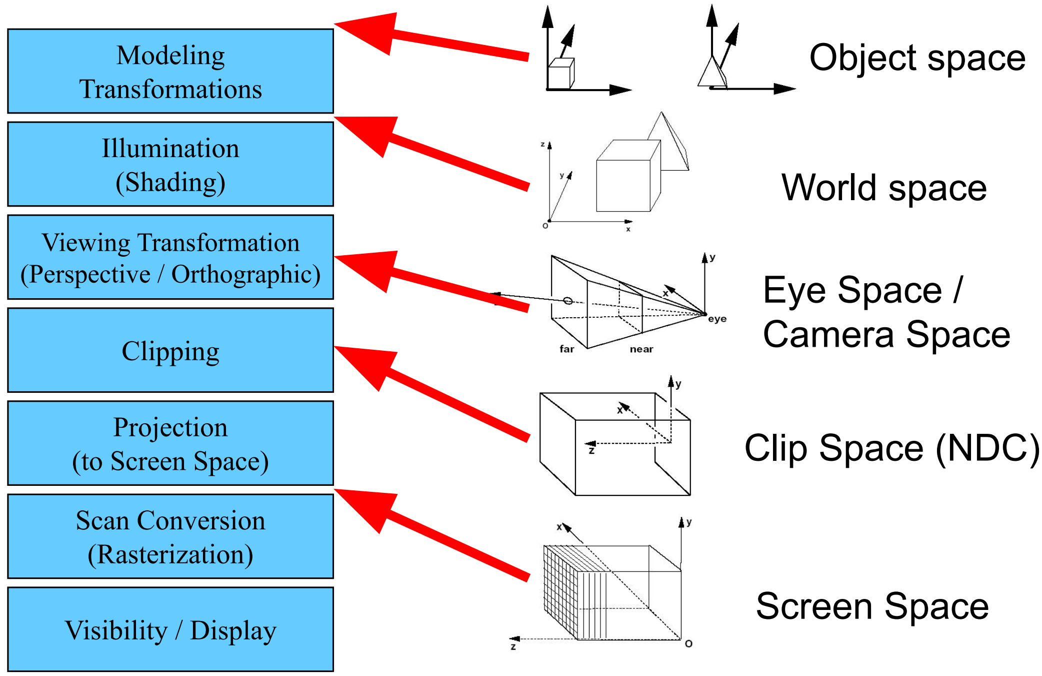
- Former hardware relied on full clipping
- Modern hardware mostly avoids clipping
  - Only with respect to plane z=0
- In general, it is useful to learn clipping because it is similar to many geometric algorithms

Common Coordinate Systems

- Object space
  - local to each object
- World space
  - common to all objects
- Eye space / Camera space
  - derived from view frustum
- Clip space / Normalized Device Coordinates (NDC)
  - [-1,-1,-1] → [1,1,1]
- Screen space
  - indexed according to hardware attributes

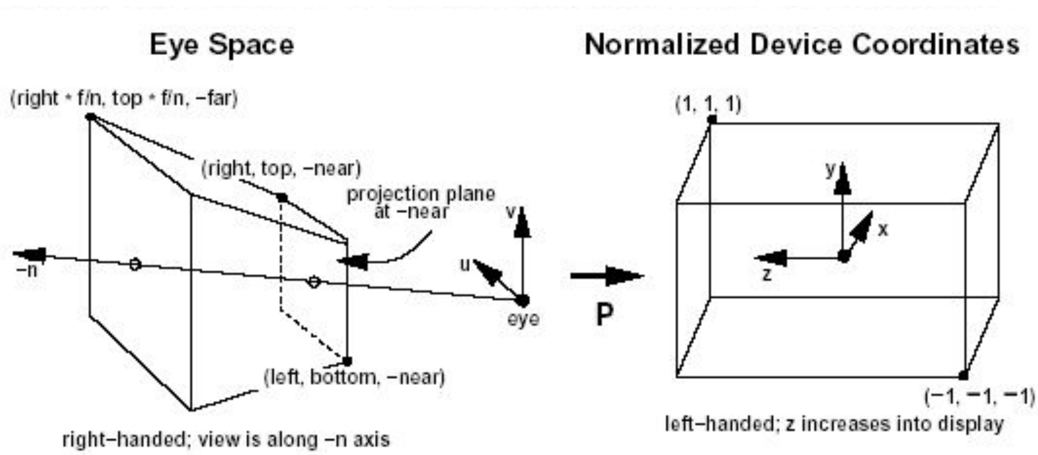


Coordinate Systems in the Pipeline



Normalized Device Coordinates

- Clipping is more efficient in a rectangular, axis-aligned volume: (-1,-1,-1) → (1,1,1) *OR* (0,0,0) → (1,1,1)



Questions?

