

# An analytic height fog model for real-time rendering

Kohei Ishiyama

July 18, 2018

The Earth's atmosphere is often expressed by Rayleigh scattering and Mie scattering, and the participating media with exponentially decreasing air density with altitude[NSTN93, BN08, EK10]. In this document we present that the volume rendering equation[NGHJ18] is solved analytically when imposing further restrictions: the attenuation direction is parallel to an axis and the scale height is constant.

## 1 The volume rendering equation

Let us start with the radiative transfer equation [Cha60] with the context of [NGHJ18]:

$$(\vec{\omega} \cdot \nabla)L(\vec{x}, \vec{\omega}) = -\mu_t(\vec{x})L(\vec{x}, \vec{\omega}) + \mu_a(\vec{x})L_e(\vec{x}, \vec{\omega}) + \mu_s(\vec{x})L_s(\vec{x}, \vec{\omega}). \quad (1)$$

Here  $L(\vec{x}, \vec{\omega})$  expresses the radiance of a light ray at position  $\vec{x} = (x, y, z)$  and direction  $\vec{\omega} = (\cos \phi \sin \theta, \sin \phi \sin \theta, \cos \theta)$ . The absorption coefficient  $\mu_a$ , scattering coefficient  $\mu_s$  and total extinction coefficient  $\mu_t = \mu_a + \mu_s$  describes the optical property of the participating media.  $L_e$  is the emitted radiance and  $L_s$  is the in-scattered radiance. The in-scattered radiance  $L_s$  collects the incident radiance  $L_i$  from all directions:

$$L_s(\vec{x}, \vec{\omega}) = \oint p(\vec{\omega}, \vec{\omega}')L_i(\vec{x}, \vec{\omega}')d\Omega(\vec{\omega}') \quad (2)$$

where  $d\Omega(\vec{\omega})$  is the differential solid angle, and the integral  $\oint$  is defined over a unit sphere:  $\oint d\Omega(\vec{\omega}) = \int_0^{2\pi} \int_0^\pi \sin \theta d\theta d\phi$ .

Next, we assume that the light ray travels in the media along the direction  $\vec{\omega}$ . Then we can parametrize  $\vec{x}$  as  $\vec{x}(s) = \vec{x}(0) + \vec{\omega}s$ , and the radiative transfer equation (1) can be written as

$$\frac{dL(\vec{x}(s), \vec{\omega})}{ds} = -\mu_t(\vec{x}(s))L(\vec{x}(s), \vec{\omega}) + \mu_a(\vec{x}(s))L_e(\vec{x}(s), \vec{\omega}) + \mu_s(\vec{x}(s))L_s(\vec{x}(s), \vec{\omega}), \quad (3)$$

where we used the chain rule to rewrite the directional derivative <sup>1</sup>.

Since this is a first-order linear differential equation, we can solve it immediately <sup>2</sup>:

$$\begin{aligned} L(\vec{x}(s), \vec{\omega}) &= T(\vec{x}(0) \rightarrow \vec{x}(s))L(\vec{x}(0), \vec{\omega}) \\ &+ \int_0^s T(\vec{x}(s') \rightarrow \vec{x}(s)) [\mu_a(\vec{x}(s'))L_e(\vec{x}(s'), \vec{\omega}) + \mu_s(\vec{x}(s'))L_s(\vec{x}(s'), \vec{\omega})] ds', \end{aligned} \quad (4)$$

---

<sup>1</sup> $(\vec{\omega} \cdot \nabla)L(\vec{x}, \vec{\omega}) = \left(\frac{d\vec{x}(s)}{ds} \cdot \nabla\right)L(\vec{x}(s), \vec{\omega}) = \frac{dL(\vec{x}(s), \vec{\omega})}{ds}$

<sup>2</sup>The general solution to the first order linear differential equation

$$\frac{dy(x)}{dx} + p(x)y(x) = q(x)$$

is given by

$$y(x) = ce^{-\int^x p(\xi)d\xi} + \int^x q(\xi)e^{-\int_\xi^x p(\xi)d\xi}d\xi$$

where

$$T(\vec{x}(a) \rightarrow \vec{x}(b)) = \exp \left( - \int_a^b \mu_t(\vec{x}(t)) dt \right). \quad (5)$$

(4) is called volume rendering equation, and (5) is called transmittance.

