Diffraction Shader

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1 Abstract

2 Introduction

3 Previous Work

4 Theory

4.1 formulas

The follwoing formulas havs been used in order to perform the derivations tell what i do mean

$$\psi_2 = \frac{ike^{ikR}}{4\pi R}(Fv - p) * \int_S ne^{ikvs} \tag{1}$$

explain me

$$\begin{aligned} L_\lambda(\omega_r) &= \int_\Omega BRDF_\lambda(\omega_i, \omega_r) L_\lambda(\omega_i) cos(\theta_i) d\omega_i \\ &= xyz \\ &= t \end{aligned}$$

4.2 derivation

$$
\begin{aligned}
L_\lambda(\omega_r) &= \int_\Omega BRDF_\lambda(\omega_i, \omega_r) L_\lambda(\omega_i) cos(\theta_i) d\omega_i \\
&= \int_\Omega BRDF_\lambda(\omega_i, \omega_r) L_\lambda(\omega_i) cos(\theta_i) d\omega_i \\
&= t
\end{aligned}
$$

5 Implementation

6 Experiment

7 Evaluation

8 Results

9 Conclusion

10 Future Work