

Tessellated Voxelization for Global Illumination using Voxel Cone Tracing

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Outline

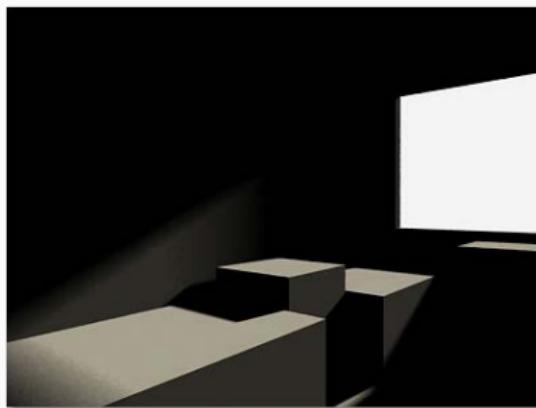
1. Introduction
2. Background
3. Implementation
4. Results and Conclusions

Introduction

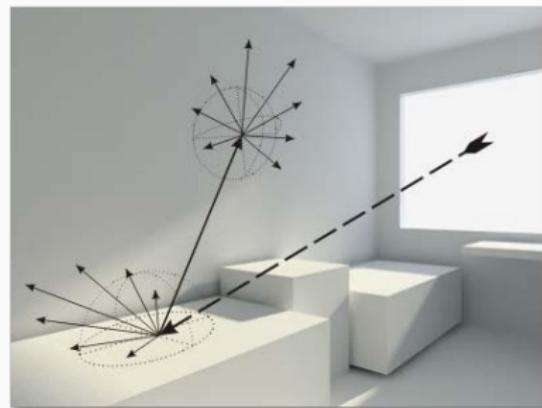
Computer Graphics

How can we simulate light in a virtual world?

Physically accurate indirect lighting is too complex for real-time—approximate!



Direct lighting



Indirect lighting

Real-Time Global Illumination

Global illumination algorithms approximate indirect light.

Some existing approaches:

Constant Flat ambient

Partial Ambient occlusion, screen-space approaches

Static Baked lighting, light probes

Dynamic Reflective Shadowmaps, Light Propagation Volumes,
Voxel Cone Tracing

Real-Time Global Illumination



Flat ambient approximation

Real-Time Global Illumination



Full global illumination

Motivations

1. Want to educate
 - Limited reference code
2. Want to make it better

Contributions

Implement

- Based on voxel cone tracing
- Open-source and cross-platform
- Not tied to any particular engine

Extend

- Comparison of two methods of scene voxelization
- Investigation into warped (continuous) voxels

Computer Graphics Primer

Goal

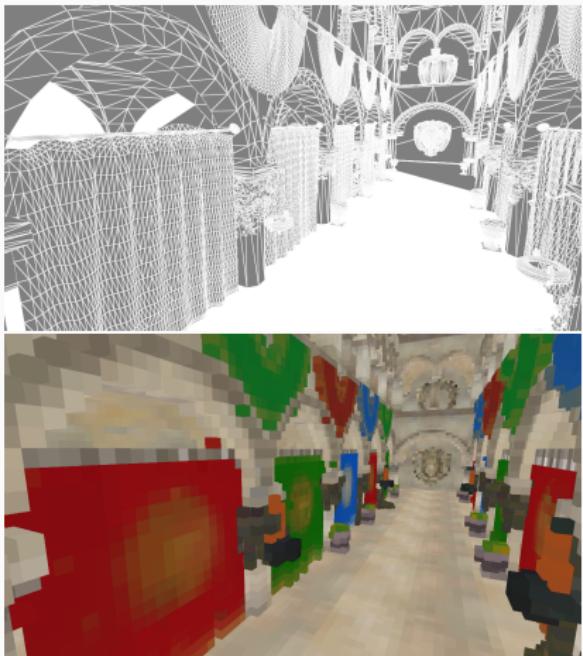
Given a virtual description of a scene, render an image.

Big Issues

1. How do we represent a scene? What information is required?
2. How is a 3D scene represented as a 2D image?
3. How do we render—how is the final pixel color computed?

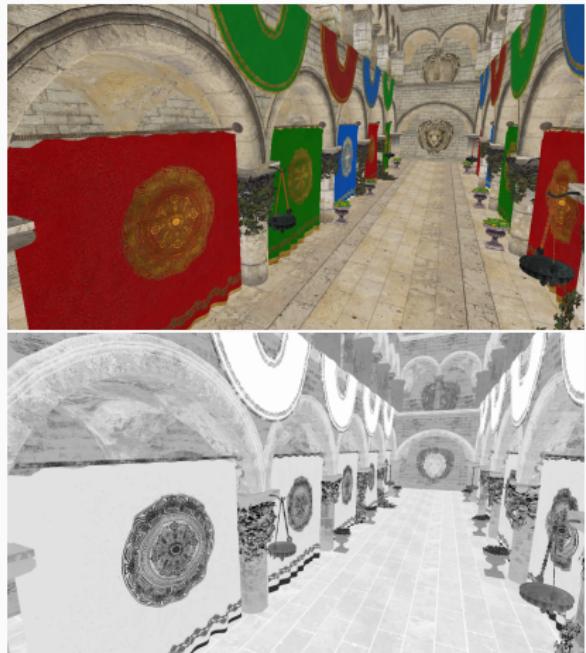
How do we represent a scene?

Geometry triangles, voxels



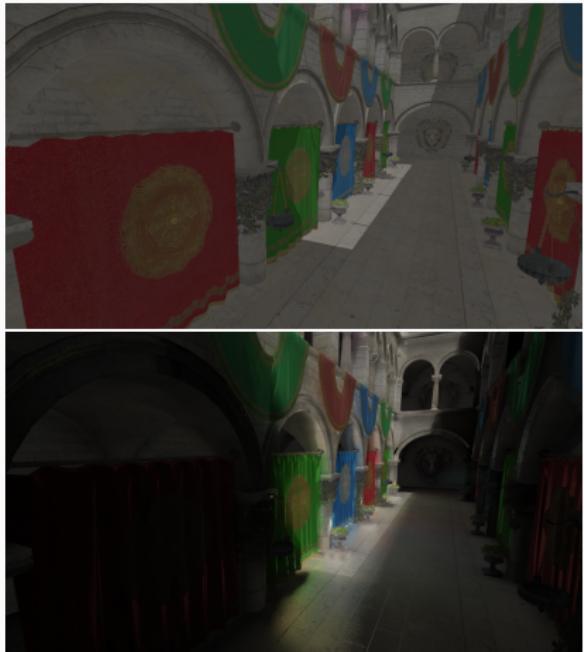
How do we represent a scene?

Materials colors and other properties



How do we represent a scene?

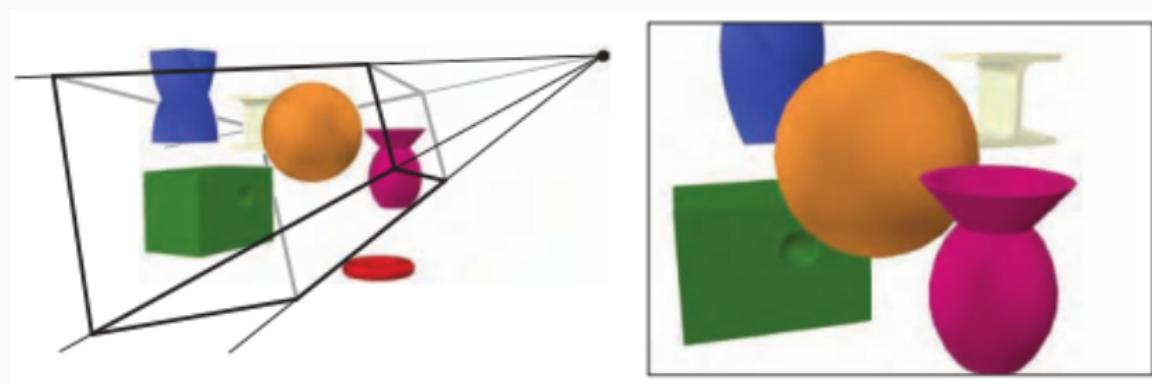
Lights positions, colors,
etc.



How is a 3D scene represented as a 2D image?

