

Visual Explanation of Proposed Fix for Spurious TIR

Illustrated using a representative example

incoming light

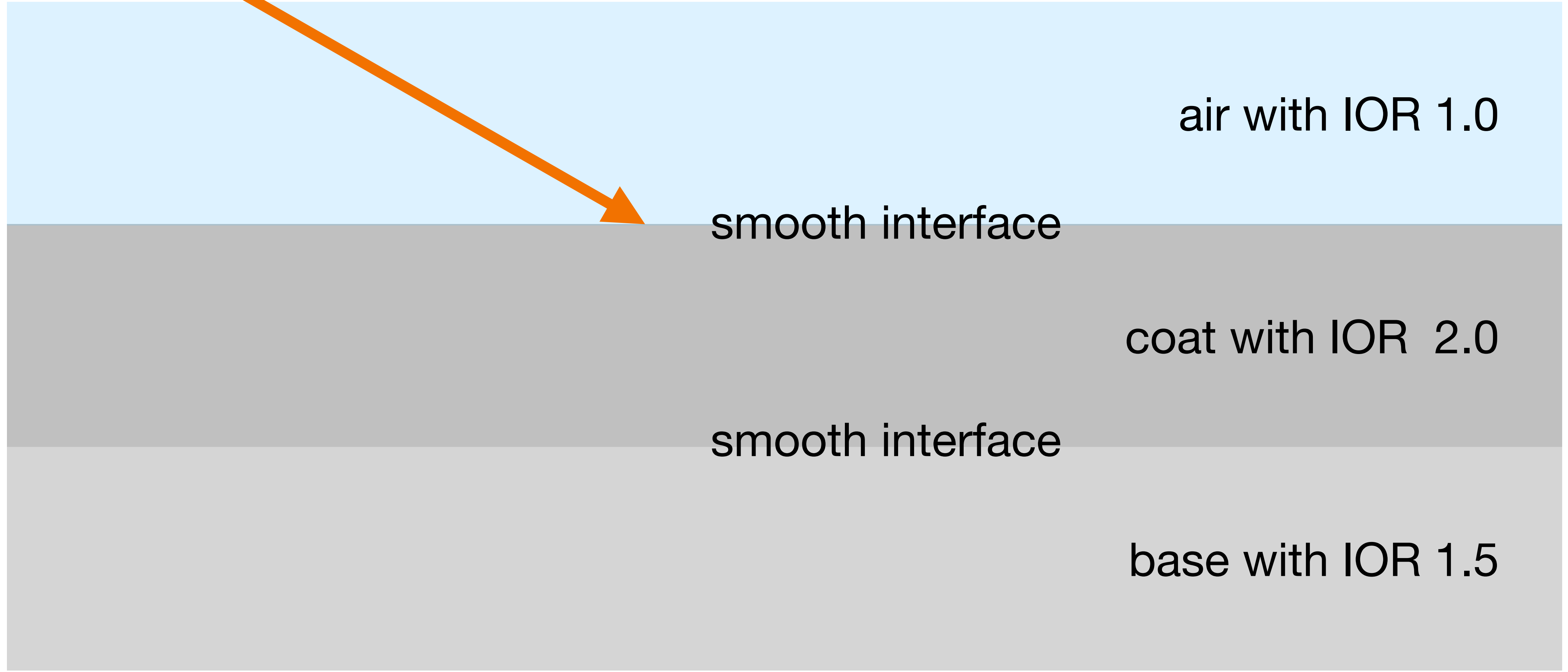
air with IOR 1.0

smooth interface

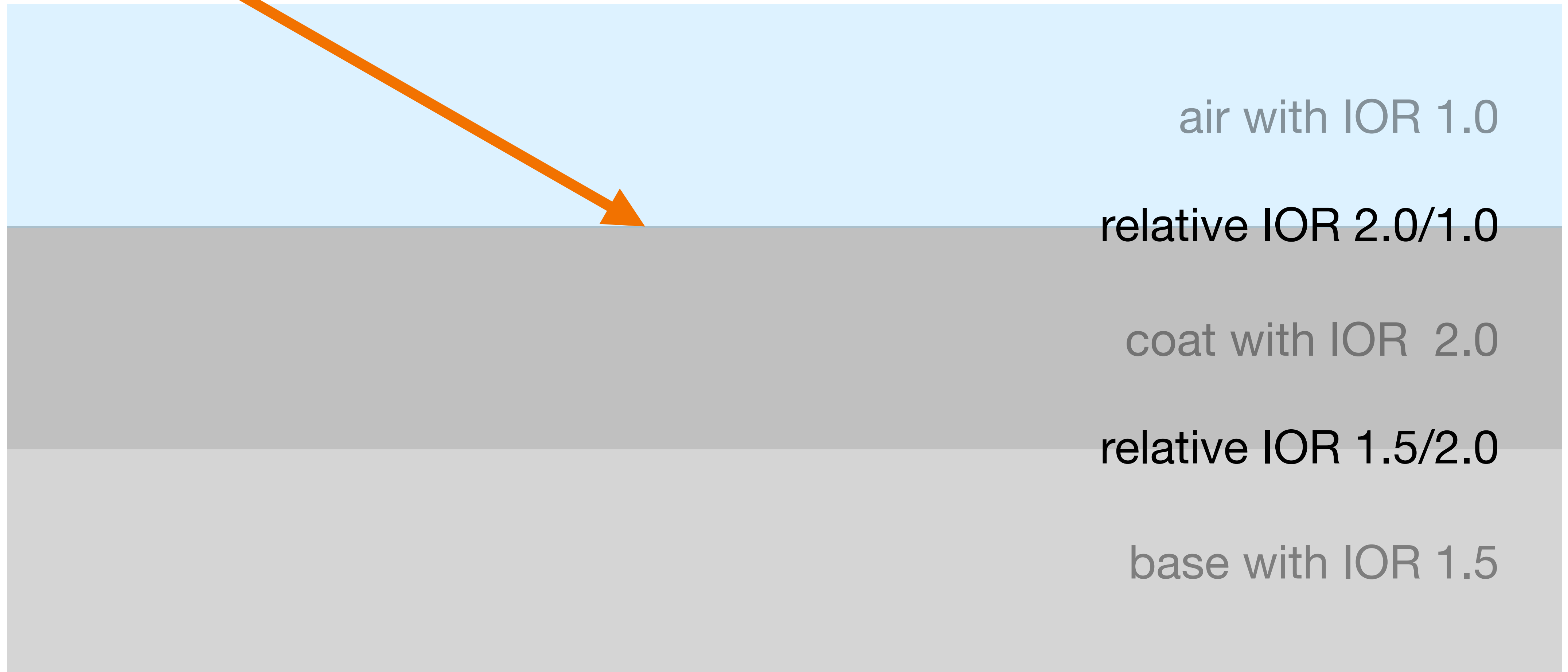
coat with IOR 2.0

smooth interface

