

COMPUTER GRAPHICS
WHAT POWERS
INSTAGRAM?

ANNOUNCEMENT

- Quiz 3 Today!
- Please go to TA's office hours!
- The best way to learn is to practice, to get hands-on experience!
- And Ask questions!

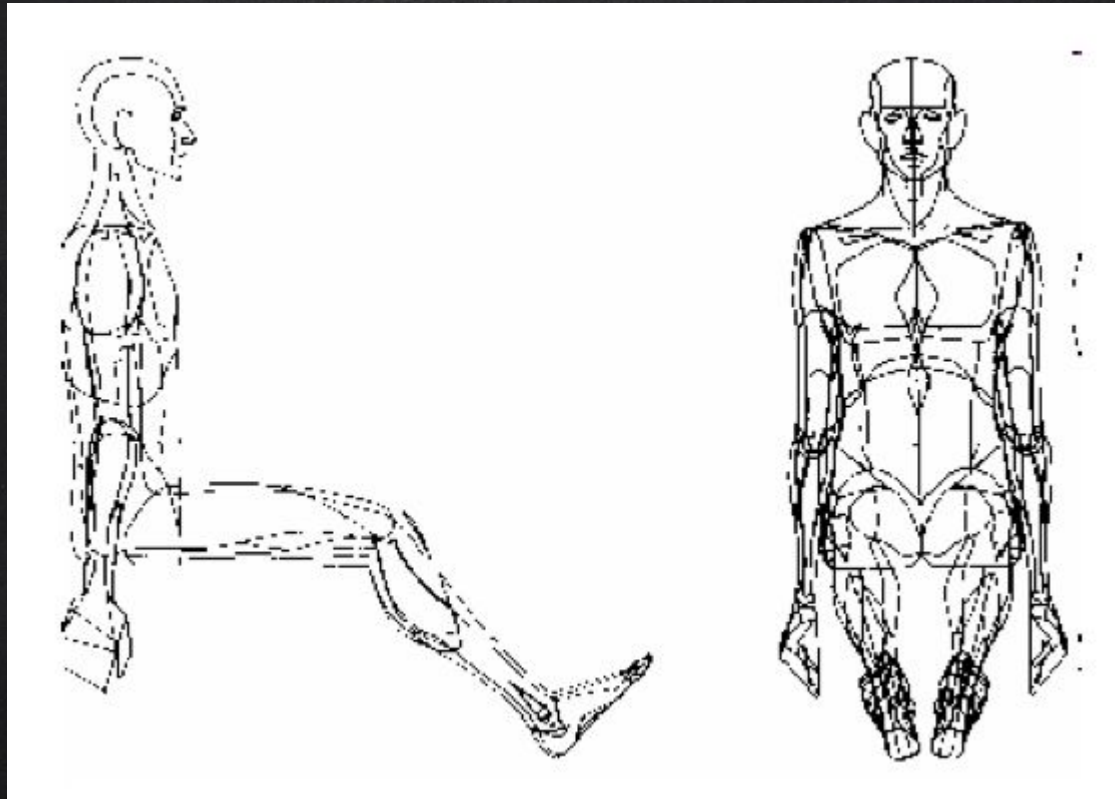
COMPUTER GRAPHICS

A small detour...

WHAT IS YOUR FAVORITE
GRAPHICS APPLICATIONS?

WHAT IS COMPUTER GRAPHICS?

- Different from graphic design: illustration, etc.
- Creation, manipulation, viewing of models
- Physical simulation, human-computer interfaces
- Building art tools
- Games
- Animation



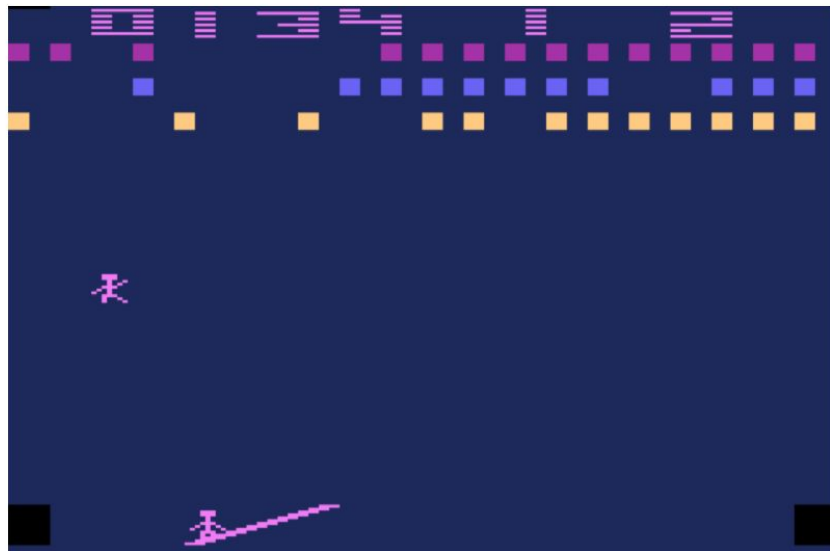
William Fetter of Boeing coins the term **computer graphics** from his human factors cockpit drawings (1960)

