CS380: Computer Graphics
Viewing Transformation

Sung-Eui Yoon
(윤성의)

Course URL:
http://sgvr.kaist.ac.kr/~sungeui/CG/

KAIST

Class Objectives

- Know camera setup parameters
- Understand viewing and projection processes

- Related to Ch. 4: Camera Setting

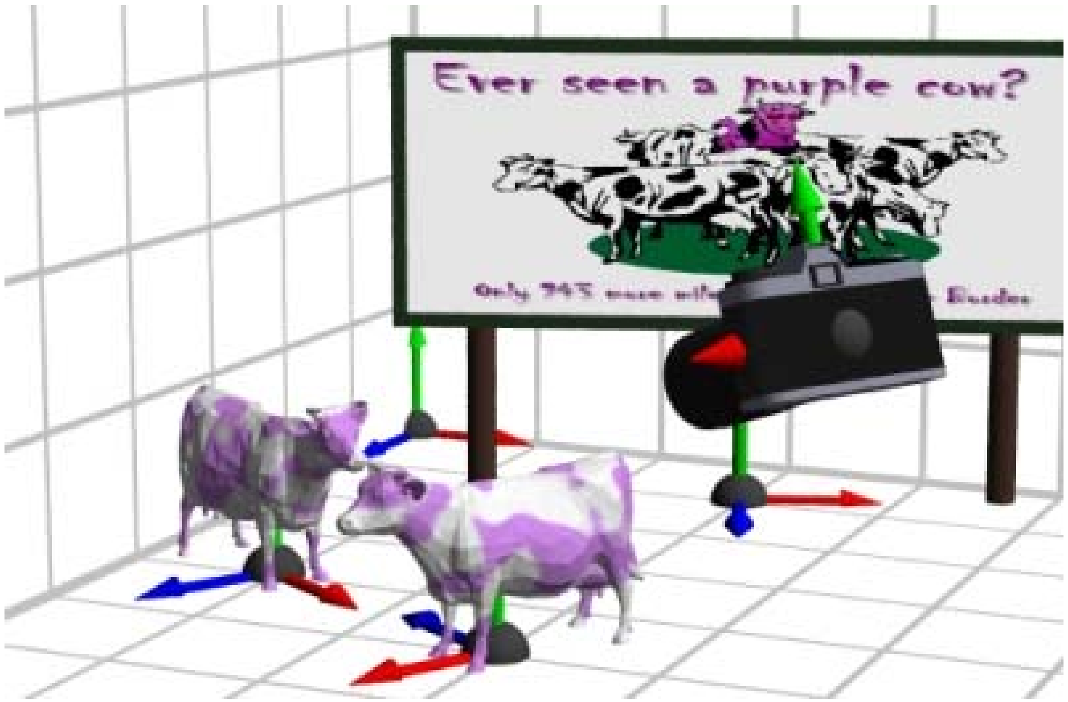
- At the last class:
  - Briefly went over rendering pipeline
  - 3D rotation w/ the frame concept
  - Geometric meanings of dot product and cross products

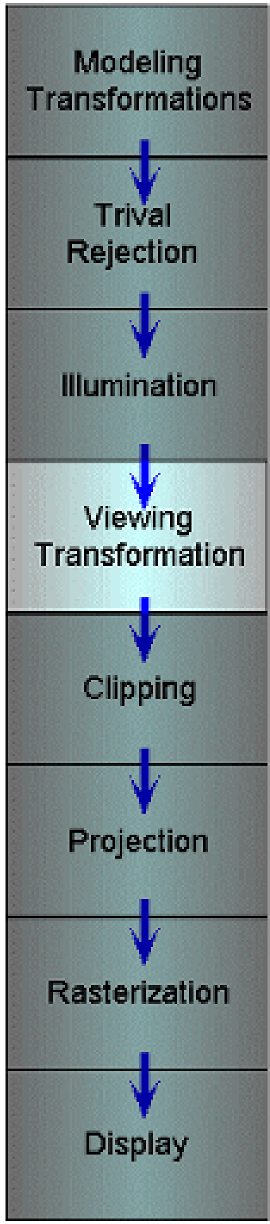
Questions

- **In rendering pipeline, it seems to me that the Trivial rejection in Modeling Transforms and Clipping do the same function. Eliminating not visible things. What is the difference between them?**

Viewing Transformations

- **Map points from world spaces to eye space**
  - **Can be composed from rotations and translations**



