

The Utah teapot Log book



Dr. Francisco José Serón Arbeloa

http://webdiis.unizar.es/~seron/

francisco.seron@gmail.com

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Introduction

A **logbook** is a record of important events in the management, operation, and navigation of a ship. But, the term **logbook** has spread to a wide variety of other endeavors, Today, this term it is related to the registration of events about any type of information.

Throughout my long life as a university professor of Computer Graphics, I have been occasionally finding images about "*The Utah Teapot*". And if the image called my attention for some reason, then I collected.

For those unfamiliar with what I'm talking, the Utah teapot is a geometric model which has become a standard reference object in the computer graphics community.

I always wanted to write an little **logbook** that focuses on my incomplete collection of images on "*The Utah Teapot*". Today, I finally have time to do so.

It is obvious that not all existing images are in my collection, but I show a fairly representative group of them. For each image, I give the reference of website where I have found.

If someone send me references about unknown images to me, I will be very grateful and I will add in subsequent versions of this document.

This document does not have any commercial purpose. If someone believes I should remove his image, so just ask.

Enjoy the experience.

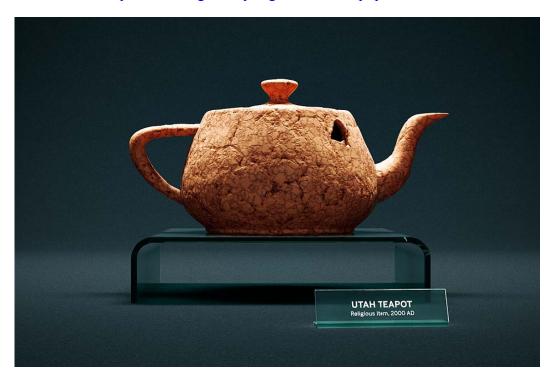
Francisco José Serón Arbeloa Junio 2015



The Utah Teapot



http://forums.cgsociety.org/showthread.php?t=781898



http://www.mswee.net/pic/Utah_Teapot/Utah_Teapot_04_v01_960px.jpg



The Utah Teapot Presentation

The **Utah teapot** or **Newell teapot** is a 3D computer model which has become a standard reference object (and something of an in-joke) in the computer graphics community. It is a mathematical model of an ordinary <u>teapot</u> of fairly simple shape, which appears solid, cylindrical and partially convex. A teapot primitive is considered the equivalent of a "hello, world" program, as a way to create an easy 3D scene with a somewhat complex model acting as a basic geometry reference for scene and light setup. Many programming libraries will even have functions dedicated to drawing teapots.

The teapot model was created in 1975 by early computer graphics researcher Martin Newell (Martin Edward Newell is a British-born computer scientist specializing in computer graphics who is perhaps best known as the creator of the Utah teapot computer model), a member of the pioneering graphics program at the University of Utah.

http://en.wikipedia.org/wiki/Utah_teapot

The Utah Teapot History

The teapot was made by Melitta in 1974 and originally belonged to Martin Newell and his wife, Sandra - who purchased it from ZCMI, (a department store in Salt Lake City). The teapot was eventually donated to the Boston Computer Museum but now resides in the Ephemera collection of the Computer History Museum. It's cataloged as "Teapot used for Computer Graphics rendering" and bears the catalog number X00398.1984.

It turns out that the idea for modeling the teapot was brought up over concerns that Martin didn't have enough interesting computer models. Sandra suggested modelling the tea service (they were sitting down to tea at the time). He got some graph paper and a pencil, and he modeled the entire tea service by eye. Then, he went back to the lab and edited Bezier control points on a Tektronix storage tube, again by hand. Hence, he also digitized a spoon and a cup and saucer.

I had previously heard that the data for those other items was lost forever. To my great suprise, Kari Kivisalo kindly pointed out that the "teaset.tgz" entire original dataset still exists here. ftp://ftp.funet.fi/pub/sci/graphics/packages/objects/teaset.tar.Z

http://www.sjbaker.org/wiki/index.php?title=The_History_of_The_Teapot

Images

http://www.computerhistory.org/collections/catalog/X398.84

http://www.computerhistory.org/collections/catalog/102710359

http://www.computerhistory.org/revolution/computer-graphics-music-and-art/15/206



Martin Newell's Original Teapot

Ann Torrence University of Utah School of Computing Torrence (at) cs.utah.edu

http://www.siggraph.org/s2006/main.php?f=conference&p=teapot&s=20



This is the original Utah Teapot, as presented by its creator in his PhD dissertation in the summer of 1975. The teapot became a benchmark model for image synthesis programs and an icon in the SIGGRAPH research community.

In 1975, shaded rendering of simple faceted 3D polygon models was new, and the next frontier was finding ways to increase the visible complexity of images. Curved shapes could be approximated by a large number of polygons, but such models were laborious to create and taxed the small memory capacity of the computers of the day.

It is far more elegant to represent smooth objects with a naturally smooth curvedsurface representation such as bicubic Bézier patches. But there were few curvedsurface objects available to computer graphics researchers in the 1970s.

Martin Newell modeled and rendered this table setting scene, including a teapot, tea cups, saucers and spoons, and a milk pitcher, all on a table top with a draped curtain as a background. The Bézier control points of the teapot and other objects were made available within the close-knit DARPA-Net computer graphics research community of the time and later posted to Usenet newsgroups and the internet, where they can still be found.

Technical Overview

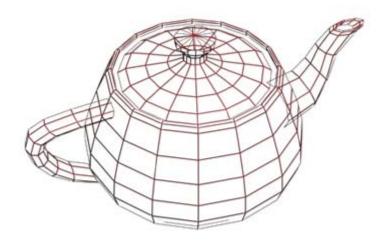
This image is Figure 29 from Dr. Newell's PhD dissertation, which was published as a DARPA research technical report and distributed to numerous universities. All of the image pages in both the archival and distribution copies of these documents were original photographic prints.

This artifact is an archived original publication print. A high-precision CRT camera station generated 4 x 5-inch negatives, and Mike Milochik, the official photographer of the Utah computer graphics project, printed the publication pages from these negatives.



The Bézier curved-surface object models of the tea set, of which the teapot became the most well known, are distinguished by their graceful curved shapes and thrifty use of computer memory. The object were modeled before there were interactive 3D computer-aided-design programs for curved surfaces. Indeed, creation of such programs was an active topic of research. Each physical tea-set object was sketched on graph paper. Control-point coordinates were estimated and typed into a computer terminal, with geometric continuity constraints implied mathematically.

The teapot with its lid, handle, and spout comprise only 28 bicubic Bézier patches, each with 16 3D control points in a 4 x 4 grid. In the circular directions of the teapot body and lid, each patch covers 1/4 of a circle. The control points on and next to the edges of all adjacent patches are collinear, so that there are no sharp edges between the patches.



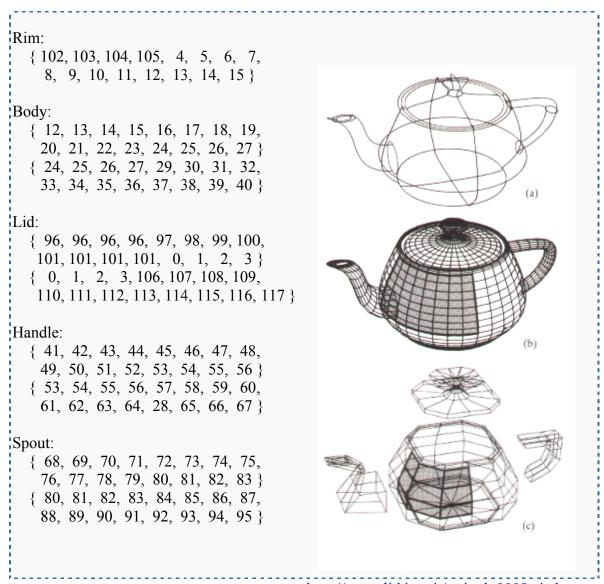
Original teapot by Martin Newell 1975

http://www.silo3d.com/forums/showthread.php?t=10131



The teapot is made from nine patches - some reflected in two axes, others in one axis only.

