# CSE 167: Introduction to Computer Graphics Lecture #5: Projection

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# Announcements

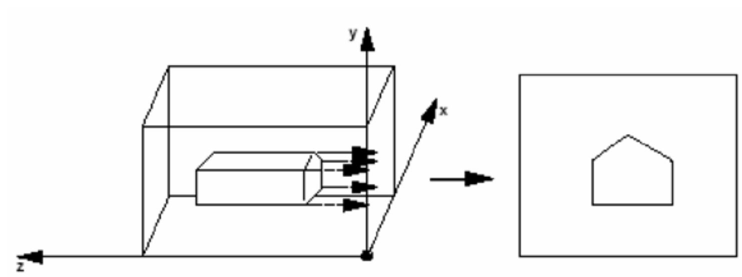
- Friday: homework 1 due at 2pm
  - Upload to TritonEd
  - Demonstrate in CSE basement labs

# Topics

- Projection

# Projection

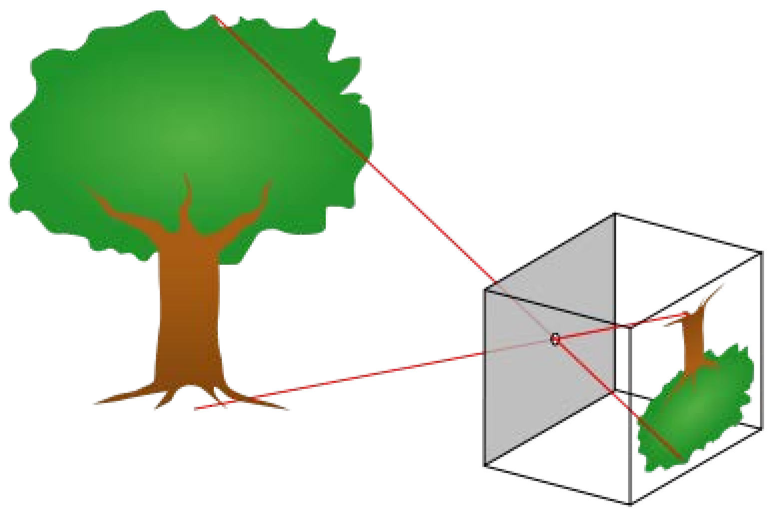
- Goal:
  Given 3D points (vertices) in camera coordinates, determine corresponding image coordinates
- Transforming 3D points into 2D is called Projection
- OpenGL supports two types of projection:
  - Orthographic Projection (=Parallel Projection)




