CSE 167: Introduction to Computer Graphics Lecture #14: Procedural Modeling

Jürgen P. Schulze, Ph.D.
University of California, San Diego
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Announcements

- Project 6 due tomorrow
- Monday: Midterm discussion
- Next Thursday: Midterm #2
- Final project description released tomorrow evening

Lecture Overview

- Procedural Modeling
  - Concepts
  - Algorithms

3D Modeling

- Creating 3D objects/scenes and defining their appearance (texture, etc.)
- So far we created
  - Triangle meshes
  - Bezier patches
- Interactive modeling
  - Place vertices, control points manually
- For realistic scenes, need extremely complex models containing millions or billions of primitives
- Modeling everything manually is extremely tedious

Alternatives

- Data-driven modeling
  - Scan model geometry from real world examples
  - Use laser scanners or similar devices
  - Use photographs as textures
  - Archives of 3D models
    - http://www-graphics.stanford.edu/data/3Dscanrep/
    - Reader for PLY point file format: http://w3.impa.br/~diego/software/rply/
- Procedural modeling
  - Construct 3D models and/or textures algorithmically

Photograph Rendering

[Levoy et al.]

Procedural Modeling

- Wide variety of techniques for algorithmic model creation
- Used to create models too complex (or tedious) to build manually
  - Terrain, clouds
  - Plants, ecosystems
  - Buildings, cities

[Deussen et al.]

- Usually defined by a small set of data, or rules, that describes the overall properties of the model
  - Tree defined by branching properties and leaf shapes
- Model is constructed by an algorithm
  - Often includes randomness to add variety
  - E.g., a single tree pattern can be used to model an entire forest

Randomness

- Use some sort of randomness to make models more interesting, natural, less uniform
- *Pseudorandom* number generation algorithms
  - Produce a sequence of (apparently) random numbers based on some initial seed value
- Pseudorandom sequences are repeatable, as one can always reset the sequence
  - E.g., if a tree is built using pseudorandom numbers, then the entire tree can be rebuilt by resetting the seed value
  - If the seed value is changed, a different sequence of numbers will be generated, resulting in a (slightly) different tree

Recursion

- Repeatedly apply the same operation (set of operations) to an object
- Generate self-similar objects: fractals
  - Objects which look similar when viewed at different scales
- For example, the shape of a coastline may appear as a jagged line on a map
  - As we zoom in, we see that there is more and more detail at finer scales
  - We always see a jagged line no matter how close we look at the coastline

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Height Fields

- Landscapes are often constructed as *height fields*
- Regular grid on the ground plane
- Store a height value at each point
- Can store large terrain in memory
  - No need to store all grid coordinates: inherent connectivity
- Shape terrain by operations that modify the height at each grid point
- Can generate height from grey scale values
  - Allows using image processing tools to create terrain height

Midpoint Displacement Algorithm

- Random midpoint displacement algorithm (one-dimensional)

```
Start with single horizontal line segment.
Repeat for sufficiently large number of times
{
  Repeat over each line segment in scene
  {
    Find midpoint of line segment.
    Displace midpoint in Y by random amount.
    Reduce range for random numbers.
  }
}
```

