3D Viewing

CS 465 Lecture 4

History of projection

- Ancient times: Greeks wrote about laws of perspective
- Renaissance: perspective is adopted by artists

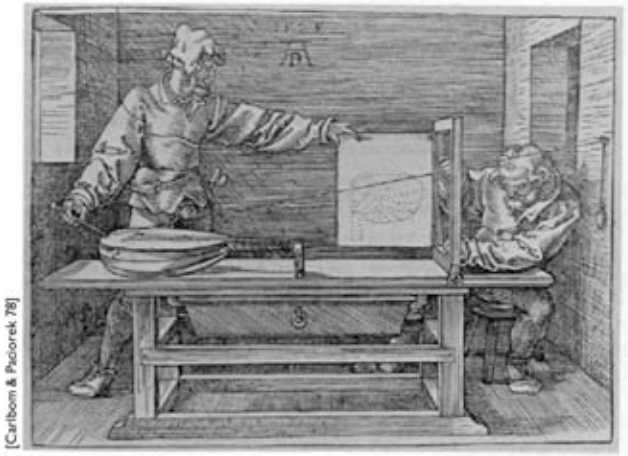
Duccio c. 1308

History of projection

- Later Renaissance: perspective formalized precisely

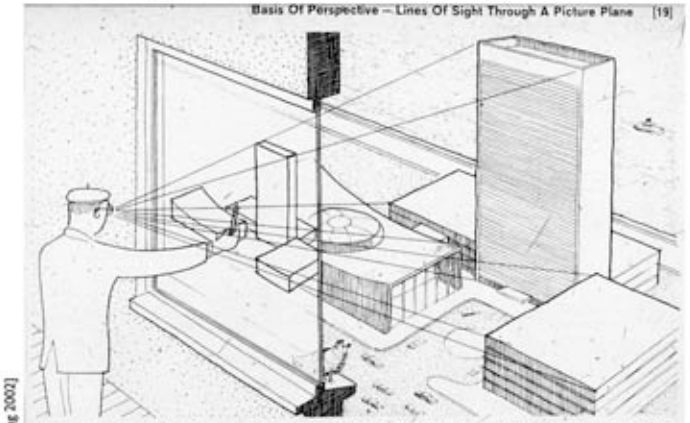
da Vinci c. 1498

Plane projection in drawing



[Carlbom & Paciorek 78]

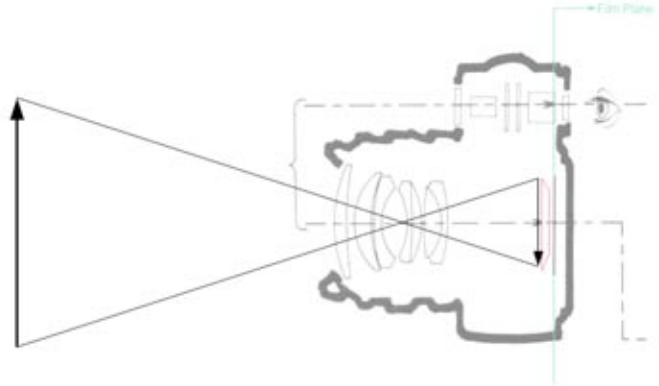
Plane projection in drawing



[CS 417 Spring 2002]

Plane projection in photography

- This is another model for what we are doing
  - applies more directly in realistic rendering



[CS 417 Spring 2002]

Plane projection in photography

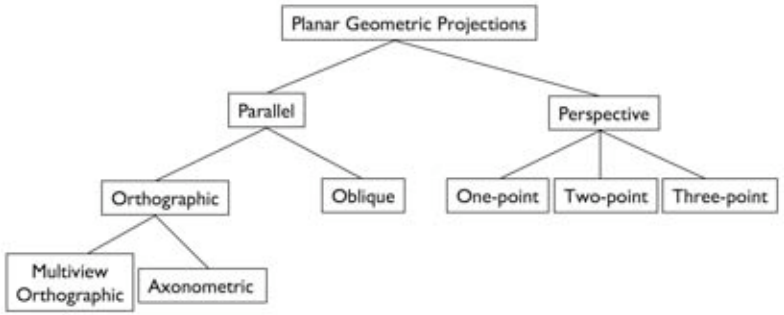
[Richard Zakia]

Ray generation vs. projection

- Viewing in ray tracing
  - start with image point
  - compute ray that projects to that point
  - do this using geometry
- Viewing by projection
  - start with 3D point
  - compute image point that it projects to
  - do this using transforms
- Inverse processes
  - ray gen. computes the preimage of projection

