

Diffraction Shader

Michael Single

5. November 2013

Inhaltsverzeichnis

1	Introduction	3
1.1	Motivation	3
1.2	Related Work	3
1.3	Thesis Outline	3
2	Theoretical Background	4
2.1	The Effect Of Diffraction	4
2.2	BRDF - Spectral Rendering	4
2.3	Stams derivation	4
2.4	Taylor Series Approximation	6
2.5	Sampling: Gaussian Window	6
2.6	Our derivations	6
2.7	Aplitude smooting	6
3	Implementation	9
3.1	Setup	9
3.2	Precomputations in Matlab	9
3.3	jrtr Framework	9
3.4	GLSL Diffraction Shader	9
4	Data Acquisition and Evaluation	10
4.1	Diffraction Grating	10
4.2	Snake Skin Parameters	10
5	Results	11
6	Conclusion	12
6.1	Further Work	12

1 Introduction

1.1 Motivation

effect of diffraction, stam, genf, rendering snake skin

Introducation bla In phicss/bioligy

The purpose of this thesis is to render realtime the effect of diffraction on different snakes skins in a photorealistic manor. In oder to achieve this purpose we will rely J. Stam's formulation of a BRDF which basically describes the effect of diffraction on a given surface assuming one knows the hightfield on this surface. In our case, those heightfields are small patches of the nanostructure of the snake skin provided by GENEVA taken by MI-KROSKOP. In his Paper, J. Stam assuming distribution on his heightfields whereas we require a an explicit provided hightfield of the surface or at least a small patch. Therefore, this work can be considered as an extension of J. Stam's derivations for the case one is provided by a explicit height field on a quasiperiodic structure. Since one goal of this work is to render in realtime, we have to perform also precomputations which will require us to slightly modify Stam's main derivation.

1.2 Related Work

see papaer listing

1.3 Thesis Outline

describe what is which chapter

2 Theoretical Background

Explain that this thesis has deep theoretical background, some derivations show derivation roadmap

2.1 The Effect Of Diffraction

2.2 BRDF - Spectral Rendering

2.3 Stams derivation

In his Paper Diffraction Shader, Jos Stam derives a an BRDF modeling the effect of diffraction for various analytical anisotropic reflection models using the scalar Kirchof theory and the theory of random processes. By emplyong the so called wave theory of diffraction [source 5 in stams paper] in which a wave is assumed to be a complex valued scalar. It's noteworthy, that stam's BRDF formulation does not take into account the polarization of the light. Nevertheless, light sources like sunlight and light bulbs are unpolarizaed. In our simulations we will always assume we have given i directional light source, i.e. sunlight. Hence, we can use stam's model for our derivations

A further assumption in Stam's Paper is, the emanated waves from the source are stationary - sunlight once again. Which implies the wave is a superposition of independent monochromatic waves. This implies that each wave is associated to a definite wavelength λ .

Mention Helmolth equation, which has the solution $k = \frac{2\pi}{\lambda}$ which is the wavenumber

Stams starts his derviations by above's assumptions and by applying the Kirchhoff integral, which descirbes the reflected field and the Huygen's principle, which states, when somebody knows the wavefront at a given moment, the wave at a later time can be deducted by considering each point on the first wave as the source of a new disturbance.

$$\psi_2 = \frac{ike^{iKR}}{4\pi R} (F\mathbf{v} - \mathbf{p}) \cdot \int_S \hat{\mathbf{n}} e^{ik\mathbf{v} \cdot \mathbf{s}} d\mathbf{s} \quad (1)$$

In optics, when dealing with scattered waves, one does use differential scattering cross-section rather than a BRDF which has the following identitiy:

$$\sigma^0 = 4\pi \lim_{R \rightarrow \infty} R^2 \frac{\langle |\psi_2|^2 \rangle}{\langle |\psi_1|^2 \rangle} \quad (2)$$

Relationship between the BRDF and the scattering cross section is the following:

$$BRDF = \frac{1}{4\pi} \frac{1}{A} \frac{\sigma^0}{\cos(\theta_1)\cos(\theta_2)} \quad (3)$$

Whereas θ_1 and θ_2 are the angles that the vectors \hat{k}_1 and \hat{k}_2 make with the vertical direction.