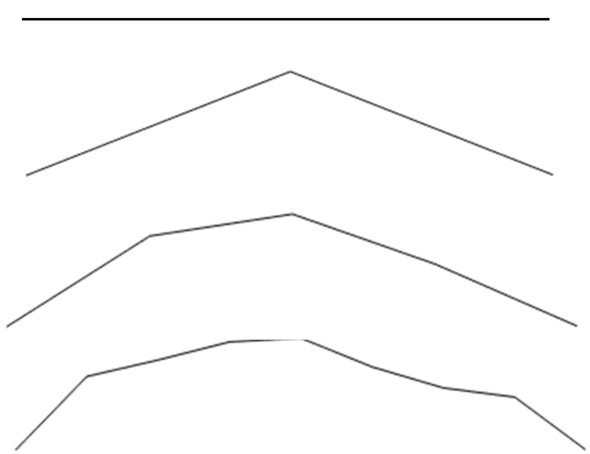
- Similar for triangles, quadrilaterals

Step 0

Step 1

Step 2

Step 3

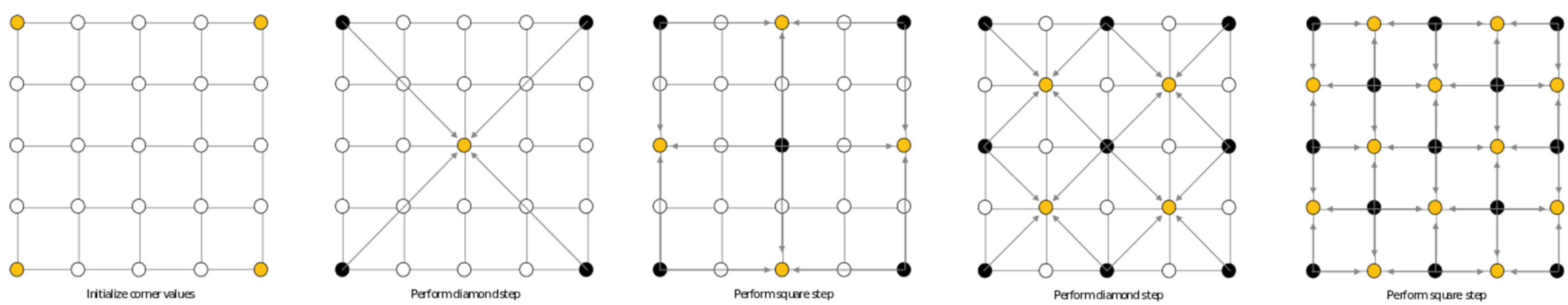


Result: Mountain Range

Source: http://gameprogrammer.com/fractal.html#midpoint

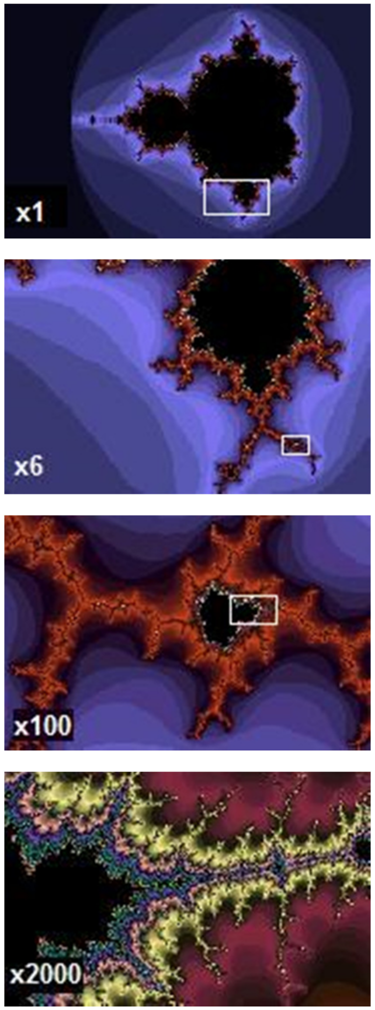
Diamond Square Algorithm

- Begins with a 2D array of size $2^n + 1$
- Four corner points must be set to initial values.
- Perform diamond and square steps alternatingly:
  - The diamond step: for each square in the array, set the midpoint of that square to be the average of the four corner points plus a random value.
  - The square step: for each diamond in the array, set the midpoint of that diamond to be the average of the four corner points plus a random value.
    - Points located on edges of the array will have only three adjacent values set rather than four: take their average.
- At each iteration, the magnitude of the random value should be reduced.



Fractals

- Fractal:
  Fragmented geometric shape which can be split into parts, each of which is (at least approximately) a smaller size copy of the whole
- Self-similarity
- Demo: Mandelbrot Set
  http://www.scale18.com/canvas2.html



From Wikipedia

Video

- 3D Mandelbrot Zoom
  - http://www.youtube.com/watch?v=0clz6WLfWaY

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Fractal Landscapes

- Add textures, material properties; use nice rendering algorithm
- Example: Terragen Classic (free software) http://www.planetside.co.uk/terragen/

[http://www.planetside.co.uk/gallery/f/tg09]

L-Systems

- Developed by biologist Aristid Lindenmayer in 1968 to study growth patterns of algae
- Defined by grammar

$$\mathbf{G} = \{V, S, \omega, P\}$$

  - V = alphabet, set of symbols that can be replaced (variables)
  - S = set of symbols that remain fixed (constants)
  - ω = string of symbols defining initial state
  - P = production rules
- Stochastic L-system
  - If there is more than one production rule for a symbol, randomly choose one

