

A User Interface for Interactive Cinematic Shadow Design

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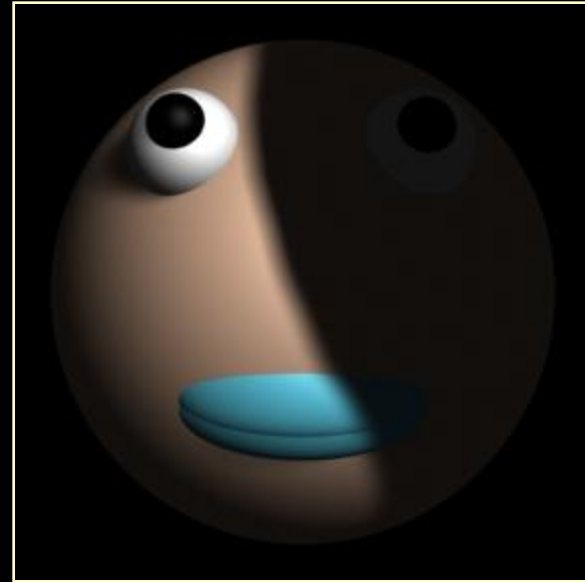
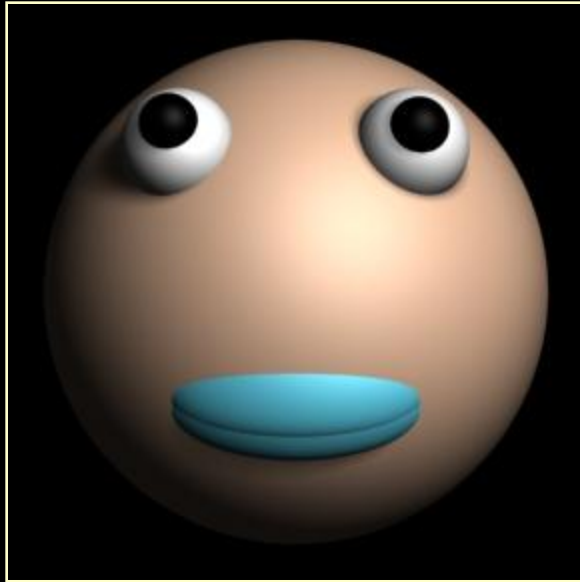
Parag Tole

Donald P. Greenberg

Program of Computer Graphics

Cornell University

Importance of Shadows



Shadow placement

- Shadow placement by directly transforming lights/objects is hard
 - Shadows depend
 - on lights positions
 - on objects positions
 - in a very unintuitive manner
 - Need to determine which light/object pair cast the shadow

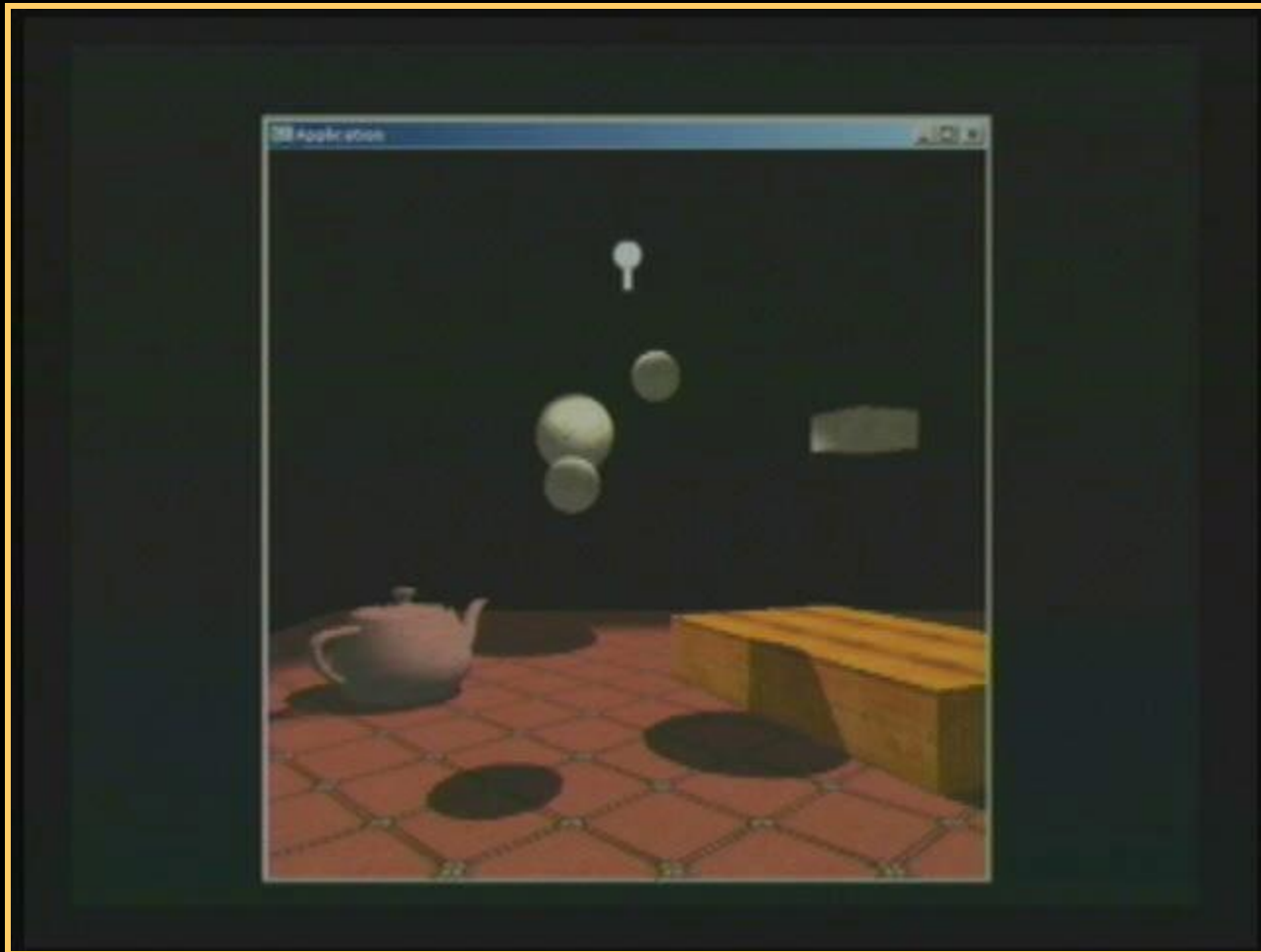
Previous work

- Interactive systems
 - Shadow volume manipulation [Poul92]
 - Not as intuitive as manipulating shadows
- Optimization-based systems
 - What you paint is only approximately what you get

Our approach

- Shadows are treated as **first class entities**
- Shadows transformations
 - displayed in realtime
 - quick user feedback
 - performed by a “click-and-drag” interface
 - mouse click: select shadow
 - mouse drag: move/scale/rotate shadow
 - on the surfaces of the scene
- All shadows are real!

