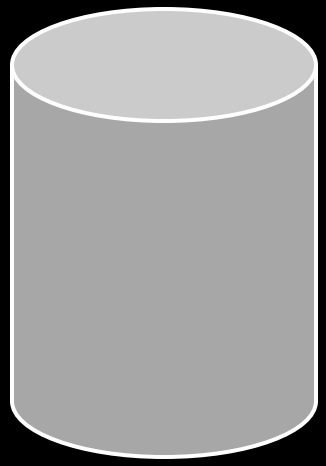
Non-Photorealistic Rendering (NPR)
COS 426

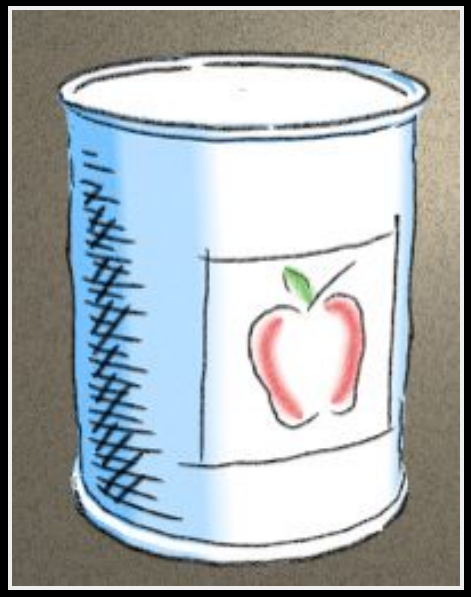
Rendering alternatives

model



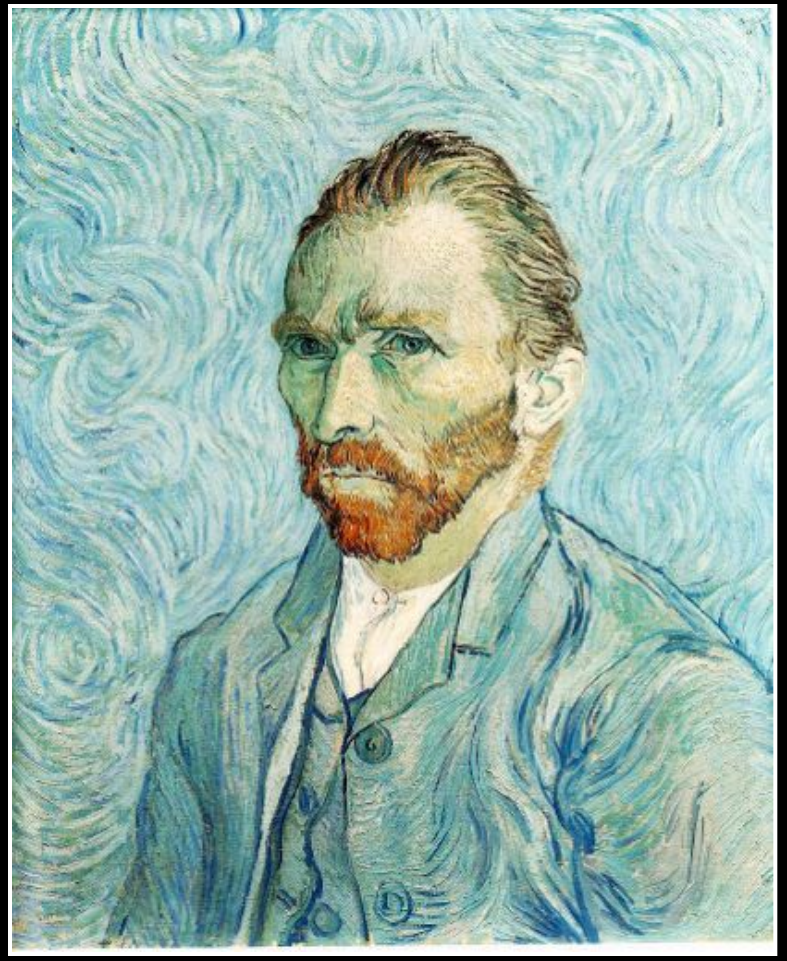
photorealism

non-photorealism
(NPR)



Non/Photorealism in painting

Bouguereau 1891

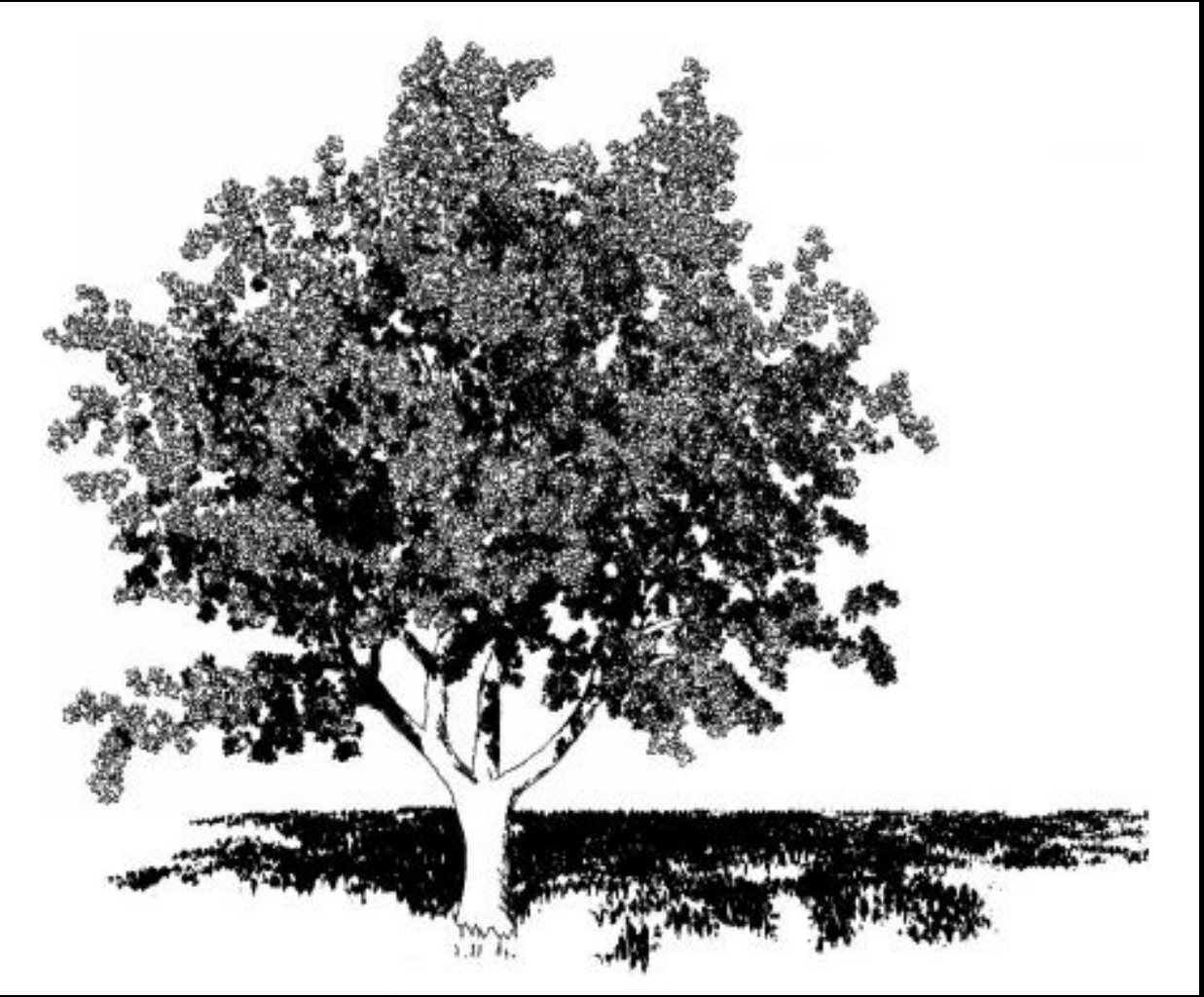


van Gogh 1889

Realistic modeling and rendering

[Deussen 99]

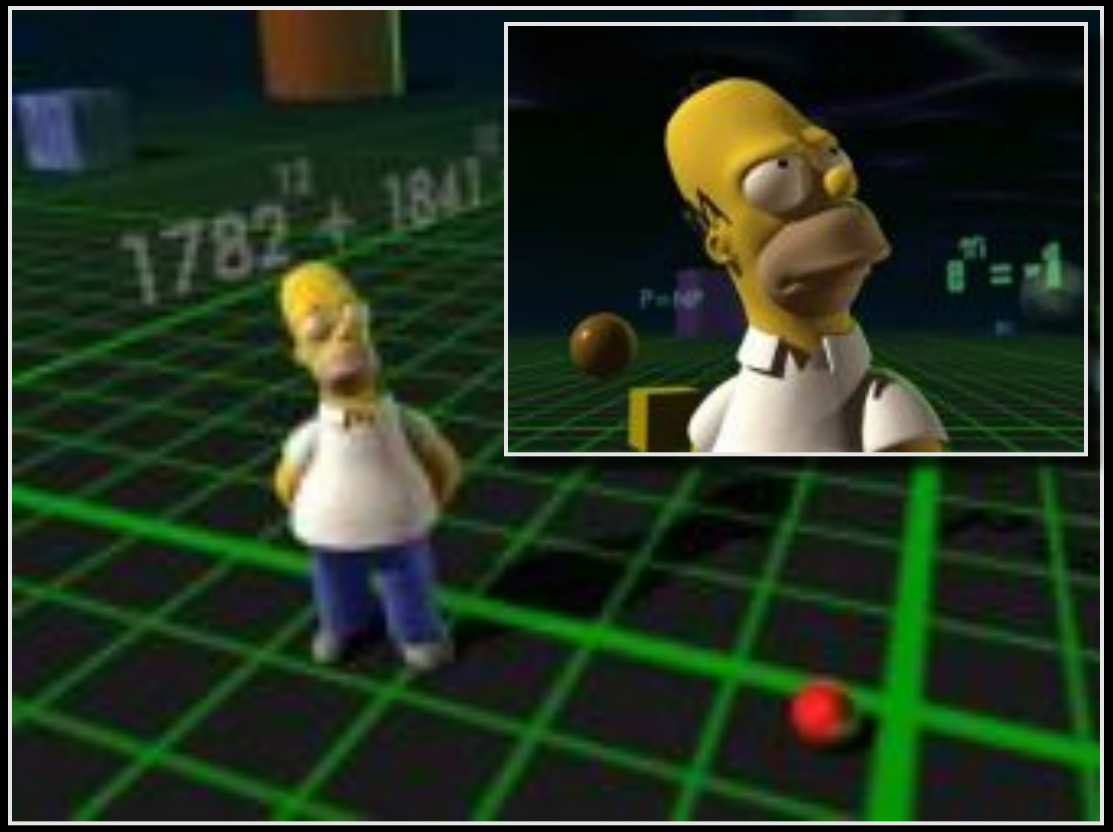
Non-photorealistic rendering (NPR)



[Deussen 2000]

2D vs. 3D (animation)

Homer 2D
(Fox)

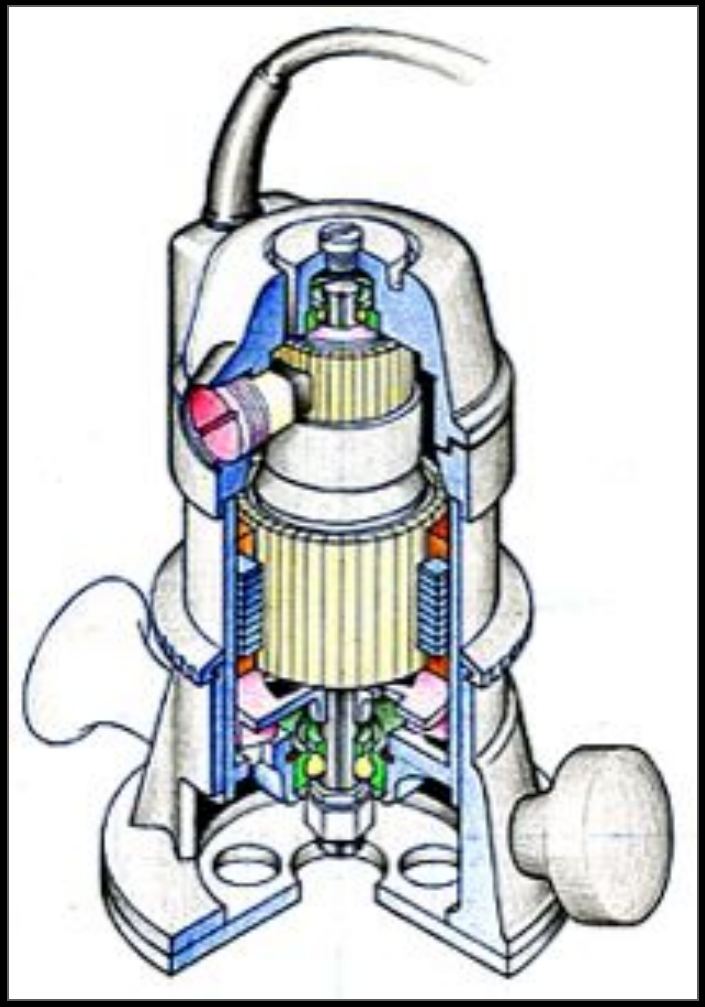


Homer 3D
(PDI/Dreamworks)

Shape abstraction

NPR: Applications

- Explanation
- Illustration
- Storytelling
- Design



[Birkey]

NPR: Applications

- Explanation
- Illustration
- Storytelling
- Design

[Sutter]

NPR: Applications

- Explanation
- Illustration
- Storytelling
- Design

[Dr. Seuss]

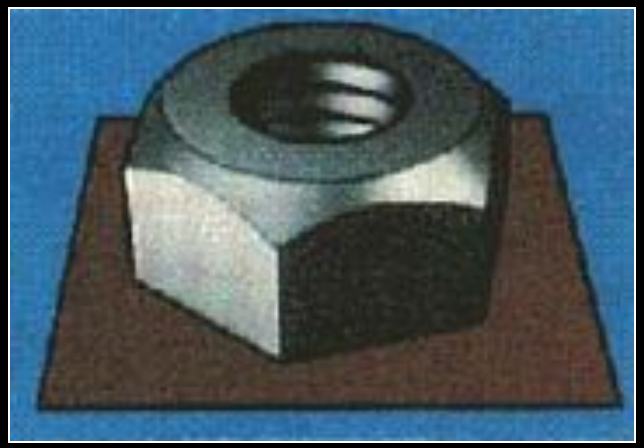
NPR: Applications

- Explanation
- Illustration
- Storytelling
- Design

[McCoy]

A Brief History of NPR…

NPR: Simulating various media



Technical Illustration [Saito 90]

Pen & Ink [Winkenbach 94]

Watercolor [Curtis 97]

Paint [Hertzmann 98]

NPR: Dynamic imagery

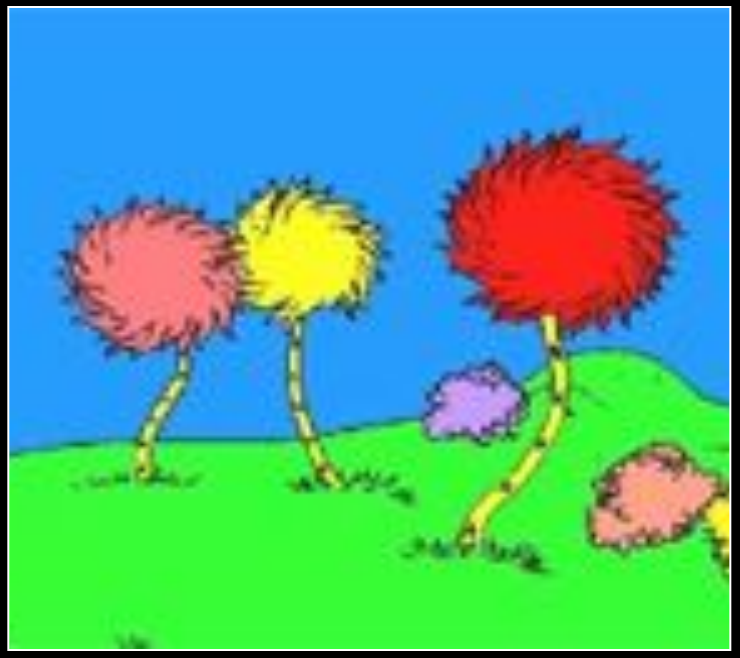
Painterly rendering for…

3D models
[Meier 96]

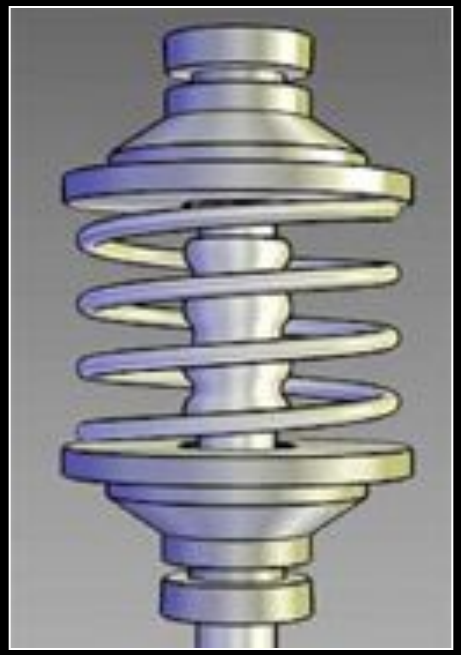
Video
[Litwinowicz 97]


TARZAN
© 1999 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc.

