

Contents

1	Tools for Intelligent Computer Graphics	1
1.1	Introduction.....	1
1.2	Elements of Artificial Intelligence for Computer Graphics.....	3
1.3	Problem resolution.....	5
1.3.1	General Considerations.....	5
1.3.2	Strategy games.....	5
1.3.3	Constraint satisfaction.....	6
1.3.3.1	The Resolution Process.....	7
1.3.3.2	Constraint Logic Programming on Finite Domains –CLP(FD).....	8
1.4	Expert Systems.....	9
1.4.1	Rules and inference engine of expert systems.....	10
1.4.2	Main strategies for applying rules.....	11
1.5	Machine-learning.....	11
1.5.1	Neural networks.....	12
1.5.2	Genetic algorithms.....	14
1.6	Artificial Intelligence and Computer Graphics.....	15
1.7	What is viewpoint complexity in Computer Graphics?.....	17
1.8	How to compute visual complexity?.....	18
1.8.1	Accurate visual complexity estimation.....	19
1.8.2	Fast approximate estimation of visual complexity.....	22
1.9	Conclusion.....	23
	References.....	24
2	Intelligent scene modeling.....	27
2.1	Introduction.....	27
2.2	Declarative scene modeling.....	28
2.2.1	The PolyFormes Declarative Scene Modeler.....	29
2.2.2	The MultiFormes Declarative Scene Modeler.....	29
2.2.3	The DE2MONS Declarative Scene Modeler.....	30
2.2.4	The VoluFormes Declarative Scene Modeler.....	30
2.3	The description phase in declarative scene modeling.....	31
2.3.1	Set of rules and facts.....	31
2.3.2	Set of arithmetic or geometric constraints.....	32

2.4	The generation phase in declarative scene modeling.....	34
2.4.1	Set of rules and facts.....	34
2.4.2	Set of arithmetic or geometric constraints.....	41
2.4.3	Further generation improvements.....	49
2.4.3.1	Neural network-based machine-learning.....	50
2.4.3.2	Genetic algorithm-based machine-learning.....	56
2.5	The scene understanding phase in declarative scene modeling.....	59
2.6	Conclusion.....	61
	References.....	62
3	Scene understanding.....	65
3.1	Introduction.....	65
3.2	Static scene understanding.....	66
3.3	Non degenerated views.....	67
3.4	Direct approximate viewpoint calculation.....	68
3.5	Iterative viewpoint calculation.....	70
3.5.1	The viewpoint quality criterion.....	74
3.5.2	Fast viewpoint quality calculation.....	75
3.6	Information theory-based viewpoint calculation.....	76
3.7	Total curvature-based viewpoint calculation.....	78
3.8	Mesh Saliency-based viewpoint calculation.....	81
3.9	Object understanding-based viewpoint calculation.....	82
3.10	A priori viewpoint calculation.....	85
3.10.1	Processing of form properties.....	88
3.10.2	Processing of placement properties.....	89
3.11	Conclusion.....	92
	References.....	93
4	Virtual World Exploration.....	95
4.1	Introduction.....	95
4.2	Global incremental online exploration.....	97
4.2.1	A heuristic method to guide the movement of a camera.....	99
4.2.2	Fast computation of good view directions.....	101
4.2.3	Camera movement heuristics.....	103
4.3	Viewpoint entropy-based online exploration.....	106
4.4	Goal-based global online exploration.....	108
4.4.1	Main principles of goal-based exploration.....	108
4.4.2	Implementation of exploration techniques and results.....	111
4.4.3	Discussion.....	115
4.5	Local incremental online exploration.....	117
4.5.1	Preprocessing: analysis of the scene.....	118
4.5.2	Determining the trajectory of the camera.....	120
4.5.3	Processing of a point of passage.....	122
4.5.4	Discussion.....	122

