The Rendering Pipeline – Displays

Wolfgang Heidrich

Course News

Assignment 0

- Due Monday!

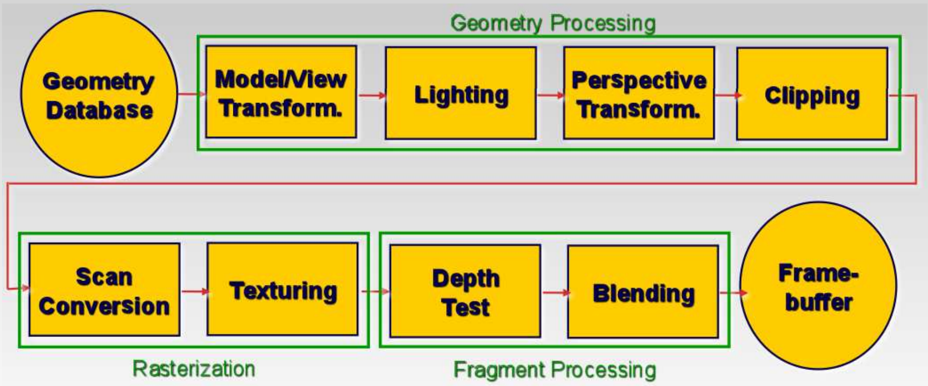
Reading (this week)

- Math refresher: Chapters 2, 4
  - *Optional (for now): 2.5-2.9*
- Background on graphics: Chapter 1

Reading (next week)

- Chapter 5

The Rendering Pipeline



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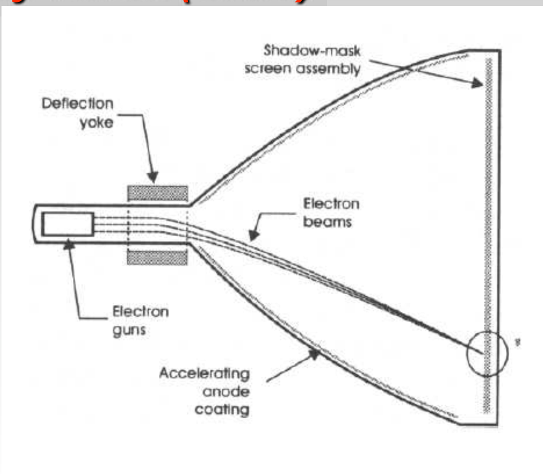
Display Technology

Cathod Ray Tubes (CRTs)



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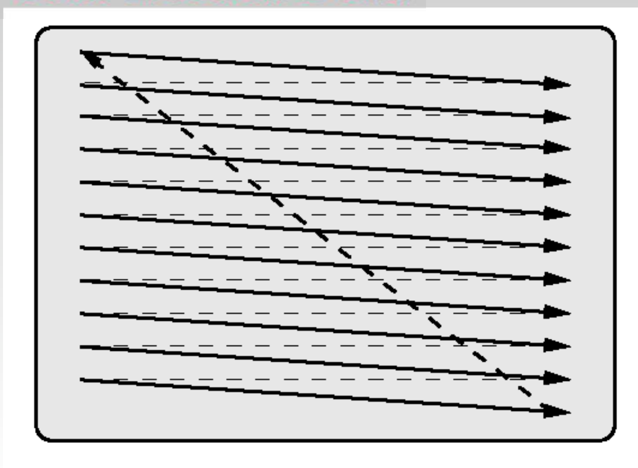
Display Technology

Raster Scan Electron Beam



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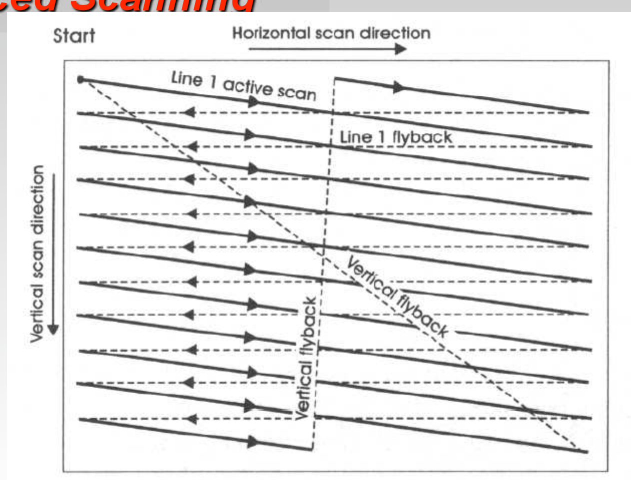
Interlaced Scanning