Our approach - VIDEO



Shadow movement example

- Click on a shadow to select it
 - Light-object pair is selected



Shadow movement example

- Drag the shadow to a new position
 - Constrained on the surfaces of the scenes



Shadow movement example

- System rotates the light around the object

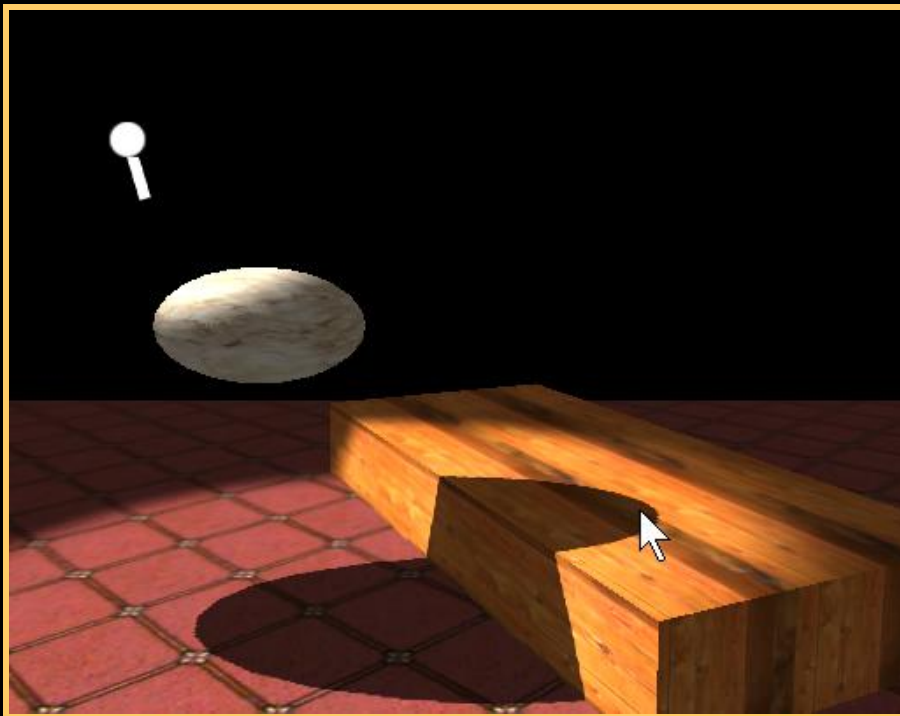


Light vs. Object transform

Move Light

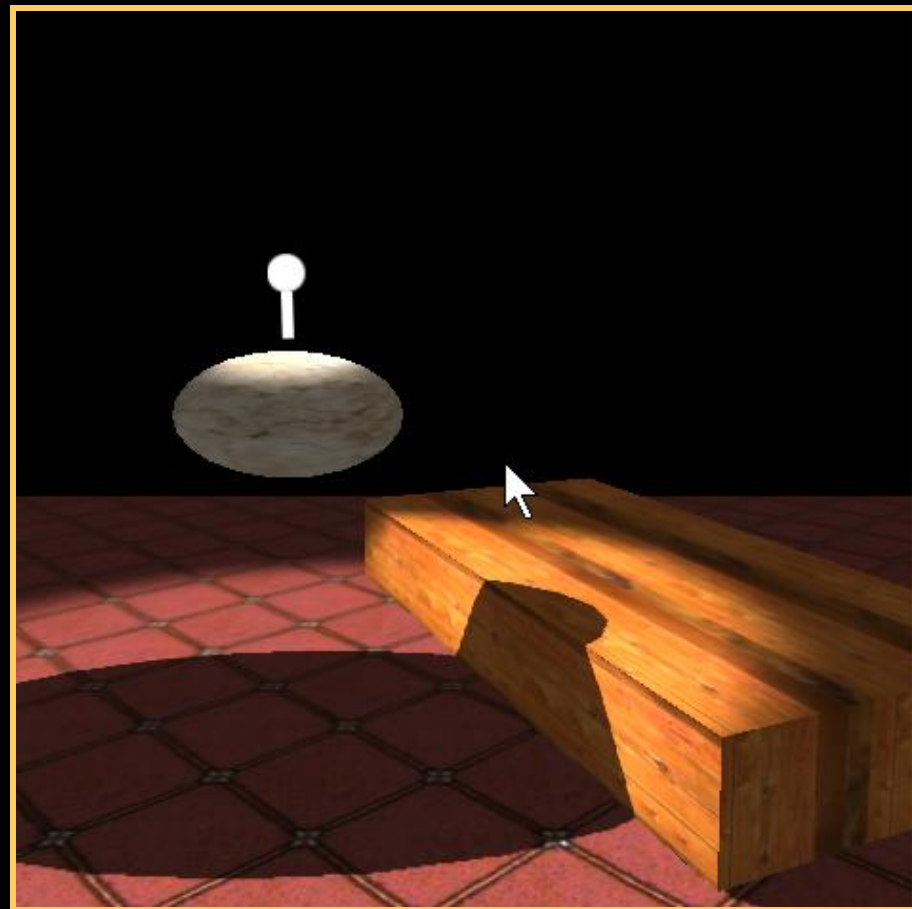


Move Object



Shadow scaling example

- System moves the light on the axis passing through the object center and the light



