15-462 Computer Graphics I

Lecture 22

Non-Photorealistic Rendering

Pen-and-Ink Illustrations
Painterly Rendering
Cartoon Shading
Technical Illustrations

Acknowledgment: Steve Lin

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http://www.cs.cmu.edu/~fp/courses/graphics/

Goals of Computer Graphics

- Traditional: Photorealism

- Sometimes, we want more
  - Cartoons
  - Artistic expression in paint, pen-and-ink
  - Technical illustrations
  - Scientific visualization [Lecture 21]

Non-Photorealistic Rendering

"A means of creating imagery that does not aspire to realism" - Stuart Green
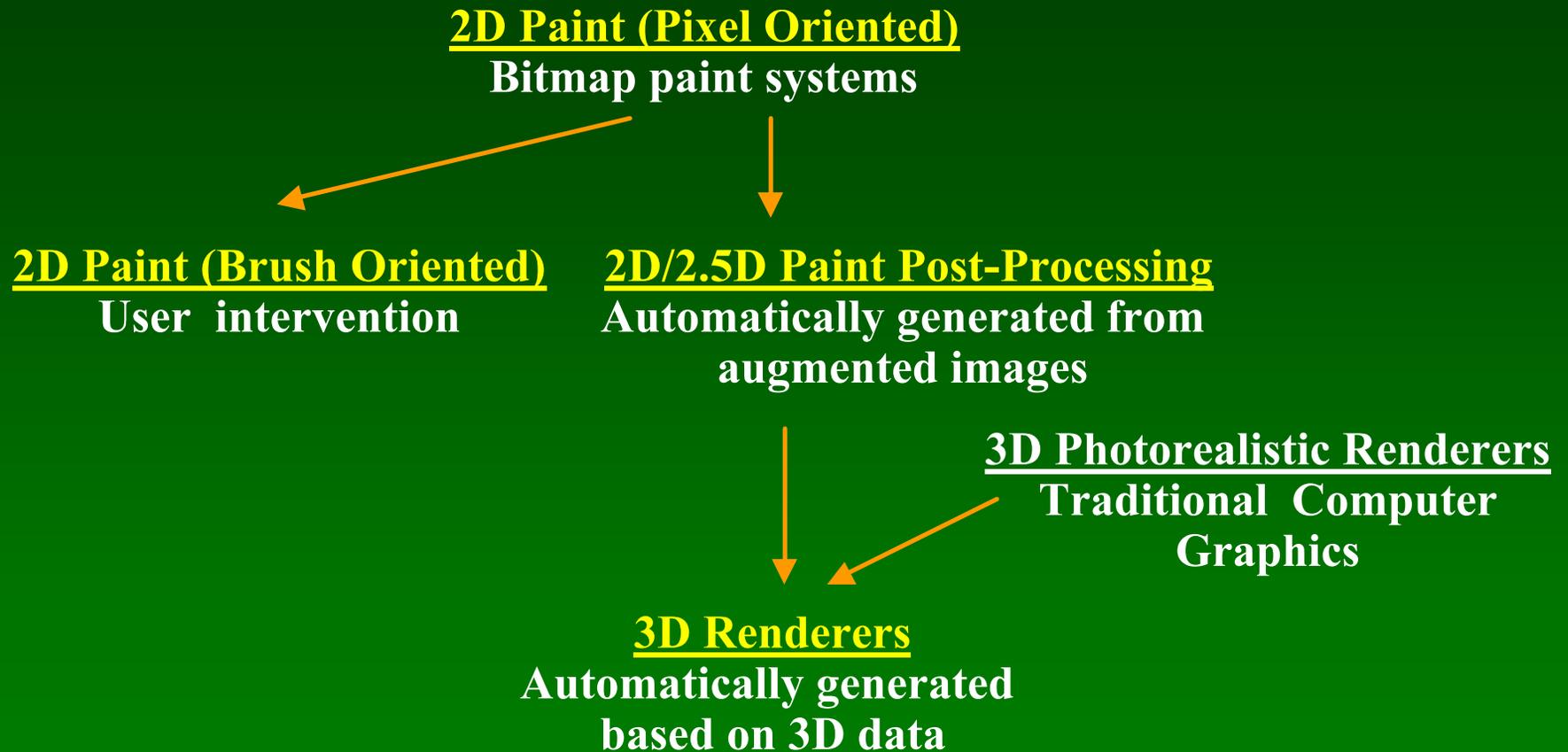

Cassidy Curtis 1998

David Gainey

Some NPR Categories

- Pen-and-Ink illustration
  - Techniques: cross-hatching, outlines, line art,etc.
- Painterly rendering
  - Styles: impressionist, expressionist, pointilist, etc.
- Cartoons
  - Effects: cartoon shading, distortion, etc.
- Technical illustrations
  - Characteristics: Matte shading, edge lines, etc.
- Scientific visualization
  - Methods: splatting, hedgehogs, etc.

Emergence of NPR

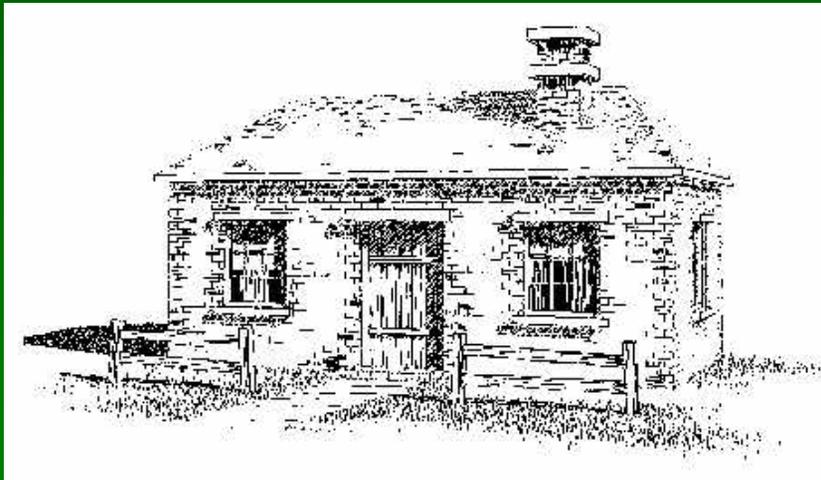**2D Paint (Pixel Oriented)**
Bitmap paint systems

2D Paint (Brush Oriented)
User intervention

2D/2.5D Paint Post-Processing
Automatically generated from
augmented images

3D Photorealistic Renderers
Traditional Computer
Graphics

3D Renderers
Automatically generated
based on 3D data

Outline

- Pen-and-Ink Illustrations

- Painterly Rendering

- Cartoon Shading

- Technical Illustrations

Pen-and-Ink Illustrations

- ## Strokes
  - Curved lines of varying thickness and density

- ## Texture
  - Character conveyed by collection of strokes

- ## Tone
  - Perceived gray level across image or segment

- ## Outline
  - Boundary lines that disambiguate structure

# Pen-and-Ink Examples

Winkenbach and
Salesin 1994

Rendering Polygonal Surfaces

3D Model	Lighting	Camera

Visible Polygons

How much 3D information do we preserve?

