

## Computer Graphics

CSE 167 [Win 23], Lecture 1: Overview and History

Ravi Ramamoorthi

<http://viscomp.ucsd.edu/classes/cse167/wi23>



1

## Goals

- **Systems:** Write complex 3D graphics programs (real-time scene in OpenGL, offline raytracer)
- **Theory:** Mathematical aspects and algorithms underlying modern 3D graphics systems
- This course is **not** about the specifics of 3D graphics programs and APIs like Maya, Alias, DirectX but about the concepts underlying them.

2

## Instructor

Ravi Ramamoorthi <http://www.cs.ucsd.edu/~ravir>

- PhD Stanford, 2002. PhD thesis developed “Spherical Harmonic Lighting” widely used in games (e.g. Halo series), movies (e.g. Avatar), etc. (Adobe, ...)
- At Columbia 2002-2008, UC Berkeley 2009-2014
- “Monte Carlo denoising” inspired raytracing offline, real-time
- At UCSD since Jul 2014: Director, [Center for Visual Computing](http://viscomp.ucsd.edu)
- Awards for research: White House PECASE (2008), SIGGRAPH Significant New Researcher (2007), ACM Fellow
- <https://www.youtube.com/watch?v=gpyCXqXGe7I>
- Have taught Computer Graphics 10+ times
- Computer Graphics online MOOC (CSE 167x) has had 100,000+ registrations, 500,000 video views. Finalist for two inaugural edX Prizes. Will use UCSD Online. auto-feedback

3

## MOOC Introductory Video



4

## Course Staff

- Ravi Ramamoorthi
- Teaching Assistants:
  - Bing Xu ([b4xu@ucsd.edu](mailto:b4xu@ucsd.edu))
  - Nithin Raghavan ([n2raghavan@ucsd.edu](mailto:n2raghavan@ucsd.edu))
  - Yash Belhe ([ybelhe@ucsd.edu](mailto:ybelhe@ucsd.edu))
  - Danica Xiong ([daxiong@ucsd.edu](mailto:daxiong@ucsd.edu)) [tutor]
  - Zhongyi Wang ([zhw039@ucsd.edu](mailto:zhw039@ucsd.edu)) [tutor]

5

## Why Study 3D Computer Graphics?

- Applications (discussed next)
- Fundamental Intellectual Challenges

Some content inspired by Pat Hanrahan from Stanford's CS148

6

## Entertainment



Movies: Brave, Pixar 2012

7

## Entertainment



Movies: Turning Red, Pixar 2022

8

## Entertainment



Games: Halo 3, Bungie 2007

9

## Entertainment



Games: Halo Infinite, Bungie 2021

10

## Lighting Simulation



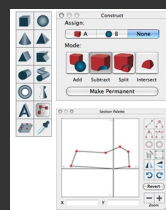
Interior Design



Automobile Visualization

11

## Computer Aided Design



Interiors Professional

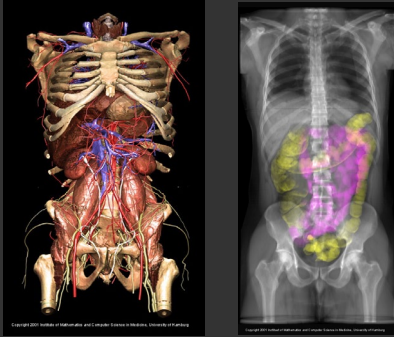
Mechanical CAD  
Architectural CAD  
Electronics CAD  
Casual Users

Google Sketchup



12

## Visualization: Science and Medicine



Visible Human Project: University of Hamburg

13

## Virtual Reality

- VR for design and entertainment
- Simulators: Surgical, Flight, Driving, Spacecraft



14

## Virtual Reality: Metaverse



15

## Digital Visual Media

- From text to images to video (to 3D?)
- Image and video processing and photography
- Multimedia computers, tablets, phones
- Flickr, YouTube, WebGL
- Real, Virtual Worlds (Google Earth, Metaverse)
- Electronic publishing
- Online gaming
- 3D printers and fabrication

