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Computer Graphics

Projections

(Viewing Transformations)

Prepared by
Dr. Md. Manjur Ahmed
Faculty of Computer Systems and Software
Engineering
manjur@ump.edu.my

Chapter Description

- **Aims**
 - Basic of Computer Graphics.
- **Expected Outcomes**
 - Understand the basic concept of computer graphics. (CO1: Knowledge)
 - Ability to use the computer graphics technology. (CO1: Knowledge)
- **References**
 - Computer Graphics by Zhigang Xiang, Schaum's Outlines.
 - Donald Hearn & M. Pauline Baker, Computer Graphics with OpenGL, 4th Edition, Boston : Addison Wesley, 2011.



Motivation

- We want to see our “virtual 3-D world” on a 2-D monitor (screen)

- map the object from 3D space to 2D screen

Graphics Pipeline

Model Space



World Space



Eye/Camera Space



Screen Space

Model Transformations

Viewing Transformation

Projection & Window Transformation

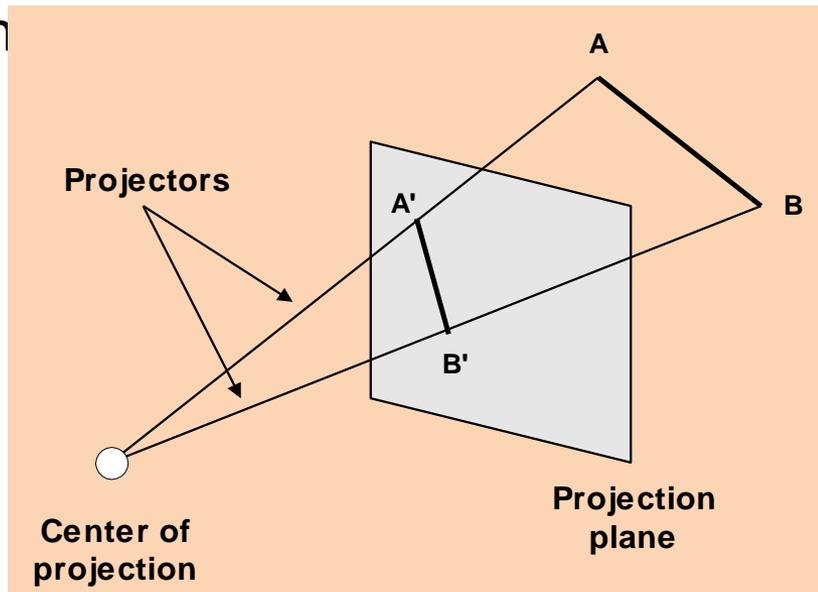
Projection

- **PROJECTIONS** transform objects or points in a coordinate system from dimension m into a coordinate system of dimension n where $m < n$.
- Focus: Projection from 3D to 2D.

Projections (key terms)

