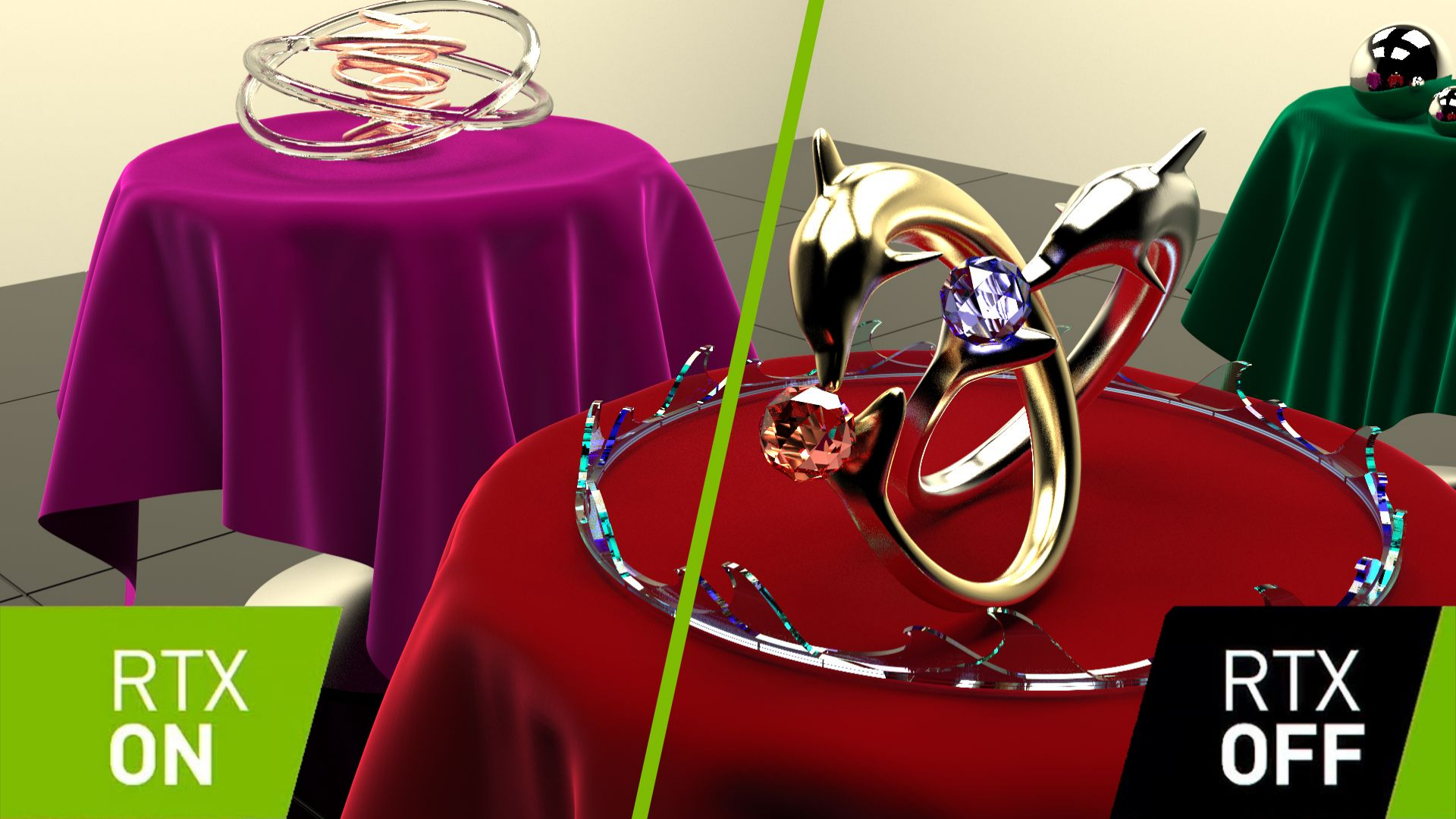
Moody Render

•••

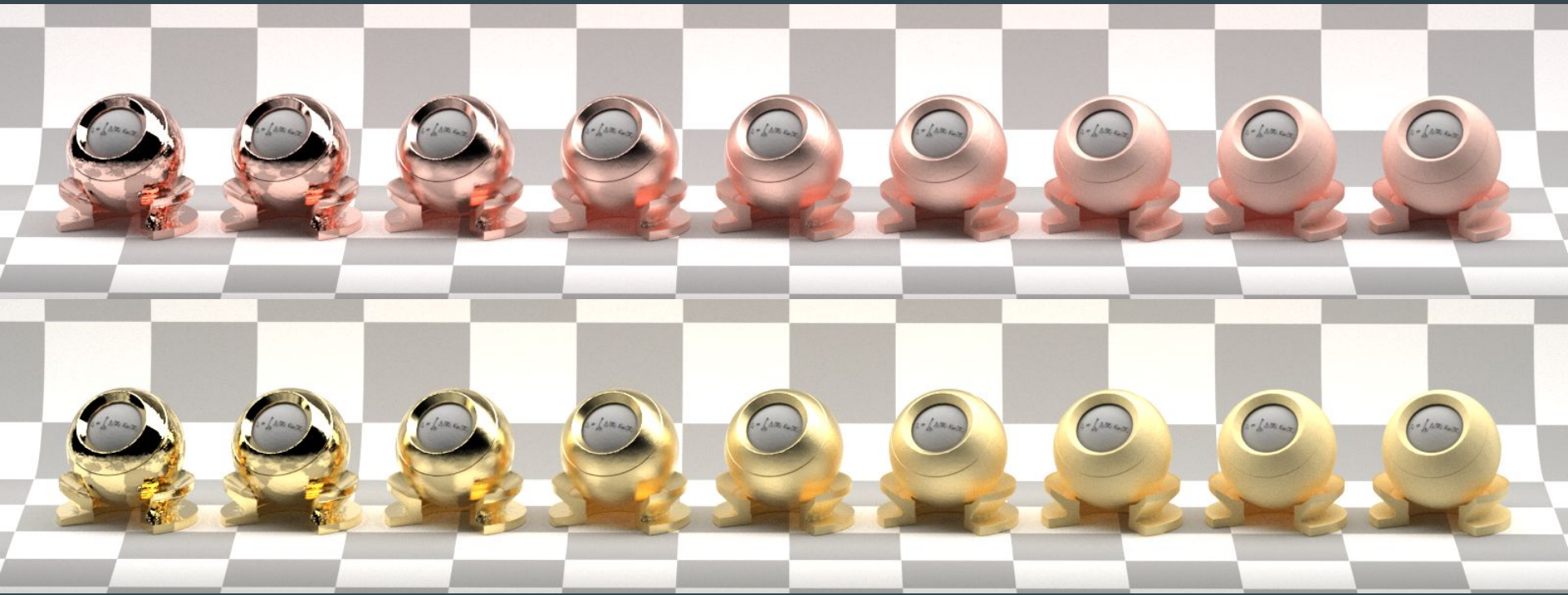
ushiostarfish


RTX
ON
RTX
OFF

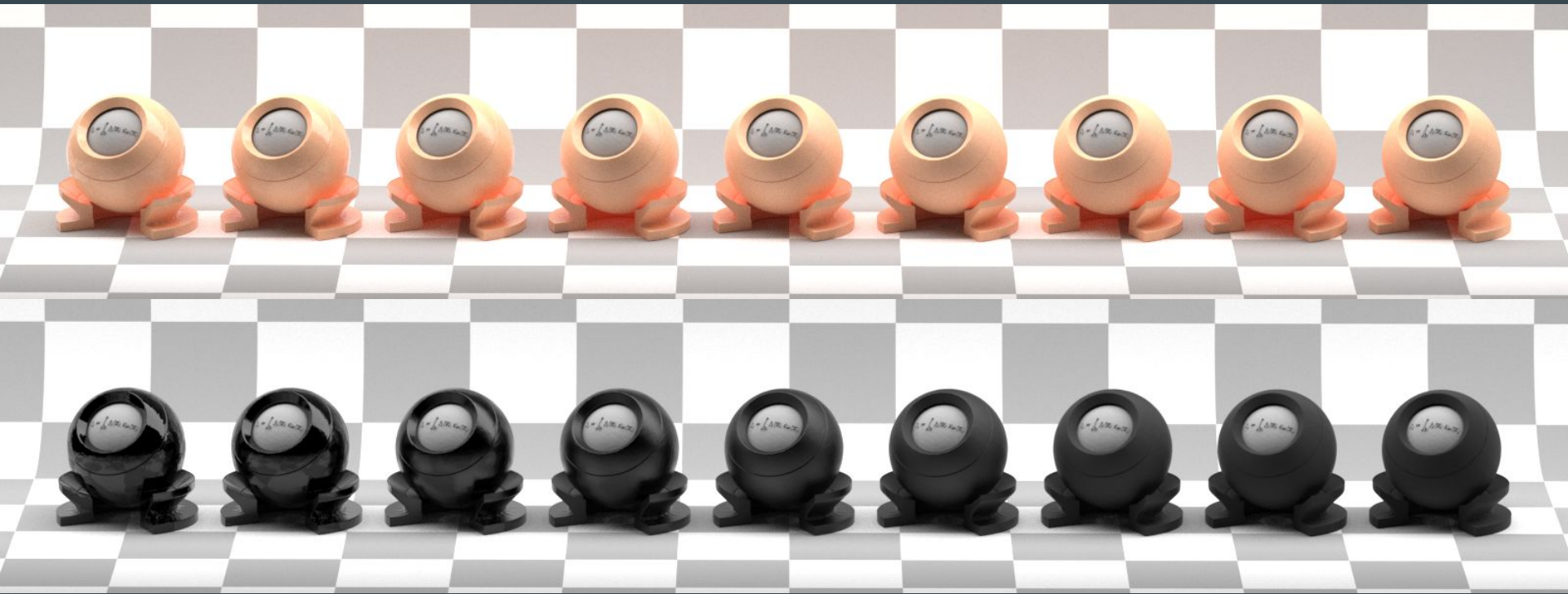