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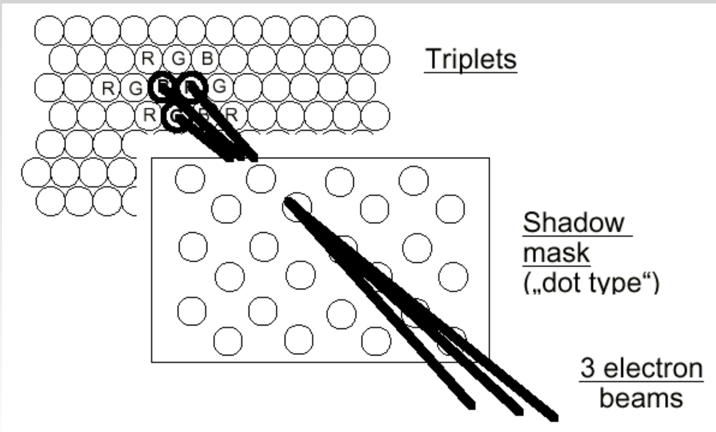
Display Technology

Color CRTs



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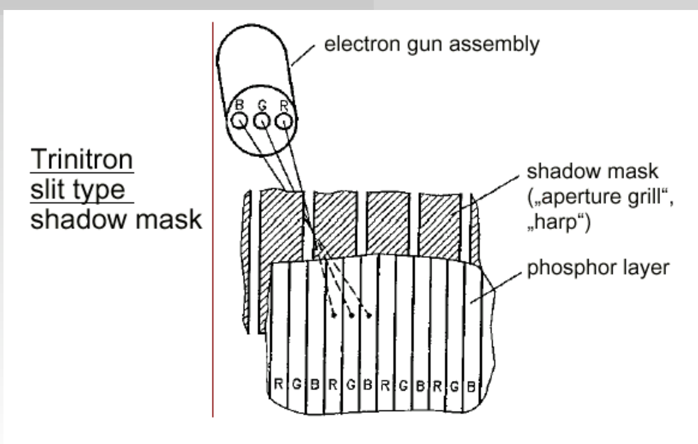
Display Technology

Trinitron CRTs



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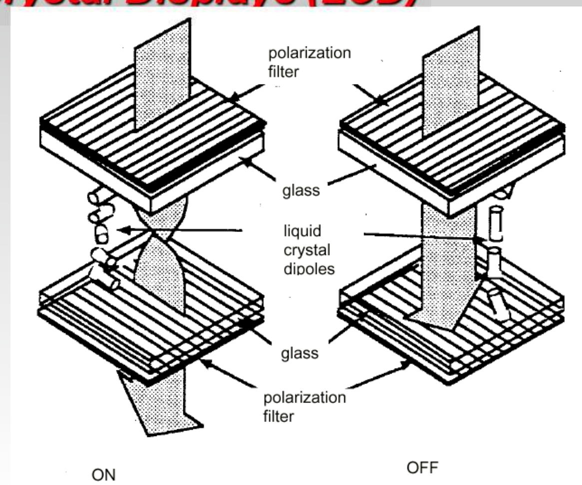
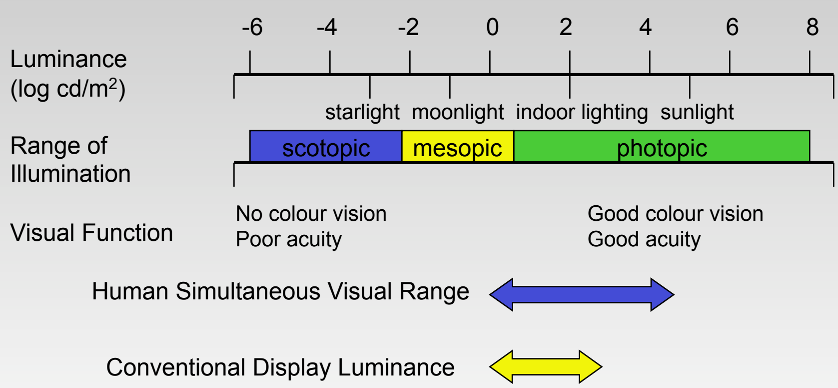
Display Technology