4.6	Minimal viewpoint set-based global offline Exploration.....	124
4.6.1	Computing an initial set of points of view.....	124
4.7	Total curvature-based global offline exploration.....	139
4.7.1	Offline construction of a visibility graph.....	139
4.7.2	Incremental computation of the camera trajectory.....	140
4.7.3	Further exploration of a virtual world.....	142
4.7.4	Some results.....	142
4.8	Local offline exploration.....	144
4.8.1	Construction of the visibility graph.....	144
4.8.2	Computation of pertinent views.....	145
4.8.3	Computation of camera trajectory.....	146
4.8.4	Improvements.....	148
4.9	Conclusion.....	151
	References.....	152
5	Improvements and applications.....	155
5.1	Introduction.....	155
5.2	Scene understanding and lighting.....	157
5.2.1	Absolute light source placement.....	158
5.2.2	Taking into account light source position.....	159
5.2.2.1	A naive first approach.....	160
5.2.2.2	Refining the method.....	162
5.2.2.3	Indirect lighting.....	163
5.2.2.4	Automatic computation of the best viewpoint.....	164
5.2.2.5	Automatic scene exploration.....	164
5.2.3	First results.....	165
5.2.4	Discussion.....	168
5.3	Viewpoint complexity and image-based modeling.....	169
5.3.1	Computing a minimal set of viewpoints – First method.....	169
5.3.2	Computing a minimal set of viewpoints – Second method.....	170
5.3.2.1	Evaluating camera positions.....	171
5.3.2.2	Computing a minimal set of camera positions.....	171
5.3.3	Some results.....	172
5.4	Viewpoint complexity and ray-tracing.....	172
5.5	Viewpoint complexity and molecular visualization.....	173
5.6	Conclusion.....	175
	References.....	176
6	Viewpoint Complexity in Radiosity.....	179
6.1	Introduction.....	179
6.2	Radiosity and form factors.....	180
6.2.1	The Hemi-cube Method for Computing Form Factors.....	181
6.2.2	The hemi-cube selective refinement technique.....	182
6.2.2.1	Selective Refinement	182

6.2.2.2	Selective Refinement for Computing Form Factors.....	183
6.3	Hemisphere subdivision techniques.....	187
6.3.1	Progressive refinement and Monte Carlo-based techniques.....	187
6.3.1.1	Progressive Radiosity.....	187
6.3.1.2	Monte-Carlo Radiosity.....	188
6.3.1.3	Monte-Carlo Progressive Radiosity.....	188
6.3.2	The first hemisphere subdivision technique.....	189
6.3.3	Evaluation of the first hemisphere subdivision method.....	192
6.3.4	A new approach of hemisphere subdivision.....	194
6.3.4.1	Preprocessing.....	194
6.3.4.2	Radiosity computation.....	196
6.3.5	Discussion and results.....	198
6.3.6	Conclusion.....	201
6.4	Pyramidal subdivision.....	202
6.4.1	Pyramidal hemisphere subdivision.....	202
6.4.2	Adaptive Pyramidal Subdivision.....	203
6.4.3	Regular Pyramidal Subdivision.....	205
6.4.4	Number of Objects Contained Into a Pyramid.....	207
6.4.5	Discussion and Results.....	209
6.4.6	How to improve viewpoint complexity estimation.....	211
6.5	More accurate Monte Carlo radiosity.....	212
6.5.1	Subdivision depending on the neighboring regions.....	213
6.5.1.1	Preprocessing.....	213
6.5.1.2	Radiosity computation.....	214
6.5.2	Independent processing of regions.....	214
6.5.2.1	Preprocessing.....	215
6.5.2.2	Radiosity computation.....	216
6.5.3	Discussion.....	216
6.6	Conclusion.....	216
	References.....	219
7	Scene understanding and human intelligence	221
7.1	Introduction	221
7.2	Main techniques for scene understanding	223
7.2.1	Best view computing for virtual worlds.....	223
7.2.2	Apparent contour extraction techniques.....	226
7.2.2.1	Image space algorithms	227
7.2.2.2	Hybrid algorithms	227
7.2.2.3	Object space algorithms	227
7.3	Understanding visually complex scenes	230
7.3.1	The selective refinement part.....	231
7.3.2	The code direction part.....	232
7.3.3	First results.....	234

Contents	XI
7.3.4 Discussion.....	237
7.4 Understanding scenes with hidden details.....	238
7.4.1 Using different rendering modes.....	239
7.4.2 Creating holes on the external surfaces of the scene.....	239
7.4.2.1 Using a preprocessing step.....	240
7.4.2.2 Suppression of useless polygons during rendering.....	240
7.4.2.3 Some results.....	240
7.5 Discussion.....	244
References.....	245