Synthesis Lectures on Computer
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High Fidelity Haptic Rendering

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High Fidelity Haptic Rendering Synthesis Lectures In Computer Graphics And Animation

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High Fidelity Haptic Rendering Synthesis Lectures In Computer Graphics And Animation:

High Fidelity Haptic Rendering : Computer Graphics And Animation Miguel A. Otaduy,2006 High Fidelity Haptic Rendering Miguel A. Otaduy,Ming C. Lin,2022-05-31 The human haptic system among all senses provides unique and bidirectional communication between humans and their physical environment Yet to date most human computer interactive systems have focused primarily on the graphical rendering of visual information and to a lesser extent on the display of auditory information Extending the frontier of visual computing haptic interfaces or force feedback devices have the potential to increase the quality of human computer interaction by accommodating the sense of touch They provide an attractive augmentation to visual display and enhance the level of understanding of complex data sets They have been effectively used for a number of applications including molecular docking manipulation of nano materials surgical training virtual prototyping and digital sculpting Compared with visual and auditory display haptic rendering has extremely demanding computational requirements In order to maintain a stable system while displaying smooth and realistic forces and torques high haptic update rates in the range of 500 1000 Hz or more are typically used Haptics present many new challenges to researchers and developers in computer graphics and interactive techniques Some of the critical issues include the development of novel data structures to encode shape and material properties as well as new techniques for geometry processing data analysis physical modeling and haptic visualization This synthesis examines some of the latest developments on haptic rendering while looking forward to exciting future research in this area It presents novel haptic rendering algorithms that take advantage of the human haptic sensory modality Specifically it discusses different rendering techniques for various geometric representations e g point based polygonal multiresolution distance fields etc as well as textured surfaces It also shows how psychophysics of touch can provide the foundational design guidelines for developing perceptually driven force models and concludes with possible applications and issues to consider in future algorithmic design validating rendering techniques and evaluating haptic interfaces *Practical Global Illumination with Irradiance Caching* Jaroslav Krivanek,Pascal Gautron,2022-05-31 Irradiance caching is a ray tracing based technique for computing global illumination on diffuse surfaces Specifically it addresses the computation of indirect illumination bouncing off one diffuse object onto another The sole purpose of irradiance caching is to make this computation reasonably fast The main idea is to perform the indirect illumination sampling only at a selected set of locations in the scene store the results in a cache and reuse the cached value at other points through fast interpolation This book is for anyone interested in making a production ready implementation of irradiance caching that reliably renders artifact free images Since its invention 20 years ago the irradiance caching algorithm has been successfully used to accelerate global illumination computation in the Radiance lighting simulation system Its widespread use had to wait until computers became fast enough to consider global illumination in film production rendering Since then its use is ubiquitous Virtually all commercial and open source rendering software base the global illumination computation upon irradiance caching Although elegant and powerful the algorithm in its basic form often fails to produce artifact free mages Unfortunately practical information on implementing the algorithm is scarce The main objective of this book is to show the irradiance caching algorithm along with all the details and tricks upon which the success of its practical implementation is dependent In addition we discuss some extensions of the basic algorithm such as a GPU implementation for interactive global illumination computation and temporal caching that exploits temporal coherence to suppress flickering in animations Our goal is to show the material without being overly theoretical However the reader should have some basic understanding of rendering concepts ray tracing in particular Familiarity with global illumination is useful but not necessary to read this book Table of Contents Introduction to Ray Tracing and Global Illumination Irradiance Caching Core Practical Rendering with Irradiance Caching Irradiance Caching in a Complete Global Illumination Irradiance Caching on Graphics Hardware Temporal Irradiance Caching *Wang Tiles in Computer Graphics* Ares Lagae,2022-06-01 Many complex signals in computer graphics such as point distributions and textures cannot be efficiently synthesized and stored This book presents tile based methods based on Wang tiles and corner tiles to solve both these problems Instead of synthesizing a complex signal when needed the signal is synthesized beforehand over a small set of Wang tiles or corner tiles Arbitrary large amounts of that signal can then efficiently be generated when needed by generating a stochastic tiling and storing only a small set of tiles reduces storage requirements A tile based method for generating a complex signal consists of a method for synthesizing the signal over a set of Wang tiles or corner tiles and a method for generating a stochastic tiling using the set of tiles The method for generating a stochastic tiling using the set of tiles is independent of the signal This book covers scanline stochastic tiling algorithms and direct stochastic tiling algorithms for Wang tiles and corner tiles The method for synthesizing