Hierarchical Modeling

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Reading

Optional:
- Angel, sections 8.1 – 8.6, 8.8

Further reading:
- *OpenGL Programming Guide*, chapter 3
Symbols and instances

Most graphics APIs support a few geometric primitives:

- spheres
- cubes
- cylinders

These symbols are instanced using an instance transformation.

Q: What is the matrix for the instance transformation above?

\[ M = T \cdot R \cdot S \]
3D Example: A robot arm

Let’s build a robot arm out of a cylinder and two cuboids, with the following 3 degrees of freedom:

- Base rotates about its vertical axis by $\theta$
- Upper arm rotates in its $xy$-plane by $\phi$
- Lower arm rotates in its $xy$-plane by $\psi$

(Note that the angles are set to zero in the figures on the right; i.e., the parts are shown in their “default” positions.)

Suppose we have transformations $R_x(\cdot), R_y(\cdot), R_z(\cdot), T(\cdot, \cdot, \cdot)$.

Q: What matrix do we use to transform the base?

Q: What matrix product for the upper arm?

Q: What matrix product for the lower arm?
3D Example: A robot arm

An alternative interpretation is that we are taking the original coordinate frames...

...and translating and rotating them into place:
From parts to model to viewer

Model or object space

World space

Eye or camera space
Robot arm implementation

The robot arm can be displayed by keeping a global matrix and computing it at each step:

Matrix \( M, M_{\text{model}}, M_{\text{view}} \);

main()
{
    . . .
    \( M_{\text{view}} = \text{compute\_view\_transform()} \);
    \( \text{robot\_arm()} \);
    . . .
}

robot\_arm()
{
    \( M_{\text{model}} = R_y(\theta) \);
    \( M = M_{\text{view}}*M_{\text{model}} \);
    \( \text{base()} \);
    \( M_{\text{model}} = R_y(\theta)*T(0,h_1,0)*R_z(\phi) \);
    \( M = M_{\text{view}}*M_{\text{model}} \);
    \( \text{upper\_arm()} \);
    \( M_{\text{model}} = R_y(\theta)*T(0,h_1,0)*R_z(\phi)*T(0,h_2,0)*R_z(\psi) \);
    \( M = M_{\text{view}}*M_{\text{model}} \);
    \( \text{lower\_arm()} \);
}

Do the matrix computations seem wasteful?
Robot arm implementation, better

Instead of recalculating the global matrix each time, we can just update it in place by concatenating matrices on the right:

Matrix M_modelview;

main()
{
    
    
    M_modelview = compute_view_transform();
    robot_arm();
    
    
}

robot_arm()
{
    
    M_modelview *= R_y(theta);
    base();
    M_modelview *= T(0,h1,0)*R_z(phi);
    upper_arm();
    M_modelview *= T(0,h2,0)*R_z(psi);
    lower_arm();
    
}
Hierarchical modeling

Hierarchical models can be composed of instances using trees or DAGs:

- edges contain geometric transformations
- nodes contain geometry (and possibly drawing attributes)

We will use trees for hierarchical models.

How might we draw the tree for the robot arm?
A complex example: human figure

Q: What’s the most sensible way to traverse this tree?

depth first w/ stack
Using canonical primitives

Consider building the robot arm again, but this time the building blocks are canonical primitives like a unit cylinder and a unit cube. We can use transformations like $T(t_x, t_y, t_z)$, $S(s_x, s_y, s_z)$, $R_y(\theta)$, etc.

What additional transformations are needed?
What does the hierarchy look like now?

Canonical primitives

Unit cylinder

Unit cube

Lower arm

Upper arm

Base
Animation

The above examples are called **articulated models**:

- rigid parts
- connected by joints

They can be animated by specifying the joint angles (or other display parameters) as functions of time.
Key-frame animation

The most common method for character animation in production is **key-frame animation**.

- Each joint specified at various **key frames** (not necessarily the same as other joints)
- System does interpolation or **in-betweening**

Doing this well requires:

- A way of smoothly interpolating key frames: **splines**
- A good interactive system
- A lot of skill on the part of the animator
Scene graphs

The idea of hierarchical modeling can be extended to an entire scene, encompassing:

- many different objects
- lights
- camera position

This is called a **scene tree** or **scene graph**.
Summary

Here’s what you should take home from this lecture:

- All the **boldfaced terms**.
- How primitives can be instanced and composed to create hierarchical models using geometric transforms.
- How the notion of a model tree or DAG can be extended to entire scenes.
- How OpenGL transformations can be used in hierarchical modeling.
- How keyframe animation works.