Embree
RTX
ON
RTX
OFF

Materials

エネルギー保存Microfacet BRDF(金属ver

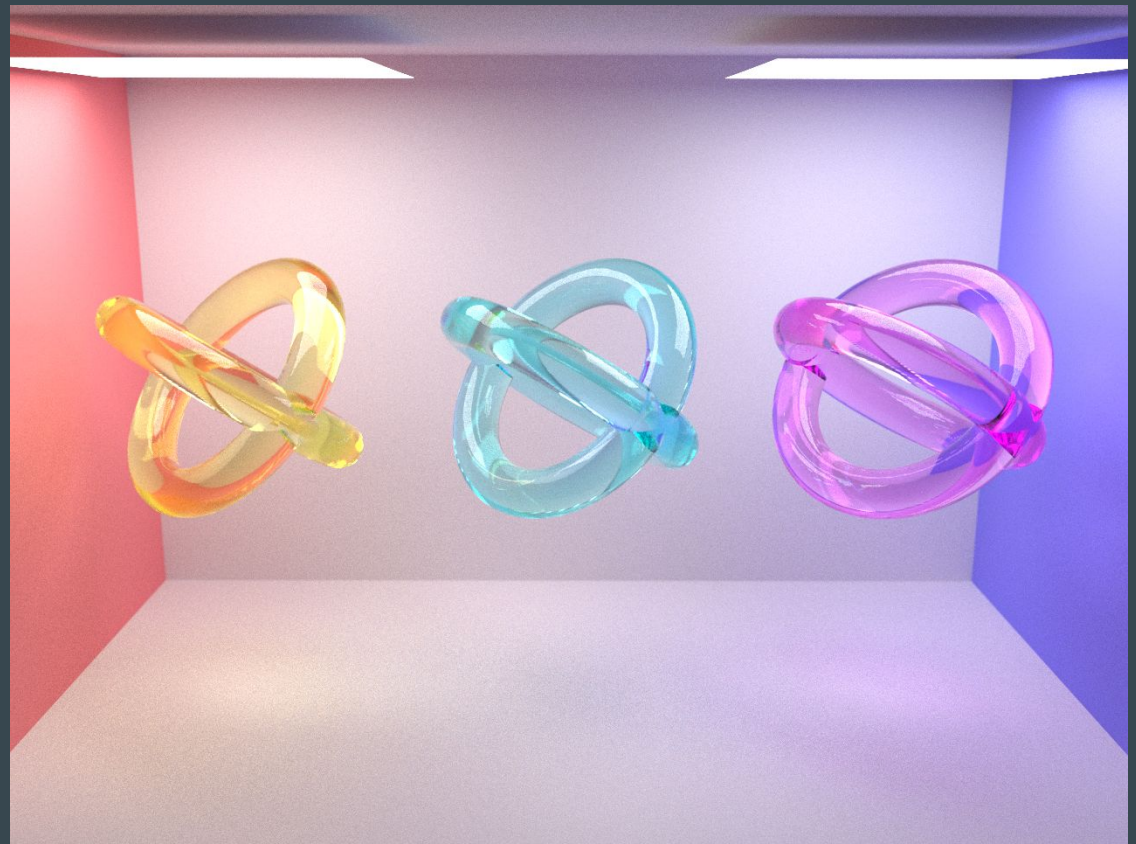


エネルギー保存Microfacet BRDF(誘導体ver



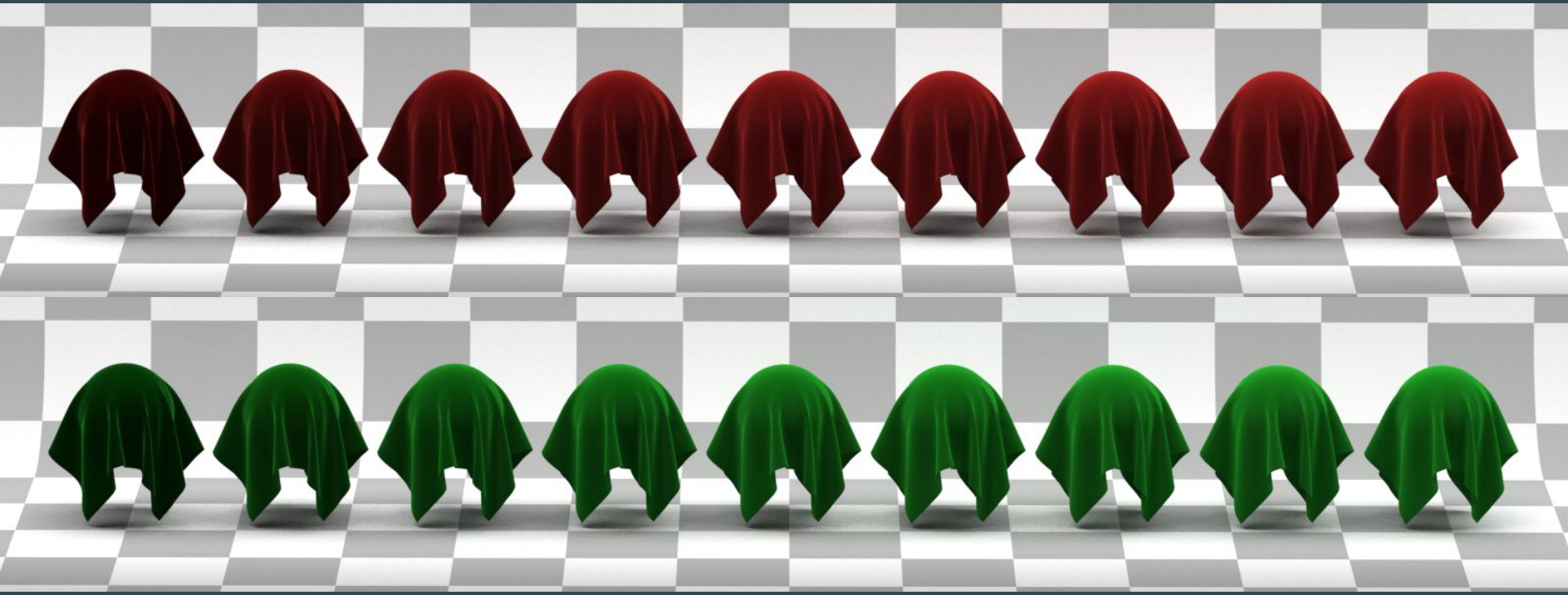
