Uni_Logo_4C.epsUniversity of Innsbruck  
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703044 PS/1 Advanced Computer Graphics

**Final Project Report**

**Topic:** Photon mapper

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**Project Goal**

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| This project was about understanding the basic idea about photon mapping and implementing a renderer based on that acquired knowledge. |

**Detailed Description**

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| Path tracing does not produce significant caustics in a reasonable amount of time. The reason for this is that there is only a small probability that a ray starting from camera, hits a surface that actually reflects incoming rays directly through a transparent object straight to the light source. To increase this probability, photons are sent from the light into all directions. When photons hit a surface they will be saved in some sort of data structure (e.g. Kd-tree).  Photon mapping consists of two steps. In the first step, photons are sent out of each light source. These photons are followed throughout the scene until they collide with a diffuse object. Once that happens the intersection point and the incoming direction of the photon is saved (e.g. in a Kd-tree). This step is generally known as photon gathering. After that a ray tracer (e.g. path tracer) is used to determine direct illumination. Whenever a ray intersects with the scene the nearest N photons are determined using the nearest neighbour search algorithm on a Kd-tree containing the photons. This step is called photon gathering. The gathered photons then can be used to estimate incident flux and in the end determine indirect illumination. |

**Implementation Details**

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| **Our implementation process:**   1. Create a Ray-tracer 2. Setup sphere only scene 3. Simple photon mapping for diffuse materials 4. Per-Object kd-tree to store and access photons    1. First try using “C-Lib kd-tree”    2. Better fit **NanoFlann** Kd-Tree lib (C++/template support) 5. Parallelization (Photon generation/Path-tracing) 6. Recursive Ray-tracing 7. Live preview using opengl/freeglut 8. BRDF for Ray-tracing and Photon shooting    1. Diffuse Materials    2. Specular/glossy    3. Translucent/glossy 9. Add Triangle mesh support 10. obj. Model Loading via **TinyObjLoader** lib 11. Testing and demo scene creation   **Solution properties:**   * Enhanced path tracer * Photon mapping for handling indirect lighting * Shadow rays for direct lighting * Recursive ray tracing for specularity/transmission * Multithreaded photon map creation and ray casting * Per object Kd-tree for storing photons |

**External Resources**

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| **No.** | **Name** | **Description** |
| 1 | GLM | A C++ mathematics library for graphics programming |
| 2 | OpenGL | API for rendering 2D and 3D graphics |
| 3 | Freeglut | Window manager for OpenGL |
| 4 | NanoFlann | Kd-tree library |

**Result**

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**Potential Improvements**

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| * Getting rid of weird visual artifacts (e.g. red and blue dots on sphere) * Implementing final gathering * Adding caustics map |

**Building Requirements**

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| * C++14 compliant compiler (e.g. GCC 5.2.8, vc++14, clang 3.4) * CMake 2.8 or newer * GLUT (we used FreeGlut3) * OpenGL |