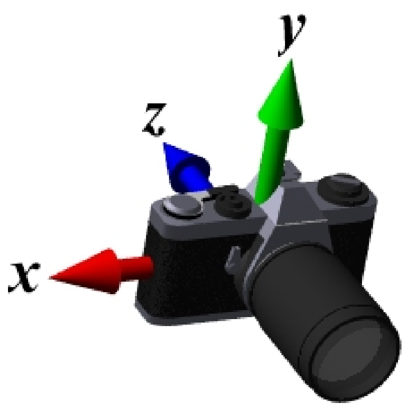


Viewing Transformations

- **Goal: specify position and orientation of our camera**
  - **Defines a coordinate frame for eye space**

"Framing" the Picture

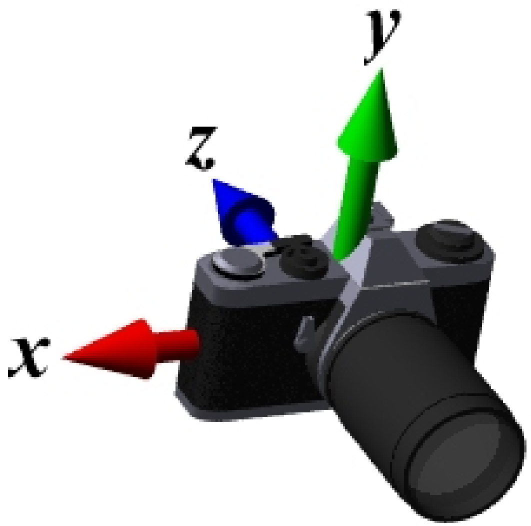
- **A new camera coordinate**
  - **Camera position at the origin**
  - **Z-axis aligned with the view direction**
  - **Y-axis aligned with the up direction**



- **More natural to think of camera as an object positioned in the world frame**

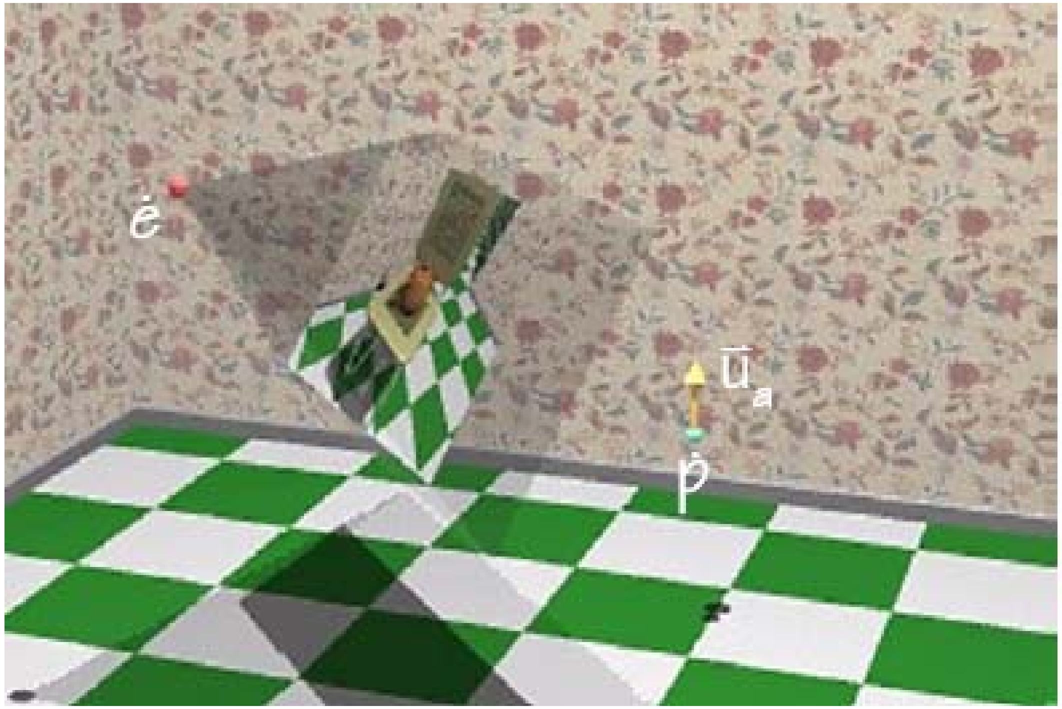
Viewing Steps

- **Rotate to align the two coordinate frames and, then, translate to move world space origin to camera's origin**



An Intuitive Specification

- **Specify three quantities:**
  - **Eye point (e) - position of the camera**
  - **Look-at point (p) - center of the image**
  - **Up-vector ($\vec{u}_a$) - will be oriented upwards in the image**