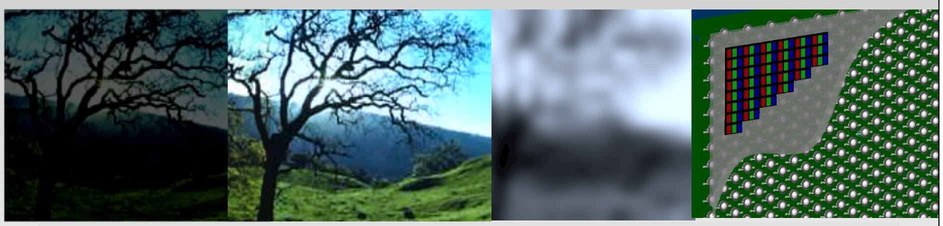
Liquid Crystal Displays (LCD)



High Dynamic Range Displays



HDR Display Principle



High resolution Colour Image | High Dynamic Range Display | Low resolution Luminance Modulated Second Image | Low resolution LED Array

- Modulated LED array
- Conventional LCD
- Image compensation

Prototype Setup: Projector/LCD Panel

Hardware setup:

- Remove backlight from LCD panel
- Shine image from video projector onto back of panel
  - *(Fresnel lens for focusing)*
- Multiplies dynamic range of LCD and projector

Measured:

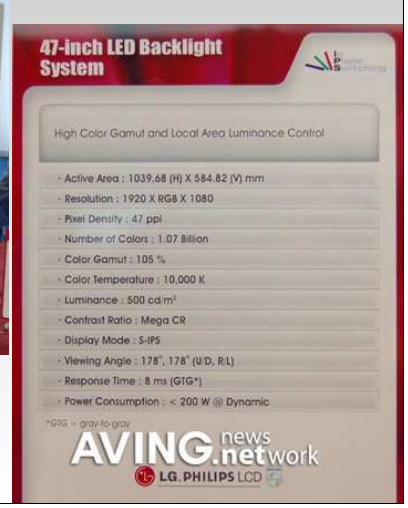
- Contrast: 50,000:1
- Intensity: 2,700 cd/m^2

Brightside Technologies / Dolby Commercial Display

18'' prototype:
Zeetzen 5

37'' commercial prototype
DR-37P

LG Philips - "Local Area Luminance Control"



The Rendering Pipeline – Displays

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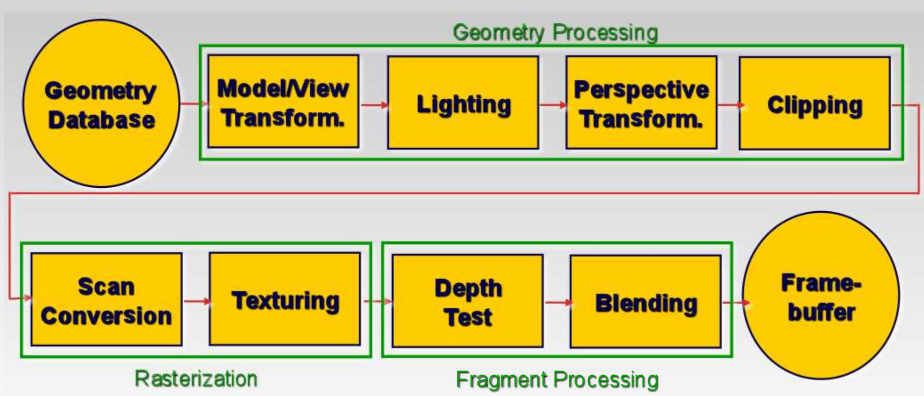
The Rendering Pipeline