## 2 The height fog model

### 2.1 Assumptions

#### Atmospheric scattering

We consider the conditions for the volume rendering equation (4) to simply express the Earth's atmosphere. First, we assume that there is no self-emission

$$L_e(\vec{x}) = 0. \quad (6)$$

Next, the participating media decays exponentially with altitude[NSTN93, BN08, EK10]

$$\mu_s(\vec{x}) = \beta_{sR} e^{-\frac{h(\vec{x})}{H_R}} + \beta_{sM} e^{-\frac{h(\vec{x})}{H_M}} = \sum_j^{R, M} \beta_{sj} e^{-\frac{h(\vec{x})}{H_j}}, \quad (7)$$

where  $h(\vec{x})$  is the height in the vertical direction,  $H$  is called scale height,  $R$  and  $M$  are Rayleigh and Mie scattering component. This assumption applies to  $\mu_a$  and  $\mu_t$  as well:

$$\mu_a(\vec{x}) = \sum_j^{R, M} \beta_{aj} e^{-\frac{h(\vec{x})}{H_j}}, \quad \mu_t(\vec{x}) = \sum_j^{R, M} \beta_{tj} e^{-\frac{h(\vec{x})}{H_j}}. \quad (8)$$

#### Height fog

In order to obtain an analytical solution of the volume rendering equation (4), we impose further restrictions on the above assumptions.

- The participating media decays along the  $y$  direction

$$h(\vec{x}(s)) = y(s). \quad (9)$$

- The scale height is constant regardless of the participating medium

$$H_R = H_M = H. \quad (10)$$

- There are two types of light source, directional light  $L_{\text{sun}}$  and ambient light  $L_{\text{amb}}$

$$\begin{aligned} L_s(\vec{x}(s), \vec{\omega}) &= \oint p(\vec{\omega}, \vec{\omega}') L_i(\vec{x}(s), \vec{\omega}') d\Omega(\vec{\omega}') \\ &\rightarrow \oint \left( p(\vec{\omega}, \vec{\omega}') L_{\text{sun}} \delta(\vec{\omega}' - \vec{\omega}_{\text{sun}}) + \frac{1}{4\pi} L_{\text{amb}} \right) d\Omega(\vec{\omega}') \\ &= p(\vec{\omega}, \vec{\omega}_{\text{sun}}) L_{\text{sun}} + L_{\text{amb}}, \end{aligned} \quad (11)$$

where we have assumed that the phase function for  $L_{\text{amb}}$  is  $p = \frac{1}{4\pi}$ , and the delta function  $\delta(\vec{n} - \vec{m})$  with the normal vector represents  $\delta(\vec{n} - \vec{m}) = \frac{1}{\sin \theta_n} \delta(\theta_n - \theta_m) \delta(\phi_n - \phi_m)$ .

## 2.2 Height fog model

By imposing conditions (6, 7, 8, 9, 10, 11) on the volume rendering equation (4), we obtain

$$L(\vec{x}(s), \vec{\omega}) = T(\vec{x}(0) \rightarrow \vec{x}(s))L(\vec{x}(0), \vec{\omega}) + \int_0^s T(\vec{x}(s') \rightarrow \vec{x}(s)) \sum_j^{R,M} \beta_{sj} e^{-\frac{y(s')}{H}} (p_j(\vec{\omega}, \vec{\omega}_{\text{sun}})L_{\text{sun}} + L_{\text{amb}}) ds', \quad (12)$$

$$T(\vec{x}(a) \rightarrow \vec{x}(b)) = \exp\left(-\int_a^b \sum_j^{R,M} \beta_{tj} e^{-\frac{y(t)}{H}} dt\right). \quad (13)$$

This model (12) is the equation we are going to solve. Hereafter we call it as height fog model.

