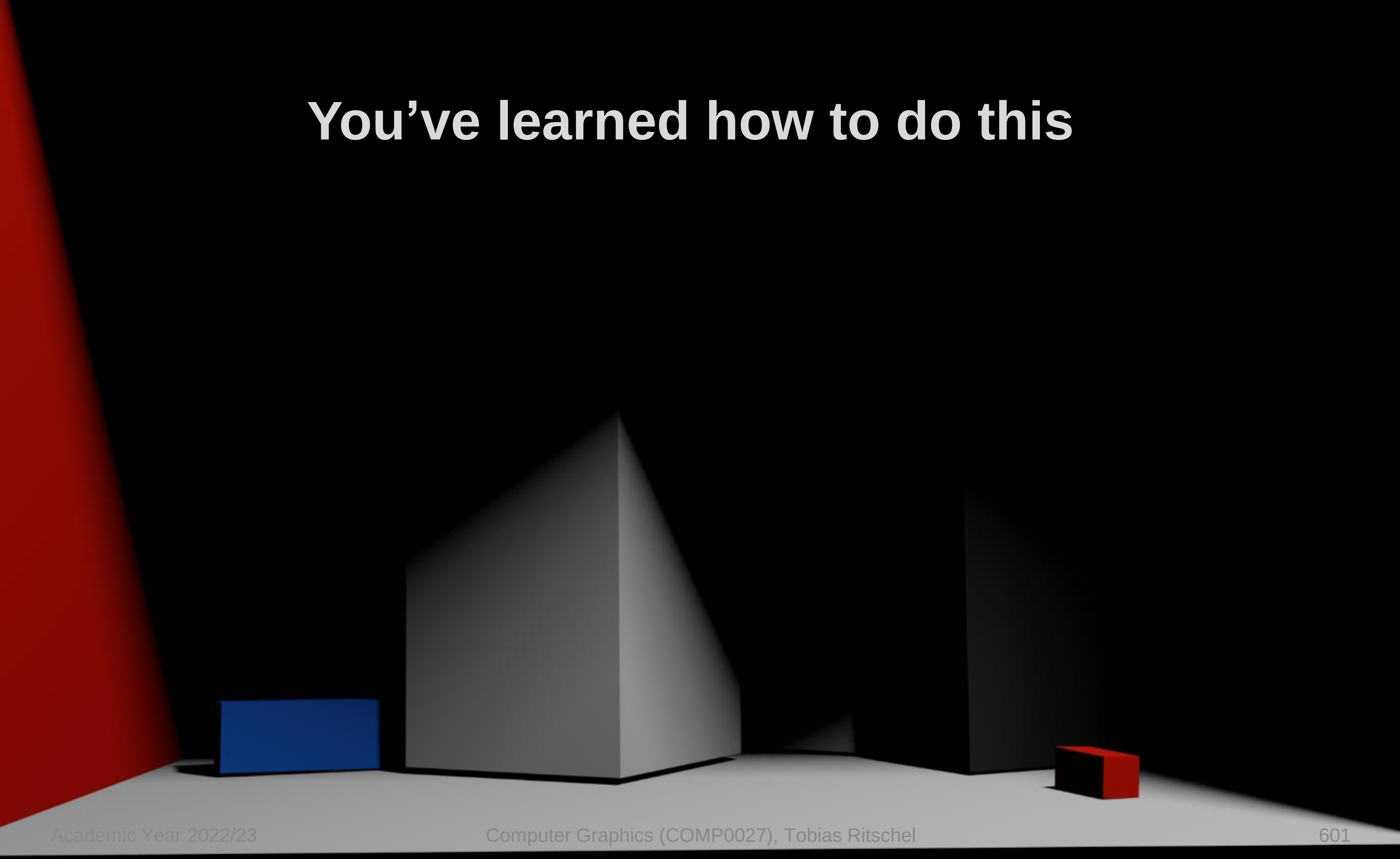
Computer Graphics (COMP0027) 2022/23

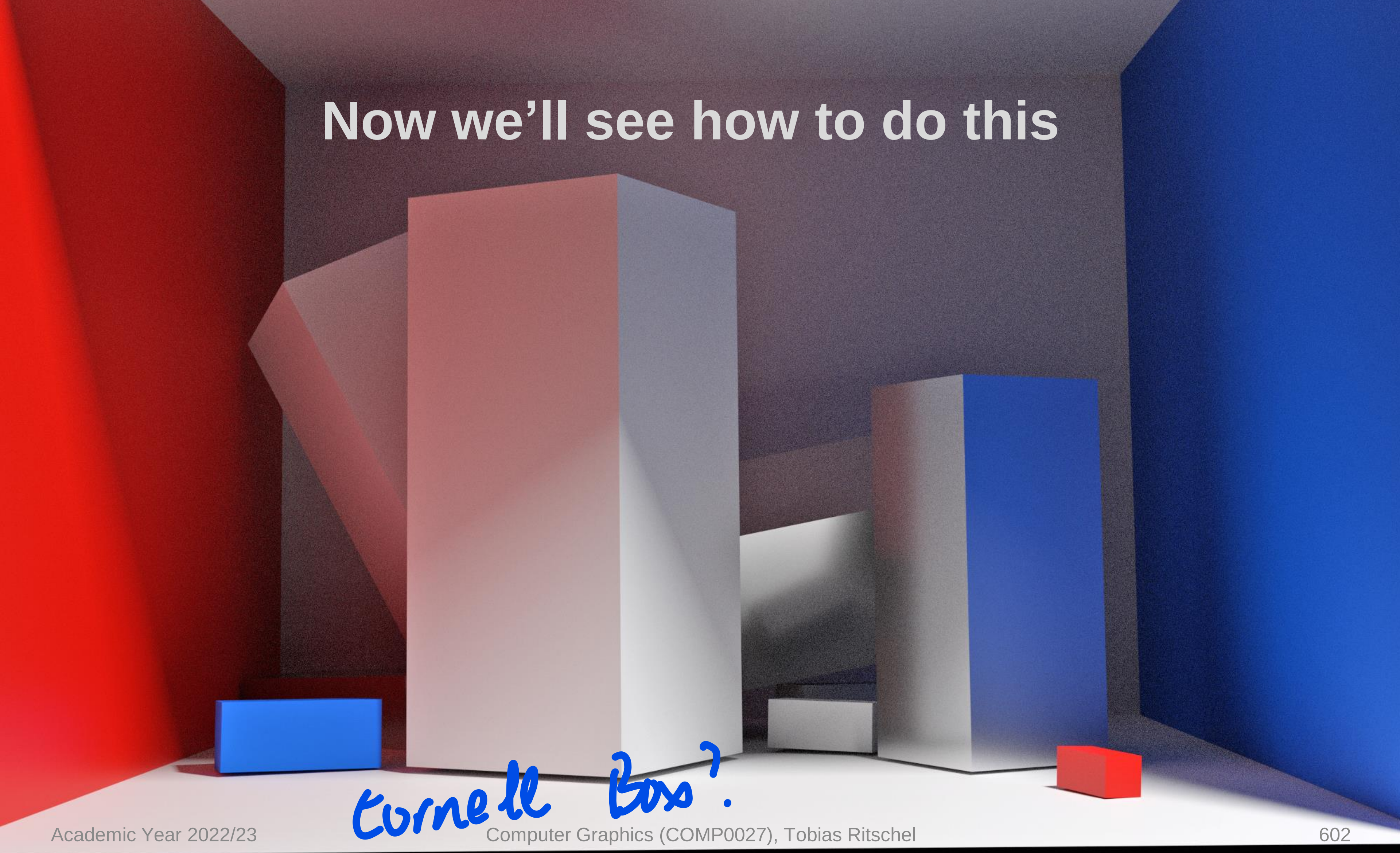
Rendering Equation

Tobias Ritschel

You’ve learned how to do this



Now we’ll see how to do this

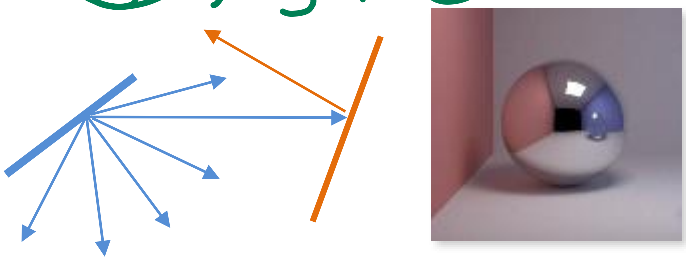


Cornell Box?

