Computer Graphics at University of Toronto

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Dynamic Graphics Project EST. 1967

Modeling

Geometry Processing is biology



Geometry processing studies the *life of a shape*



e.g., scan of a physical object or modeling in Maya



Geometry processing studies the *life of a shape*



3d printing

Geometry Processing Winter 2018



Geometry Processing Winter 2018

CSC2521H LEC0101 Topics in Computer Graphics: Geometry Processing

Prerequisites: Linear Algebra, Calculus Computer Programming

Weekly, small coding assignments

Problems in Geometry Processing...



dgp dynamic graphics project R Alec Jacobson University of Toronto CSC2521H LEC0101 Topics in Computer Graphics: Geometry Processing W 3-5 PM **TF201** A. Jacobson M2 RA5

Physical Simulation





Solid-fluid density ratio 1.3 : 1

Solid-fluid density ratio 1000 : 1



Really ... its like Graphics

LLC: Walk



The LLC is first trained to locomote while following random footstep plans.

Computational Fabrication

3D Printing = Additive Manufacturing



https://commons.wikimedia.org/wiki/File:3D printing on replicator 2.webm

Additive Manufacturing Technologies

Fused deposition modeling (FDM) Stereolithography (SLA) DLP 3D printing Selective laser sintering (SLS) Direct metal laser sintering (DMLS) Plaster-based 3D printing (PP) Photopolymer Phase Change Inkjets Thermal Phase Change Inkjets Laminated object manufacturing (LOM)

3D Printing Process

Slice 3D model into layers



3D Printing Process

Slice 3D model into layers

Manufacture layers one by one (e.g., bottom-up)



Applications: Dental and Medical Industries









Applications: Architecture & Design















www.uprint3dprinting.com

Applications: Aerospace





3D printed fuel injection nozzle for a jet engine

Airbus wing brackets

Applications: Jewelry

Direct metal printing and casting patterns



Source: Shapeways, replicatorinc.com

Applications: Footwear



Applications: Consumer Home Products



Applications: Toys & Gadgets









Applications: Art





Applications: Education

Self Assembly

Self Assembly

Solid Modeling

Represent solid interiors of objects

Why Volumetric Representations?

Some acquisition methods generate solids

- Magnetic Resonance Imaging (MRI)
- Computed Tomography (CT/ CAT)

Why Volumetric Representations?

Some applications require solids

- CAD/CAM
- material(s) need to be specified inside the object

Challenges: Materials

Functional Materials

Large Material Library for AM

Courtesy of Stratasys

Challenges: Modeling Materials

Focus on 3D geometry

Currently one material per part

How to model parts composed of many materials?

Challenges: Fast and Accurate Simulation

Challenges: Fast and Accurate Simulation

Interactive Design

Concurrent Flight Simulation x5 3D Preview (TrackBall View) Top View Side View Drag Sketch Smooth Current editing mode: Drag **Delete Selected Wing** Weight: ○ 0g ○ 1g ○ 2g • 3g ○ 4g ○ 5g Mounting angle: -2.5 deg Make It Fly Mass: 9.3 g

And More !!!

Computational Design and Fabrication Course

David Levin

Course Code: CSC2521

Half-Lecture, Half-Seminar Course, final project only

Interactive Techniques

Course on interactive modeling and animation

Karan Singh Seminar style course

What is it about?

Creative visual communication

The transformation of a creative vision into a digital reality, that is easy to refine and reuse.

Sketchpad (Ivan Sutherland 1963)

Humans have an audio IN and OUT, a video IN but no explicit video OUT!

[Schmidt, Singh, MeshMixer SIGGRAPH 2010 talks] www.meshmixer.com (acquired by Autodesk Inc.) [Takayama, Schmidt, Singh, Igarashi, Boubekeur, Sorkine, GeoBrush: interactive mesh geometry cloning. *Eurographics 2011*]

Augmented and Virtual Reality

noun

Simple Definition of VIRTUAL REALITY

Popularity: Bottom 40% of words

: an artificial world that consists of images and sounds created by a computer and that is affected by the actions of a person who is experiencing it

Source: Merriam-Webster's Learner's Dictionary

a computer technology that replicates an environment, real or imagined, and simulates a user's physical presence and environment to allow for user interaction. (Wikipedia)

Holodeck (Star Trek: The Animated Series 1974)

In general VR is any variant of R where our stimuli and responses are natural or easily learnt!

Popular perception of VR is a 360 image viewed in an HMD.

Augmented Reality

- Combines Real and Virtual Images registered in 3D.
- Interactive in real-time for virtual content.

Pokemon GO..

SymbiosisSketch = 2D sketching + 3D sketching + more

Course on AR/VR

Karan Singh

Seminar style course

Rendering

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