## 2.3 Analytic solution

### Transmittance

Let us first solve the transmittance (13) analytically:

$$\begin{aligned} T(\vec{x}(a) \rightarrow \vec{x}(b)) &= \exp\left(-\int_a^b \sum_j^{R,M} \beta_{tj} e^{-\frac{y(t)}{H}} dt\right) \\ &= \exp\left(-e^{-\frac{1}{H}y(0)} \sum_j^{R,M} \beta_{tj} \int_a^b e^{-\frac{\omega_y t}{H}} dt\right) \\ &= \exp\left[-\frac{H}{\omega_y} \left(\sum_j^{R,M} \beta_{tj}\right) e^{-\frac{1}{H}y(0)} \left(e^{-\frac{1}{H}\omega_y a} - e^{-\frac{1}{H}\omega_y b}\right)\right], \end{aligned} \quad (14)$$

where we have used  $y(s) = y(0) + \omega_y s$ .

### In-scatter term

Next, we solve the second term of the height fog model (12). We write the term as  $L_{\text{inscatter}}$  for convenience sake:

$$L_{\text{inscatter}}(\vec{x}(s), \vec{\omega}) = \int_0^s T(\vec{x}(s') \rightarrow \vec{x}(s)) \sum_j^{R,M} \beta_{sj} e^{-\frac{y(s')}{H}} (p_j(\vec{\omega}, \vec{\omega}_{\text{sun}})L_{\text{sun}} + L_{\text{amb}}) ds'. \quad (15)$$

Before solving  $L_{\text{inscatter}}$ , we rewrite the transmittance (14) to a simpler form:

$$\begin{aligned} T(\vec{x}(s') \rightarrow \vec{x}(s)) &= \exp\left[-\frac{H}{\omega_y} \left(\sum_j^{R,M} \beta_{tj}\right) e^{-\frac{1}{H}y(0)} \left(e^{-\frac{1}{H}\omega_y s'} - e^{-\frac{1}{H}\omega_y s}\right)\right] \\ &= e^{-\frac{B}{A}(e^{-As'} - e^{-As})}, \end{aligned} \quad (16)$$

where

$$A = \frac{\omega_y}{H}, \quad B = \left(\sum_j^{R,M} \beta_{tj}\right) e^{-\frac{1}{H}y(0)}. \quad (17)$$

Also, we keep the light sources in  $l_j$ :

$$l_j = p_j(\vec{\omega}, \vec{\omega}_{\text{sun}})L_{\text{sun}} + L_{\text{amb}}. \quad (18)$$

Substituting (16) (18) into  $L_{\text{inscatter}}$  (15), we obtain

$$\begin{aligned} L_{\text{inscatter}}(\vec{x}(s), \vec{\omega}) &= \left( \sum_j^{R,M} \beta_{sj} l_j \right) \int_0^s e^{-\frac{B}{A}(e^{-As'} - e^{-As})} e^{-\frac{y(s')}{H}} ds' \\ &= \left( \sum_j^{R,M} \beta_{sj} l_j \right) e^{\frac{B}{A}e^{-As}} e^{-\frac{y(0)}{H}} \int_0^s e^{-\frac{B}{A}e^{-As'}} e^{-As'} ds', \end{aligned} \quad (19)$$

where we have used  $y(s') = y(0) + \omega_y s'$ . Here, since the integral can be solved as

$$\int e^{-\frac{B}{A}e^{-Ax}} e^{-Ax} dx = \frac{1}{B} e^{-\frac{B}{A}e^{-Ax}},$$

thus we obtain the analytic solution by applying it to the above equation:

$$\begin{aligned} L_{\text{inscatter}}(\vec{x}(s), \vec{\omega}) &= \left( \sum_j^{R,M} \beta_{sj} l_j \right) e^{\frac{B}{A}e^{-As}} e^{-\frac{y(0)}{H}} \left( \frac{1}{B} e^{-\frac{B}{A}e^{-As}} - \frac{1}{B} e^{-\frac{B}{A}} \right) \\ &= \left( \sum_j^{R,M} \beta_{sj} l_j \right) e^{-\frac{y(0)}{H}} \frac{1}{B} \left( 1 - e^{-\frac{B}{A}(1-e^{-As})} \right). \end{aligned} \quad (20)$$

