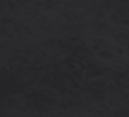


Computer Graphics

Lecture 5: Modelling

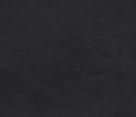
Kartic Subr

What is a model?



What is a model?

use (a system, procedure, etc.) as an example to follow or imitate.



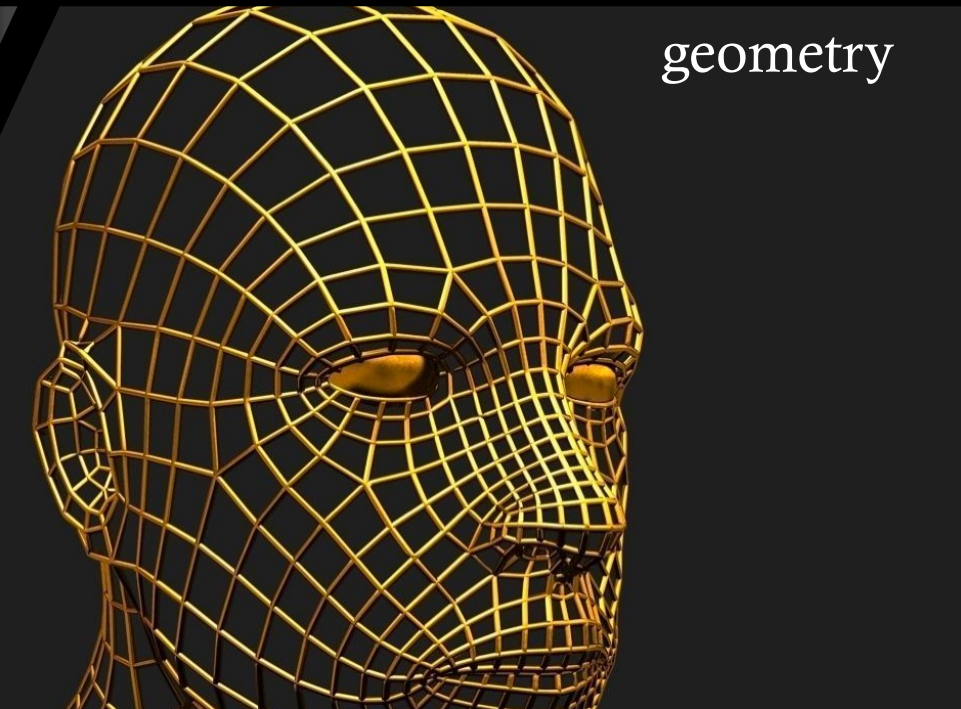
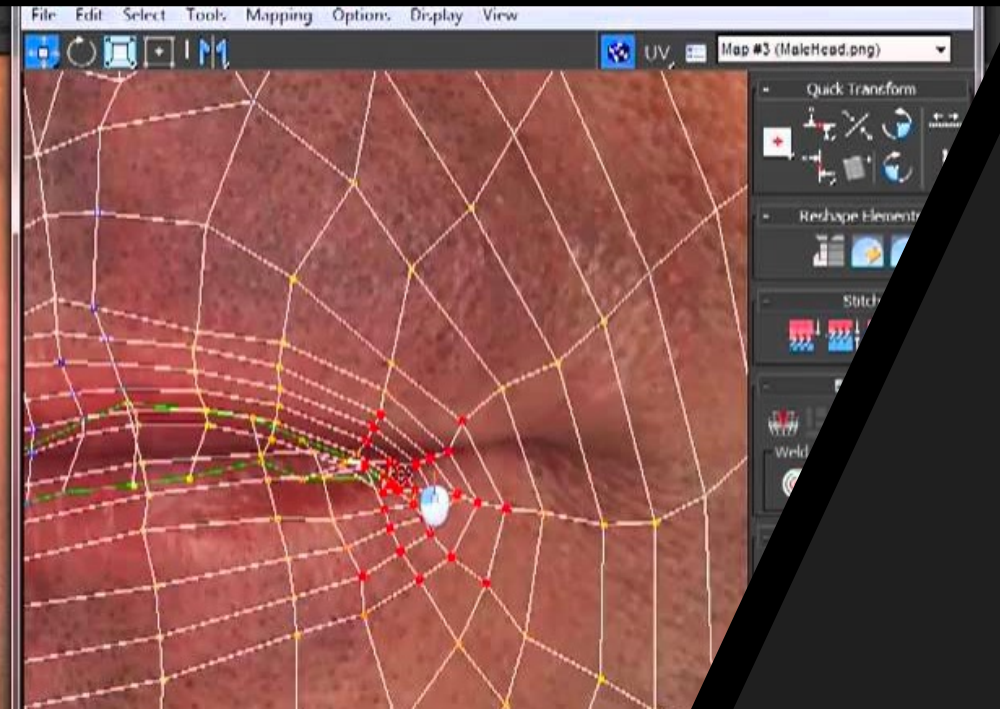
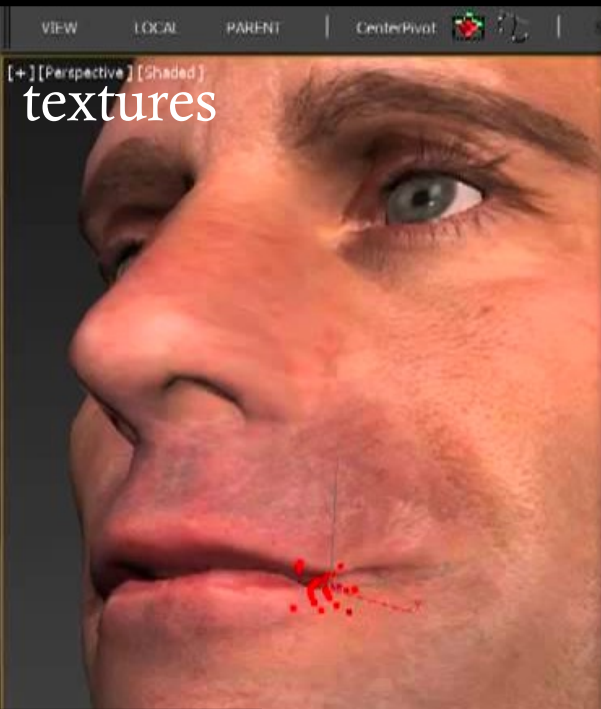
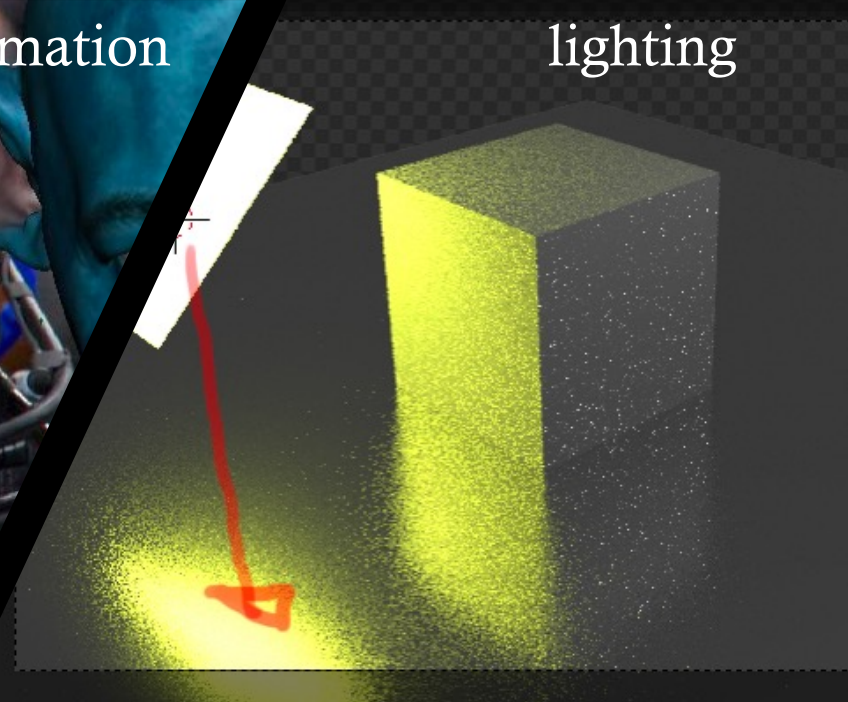
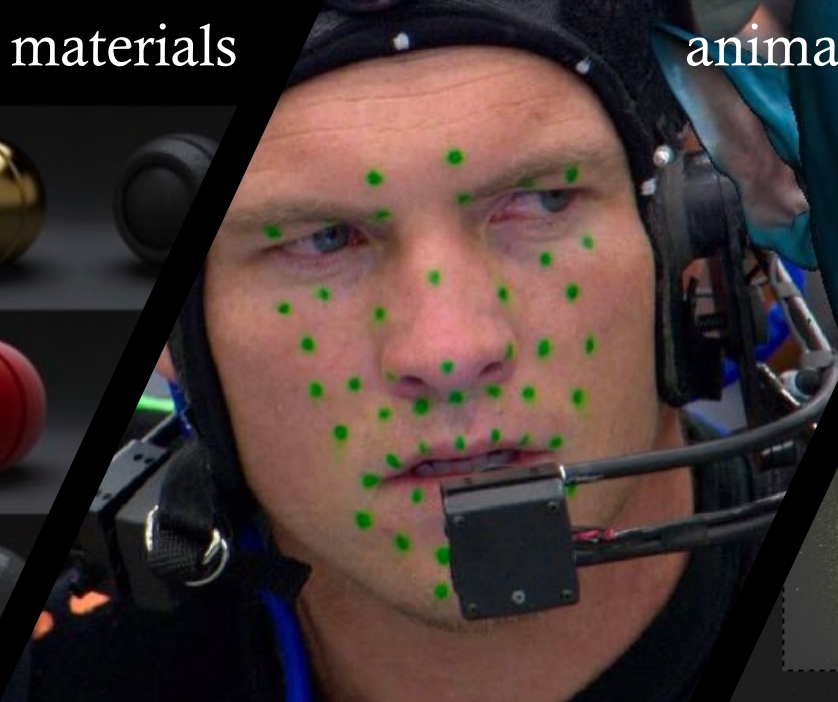