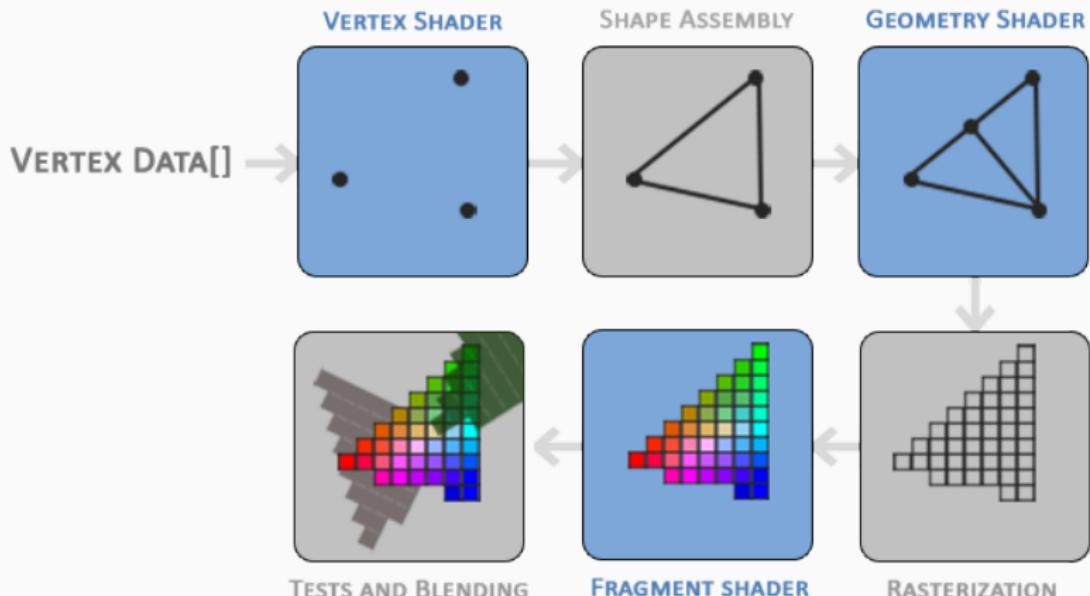
Math!

All coordinates are transformed multiple times before ending up at their appropriate place on the screen.



How is a 3D scene represented as a 2D image?

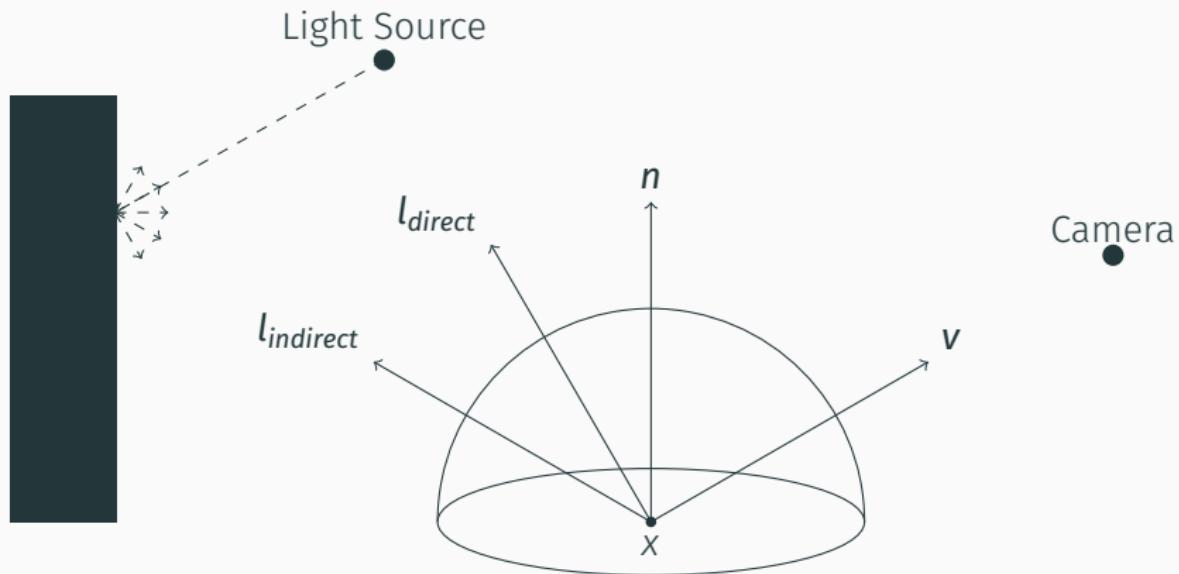
The Graphics Pipeline



How do we render?

Direct Lighting sum contributions of visible lights

Indirect Lighting approximations (voxel cone tracing)



Real-Time Global Illumination

Most dynamic global illumination algorithms follow a few main steps:

1. Construct representation of the scene
2. Calculate indirect lighting information
3. Collect indirect lighting when rendering

Overview of Global Illumination Algorithm



(1) Voxelize



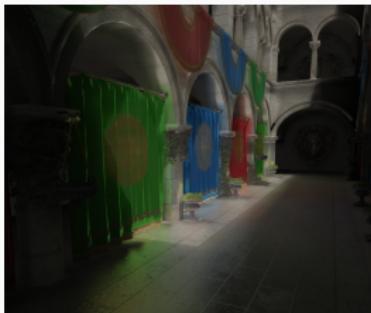
(2) Direct lighting



(3) Inject direct lighting
into voxels



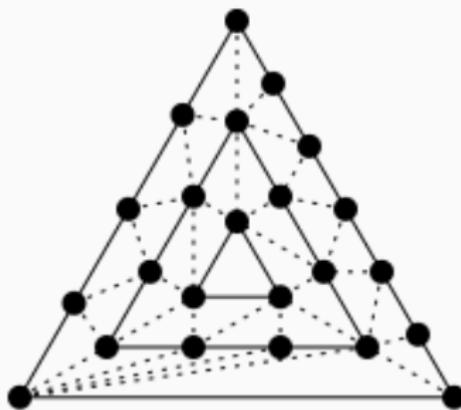
(4) Filter voxels



(5) Sample using voxel
cone tracing

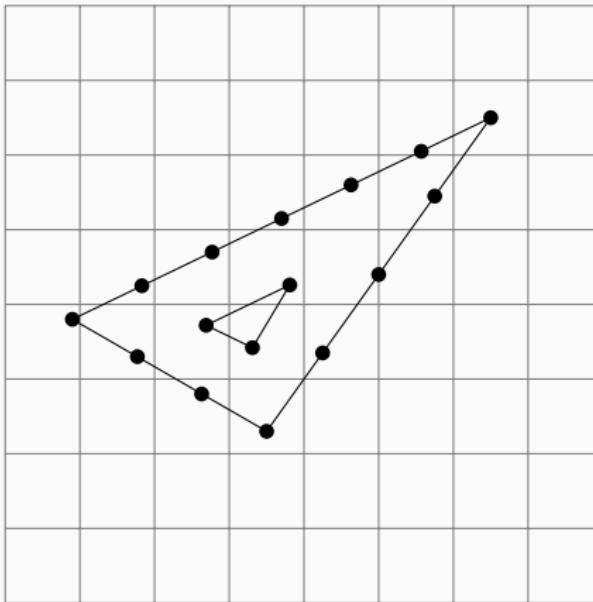
Voxelization with Tessellator

- Triangles are subdivided into multiple vertices during tessellation
- Tessellation level determines how much to subdivide



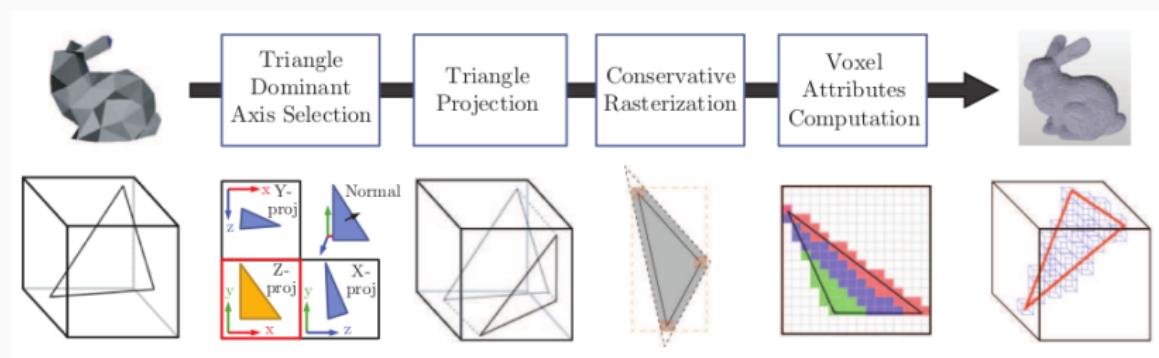
Voxelization with Tessellator

- Each vertex corresponds to a voxel
- Outer levels determined from respective edge lengths
- Inner level determined from maximum triangle altitude length

