3D Viewing

COMP 770

Fall 2011
Viewing, backward and forward

• So far have used the backward approach to viewing
  – start from pixel
  – ask what part of scene projects to pixel
  – explicitly construct the ray corresponding to the pixel

• Next will look at the forward approach
  – start from a point in 3D
  – compute its projection into the image

• Central tool is matrix transformations
  – combines seamlessly with coordinate transformations used to position camera and model
  – ultimate goal: single matrix operation to map any 3D point to its correct screen location.
Forward viewing

• Would like to just invert the ray generation process
• Problem 1: ray generation produces rays, not points in scene
• Inverting the ray tracing process requires division for the perspective case
Mathematics of projection

- Always work in eye coords
  - assume eye point at 0 and plane perpendicular to z

- Orthographic case
  - a simple projection: just toss out z

- Perspective case: scale diminishes with z
  - and increases with d
Pipeline of transformations

• Standard sequence of transforms
Parallel projection: orthographic

to implement orthographic, just toss out z:

\[
\begin{bmatrix}
x' \\
y' \\
1
\end{bmatrix}
= \begin{bmatrix}
x \\
y \\
1
\end{bmatrix}
= \begin{bmatrix}
1 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 \\
0 & 0 & 0 & 1
\end{bmatrix}
\begin{bmatrix}
x \\
y \\
z \\
1
\end{bmatrix}
\]
Parallel projection: oblique

to implement oblique, shear then toss out $z$:

$$
\begin{bmatrix}
x' \\
y' \\
1
\end{bmatrix} = \begin{bmatrix} x + az \\ y + bz \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & a & 0 \\ 0 & 1 & b & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}
$$
View volume: orthographic
Viewing a cube of size 2

• Start by looking at a restricted case: the *canonical view volume*
• It is the cube \([0, 1]^3\), viewed from the \(z\) direction
• Matrix to project it into a square image in \([0, 1]^2\) is trivial:

\[
\begin{bmatrix}
1 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 1 \\
\end{bmatrix}
\]
Viewing a cube of size 2

- To draw in image, need coordinates in pixel units, though
- Exactly the opposite of mapping \((i,j)\) to \((u,v)\) in ray generation
Windowing transforms

- This transformation is worth generalizing: take one axis-aligned rectangle or box to another
  - a useful, if mundane, piece of a transformation chain

\[
\begin{bmatrix}
1 & 0 & x'\_l \\
0 & 1 & y'\_l \\
0 & 0 & 1
\end{bmatrix}
\begin{bmatrix}
\frac{x'\_h-x'\_l}{x_h-x_l} & 0 & 0 \\
0 & \frac{y'\_h-y'\_l}{y_h-y_l} & 0 \\
0 & 0 & 1
\end{bmatrix}
\begin{bmatrix}
1 & 0 & -x_l \\
0 & 1 & -y_l \\
0 & 0 & 1
\end{bmatrix}
\]

[Shirley3e f. 6-16; eq. 6-6]
Viewport transformation

\[
\begin{bmatrix}
1 \\
-1 \\
-1 \\
1
\end{bmatrix}
\rightarrow
\begin{bmatrix}
\frac{n_x}{2} & 0 & \frac{n_x - 1}{2} \\
0 & \frac{n_y}{2} & \frac{n_y - 1}{2} \\
0 & 0 & 1
\end{bmatrix}
\begin{bmatrix}
x_{\text{canonical}} \\
y_{\text{canonical}} \\
1
\end{bmatrix}
\]
Viewport transformation

• In 3D, carry along \( z \) for the ride
  – one extra row and column

\[
M_{vp} = \begin{bmatrix}
\frac{n_x}{2} & 0 & 0 & \frac{n_x - 1}{2} \\
0 & \frac{n_y}{2} & 0 & \frac{n_y - 1}{2} \\
0 & 0 & 1 & 0 \\
0 & 0 & 0 & 1
\end{bmatrix}
\]
Orthographic projection

- First generalization: different view rectangle
  - retain the minus-z view direction
  - specify view by left, right, top, bottom (as in RT)
  - also near, far
Clipping planes

- In object-order systems we always use at least two *clipping planes* that further constrain the view volume
  - near plane: parallel to view plane; things between it and the viewpoint will not be rendered
  - far plane: also parallel; things behind it will not be rendered

- These planes are:
  - partly to remove unnecessary stuff (e.g. behind the camera)
  - but really to constrain the range of depths
    (we’ll see why later)
Orthographic projection

• We can implement this by mapping the view volume to the canonical view volume.