Shader Collection Vol.1
Metal Plastic Ceramic Velvet Rubber Glass Water Beverage

materials

animation

lighting



Search videos showing 'effects breakdown'

<https://www.youtube.com/watch?v=DVlroZ3Lbg0>

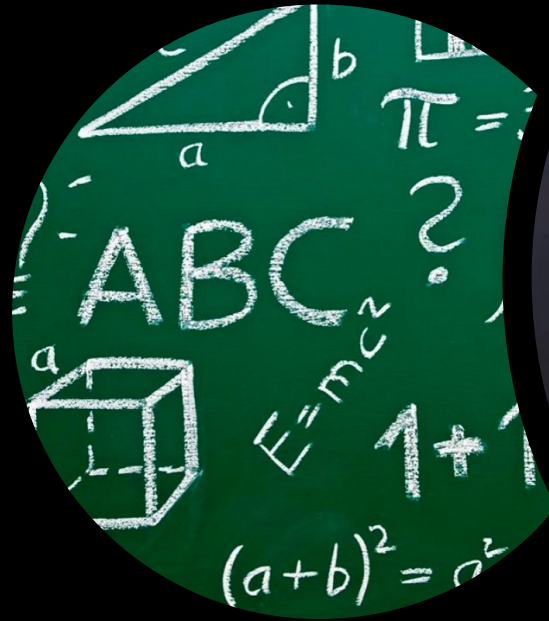
https://www.youtube.com/watch?v=CR13Rn_ud9g

<https://www.youtube.com/watch?v=pTffQIFFYR8>

Approaches to modelling

Artistic creation

maths



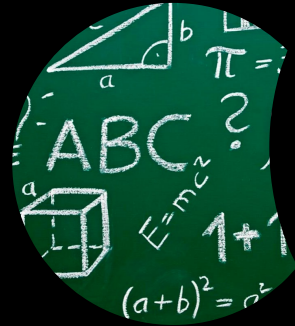
measurement



Approaches to modelling

Artistic creation

maths



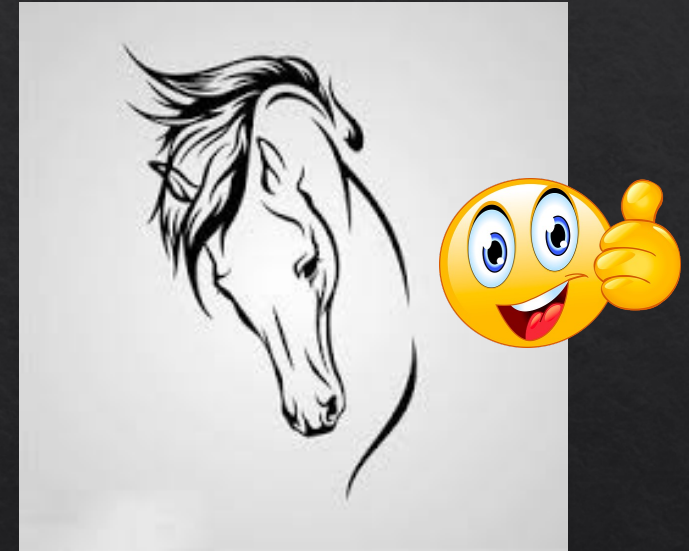
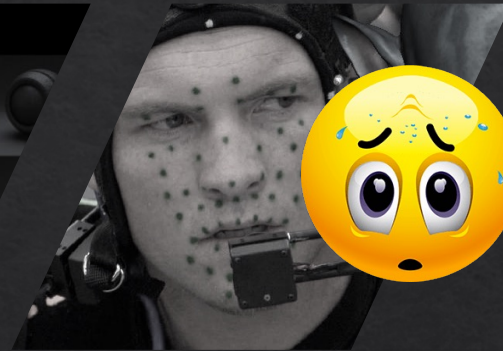
- Use physics
- Repeated procedure
- Analytical shapes (sphere)