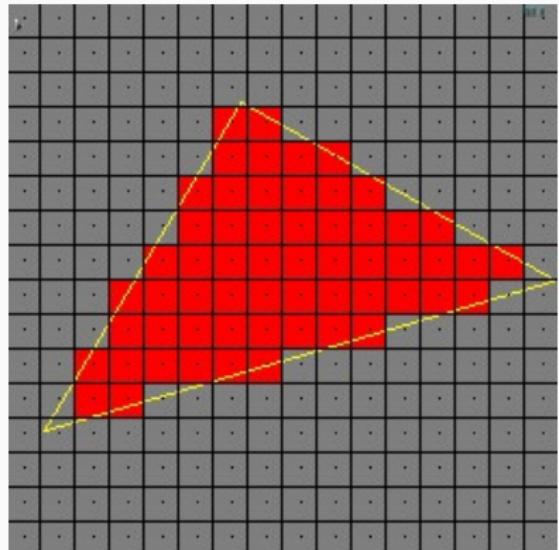


Voxelization with Rasterizer

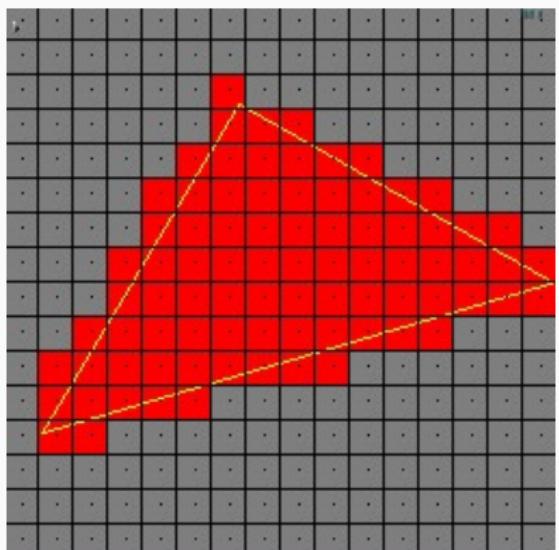
Each fragment corresponds to a voxel



Conservative Rasterization

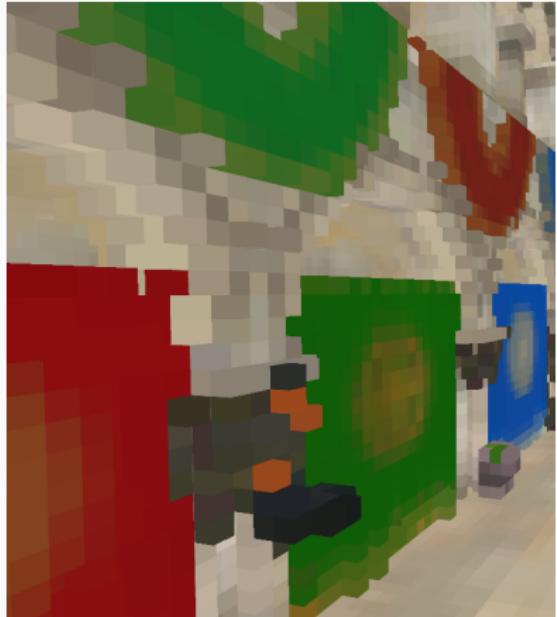


Off



On

Conservative Rasterization



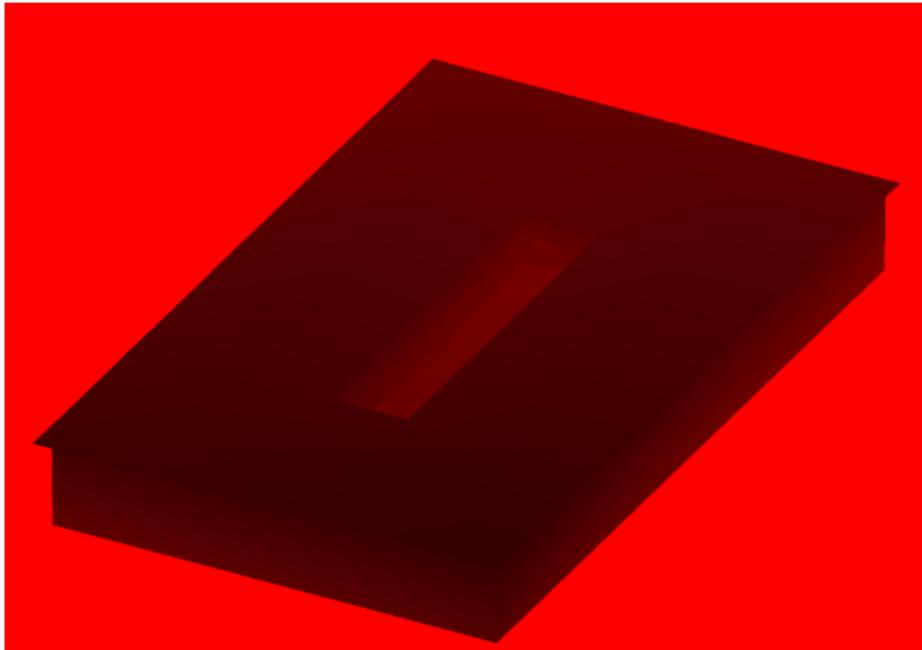
Off



On

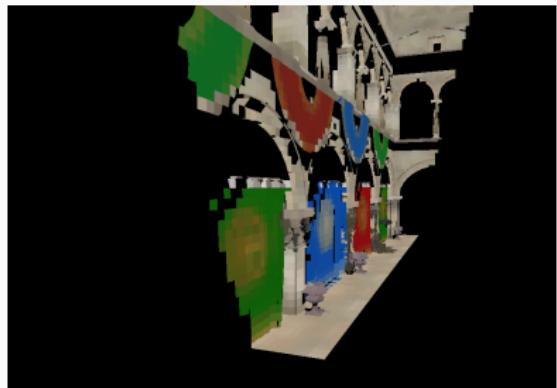
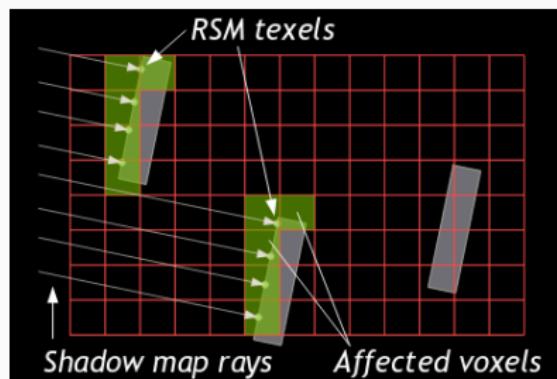
Inject Direct Light