ENTERTAINMENT



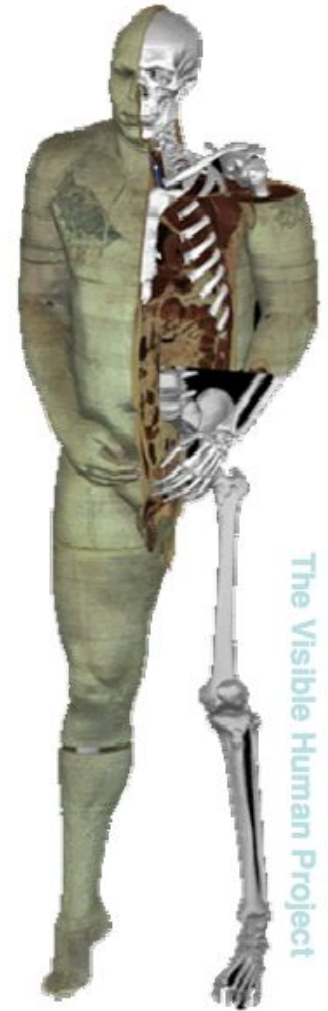
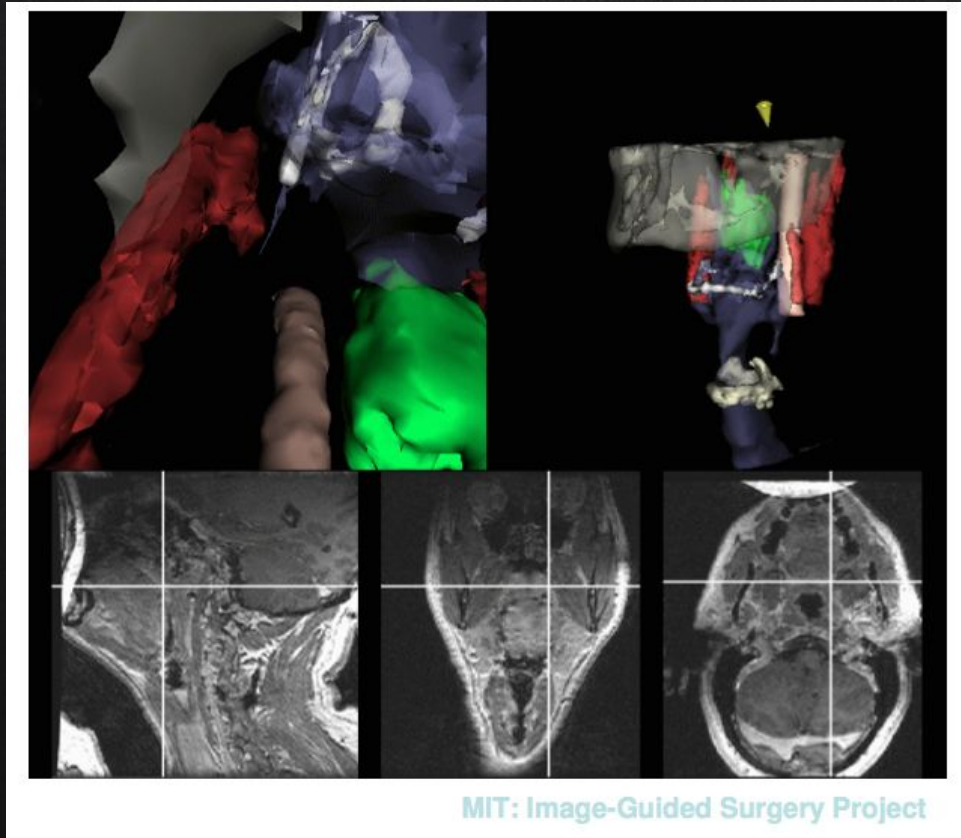
<https://www.youtube.com/watch?v=CG2T7upUVAk>

HOW FAR WE HAVE COME

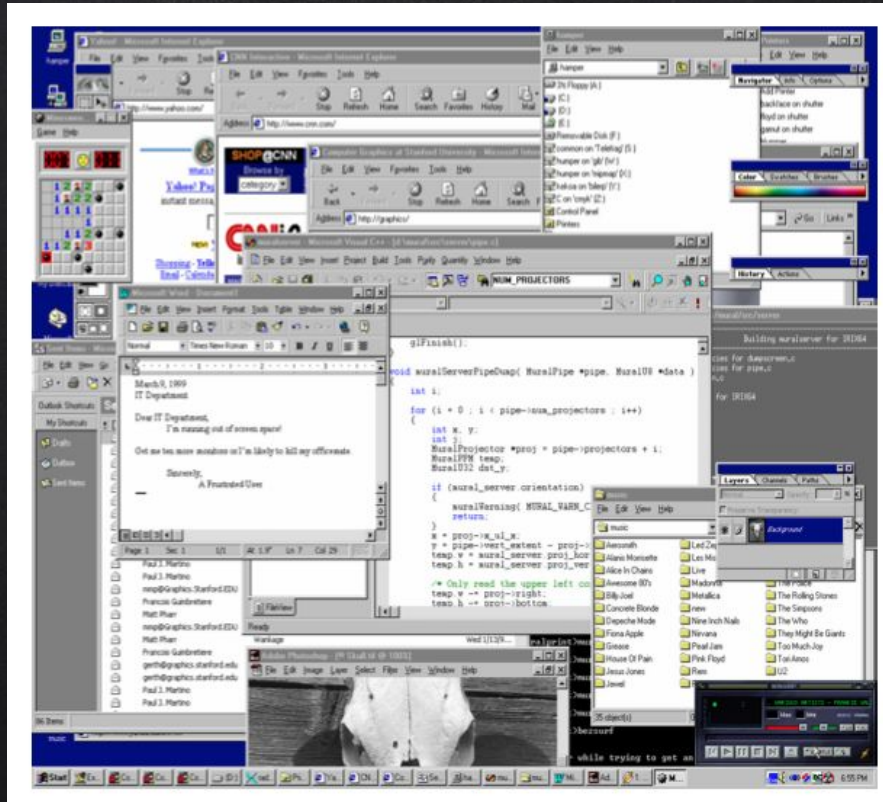


Circus Atari (Atari)