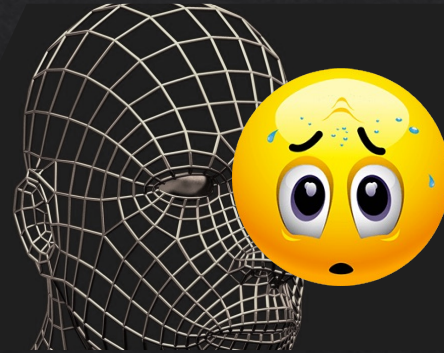
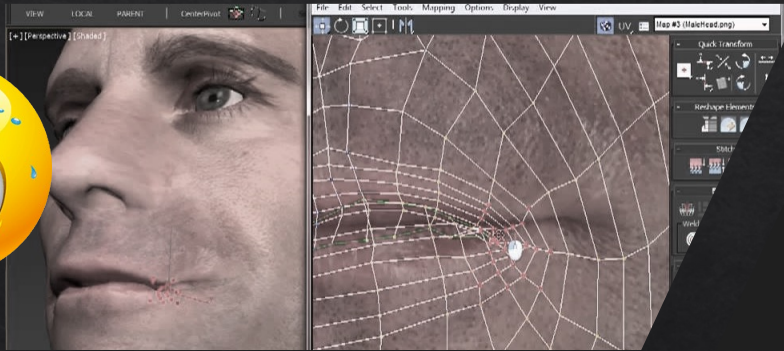
measurement

- 3D scan
- Photograph
- Motion capture

manually created models



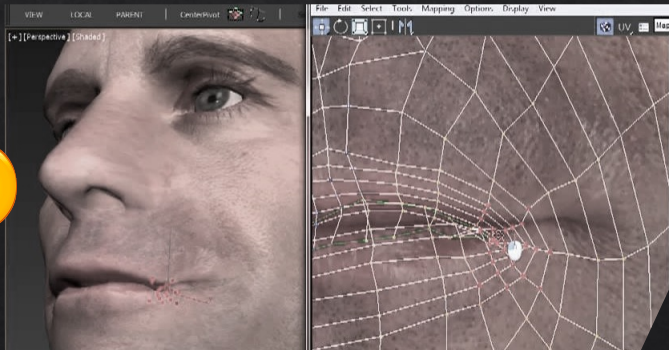
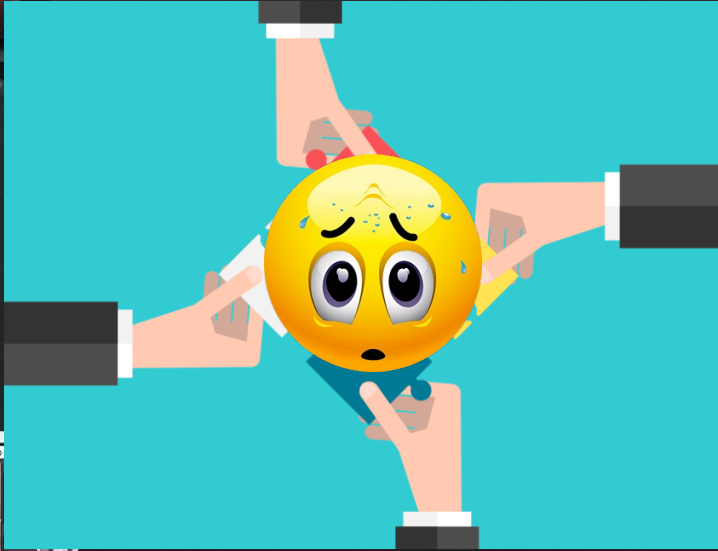
artistic expression



