Computer Graphics

- Image-based Rendering -

Philipp Slusallek

Motivation

Photography

- Easy acquisition
- Fast display
- Natural impression

Computer Graphics

- Time-consuming scene modeling
- Computation-intensive rendering
- Artificial appearance

Motivation II

- All we sometimes care about in rendering is generating images from new viewpoints

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  - Projection
  - Lighting
  - Z-buffering

Motivation II

- All we sometimes care about in rendering is generating images from new viewpoints
- In geometry-based methods, we *compute* these new images
  - Projection
  - Lighting
  - Z-buffering
- Why not just *look-up* this information?

Overview

- Theoretical Basis
- “Pure” IBR Algorithms
- Geometry-assisted IBR Techniques

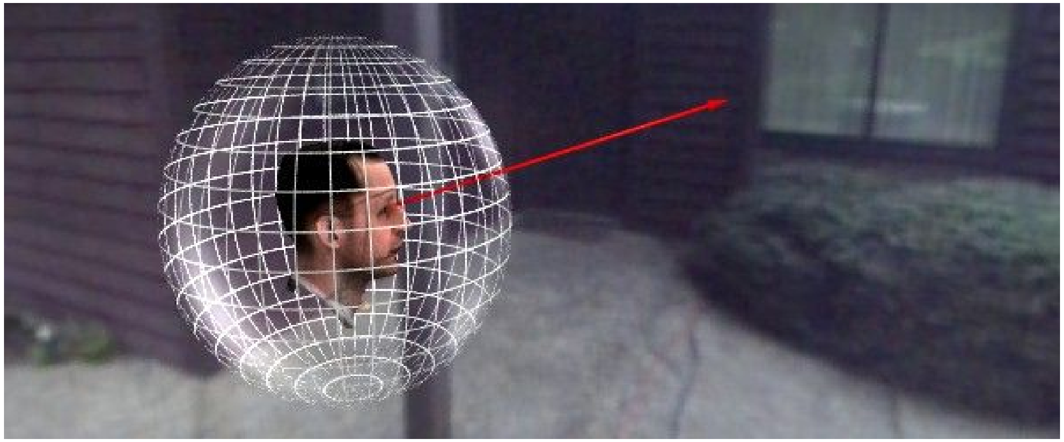
Overview

- Plenoptic function
- Panoramas
- Concentric Mosaics
- Light Field Rendering
- The Lumigraph
- Layered Depth Images
- View-dependent Texture Mapping
- Surface Light Fields
- View Morphing

The Plenoptic Function

- Observable light properties (wavelength, 1D) at every point in space (+3D) in all directions (+2D) at every time (+1D): 7D function

$$p = P(\lambda, V_x, V_y, V_z, \theta, \phi, t)$$



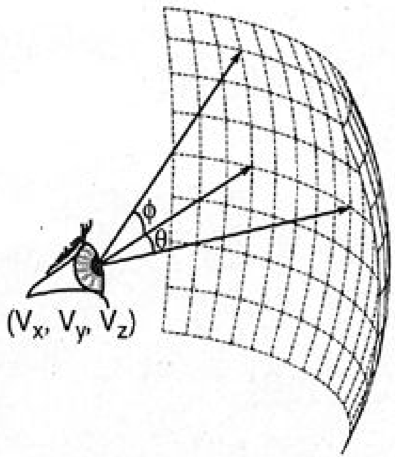


FIGURE 1. The plenoptic function describes all of the image information visible from a particular viewing position.

The Plenoptic Function II

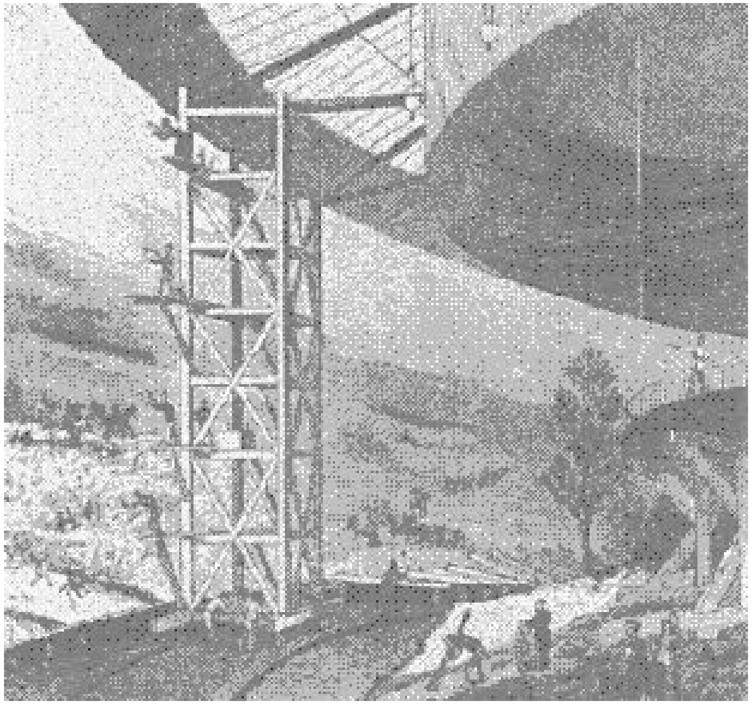
- Acquisition
  - Continuous function $\Rightarrow$ appropriate discretization
  - High-dimensional $\Rightarrow$ reduction in storage requirements
- Rendering
  - Continuous function $\Rightarrow$ look up function value
  - Discretized data $\Rightarrow$ re-sample and interpolate

Plenoptic Rendering Taxonomy

- Reduced Plenoptic Function
  - 5D: time and wavelength omitted
    $\Rightarrow$ static scene, RGB values
- Light Field Rendering
  - 4D: transparent space and opaque objects, viewpoint outside of the bounding box
- Concentric Mosaics
  - 3D: viewpoint constrained to lie within a circle
- Panoramas
  - 2D: fixed viewpoint

Panoramas - History

- Robert Barker's Panorama (1792)
  - Up to 17 meters high, 130 meters circumference
- Raoul Brimoin-Sansons Cineorama (1897)
  - 10 synchronized movie projectors, 100 meter circumference
- Disneys CircleVision
  - 9 35mm cameras
- Modern Cinemas
  - IMAX
  - OMNIMAX



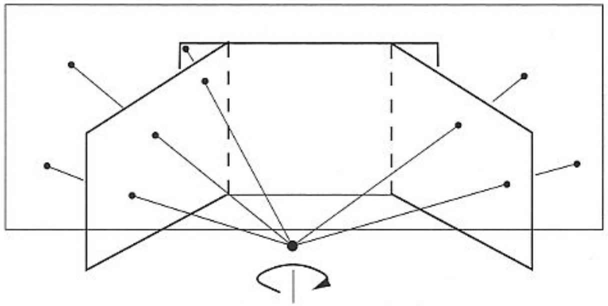
Panoramas

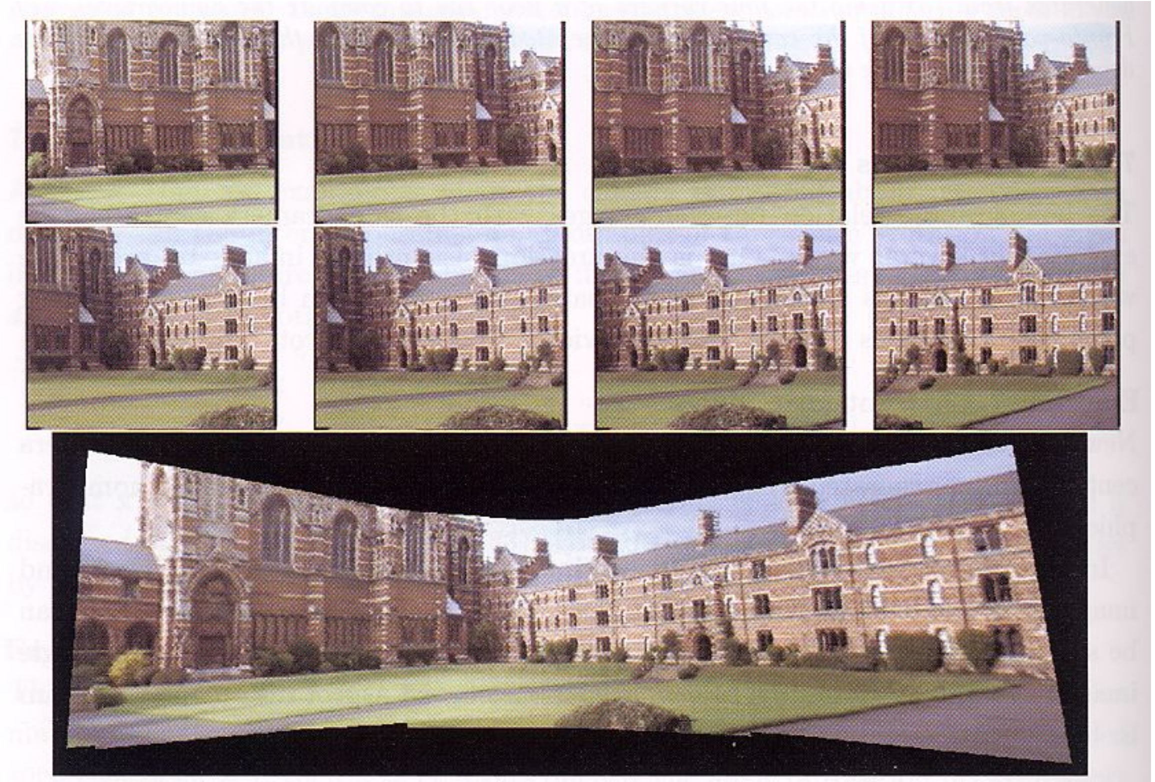
Fixed viewpoint, arbitrary viewing direction

- Acquisition
  - Multiple conventional images
  - Special panorama cameras
- Mosaicing
  - Image registration
  - Stitching
  - Warping
- Rendering
  - Resampling in real-time

Panoramic Mosaicing

- Projection onto one common plane

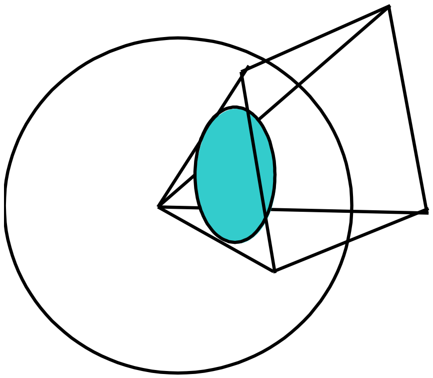




⇒ Bow-tie shape

Panorama Parameterization

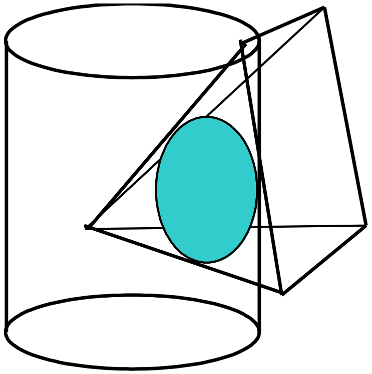
- Spherical projecting surface



  - Advantage
    - Area-constant representation
  - Disadvantage
    - Irregular resampling area

Panorama Parameterization II

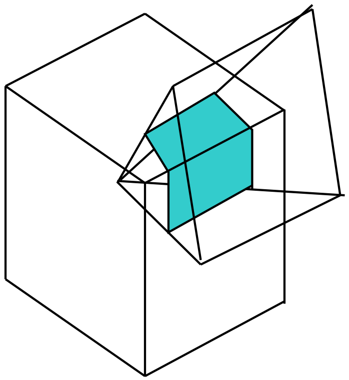
- Cylindrical projecting surface



  - Advantages
    - Simple querying
    - one data structure for all directions
  - Disadvantage
    - Vertical field of view is limited

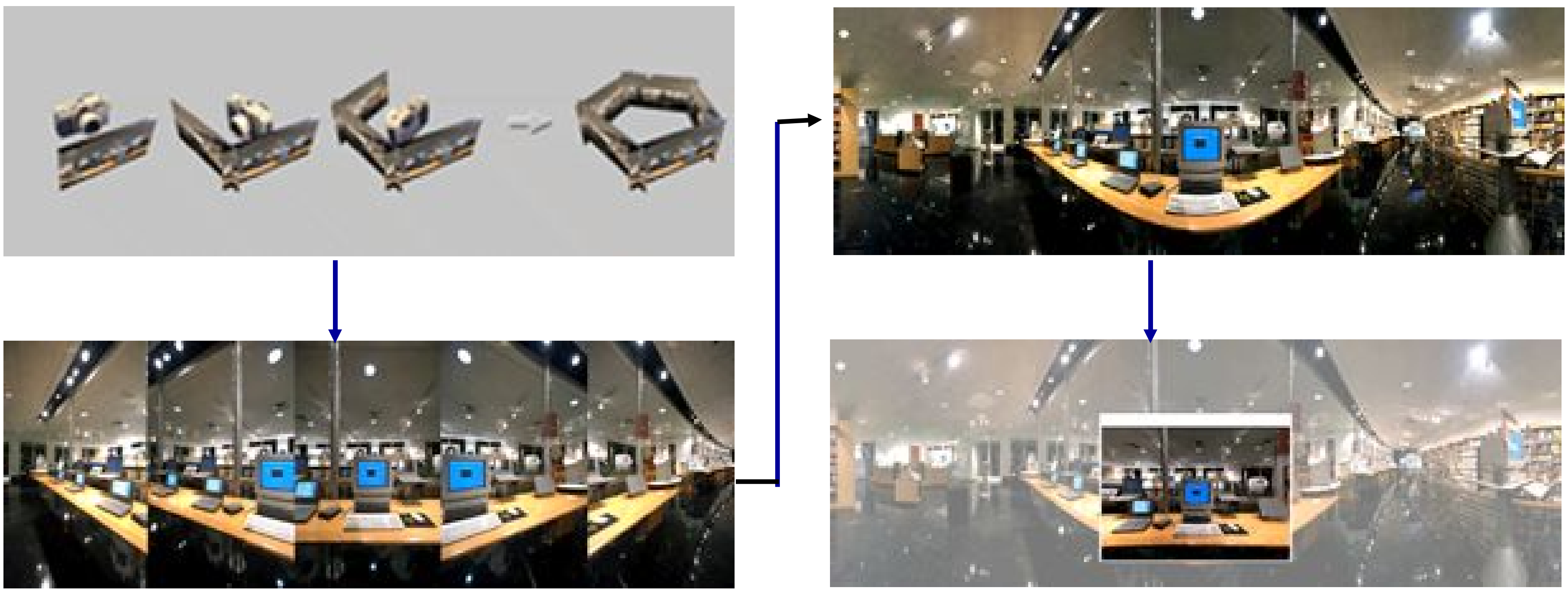
Panorama Parameterization

- Cubic projecting surface



  - Advantages
    - Simple data representation
    - All viewing directions
  - Disadvantages
    - 6 separate data slabs
    - Distortion towards edges

Cylindrical Panoramas



Panorama Mosaicing

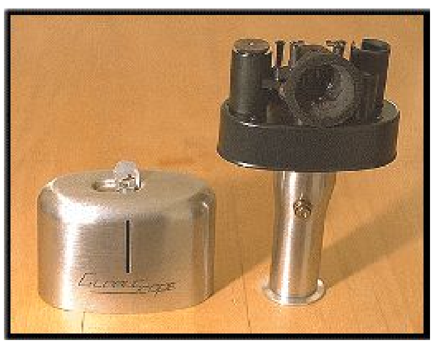
© James Davis

- Prewarping
  - Lens correction, radiometric correction, cylindrical projection
- Image Registration
  - Feature alignment
  - Minimizing pixel differences
- Compositing
  - Eliminate moving objects
- Resampling
  - Filling holes
  - Blending
  - Filtering

Panorama Cameras

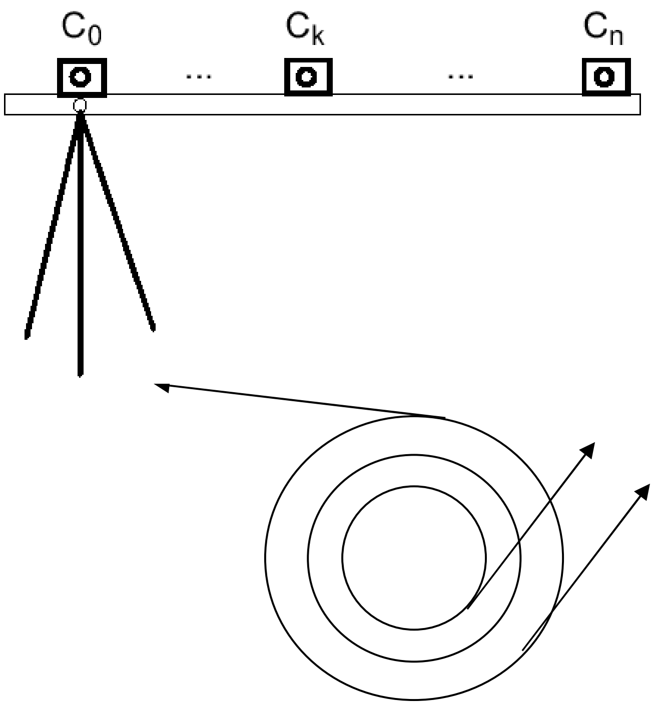
- Rotating Cameras
  - Kodak Cirkut
  - Globuscope
- Stationary Cameras
  - Be Here
  - OmniCam
  - ...