Modeling and Viewing Transformation

Affine transformations

- Linear transformations + translations
- Can be expressed as a *3x3* matrix + *3* vector

$$\mathbf{x}' = \mathbf{M} \cdot \mathbf{x} + \mathbf{t}$$

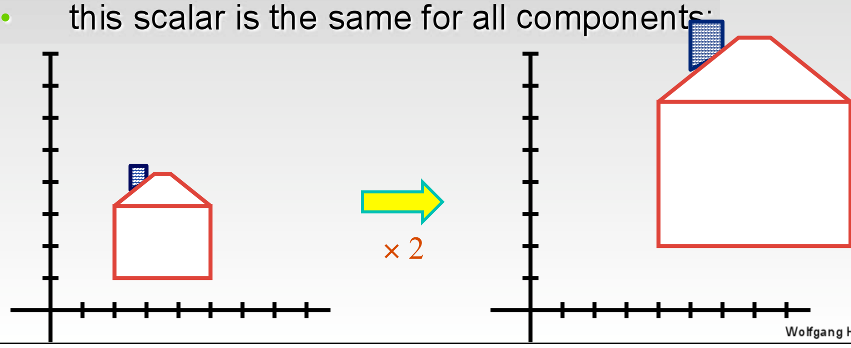
Scaling

Scaling

- a coordinate means multiplying each of its components by a scalar

Uniform scaling

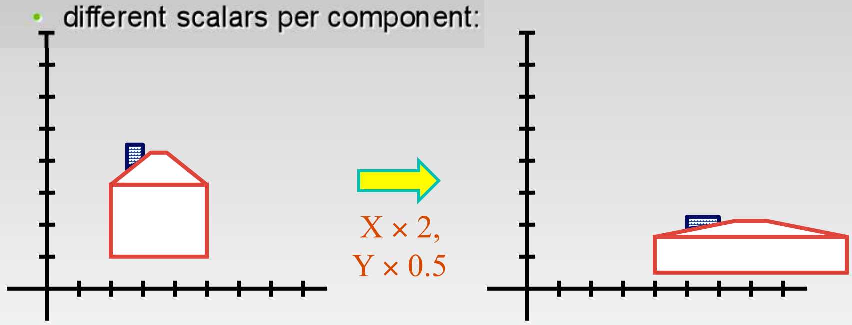
- this scalar is the same for all components:



Scaling

Non-uniform scaling:

- different scalars per component:



how can we represent this in matrix form?

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Scaling (2D)

scaling operation:

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} ax \\ by \end{pmatrix}$$

or, in matrix form:

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \underbrace{\begin{pmatrix} a & 0 \\ 0 & b \end{pmatrix}}_{\text{scaling matrix}} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$$

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Scaling (3D)

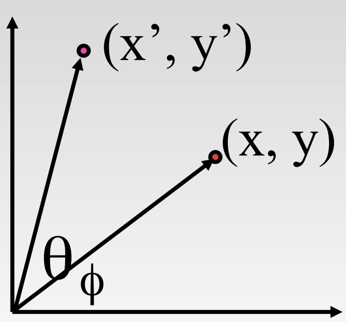
scaling operation:

$$\begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} ax \\ by \\ cz \end{pmatrix}$$

or, in matrix form:

$$\begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} a & 0 & 0 \\ 0 & b & 0 \\ 0 & 0 & c \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

2D Rotation From Trig Identities



$x = r\cos(\phi)$
$y = r\sin(\phi)$
$x' = r\cos(\phi + \theta)$
$y' = r\sin(\phi + \theta)$

Trig Identity…
$x' = r\cos(\phi)\cos(\theta) - r\sin(\phi)\sin(\theta)$
$y' = r\sin(\phi)\cos(\theta) + r\cos(\phi)\sin(\theta)$

Substitute…
$x' = x\,\mathbf{cos}(\theta) - y\,\mathbf{sin}(\theta)$
$y' = x\,\mathbf{sin}(\theta) + y\,\mathbf{cos}(\theta)$

2D Rotation Matrix

Easy to capture in matrix form:

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$$

Even though sin(θ) and cos(θ) are nonlinear functions of θ,

- x' is a linear combination of x and y
- y' is a linear combination of x and y

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3D Rotation

- About x axis:

$$\begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos(\theta) & -\sin(\theta) \\ 0 & \sin(\theta) & \cos(\theta) \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