Use **shadowmap** to determine where direct light hits voxels

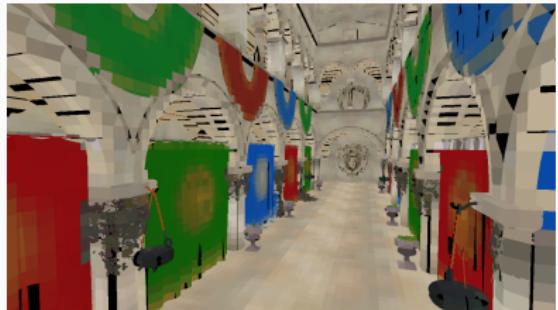


Inject Direct Light

Use **shadowmap** to determine where direct light hits voxels



Filter the lit voxels



Level 0



Level 1



Level 2



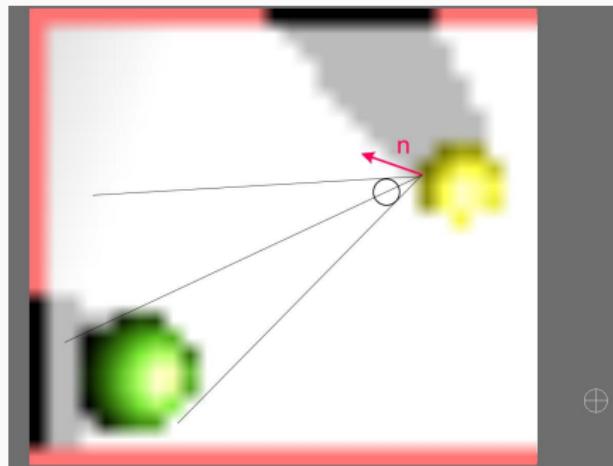
Level 3

Mipmaps

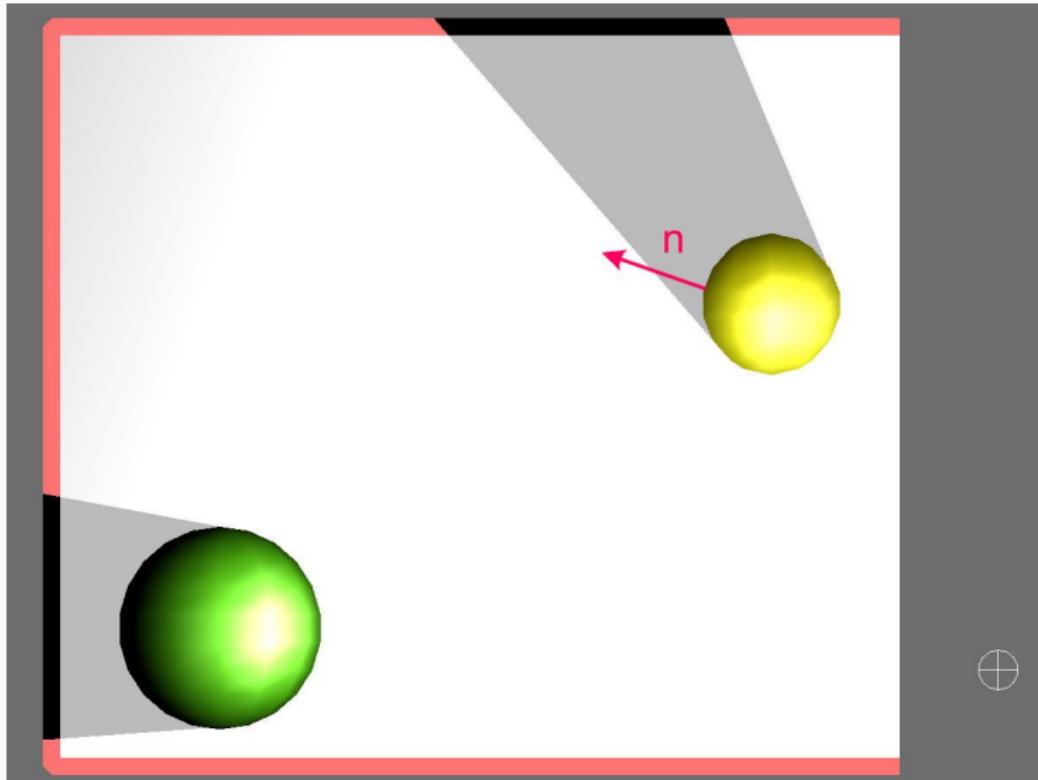
Indirect Lighting—Voxel Cone Tracing

Voxel Cone Tracing

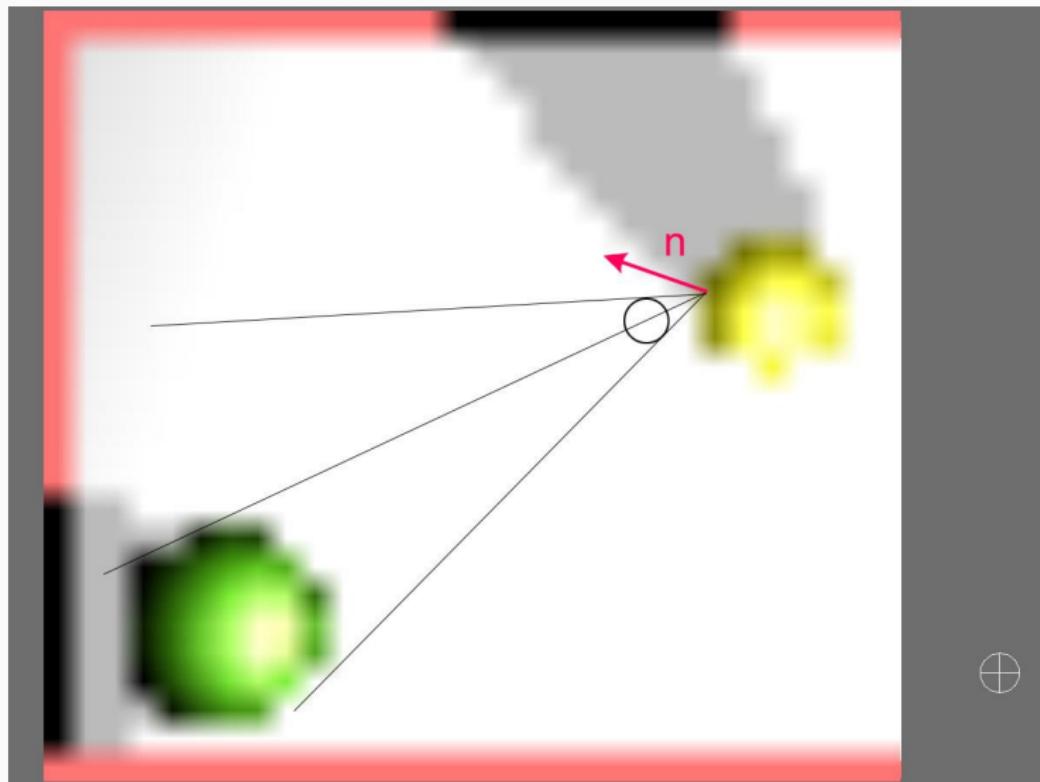
1. Sample light and occlusion from the radiance texture along a particular direction
2. Adjust level of detail as we get farther from sample point



