CS-184: Computer Graphics

Lecture #4: 2D Transformations

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Today

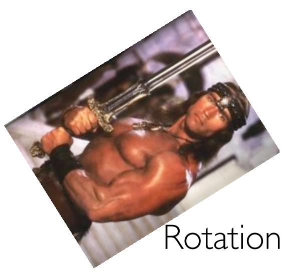
- 2D Transformations
  - "Primitive" Operations
    - Scale, Rotate, Shear, Flip, Translate
  - Homogenous Coordinates
  - SVD
  - Start thinking about rotations...

Introduction

- Transformation:
  - An operation that changes one configuration into another
- For images, shapes, ***etc.***
  - A geometric transformation maps positions that define the object to other positions
  - Linear transformation means the transformation is defined by a linear function... which is what matrices are good for.

Some Examples

Original



Rotation

Uniform Scale

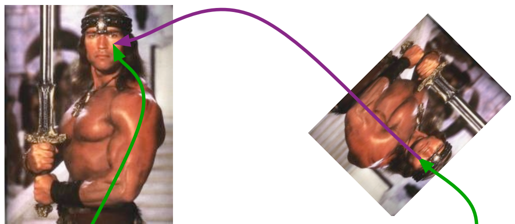
Nonuniform Scale

Shear

Images from ***Conan The Destroyer***, 1984

Mapping Function

$$f(x) = x \text{ in old image}$$



$$c(x) = [195, 120, 58] \qquad c'x = c(f(x))$$

Linear -vs- Nonlinear

Nonlinear (swirl)

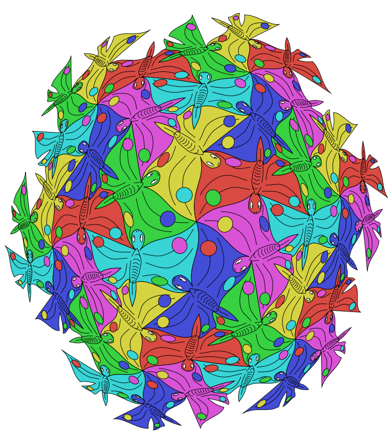
Linear (shear)

Geometric -vs- Color Space

Color Space Transform
(edge finding)

Linear Geometric
(flip)

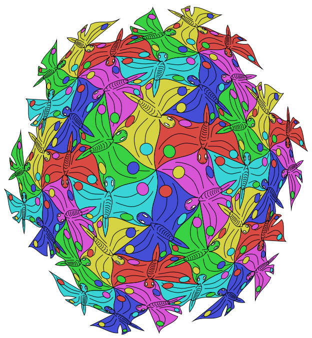
Instancing



M.C. Escher, from Ghostscript 8.0 Distribution

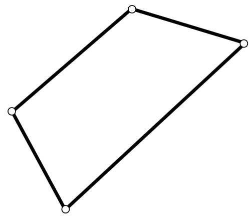
Instancing

- Reuse geometric descriptions
- Saves memory



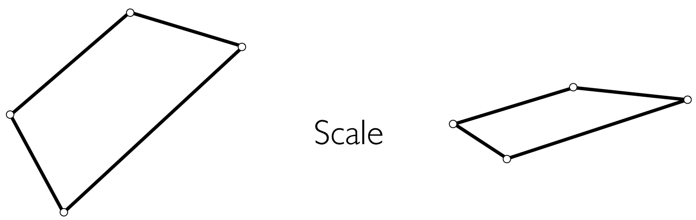
Linear is Linear

- Polygons defined by points
- Edges defined by interpolation between two points
- Interior defined by interpolation between all points
- ***Linear*** **interpolation**



Linear is Linear

- Composing two linear function is still linear
- Transform polygon by transforming vertices



Linear is Linear

- Composing two linear function is still linear
- Transform polygon by transforming vertices

