

Rendering Notes

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Collection of equations and algorithms for use in the Combustion Engine, as well as general reference for developers wishing to understand the final equations and how I came to them.

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Part I

Theory

1 Physically Based Rendering (PBR)

Physically Based Rendering (or Physically Based Shading) is simply the technique of using real-world-like parameters to represent a material, for example **Roughness**, **Anisotropy**, **Metalness**, **Index of Refraction** (η), and so forth.

1.1 Physical Correctness

By itself, PBR does not guarantee a realistic image. The equations and algorithms used to render the image must be physically correct. That is, they must obey the laws of physics to properly simulate light.

2 Microfacet Theory

Microfacet theory describes the surface of an object as being composed of incredibly tiny mirrors called microfacets. The microfacets are oriented in different directions based on surface roughness. The more smooth the surface, the more mirrors line up with the surface normal, forming a more mirrored macroscopic surface. Rougher surfaces are equivalent to the microfacets being oriented in ever more random directions, up until a point of entirely rough surfaces where the microfacets are totally randomly oriented and scatter light in all directions.

Since microfacets themselves are less intuitive, they are usually abstracted to become microgeometry, which is the microscopic ridges and crevices of a surface, where roughness and smoothness are as we know them traditionally.

At this abstraction level, it makes more sense that rougher surfaces are blurrier, while smoother surfaces are shinier.

3 Fresnel Effect

"Everything has Fresnel!" - Internet

If you haven't heard this before, you have now. Everything has Fresnel. However, what is Fresnel?

Put simply, the Fresnel effect determines how much light is reflected off of or transmitted into a surface. Reflected light forms specular highlights, while transmitted light becomes diffuse reflections or subsurface scattering.

For transparent materials, like glass, transmitted light is also refracted and passes all the way through it.

The Fresnel effect is governed by three primary variables (excluding any vectors):

1. The Internal Index of Refraction (η_i)
2. The Extinction Coefficient (k)
3. The External Index of Refraction (η_o)

where the internal IOR (η_i) is the index of refraction of the material itself, the extinction coefficient (k) is effectively how conductive the material is, and the external IOR (η_o) is the index of refraction of the material the object is contained in.

Normally, the external IOR is approximately 1.0, because the IOR of Air is approximately 1.0, so many forms of the Fresnel equations simply omit it.

However, if you wish to render an object as it appears underwater, the external IOR must be set to approximately 1.33 (the IOR of Water), or it will appear incorrect.

For metals, the internal IOR and extinction coefficient form a complex IOR in the form:

$$\eta + ik$$

where the color of the metal can be derived from its wavelength-specific IORs.

4 Wavelength Response

4.1 Computer Color

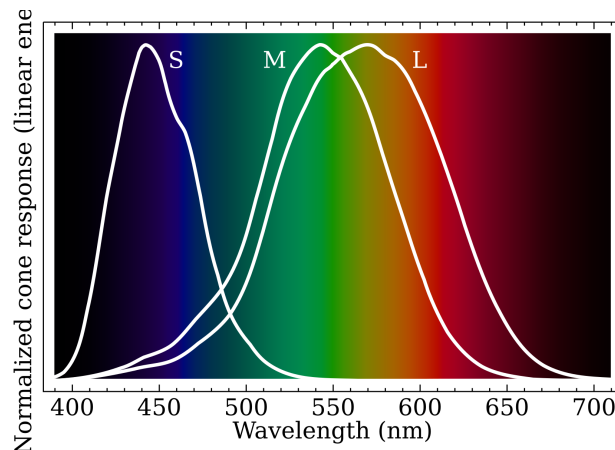
Color in computer graphics is primarily RGB. Despite HSV/HSL/YUV/etc. color representations, RGB remains the primary way to represent color in computers. The reason for this is that the human eye only perceives Red, Green and Blue colors for its three cone type. The science of human color perception is quite in-depth and not necessary here, but the gist of it is that humans see a range of wavelengths for each primary color, with perception strength in roughly Gaussian curve shapes.

