• Light Frequency

$$f=rac{c_n}{\lambda}, rac{ ext{Light speed}}{ ext{wavelength}}$$

• Energy of a photon

$$q = \frac{hc}{\lambda}$$

• h is the Planck's constant

Spectral Energy

$$\Delta Q = \frac{\Delta q}{\Delta \lambda}$$

• Irradiance: the spectral power per unit area

$$H = \frac{\Delta q}{\Delta A \Delta t \Delta \lambda}$$

finite area of the sensor measuring

• Radiance: irradiance per unit direction

$$R = \frac{\Delta H}{\Delta \sigma} = \frac{\Delta q}{\Delta A \Delta t \Delta \lambda \Delta \sigma}$$

#### Radiance

• Field Radiance: radiance incident from a point on the surface

$$L_s = \frac{\Delta E}{\Delta \sigma cos \theta}$$

• Surface Radiance: radiance exiting from a point of the surface

$$L_f = \frac{\Delta H}{\Delta \sigma cos \theta}$$

#### Bidirectional Reflectance Distribution Function

- Objects look different when
  - viewed from different directions
  - illuminated from different directions.
- BRDF at a surface point P

$$\rho(k_i, k_o) = \frac{L_s}{H}.$$