Concentric Mosaics

H.-Y. Shum and L.-W. He, “Rendering with Concentric Mosaics”, Siggraph’99

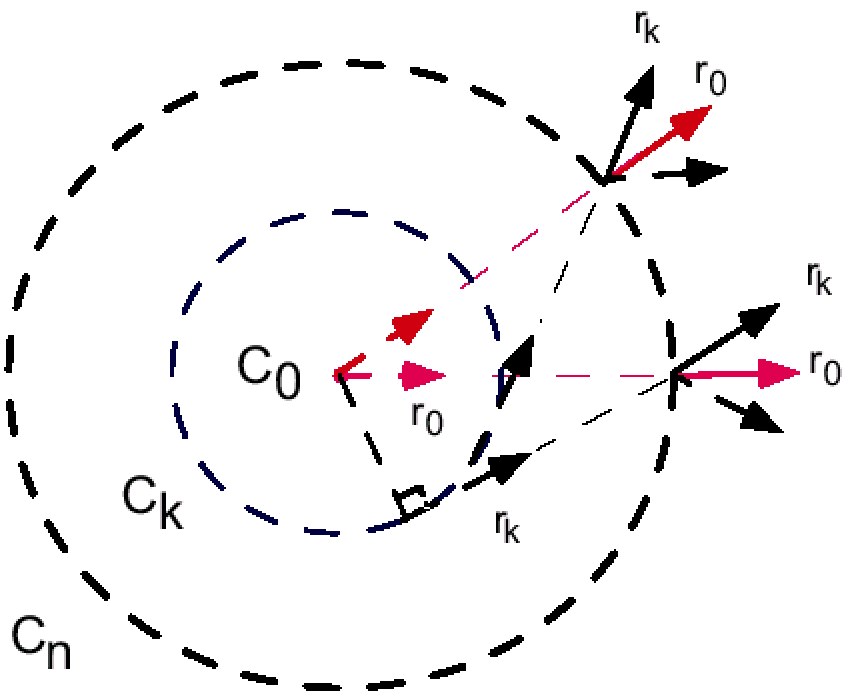


Viewpoint on confined plane

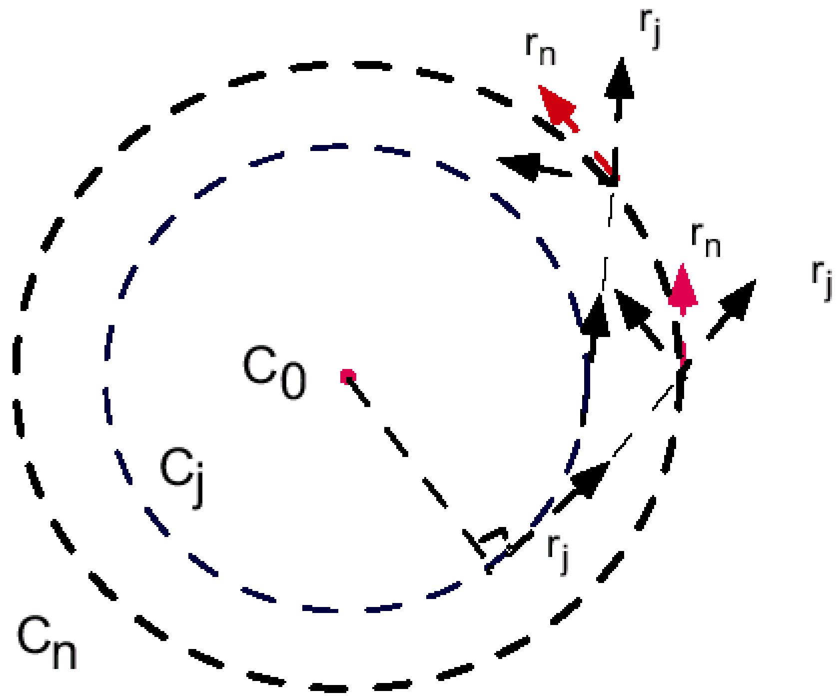
- Acquisition
  - Off-axis rotating camera
  - Different radii
- Optical axis alignment
  - Tangential or radial
- Stored as tangent slit images (vertical lines)

⇒ Conveys horizontal parallax

Concentric Mosaics – Optical Axis Orientation



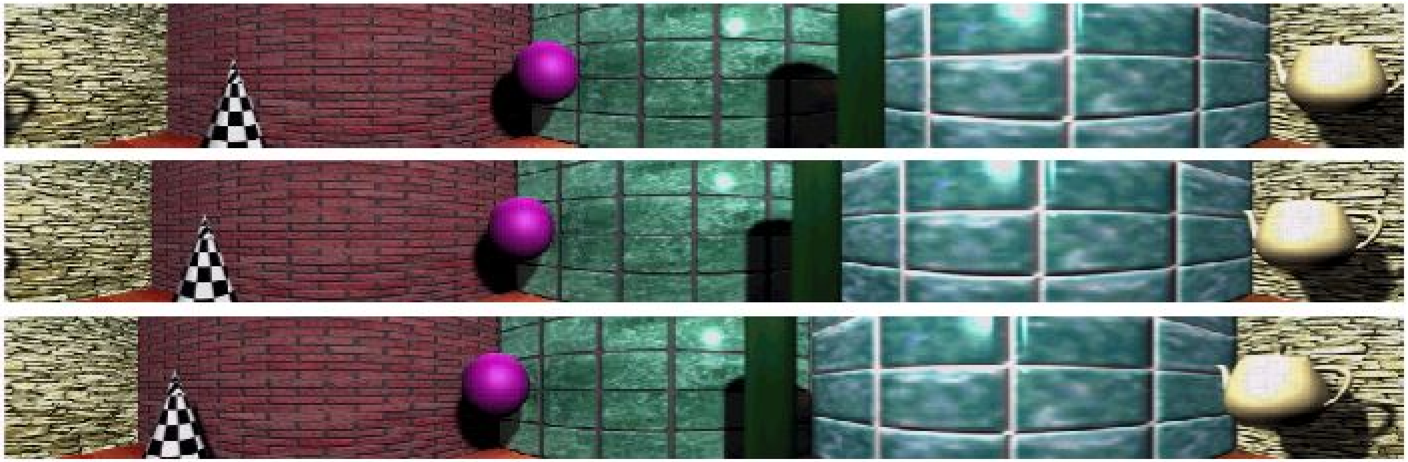
Radial axis alignment



Tangential axis alignment

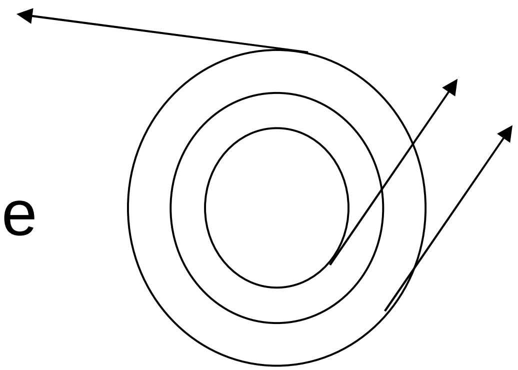
- Parameterize each vertical line as tangent to circle

Concentric Mosaics – Data Representation

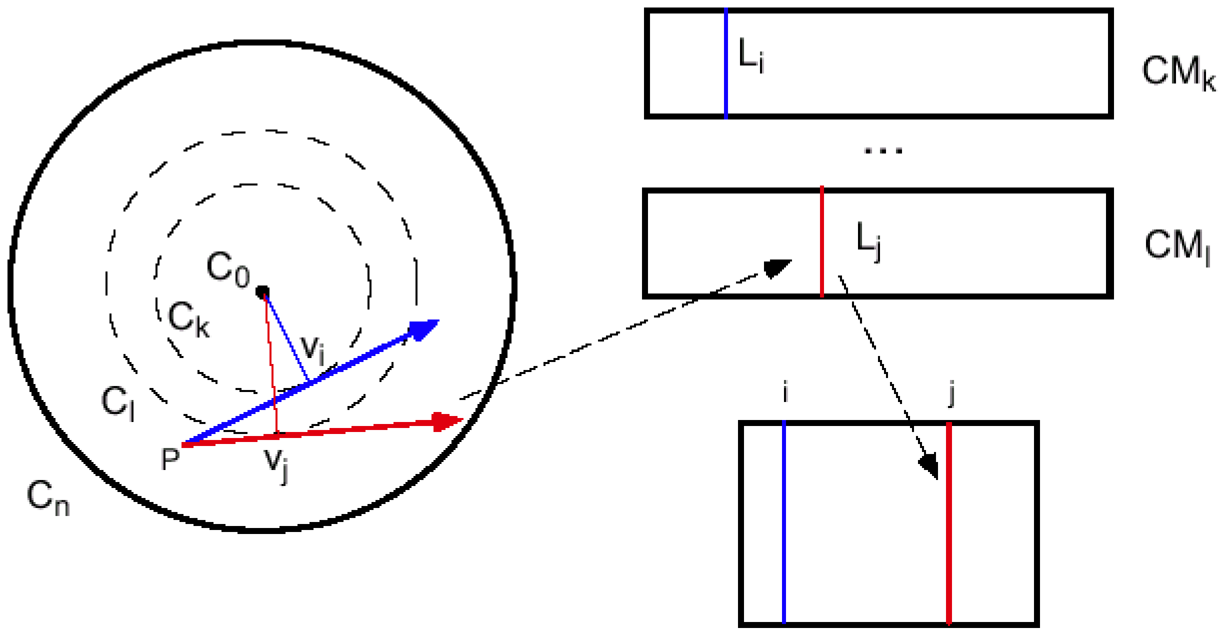


- Along one circle

  Tangential parameterization
  - Multiple centers-of-projection image
  - Pushbroom camera
- Between circles of different radii
  - Horizontal parallax for different scene depths



Concentric Mosaics - Rendering



Rendered novel view at P

For each vertical line:

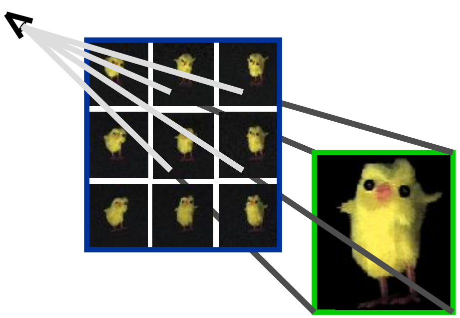
- Find tangent line to circle
- Select nearest circle
- Select closest recording position

Concentric Mosaic – Example

- Horizontal parallax
- Reflection effects
- Dense sampling to avoid aliasing

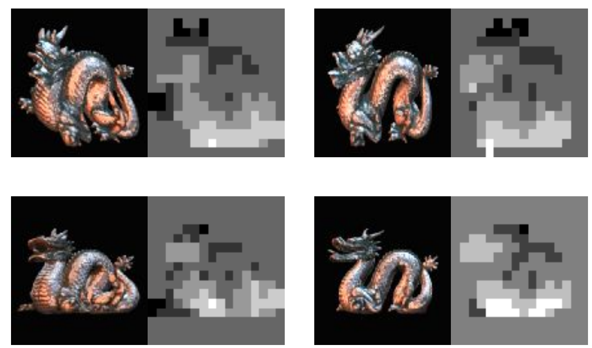
IBR Taxonomy

image-based ⟷ geometry-based



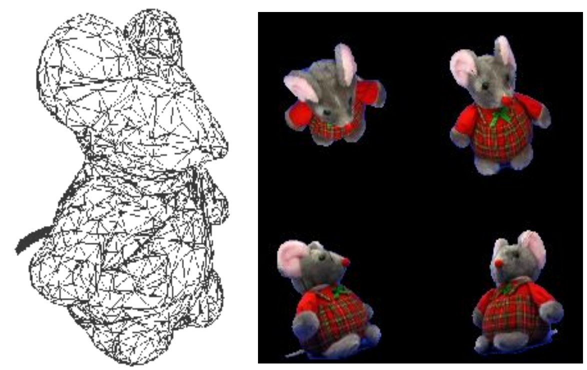
Light Field Rendering

- images only
+ no scene restrictions
– lots of images



Lumigraph, Layered Depth Images

- images & per-pixel depth
+ improved rendering quality
– increased rendering complexity



View-dep. Text. Map., Surface Light Fields

- images & 3-D model
+ fast rendering (hardware)
– geometry acquisition/ reconstruction

Light Field Rendering

Levoy and Hanrahan, “Light Field Rendering”, Siggraph’96

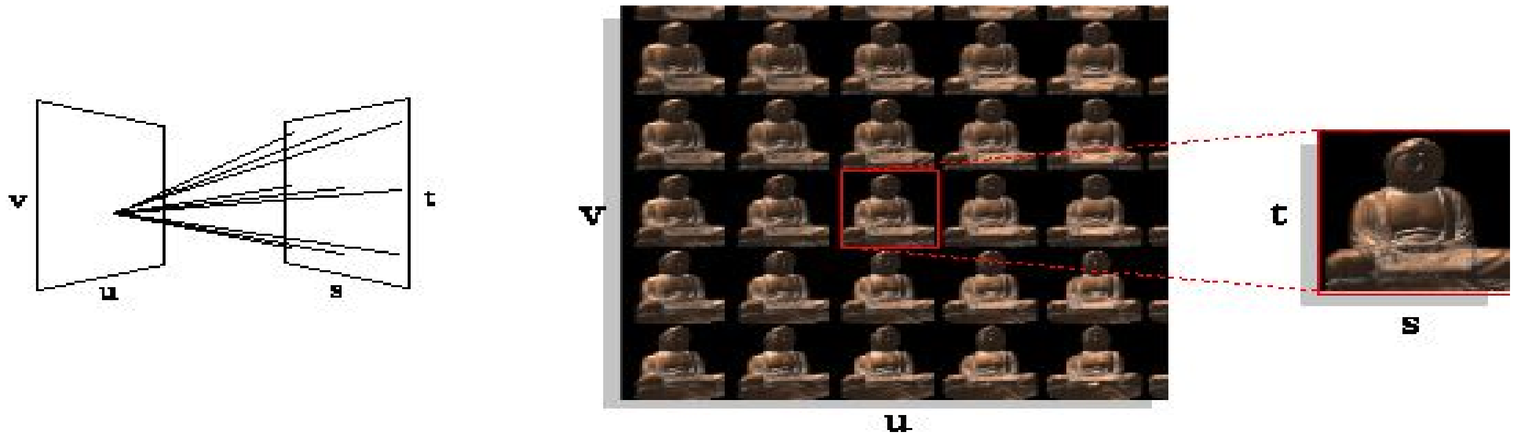
graphics.stanford.edu/projects/lightfield/

- Viewpoint outside bounding visual hull
- Assumption: light properties don’t change along ray
- 2D matrix of 2D images: 4D structure