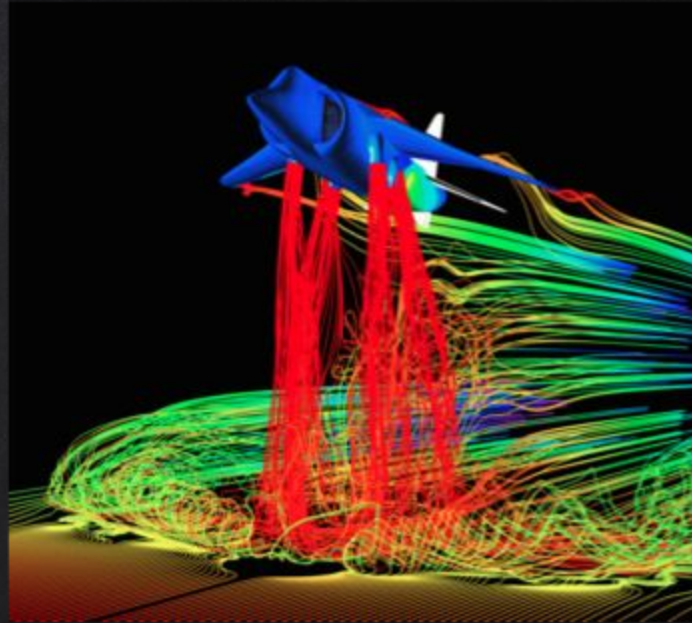
GRAPHICS APPLICATIONS: MEDICAL VISUALIZATION



GRAPHICS APPLICATIONS: EVERYDAY USE

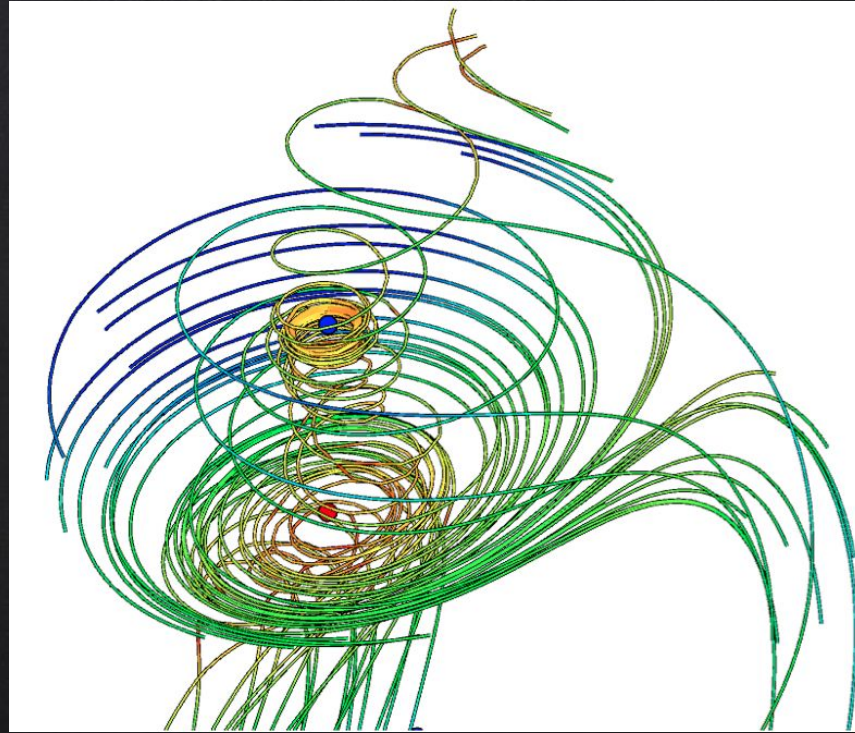


GRAPHICS APPLICATIONS: SCIENTIFIC VISUALIZATION



Airflow around a Harrier Jet: NASA

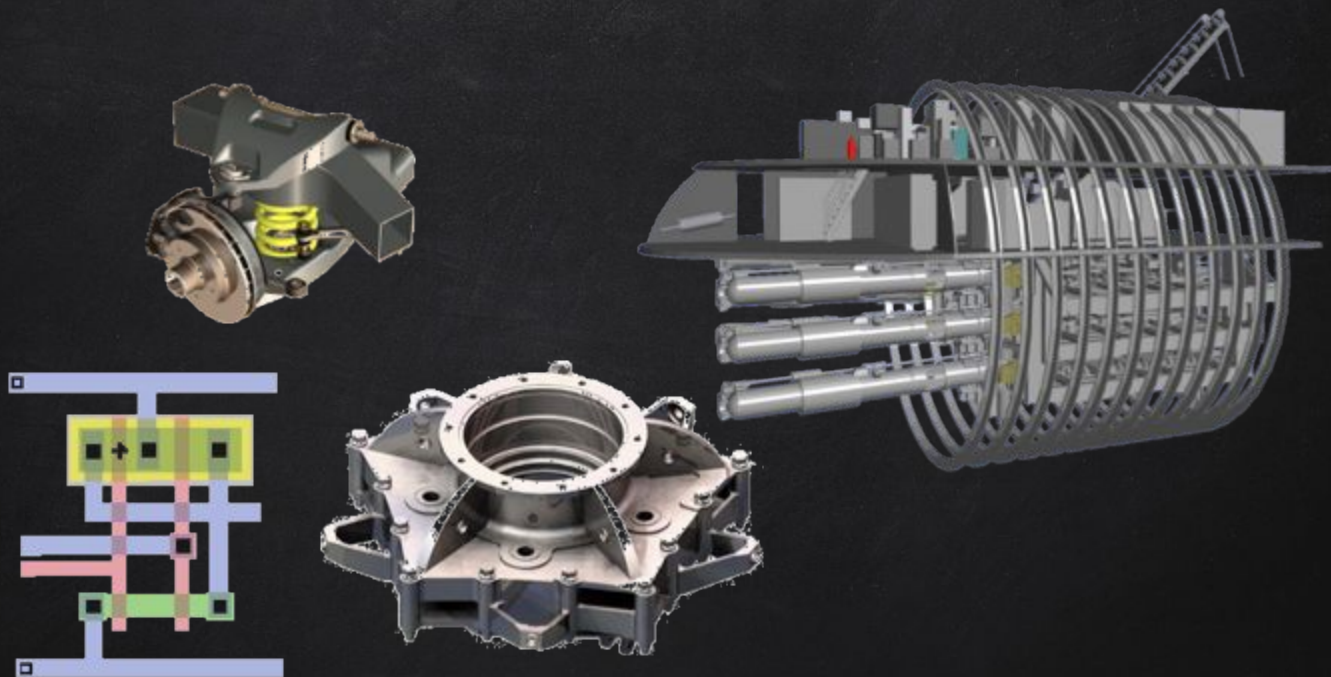
GRAPHICS APPLICATIONS: SCIENTIFIC VISUALIZATION



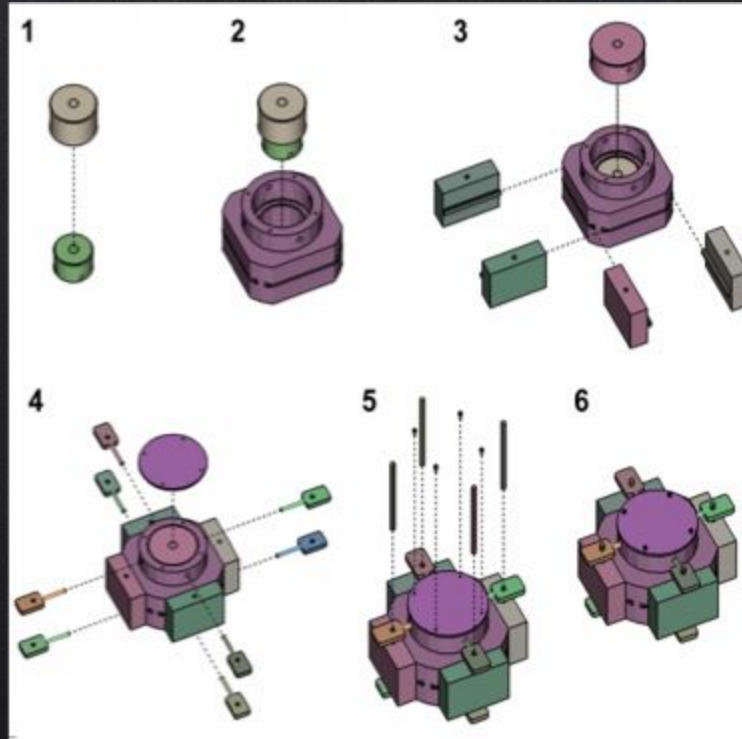