誘導体（ランベルト・ベール

- 簡単
- 綺麗



$$f(L) = e^{-\sigma L}$$

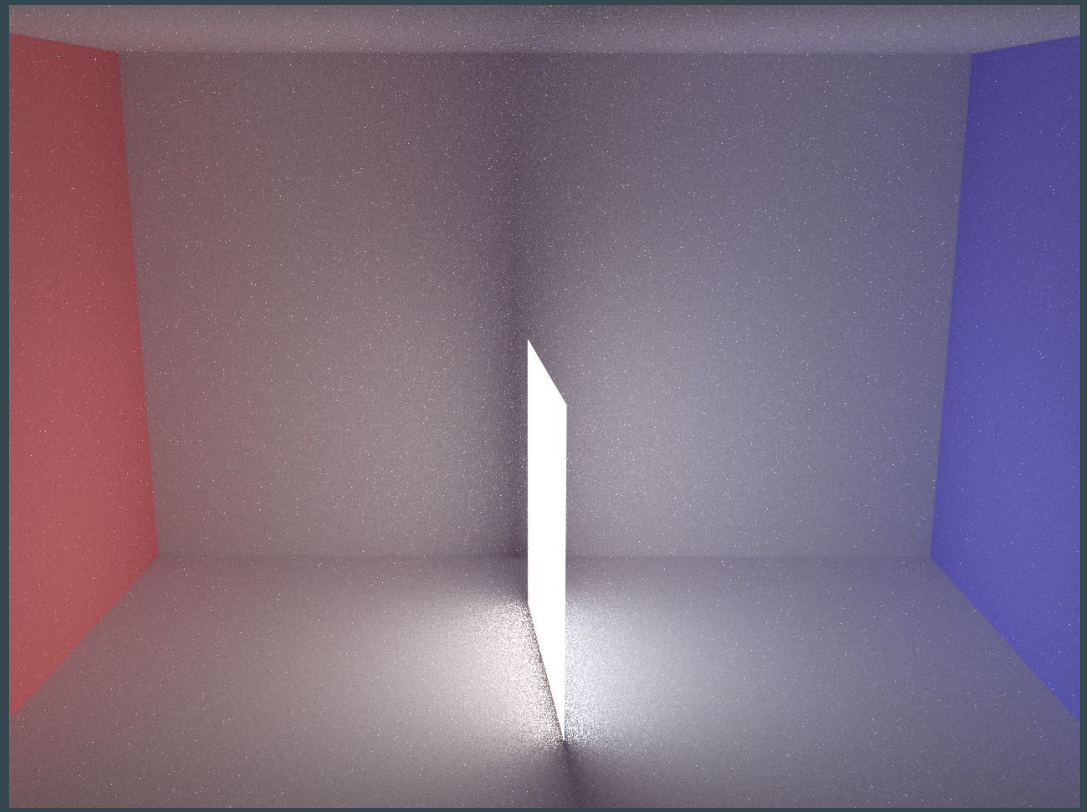
Velvet (Production Friendly Microfacet Sheen BRDF)