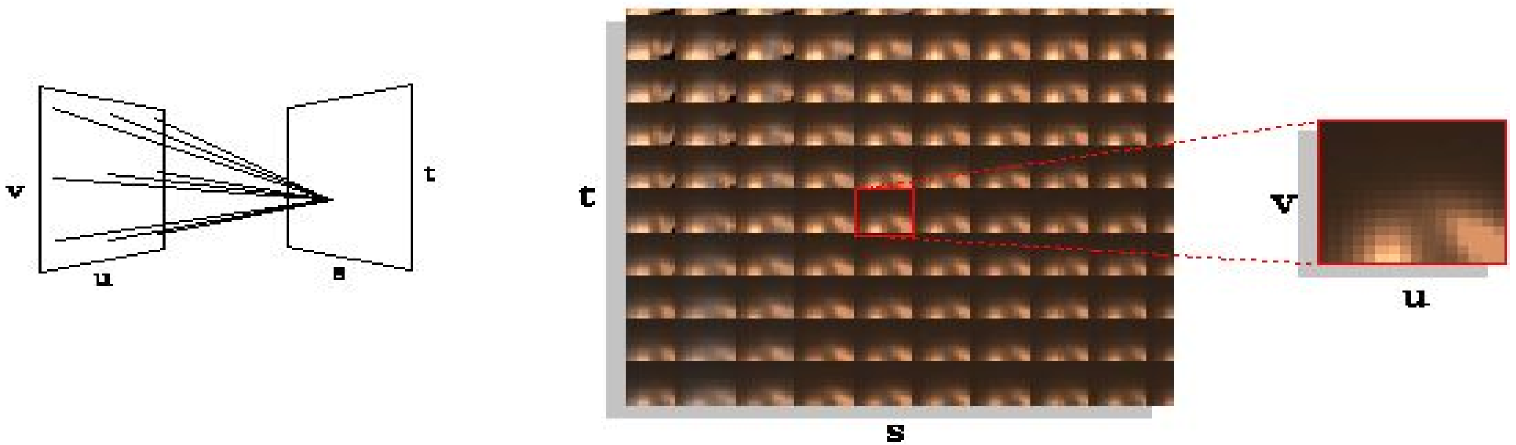
$\Rightarrow$ Conveys full parallax

$\Rightarrow$ captures complex BRDFs

Two-Plane Parameterization

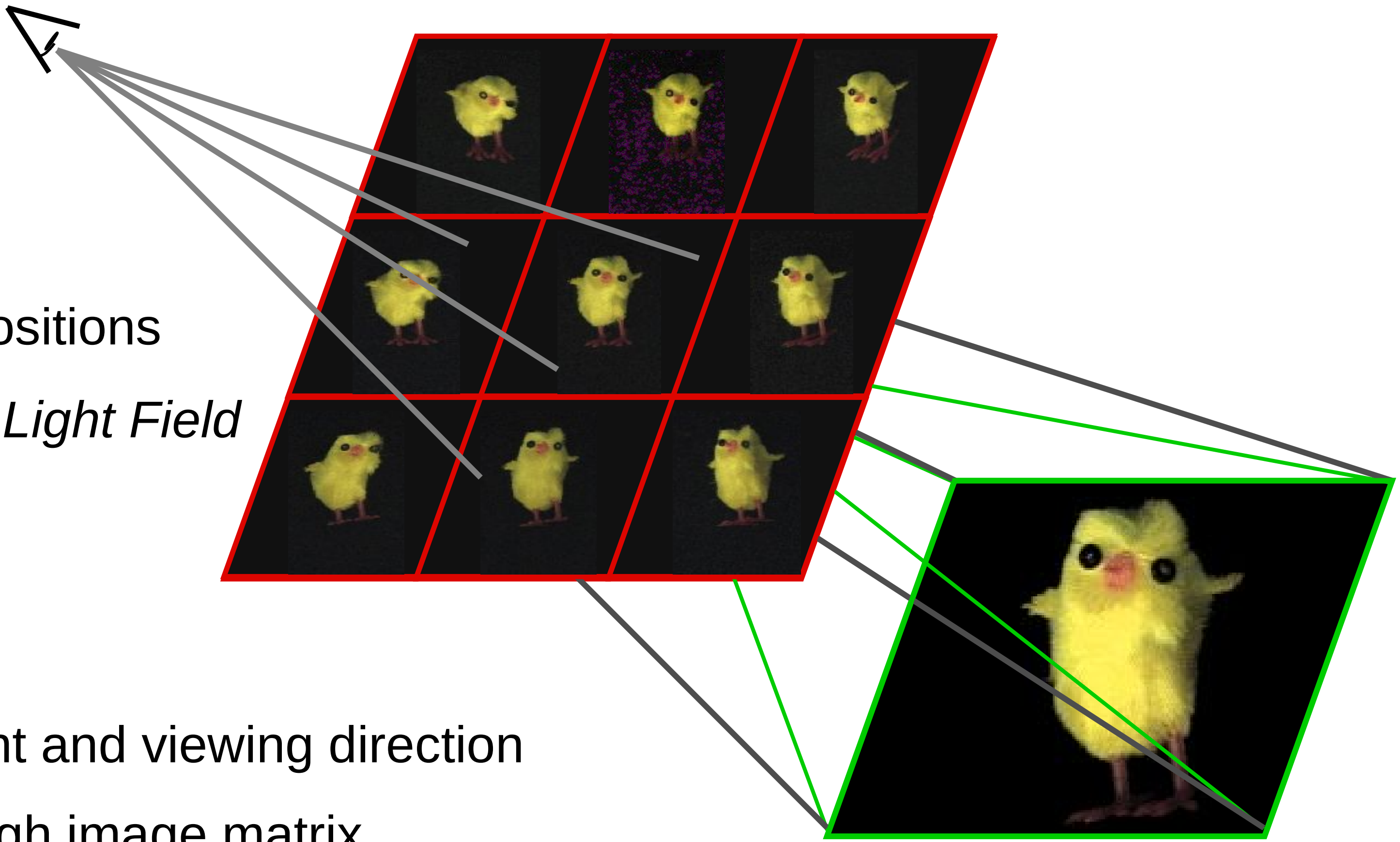


uv array of st images



st array of uv images

Light Field Rendering



Acquisition

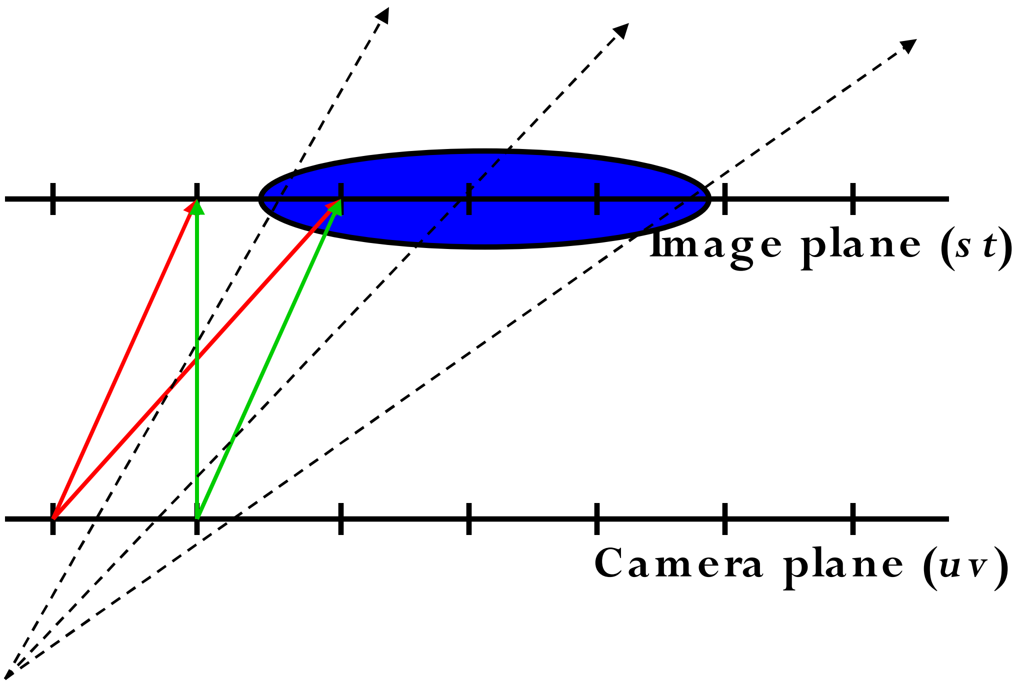
- Static 3D scene
- Known camera positions
- 2D image matrix: *Light Field*

Rendering

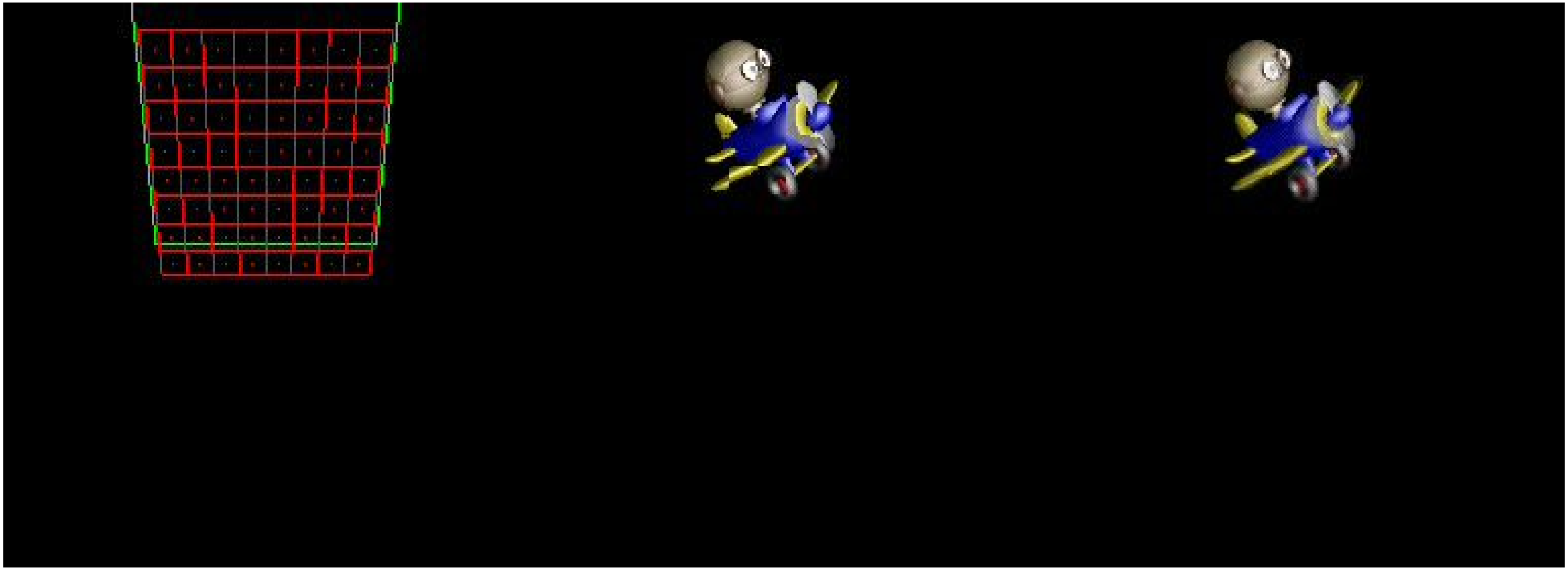
- Arbitrary viewpoint and viewing direction
- Ray-tracing through image matrix
- Pixel color determined by intersection with camera plane/image plane

Light Fields – Quadralinear Interpolation

- For each desired ray:
  - Compute intersection with *uv* and *st* planes
  - Take closest ray
- Variants: interpolation
  - Bilinear in (u,v) only
  - Bilinear in (s,t) only
  - Quadrilinear in (u,v,s,t)



Light Field Rendering - Example



2-plane parameterization closest image quadralinear interpolation

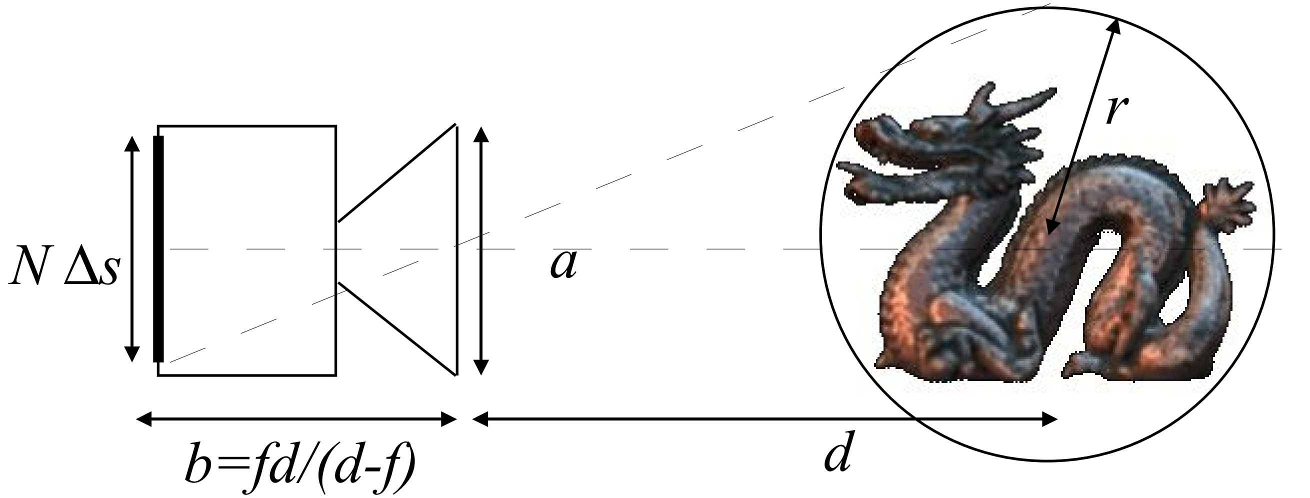
Aliasing-free rendering: number of images $\propto$ image resolution

Photorealistic rendering results: lots of images necessary !

Light Field Sampling

known

- Focal length f
- Object radius r
- Pixel size Δs
- Pixel number N



- Optimal recording distance d
  - Object fills camera format

$$\frac{N\,\Delta s}{2\text{b}} = \frac{r}{d} \;\rightarrow\; \frac{N\,\Delta s\,(d-f)}{2\text{fd}} = \frac{r}{d}$$

$$\rightarrow\; d = f\left(1 + \frac{2\text{r}}{N\,\Delta s}\right)$$

- Maximum lens diameter a_{max}
  - Depth-of-field < pixel size Δs

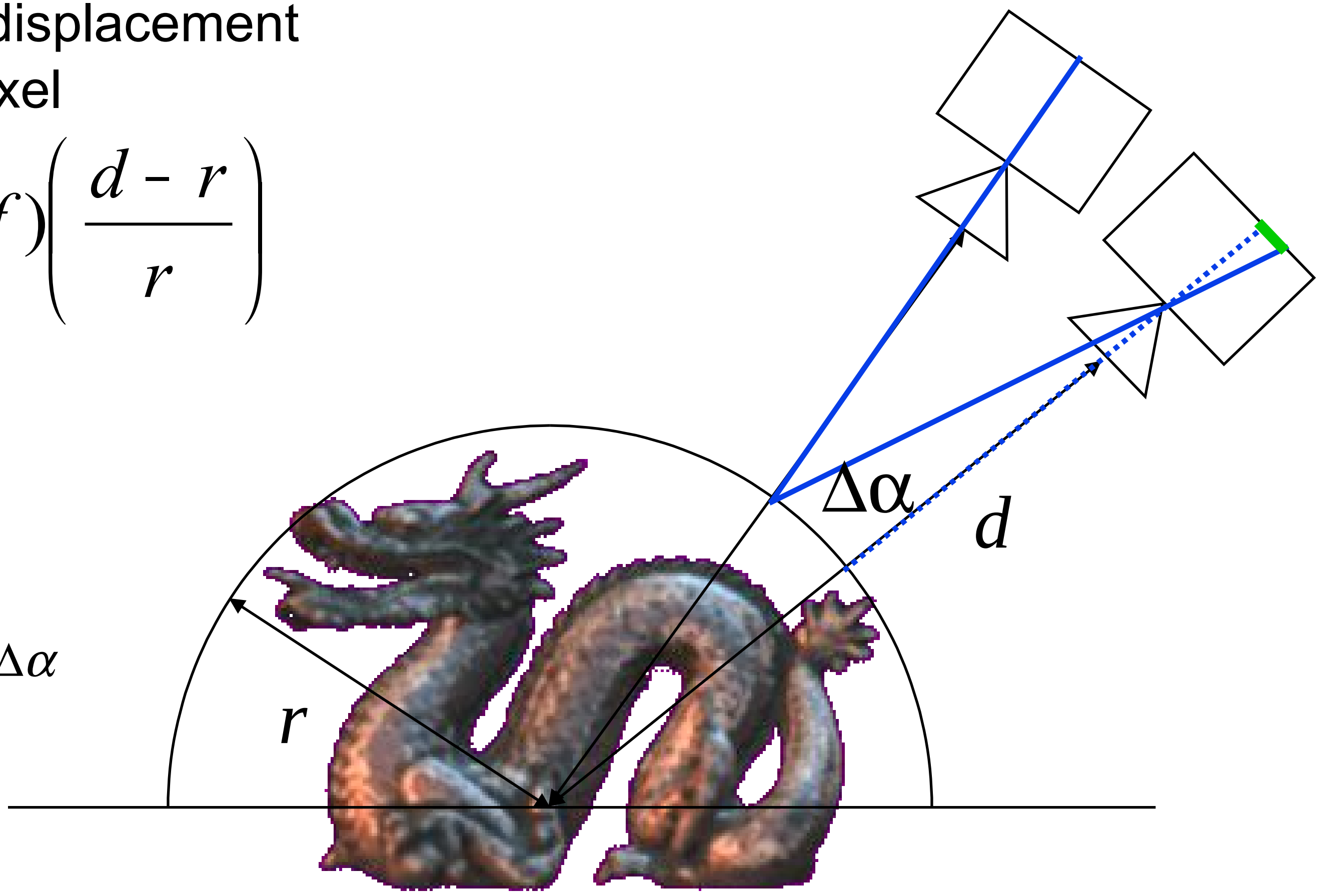
$$a < \frac{\Delta s}{f}(d - f)\left(\frac{d - r}{r}\right)$$

Light Field Sampling II

- Maximum camera movement
  - Disparity must be smaller than one pixel under camera displacement
  - Disparity < 1 pixel

$$\Delta\alpha = \frac{\Delta s}{df}(d-f)\left(\frac{d-r}{r}\right)$$

- pixel size: Δs
- object radius: r
- focal length: f
- recording distance: d
- displacement angle: $\Delta\alpha$



Light Field Sampling III

- Maximum lens diameter $$a = \frac{\Delta s}{f}(d - f)\left(\frac{d}{r} - 1\right)$$

- Maximum camera movement $$\Delta \alpha = \frac{\Delta s}{df}(d - f)\left(\frac{d}{r} - 1\right)$$

- Angular extend of lens $$\Delta \alpha \approx \frac{a}{d}$$

> ⇒ Same sampling criterion
>
> ⇒ Camera lens serves as low-pass filter

⇒ number of images over sphere $$Q \approx \frac{4\pi}{\Delta \alpha^2}$$

Light Field Sampling IV

- $N\,\Delta s$ = 2.56 mm
- f = 12 mm
- r = 100 mm
- 24 bits/pixel

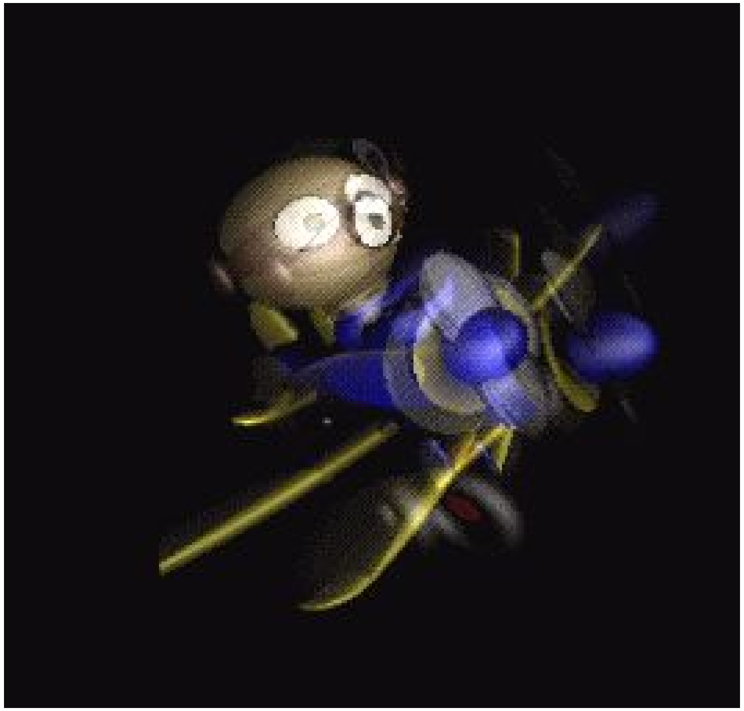
⇒ d=950 mm

pixel number N^2	max lens dia. $d\Delta\alpha$ (mm)	image number Q	total pixel number N^2Q	memory (MB)
256^2	6.64	257213	$1.7*10^{10}$	48600
128^2	13.27	64303	$1.05*10^{9}$	3000
64^2	26.5	16076	$7.68*10^{7}$	220
32^2	53.1	4019	$4.12*10^{6}$	11.8
16^2	106	1005	257280	0.75