3D Vector Fields Visualization

(Primož Skraba, Paul Rosen, Bei Wang, Guoning Chen, Harsh Bhatia and Valerio Pascucci 2015)

GRAPHICS APPLICATIONS: COMPUTER AIDED DESIGN (CAD)

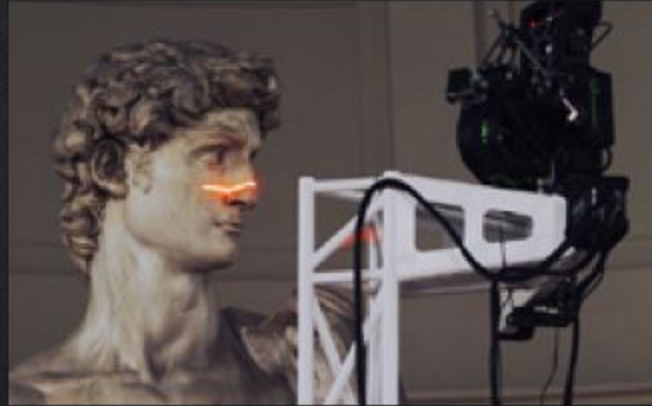
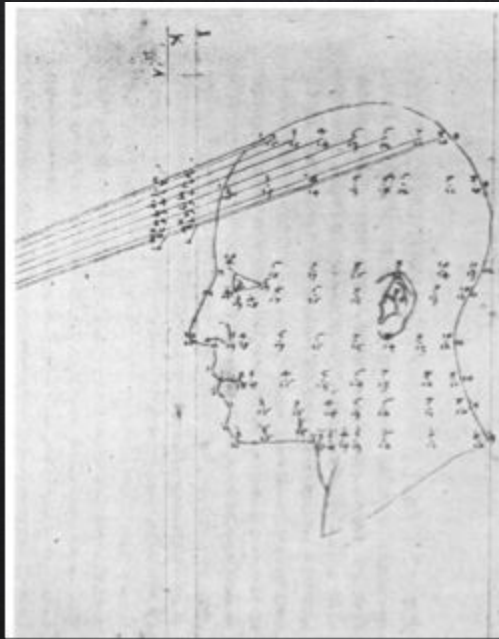


GRAPHICS APPLICATIONS: TRAINING



Design effective Step by Step Assembly Instructions (Maneesh Agrawala et. al.)