4.2 RGB Wavelengths and Human Eyesight

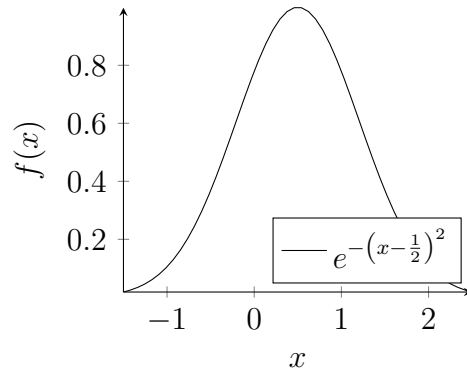
Here are the wavelengths used in Combustion:

Red = 620nm – 740nm
Green = 495nm – 570nm
Blue = 450nm – 495nm

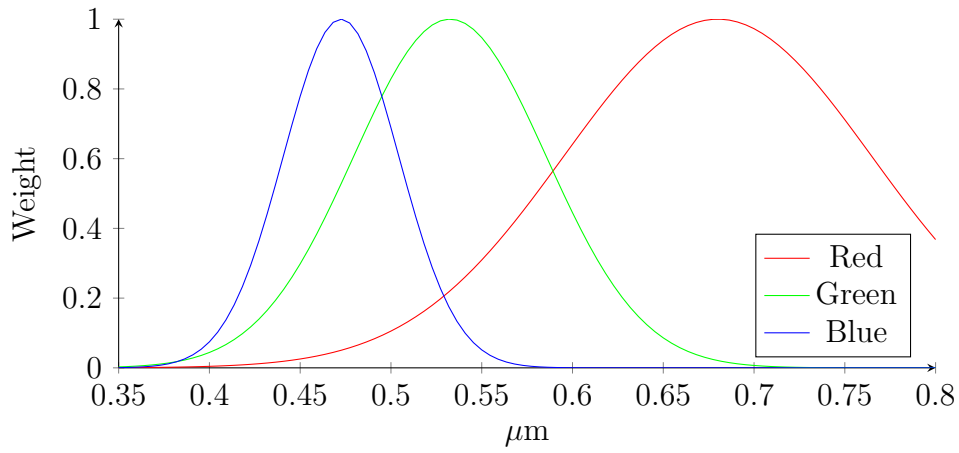
where the human eye's response to individual wavelengths is this:



which can be approximated using a modified Gaussian function like this:



to form:



which is similar to our perception of pure Red, Green and Blue. Note that they don't line up exactly, because there is a difference between wavelength and RGB color.

So by using this simple form to our advantage, we can perform a weighted average of any wavelength dependent optical properties like so:

$$V = \frac{\int_{w_{min}}^{w_{max}} f(x) p(x) dx}{(w_{max} - w_{min}) \int_{w_{min}}^{w_{max}} p(x) dx}$$

where $p(x)$ is:

$$p(x) = e^{-\left(\frac{x - w_{min}}{w_{max} - w_{min}} - \frac{1}{2}\right)^2}$$

or the original distribution scaled to the wavelength range like so:

$$p\left(\frac{x - w_{min}}{w_{max} - w_{min}}\right) = e^{-(x - \frac{1}{2})^2}$$

Part II

Light Equations

5 Specular Reflectance

5.1 Cook-Torrance

The Cook-Torrance equation is the core component for specular reflections today.

Variables for equations:

N = unit surface normal

V = view vector

L = light vector

$H = \frac{V + L}{\|V + L\|}$ = halfway vector and microfacet normal

η = Index of Refraction

α = surface roughness

It should be noted that these are ONLY specular reflections. That is, light which is reflected without diffusing into the material surface. For diffuse materials and how to mix diffuse and specular reflections, keep reading.