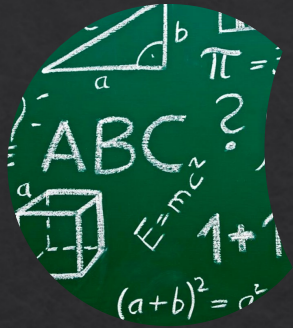




measurement



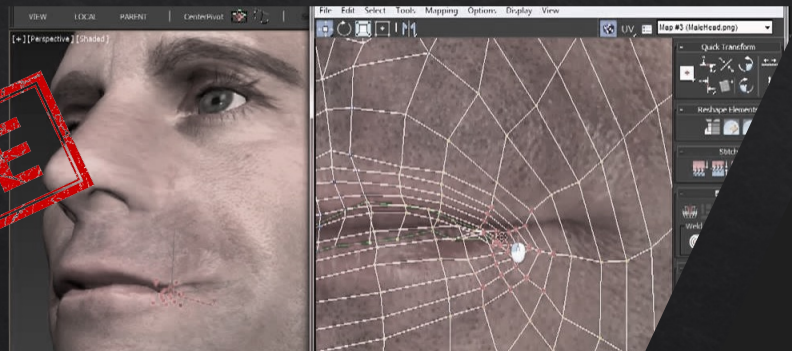




mathematical models



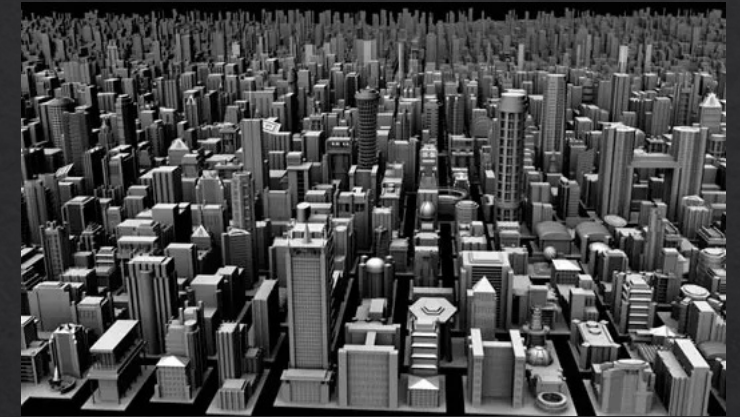
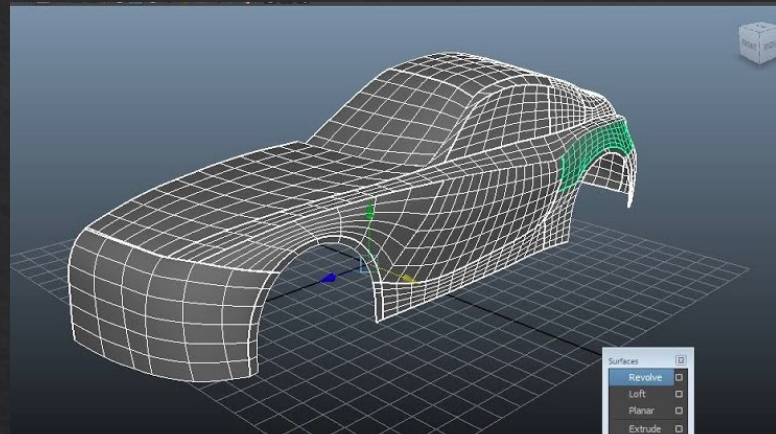
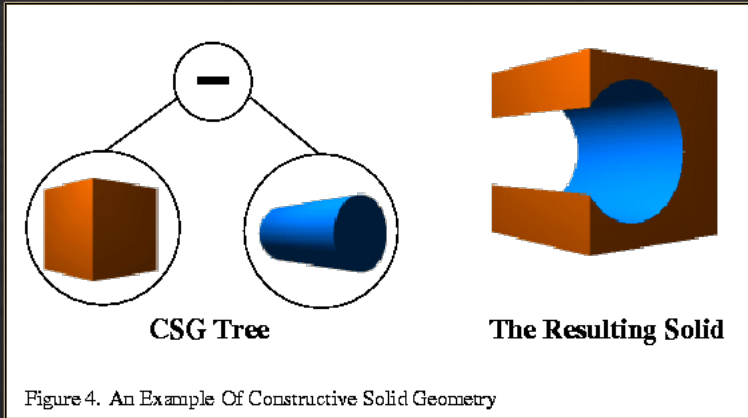
FAKE