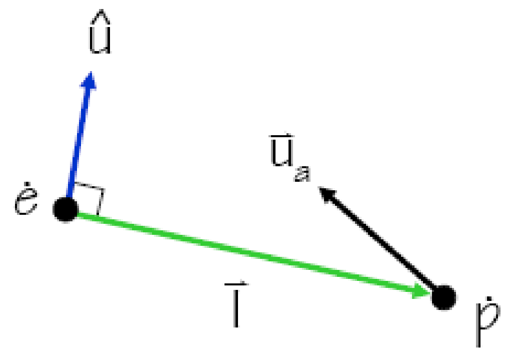
Deriving the Viewing Transformation

- **First compute the look-at vector and normalize**

$$\vec{l} = p - e \qquad \hat{l} = \frac{\vec{l}}{|\vec{l}|}$$

- **Compute right vector and normalize**
  - **Perpendicular to the look-at and up vectors**

$$\vec{r} = \vec{l} \times \vec{u}_a \qquad \hat{r} = \frac{\vec{r}}{|\vec{r}|}$$



- **Adjust up-vector**
  - $\vec{u}_a$ **is only approximate direction**
  - **Perpendicular to right and look-at vectors**

$$\hat{u} = \hat{r} \times \hat{l}$$

Our Approach

- **Translate the camera origin to the world origin, followed by rotating the camera coordinates (E) to the world coordinate (W):**

$$\boldsymbol{W}\boldsymbol{c} = \boldsymbol{E}\mathrm{R}_{v}\boldsymbol{T}_{-\boldsymbol{e}}\boldsymbol{c}$$

Rotation Component

- **Map our vectors to the cartesian coordinate axes**

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = [\hat{\mathrm{r}} \quad \hat{\mathrm{u}} \quad -\hat{\mathrm{l}}]\mathrm{R_v}$$

- **To compute** $\mathrm{R_v}$ **we invert the matrix on the right**
  - **This matrix M is orthonormal (or orthogonal) – its rows are orthonormal basis vectors: vectors mutually orthogonal and of unit length**
  - **Then,** $\mathrm{M}^{-1} = \mathrm{M}^{\mathrm{T}}$
  - **So,**

$$\mathbf{R}_v = \begin{bmatrix} \hat{\mathrm{r}}^{\mathrm{t}} \\ \hat{\mathrm{u}}^{\mathrm{t}} \\ -\hat{\mathrm{l}}^{\mathrm{t}} \end{bmatrix}$$

KAIST

Translation Component

- **Need to translate all world-space coordinates so that the eye point is at the origin**
- **Composing these transformations gives our viewing transform, V**

$$\dot{w}^t = \dot{e}^t \mathbf{R}_v \mathbf{T}_{-\dot{e}}$$

$$\mathbf{V} = \mathbf{R}_v \mathbf{T}_{-\dot{e}} = \begin{bmatrix} \hat{r}_x & \hat{r}_y & \hat{r}_z & 0 \\ \hat{u}_x & \hat{u}_y & \hat{u}_z & 0 \\ -\hat{l}_x & -\hat{l}_y & -\hat{l}_z & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & -e_x \\ 0 & 1 & 0 & -e_y \\ 0 & 0 & 1 & -e_z \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} & \hat{r} & & -\hat{r} \cdot \vec{e} \\ & \hat{u} & & -\hat{u} \cdot \vec{e} \\ & -\hat{l} & & \hat{l} \cdot \vec{e} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Transform a world-space point into a point in the eye-space

Viewing Transform in OpenGL

- **OpenGL utility (glu) library provides a viewing transformation function:**

gluLookAt (double eyex, double eyey, double eyez,
double centerx, double centery, double centerz,
double upx, double upy, double upz)

  - **Computes the same transformation that we derived and composes it with the current matrix**

Same to glm::gtc::matrix_transform::lookAt (..)

Example in the Skeleton Codes of PA2

```
void setCamera ()
{ …
 // initialize camera frame transforms
    for (i=0; i < cameraCount; i++ )
    {
      double* c = cameras[i];
      wld2cam.push_back(FrameXform());
      glPushMatrix();
      glLoadIdentity();
      gluLookAt(c[0],c[1],c[2], c[3],c[4],c[5], c[6],c[7],c[8]);
      glGetDoublev( GL_MODELVIEW_MATRIX, wld2cam[i].matrix() );
      glPopMatrix();
      cam2wld.push_back(wld2cam[i].inverse());
    }
….
}
```

Projections

- **Map 3D points in eye space to 2D points in image space**

- **Two common methods**
  - **Orthographic projection**
  - **Perspective projection**

Orthographic Projection

- Projects points along lines parallel to z-axis
  - Also called parallel projection
  - Used for top and side views in drafting and modeling applications
- Appears unnatural due to lack of perspective foreshortening

Notice that the parallel lines of the tiled floor remain parallel after orthographic projection!