5.1.1.1 R. Cook and K. Torrance 1981

Original Definition:

$$f_{spec} = \frac{DFG}{\pi (\omega_o \cdot n) (\omega_i \cdot n)}$$

where ω_o is the view direction and ω_i is the incoming light direction.

G , the **Geometric Attenuation** function, which describes self-shadowing due to microfacet orientation and roughness, is defined as:

$$G_{Cook-Torrance} = \min \left\{ 1, \frac{2 (N \cdot H) (N \cdot V)}{(V \cdot H)}, \frac{2 (N \cdot H) (N \cdot L)}{(V \cdot H)} \right\}$$

D , the **Microfacet Distribution** function, is the Beckmann distribution, which is defined as:

$$D_{Beckmann} = \frac{\exp \left(\frac{(n \cdot m)^2 - 1}{\alpha^2 (n \cdot m)^2} \right)}{\pi \alpha^2 (n \cdot m)^4}$$

where α is the surface roughness from $[0, 1]$, but it has been simplified to:

F is the **Fresnel** term, which was originally defined as:

$$F = \frac{1}{2} \frac{(g - c)^2}{(g + c)^2} \left\{ 1 + \frac{[c (g + c) - 1]^2}{[c (g - c) + 1]^2} \right\}$$

where

$$\begin{aligned} c &= \cos \theta = V \cdot H \\ g^2 &= \eta^2 + c^2 - 1 \\ \eta &= \frac{1 + \sqrt{F_0}}{1 - \sqrt{F_0}} \end{aligned}$$

where F_0 is defined as:

$$F_0 = \left\{ \frac{\eta - 1}{\eta + 1} \right\}^2$$

where η is the Index of Refraction of the material. Depending on how you do things, F_0 can be avoided entirely by just using the raw IOR η .

5.1.2 Walter 2007 (GGX)

Walter 2007 updates the Cook-Torrance model with a better set of equations that are commonly referred to as GGX.

GGX Cook-Torrance form:

$$f_{spec} = \frac{DFG}{4 (\omega_o \cdot n) (\omega_i \cdot n)}$$

where G is split into two functions like so:

$$G = G_l(\omega_i)G_l(\omega_o)$$

Here, the Geometric Attenuation term is broken into two functions, collectively referred to as the Smith shadow-masking function. Each partial geometric attenuation function is the same, but is passed separate vector for light and view directions, then multiplied together.

Also note the replacement of π with just 4. I often see these used interchangeably around the internet, but they should remain distinct depending on how it is used. GGX works better with 4.

For the GGX equations, G_l is defined as:

$$G_l(v) = \chi^+ \left(\frac{\omega_v \cdot \omega_g}{\omega_v \cdot \omega_m} \right) \frac{2}{1 + \sqrt{1 + \alpha^2 \tan^2 \theta_v}}$$

where ω_v is the view direction, ω_g is the unit surface normal, ω_m is the halfway vector, and ω_v is the incoming or outgoing direction.

The GGX Distribution function (D) is defined as:

$$D = \chi^+ (n \cdot m) \frac{\alpha^2}{\pi \cos^4 \theta (\alpha^2 + \tan^2 \theta)^2}$$

or simplified to:

$$D = \chi^+ (n \cdot m) \frac{\alpha^2}{\pi ((n \cdot m)^2 (\alpha^2 - 1) + 1)^2}$$

with an anisotropic form defined as:

$$D = \chi^+ (n \cdot m) \frac{1}{\pi \alpha_x \alpha_y} \frac{1}{\left(\frac{(x \cdot m)^2}{\alpha_x^2} + \frac{(y \cdot m)^2}{\alpha_y^2} + (n \cdot m)^2 \right)^2}$$

as you can see, it takes two α (roughness) values and two anisotropy direction values (x and y) to control anisotropy.

6 Diffuse Reflectance

What light isn't directly reflected in the form of specular highlights is transmitted into the surface. However, most surfaces simply scatter the light below the surface and re-emit it in the form of colored diffuse light.