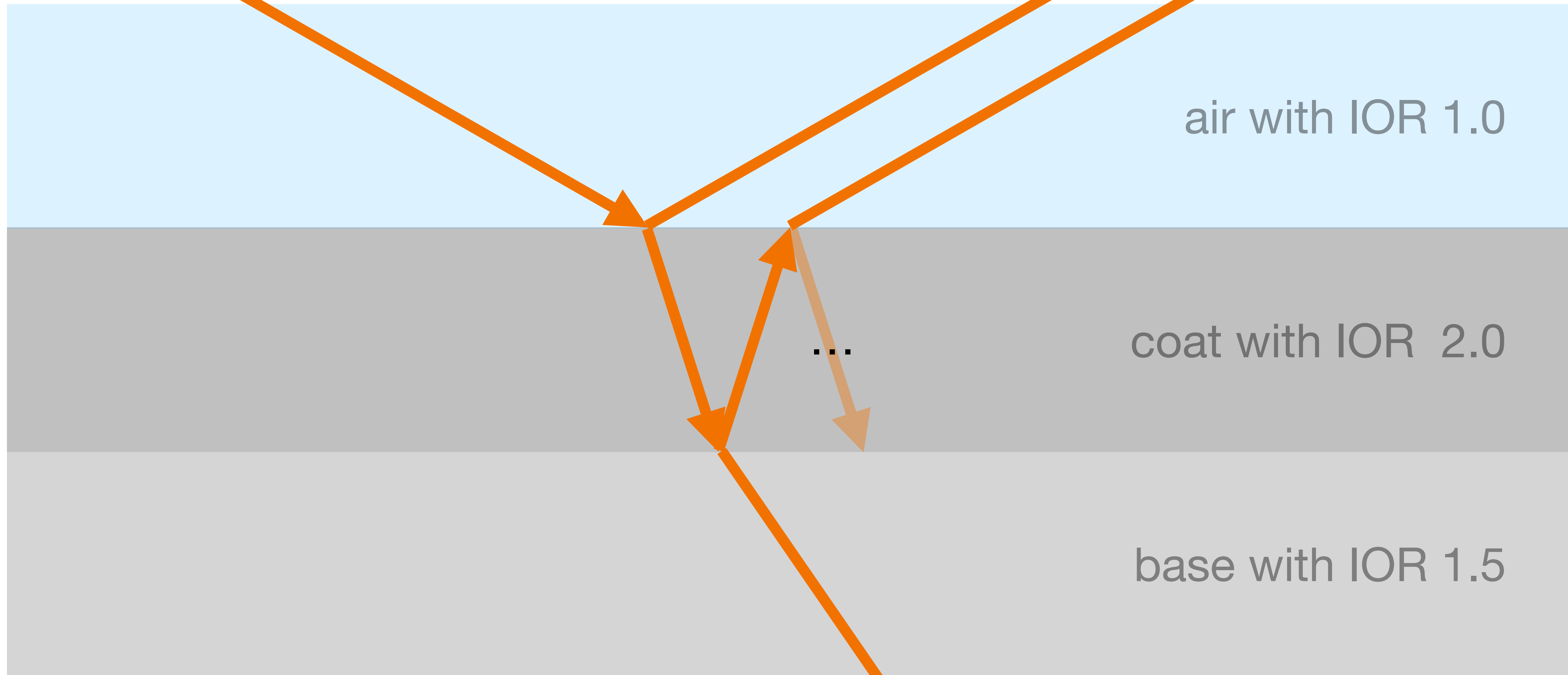
base with IOR 1.5



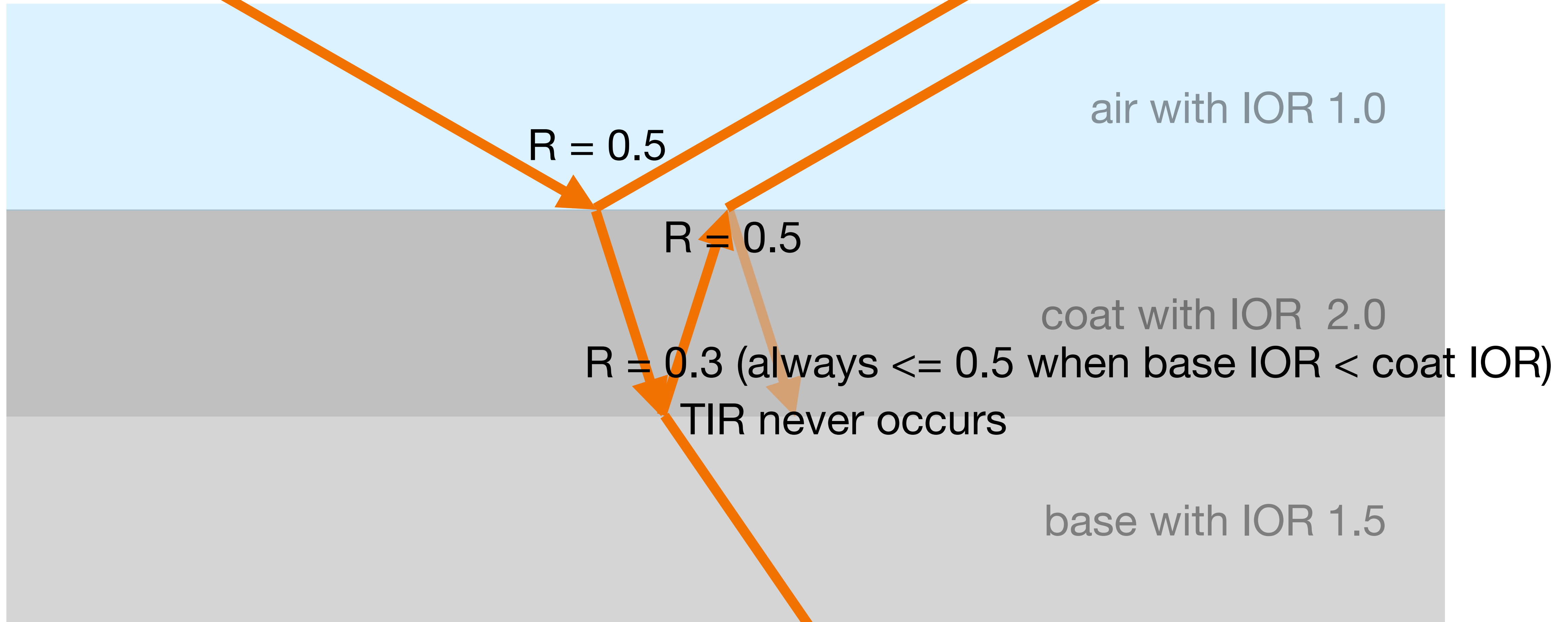
The setup