Sampling Technique

An Area-Preserving Parametrization for Spherical Rectangles

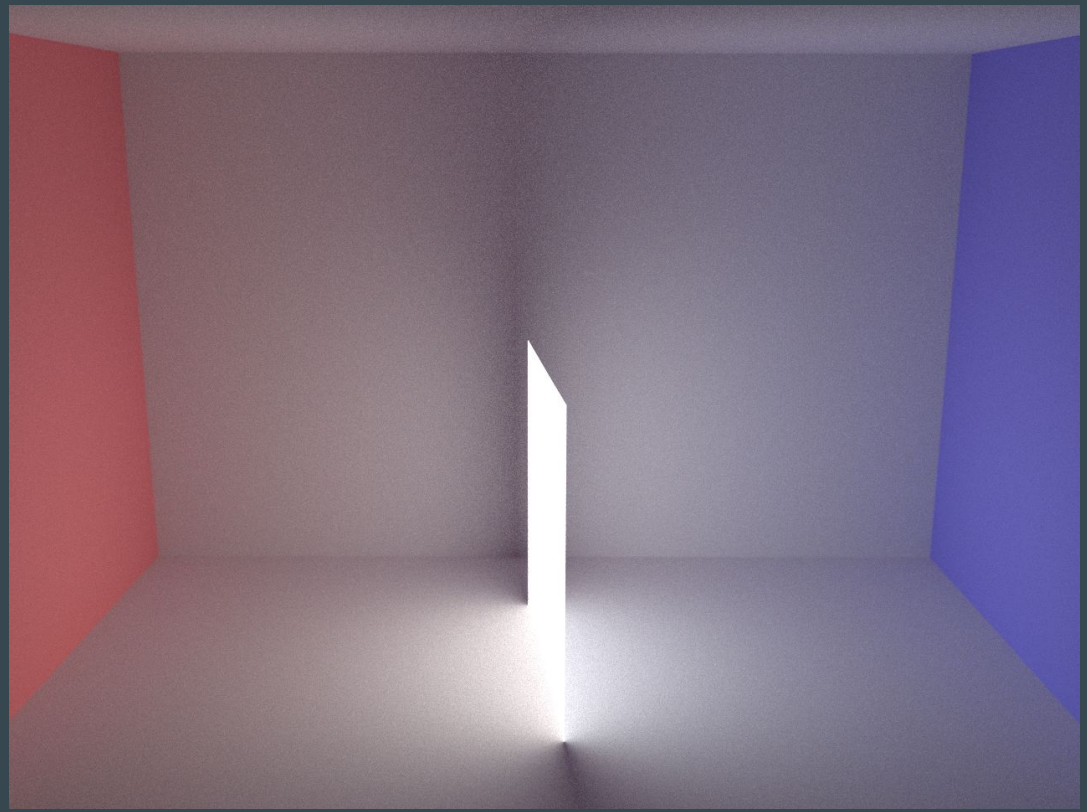
Next Event Estimation
Area Sampling



64 spp

An Area-Preserving Parametrization for Spherical Rectangles

