

# **Advanced Ray Tracing**

CS 4620 Lecture 24

# Basic ray tracing

- Many advanced methods build on the basic ray tracing paradigm
- Basic ray tracer: one sample for everything
  - one ray per pixel
  - one shadow ray for every point light
  - one reflection ray, possibly one refraction ray, per intersection

# Basic ray traced image



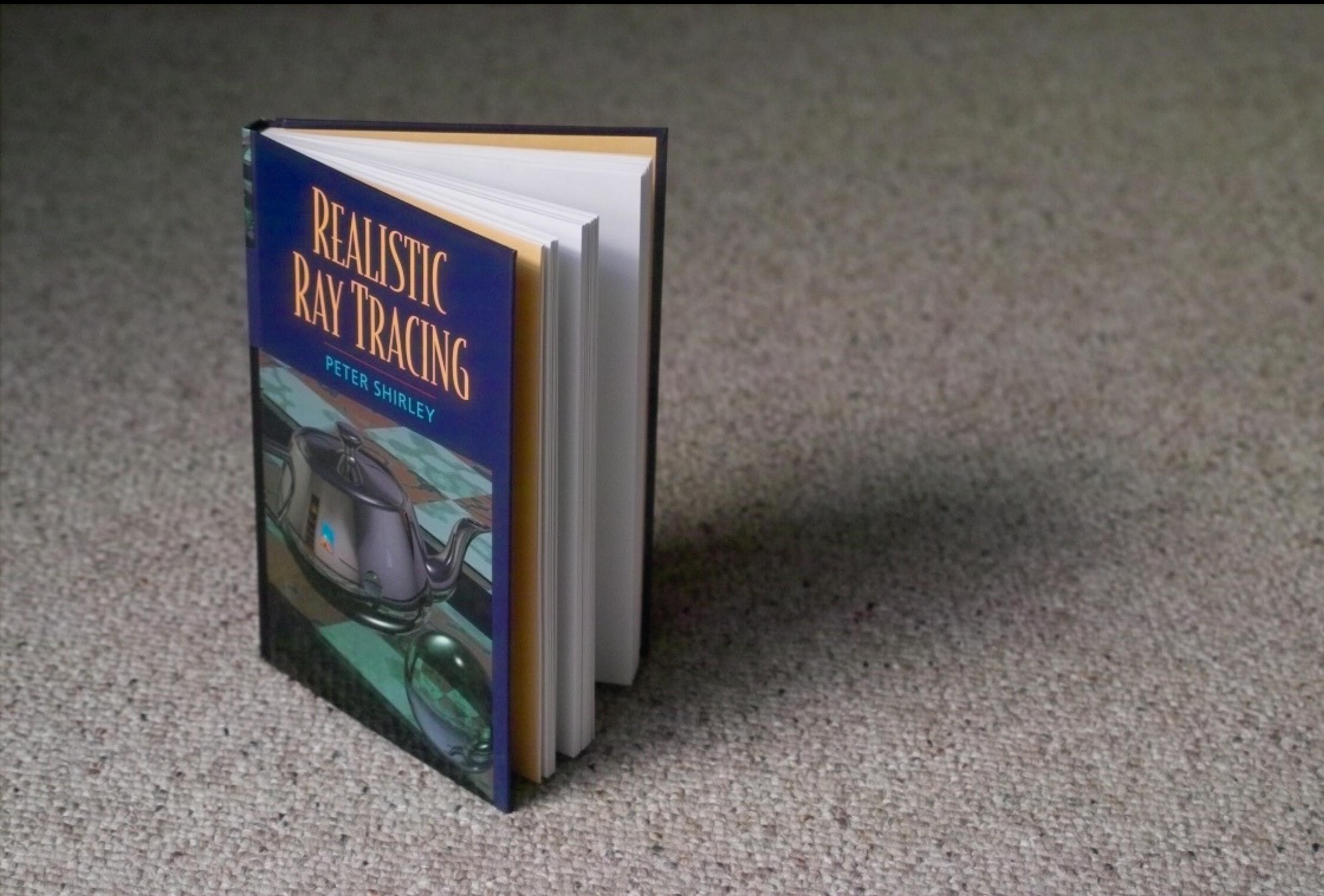
[Glassner 89]