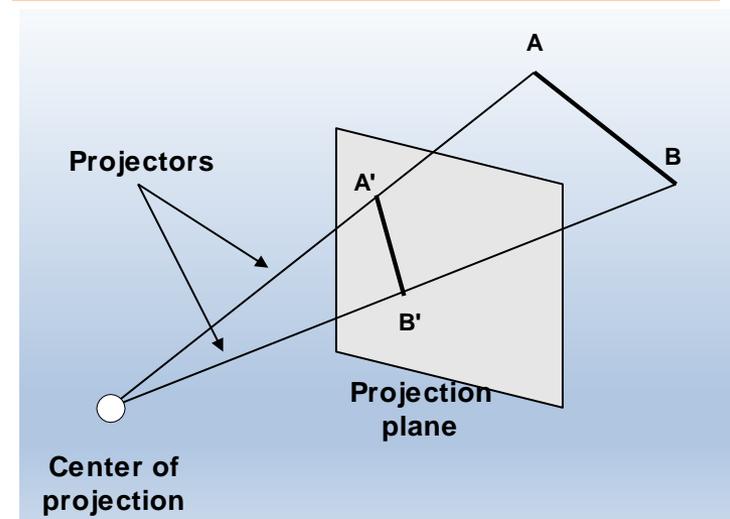
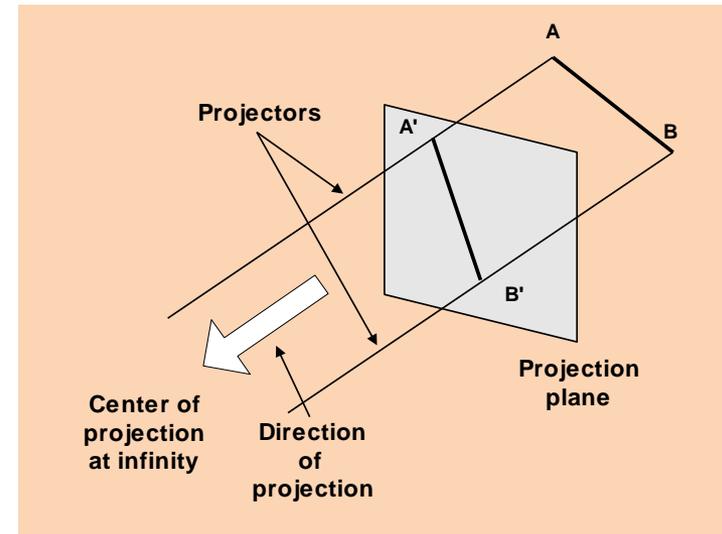
Let, AB is a straight line.

- **Projectors:** straight projection rays
- **Center of projection:** Its emanating from a **Projectors**,
- **Projection plane:** **Projectors** passing through each point of the object, and **Projection plane**.



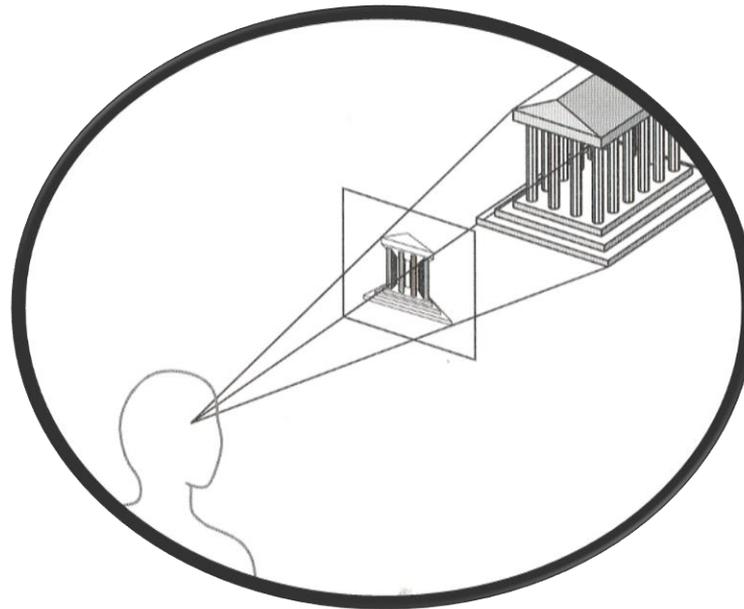
Types of viewing transforms

- Two types of viewing transforms
 - *Orthographic (parallel projection)*
 - *Perspective (convergent projection)*
- Key factor: **center of projection**.
 - if distance to center of projection is finite : perspective projection
 - if distance to center of projection is infinite : parallel or Orthographic