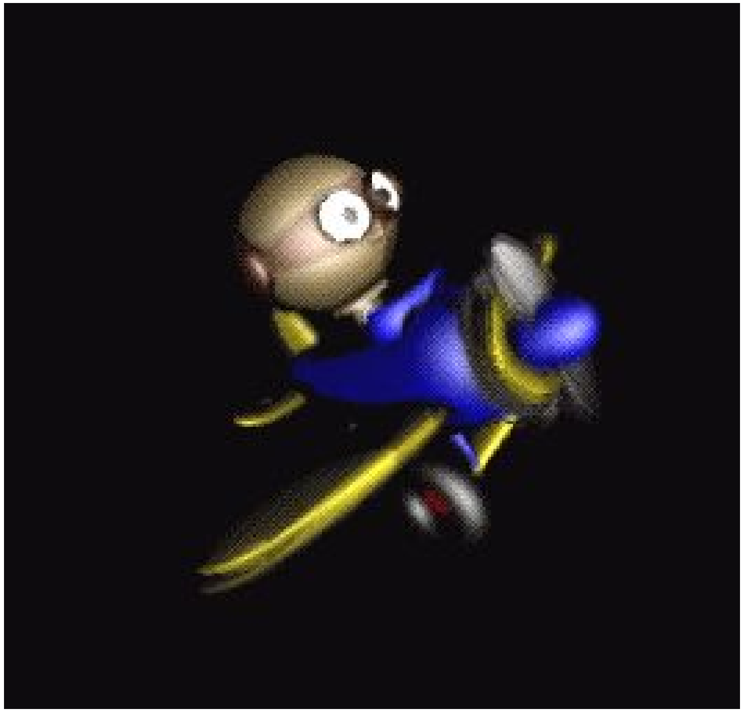
Huge amounts of image data necessary

⇒ IBR from subsampled light-field representations only

Light Field Rendering – Aliasing Artifacts



rendered from heavily subsampled representation



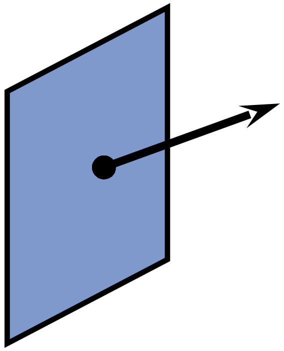
rendered from moderately subsampled representation

Aliasing / blurring artifacts

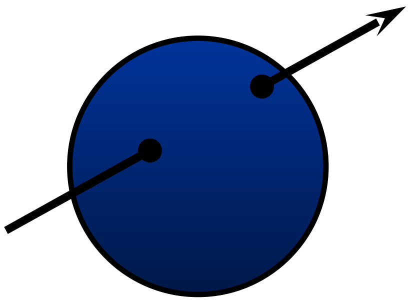
⇒ Apply scene geometry to estimate missing light-field information

Light Field Parameterization

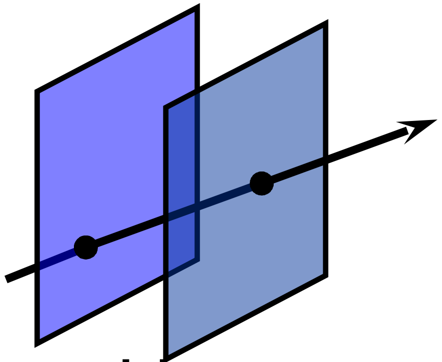
- Point / angle



- Two points on a sphere



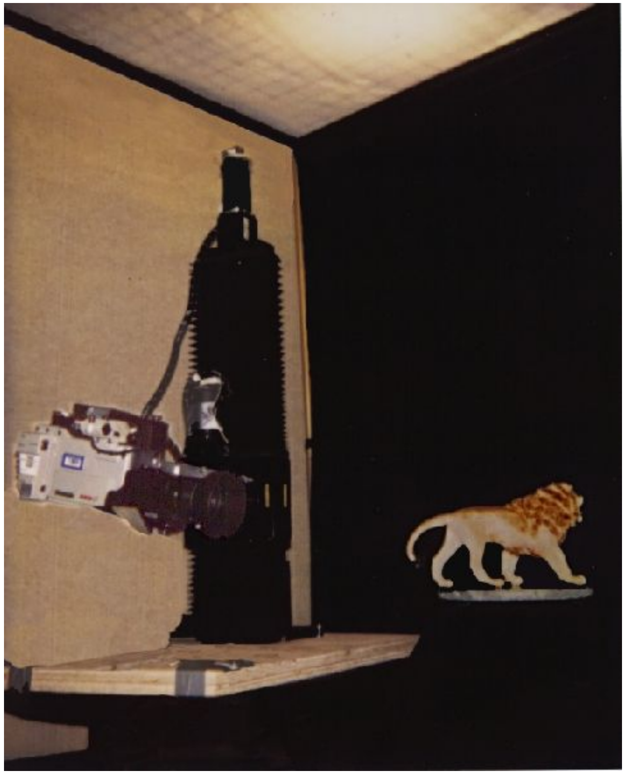
- Points on two planes

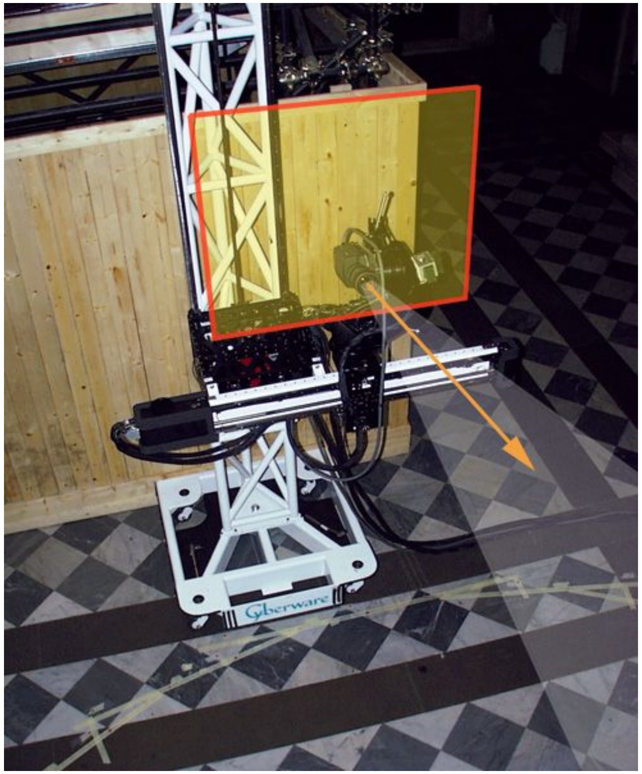


- Original images and camera positions

Light Field Acquisition

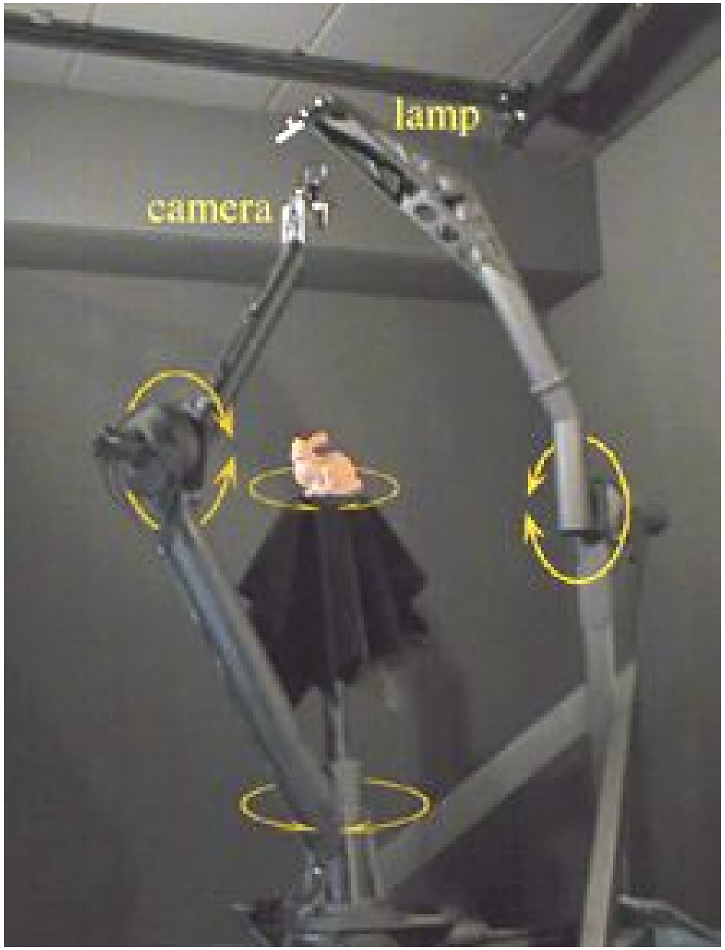
- Calibrated light field capture
  - Computer-controlled camera rig
  - Moves camera to grid of locations on a plane





Light Field Acquisition II

- Spherical motion of camera around object
- Samples space of directions uniformly
- Single Camera
  - Static scene – Sequential recording
  - Calibrated motion – Mechanical gantry
  - Photometric calibration easy



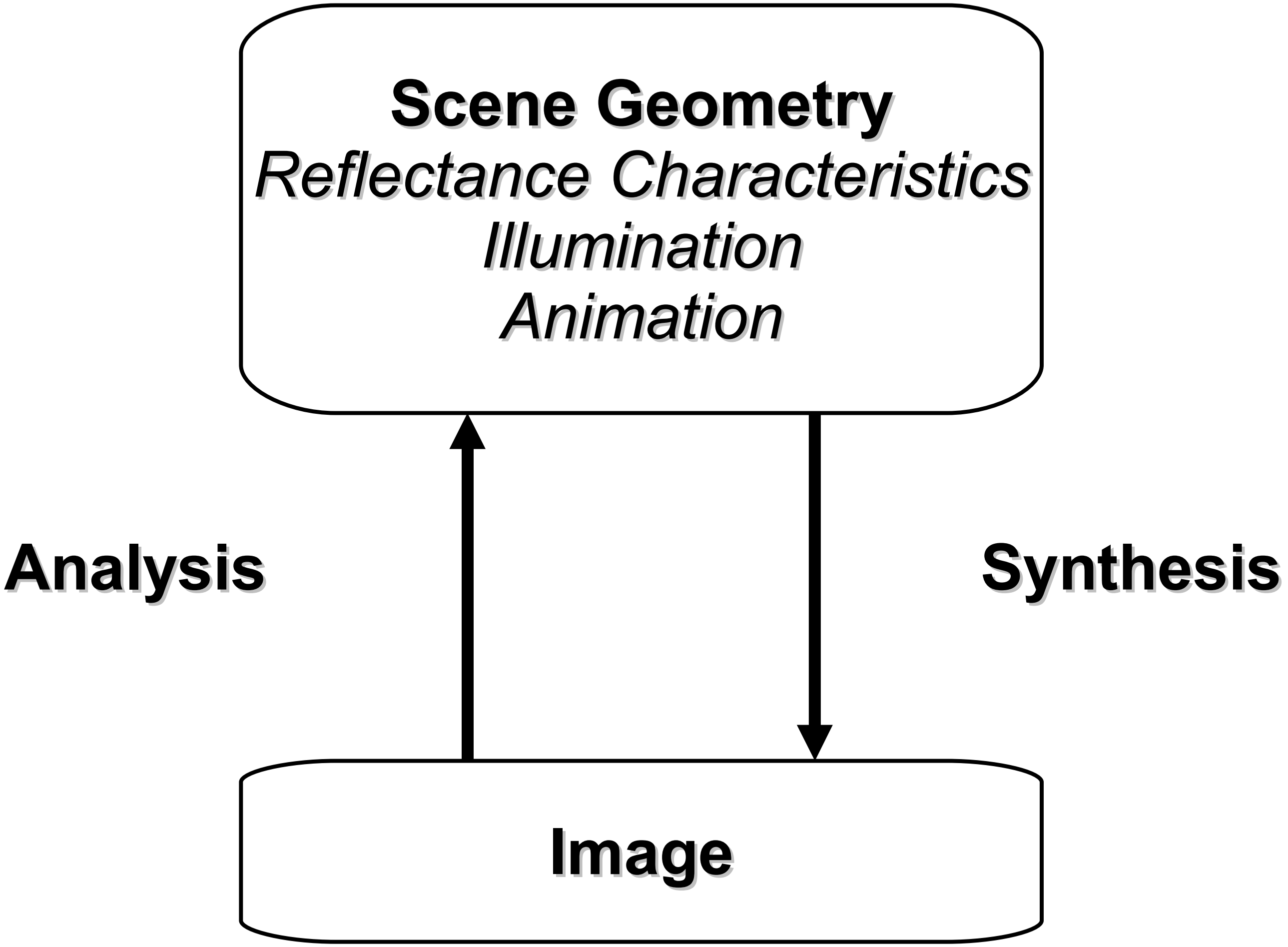
Light Fields - Summary

- Advantages
  - Simpler computation vs. traditional CG
  - Cost independent of scene complexity
  - Cost independent of material properties and other optical effects
- Disadvantages
  - Static geometry
  - Fixed lighting
  - High storage cost / aliasing

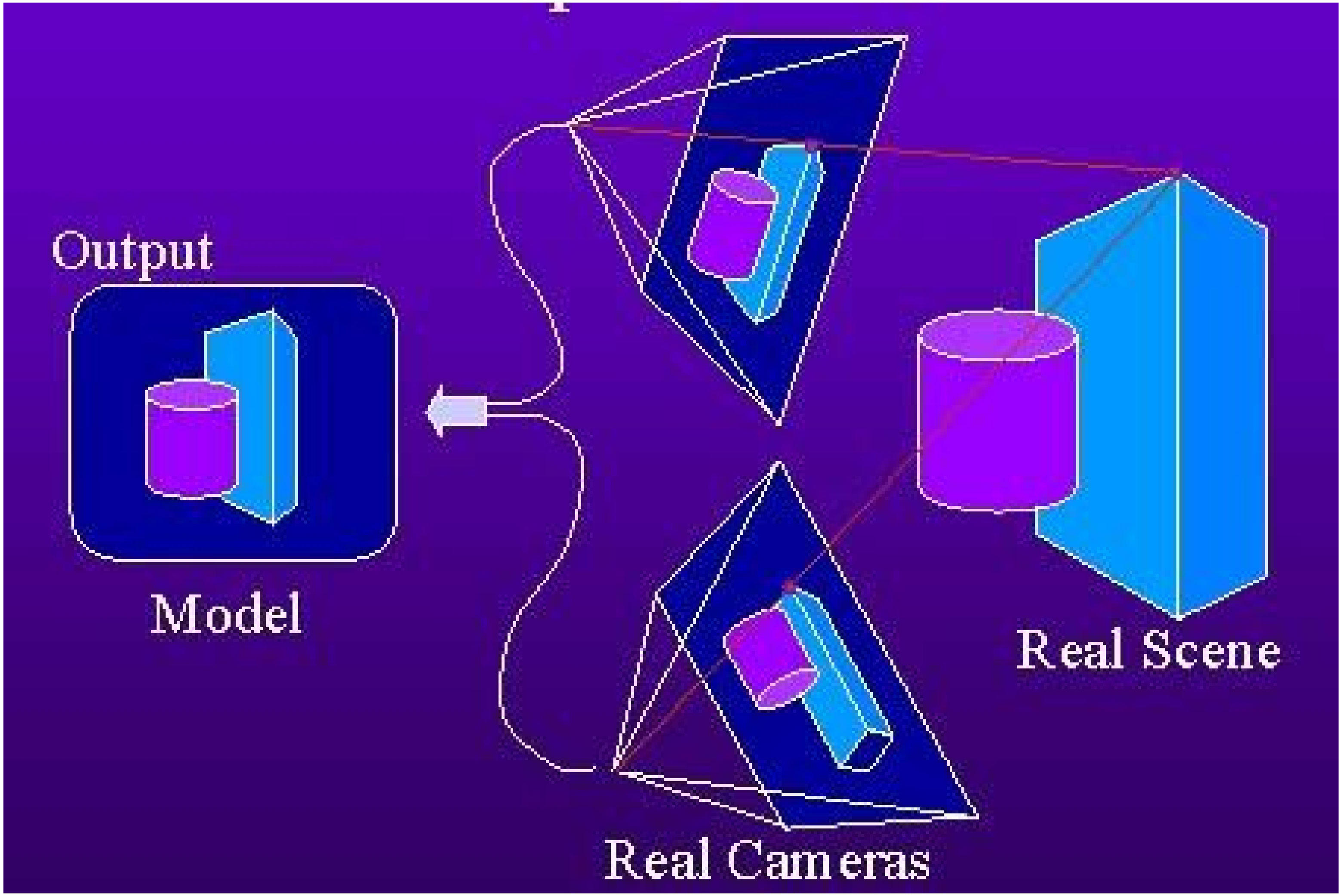
Geometry-assisted IBR Methods

- Fundamental idea of IBR:
  Generate new views of a scene directly from recorded views
- “Pure” IBR $\Rightarrow$ Light Field Rendering
- Enormous amount of images necessary
- Highly redundant data
- Other IBR techniques try to obtain higher quality with less storage by exploiting scene geometry information