# Discontinuities in basic RT

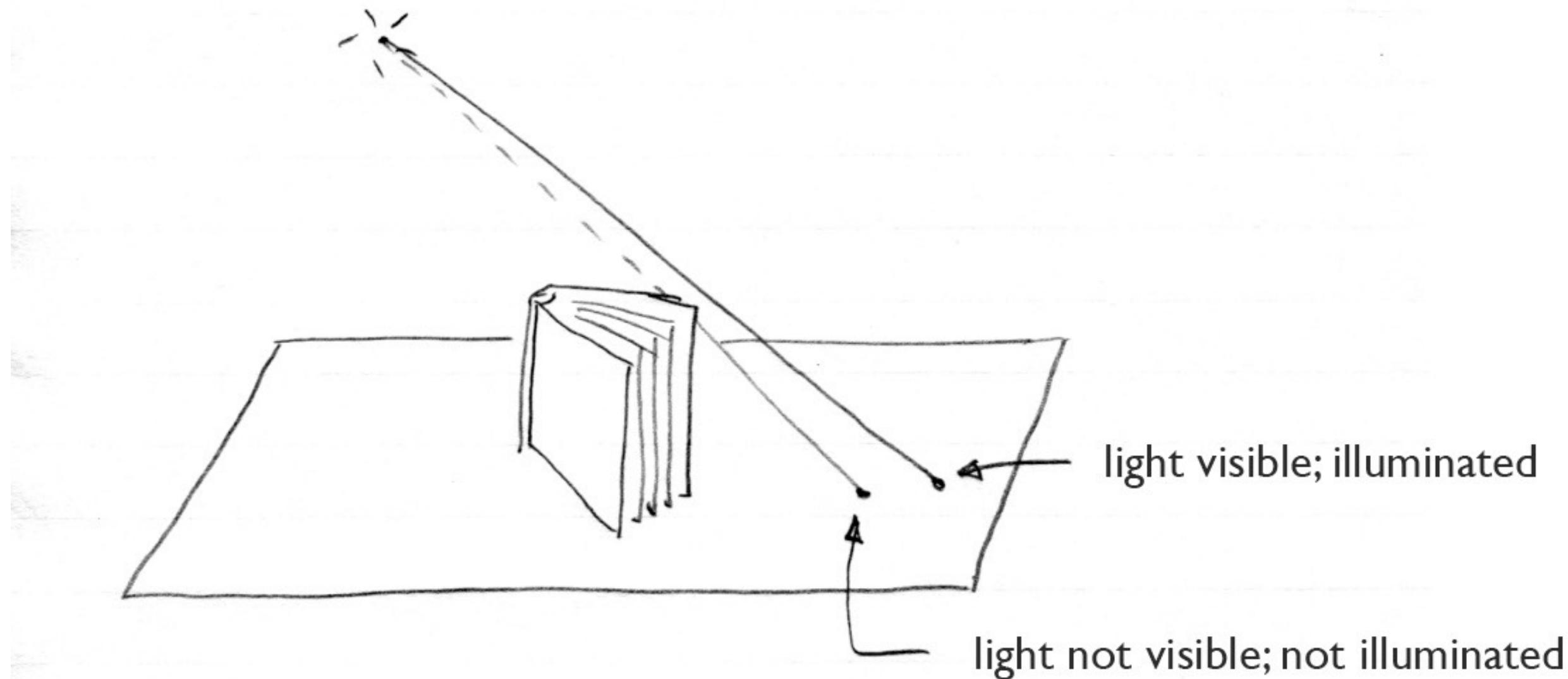
- Perfectly sharp object silhouettes in image
  - leads to aliasing problems (stair steps)
- Perfectly sharp shadow edges
  - everything looks like it's in direct sun
- Perfectly clear mirror reflections
  - reflective surfaces are all highly polished
- Perfect focus at all distances
  - camera always has an infinitely tiny aperture
- Perfectly frozen instant in time (in animation)
  - motion is frozen as if by strobe light