Light vs. Object transform

Move Light

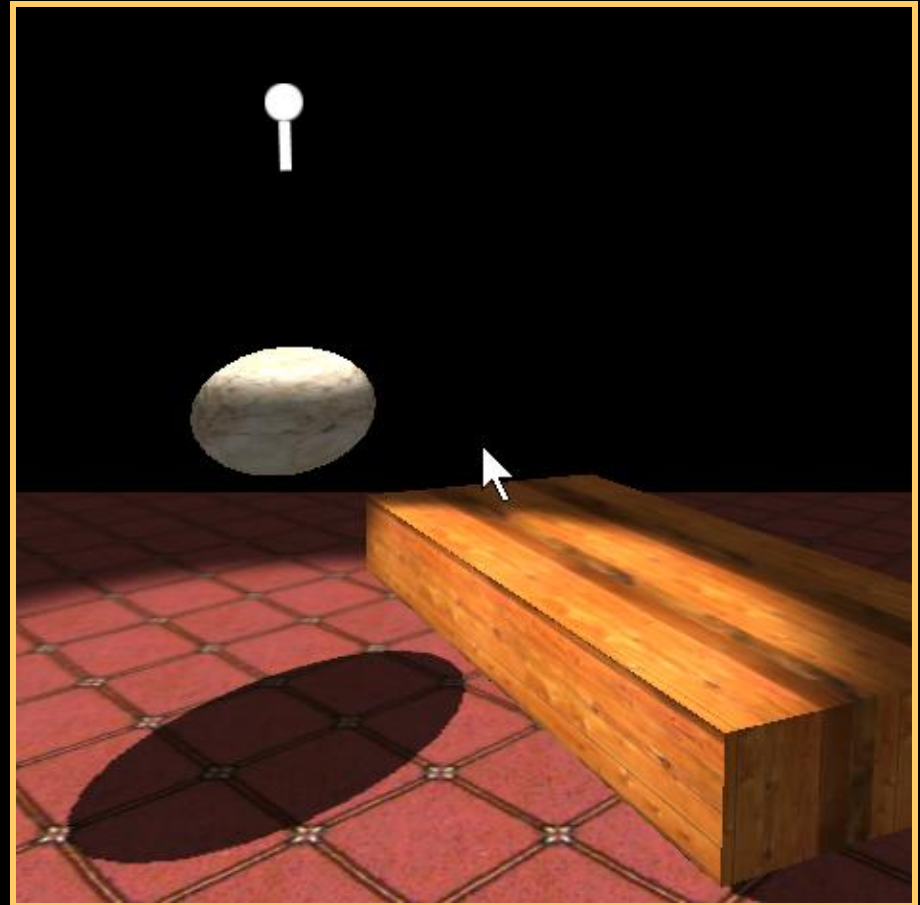
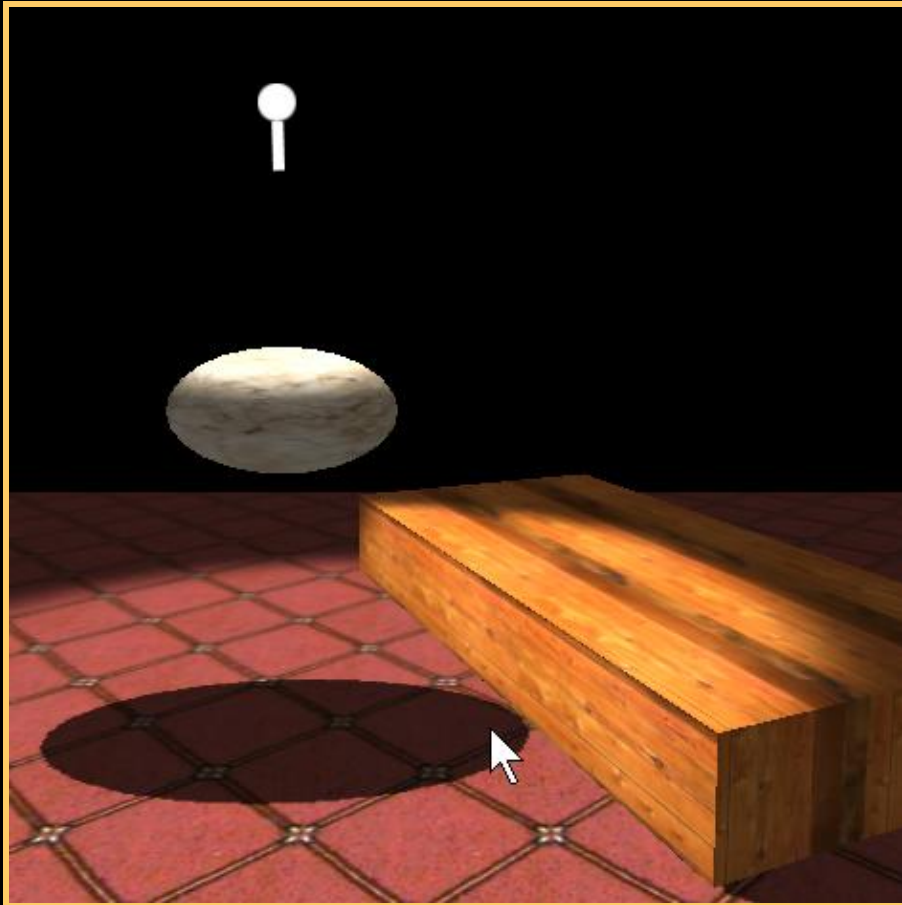


Move Object



Shadow rotation example

- System rotates the object around the axis passing through the object's center and the light



Handling multiple lights/objects

- Automatically select light/object pair



Handling multiple lights/objects

- Automatically select light/object pair

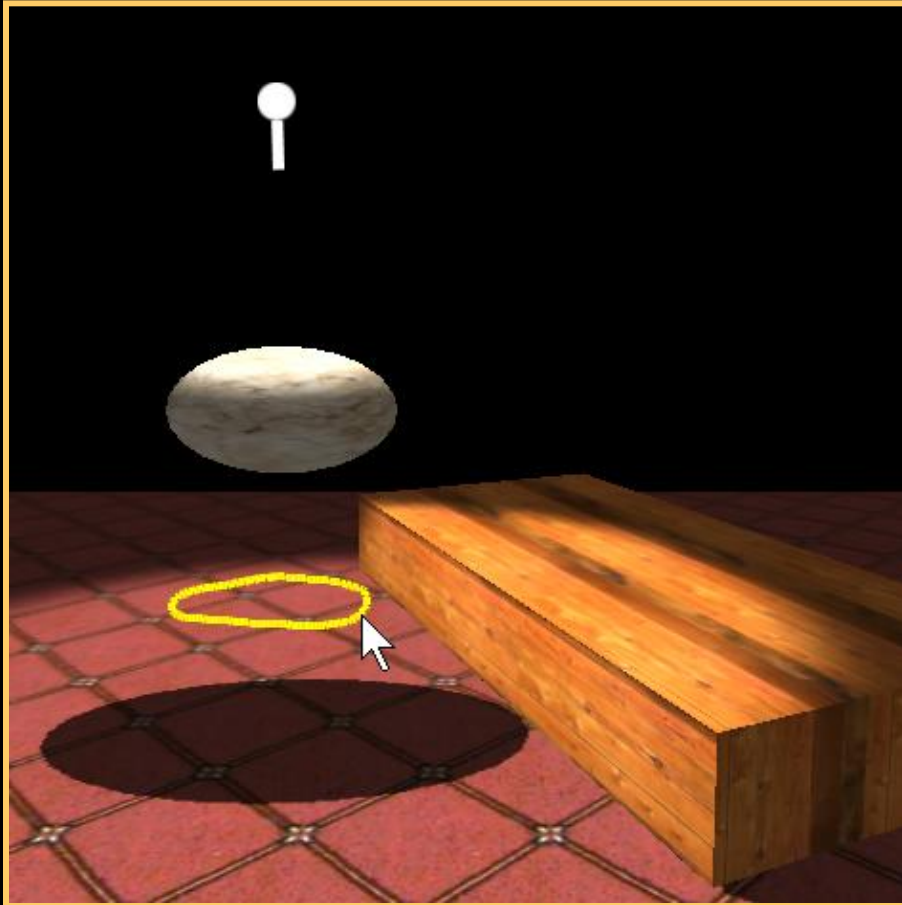


Constraints

- Complex environments remain hard
 - Transforming a shadow affects other shadows
- Solution: apply constraints to mouse motion
 - Intuitive specification of constraints