Today

- Worksheet
- Ray Casting / Tracing vs. Scan Conversion
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- Rasterization/Scan Conversion
  - Line Rasterization
  - Triangle Rasterization
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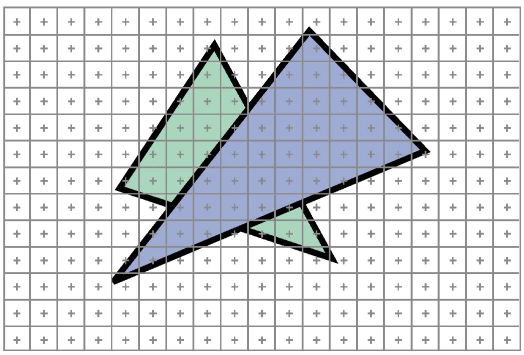
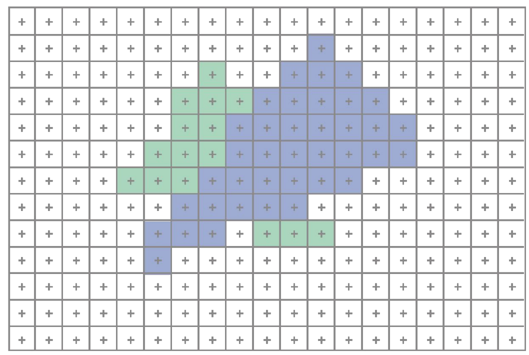
2D Scan Conversion

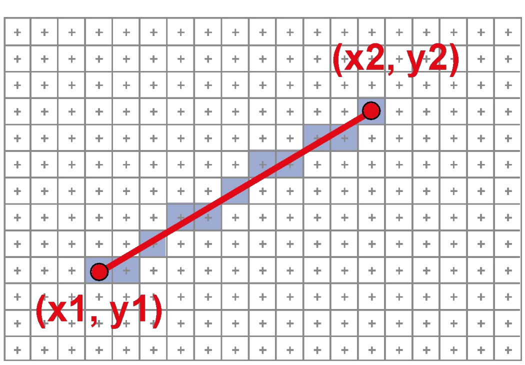
- Geometric primitives
  (point, line, polygon, circle, polyhedron, sphere...)
- Primitives are continuous; screen is discrete
- Scan Conversion: algorithms for *efficient* generation of the samples comprising this approximation





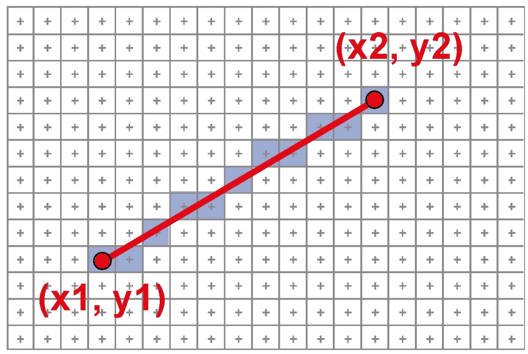
Scan Converting 2D Line Segments

- Given:
  – Segment endpoints (integers x1, y1; x2, y2)
- Identify:
  – Set of pixels (x, y) to display for segment



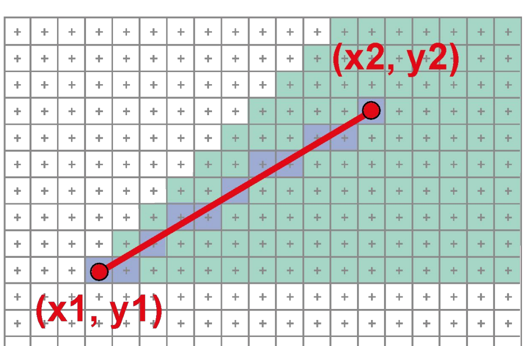
Line Rasterization Requirements

- Transform **continuous** primitive into **discrete** samples
- Uniform thickness & brightness
- Continuous appearance
- No gaps
- Accuracy
- Speed