the signal over a set of tiles is dependent on the signal This book covers tile based methods for texture synthesis and for generating Poisson disk distributions This book also explores several applications such as tile based texture mapping and procedural modeling and texturing Although the methods for constructing a complex signal over a set of Wang tiles or corner tiles are dependent on the signal the general idea behind these methods generalizes to other kinds of signals The methods presented in this book therefore have the potential to make the generation and storage of almost any complex signal efficient Table of Contents Introduction Wang Tiles and Corner Tiles Tiling Algorithms for Wang Tiles and Corner Tiles Tile Based Methods for Texture Synthesis Tile Based Methods Generating Poisson Disk Distributions Applications of Poisson Disk Distributions GPU-Based Techniques for Global Illumination Effects Laszlo Szirmay-Kalos,Laszlo Szecsi,Mateu Sbert,2022-05-31 This book presents techniques to render photo realistic images by programming the Graphics Processing Unit GPU We discuss effects such as mirror reflections refractions caustics diffuse or glossy indirect illumination radiosity single or multiple scattering in participating media tone reproduction glow and depth of field The book targets game developers graphics programmers and also students with some basic understanding of computer graphics algorithms rendering APIs like Direct3D or OpenGL and shader programming In order to make the book self contained the most important concepts of local illumination and global illumination rendering graphics hardware and Direct3D HLSL programming are reviewed in the first chapters After these introductory chapters we warm up with simple methods including shadow and environment mapping then we move on toward advanced concepts aiming at global illumination rendering Since it would have been impossible to give a rigorous review of all approaches proposed in this field we go into the details of just a few methods solving each particular global illumination effect However a short discussion of the state of the art and links to the bibliography are also provided to refer the interested reader to techniques that are not detailed in this book The implementation of the selected methods is also presented in HLSL and we discuss their observed performance merits and disadvantages In the last chapter we also review how these techniques can be integrated in an advanced game engine and present case studies of their exploitation in games Having gone through this book the reader will have an overview of the state of the art will be able to apply and improve these techniques and most importantly will be capable of developing brand new GPU algorithms Table of Contents Global Illumintation Rendering Local Illumination Rendering Pipeline of GPUs Programming and Controlling GPUs Simple Improvements of the Local Illumination Model Ray Casting on the GPU Specular Effects with Rasterization Diffuse and Glossy Indirect Illumination Pre computation Aided Global Illumination Participating Media Rendering Fake Global Illumination Postprocessing Effects Integrating GI Effects in Games and Virtual Reality Systems Bibliography **Real-Time Massive Model Rendering** Sung-eui Yoon,Enrico Gobbetti,David Kasik,Dinesh Manocha,2022-06-01 Interactive display and visualization of large geometric and textured models is becoming a fundamental capability There are numerous application areas including games movies CAD virtual prototyping and scientific visualization One of observations about geometric models used in interactive applications is that their model complexity continues to increase because of fundamental advances in 3D modeling simulation and data capture technologies As computing power increases users take advantage of the algorithmic advances and generate even more complex models and data sets Therefore there are many cases where we are required to visualize massive models that consist of hundreds of millions of triangles and even billions of triangles However interactive visualization and handling of such massive models still remains a challenge in computer graphics and visualization In this monograph we discuss various techniques that enable interactive visualization of massive models These techniques include visibility computation simplification levels of detail and cache coherent data management We believe that the combinations of these techniques can make it possible to interactively visualize massive models in commodity hardware Table of Contents Introduction Visibility Simplification and Levels of Detail Alternative Representations Cache Coherent Data Management Conclusions Bibliography *High Dynamic Range Image Reconstruction* Asla M. Sa,Paulo Cezar Carvalho,Luiz Velho,2022-05-31 High dynamic range imaging HDRI is an emerging field that has the potential to cause a great scientific and technological impact in the near future Although new this field is large and complex with non trivial relations to many different areas such as image synthesis computer vision video and image processing digital photography special effects among others For the above reasons HDRI has been extensively researched over the past years and consequently the related scientific literature is vast As an indication that the field is reaching maturity tutorials and books on HDRI appeared Moreover this new resource has already reached interested practitioners in various application areas In this book we do not aim at covering the whole field of high dynamic range imaging and its applications since it is a broad subject that is still evolving Instead our intent is to cover the basic principles behind HDRI and focus on one of the currently most important problems both theoretically and practically That is the reconstruction of high dynamic range images from regular low dynamic range pictures Table of Contents Introduction Digital Image Imaging Devices and Calibration HDR Reconstruction HDRI Acquisition and Visualization Tone Enhancement References Biography

