Contents

Preface		vii
Chapter 1	Introduction	1
Chapter 2	Review of Computer Graphics	7
	Introduction	8
2.1	Principles of computer graphics	8
2.2	The camera's coordinate system	19
2.3	Clipping the camera's view	30
2.4	Colour theory	33
2.5	Computer graphics hardware	37
	Exercises and projects	42
	Further reading	43
Chapter 3	Modelling Schemes	45
	Introduction	46
3.1	Wire frame	47
3.2	Boundary representation	48
3.3	Volumetric representation	63
3.4	Procedural modelling	70
3.5	Data structures	81
	Exercises and projects	84
	Further reading	85
Chapter 4	Rendering	87
	Introduction	88
4.1	Illumination models	88
4.2	Reflection models	95
4.3	Shading techniques	101
4.4	Hidden-surface techniques	107
4.5	Ray tracing	111
4.6	Radiosity	112
	Exercises and projects	113
	Further reading	114

хi

Chapter 5	Realism	117
	Introduction	118
5.1	Anti-aliasing	118
	Texture mapping	120
	Bump mapping	128
5.4	Shadows	128
5.5	Motion blur	129
5.6	Depth of field	130
5.7	Solid texture	132
5.8	Environment mapping	133
5.9	Opacity mapping	134
5.10	RenderMan	134
	Exercises and projects	135
	Further reading	135
Chapter 6	Traditional Animation	137
	Introduction	138
6.1	History of animation	138
	Further reading	141
Chapter 7	Computer Animation Tools	143
	Introduction	144
7.1	Representing attributes numerically	144
	Animating numbers	145
7.3	Parametric blending techniques	152
7.4	1	159
	Exercises and projects	167
	Further reading	169
Chapter 8	The 3-D Animation Environment	171
	Introduction	172
	The world coordinate system	173
	The camera coordinate system	176
	Animating an object's attributes	184
8.4	Animating the illumination environment	203
	Exercises and projects	205
	Further reading	207
Chapter 9	Modelling and Animating	209
	Introduction	210
9.1	Physical models	210
9.2	Manual digitizing	211
9.3	Orthogonal photographs	212
9.4	Laser scanning	213
9.5	Flying logos	213
9.6	Linked structures	215
9.7	Fabrics	219
9.8	The human form	223

9.9	Natural phenomena	228
	Exercises and projects	234
	Further reading	236
Chapter 10	Special Animation Techniques	237
	Introduction	238
10.1	Key-frame animation	238
	Procedural animation	239
10.3	Free-form deformation	240
10.4	Displacement animation	246
	Behavioural animation	249
10.6	Dynamic simulation	253
	Exercises and projects	256
	Further reading	257
Chapter 11	Animation Systems	259
	Introduction	260
11.1	Historical background	261
11.2	Commercial animation systems	263
	Further reading	272
Chapter 12	Computer Animation Hardware	273
	Introduction	274
12.1	Computers	274
	Disk storage	274
12.3	Image capture	275
12.4	Post-production	276
Chapter 13	Applications for Computer Animation	279
-	Introduction	280
13.1	Television	280
	Industrial	281
	Flight simulation	282
	Architecture	283
	Advertising	284
	Film special effects	285
	3-D cartoons	286
13.8	Scientific visualization	287
Chapter 14	The Future	291
Appendix: Supplementary Mathematics for Computer Graphics		293
Glossary		299
Subject References		317
References	a.	327
Index		355