Turtle Interpretation for L-Systems

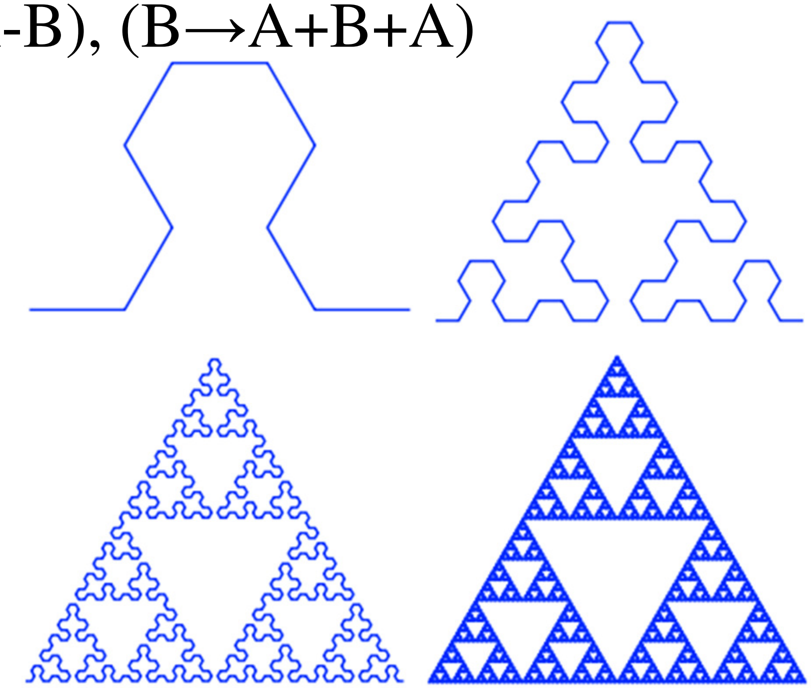
- Origin: functional programming language Logo
  - Dialect of Lisp
  - Designed for education: drove a mechanical turtle as an output device
- Turtle interpretation of strings
  - State of turtle defined by (x, y, α) *for* position and heading
  - Turtle moves by step size d and angle increment δ
- Sample Grammar
  - F: move forward a step of length d
    New turtle state: (x', y', α)
    $x' = x + d \cos \alpha$
    $y' = y + d \sin \alpha$
    A line segment between points (x, y) and (x', y') is drawn.
  - +: Turn left by angle δ. Next state of turtle is $(x, y, \alpha+\delta)$
    Positive orientation of angles is counterclockwise.
  - –: Turn right by angle δ. Next state of turtle is $(x, y, \alpha-\delta)$

Example: Sierpinski Triangle

- Variables: A, B
  - Draw forward
- Constants: + , -
  - Turn left, right by 60 degrees
- Start: A
- Rules: (A→B-A-B), (B→A+B+A)

2 iterations

4 iterations



6 iterations

9 iterations

Example: Fern

- Variables: X, F
  - X: no drawing operation
  - F: move forward
- Constants: +, –
  - Turn left, right
- Start: X
- Rules:
  $(X \rightarrow F\text{-}[[X]+X]+F[+FX]\text{-}X),(F \rightarrow FF)$

[Wikipedia]

Fractal Trees

- Recursive generation of trees in 3D
  http://web.comhem.se/solgrop/3dtree.htm
- Model trunk and branches as cylinders
- Change color from brown to green at certain level of recursion

Dragon Curve Tree

Some determinstic 3D branching plants.

