

Deep Precomputed Radiance Transfer for Deformable Objects

Yue Li
University of Pennsylvania??
yueli.cg@gmail.com

Pablo Wiedemann
Edinburgh Napier
University
p.wiedemann@napier.ac.uk

Kenny Mitchell
Edinburgh Napier
University
k.mitchell2@napier.ac.uk

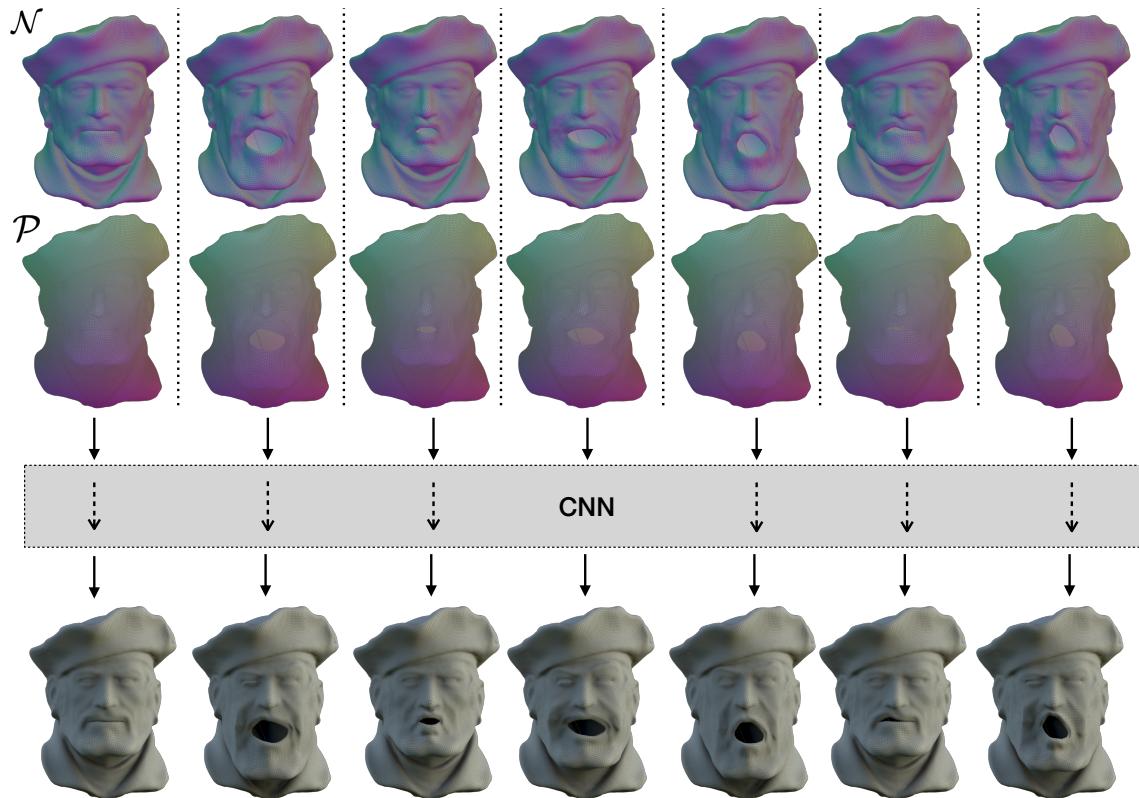


Figure 1: TODO

ABSTRACT

TODO:

(Written by Yue Li)

Traditional Precomputed Radiance Transfer methods require a lot of memory to save the precomputed data for real time rendering. For an animation sequence such data would be gigantic. We proposed a deep learning precomputed radiance transfer framework (DPRT) for deforming object, saving only the weights of the network, which lowers the memory cost in orders of magnitudes. Object is first parameterized

via harmonic mapping and reconstructed to form geometry and normal image as the inputs of a carefully designed fully convolutional network.

