CS482: Radiometry and Rendering Equation

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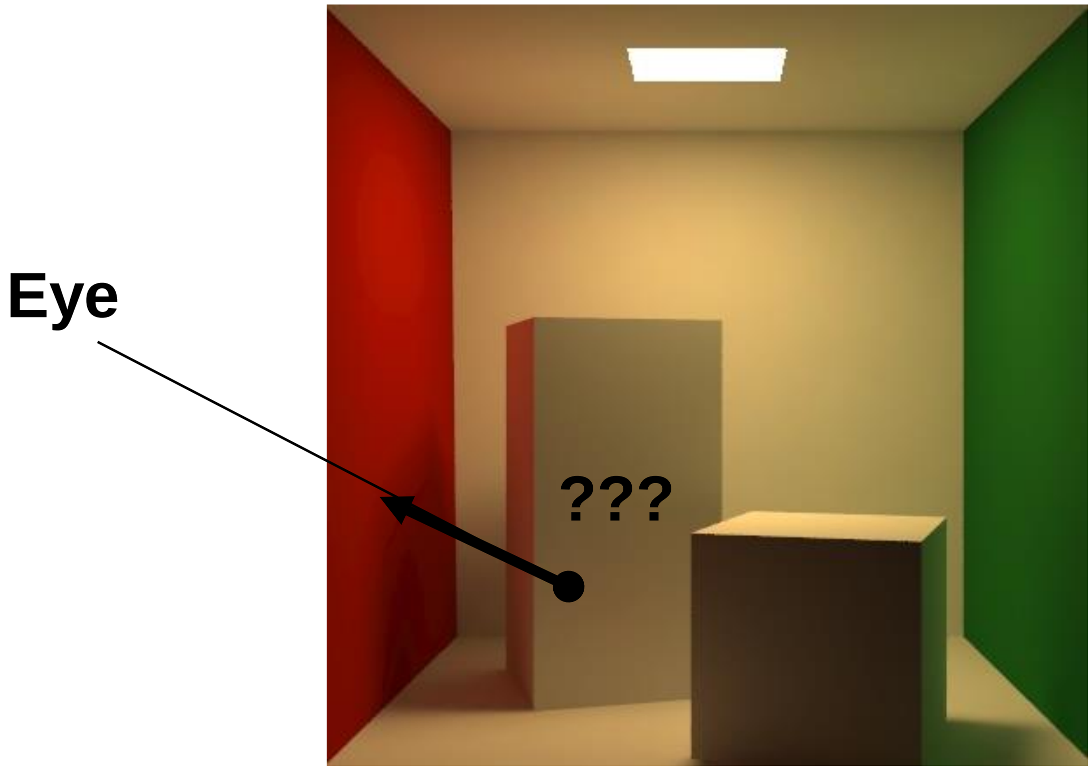
(윤성의)

Course URL:
http://sglab.kaist.ac.kr/~sungeui/ICG/

Class Objectives (Ch. 12 and 13)

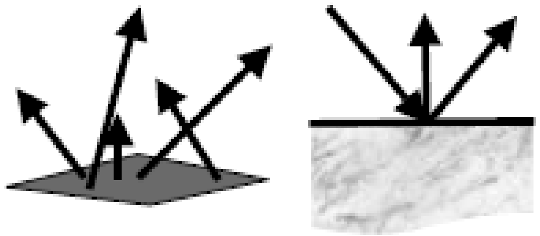
- **Know terms of:**
  - **Hemispherical coordinates and integration**
  - **Various radiometric quantities (e.g., radiance)**
  - **Basic material function, BRDF**
  - **Understand the rendering equation**

Motivation



Light and Material Interactions

- Physics of light



- Radiometry
- Material properties

From kavita's slides

- Rendering equation

Models of Light

- Quantum optics
  - Fundamental model of the light
  - Explain the dual wave-particle nature of light
- Wave model
  - Simplified quantum optics
  - Explains diffraction, interference, and polarization

- Geometric optics
  - Most commonly used model in CG
  - Size of objects >> wavelength of light
  - Light is emitted, reflected, and transmitted