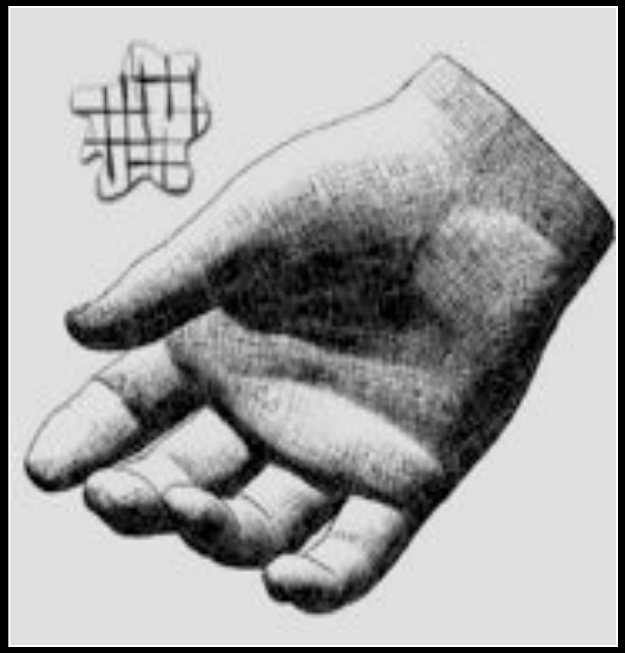
NPR: Interactive rendering



[Kowalski 99]



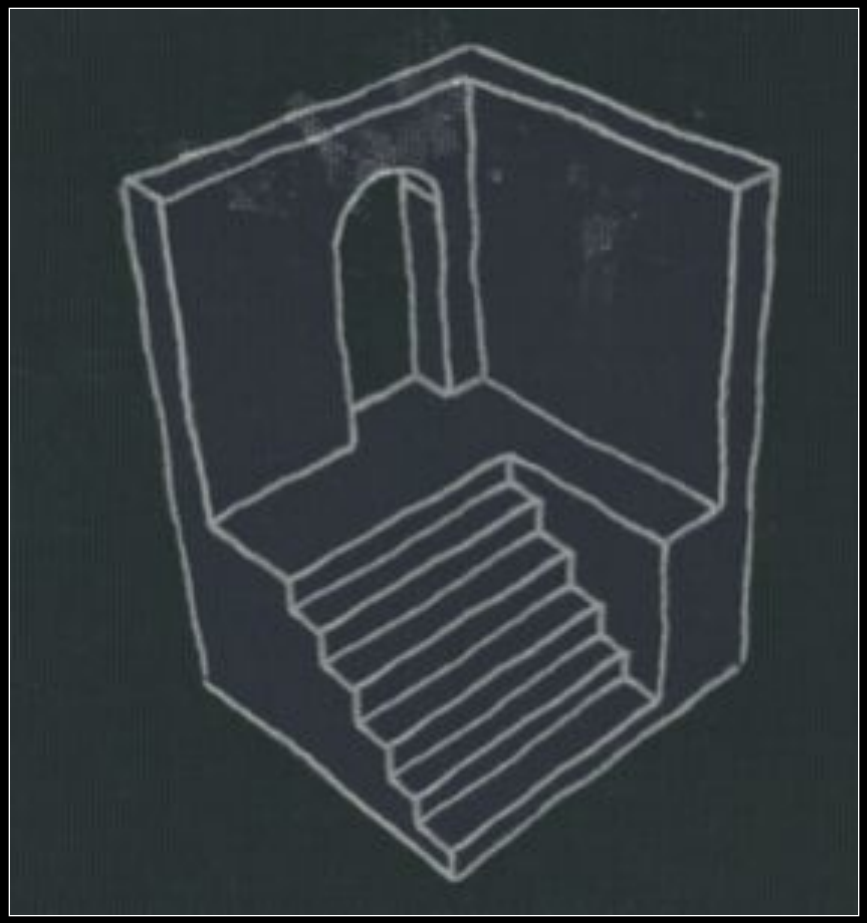
[Gooch 98]



[Praun 01]

Stylization in games…

Stylization in modeling apps…



[Google SketchUp]

Tools for stylized rendering

Toon shading

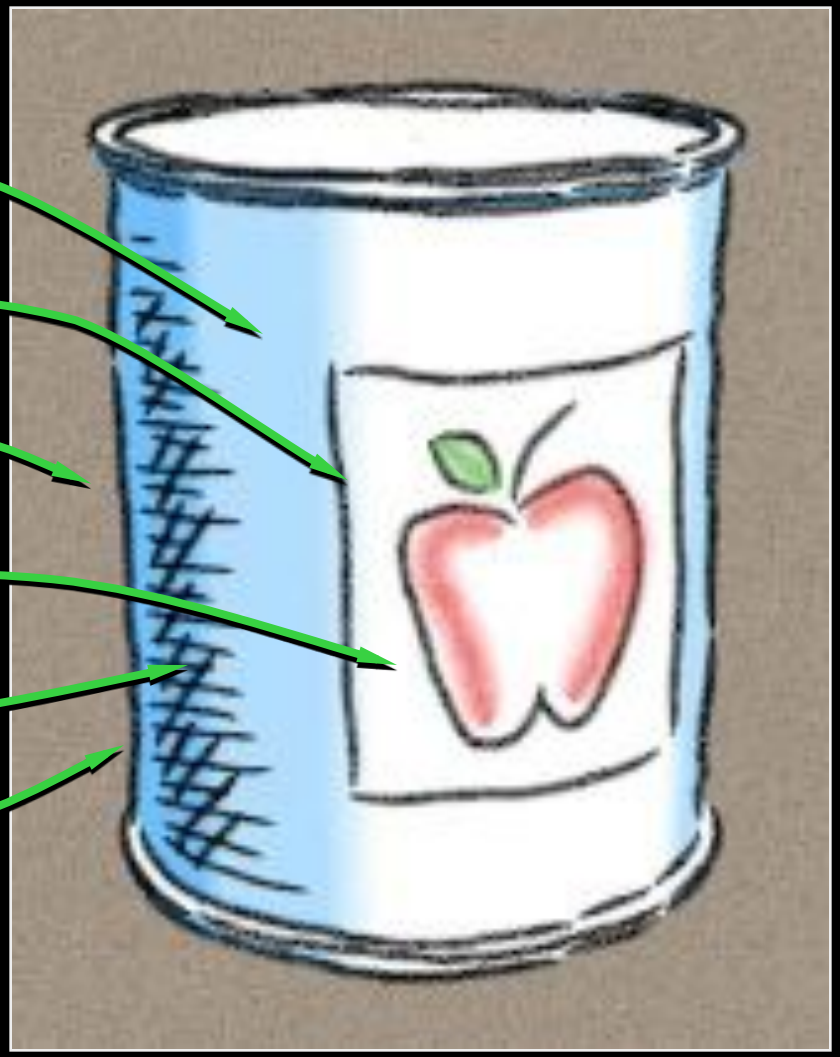
Stylized strokes

Paper Effect

Detail Marks

Hatching

Outlines



Tools for stylized rendering

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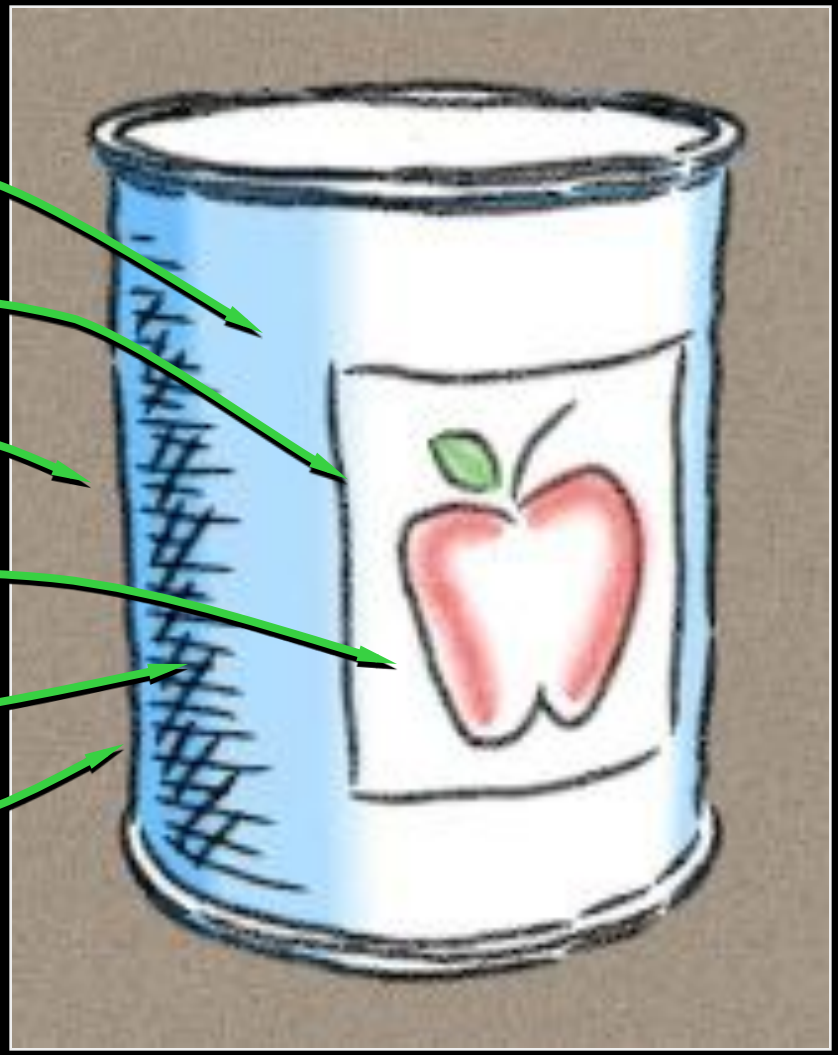
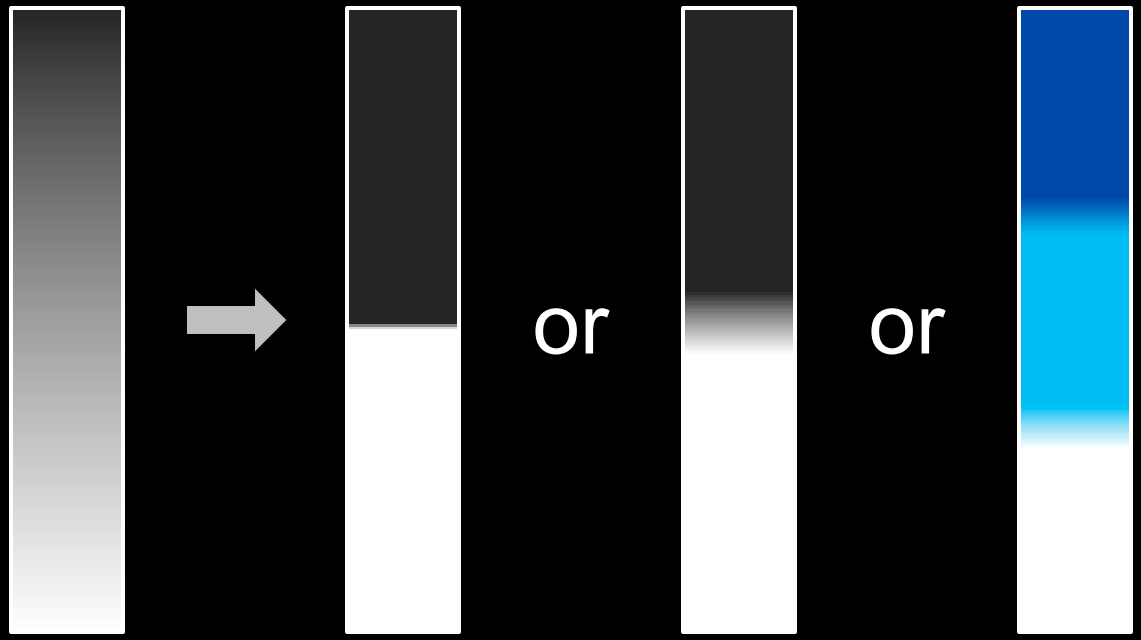
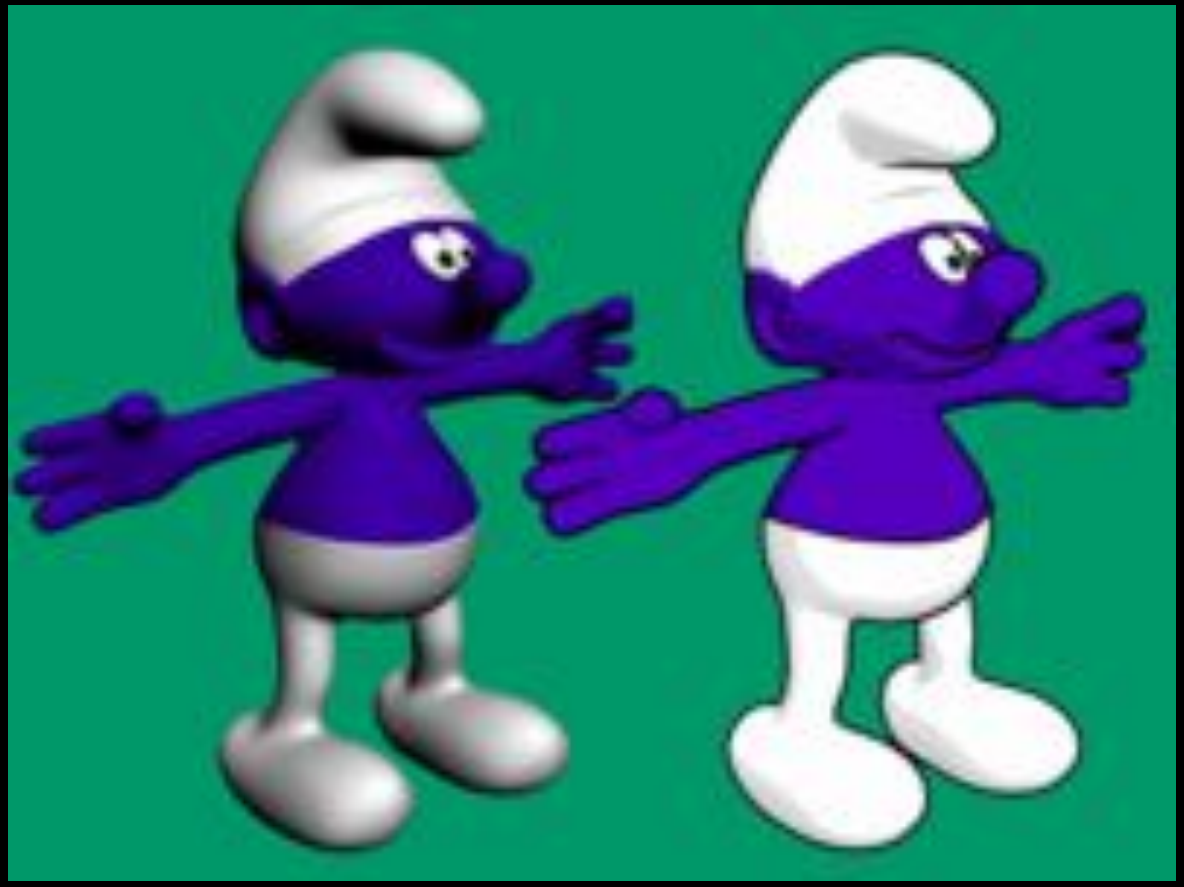


Toon shading

Threshold / remap n · l (n · v for headlight)



Toon shading



Tools for stylized rendering

Toon shading

Stylized strokes

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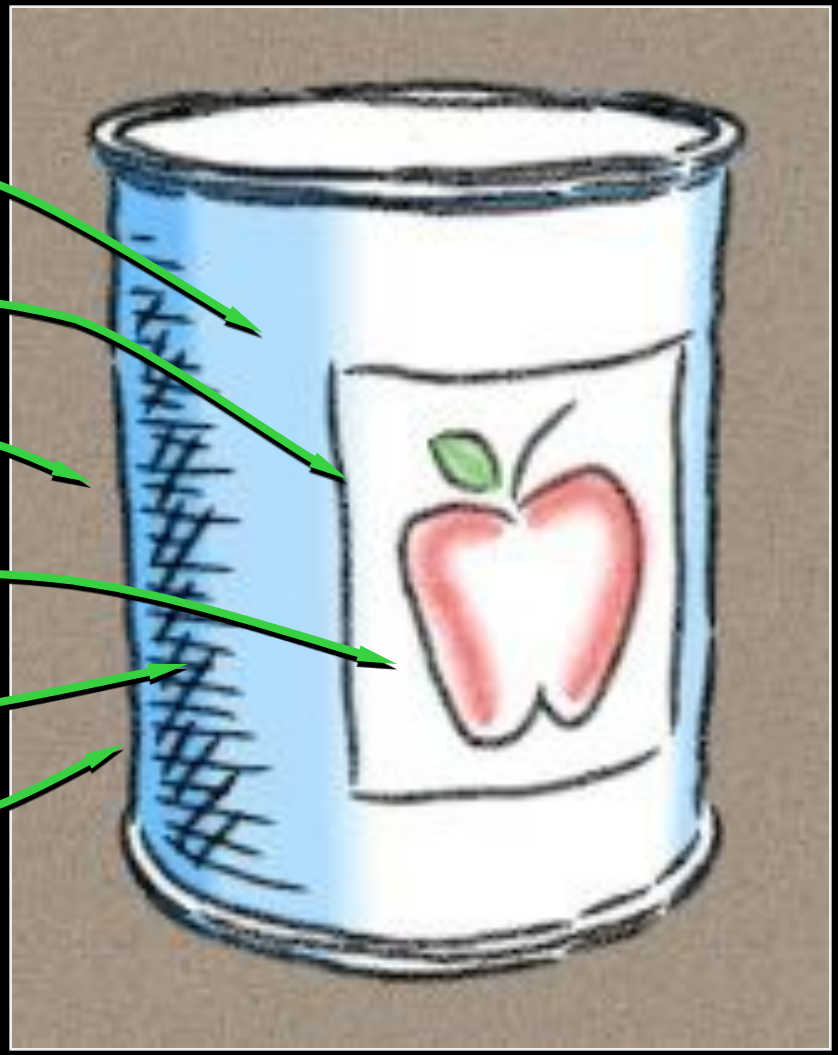
Outlines



Paper Effect

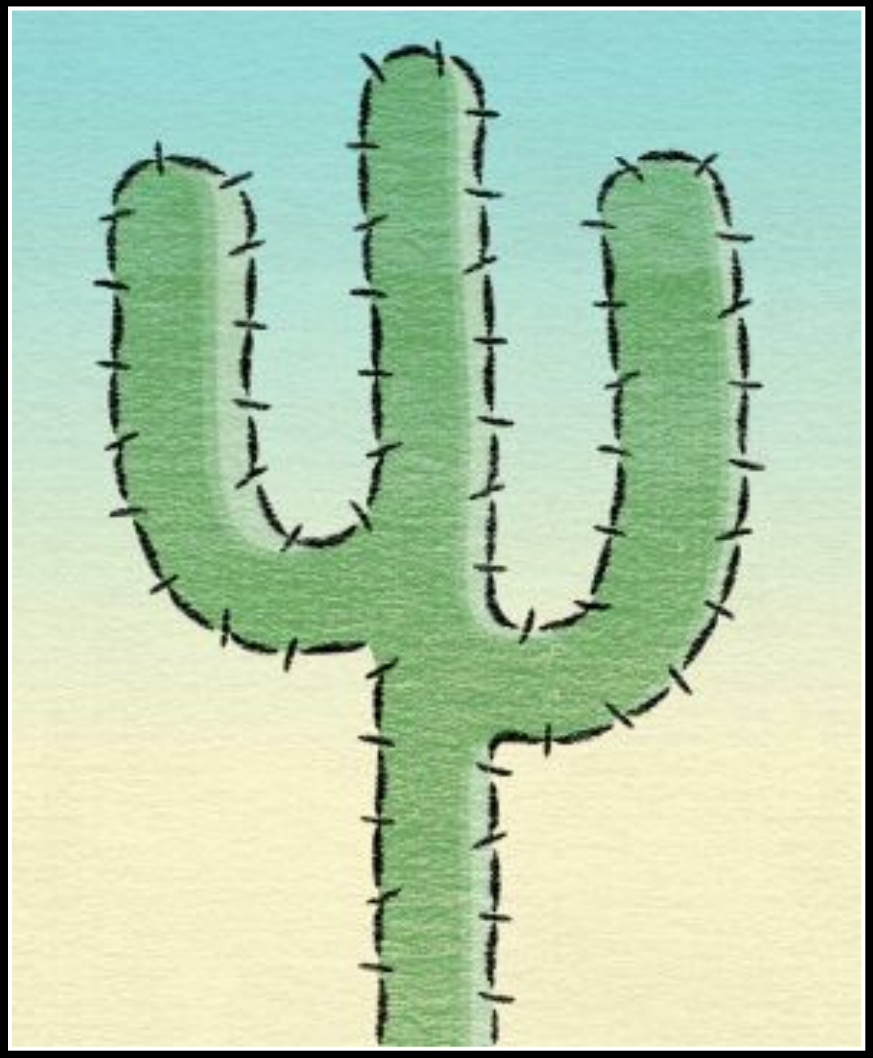
Height field texture:

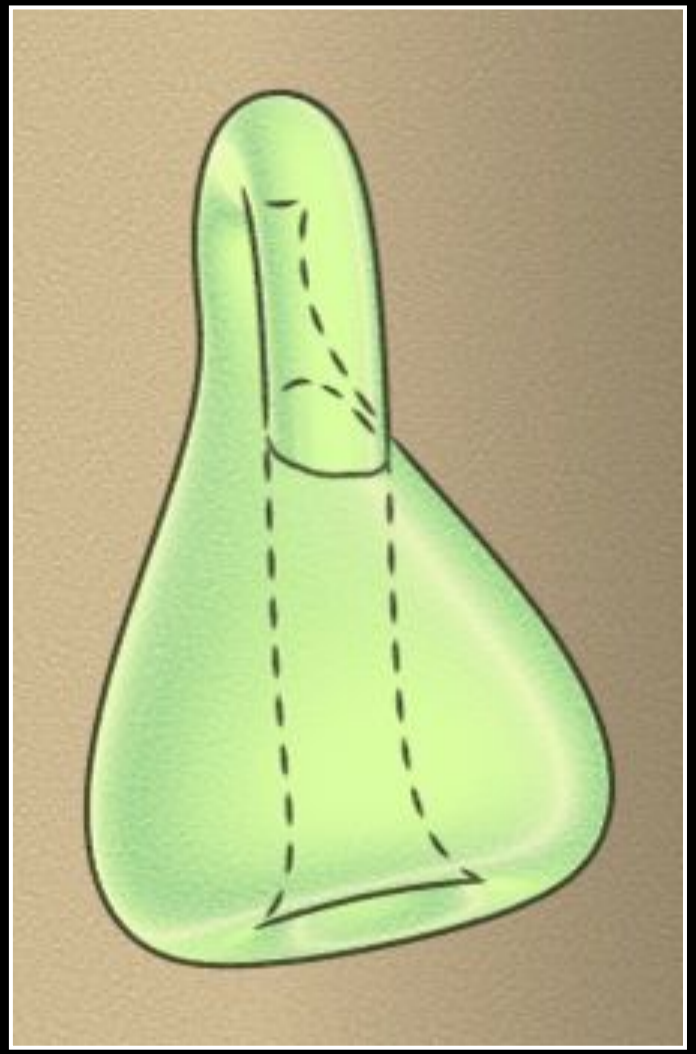
- Peaks catch pigment
- Valleys resist pigment

Implementation:

- Pixel shader

Paper effect





[Kalnins02,03]

Tools for stylized rendering

Toon shading

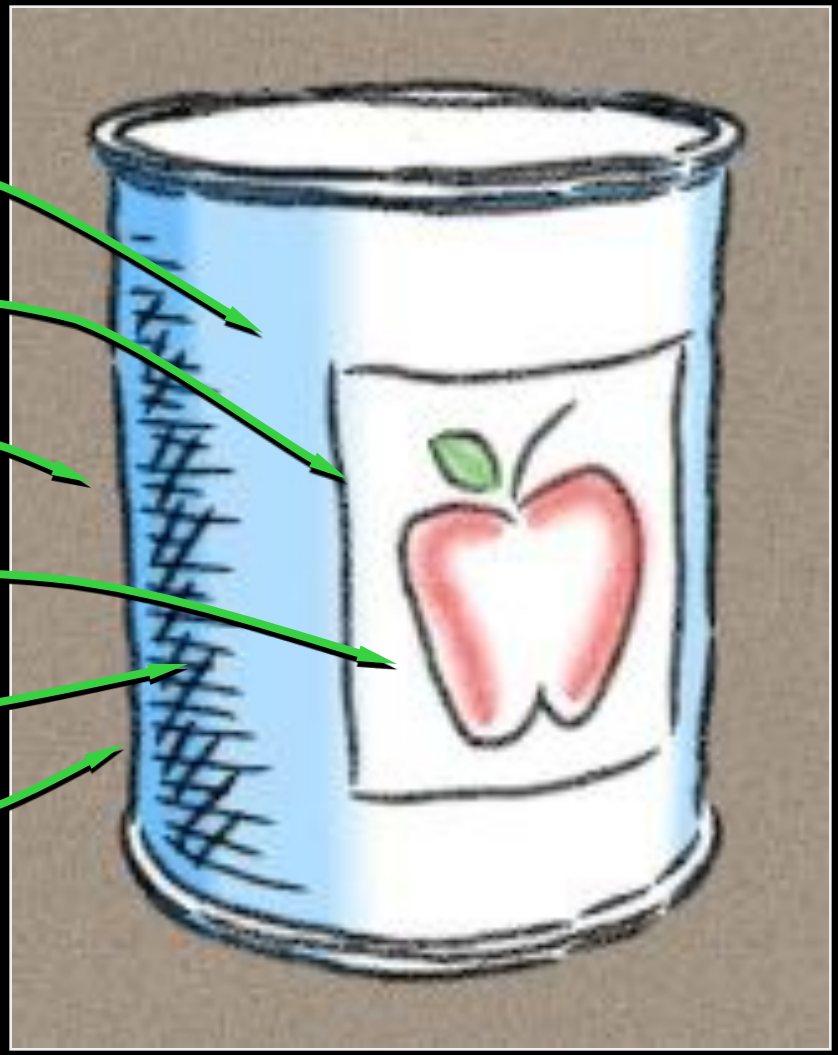
Stylized strokes

Paper Effect

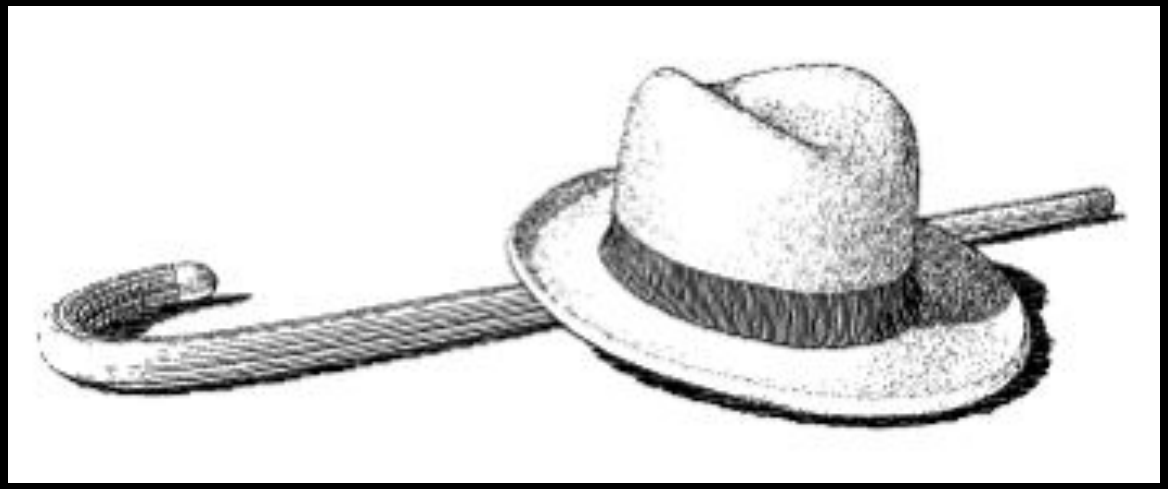
Detail Marks

Hatching

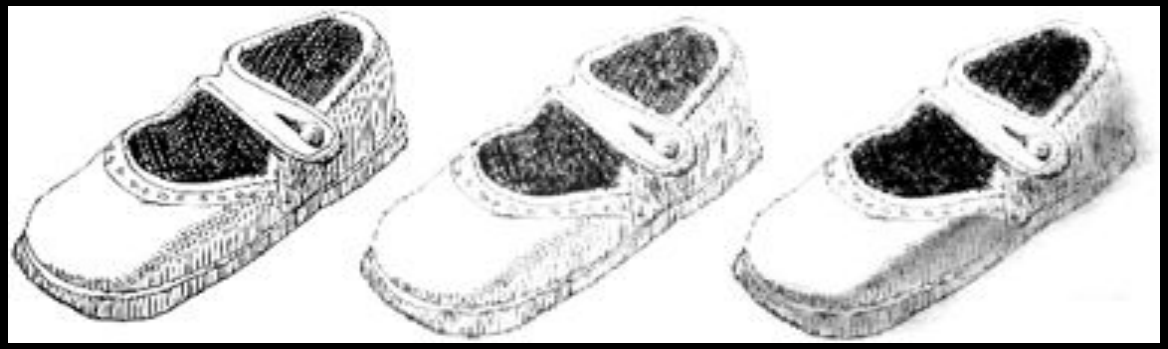
Outlines



Stroke-based hatching



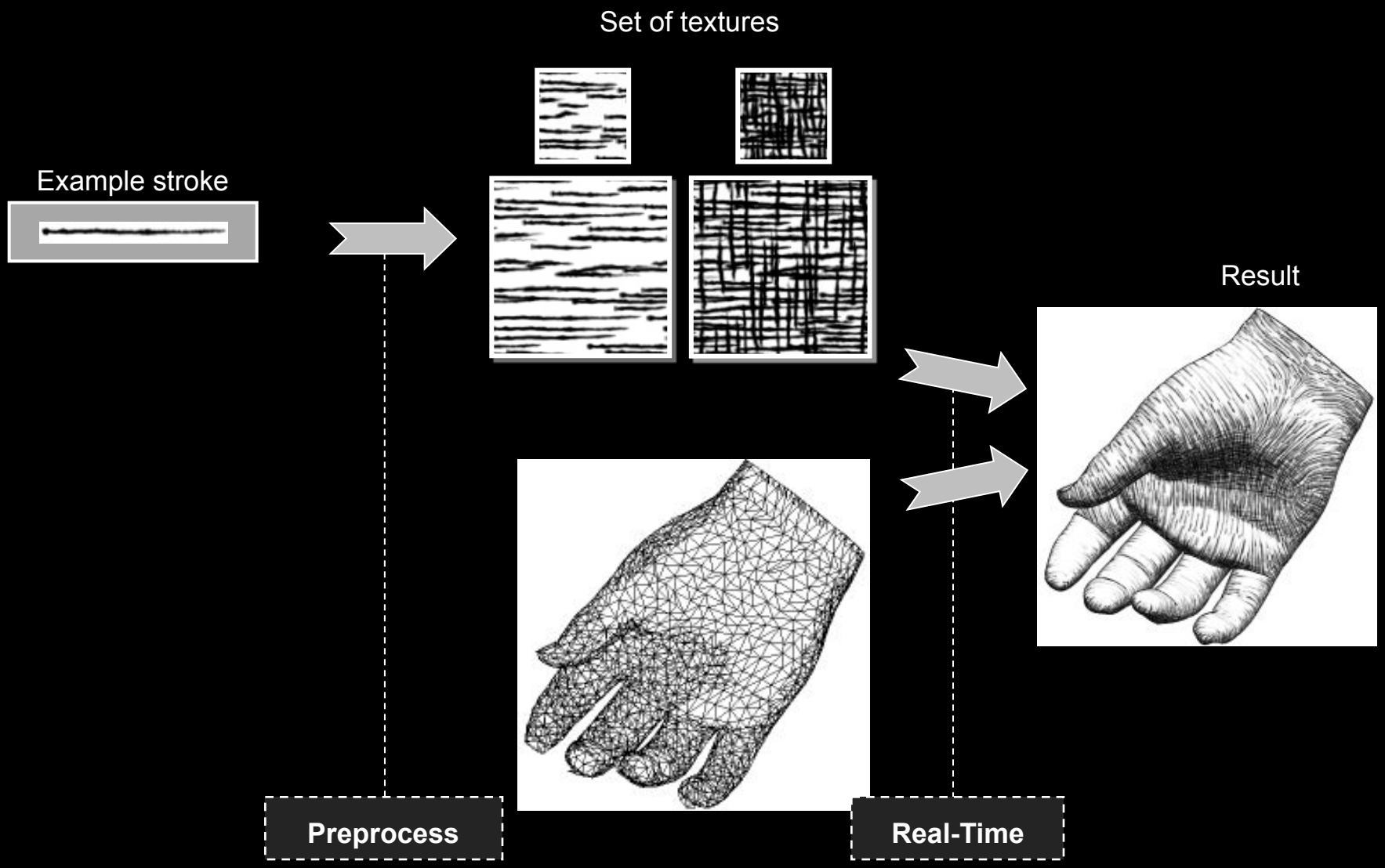
[Winkenbach 94, 96]



[Sousa 99]

[Hertzmann 2000]

Hatching based on n · l

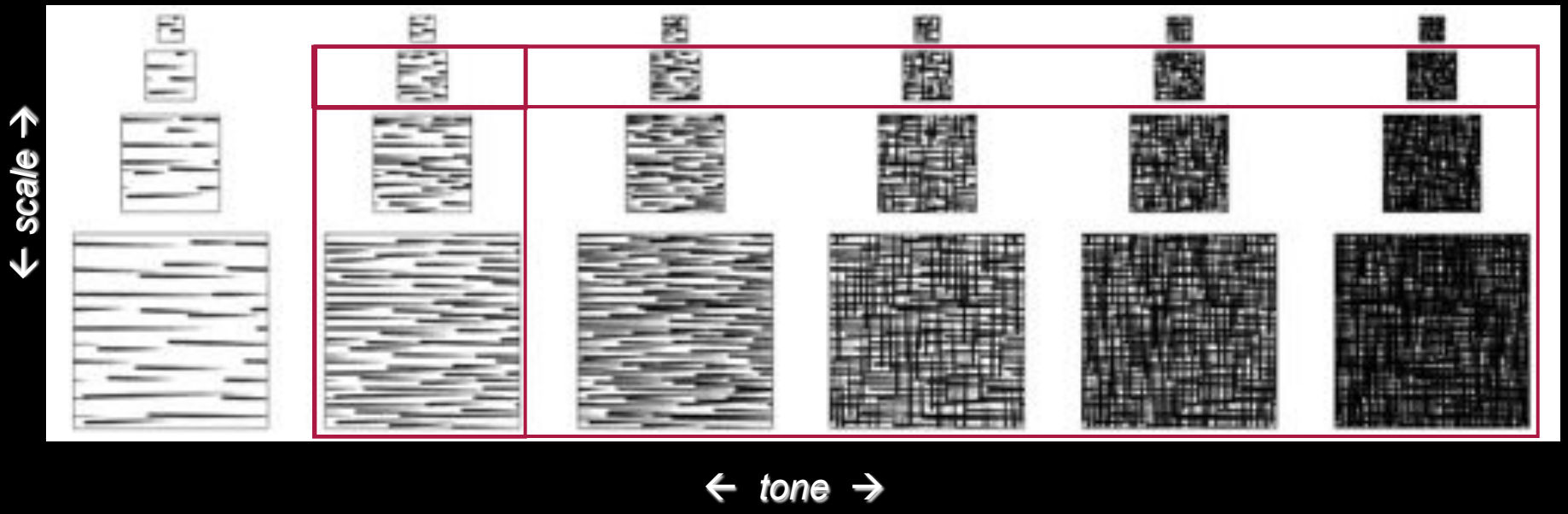


Tonal Art Maps

Collection of stroke images

Will blend → design with high coherence

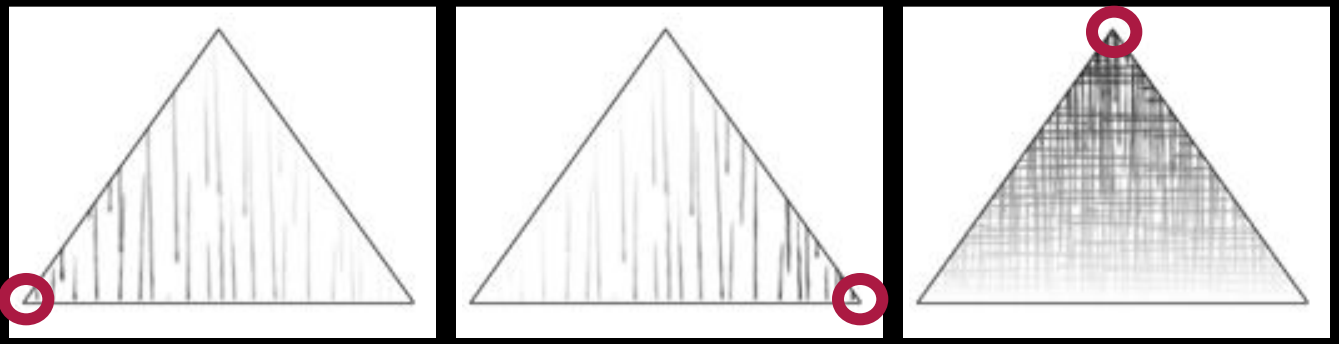
Stroke nesting property



Texture Blending

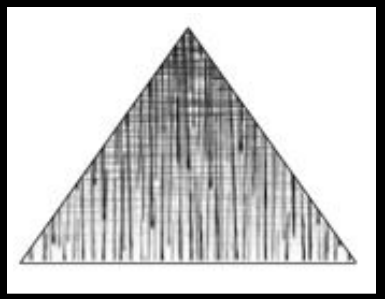
[*tone*]