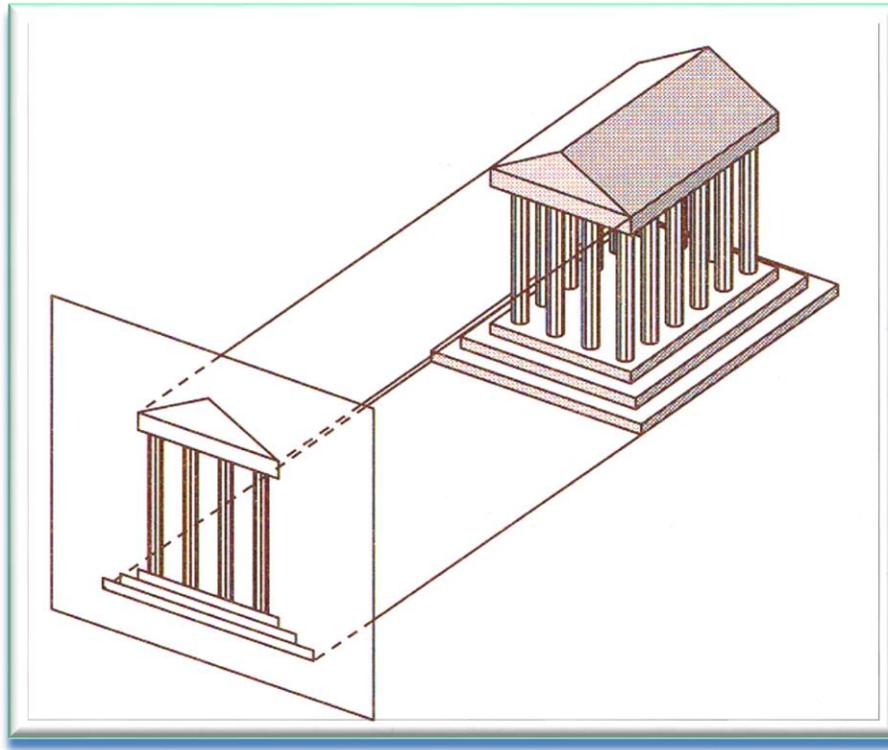
Perspective v Orthographic

- Perspective Projection:
 - visual effect: similar to visual system of human
 - existence of the “foreshortening”
 - size of object inversely proportional with the distance of the COP (center of projection).



Perspective v Orthographic

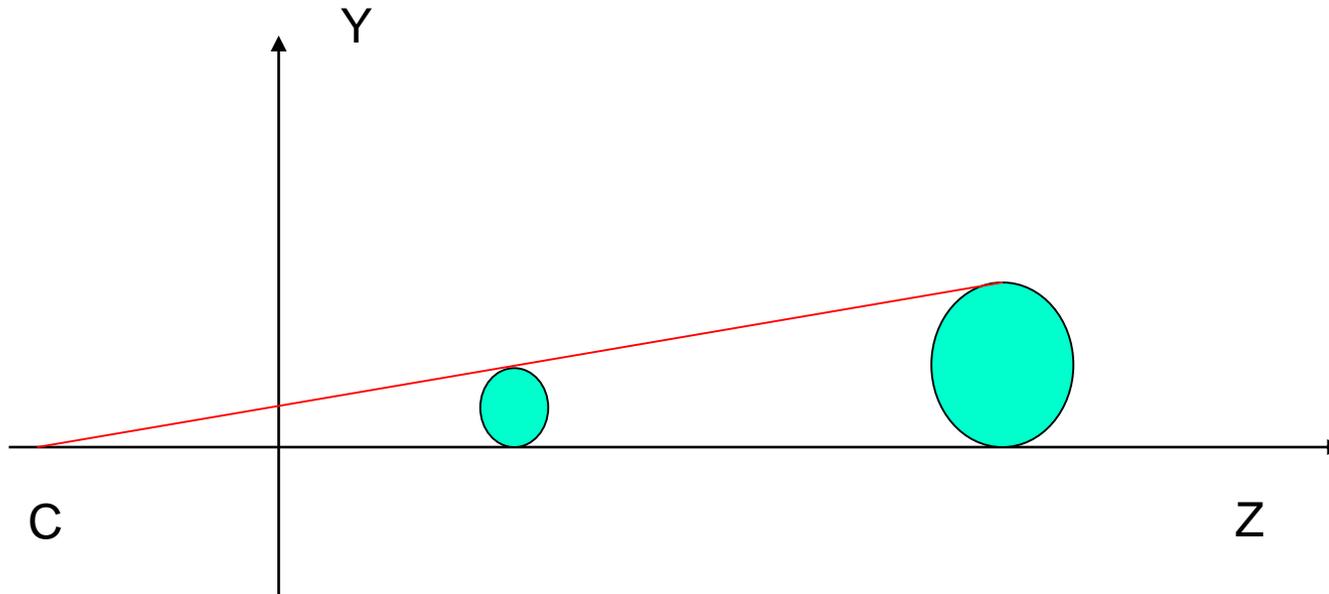
- Orthographic Projection :
 - It is a less realistic view because it not consider “foreshortening”
 - parallel lines continue as parallel.