CCS CONCEPTS

- Computing methodologies → Rendering: Ray tracing;

KEYWORDS

ray tracing, global illumination, octrees, quadtrees

ACM Reference Format:

Yue Li, Pablo Wiedemann, and Kenny Mitchell. 2018. Deep Precomputed Radiance Transfer for Deformable Objects. In *Proceedings of Interactive 3D Graphics and Games*. ACM, New York, NY, USA, 4 pages. <https://doi.org/10.1145/888888.777777>

Permission to make digital or hard copies of part or all of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for third-party components of this work must be honored. For all other uses, contact the owner/author(s).

Interactive 3D Graphics and Games, 2019, Montreal

© 2018 Copyright held by the owner/author(s).

ACM ISBN 978-1-4503-1234-5/17/07.

<https://doi.org/10.1145/888888.777777>

1 INTRODUCTION

Rendering photo-realistic appearances entails solving the *rendering equation* for each point on an objects surface. This computation can be extremely demanding, especially considering global illumination effects where the problem becomes highly recursive.

Precomputed Radiance Transfer (PRT) is a technique addressed to overcome this computational overkill, simplifying the rendering equation but still enabling high-quality renderings for complex illuminations. The quintessence is to perform a single pre-computation step of the light-transport information and only evaluate the equation at runtime.

Classic PRT algorithms function well for static scenes; however, these are destined to fail eyeing dynamic and/or interactive environments, in which considered objects undergo significant deformations. Responsible is a term in the rendering equation called the *transfer function* which is fully dependent on the shape of the surface. That is, any object deformation implies a re-computation of the *transfer function*, requiring expensive ray-casting. Hence, using classic PRT to render deformable objects would involve pre-computing large amounts of data, leading to immense storage consumptions. On top of that, the costly and memory consuming pre-computation of these *transfer functions*, presumes knowledge of all future deformations of the regarded object. Nevertheless, dynamic or interactive scenes may require on-the-fly adaptive, previously unknown, object deformations. Examples of such are: interactive physically based deformations for cloth or soft-bodies [find references] ; or more recent developments in the field of automatic character animations involving on-the-fly pose adaptation [Bütepage et al. 2017; Holden et al. 2017; Zhang et al. 2018].

We propose a Deep Learning framework addressed to overcome the limitations of traditional PRT algorithms described above. In particular, we replace expensive ray-casting algorithms by a deep Convolutional Neural Network (CNN) that, for a given deformation, infers the corresponding set of SH - coefficients that represent the *transfer function*. Thus, regardless of the number of deformations our method maintains a constant size (fixed storage consumption). Moreover, due to the inherent generalisation capabilities of DNN's, our method is able to accurately predict appearances of previously unknown shapes. We call this approach *Deep Precomputed Radiance Transfer* (DPRT).

Finding an appropriate representation of shape, or manifold like, data to use in a CNN framework is a challenging task due to the non-Euclidean nature of the domain in which the data is defined on. Here, basic operations, such as the convolution, are not well defined being a major impediment for Deep Learning (DL) to fully flourish in this particular field. Nonetheless, more recently some authors have started to address the paradigm of DL on non-Euclidean data proposing a variety of approaches [Bronstein et al. 2016; Maron et al. 2017; ?] (for further reading: [Monti [n. d.]]).

In particular, we propose learning on *geometry images*, a parametrisation proposed by [Gu et al. 2002] and further explored within the DL context by [?].

The main contributions of our approach are:

- enabling arbitrary and adaptive deformations,
- while maintaining a compact representation.

2 RELATED WORK

PRT was first proposed by [Sloan et al. 2002] to address global illumination effects on objects for real-time applications. This technique exploits the limitation of static objects by making a single pre-computation step of the *Transfer Function*, allowing fast computations at runtime.

PRT for dynamic or deformable objects would require pre-computing sequences of *Transfer Functions* to account for every pose, resulting in data sets that increase in size proportionally to the number of poses; hence, rapidly becoming unwieldy for such applications. Our aim is to extend traditional PRT to arbitrary deformable geometries while preserving a rather manageable and limited storage consumption.