http://www.sjbaker.org/wiki/index.php?title=The History of The Teapot



http://www.lithium.it/articolo0008p4a.htm



Vertices: $\{0.2000, 0.0000, 2.70000\}, \{0.2000, -0.1120, 2.70000\},$ $\{0.1120, -0.2000, 2.70000\}, \{0.0000, -0.2000, 2.70000\},$ { 1.3375, 0.0000, 2.53125 }, { 1.3375, -0.7490, 2.53125 }, $\{0.7490, -1.3375, 2.53125\}, \{0.0000, -1.3375, 2.53125\},$ $\{1.4375, 0.0000, 2.53125\}, \{1.4375, -0.8050, 2.53125\},$ 0.8050, -1.4375, 2.53125, { 0.0000, -1.4375, 2.53125}, $\{1.5000, 0.0000, 2.40000\}, \{1.5000, -0.8400, 2.40000\},$ 0.8400, -1.5000, 2.40000, { 0.0000, -1.5000, 2.40000}, 1.7500, 0.0000, 1.87500, { 1.7500, -0.9800, 1.87500}, $\{0.9800, -1.7500, 1.87500\}, \{0.0000, -1.7500, 1.87500\},$ 2.0000, 0.0000, 1.35000, { 2.0000, -1.1200, 1.35000}, 1.1200, -2.0000, 1.35000, { 0.0000, -2.0000, 1.35000}, $\{2.0000, 0.0000, 0.90000\}, \{2.0000, -1.1200, 0.90000\},$ $\{1.1200, -2.0000, 0.90000\}, \{0.0000, -2.0000, 0.90000\},$ $\{-2.0000, 0.0000, 0.90000\}, \{2.0000, 0.0000, 0.45000\},$ $\{2.0000, -1.1200, 0.45000\}, \{1.1200, -2.0000, 0.45000\},$ 0.0000, -2.0000, 0.45000, { 1.5000, 0.0000, 0.22500}, $\{1.5000, -0.8400, 0.22500\}, \{0.8400, -1.5000, 0.22500\},\$ $\{0.0000, -1.5000, 0.22500\}, \{1.5000, 0.0000, 0.15000\},$ 1.5000, -0.8400, 0.15000 }, { 0.8400, -1.5000, 0.15000 }, $\{0.0000, -1.5000, 0.15000\}, \{-1.6000, 0.0000, 2.02500\},$ $\{-1.6000, -0.3000, 2.02500\}, \{-1.5000, -0.3000, 2.25000\},$ $\{-1.5000, 0.0000, 2.25000\}, \{-2.3000, 0.0000, 2.02500\},$ $\{-2.3000, -0.3000, 2.02500\}, \{-2.5000, -0.3000, 2.25000\},$ $\{-2.5000, 0.0000, 2.25000\}, \{-2.7000, 0.0000, 2.02500\},$ $\{-2.7000, -0.3000, 2.02500\}, \{-3.0000, -0.3000, 2.25000\},$ $\{-3.0000, 0.0000, 2.25000\}, \{-2.7000, 0.0000, 1.80000\},$ $\{-2.7000, -0.3000, 1.80000\}, \{-3.0000, -0.3000, 1.80000\},\$ $\{-3.0000, 0.0000, 1.80000\}, \{-2.7000, 0.0000, 1.57500\},$ $\{-2.7000, -0.3000, 1.57500\}, \{-3.0000, -0.3000, 1.35000\},$ $\{-3.0000, 0.0000, 1.35000\}, \{-2.5000, 0.0000, 1.12500\},$ $\{-2.5000, -0.3000, 1.12500\}, \{-2.6500, -0.3000, 0.93750\},\$ $\{-2.6500, 0.0000, 0.93750\}, \{-2.0000, -0.3000, 0.90000\},$ $\{-1.9000, -0.3000, 0.60000\}, \{-1.9000, 0.0000, 0.60000\},$ $\{1.7000, 0.0000, 1.42500\}, \{1.7000, -0.6600, 1.42500\},$ $\{1.7000, -0.6600, 0.60000\}, \{1.7000, 0.0000, 0.60000\},$ 2.6000, 0.0000, 1.42500, { 2.6000, -0.6600, 1.42500}, $\{3.1000, -0.6600, 0.82500\}, \{3.1000, 0.0000, 0.82500\},$ $\{2.3000, 0.0000, 2.10000\}, \{2.3000, -0.2500, 2.10000\},$ 2.4000, -0.2500, 2.02500, { 2.4000, 0.0000, 2.02500}, $\{2.7000, 0.0000, 2.40000\}, \{2.7000, -0.2500, 2.40000\},$ $\{3.3000, -0.2500, 2.40000\}, \{3.3000, 0.0000, 2.40000\},$ 2.8000, 0.0000, 2.47500, { 2.8000, -0.2500, 2.47500}, $\{3.5250, -0.2500, 2.49375\}, \{3.5250, 0.0000, 2.49375\},$ $\{2.9000, 0.0000, 2.47500\}, \{2.9000, -0.1500, 2.47500\},$ $\{3.4500, -0.1500, 2.51250\}, \{3.4500, 0.0000, 2.51250\},$ $\{2.8000, 0.0000, 2.40000\}, \{2.8000, -0.1500, 2.40000\},$ $\{3.2000, -0.1500, 2.40000\}, \{3.2000, 0.0000, 2.40000\},$



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As you can probably guess, the numbers in the patch array index into the vertex array.

If you look again at the photo of the real teapot, you can see that it's quite a bit taller than the classic computer teapot.

In fact, the original teapot is about 30% taller than the one that people always use in graphics. The reason for this appears to be that Jim Blinn was one of the early users of the Teapot data set and he was rendering the teapot on an Evans and Sutherland frame buffer. Unfortuately, the pixels were not square, so in order to make the model conform to the pixel raster, he squashed the model rather than scaling the image.

He chose to scale all the Z coordinates by dividing them by 1.3. His data was more widely distributed than the original - so it has become the standard.





It is noticable that the original teapot data has no bottom. Some of the data sets that are out there (depressingly, this includes the one in the GLU and GLUT distributions) have added a bottom - but that is definitely 'impure'. Here is the data for the bottom:

http://www.sjbaker.org/wiki/index.php?title=The History of The Teapot





http://www.sjbaker.org/wiki/index.php?title=File:Newell_teapot.png



http://commons.wikimedia.org/wiki/File:Original_Utah_Teapot_-Computer_History_Museums.jpg





 $\underline{http://www.sjbaker.org/wiki/index.php?title=} \underline{The_History_of_The_Teapot}$





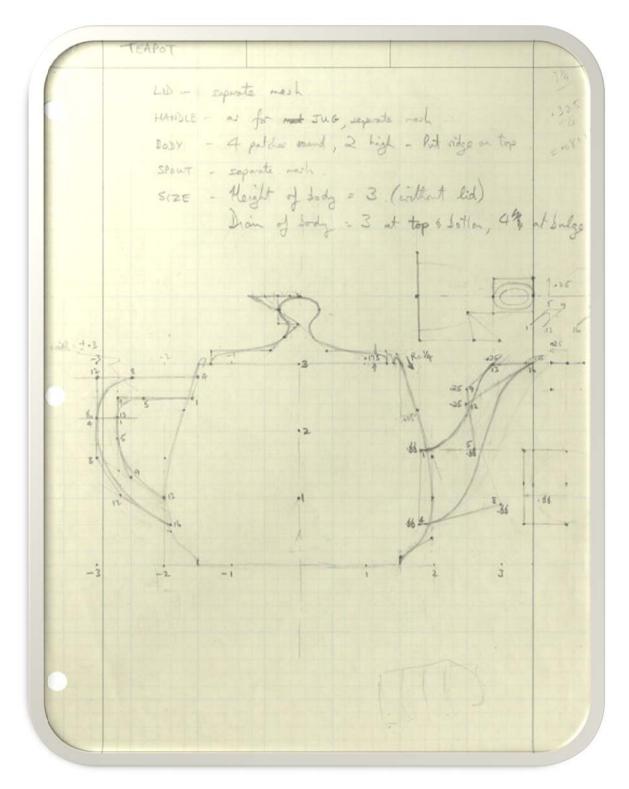
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Photographer: Niklas Roy

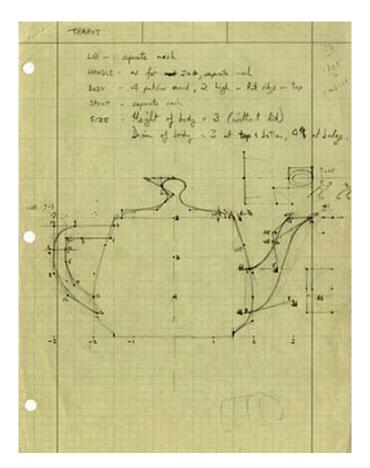
http://www.cyberniklas.de/press/hires/grafikdemo_frontal.jpg



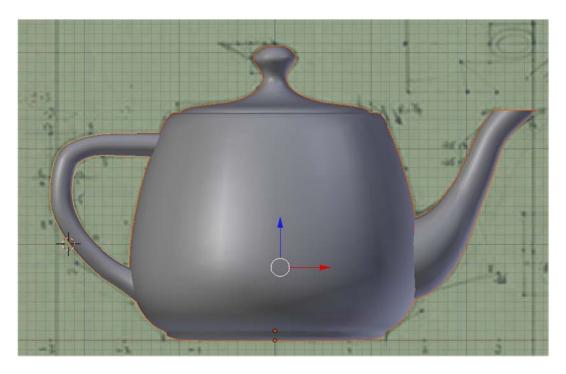


http://www.computerhistory.org/revolution/computer-graphics-music-and-art/15/206





 $\frac{http://www.scratchapixel.com/old/lessons/3d-basic-lessons/lesson-11-rendering-the-teapot-bezier-surfaces/b-zier-curve/}{}$