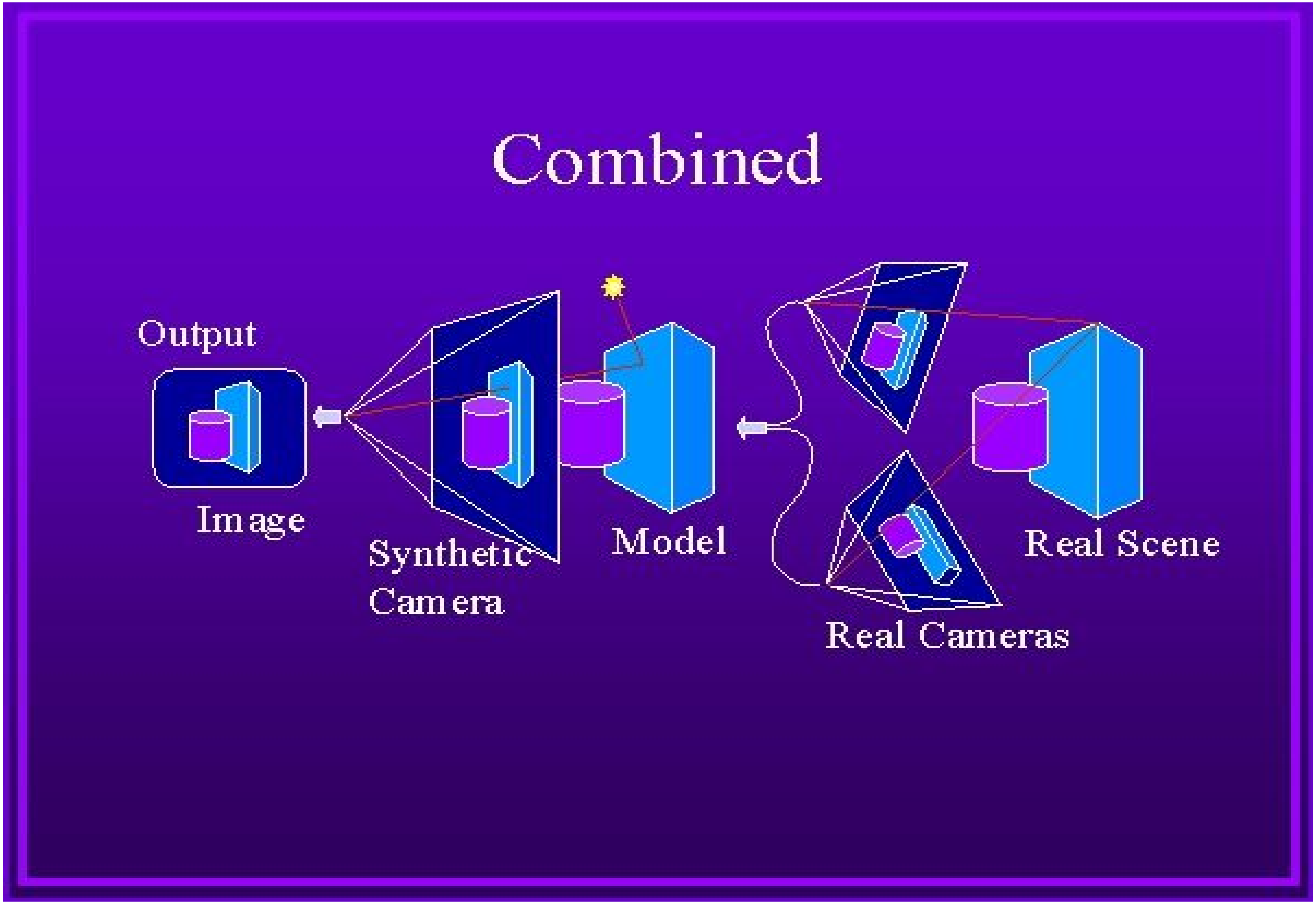
Computer Graphics – Computer Vision



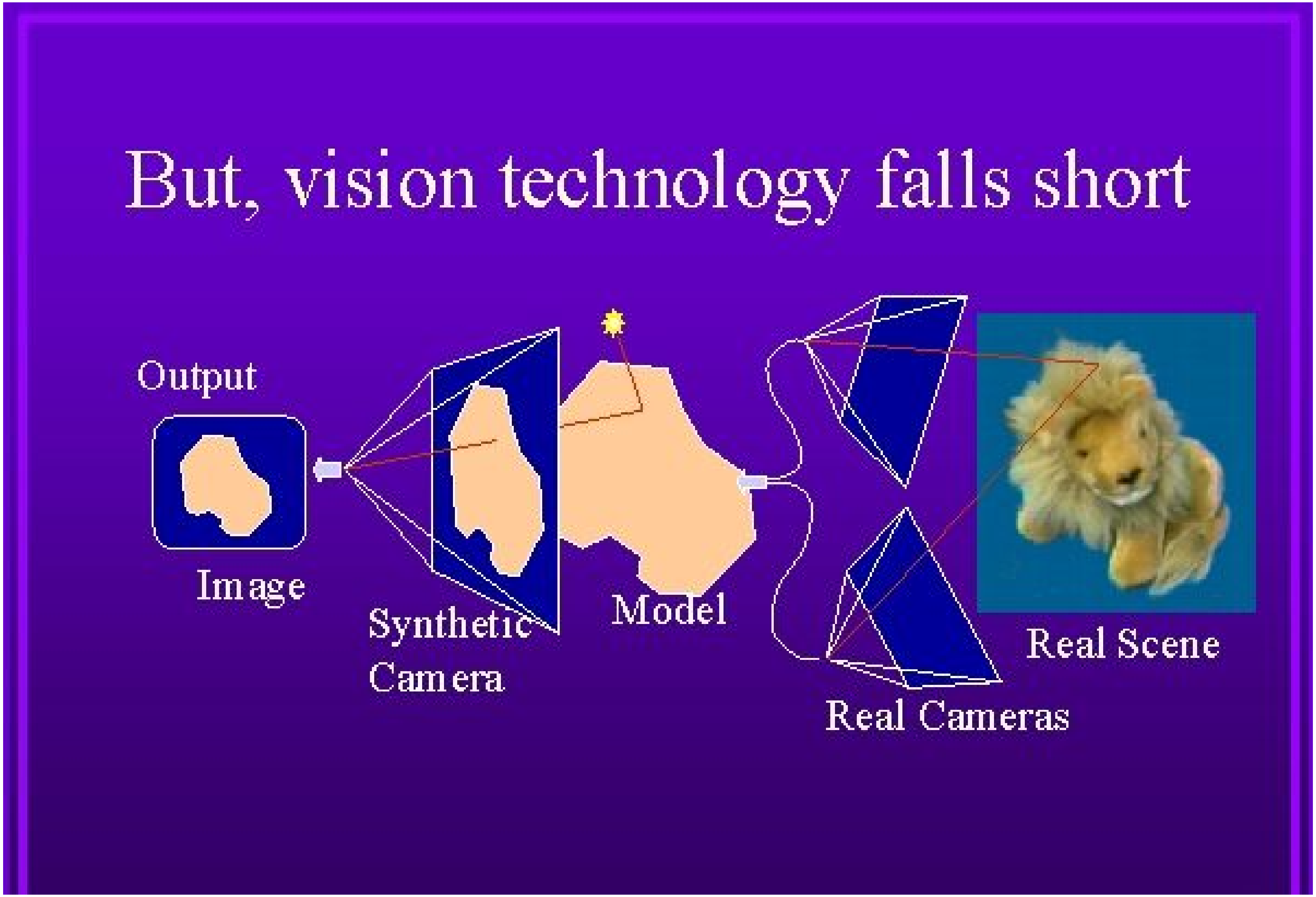
Geometry Reconstruction



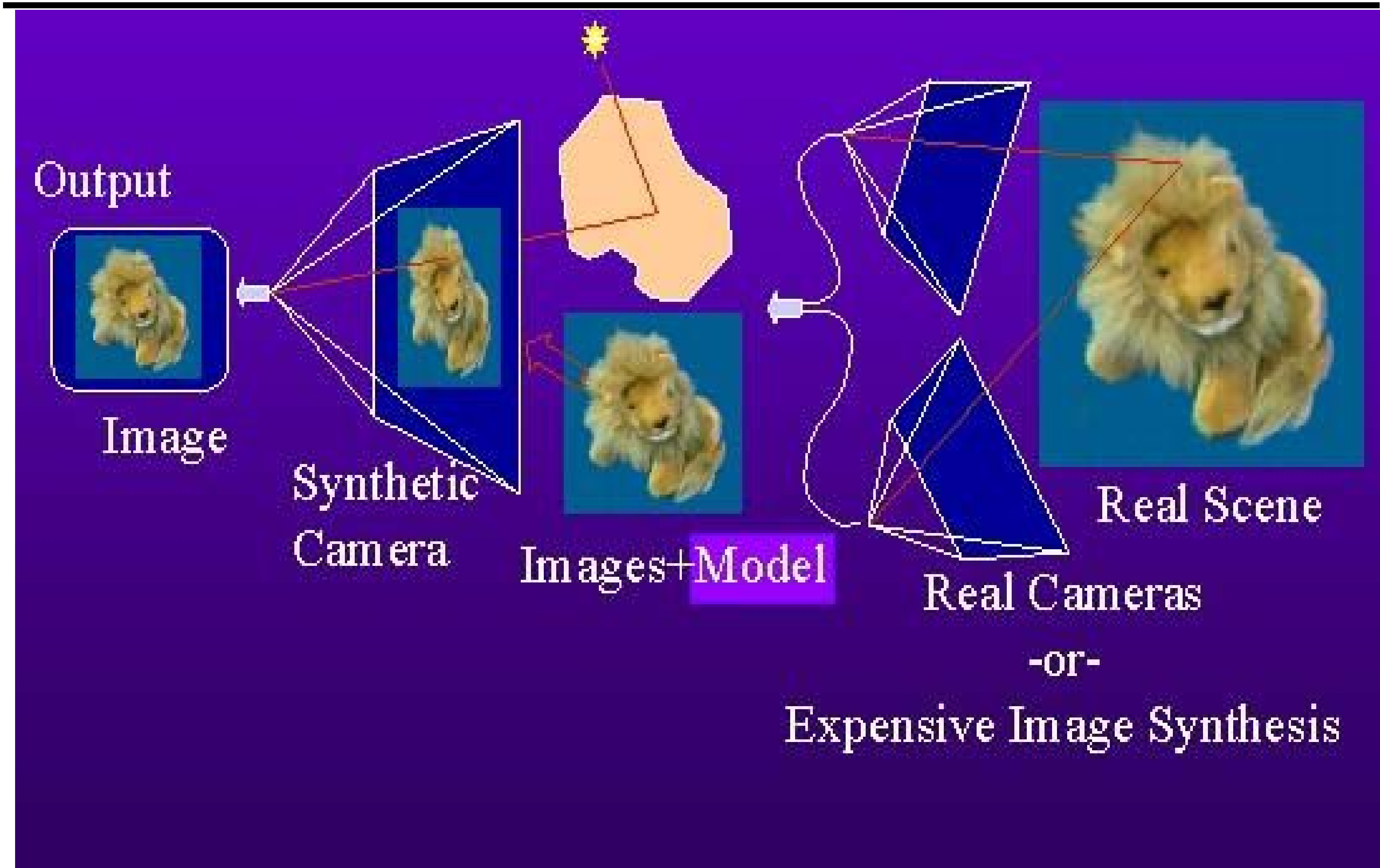
Vision – Geometry Pipeline



Approximate Geometry

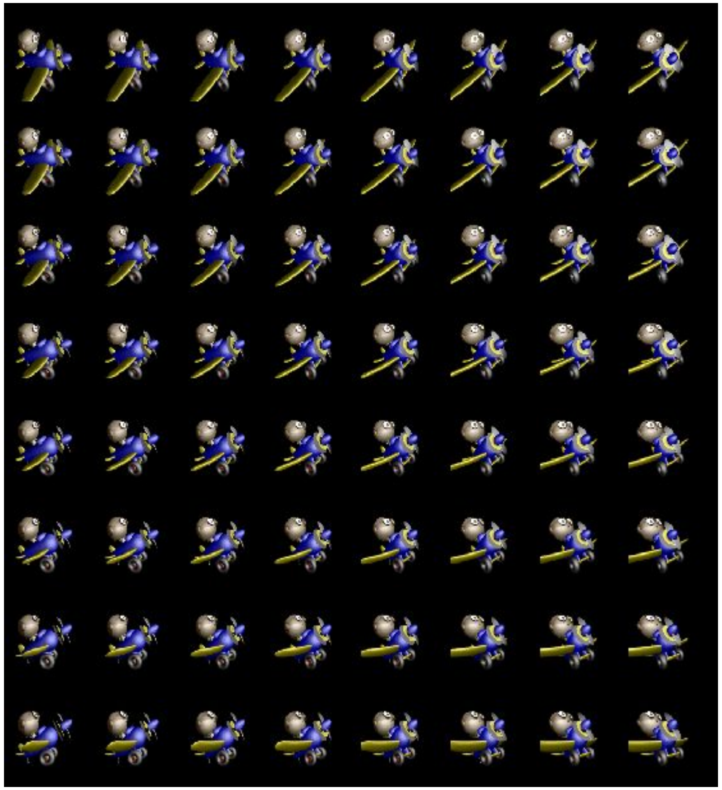


Geometry-assisted IBR



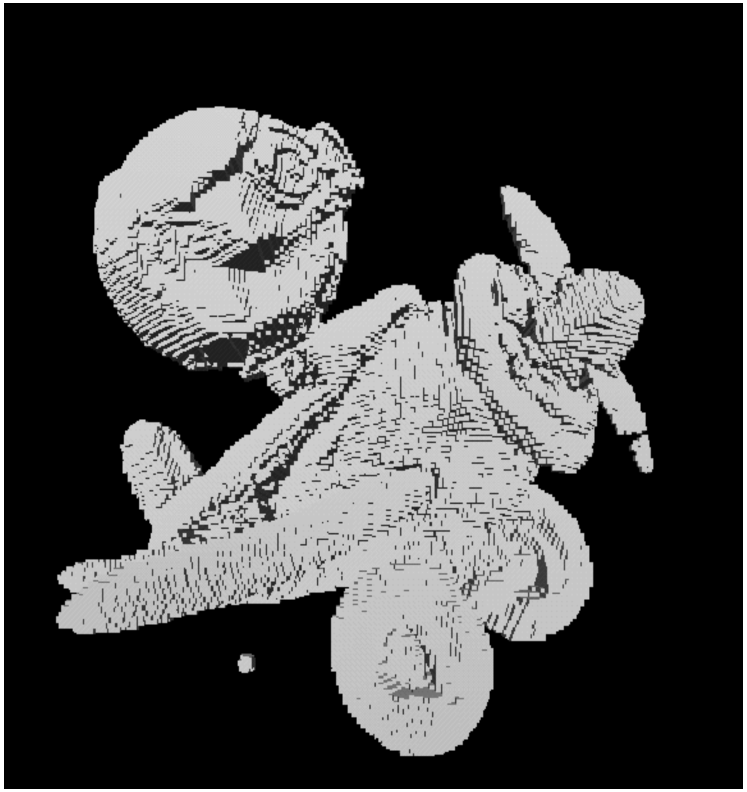
Geometry-assisted IBR: Example

Airplane Light Field



- 8×8 images, 256×256 pixels

Reconstructed voxel model



- $250 \times 260 \times 200$ voxels
- object surface: 450,000 voxels

The Lumigraph

Gortler et al., “The Lumigraph”, Siggraph’96, pp. 43-52

research.microsoft.com/siggraph96/96/lumigraph.htm

- Input: multiple images
- Resample into 2-plane parameterization

⇒ Equivalent to Light Field Rendering

- Reconstruct approximate per-pixel depth from images

⇒ Disparity-corrected rendering

Lumigraph – Depth-corrected Rendering

What color has ray (s,u) ?

- Closest recorded ray

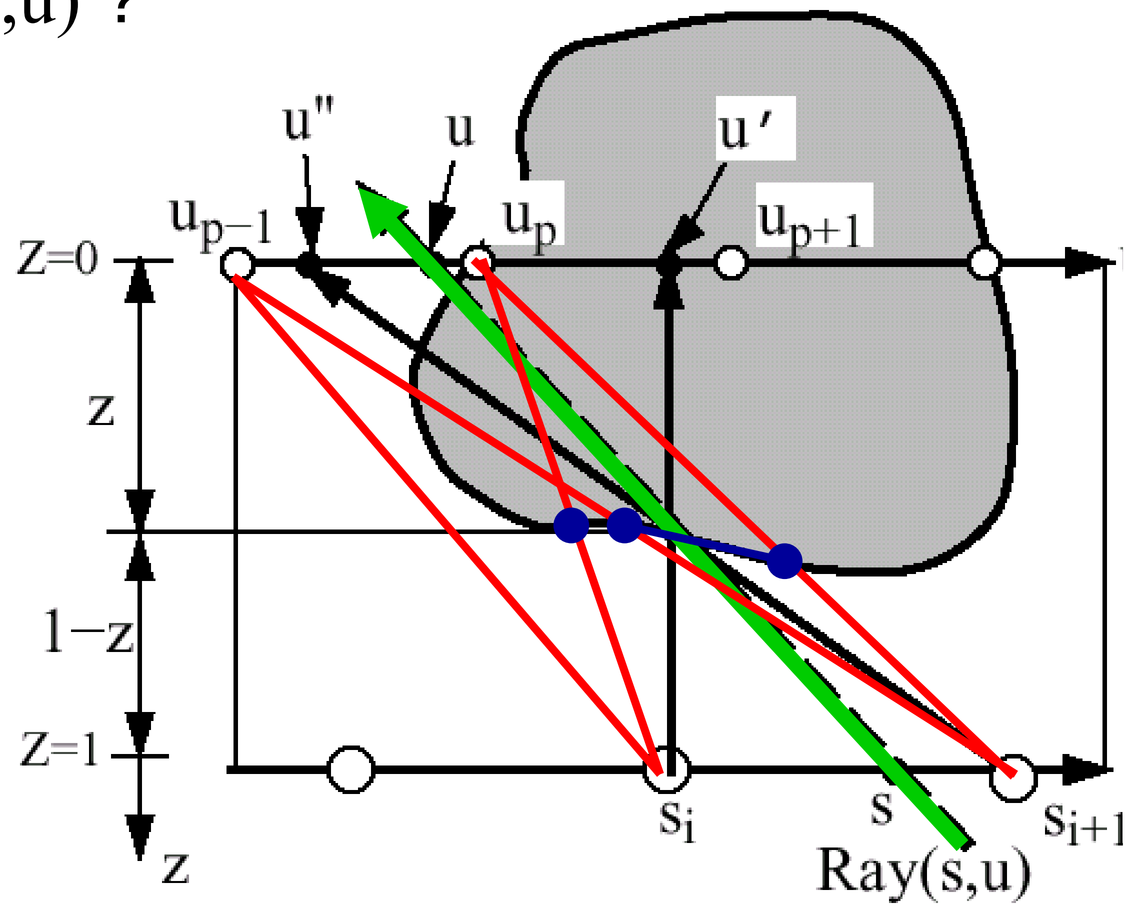
⇒ Wrong surface point

- Neighboring rays

⇒ find surface point closest to ray (s,u)