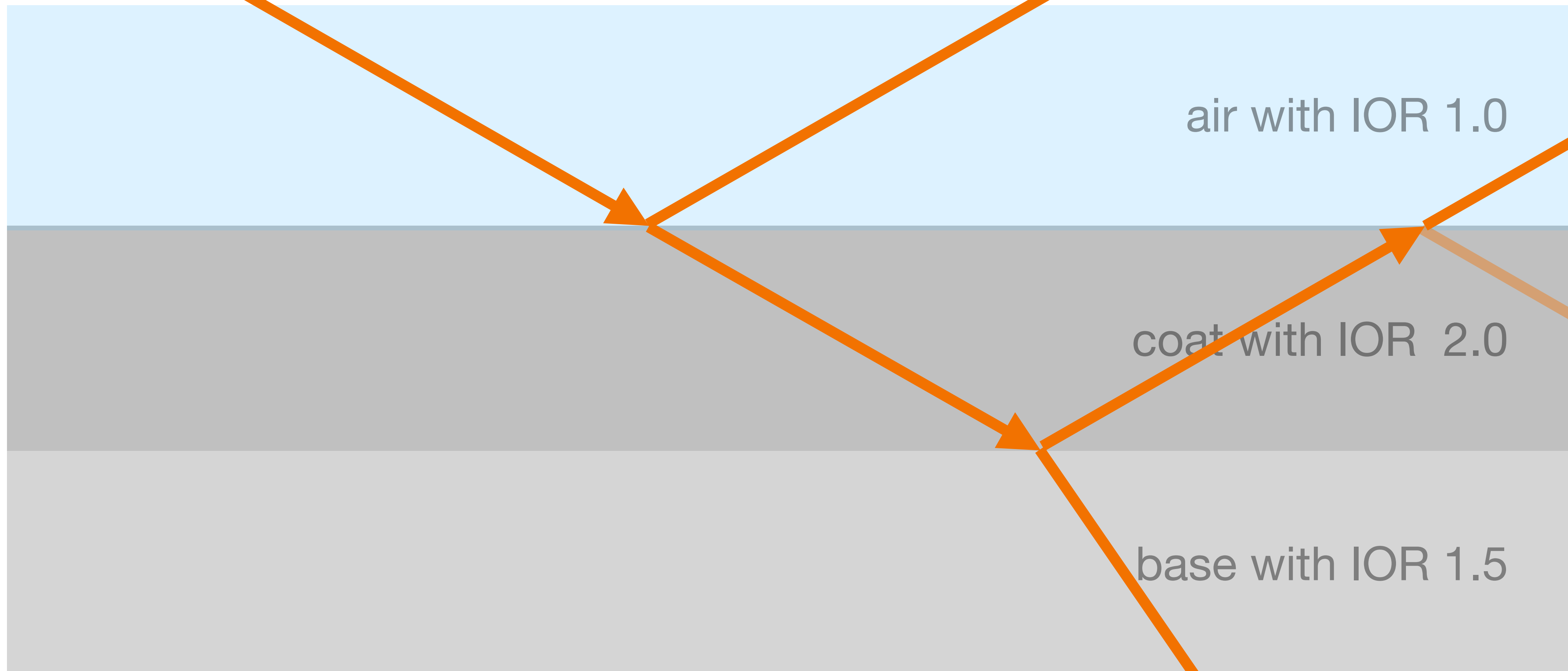
The setup



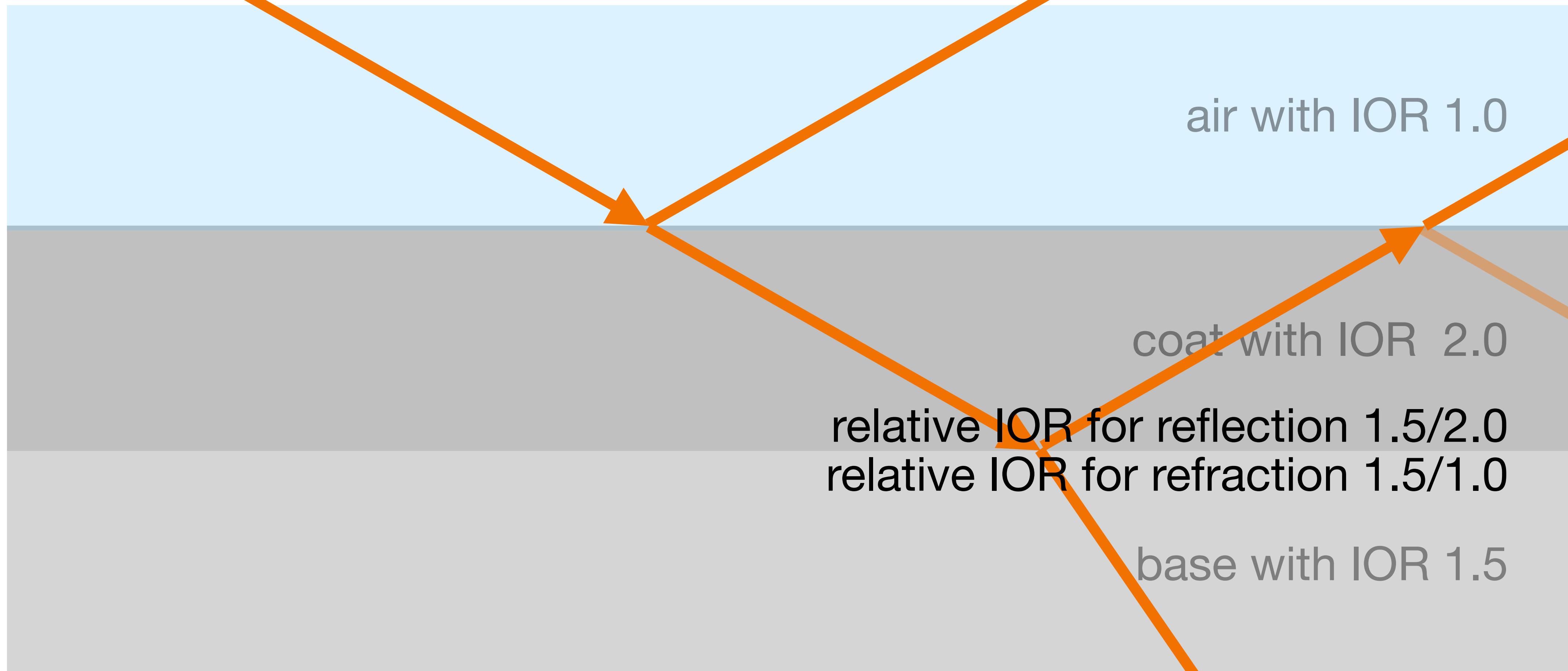
What happens in reality



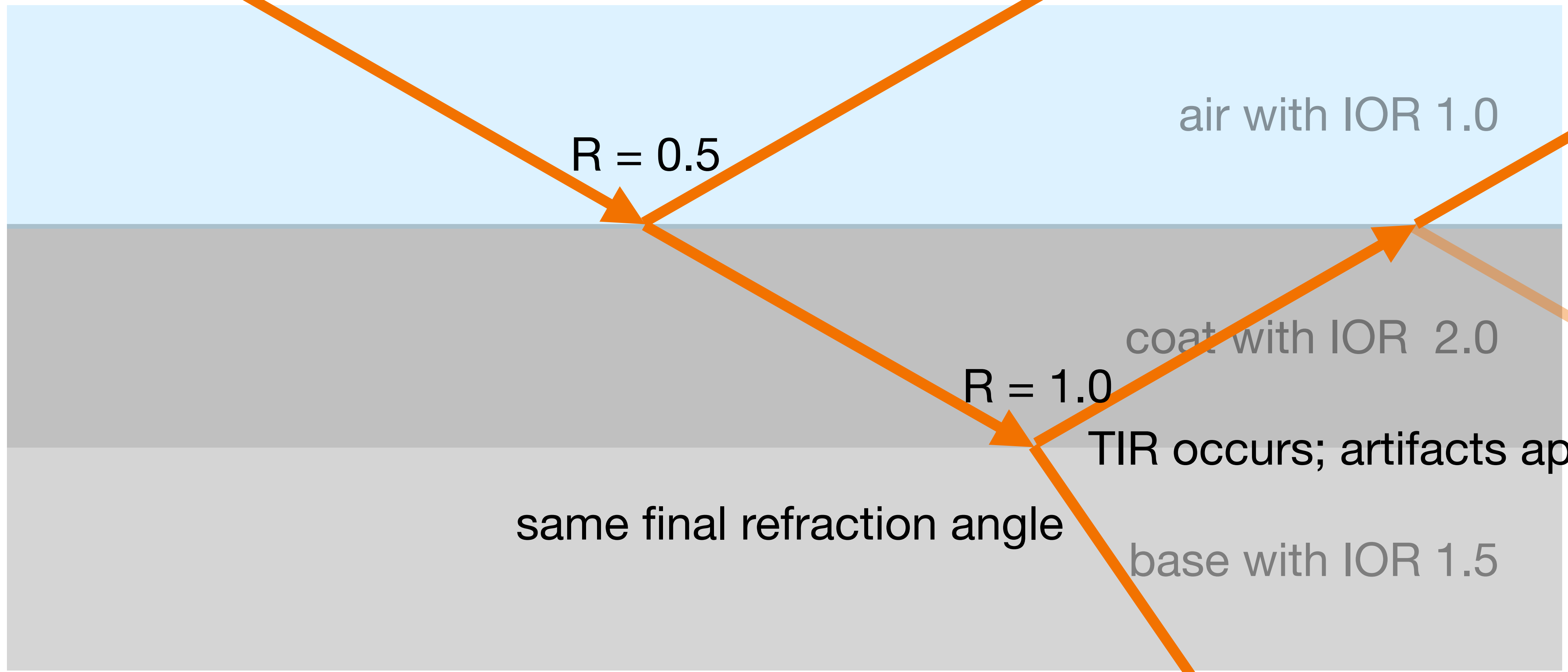