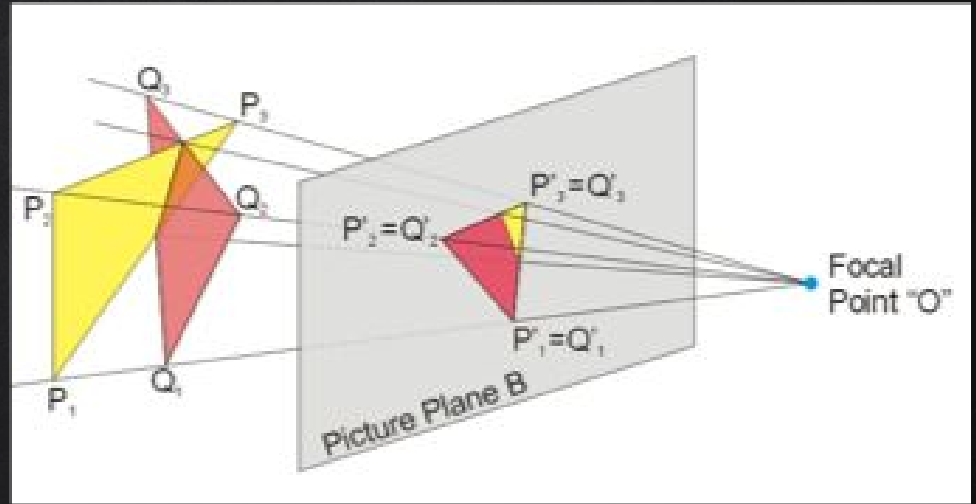
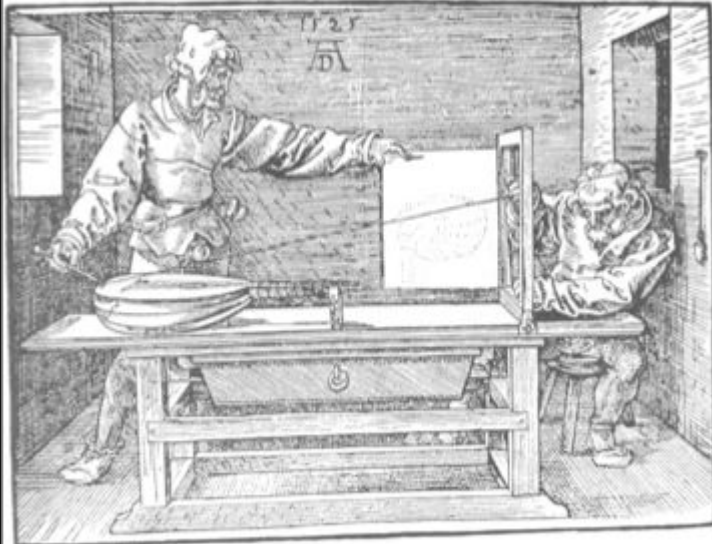
THIS IS NOT A NEW ENDEAVOR: MAKING MODELS



THIS IS NOT A NEW ENDEAVOR: VIEWING MODELS

Rendering, turning a model into an image that can be viewed

331. Two draughtsmen plotting points for the drawing of a lute in foreshortening, from Dürer's *Underweysung*, 1525.



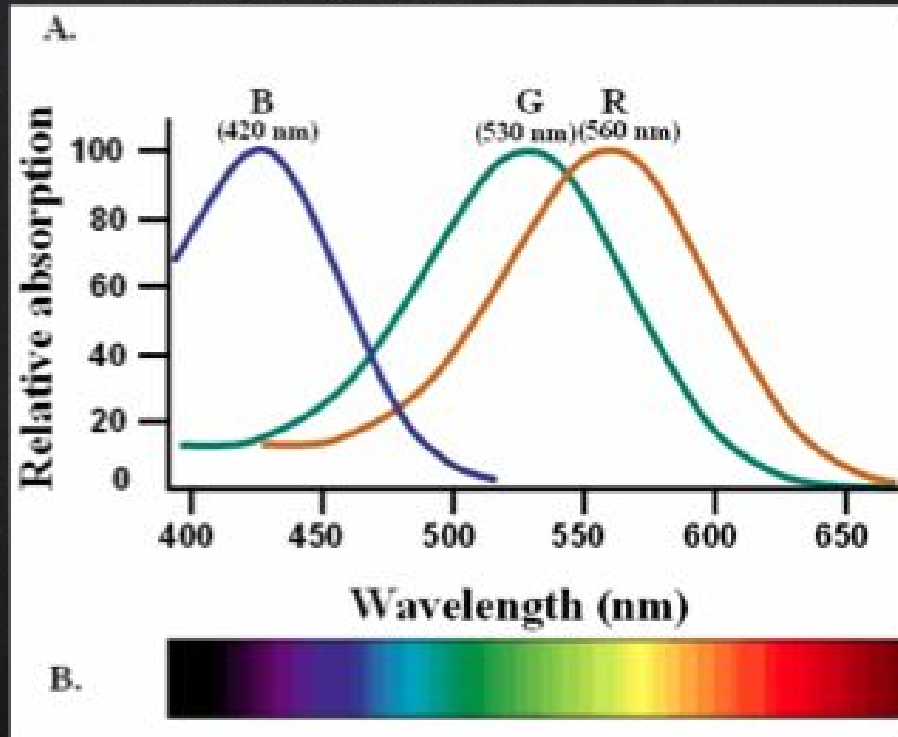
ENABLING MODERN COMPUTER GRAPHICS

- Moore's Law: every 12–18 months, computer power improves by factor of 2
- Significant advances in graphics chips every 6 months, outrunning CPU chip advance
- Graphics subsystems (GPUs)
 - Offloads graphics processing from CPU to chip designed for doing graphics operations fast
 - NVidia GeForce, ATI Radeon
 - GPUs are being ganged together to make supercomputers

GRAPHICS BASICS

- Color: our perception of the various frequencies of light
- Perception is quite subtle: optical illusions
- Our retinas have 3 types of cone cells
 - Respond to red, green and blue
 - How do we see other colors?
- In a computer, color is represented as an RGB value
 - 3 numbers indicating the relative contribution of each
 - Given a scale of 0–255, (255,0,0) represents red
 - full contribution from R
 - No contribution from G or B