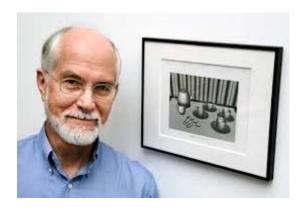
 $\underline{http://blendersushi.blogspot.com.es/2012/11/basic-modeling-utah-teapot-101.html}$



Martin Newell (computer scientist)

Martin Edward Newell is a British-born computer scientist specializing in computer graphics who is perhaps best known as the creator of the Utah teapot computer model.

http://en.wikipedia.org/wiki/Martin Newell %28computer scientist%29



http://michaeldwyer.us/gallery5/index.html



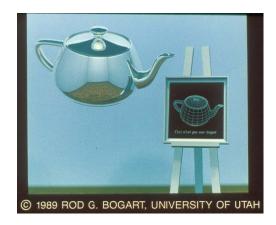
Computer scientist Martin Newell poses by teapots in an exhibit inspired by his Utah teapot computer model.

http://www.alamy.com/stock-photo-computer-scientist-martin-newell-poses-by-teapots-in-an-exhibit-inspired-47479115.html

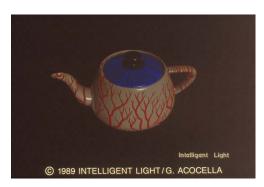


The Utah Teapot Log book



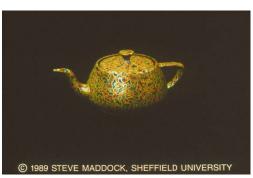


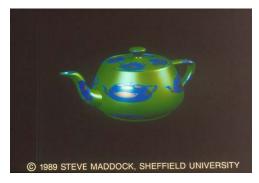






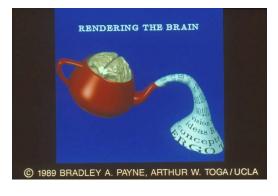


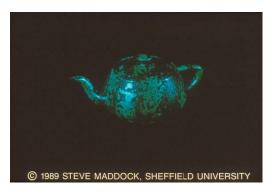


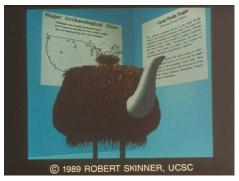


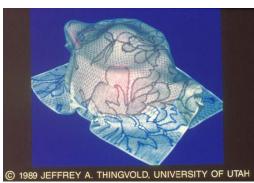


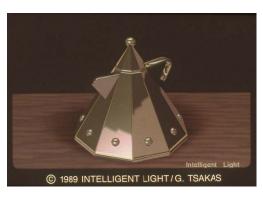
















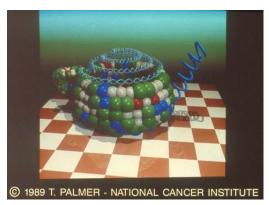




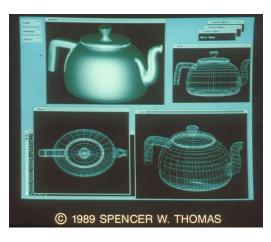








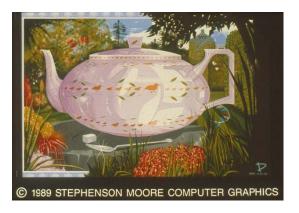






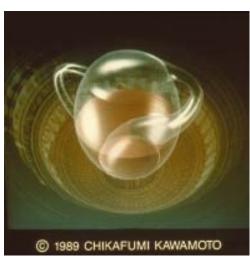






















Aaron Ross http://www.dr-yo.com/web_pics/gallery/teapot/teapot.html



http://commons.wikimedia.org/wiki/File:Utah_Teapot_mr_maya.jpg





http://commons.wikimedia.org/wiki/File:Utah_teapot_surreal.png (Datfiel)



https://www.cs.utah.edu/gdc/pics/images/tp-cloth.gif





http://www.designzzz.com/how-to-golden-pearl-teapot-in-3d-studiomax/

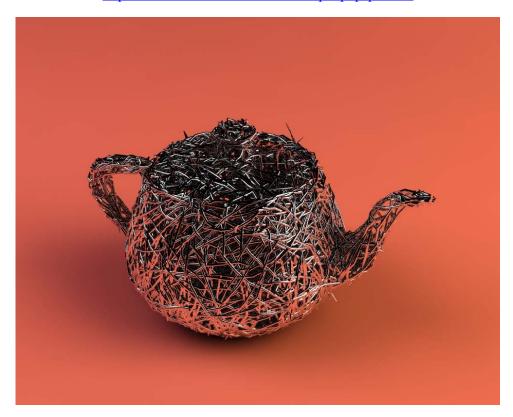


 $\frac{http://forums.autodesk.com/t5/highlight-your-work/i-need-ratings-for-my-models-2/td-p/4124532/page/11}{}$





http://www.orbaz.com/forum/viewtopic.php?p=1297



http://nnq2603.deviantart.com/art/3D-Pflow-Spline-Teapot-119952260





<u>Chris Fullmer</u>

http://news.hiperia3d.com/2008/08/liveplace-video-controversy-and.html



http://http.developer.nvidia.com/GPUGems/gpugems_ch18.html







http://graphics.ucsd.edu/~henrik/images/global.html







http://graphics.ucsd.edu/~henrik/images/global.html





 $\underline{http://ritzpagli.deviantart.com/art/Teapot-Caustics-3Ds-Max-251860156}$



Pete Shirley

http://psgraphics.blogspot.com.es/2014_12_01_archive.html







 $\underline{http://graphics.berkeley.edu/papers/Iben-GSC-2006-09/}$





Russ Fish (standing Martin Newell's and Hank Driskill's shoulders)

 $\frac{https://www.cs.utah.edu/gdc/projects/alpha1/help/man/html/model_repo/model_teapot/model_t}{eapot.html}$