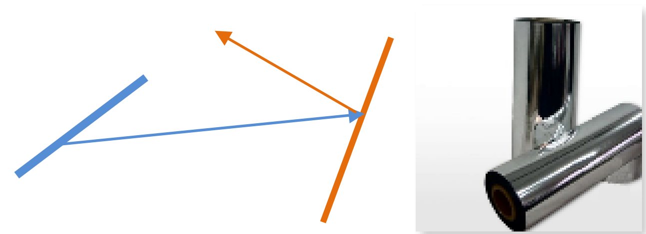
兰伯特反射 (均匀 diffuse
不考虑角度. 只考虑表面
不考虑阴影

half-lambert) $\cdot$ *0.5 + 0.5

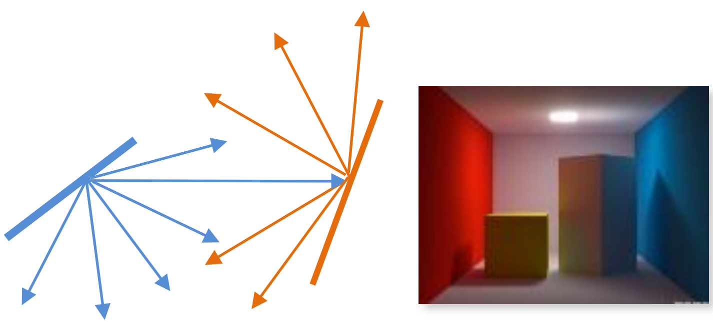
Types of Light Transport



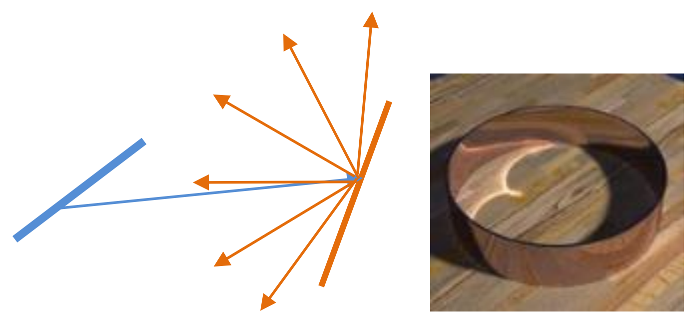
Diffuse-specular



Specular-specular



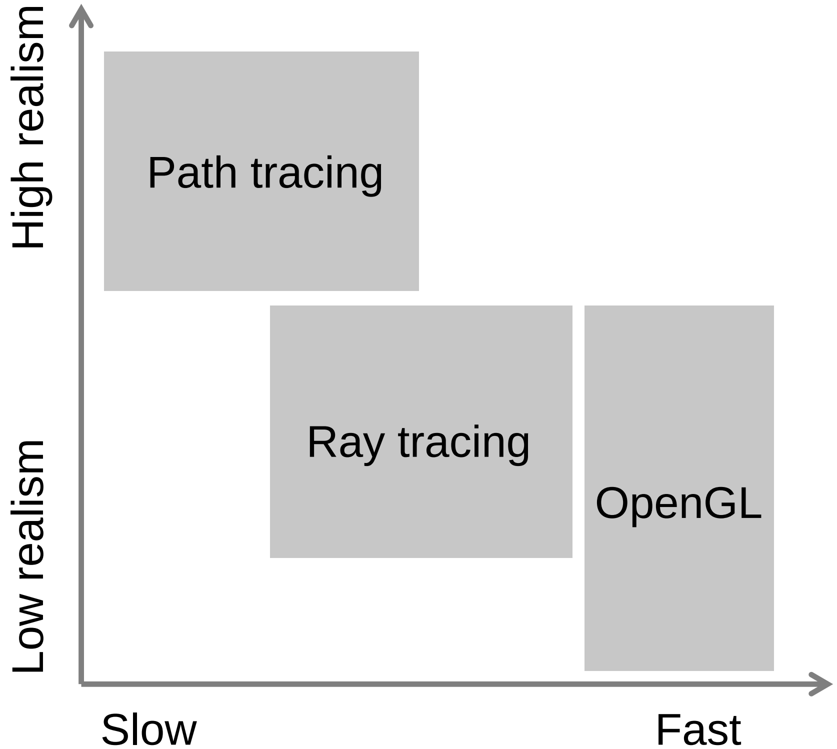
Diffuse-diffuse



Specular-diffuse

whitted-style ray tracer

Speed/quality Domain



In the next lectures

- This lecture (1h): The rendering equation
  - Units
  - Definition
  - Light
  - Reflectance (BRDF)
- Next lectures (2+1+2hs): Methods to solve it
  - Path tracing (2+1hs)
  - Photon mapping (2hs)

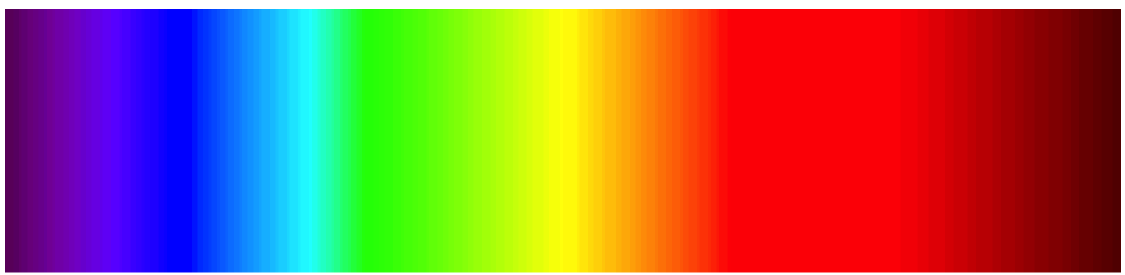
光子映射

Physically-based Rendering

- Simulation of light transport
- Light
  - The nature of light, how it travels in the environment
- Material
  - Anything that interacts with light, how it reflects, refracts or scatters light
  - Bidirectional Reflectance Distribution Function
- Geometry

Light

Visible light is electromagnetic radiation with wavelengths approximately in the range from 400 nm to 700 nm



400 nm 700 nm

What is light?

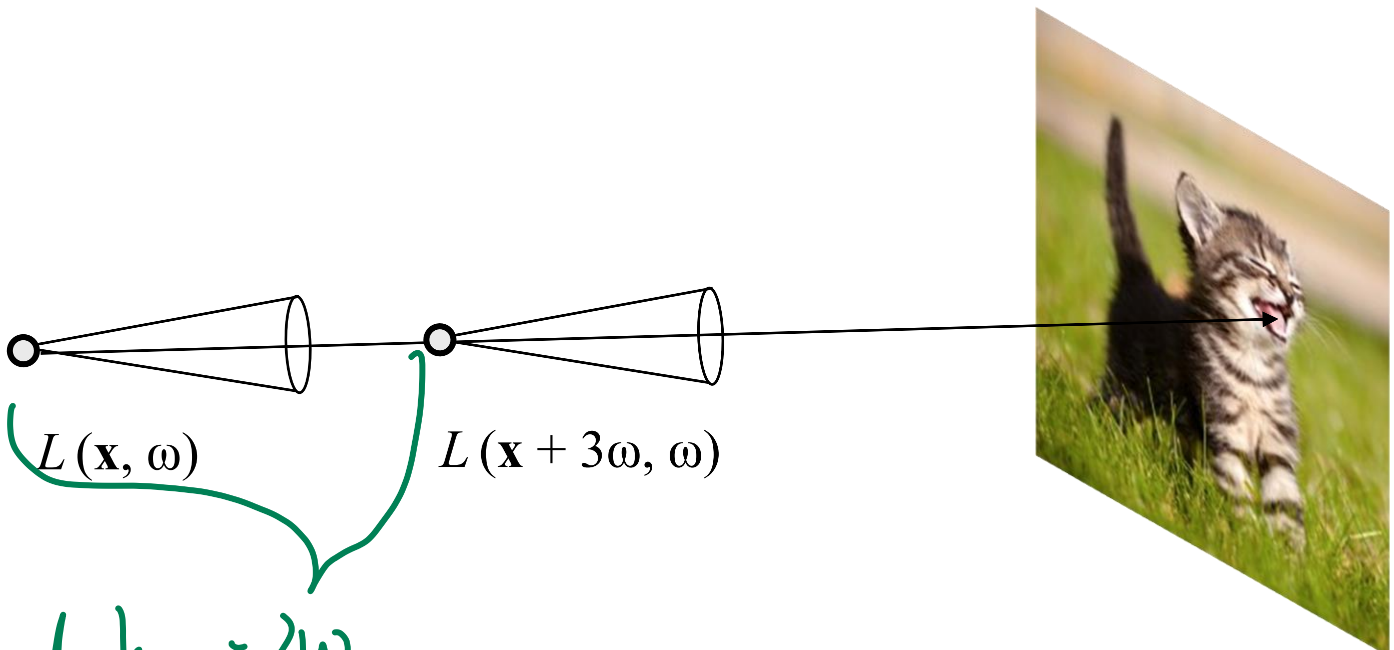
- Light can be viewed as
  - Wave or
  - Particle phenomenon
- Particles are photons
  - Packets of energy which travel in a straight line in vacuum with velocity c (~300,000 km/s)
- For us here:
  Continuous quantity at infinite speed

