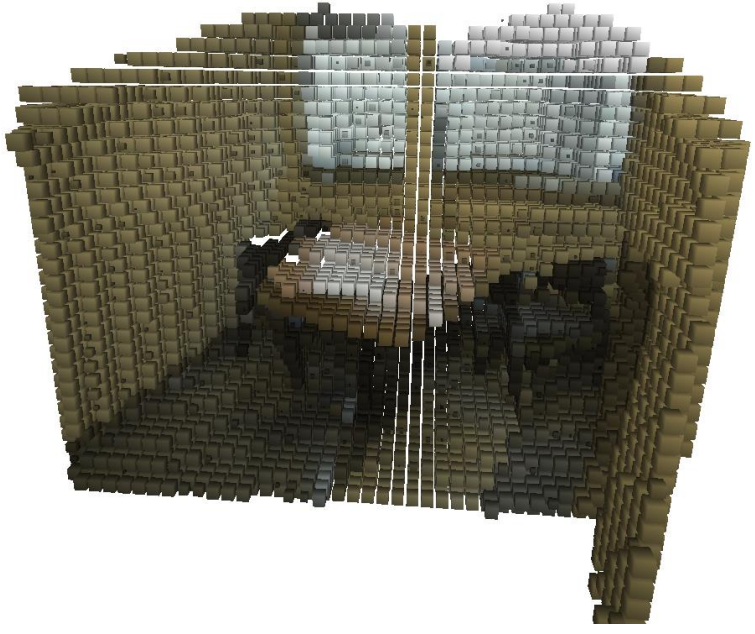
Input Photo



Spherical Gaussian Lighting Volume

Each voxel i:

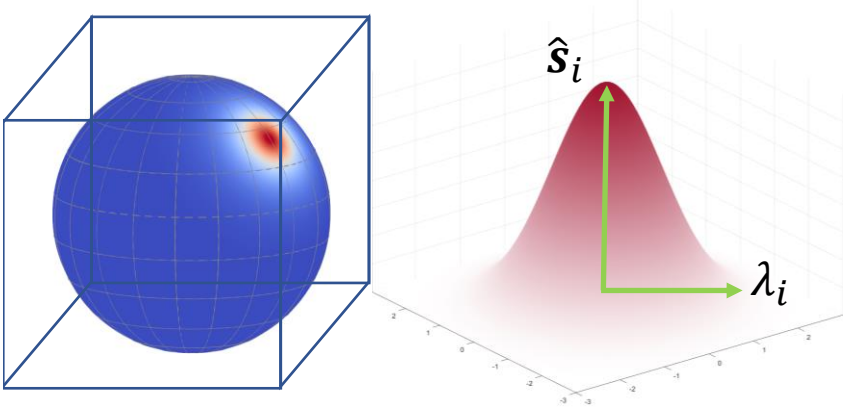
$\boldsymbol{c}_i$: Uniform RGB intensity

α_i : Opacity

$\boldsymbol{w}_i$: Directional RGB intensity

λ_i : Bandwidth of SG lobe

$\hat{\boldsymbol{s}}_i$: Lighting direction



Spherical Gaussian in 3D