Orthographic Projection

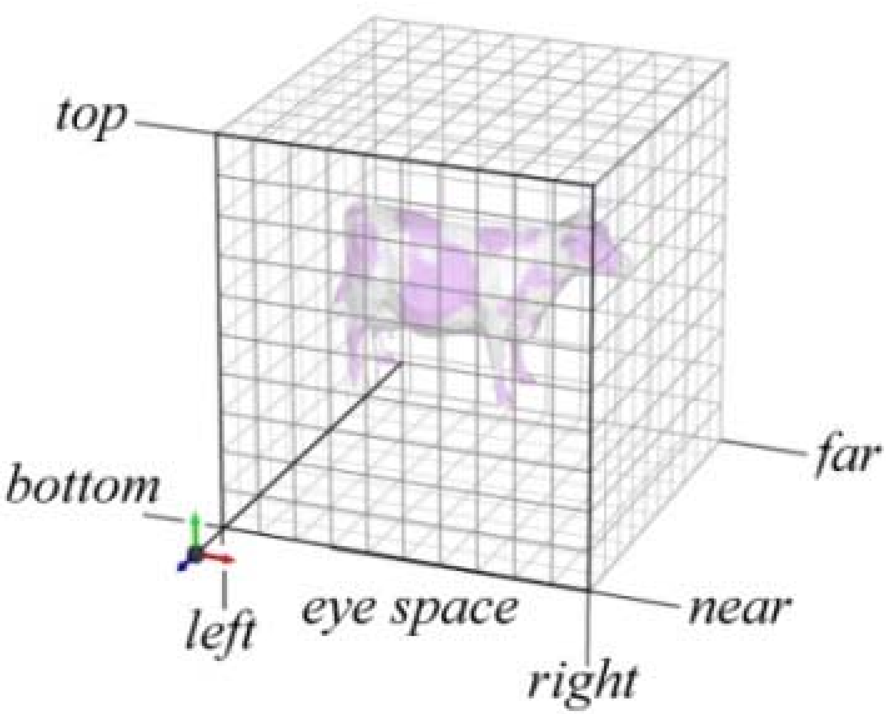
- **The projection matrix for orthographic projection is very simple**

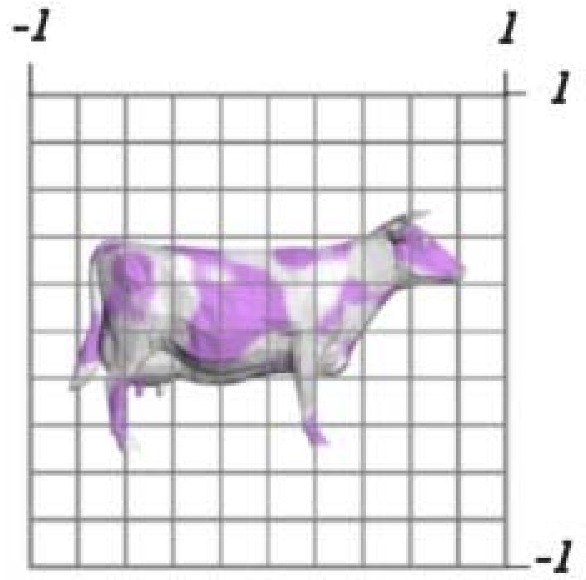
$$\begin{bmatrix} x' \\ y' \\ z' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

- **Next step is to convert points to NDC**

View Volume and Normalized Device Coordinates

- **Define a view volume**
- **Compose projection with a scale and a translation that maps eye coordinates to normalized device coordinates**





Normalized Device Coordinates

Orthographic Projections to NDC

$$\begin{bmatrix} x' \\ y' \\ z' \\ 1 \end{bmatrix} = \begin{bmatrix} \frac{2}{r-l} & 0 & 0 & \frac{-(r+l)}{r-l} \\ 0 & \frac{2}{t-b} & 0 & \frac{-(t+b)}{t-b} \\ 0 & 0 & \frac{2}{f-n} & \frac{-(f+n)}{f-n} \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

Scale the z coordinate in exactly the same way. Technically, this coordinate is not part of the projection. But, we will use this value of z for other purposes

Some sanity checks:

$$x'(l) = \frac{2l}{r-l} - \frac{r+l}{r-l} = -\frac{r-l}{r-l} = -1$$

KAIST

Orthographic Projection in OpenGL

- **This matrix is constructed by the following OpenGL call:**

```
void glOrtho(double left, double right,
             double bottom, double top,
             double near, double far );
```