Procedural Stroke Texture

Stroke Clipping

Outline Drawing

Strokes and Stroke Textures

- Stroke generated by moving along straight path
- Stroke perturbed by
  - Waviness function (straightness)
  - Pressure function (thickness)
- Collected in stroke textures
  - Tone dependent
  - Resolution dependent
  - Orientation dependent
- How automatic are stroke textures

Stroke Texture Examples
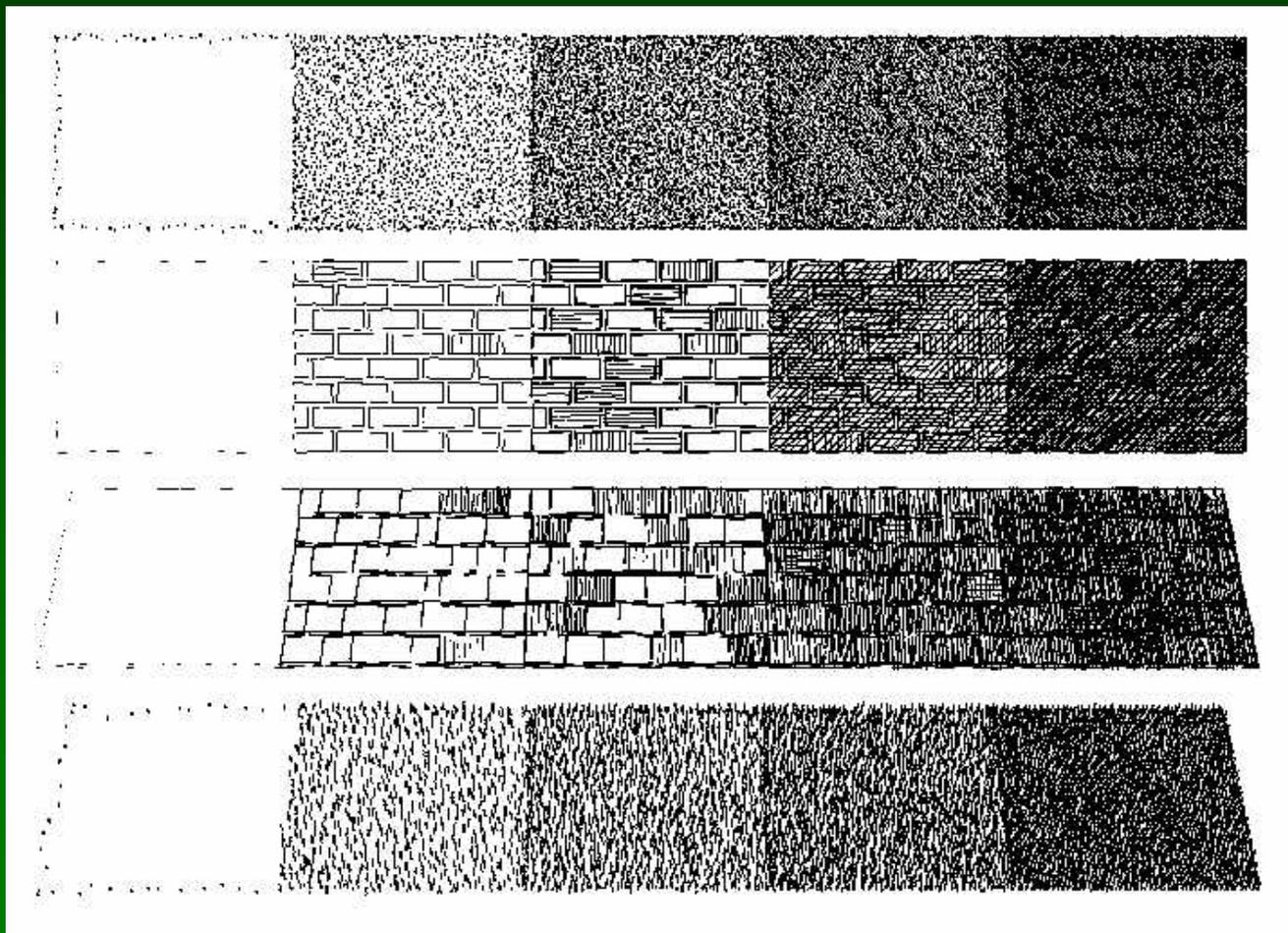
Winkenbach and Salesin 1994

Prioritized Stroke Textures

- Technique for limiting human intervention
- Collection of strokes with associated priority
- When rendering
  - First draw highest priority only
  - If too light, draw next highest priority, etc.
  - Stop if proper tone is achieved
- Procedural stroke textures
- Support scaling
- Also applies to non-procedural stroke textures
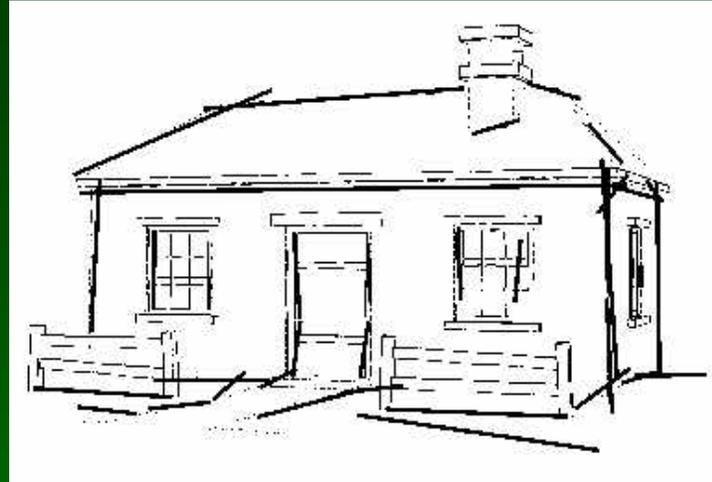
Stroke Texture Operations

Scaling
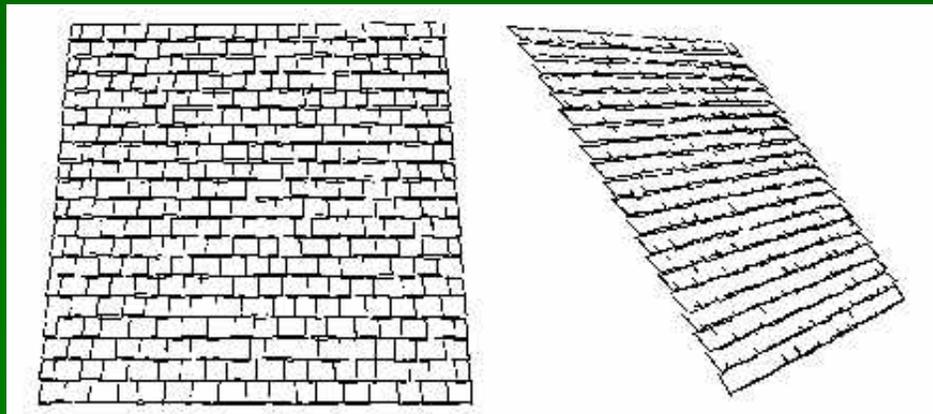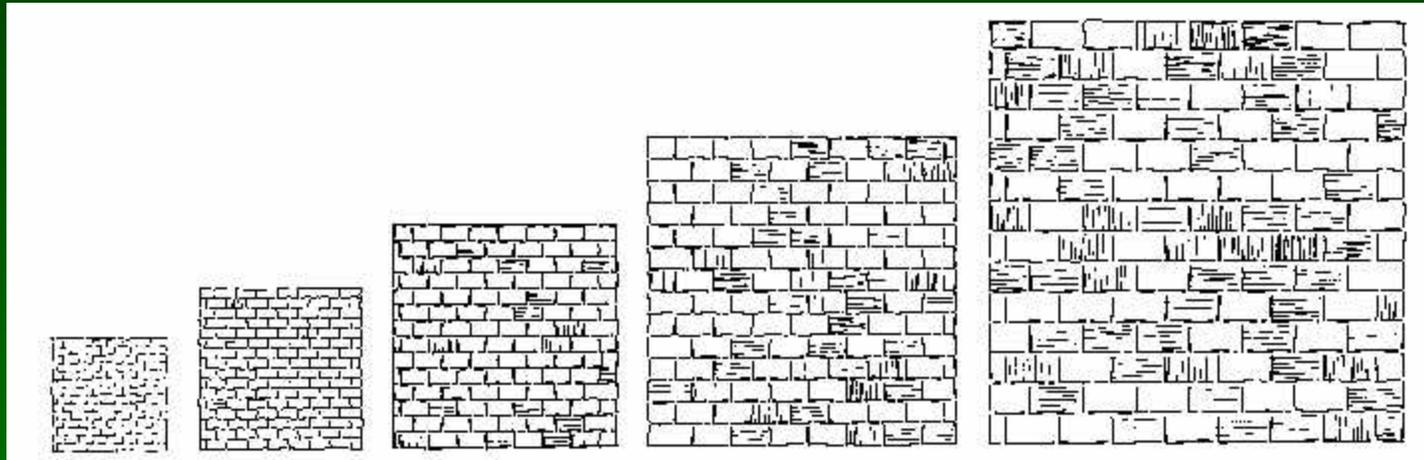
Changing Viewing
Direction
(Anisotropic)