- About y axis:

$$\begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} \cos(\theta) & 0 & \sin(\theta) \\ 0 & 1 & 0 \\ -\sin(\theta) & 0 & \cos(\theta) \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

- About z axis:

$$\begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} \cos(\theta) & -\sin(\theta) & 0 \\ \sin(\theta) & \cos(\theta) & 0 \\ 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

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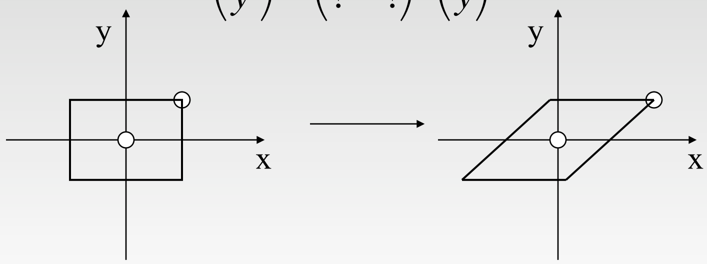
Shear

Shear along x axis

- push points to right in proportion to height

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} ? & ? \\ ? & ? \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$$

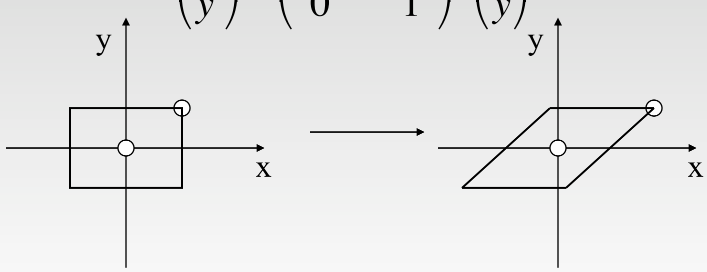


Shear

Shear along x axis

- push points to right in proportion to height

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} 1 & sh_x \\ 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$$

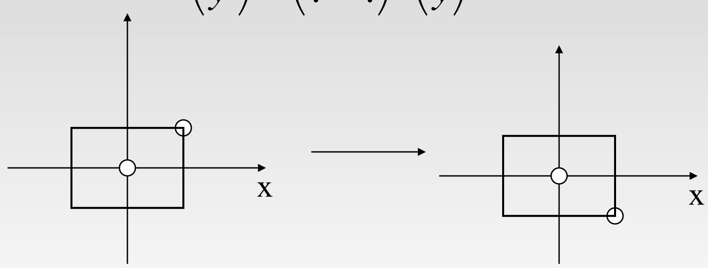


Reflection

Reflect across x axis

- Mirror

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} ? & ? \\ ? & ? \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$$



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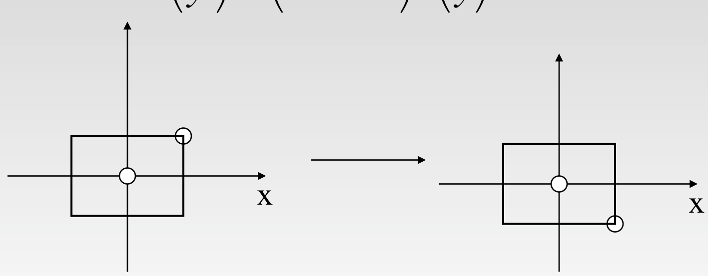
Reflection

Reflect across x axis

- Mirror

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix}$$



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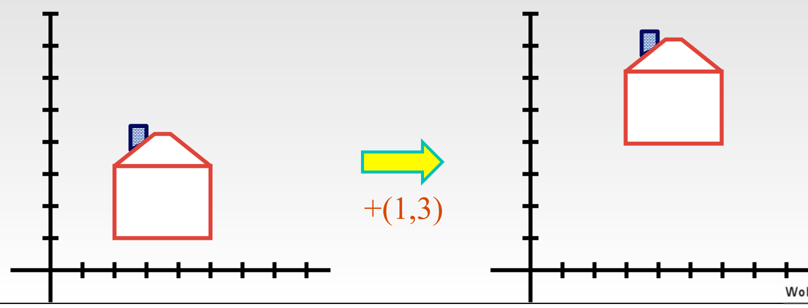
Affine Transformations