  - Perspective Projection: most commonly used

# Perspective Projection

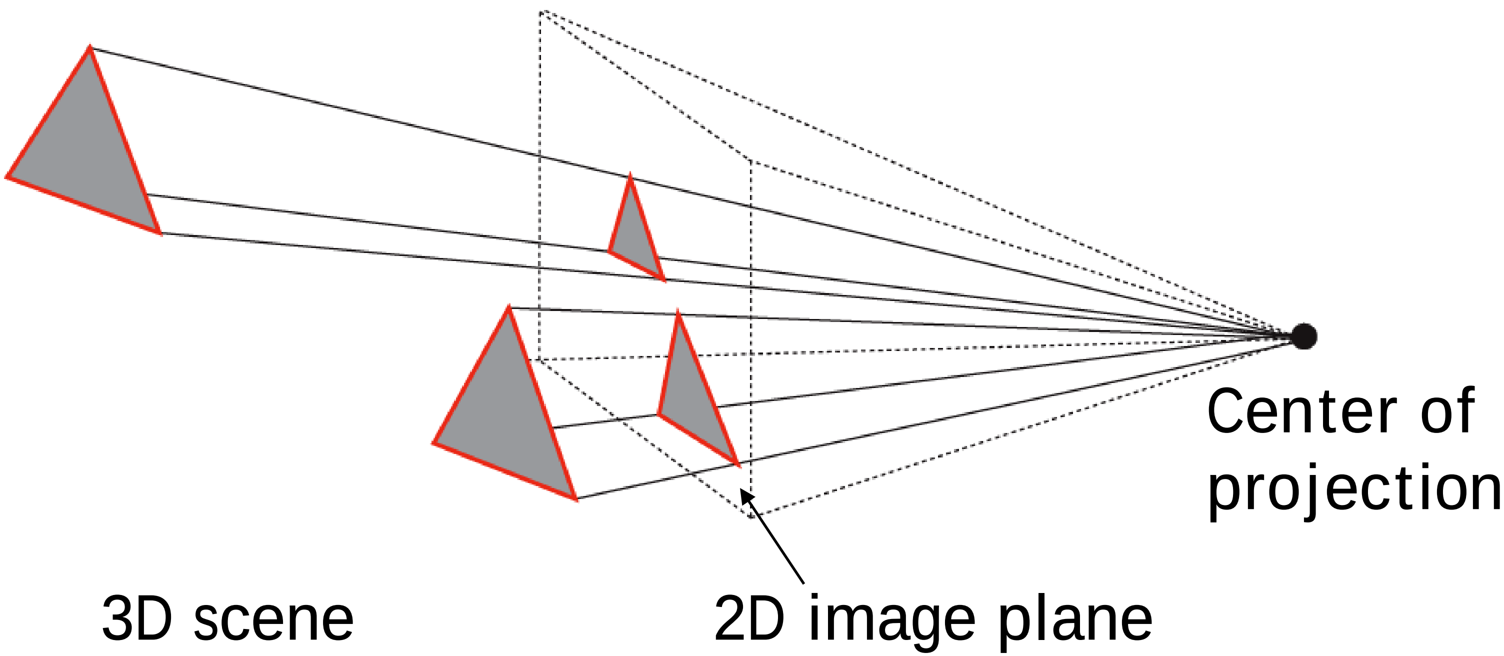
- Most common for computer graphics
- Simplified model of human eye, or camera lens (*pinhole camera*)



- Things farther away appear to be smaller
- Discovery attributed to Filippo Brunelleschi (Italian architect) in the early 1400's

# Perspective Projection

- Project along rays that converge in center of projection



# Perspective Projection

Parallel lines are
no longer parallel,
converge in one point

Earliest example:
La Trinitá (1427) by Masaccio

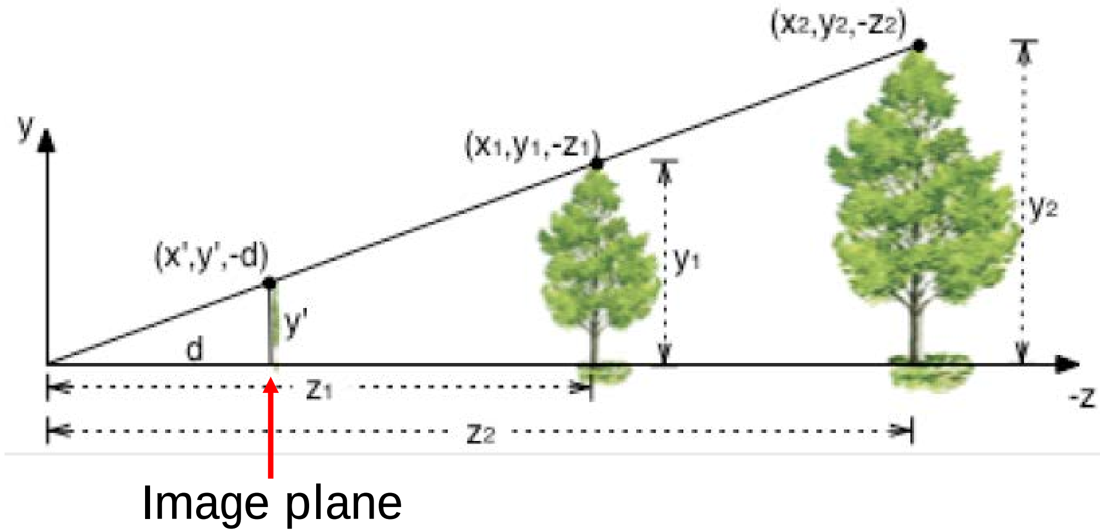
# Perspective Projection

From law of ratios in similar triangles follows:

$$\frac{y'}{d} = \frac{y_1}{z_1} \rightarrow y' = \frac{y_1 d}{z_1}$$

Similarly: $$x' = \frac{x_1 d}{z_1}$$

By definition: $$z' = d$$



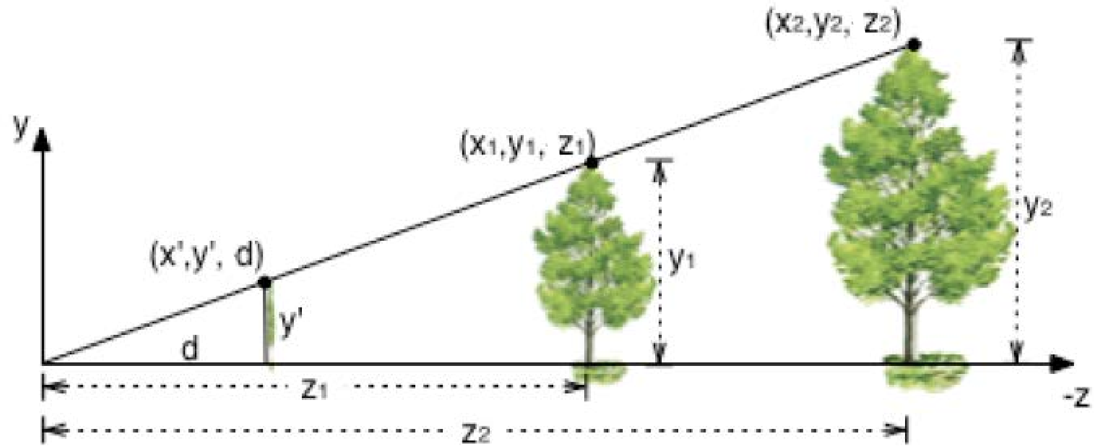

- We can express this using homogeneous coordinates and 4x4 matrices as follows

# Perspective Projection

$$x' = \frac{x_1 d}{z_1}$$

$$y' = \frac{y_1 d}{z_1}$$

$$z' = d$$




$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 1/d & 0 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix} = \begin{bmatrix} x \\ y \\ z \\ z/d \end{bmatrix} \Rightarrow \begin{bmatrix} xd/z \\ yd/z \\ d \\ 1 \end{bmatrix}$$

**Projection matrix** Homogeneous division

# Perspective Projection

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 1/d & 0 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix} = \begin{bmatrix} x \\ y \\ z \\ z/d \end{bmatrix} = \begin{bmatrix} xd/z \\ yd/z \\ d \\ 1 \end{bmatrix}$$

**Projection matrix P**

- Using projection matrix, homogeneous division seems more complicated than just multiplying all coordinates by $d/z$, so why do it?
- It will allow us to:
  - Handle different types of projections in a unified way
  - Define arbitrary view volumes