Classical projections

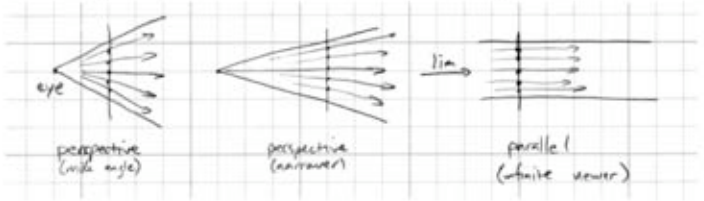
- Emphasis on cube-like objects
  - traditional in mechanical and architectural drawing



[after Carlbom & Paciorek 78]

Parallel projection

- Viewing rays are parallel rather than diverging
  - like a perspective camera that's far away



Multiview orthographic

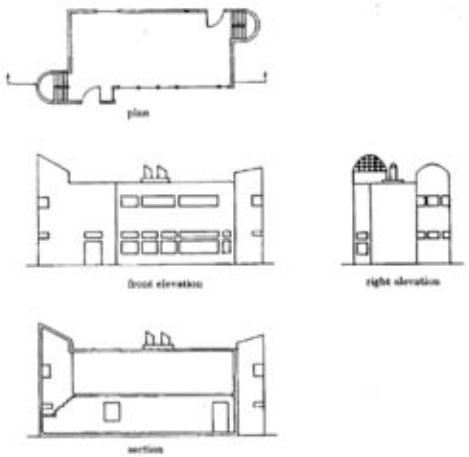
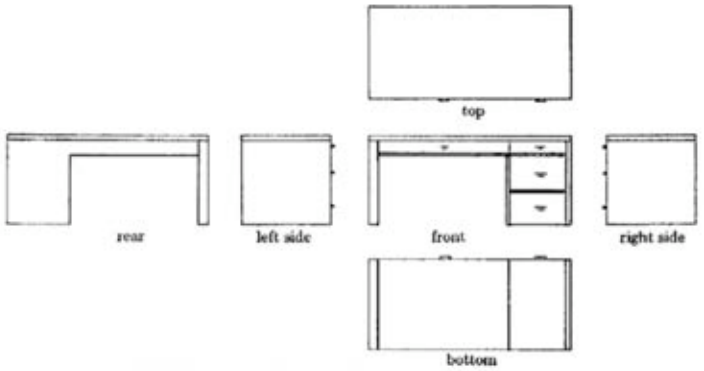


FIGURE 2-1. Multiview orthographic projection: plan, elevations, and section of a building.

[Carlbom & Paciorek 78]

Multiview orthographic

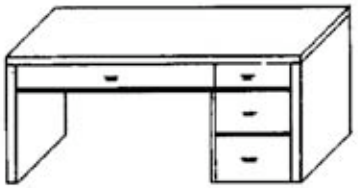


[Carlbom & Paciorek 78]

- projection plane parallel to a coordinate plane
- projection direction perpendicular to projection plane

Off-axis parallel

axonometric: projection plane perpendicular to projection direction but not parallel to coordinate planes

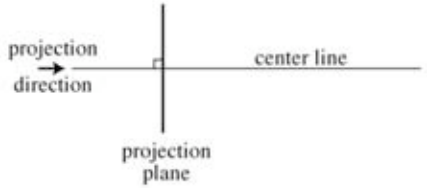


[Carlbom & Paciorek 78]

oblique: projection plane parallel to a coordinate plane but not perpendicular to projection direction.

"Orthographic" projection

- In graphics usually we lump axonometric with orthographic
  - projection plane perpendicular to projection direction
  - image height determines size of objects in image



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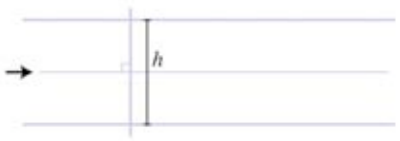

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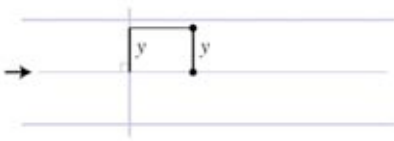