6.1 Lambertian Diffuse Model

For perfectly smooth surfaces, diffuse reflectance can be approximated by a single operation:

$$f_{diffuse} = N \cdot L$$

which is simply $\cos \theta$ between the light and normal vectors, which has a curve like this:

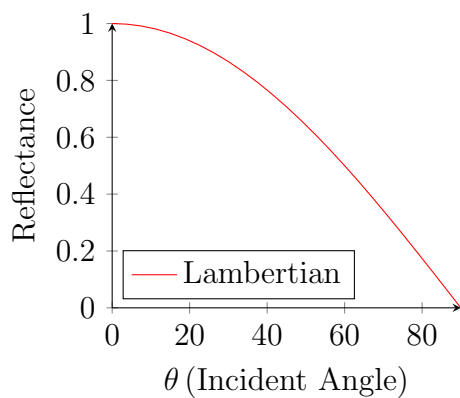


Figure 1: Lambertian reflectance

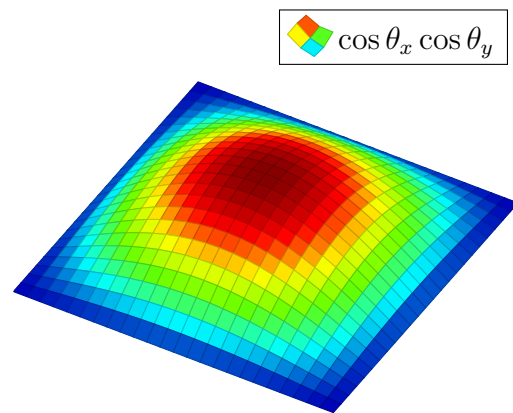


Figure 2: 3D plot

Lambertian is the most commonly used diffuse model mostly because of its simplicity. It's usually computed anyway for the specular component, so it's effectively free.

However, it does not account for surface roughness, so things get kind of weird looking in PBR heavy workflows.

6.2 Oren-Nayar Diffuse Model

Oren-Nayar is a "newer" (1994) set of equations based on empirical data that more accurately simulates surfaces of varying roughness.



As you can see, Oren-Nayar does a much better job than traditional Lambertian diffuse. It more accurately simulates rough surfaces, and is therefore much more useful in modern PBR workflows.

The full form of the Oren-Nayar equation is defined as:

$$L_r = \frac{\rho}{\pi} \cdot \cos \theta_i \cdot (A + (B \cdot \max[0, \cos(\phi_i - \phi_r)] \cdot \sin \alpha \cdot \tan \beta)) \cdot E_0$$

where

$$A = 1 - 0.5 \frac{\sigma^2}{\sigma^2 + 0.57}$$

$$B = 0.45 \frac{\sigma^2}{\sigma^2 + 0.09}$$

$$\alpha = \max(\theta_i, \theta_r)$$

$$\beta = \min(\theta_i, \theta_r)$$

where ρ is the surface albedo (diffuse absorption), σ is the surface roughness, and ϕ_i and ϕ_r are the azimuth angles

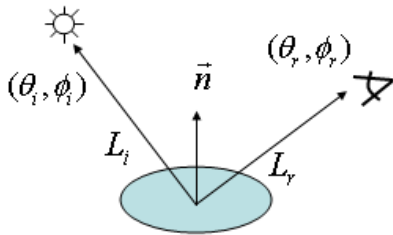


Figure 3: Reflectance Diagram

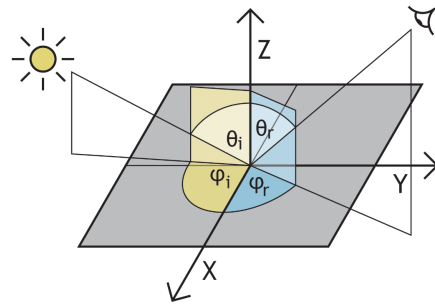


Figure 4: Angle Diagram