# Soft shadows

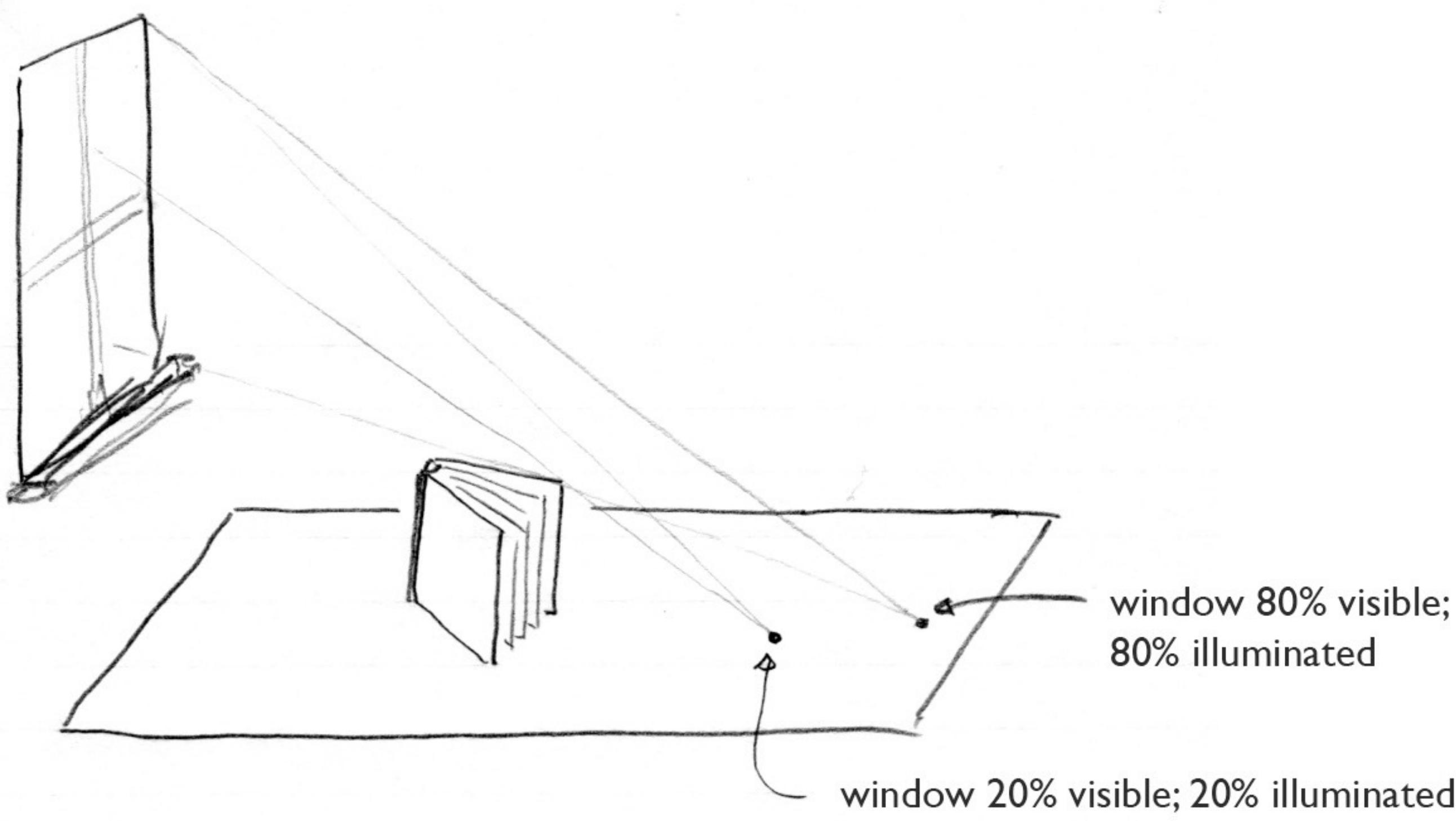


# Cause of soft shadows



point lights cast hard shadows

# Cause of soft shadows



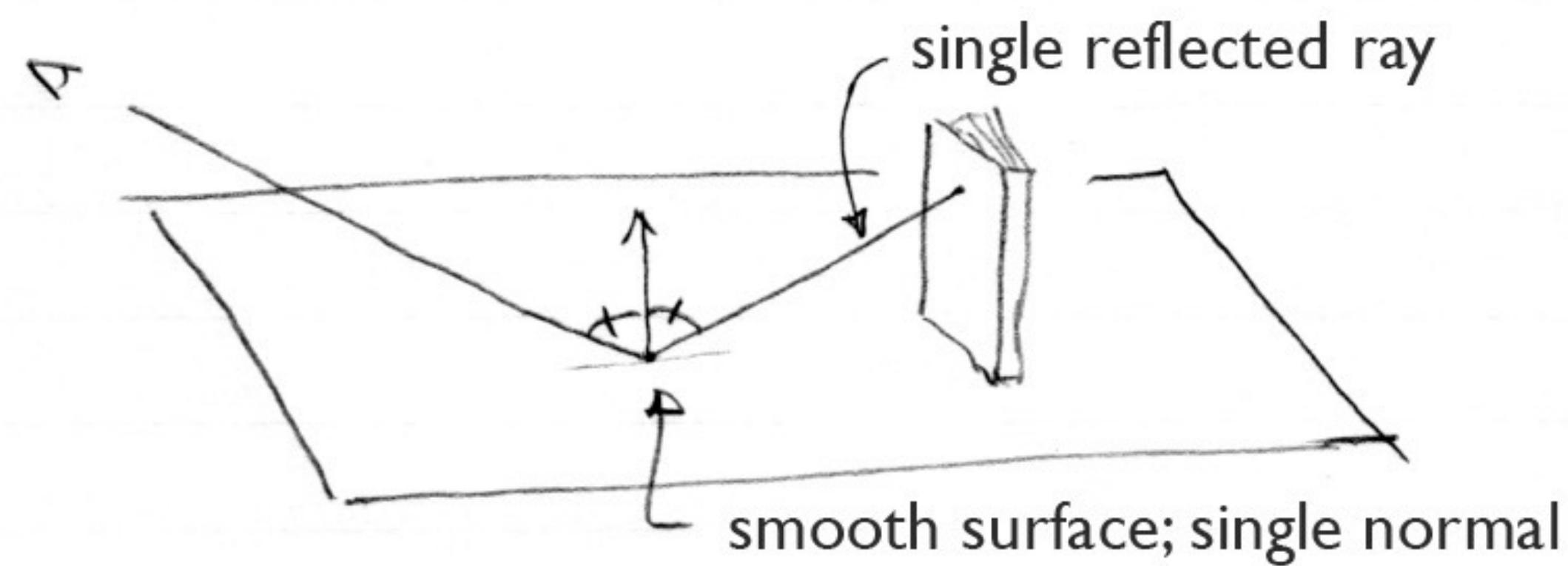
area lights cast soft shadows