GRAPHICS BASICS



GRAPHICS BASICS

- Color depth: the amount of data used to represent a color, usually expressed in terms of # of bits
 - HiColor (16-bits)
 - 5 bits used for each number in RGB
 - extra bit sometimes used to represent transparency
 - TrueColor (24-bit)
 - 8 bits used for each number in RGB, giving a range of 0-255
 - More than 16.7 million unique colors

REPRESENTING IMAGES

- Pixel: a picture element
- Each pixel is composed of a single color
- Arrange pixels in a 2D array to make an image
- Resolution: # of pixels used in an image

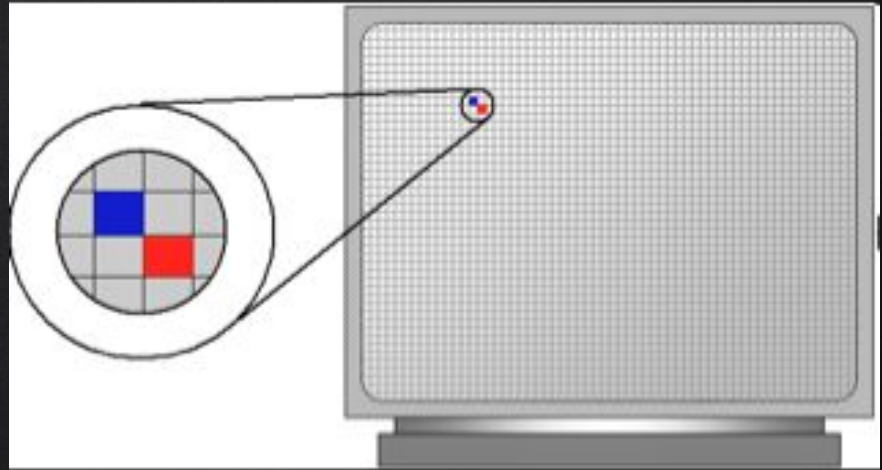


IMAGE MANIPULATION

- Have you ever edited an image?
- Is this the same as manipulating an image?
- Kerry Fonda 2004 election photo controversy: Composition of 2 different images one of Kerry taken on June 13, 1971, one of Jane Fonda taken in August, 1972



USES OF IMAGE MANIPULATION

Image and video **retargeting**: recomposing the image to fit on different screens, like a cell phone (Bruce Gooch, U of U alum)



WHAT POWERS
INSTAGRAM?

LINEAR FILTERS

IMAGE AS A FUNCTION

- Treat each image as a function on the plane $f: \mathbb{R}^2 \rightarrow \mathbb{R}$
- At a location (x,y) , $f(x,y)$ is the intensity of the position (x,y)
- A color image is three functions paste together, think about it as a vector-valued function

$$f(x, y) = \begin{bmatrix} r(x, y) \\ g(x, y) \\ b(x, y) \end{bmatrix}$$



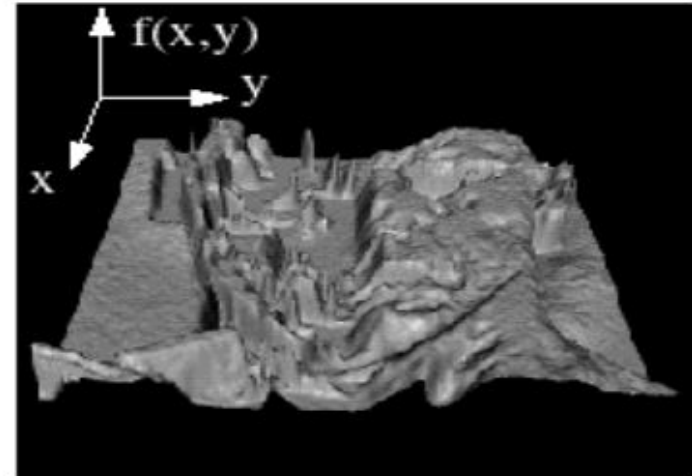
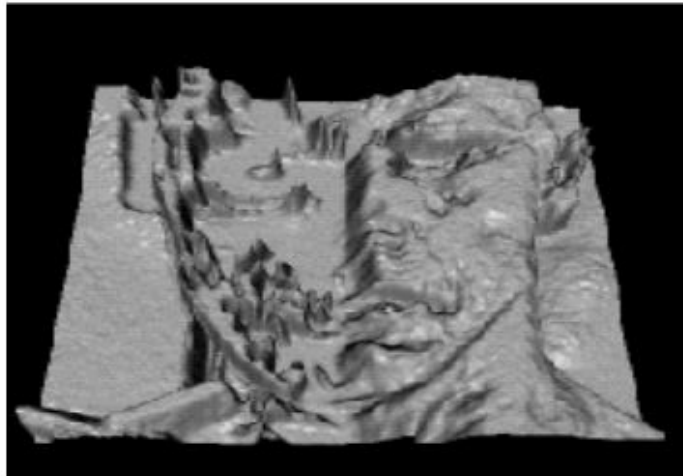
IMAGE AS FUNCTIONS

Credit:

http://web.eecs.umich.edu/~jjcorso/t/598F14/files/lecture_0924_filtering.pdf

Credit:

Seitz and Szeliski Slides



DIGITAL IMAGE

We work with digital image: points on a grid, every function value is an integer.

1	2	88	22	23	4
3	4	1	24	25	8
2	6	23	22	28	10
24	8	88	25	30	8
22	88	89	78	32	2
20	24	26	26	20	4

HOW DO YOU FILTER AWAY NOISE IN THE IMAGE?

How do we smooth away noise in an image?