What happens in reality



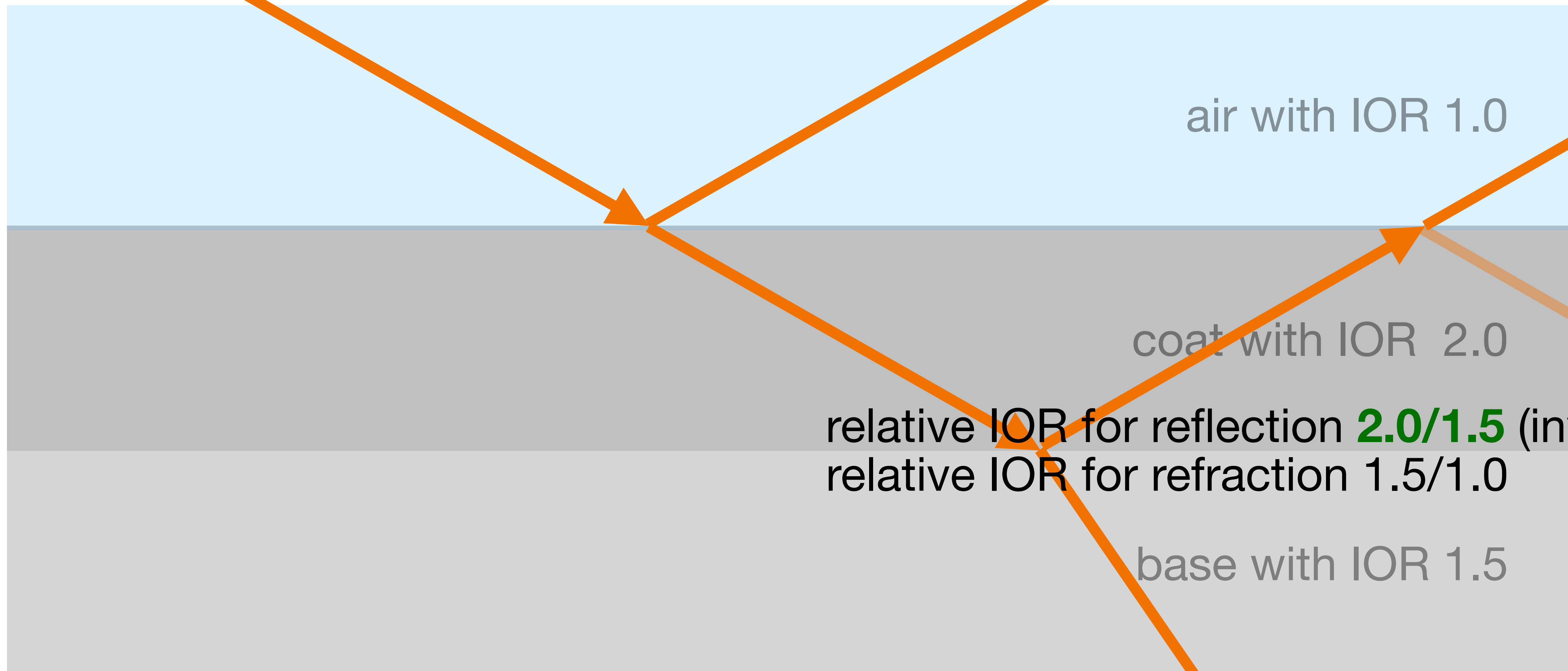
What happens if coat refraction is ignored