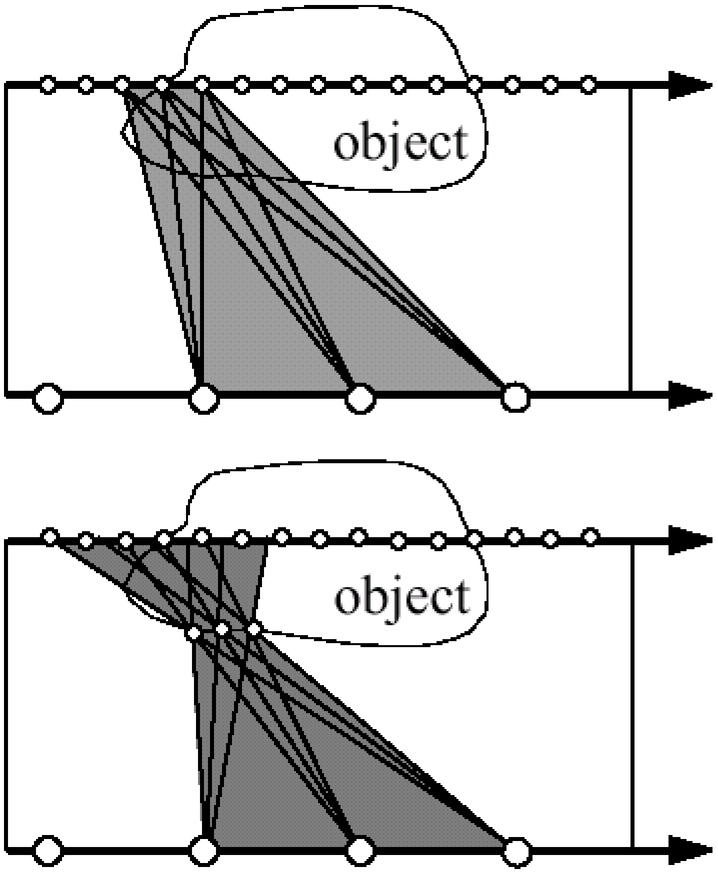
- Fit planar surface

⇒ interpolate between closest rays



Lumigraph Rendering

- **Approximate depth correction**
  - Backward problem
- **Parallax included**
- **Reduced aliasing**
- **Occluded regions still a problem**



The Lumigraph – Rendering Results

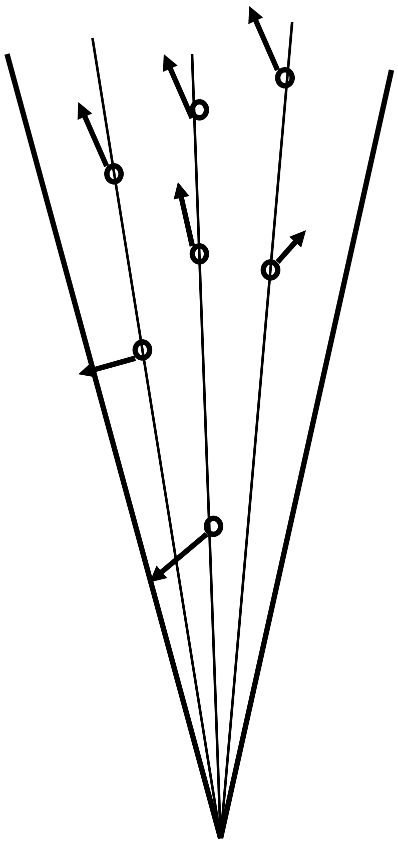
Without using geometry
→ Light Field Rendering

Using approximate geometry

Layered Depth Images

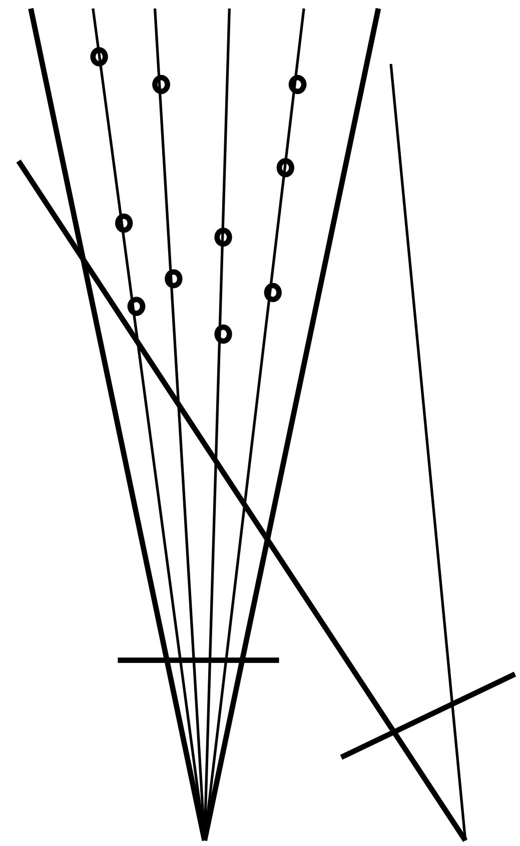
J. Shade et al., "Layered Depth Images", Siggraph'98
grail.cs.washington.edu/projects/ldi/

- **Idea:**
  - Handle disocclusion
  - Store invisible geometry in depth images
- **Data structure:**
  - Per pixel list of depth samples
  - Per depth sample:
    - RGBA
    - Z
    - Normal direction (compressed)



Layered Depth Images II

- **Computation:**
  - Incremental warping computation
    - Implicit ordering information
  - Splat size computation
    - Table lookup
    - Fixed splat templates
  - Clipping of LDIs



View Morphing

S. Seitz and C. Dyer, “View Morphing”, Siggraph’96

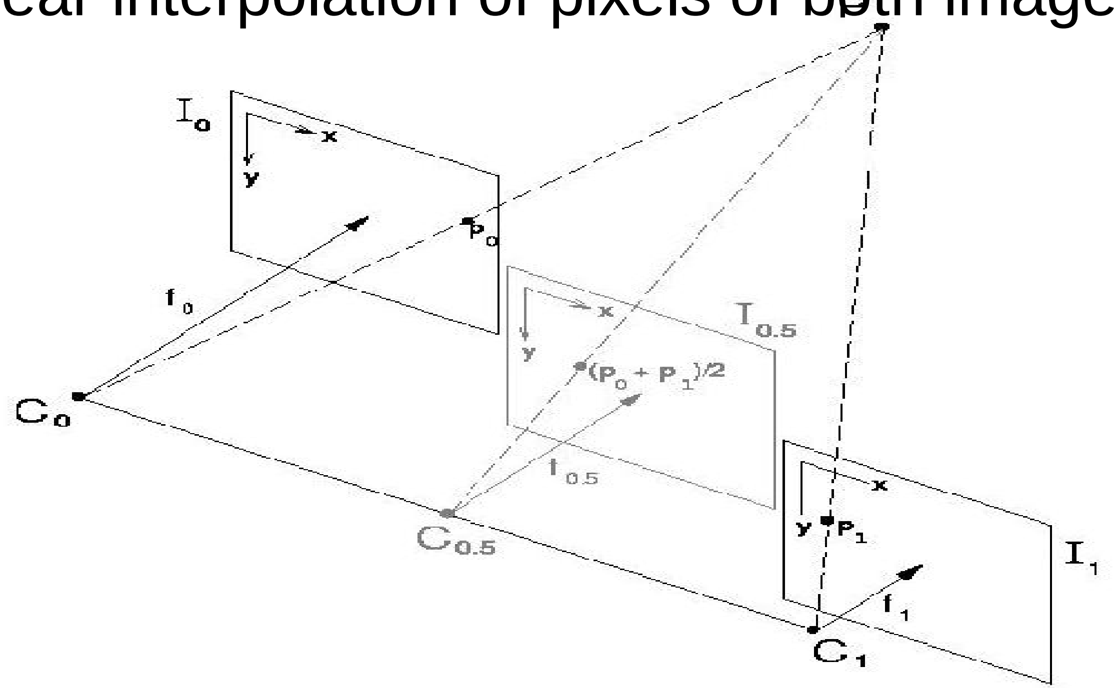
www.cs.washington.edu/homes/seitz/vmorph/vmorph.htm

- Warping between 2 (or more) images
- Cameras’ **F** matrices known
- Image correspondences known for all pixels

⇒ Continuously warp one image into the other giving a physically plausible impression

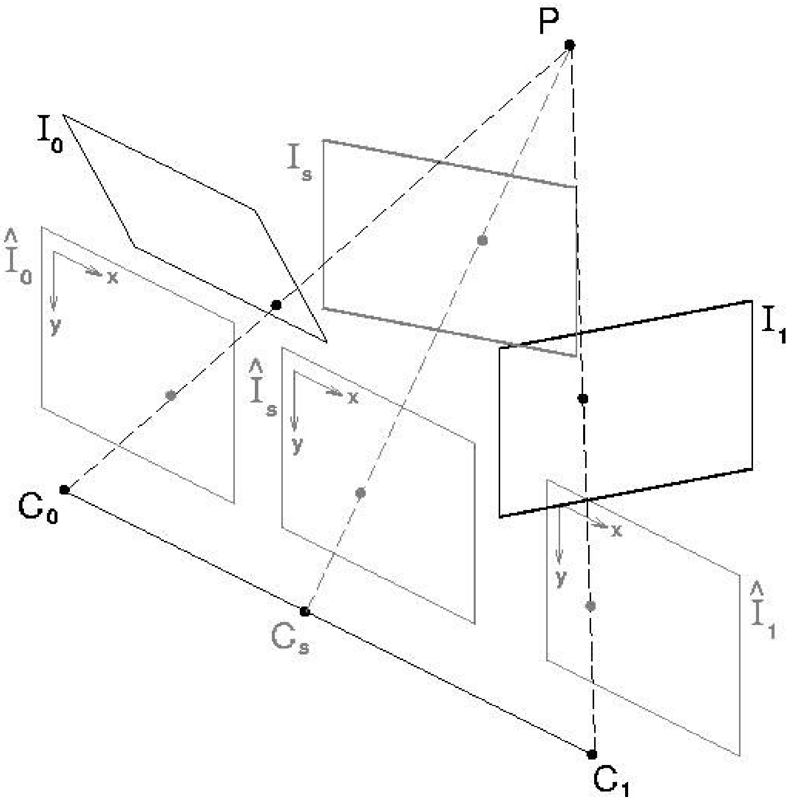
View Morphing II

- Morphing between parallel views
  - Epipolar lines are parallel
    - Lines
  - Simple depth - disparity correspondence
  - Linear interpolation of pixels of both images

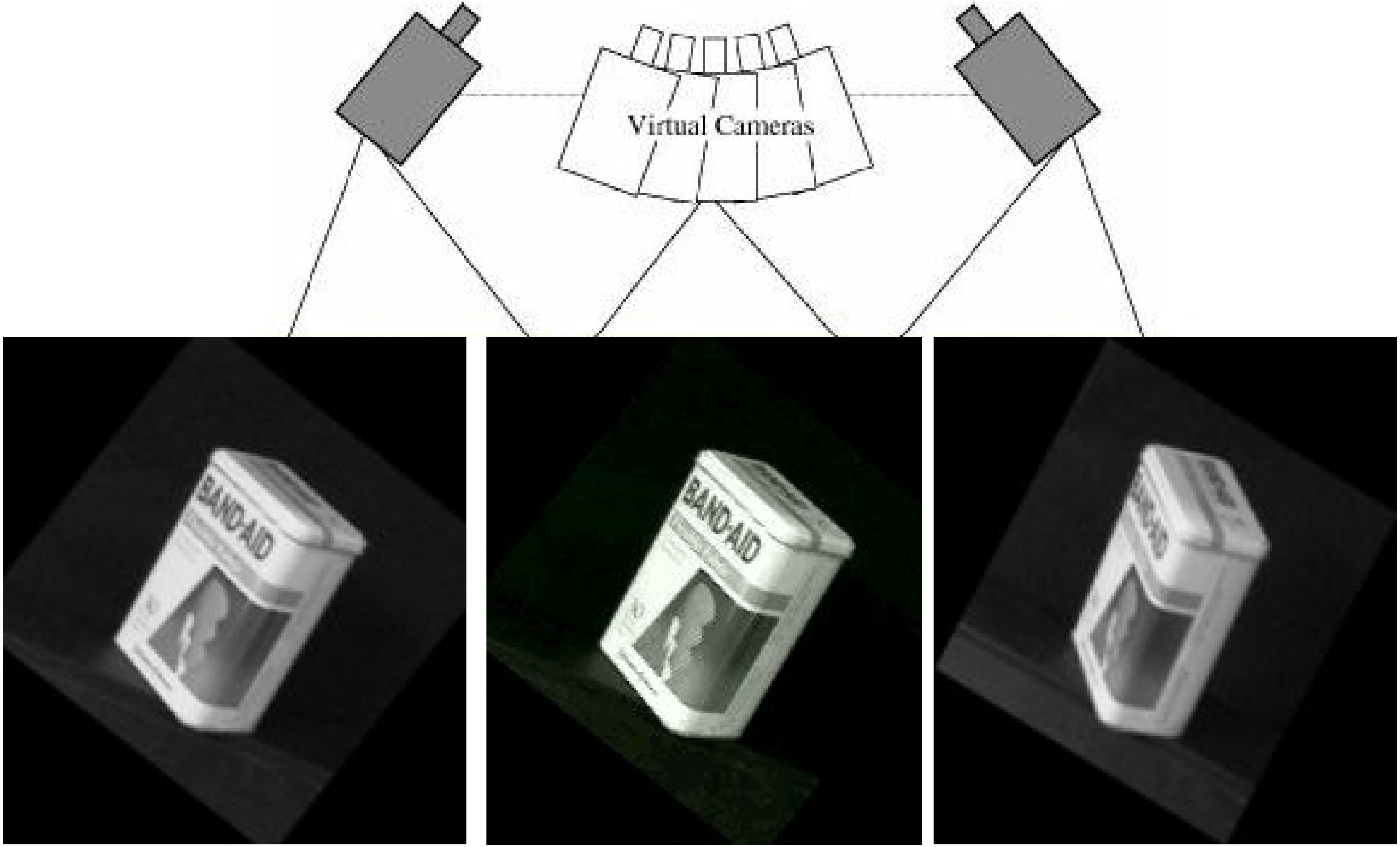


View Morphing III

- Morphing between Non-parallel views
  - Prewarp to common plane (homography)
  - Morph
  - Postwarp



View Morphing - Results



View-dependent Texture Mapping

P. Debevec et al.,

"Efficient View-Dependent Image-based Rendering with Projective Texture-Mapping",

Eurographics Rendering Workshop'98

www.debevec.org/Research/VDTM/

Paul E. Debevec, Camillo J. Taylor, and Jitendra Malik.
Modeling and Rendering Architecture from Photographs:
A Hybrid Geometry- and Image-Based Approach.

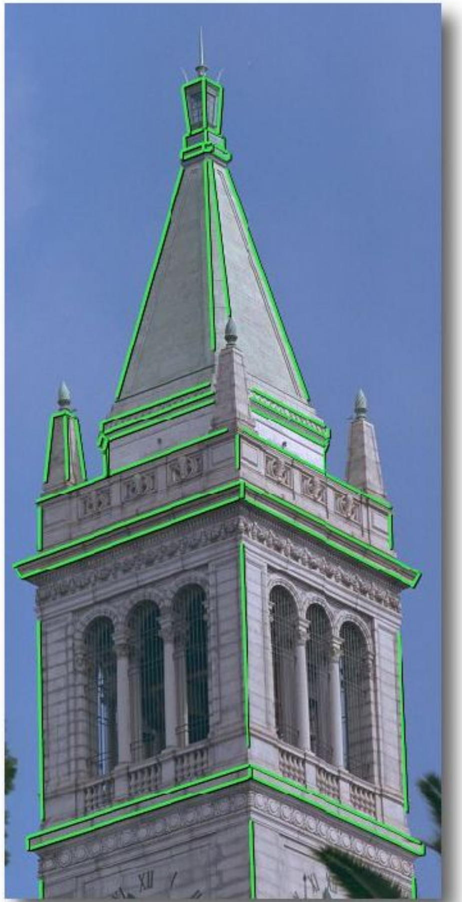
In SIGGRAPH 96, August 1996.