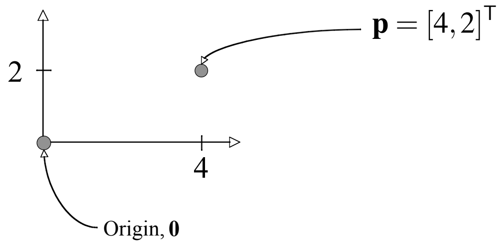
$$f(x) = a + bx \qquad g(f) = c + df$$

$$g(x) = c + df(x) = c + ad + bdx$$

$$g(x) = a' + b'x$$

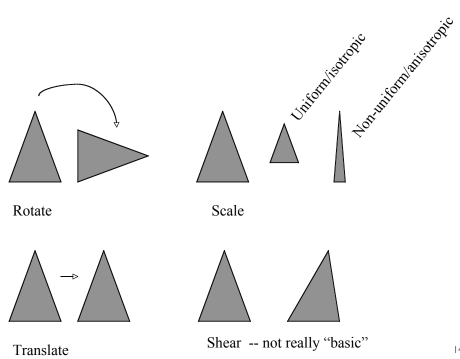
Points in Space

- Represent point in space by vector in R^n
  - Relative to some origin!
  - Relative to some coordinate axes!
- Later we'll add something extra...



Basic Transformations

- Basic transforms are: rotate, scale, and translate
- Shear is a composite transformation!



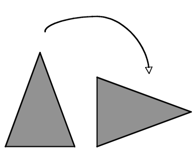
Linear Functions in 2D

$$x' = f(x,y) = c_1 + c_2 x + c_3 y$$
$$y' = f(x,y) = d_1 + d_2 x + d_3 y$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} t_x \\ t_y \end{bmatrix} + \begin{bmatrix} M_{xx} \; M_{xy} \\ M_{yx} \; M_{yy} \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix}$$

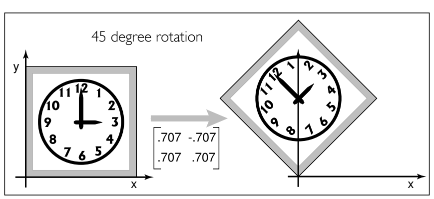
$$\mathbf{x}' = \mathbf{t} + \mathbf{M} \cdot \mathbf{x}$$

Rotations



Rotate

$$\mathbf{p}' = \begin{bmatrix} \mathrm{Cos}(\theta) & -Sin(\theta) \\ Sin(\theta) & \mathrm{Cos}(\theta) \end{bmatrix} \mathbf{p}$$



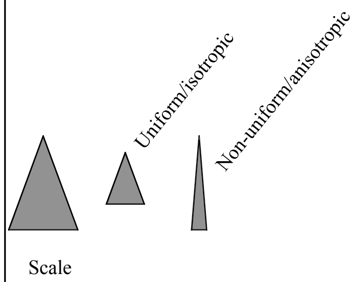
Rotations

- Rotations are positive counter-clockwise
- Consistent w/ right-hand rule
- Don't be different...
- Note:
  - rotate by zero degrees give identity
  - rotations are modulo 360 (or 2π)

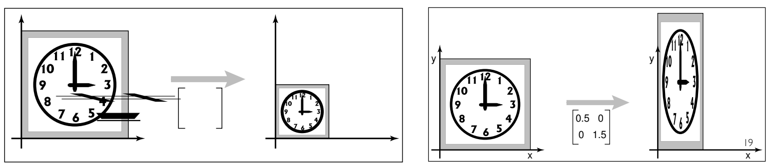
Rotations

- Preserve lengths and distance to origin
- Rotation matrices are orthonormal
- $\mathbf{Det}(\mathbf{R}) = 1 \neq -1$
- In 2D rotations commute...
  - But in 3D they won't!

