Computer Graphics (543)
Lecture 3 (Part 1): Tiling, Maintaining Aspect Ratio & Fractals

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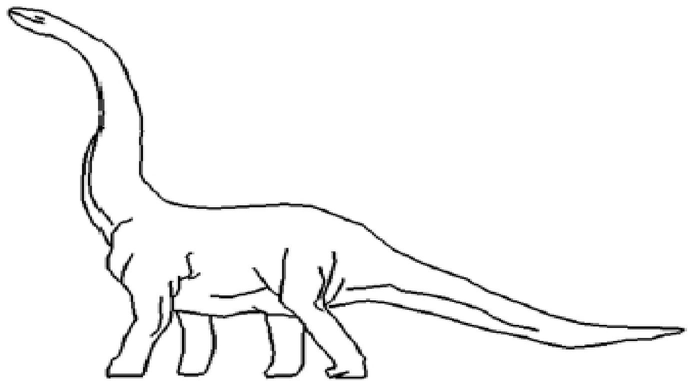
Recall: Drawing Polyline Files

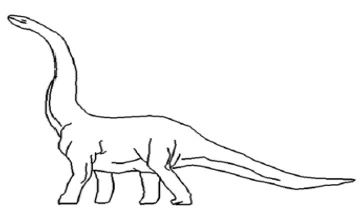
- **Problem:** want to single polyline dino.dat on screen
- Code:

```
// set world window (left, right, bottom, top)
Ortho2D(0, 640.0, 0, 440.0);

//  now set viewport (left, bottom, width, height)
glViewport(0, 0, 64, 44);

// Draw polyline fine
drawPolylineFile(dino.dat);
```

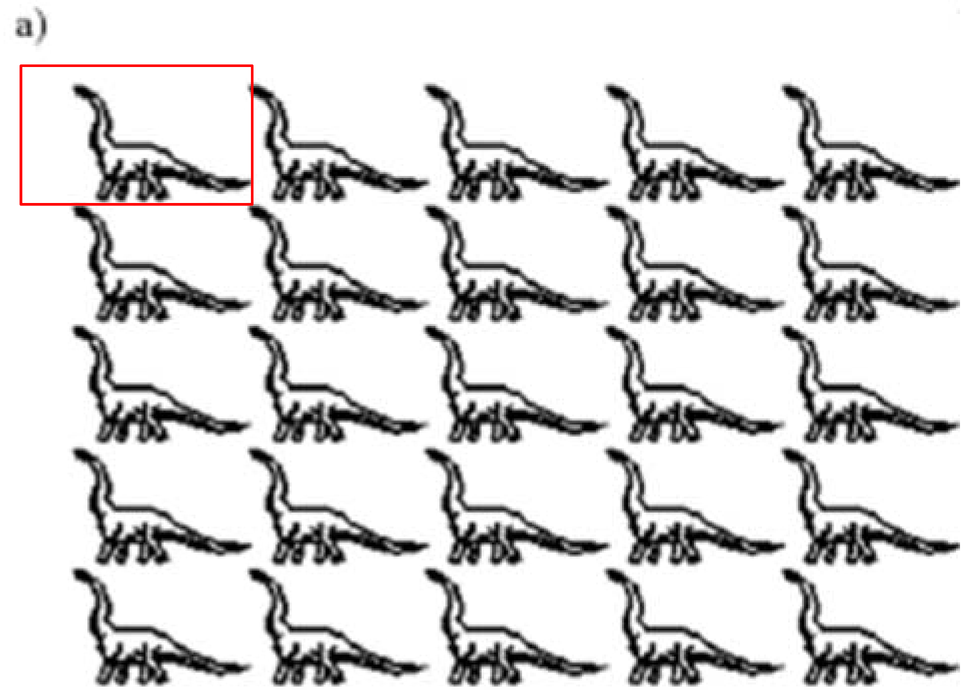


Tiling using W-to-V Mapping

- **Problem:** Want to tile polyline file on screen
- Solution: W-to-V in loop, adjacent tiled viewports



One world Window



Multiple tiled viewports

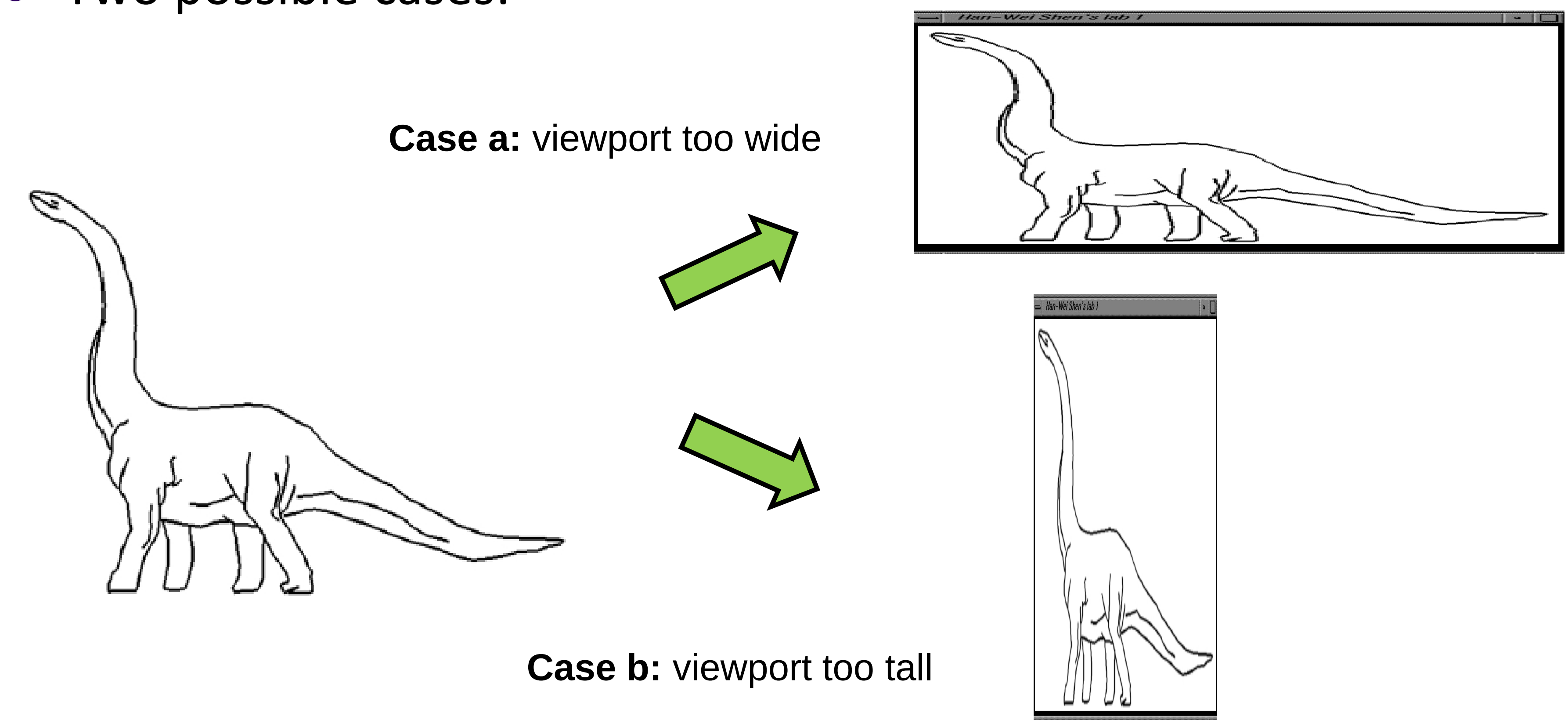
Tiling Polyline Files

- Problem: want to tile dino.dat in 5x5 across screen
- Code:

```
// set world window
Ortho2D(0, 640.0, 0, 440.0);

for(int i=0;i < 5;i++)
{
   for(int j = 0;j < 5; j++)
   {   // .. now set viewport in a loop
         glViewport(i * 64, j * 44; 64, 44);
         drawPolylineFile(dino.dat);
   }
}
```

