Modeling

CMSC 435/634
Modeling?

Modeling
Creating a *model* of an object, usually out of a collection of simpler *primitives*.

Primitive
A basic shape handled directly the rendering system.
Primitives

Some common primitives

• Triangles & Polygons
  • Most common, usually the only choice for interactive

• Patches, Spheres, Cylinders, ...
  • Often converted to simpler primitives within the renderer

• Volumes
  • What’s at each point in space?
  • Often with some transparent material
  • Few renderers handle both volume & surface models
Composing primitives

- Collections of large numbers of primitives
  - Sometimes called Boundary Representation (BRep)
- Constructive Solid Geometry (CSG)
  - Set operations (union, intersection, difference)
- Implicit Models & Blobs
  - Surface where \( f(x,y,z)=0 \)
  - Sum, product, etc. of simpler functions
Composing primitives

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Images: Friedrich Lohmueller
Composing primitives

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Images: Paul Bourke
Mesh Representations

Definitions

- **Vertex**: all data at a point
  - Position
  - Normal
  - Texture coordinates
  - Color
  - May count as new vertex if *any* of these differ

- **Edge**: Line between vertices

- **Face**: Area between a set of vertices and edges
  - Assume planar
  - May have fixed # vertices, may not
Mesh Representations

Application-friendly
- Polygon list
- ... (whatever you need)

Hardware-friendly
- Vertex list
- Vertex + Index lists

Mesh editing-friendly
- Face-Vertex
- Winged Edge
- Half Edge

Hybrid
Application-Friendly: Polygon List

How to make it

- Define a polygon object
- Put a bunch of them in a list

Pros

- Flexible
- Fits application needs

Cons

- Hard to figure out how polygons are connected
- Duplication of vertex data
- Inefficient to render
Hardware-friendly: Vertex Array

How to make it

• Make a list of vertices
• Every 3 form a triangle

Pros

• Relatively efficient to render

Cons

• Hard to figure out how faces are connected
• Duplication of vertex data
• Fixed number of vertices per polygon
Hardware-friendly: Vertex and Index Arrays

How to make it

• Make a list of vertices
• Make a list of which vertices connect into triangles
• Every 3 indices make a triangle

Pros

• Very efficient to render
• Share vertex data
• Finding vertices in a face easy

Cons

• Finding faces that use a vertex is hard
• Finding adjacent faces is hard
• Fixed number of vertices per polygon
Mesh editing-friendly: Face-Vertex

How to make it

- Vertex: position, list of faces
- Face: list of vertices

Pros

- Finding vertices in a face easy
- Finding faces that use a vertex is easy

Cons

- Finding adjacent faces is hard
Mesh editing-friendly: Winged-edge

How to make it

- Edge (primary structure)
  - Two vertices
  - Two faces
  - Next and previous edges on both faces
- Vertex: position, list of edges
- Face: list of edges

Pros

- Finding vertices in a face easy
- Finding faces that use a vertex is easy
- Finding adjacent faces is easy

Cons

- Big: lots of redundant links
Half-edge

How to make it

- Half-Edge (primary structure)
  - One vertex
  - One face
  - Pointer to pair edge
    - w/ other vertex and face
  - Next edge around face
- Face: pointer to (any) half-edge
- Vertex: pointer to (any) half-edge

Pros

- Adjacent faces
- Edges around face
- Edges around vertex

Cons

- Lots of bookkeeping to update
Hybrid

Maintain multiple representations
- Separate vertex location from pointers
- Update face during edits

Delayed updates
- Do mesh updates, then rebuild index/vertex list
- Do other partial updates, then rebuild
- Traverse and build
Modeling Approaches

Manual

Procedural

Scan

Data

Images
Manual Creation

- Text editor
  - Only very simple primitives and scenes
- High-level primitives
  - Still need to combine several somehow
- Modeling programs
  - Maya, 3D Studio, Houdini, Autocad, Blender, ...
Modeling Approaches

Manual

Procedural

Scan

Data

Images
Procedural Modeling

- Describe physical attributes through code
  - Shape
    - Output primitives
  - Density
    - Voxels
    - Couple with a conversion or rendering algorithm
  - Color, Texture
    - Enhance an existing shape
Procedural Approaches

- Fractals
- Implicit Functions
- Grammars
- Simulations
Fractals

Complex structure through self-similarity across scales

- Recursive structure
- Small features look *similar* to larger features
Iterated Equations / Mandelbrot Set

\[ p' = p^2 + c \]

Image: David E. Joyce
Iterated Replacement / Koch Curve

Initiator

Generator
Iterated Replacement / Mountains

Randomness in replacement
L-System Modeling

- Named after original developer: biologist Aristid Lindenmayer
- Use context-free grammars (CFG) to specify structural change over generations
- Often used to simulate a biological growth process
  - Plants
  - Seashells
  - ...
- Variations for other applications
  - Cities
  - Building architecture
  - Cloth weaving
  - ...
Context-Free Grammar