Source: Allen Pike

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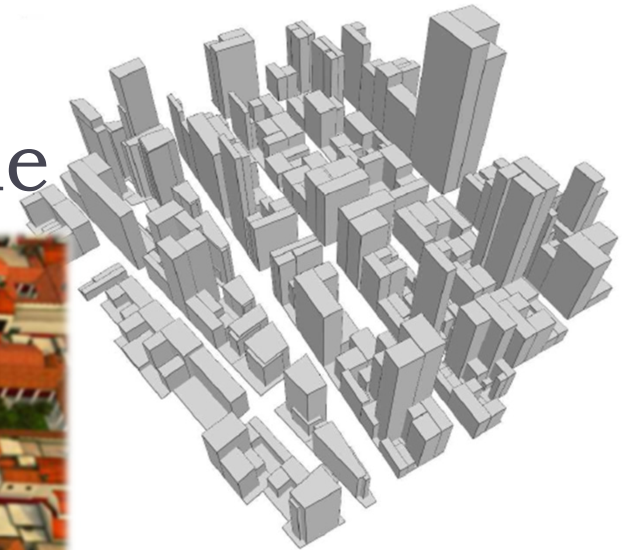
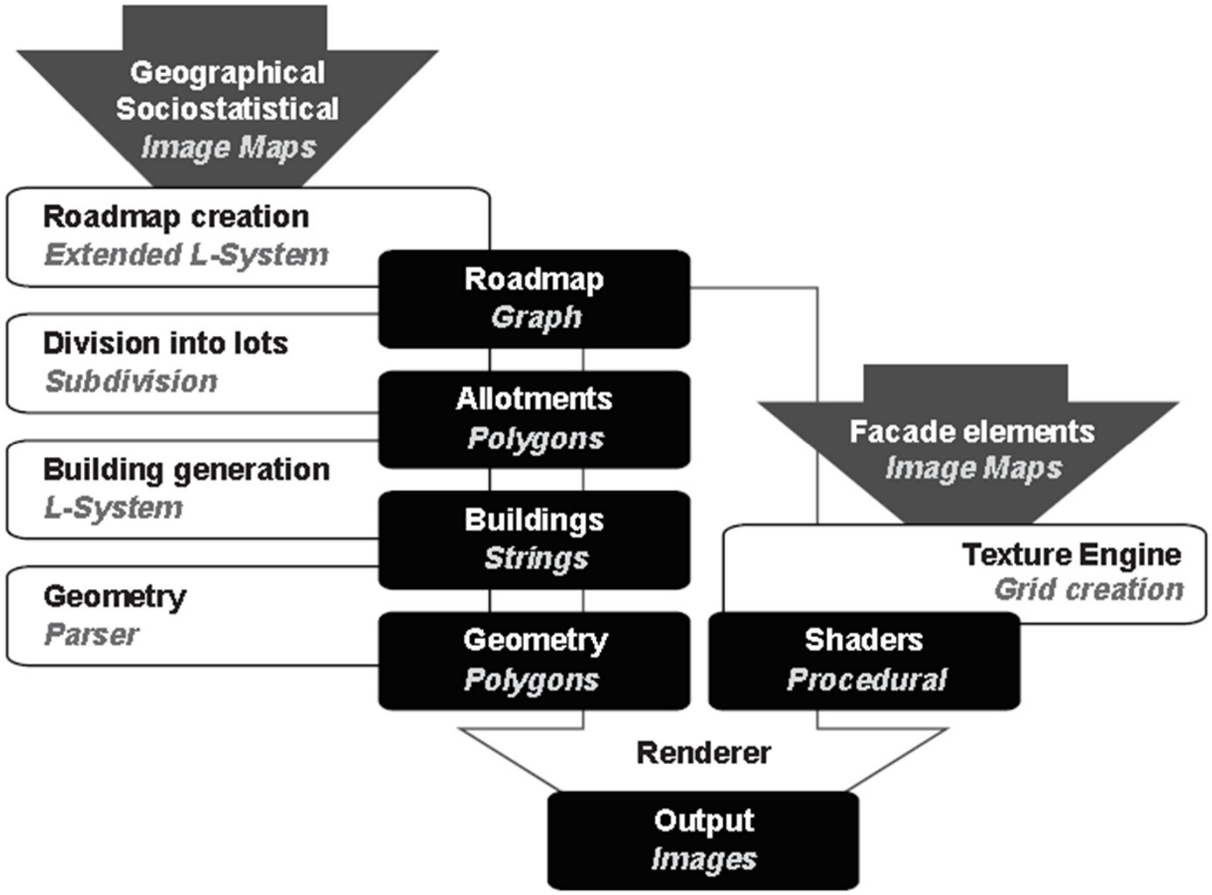
Buildings, Cities: CityEngine



http://www.esri.com/software/cityengine/

CityEngine: Pipeline



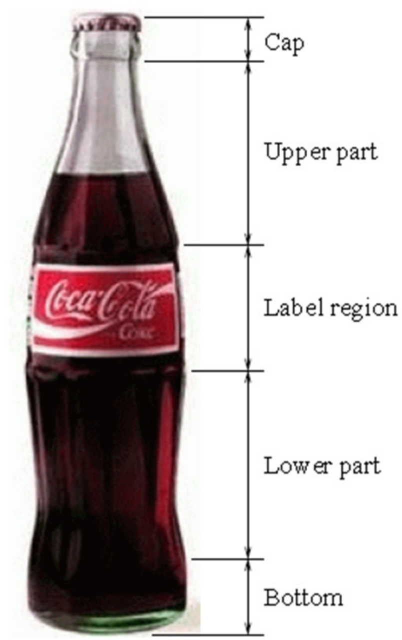
Parish, Mueller: “Procedural Modeling of Cities”, ACM Siggraph 2001