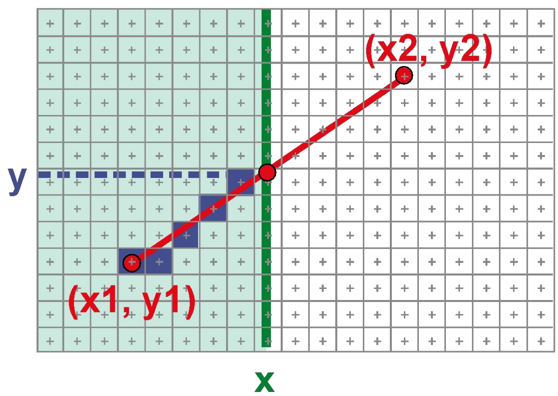
Algorithm Design Choices

- Assume:
  – m = dy/dx, 0 < m < 1
- Exactly one pixel per column
  – fewer → disconnected, more → too thick



Naive Line Rasterization Algorithm

- Simply compute y as a function of x
  - Conceptually: move vertical scan line from x1 to x2
  - What is the expression of y as function of x?
  - Set pixel (x, round (y(x)))



$$y = y1 + \frac{x - x1}{x2 - x1}(y2 - y1)$$
$$= y1 + m(x - x1)$$

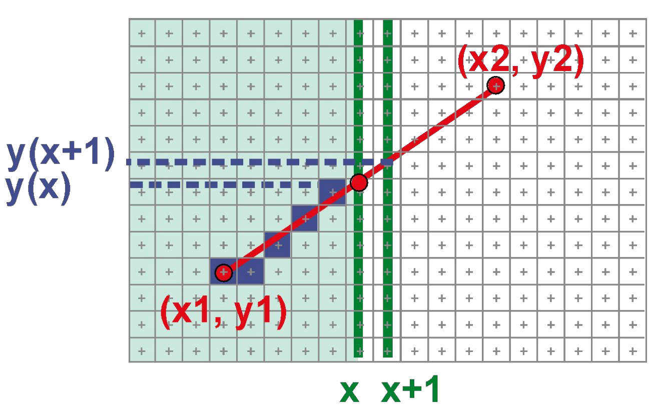
$$m = \frac{dy}{dx}$$

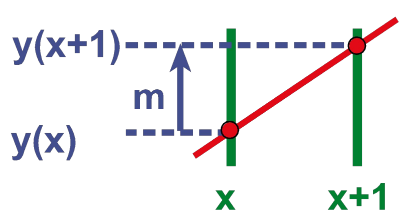
Efficiency

- Computing y value is expensive

$$y = y1 + m(x - x1)$$

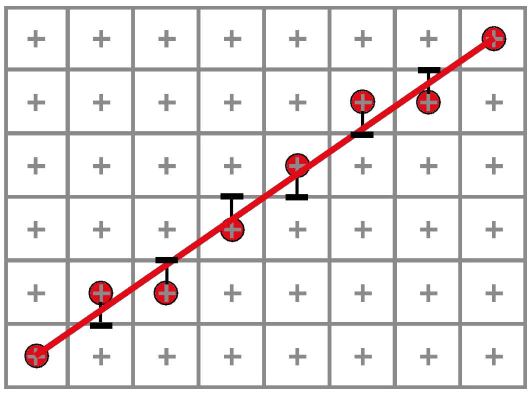
- Observe: *y* += *m* at each *x* step (*m* = *dy/dx*)





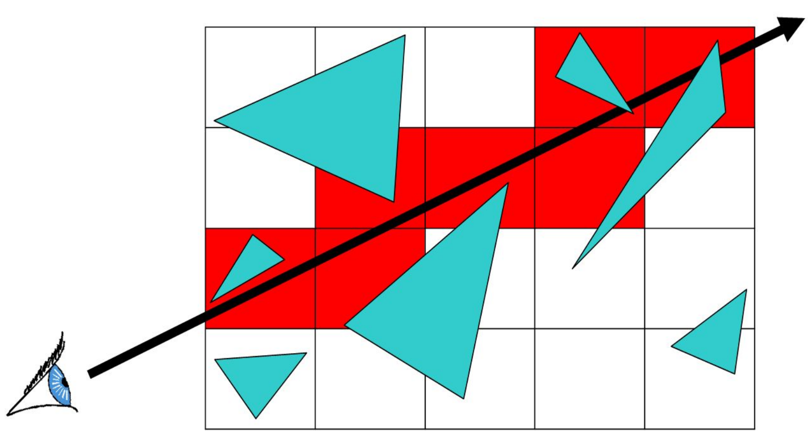
Bresenham's Algorithm (DDA)