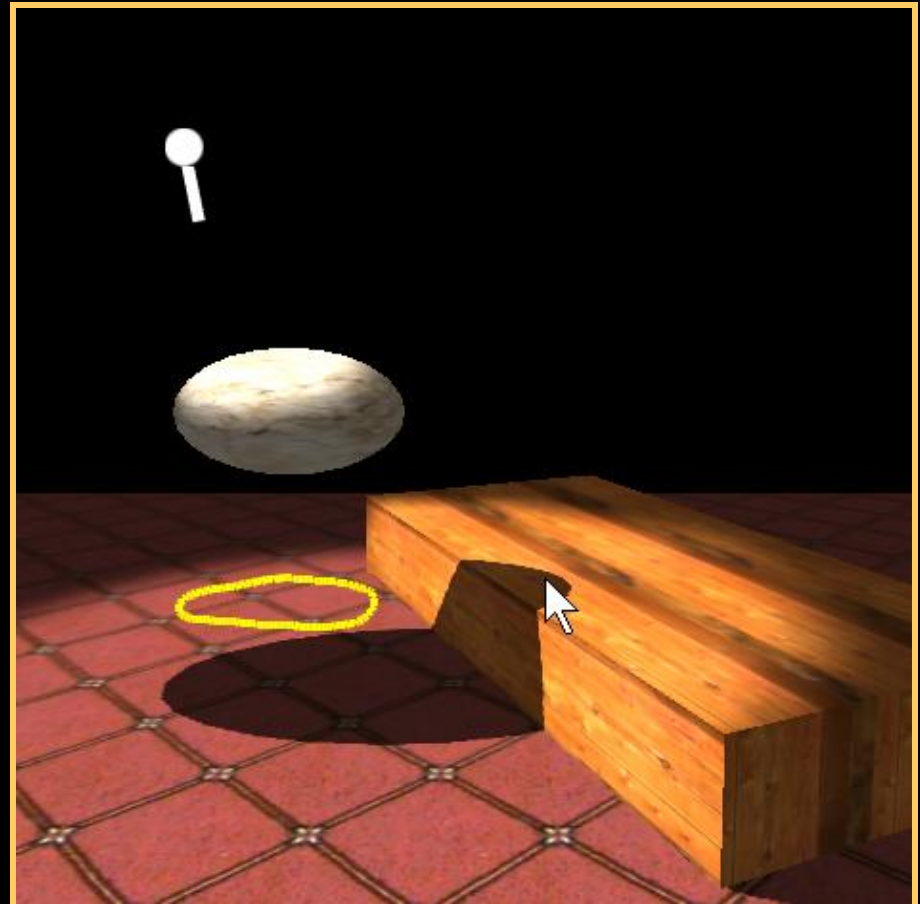
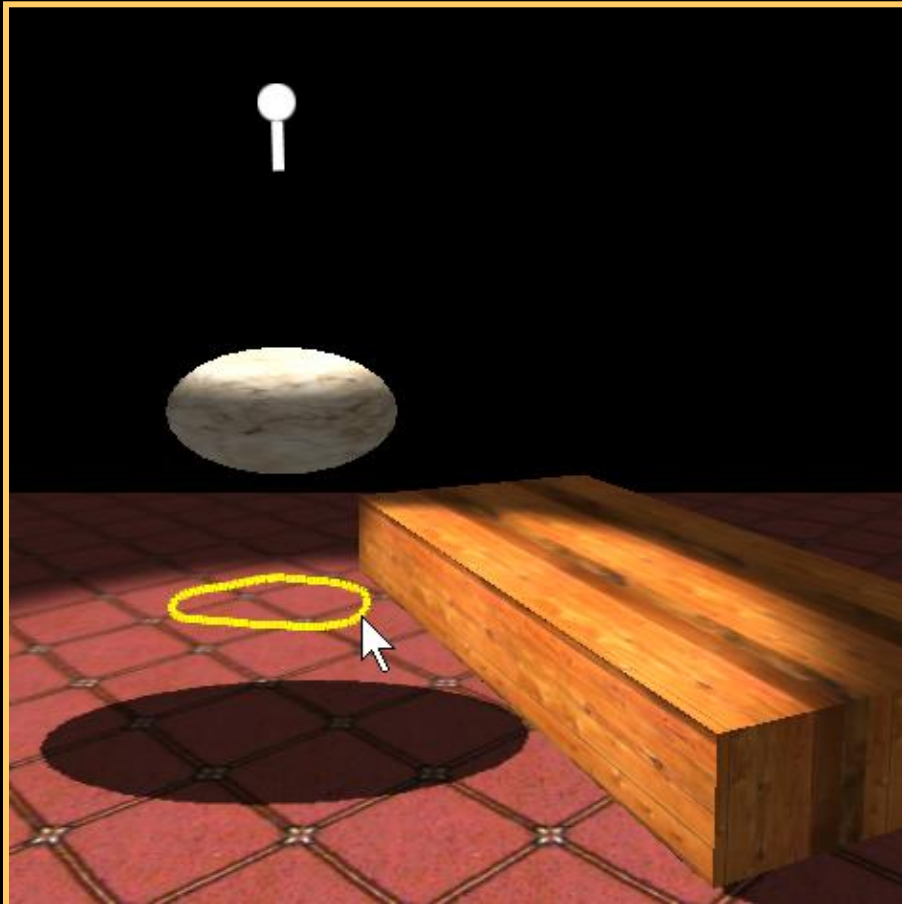
Constraints