---- Anomalies

Perspective Projection

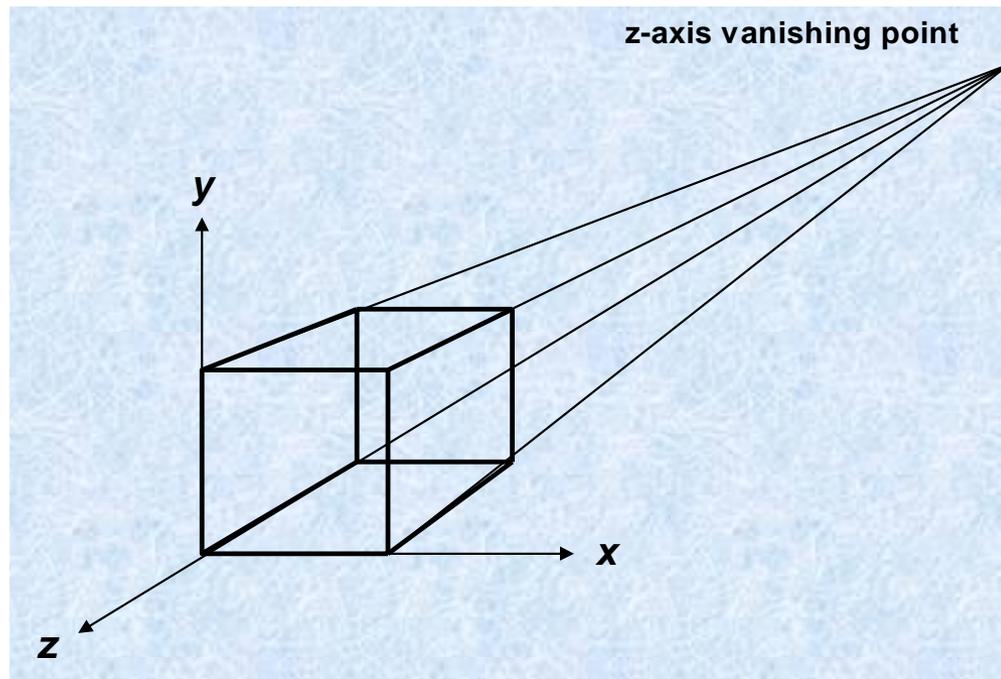
1) foreshortening An object appears smaller if it is further from center of projection (COP)



---- Anomalies

Perspective Projection

2) Vanishing Points: Any set of parallel lines that are not perpendicular to view plane normal (or not parallel to view plane), can be appeared to meet at vanishing point.



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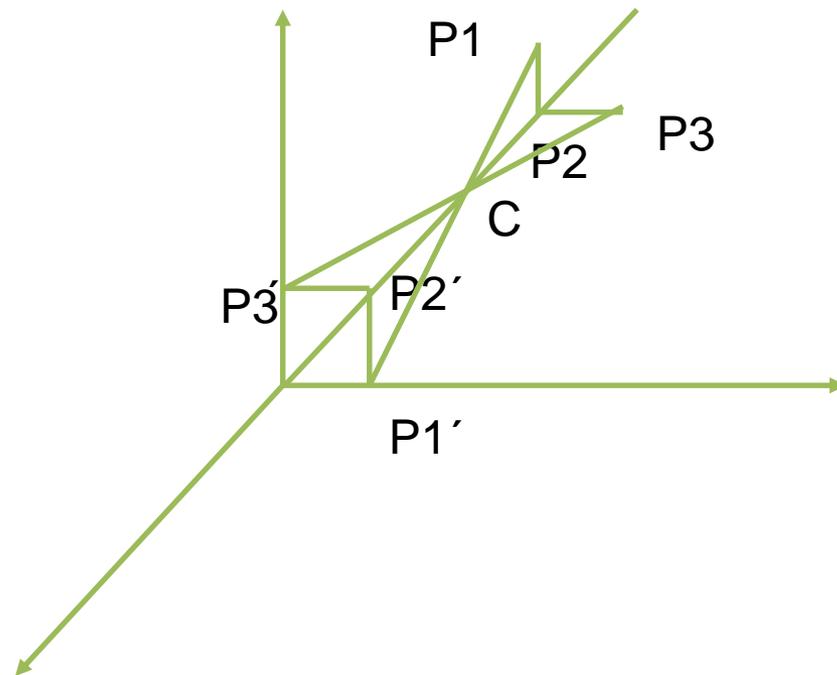
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Communitising Technology