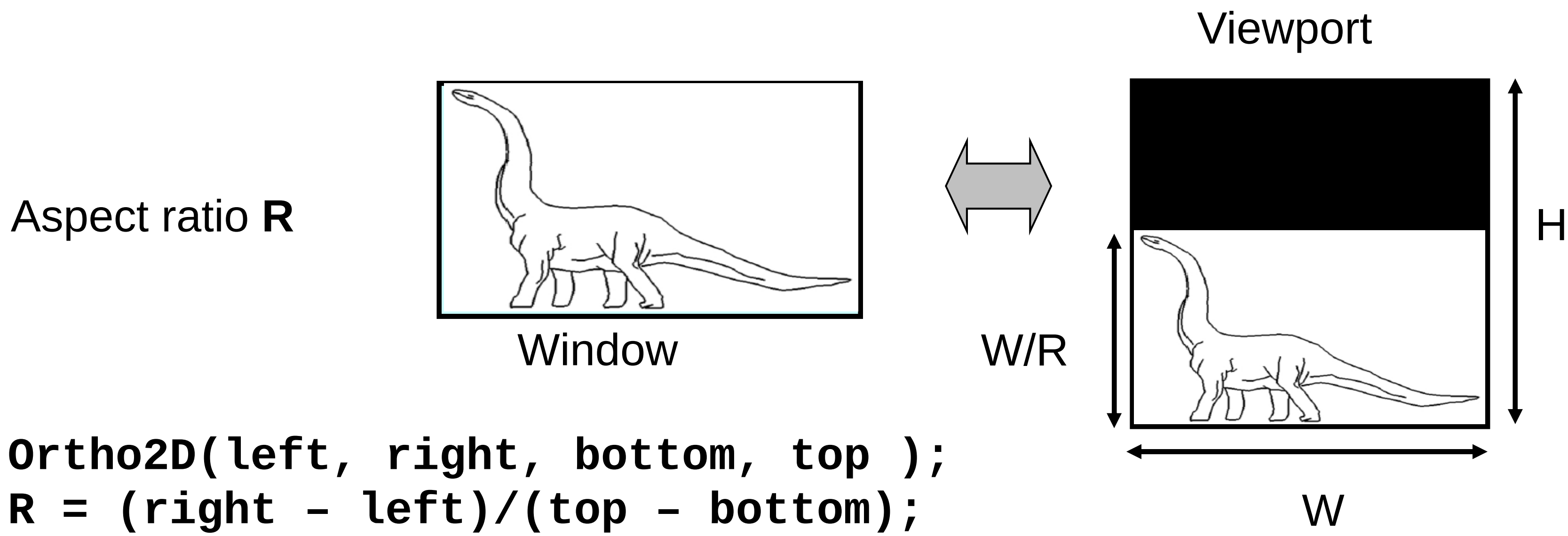
Maintaining Aspect Ratios

- Aspect ratio **R** = Width/Height
- What if window and viewport have different aspect ratios?
- Two possible cases:



What if Window and Viewport have different Aspect Ratios?

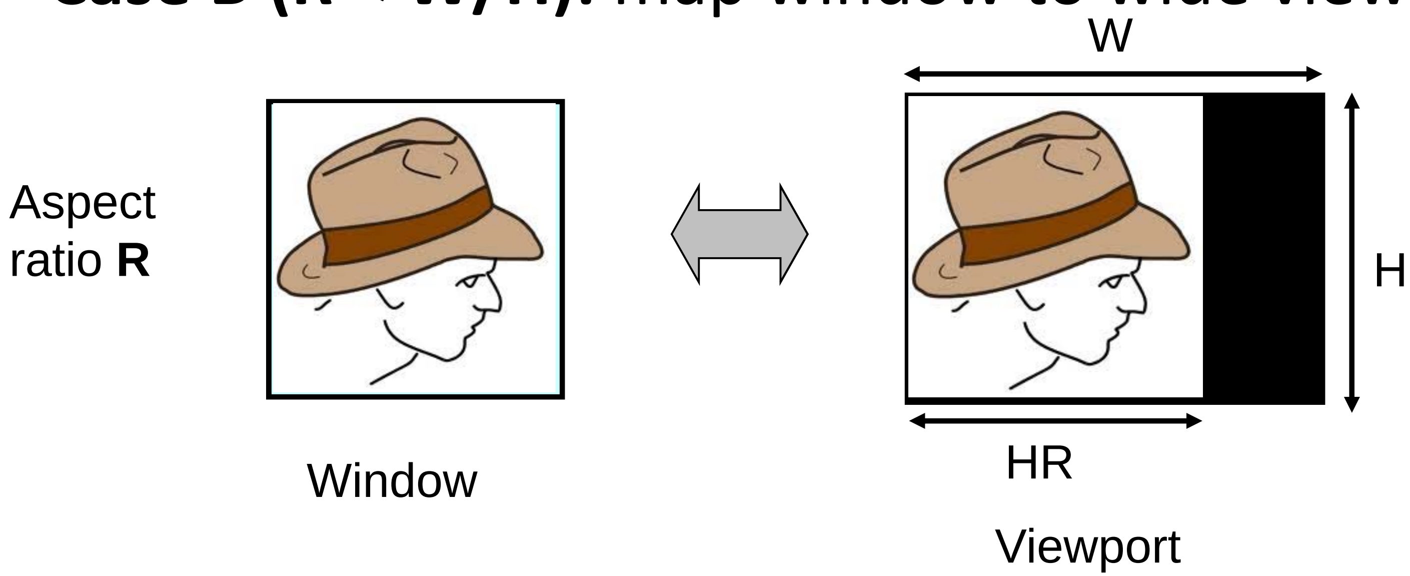
- **R** = window aspect ratio, **W x H** = viewport dimensions
- Two possible cases:
  - **Case A (R > W/H):** map window to tall viewport?




```
Ortho2D(left, right, bottom, top );
R = (right – left)/(top – bottom);
If(R > W/H)
             glViewport(0, 0, W, W/R);
```

What if Window and Viewport have different Aspect Ratios?

- **Case B (R < W/H):** map window to wide viewport?




```
Ortho2D(left, right, bottom, top );
R = (right – left)/(top – bottom);
If(R < W/H)
             glViewport(0, 0, H*R, H);
```

reshape( ) function that maintains aspect ratio

```
// Ortho2D(left, right, bottom, top )is done previously,
// probably in your draw function
// function assumes variables left, right, top and bottom
// are declared and updated globally

void myReshape(double W, double H ){
   R = (right – left)/(top – bottom);

   if(R > W/H)
        glViewport(0, 0, W, W/R);
   else if(R < W/H)
        glViewport(0, 0, H*R, H);
   else
        glViewport(0, 0, W, H);  // equal aspect ratios
}
```

What are Fractals?