Indication

- Selective addition of detail

- Difficult to automate

- User places detail segments interactively

Indication Example

Bold strokes indicate detail segments
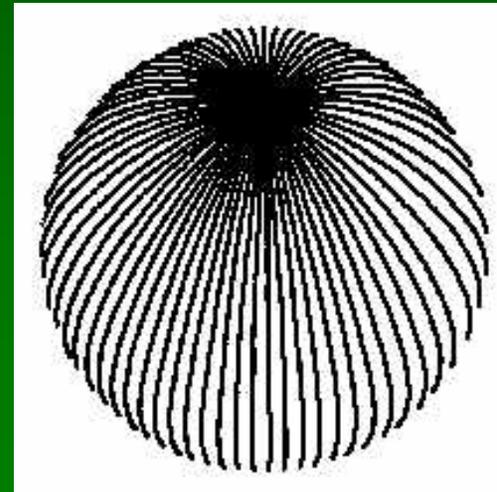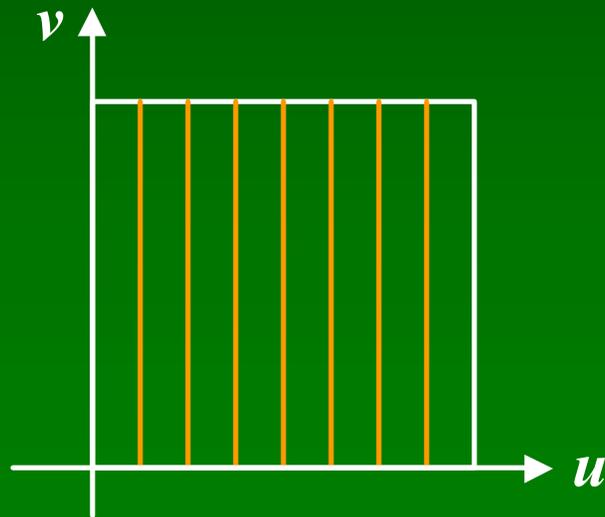
With indication   Without indication

Outlines

- Boundary or interior outlines
- Accented outlines for shadowing and relief
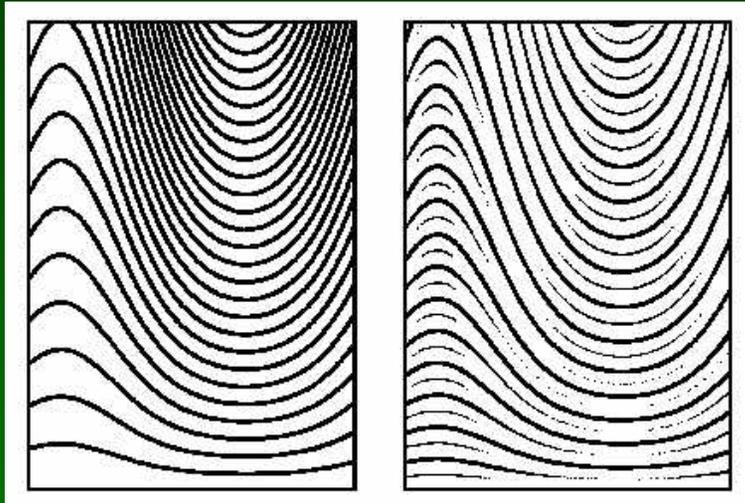- Dependence on viewing direction
- Suggest shadow direction

Rendering Parametric Surfaces

- Stroke orientation and density
  - Place strokes along isoparameter lines
  - Choose density for desired tone
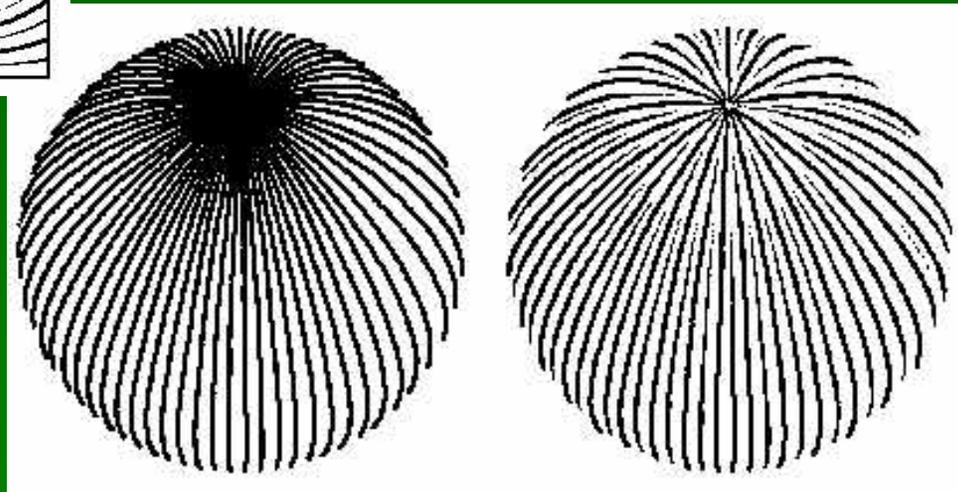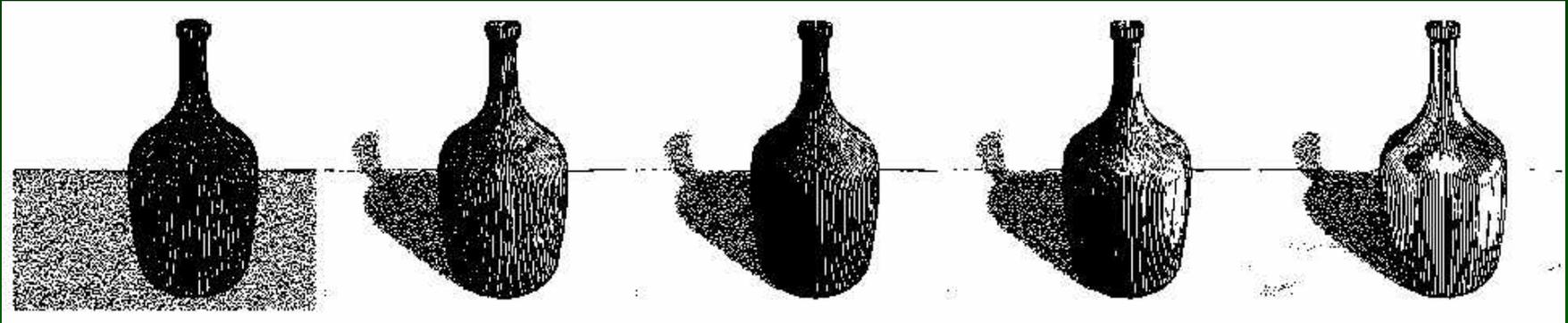 - tone = width / spacing