Units: Radiance 辐射率

- There is a large number of radiometric units
- We will simulate in units of **radiance**
- Radiance $L(\mathbf{x}, \omega)$ is the quantity that is high if you look at a bright point $\mathbf{x}$ from angle ω
- How many photons at a wavelength per unit **time**, unit **area** and unit **solid angle**
- Does not change when moving along ω in free space

Radiance

Radiance does not change when moving along ω in free space

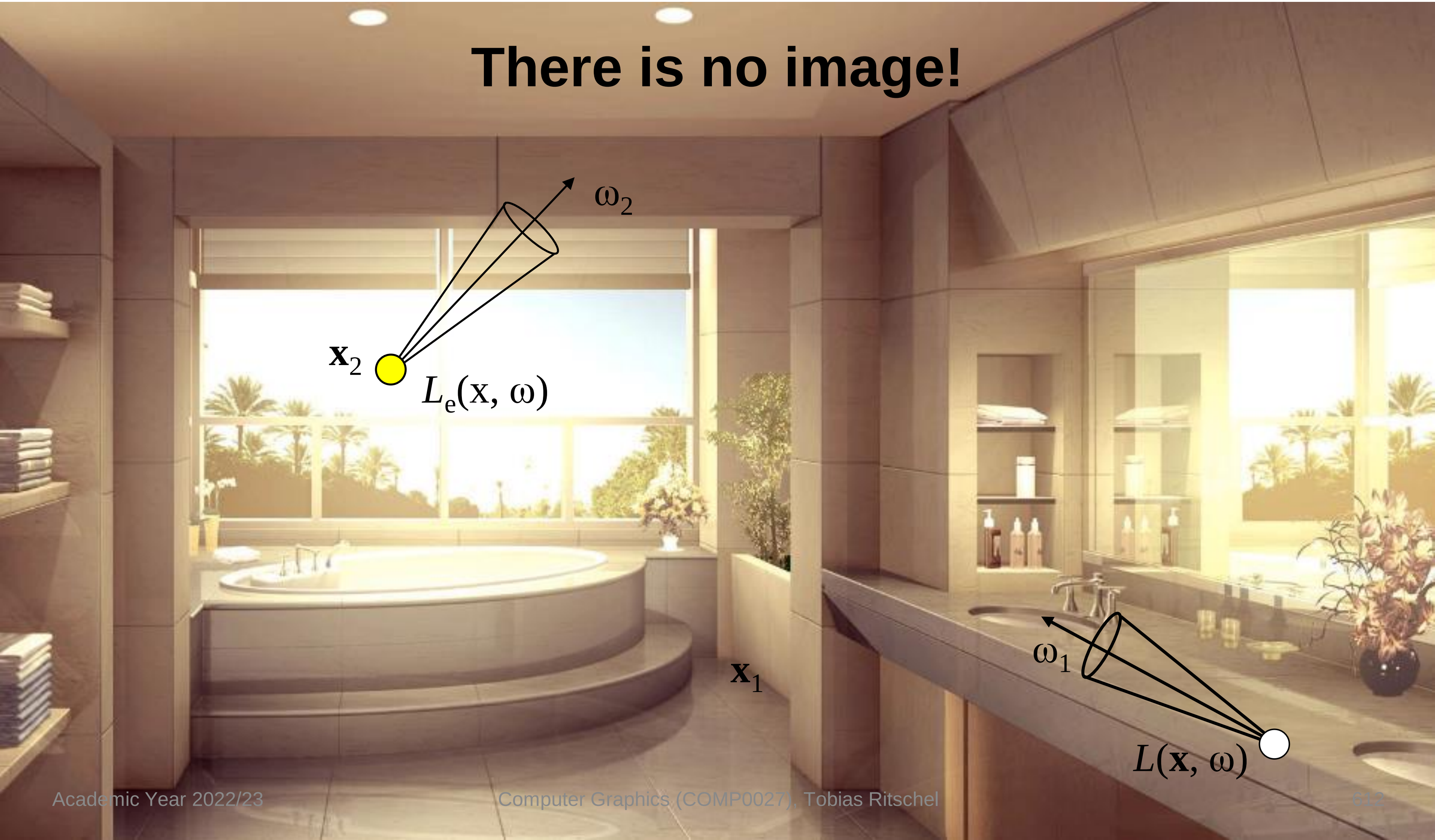


distance = 3ω

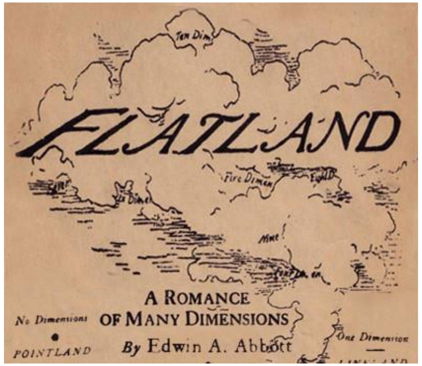
Simplifying Assumptions

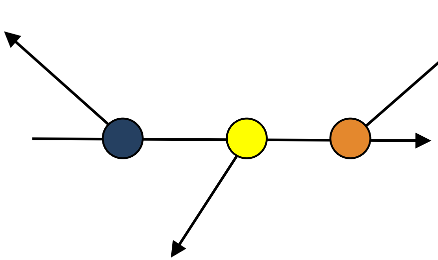
1. Wavelength-independence
   – No interaction between wavelengths (no fluorescence)
2. Time-invariance
   – Solution valid over time unless scene changes (no phosphorescence)
3. Vacuum
   – Interaction only occurs at the surfaces of objects (non-participating medium)

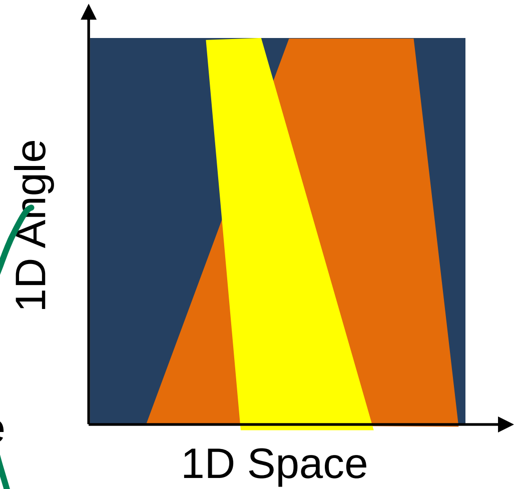
There is no image!