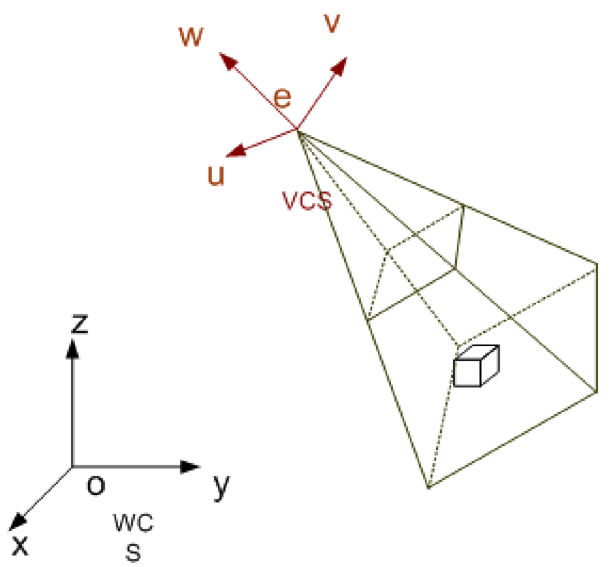
# Topics

- View Volumes
- Vertex Transformation
- Rendering Pipeline
- Culling

# View Volume

- View volume = 3D volume seen by camera

*Camera coordinates*




*World coordinates*

# Projection Matrix

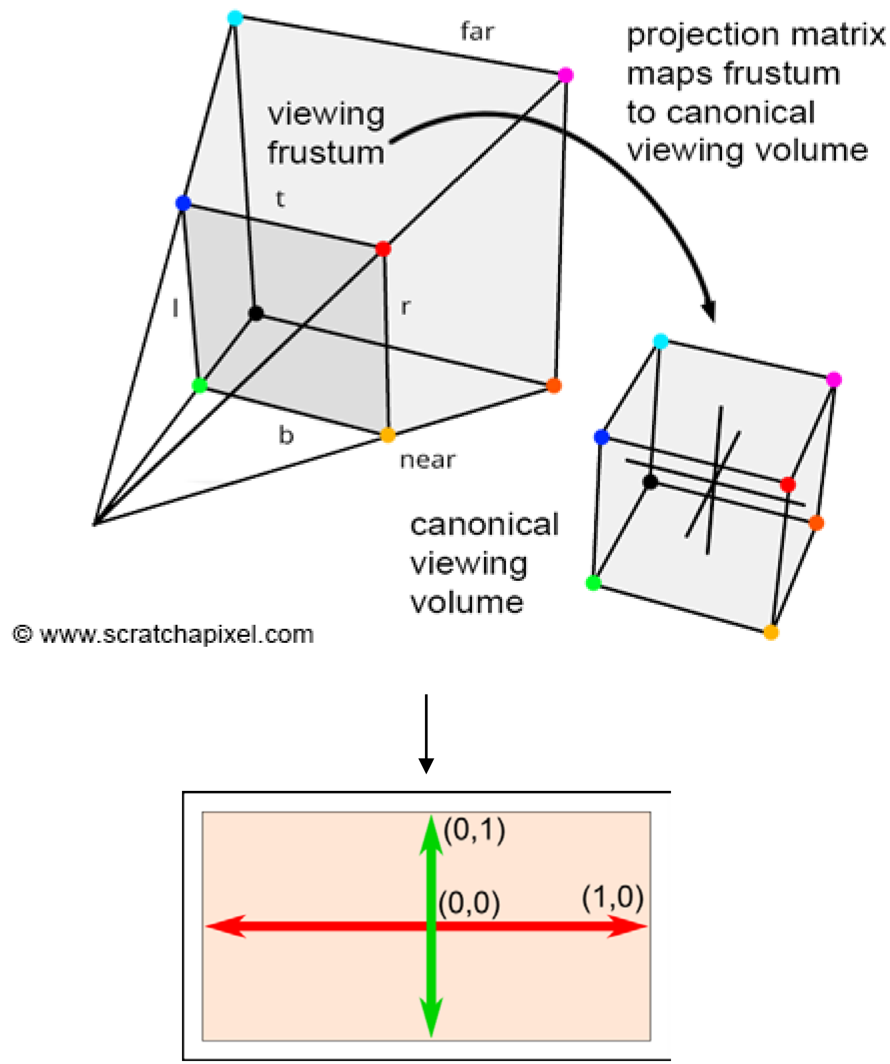
Camera coordinates

*Projection matrix*

Canonical view volume

*Viewport transformation*

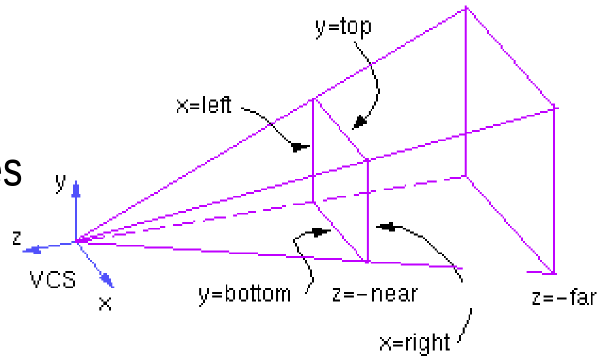
Image space (pixel coordinates)