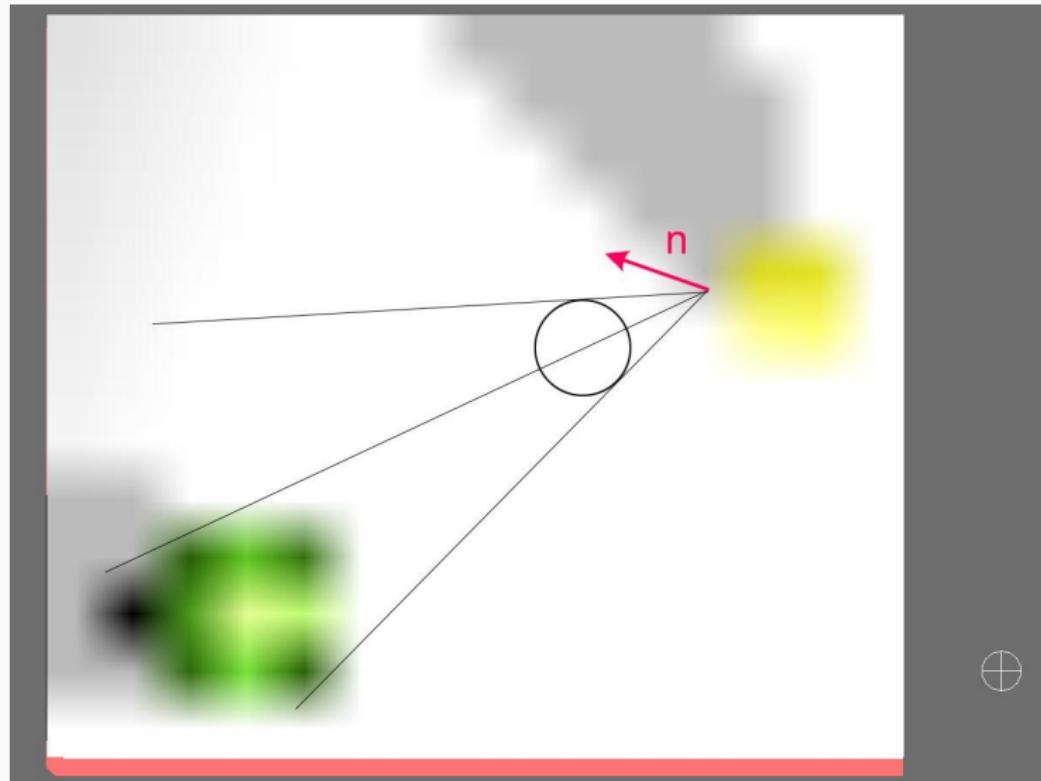
Indirect Lighting—Voxel Cone Tracing



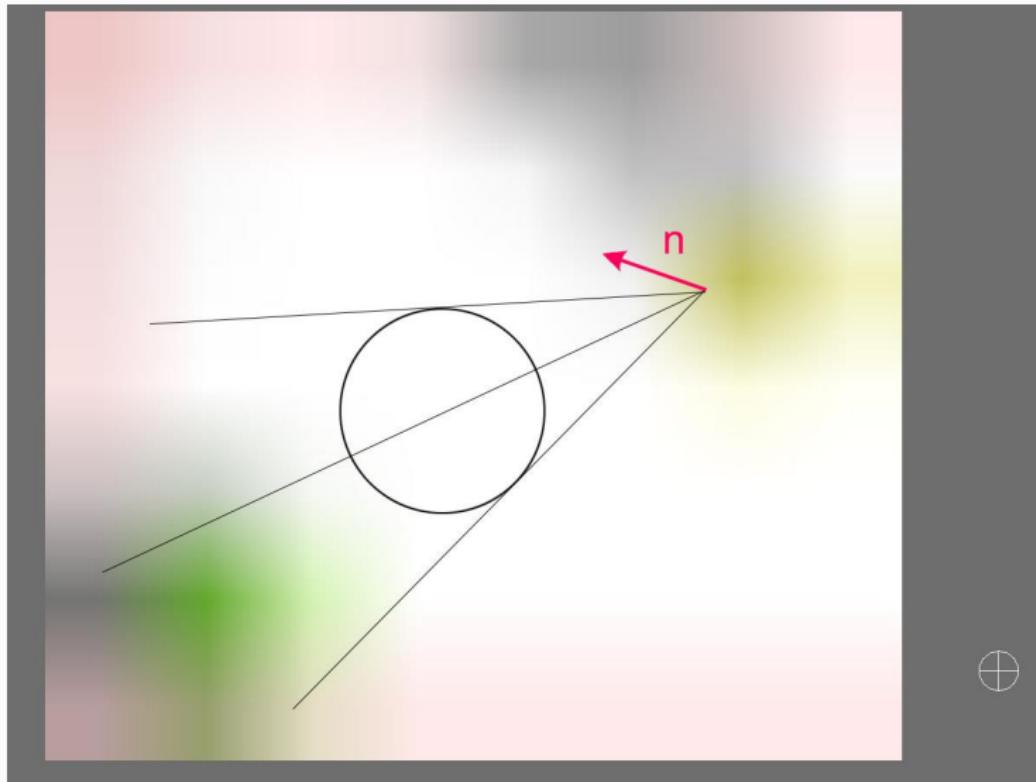
Indirect Lighting—Voxel Cone Tracing



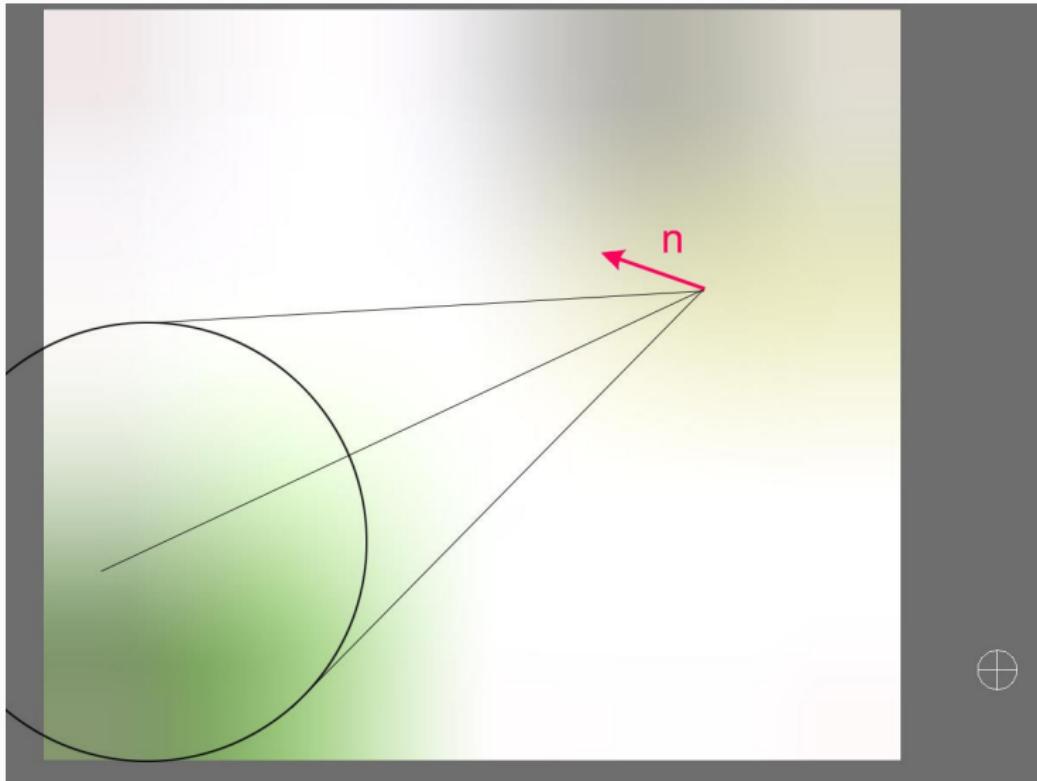
Indirect Lighting—Voxel Cone Tracing



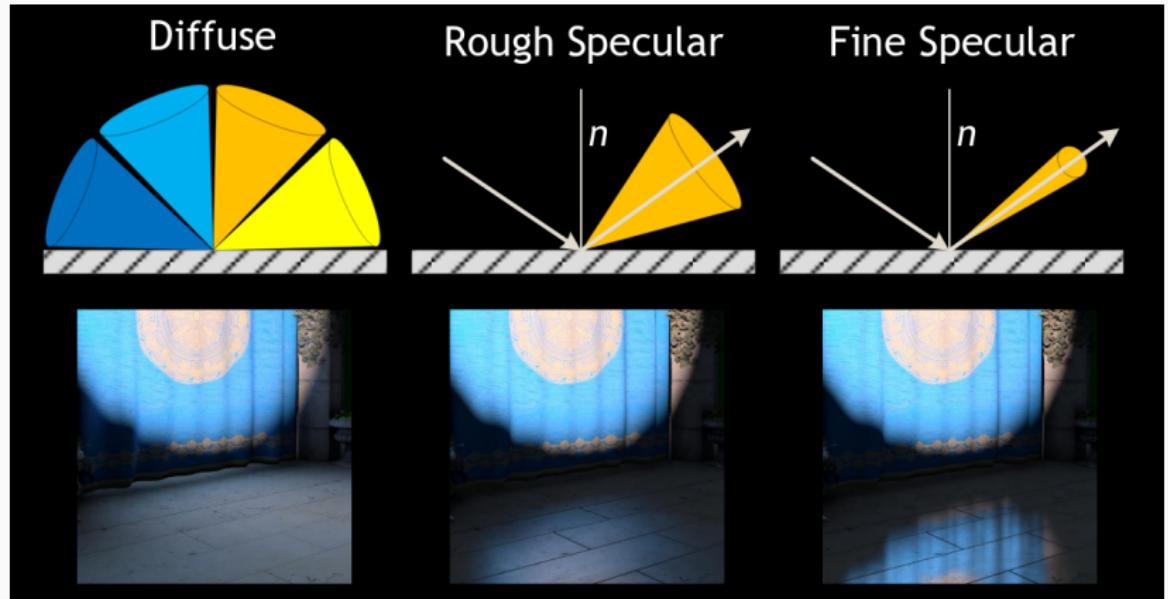
Indirect Lighting—Voxel Cone Tracing



Indirect Lighting—Voxel Cone Tracing



Indirect Lighting—Voxel Cone Tracing

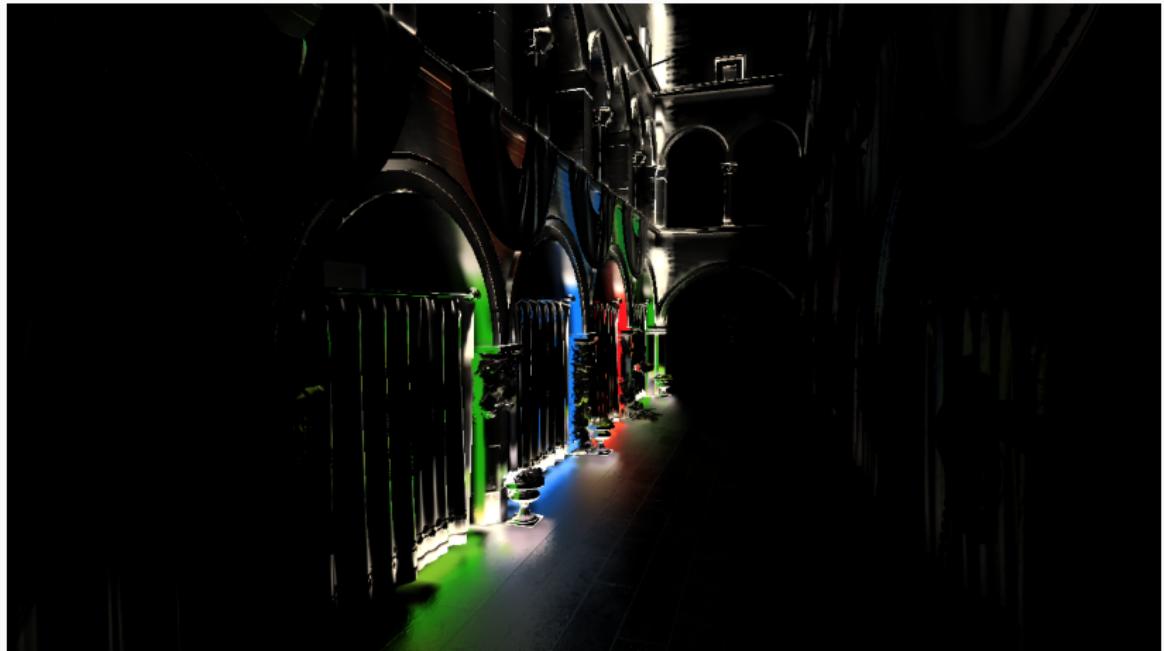


Indirect Lighting



Diffuse Indirect (no occlusion)

