Progressive Photon Mapping

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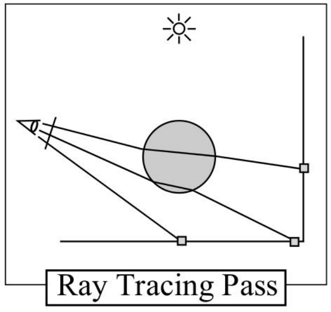
CM50245: Computer Animation and Games II

- Solve the rendering equation
- $L_o(x, \omega_o) = L_e(x, \omega_o) + \int f(x, \omega_o, \omega_i) L_i(x, \omega_i) |cos\theta_i| d\omega_i$

- Photon mapping as an approximation
- Two passes
  1. Ray tracing in a photon map
  2. Photon rendering
- $L_r(x, \omega_o) \approx \sum_{p=1}^{N} \frac{f(x, \omega_o, \omega_i)\phi_i(x_p, \omega_i)}{\pi r^2}$

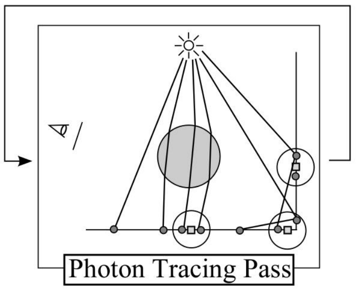
- Ray tracing pass

  - Ray tracing to find visible surfaces
  - Each ray includes all specular bounces
  - Stop when non-specular surface is found



- Photon tracing pass

  - Accumulate photon flux in hit points
  - Newly added photon improve the quality
  - $d(x) = \frac{n}{\pi r^2}$, $d'(x) = \frac{n'}{\pi r^2}$



- Radius reduction

  - Radius reduces with each pass to increase quality
  - New density is computed as $\hat{d} = \frac{N(x)+M(x)}{\pi R(x)^2}$
  - There has to be a gain in total number of photons

- Flux correction

  - Flux from new pass has to be normalized
  - $\tau_N(x, \omega_o) = \sum_{p=1}^{N(x)} f(x, \omega_o, \omega_i)\phi'(x_p, \omega_i), \ \tau_M(x, \omega_o) = \ldots$
  - $\tau_{\hat{N}}(x, \omega_o) = \tau_{N+M}(x, \omega_o)\frac{N(x)+\alpha M(x)}{N(x)+M(x)}$

- Radiance evaluation
  - Sum the contribution of all photons in the hit point
  - $L(x, \omega_o) = \frac{\tau(x, \omega_o)}{\pi R(x)^2 N_{em}}$