# Glossy reflection



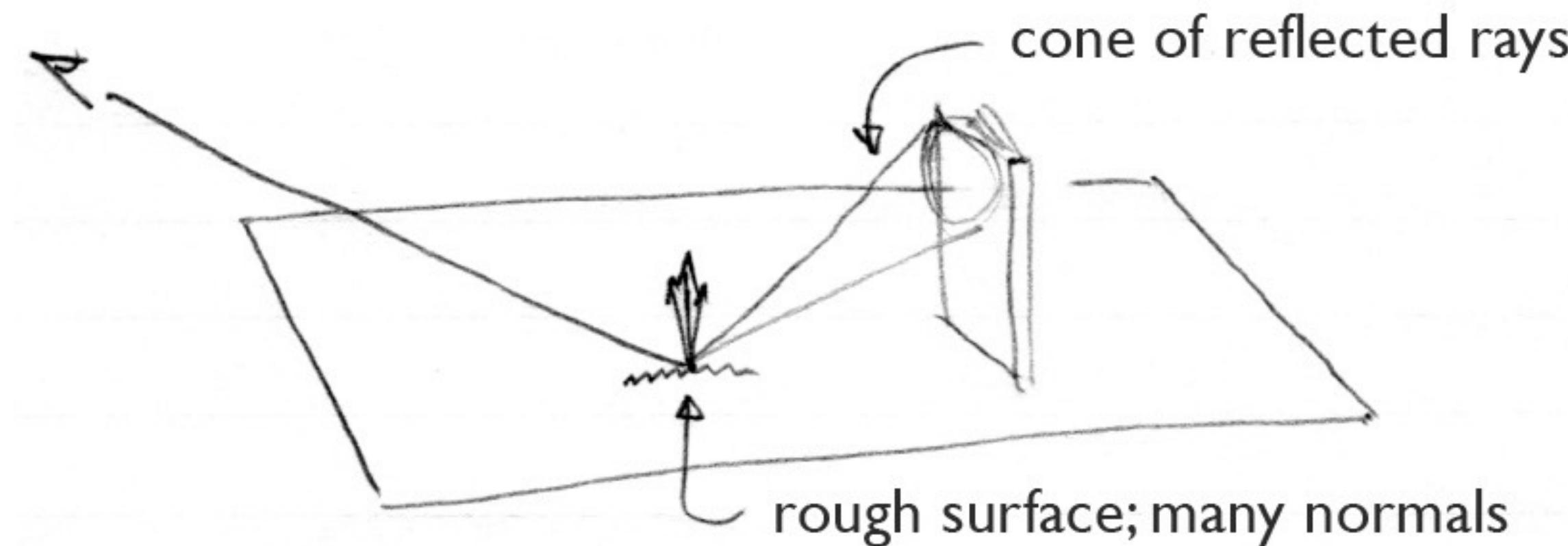
[Lafortune et al. 97]

# Cause of glossy reflection



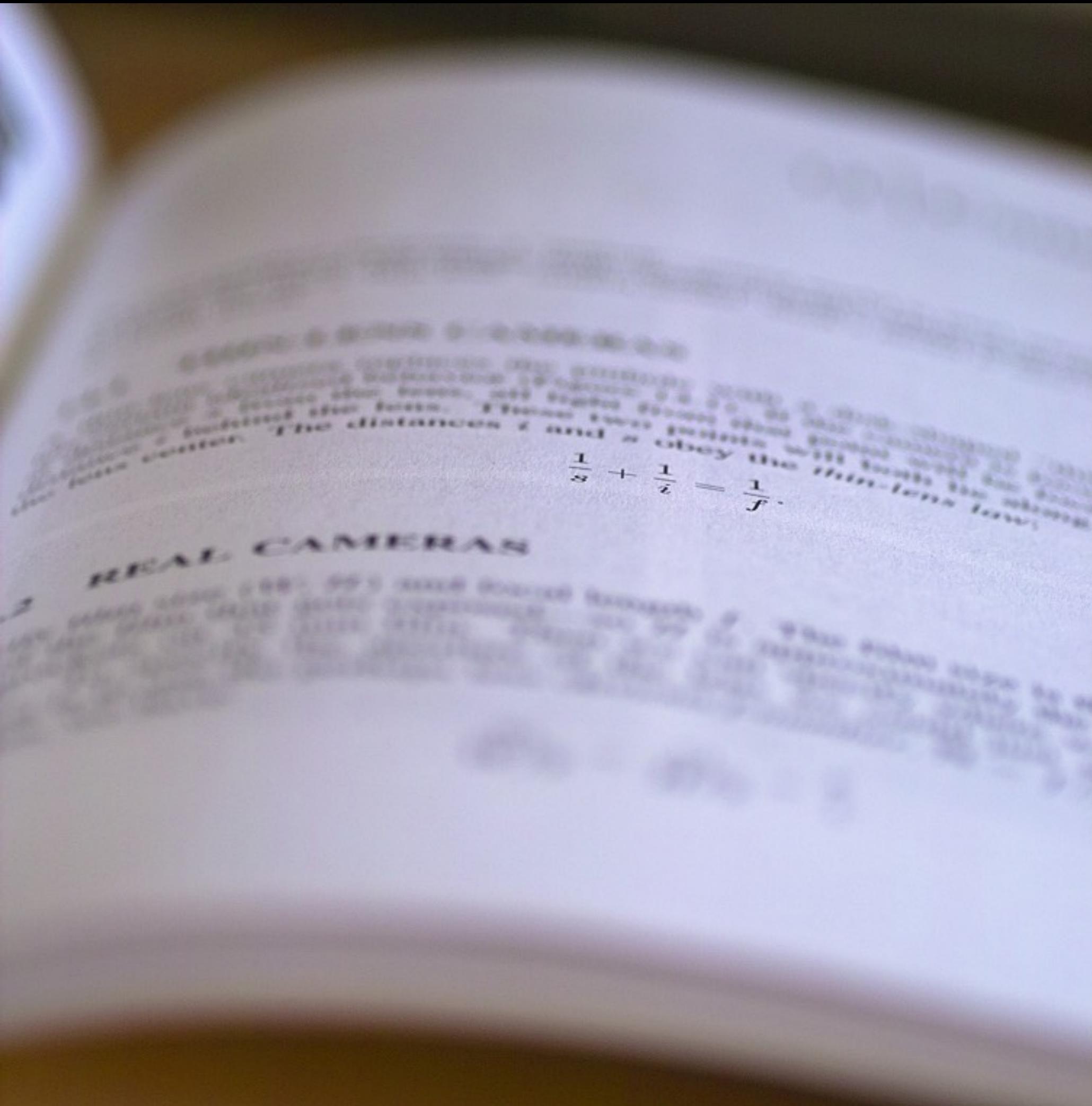
smooth surfaces produce sharp reflections