[*tone*]



v1 v2 v3

6-way blend → final

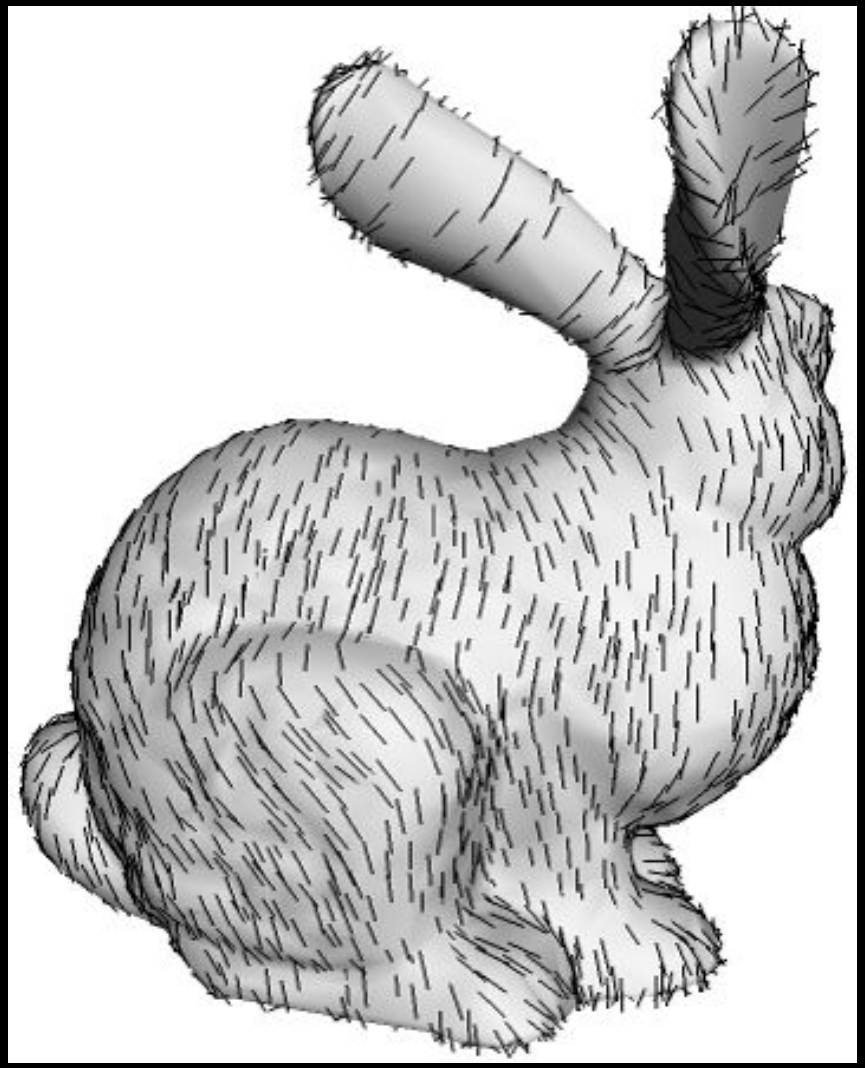


[video]

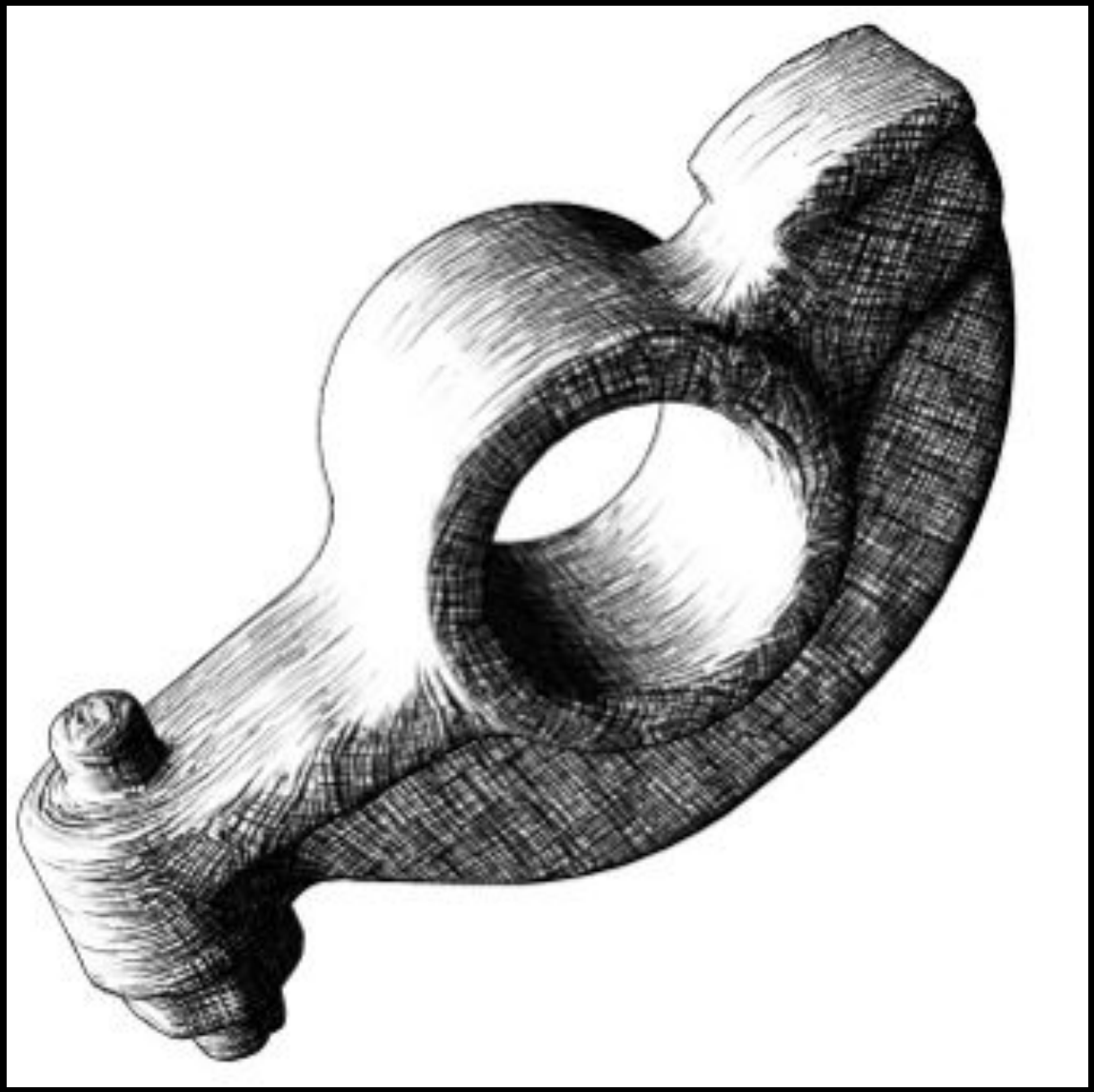
Hatching direction

Along lines of principal curvature

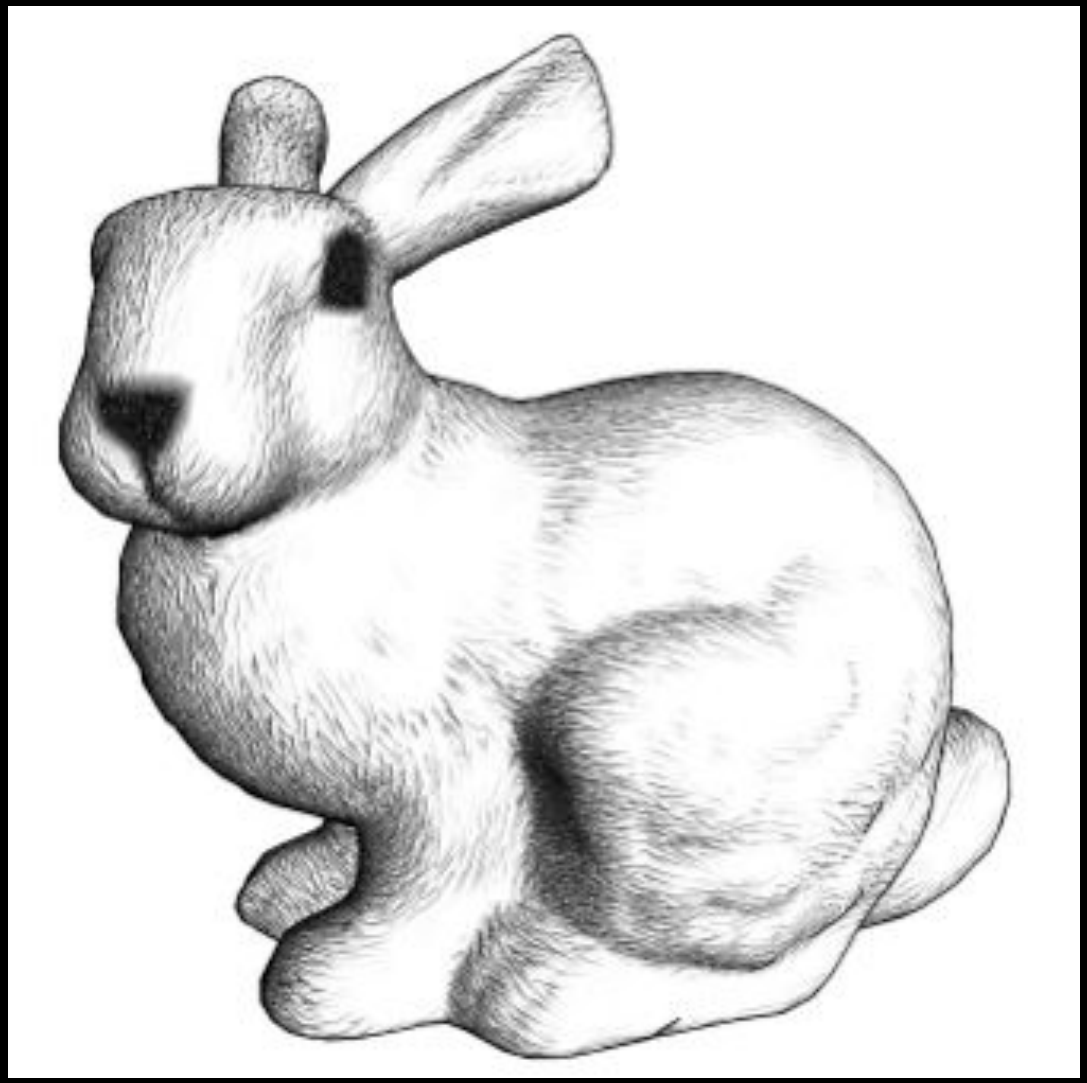
(this can also be used for growing explicit hatching strokes)



Result



Result

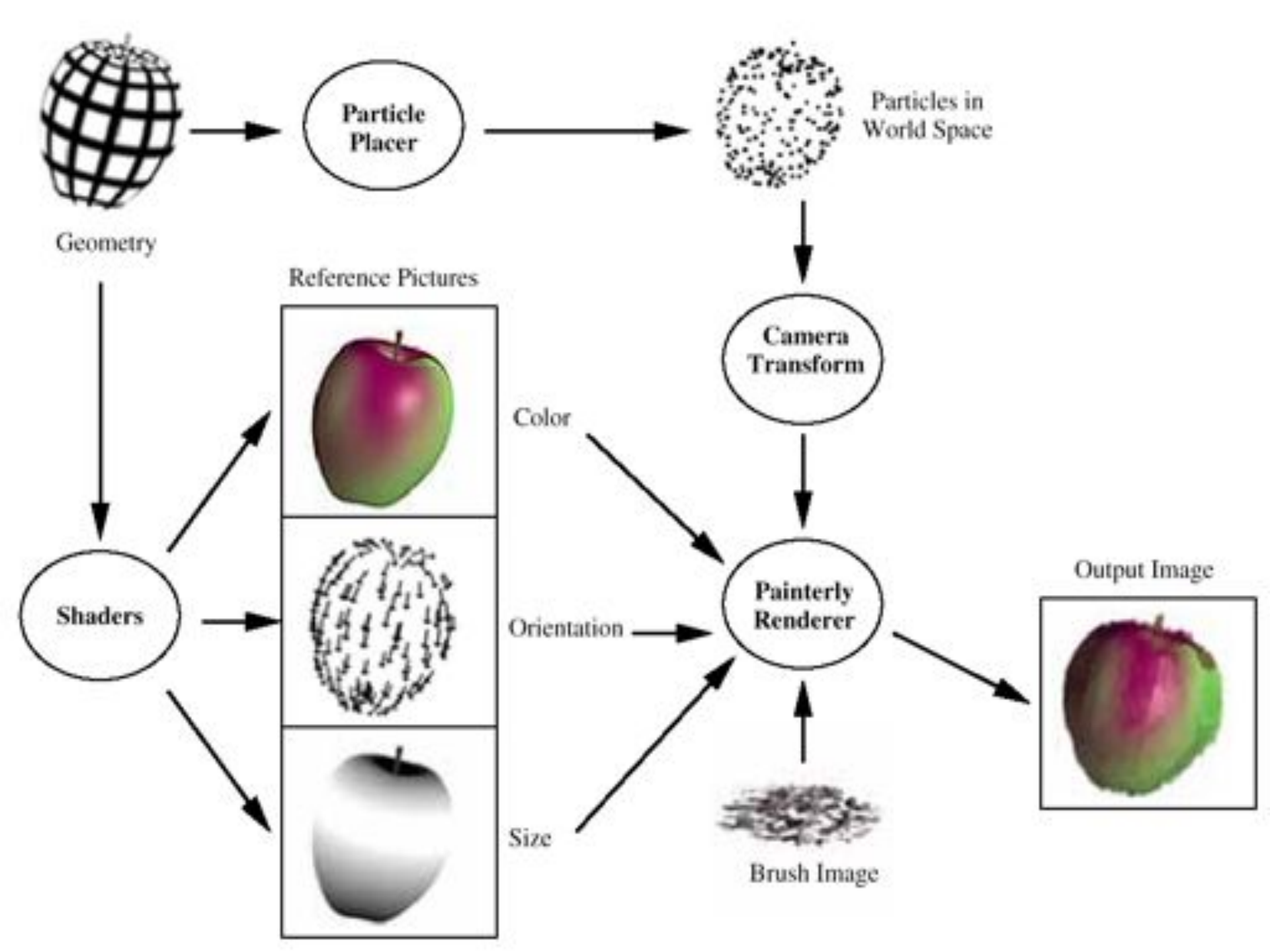


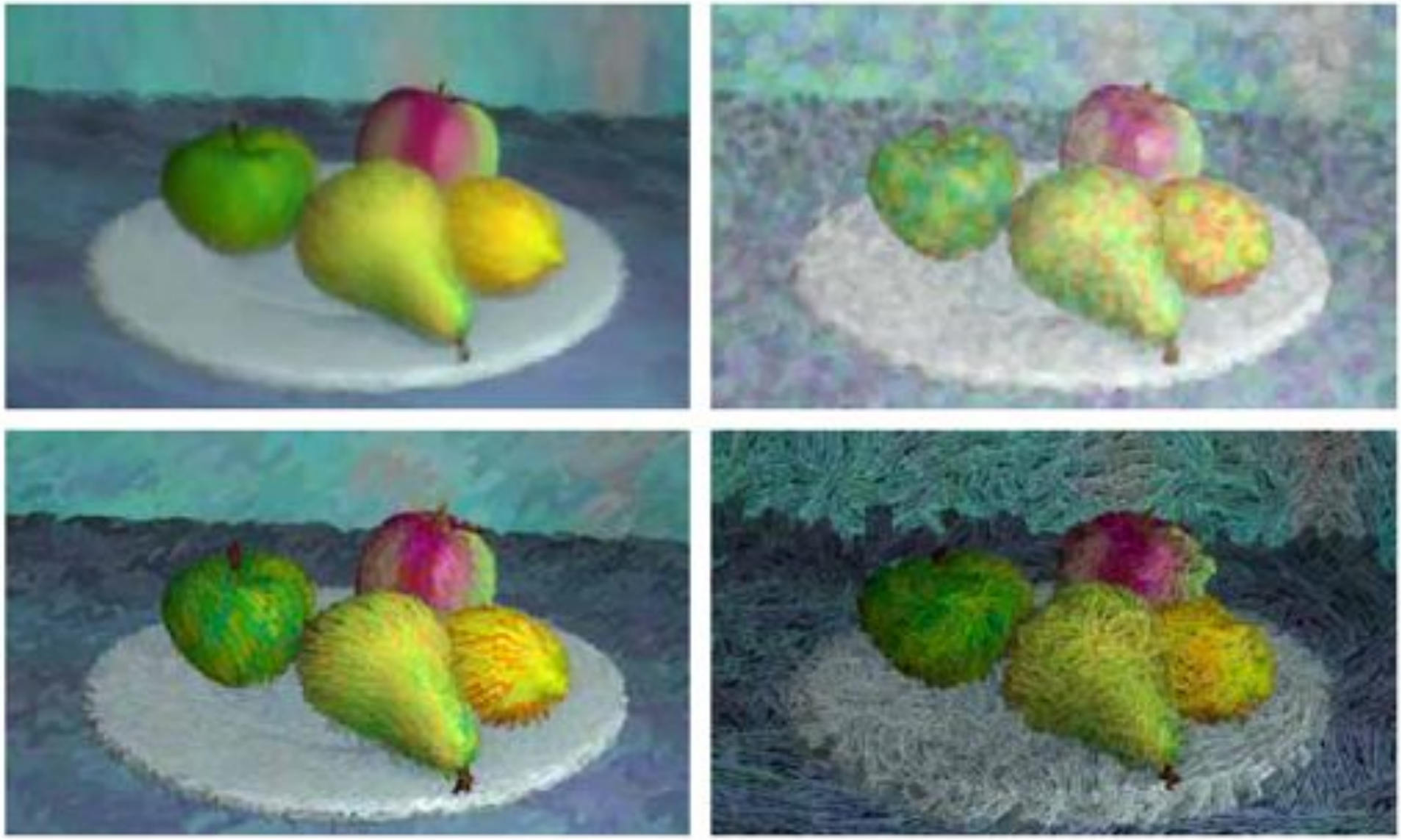
Painterly rendering

Object- or image-space paint strokes

3D models
[Meier 96]

