

The Perez All-Weather model.

Relative luminance.

$$l_v = f(\xi, \gamma) = [1 + a \exp(b/\cos \xi)] \cdot [1 + c \exp(d\gamma) + e \cos^2 \gamma]. \quad (1)$$

Assumption.

$$b < 0. \quad (2)$$

Luminance at the zenith.

$$l_v(0^\circ, \gamma) = [1 + a \exp(b)] \cdot [1 + c \exp(d\gamma) + e \cos^2 \gamma]. \quad (3)$$

Luminance at the horizon.

$$f(90^\circ, \gamma) = 1 + c \exp(d\gamma) + e \cos^2 \gamma. \quad (4)$$

Luminance of the sun.

$$f(\xi, 0^\circ) = \left[1 + a \exp\left(\frac{b}{\cos \xi}\right)\right] \cdot [1 + c + e] \quad (5)$$

Luminance of the sun at the zenith.

$$f(0^\circ, 0^\circ) = [1 + a \exp(b)] \cdot [1 + c + e]. \quad (6)$$

Luminance of the sun at the horizon.

$$f(90^\circ, 0^\circ) = 1 + c + e. \quad (7)$$

Absolute luminance from absolute luminance at zenith.

$$L_v = L_{vz} f(\xi, \gamma) / f(0^\circ, \gamma). \quad (8)$$

Absolute luminance from illuminance.

$$L_v = l_v E_{vd} \left(\int_{\text{sky}} [l_v(\xi, \gamma) \cos \xi] d\omega \right)^{-1}. \quad (9)$$

Preetham model.

Restatement of the Perez All-Weather model.

$$\mathcal{F}(\theta, \gamma) = (1 + Ae^{B/\cos\theta})(1 + Ce^{D\gamma} + E\cos^2\gamma). \quad (10)$$

$$Y = Y_z \mathcal{F}(\theta, \gamma) / \mathcal{F}(0, \theta_s). \quad (11)$$

Chromatic model extension.

$$x = x_z \frac{\mathcal{F}(\theta, \gamma)}{\mathcal{F}(0, \theta_s)}, \quad \text{and} \quad y = y_z \frac{\mathcal{F}(\theta, \gamma)}{\mathcal{F}(0, \theta_s)}. \quad (12)$$

Perez coefficients from turbidity and solar zenith angle.

$$\begin{bmatrix} A_Y \\ B_Y \\ C_Y \\ D_Y \\ E_Y \end{bmatrix} = \begin{bmatrix} 0.1787 & -1.4630 \\ -0.3554 & 0.4275 \\ -0.0227 & 5.3251 \\ 0.1206 & -2.5771 \\ -0.0670 & 0.3703 \end{bmatrix} \begin{bmatrix} T \\ 1 \end{bmatrix}. \quad (13)$$

$$\begin{bmatrix} A_x \\ B_x \\ C_x \\ D_x \\ E_x \end{bmatrix} = \begin{bmatrix} -0.0193 & -0.2592 \\ -0.0665 & 0.0008 \\ -0.0004 & 0.2125 \\ -0.0641 & -0.8989 \\ -0.0033 & 0.0452 \end{bmatrix} \begin{bmatrix} T \\ 1 \end{bmatrix}. \quad (14)$$

$$\begin{bmatrix} A_y \\ B_y \\ C_y \\ D_y \\ E_y \end{bmatrix} = \begin{bmatrix} -0.0167 & -0.2608 \\ -0.0950 & 0.0092 \\ -0.0079 & 0.2102 \\ -0.0441 & -1.6537 \\ -0.0109 & 0.0529 \end{bmatrix} \begin{bmatrix} T \\ 1 \end{bmatrix}. \quad (15)$$

Absolute zenith luminance and chromaticity.

$$Y_z = (4.0453T - 4.9710) \tan \chi - 0.2155T + 2.4192. \quad (16)$$

$$\chi = \left(\frac{4}{9} - \frac{T}{120} \right) (\pi - 2\theta_s). \quad (17)$$

$$x_z = [T^2 \ T \ 1] \begin{bmatrix} 0.0017 & -0.0037 & 0.0021 & 0.000 \\ -0.0290 & 0.0638 & -0.0320 & 0.0039 \\ 0.1169 & -0.2120 & 0.0605 & 0.2589 \end{bmatrix} \begin{bmatrix} \theta_s^3 \\ \theta_s^2 \\ \theta_s \\ 1 \end{bmatrix}. \quad (18)$$

$$y_z = [T^2 \ T \ 1] \begin{bmatrix} 0.0028 & -0.0061 & 0.0032 & 0.000 \\ -0.0421 & 0.0897 & -0.0415 & 0.0052 \\ 0.1535 & -0.2676 & 0.0667 & 0.2669 \end{bmatrix} \begin{bmatrix} \theta_s^3 \\ \theta_s^2 \\ \theta_s \\ 1 \end{bmatrix}. \quad (19)$$

Reinhard tone mapping.