Shape Grammar

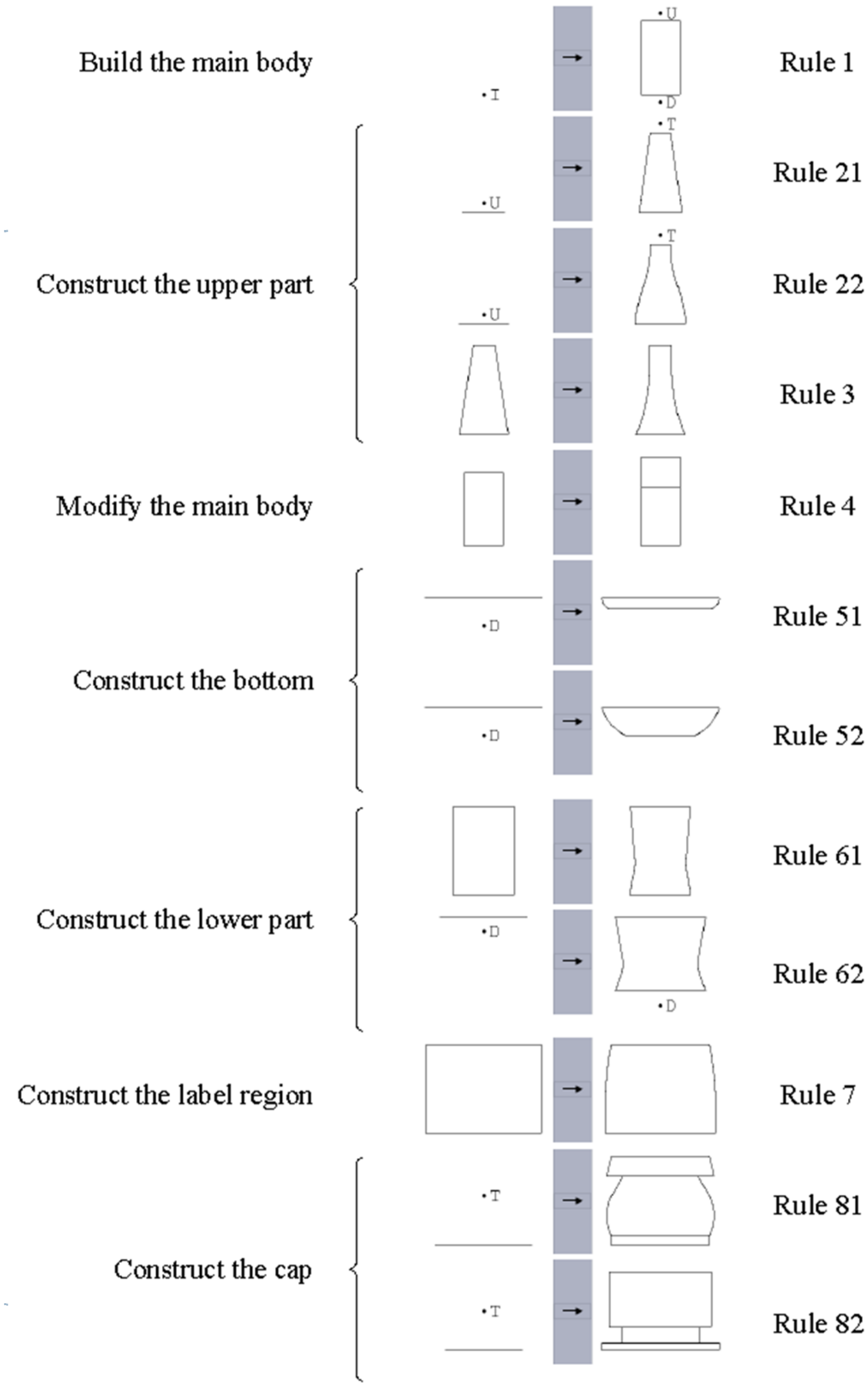
- Shape Rules
  - Defines how an existing shape can be transformed
- Generation Engine
  - Performs the transformations
- Working Area
  - Displays created geometry