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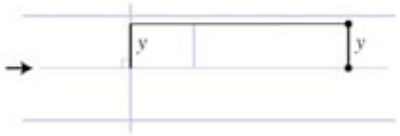
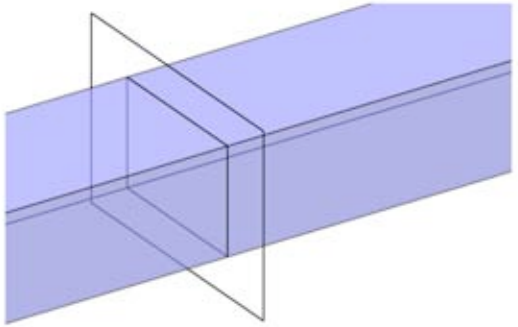
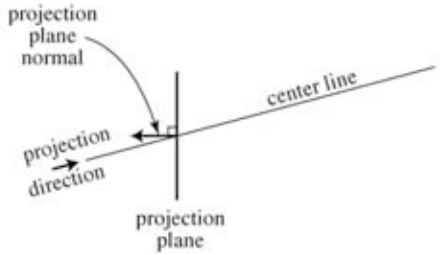


View volume: orthographic



Oblique projection

- View direction no longer coincides with projection plane normal (one more parameter)
  - objects at different distances still same size
  - objects are shifted in the image depending on their depth



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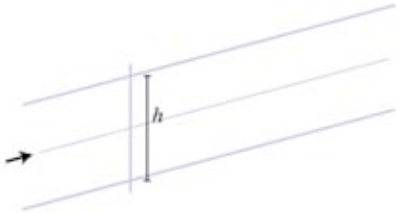

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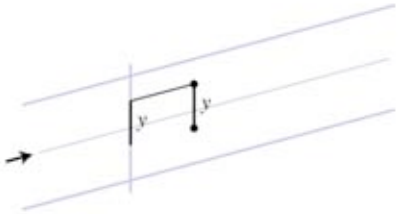

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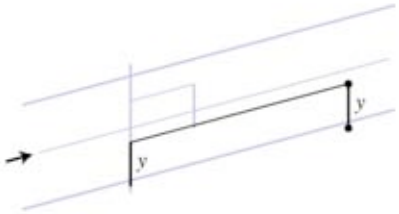

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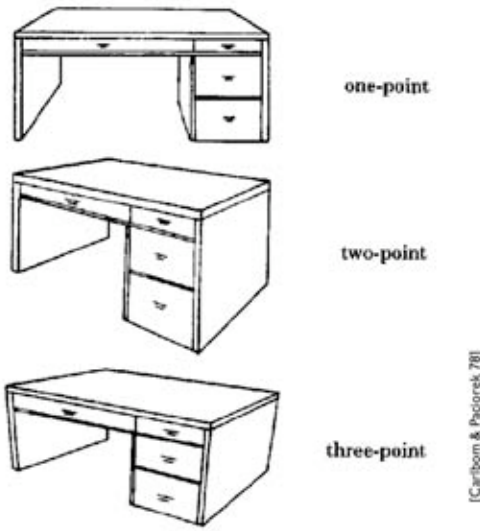
Perspective

one-point: projection plane parallel to a coordinate plane (to two coordinate axes)

two-point: projection plane parallel to one coordinate axis

three-point: projection plane not parallel to a coordinate axis



[Carlbom & Paciorek 78]

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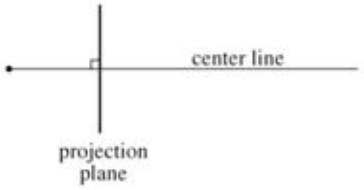
Perspective projection (normal)

- Perspective is projection by lines through a point; "normal" = plane perpendicular to view direction
  - magnification determined by:
    - image height
    - object depth
    - image plane distance
  - f.o.v. $\alpha = 2\ \mathrm{atan}(h/(2d))$
  - $y' = d\ y\ /\ z$
  - "normal" case corresponds to common types of cameras



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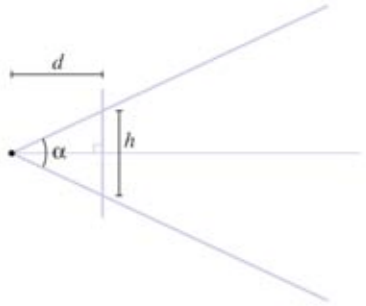

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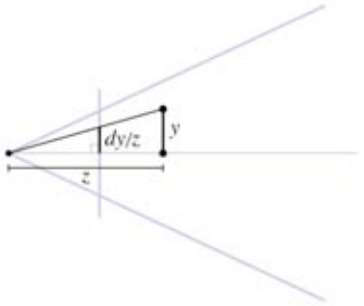

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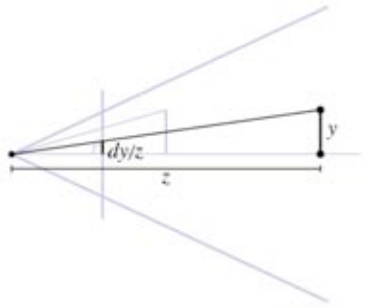