- Painting metaphor for constraint specification



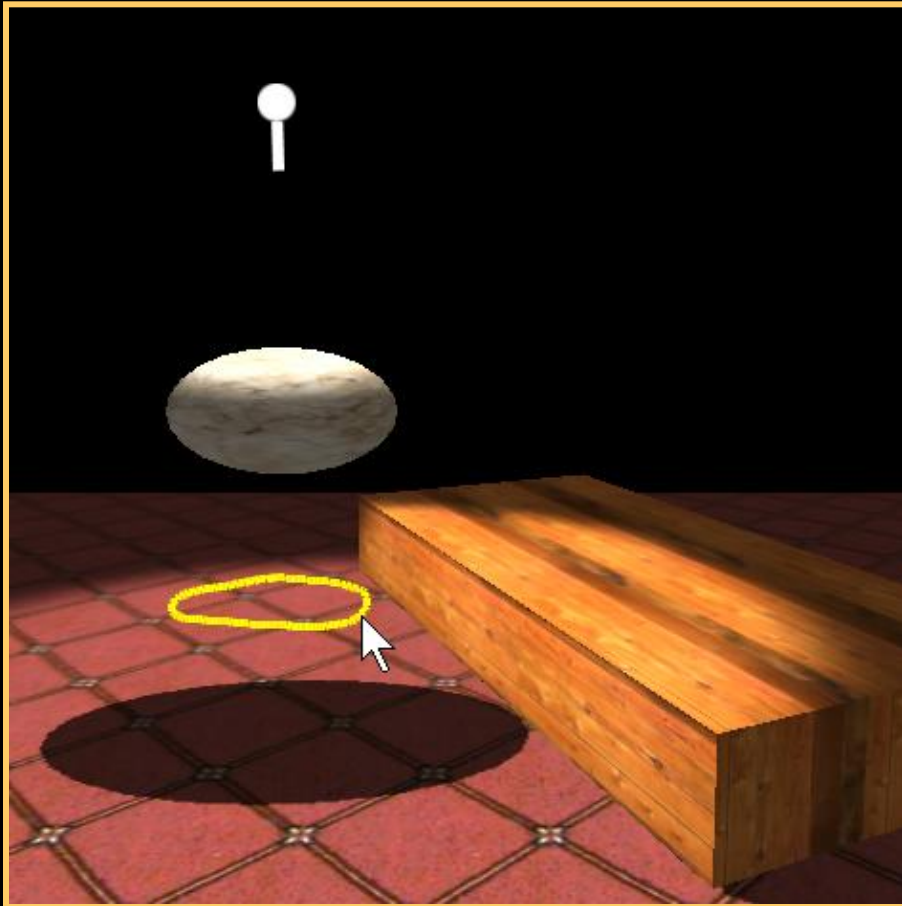
Constraints

- Shadows are updated when constraints are valid



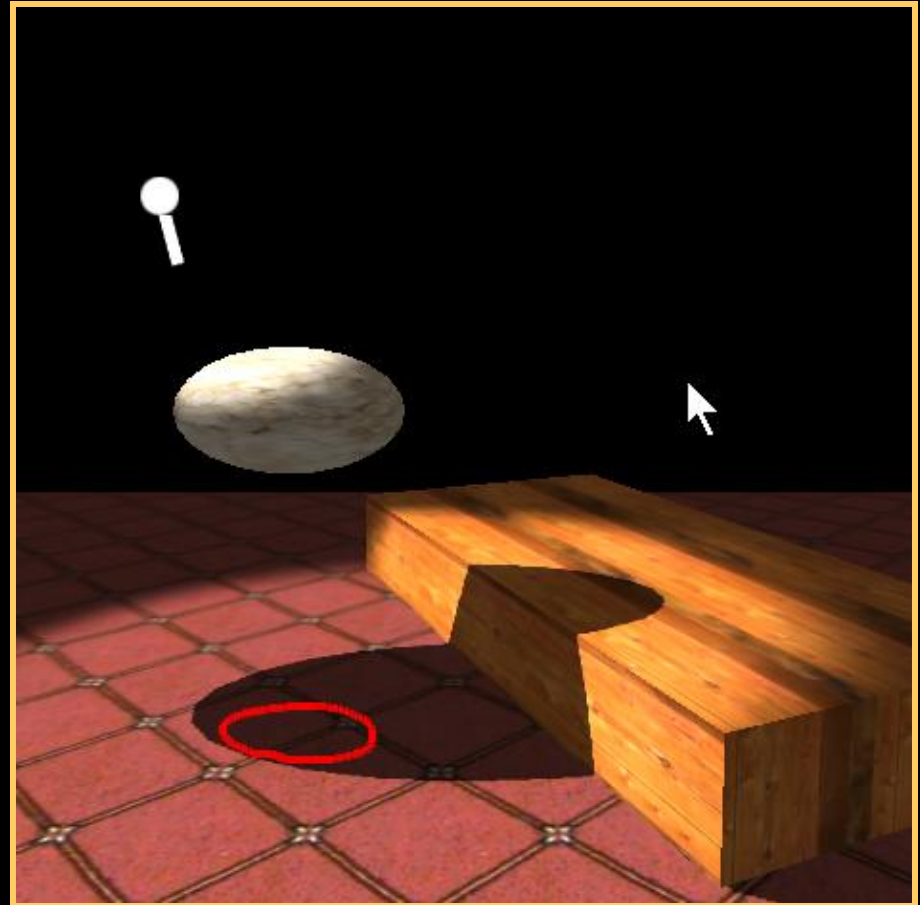
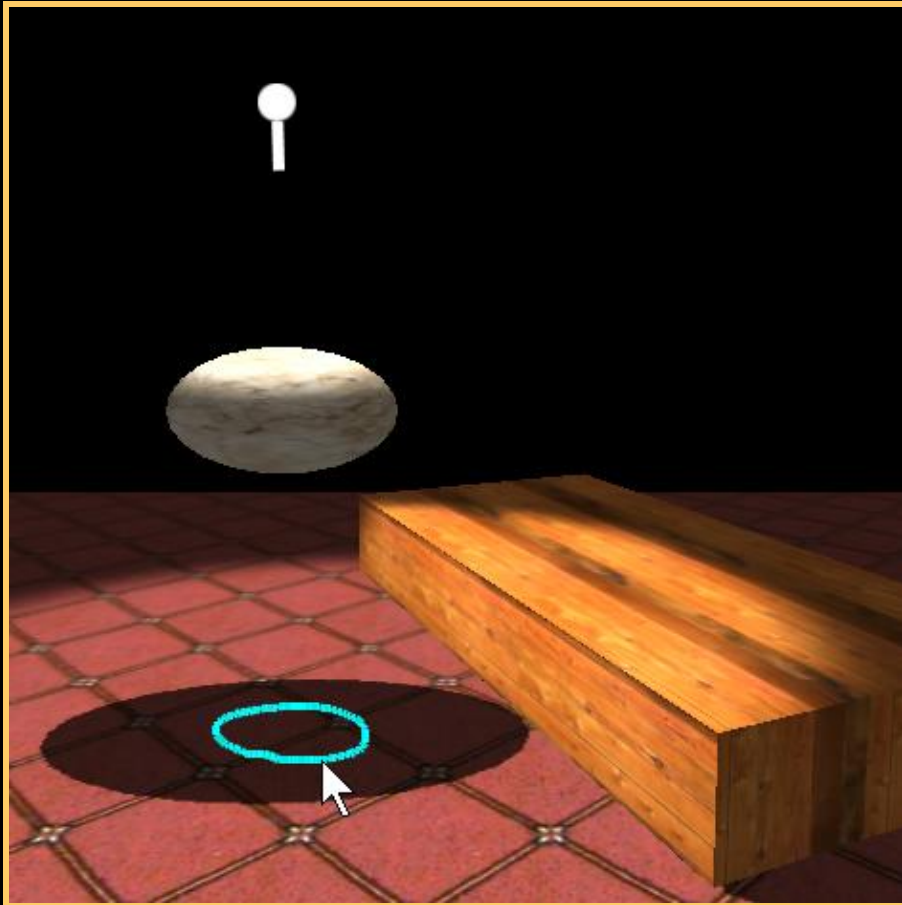
Constraints