- Mathematical expressions
- Approach infinity in organized way
- Utilizes recursion on computers
- Popularized by Benoit Mandelbrot (Yale university)
- Dimensional:
  - Line is one-dimensional
  - Plane is two-dimensional
- Defined in terms of self-similarity

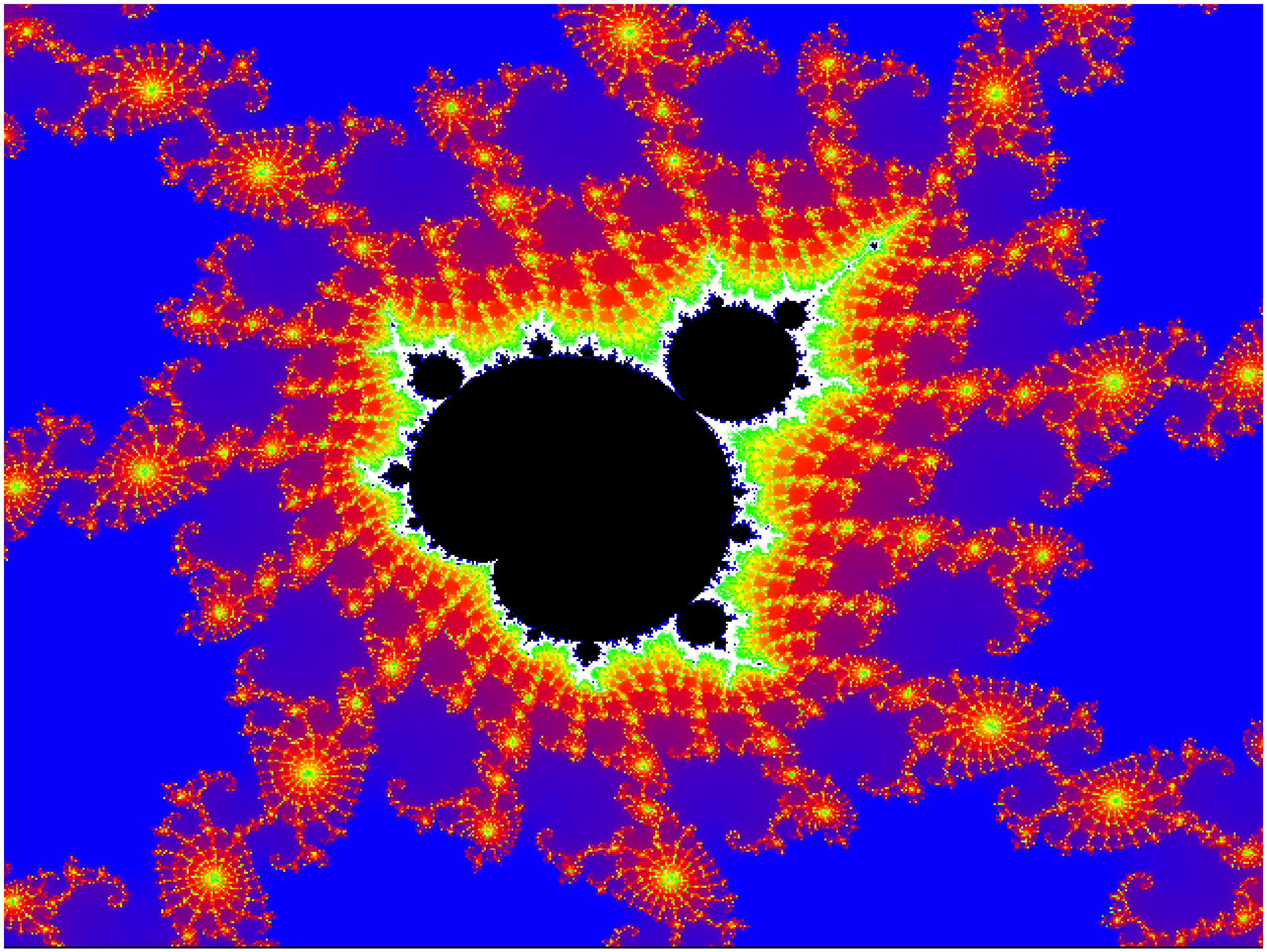
Fractals: Self-similarity

- Level of detail remains the same as we zoom in
- Example: surface roughness or profile same as we zoom in
- Types:
  - Exactly self-similar
  - Statistically self-similar

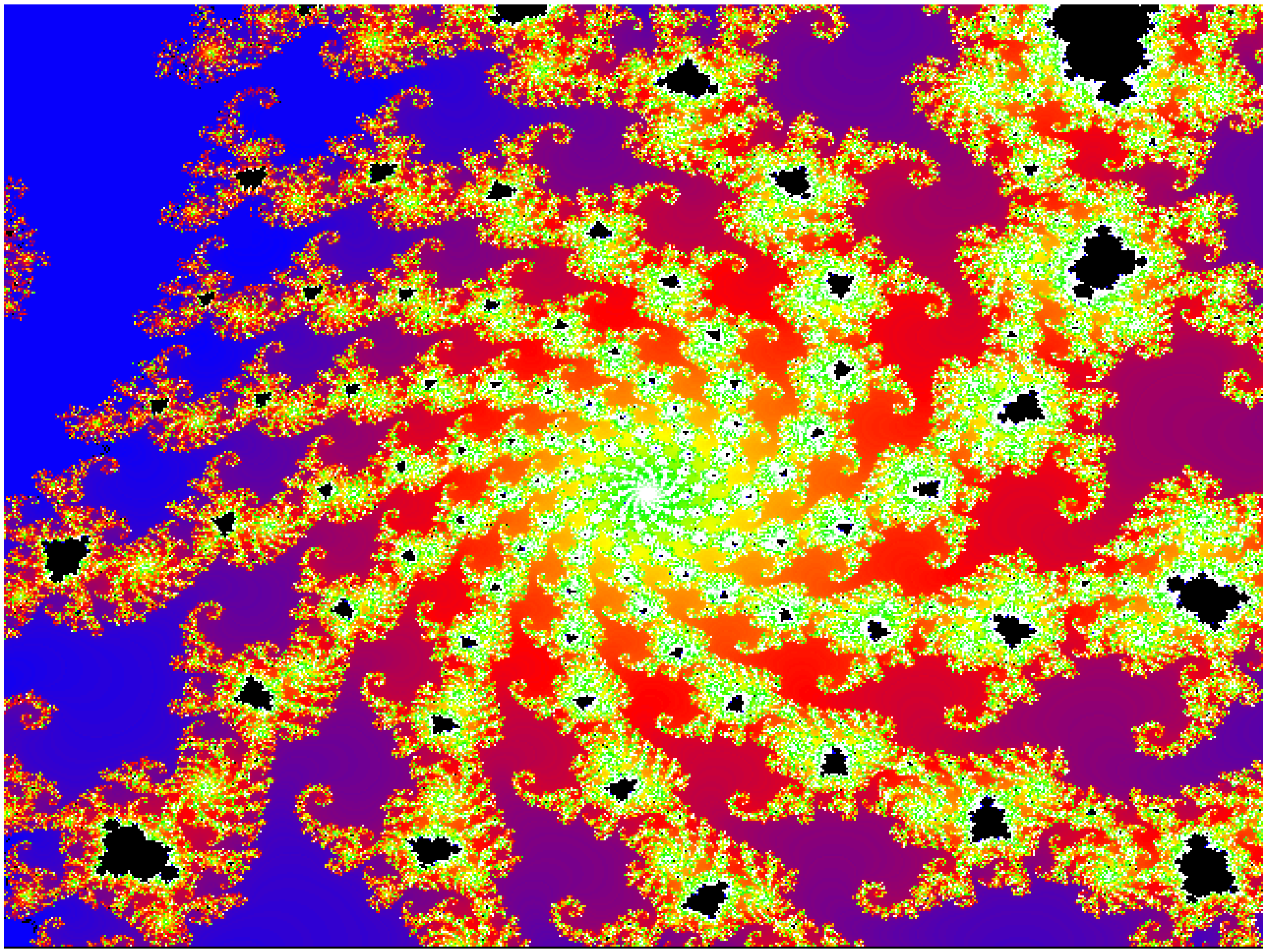
Examples of Fractals

- Clouds
- Grass
- Fire
- Modeling mountains (terrain)
- Coastline
- Branches of a tree
- Surface of a sponge
- Cracks in the pavement
- Designing antennae (www.fractenna.com)

