



#### COLUMBIA UNIVERSITY IN THE CITY OF NEW YORK

# **Advanced Computer Graphics**

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### **Course Overview**

### Goal: Know the state of the art Prepare for scientific research

# In COMS W4162

- You will
  - explore advanced topics in computer graphics
  - learn related math
  - read and discuss research papers
  - implement advanced algorithms
- You will NOT
  - touch every topics of graphics (only selected topics)
  - learn OpenGL

# **Topics in Computer Graphics**

- Traditionally, visual computing
  - Imaging: processing 2D images
  - Modeling: representing 3D objects
  - Rendering: from 3D to 2D
  - Animation: from static to dynamic

# Imaging

- Closely related to computer vision
  - Filtering, resampling, warping
  - Computational photograph
    - (e.g., Lytro camera)
  - Video processing https://www.youtube.com/watch?v=ONZcjs1Pjmk

# Rendering

- Photorealistic image rendering
  - Polygon rendering pipeline
  - Raytracing





Indigo by StompinTom





# Modeling

- 3D object representation
  - Polygon meshes
  - mesh processing (simplification, smoothing, etc.)
  - shape analysis (segmentation, symmetry detection, etc.)

https://www.youtube.com/watch?v=w\_r-cT2jngk

## Animation

- Physically-based simulation
  - rigid-body
  - deformable (cloth, hair, rubber)
  - fluid and air



# The field is growing ...

# **Topics in Computer Graphics**

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  - Imaging: processing 2D images
  - Modeling: representing 3D objects
  - Rendering: from 3D to 2D
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- Computational design (3D Fabrication)
- Sound synthesis / simulation
  https://www.youtube.com/watch?v=BjZ7CV6gill

## **Selected Topics**

- Image rendering
  - Monte Carlo ray tracing, Photonmapping
- Texture synthesis
- Mesh processing
  - Laplacian mesh editing, Simplification
- Finite element simulation
  - Basic FEM, static equilibrium, reduced simulation
- Fluids
  - SPH, vortex method

#### **Course Mechanics**

# Enjoy the class!