Indirect Lighting



Specular Indirect (no occlusion)

Indirect Lighting

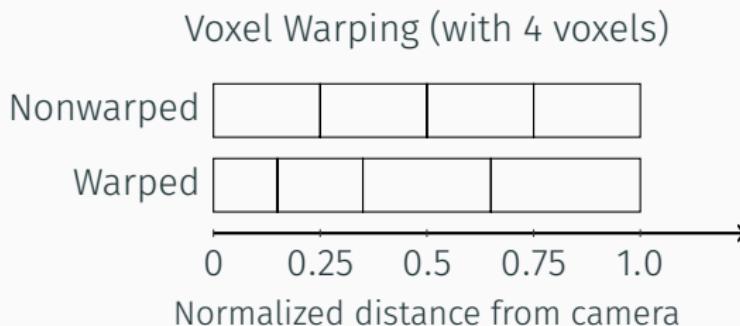


Occlusion

Voxel Warping

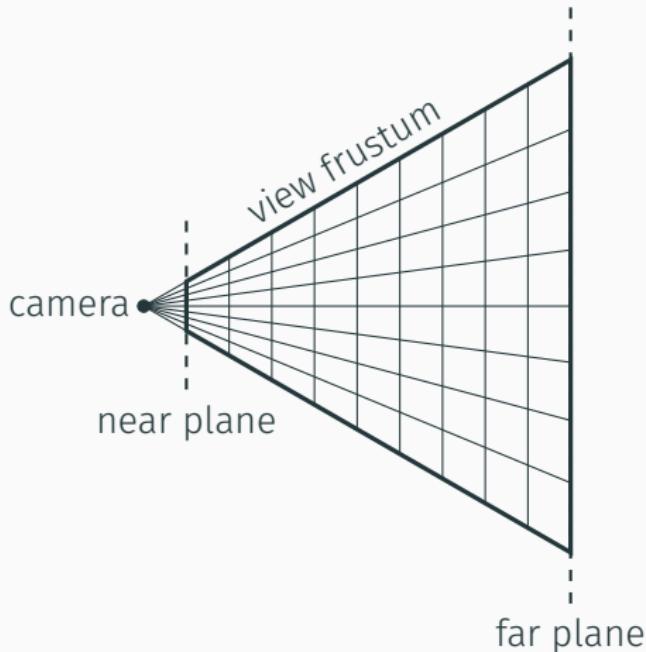
- Voxels are usually restricted to discrete sizes
- What if the size is not restricted?
 1. Vary with distance from camera
 2. Vary based on perspective

Vary with distance from camera

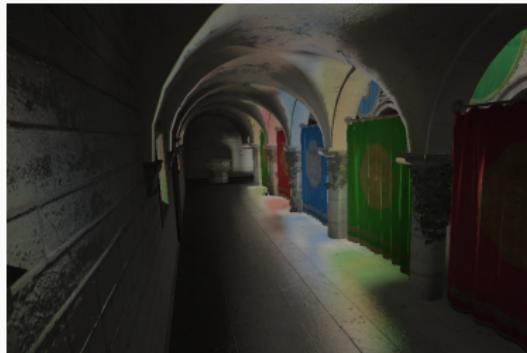


Vary based on perspective

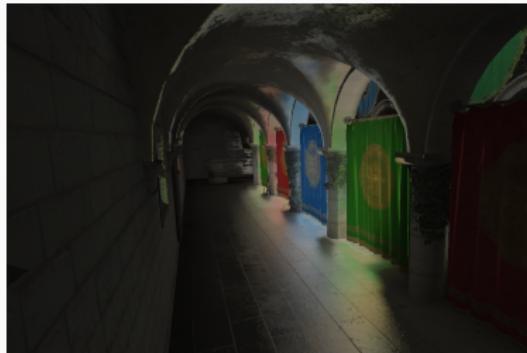
- Perspective: objects further away appear smaller
- Use perspective projection to determine voxel size
- Makes voxel size based on relative size in screen space