1	2	88	22	23	4
3	4	1	24	25	8
2	6	23	22	28	10
24	8	88	25	30	8
22	88	89	78	32	2
20	24	26	26	20	4

IMAGE NEIGHBORHOOD

What happens if we reshuffle all pixels in an image?

No change to the histograms: pointwise operations are not affected

Filters reflect **spatial information**

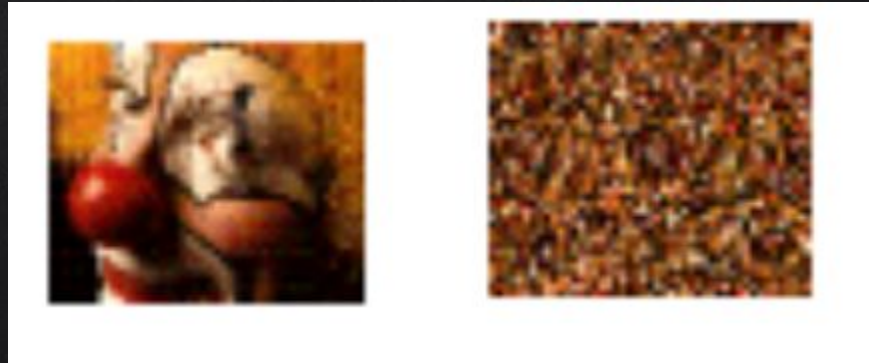
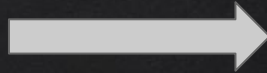


IMAGE FILTERING

Modify the pixels in an image with a function of local neighborhood of a pixel

1	2	3
4	5	6
7	8	9



0	0	0
0	5	0
0	0	0

LINEAR FILTERS

Replace each pixel with an linear combination of its neighbors

Convolution kernel: prescription for the linear combination

10	5	3
4	5	1
1	1	7

 $*$

0	0	0
0	0.5	0
0	1.0	0.5

 $=$

	7	

kernel

Credit: <http://www.cs.utexas.edu/~grauman/courses/378/slides/lecture4.pdf>

WHY FILTER THE IMAGE?

- Noise Reduction
- Image Enhancement
- Feature Extraction

De-noising

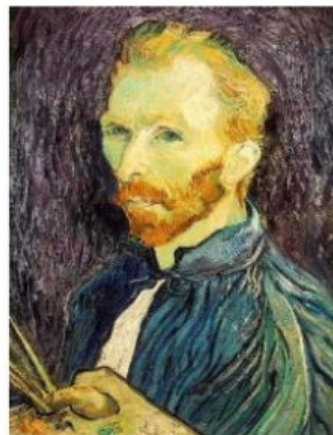


Original



Salt and pepper noise

Super-resolution



In-painting



Image Inpainting, M. Bertalmio et al.
<http://www.iaa.upf.es/~mbertalmio/restoration.html>



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Credit: http://web.eecs.umich.edu/~jjcorso/t/598F14/files/lecture_0924_filtering.pdf

