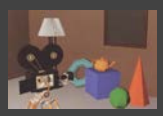
Advanced Computer Graphics (Spring 2013)

CS 283, Lecture 3: 3D Objects and Meshes

Ravi Ramamoorthi

http://inst.eecs.berkeley.edu/~cs283/sp13



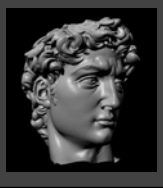
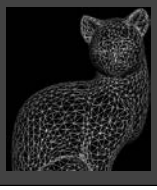
Basics

- Start working on raytracer assignment (if necessary)
- First 3 lectures cover basic topics
  - Overview and History
  - Sampling and Reconstruction, Fourier Analysis
  - *3D objects and meshes*
- Then we start main part of course
  - Meshes and assignment 1
- This lecture review for some of you
  - But needed to bring everyone up to speed
  - Will start main mesh technical detail next lecture

Modeling

- Spline curves, surfaces: 70s – 80s
- Utah teapot: Famous 3D model

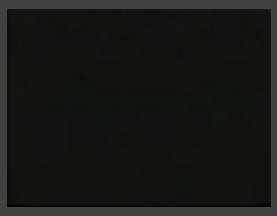
- More recently: Triangle meshes often acquired from real objects

Relevance to Course

- Covered Bezier, B-spline curves for modeling in 184. Will talk briefly about NURBS, surfaces in 283.
- Main idea is to talk about mesh processing algs.
- Will learn to represent, work with meshes
- Do mesh simplification, progressive meshes

Progressive Mesh Movie



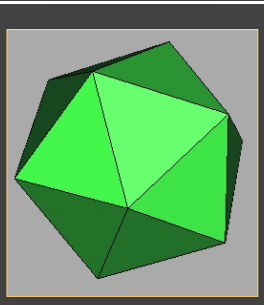
Outline for Today

Overview of types of 3D representations

- 3D objects can be represented in a variety of ways. We survey these today
- Before talking specifically about polygon meshes, which are often most common way

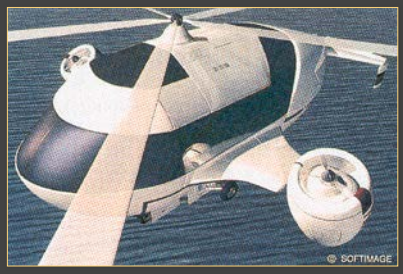
Much of material in this lecture courtesy Szymon Rusinkiewicz

3D Objects



How can this object be represented in a computer?

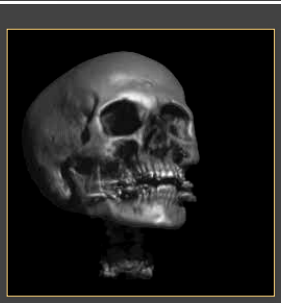
3D Objects



H&B Figure 10.46

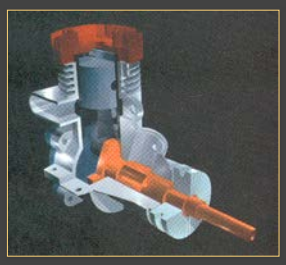
This one?

3D Objects



How about this one?

3D Objects



H&B Figure 9.9

This one?

Types of 3D object data

- Polygon meshes for complex real-world objects
- Spline patches from modeling programs
- Volume data or voxels (e.g. visible human project)
- Machine parts (Constructive Solid Geometry)
- And a few more

All have advantages, disadvantages. Increasingly, meshes are easiest to use and simplest

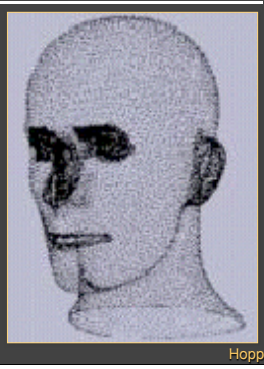
Comparisons

- Efficient hardware rendering (meshes simple)
- Manipulation (edit, simplify, compress etc.)
  - Splines easiest originally, but now many algorithms for polygon meshes
- Acquisition or Modeling
  - Splines, CSG originally used for modeling
  - But increasingly, complex meshes acquired from real world
- Compactness
- Simplicity (meshes win big here)

Point Cloud

- Unstructured samples
- Advantage: simplicity
- Disadvantage: no information on adjacency / connectivity
  - Have to use e.g. *k*-nearest neighbors

Increasingly hot topic in graphics today



Hoppe

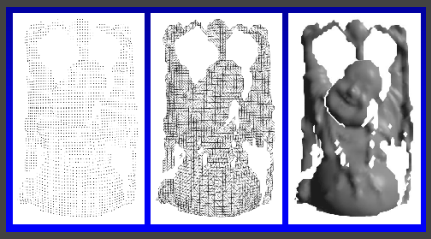
Range Image

- Image: stores an intensity / color along each of a set of regularly-spaced rays in space
- Range image: stores a depth along each of a set of regularly-spaced rays in space
- Obtained using devices known as range scanners
- Advantages:
  - Uniform (?) parameterization
  - Adjacency / connectivity information

Cyberware whole body 3D scanner

Range Image

- Not a complete 3D description: does not include part of object occluded from viewpoint

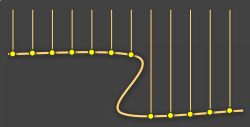


Range Image Tessellation Range Surface

Curless

Range Image

- Adjacency in range image not equal to adjacency on surface



Range Image

- Adjacency in range image not equal to adjacency on surface

- Avoid connecting across these discontinuities
  - Heuristic: depth threshold

Range Image Terminology

- Range images
- Range surfaces
- Depth images
- Depth maps
- Height fields
- 2½-D images
- Surface profiles
- *xyz* maps
- …