- Select pixel vertically closest to line segment
  - intuitive, efficient, pixel center always within 0.5 vertically
- Generalize to handle all eight octants using symmetry
- Can be modified to use only integer arithmetic



Line Rasterization & Grid Marching

- Can be used for ray-casting acceleration
- March a ray through a grid

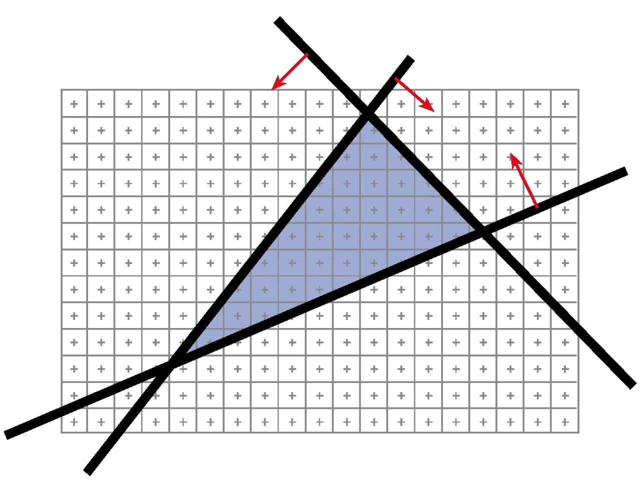


- Collect *all* grid cells, not just 1 per column (or row)

Questions?

Brute force solution for triangles

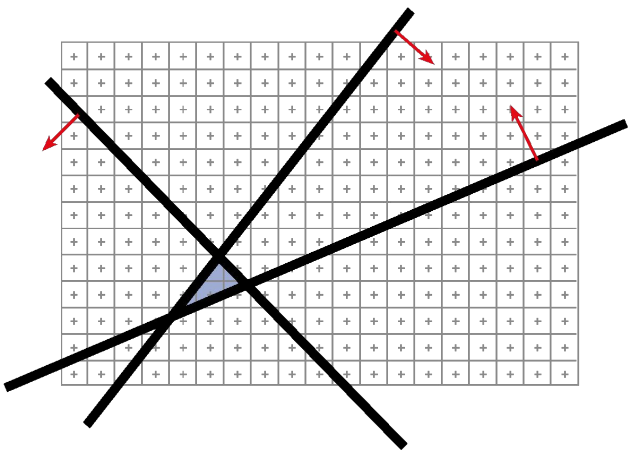
- For each pixel
  - Compute line equations at pixel center
  - "clip" against the triangle



Problem?

Brute force solution for triangles

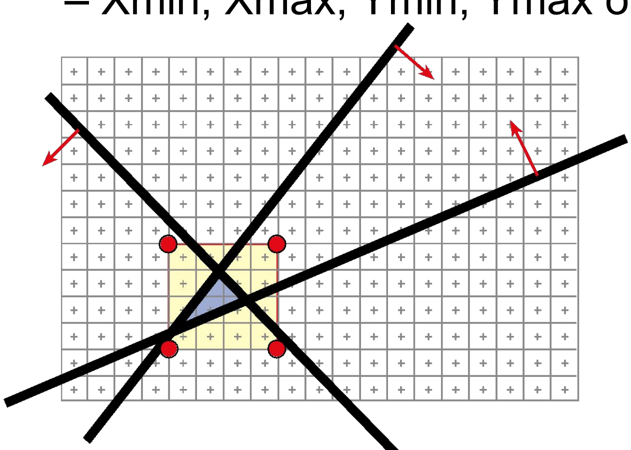
- For each pixel
  - Compute line equations at pixel center
  - “clip” against the triangle