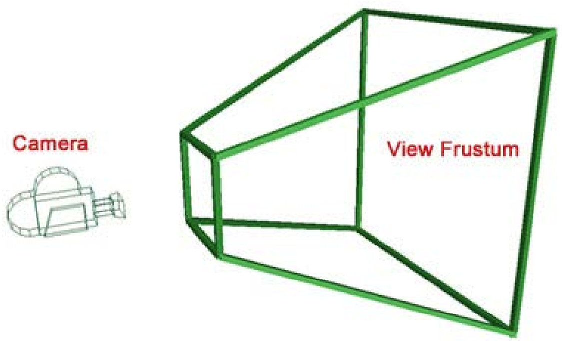


# Perspective View Volume

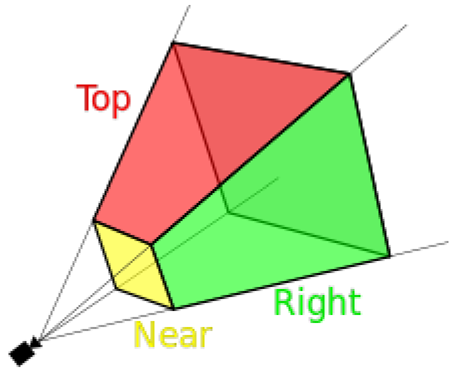
## General view volume

Camera coordinates



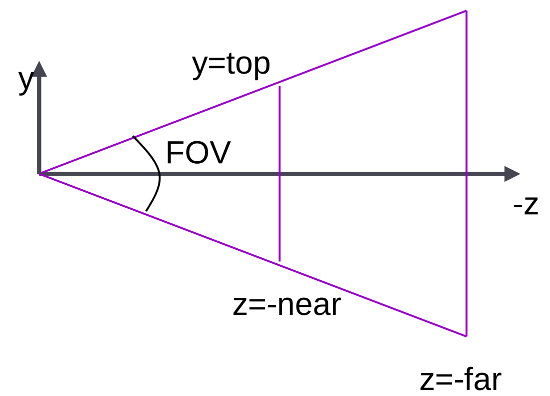




- Defined by 6 parameters, in camera coordinates
  - Left, right, top, bottom boundaries
  - Near, far clipping planes
- Clipping planes to avoid numerical problems
  - Divide by zero
  - Low precision for distant objects
- Usually symmetric, i.e., left=-right, top=-bottom



# Perspective View Volume

## Symmetrical view volume




- Only 4 parameters
  - Vertical field of view (FOV)
  - Image aspect ratio (width/height)
  - Near, far clipping planes

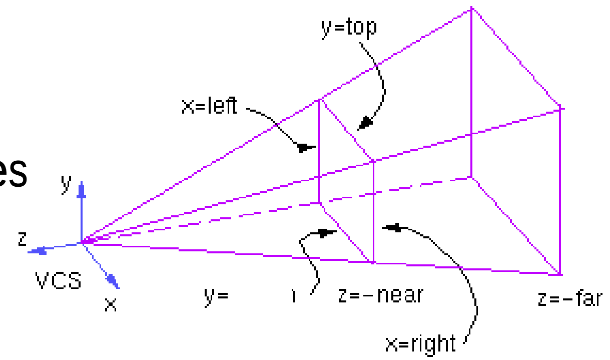
$$\text{aspect ratio} = \frac{right - left}{top - bottom} = \frac{right}{top}$$