Example: Mandelbrot Set



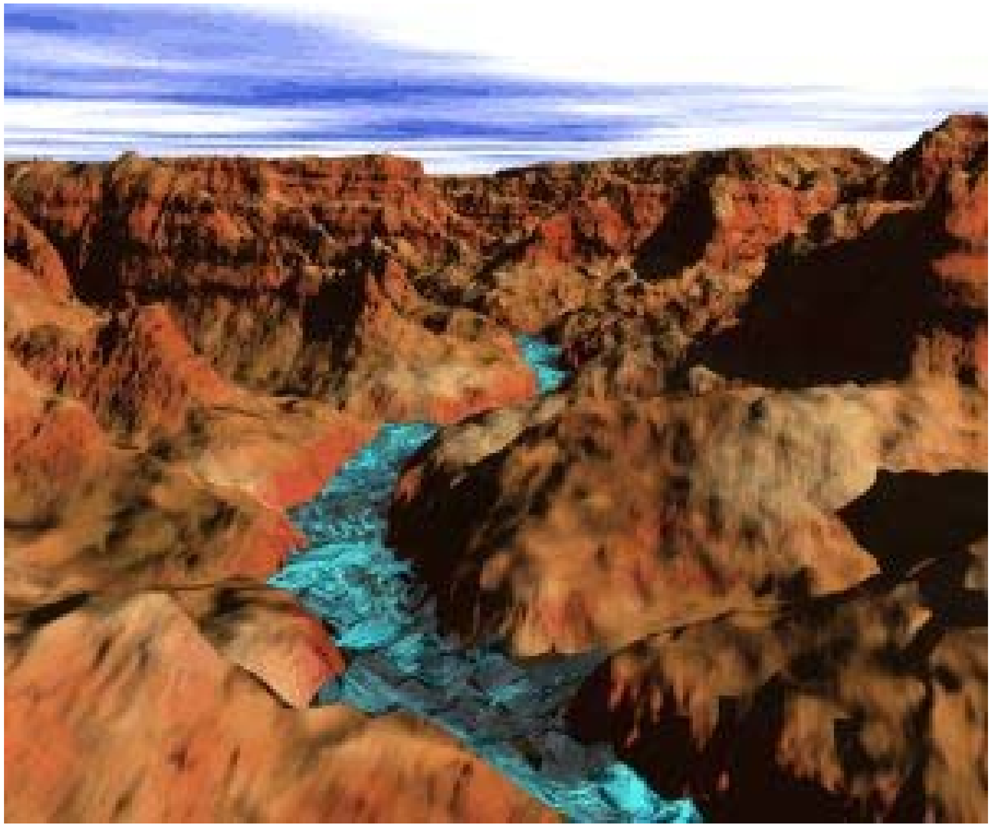
Example: Mandelbrot Set



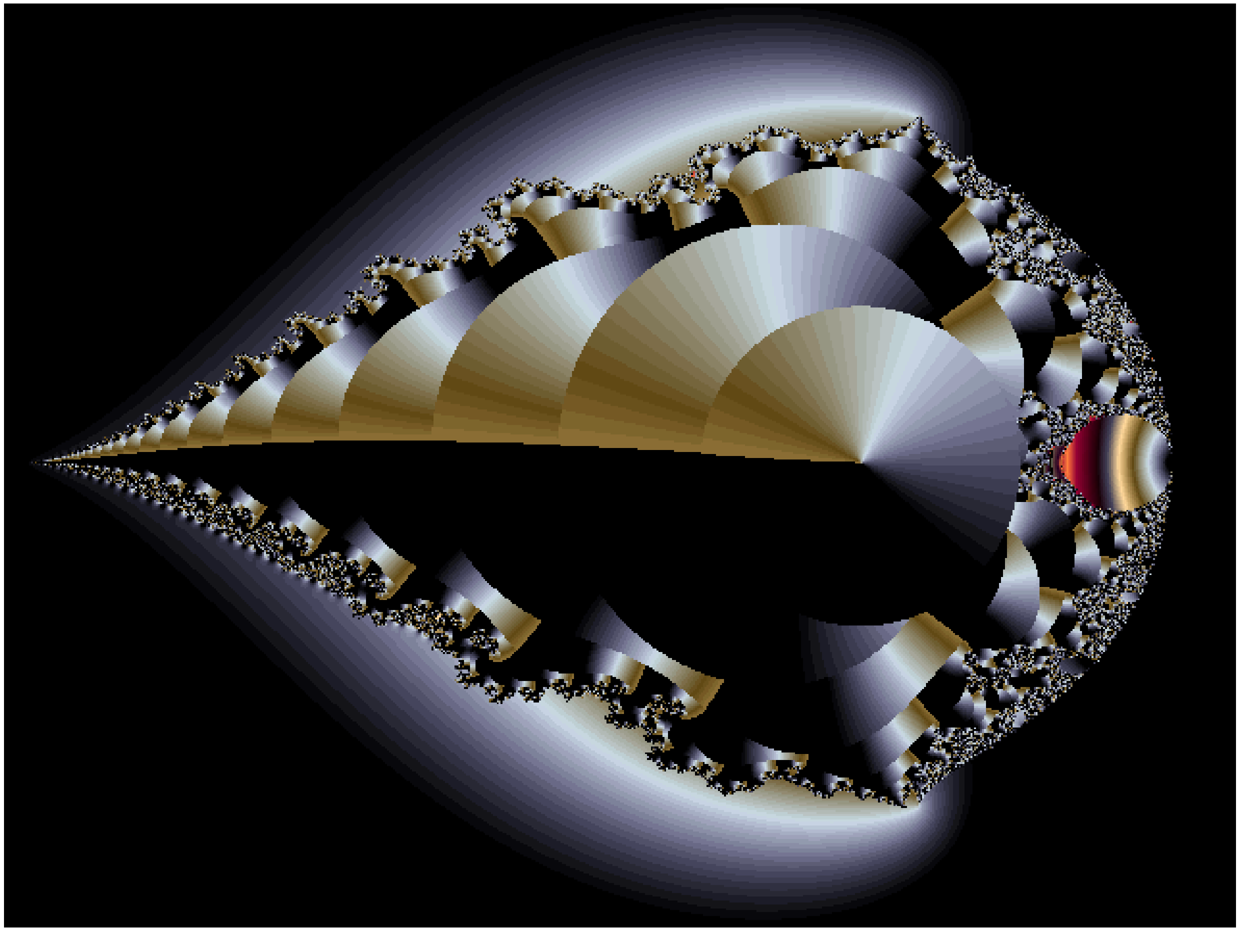
Example: Fractal Terrain

Courtesy: Mountain 3D Fractal Terrain software

Example: Fractal Terrain

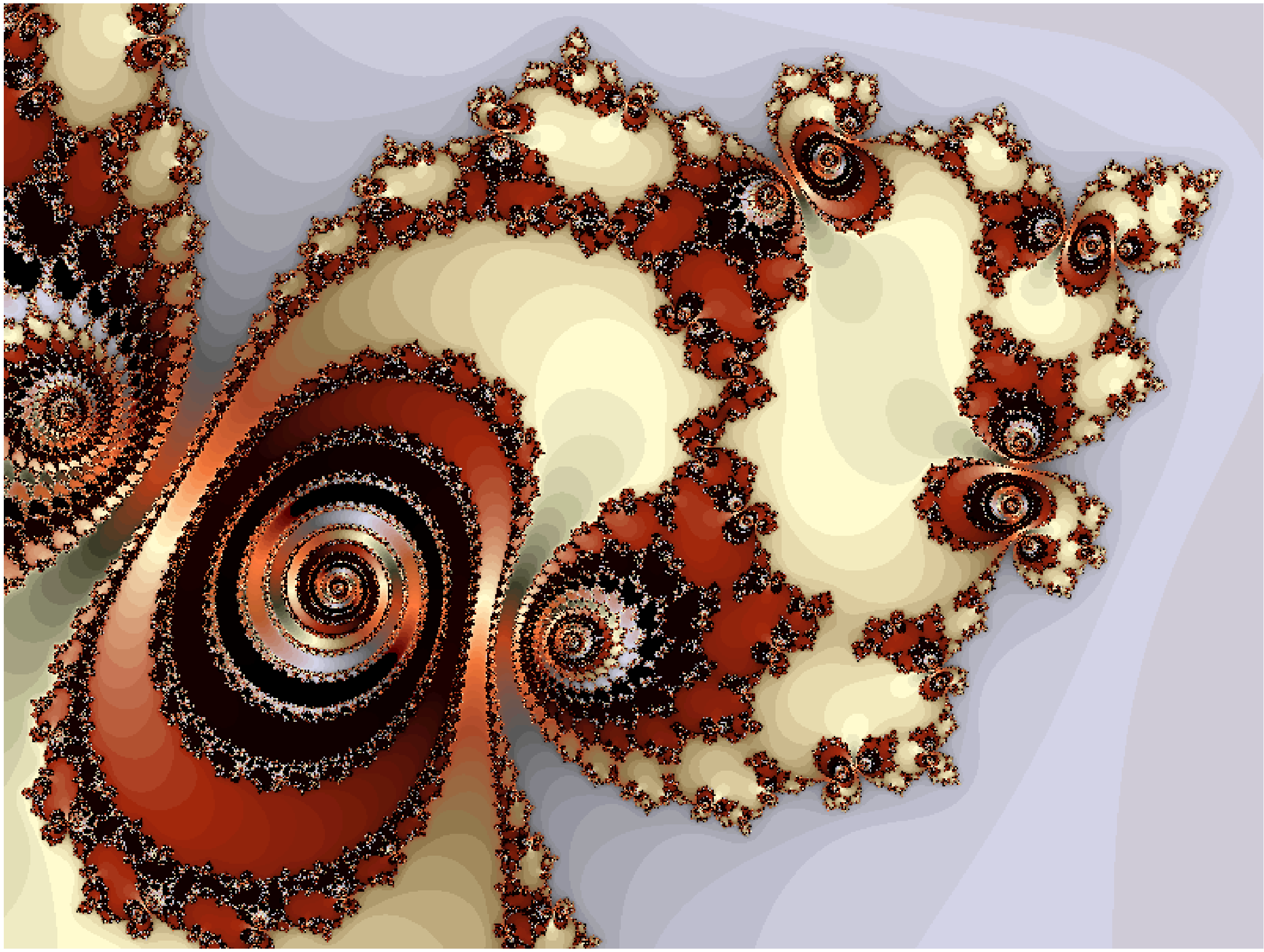


Example: Fractal Art



Courtesy: Internet Fractal Art Contest

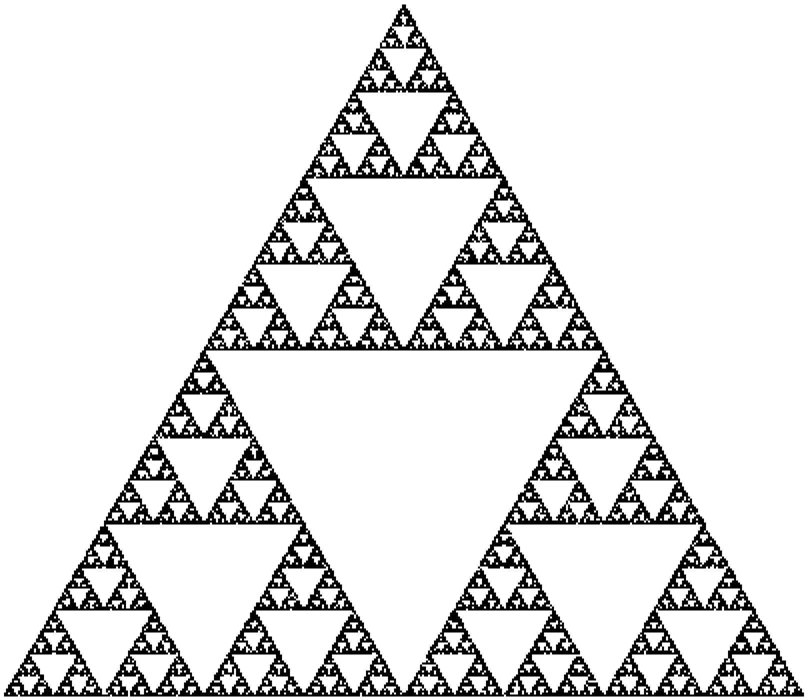
Application: Fractal Art



Courtesy: Internet Fractal Art Contest

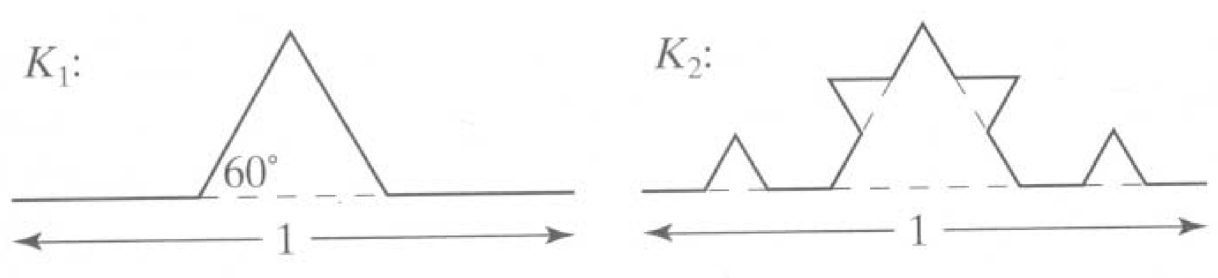
Recall: Sierpinski Gasket Program

- Popular fractal

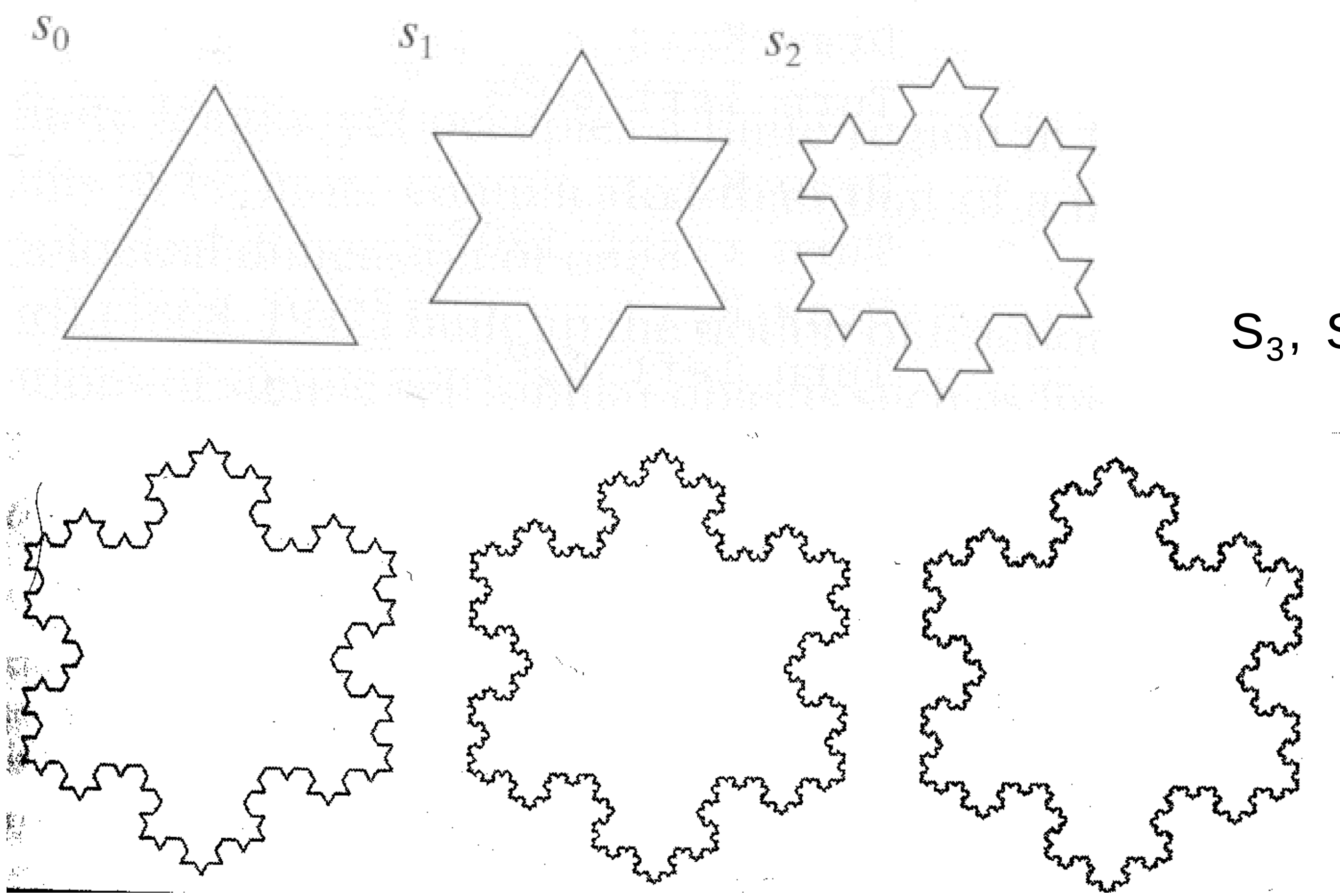


Koch Curves

- Discovered in 1904 by Helge von Koch
- Start with straight line of length 1
- Recursively:
  - Divide line into 3 equal parts
  - Replace middle section with triangular bump, sides of length 1/3
  - New length = 4/3



Koch Curves



S_3, S_4, S_5,

Koch Snowflakes

- Can form Koch snowflake by joining three Koch curves
- Perimeter of snowflake grows exponentially:

$$P_i = 3\left(4/3\right)^i$$

  where P_i is perimeter of the ith snowflake iteration
- However, area grows slowly and $S_\infty = 8/5$!!
- Self-similar:
  - zoom in on any portion