A CFG \( G = (V, T, S, P) \) where

- \( V \) is a set of non-terminals
- \( T \) is a set of terminals
- \( S \in V \) is the start symbol
- \( P \) is a set of productions (rules) of the form:
  - \( A \rightarrow x \), where \( A \in V, x \in (V \cup T)^* \)
L-system

- L-system attaches geometric meaning to each symbol
- Non-terminals:
  - $A, B$, straight line segments
- Terminals:
  - $[ ]$, branch left 45°
  - $( )$, branch right 45°
- Rules:
  - $A \rightarrow AA$
  - $B \rightarrow A[B]AA(B)$
- Strings:
  - Start: $B$
  - $A[B]AA(B)$
L-System Examples

• Symbols
  • $[\ [/ = \text{push/pop}$
  • $+/− = \text{rotate left/right}$
  • $A−Z = \text{straight segment}$

• Rules
  • $25.7^\circ$, 7 generations
  • $X \rightarrow F[+X][−X]FX$
  • $F \rightarrow FF$
L-System Examples

• Rules
  • \(22.5^\circ\), 5 generations
  • \(X \rightarrow\)
    \[F - [[X]+X] + F[+FX] - X\]
  • \(F \rightarrow FF\)
L-System Examples

- Rules
  - $22.5^\circ$, 4 generations
  - $F \rightarrow FF - [F + F + F] + [+F - F - F]$
Additions

- 3D structure
- Randomness
- Leaves
- Flowers

Prusinkiewicz, et al., SIGGRAPH 88
Pruning

Prusinkiewicz, et al., SIGGRAPH 94
Pruning

Prusinkiewicz, et al., SIGGRAPH 94
Spectral Synthesis

- Alternative to explicitly defining structure
  - Define statistical properties
- Spectral energy a function of frequency
  - Higher frequency, less energy
  - Characterizes roughness of surface
  - Natural phenomena tend to be $1/f$
Noise-Based Synthesis

Band-limited *Perlin noise* function

- Most energy between $1/2$ and $1$ cycle per unit
- Average value is $0$
- Random, but repeatable
- $1$D, $2$D, $3$D & $4$D versions common
Spectral Synthesis

Sum noise *octaves*

- \( n(x) + \frac{1}{2} n(2 \times) + \frac{1}{4} n(4 \times) + \ldots \)
- Stop adding “…” when frequency is too high to see
- Also called *fractional Brownian motion* or *fBm*
Noise-based Landscape

Landscape height is a fBM function of \( x, y \)

- Plus whatever embellishments make it look good
Multifractal

- Change roughness across fractal
  - Scaling \( \left(\frac{1}{2}, \frac{1}{4}, \ldots\right) \) becomes a function
- Here, scale is a function of altitude

Image: Ken Musgrave
Implicit Functions or Blobby Modeling

- Model as sum of implicit functions
- Surface at threshold

Liang, et al., PG'01
Hybrid Implicit & Polygonal

Bloomenthal, SIGGRAPH 85
Hypertexture

Add noise or turbulence to implicit functions

Perlin & Hoffert, SIGGRAPH 89
Simulations

Biological

- Simulate growth, development

Physical

- Simulate formation or erosion

Compare to L-system or noise, where goal is just to “look right”
Biological Simulations

Fowler, et al., SIGGRAPH 92

Fleischer, et al., SIGGRAPH 95
Biological Simulations

Fowler, et al., SIGGRAPH 92
Biological Simulations

Turk, SIGGRAPH 91
Physical Simulation

Erosion, Deposition

Kenji Nagashima, Visual Computer 1997
Modeling Approaches

Manual

Procedural

Scan

Data

Images
Scan from Objects

• General concept
  • Find points on surface
  • Connect into mesh

• Mechanical

• Triangulation
  • Laser
  • Structured Light
  • Multiple Cameras

• CAT scan / MRI
Mechanical

- Touch tip to surface
- Measure angles
Triangulation

Point in space at intersection

- Ray from light A
- Ray through pixel B
Structured Light

• Point in space at intersection of color edge from light source/projector and ray through camera pixel

Zhang, Curless and Seitz, 3DPVT 2002
Multiple Cameras

- Computer vision algorithm to find common features
- Triangulate to optimize cameras and points in 3D space
- Reconstruct dense mesh
Modeling Approaches

Manual

Procedural

Scan

Data

Images
Visualization

• Data
  • measurements
  • simulation
  • information

• Present visually
  • Increase understanding
  • Recognize patterns
Visualization

Can be 3D Object
Visualization

Can be 3D, but showing non-visual aspects.
Visualization

Can be not traditionally geometric at all
Modeling Approaches

Manual

Procedural

Scan

Data

Images
Image-based Rendering

- Construct new *novel* view using only image data
- No explicit geometric model
- Pixels in one or more cameras represent:
  - Image-Based Rendering: Color of point in space
  - Light Field Rendering: Color of light along one ray