# Cause of glossy reflection

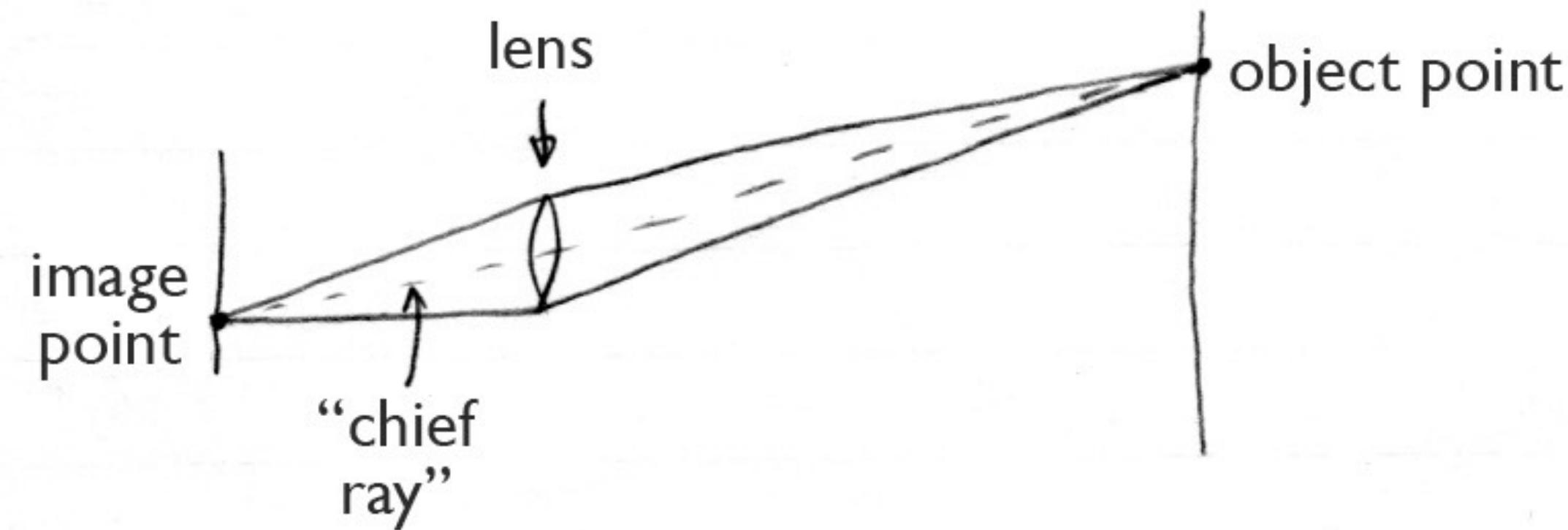


rough surfaces produce soft (glossy) reflections