Translation:

- Add a constant (2D or 3D) vector:

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix} + \begin{pmatrix} t_x \\ t_y \end{pmatrix}$$



Compositing of Affine Transformations

In general:

- Transformation of geometry into coordinate system where operation becomes simpler
- Perform operation
- Transform geometry back to original coordinate system

Compositing of Affine Transformations

Example: 2D rotation around arbitrary center

- Consider this transformation

$$\mathbf{x}' = \underbrace{\mathbf{Id} \cdot (\overbrace{R(\phi) \cdot \underbrace{(\mathbf{Id} \cdot \mathbf{x} - \mathbf{t})}_{\text{translate by } -\mathbf{t}}}^{\text{rotate by } \phi}) + \mathbf{t}}_{\text{translate by } \mathbf{t}}$$

- i.e:

$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \begin{pmatrix} 1 & \\ & 1 \end{pmatrix} \cdot \left(\begin{pmatrix} \cos\phi & -\sin\phi \\ \sin\phi & \cos\phi \end{pmatrix} \cdot \left(\begin{pmatrix} 1 & \\ & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \end{pmatrix} - \begin{pmatrix} a \\ b \end{pmatrix} \right) \right) + \begin{pmatrix} a \\ b \end{pmatrix}$$

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Compositing of Affine Transformations

Composite transformation:

- Note that this is again an affine transformation

$$\begin{aligned} \mathbf{x}' &= \mathbf{Id} \cdot (R(\phi) \cdot (\mathbf{Id} \cdot \mathbf{x} - \mathbf{t})) + \mathbf{t} \\ &= \mathbf{Id} \cdot (R(\phi) \cdot \mathbf{x} - R(\phi) \cdot \mathbf{t}) + \mathbf{t} \\ &= R(\phi) \cdot \mathbf{x} + (R(\phi) \cdot (-\mathbf{t}) + \mathbf{t}) \\ &= R(\phi) \cdot \mathbf{x} + \mathbf{t}' \end{aligned}$$

This holds in general!

- All composites of affine transformations are themselves affine transformations!

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Compositing of Affine Transformations

Two different interpretations of composite:

- 1) read from inside-out as transformation of object
  - *Translate object by –t*
  - *Rotate object by Φ*
  - *Translate object by t*
- 2) read from outside-in as transformation of the coordinate frame by the **inverse** of the stated operation
  - *Translate frame by –t (inverse of translation by t)*
  - *Rotate frame by –Φ (inverse of rotation by Φ)*
  - *Translate frame by t (inverse of translation by –t)*

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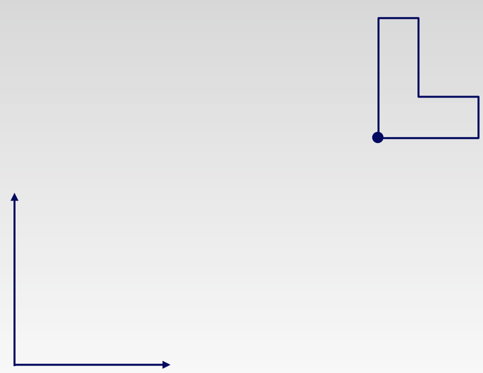
Compositing of Affine Transformations

Example scene:



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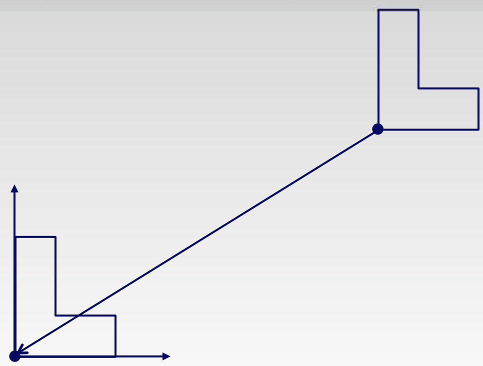
Compositing of Affine Transformations

First Interpretation:

- Step 1: translate object by –t (move to origin)