Writing back (16) (17) (18) to the above equation, we obtain the analytic solution of  $L_{\text{inscatter}}$ :

$$L_{\text{inscatter}}(\vec{x}(s), \vec{\omega}) = \frac{\sum_j^{R,M} \beta_{sj} (p_j(\vec{\omega}, \vec{\omega}_{\text{sun}})L_{\text{sun}} + L_{\text{amb}})}{\sum_j^{R,M} \beta_{tj}} (1 - T(\vec{x}(0) \rightarrow \vec{x}(s))). \quad (21)$$

### Analytic solution

Finally, we substitute the analytic solution of the transmittance (14) and the in-scatter term (21) into the height fog model (12). Doing so we obtain

$$\begin{aligned} L(\vec{x}(s), \vec{\omega}) &= L(\vec{x}(0), \vec{\omega}) T(\vec{x}(0) \rightarrow \vec{x}(s)) \\ &\quad + \frac{\sum_j^{R,M} \beta_{sj} (p_j(\vec{\omega}, \vec{\omega}_{\text{sun}})L_{\text{sun}} + L_{\text{amb}})}{\sum_j^{R,M} \beta_{tj}} (1 - T(\vec{x}(0) \rightarrow \vec{x}(s))), \end{aligned} \quad (22)$$

where

$$T(\vec{x}(0) \rightarrow \vec{x}(s)) = \exp \left[ -\frac{H}{\omega_y} \left( \sum_j^{R,M} \beta_{tj} \right) e^{-\frac{1}{H}y(0)} \left( 1 - e^{-\frac{\omega_y}{H}s} \right) \right]. \quad (23)$$

(22) is the analytic solution of the height fog model <sup>3</sup>.

<sup>3</sup>We can get an expression of the same form as [dCI17] by rewriting as follows:

$$L_{\text{background}} = L(\vec{x}(0), \vec{\omega}), \quad \theta_{sv} = \cos^{-1}(\vec{\omega} \cdot \vec{\omega}_{\text{sun}}),$$

$$\alpha = T(\vec{x}(0) \rightarrow \vec{x}(s)) = \exp \left[ -\frac{H}{y(s) - y(0)} \left( \sum_j^{R,M} \beta_{tj} \right) e^{-\frac{1}{H}y(0)} \left( 1 - e^{-\frac{1}{H}(y(s)-y(0))} \right) s \right],$$

where we have used  $\omega_y = \frac{y(s)-y(0)}{|\vec{x}(s)-\vec{x}(0)|}$ ,  $s = |\vec{x}(s) - \vec{x}(0)|$ .

## References

- [BN08] Eric Bruneton and Fabrice Neyret. Precomputed atmospheric scattering. *Computer Graphics Forum*, 27(4):1079–1086, 2008.
- [Cha60] Subrahmanyam Chandrasekhar. *Radiative transfer*. Dover Publications Inc., 1960.
- [dCI17] Giliam de Carpentier and Kohei Ishiyama. Decima engine: Advances in lighting and aa. In *Advances in Real-time Rendering, ACM SIGGRAPH 2017 Courses*, SIGGRAPH ’17. ACM, 2017.
- [EK10] Oskar Elek and Petr Kmoch. Real-time spectral scattering in large-scale natural participating media. In *Proceedings of the 26th Spring Conference on Computer Graphics, SCCG ’10*, pages 77–84, New York, NY, USA, 2010. ACM.
- [NGHJ18] Jan Novák, Iliyan Georgiev, Johannes Hanika, and Wojciech Jarosz. Monte carlo methods for volumetric light transport simulation. *Computer Graphics Forum (Proceedings of Eurographics - State of the Art Reports)*, 37(2), may 2018.
- [NSTN93] Tomoyuki Nishita, Takao Sirai, Katsumi Tadamura, and Eihachiro Nakamae. Display of the earth taking into account atmospheric scattering. In *Proceedings of the 20th Annual Conference on Computer Graphics and Interactive Techniques, SIGGRAPH ’93*, pages 175–182, New York, NY, USA, 1993. ACM.