16

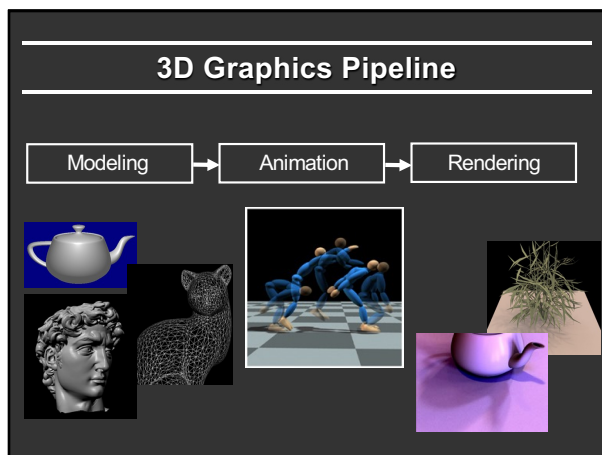
## NEURAL RADIANCE FIELDS

17

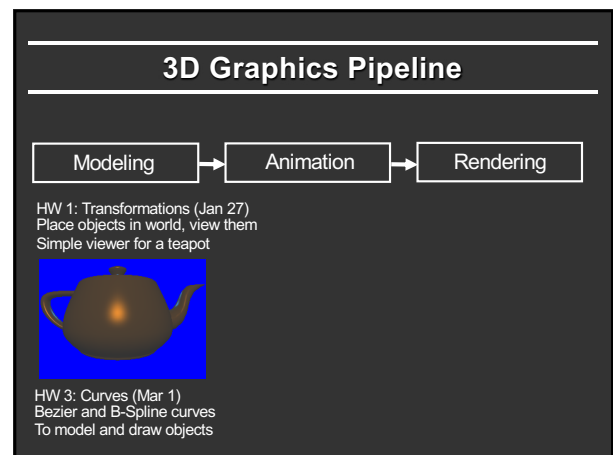
## Why Study 3D Computer Graphics?

- Applications
- Fundamental Intellectual Challenges
  - Create and interact with realistic virtual world
  - Requires understanding of all aspects of physical world
  - New computing methods, displays, technologies
- Technical Challenges
  - Math of (perspective) projections, curves, surfaces
  - Physics of lighting and shading
  - 3D graphics software programming and hardware

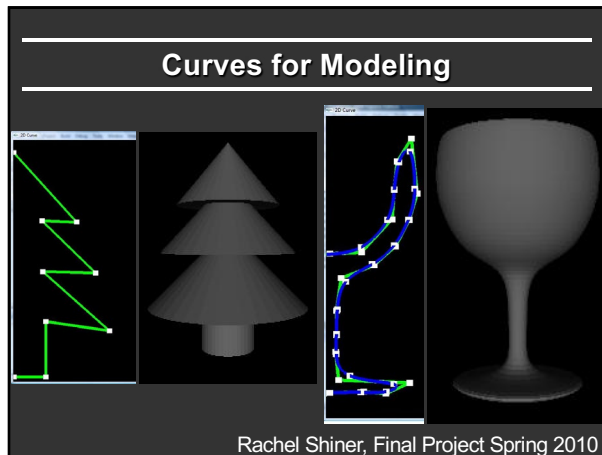
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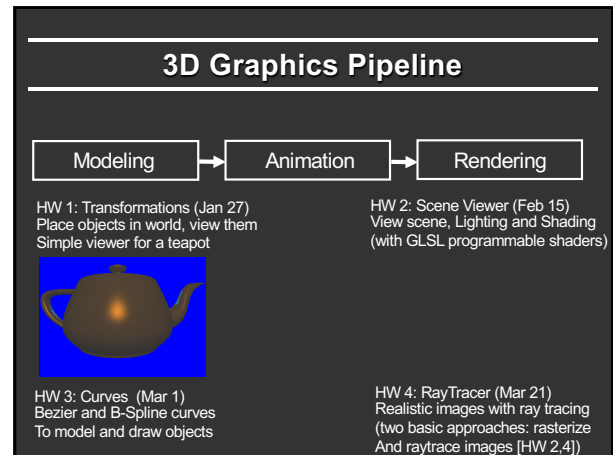
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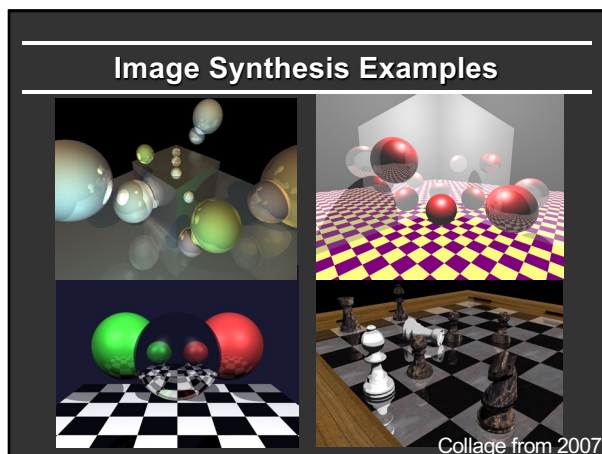
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21