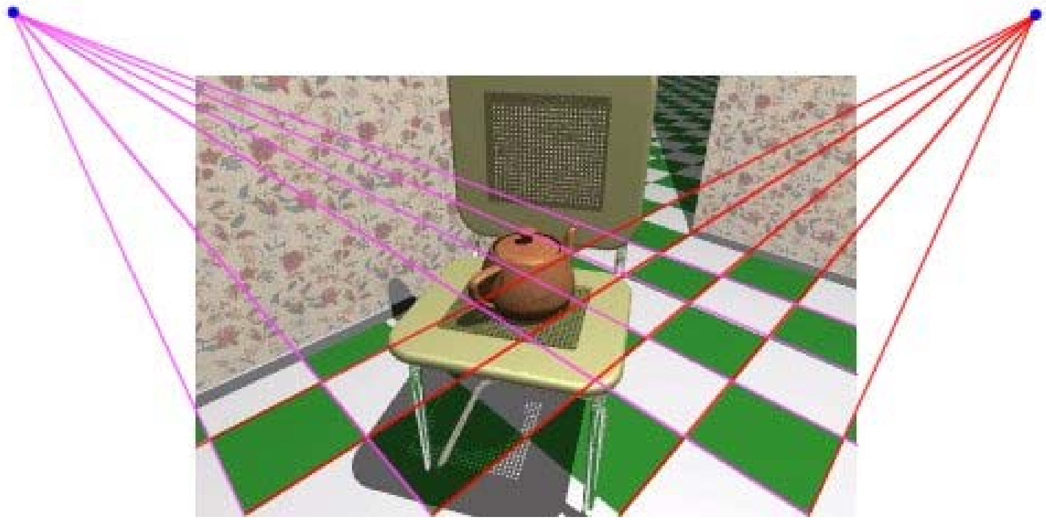
Same to glm::gtc::matrix_transform::ortho (..)

Perspective Projection

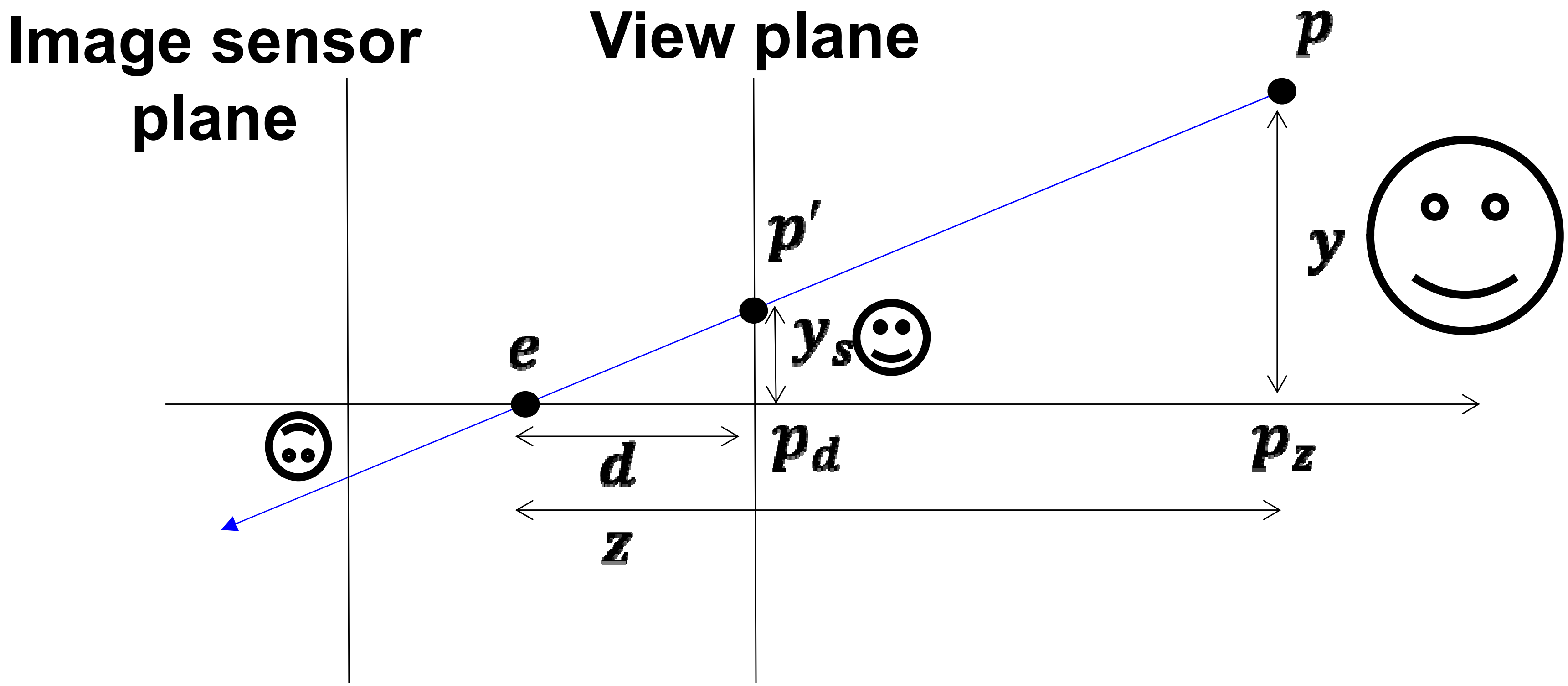
- **Artists (Donatello, Brunelleschi, Durer, and Da Vinci) during the renaissance discovered the importance of perspective for making images appear realistic**
- **Perspective causes objects nearer to the viewer to appear larger than the same object would appear farther away**
- **Homogenous coordinates allow perspective projections using linear operators**