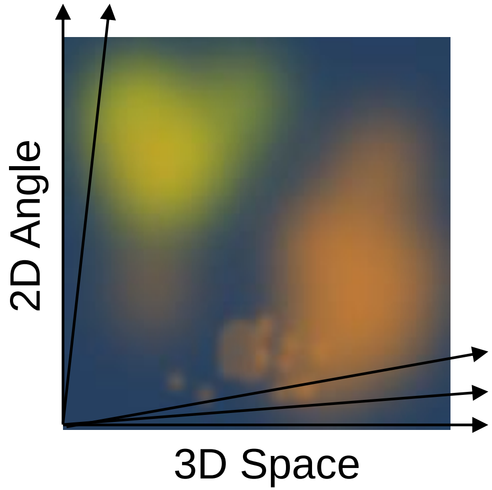


Light fields





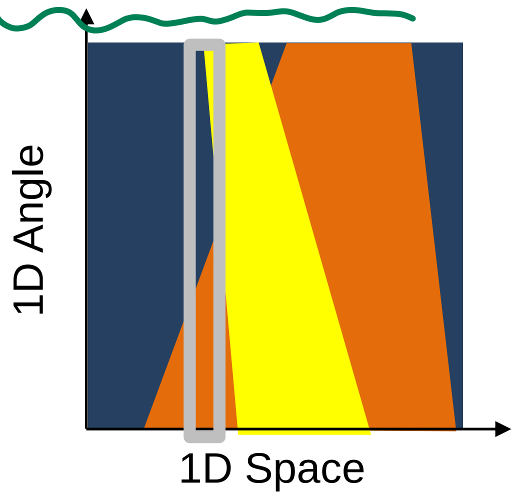


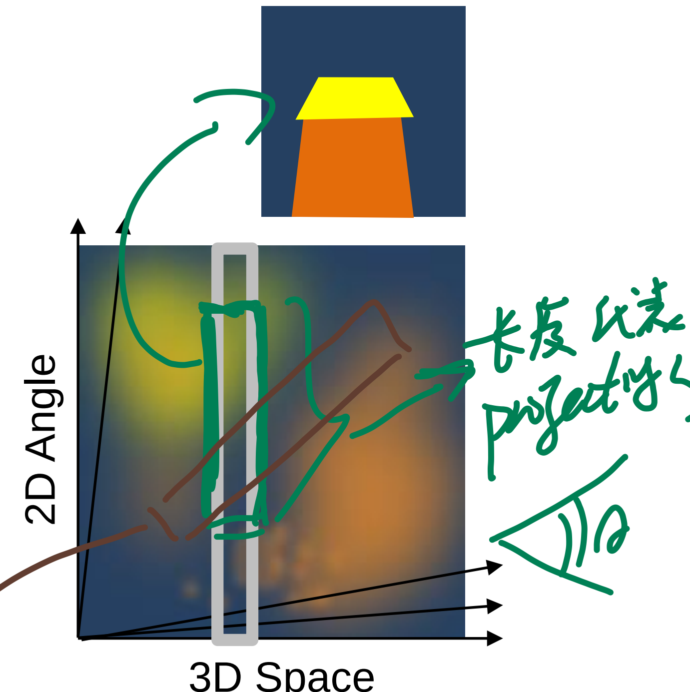


from which u
see this point

Image is light field slice

- Making an image is
  - Fixing location
  - Looking at varying angles

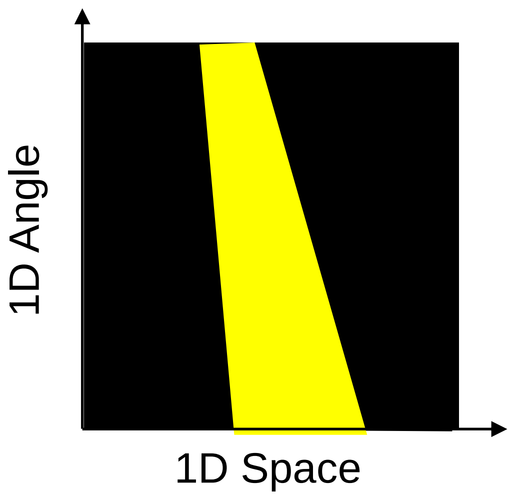


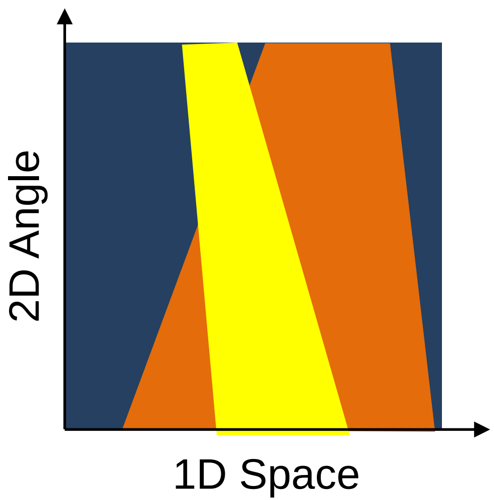


代表 rolling shutter (一个件半个设备)

Global illumination, mapping between light fields

- Map from a field of initial radiance 初始辐射场
- To a field of reflected radiance 反射辐射场



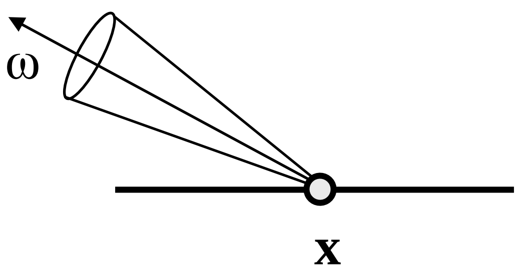


The Rendering Equation

- Rendering Equation [Kajiya 1986]
  - Integral equation
  - Solution is a radiance distribution over space and angle
- A solution of this equation =
  A solution to the whole rendering problem
- Each approach to rendering is a different type of solution to this equation
- Popular approaches:
  - Finite Element
  - Monte Carlo
  - Density Estimation

The Rendering Equation

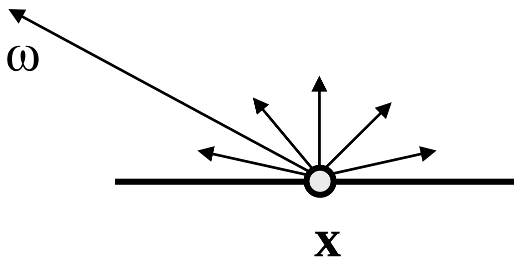
Outgoing



$$L(\mathbf{x},\omega_\mathrm{o}) = L_\mathrm{e}(\mathbf{x},\omega_\mathrm{o}) + \int f_\mathrm{r}(\omega_\mathrm{i},\omega_\mathrm{o}) L(\mathbf{y},-\omega_\mathrm{i}) \cos\theta_\mathrm{i} \mathrm{d}\omega_\mathrm{i}$$

$L(\mathbf{x},\omega)$ is the radiance from a point on a surface in a given direction ω

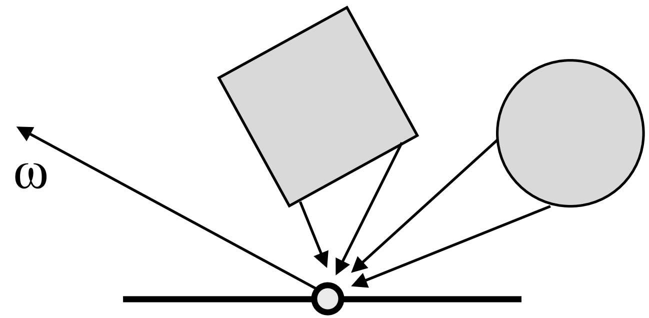
The Rendering Equation



$$L(\mathbf{x}, \omega_\mathrm{o}) = \underbrace{L_\mathrm{e}(\mathbf{x}, \omega_\mathrm{o})}_{\text{自己发出了}} + \int f_\mathrm{r}(\omega_\mathrm{i}, \omega_\mathrm{o}) L(\mathbf{y}, -\omega_\mathrm{i}) \cos\theta_\mathrm{i} \mathrm{d}\omega_\mathrm{i}$$

$L_e(\mathbf{x},\omega)$ is the emitted radiance from a point: L_e is non-zero only if $\mathbf{x}$ is emissive, i.e., a light source.