22



23

### Logistics

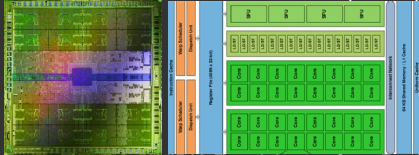
- Website <http://viscomp.ucsd.edu/classes/cse167/wi23> has most of the information (look at it carefully)
- We will be leveraging MOOC infrastructure in a SPOC
  - Please sign up for account at UCSD online, join course: **DEMO**
  - UCSD online compulsory for most assignments, feedback systems
  - Optional for video lectures (class may differ a bit, more), problems
  - Must still submit "official" CSE 167 assignment (see website)
  - Please do ask us if you are confused; we are here to help
  - No required texts; OpenGL programming guide, GLSL optional
- Office hours: Tu/Thu
  - See website for sections, TA office hours.
- Course newsgroup on Piazza
- Website for late, collaboration policy, etc
- Questions?

24



## This is a Modernized Course

- Modern 3D Graphics Programming with GPUs
  - Modern OpenGL (3+), GLSL 330 core
  - Real-time feedback servers for all homeworks
- GLSL + Programmable Shaders from HW 1
- Should be very portable, but need to set up your environment, compilation framework (HW 0)



NVIDIA Fermi. image from Pat Hanrahan

25

## Innovation: Feedback Servers

- Feedback/Grading servers for all homeworks
- Submit images and/or code, compare to original
  - Program generates difference images, report url
  - Can get feedback multiple times; submit final url
  - All (except curves homework 3) run on UCSD Online
- “Feedback” not necessarily grading
  - Can run extra test cases, look at code, grade fairly
  - But use of feedback servers/edX edge is mandatory
- Will test out immediately with HW 0 images
  - HW 1 - 2 will have both code and image feedbacks
  - Can use any (laptop/desktop) computer. We also try to have the basement labs fully set up.

26

## Demo of edX/UCSD Online, Feedbacks



27

## Online Lectures

- Online lectures and screencasts for most course:
  - <http://viscomp.ucsd.edu/classes/cse167/wi23/index.html>
  - (with English and Chinese! Subtitles [courtesy XuetangX])
  - Review for CSE 167 (but still have regular classes)
  - For general interest (share with non-CS 167 students)
- Originally recorded in 2012 for MOOC offering
  - CAVEAT: Does not include all material (curves)
  - Was updated in 2017 for more recent OpenGL
  - Same as video lectures on UCSD online (some errata)
- Currently view lectures as complementary
  - Hence, viewing them optional (e.g. miss a class)
  - Please note caveats; “official” CSE 167 is in class
- UCSD Canvas lectures from last year

28

## Workload

- Lots of fun, rewarding but may involve significant work
- 4 programming projects (+HW 0); almost all are time-consuming (individual except HW 4). **START EARLY !!**
- Course will involve understanding of mathematical, geometrical concepts taught (tested on midterm)
  - No final; will do a take-home small assignment instead
- Grade mostly programming, weights on website
  - Ignore weighting on UCSD online site; we weight as on CSE 167 site
- Prerequisites: Solid C/C++/Java/Python programming background. Linear algebra (review on Thu) and general math skills. No knowledge of graphics/OpenGL needed.
  - Should be able to pick up C/C++, and look up some OpenGL
- Should be a difficult but fun and rewarding course

29

## CSE 167 is only a first step

- If you enjoy CSE 167 and do well:
- In Spring: CSE 168 (Rendering continues; Li)
- Next winter: CSE 169 (Animation)
- CSE 165 (VR)
- Graduate: CSE 274 (Topics), many 291s, 273 (Computational Photography)

30

## To Do

- Look at website
- Various policies for course. E-mail if confused.
- Sign up for UCSD Online, Piazza, etc.
- Skim assignments if you want. All are ready
- Assignment 0, Due Jan 18 next week (see website). [both parts needed, total 10 points]
- Set up compilation framework in HW 0, feedback
  - Also test HW1, HW 2, HW 3 (curves)
  - Make sure you can compile multi-file from scratch (HW4)
- Any questions?