---- Anomalies

Perspective Projection

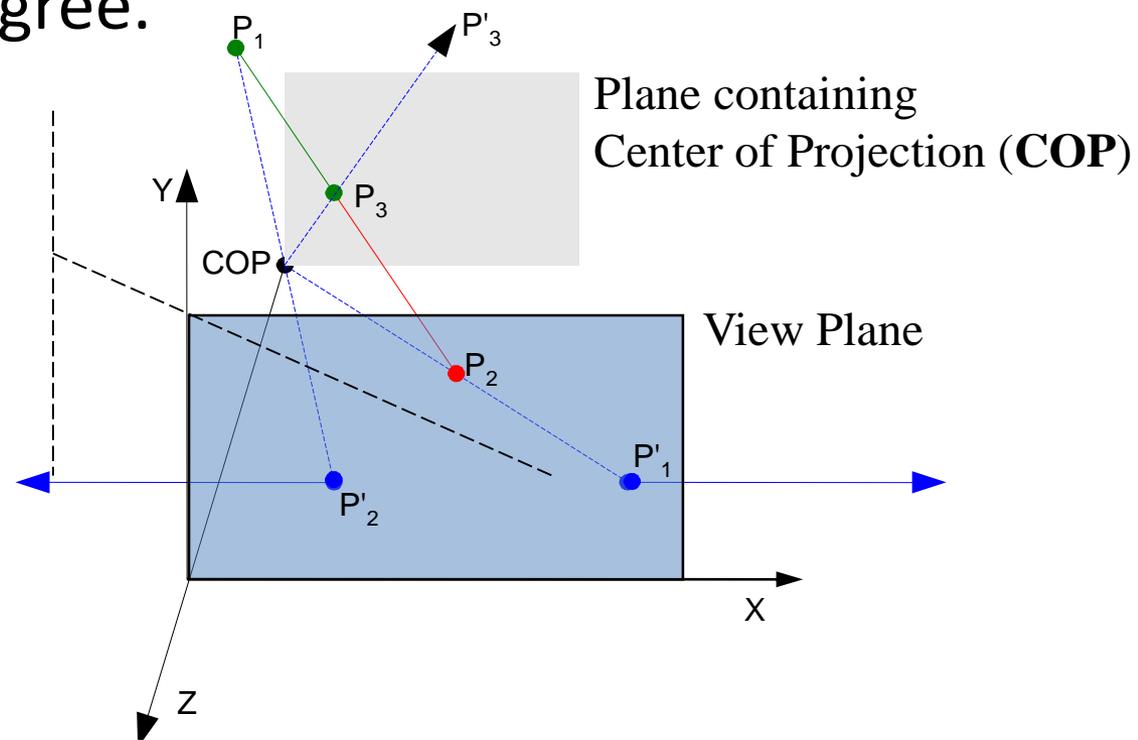
3) View Confusion: If any object exist behind the COP (center of projection), then it can be projected onto the view-plane seems like upside down and backward.