The Rendering Equation



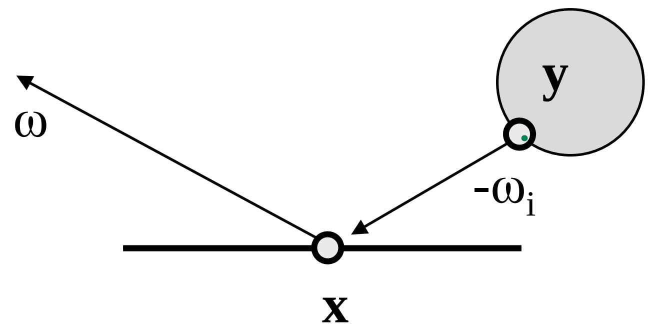
点的反　　光

$$L(\mathbf{x},\omega_\mathrm{o}) = L_\mathrm{e}(\mathbf{x},\omega_\mathrm{o}) + \underbrace{\int f_\mathrm{r}(\omega_\mathrm{i},\omega_\mathrm{o})\boxed{L(\mathbf{y},-\omega_\mathrm{i})}\cos\theta_\mathrm{i}\,\mathrm{d}\omega_\mathrm{i}}$$

(其它发射到这个
点上的光线
怎么反射的)

Reflected light. Summed contribution from all other surfaces in the scene

The Rendering Equation

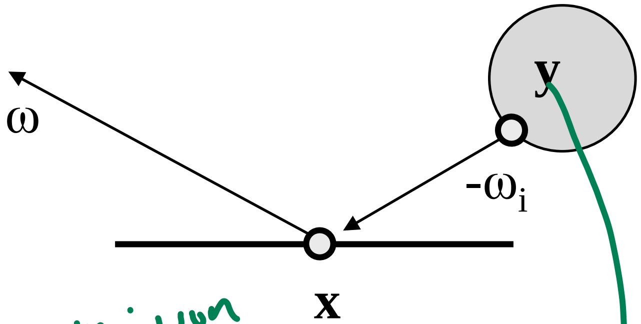


$$L(\mathbf{x},\omega_o) = L_e(\mathbf{x},\omega_o) + \int f_r(\omega_i,\omega_o) L(\mathbf{y},-\omega_i)\cos\theta_i \mathrm{d}\omega_i$$

BRDF

For each ω_i, compute $L(\mathbf{y}, -\omega_i)$: the radiance at point $\mathbf{y}$ in the direction $-\omega_i$ (i.e., radiance arriving at $\mathbf{x}$)

The Rendering Equation



emission

$$L(\mathbf{x},\omega_\mathrm{o}) = L_\mathrm{e}(\mathbf{x},\omega_\mathrm{o}) + \int f_\mathrm{r}(\omega_\mathrm{i},\omega_\mathrm{o}) L(\mathbf{y},-\omega_\mathrm{i}) \cos\theta_\mathrm{i} \mathrm{d}\omega_\mathrm{i}$$

Scale the contribution by f_r ($\mathbf{x}$, ω_i, ω), the reflectivity (BRDF) of the surface at $\mathbf{x}$,

Recap

- What are the players?
  1. Emission, i.e., light sources
  2. Spherical integration
  3. Visibility, i.e., finding $\mathbf{y}$
  4. Reflectivity, i.e., BRDF aka. material
- Will see all of them in detail next

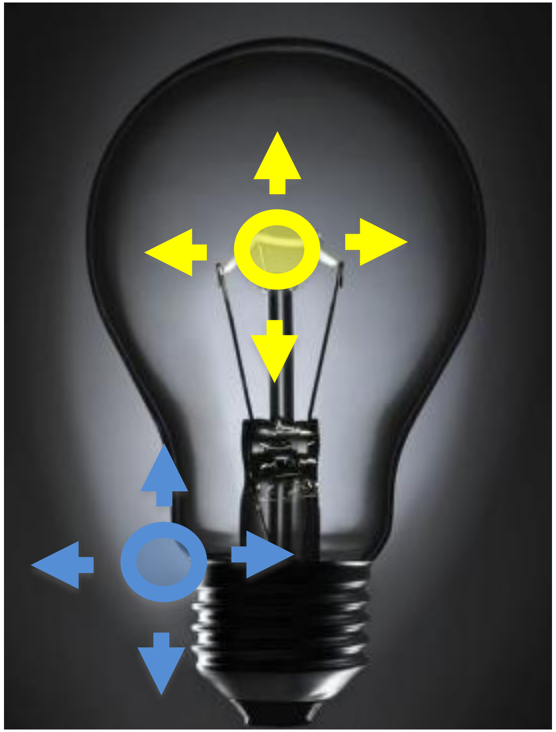
Light sources

Light sources

- Forget about points lights
- From now on, every location $\mathbf{x}$ can send light into every direction ω
- Emission function $L_\mathrm{e}(\mathbf{x}, \omega)$

Example light

Emission is zero, except at the center, where it is L_{e} for all directions



Example light

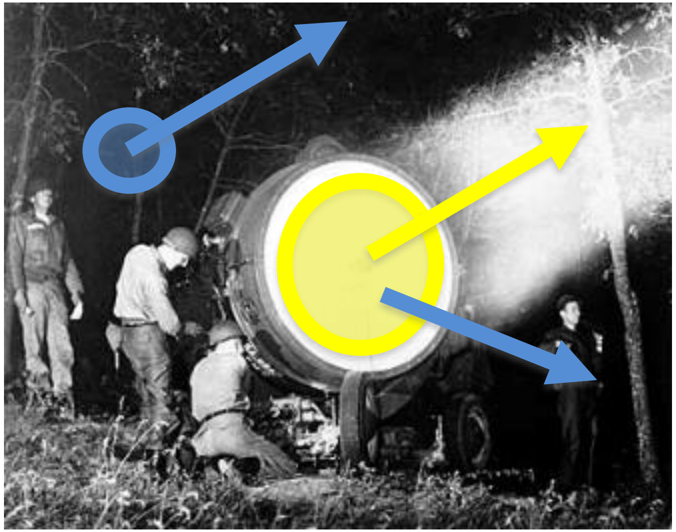
蓝箭头

Emission is zero except at all points on the TV in all direction, where it is L_e

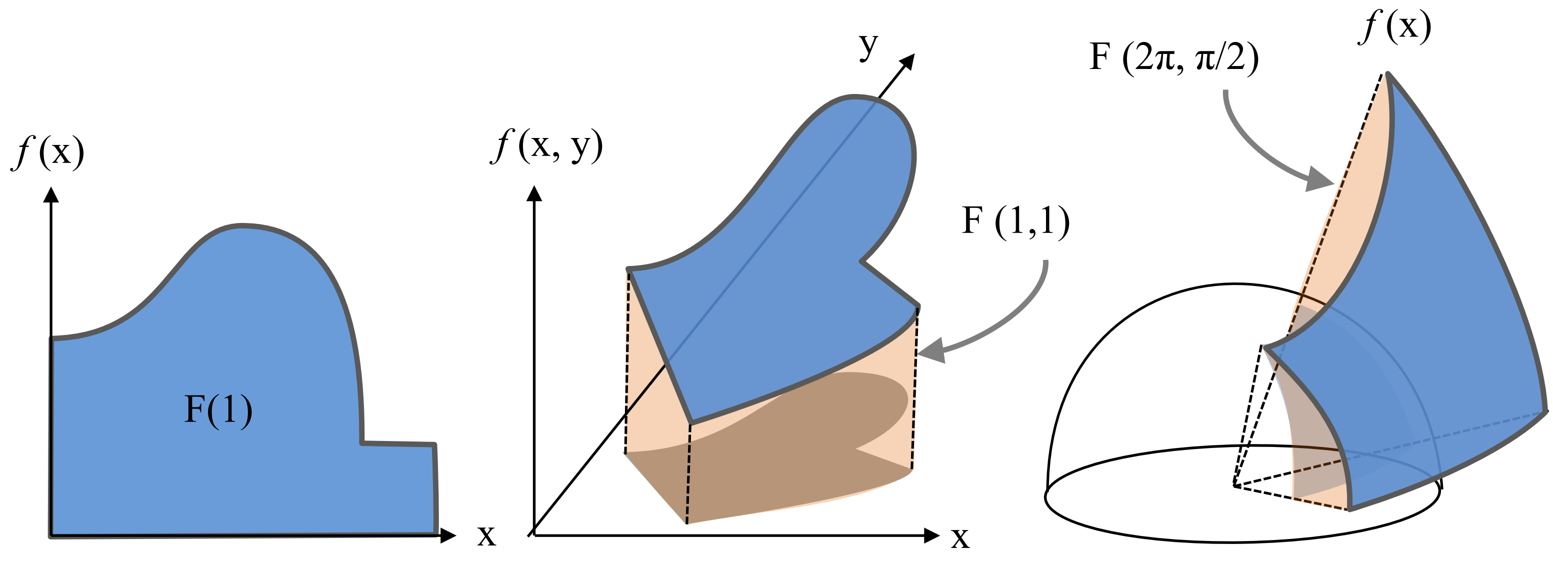
黄箭头

Example light

Emission is zero except at all points on the surface in direction of the search light, where it is L_e



(Hemi)-spherical integration

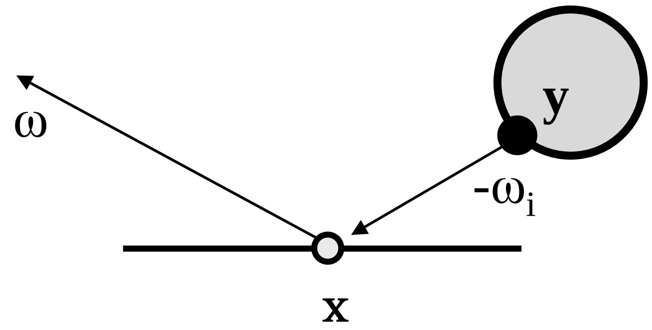


1D Integration

2D Integration

Spherical Integration

What is $\mathbf{y}$?