Scales

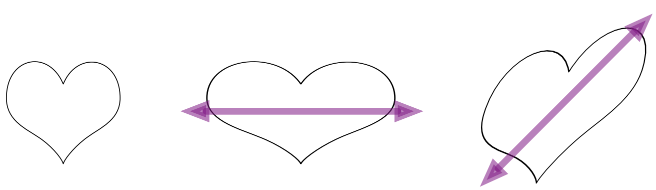


$$\mathbf{p}' = \begin{bmatrix} s_x & 0 \\ 0 & s_y \end{bmatrix} \mathbf{p}$$



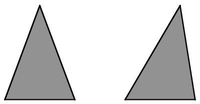
Scales

- Diagonal matrices
  - Diagonal parts are scale in X and scale in Y directions
  - Negative values flip
  - Two negatives make a positive (180 deg. rotation)
  - Really, axis-aligned scales



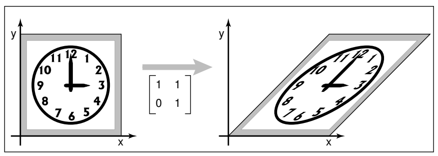
Not axis-aligned...

Shears



Shear

$$\mathbf{p}' = \begin{bmatrix} 1 & H_{yx} \\ H_{xy} & 1 \end{bmatrix} \mathbf{p}$$

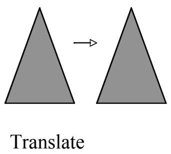


Shears

- Shears are not really primitive transforms
- Related to non-axis-aligned scales
- More shortly.....

Translation

- This is the not-so-useful way:



$$\mathbf{p}' = \mathbf{p} + \begin{bmatrix} t_x \\ t_y \end{bmatrix}$$

Note that its not like the others.

Arbitrary Matrices

- For everything but translations we have:

$$\mathbf{x}' = \mathbf{A} \cdot \mathbf{x}$$

- Soon, translations will be assimilated as well

- What does an arbitrary matrix mean?

Singular Value Decomposition

- For any matrix, $\mathbf{A}$, we can write SVD:

$$\mathbf{A} = \mathbf{QSR}^T$$

where $\mathbf{Q}$ and $\mathbf{R}$ are orthonormal and $\mathbf{S}$ is diagonal

- Can also write Polar Decomposition

$$\mathbf{A} = \mathbf{QRSR}^T$$

where $\mathbf{Q}$ is still orthonormal

not the same $\mathbf{Q}$

Decomposing Matrices

- We can force $\mathbf{Q}$ and $\mathbf{R}$ to have $\mathbf{Det=1}$ so they are rotations
- Any matrix is now:
  - Rotation:Rotation:Scale:Rotation
  - See, shear is just a mix of rotations and scales

Composition

- Matrix multiplication composites matrices

$$\mathbf{p}' = \mathbf{BAp}$$

"Apply $\mathbf{A}$ to $\mathbf{p}$ and then apply $\mathbf{B}$ to that result."

$$\mathbf{p}' = \mathbf{B}(\mathbf{Ap}) = (\mathbf{BA})\mathbf{p} = \mathbf{Cp}$$

- Several translations composted to one
- Translations still left out...

$$\mathbf{p}' = \mathbf{B}(\mathbf{Ap} + \mathbf{t}) = \mathbf{BAp} + \mathbf{Bt} = \mathbf{Cp} + \mathbf{u}$$

Composition

- Matrix multiplication composites matrices

$$\mathbf{p}' = \mathbf{BAp}$$

"Apply $\mathbf{A}$ to $\mathbf{p}$ and then apply $\mathbf{B}$ to that result."