Log-average luminance.

$$\bar{L}_w = \frac{1}{N} \exp \left(\sum_{x,y} \log(\delta + L_{w(x,y)}) \right). \quad (20)$$

Scaled luminance.

$$L(x, y) = \frac{\alpha}{\bar{L}_w} L_{w(x,y)}. \quad (21)$$

Global burning-free tone mapping.

$$L_d(x, y) = \frac{L(x, y)}{1 + L(x, y)}. \quad (22)$$

Global tone mapping with a white point.

$$L_d(x, y) = \frac{L(x, y) \left(1 + \frac{L(x, y)}{L_{\text{white}}^2} \right)}{1 + L(x, y)}. \quad (23)$$

Additional equations.

Discretization in equirectangular coordinates.

$$(i, j) \in \{0, \dots, W-1\} \times \{0, \dots, \lfloor H/2 \rfloor - 1\} \rightarrow (u, v) \in [0, 1) \times (0, 1),$$
$$u = \frac{i + 0.5}{W}, \quad \text{and} \quad v = \frac{2j + 1}{H}. \quad (24)$$

Equirectangular projection (From Wikipedia).

$$(u, v) \in [0, 1) \times (0, 1) \leftrightarrow (\psi, \phi) \in [-\pi, \pi) \times (0, \pi/2),$$
$$\psi = 2\pi u, \quad \text{and} \quad \phi = \frac{\pi}{2}(1 - v). \quad (25)$$

Conversion between standard and non-standard spherical coordinates.

$$(\psi, \phi, \psi_s, \phi_s) \in [-\pi, \pi) \times (0, \pi/2) \times [-\pi, \pi) \times (0, \pi/2)$$
$$\rightarrow$$
$$(\theta, \theta_s, \gamma) \in (0, \pi/2) \times (0, \pi/2) \times [0, \pi). \quad (26)$$

Zenith angles.

$$\theta = \frac{\pi}{2} - \phi, \quad \text{and} \quad \theta_s = \frac{\pi}{2} - \phi_s. \quad (27)$$

Spherical distance in spherical coordinates (from Wikipedia).

$$\gamma = \arccos(\sin \phi \sin \phi_s + \cos \phi \cos \phi_s \cos(\Delta\psi)). \quad (28)$$

Haversine formula (from Wikipedia).

$$\gamma = \text{archav}(\text{hav}(\Delta\phi) + (1 - \text{hav}(\phi + \phi_s)) \text{hav}(\Delta\psi)). \quad (29)$$

Vincenty formula (from Wikipedia).

$$\gamma = \text{atan2} \left(\sqrt{(\cos \phi_s \sin(\Delta\psi))^2 + (\cos \phi \sin \phi_s - \sin \phi \cos \phi_s \cos(\Delta\psi))^2}, \right.$$
$$\left. \sin \phi \sin \phi_s + \cos \phi \cos \phi_s \cos(\Delta\psi) \right). \quad (30)$$

Conversion from CIE xyY to CIE XYZ (from Wikipedia).

$$(x, y) \in [0, 1] \times (0, 1] \leftrightarrow (X, Z) \in [0, \infty) \times [0, \infty),$$
$$X = \frac{Y}{y}x, \quad \text{and} \quad Z = \frac{Y}{y}(1 - x - y). \quad (31)$$

Conversion from CIE XYZ to linear sRGB (from Wikipedia).

$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} +3.2406255 & -1.5372073 & -0.4986286 \\ -0.9689307 & +1.8757561 & +0.0415175 \\ +0.0557101 & -0.2040211 & +1.0569959 \end{bmatrix} \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} \quad (32)$$

Conversion from linear sRGB to sRGB (from Wikipedia).

$$R' = \begin{cases} 12.92R & \text{if } R \leq 0.0031308, \\ 1.055R^{1/2.4} - 0.055 & \text{otherwise.} \end{cases}, \quad \text{and similarly for } G' \text{ and } B'. \quad (33)$$