Problem?
If the triangle is small, a lot of useless computation

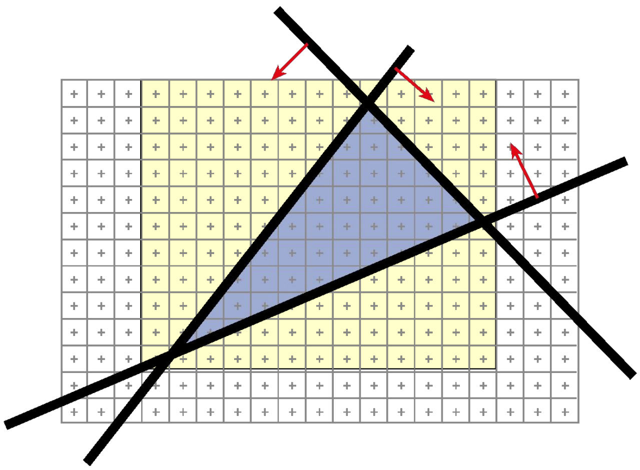
Brute force solution for triangles

- Improvement: Compute only for the *screen bounding box* of the triangle
- How do we get such a bounding box?
  - Xmin, Xmax, Ymin, Ymax of the triangle vertices



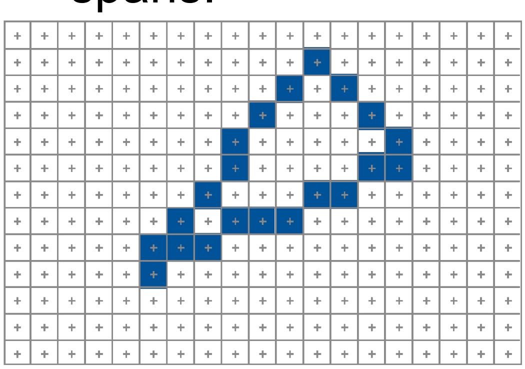
Can we do better? Kind of!

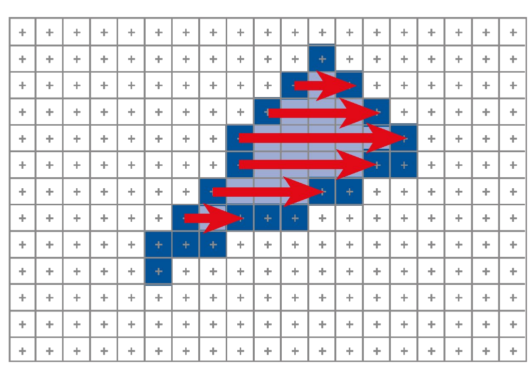
- We compute the line equation for many useless pixels
- What could we do?



Scan-line Rasterization

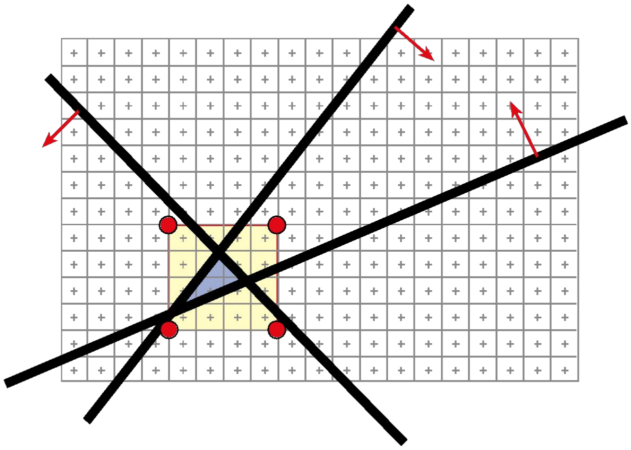
- Compute the boundary pixels
- Fill the spans
- Interpolate vertex color along the edges & spans!





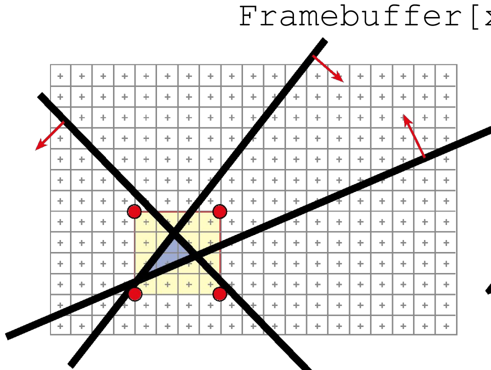
But These Days…

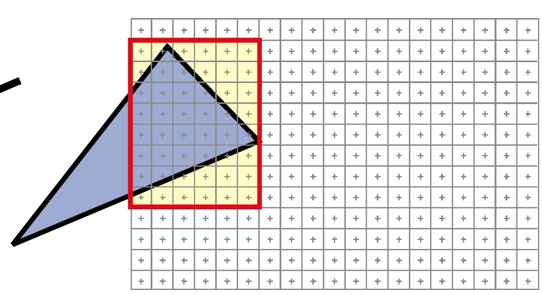
- Triangles are usually very small
- Setup costs are becoming more troublesome
- Clipping is annoying
- Brute force is tractable