Example: Coca-Cola Bottle

Evolution of Coca-Cola bottles

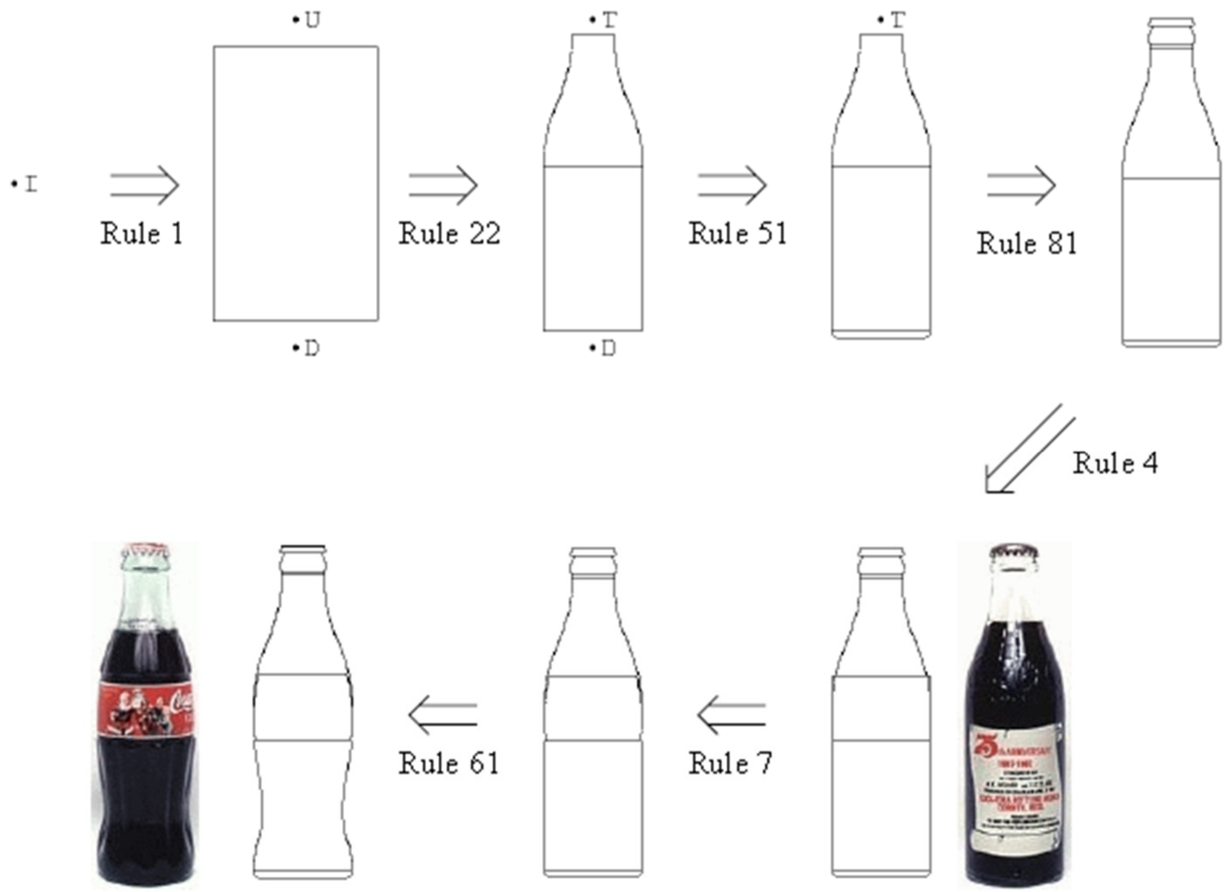


Division of a Coca-Cola bottle



Shape Computation Example

- Shape computation for two existing Coca-Cola bottles



Source: Chau et al.: "Evaluation of a 3D Shape Grammar Implementation", *Design Computing and Cognition'04*, pp. 357-376

Demonstration: Procedural Buildings

- Demo fr-041: debris by Farbrausch, 2007
- http://www.youtube.com/watch?v=wqu_IpkOYBg&hd=1
- Single, 177 KB EXE file!
- http://www.farbrausch.de/

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