$$\tan(FOV/2) = \frac{top}{near}$$

# Perspective Projection Matrix

- General view frustum with 6 parameters

Camera coordinates



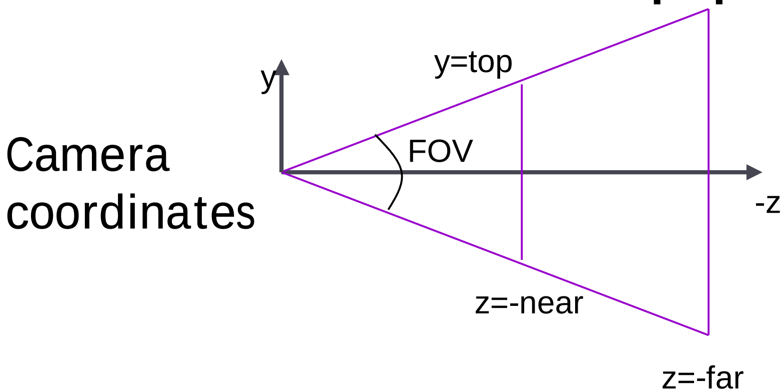

$$\mathbf{P}_{persp}(left, right, top, bottom, near, far) =$$

$$\begin{bmatrix} \frac{2near}{right-left} & 0 & \frac{right+left}{right-left} & 0 \\ 0 & \frac{2near}{top-bottom} & \frac{top+bottom}{top-bottom} & 0 \\ 0 & 0 & \frac{-(far+near)}{far-near} & \frac{-2far \cdot near}{far-near} \\ 0 & 0 & -1 & 0 \end{bmatrix}$$

In OpenGL:
glFrustum(left, right, bottom, top, near, far)

# Perspective Projection Matrix

- Symmetrical view frustum with field of view, aspect ratio, near and far clip planes




$$\mathbf{P}_{persp}(FOV, aspect, near, far) = \begin{bmatrix} \frac{1}{aspect \cdot \tan(FOV/2)} & 0 & 0 & 0 \\ 0 & \frac{1}{\tan(FOV/2)} & 0 & 0 \\ 0 & 0 & \frac{near+far}{near-far} & \frac{2 \cdot near \cdot far}{near-far} \\ 0 & 0 & -1 & 0 \end{bmatrix}$$

In OpenGL:
gluPerspective(fov, aspect, near, far)

# Canonical View Volume

- Goal: create projection matrix so that
  - User defined view volume is transformed into canonical view volume: cube [-1,1]x[-1,1]x[-1,1]
  - Multiplying corner vertices of view volume by projection matrix and performing homogeneous divide yields corners of canonical view volume
- Perspective and orthographic projection are treated the same way
- Canonical view volume is last stage in which coordinates are in 3D
  - Next step is projection to 2D frame buffer

# Viewport Transformation

- After applying projection matrix, scene points are in *normalized viewing coordinates*
  - Per definition within range [-1..1] x [-1..1] x [-1..1]
- Next is projection from 3D to 2D (not reversible)
- Normalized viewing coordinates can be mapped to image (=pixel=frame buffer) coordinates
  - Range depends on window (view port) size: [x0…x1] x [y0…y1]
- Scale and translation required:

$$\mathbf{D}(x_0, x_1, y_0, y_1) = \begin{bmatrix} (x_1 - x_0)/2 & 0 & 0 & (x_0 + x_1)/2 \\ 0 & (y_1 - y_0)/2 & 0 & (y_0 + y_1)/2 \\ 0 & 0 & 1/2 & 1/2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Lecture Overview

- View Volumes
- Vertex Transformation
- Rendering Pipeline
- Culling

# Complete Vertex Transformation

- Mapping a 3D point in object coordinates to pixel coordinates:

$$\mathbf{p}' = \mathbf{D}\mathbf{P}\mathbf{C}^{-1}\mathbf{M}\mathbf{p}$$

Object space

- **M**: Object-to-world matrix
- **C**: camera matrix
- **P**: projection matrix
- **D**: viewport matrix

# Complete Vertex Transformation

- Mapping a 3D point in object coordinates to pixel coordinates:

$$\mathbf{p}' = \mathbf{DPC}^{-1}\mathbf{M}\mathbf{p}$$

Object space

World space

  - **M**: Object-to-world matrix
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# Complete Vertex Transformation