  - If *n* is large enough, shape still same
  - On computer, smallest line segment > pixel spacing

Koch Snowflakes

Pseudocode, to draw K_n:

If (n equals 0) draw straight line

Else{

Draw K_{n-1}

Turn left 60°

Draw K_{n-1}

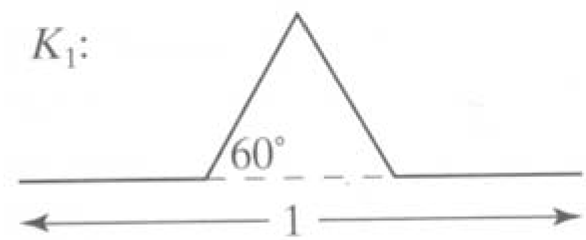
Turn right 120°

Draw K_{n-1}

Turn left 60°

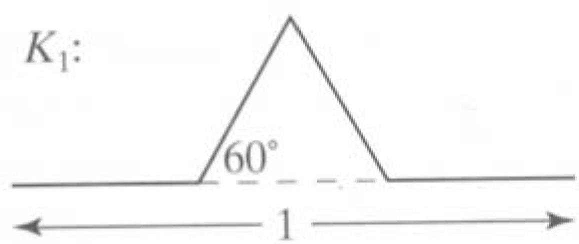
Draw K_{n-1}

}



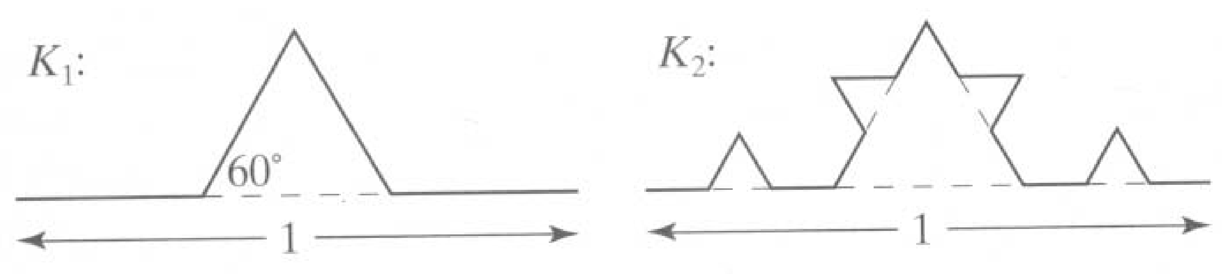
L-Systems: Lindenmayer Systems

- Express complex curves as simple set of **string-production** rules
- Example rules:
  - 'F': go forward a distance 1 in current direction
  - '+': turn right through angle ***A*** degrees
  - '-': turn left through angle ***A*** degrees
- Using these rules, can express koch curve as: "F-F++F-F"
- Angle ***A*** = 60 degrees



L-Systems: Koch Curves

- Rule for Koch curves is F -> F-F++F-F
- Means each iteration replaces every ‘F’ occurrence with “F-F++F-F”
- So, if initial string (called the **atom**) is ‘F’, then
- S_1 =“F-F++F-F”
- S_2 =“F-F++F-F- F-F++F-F++ F-F++F-F- F-F++F-F”
- S_3 = …..
- Gets very large quickly



Iterated Function Systems (IFS)

- Recursively call a function