http://jonmacey.blogspot.com.es/2010_11_01_archive.html



http://apokalupsis-art.deviantart.com/art/Utah-Teapot-185007346





http://www.ganimede.demon.co.uk/images.htm



http://www.sidefx.com/exchange/imgDownload.php?fileid=601





 $\underline{http://redbull 15.deviantart.com/art/Utah-Teapot-Model-409087513}$

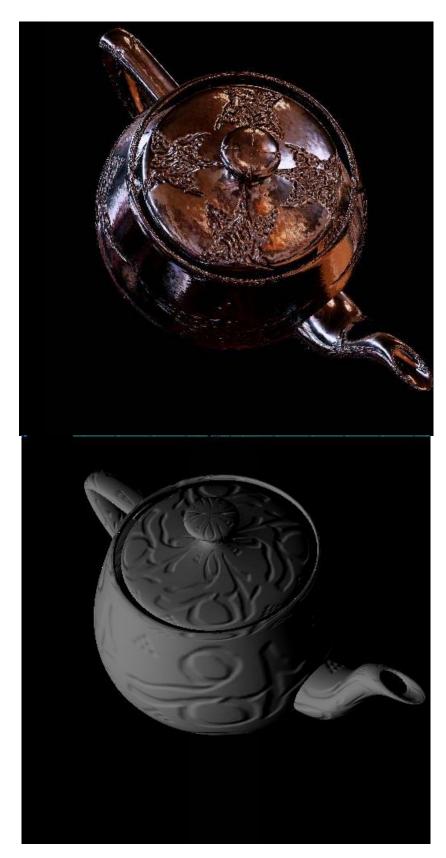






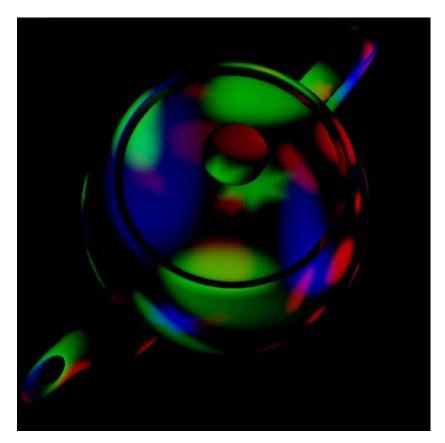
http://www.omnigraphica.com/fun.html

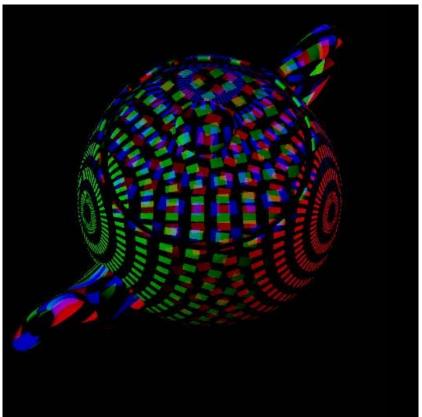




http://www.awadallah.com/teapot.html







 $\underline{http://www.awadallah.com/teapot.html}$

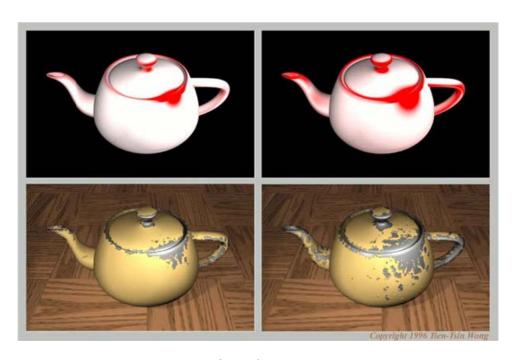






http://www.awadallah.com/teapot.html





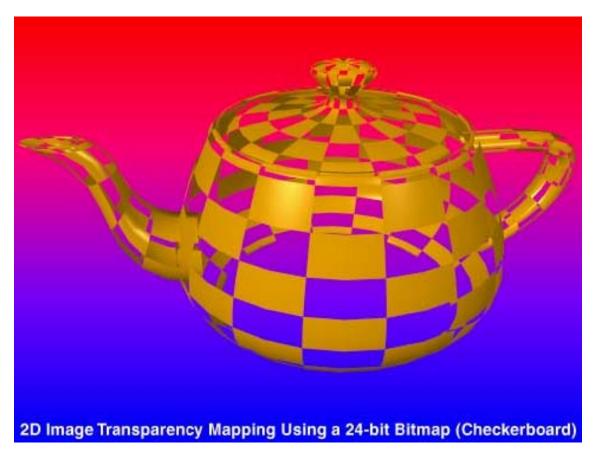
Tien-Tsin Wong http://www.cse.cuhk.edu.hk/~ttwong/gallery/html/grow.html



http://www.okino.com/new/gallery/teapotx1.htm







http://www.okino.com/new/gallery/teapotx1.htm







 $\underline{http://www.cise.ufl.edu/research/SurfLab/bb2spline/teapot.html}$





 $\underline{http://www.cise.ufl.edu/research/SurfLab/bb2spline/teapot.html}$



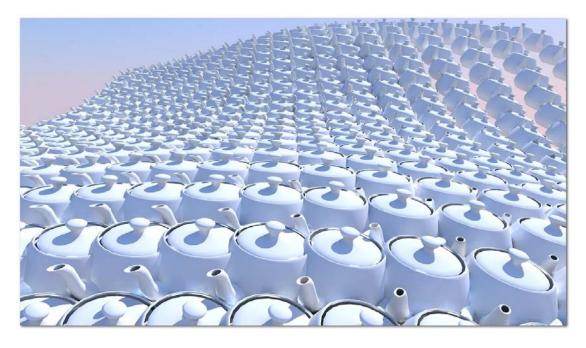


The Utah Teapot



Top Models in CG 23

 $\frac{http://image.slidesharecdn.com/top-supermodels-of-computer-graphics 4929/95/top-supermodels-of-computer-graphics-23-728.jpg?cb=1190485815$



http://sketchucation.com/forums/viewtopic.php?t=24079





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 $\underline{http:/\!/galleryhip.com/abstract\text{-}teapots.html}$





 $\underline{http://www.inf.ufrgs.br/\!\!\sim\!\!oliveira/RTM.html}$



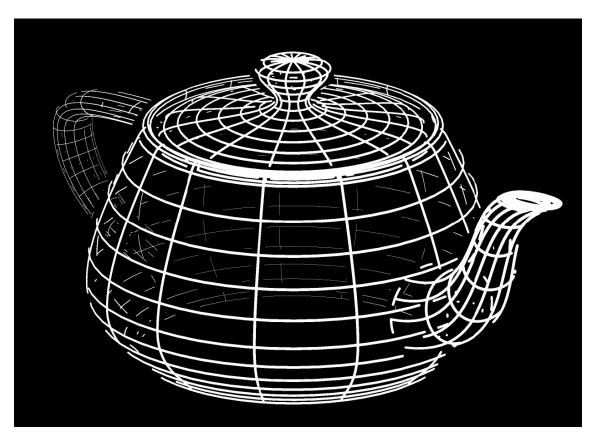




Figure 16: Relief texture-mapped teapot (top). Close-up view produced with a 512x512 stone relief texture (bottom).

 $\underline{http://www.inf.ufrgs.br/\!\!\sim\!\!oliveira/RTM.html}$

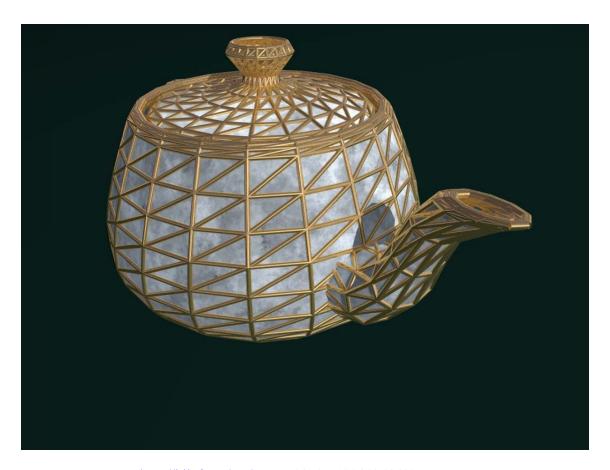






http://i.iinfo.cz/urs/povray02_05-120449634200934.png



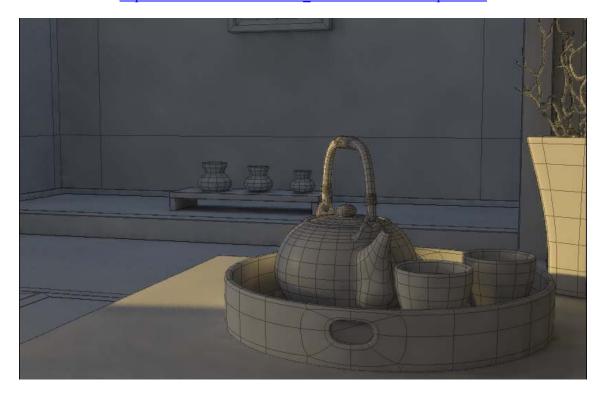


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https://neonbulbs.wordpress.com/





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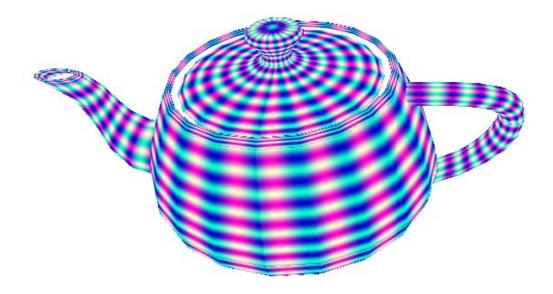


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Ingemar's psychedelic teapot 2



http://www.computer-graphics.se/demos/psychedelic-teapot.html







 $\underline{http://www.indigorenderer.com/documentation/manual/indigo-3ds-max/basic-usage-tutorial}$





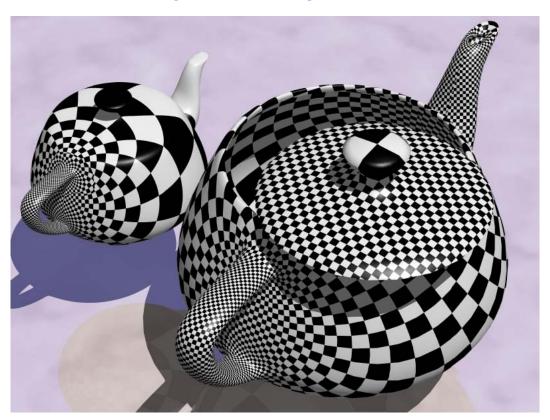


 $\underline{http://www.cs.utah.edu/\sim}premoze/brdf/$





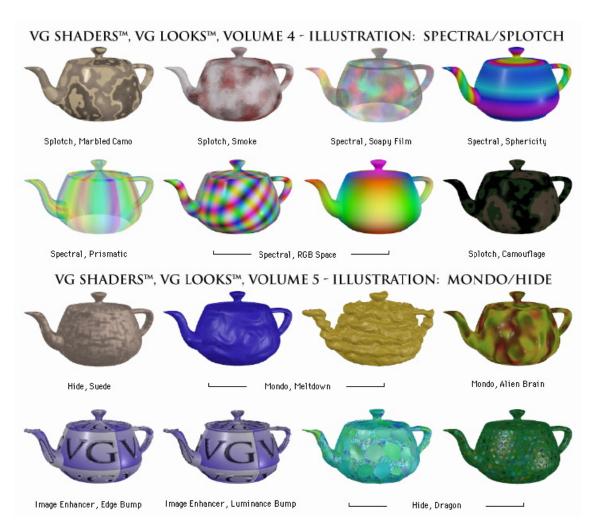
 $\underline{http://www.cs.utah.edu/\sim}premoze/brdf/$