High Dynamic Range Video Karol Myszkowski,Rafal Mantiuk,Grzegorz Krawczyk,2022-05-31 As new displays and cameras offer enhanced color capabilities there is a need to extend the precision of digital content High Dynamic Range HDR imaging encodes images and video with higher than normal 8 bit per color channel precision enabling representation of the complete color gamut and the full visible range of luminance However to realize transition from the traditional toHDRimaging it is necessary to develop imaging algorithms that work with the high precision data Tomake such algorithms effective and feasible in practice it is necessary to take advantage of the limitations of the human visual system by aligning the data shortcomings to those of the human eye thus limiting storage and processing precision Therefore human visual perception is the key component of the solutions we discuss in this book This book presents a complete pipeline forHDR image and video processing fromacquisition through compression and quality evaluation to display At the HDR image and video acquisition stage specialized HDR sensors or multi exposure techniques suitable for traditional cameras are discussed Then we present a practical solution for pixel values calibration in terms of photometric or radiometric quantities which are required in some technically oriented applications Also we cover the problem of efficient image and video compression and encoding either for storage or transmission purposes including the aspect of backward compatibility with existing formats Finally we review existing HDR display technologies and the associated problems of image contrast and brightness adjustment For this purpose tone mapping is employed to accommodate HDR content to LDR devices Conversely the so called inverse tone mapping is required to upgrade LDR content for displaying on HDR devices We overview HDR enabled image and video quality metrics which are needed to verify algorithms at all stages of the pipeline Additionally we cover successful examples of the HDR technology applications in particular in computer graphics and computer vision The goal of this book is to present all discussed components of the HDR pipeline with the main focus on video For some pipeline stages HDR video solutions are either not well established or do not exist at all in which case we describe techniques for single HDR images In such cases we attempt to select the techniques which can be extended into temporal domain Whenever needed relevant background information on human perception is given which enables better understanding of the design choices behind the discussed algorithms and HDR equipment Table of Contents Introduction Representation of an HDR Image HDR Image and Video Acquisition HDR Image Quality HDR Image Video and Texture Compression Tone Reproduction HDR Display Devices LDR2HDR Recovering Dynamic Range in Legacy Content HDRI in Computer Graphics Software **Virtual Crowds** Nuria Palechano,Norman Badler,Jan Allbeck,2022-05-31 There are many applications of computer animation and simulation where it is necessary to model virtual crowds of autonomous agents Some of these applications include site planning education entertainment training and human factors analysis for building evacuation Other applications include simulations of scenarios where masses of people gather flow and disperse such as transportation centers sporting events and concerts Most crowd simulations include only basic locomotive behaviors possibly coupled with a few stochastic actions Our goal in this survey is to establish a baseline of techniques and requirements for simulating large scale virtual human populations Sometimes these populations might be mutually engaged in a common activity such as evacuation from a building or area other times they may be going about their individual and personal agenda of work play leisure travel or spectator Computational methods to model one set of requirements may not mesh well with good approaches to another By including both crowd and individual goals and constraints into a comprehensive computational model we expect to simulate the visual texture and contextual behaviors of groups of seemingly sentient beings Table of Contents Introduction Crowd Simulation Methodology Survey Individual Differences in Crowds Framework HiDAC MACES CAROSA HiDAC Local Motion MACES Wayfinding with Communication and Roles CAROSA Functional Crowds Initializing a Scenario Evaluating Crowds