- Does result converge to an image? What image?
- IFS's converge to an image
- Examples:
  - The Mandelbrot set
  - The Fern

Mandelbrot Set

- Based on iteration theory
- Function of interest:

$$f(z) = (s)^2 + c$$

- Sequence of values (or orbit):

$$d_1 = (s)^2 + c$$
$$d_2 = ((s)^2 + c)^2 + c$$
$$d_3 = (((s)^2 + c)^2 + c)^2 + c$$
$$d_4 = ((((s)^2 + c)^2 + c)^2 + c)^2 + c$$

Mandelbrot Set

- Orbit depends on *s* and *c*
- Basic question,:
  - For given *s* and *c,*
    - does function stay finite? (within Mandelbrot set)
    - explode to infinity? (outside Mandelbrot set)
- Definition: if |d| < 1, orbit is finite else inifinite
- Examples orbits:
  - *s* = 0, *c* = -1, orbit = 0,-1,0,-1,0,-1,0,-1,…..*finite*
  - *s* = 0, *c* = 1, orbit = 0,1,2,5,26,677…… *explodes*

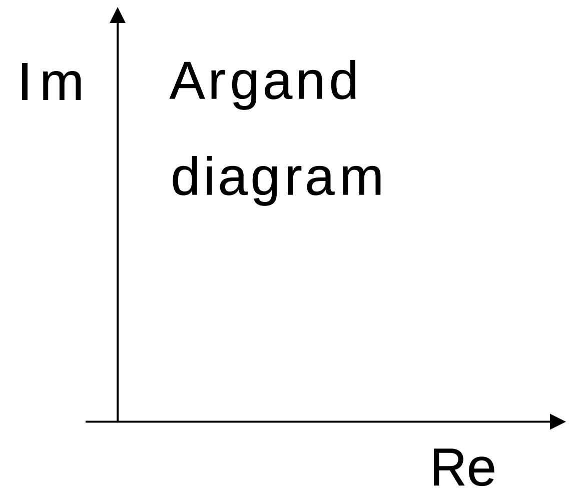
Mandelbrot Set

- Mandelbrot set: use complex numbers for *c* and *s*
- Always set $s = 0$
- Choose c as a complex number
- For example:
  - $s = 0$, $c = 0.2 + 0.5i$
- Hence, orbit:
  - $0, \quad c, \quad c^2 + c, \quad (c^2 + c)^2 + c, \ldots\ldots\ldots$
- Definition: Mandelbrot set includes all finite orbit *c*