- User is informed when constraints are invalid



Constraints

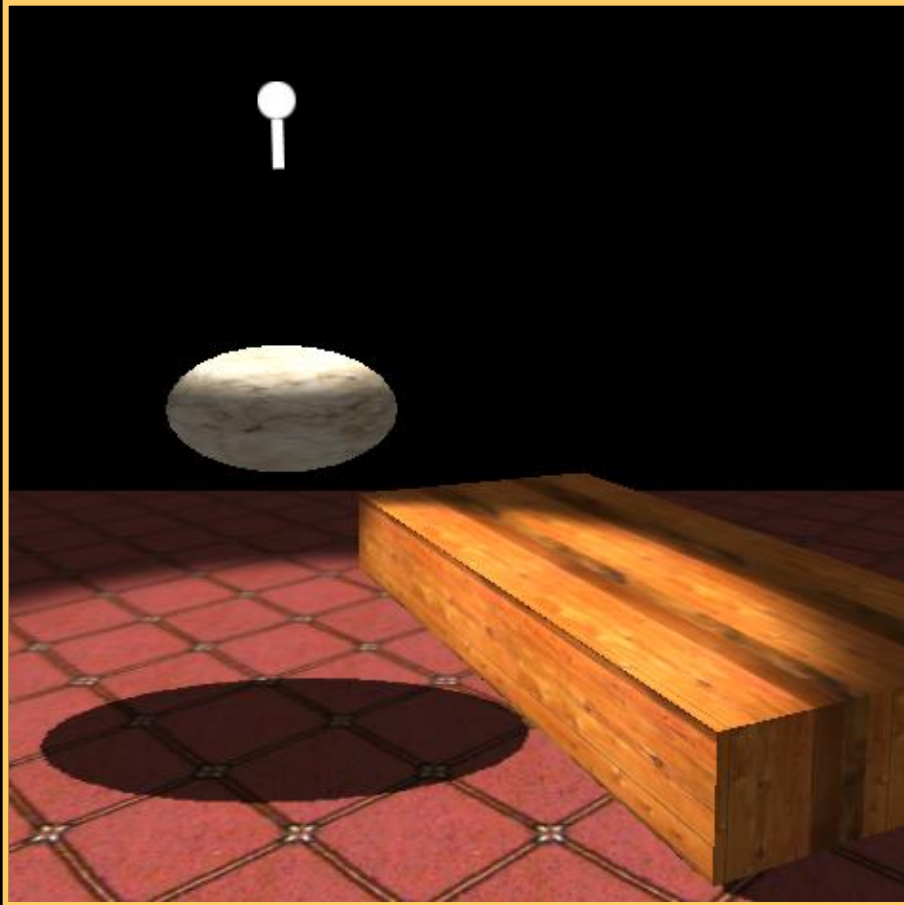
- Constraints for shadow regions



Shadow/Light Cookies

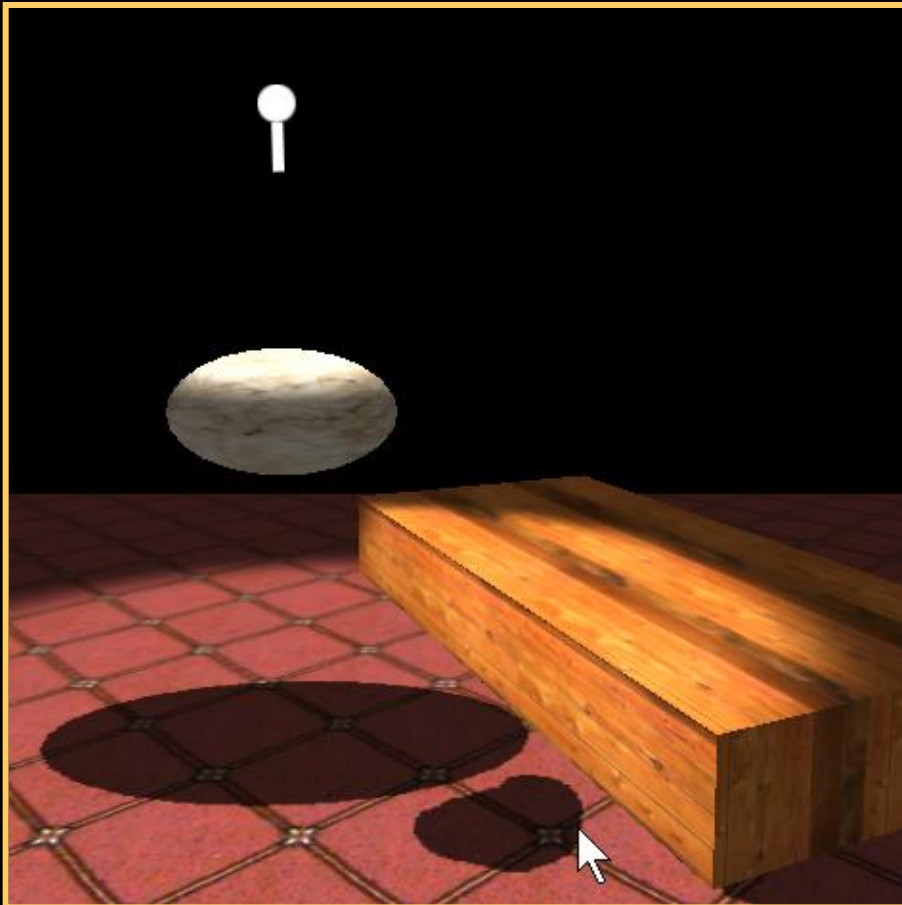
- Invisible “objects” used in cinematic lighting to add/remove shadows
 - Painting interface
 - First class objects