What happens if coat refraction is ignored



What happens if coat refraction is ignored



air with IOR 1.0

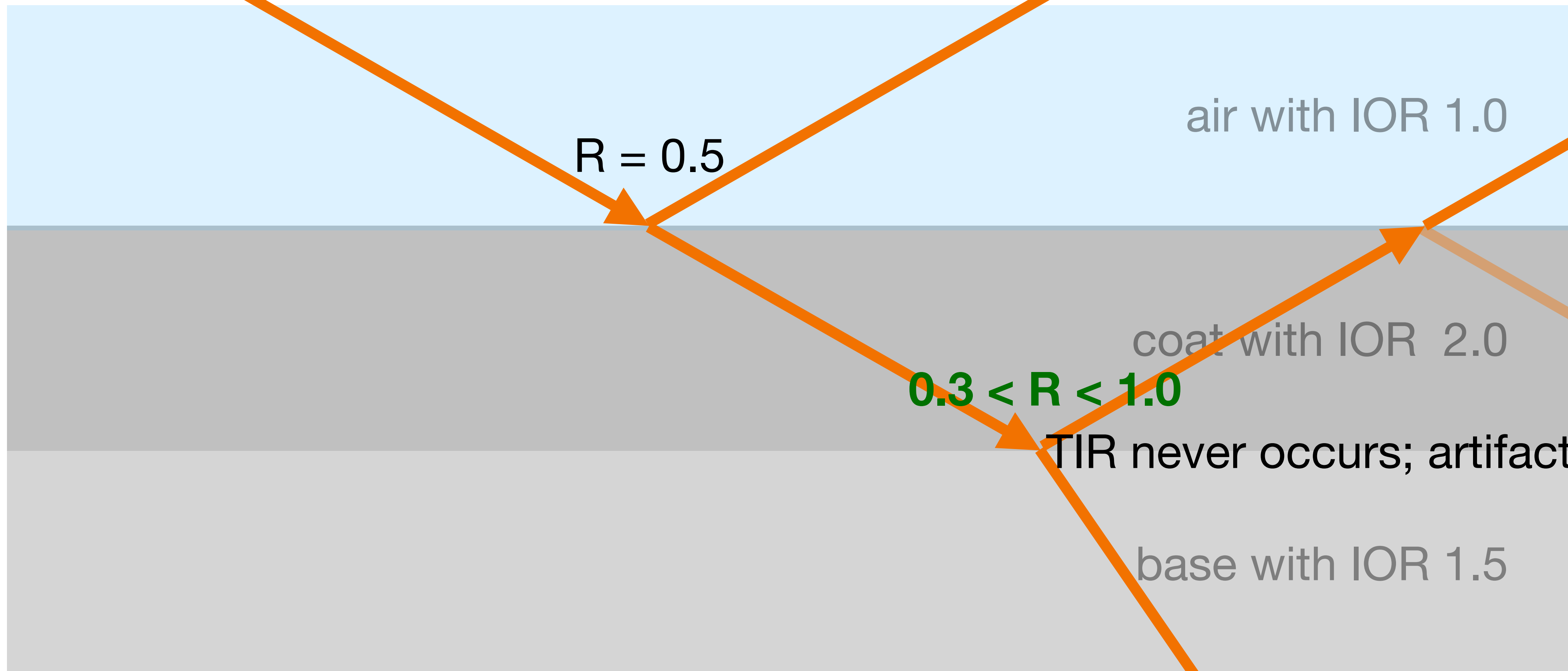
coat with IOR 2.0

base with IOR 1.5

relative IOR for reflection **2.0/1.5** (inverted)