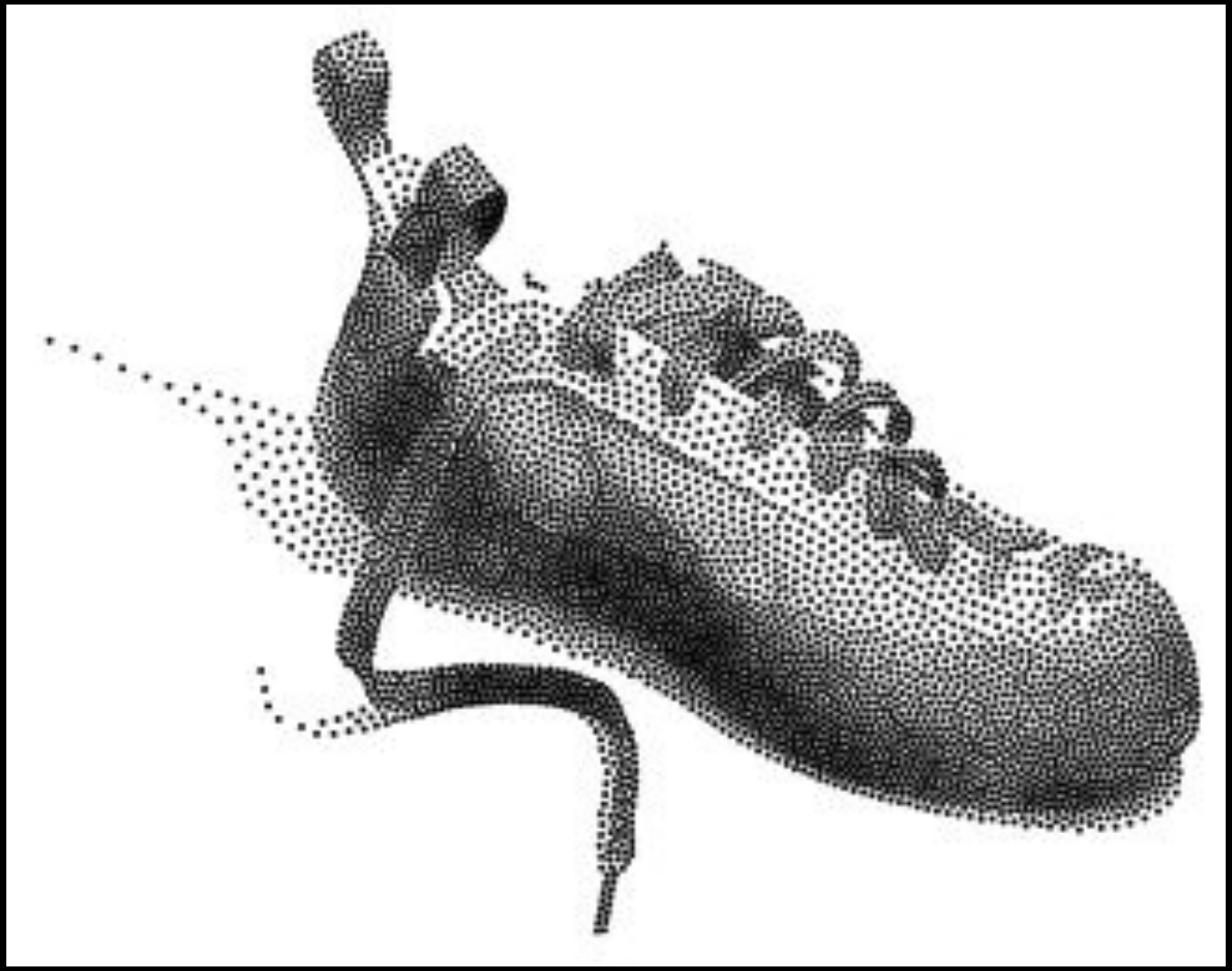
Video
[Litwinowicz 97]


Particle Placer
Particles in World Space
Geometry
Reference Pictures
Camera Transform
Color
Shaders
Orientation
Painterly Renderer
Output Image
Size
Brush Image



Stippling: density ~ n · l

[Secord02]



Tools for stylized rendering

Toon shading

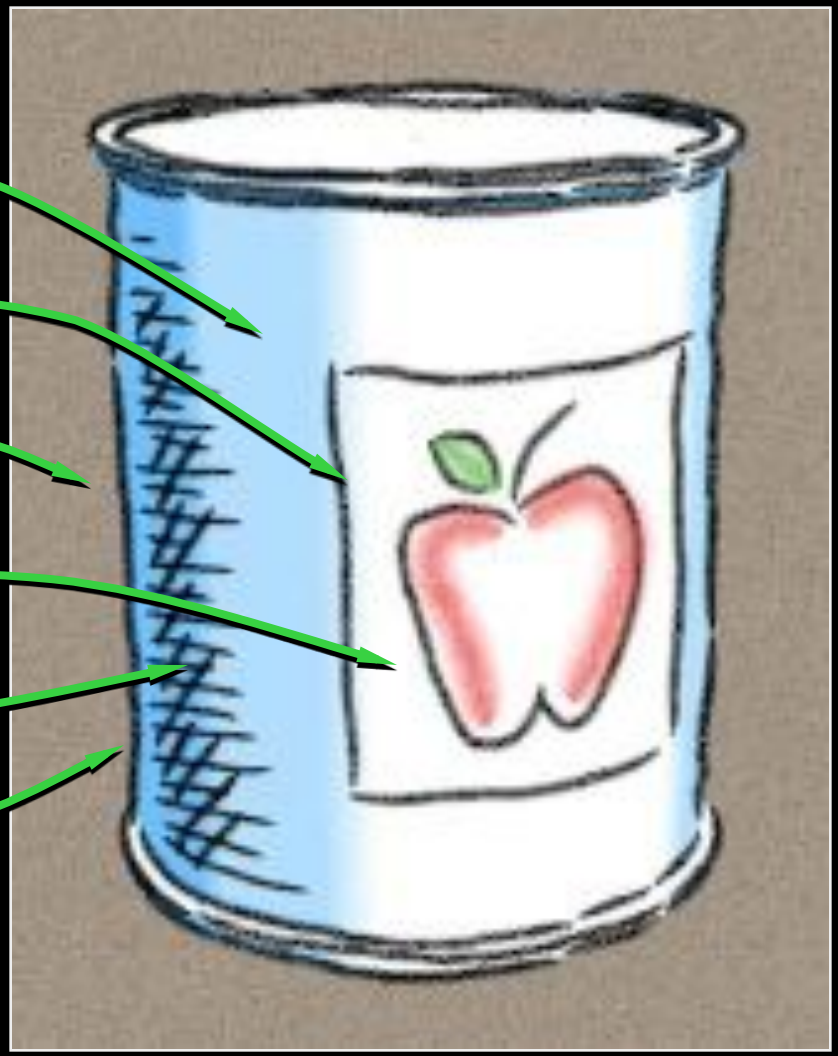
Stylized strokes

Paper Effect

Detail Marks

Hatching

Outlines



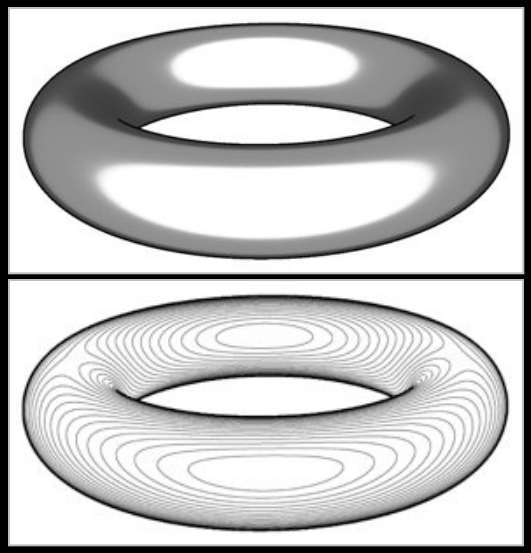
How to Describe Shape-Conveying Lines?

- Image-space features
- Object-space features
  - View-independent
  - View-dependent

[Flaxman 1805]

Image-Space Lines

+ Intuitive motivation; well-suited for GPU
- Difficult to stylize



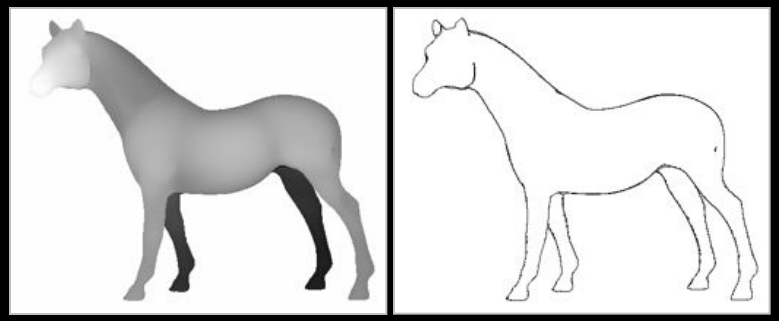
Examples:

- Isophotes (toon-shading boundaries)
- Edges (e.g., [Canny 1986])
- Ridges, valleys of illumination
  [Pearson 1985, Rieger 1997,
  DeCarlo 2003, Lee 2007, …]

Image Edges and Extremal Lines

Edges:

Local maxima of gradient magnitude, in gradient direction



Ridges/valleys:

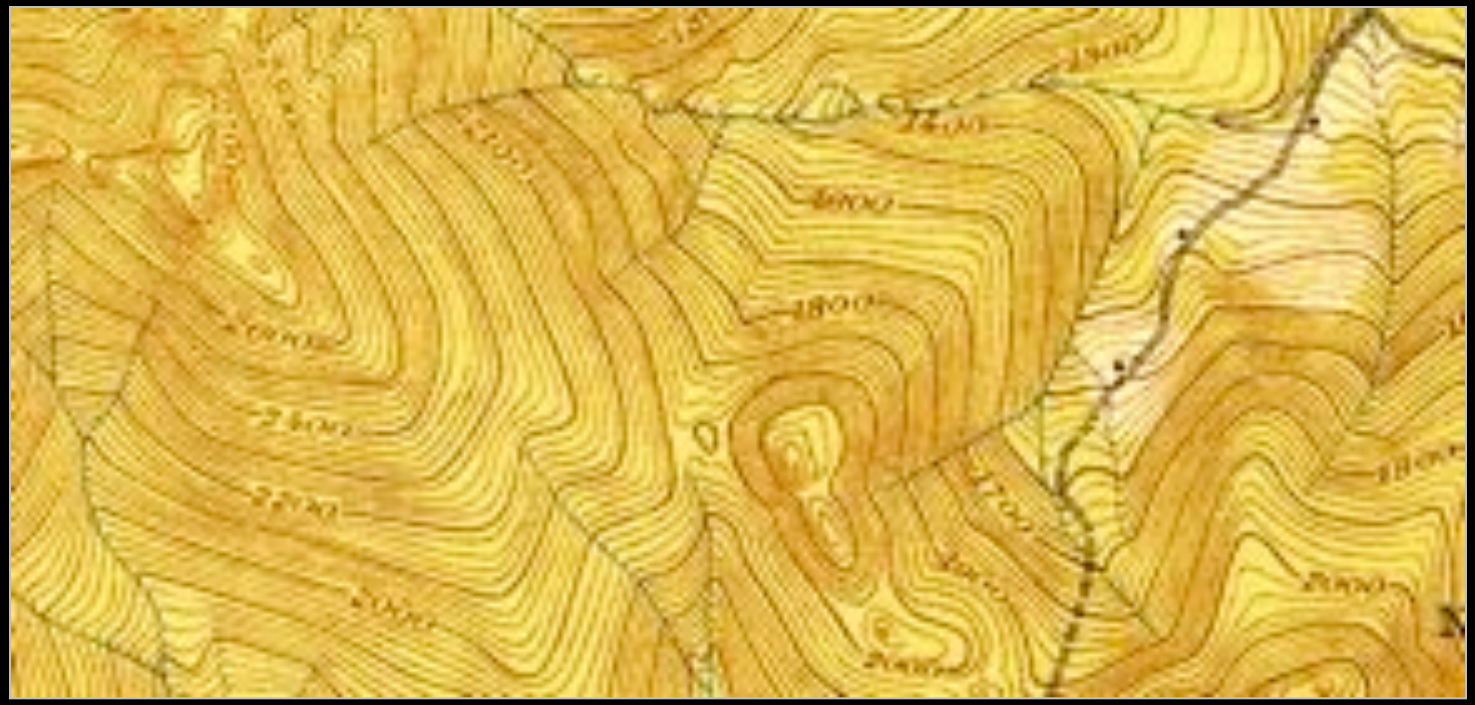
Local minima/maxima of intensity, in direction of max Hessian eigenvector

View-Independent Object-Space Lines

+ Intrinsic properties of shape; can be precomputed
- Under changing view, can be misinterpreted as surface markings

View-Independent Object-Space Lines

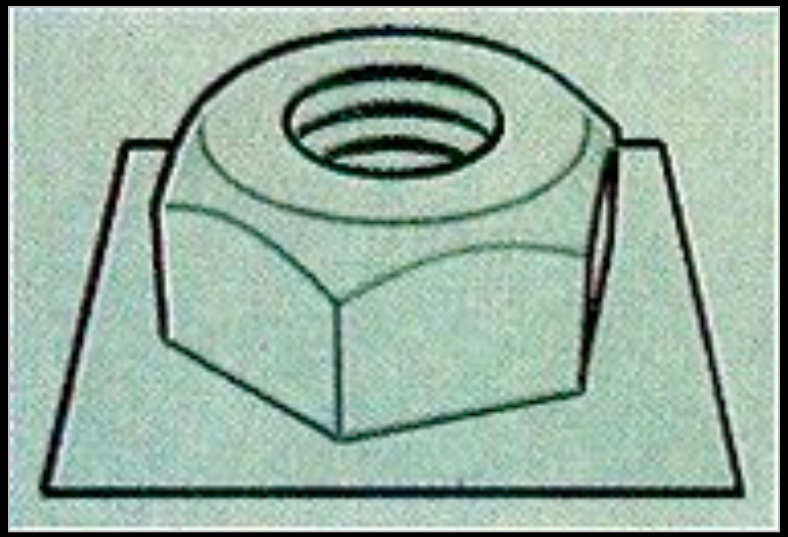
Topo lines: constant altitude



[USGS]

View-Independent Object-Space Lines

Creases: infinitely sharp folds

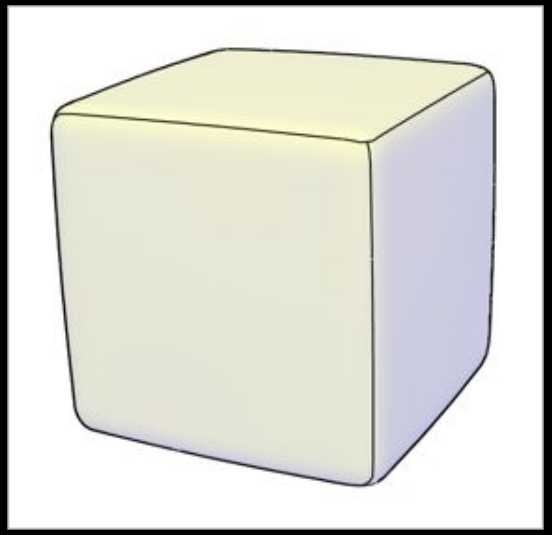


[Saito & Takahashi 90]

View-Independent Object-Space Lines

Ridges and valleys (crest lines)

- Local maxima of curvature
- Sometimes effective, sometimes not



[Thirion 92, Interrante 95, Stylianou 00, Pauly 03, Ohtake 04 …]

View-Dependent Object-Space Lines

+ Seem to be perceived as conveying shape
- Must be recomputed per frame

What Lines to Draw?

Silhouettes:

– Boundaries between object and background

What Lines to Draw?

Occluding contours:

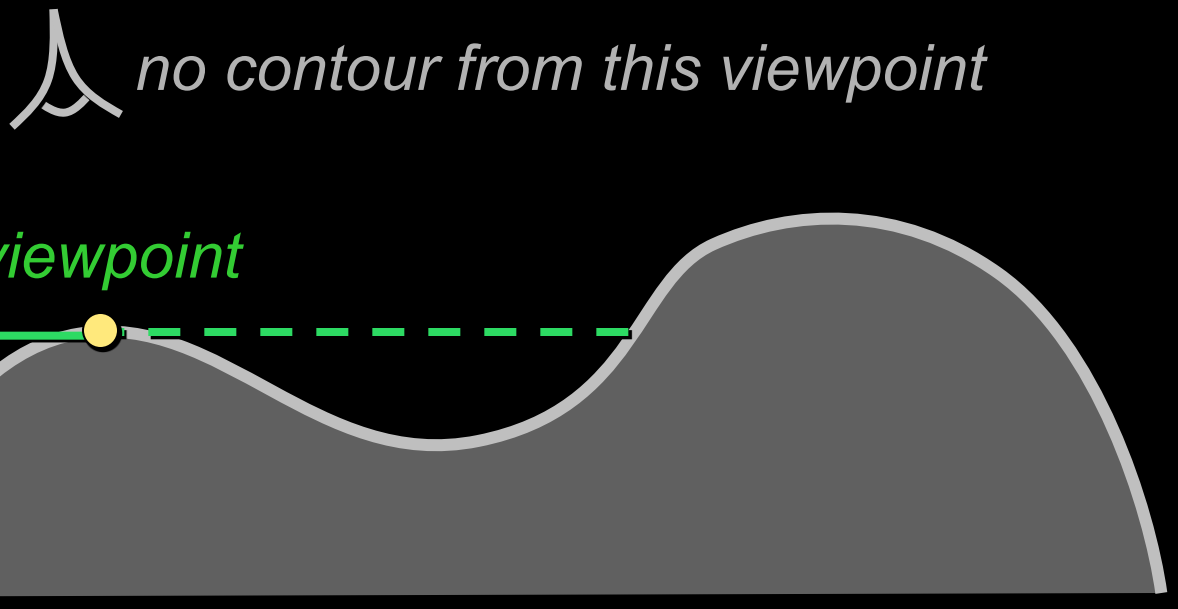
- Depth discontinuities
- Surface normal perpendicular to view direction

[Saito & Takahashi 90, Winkenbach & Salesin 94, Markosian et al 97, …]

Occluding Contours

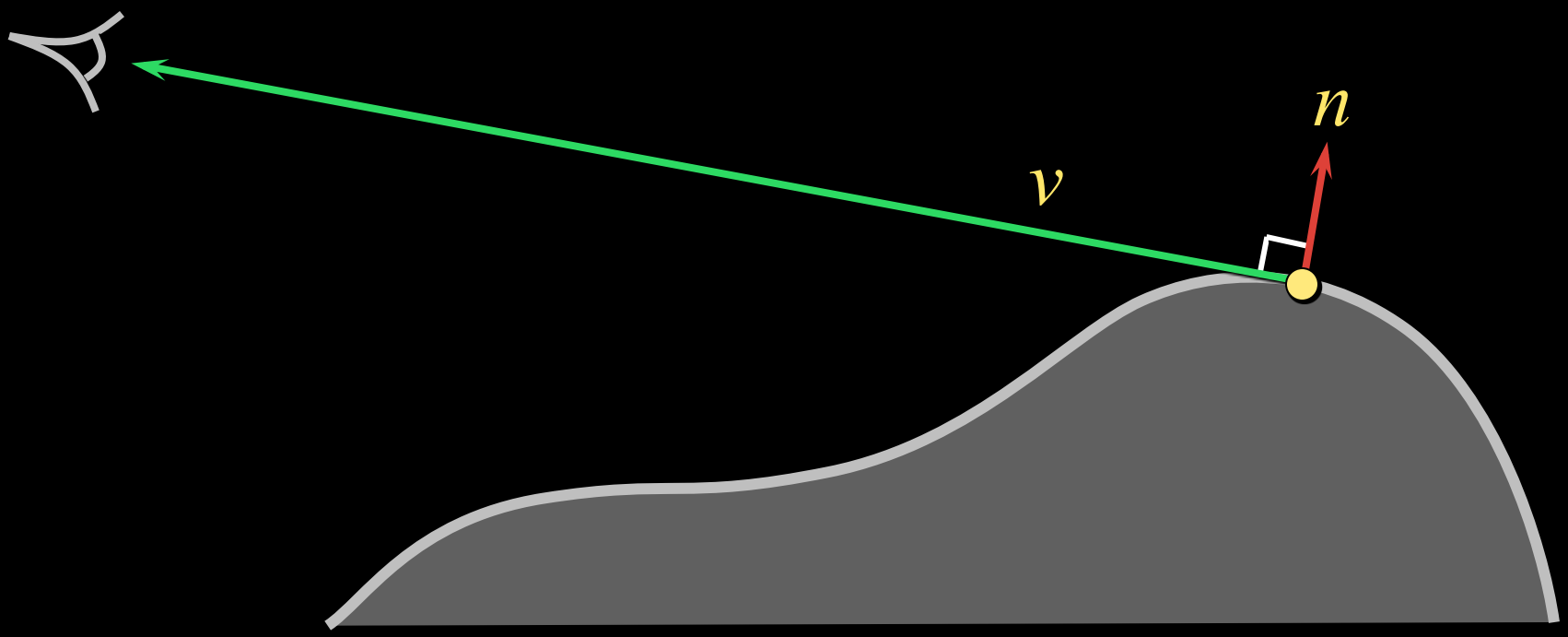
For any shape: locations of depth discontinuities