# Depth of field

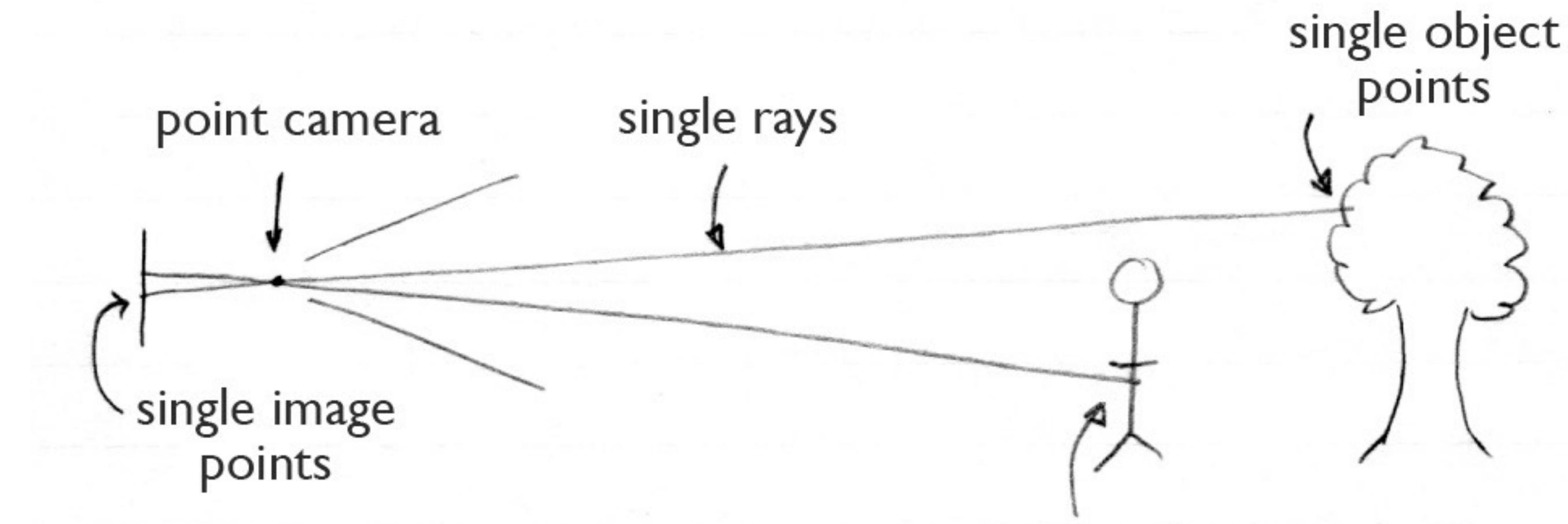


# Cause of focusing effects



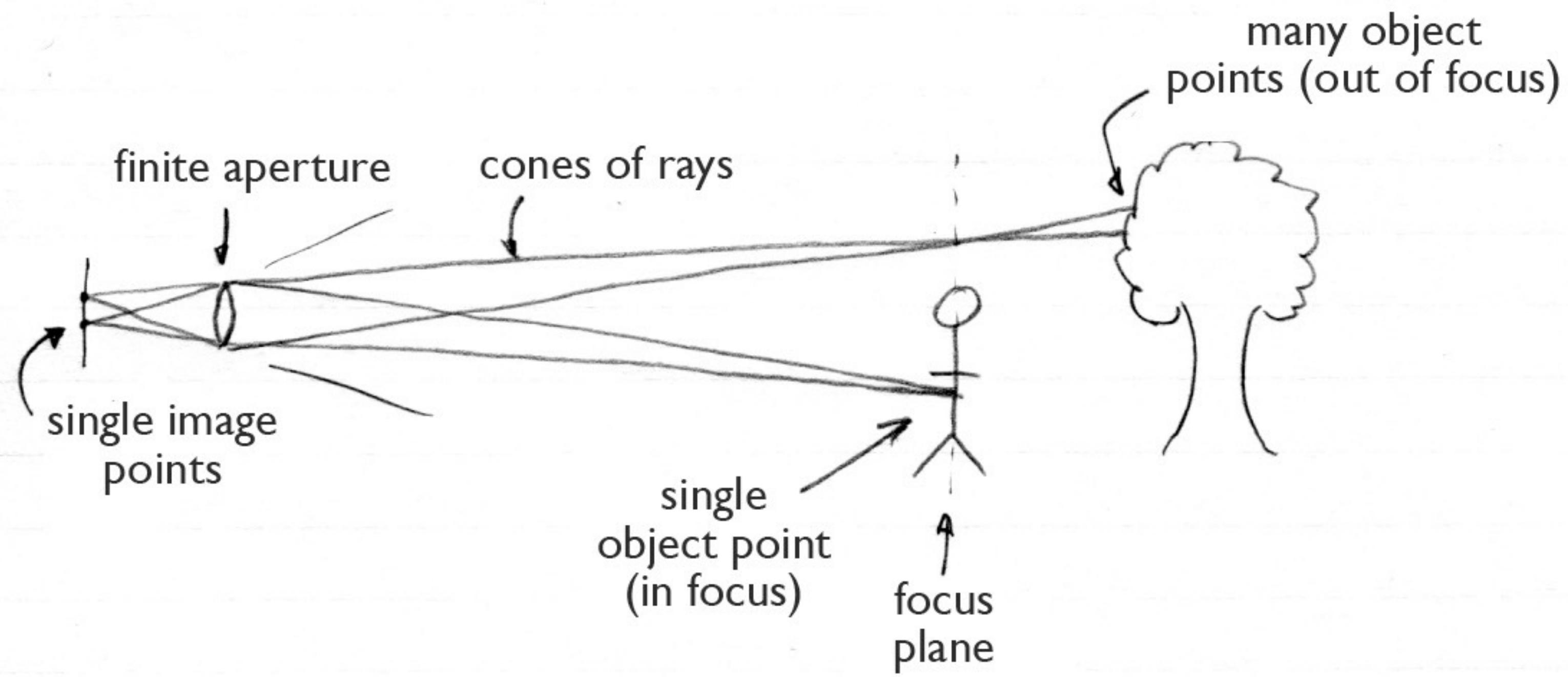
what lenses do (roughly)