Shadow Cookies



Shadow Cookies

- Same painting interface used for constraints

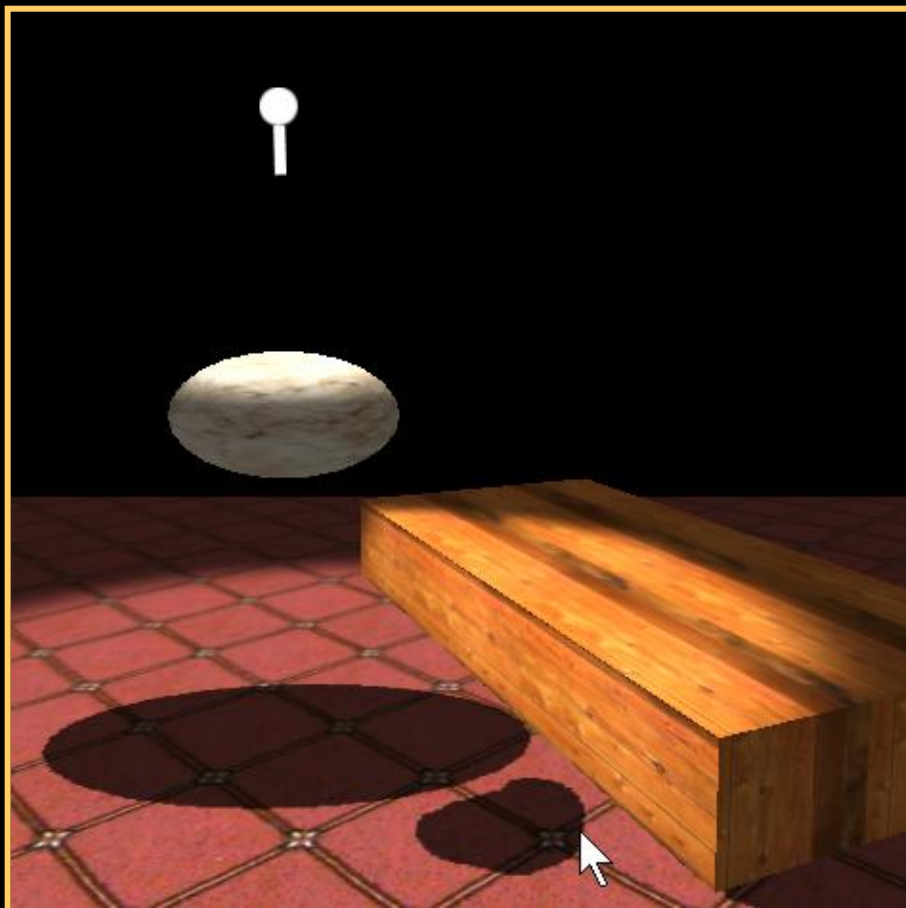


Shadow Cookies

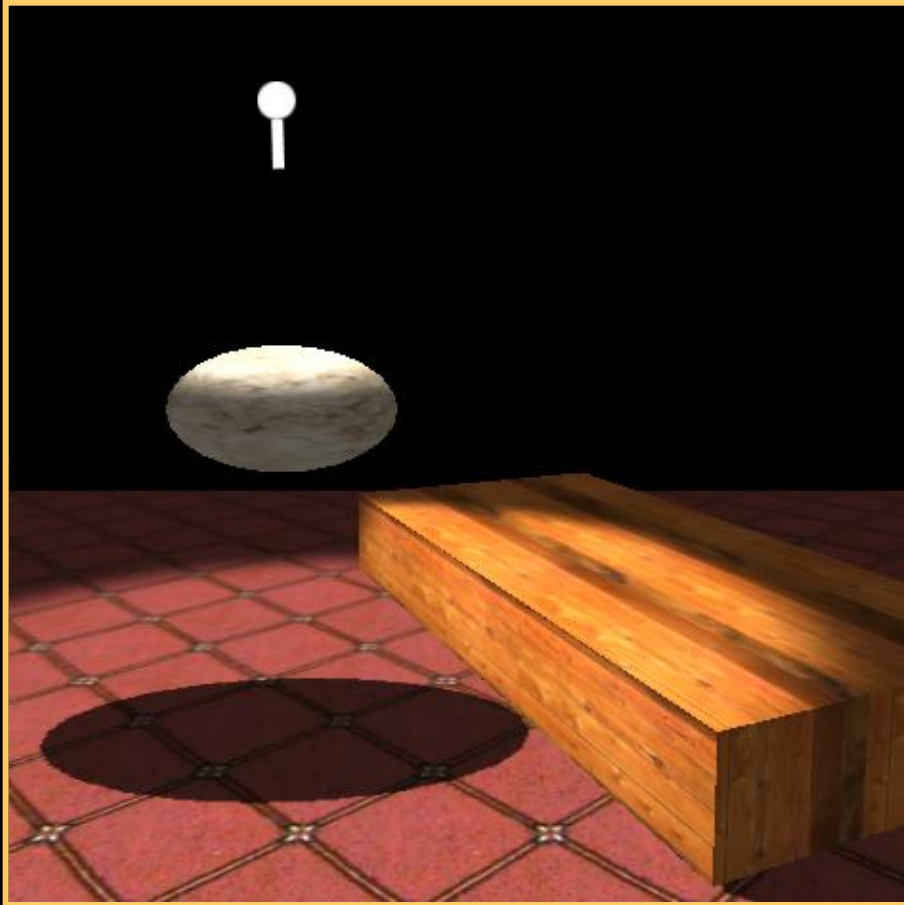
Attach to the light



Attach to the world

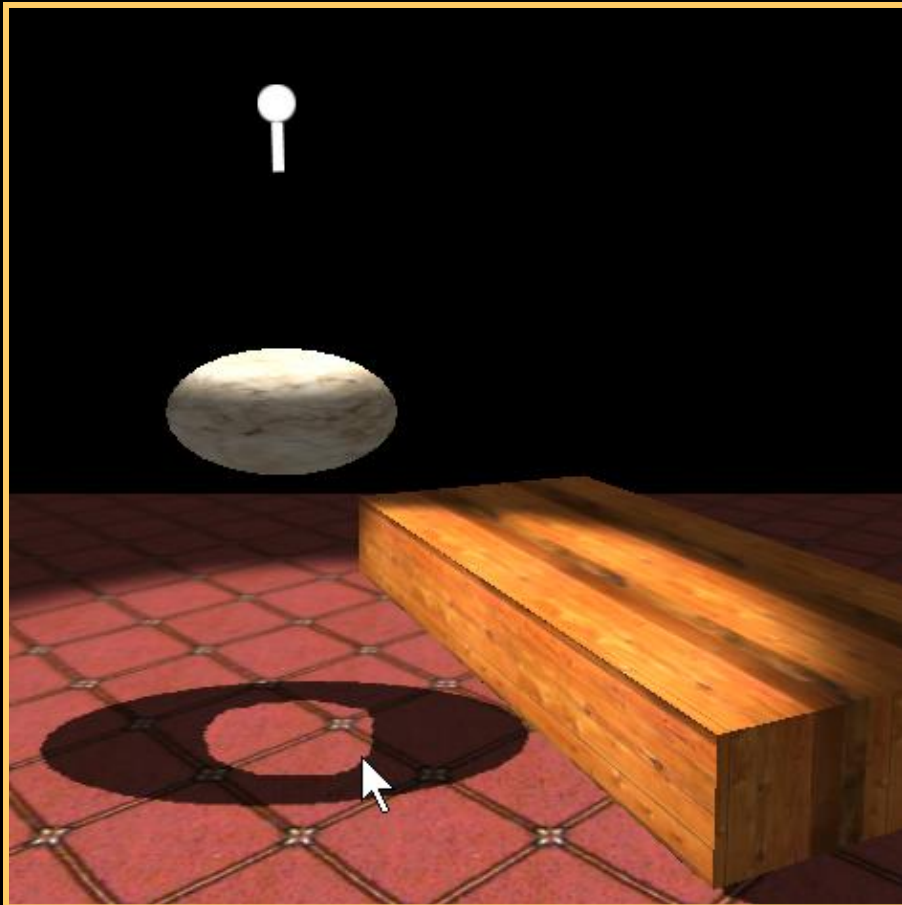


Light Cookies



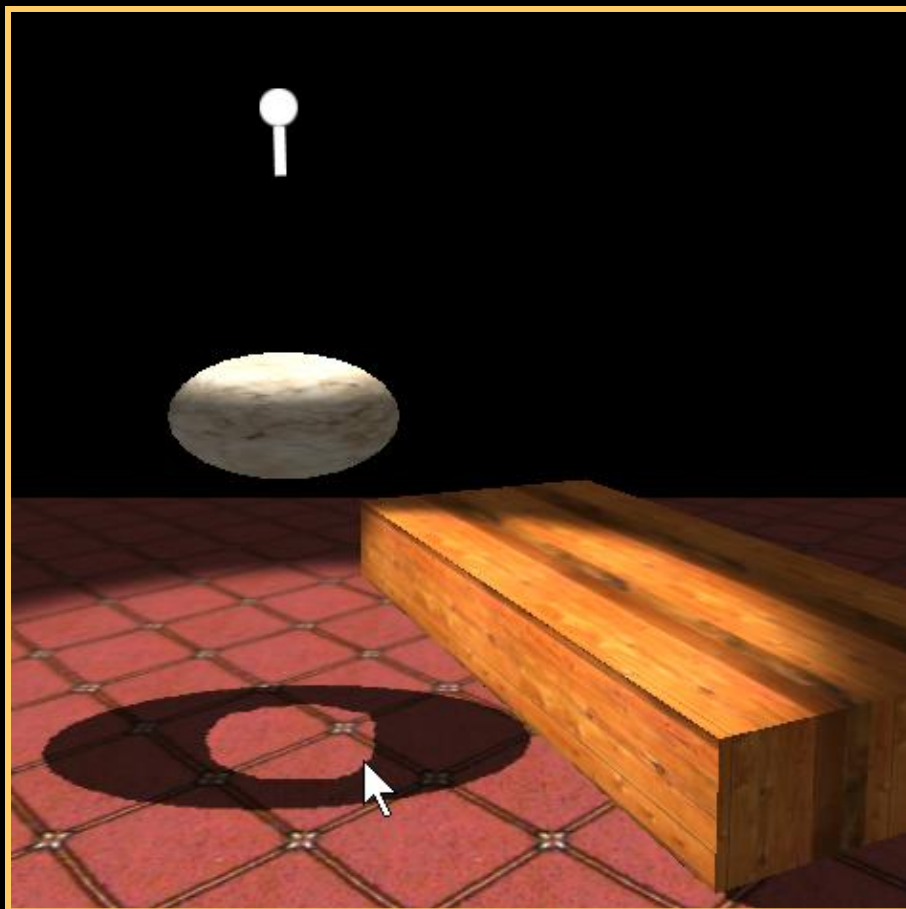
Light Cookies

- Same painting interface used for constraints



Light Cookies

Attach to the light



Attach to the world



Implementation details

- Requirements
 - Interactive update of shadows
 - Interactive validation of constraints
- Rendering
 - Hardware-assisted shadow maps
 - Multi-pass algorithm for multiple lights
- Constraints validation
 - Constraints represented as array of 3d points
 - Read back data from hardware for validation

