What is Computer Graphics?
- Generation of virtual visual content
- Encompasses many (sub-)disciplines
  - (defined by what and not by how)

What is CG used for?
What is CG used for: Movies
- Special Effects (mixed reality)
- Animation

What is CG used for: Games
- Angry Birds
- 3D Effects with Photoshop
- ToonPaint

What is CG used for: Digital Media
- 3D Effects with Photoshop
- ToonPaint
- Original

Copyright  A. Sheffer, 2013, UBC
Introduction

What This Course Is About

- Fundamental algorithms of computer graphics
- Course Focus: Rendering
  - Why?
    - Critical core graphics component
    - Lots of ideas/methods shared with other CG components
- Content creation addressed in detail by follow-up courses
  - Modeling – 424 (next year)
  - Animation – 426 (next term)
  - Grad level (rendering, modeling, animation)

The Science of CG: Components

- Content Creation (3D):
  - Modeling - Representing object properties
    - Geometry: polygons, smooth surfaces etc.
    - Materials: reflection models etc.
  - Animation - Making geometric models move and deform
  - Rendering - Generation of 2D images from (3D) models
    - Interactive rendering
    - Global (offline) methods: Ray-tracing, etc...
  - Imaging - manipulation of 2D images

The Science of CG: Brief history

Then (1980s) Now (trailer from SIGGRAPH'13)

The science of CG (circa 2013)

- Modeling
- Animation
- Rendering
- Imaging

CG Research at UBC

- Van de Panne
- Heidrich
- Pai
- Sheffer

Copyright  A. Sheffer, 2013, UBC
What This Course Is About

- Practice graphical programming (OpenGL)
  - Why? Theory != Practice 😊
  - Learning by doing
  - Graphics is about visuals - testing/applying your knowledge on paper is BORING

Why study CG?

- It is fun - create visually appealing results
- Opens doors to lots of job opportunities
- Gain programming experience
  - Programming as means not end - lots of math, theory, intuition
- Warning: Not at easy course
  - heavy math
  - heavy programming

What This Course is NOT About

- NOT covered:
  - Artistic and design issues
  - Usage of commercial software packages
  - Applications (i.e. game design)
  - Barely covered - shaders

Why study CG?

- It is fun – create visually appealing results
- Opens doors to lots of job opportunities
- Gain programming experience
  - Programming as means not end – lots of math, theory, intuition
- Warning: Not at easy course
  - heavy math
  - heavy programming

Course Info/Policies (boring stuff):
http://www.ugrad.cs.ubc.ca/~cs314

Teaching Staff

- Instructor: Alla Sheffer
- Office hours (in X651):
  - Monday 2-3PM
  - Tuesday 2-3PM
  - Wednesday 11-12AM
- Contact: shefafa@cs.ubc.ca
  - Use only for personal stuff.
  - Use discussion board (piazza) for everything else
- TAs: Chris Thompson, Russell Gillette, Boris Dalstein

Copyright    A. Sheffer, 2013, UBC


**Introduction**

**Lectures/Labs**

- Lectures: Mon Wed Fri 1PM–2PM (DMP 301)
  - Please arrive on time
- Labs:
  - Tue 13-14 Wed 12-13, Thu 15:30-16:30
  - Example problems in spirit of quizzes and exams + help with programming assignments
- Attendance not a MUST ...but
  - Participation part of final grade (more later)
  - Strongly recommend that you attend both

**Grading: Programming Assignments**

- 40% of the grade
  - 2D Game: Intro to OpenGL (6%)
    - out this week
  - 3D Transformations – modeling/animation (11%)
  - Rendering pipeline (11%)
  - Ray tracing (12%)

**Grading: Participation (5%)**

- Note taking: Record course notes & post on DB
  - At least three lectures (sign in for dates)
  - Points (bonuses) given for quantity & quality
    - quality evaluated by fellow students
  - Classroom: *Clicker* responses + other Q&A
  - Reviews: Post one or more weekly review questions
    - Based on material covered each week
    - Submit via DB (private, rev# tag)
    - till Mon noon
    - Include: question, multiple choice answers, explanation of correct answer

**Grading: Mini Home Quizes: (3%)**

- Online (connect.ubc.ca) quiz each week (from week 2)
  - Released by Tue AM, Due Friday noon
- Multiple choice questions
  - Student/instructor composed
  - If your question selected double your quiz grade !!!
  - If two selected triple..