Stroke Width

- Adjust stroke width retain uniform tone

Winkenbach and
Salesin 1996

Parametric Surface Example

Constant-density hatching
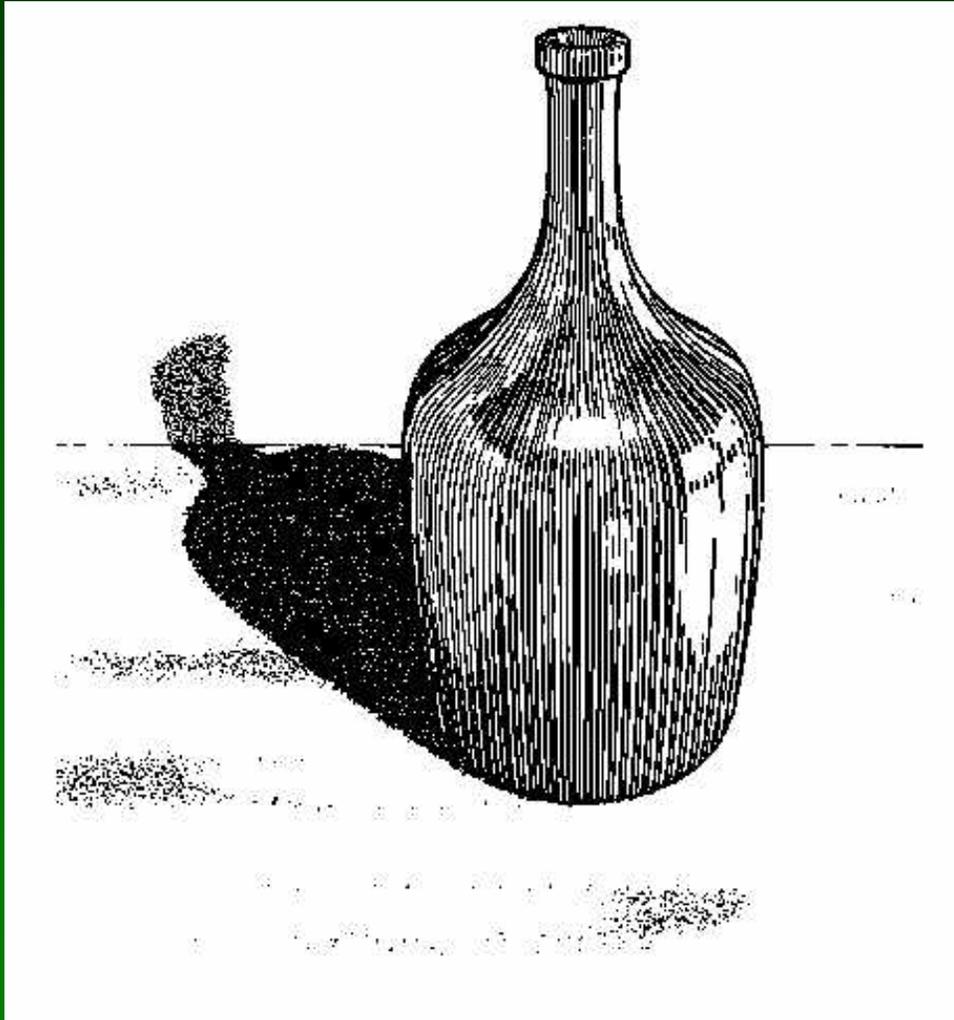
Smooth shading with single light

Longer smoother strokes for glass

Environment mapping

Update reflection coefficient

Standard rendering techniques are still important!
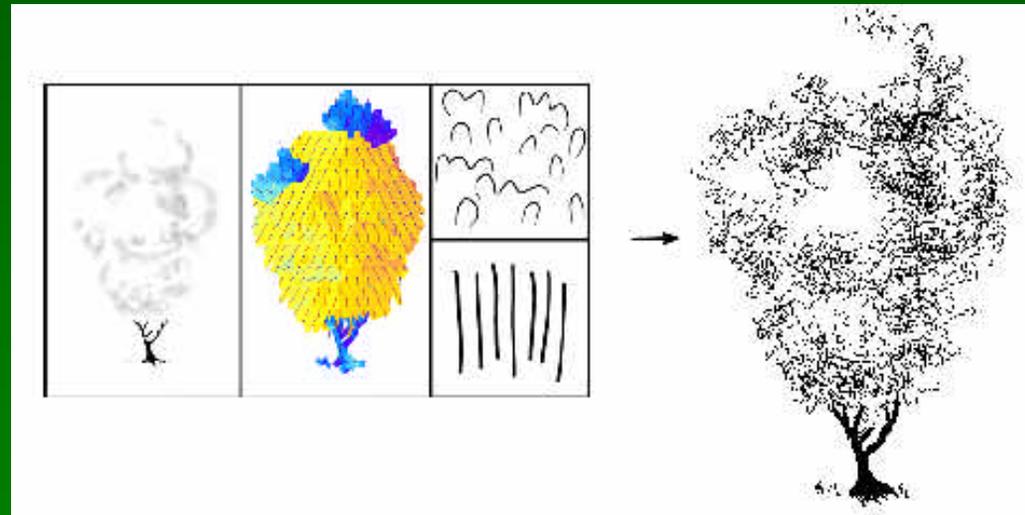
Parametric Surface Example
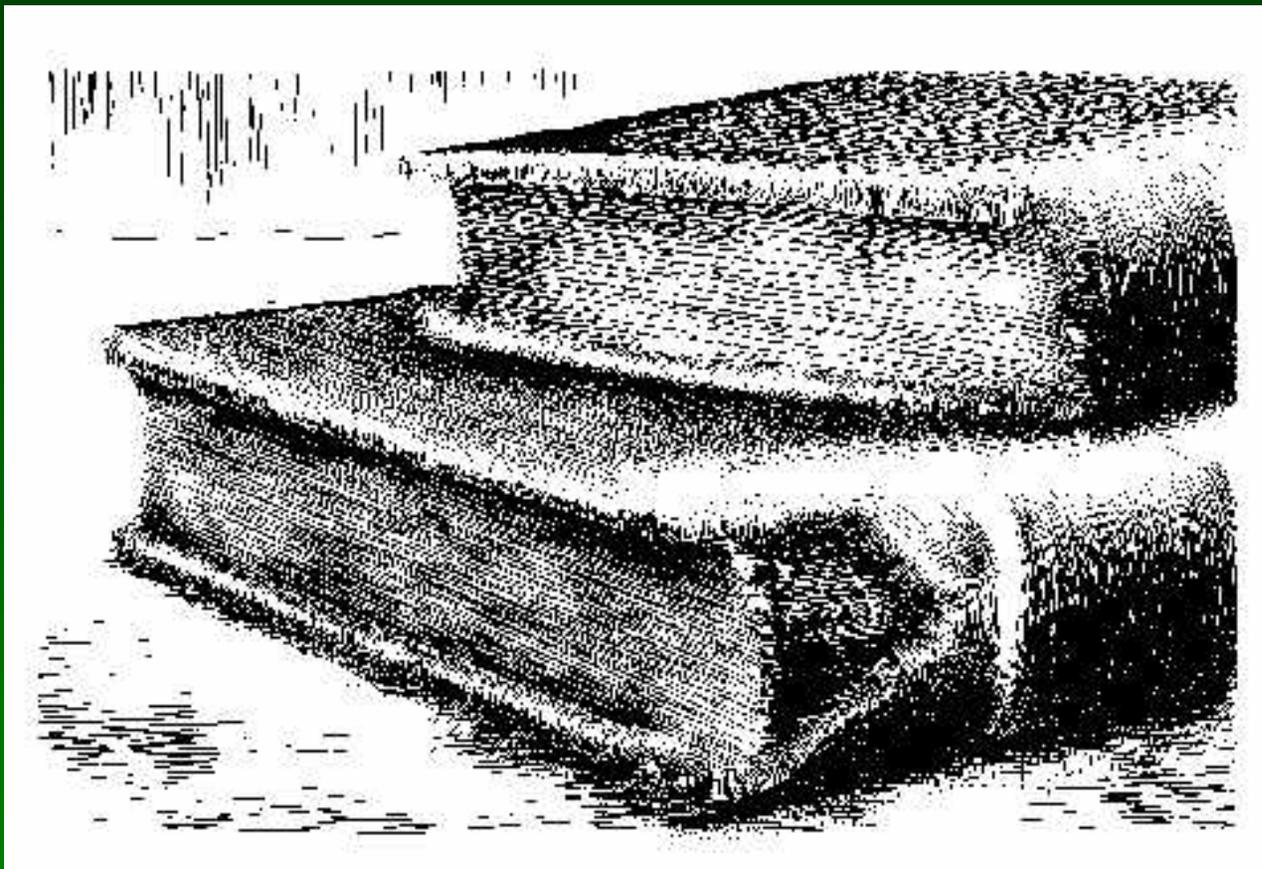