ADD FIGURE for k_1, k_2

where R is the distance from the center of the patch to the receiving point x_p , \hat{n} is the normal of the surface at s and the vectors:

$$\mathbf{v} = \hat{\mathbf{k}}_1 - \hat{\mathbf{k}}_2 = (u, v, w)$$

$$\mathbf{p} = \hat{\mathbf{k}}_1 + \hat{\mathbf{k}}_2$$

During his derivations, Stam provides a analytical representation for the Kirchhoff integral by using his assumptions. He restricts himself to the reflection of waves from height fields $h(x, y)$ with the assumption that the surface is defined as an elevation over the (x, y) plane using the surface plane approximation. Which will lead him to the following identity for the Kirchhoff integral

$$\mathbf{I}(ku, kv) = \iint \frac{1}{ikw} (-p_x, -p_y, ikwp) \quad (4)$$

whereas

$$p(x, y) = e^{ikwh(x, y)} \quad (5)$$

We observe that the integral is a Fourier transform by $-iku$ and $-ikv$ which will lead us to his final derivation, using the identity of BRDF, and computing the limit:

$$BRDF = \frac{k^2 F^2 G}{4\pi A w^2} \langle |P(ku, kv)|^2 \rangle \quad (6)$$

Where

$$G = \frac{1 - \hat{\mathbf{k}}_1 \cdot \hat{\mathbf{k}}_2}{\cos(\theta_1)\cos(\theta_2)} \quad (7)$$

and $P(x,y)$ is the Fourier transform of the function $p(x,y)$ from above. This identity for the BRDF is the starting point for our derivations.

2.4 Taylor Series Approximation

2.5 Sampling: Gaussian Window

2.6 Our derivations

2.7 Aplitude smooting

Let us consider the so called 1-dimensional Box-function with length T which is defined as the following: ADD AN IMAGE OF BOXFUNCTION

$$Box(x) = \begin{cases} 1 & \text{if } x \leq T \\ 0 & \text{if } else \end{cases}$$

We assume, that our given heighfield can be represented as a 2-dimensional box-function. Note that we can use any explicit given constrained 2-dimensional function and will get some identities like we get from the box-function.

Further we are assuming that we can model the overall surface be assuming this heighfield being distributed in a periodic manor. Therefore, the whole surface can be represented like this $f(x) = \sum_{n=0}^N Box(x - nT_1, y - mT_2)$ assuming the given heighfield has the dimensions T_1 by T_2 . But let us first consider the 1-dimensional Box-function case before deriving an identity for the Fourier transform of our 2-dimensional Box-function, i.e. the fourier transform of our heighfield.

A so called bump can be represented by our 1-dimensional Box-function. We assume periodicity which is equaivalent to: $f(x) = \sum_{n=0}^N Box(x - nT)$

We are intersted in the 1-dimensional Fourier transform of the 1-dimensional Box-function:

$$\begin{aligned}
\mathcal{F}\{f\}(w) &= \int f(x)e^{-iwx}dx \\
&= \int_{-\infty}^{\infty} \sum_{n=0}^N \text{Box}(x - nT)e^{-iwx}dx \\
&= \sum_{n=0}^N \int_{-\infty}^{\infty} \text{Box}(x - nT)e^{-iwx}dx
\end{aligned}$$

Next, apply the following substitution $x - nT = y$ which will lead us to:

$$\begin{aligned}
x &= y + nT \\
dx &= dy
\end{aligned}$$

Plugging this substitution back to the equation from above we will get

$$\begin{aligned}
\mathcal{F}\{f\}(w) &= \int f(x)e^{-iwx}dx \\
&= \sum_{n=0}^N \int_{-\infty}^{\infty} \text{Box}(y)e^{-iw(y+nT)}dy \\
&= \sum_{n=0}^N e^{-iwnT} \int_{-\infty}^{\infty} \text{Box}(y)e^{-iwy}dy \\
&= \sum_{n=0}^N e^{-iwnT} \mathcal{F}\{f\}(w) \\
&= \mathcal{F}\{f\}(w) \sum_{n=0}^N e^{-iwnT}
\end{aligned}$$

We used the fact that the term e^{-iwnT} is a constant when integrating along dy and the identity for the Fourier transform of the Box function. Next, let us consider $\sum_{n=0}^N e^{-iwnT}$ further:

$$\begin{aligned}\sum_{n=0}^N e^{-uwnT} &= \sum_{n=0}^N (e^{-uwT})^n \\ &= \frac{1 - e^{iwT(N+1)}}{1 - e^{-iwT}}\end{aligned}$$

We recognize the geometric series identity for the left-handside of this equation. Since our series is bounded we can derive our right-handside.

Since e^{-ix} is a complex number and every complex number can be written in its polar form, i.e. $e^{-ix} = \cos(x) + i\sin(x)$ we can go even further, using the trigonometric identities that $\cos(-x) = \cos(x)$ and $\sin(-x) = -\sin(x)$.

$$\frac{1 - e^{iwT(N+1)}}{1 - e^{-iwT}} = \frac{1 - \cos(wT(N+1)) + i\sin(wT(N+1))}{1 - \cos(wT) + i\sin(wT)}$$

Let

3 Implementation

3.1 Setup

3.2 Precomputations in Matlab

3.3 jrtr Framework

3.4 GLSL Diffraction Shader

4 Data Acquisition and Evaluation

4.1 Diffraction Grating

4.2 Snake Skin Parameters

5 Results

6 Conclusion

6.1 Further Work