3D shape representations

- Implicit representation
- Explicit representations
 - primitives
 - parametric

3D modelling – common approaches



constructive solid geometry

https://www.cs.cmu.edu/~scoros/cs15869-s15/lectures/05-CSG_Procedural.pdf

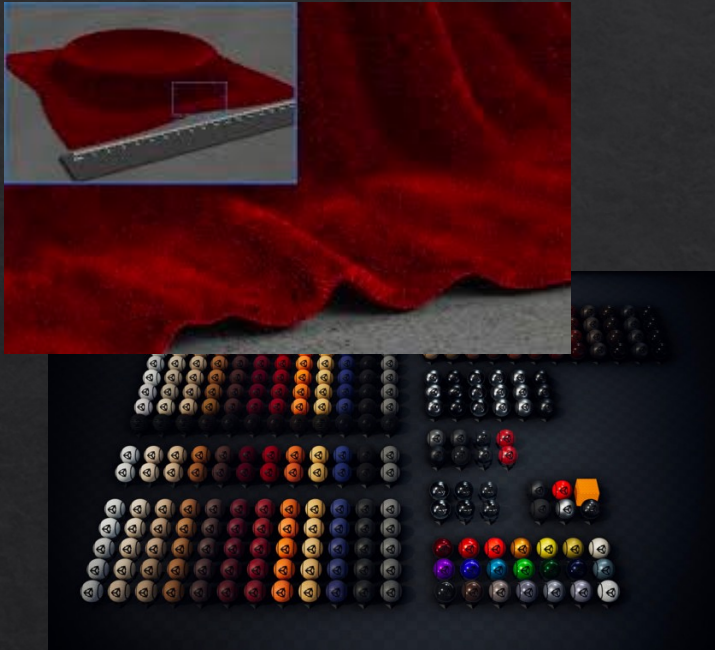
parametric surfaces

<http://www.inf.ed.ac.uk/teaching/courses/cg/lectures/slides16.pdf>

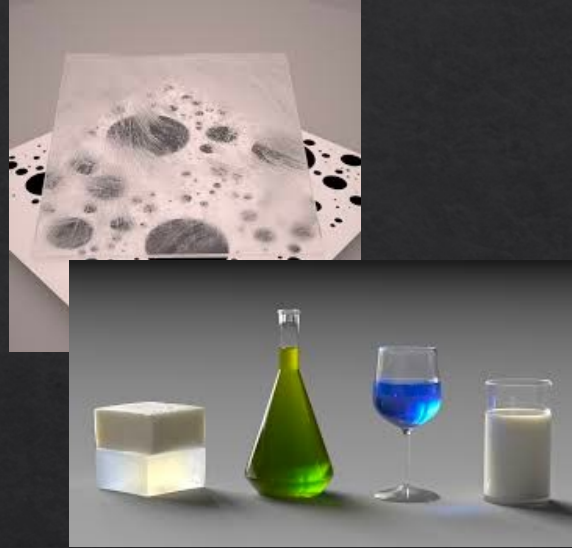
procedural modelling

<https://www.cs.princeton.edu/courses/archive/spring03/cs426/lectures/16-procedural.pdf>

Materials – common approaches



measured



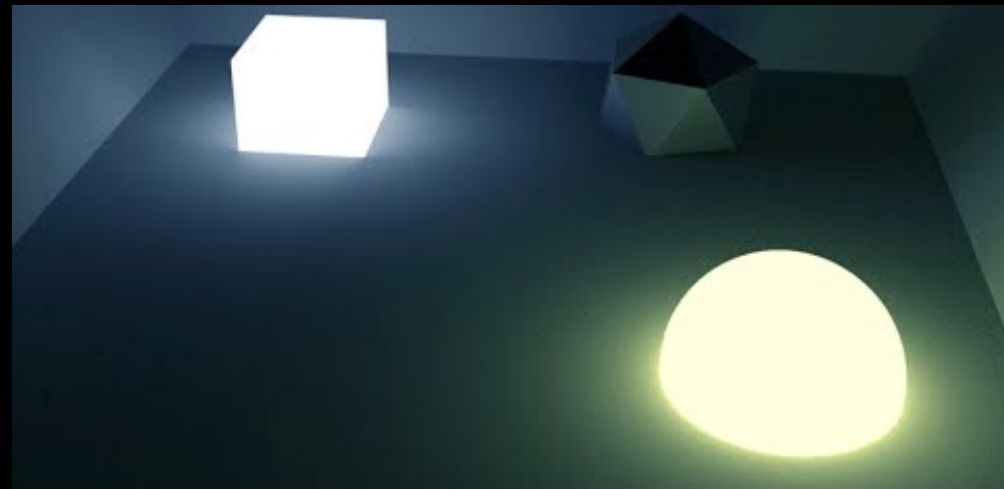
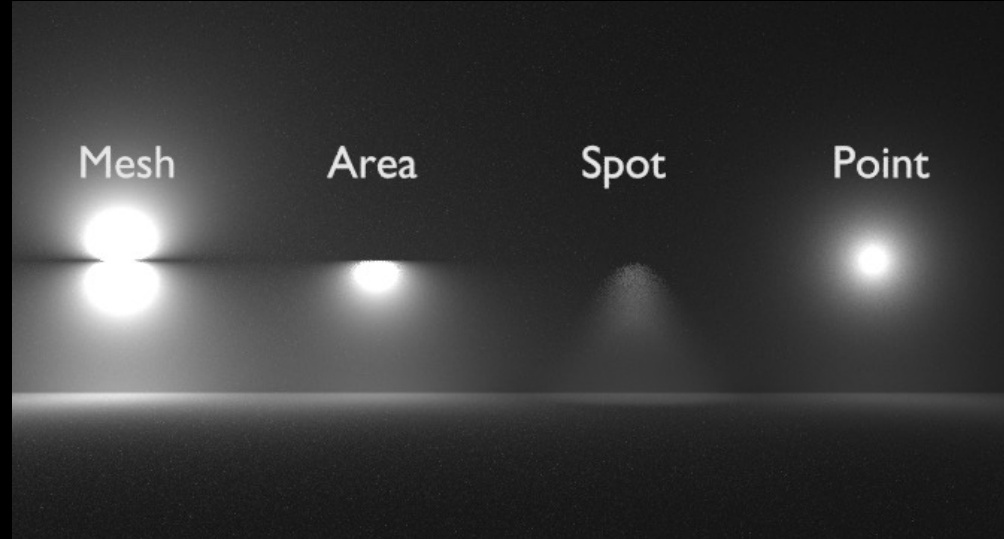
parametric e.g. ggx, bssrdf