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World space

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Object space

World space

Camera space

Canonical view volume

  - **M**: Object-to-world matrix
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# Complete Vertex Transformation

- Mapping a 3D point in object coordinates to pixel coordinates: $\mathbf{p}' = \mathbf{D}\mathbf{P}\mathbf{C}^{-1}\mathbf{M}\mathbf{p}$

  Object space

  World space

  Camera space

  Canonical view volume

  Image space

  - **M**: Object-to-world matrix
  - **C**: camera matrix
  - **P**: projection matrix
  - **D**: viewport matrix

# Complete Vertex Transformation

- Mapping a 3D point in object coordinates to pixel coordinates:

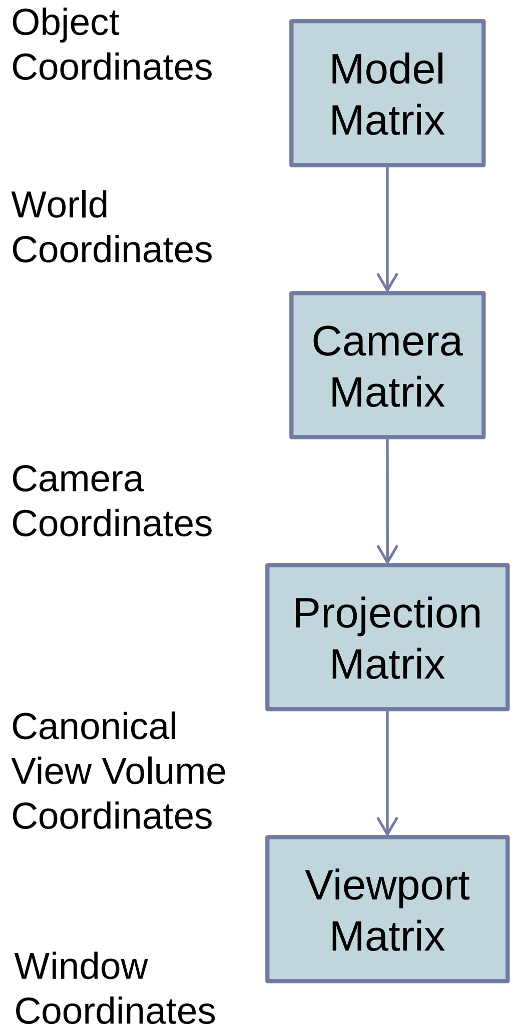
$$\mathbf{p}' = \mathbf{DPC}^{-1}\mathbf{Mp}$$

$$\mathbf{p}' = \begin{bmatrix} x' \\ y' \\ z' \\ w' \end{bmatrix}$$

Pixel coordinates: $\begin{matrix} x'/w' \\ y'/w' \end{matrix}$

  - **M**: Object-to-world matrix
  - **C**: camera matrix
  - **P**: projection matrix
  - **D**: viewport matrix

# The Complete Vertex Transformation



# Complete Vertex Transformation in OpenGL

- Mapping a 3D point in object coordinates to pixel coordinates:

OpenGL GL_MODELVIEW matrix

$$\mathbf{p}' = \mathbf{D}\boxed{\mathbf{P}}\boxed{\mathbf{C}^{-1}\mathbf{M}}\mathbf{p}$$

OpenGL GL_PROJECTION matrix

  - **M**: Object-to-world matrix
  - **C**: camera matrix
  - **P**: projection matrix
  - **D**: viewport matrix

# Complete Vertex Transformation in OpenGL

- GL_MODELVIEW, $\mathbf{C}^{-1}\mathbf{M}$
  - Defined by the programmer.
  - Think of the ModelView matrix as where you stand with the camera and the direction you point it.
- GL_PROJECTION, **P**
  - Utility routines to set it by specifying view volume: glFrustum(), gluPerspective(), glOrtho()
  - Think of the projection matrix as describing the attributes of your camera, such as field of view, focal length, etc.
- Viewport, **D**
  - Specify implicitly via glViewport()
  - No direct access with equivalent to GL_MODELVIEW or GL_PROJECTION