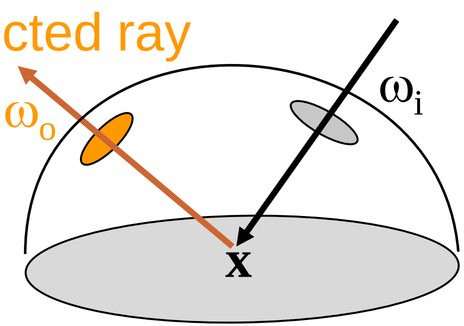
- $\mathbf{y}$ is the first point along ω
- Easy to say but hard to compute: Ray-tracing
- The source of infinite frequencies

BRDF

- Bi-directional Reflectance Distribution Function

non negative
add up to 1

- Radiance reflected at direction ω_o from irradiance at direction ω_i
- Symbol $f_r(\omega_o, \omega_i)$



Properties of BRDFs

1. Non-negativity

$$f_{\mathrm{r}}(\omega_{\mathrm{i}}, \omega_{\mathrm{o}}) \geq 0$$

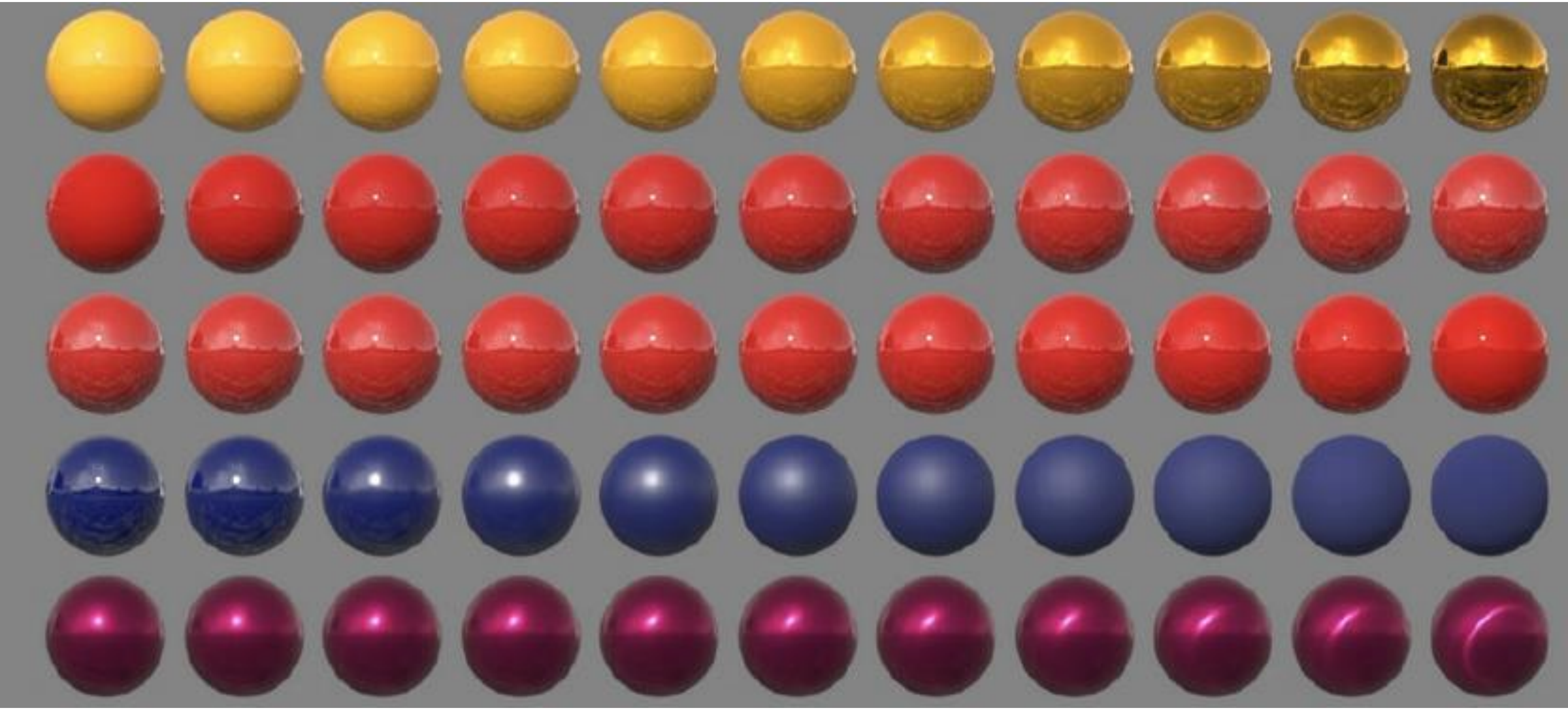
2. Energy conservation

$$\int f_{\mathrm{r}}(\omega_{\mathrm{i}}, \omega_{\mathrm{o}}) \mathrm{d}\omega_{\mathrm{o}}$$

3. Reciprocity

$$f_{\mathrm{r}}(\omega_{\mathrm{i}}, \omega_{\mathrm{o}}) = f_{\mathrm{r}}(\omega_{\mathrm{o}}, \omega_{\mathrm{i}})$$

BRDF examples



Different types of materials

- Matte materials
  - Flour
  - Rubber
  - Matte wall paint

Different types of materials

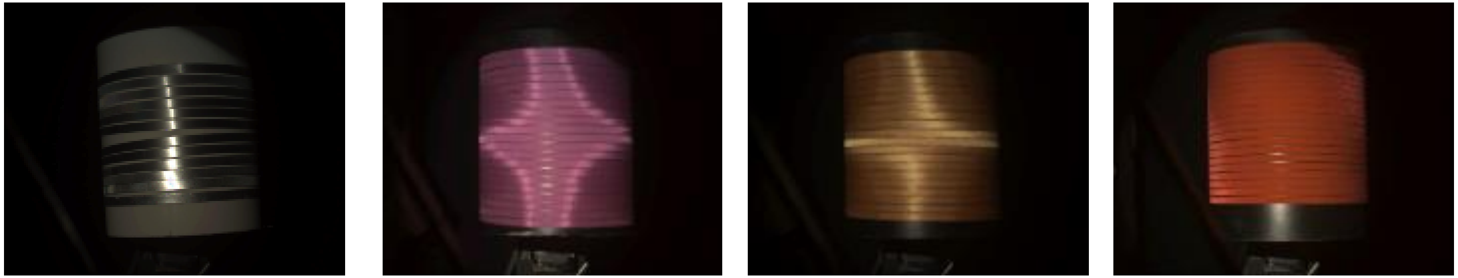
- Specular materials
  - Metals
  - Plastic
  - Glass