Signs of Perspective

- **Lines in projective space always intersect at a point**



Perspective Projection for a Pinhole Camera



$$y_s = d\frac{y}{z}$$

Perspective Projection Matrix

- The simplest transform for perspective projection is:

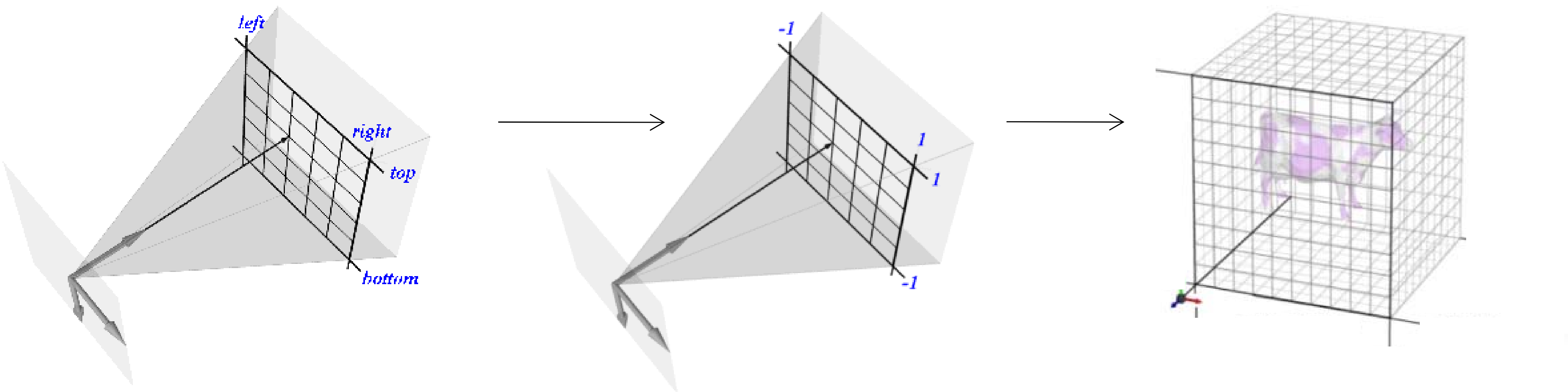
$$\begin{bmatrix} wx' \\ wy' \\ wz' \\ w \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

- We divide by w to make the fourth coordinate 1
  - In this example, w = z
  - Therefore, x′ = x / z, y′ = y / z, z′ = 0

KAIST

Normalized Perspective

- **As in the orthographic case, we map to normalized device coordinates**



NDC

NDC Perspective Matrix

$$\begin{bmatrix} wx' \\ wy' \\ wz' \\ w \end{bmatrix} = \begin{bmatrix} \frac{2\cdot near}{right-left} & 0 & \frac{-(right+left)}{right-left} & 0 \\ 0 & \frac{2\cdot near}{top-bottom} & \frac{-(top+bottom)}{top-bottom} & 0 \\ 0 & 0 & \frac{far+near}{far-near} & \frac{-2\cdot far\cdot near}{far-near} \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

- **The values of left, right, top, and bottom are specified at the near depth. Let's try some sanity checks:**

$$\begin{matrix} x = left \\ z = near \end{matrix} \Rightarrow x' = \frac{\frac{2\cdot near\cdot left}{right-left} - \frac{near(right+left)}{right-left}}{near} = \frac{-near}{near} = -1$$

$$\begin{matrix} x = right \\ z = near \end{matrix} \Rightarrow x' = \frac{\frac{2\cdot near\cdot right}{right-left} - \frac{near(right+left)}{right-left}}{near} = \frac{near}{near} = 1$$

NDC Perspective Matrix

$$\begin{bmatrix} wx' \\ wy' \\ wz' \\ w \end{bmatrix} = \begin{bmatrix} \frac{2 \cdot near}{right - left} & 0 & \frac{-(right+left)}{right-left} & 0 \\ 0 & \frac{2 \cdot near}{top - bottom} & \frac{-(top+bottom)}{top-bottom} & 0 \\ 0 & 0 & \frac{far+near}{far-near} & \frac{-2 \cdot far \cdot near}{far-near} \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