Xianfeng Gu

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Valis







 $\underline{http://www.renderspirit.com/wireframe-render-tutorial/}$

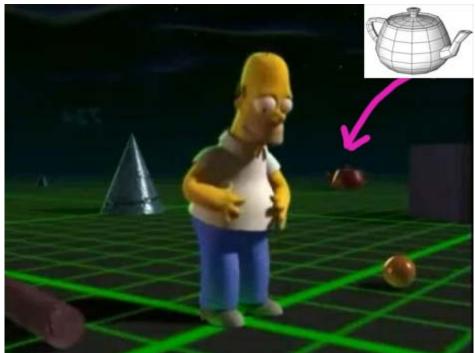




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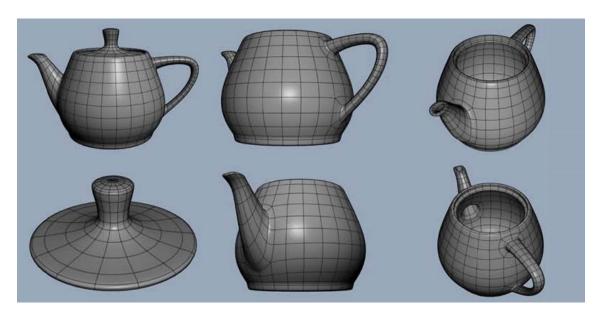


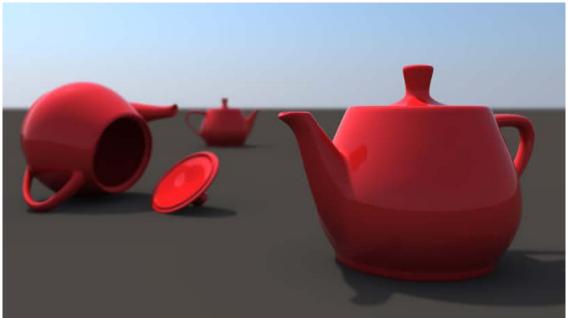




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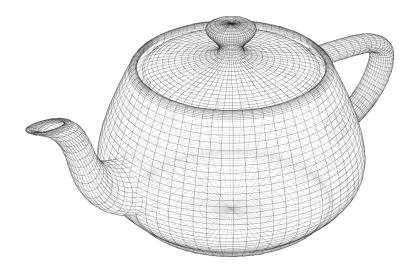


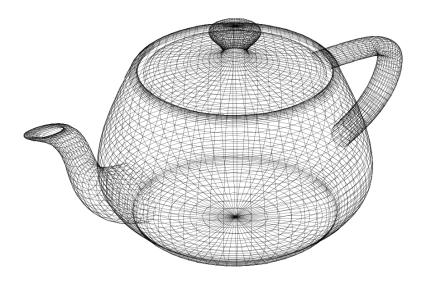
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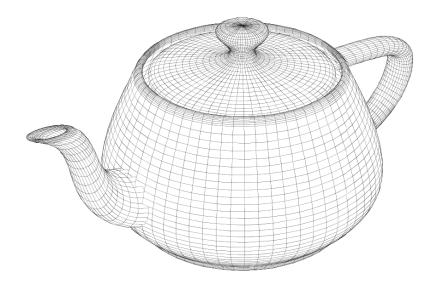


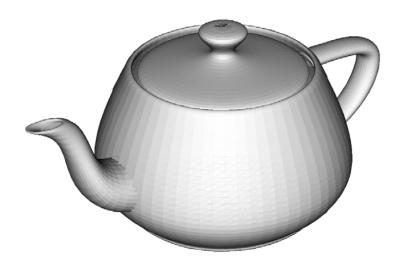




 $\underline{https://github.com/rm-hull/wireframes/blob/master/GALLERY.md}$

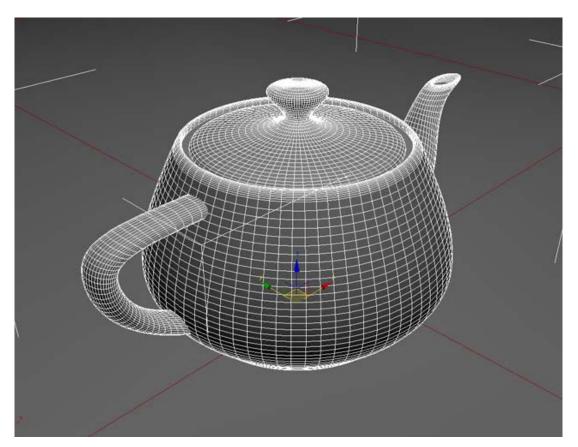






 $\underline{https://github.com/rm-hull/wireframes/blob/master/GALLERY.md}$

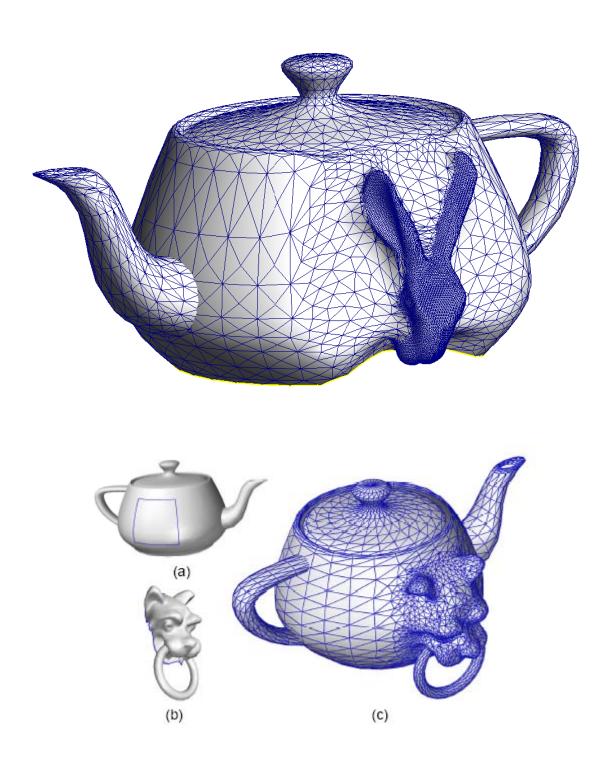






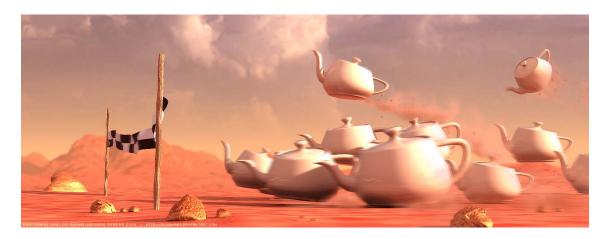
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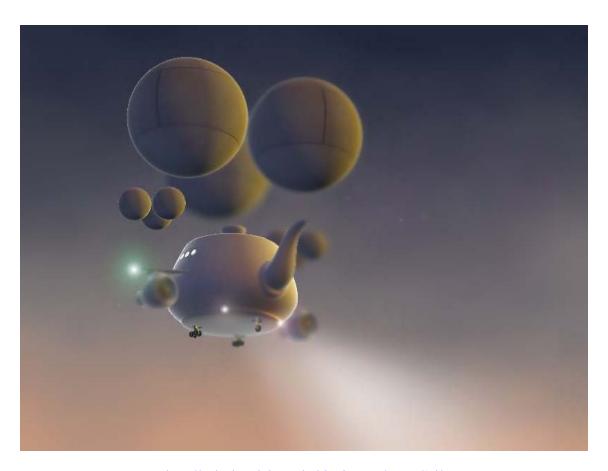


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Chad Asley

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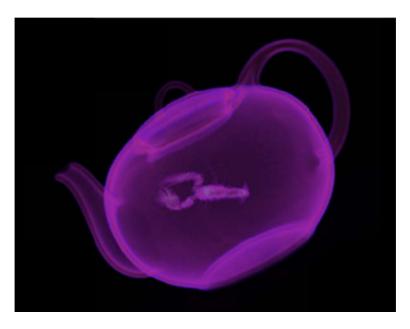
Photographic Print By Michael Rastovich

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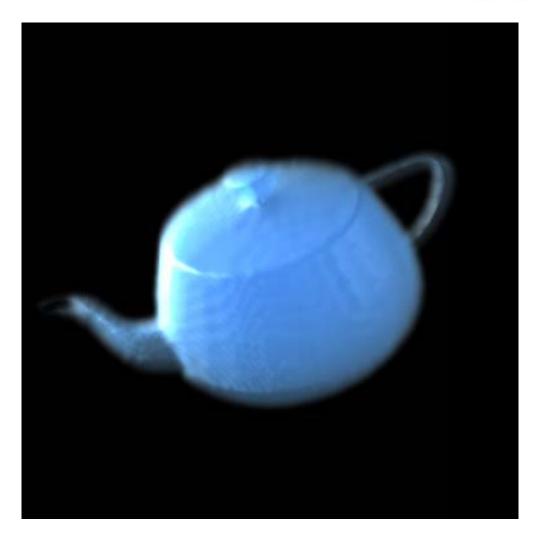