# Cause of focusing effects



point aperture produces always-sharp focus

# Cause of focusing effects

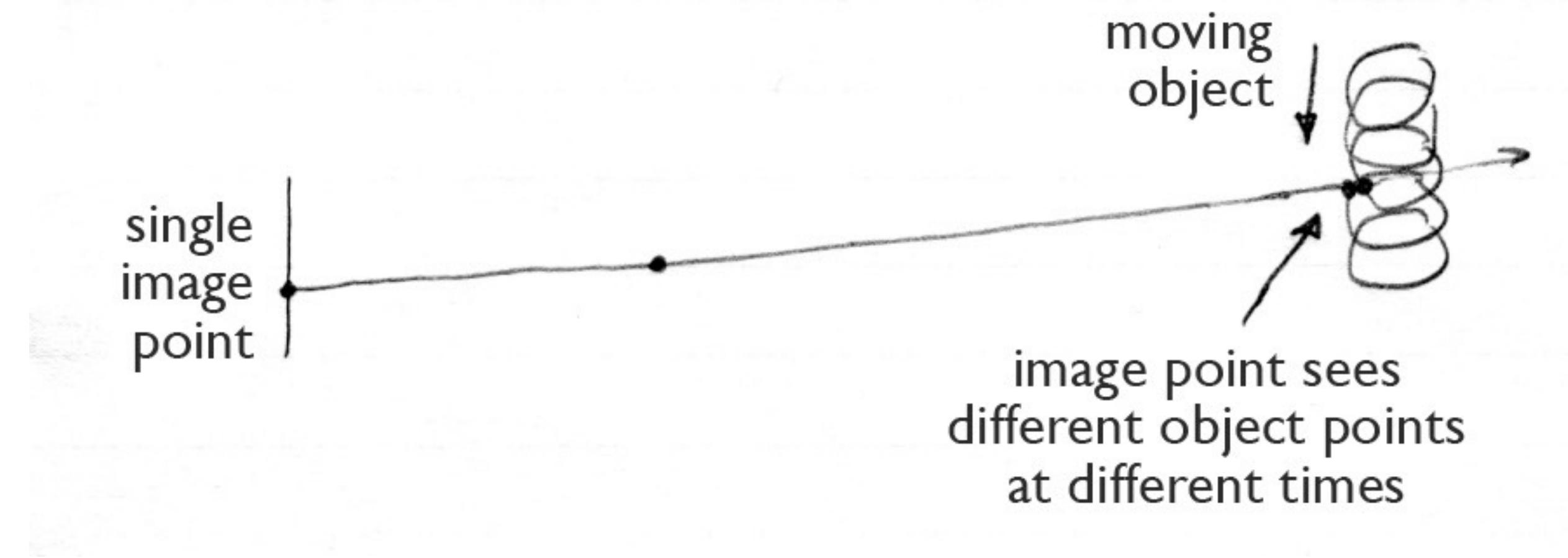


finite aperture produces limited depth of field

# Motion blur



# Cause of motion blur





# Illumination as integration

- Surface reflection with Lambertian surfaces is the place to start
  - first way to do it: integrate over light source
  - 1. illumination from a point source

$$L_r = I \cdot k_d \cdot \frac{\cos \theta_r}{r^2}$$

- 2. illumination from a small area source

$$L_r = L_s A \cdot k_d \cdot \frac{\cos \theta_r \cos \theta_s}{r^2}$$

- 3. illumination from a bunch of small area sources

$$L_r = \sum_{i=1}^n L_s \cdot k_d \cdot \frac{\cos \theta_{r,i} \cos \theta_{s,i}}{r_i^2} \Delta A_i$$

- 4. illumination from a large area source

$$L_r = \int_S L_s \cdot k_d \cdot \frac{\cos \theta_r(\mathbf{y}) \cos \theta_s(\mathbf{y})}{|\mathbf{x} - \mathbf{y}|^2} d\mathbf{y}$$

# Area source by Monte Carlo

- Start with integral

$$L_r = \int_S L_s \cdot k_d \cdot \frac{\cos \theta_r(\mathbf{y}) \cos \theta_s(\mathbf{y})}{|\mathbf{x} - \mathbf{y}|^2} d\mathbf{y}$$

- choose a probability density on S: uniform

$$f(\mathbf{y}) = L_s \cdot k_d \cdot \frac{\cos \theta_r(\mathbf{y}) \cos \theta_s(\mathbf{y})}{|\mathbf{x} - \mathbf{y}|^2}$$

$$p(\mathbf{y}) = \frac{1}{A}$$

$$g(\mathbf{y}) = \frac{f(\mathbf{y})}{p(\mathbf{y})} = L_s A \cdot k_d \cdot \frac{\cos \theta_r(\mathbf{y}) \cos \theta_s(\mathbf{y})}{|\mathbf{x} - \mathbf{y}|^2}$$

# Area source by Monte Carlo

```
Color shade(x, k_d, N) {
    result = black;
    for light in lights {
        y, p_y = light.sample(x);
        if !shadow(x, y) {
            L = normalize(y - x);
            result += light.radiance * k_d
                * dot(L, N) * dot(-L, light.normal)
                / distSqr(x, y)
                / p_y;
        }
    }
    return result;
}
```

# Illumination as integration

- Surface reflection with arbitrary BRDF

- first way to do it: integrate over light source
  - I. illumination from a point source

$$L_r = I \cdot f_r(\mathbf{v}, \mathbf{w}) \cdot \frac{\cos \theta_r}{r^2} = I \cdot f_r(\mathbf{v}, \mathbf{w}) \cdot \frac{|\mathbf{n} \cdot \mathbf{w}|}{\|\mathbf{x} - \mathbf{y}\|^2}$$

- 2. illumination from a small area source

$$L_r = L_s A_s \cdot f_r(\mathbf{v}, \mathbf{w}) \cdot \frac{|\mathbf{n_x} \cdot \mathbf{w}| |\mathbf{n_y} \cdot \mathbf{w}|}{\|\mathbf{x} - \mathbf{y}\|^2}$$