31

## History

- Brief history of significant developments in field
- End with a video showcasing graphics



The term Computer Graphics was coined by William Fetter of Boeing in 1960  
First graphic system in mid 1950s USAF SAGE radar data (developed MIT)

32

## How far we've come: TEXT



Manchester Mark I

Display →



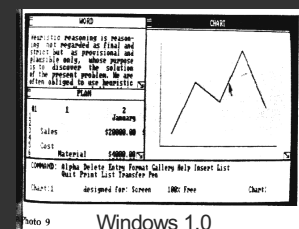
33

## From Text to GUIs

- Invented at PARC circa 1975. Used in the Apple Macintosh, and now prevalent everywhere.



Xerox Star



Windows 1.0

34

## Drawing: Sketchpad (1963)

- Sketchpad (Sutherland, MIT 1963)
- First interactive graphics system ([VIDEO](#))
- Many of concepts for drawing in current systems
  - Pop up menus
  - Constraint-based drawing
  - Hierarchical Modeling



35

## Paint Systems

- SuperPaint system: Richard Shoup, Alvy Ray Smith (PARC, 1973-79)



- Nowadays, image processing programs like Photoshop can draw, paint, edit, etc.

36

## Image Processing

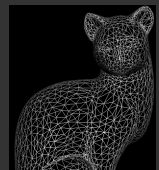
- Digitally alter images, crop, scale, composite
- Add or remove objects
- Sports broadcasts for TV (combine 2D and 3D processing)



37

## Modeling

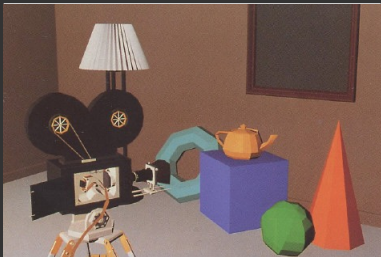
- Spline curves, surfaces: 70<sup>s</sup> – 80<sup>s</sup>
- Utah teapot: Famous 3D model
- More recently: Triangle meshes often acquired from real objects



38

## Rendering: 1960s (visibility)

- Roberts (1963), Appel (1967) - hidden-line algorithms
- Warnock (1969), Watkins (1970) - hidden-surface
- Sutherland (1974) - visibility = sorting

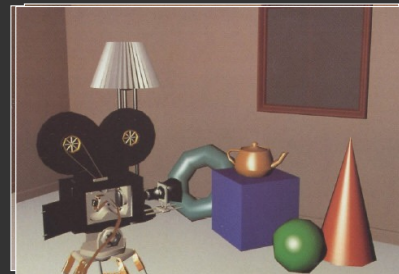


Images from FvDFH, Pixar's Shutterbug  
Slide ideas for history of Rendering courtesy Marc Levoy

39

## Rendering: 1970s (lighting)

- 1970s - raster graphics
- Gouraud (1971) - diffuse lighting, Phong (1974) - specular lighting
- Blinn (1974) - curved surfaces, texture
- Catmull (1974) - Z-buffer hidden-surface algorithm

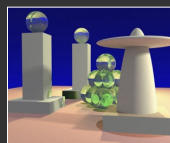
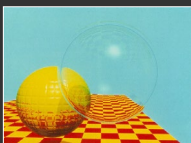


40

## Rendering (1980s, 90s: Global Illumination)

early 1980s - global illumination

- Whitted (1980) - ray tracing
- Goral, Torrance et al. (1984) radiosity
- Kajiya (1986) - the rendering equation



41

## History of Computer Animation

- 10 min clip from video on history of animation
- <http://www.youtube.com/watch?v=LzZwILUvAkQ>
- Covers sketchpad, animation, basic modeling, rendering
- A synopsis of what this course is about
- (watch offline if short on time)

42