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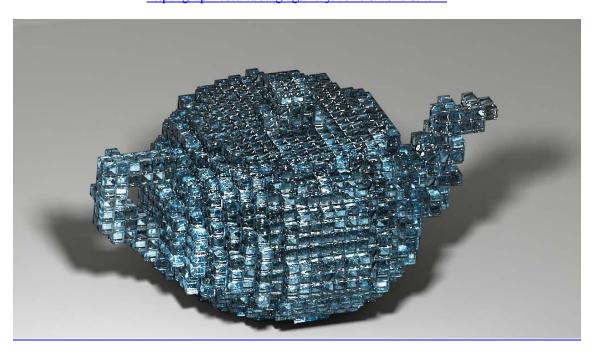


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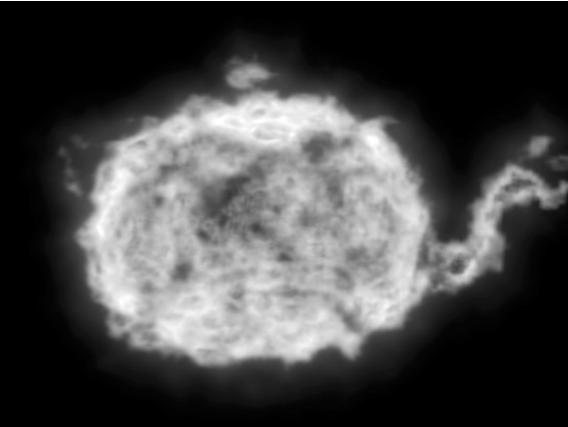
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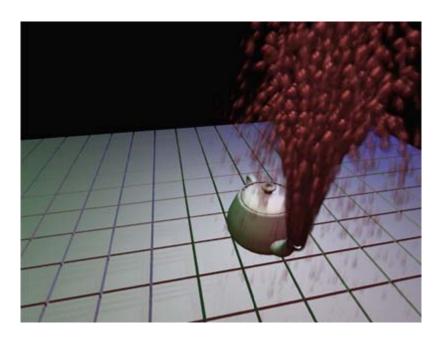




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David Rosen

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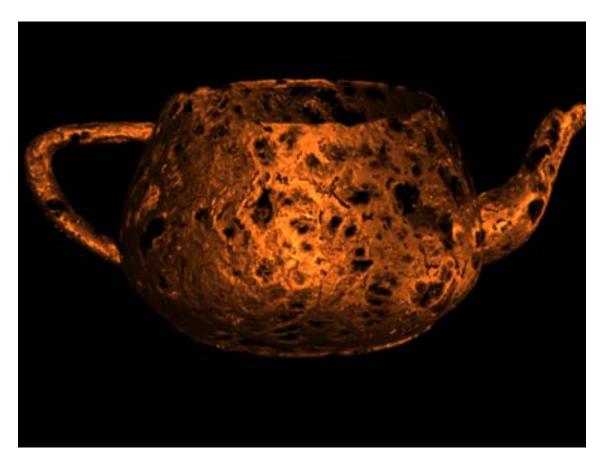