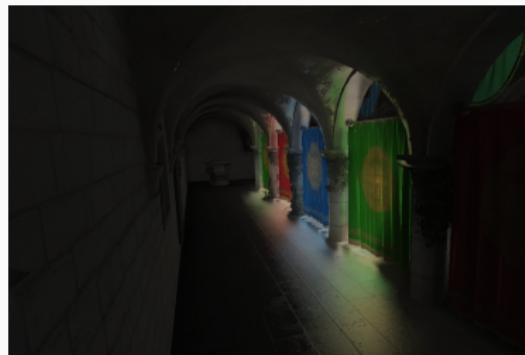
Results



64^3

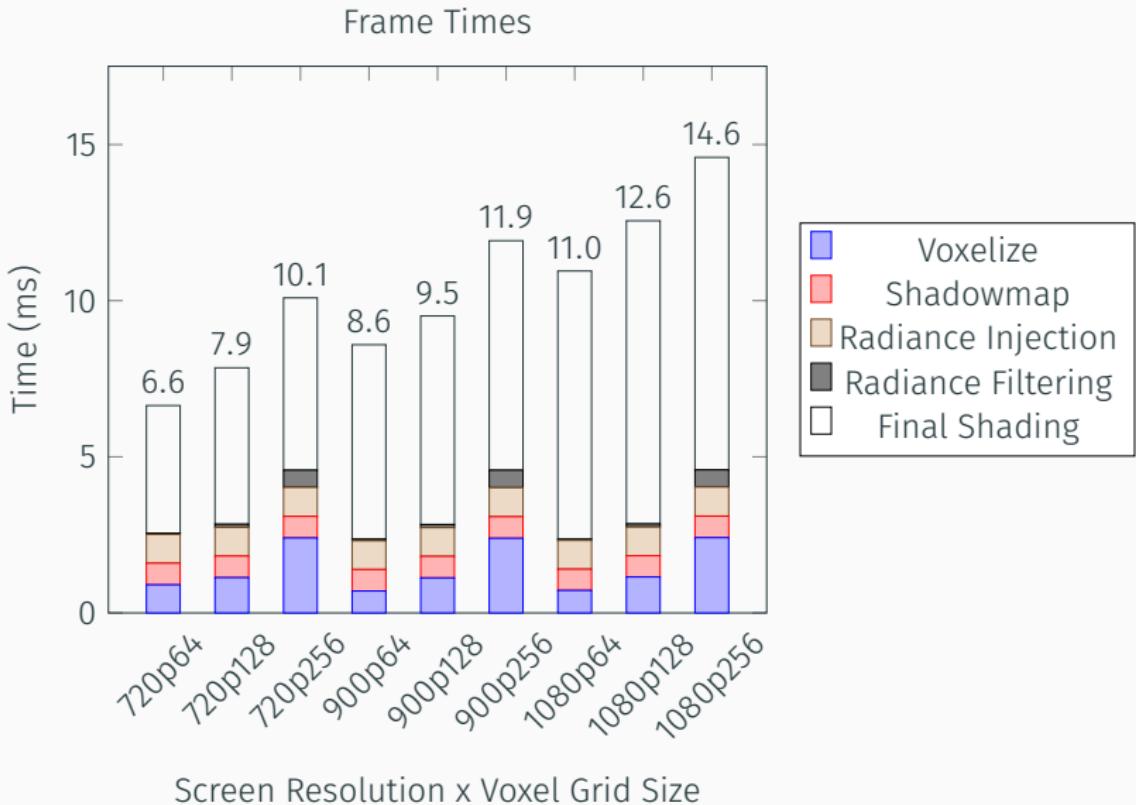


128^3



256^3

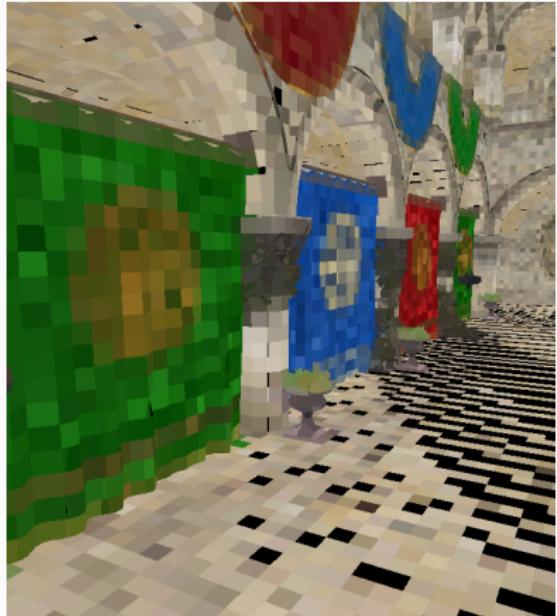
Performance



Rasterized vs. Tessellated Voxels

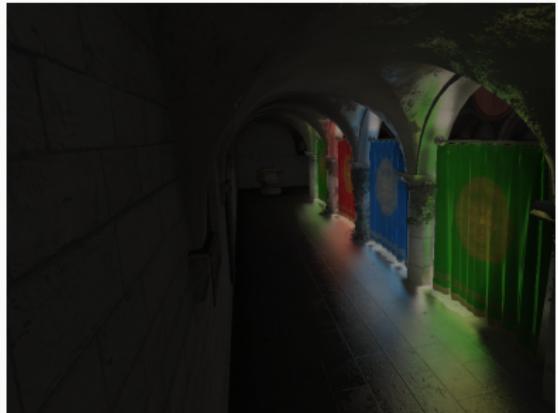


Rasterized voxels

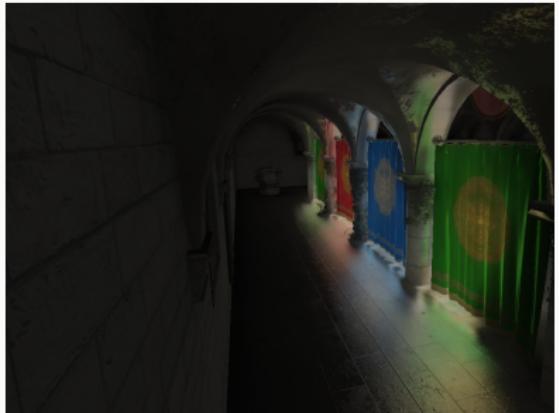


Tessellated voxels

Rasterized vs. Tessellated Voxels

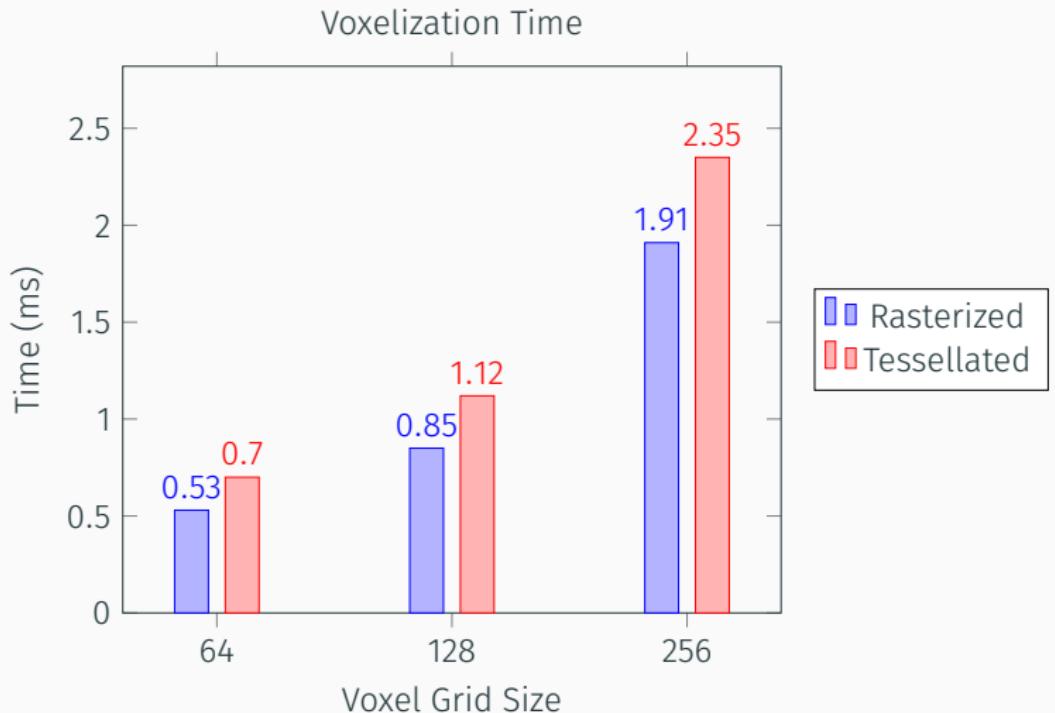


Rasterized voxels

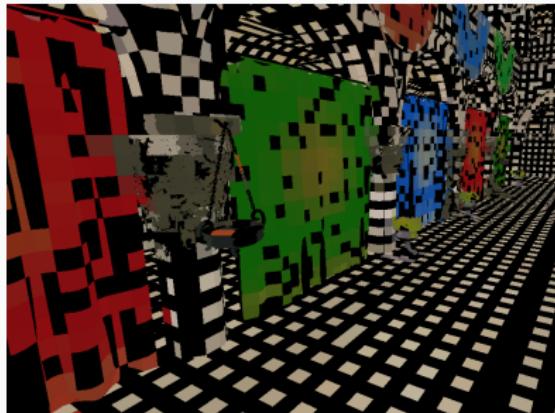


Tessellated voxels

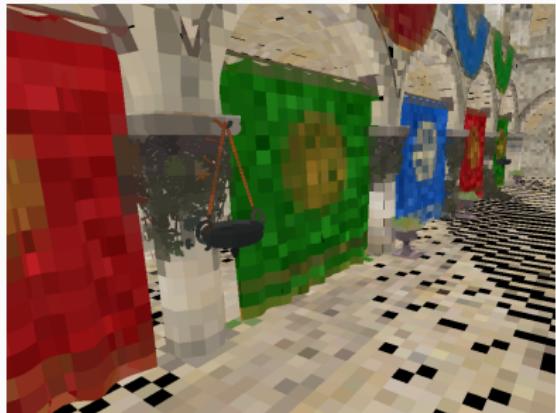
Rasterized vs. Tessellated Voxels



Rasterized vs. Tessellated Voxels

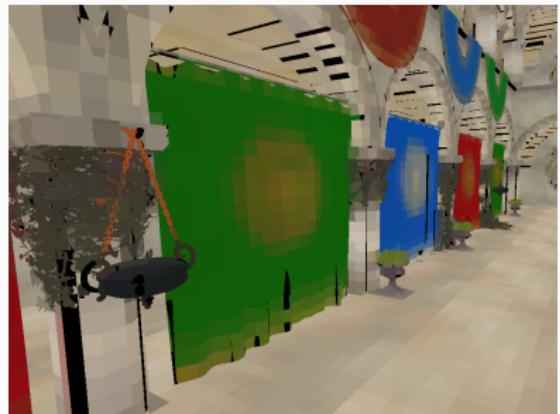


Rasterized voxelization limited by
fragment resolution

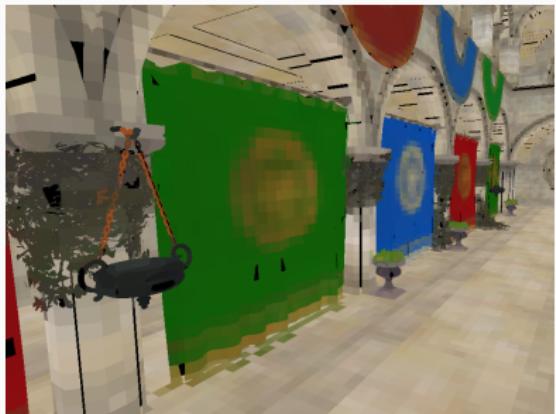


Tessellated voxelization limited by
hardware

Voxel Warping



Without warping

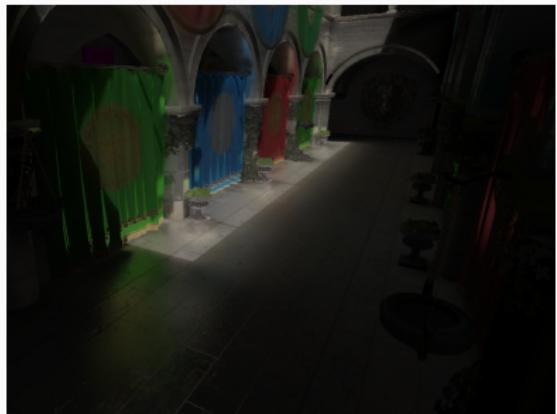


With warping

Voxel Warping

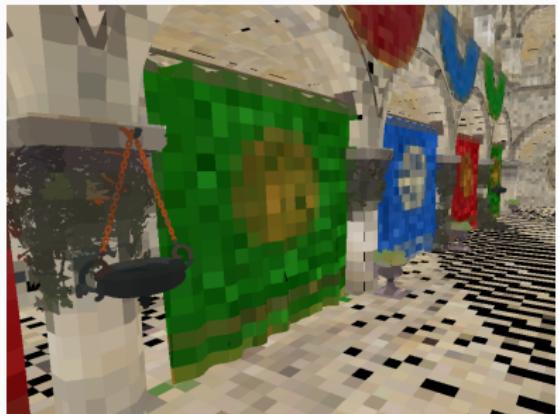


Without voxel warping

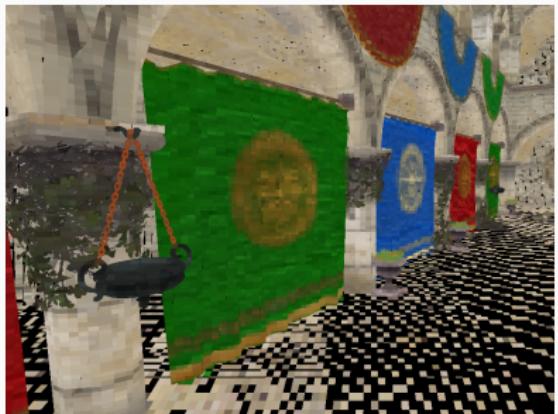


With voxel warping

Perspective Voxel Warping

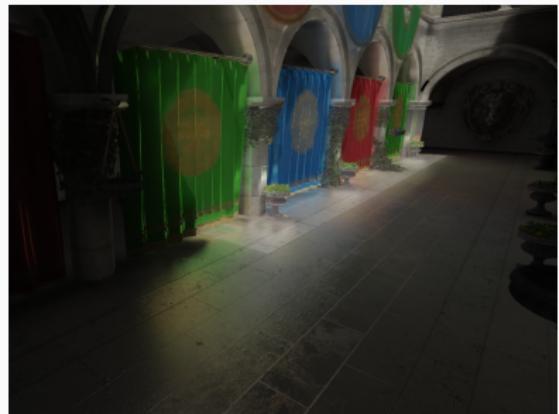


Without warping

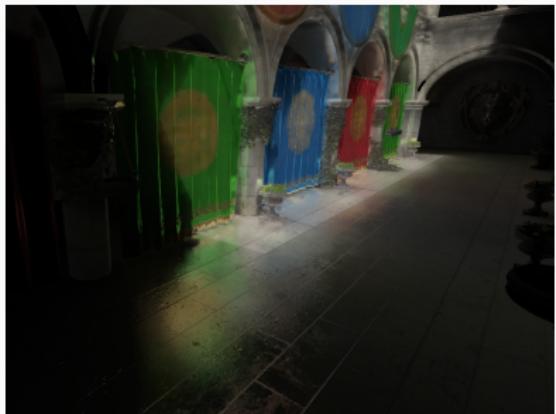


With warping

Perspective Voxel Warping



Without voxel warping



With voxel warping

Voxel Warping

- Adaptively change voxel resolution
- Bad artifacts when objects move (looking into ways to fix this)

Related Work

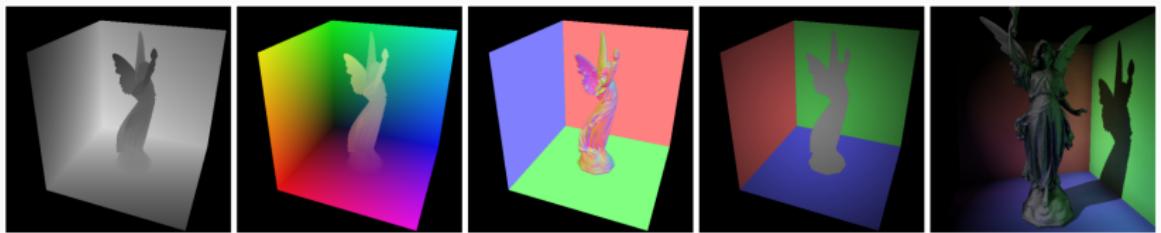