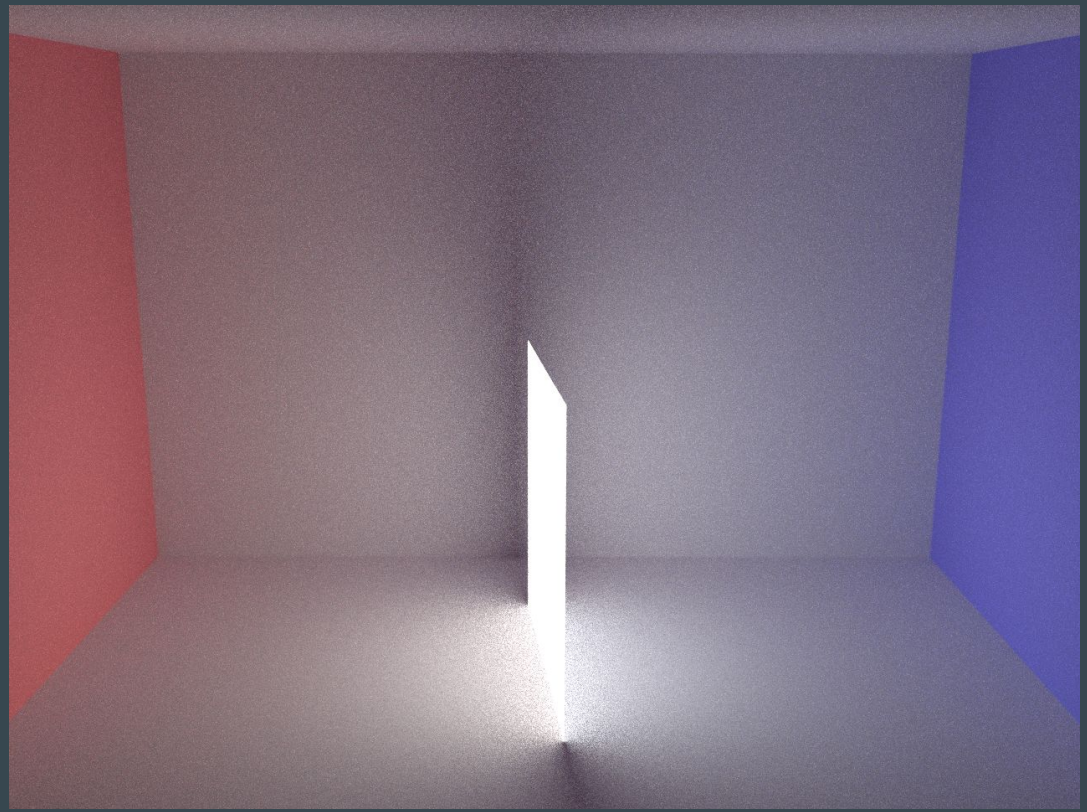
Next Event Estimation
Spherical Rectangle
Sampling



64 spp

An Area-Preserving Parametrization for Spherical Rectangles

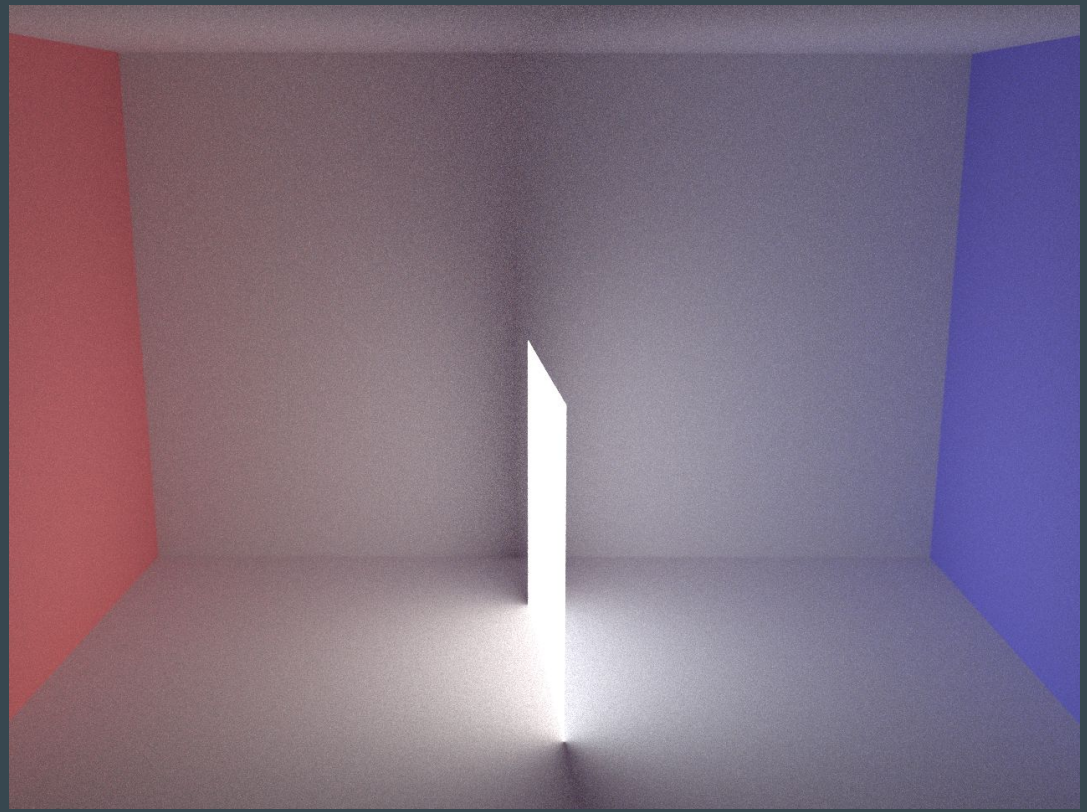
Next Event Estimation + MIS
Area Sampling