Winkenbach and
Salesin 1996

Orientable Textures

- Inputs
  - Grayscale image to specify desired tone
  - Direction field
  - Stroke character

Salisbury et al. 1997

- Output
  - Stroke shaded image

15-462 Graphics I

# Orientable Stroke Texture Example

Salisbury et al. 1997

Outline

- Pen-and-Ink Illustrations
- Painterly Rendering
- Cartoon Shading
- Technical Illustrations

Painterly Rendering

- Physical simulation
  - User applies brushstrokes
  - Computer simulates media

- Automatic painting
  - User provides input image or 3D model
  - User specifies painting parameters
  - Computer generates all strokes

- Subject to controversy
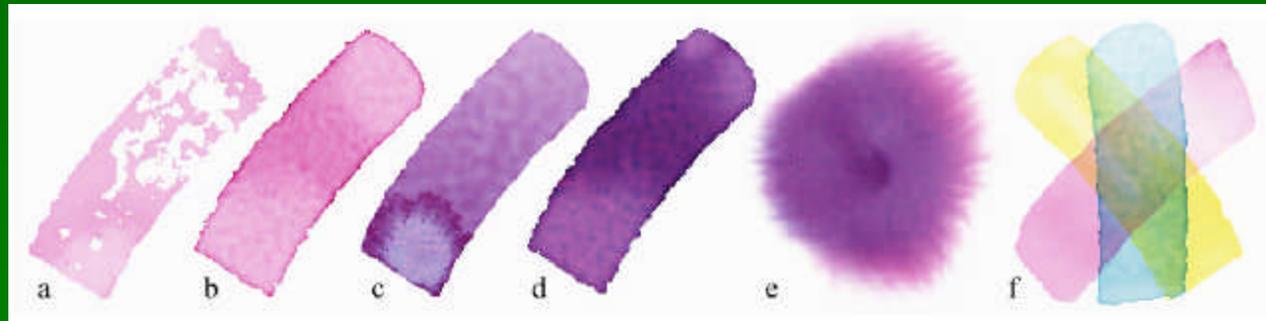
Physical Simulation Example
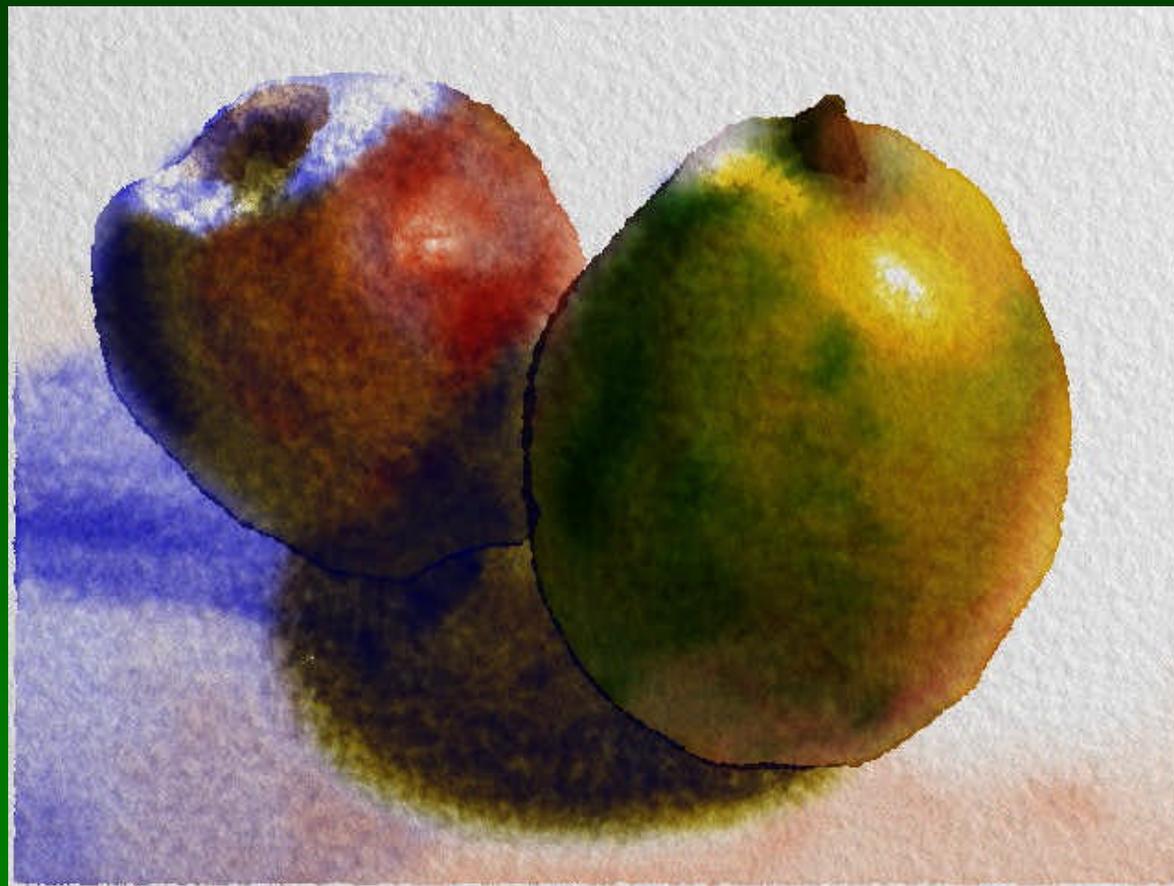
Curtis et al. 1997, *Computer Generated Watercolor*