- **The values of left, right, top, and bottom are specified at the near depth. Let's try some sanity checks:**

$$z = far \Rightarrow z' = \frac{far \frac{far + near}{far - near} + \frac{-2 \cdot far \cdot near}{far - near}}{far} = \frac{\frac{far(far - near)}{far - near}}{far} = 1$$

$$z = near \Rightarrow z' = \frac{near \frac{far + near}{far - near} + \frac{-2 \cdot far \cdot near}{far - near}}{near} = \frac{\frac{near(near - far)}{far - near}}{near} = -1$$

Perspective in OpenGL

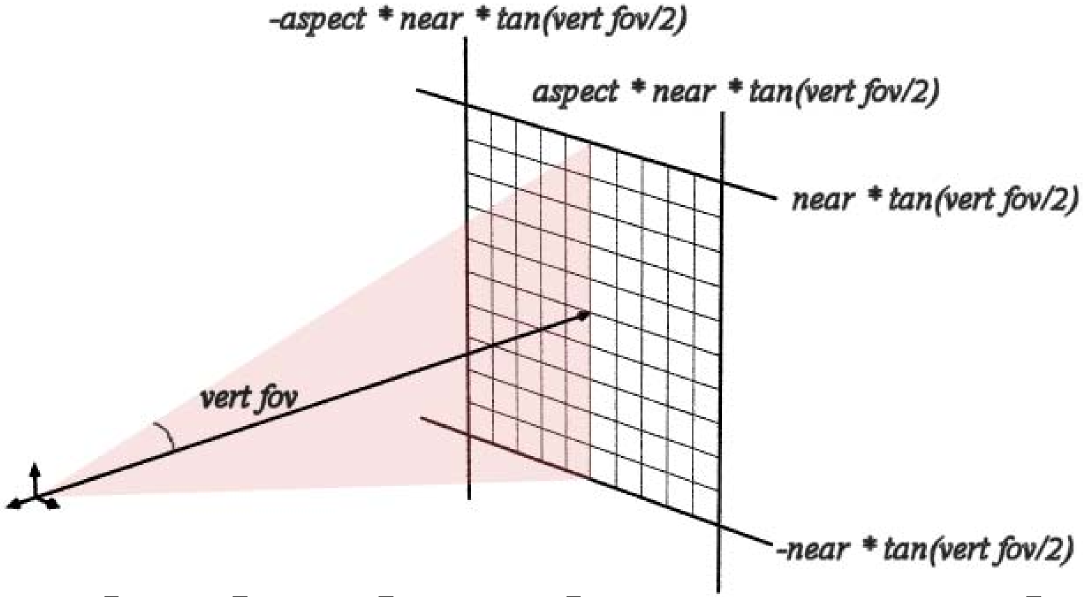
- **OpenGL provides the following function to define perspective transformations:**

  void glFrustum(double *left*, double *right*,
  double *bottom*, double *top*,
  double *near*, double *far*);

- **Some think that using glFrustum( ) is nonintuitive. So OpenGL provides a function with simpler, but less general capabilities**

  void gluPerspective(double *vertfov*, double *aspect*,
  double *near*, double *far*);

gluPerspective()

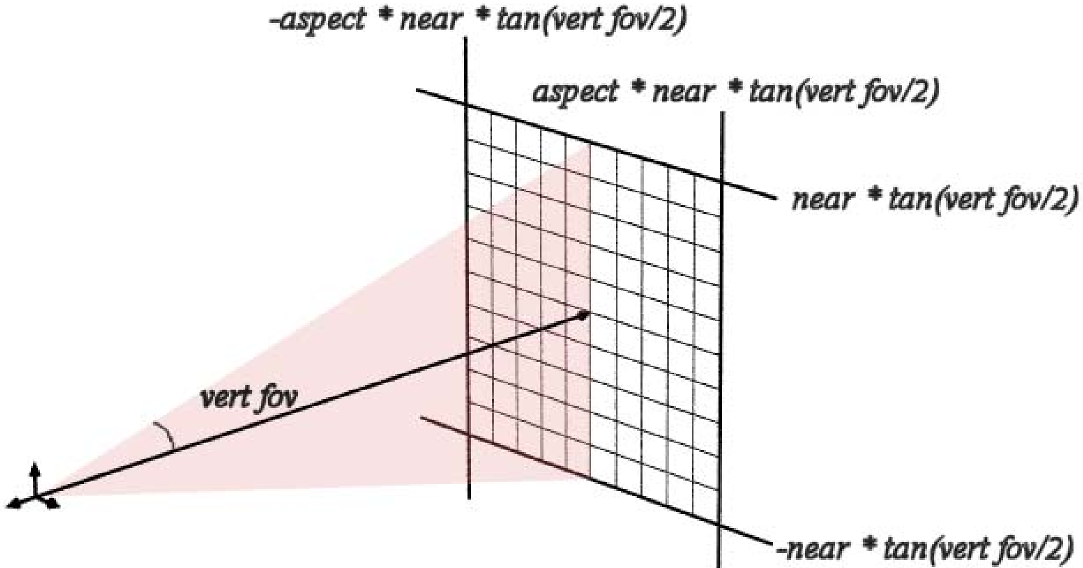


Simple "camera-like" model

Can only specify symmetric frustums

- **Substituting the extents into glFrustum()**

gluPerspective()