One extension of PRT was introduced by [Sloan et al. 2005] to enable transfer of local illumination effects, such as bumps and wrinkles, to arbitrary deformations. Nevertheless, this method cannot account for distant self-shadowing effects, such as cast shadows from a limb to the trunk from an articulated figure. Our intention is to enhance PRT to account for such global self-shadowing effects. Other approaches, rely on exploiting the information of a specific dataset to reduce the dimensionality of the problem and thus the storage consumption. For instance, [Feng et al. 2007] introduce a data-based compression scheme of precomputed radiance transfer matrices .Precomputed transfer matrices of surface samples, deformed by *skinning*, are clustered and compressed, such that decompression and interpolation can be performed efficiently.

An appearance model, that approximates PRT lighting, is presented in [James and Fatahalian 2003]. The model is based on a reduced state space of deformable shapes that allows only very limited kind of poses/shapes.

Similarly, [Schneider et al. 2017] suggest a linear self-shadowing model to predict the coefficients of the *Transfer Function* from shape parameters of Morphable Models (MoMo) [Blanz and Vetter 1999]. Their proposed model show good results while operating within the reduced shape space of MoMo; nevertheless, our aim is to provide a more powerful PRT-model, that endows good approximations for more arbitrary deformations living within a larger and more generic shape space. To that end, we rather propose a non-linear model with well known strong generalisation properties, namely a deep Convolutional Neural Network [Karpathy et al. 2014; Krizhevsky et al. 2012; LeCun et al. 2015].

Deep Learning (DL) has been used for appearance predictions before, albeit mostly focusing on learning illumination effects from screen-space data. In [Nalbach et al. 2017] and [Thomas and Forbes 2017] learning is conducted on image data gathered from the shading buffers to predict illumination effects in screen space. However, image-based approaches often suffer from significant information loss, depending on the visibility of the object, and do not leverage the underlying structure of the geometry. These factors make the learning procedure harder requiring large amounts of training data.

Alternatively, we propose directly learning on geometric data. However, learning on surfaces using CNN's is a rather challenging task. Due to the non-Euclidean nature of the domain basic operations such as the convolution are not well-defined, leading current research down different paths on the effort to adapt CNN's to such domains (we refer the readers to [Bronstein et al. 2016] and [Masci et al. 2016] for a more detailed overview).

One approach, is to circumvent this difficulty by representing the surface data as a probability distribution on a 3D grid and apply volumetric CNN's [Wu et al. 2015]. However, this extrinsic representation has many shortcomings when applied to deformable geometries: They are very sensitive to deformations are computationally expensive and, equally to the screen-space strategies, require abounding training data.

Conversely, strategies for intrinsic shape representations propose different adaptations of CNN's to such domains [Boscaini et al. 2016; Maron et al. 2017; Masci et al. 2015].

In our work, we chose a shape representation that, on the one hand, encapsulates the intrinsic shape structure, and on the other hand, supports standard 2D convolution operations. We adopt a parametric approach introduced by [Gu et al. 2002], called *Geometry Image*, that transforms a discrete surface into a regularly sampled unit square. This approach has been extended by [Praun and Hoppe 2003] to smooth out some critical limitations of the original work and later validated by [Sinha et al. 2016] as suitable framework for deep learning purposes.

To the extend of our knowledge, our work is the first to tackle the problem of PRT for deformable objects from a Deep Learning perspective and especially on manifold like data.

3 METHOD

Classic PRT is a physically-based rendering method to accelerate on-line computations of the (simplified) *Rendering Equation*:

$$L_s(\omega_0) = \int_{\Omega} L_e(\omega_i) \underbrace{f(\omega_i, \omega_0) V(\omega_i) H_N(\omega_i)}_{T(\omega_i, \omega_0)} d\omega_i, \quad (1)$$

where L_e accounts for all incoming radiance over the hemisphere, f describes the surface reflectance properties f (BRDF), H_N is the *Lambert's Law* and V the *Visibility Function* describing geometric information of the scene,

It precisely exploits the essence of static/non-deformable objects by uniquely determining the integrand $T(\omega_i, \omega_0)$ (called the *Transfer Function*), which contains the costly-to-compute *Visibility term*,

$$V : \mathcal{S} \times \Omega \rightarrow \{0, 1\},$$

for each surface point $s \in \mathcal{S} \subset \mathbb{R}^3$ [Cohen et al. 1993; Sloan et al. 2002].