• This is just a 3D windowing transformation!

\[
\begin{bmatrix}
\frac{x_h-x_i}{x_h-x_i} & 0 & 0 & \frac{x_i x_h-x_i x_i}{x_h-x_i} \\
0 & \frac{y_h-y_i}{y_h-y_i} & 0 & \frac{y_i y_h-y_i y_i}{y_h-y_i} \\
0 & 0 & \frac{z_h-z_i}{z_h-z_i} & \frac{z_i z_h-z_i z_i}{z_h-z_i} \\
0 & 0 & 0 & 1
\end{bmatrix}
\]

\[
M_{\text{orth}} = \begin{bmatrix}
\frac{2}{r-l} & 0 & 0 & -\frac{r+l}{r-l} \\
0 & \frac{2}{t-b} & 0 & -\frac{t+b}{t-b} \\
0 & 0 & \frac{2}{n-f} & -\frac{n+f}{n-f} \\
0 & 0 & 0 & 1
\end{bmatrix}
\]
Camera and modeling matrices

• We worked out all the preceding transforms starting from eye coordinates
  – before we do any of this stuff we need to transform into that space

• Transform from world (canonical) to eye space is traditionally called the viewing matrix
  – it is the canonical-to-frame matrix for the camera frame
  – that is, $F_c^{-1}$

• Remember that geometry would originally have been in the object’s local coordinates; transform into world coordinates is called the modeling matrix, $M_m$

• Note some systems (e.g. OpenGL) combine the two into a modelview matrix and just skip world coordinates
Viewing transformation

the camera matrix rewrites all coordinates in eye space
Orthographic transformation chain

- Start with coordinates in object’s local coordinates
- Transform into world coords (modeling transform, $M_m$)
- Transform into eye coords (camera xf., $M_{\text{cam}} = F_c^{-1}$)
- Orthographic projection, $M_{\text{orth}}$
- Viewport transform, $M_{\text{vp}}$

$$p_s = M_{\text{vp}}M_{\text{orth}}M_{\text{cam}}M_m p_o$$

$$\begin{bmatrix} x_s \\ y_s \\ z_c \\ 1 \end{bmatrix} = \begin{bmatrix} \frac{n_x}{2} & 0 & 0 & \frac{n_x-1}{2} \\ 0 & \frac{n_y}{2} & 0 & \frac{n_y-1}{2} \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \frac{2}{r-l} & 0 & 0 & -\frac{r+l}{r-l} \\ 0 & \frac{2}{t-b} & 0 & -\frac{t+b}{t-b} \\ 0 & 0 & \frac{2}{n-f} & -\frac{n+f}{n-f} \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} u \\ v \\ w \\ e \end{bmatrix}^{-1} M_m \begin{bmatrix} x_o \\ y_o \\ z_o \\ 1 \end{bmatrix}$$
Perspective projection

similar triangles:

\[
\frac{y'}{d} = \frac{y}{-z}
\]

\[
y' = -dy/z
\]
Homogeneous coordinates revisited

- Perspective requires division
  - that is not part of affine transformations
  - in affine, parallel lines stay parallel
    - therefore not vanishing point
    - therefore no rays converging on viewpoint

- “True” purpose of homogeneous coords: projection
Homogeneous coordinates revisited

- Introduced $w = 1$ coordinate as a placeholder

\[
\begin{bmatrix}
  x \\
  y \\
  z \\
  1
\end{bmatrix}
\rightarrow
\begin{bmatrix}
  x \\
  y \\
  z \\
  1
\end{bmatrix}
\]
- used as a convenience for unifying translation with linear

- Can also allow arbitrary $w$

\[
\begin{bmatrix}
  x \\
  y \\
  z \\
  1
\end{bmatrix}
\sim
\begin{bmatrix}
  wx \\
  wy \\
  wz \\
  w
\end{bmatrix}
\]
Implications of $w$

$$\begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix} \sim \begin{bmatrix} wx \\ wy \\ wz \\ w \end{bmatrix}$$

- All scalar multiples of a 4-vector are equivalent
- When $w$ is not zero, can divide by $w$
  - therefore these points represent “normal” affine points
- When $w$ is zero, it’s a point at infinity, a.k.a. a direction
  - this is the point where parallel lines intersect
  - can also think of it as the vanishing point
- Digression on projective space
Perspective projection

to implement perspective, just move z to w:

\[
\begin{bmatrix}
    x' \\
    y' \\
    1
\end{bmatrix} = \begin{bmatrix}
    -dx/z \\
    -dy/z \\
    1
\end{bmatrix} \sim \begin{bmatrix}
    dx \\
    dy \\
    -z
\end{bmatrix} = \begin{bmatrix}
    d & 0 & 0 & 0 \\
    0 & d & 0 & 0 \\
    0 & 0 & -1 & 0
\end{bmatrix} \begin{bmatrix}
    x \\
    y \\
    z \\
    1
\end{bmatrix}
\]
View volume: perspective
View volume: perspective (clipped)
Carrying depth through perspective