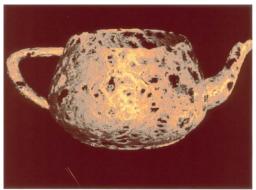


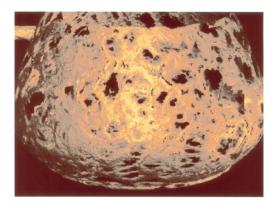
Dr. Francisco José Serón Arbeloa











Original image of a teapot corroded

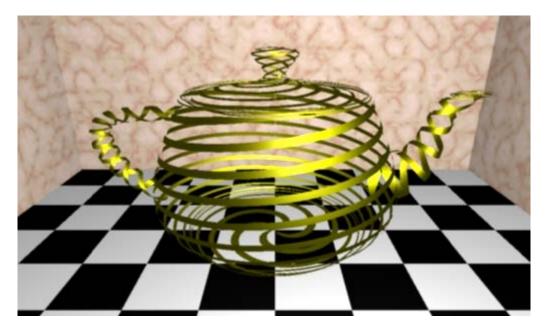






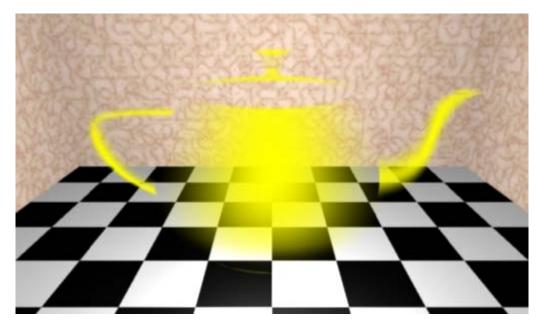








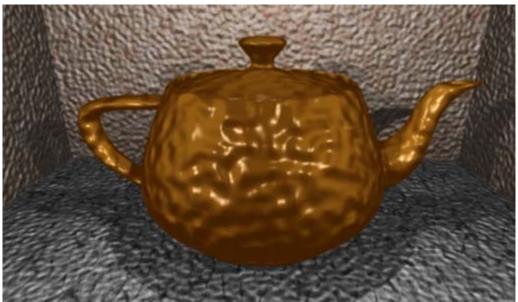










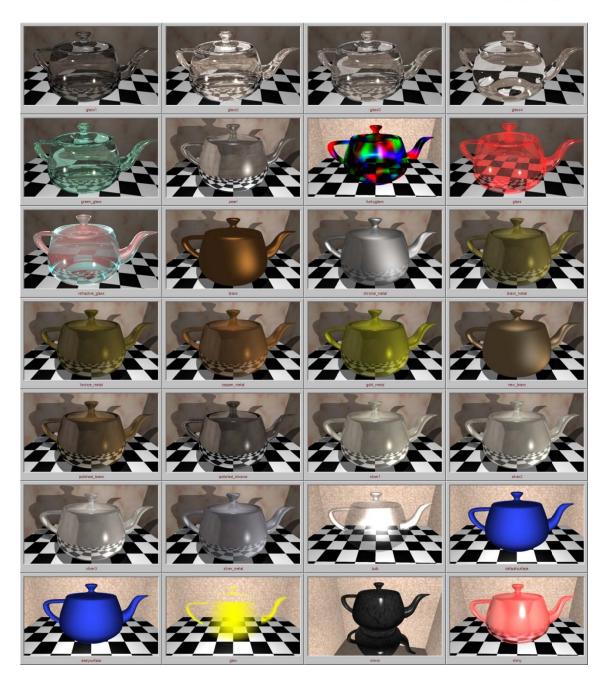




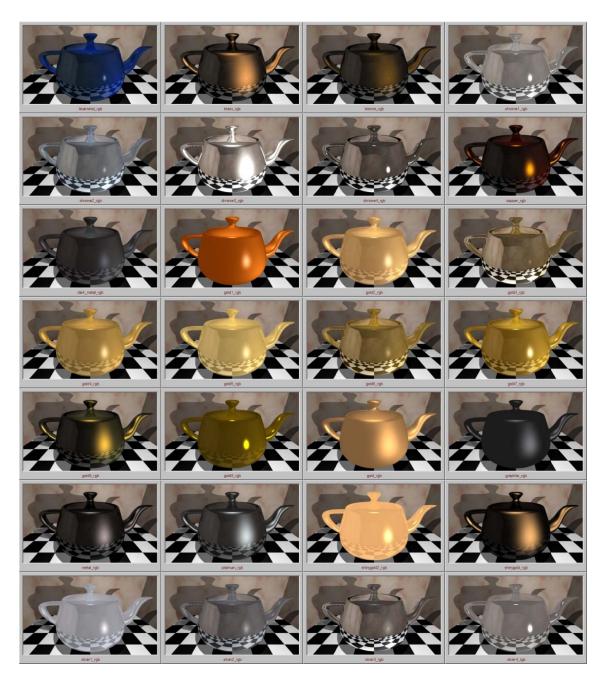




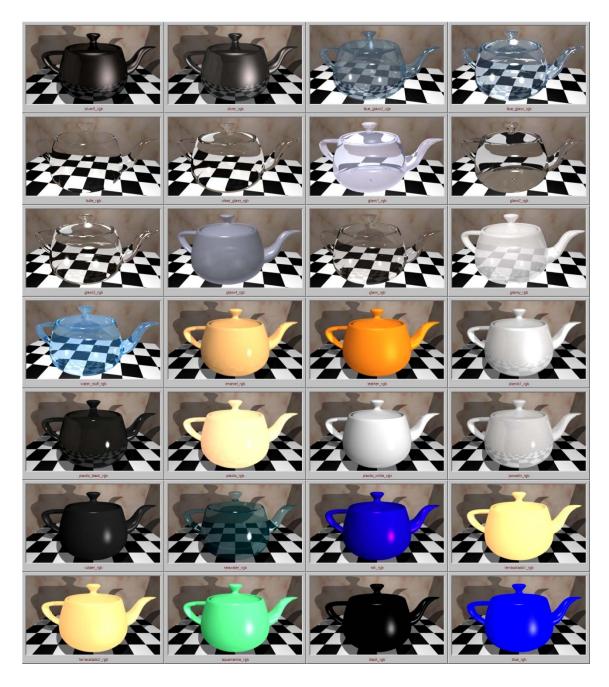




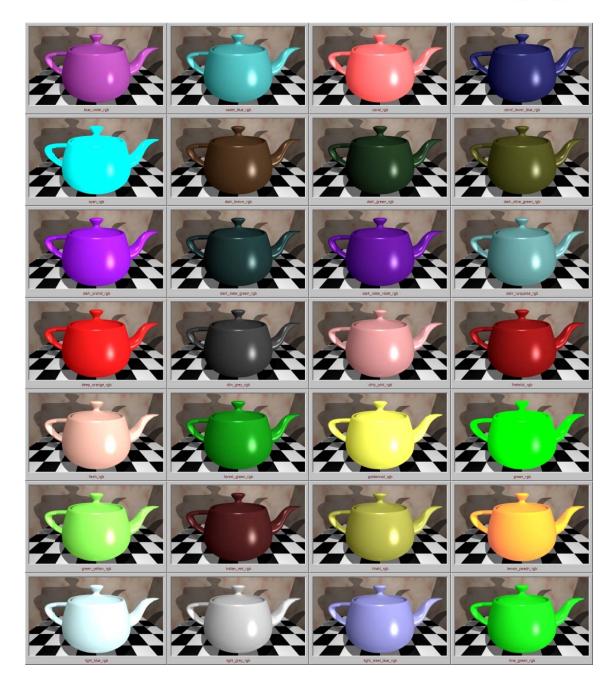








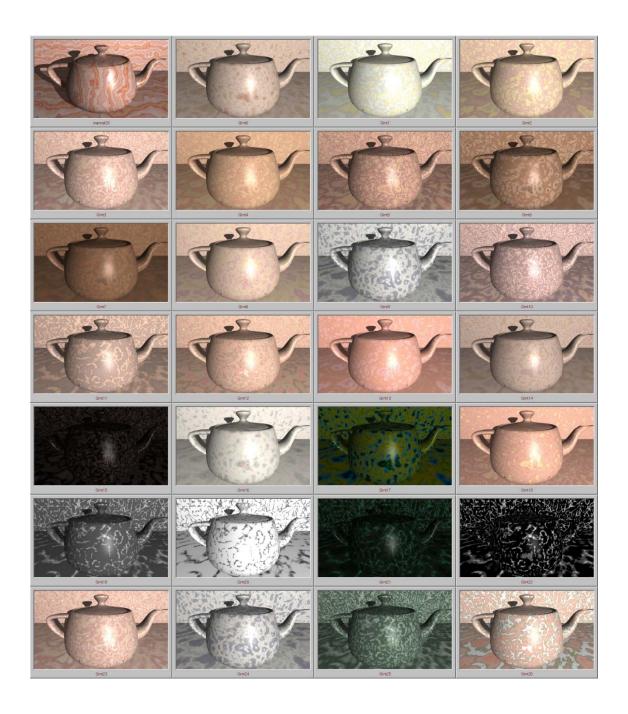




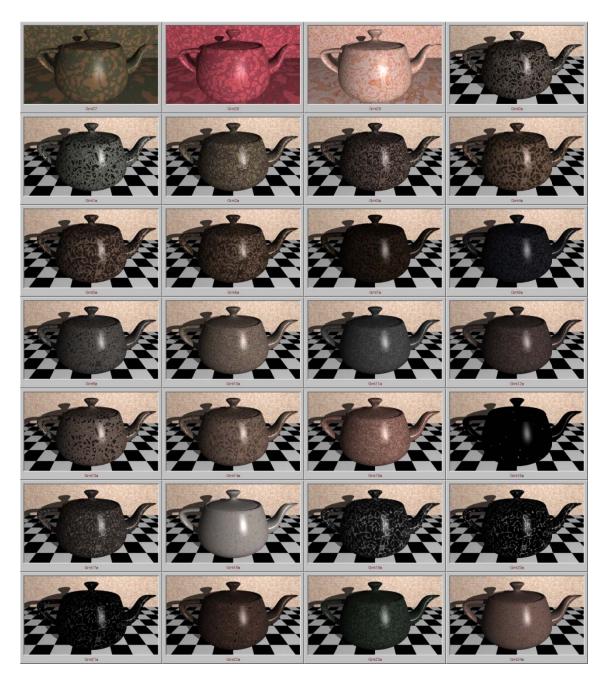




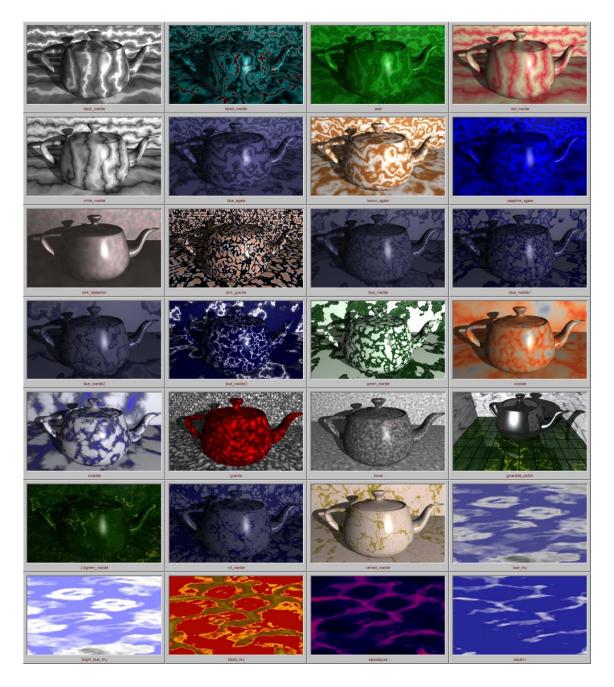




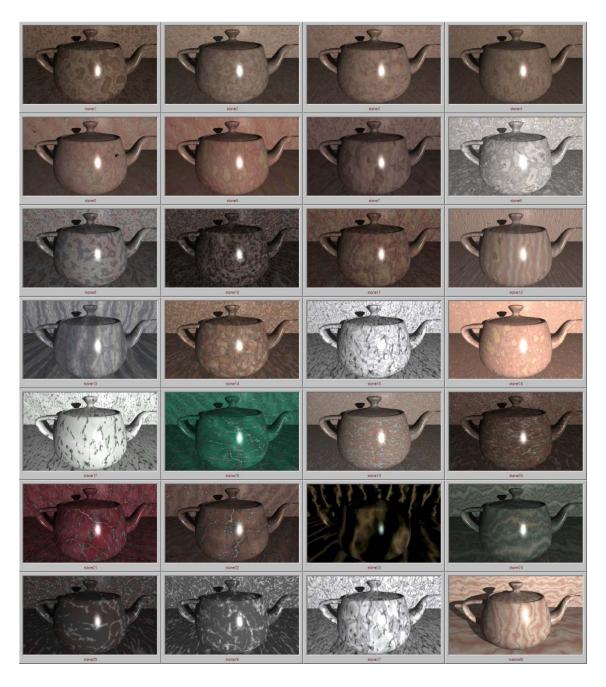




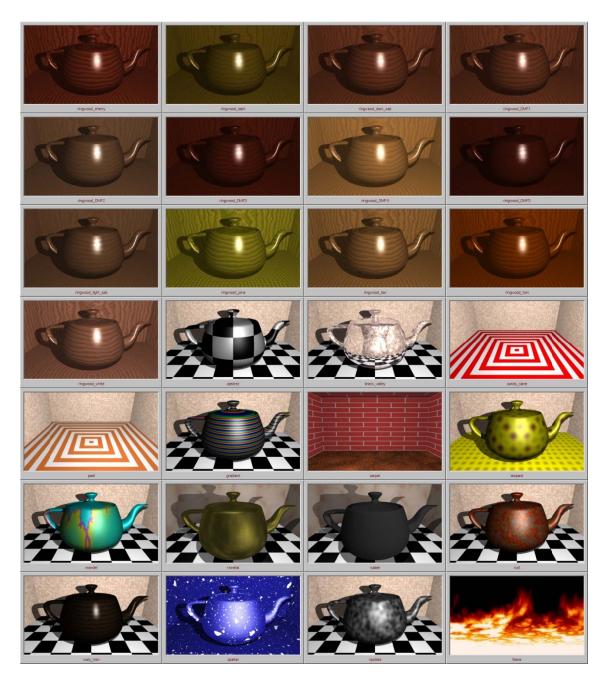




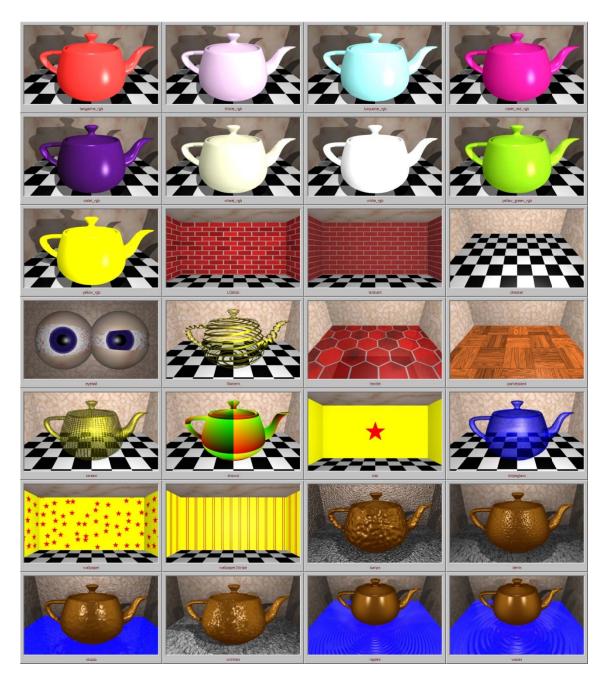




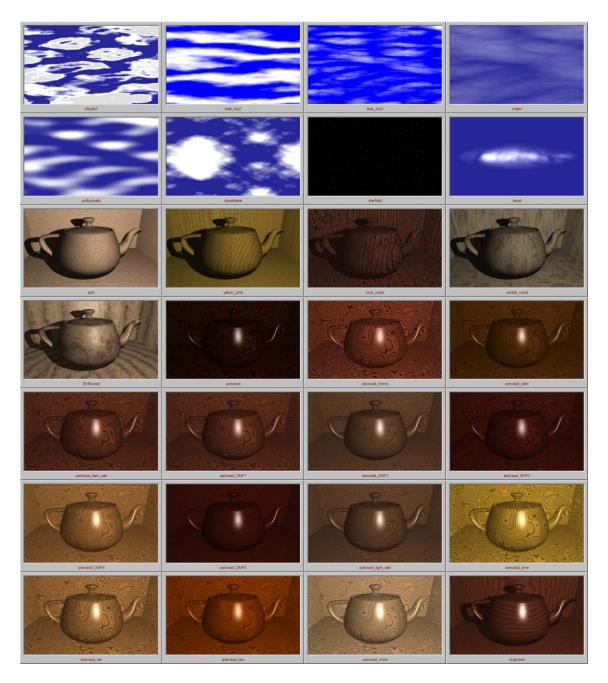














Pixar's RenderMan Walking Teapot | Official Fan Club









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The Utha Teapot Prototiped



http://bronwyn.co.nz/projects/gifts/



http://www.thingiverse.com/make:37822



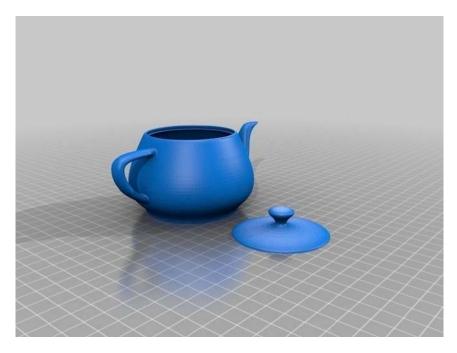


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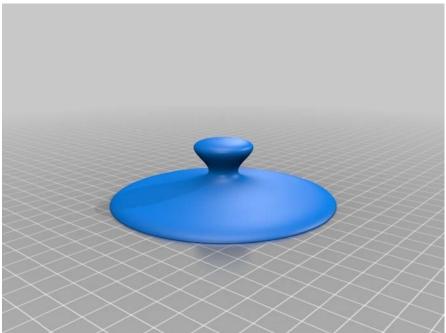
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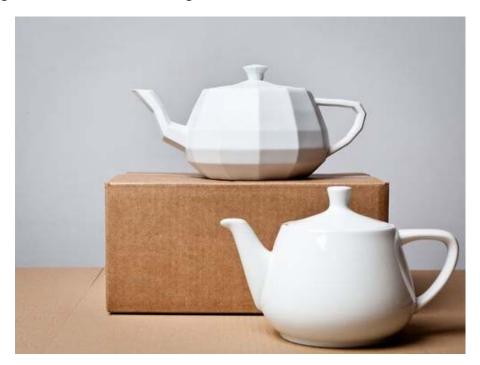


http://jamiesjewels.typepad.com/jamies_jewels/2011/03/



The Utha Teapot Ceramic

Utanalog Teapot by Unfold, Belgium 2009. The Utah teapot is a 3D mathematical model of an ordinary teapot created in 1975 by Martin Newell which has become a standard reference object in the computer graphics community. The objective of Utanalog by Unfold is to return the iconographic teapot to its roots as a piece of functional dish-ware while showing its status as an icon of the digital world.





http://unfold.be/pages/utanalog





http://unfold.be/pages/utanalog





http://unfold.be/pages/utanalog







http://www.emergingobjects.com/projects/the-utah-tea-set/