Computer-Generated Watercolor

- Complex physical phenomena for artistic effect
- Build simple approximations
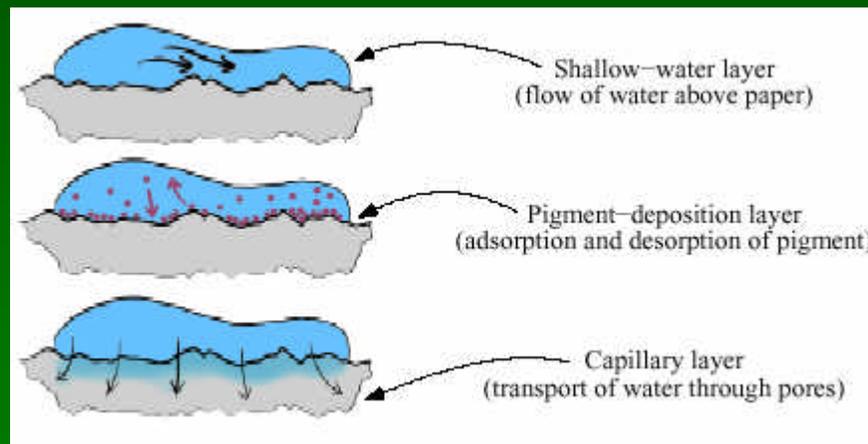- Paper generation as random height field
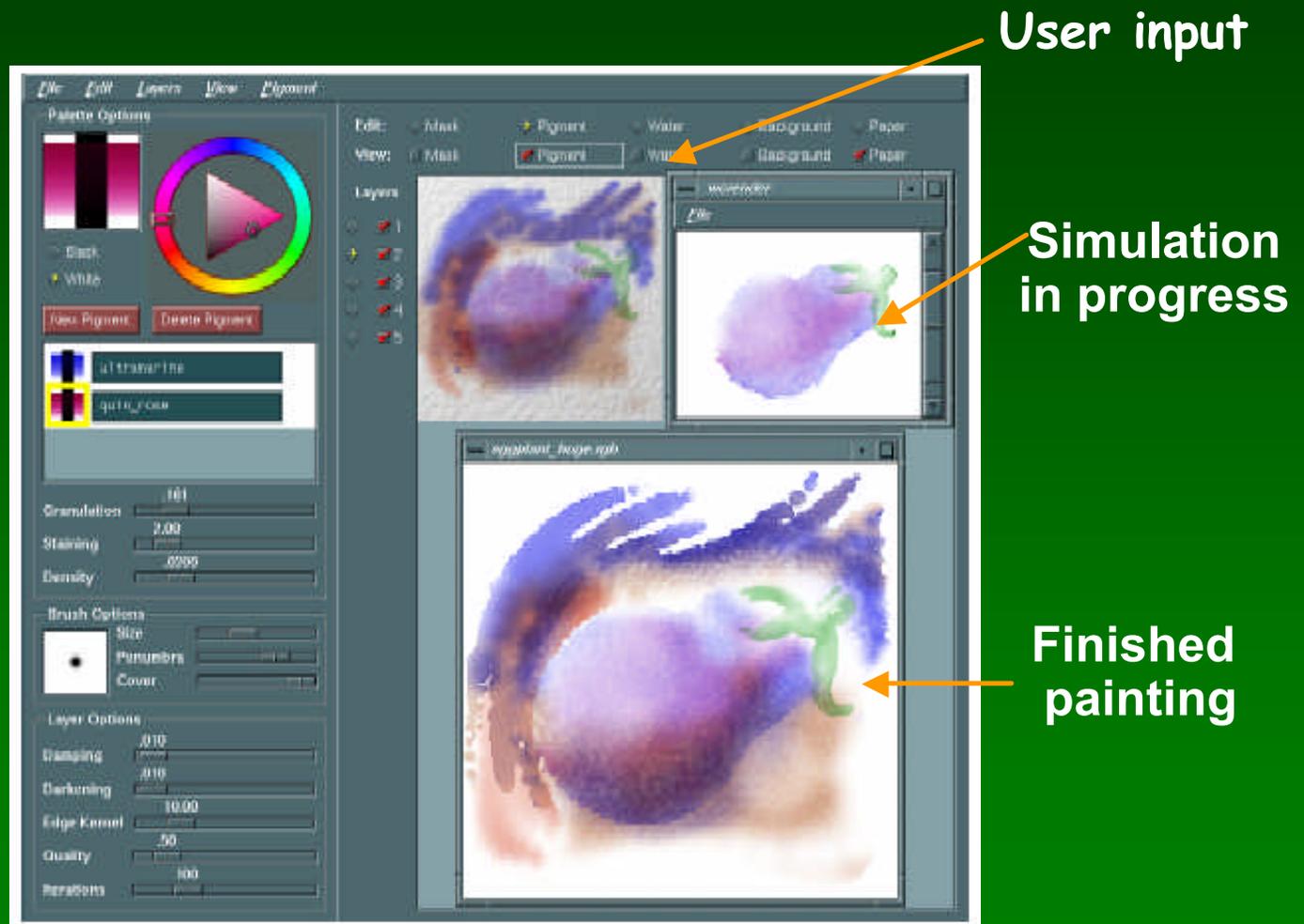

- Simulated effects

Fluid Dynamic Simulation

- Use water velocity, viscosity, drag, pressure, pigment concentration, paper gradient
- Paper saturation and capacity

Shallow-water layer
(flow of water above paper)

Pigment-deposition layer
(adsorption and desorption of pigment)

Capillary layer
(transport of water through pores)

- Discretize and use cellular automata

Interactive Painting

User input

Simulation in progress

Finished painting

Automatic Painting Example

Hertzmann 1997

Automatic Painting from Images

- Start from color image: no 3D information
- Paint in resolution-based layers
  - Blur to current resolution
  - Select brush based on current resolution
  - Find area of largest error compared to real image
  - Place stroke
  - Increase resolution and repeat
- Layers are painted coarse-to-fine
- Styles controled by parameters

Layered Painting

Blurring

Adding detail with smaller strokes

Brush Strokes

- Start at point of maximal error
  - Calculate difference between original image and image painted so far

- Direction perpendicular to gradient
  - Stroke tends to follow equally shaded area

- Stopping criteria
  - Difference between brush color and original image color exceeds threshold
  - Maximal stroke length reached

Longer Brush Strokes

- For longer, curved brush strokes
  - Repeat straight line algorithm
  - Stop, again on length or difference threshold
- Use anti-aliased cubic B-spline
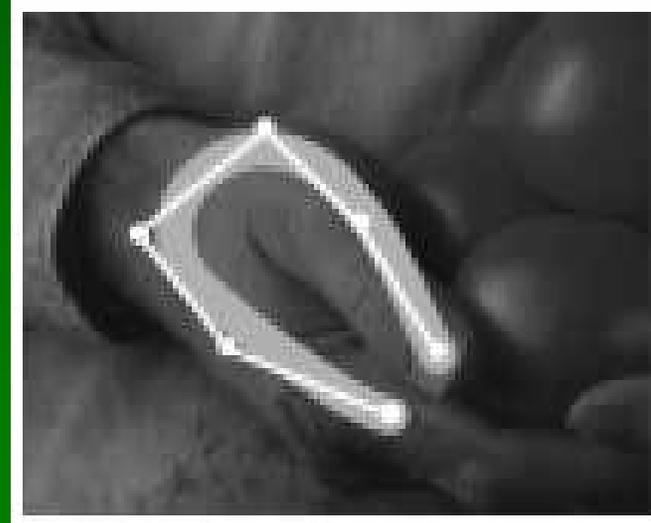
Painting Styles