32 spp

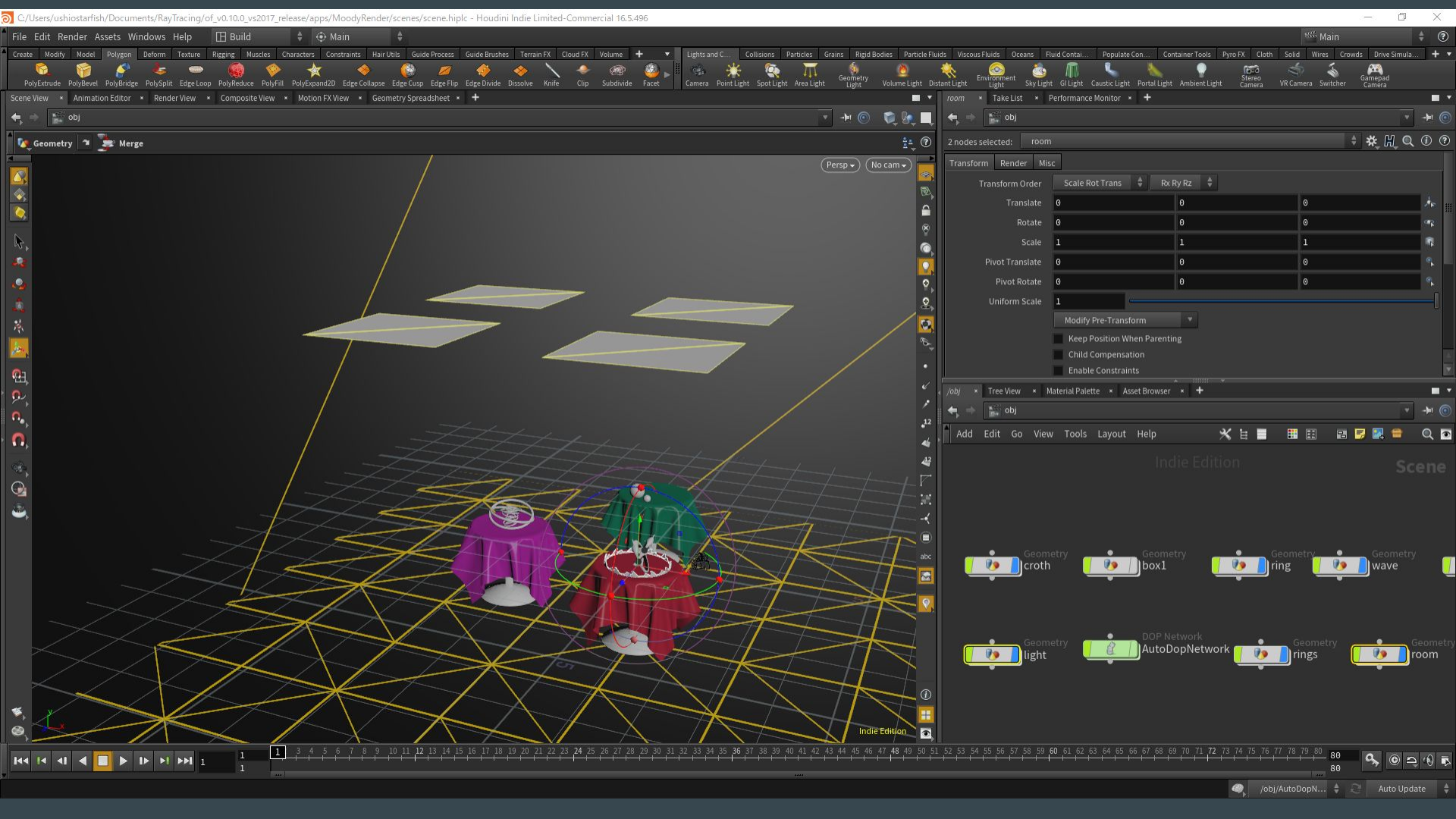
An Area-Preserving Parametrization for Spherical Rectangles