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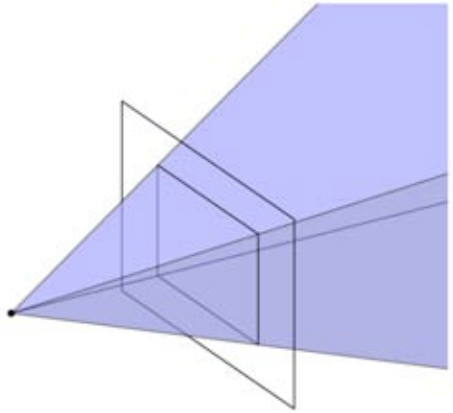
View volume: perspective



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Field of view (or f.o.v.)

- The angle between the rays corresponding to opposite edges of a perspective image
  - easy to compute only for "normal" perspective
  - have to decide to measure vert., horiz., or diag.
- In cameras, determined by focal length
  - confusing because of many image sizes
  - for 35mm format (36mm by 24mm image)
    - 18mm = 67° v.f.o.v. — super-wide angle
    - 28mm = 46° v.f.o.v. — wide angle
    - 50mm = 27° v.f.o.v. — "normal"
    - 100mm = 14° v.f.o.v. — narrow angle ("telephoto")

Field of view

- Determines "strength" of perspective effects

close viewpoint
wide angle
prominent foreshortening

far viewpoint
narrow angle
little foreshortening

[Ansel Adams]

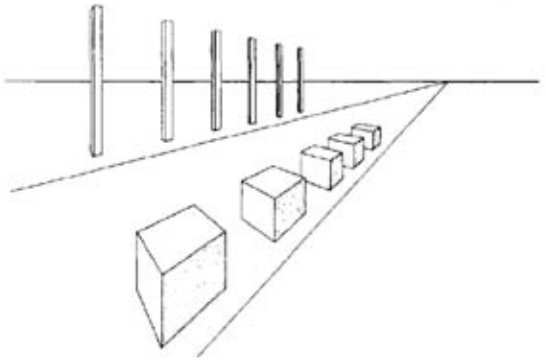
Choice of field of view

- In photography, wide angle lenses are specialty tools
  - "hard to work with"
  - easy to create weird-looking perspective effects
- In graphics, you can type in whatever f.o.v. you want
  - and people often type in big numbers!

[Ken Perlin]

Perspective distortions

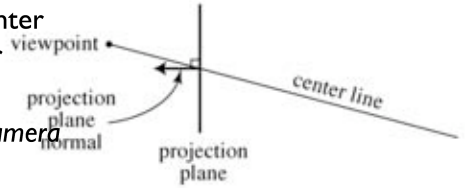
- Lengths, length ratios



[Carlbom & Paciorek 78]

Shifted perspective projection

- Perspective but with projection plane not perpendicular to view direction
  - additional parameter: projection plane normal
  - exactly equivalent to cropping out an off-center rectangle from a larger "normal" perspective
  - corresponds to *view camera* in photography



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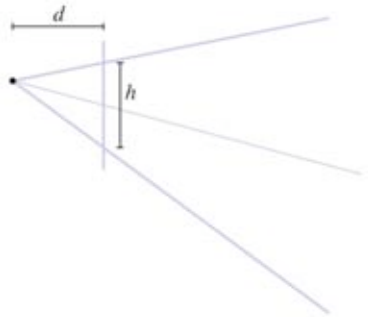

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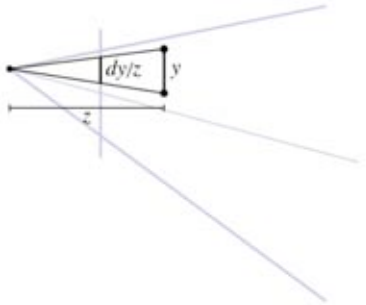

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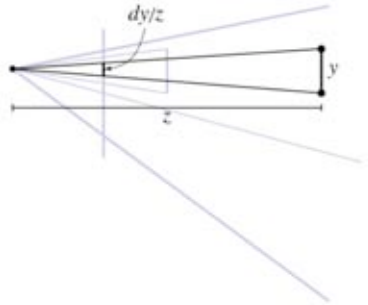