Both functions L_e and T are projected onto a suitable set of orthonormal basis functions for faster evaluation, in our case *Spherical Harmonics* (SH).

For n number of SH bands and l_i, t_i being the i -th SH coefficient of L and T respectively, the rendering equation 1 reduces to [Sloan

et al. 2002].

$$L(\omega_0) \approx \sum_i^{n^2} l_i \cdot t_i$$

As mentioned above, our aim is to extend the PRT method to malleable and dynamic objects, but avoiding exhaustive pre-computations of every single *Transfer Function* T_i per shape query S_i (with $i \in \{1, 2, \dots, d\}$) that would imply enormous storage consumptions. With this in mind, we propose a data-based model, a Convolutional Neural Network, to infer the *Transfer Function* T_i , more precisely the coefficients of its projection t_j 's, for any given shape query S_i . This makes the costly ray-casting computations superfluous and solves the abusive memory requirements, only requiring the storage of the network's parameters.

Problem. To this end, the network has to be fed with shape information.

3.1 Object Reconstruction

We chose a parametric approach called *geometry Image* which translates the problem into a uniform grid on which standard CNNs can be applied [Gu et al. 2002; Sinha et al. 2016]. The parametrisation we chose is a harmonic mapping and the geometric data we transform into *geometry images* are vertex positions and normals (lets call them position and normal image respectively) (see Figure 2 picturing input and output of network)

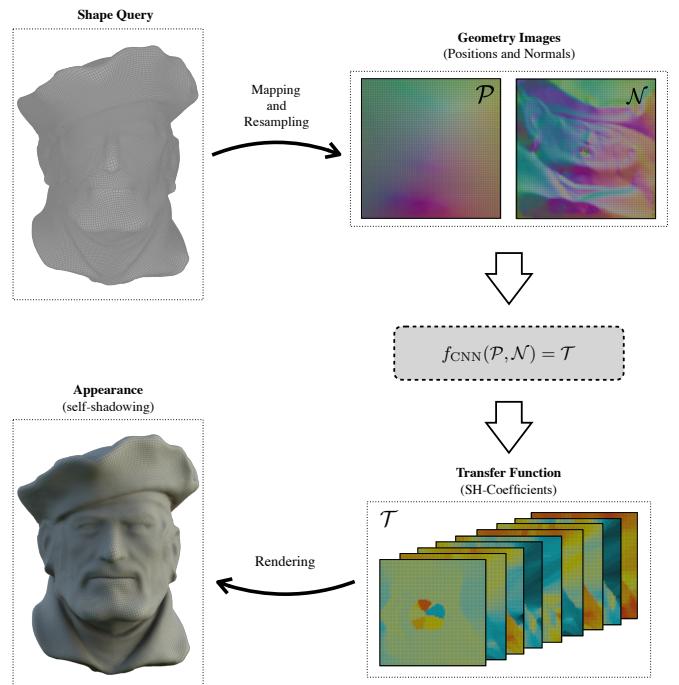


Figure 2: Method Overview

3.2 DPRT

3.2.1 Data. We synthesise our training data by generating animations (such as cloth or faces, see example section) of deforming objects of 500 frames of duration. For each frame, a set

$$\mathcal{D} = \{\mathcal{P}, \mathcal{N}, \mathcal{T}\}$$

of position and normal images ($\mathcal{P} = \{P_x, P_y, P_z\}$ and $\mathcal{N} = \{N_x, N_y, N_z\}$) are created, where

$$P_i, N_i \in \mathbb{R}^{M \times M}, \quad i \in \{x, y, z\}$$

Besides, the a set of precomputed SH-Coefficients of the Transfer Function $\mathcal{T} = \{T_0, T_1, T_2, T_3, \dots, T_{n^2}\}$ for the ground truth data...

3.2.2 Network.

4 RESULTS AND COMPARISONS

4.1 DPRT on Diffuse Object

4.2 DPRT on Glossy Object

5 CONCLUSION AND FUTURE WORK

We present a compact representation of PRT for deformable objects by introducing a non-linear function, a Convolutional Neural Network (CNN), to approximate the *Transfer Function* for a given shape query. As a result, our proposed CNN is able to make accurate approximations generating appearances that are visually undistinguishable from the ground truth. Moreover, our method shows much higher generalisation properties than previous approaches allowing deformations from a much larger and less constrained deformation space.