---- Anomalies

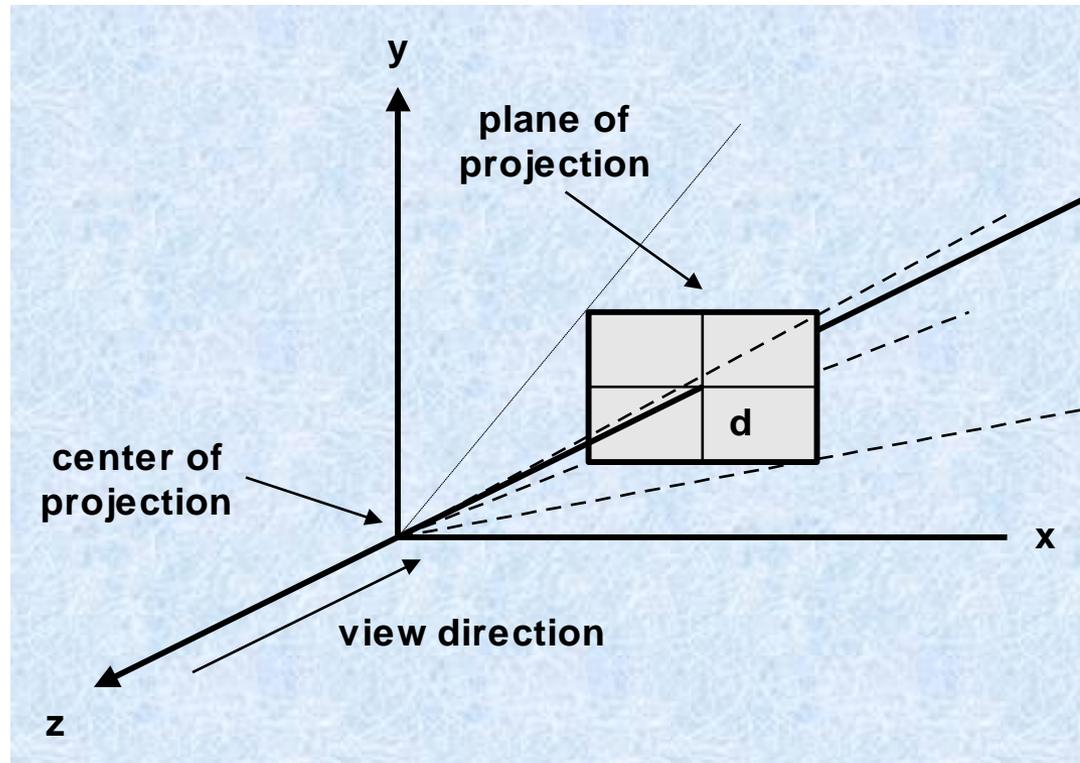
Perspective Projection

4) Topological distortion: Consider all points on a plan. If these points are parallel to view plane and passes through the COP, then these points are projected to a broken line of infinite degree.