Next Event Estimation + MIS
Spherical Rectangle
Sampling

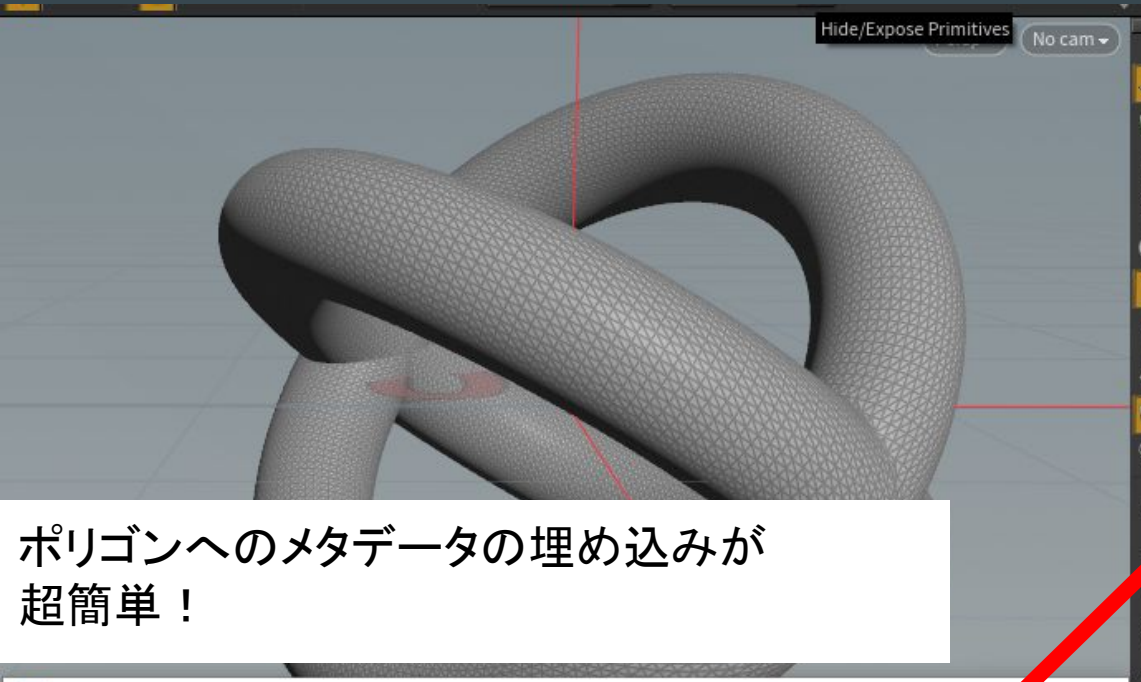


32 spp

Scene


C:/Users/ushiostarfish/Documents/RayTracing/of_v0.10.0_vs2017_release/apps/MoodyRender/scenes/scene.hiplc - Houdini Indie Limited-Commercial 16.5.496
File Edit Render Assets Windows Help
Build
Main
Scene View
Animation Editor
Render View
Composite View
Motion FX View
Geometry Spreadsheet
Geometry
Merge
Persp
No cam
Indie Edition
room
Take List
Performance Monitor
2 nodes selected:
Transform
Render
Misc
Transform Order
Scale Rot Trans
Rx Ry Rz
Translate
Rotate
Scale
Pivot Translate
Pivot Rotate
Uniform Scale
Modify Pre-Transform
Keep Position When Parenting
Child Compensation
Enable Constraints
Tree View
Material Palette
Asset Browser
Add Edit Go View Tools Layout Help
Scene
croth
box1
ring
wave
light
AutoDopNetwork
rings
room
Auto Update

Houdini -> Alembic -> Render



ポリゴンへのメタデータの埋め込みが
超簡単！

Geometry Spreadsheet: DielectricsMaterial

Node: DielectricsMaterial Group: View Intrinsics

	eta	Material	sigma[0]	sigma[1]	sigma[2]
0	1.5	DielectricsMaterial	10.0	0.0	0.0
1	1.5	DielectricsMaterial	10.0	0.0	0.0
2	1.5	DielectricsMaterial	10.0	0.0	0.0
3	1.5	DielectricsMaterial	10.0	0.0	0.0
4	1.5	DielectricsMaterial	10.0	0.0	0.0
5	1.5	DielectricsMaterial	10.0	0.0	0.0
6	1.5	DielectricsMaterial	10.0	0.0	0.0

Indie

VEXpression

```
s@Material = "DielectricsMaterial";
@eta = ch("eta");
v@sigma = chv("sigma");
```