- View dependent
- Also called “interior and exterior silhouettes”



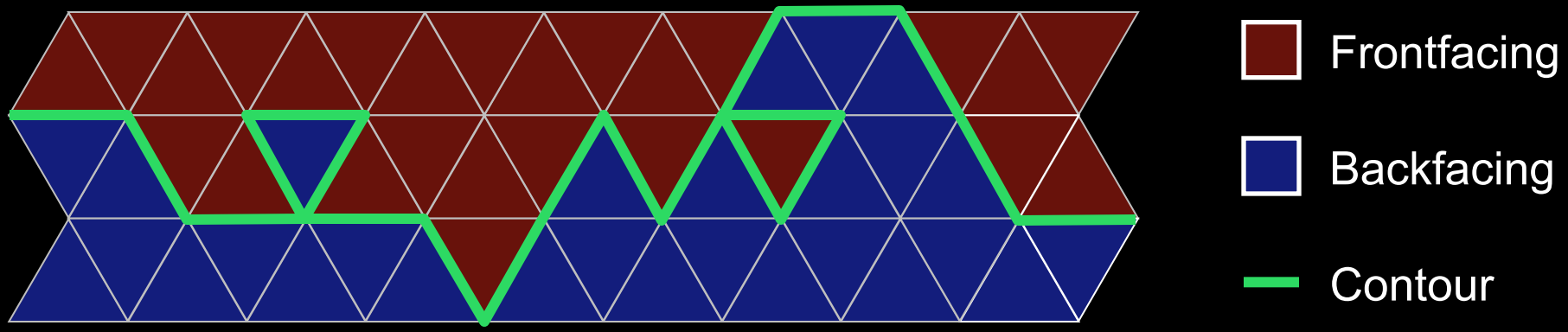
Occluding Contours

For smooth shapes: points at which $n \cdot v = 0$



Occluding Contours on Meshes

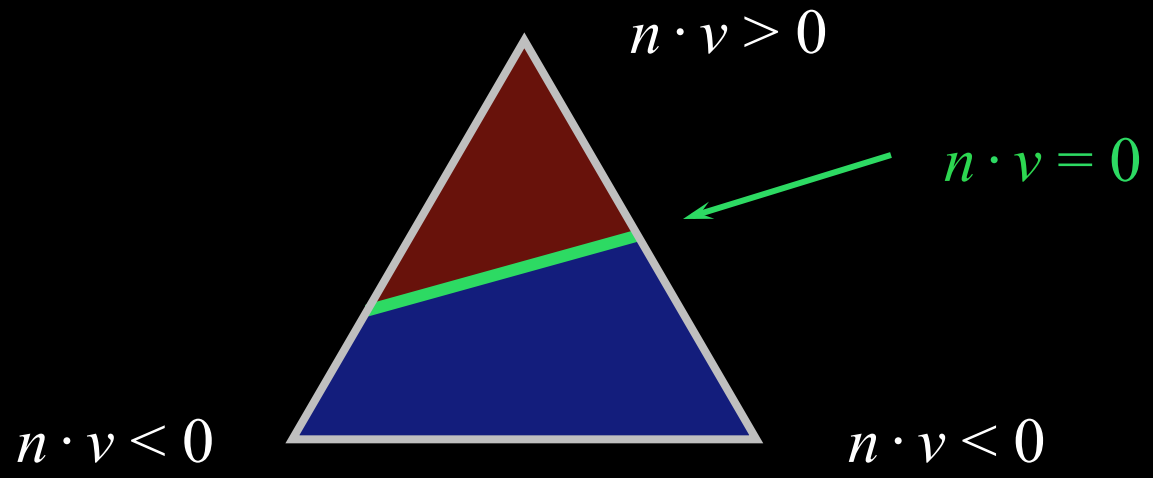
Applying either definition on polygonal meshes can result in messy lines



Occluding Contours on Meshes [Hertzmann 00]

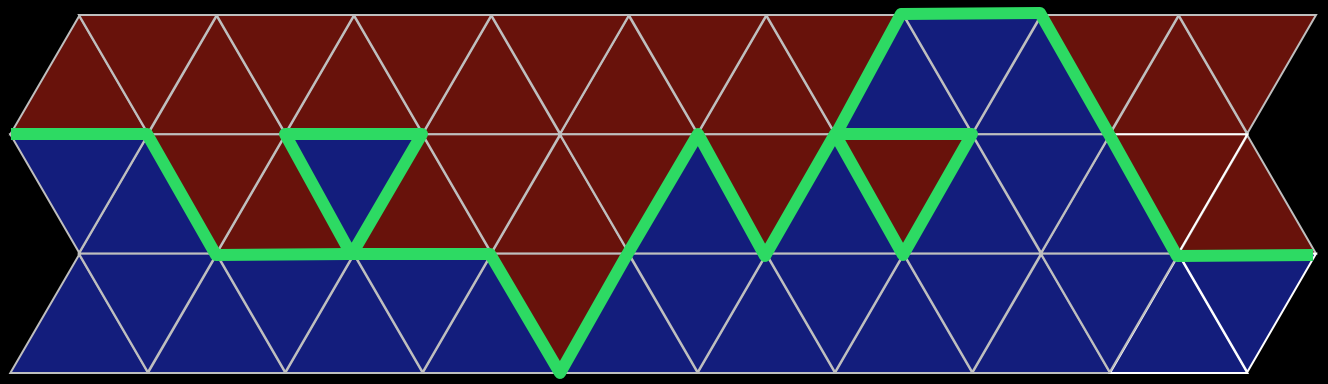
Alternative: interpolate normals within faces

- Start with per-vertex normals
- Interpolate per-face (same as Phong shading)
- Compute $n \cdot v$ at each point, find zero crossings
- Potential snag: visibility

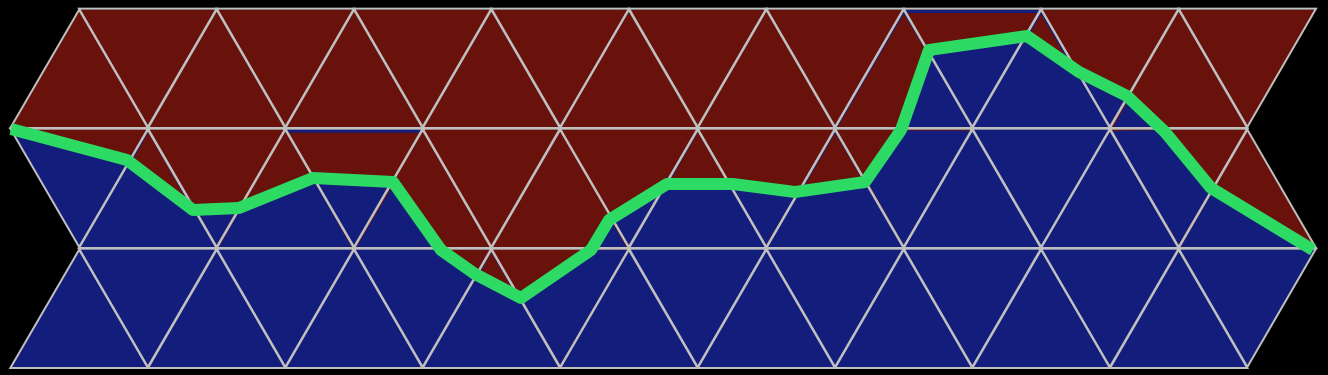


Occluding Contours on Meshes

Contours along edges



Contours within faces



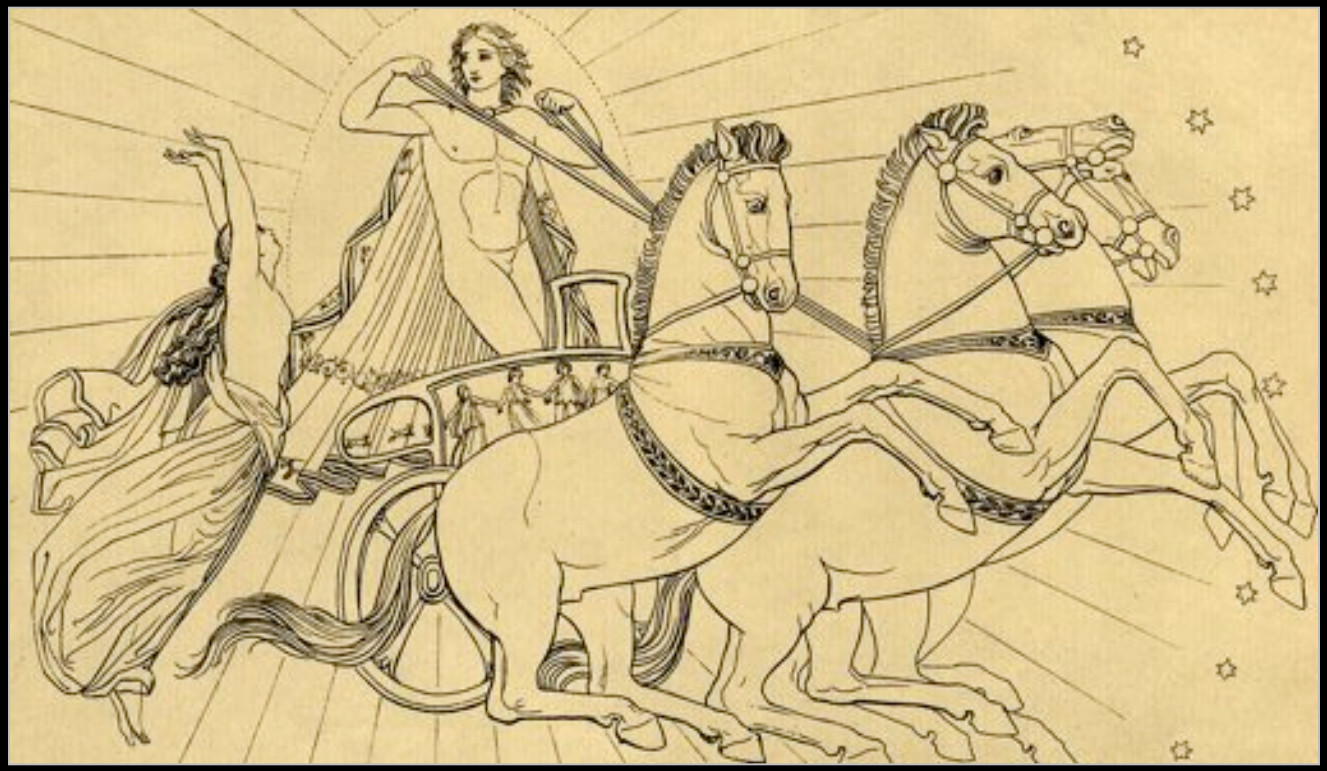
Frontfacing

Backfacing

Contour

What Lines to Draw?

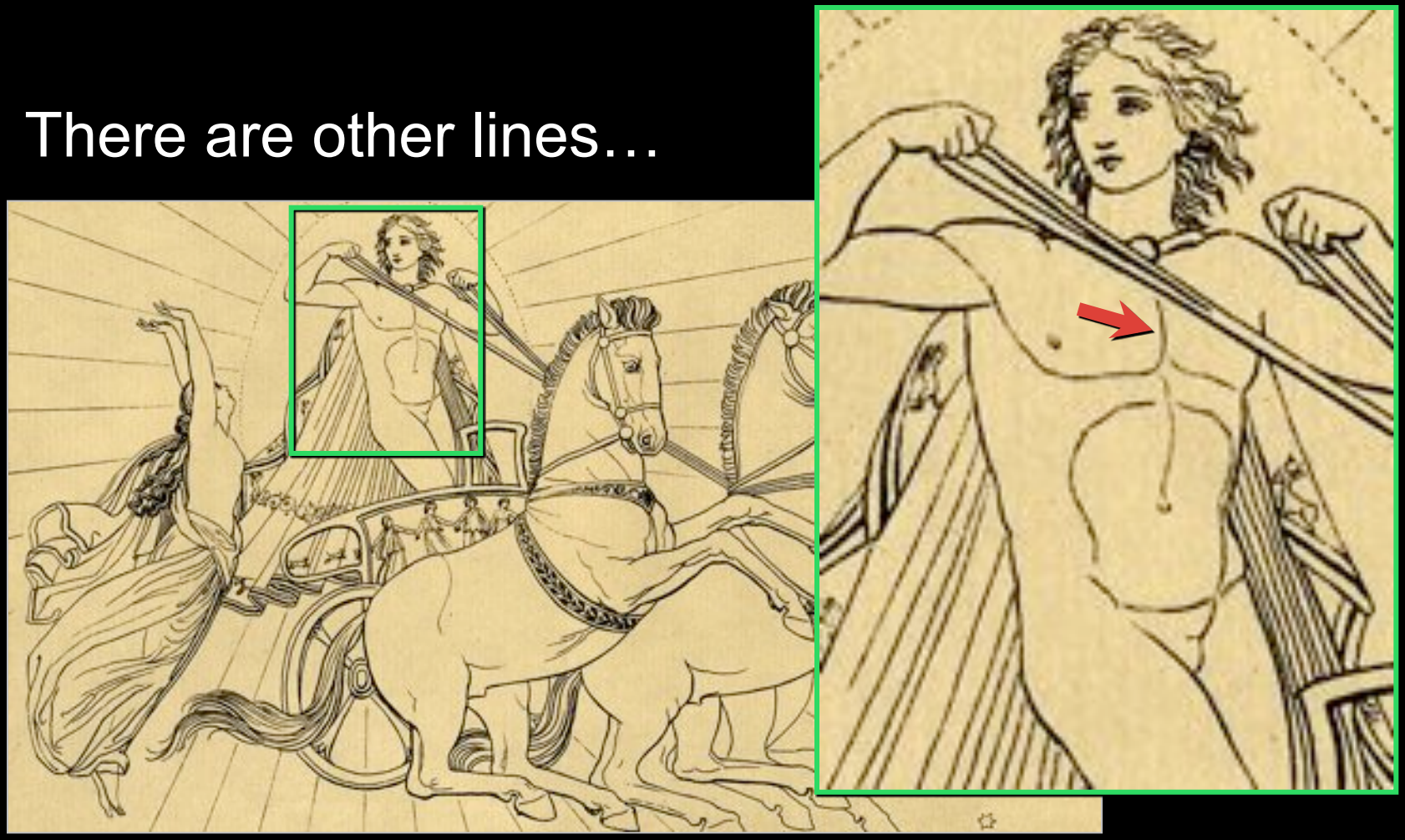
There are other lines…



[Flaxman 1805]

What Lines to Draw?

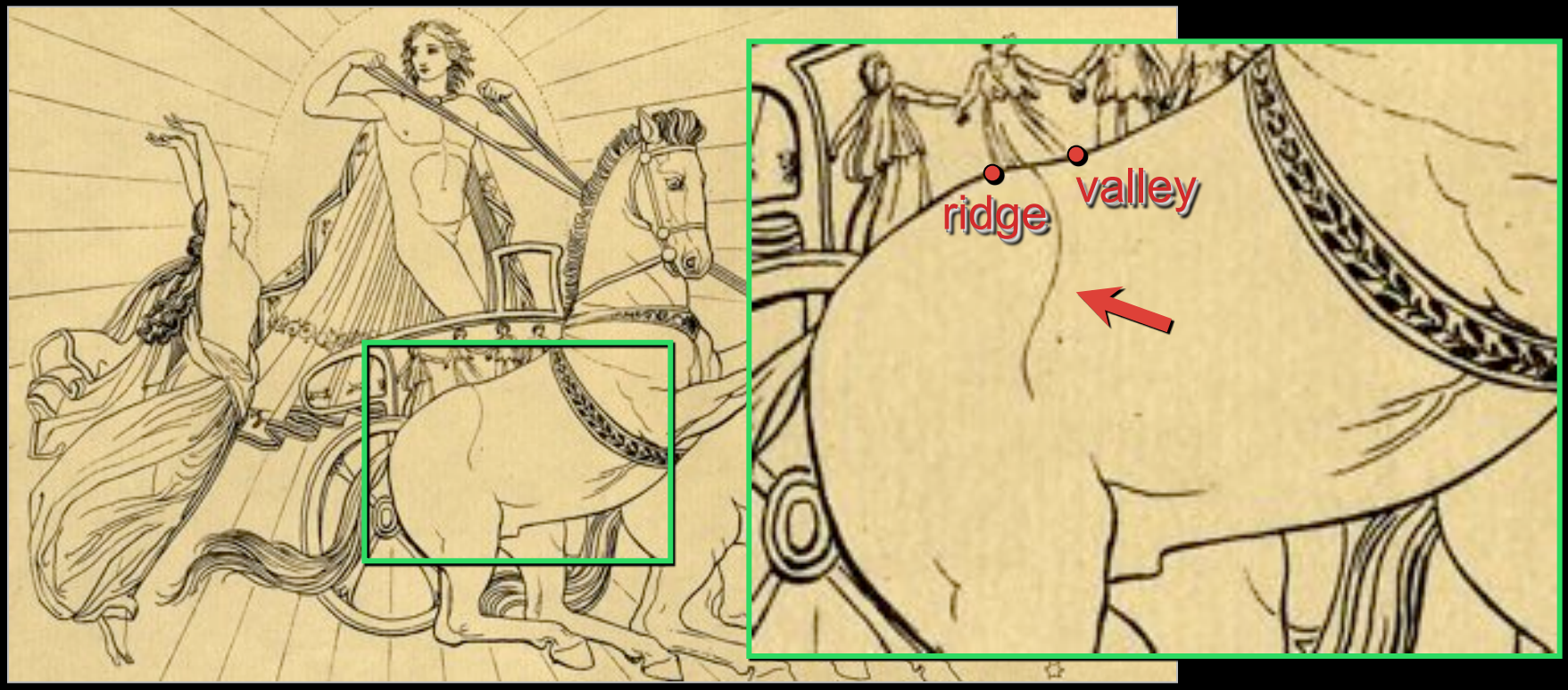
There are other lines…



[Flaxman 1805]

What Lines to Draw?