- Multiple fully calibrated photographs
- Rough 3D model

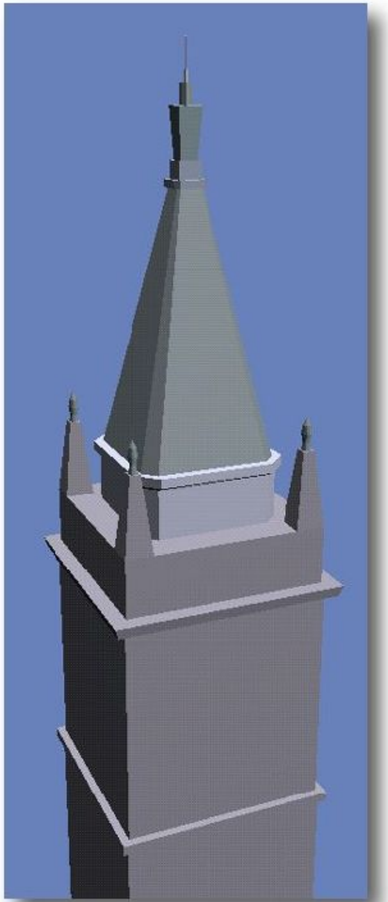
$\Rightarrow$ Map photos as texture onto geometry

$\Rightarrow$ Use image closest to viewing direction for texturing

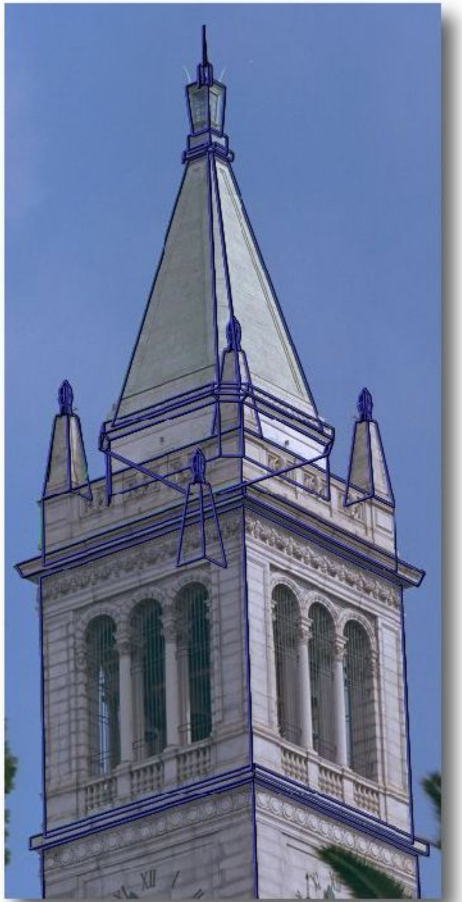
View-dependent Texture Mapping



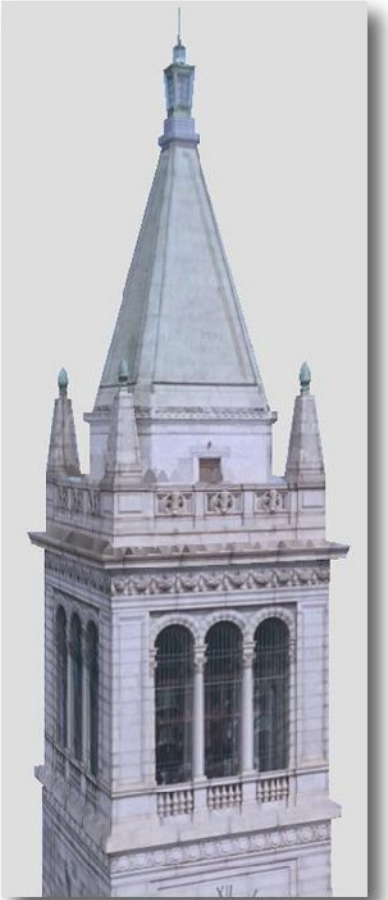
Original photograph with marked edges



Recovered model



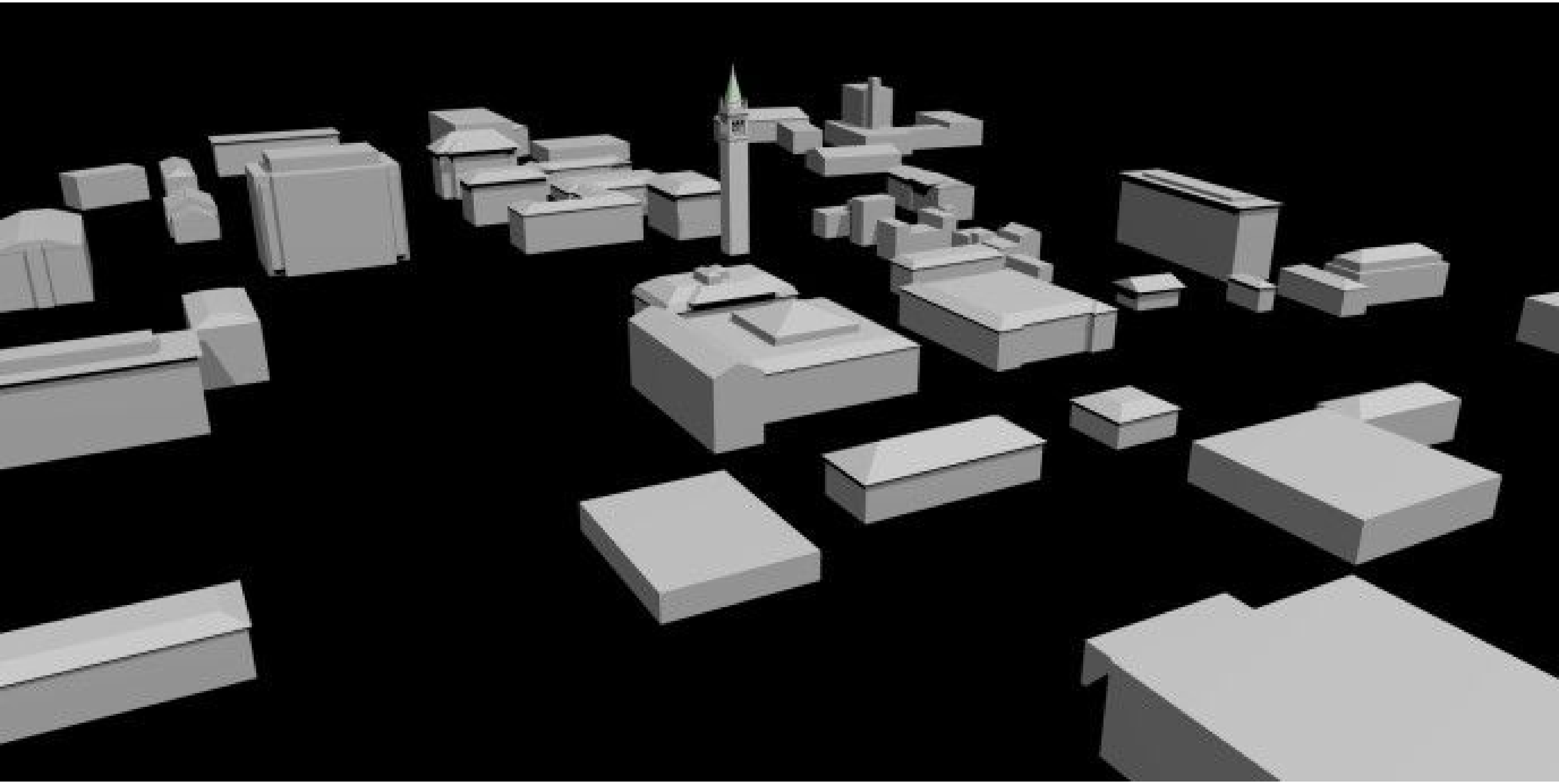
Model edges projected onto photograph



Synthetic rendering

Movie

View-dependent Texture Mapping



View-dependent Texture Mapping

View-dependent Texture Mapping

Movie

The Facade System
www.debevec.org

Surface Light Fields

D. Wood et al., "Surface Light Fields for 3D Photography", Siggraph'00

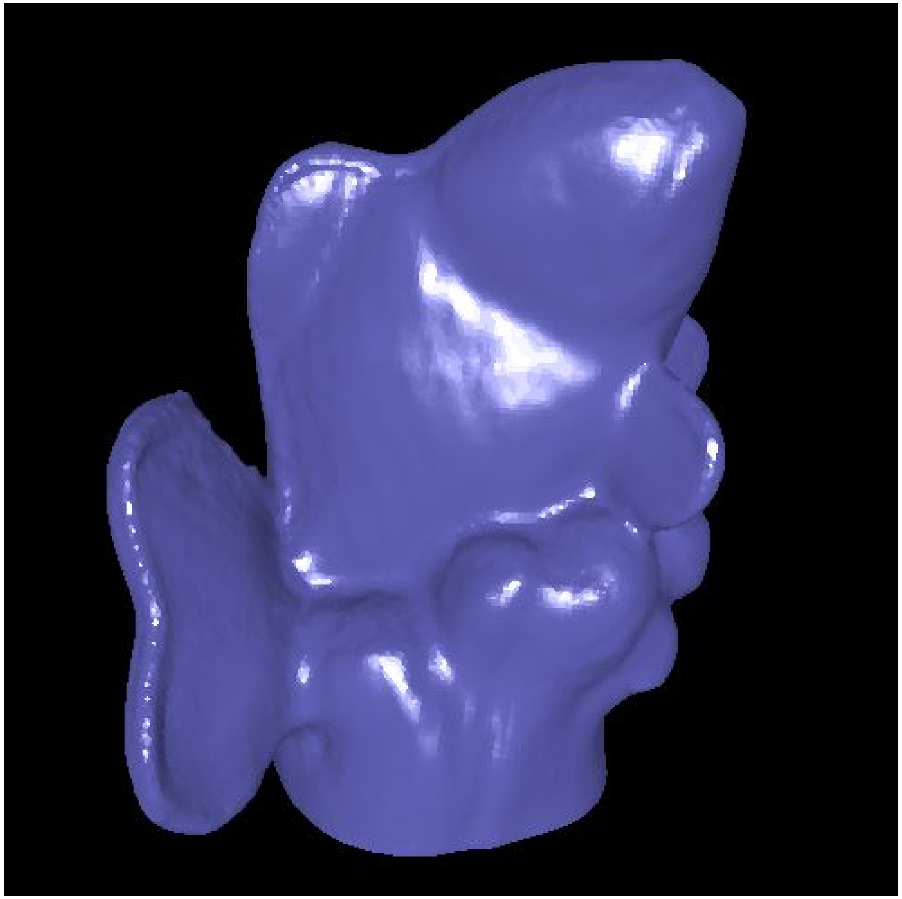
http://grail.cs.washington.edu/projects/slf/

- Complete 3D scene geometry model
- Multiple photographs
- Fully calibrated camera

$\Rightarrow$ Parameterize Light Field over object surface

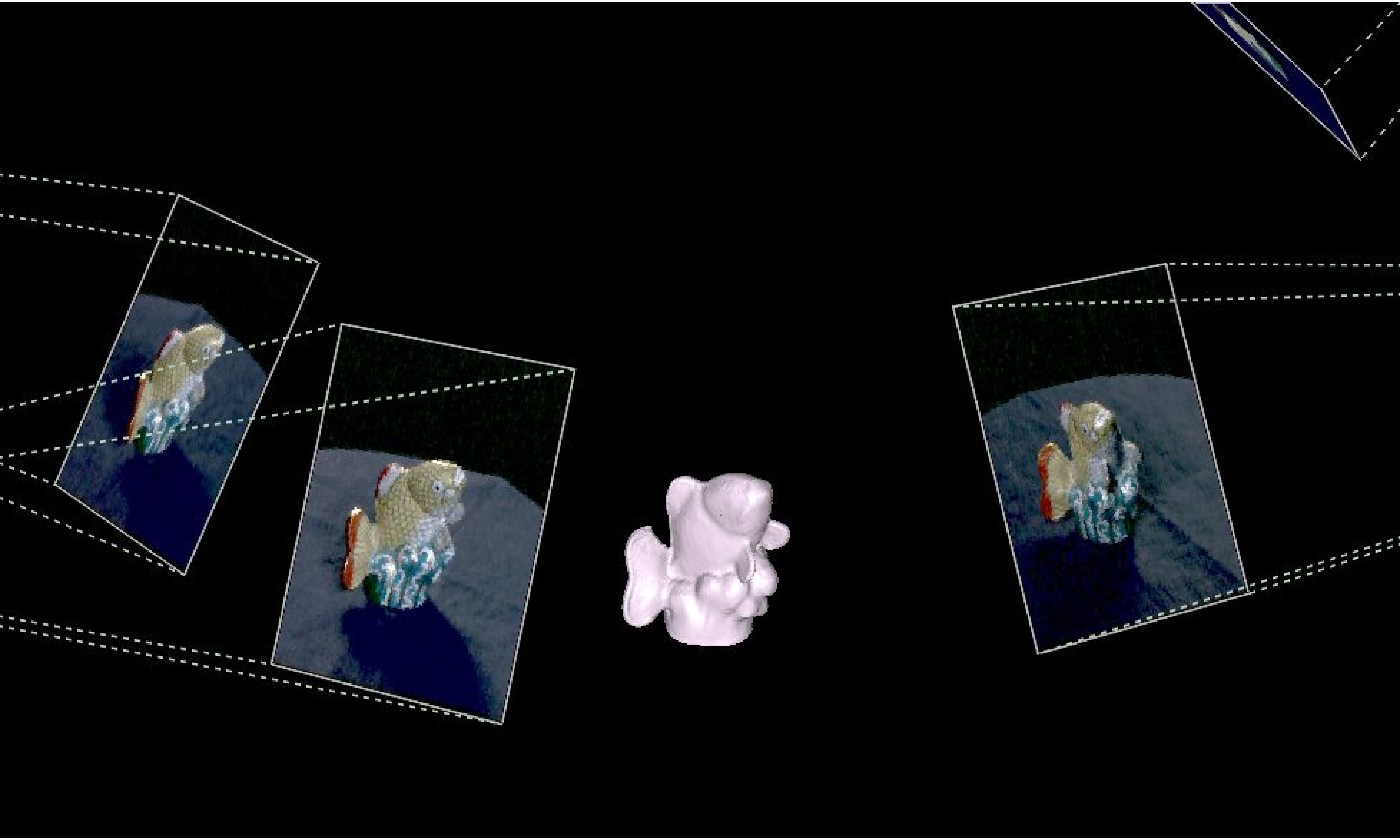
SLF: Geometry Model Acquisition

Range scans
(only a few shown . . .)

