## Computer Vision, Spring 2019 - Homework 5

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## Written Assignments

## Problem 1

a) Given a Lambertian surface with albedo  $\rho_d$ , for a surface point with normal vector  $\bar{n}$  receiving a light of intensity I in direction  $\bar{s}$ , the scene radiance L is given by

$$L = \frac{\rho_d}{\pi} I(\bar{n}.\bar{s})$$

Therefore, for a surface point receiving light of equal intensity I from two directions  $\bar{s_1}$  and  $\bar{s_2}$ , the radiance is

$$\begin{split} L &= \frac{\rho_d}{\pi} I(\bar{n}.\bar{s_1}) + \frac{\rho_d}{\pi} I(\bar{n}.\bar{s_2}) \\ &= \frac{\rho_d}{\pi} I(\bar{n}.(\bar{s_1} + \bar{s_2})) \\ &= \frac{\rho_d}{\pi} I(\bar{n}.\frac{(\bar{s_1} + \bar{s_2})||\bar{s_1} + \bar{s_2}||}{||\bar{s_1} + \bar{s_2}||}) \\ &= \frac{\rho_d}{\pi} \left( ||\bar{s_1} + \bar{s_2}||I \right) \left( \bar{n}.\frac{(\bar{s_1} + \bar{s_2})}{||\bar{s_1} + \bar{s_2}||} \right) \end{split}$$

Therefore, the "effective" intensity of the light source is  $||\bar{s_1} + \bar{s_2}||I|$  and the unit normal vector in the "effective" direction is  $s_3 = \frac{\bar{s_1} + \bar{s_2}}{||\bar{s_1} + \bar{s_2}||}$ , where  $||\bar{v}||$  is the  $L_2$  norm of the vector  $\bar{v}$ .

b) If the two light sources have unequal intensities  $I_1$  and  $I_2$ , the radiance is given by

$$\begin{split} L &= \frac{\rho_d}{\pi} I_1(\bar{n}.\bar{s_1}) + \frac{\rho_d}{\pi} I_2(\bar{n}.\bar{s_2}) \\ &= \frac{\rho_d}{\pi} (\bar{n}.(I_1\bar{s_1} + I_2\bar{s_2})) \\ &= \frac{\rho_d}{\pi} (\bar{n}.\frac{(I_1\bar{s_1} + I_2\bar{s_2})||I_1\bar{s_1} + I_2\bar{s_2}||}{||I_1\bar{s_1} + I_2\bar{s_2}||}) \\ &= \frac{\rho_d}{\pi} \left( ||I_1\bar{s_1} + I_2\bar{s_2}|| \right) \left( \bar{n}.\frac{(I_1\bar{s_1} + I_2\bar{s_2})}{||I_1\bar{s_1} + I_2\bar{s_2}||} \right) \end{split}$$

Therefore, the "effective" intensity of the light source is  $||I_1\bar{s_1}+I_2\bar{s_2}||$  and the unit normal vector in the "effective" direction is  $s_3=\frac{I_1\bar{s_1}+I_2\bar{s_2}}{||I_1\bar{s_1}+I_2\bar{s_2}||}$ .