There are other lines…



Hypothesis: some are “almost contours”

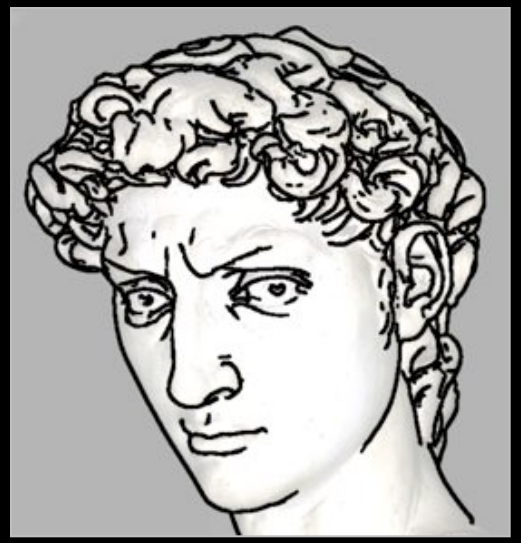
[Flaxman 1805]

Suggestive Contours

"Almost contours":

– Points that become contours in nearby views

contours

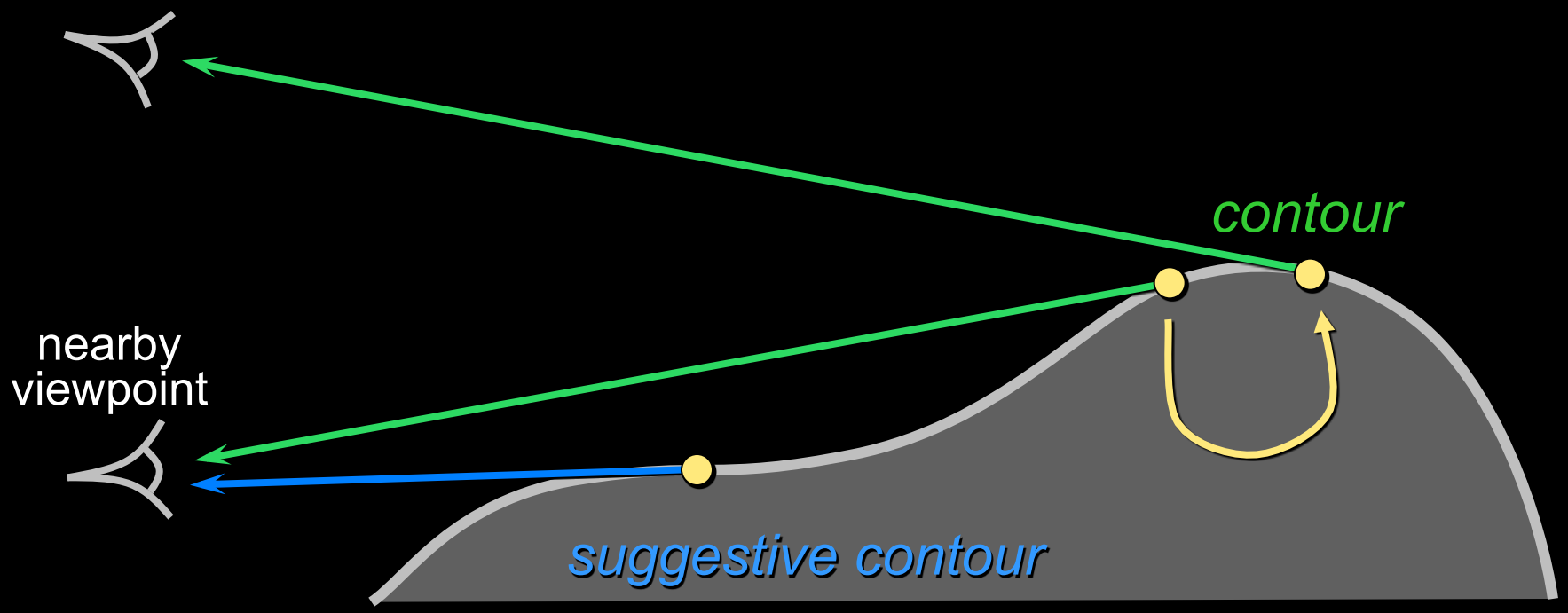


contours +
suggestive contours

Suggestive Contours: Definition 1

Contours in nearby viewpoints

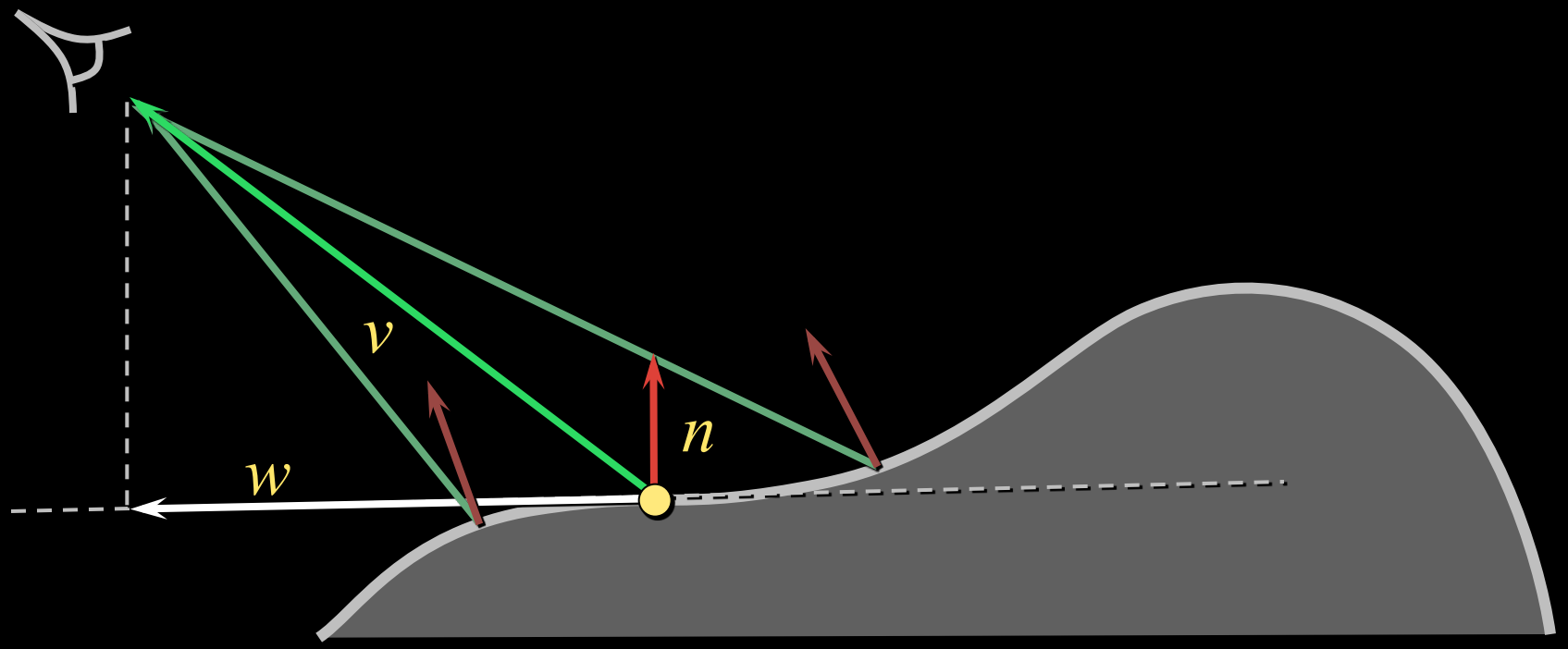
(not corresponding to contours in closer views)



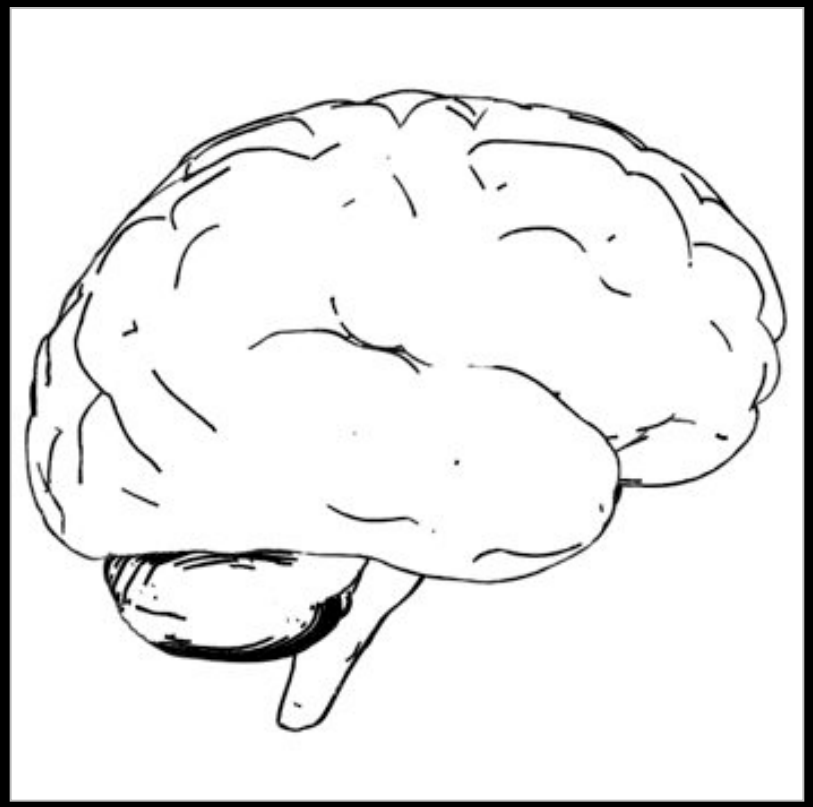
Suggestive Contours: Definition 2

$n \cdot v$ not quite zero, but a local minimum

(in the projected view direction w)