Mandelbrot Set

- Some complex number math:

$$i * i = -1$$



- Example:

$$2i * 3i = -6$$

- Modulus of a complex number, z = ai + b:

$$|z| = \sqrt{a^2 + b^2}$$

- Squaring a complex number:

$$(x + yi)^2 = (x^2 - y^2) + (2xy)i$$

Mandelbrot Set

- Calculate first 3 terms
  - with s=2, c=-1
  - with s = 0, c = -2+i

Mandelbrot Set

- Calculate first 3 terms
  - with s=2, c=-1, terms are

$$2^2 - 1 = 3$$
$$3^2 - 1 = 8$$
$$8^2 - 1 = 63$$

  - with s = 0, c = -2+i

$$(x + yi)^2 = (x^2 - y^2) + (2xy)i$$

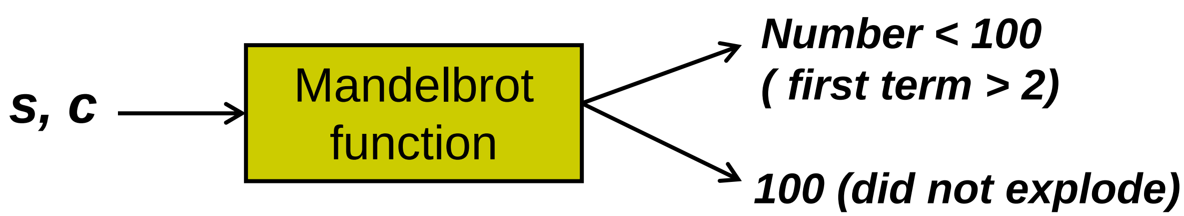
$$0 + (-2 + i) = -2 + i$$
$$(-2 + i)^2 + (-2 + i) = 1 - 3i$$
$$(1 - 3i)^2 + (-2 + i) = -10 - 5i$$

Mandelbrot Set

- **Fixed points:** Some complex numbers converge to certain values after *x* iterations.
- **Example:**
  - s = 0, *c* = -0.2 + 0.5i converges to –0.249227 + 0.333677i after 80 iterations
  - **Experiment:** square –0.249227 + 0.333677i and add -0.2 + 0.5i
- Mandelbrot set depends on the fact the convergence of certain complex numbers

Mandelbrot Set Routine

- Math theory says calculate terms to **infinity**
- Cannot iterate forever: our program will hang!
- Instead iterate 100 times
- **Math theorem:**
  - if no term has exceeded 2 after 100 iterations, never will!
- Routine returns:
  - Number of times iterated before modulus exceeds 2, *or*
  - 100, if modulus doesn't exceed 2 after 100 iterations



Mandelbrot dwell( ) function

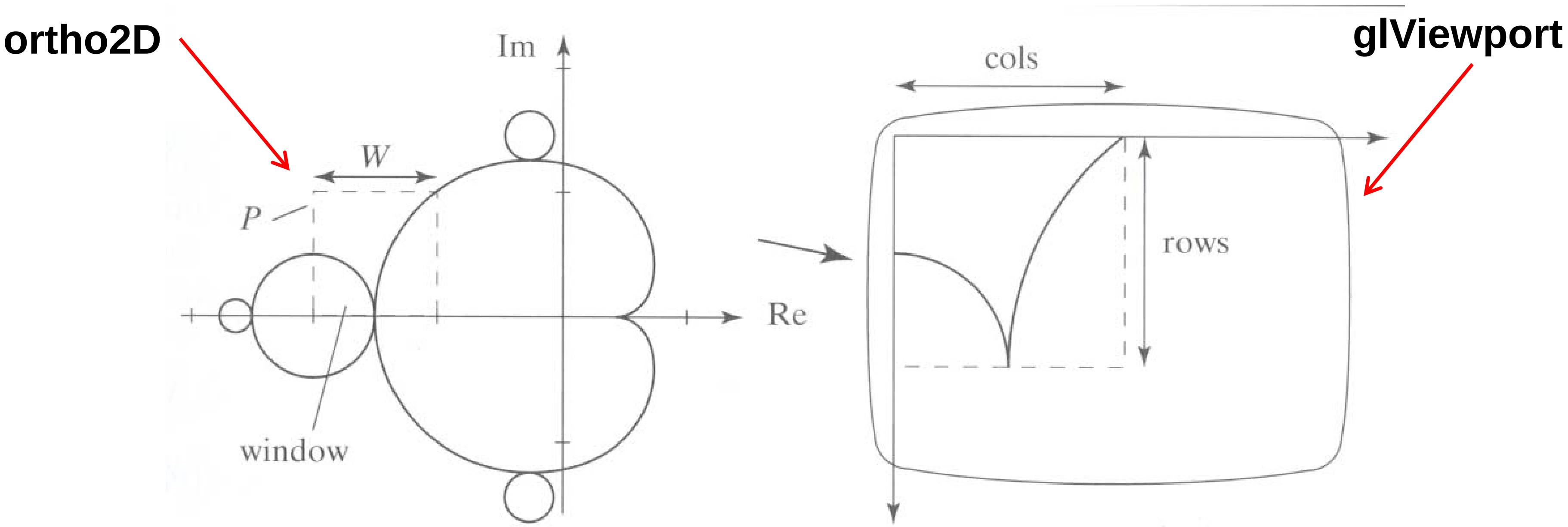
$$(x+yi)^2 = (x^2 - y^2) + (2xy)i$$

$$(x+yi)^2 + (c_X + c_Y i) = [(x^2 - y^2) + c_X] + (2xy + c_Y)i$$

```
int dwell(double cx, double cy)
{ // return true dwell or Num, whichever is smaller
   #define Num 100 // increase this for better pics

   double tmp, dx = cx, dy = cy, fsq = cx*cx + cy*cy;
   for(int count = 0;count <= Num && fsq <= 4; count++)
   {
        tmp = dx;      // save old real part
        dx = dx*dx – dy*dy + cx; // new real part
        dy = 2.0 * tmp * dy + cy; // new imag. Part
        fsq = dx*dx + dy*dy;
   }
   return count; // number of iterations used
}
```

Mandelbrot Set

- Map real part to x-axis
- Map imaginary part to y-axis
- Decide range of complex numbers to investigate. E.g:
  - X in range [-2.25: 0.75], Y in range [-1.5: 1.5]
- Choose your viewport. E.g:
  - Viewport = [V.L, V.R, V.B, V.T]= [60,380,80,240]

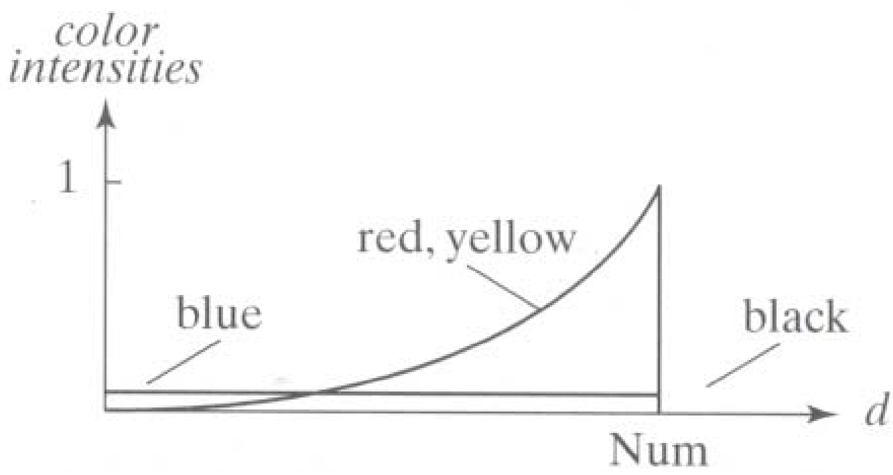


Mandelbrot Set

- So, for each pixel:
  - Compute corresponding point in world
  - Call your dwell( ) function
  - Assign color <Red,Green,Blue> based on dwell( ) return value
- Choice of color determines how pretty
- Color assignment:
  - Basic: In set (i.e. dwell( ) = 100), color = black, else color = white
  - Discrete: Ranges of return values map to same color
    - E.g 0 – 20 iterations = color 1
    - 20 – 40 iterations = color 2, etc.
  - Continuous: Use a function