Modern Rasterization

```
For every triangle
    ComputeProjection
    Compute bbox, clip bbox to screen limits
    For all pixels in bbox
        Compute line equations
        If all line equations>0  // pixel [x,y] in triangle
                Framebuffer[x,y]=triangleColor
```



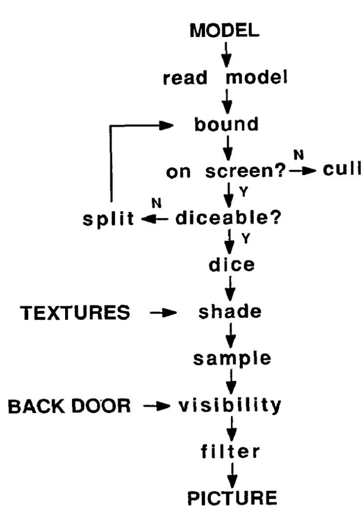


Today

- Worksheet
- Ray Casting / Tracing vs. Scan Conversion
- Traditional Graphics Pipeline
- Clipping
- Rasterization/Scan Conversion
- Readings for Today
- Papers for Next Time

Reading for Today: *(pick one)*

"The Reyes Image Rendering Architecture", Cook, Carpenter, and Catmull, SIGGRAPH 1987



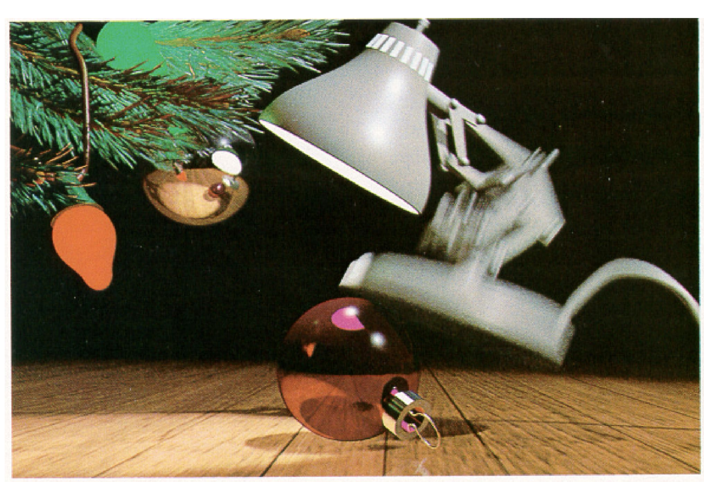


Figure 6. 1986 Pixar Christmas Card by John Lasseter and Eben Ostby.

Young Sherlock Holmes 1985 (Lucasfilm / ILM)

Reading for Today: *(pick one)*

- "RenderMan: An Advanced Path Tracing Architecture for Movie Rendering", Christensen et al., TOG 2018