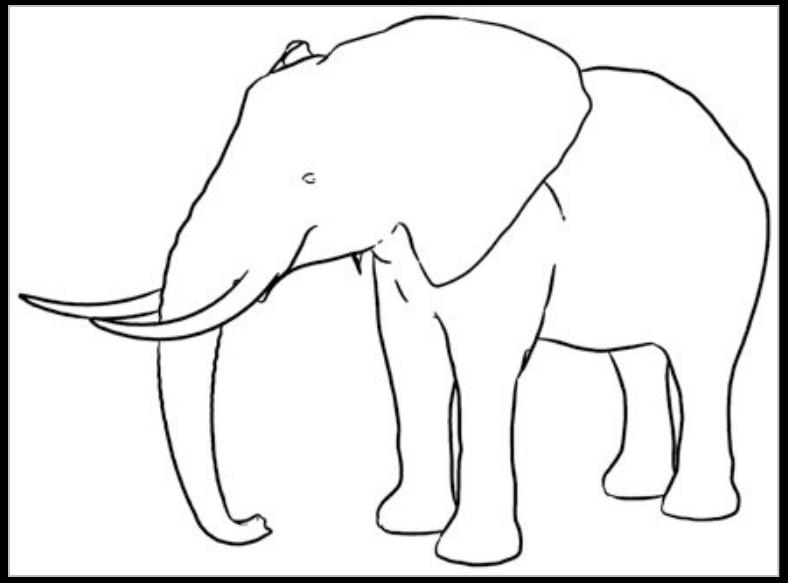
Results…



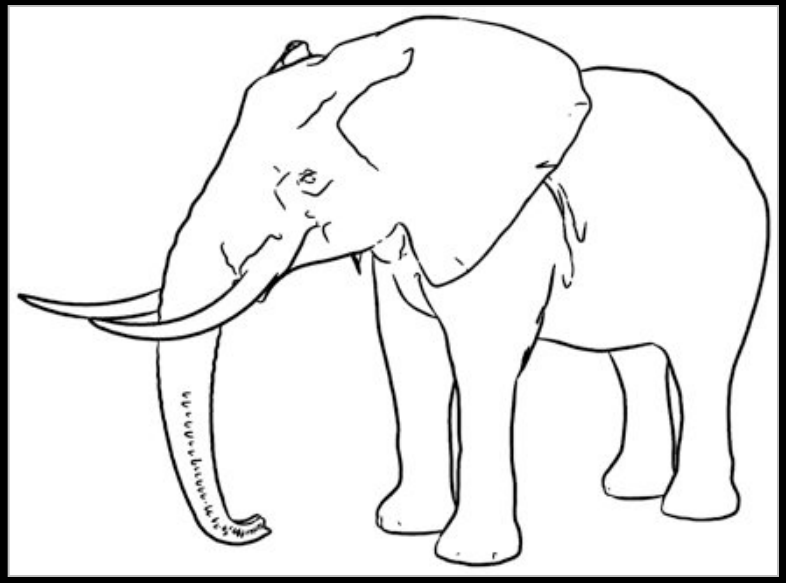
contours

contours +
suggestive contours

Results…

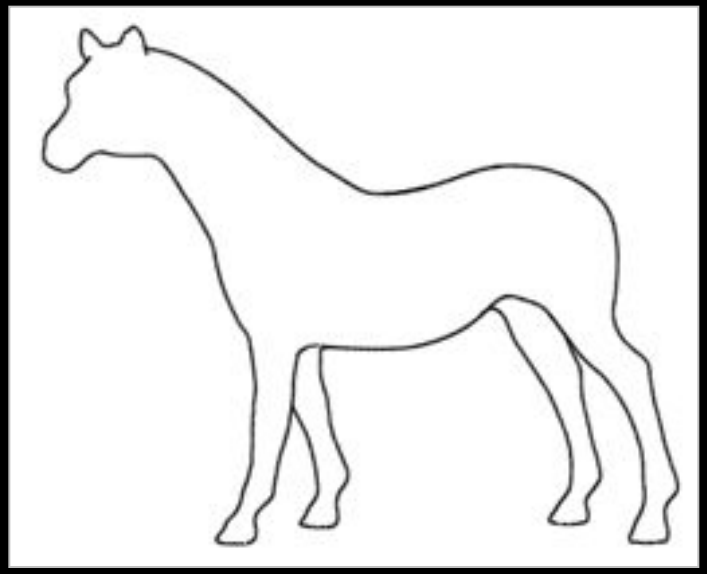


contours

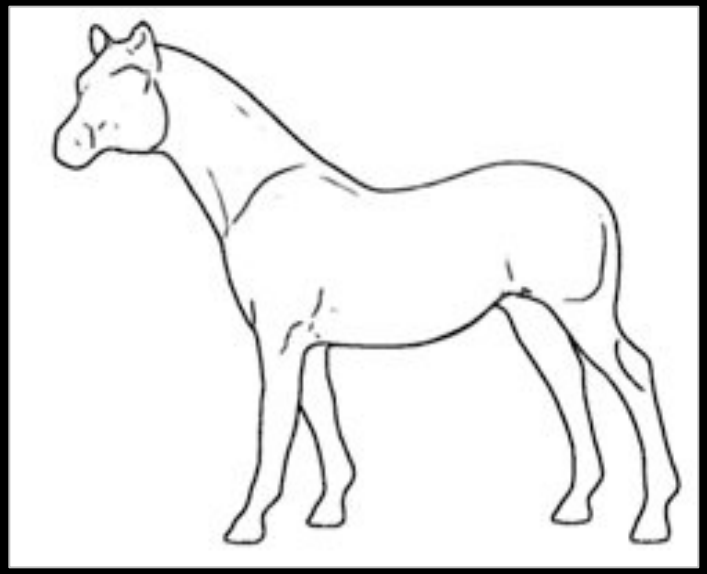


contours +
suggestive contours

Results…



contours



contours +
suggestive contours

Tools for stylized rendering

Toon shading

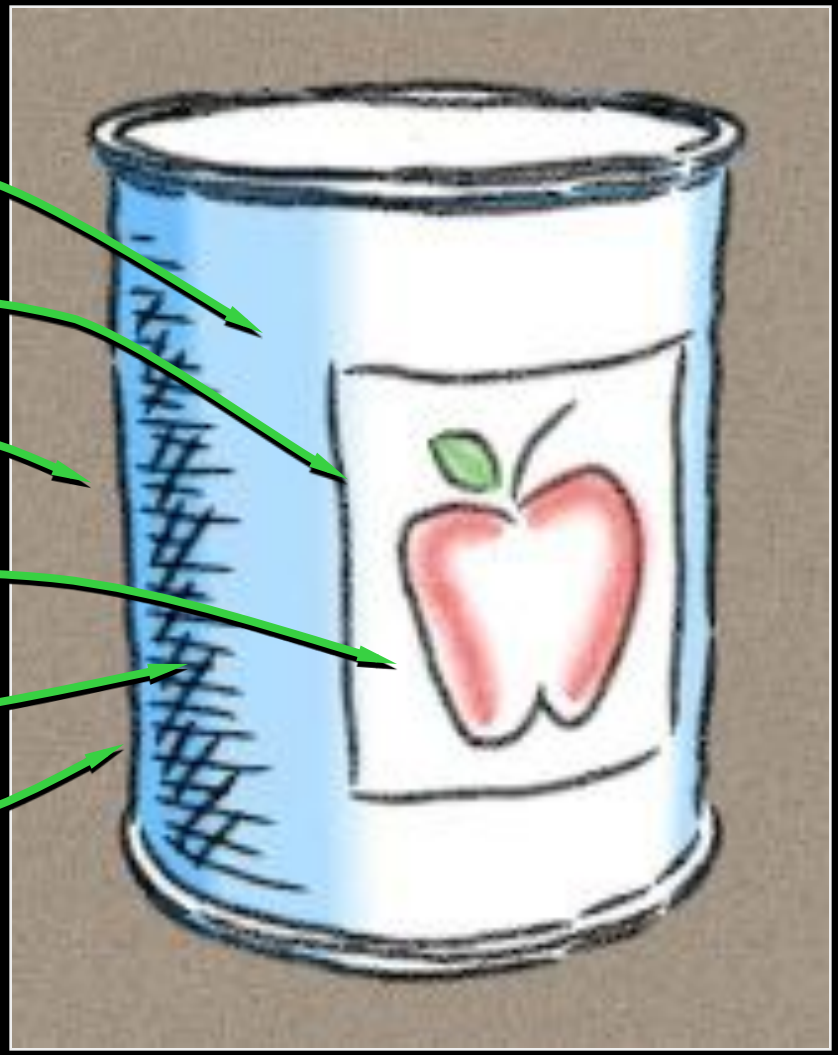
Stylized strokes

Paper Effect

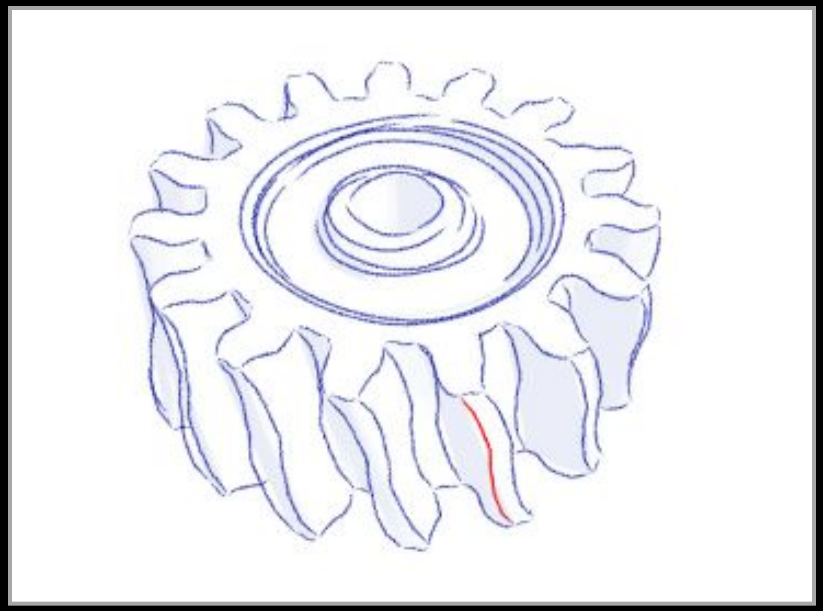
Detail Marks

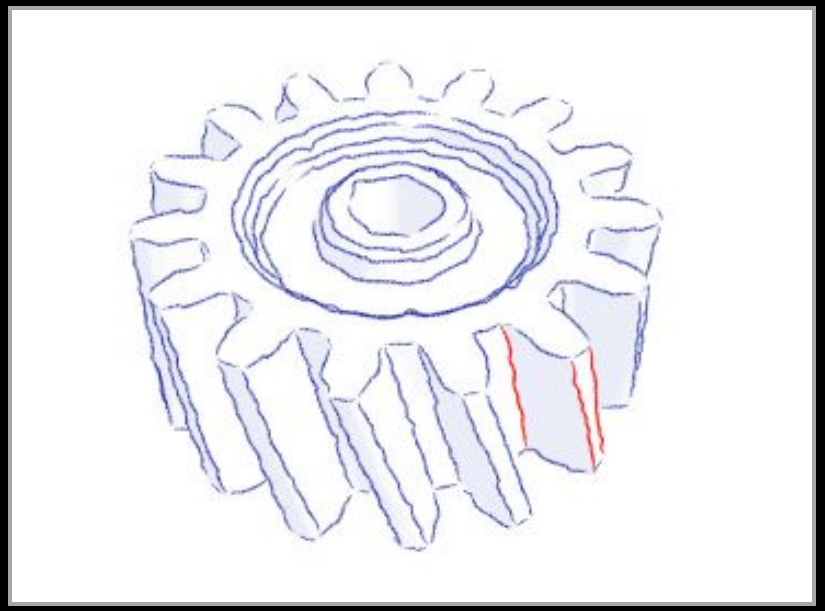
Hatching

Outlines



Crease Stylization





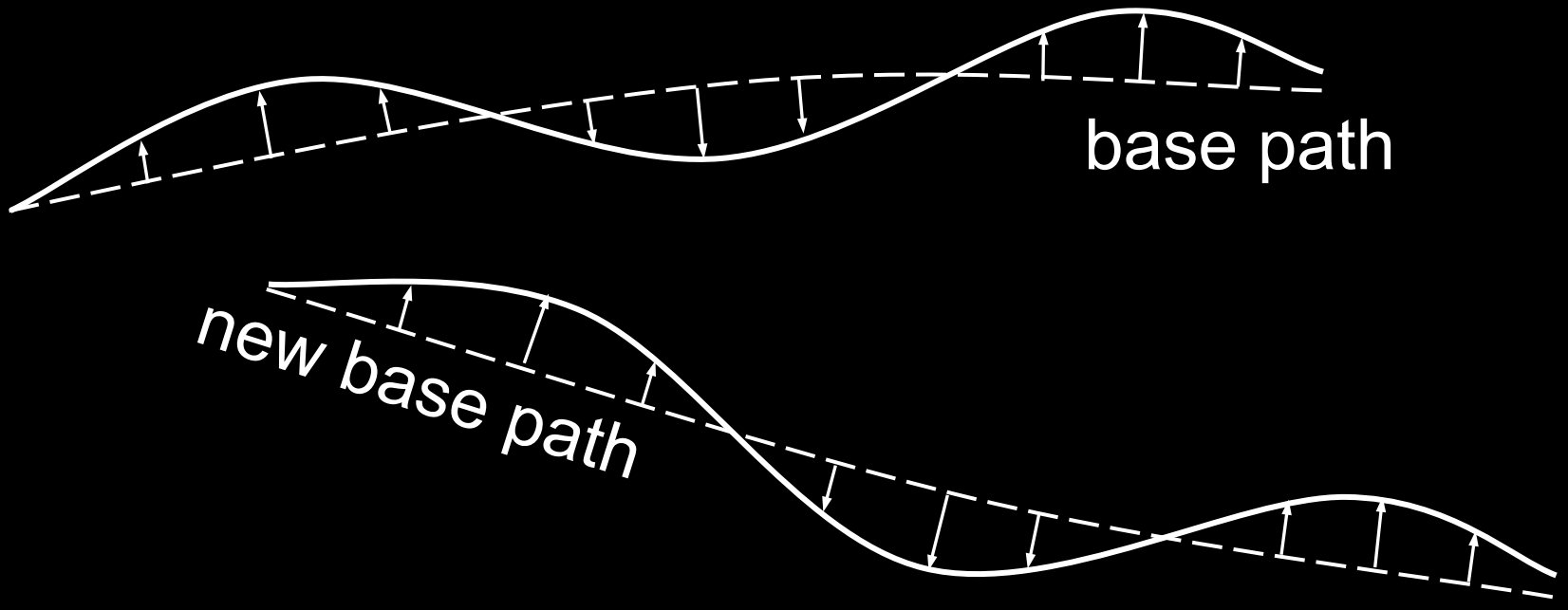
"Rubber-stamping"

Synthesis from Example

Synthesis uses Markov model.
Similar to "video textures" [Schödl 00]

Stylization as Offsets

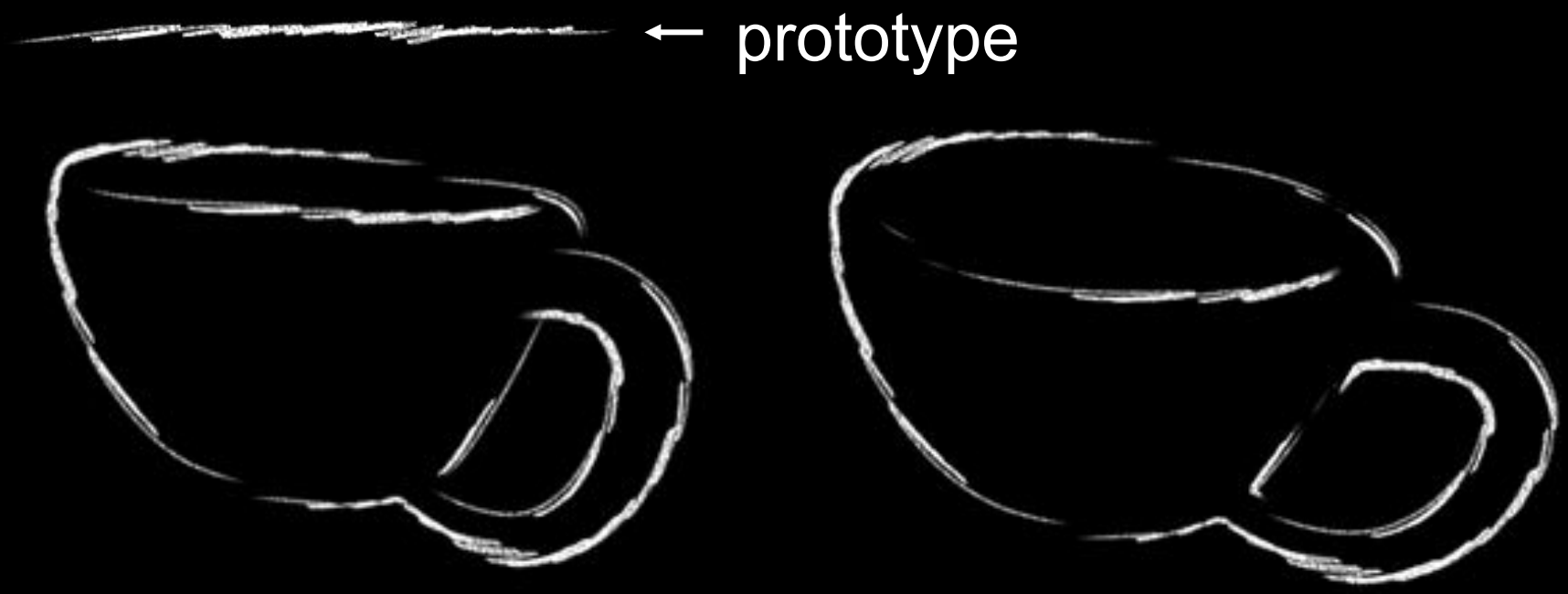
- Artist over-sketches crease
- Stylization recorded as 2D offsets
- Applied to new base path



Silhouette Stylization

Silhouettes are view-dependent.

- Problem #1: localized stylization?
- Solution: “rubber-stamp” globally



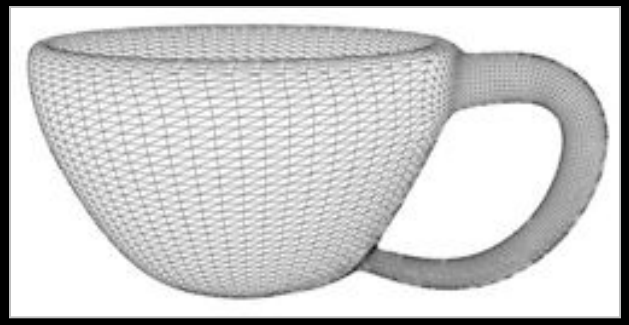
Silhouette Tracking

Silhouettes are view-dependent.

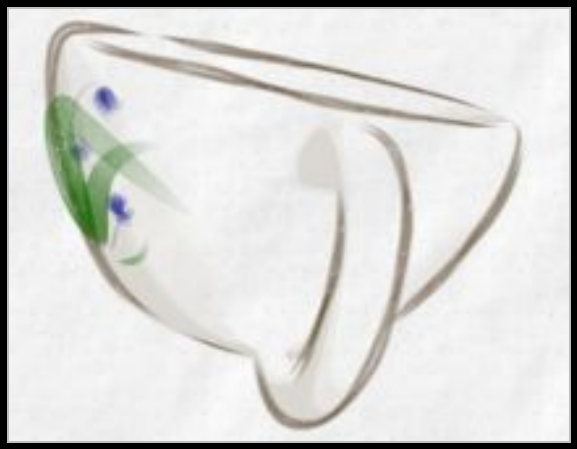
- Problem #2: parameterization coherence
- Solution: screen-space tracking

WYSIWYG NPR

[Kalnins02]



- Draw into 3D scene
- Retain style in new views
- Ensure coherent animation

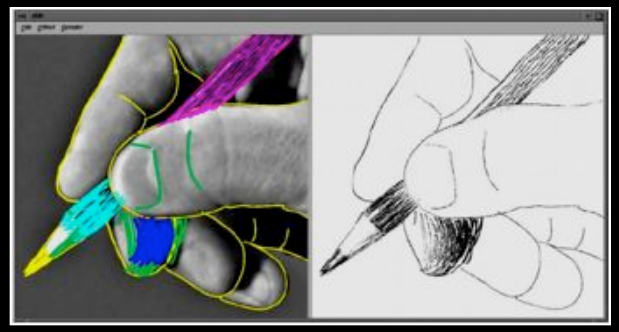


Aesthetic flexibility

Abstraction in NPR

User guided approaches

– the user explicitly marks the important content



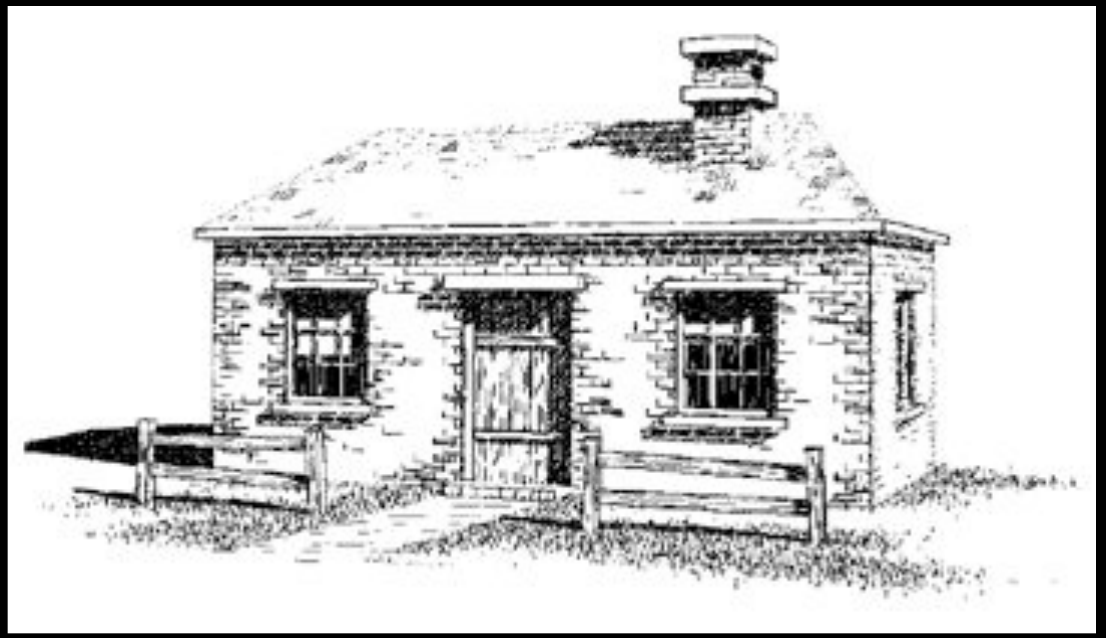
[Durand et al. 2001]

[Hertzmann 2001]

Abstraction in NPR

Indication in pen and ink illustration

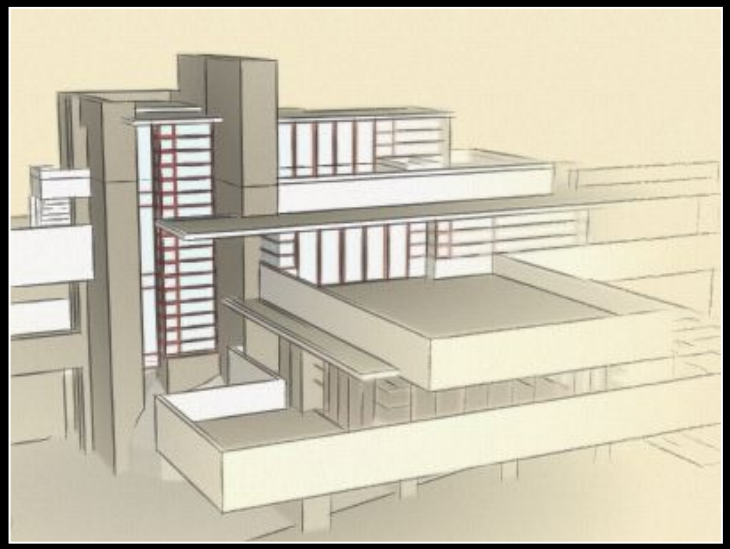
– the user specified what content was important

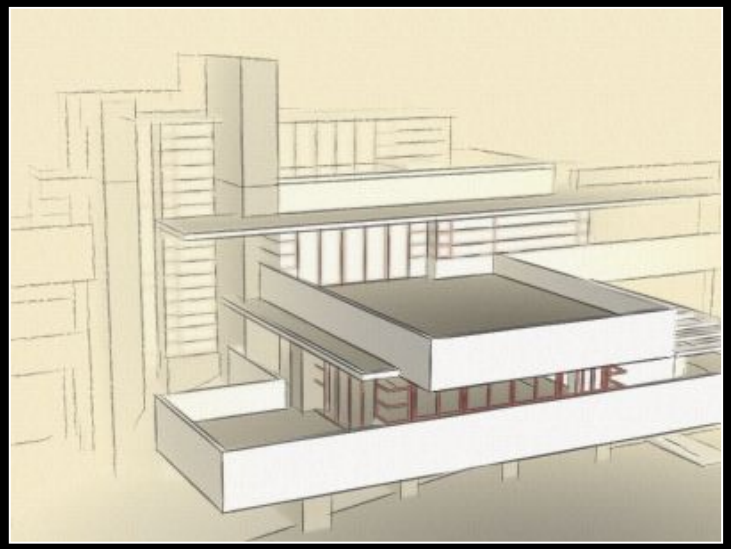


[Winkenbach and Salesin 1994]

Abstraction in NPR

Provide control over point of emphasis
– control clutter in the rendered image





[Cole et al. 2006]

Abstraction in NPR

Rendering specific content: trees

– programatically leave out lines in center of tree

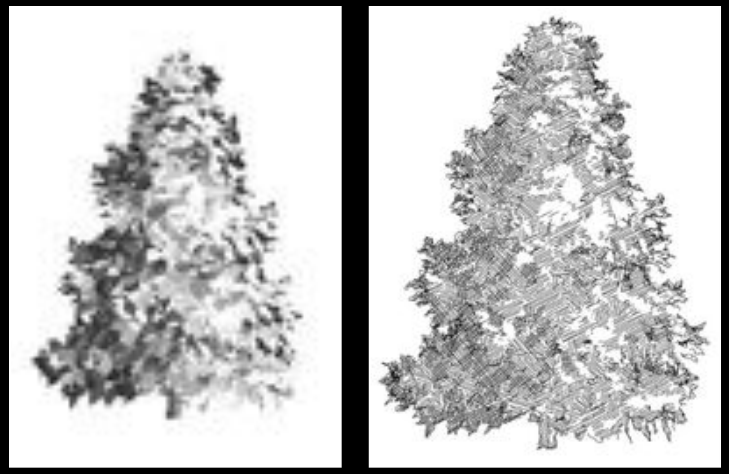
[Kowalski et al.1999]

[Deussen 2000]

Abstraction in NPR

Select elements based on density and clutter

– drop strokes in areas of high density



[Winson and Ma 2004]

[Grabli et al. 2004]

Abstraction in NPR

User guided approaches

- infer important content from a user's eye movements
- evaluate using eye tracking [Santella and DeCarlo 2004]

[DeCarlo and Santella 2002]

Eye movements

Recorded using commercial eye-trackers

Eye movements

Eyes dwell on particular locations during *fixations*

- Quick motions between these locations are made via *saccades*
- Longer fixations indicate viewer interest

Abstraction and Stylization

[DeCarlo 2002]

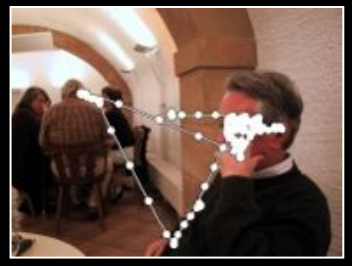
Photograph

analyze

Hierarchical Representation

render

Output



Eye movements

perceptual model

Results…

Without eye movements:
No meaningful abstraction

One knob to control detail…

more detail

less detail

Variations of images

Photo

High detail

Low detail

Eye tracking

Automatic Salience

Summary

NPR provides control over
style, abstraction

Common ingredients:
'toon shading,
outline strokes,
hatching, paint,
paper effect,
cotrolling stroke density