- Style determined by parameters
  - Approximation threshold
  - Brush sizes
  - Curvature filter
  - Blur factor
  - Minimum and maximum stroke lengths
  - Opacity
  - Grid size
  - Color jitter

- Encapsulate parameter settings as style

Some Styles

- "Impressionist"
  - No random color, $4 \leq$ stroke length ≤ 16
  - Brush sizes 8, 4, 2; approximation threshold 100
- "Expressionist"
  - Random factor 0.5, $10 \leq$ stroke length ≤ 16
  - Brush sizes 8, 4, 2; approximation threshold 50
- "Pointilist"
  - Random factor ~0.75, $0 \leq$ stroke length ≤ 0
  - Brush sizes 4, 2; approximation threshold 100
- Not convincing to artists

Style Examples

Source image

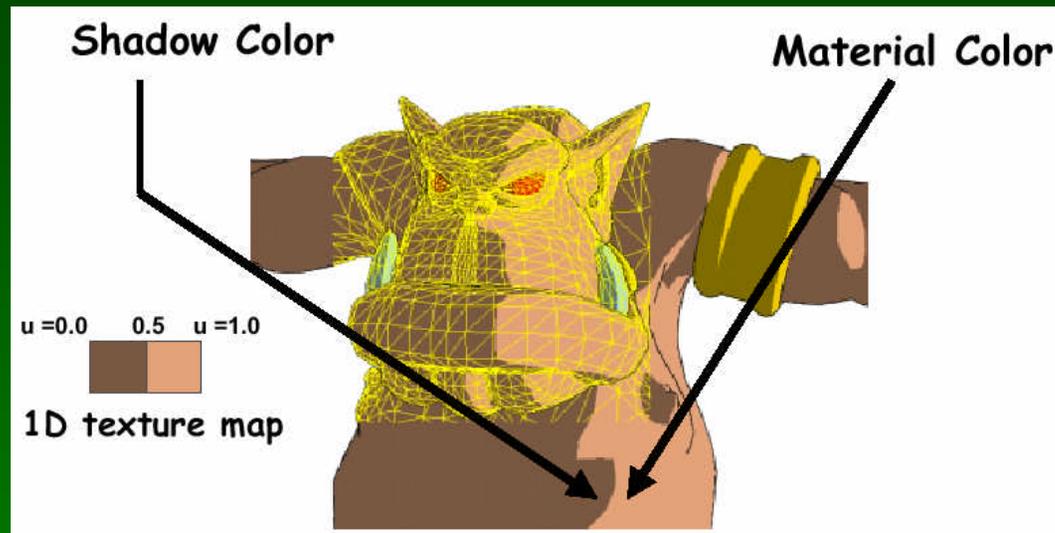"Impressionist"

"Expressionist"

"Pointillist"

Outline

- Pen-and-Ink Illustrations

- Painterly Rendering

- Cartoon Shading
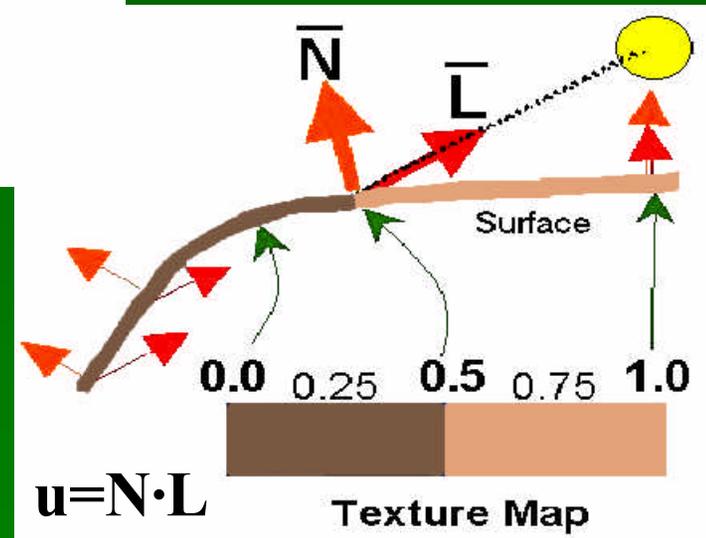
- Technical Illustrations

Cartoon Shading

- Shading model in 2D cartoon
  - Use material color and shadow color
  - Present lighting cues, shape, and context
- Stylistic
- Used in many animated movies
- Developing real-time techniques for games
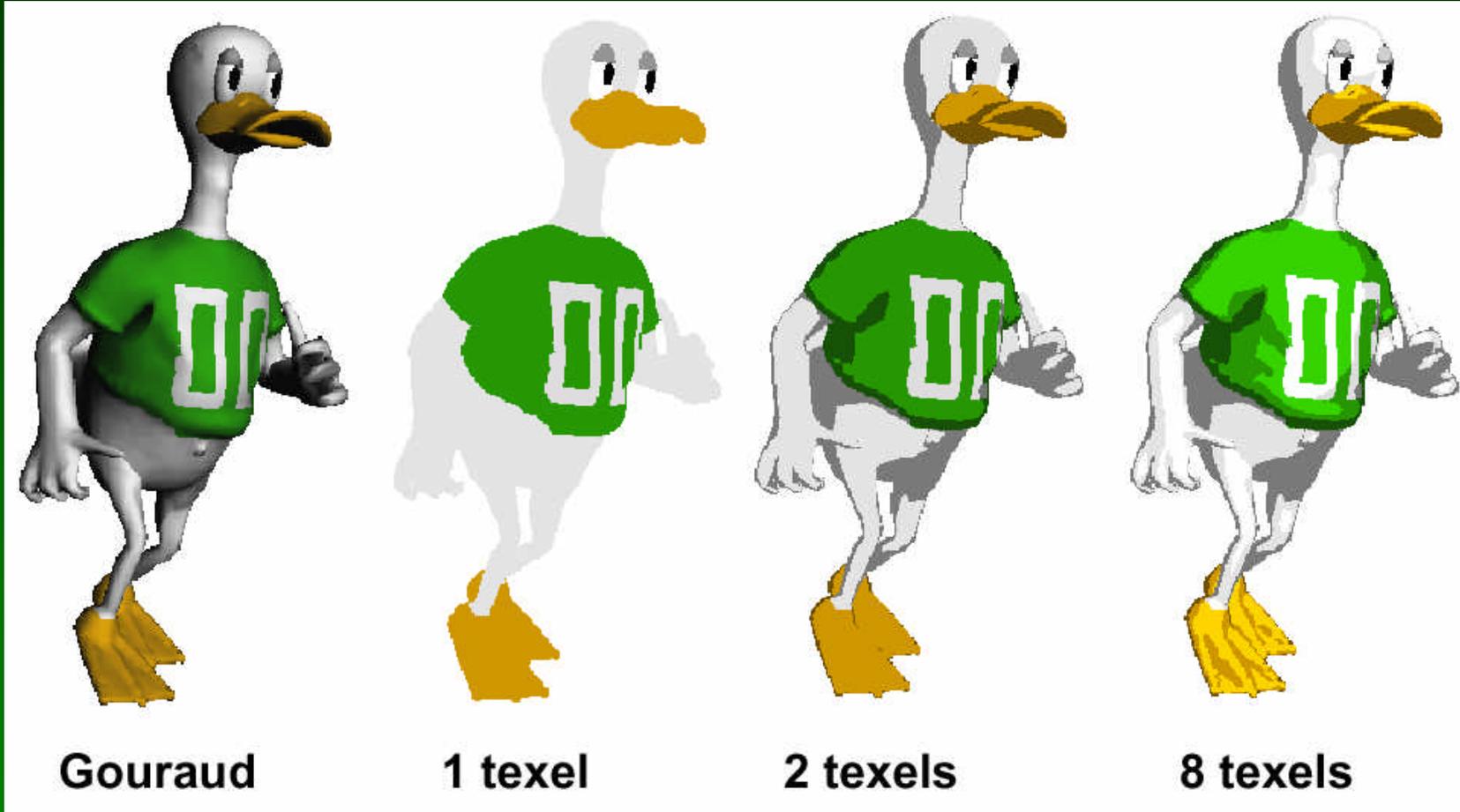
Cartoon Shading as Texture Map