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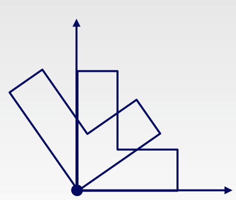
Compositing of Affine Transformations

First Interpretation:

- Step 2: rotate object by Φ



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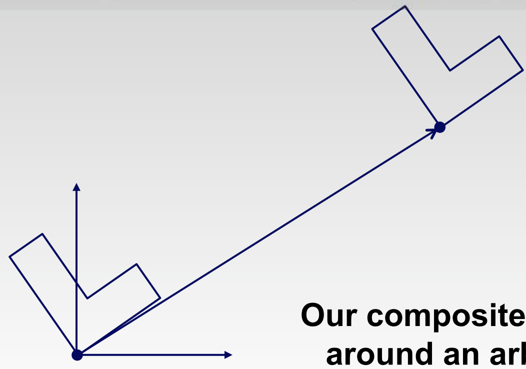
Compositing of Affine Transformations

First Interpretation:

- Step 3: translate object by t (move back)



Our composite example is a rotation around an arbitrary 2D point with position t!

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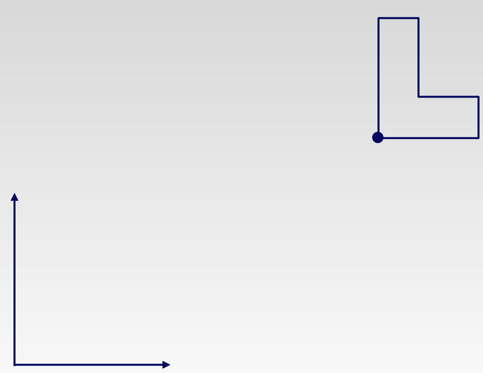
Compositing of Affine Transformations

Example scene, second interpretation:



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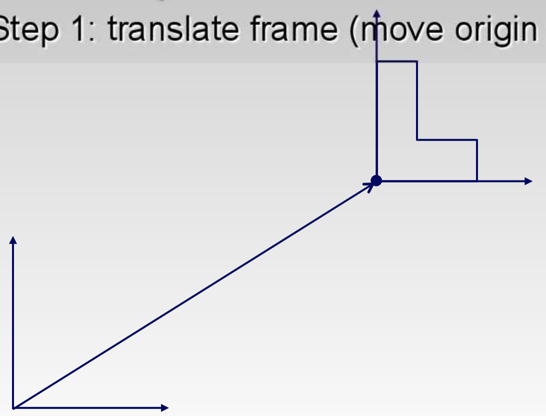
Compositing of Affine Transformations

Second interpretation:

- Step 1: translate frame (move origin to object)



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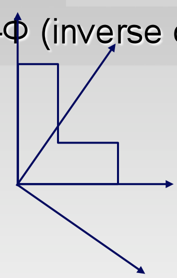
Compositing of Affine Transformations

Second interpretation:

- Step 2: rotate frame by -Φ (inverse of rot. by Φ)



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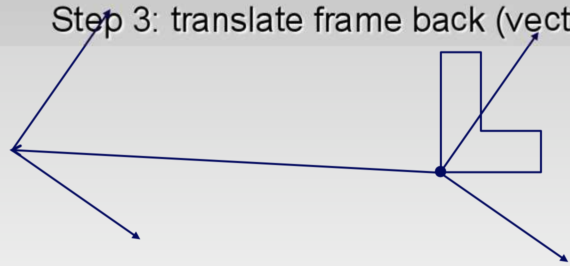
Compositing of Affine Transformations

Second interpretation:

- Step 3: translate frame back (vector t in new frame!)