- Perspective has a varying denominator—can’t preserve depth!
- Compromise: preserve depth on near and far planes

\[
\begin{bmatrix}
x' \\
y' \\
z' \\
1
\end{bmatrix} \sim \begin{bmatrix}
\tilde{x} \\
\tilde{y} \\
\tilde{z} \\
-\tilde{z}
\end{bmatrix} = \begin{bmatrix}
d & 0 & 0 & 0 \\
0 & d & 0 & 0 \\
0 & 0 & a & b \\
0 & 0 & -1 & 0
\end{bmatrix} \begin{bmatrix}
x \\
y \\
z \\
1
\end{bmatrix}
\]

- that is, choose \( a \) and \( b \) so that \( \tilde{z}(n) = n \) and \( \tilde{z}(f) = f \).

\[
\tilde{z}(z) = az + b
\]

\[
z'(z) = \frac{\tilde{z}}{-\tilde{z}} = \frac{az + b}{-\tilde{z}}
\]

want \( z'(n) = n \) and \( z'(f) = f \)

result: \( a = -(n + f) \) and \( b = nf \) (try it)
Official perspective matrix

• Use near plane distance as the projection distance
  – i.e., \( d = -n \)

• Scale by \(-1\) to have fewer minus signs
  – scaling the matrix does not change the projective transformation

\[
P = \begin{bmatrix}
n & 0 & 0 & 0 \\
0 & n & 0 & 0 \\
0 & 0 & n + f & -fn \\
0 & 0 & 1 & 0 \\
\end{bmatrix}
\]
Perspective projection matrix

- Product of perspective matrix with orth. projection matrix

\[ M_{\text{per}} = M_{\text{orth}} P \]

\[
\begin{bmatrix}
\frac{2}{r-l} & 0 & 0 & -\frac{r+l}{r-l} \\
0 & \frac{2}{t-b} & 0 & -\frac{t+b}{t-b} \\
0 & 0 & \frac{2}{n-f} & -\frac{n+f}{n-f} \\
0 & 0 & 0 & 1
\end{bmatrix}
\begin{bmatrix}
n & 0 & 0 & 0 \\
0 & n & 0 & 0 \\
0 & 0 & n+f & -fn \\
0 & 0 & 1 & 0
\end{bmatrix}
\]

\[
\begin{bmatrix}
\frac{2n}{r-l} & 0 & \frac{l+r}{l-r} & 0 \\
0 & \frac{2n}{t-b} & \frac{b+t}{b-t} & 0 \\
0 & 0 & \frac{f+n}{n-f} & \frac{2fn}{f-n} \\
0 & 0 & 1 & 0
\end{bmatrix}
\]
Perspective transformation chain

- Transform into world coords (modeling transform, $M_m$)
- Transform into eye coords (camera xf., $M_{\text{cam}} = F_c^{-1}$)
- Perspective matrix, $P$
- Orthographic projection, $M_{\text{orth}}$
- Viewport transform, $M_{vp}$

\[
p_s = M_{vp}M_{\text{orth}}PM_{\text{cam}}M_mp_o
\]

\[
\begin{bmatrix}
x_s \\
y_s \\
z_c \\
1
\end{bmatrix} = \begin{bmatrix}
n_x/2 & 0 & 0 & n_x-1/2 \\
0 & n_y/2 & 0 & n_y-1/2 \\
0 & 0 & 1 & 0 \\
0 & 0 & 0 & 1
\end{bmatrix} \begin{bmatrix}
\frac{2}{r-l} & 0 & 0 & -\frac{r+l}{r-l} \\
0 & \frac{2}{t-b} & 0 & -\frac{t+b}{t-b} \\
0 & 0 & \frac{2}{n-f} & -\frac{n+f}{n-f} \\
0 & 0 & 0 & 1
\end{bmatrix} \begin{bmatrix}
n & 0 & 0 & 0 \\
0 & n & 0 & 0 \\
0 & 0 & n+f & -fn \\
0 & 0 & 1 & 0
\end{bmatrix} \begin{bmatrix}
x_o \\
y_o \\
z_o \\
1
\end{bmatrix}
\]
OpenGL view frustum: orthographic

Note OpenGL puts the near and far planes at \(-n\) and \(-f\) so that the user can give positive numbers.
OpenGL view frustum: perspective

Note OpenGL puts the near and far planes at $-n$ and $-f$ so that the user can give positive numbers.
Pipeline of transformations

- Standard sequence of transforms