Interactive Shape Design Marie-Paule Cani,Takeo Igarashi,Geoff Wyvill,2022-05-31 Providing an intuitive modeling system which would enable us to communicate about any free form shape we have in mind at least as quickly as with real world tools is one of the main challenges of digital shape design The user should ideally be able to create deform and progressively add details to a shape without being aware of the underlying mathematical representation nor being tied by any constraint on the geometrical or topological nature of the model This book presents the field of interactive shape design from this perspective Since interactively creating a shape builds on the humans ability of modeling by gesture we note that the recent advances in interactive shape design can be classified as those that rely on sculpting as opposed to sketching metaphors Our synthetic presentation of these strategies enables us to compare the different families of solutions discuss open issues and identify directions for future research Table of Contents Introduction Sculpting Metaphors Sketching Systems Future Directions Modeling by Gesture **High Dynamic Range Video** Karol Myszkowski,Rafal Mantiuk,Grzegorz Krawczyk,2008 As new displays and cameras offer enhanced color capabilities there is a need to extend the precision of digital content High Dynamic Range HDR imaging encodes images and video with higher than normal 8 bit per color channel precision enabling representation of the complete color gamut and the full visible range of luminance However to realize transition from the traditional to HDRimaging it is necessary to develop imaging algorithms that work with the high precision data To make such algorithms effective and feasible in practice it is necessary to take advantage of the limitations of the human visual system by aligning the data shortcomings to those of the human eye thus limiting storage and processing precision Therefore human visual perception is the key component of the solutions we discuss in this book *Synthesis lectures on computer graphics and animation* [Anonymus AC07511097],2006 **Synthesis Lectures on Computer Graphics and Animation : Rethinking Quaternions** Ro Goldman, **Haptic Rendering for Simulation of Fine Manipulation** Dangxiao Wang,Jing Xiao,Yuru Zhang,2014-10-17 This book introduces the latest progress in six degrees of freedom 6 DoF haptic rendering with the focus on a new approach for simulating force torque feedback in performing tasks that require dexterous manipulation skills One of the major challenges in 6 DoF haptic rendering is to resolve the conflict between high speed and high fidelity requirements especially in simulating a tool interacting with both rigid and deformable objects in a narrow space and with fine features The book presents a configuration based optimization approach to tackle this challenge Addressing a key issue in many VR based simulation systems the book will be of particular interest to researchers and professionals in the areas of surgical simulation rehabilitation virtual assembly and inspection and maintenance

GPU-based Techniques for Global Illumination Effects László Szirmay-Kalos,Ls̀zl̤ Szčsi,Mateu Sbert,2008 This book presents techniques to render photo realistic images by programming the Graphics Processing Unit GPU We discuss effects such as mirror reflections refractions caustics diffuse or glossy indirect illumination radiosity single or multiple scattering in participating media tone reproduction glow and depth of field The book targets game developers graphics programmers and also students with some basic understanding of computer graphics algorithms rendering APIs like Direct3D or OpenGL and shader programming In order to make the book self contained the most important concepts of local illumination and global illumination rendering graphics hardware and Direct3D HLSL programming are reviewed in the first chapters After these introductory chapters we warm up with simple methods including shadow and environment mapping then we move on toward advanced concepts aiming at global illumination rendering Since it would have been impossible to give a rigorous review of all approaches proposed in this field we go into the details of just a few methods solving each particular global illumination effect However a short discussion of the state of the art and links to the bibliography are also provided to refer the interested reader to techniques that are not detailed in this book The implementation of the selected methods is also presented in HLSL and we discuss their observed performance merits and disadvantages In the last chapter we also review how these techniques can be integrated in an advanced game engine and present case studies of their exploitation in games Having gone through this book the reader will have an overview of the state of the art will be able to apply and improve these techniques and most importantly will be capable of developing brand new GPU algorithms Table of Contents Global Illumintation Rendering Local Illumination Rendering Pipeline of GPUs Programming and Controlling GPUs Simple