- 3. illumination from a bunch of small area sources

$$L_r = \sum_{i=1}^n L_s \cdot f_r(\mathbf{v}, \mathbf{w}_i) \cdot \frac{|\mathbf{n_x} \cdot \mathbf{w}_i| |\mathbf{n_y} \cdot \mathbf{w}_i|}{\|\mathbf{x} - \mathbf{y}_i\|^2} \Delta A_i$$

- 4. illumination from a large area source

$$L_r = \int_S L_s \cdot f_r(\mathbf{v}, \mathbf{w}(\mathbf{y})) \cdot \frac{|\mathbf{n_x} \cdot \mathbf{w}(\mathbf{y})| |\mathbf{n_y} \cdot \mathbf{w}(\mathbf{y})|}{\|\mathbf{x} - \mathbf{y}\|^2} dA(\mathbf{y})$$

$$\mathbf{w}(\mathbf{y}) = \frac{\mathbf{y} - \mathbf{x}}{\|\mathbf{y} - \mathbf{x}\|}$$

# Area source by Monte Carlo

- Start with integral

$$L_r = \int_S L_s \cdot f_r(\mathbf{v}, \mathbf{w}(\mathbf{y})) \cdot \frac{|\mathbf{n}_x \cdot \mathbf{w}(\mathbf{y})| |\mathbf{n}_y \cdot \mathbf{w}(\mathbf{y})|}{\|\mathbf{x} - \mathbf{y}\|^2} dA(\mathbf{y})$$

- choose a probability density on S: uniform

$$f(\mathbf{y}) = L_s \cdot f_r(\mathbf{v}, \mathbf{w}(\mathbf{y})) \cdot \frac{|\mathbf{n}_x \cdot \mathbf{w}(\mathbf{y})| |\mathbf{n}_y \cdot \mathbf{w}(\mathbf{y})|}{\|\mathbf{x} - \mathbf{y}\|^2}$$

$$p(\mathbf{y}) = \frac{1}{A}$$

$$g(\mathbf{y}) = \frac{f(\mathbf{y})}{p(\mathbf{y})} L_s A \cdot f_r(\mathbf{v}, \mathbf{w}(\mathbf{y})) \cdot \frac{|\mathbf{n}_x \cdot \mathbf{w}(\mathbf{y})| |\mathbf{n}_y \cdot \mathbf{w}(\mathbf{y})|}{\|\mathbf{x} - \mathbf{y}\|^2}$$

# Area source by Monte Carlo

```
Color shade(x, V, brdf, N) {
    result = black;
    for light in lights {
        y, p_y = light.sample(x);
        if !shadow(x, y) {
            L = normalize(y - x);
            f_r = brdf.eval(V, L);
            result += light.radiance * f_r
                * dot(L, N) * dot(-L, light.normal)
                / distSqr(x, y)
                / p_y;
        }
    }
    return result;
}
```

# Illumination as integration

- Surface reflection with Lambertian surfaces is the place to start
  - second way to do it: integrate over incoming directions
  - 1. illumination from a directional source

$$L_r = I \cdot k_d \cdot \cos \theta$$

- 2. illumination from a small area at infinity (a small solid angle)

$$L_r = L_i \sigma \cdot k_d \cdot \cos \theta$$

- 3. illumination from a bunch of small solid angles

$$L_r = \sum_i L_i \cdot k_d \cdot \cos \theta_i \Delta \sigma_i$$

- 4. illumination from an entire environment

$$L_r = \int_{S^2_+} L_i(\mathbf{w}) \cdot k_d \cdot (\mathbf{w} \cdot \mathbf{n}) d\sigma(\mathbf{w})$$

# Diffuse surface in env. by Monte Carlo

- Start with integral

$$L_r = \int_{S_+^2} L_i(\mathbf{w}) \cdot k_d \cdot (\mathbf{w} \cdot \mathbf{n}) d\sigma(\mathbf{w})$$

- choose a probability density on hemisphere: uniform

$$f(\mathbf{w}) = L_i(\mathbf{w}) \cdot k_d \cdot (\mathbf{w} \cdot \mathbf{n}) \quad p(\mathbf{w}) = \frac{1}{2\pi} \quad g(\mathbf{w}) = \frac{f(\mathbf{w})}{p(\mathbf{w})} = 2\pi L(\mathbf{w}) k_d (\mathbf{w} \cdot \mathbf{n})$$

- better probability density: proportional to cos theta

$$f(\mathbf{w}) = L_i(\mathbf{w}) \cdot k_d \cdot (\mathbf{w} \cdot \mathbf{n}) \quad p(\mathbf{w}) = \frac{\cos \theta}{\pi} \quad g(\mathbf{w}) = \frac{f(\mathbf{w})}{p(\mathbf{w})} = \pi L(\mathbf{w}) k_d$$

- why  $\pi$ ? Cosine-distributed points on the hemisphere cast uniformly distributed shadows on the unit circle.

# Area source by Monte Carlo

```
Color shade(x, k_d, N) {
    result = black;
    for light in lights {
        y, p_y = light.sample(x);
        if !shadow(x, y) {
            L = normalize(y - x);
            result += light.radiance * k_d
                * dot(L, N) * dot(-L, light.normal)
                / distSqr(x, y)
                / p_y;
        }
    }
    return result;
}
```

# The Blue Umbrella



- Recent Pixar short
- Made partly to showcase new more photorealistic rendering
  - much of it based on the ideas in this lecture

worth a look:

<http://rainycitytales332.tumblr.com>