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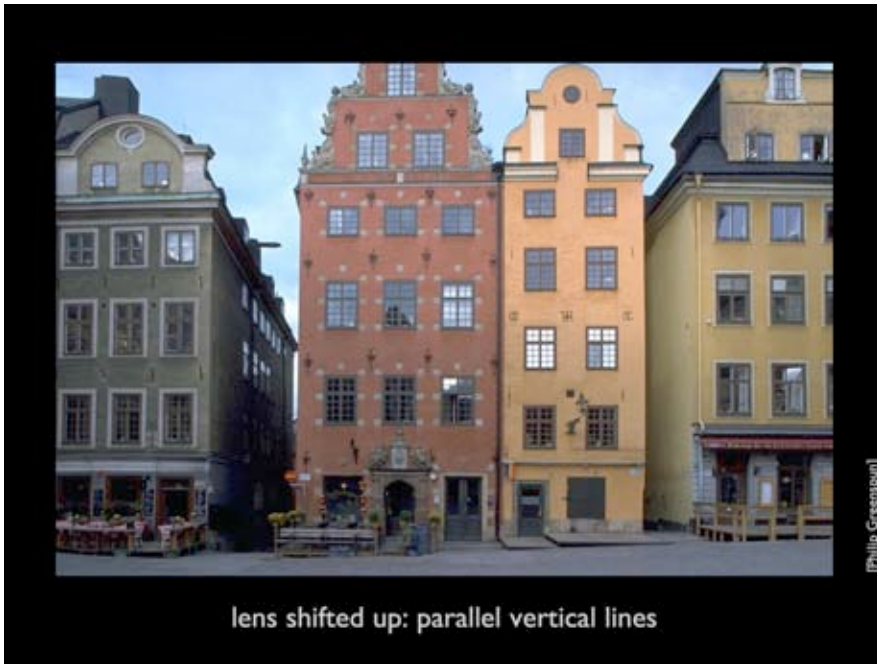
Why shifted perspective?

- Control convergence of parallel lines
- Standard example: architecture
  - buildings are taller than you, so you look up
  - top of building is farther away, so it looks smaller
- Solution: make projection plane parallel to facade
  - top of building is the same distance *from the projection plane*
- Same perspective effects can be achieved using post-processing
  - (though not the focus effects)
  - choice of *which* rays vs. arrangement of rays in image

camera tilted up: converging vertical lines



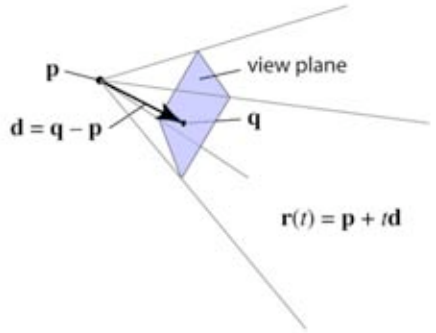
lens shifted up: parallel vertical lines

Specifying perspective projections

- Many ways to do this
  - common: from, at, up, v.f.o.v. (but not for shifted)
- One way (used in ray tracer):
  - viewpoint, view direction, up
    - establishes location and orientation of viewer
    - view direction is the direction of the center ray
  - image width, image height, projection distance
    - establishes size and location of image rectangle
  - image plane normal
    - can be different from view direction to get shifted perspective

Generating eye rays

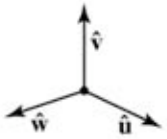
- Just need to compute the view plane point **q**:



  - but where exactly is the view rectangle?

Generating eye rays

- Positioning the view rectangle
  - lots of ways to do this; here is one
  - center is *d* units away along the view direction **d**
  - size is *w* by *h* (more on *w* and *h* in a moment)
  - orientation?
  - establish three vectors to be *camera basis:* **u**, **v**, **w**
  - build the basis from img. plane normal and up vector



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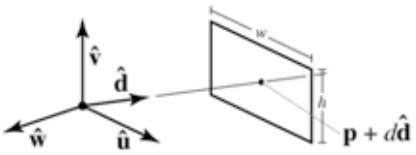
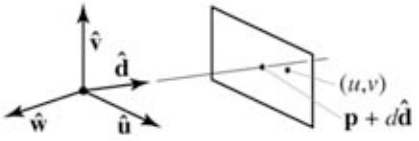


Generating rays in camera basis

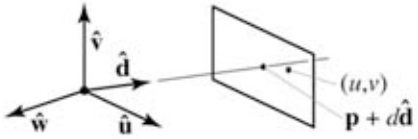
- Compute image plane points using **u**, **v**, **w**



Generating rays in camera basis

- Compute image plane points using **u**, **v**, **w**

$$\mathbf{p} + d\mathbf{d} + (u - \frac{1}{2})w\,\mathbf{u} + (v - \frac{1}{2})h\,\mathbf{v}$$



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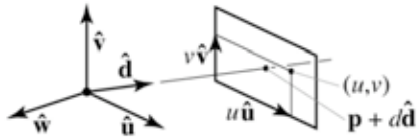

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