The particular choice of our basis functions (*Spherical Harmonics*), currently restricts our method to low-frequency lightings. However, an extension to all-frequencies is straight forward and can be made by fitting the model to an alternative representation of T , such as non-linear Wavelets [Ng et al. 2003].

The most significant restrictions of our method reside within the natural flaws of *Geometry Images*. Currently, our algorithm can only operate on surfaces containing one boundary and performs well for modest curvature variations. In future, alternative surface representations could be explored to overcome this restrictions.

REFERENCES

- Volker Blanz and Thomas Vetter. 1999. A Morphable Model for the Synthesis of 3D Faces. In *Proceedings of the 26th Annual Conference on Computer Graphics and Interactive Techniques (SIGGRAPH '99)*. ACM Press/Addison-Wesley Publishing Co., New York, NY, USA, 187–194. <https://doi.org/10.1145/311535.311556>
- Davide Boscaini, Jonathan Masci, Emanuele Rodolà, and Michael M. Bronstein. 2016. Learning shape correspondence with anisotropic convolutional neural networks. *CoRR* abs/1605.06437 (2016). arXiv:1605.06437 <http://arxiv.org/abs/1605.06437>
- Michael M. Bronstein, Joan Bruna, Yann LeCun, Arthur Szlam, and Pierre Vandergheynst. 2016. Geometric deep learning: going beyond Euclidean data. *CoRR* abs/1611.08097 (2016). arXiv:1611.08097 <http://arxiv.org/abs/1611.08097>
- Judith Bütepage, Michael J. Black, Danica Kragic, and Hedvig Kjellström. 2017. Deep representation learning for human motion prediction and classification. *CoRR* abs/1702.07486 (2017). arXiv:1702.07486 <http://arxiv.org/abs/1702.07486>
- Michael F. Cohen, John Wallace, and Pat Hanrahan. 1993. *Radiosity and Realistic Image Synthesis*. Academic Press Professional, Inc., San Diego, CA, USA.
- Wei-Wen Feng, Liang Peng, Yuntao Jia, and Yizhou Yu. 2007. Large-scale Data Management for PRT-based Real-time Rendering of Dynamically Skinned Models. In *Proceedings of the 18th Eurographics Conference on Rendering Techniques (EGSR'07)*. Eurographics Association, Aire-la-Ville, Switzerland, Switzerland, 23–34. <https://doi.org/10.2312/EGWR/EGSR07/023-034>
- Xianfeng Gu, Steven J Gortler, and Hugues Hoppe. 2002. Geometry images. *ACM Transactions on Graphics (TOG)* 21, 3 (2002), 355–361.
- Daniel Holden, Taku Komura, and Jun Saito. 2017. Phase-functioned Neural Networks for Character Control. *ACM Trans. Graph.* 36, 4, Article 42 (July 2017), 13 pages. <https://doi.org/10.1145/3072959.3073663>
- Doug L. James and Kayvon Fatahalian. 2003. Precomputing Interactive Dynamic Deformable Scenes. *ACM Trans. Graph.* 22, 3 (July 2003), 879–887. <https://doi.org/10.1145/882262.882359>
- A. Karpathy, G. Toderici, S. Shetty, T. Leung, R. Sukthankar, and L. Fei-Fei. 2014. Large-Scale Video Classification with Convolutional Neural Networks. In *2014 IEEE Conference on Computer Vision and Pattern Recognition*. 1725–1732. <https://doi.org/10.1109/CVPR.2014.223>
- Alex Krizhevsky, Ilya Sutskever, and Geoffrey E. Hinton. 2012. ImageNet Classification with Deep Convolutional Neural Networks. In *Proceedings of the 25th International Conference on Neural Information Processing Systems - Volume 1 (NIPS'12)*. Curran Associates Inc., USA, 1097–1105. <http://dl.acm.org/citation.cfm?id=2999134.2999257>