Different types of materials

各向异性

- Anisotropic Materials
  - Velvet, Brushed metals



Different types of materials

- Translucent materials 半透明
  - Skin
  - Wax
  - Marble
  - Paper

Describing the Reflectance

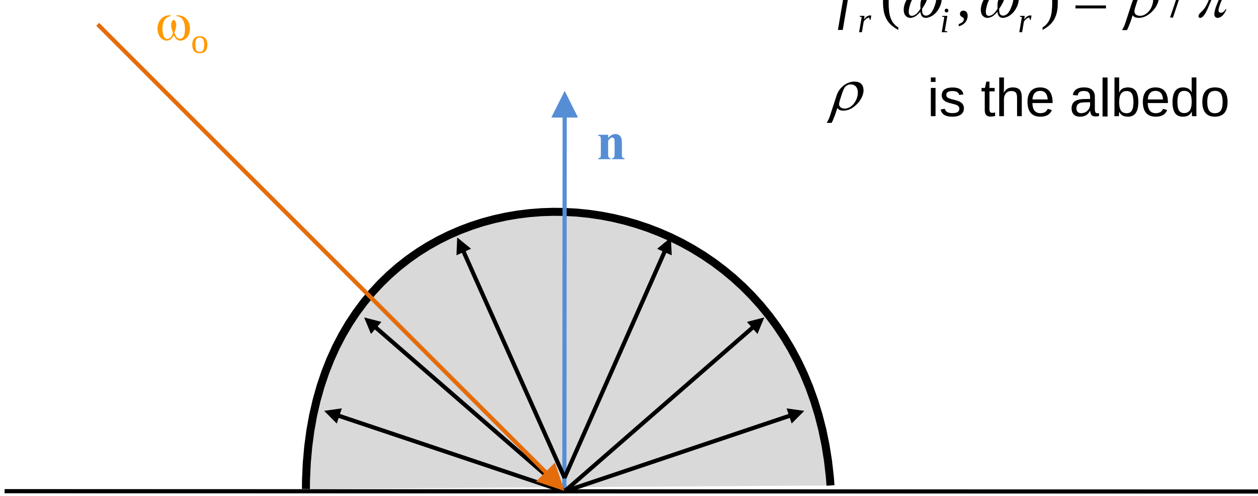
- The full BRDF is a 4D function
- Can sample and store
- Can find more compact BRDF **models**
  - Phong
  - Ward
  - Lafortune
  - etc.

Perfectly diffuse

Radiance reflected equally in every direction independently of the incoming direction

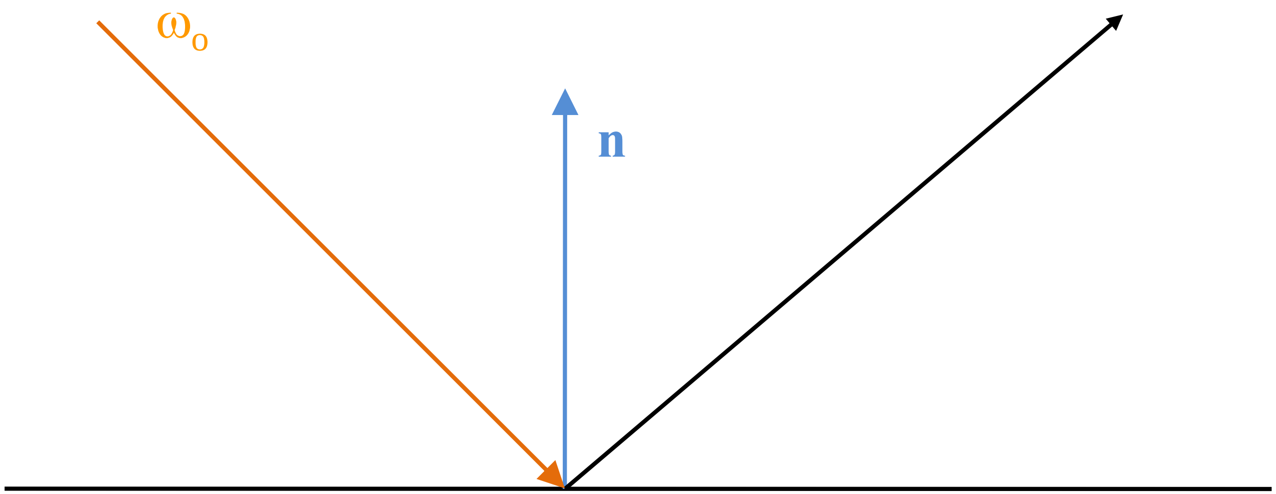
$$f_r(\omega_i, \omega_r) = \rho / \pi$$

ρ is the albedo 反照率



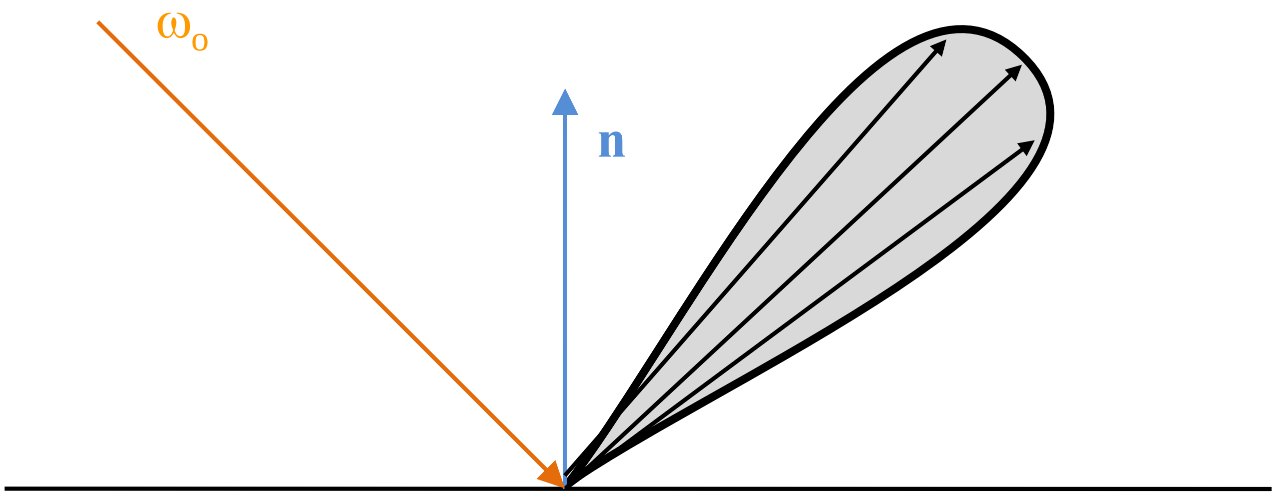
Perfectly specular

- Reflected dependently of the incident light
- What's its BRDF? Dirac.
- Not physically possible