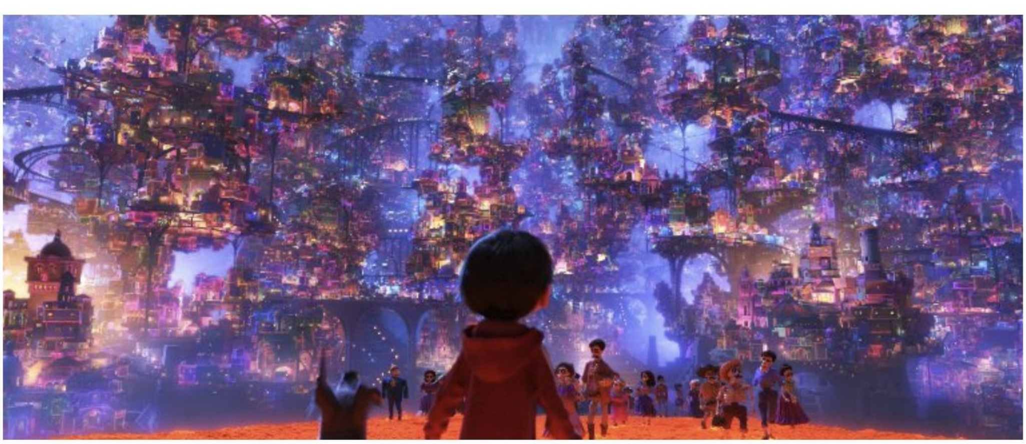


Fig. 8. Complex illumination in *Coco*: 8 million lights (© 2017 Disney•Pixar).

Today

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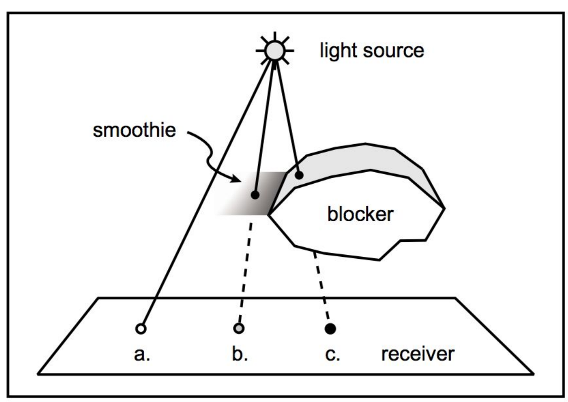
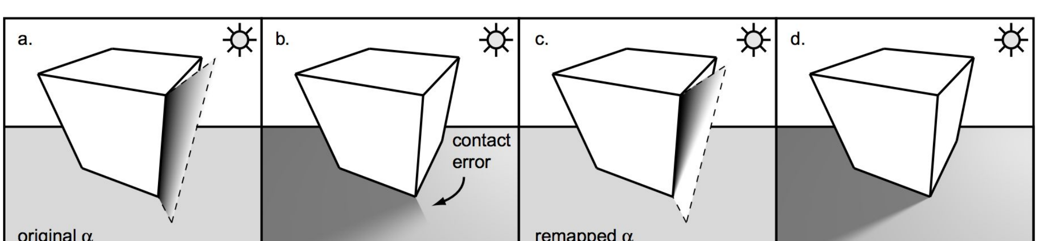
Reading for Next Time: *(pick one)*

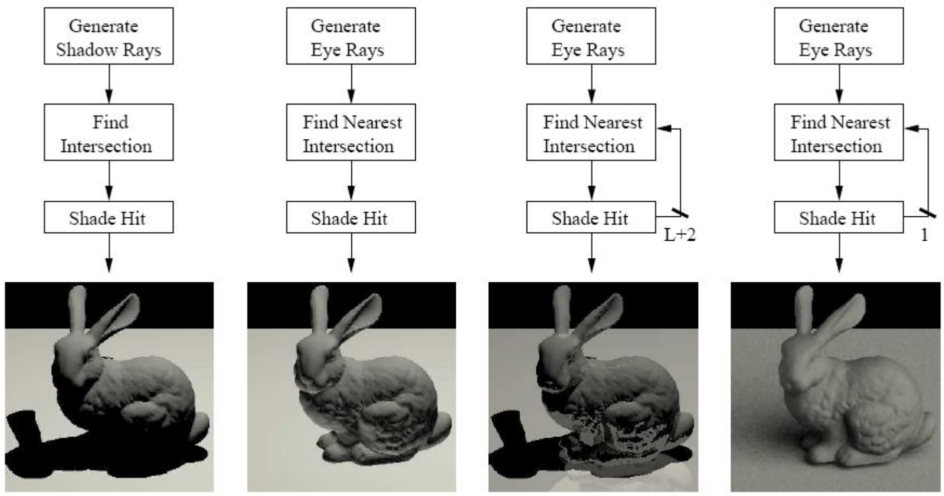
- "Rendering Fake Soft Shadows with Smoothies", Chan & Durand, EGSR 2003





Reading for Next Time: *(pick one)*

- "Ray Tracing on Programmable Graphics Hardware", Purcell, Buck, Mark, & Hanrahan SIGGRAPH 2002



Shadow Caster (a) · Ray Caster (b) · Whitted Ray Tracer (c) · Path Tracer (d)