Conclusion - VIDEO



Conclusion

- Shadows as first class entities
 - Interactive feedback to the user
 - Shadow transformations same as object ones
- Intuitive constraints specification
 - Interactive constraint validation
 - Limit mouse interaction when necessary
- Shadow cookies as first class objects

Future work

- Different input devices and UI metaphors
- Test scalability for complex environments
- More complex constraints
 - Already supported by the validation system
- Extensions to animated sequences
 - Supports only keyframing now

Acknowledgements

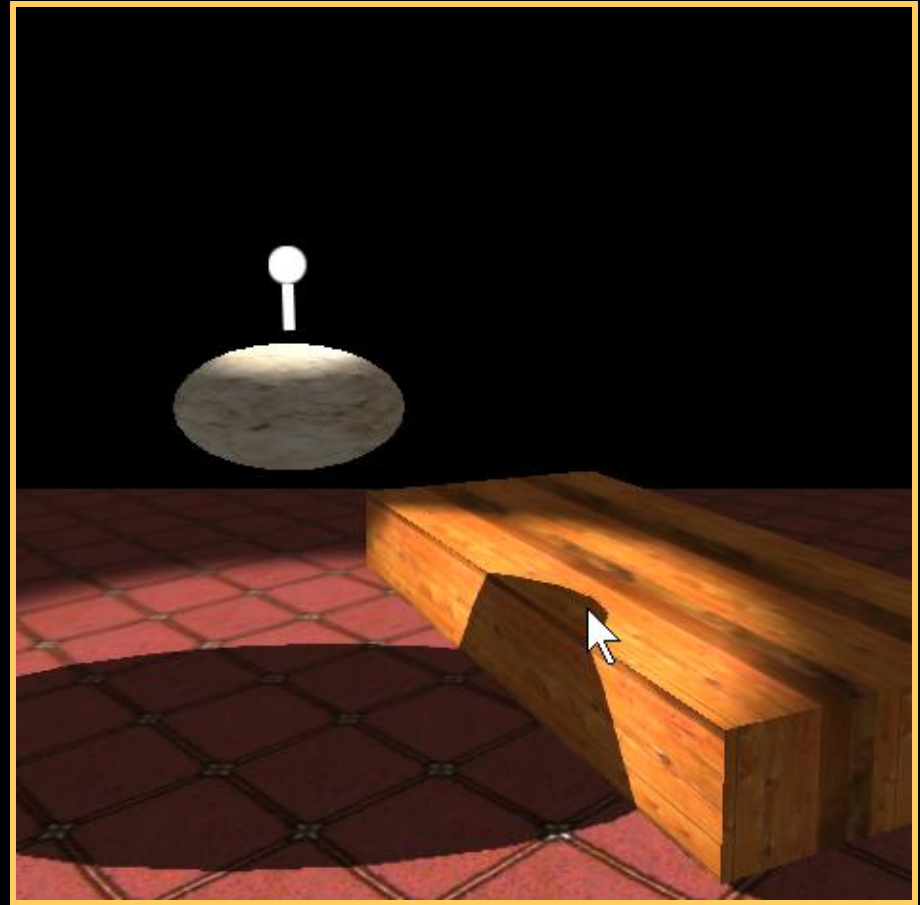
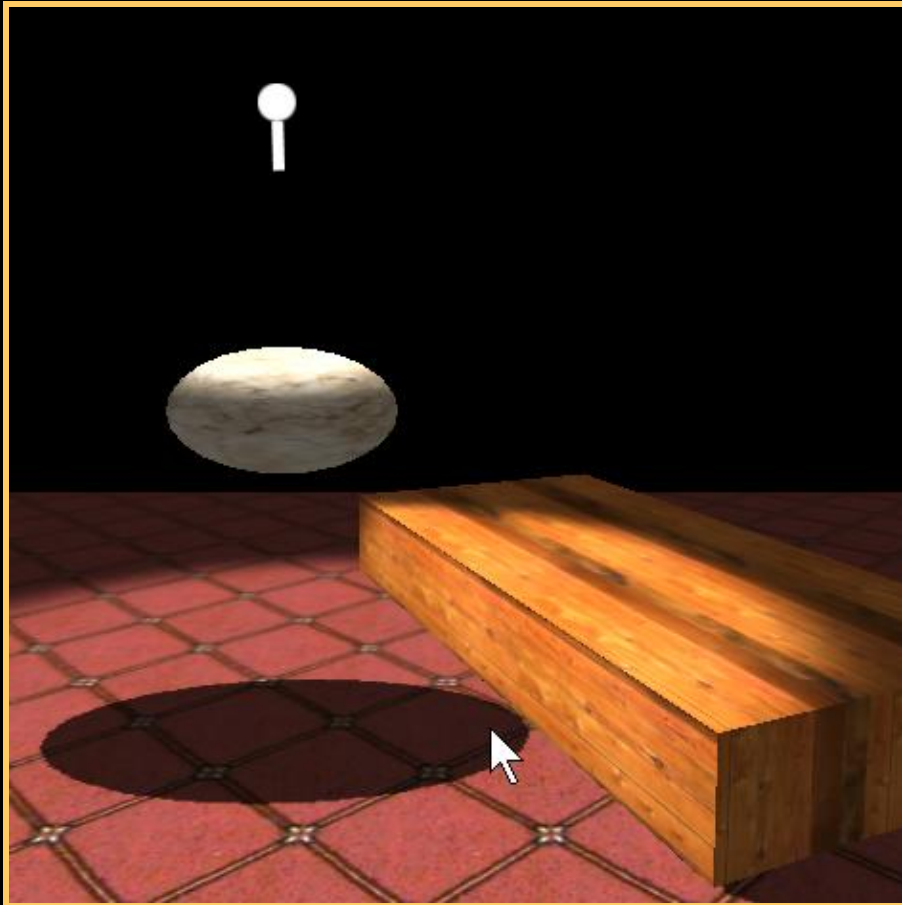
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- Modeling performed in 3DSMax. Models based on models from 3DSMax and 3DCafe.

References

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Shadow precise scaling example

- Drag edge of the shadow to precisely rescale
 - Only for small mouse movements



Light vs. Object transform

Move Light



Move Object