Ln 1, Col 1

Attributes to Create *

Eta 1.5

Sigma 10 0 0

/obj/mirror × Tree View × Material Palette × Asset Browser ×

obj mirror

Add Edit Go View Tools Layout Help

Indie Edition Geometry

null1

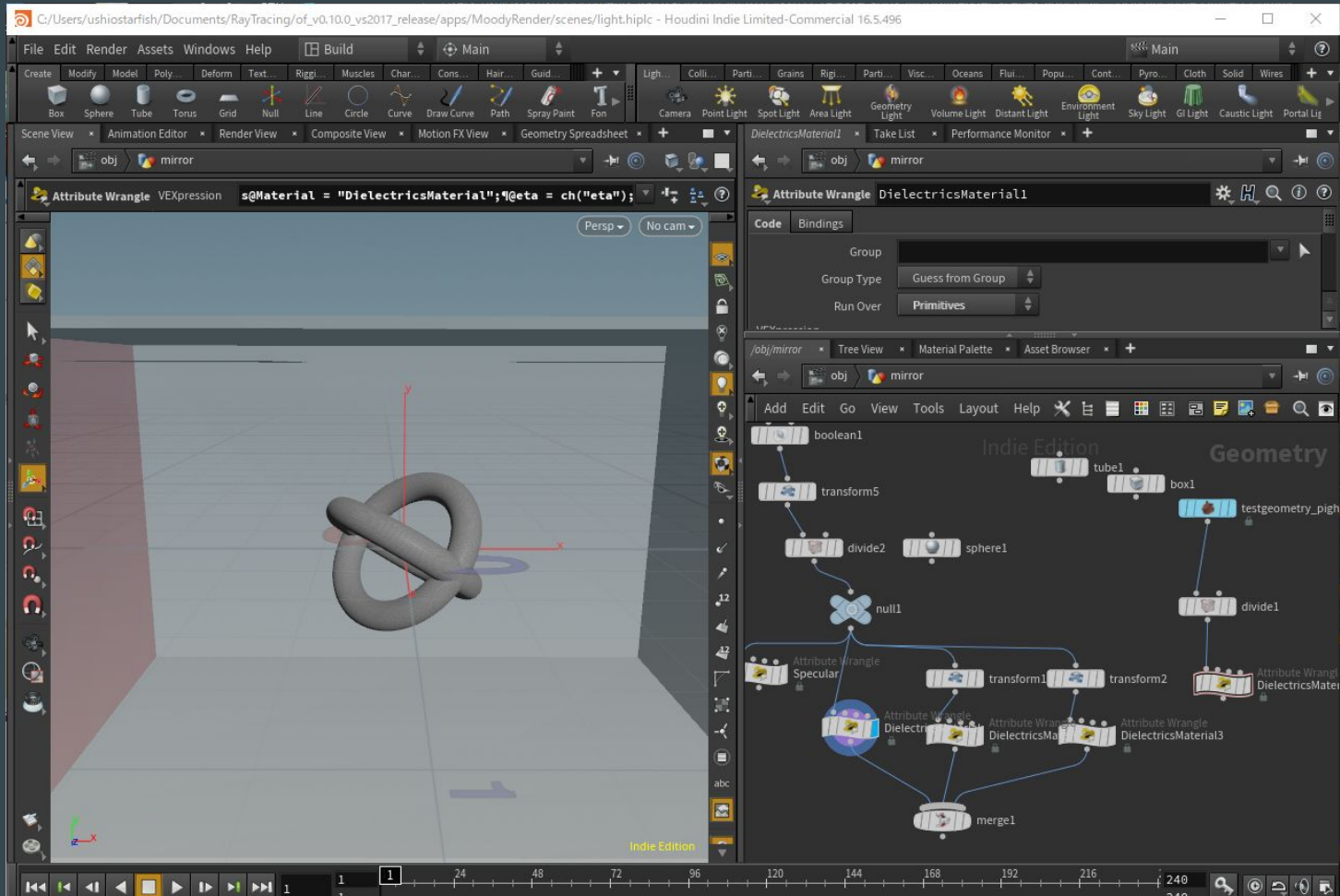
Attribute Wrangle
Specular

transform1

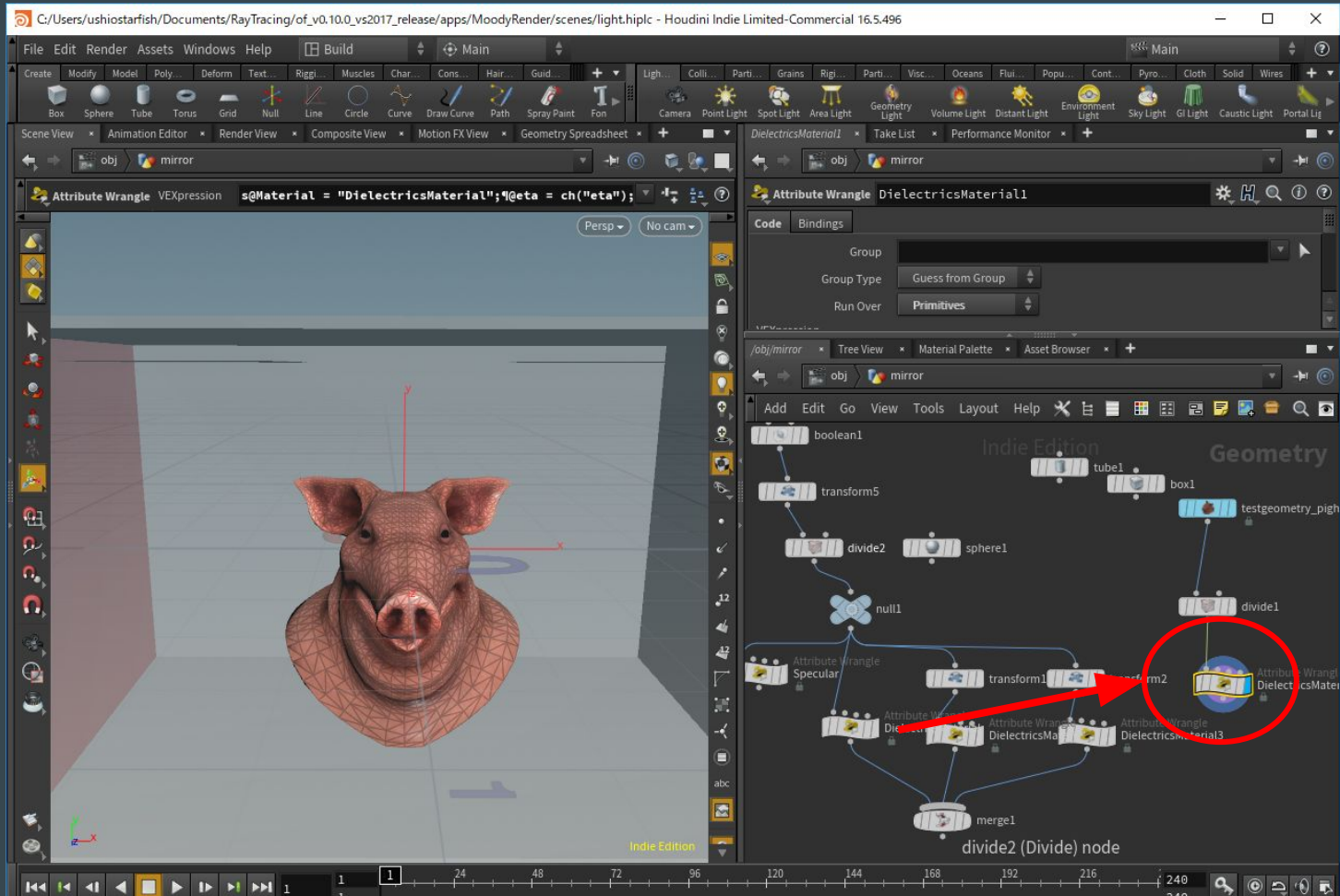
Attribute Wrangle

Attribute Wrangle

モデルの切り替えが超簡単



モデルの切り替えが超簡単



Thank you