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Radiometry and Photometry

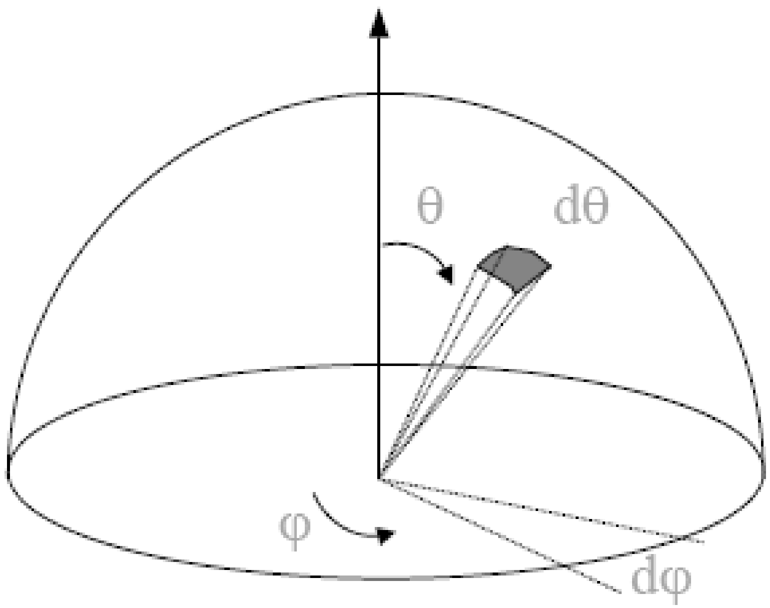
- **Photometry**
  - **Quantify the perception of light energy**

- **Radiometry**
  - **Measurement of light energy: critical component for photo-realistic rendering**
  - **Light energy flows through space, and varies with time, position, and direction**
  - **Radiometric quantities: densities of energy at particular places in time, space, and direction**