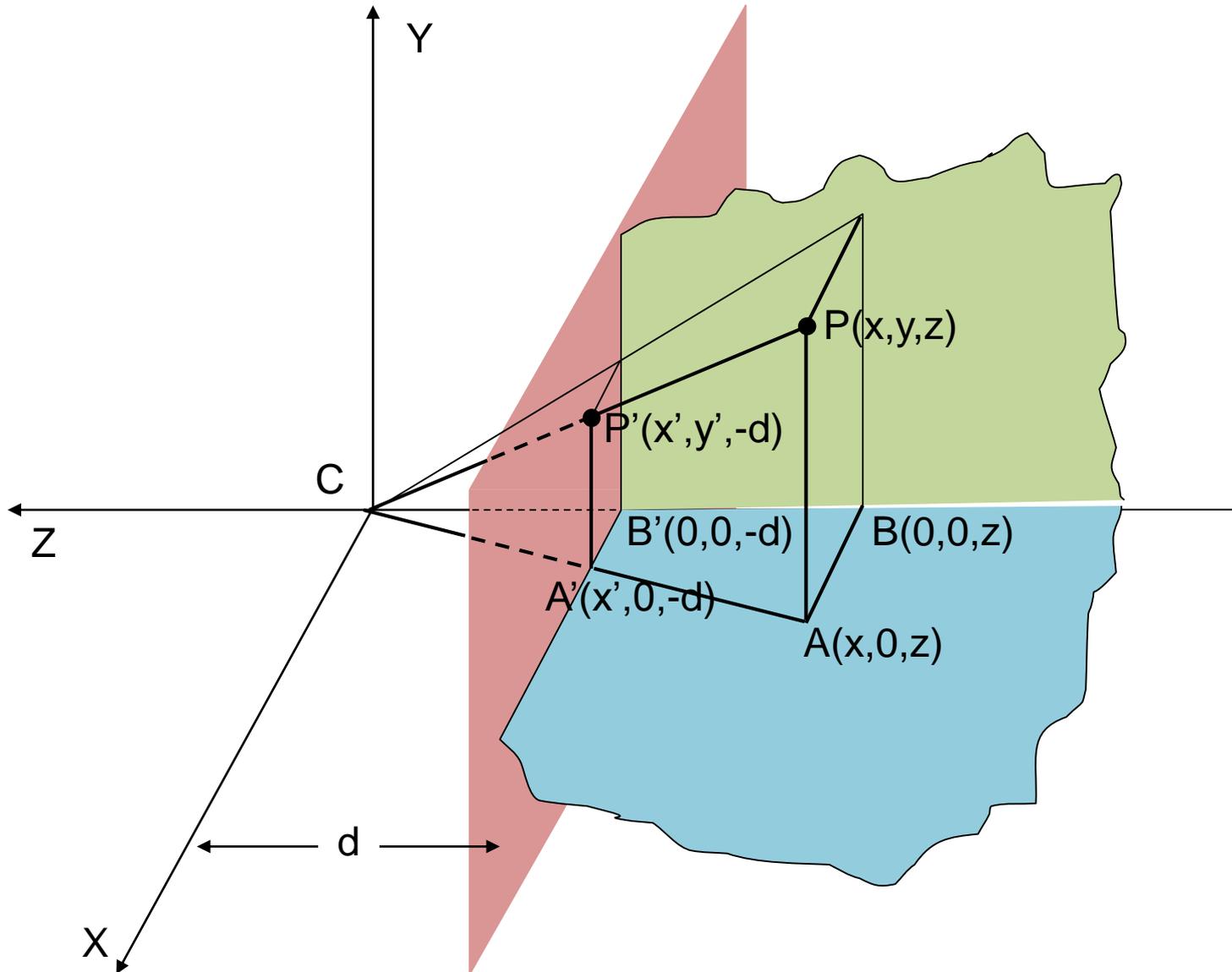
Projection Mathematics

Projective Transformations



Settings for perspective projection

Perspective Projection



Perspective Projection

- From triangle ABC and A'B'C

$$\frac{AB}{BC} = \frac{A'B'}{B'C}$$

$$\frac{x}{z} = \frac{x'}{-d} \Rightarrow x' = \frac{x}{-(z/d)}$$

similarly, $y' = \frac{y}{-(z/d)}$ and,

$$z' = -d$$

$$(x', y', z', 1) \Rightarrow \left(\frac{x}{-(z/d)}, \frac{y}{-(z/d)}, -d, 1 \right)$$

Projective Transformation

$$\begin{pmatrix} ? & ? & ? & ? \\ ? & ? & ? & ? \\ ? & ? & ? & ? \\ ? & ? & ? & ? \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix} = \begin{pmatrix} \frac{x}{-(z/d)} \\ y \\ -\frac{z}{d} \\ 1 \end{pmatrix} \longrightarrow \begin{pmatrix} ? & ? & ? & ? \\ ? & ? & ? & ? \\ ? & ? & ? & ? \\ ? & ? & ? & ? \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix} = \begin{pmatrix} x \\ y \\ z \\ -\frac{z}{d} \end{pmatrix}$$

$$\begin{pmatrix} x \\ y \\ z \\ \frac{z}{d} \\ 1 \end{pmatrix} \xrightarrow{\text{perspective division}} \begin{pmatrix} \frac{x}{-(z/d)} \\ y \\ -\frac{z}{d} \\ 1 \end{pmatrix} \longleftarrow \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & -\frac{1}{d} & 0 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix} = \begin{pmatrix} x \\ y \\ z \\ -\frac{z}{d} \end{pmatrix}$$