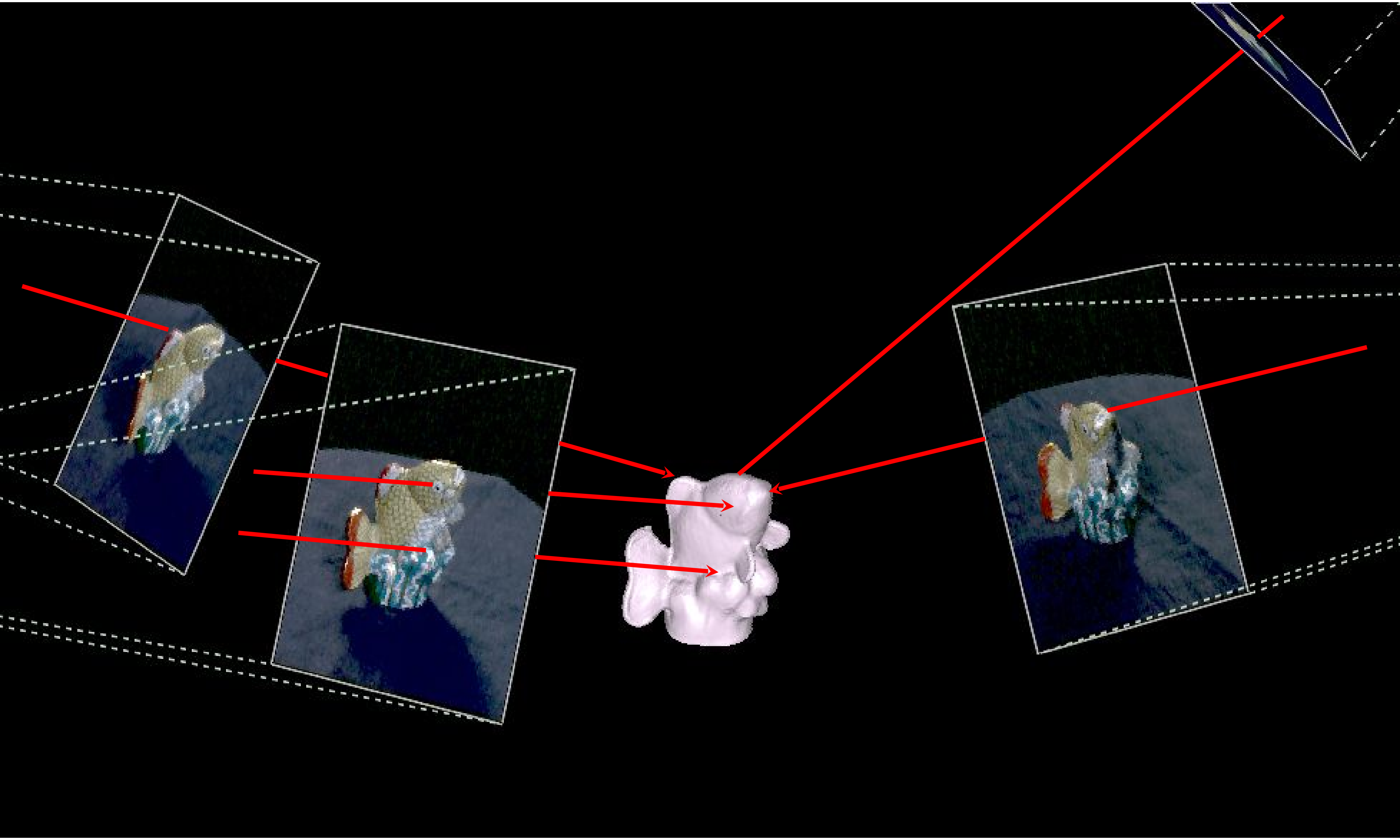


Merged geometry model

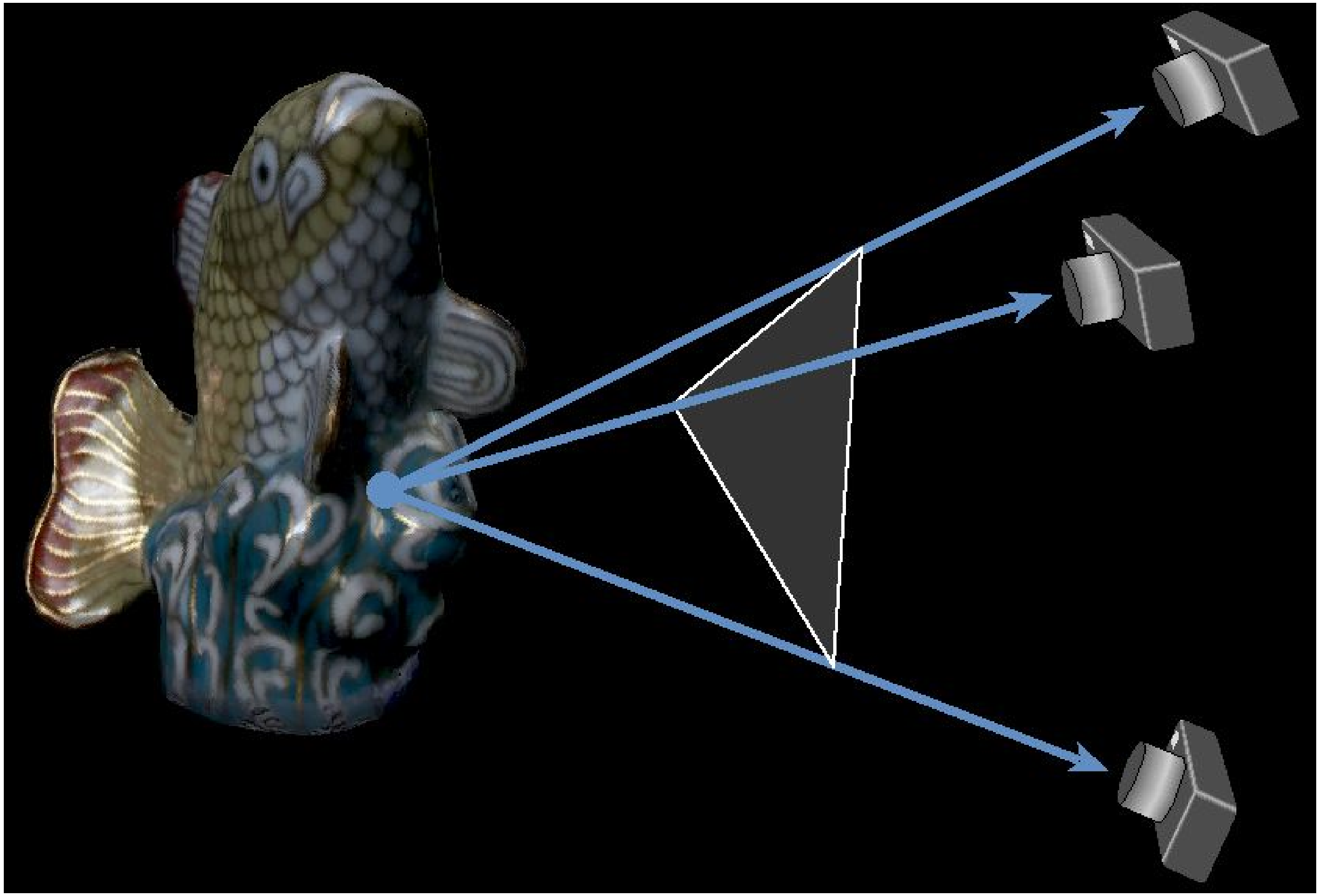
SLF: Register Images to Geometry



SLF: Register Images to Geometry

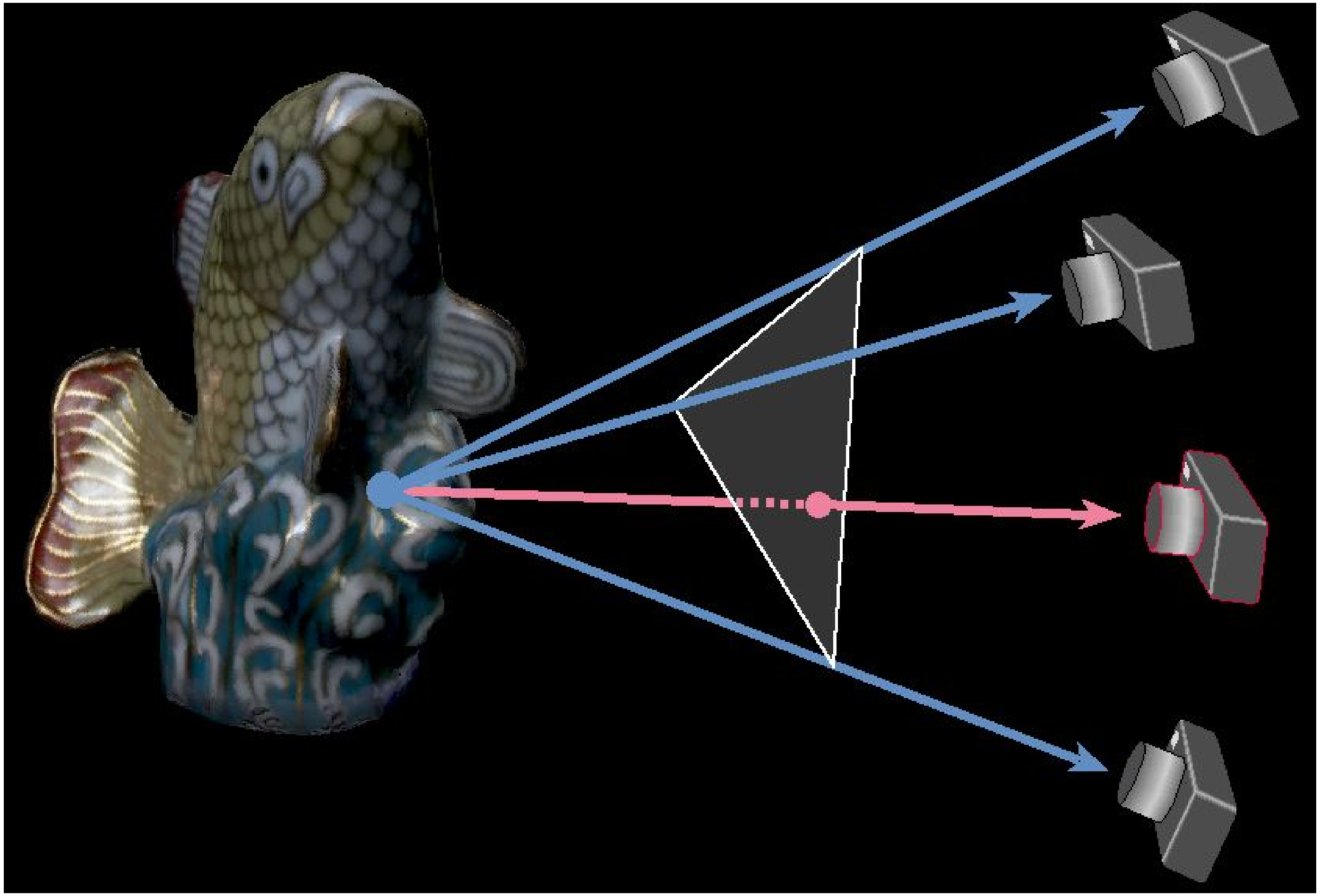


SLF vs. View-dependent Texture Mapping



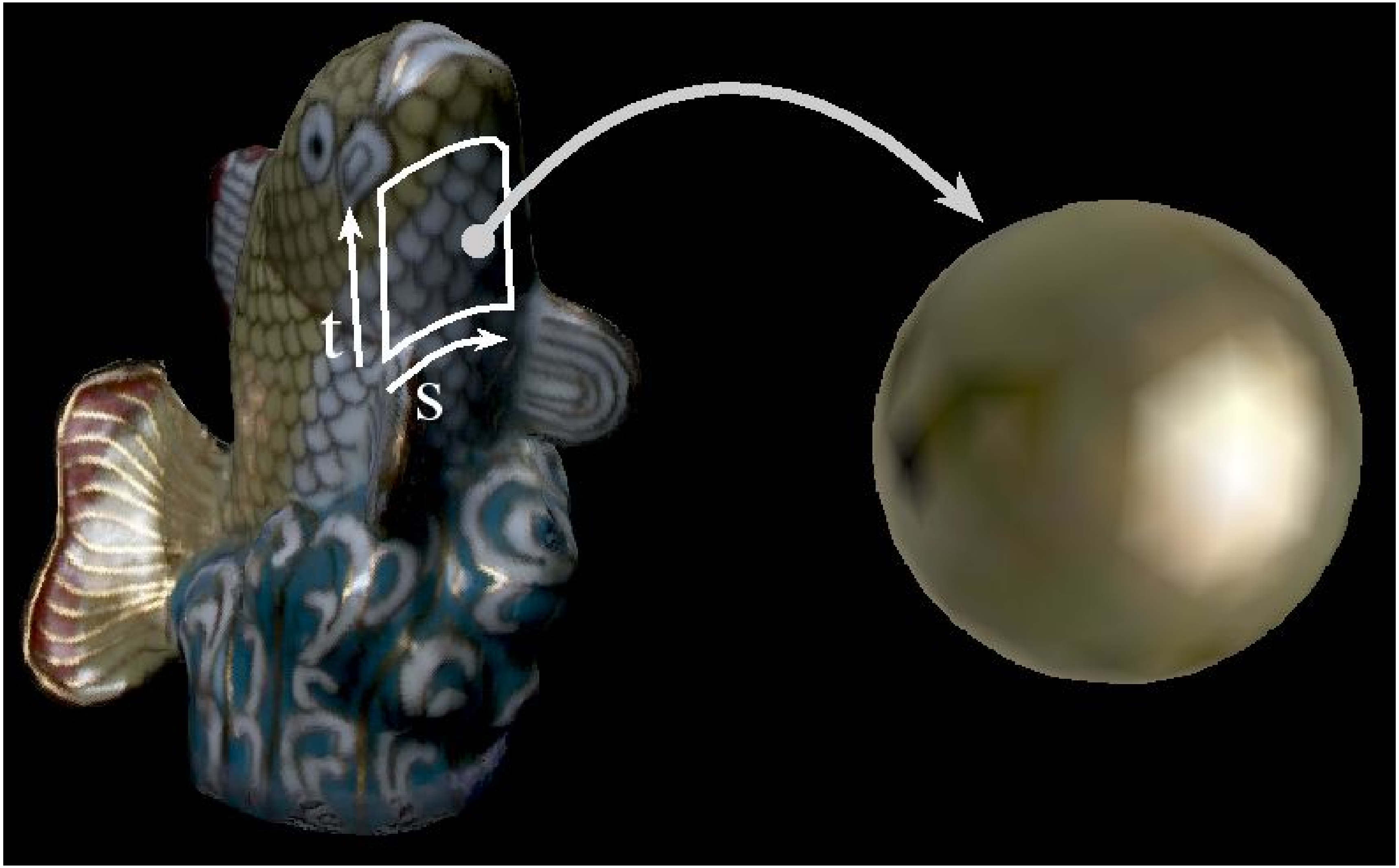
Debevec *et al*. 1996, 1998
Pulli *et al*. 1997

SLF vs. View-dependent Texture Mapping

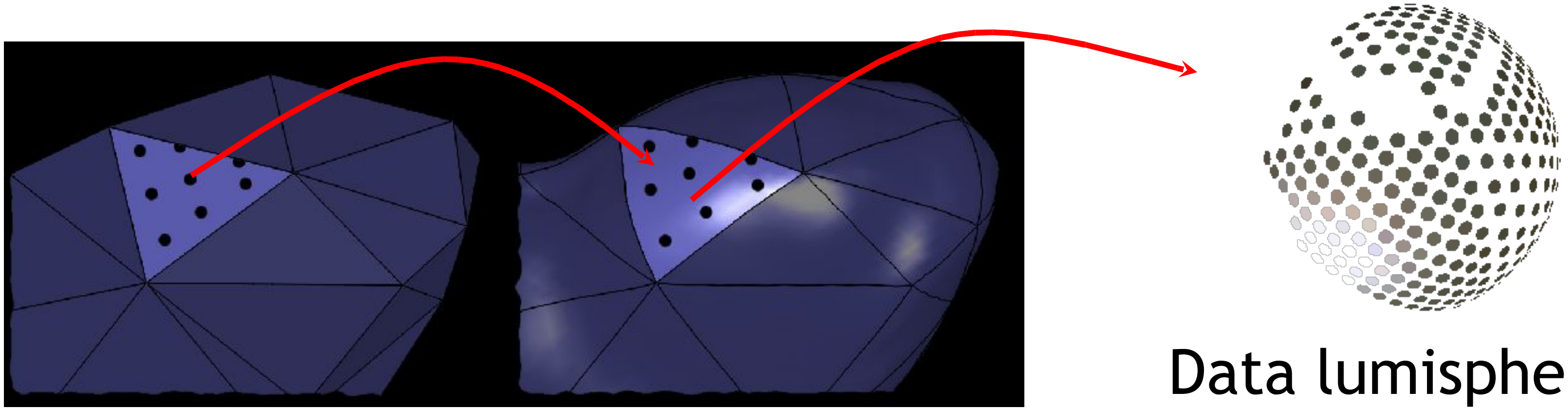


Debevec *et al*. 1996, 1998
Pulli *et al*. 1997

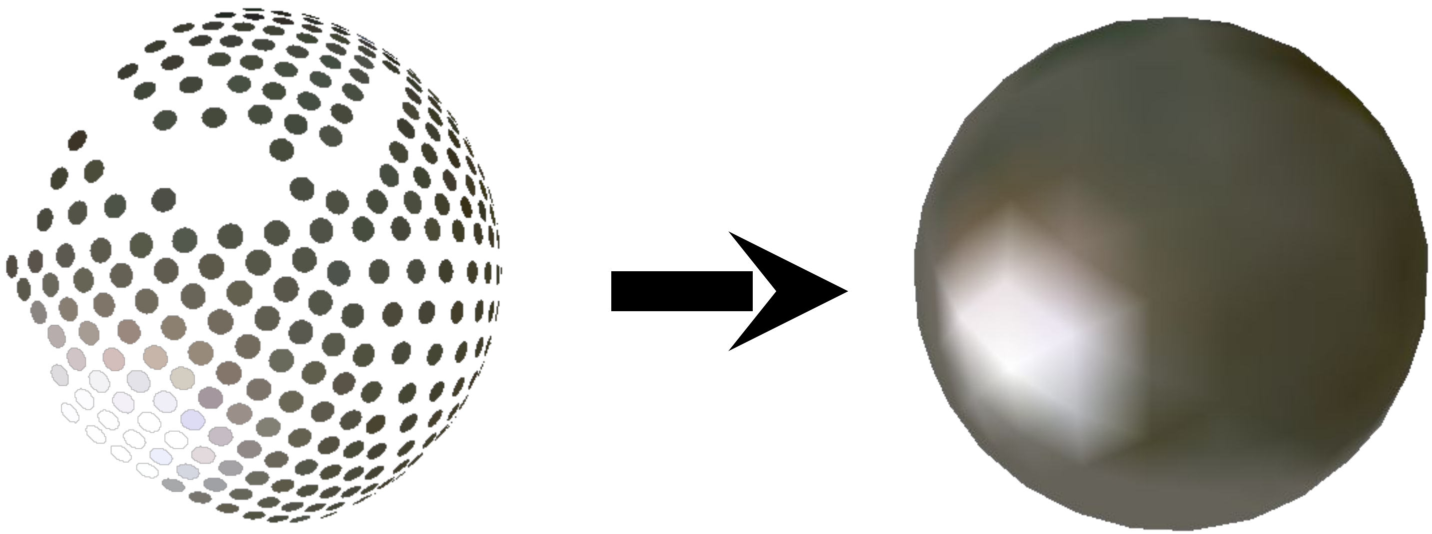
SLF: Lumispheres



SLF: Lumisphere Fairing



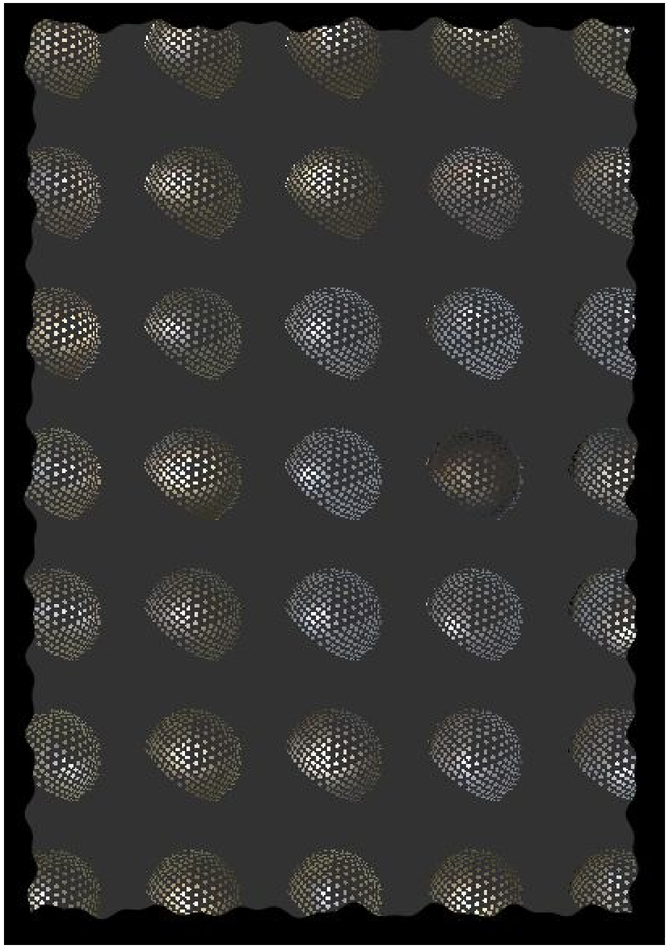
Data lumisphere



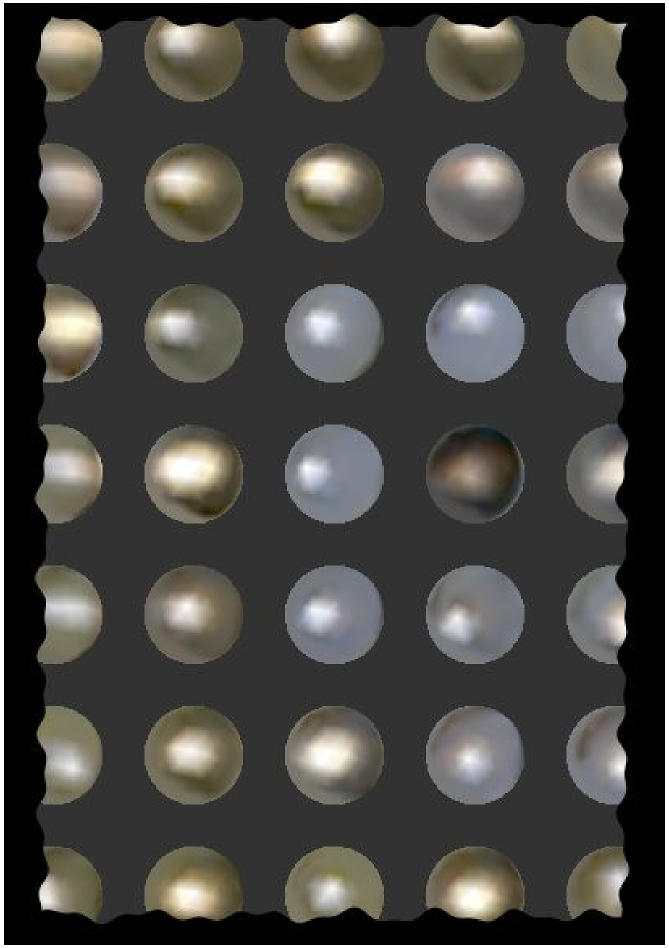
Data lumisphere

Faired lumisphere

SLF: Lumisphere Matrix



Many input data lumispheres



Many faired lumispheres

Wrap-Up

Theoretical Background

- Plenoptic Function

"Pure" IBR

- Panoramas
- Concentric Mosaics
- Light Field Rendering

Geometry-assisted IBR

- The Lumigraph
- Layered Depth Images
- View Morphing
- View-dependent Texture Mapping
- Surface Light Fields