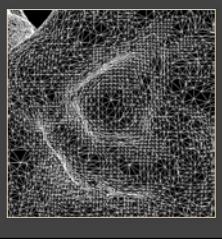
Polygon Soup

- Unstructured set of polygons:
  - Often the output of interactive modeling systems
  - Often sufficient for rendering, but not other operations

Larson

Mesh

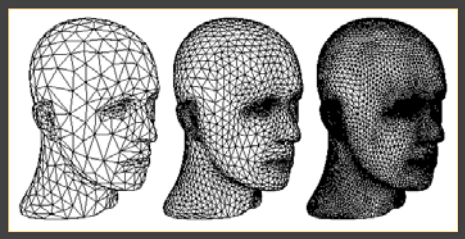
Connected set of polygons (usually triangles)
- May not be closed
- Representation (simplest): Vertices, Indexed Face Set
- Focus of your assignment and easy to work with



Curless

Subdivision Surface

- Coarse mesh + subdivision rule
  - Smooth surface is limit of refinements



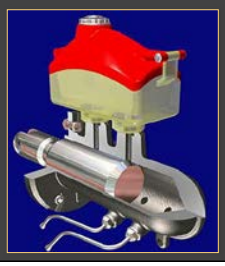
Zorin & Schroder

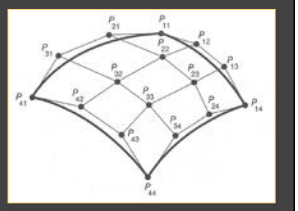
Current Research

- All representations described are widely used, and topics of current research
- Range images, and combinations to construct entire surfaces widely used (3D photography, 3D objects in movies, …)
- Triangle meshes perhaps most common
- Subdivision surfaces commonly used in movies, …
- Point clouds becoming increasingly relevant
- Replace older representations in many cases (parametric, spline patches, CSG, etc.)

Parametric Surface

- Tensor product spline patches
  - Careful constraints to maintain continuity





FvDFH

Implicit Surfaces

- Points satisfying: F(x,y,z) = 0

Polygonal Model

Implicit Model

Lorensen

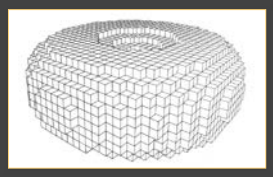
Why Implicit Surfaces?

- Function usually sampled regularly (voxel grid)

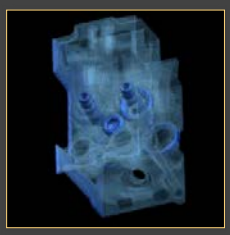
+ Can guarantee that model is hole-free
+ Easy to change topology
− Algorithms must traverse volume: slow
− More space than parametric representation

Voxels

- Uniform grid of occupancy, density, etc.
  - Often acquired from CAT, MRI, etc.



FvDFH Figure 12.20



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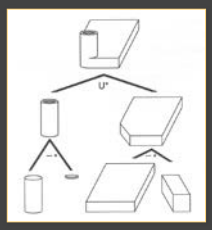
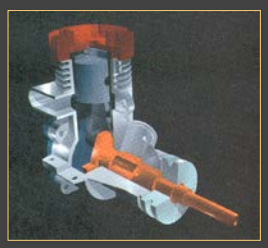
Constructive Solid Geometry

- Hierarchy of boolean operations (union, difference, intersect) applied to simple shapes



FvDFH Figure 12.27



H&B Figure 9.9

Scene Graph

- Union of objects at leaf nodes

Bell Laboratories

avalon.viewpoint.com

Skeleton

- Graph of curves with radii

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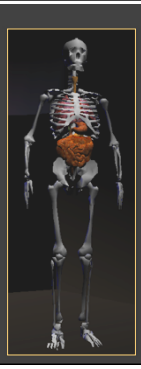
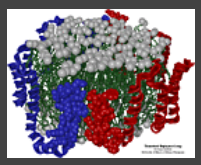


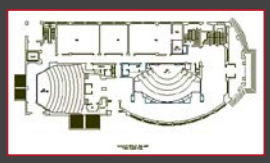
SGI

Application-Specific Models

- Domain-specific semantic information + geometry

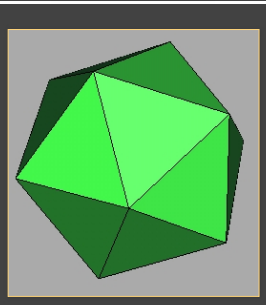


Apo A-1
(Theoretical Biophysics Group, University of Illinois at Urbana-Champaign)



Architectural Floorplan
(CS Building, Princeton University)

3D Objects



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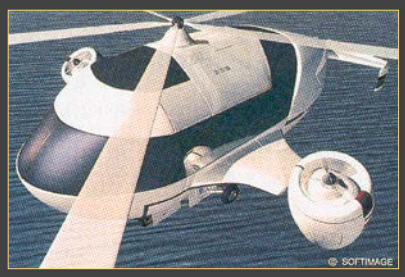

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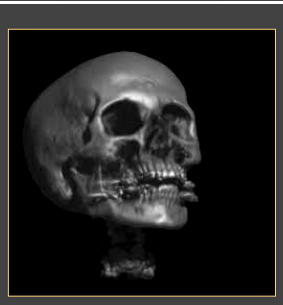

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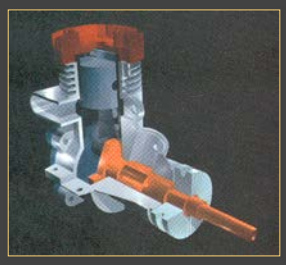

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