Simple "camera-like" model

Can only specify **symmetric** frustums

- Substituting the extents into glFrustum()

$$\begin{bmatrix} wx' \\ wy' \\ wz' \\ w \end{bmatrix} = \begin{bmatrix} \frac{COT(\frac{vertfov}{2})}{aspect} & 0 & 0 & 0 \\ 0 & COT(\frac{vertfov}{2}) & 0 & 0 \\ 0 & 0 & \frac{far+near}{far-near} & \frac{-2 \cdot far \cdot near}{far-near} \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

KAIST

Example in the Skeleton Codes of PA2

```
void reshape( int w, int h)
{
  width = w;    height = h;
  glViewport(0, 0, width, height);

  glMatrixMode(GL_PROJECTION);          // Select The Projection Matrix
  glLoadIdentity();                     // Reset The Projection Matrix
  // Define perspective projection frustum
  double aspect = width/double(height);

  gluPerspective(45, aspect, 1, 1024);
  glMatrixMode(GL_MODELVIEW);           // Select The Modelview Matrix

  glLoadIdentity();                     // Reset The Modelview Matrix
}
```


KAIST

Class Objectives were:

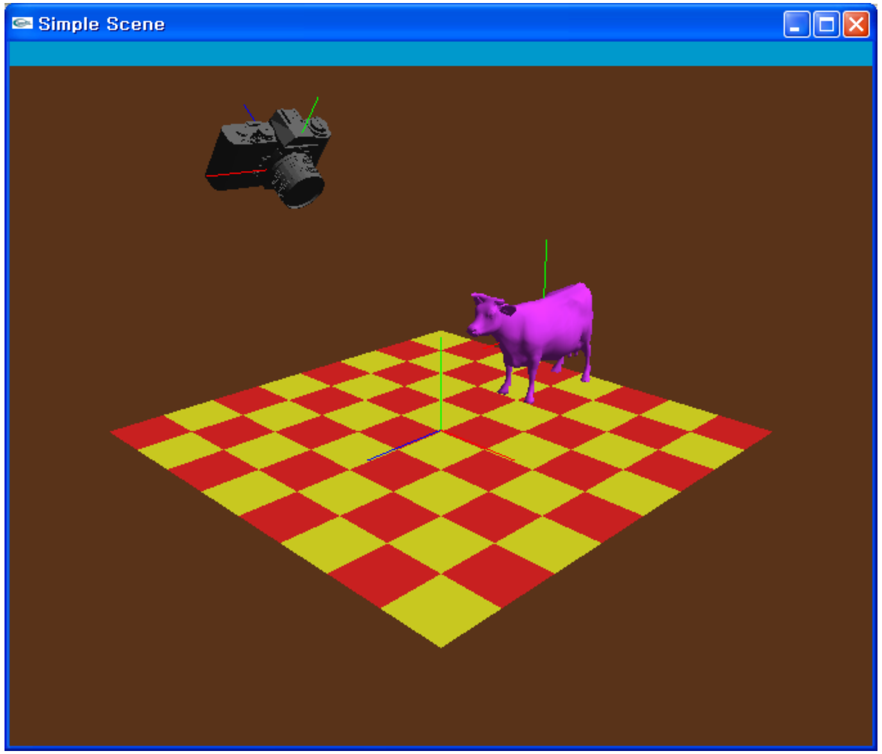
- Know camera setup parameters
- Understand viewing and projection processes

- Related to Ch. 4: Camera Setting

Homework

- **Watch SIGGRAPH Videos**
- **Go over the next lecture slides**

PA3

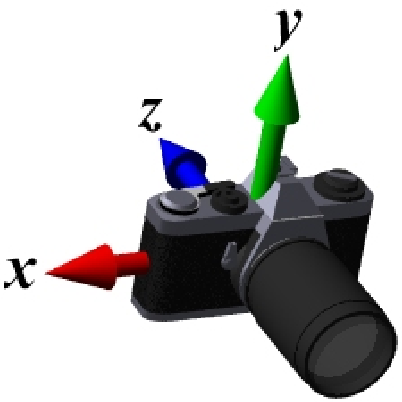


- **PA2: perform the transformation at the modeling space**
- **PA3: perform the transformation at the viewing space**

Next Time

- **Interaction**

figs


y
z
x