procedural modelling

more about this, later in the course ...

Lighting



Environment Maps



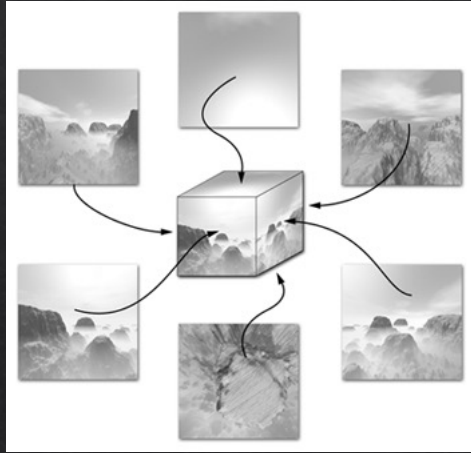
Environment Maps



Environment Maps



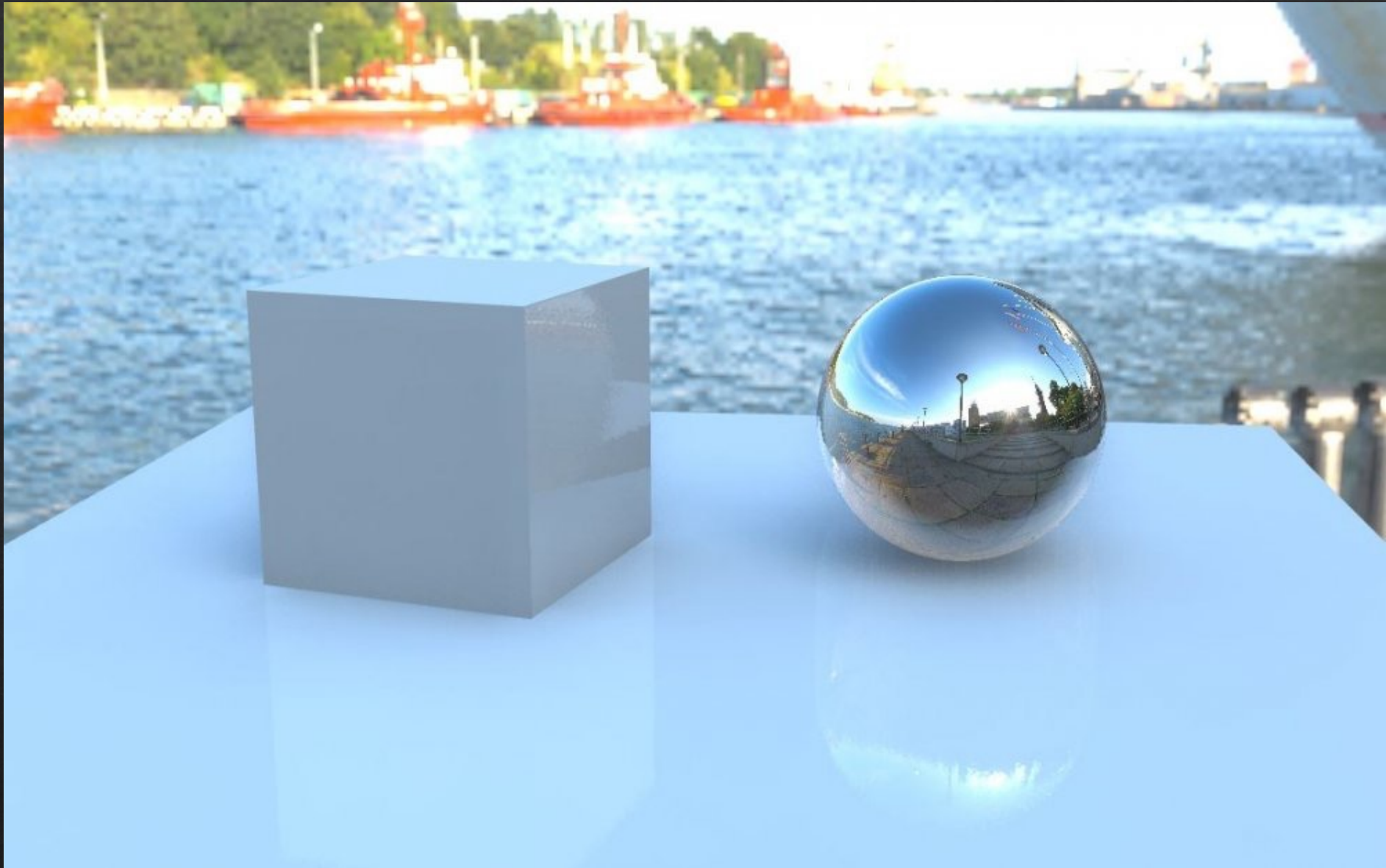
Environment Maps – cube map



Environment Maps – other parameterisations



Environment Maps – directional lighting





Deep Learning for Content Creation





Taming the Beast, Courtney Chaney