- Yann LeCun, Yoshua Bengio, and Geoffrey E. Hinton. 2015. Deep learning. *Nature* 521, 7553 (2015), 436–444. <https://doi.org/10.1038/nature14539>
- Haggai Maron, Meirav Galun, Noam Aigerman, Miri Trope, Nadav Dym, Ersin Yumer, Vladimir G. Kim, and Yaron Lipman. 2017. Convolutional Neural Networks on Surfaces via Seamless Toric Covers. *ACM Trans. Graph.* 36, 4, Article 71 (July 2017), 10 pages. <https://doi.org/10.1145/3072959.3073616>
- Jonathan Masci, Davide Boscaini, Michael M. Bronstein, and Pierre Vandergheynst. 2015. ShapeNet: Convolutional Neural Networks on Non-Euclidean Manifolds. *CoRR* abs/1501.06297 (2015). arXiv:1501.06297 <http://arxiv.org/abs/1501.06297>
- Jonathan Masci, Emanuele Rodolà, Davide Boscaini, Michael M. Bronstein, and Hao Li. 2016. Geometric Deep Learning. In *SIGGRAPH ASIA 2016 Courses (SA '16)*. ACM, New York, NY, USA, Article 1, 50 pages. <https://doi.org/10.1145/2988458.2988485>
- Federico Monti, [n. d.]. Geometric Deep Learning. <http://geometricdeeplearning.com/> Accessed: 26-11-2018.
- Oliver Nalbach, Elena Arabadzhyska, Dushyant Mehta, Hans-Peter Seidel, and Tobias Ritschel. 2017. Deep Shading: Convolutional Neural Networks for Screen-Space Shading. 36, 4 (2017).
- Ren Ng, Ravi Ramamoorthi, and Pat Hanrahan. 2003. All-frequency Shadows Using Non-linear Wavelet Lighting Approximation. *ACM Trans. Graph.* 22, 3 (July 2003), 376–381. <https://doi.org/10.1145/882262.882280>
- Emil Praun and Hugues Hoppe. 2003. Spherical Parametrization and Remeshing. *ACM Trans. Graph.* 22, 3 (July 2003), 340–349. <https://doi.org/10.1145/882262.882274>
- A. Schneider, S. Schäfnborn, B. Egger, L. Froben, and T. Vetter. 2017. Efficient Global Illumination for Morphable Models. In *2017 IEEE International Conference on Computer Vision (ICCV)*. 3885–3893. <https://doi.org/10.1109/ICCV.2017.417>
- Ayan Sinha, Jing Bai, and Karthik Ramani. 2016. Deep learning 3D shape surfaces using geometry images. In *European Conference on Computer Vision*. Springer, 223–240.
- Peter-Pike Sloan, Jan Kautz, and John Snyder. 2002. Precomputed radiance transfer for real-time rendering in dynamic, low-frequency lighting environments. In *ACM Transactions on Graphics (TOG)*, Vol. 21. ACM, 527–536.
- Peter-Pike Sloan, Ben Luna, and John Snyder. 2005. Local, Deformable Precomputed Radiance Transfer. ACM, 1216–1224. <https://www.microsoft.com/en-us/research/publication/local-deformable-precomputed-radiance-transfer/>
- Manu Mathew Thomas and Angus Graeme Forbes. 2017. Deep Illumination: Approximating Dynamic Global Illumination with Generative Adversarial Network. *CoRR* abs/1710.09834 (2017). arXiv:1710.09834 <http://arxiv.org/abs/1710.09834>
- Zhirong Wu, S. Song, A. Khosla, Fisher Yu, Linguang Zhang, Xiaou Tang, and J. Xiao. 2015. 3D ShapeNets: A deep representation for volumetric shapes. In *2015 IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*. 1912–1920. <https://doi.org/10.1109/CVPR.2015.7298801>
- He Zhang, Sebastian Starke, Taku Komura, and Jun Saito. 2018. Mode-adaptive Neural Networks for Quadruped Motion Control. *ACM Trans. Graph.* 37, 4, Article 145 (July 2018), 11 pages. <https://doi.org/10.1145/3197517.3201366>