- Apply shading as 1D texture map

Carl Marshall 2000

$u = N \cdot L$

Shading Variations


Gouraud | 1 texel | 2 texels | 8 texels

Flat shading | Shadow | Shadow + highlight

Outline

- Pen-and-Ink Illustrations
- Painterly Rendering
- Cartoon Shading
- Technical Illustrations

Technical Illustrations

- Level of abstraction
  - Accent important 3D properties
  - Dimish or eliminate extraneous details   Ruppel 1995
- Do not represent reality

Photo

Conventions in Technical Illustrations

- Black edge lines
- Cool to warm shading colors
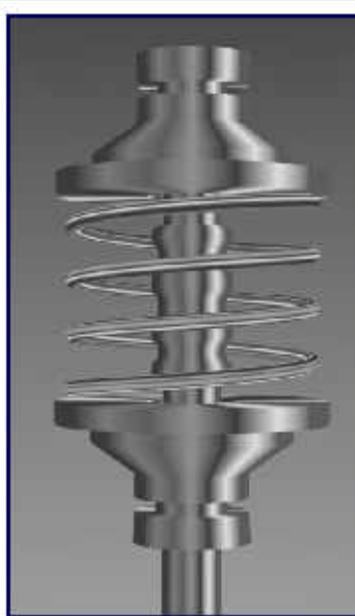- Single light source; shadows rarely used
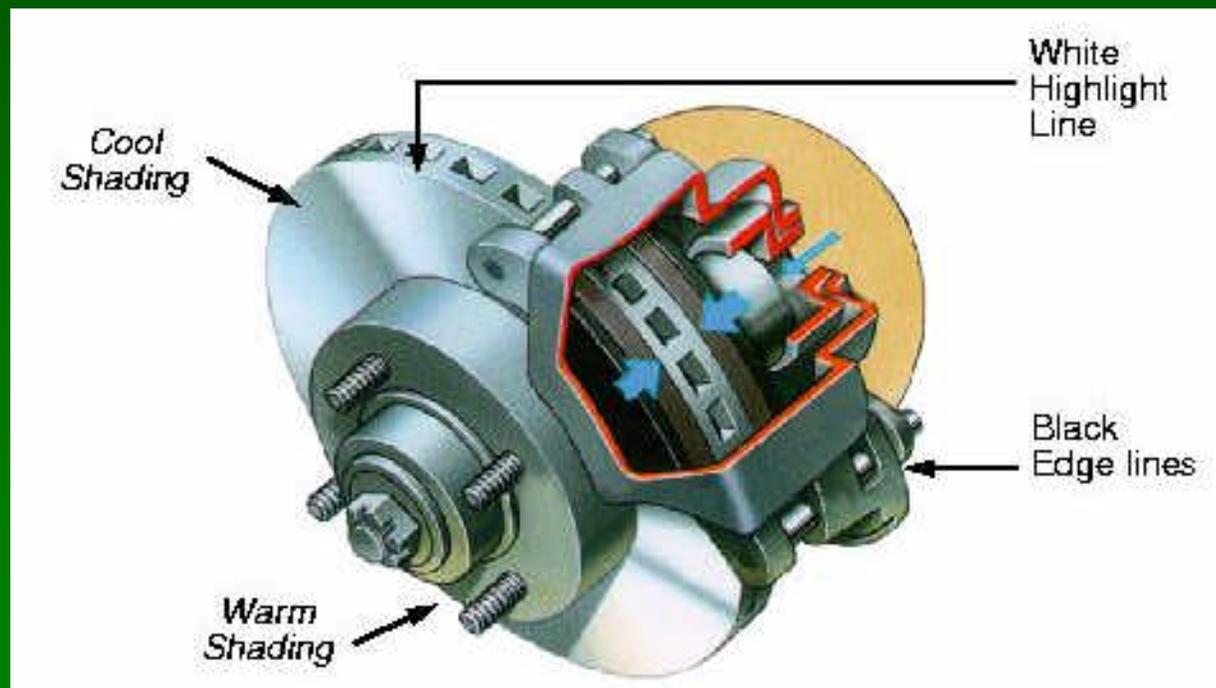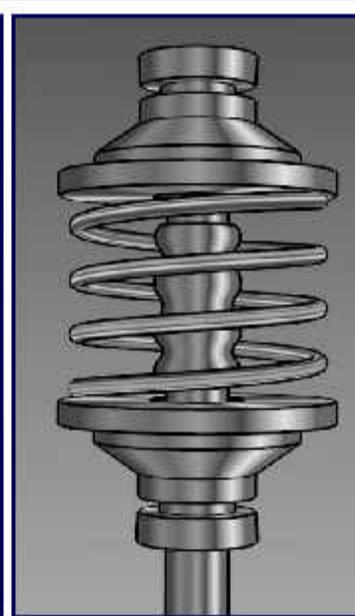
Technical Illustration Example
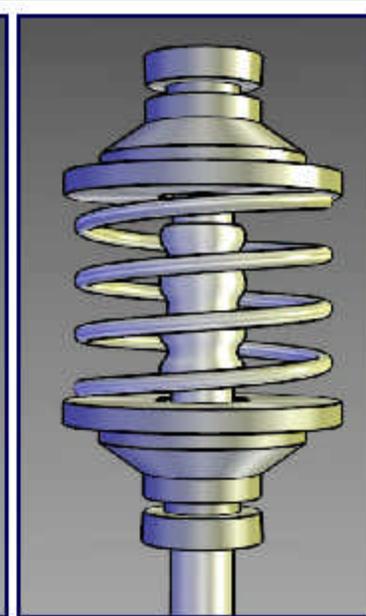
Phong shading   Metal shading (anisotropic)   Edge lines   Tone shading (cool to warm shift)

The Future

- Smart graphics
  - Design from the user's perspective
  - HCI, AI, Perception
- Artistic graphics
  - More tools for the creative artist
  - New styles and ideas

Movies

- Baxter et al, *DAB: Interactive Haptic Painting with 3D Virtual Brushes,* SIGGRAPH'01
- Kowalski et al., *Art-based Rendering of Fur, Grass and Trees,* SIGGRAPH'99

Summary

- Beyond photorealism
  - Artistic appeal
  - Technical explanation and illustration
  - Scientific visualization
- Use all traditional computer graphics tools
- Employ them in novel ways
- Have fun!

Preview

- Assignment 7 due tonight

- Tuesday Guest Lecture

  – Wayne Wooten, Pixar

- Thursday

  – Assignment 7 images and movies

  – Assignment 8 due before class

  – 2nd half review for final