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- Several translations composted to one
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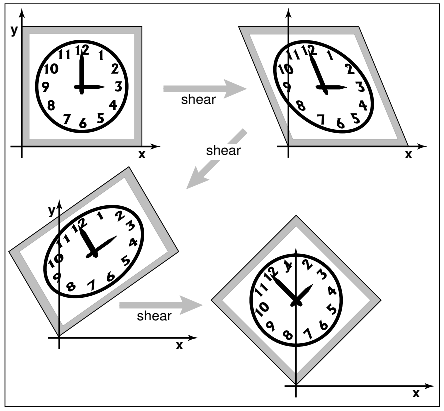
Composition



Transformations built up from others

SVD builds from scale and rotations

Also build other ways

i.e. 45 deg rotation built from shears

Homogeneous Coordiantes

- Move to one higher dimensional space
  - Append a 1 at the end of the vectors

$$\mathbf{p} = \begin{bmatrix} p_x \\ p_y \end{bmatrix} \qquad \tilde{\mathbf{p}} = \begin{bmatrix} p_x \\ p_y \\ 1 \end{bmatrix}$$

  - For *directions* the extra coordinate is a zero

Homogeneous Translation

$$\tilde{\mathbf{p}}' = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} p_x \\ p_y \\ 1 \end{bmatrix}$$

$$\tilde{\mathbf{p}}' = \tilde{\mathbf{A}}\tilde{\mathbf{p}}$$

The tildes are for clarity to distinguish homogenized from non-homogenized vectors.

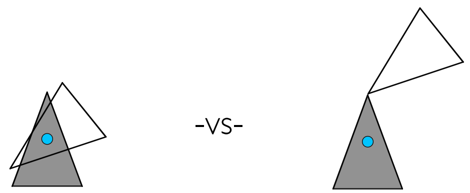
Homogeneous Others

$$\tilde{\mathbf{A}} = \begin{bmatrix} \mathbf{A} & & \begin{matrix} 0 \\ 0 \end{matrix} \\ 0 & 0 & 1 \end{bmatrix}$$

Now everything looks the same...
Hence the term "homogenized!"

Compositing Matrices

- Rotations and scales always about the origin
- How to rotate/scale about another point?



Rotate About Arb. Point

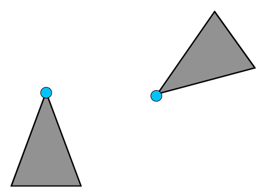
- Step 1: Translate point to origin

Rotate About Arb. Point

- Step 1: Translate point to origin
- Step 2: Rotate as desired

Translate (-**C**)

Rotate (θ)



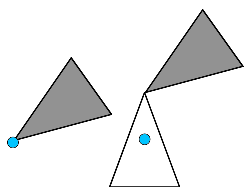
Rotate About Arb. Point

- Step 1: Translate point to origin
- Step 2: Rotate as desired
- Step 3: Put back where it was

Translate (-**C**)

Rotate (θ)

Translate (**C**)



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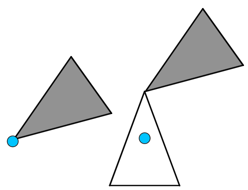

$$\mathbf{\tilde{p}' = (-T)RT\tilde{p} = A\tilde{p}}$$

Rotate About Arb. Point

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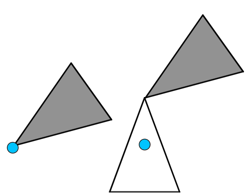
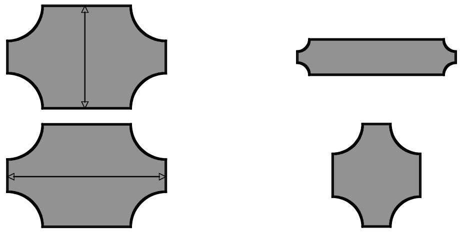


$$\mathbf{\tilde{p}' = (-T)RT\tilde{p} = A\tilde{p}}$$

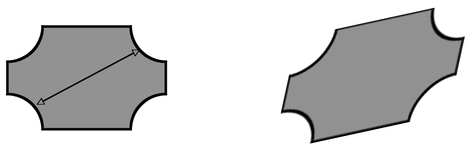
Don’t negate the 1…

Scale About Arb. Axis

- Diagonal matrices scale about coordinate axes only:

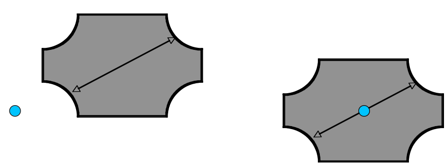


Not axis-aligned



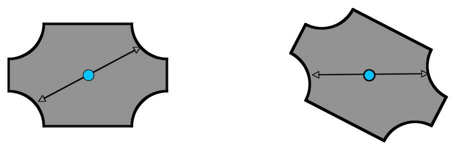
Scale About Arb. Axis

- Step 1: Translate axis to origin



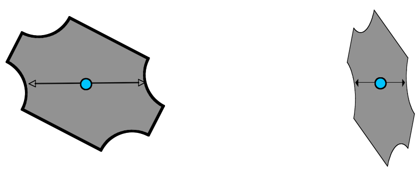
Scale About Arb. Axis

- Step 1: Translate axis to origin
- Step 2: Rotate axis to align with one of the coordinate axes



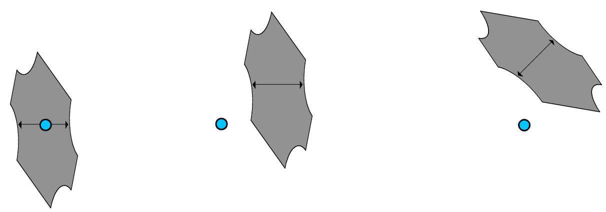
Scale About Arb. Axis

- Step 1: Translate axis to origin
- Step 2: Rotate axis to align with one of the coordinate axes
- Step 3: Scale as desired



Scale About Arb. Axis

- Step 1: Translate axis to origin
- Step 2: Rotate axis to align with one of the coordinate axes
- Step 3: Scale as desired
- Steps 4&5: Undo 2 and 1 (reverse order)



Order Matters!

- The order that matrices appear in matters

$$\mathbf{A} \cdot \mathbf{B} \neq \mathbf{BA}$$

- Some special cases work, but they are special
- But matrices are associative

$$(\mathbf{A} \cdot \mathbf{B}) \cdot \mathbf{C} = \mathbf{A} \cdot (\mathbf{B} \cdot \mathbf{C})$$

- Think about efficiency when you have many points to transform...

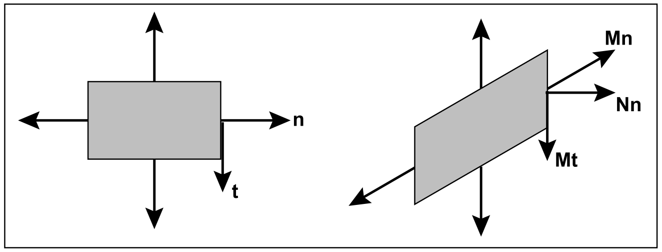
Matrix Inverses

- In general: $\mathbf{A}^{-1}$ undoes effect of $\mathbf{A}$
- Special cases:
  - Translation: negate t_x and t_y
  - Rotation: transpose
  - Scale: invert diagonal (axis-aligned scales)
- Others:
  - Invert matrix
  - Invert SVD matrices

Point Vectors / Direction

- Points in space have a 1 for the "w" coordinate
- What should we have for $\mathbf{a} - \mathbf{b}$?
  - $w = 0$
  - Directions not the same as positions
  - Difference of positions is a direction
  - Position + direction is a position
  - Direction + direction is a direction
  - Position + position is nonsense

Somethings Require Care



For example normals do not transform normally

$$\mathbf{M}(\mathbf{a} \times \mathbf{b}) \neq (\mathbf{Ma}) \times (\mathbf{Mb})$$

Use inverse transpose of the matrix for normals.
See text book.

Suggested Reading

- Fundamentals of Computer Graphics by Pete Shirley
  - Chapter 5
  - And re-read chapter 4 if your linear algebra is rusty!