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http://yixing.nl/jeroen-yixing-double.html







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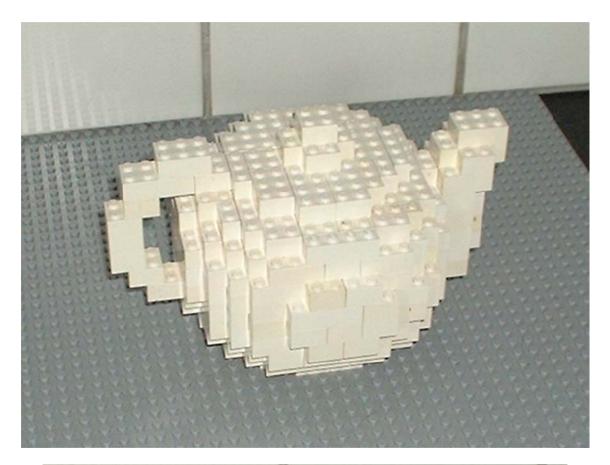
The Utha Teapot Curiosities

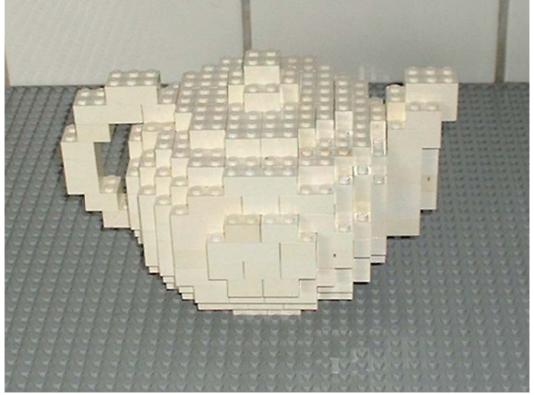


Chocolate sculpture

https://es.pinterest.com/pin/396739048398497944/







http://anthony.liekens.net/index.php/Lego/Index



The Utha Teapot Fantasy





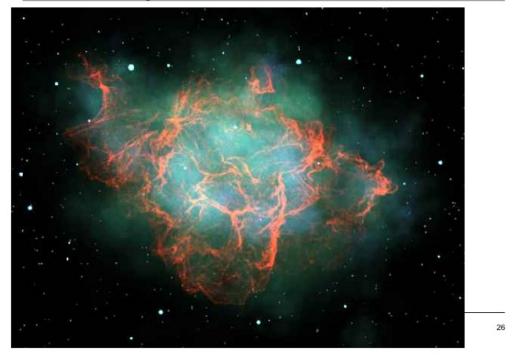
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The Teapot Nebula



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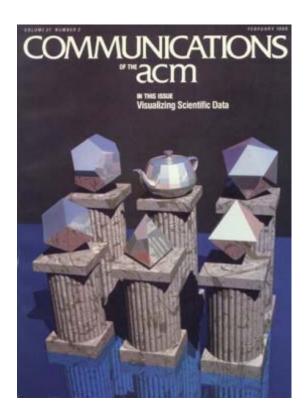


http://unfold.be/pages/utanalog



The Six Platonic Solids

One famous ray-traced image (by Jim Arvo and Dave Kirk, from their '87 SIGGRAPH paper 'Fast Ray Tracing by Ray Classification.') shows six stone columns five of which are surmounted by the platonic solids (tetrahedron, cube, octahedron, dodecahedron, icosahedron) - and the sixth has a teapot. The image is titled "The Six Platonic Solids" - which has lead some people to call the teapot a "Teapotahedron". This image appeared in on the covers of several books and journals.



http://www.sibaker.org/wiki/index.php?title=The History of The Teapot

Jim Blinn (in one of his excellent "Mathmatics!" videos) proves an interesting version of Pythagoras' theorum: Construct a (2D) teapot on each side of a right triangle and the area of the teapot on the hypotenuse is equal to the areas of the teapots on the other two sides. This is somehow satisfying.

Martin Newell spoke at a SigGraph presentation in the late '80s and mentioned that of all the things he has done for the world of 3D graphics, the only thing he will be remembered for is "That Damned Teapot".

I'm also told that there is a good history of the Teapot in Appendix D of Watt's "3D Computer Graphics", and in Frank Crow's 1987 article in Computer Graphics & Applications magazine entitled "The origins of the teapot".