Improvements of the Local Illumination Model Ray Casting on the GPU Specular Effects with Rasterization Diffuse and Glossy Indirect Illumination Pre computation Aided Global Illumination Participating Media Rendering Fake Global Illumination Postprocessing Effects Integrating GI Effects in Games and Virtual Reality Systems Bibliography *Practical Global Illumination with Irradiance Caching* Jaroslav Křivánek,Pascal Gautron,2009 Irradiance caching is a ray tracing based technique for computing global illumination on diffuse surfaces Specifically it addresses the computation of indirect illumination bouncing off one diffuse object onto another The sole purpose of irradiance caching is to make this computation reasonably fast The main idea is to perform the indirect illumination sampling only at a selected set of locations in the scene store the results in a cache and reuse the cached value at other points through fast interpolation This book is for anyone interested in making a production ready implementation of irradiance caching that reliably renders artifact free images Since its invention 20 years ago the irradiance caching algorithm has been successfully used to accelerate global illumination computation in the Radiance lighting simulation system Its widespread use had to wait until computers became fast enough to consider global illumination in film production rendering Since then its use is ubiquitous Virtually all commercial and open source rendering software base the global illumination computation upon irradiance caching Although elegant and powerful the algorithm in its basic form often fails to produce artifact free mages Unfortunately practical information on implementing the algorithm is scarce The main objective of this book is to show the irradiance caching algorithm along with all the details and tricks upon which the success of its practical implementation is dependent In addition we discuss some extensions of the basic algorithm such as a GPU implementation for interactive global illumination computation and temporal caching that exploits temporal coherence to suppress flickering in animations Our goal is to show the material without being overly theoretical However the reader should have some basic understanding of rendering concepts ray tracing in particular Familiarity with global illumination is useful but not necessary to read this book Table of Contents Introduction to Ray Tracing and Global Illumination Irradiance Caching Core Practical Rendering with Irradiance Caching Irradiance Caching in a Complete Global Illumination Irradiance Caching on Graphics Hardware Temporal Irradiance Caching **Real-Time Rendering, Fourth Edition** Tomas Akenine-Mö̈ller,Eric Haines,Naty Hoffman,2018-08-06 Thoroughly updated this fourth edition focuses on modern techniques used to generate synthetic three dimensional images in a fraction of a second With the advent of programmable shaders a wide variety of new algorithms have arisen and evolved over the past few years This edition discusses current practical rendering methods used in games and other applications It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics all in an approachable style New to this edition new chapter on VR and AR as well as expanded coverage of Visual Appearance Advanced Shading Global Illumination and Curves and Curved Surfaces **Rendering for Beginners** Saty Raghavachary,2005 Finally a non technical introduction to Pixar s RenderMan written for artists *Video-Based Rendering* Marcus A. Magnor,2005-08-08

Driven by consumer market applications that enjoy steadily increasing economic importance graphics hardware and rendering algorithms are a central focus of computer graphics research Video based rendering is an approach that aims to overcome the current bottleneck in the time consuming modeling process and has applications in areas such as comput

Real-Time Rendering Tomas Akenine-Möller,Eric Haines,Naty Hoffman,2019-01-18 Thoroughly revised this third edition focuses on modern techniques used to generate synthetic three dimensional images in a fraction of a second With the advent of programmable shaders a wide variety of new algorithms have arisen and evolved over the past few years This edition discusses current practical rendering methods used in games and other applications It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics all in an approachable style The authors have made the figures used in the book available for download for fair use Download Figures Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade This latest edition is as relevant as ever covering topics from essential mathematical foundations to advanced techniques used by today s cutting edge games Gabe Newell President Valve May 2008 Rendering has been completely revised and revamped for its updated third edition which focuses on modern techniques used to generate three dimensional images in a fraction of the time old processes took From practical rendering for games to math and details for better interactive applications it s not to be missed The Bookwatch November 2008 You ll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping as well as a new respect for the incredible craftsmanship that goes into today s PC games Logan Decker PC Gamer Magazine February 2009

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