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Compositing of Affine Transformations

NOTES:

- All transformations are **always with respect to the current coordinate frame**
- The results of both interpretations are **identical**
  - *Note that the object has the same relative position and orientation with respect to the coordinate frame!*

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Compositing of Affine Transformations

Another Example: 3D rotation around arbitrary axis

- Rotate axis to z-axis
- Rotate by ϕ around z-axis
- Rotate z-axis back to original axis
- Composite transformation:

$$R(v,\phi) = R_z^{-1}(\alpha)\cdot R_y^{-1}(\beta)\cdot R_z(\phi)\cdot R_y(\beta)\cdot R_z(\alpha)$$

$$= (R_y(\beta)\cdot R_z(\alpha))^{-1}\cdot R_z(\phi)\cdot (R_y(\beta)\cdot R_z(\alpha))$$

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Properties of Affine Transformations

Definition:

- A *linear combination* of points or vectors is given as

$$\mathbf{x} = \sum_{i=1}^{n} a_i \cdot \mathbf{x}_i, \text{ for } a_i \in \Re$$

- An affine combination of points or vectors is given as

$$\mathbf{x} = \sum_{i=1}^{n} a_i \cdot \mathbf{x}_i, \text{ with } \sum_{i=1}^{n} a_i = 1$$

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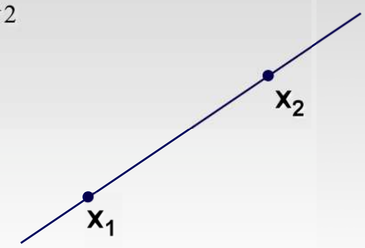
Properties of Affine Transformations

Example:

- Affine combination of 2 points

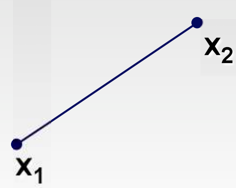
$$\mathbf{x} = a_1 \cdot \mathbf{x}_1 + a_2 \cdot \mathbf{x}_2, \text{ with } a_1 + a_2 = 1$$
$$= (1 - a_2) \cdot \mathbf{x}_1 + a_2 \cdot \mathbf{x}_2$$
$$= \mathbf{x}_1 + a_2 \cdot (\mathbf{x}_2 - \mathbf{x}_1)$$



Properties of Affine Transformations

Definition:

- A convex combination is an affine combination where all the weights a_i are positive
- Note: this implies $0 \leq a_i \leq 1$, $i=1 \ldots n$



Properties of Affine Transformations

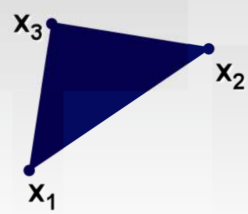
Example:

- Convex combination of 3 points

$$\mathbf{x} = \alpha \cdot \mathbf{x}_1 + \beta \cdot \mathbf{x}_2 + \gamma \cdot \mathbf{x}_3$$

$$\text{with } \alpha + \beta + \gamma = 1,\ 0 \le \alpha, \beta, \gamma \le 1$$

- α, β, and γ are called *Barycentric coordinates*



Properties of Affine Transformations

Theorem:

- The following statements are synonymous
  - *A transformation T(x) is affine, i.e.:*

$$\mathbf{x}' = T(\mathbf{x}) := \mathbf{M} \cdot \mathbf{x} + \mathbf{t},$$

$$\text{for some matrix } \mathbf{M} \text{ and vector } \mathbf{t}$$

  - *T(x) preserves affine combinations, i.e.*

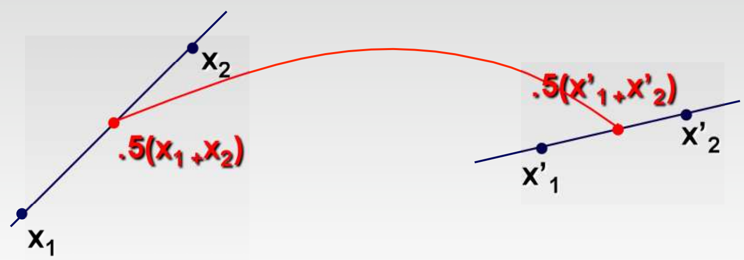
$$T\left(\sum_{i=1}^{n} a_i \cdot \mathbf{x}_i\right) = \sum_{i=1}^{n} a_i \cdot T(\mathbf{x}_i), \text{ for } \sum_{i=1}^{n} a_i = 1$$

  - *T(x) maps parallel lines to parallel lines*

Properties of Affine Transformations

Preservation of affine combinations:

- Can compute transformation of every point on line or triangle by simply transforming the *control points*



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Coming Up

Monday:

- Affine Transformations with Homogeneous Coordinates

Later next week:

- Transformation Hierarchies
- Perspective Transformations

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