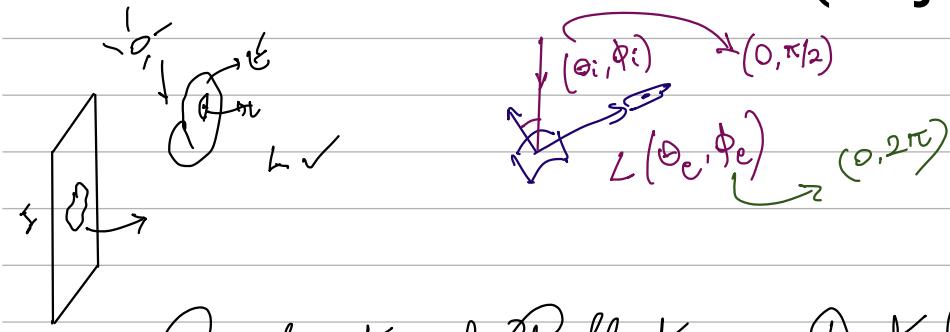
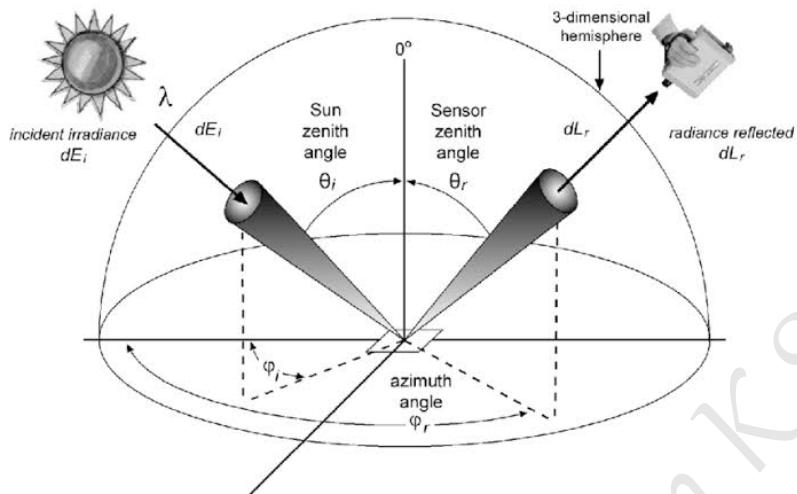


EE702: Lec-4 (17 Jan)



Bi-directional Reflectance Distribution Function (BRDF)

$$f(\theta_i, \phi_i, \theta_e, \phi_e) = \frac{\partial L(\theta_e, \phi_e)}{\partial E(\theta_i, \phi_i)}$$



BRDF

Definition: The bidirectional reflectance distribution function (BRDF) represents how much light is reflected into each outgoing direction ω_r from each incoming direction

NB: ω_i points away from surface rather than into surface, by convention.

$$f_r(\omega_i \rightarrow \omega_r) = \frac{dL_r(\omega_r)}{dE_i(\omega_i)} = \frac{dL_r(\omega_r)}{L_i(\omega_i) \cos \theta_i d\omega_i} \left[\frac{1}{sr} \right]$$

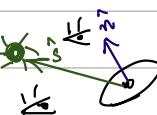
CS184/284A

Ren Ng

Case: Specular surface (mirror-like)

$$f = k \cdot \delta(\theta_i - \theta_e) \cdot \delta(\phi_i - \phi_e - \pi)$$

Lambertian Surface



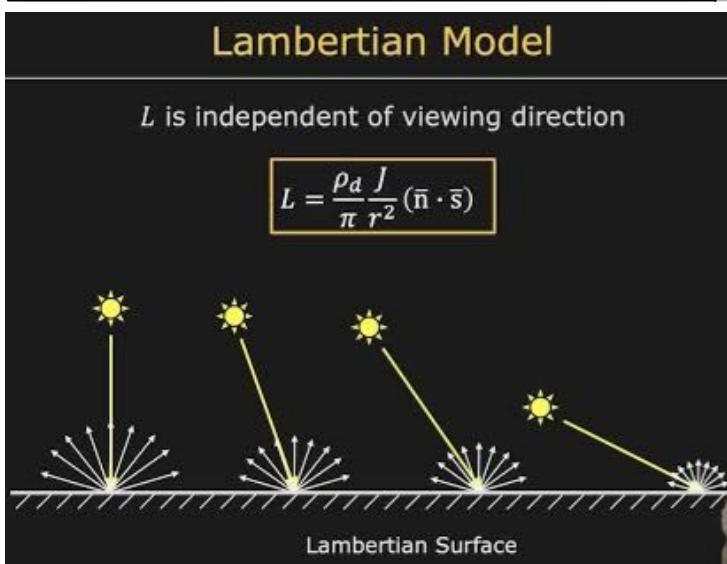
$$f(\dots) = \text{CONSTANT}$$

$$\Rightarrow E(x, y) = k \cos \theta \quad \rightarrow \hat{n} \cdot \hat{s}$$

$$\Rightarrow E(x, y) = \hat{n}(x, y, z) \cdot \hat{s}()$$

surface normal
at a point on the object

$$\hat{n} = \frac{((x_s - x), (y_s - y), (z_s - z))}{\|\text{norm}\|}$$



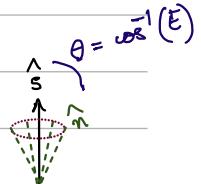
Assumptions: 1] S is far away from object (\hat{s} is fixed for entire surface)

2] Orthographic projection (object is far from center)

$$E(x, y) = \hat{n}(x, y) \cdot \hat{s}$$

↳ same $\hat{n}(x, y)$ on surface (by assumption 1)

Problem: $E, \hat{s} \rightarrow$ known; $\hat{n} = ?$



\hat{n} is 2-dimensional! \therefore 2 unknowns, one eqn.

Surface Approximation

$Z(x, y) \rightarrow$ Monge surface

$$\begin{aligned}\delta z &= \frac{\partial z}{\partial x} \delta x + \frac{\partial z}{\partial y} \delta y \\ &= p \delta x + q \delta y\end{aligned}$$