How does it compare with other methods?

Important parts of global illumination algorithms:

1. Scene representation?
2. Light computation?
3. Light sampling?

Related Work—Reflective Shadowmaps

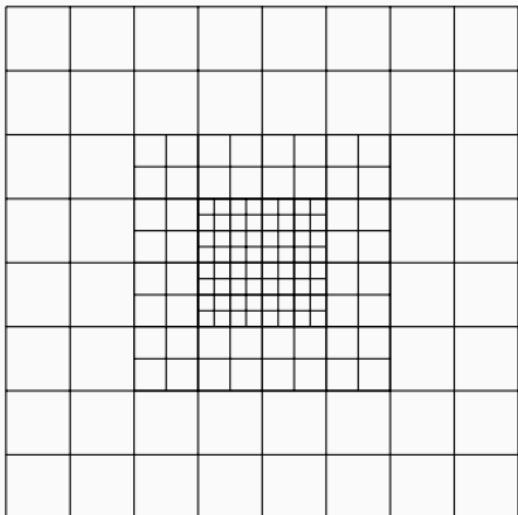
1. Scene representation? **Reflective shadowmap (RSM)**
2. Light computation? **None, use color and normal from RSM**
3. Light sampling? **Sample nearby points in RSM**



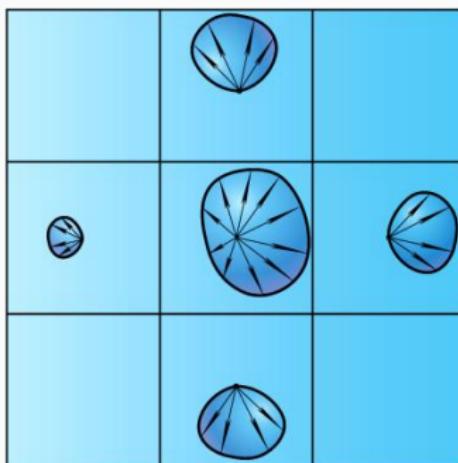
Reflective shadow map (depth, world position, normal, color) and result

Related Work—Light Propagation Volumes

1. Scene representation? Cascaded voxel grid (incomplete)
2. Light computation? Iterative propagation
3. Light sampling? Texture lookup



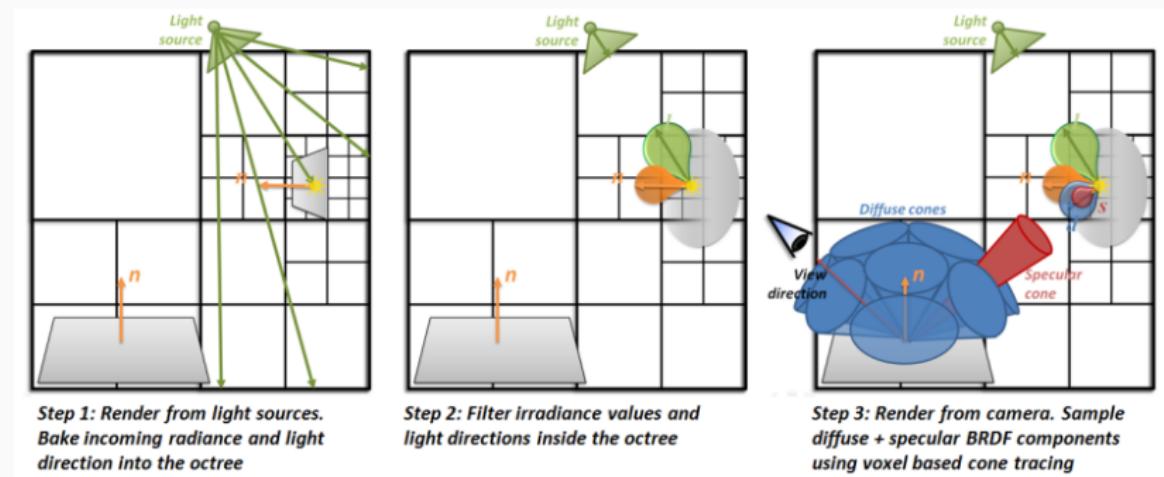
Cascaded voxel grid



Light propagation

Related Work—Voxel Cone Tracing

1. Scene representation? **Sparse voxel octree**
2. Light computation? **Mipmaps**
3. Light sampling? **Voxel cone tracing**



Future Work

- Try to alleviate flickering with warped voxels
- Filter using LPV method
- Sparse 3D textures for the voxel grid
- Adaptive cone tracing quality

Conclusion

- Implementation¹ of real-time global illumination using voxel cone tracing
- Implementation and comparison of voxelization using rasterization and tessellation
- Investigation into warped voxels

¹Find the source here: github.com/sfreed141/vct

Thank you!

Questions?