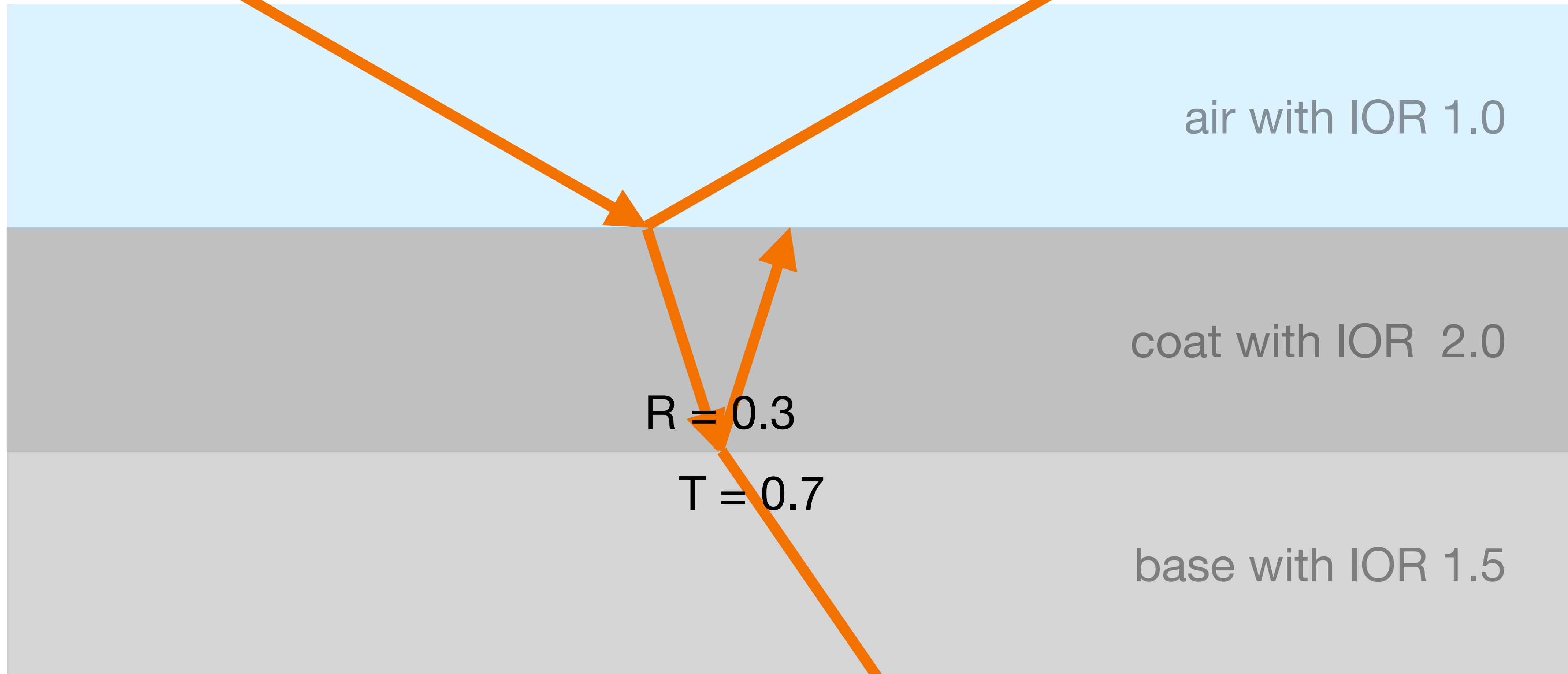
relative IOR for refraction 1.5/1.0

Simply physically based solution: inverting the relative IOR

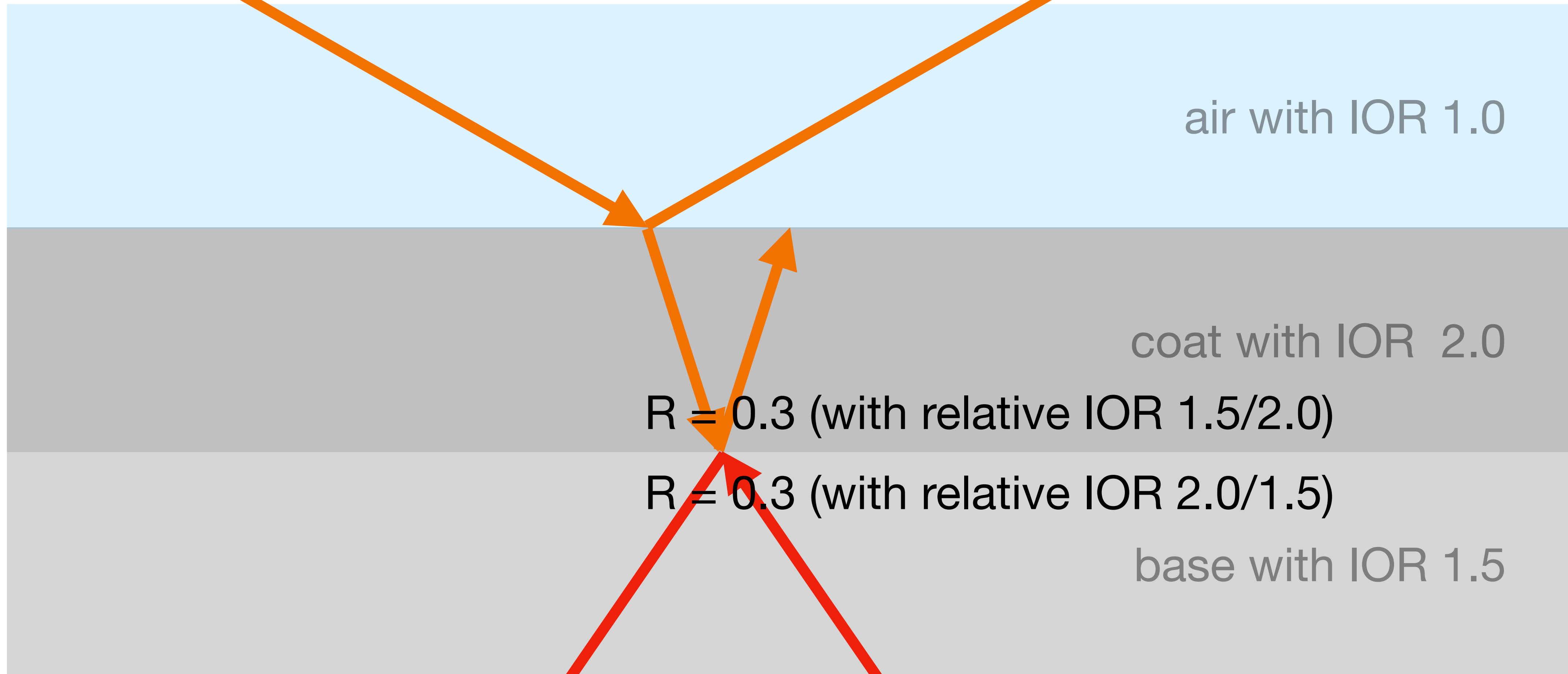


Problem solved

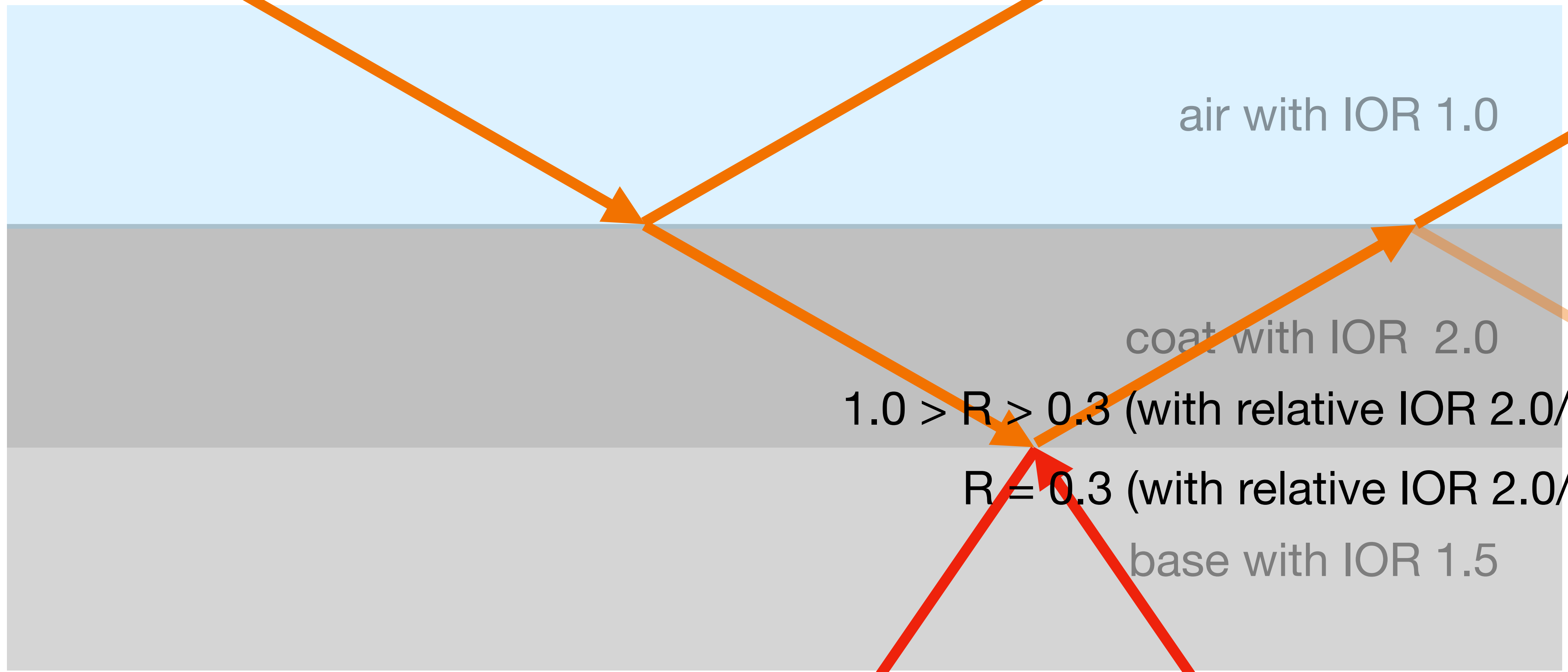
Simply physically based solution: inverting the relative IOR



Intuition about why it works (reality setup)



Intuition about why it works (reality setup)



air with IOR 1.0

coat with IOR 2.0

base with IOR 1.5

$1.0 > R > 0.3$ (with relative IOR 2.0/1.5)

$R = 0.3$ (with relative IOR 2.0/1.5)

Intuition about why it works (ignoring coat refraction)

TODO:

This solution produces a base reflection that is slightly higher than reality.

**For a more accurate solution, the relative IOR would need to be modified differently
(instead of simply being inverted).**

At a high level, the relative IOR would need to be reduced (toward 1.0) to eliminate the extra reflectivity.