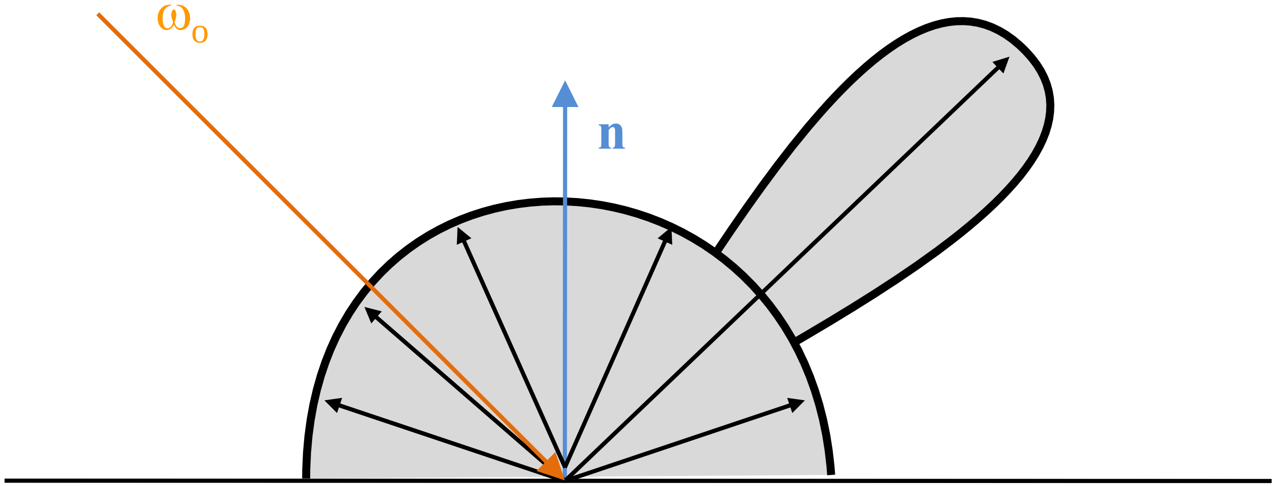
Glossy BRDF

Glossy is a blurry mirror



Diffuse and glossy BRDF

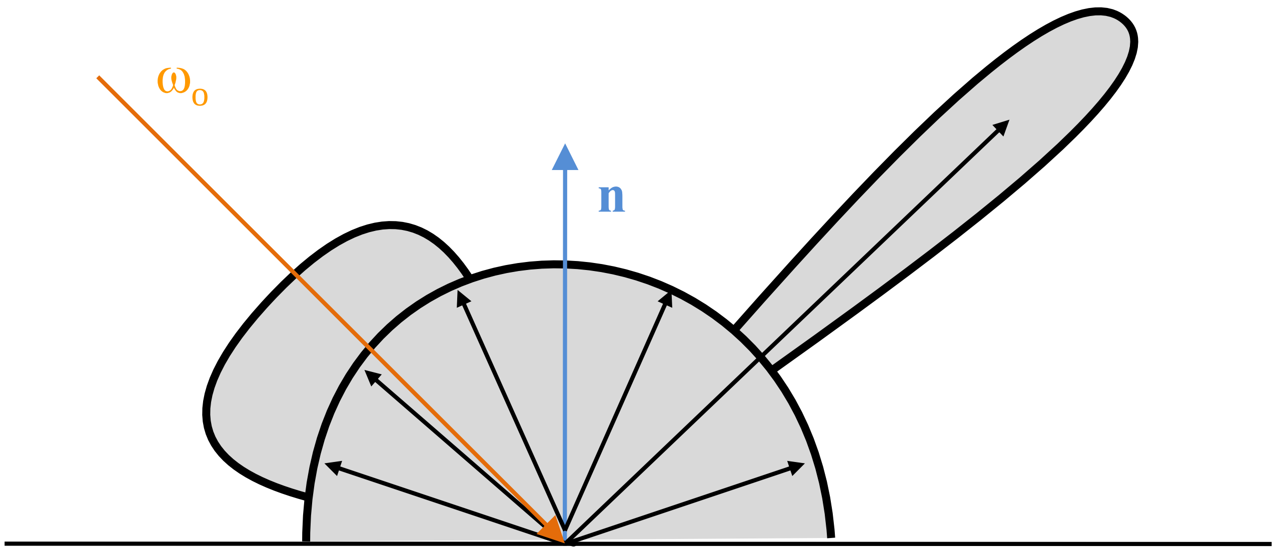
Diffuse and glossy



Multiple specular peaks

Multiple specular peaks, e.g. retroreflective

逆反射

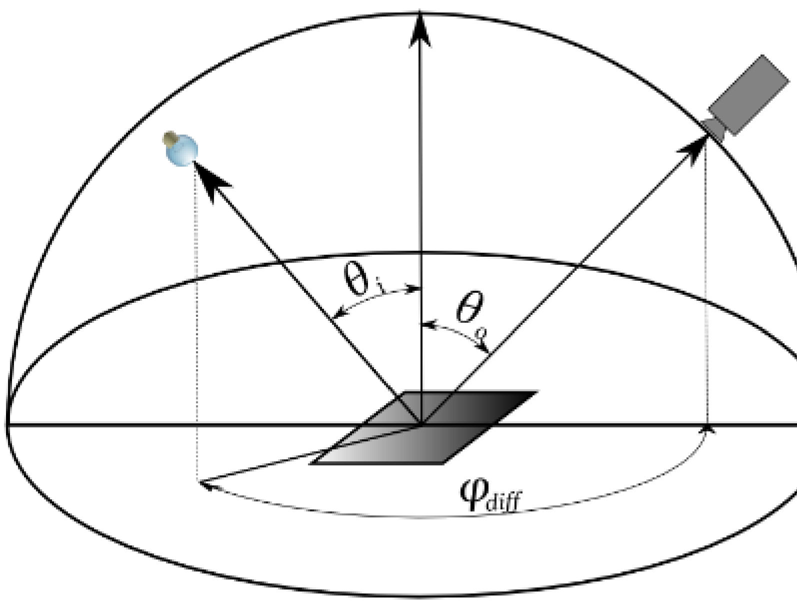


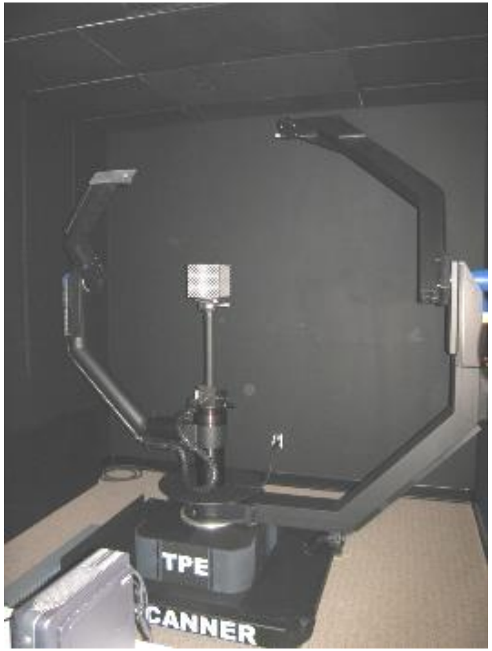
How to define a BRDF

- Three main options
  - Choose model and select parameters
  - Measure
  - Estimate from photographs (inverse illumination)

BRDF Measurment

- There are numerous devices for measuring reflectance
- Gonioreflectometer



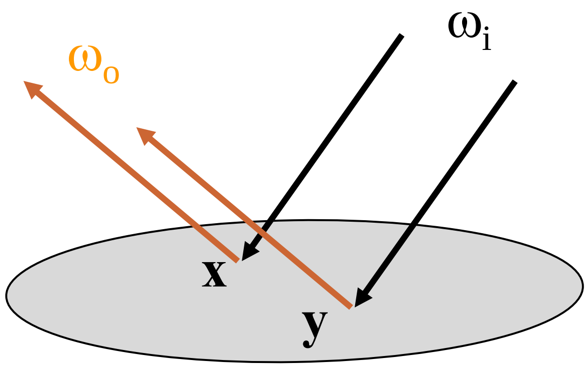


svBRDF

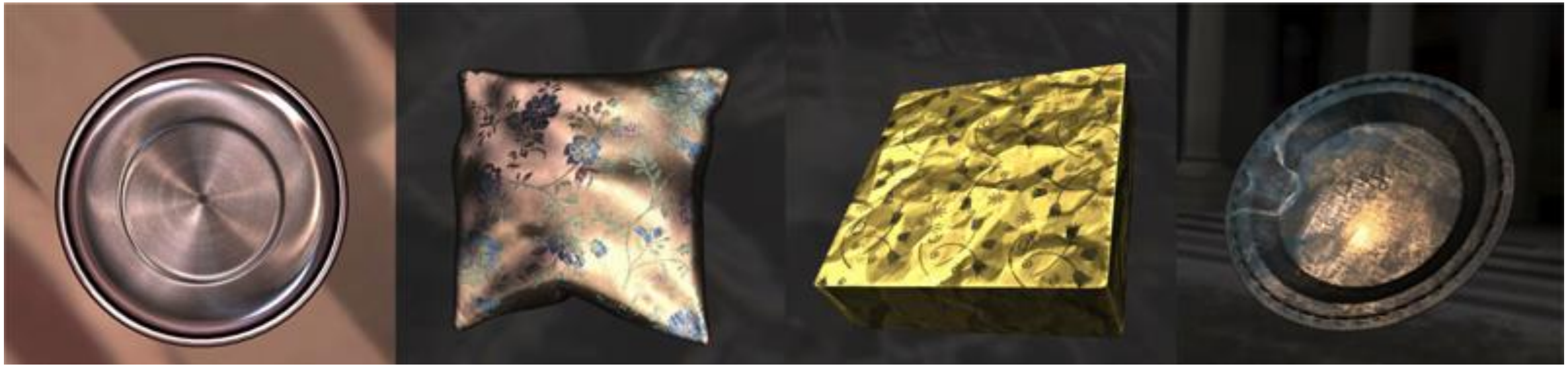
- Spatially-varying BRDF

$$f_r(\mathbf{x}, \omega_i, \omega_r)$$

- The reflection might change from location to location



svBRDF Examples



Recap

- Physically based lighting relies on solving the rendering equation
- Complete solutions to this equation are not tractable, so simple assumptions are made
- Need to be able to describe the reflectance properties of materials with a BRDF