Mandelbrot Set

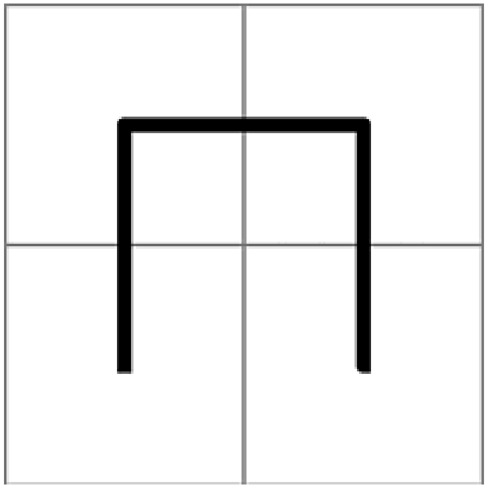
Use continuous function



The Fern

Hilbert Curve

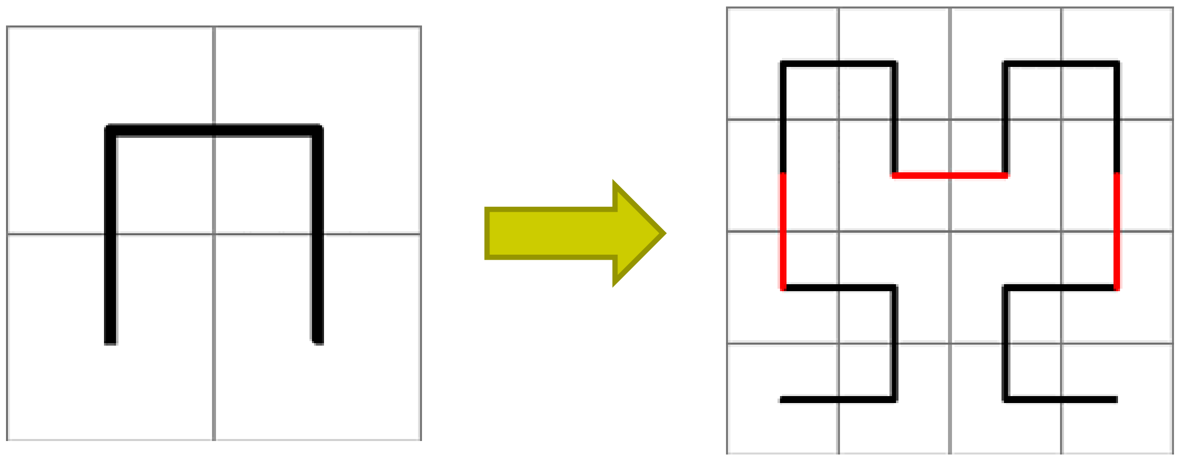
- Discovered by German Scientist, David Hilbert in late 1900s
- Space filling curve
- Drawn by connecting centers of 4 sub-squares, make up larger square.
- Iteration 0: To begin, 3 segments connect 4 centers in upside-down U shape



Iteration 0

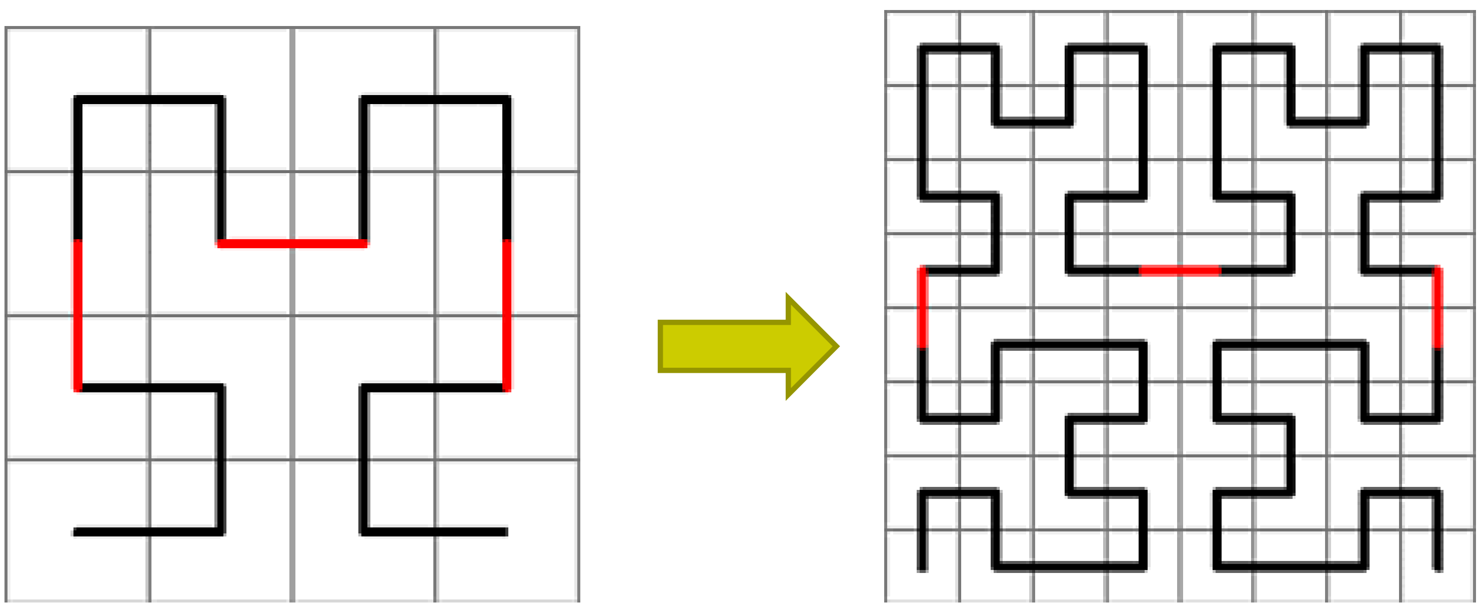
Hilbert Curve: Iteration 1

- Each of 4 squares divided into 4 more squares
- U shape shrunk to half its original size, copied into 4 sectors
- In top left, simply copied, top right: it's flipped horizontally
- In the bottom left, rotated 90 degrees clockwise,
- Bottom right, rotated 90 degrees counter-clockwise.
- 4 pieces connected with 3 segments, each of which is same size as the shrunken pieces of the U shape (in red)



Hilbert Curve: Iteration 2

- Each of the 16 squares from iteration 1 divided into 4 squares
- Shape from iteration 1 shrunk and copied.
- 3 connecting segments (shown in red) are added to complete the curve.
- Implementation? Recursion is your friend!!



FREE SOFTWARE

- Free fractal generating software
  - Fractint
  - FracZoom
  - Astro Fractals
  - Fractal Studio
  - 3DFract

References

- Angel and Shreiner, Interactive Computer Graphics, 6th edition, Chapter 9
- Hill and Kelley, Computer Graphics using OpenGL, 3rd edition, Appendix 4