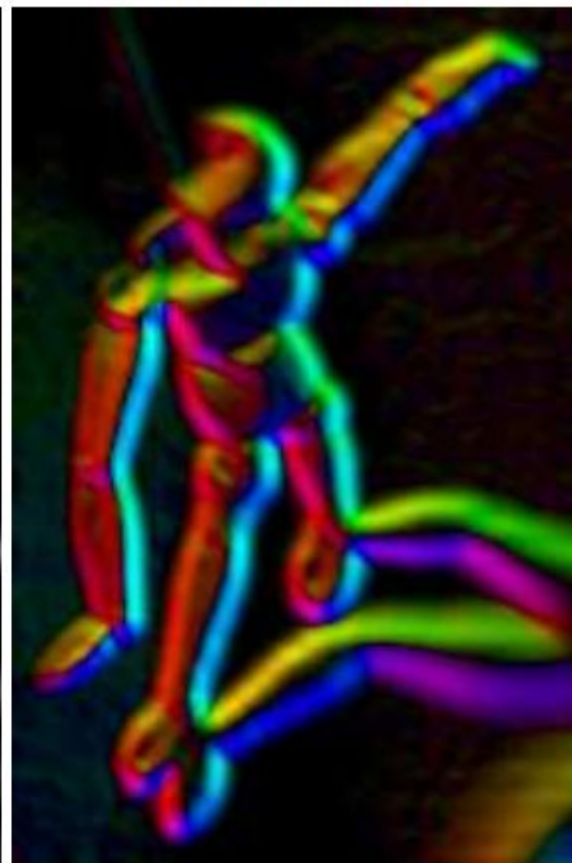
Original Image



Gradient Magnitude



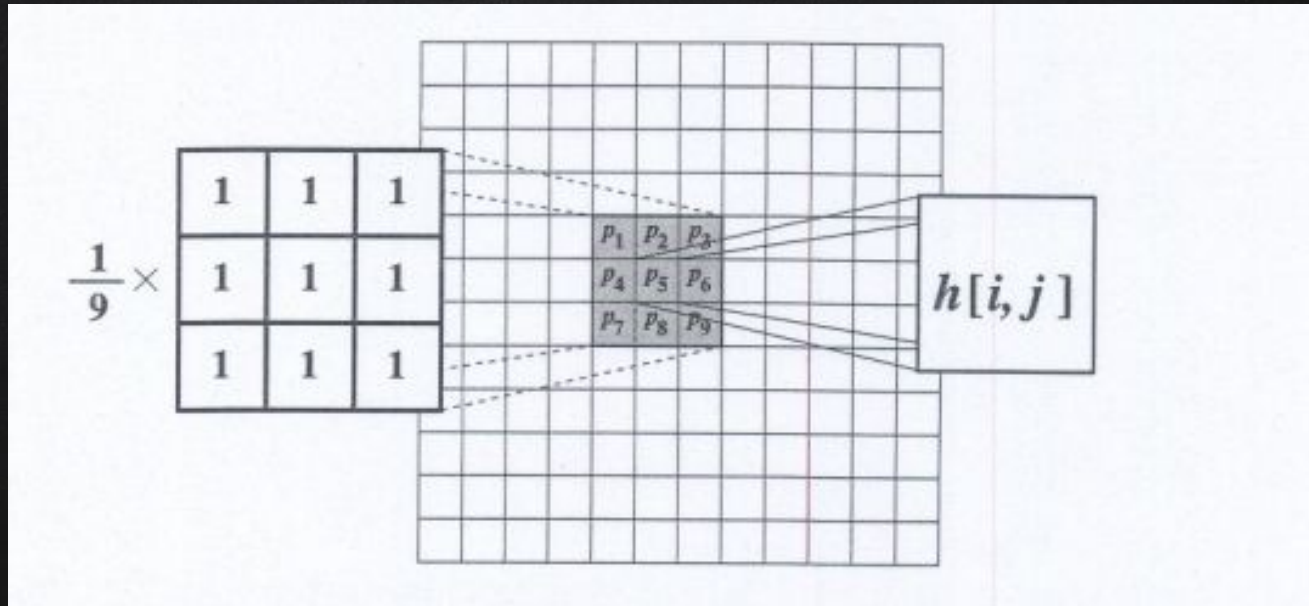
Gradient Orientation



Colour Key

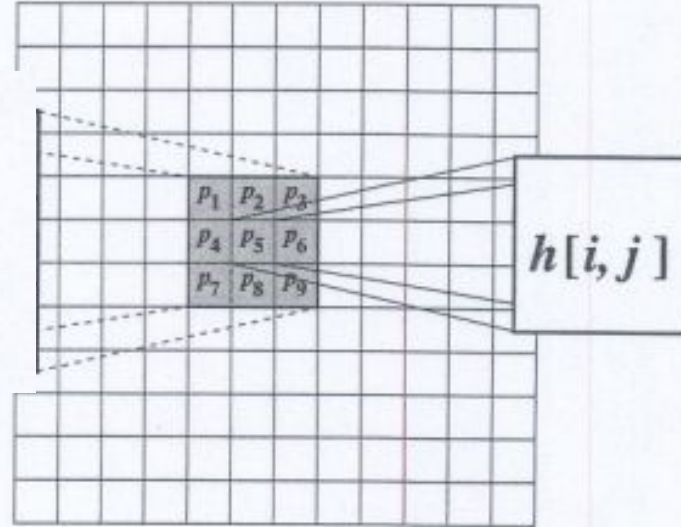


MEAN FILTER



MEAN FILTER: COMMON WEIGHTS

$\frac{1}{16}$	$\frac{1}{8}$	$\frac{1}{16}$
$\frac{1}{8}$	$\frac{1}{4}$	$\frac{1}{8}$
$\frac{1}{16}$	$\frac{1}{8}$	$\frac{1}{16}$



MEDIAN FILTER

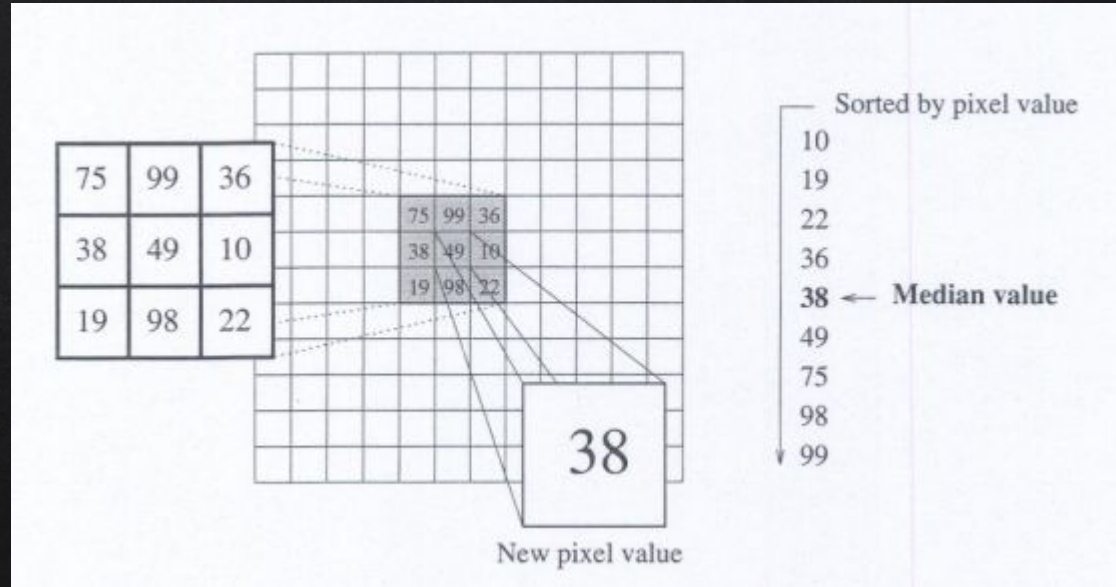
Replace each pixel value with Median value of its neighbors...

Median[1,2,3,4,5,6,7]

Median[23, 45, 78, 100, 122]

Median[2,3,4,6] = (3+4)/2 = 3.5

MEDIAN FILTER



NEXT: HOW TO CREATE
YOUR OWN IMAGE
FILTER?

NEXT: HOW DID
INSTAGRAM SUCCEED?



THANKS!

Any questions?

You can find me at
beiwang@sci.utah.edu

<http://www.sci.utah.edu/~beiwang/teaching/cs1060.html>

CREDITS

Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by [SlidesCarnival](#)
- Photographs by [Unsplash](#)