Sanja Fidler

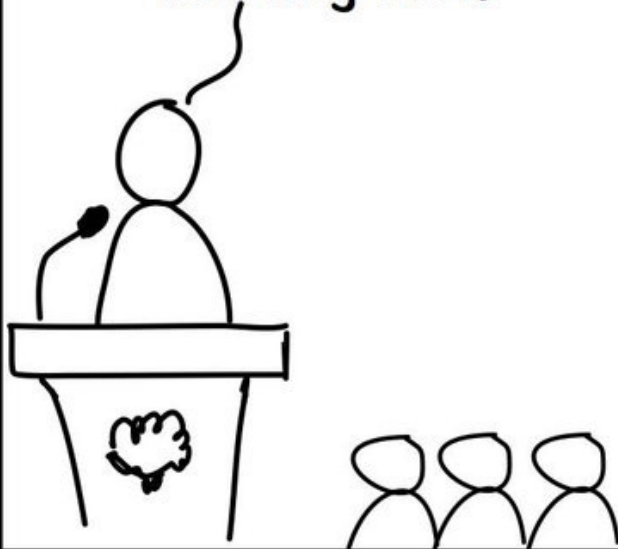


<https://www.cs.utoronto.ca/~fidler/>

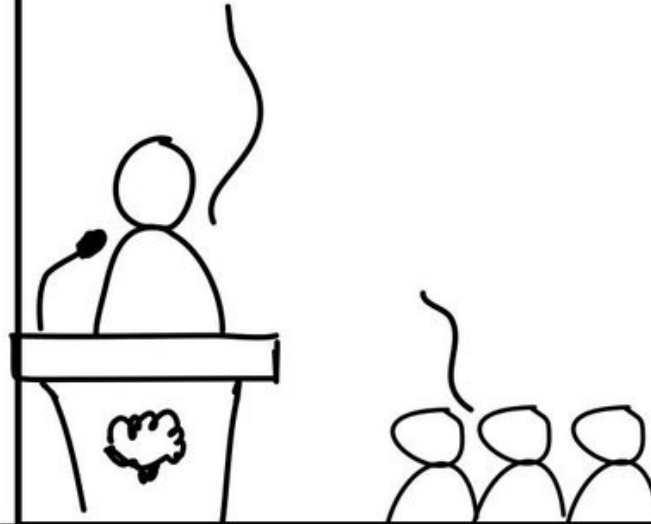
<https://www.youtube.com/watch?v=lkkFcg9k9ho>

Artificial General Equivalence

Our brains are complex
and we don't understand
how they work.



Deep learning networks
are complex and we don't
understand how they work.



Therefore deep learning
works like the brain.