---

**More Info**

- Programming prereq
  - CPSC 221 or CPSC 260+EECE 320
  - Good knowledge of C++
- Math prereq
  - MATH 200 (Calculus III)
  - MATH 221 (Matrix Algebra)
Computer Graphics

Introduction

Important Dates
- Assignment 1 due: Sep 20
- Assignment 2 due: Oct 11
- Assignment 3 due: Nov 1
- Assignment 4 due: Nov 29
- Midterm 1: Oct 18
- Midterm 2: Nov 8

Course Organization
- Programming assignments:
  - C++, Windows or Linux
  - Tested on department Linux machines
  - OpenGL graphics library / GLUT for user interface
- Face to face grading in lab
  - Opportunity to show all the “cool” extra stuff
  - Test that you do know what every piece of your code does
  - Hall of fame – coolest projects from 2002 on

Late/Missing Work
- Programming Assignments:
  - 3 grace days TOTAL
    - for unforeseen circumstances
    - strong recommendation: don’t use early in term
    - handing in late uses up automatically unless you tell us
- Home Quizes/Review Question Sets
  - Can miss two of each
- Exception: severe illness/crisis, as per UBC rules
  - MUST
    - Get approval from me ASAP (in person or email)
    - Turn in proper documentation

Literature (optional)
- Fundamentals of Computer Graphics
  - Third edition (second is OK too – but note syllabus changes)
  - Peter Shirley, A.K. Peters
- OpenGL Programming Guide
  - J. Neider, T. Davis and W. Mason, Addison-Wesley

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

Plagiarism and Cheating
- Short Summary: Don’t cheat
  - Home quizzes and programming assignments are individual work
  - Can discuss ideas (including on DB), browse Web
  - But cannot copy code or answers/questions
  - If you REALLY think using a source is OK cite it
- Must be able to explain algorithms during face-to-face demo
  - or no credit for that assignment, possible prosecution

Copyright A. Sheffer, 2013, UBC
Tentative Lecture Syllabus

- Introduction + Rendering Pipeline (week 1)
- Transformations (week 2/3)
- Scan Conversion (week 4/5)
- Clipping (week 5)
- Hidden Surface Removal (week 6/7)
- Review & Midterm (week 7)
  - Midterm: Oct 18
- Lighting Models (week 8)
- Texture mapping (week 9/10)
- Review & Midterm (week 10)
  - Midterm: Nov 8
- Ray Tracing (week 11)
- Shadows (week 11/12)
- Geometric Modeling (week 12/13)
- Review/State of the art/Q&A (last lecture)

Coming Up…:

Fri:
- Rendering pipeline

Next Week:
- Geometric transformations

Your tasks for the week

- Piazza Discussion Group:
  - Register
  - Post review questions by Mon noon
    - Use private option, rev1 tag
- Assignment 1
  - Test programming environment on lab computers/Set laptop environment (optional)
  - Come to lab tomorrow !!!

Your tasks for the week

- Sign and Submit Plagiarism Form
- Reading (in Shirley: Introduction to CG)
  - Math refresher: Chapters 2, 4
    - Lots of math coming in the next few weeks
  - Background on graphics: Chapter 1

Rendering

Goal:
- Transform (3D) computer models into images
- Photo-realistic (or not)

Interactive rendering:
- Fast, but until recently low quality
- Roughly follows a fixed patterns of operations
  - Rendering Pipeline

Offline rendering:
- Ray-tracing
- Global illumination

Basics of Computer Graphics: Rendering Pipeline

Copyright A. Sheffer, 2013, UBC
Rendering Tasks (no particular order)
- Project 3D geometry onto image plane
  - Geometric transformations
- Determine which primitives/parts of primitives are visible
  - Hidden surface removal
- Determine which pixels geometric primitive covers
  - Scan conversion
- Compute color of every visible surface point
  - Lighting, shading, texture mapping

Rendering Pipeline
- What is it? All of this:
  - Abstract model - sequence of operations to transform geometric model into digital image
  - Abstraction of how graphics hardware works
  - Underlying API (application programming interface) model for programming graphics hardware
    - OpenGL
    - Direct 3D
- Actual implementations vary

The Rendering Pipeline

Discussion
Advantages of pipeline structure
- Logical separation of different components, modularity
- Easy to parallelize:
  - Earlier stages can already work on new data while later stages still work with previous data
  - Similar to pipelining in modern CPUs
  - But much more aggressive parallelization possible (special purpose hardware!)
- Important for hardware implementations!
- Only local knowledge of the scene is necessary

Discussion
Disadvantages:
- Limited flexibility
- Some algorithms would require different ordering of pipeline stages
  - Hard to achieve while still preserving compatibility
- Only local knowledge of scene is available
  - Shadows
  - Global illumination