  - **Briefly discussed here; refer to my book**

Hemispheres

- Hemisphere
  - Two-dimensional surfaces
- Direction
  - Point on (unit) sphere

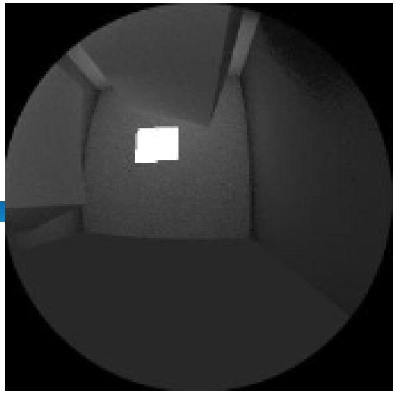


$$\theta \in [0, \frac{\pi}{2}]$$

$$\varphi \in [0, 2\pi]$$

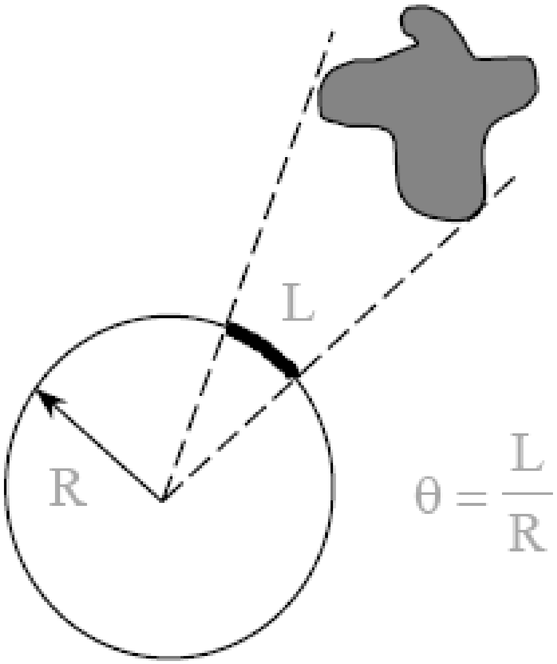
From kavita's slides

Solid Angles



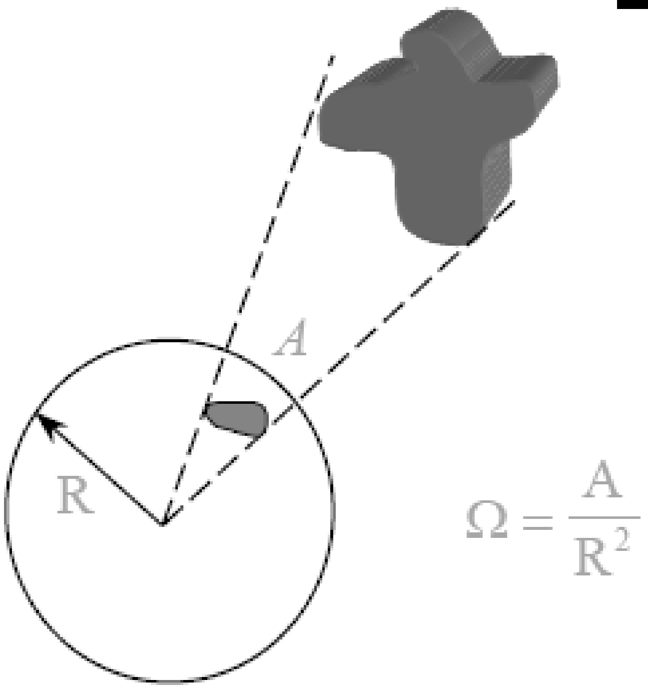
View on the hemisphere

2D



Full circle
= 2pi radians

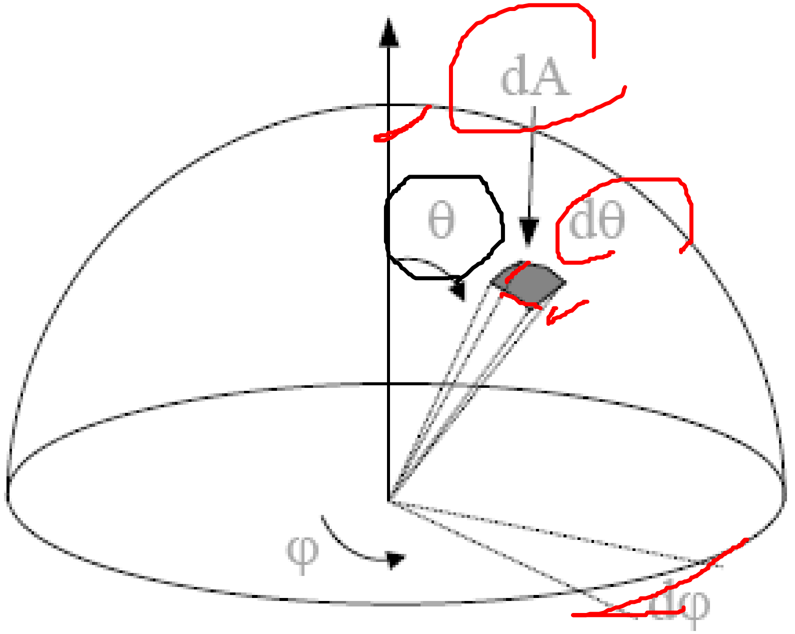
3D



Full sphere
= 4pi steradians

Hemispherical Coordinates

- **Direction, Θ**
  - **Point on (unit) sphere**

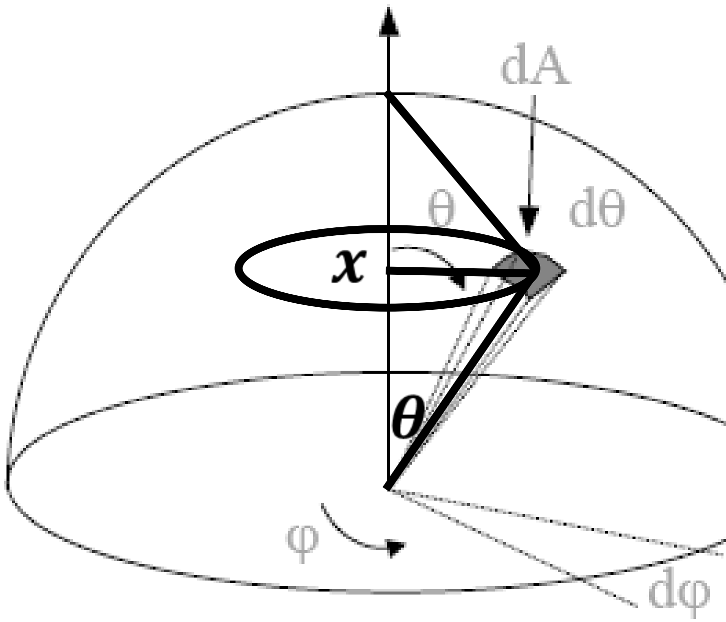


$$dA = (r \sin\theta d\varphi)(r d\theta)$$

From kavita's slides

Hemispherical Coordinates

- **Direction, Θ**
  - **Point on (unit) sphere**



$$\sin\theta = \frac{x}{r},$$
$$x = r\sin\theta$$

$$dA = (r\sin\theta d\varphi)(rd\theta)$$

From kavita's slides

Hemispherical Coordinates

- **Differential solid angle**

$$d\omega = \frac{dA}{r^2} = \sin\theta d\theta d\varphi$$

Hemispherical Integration

- **Area of hemispehre:**

$$\int_{\Omega_x} d\omega = \int_0^{2\pi} d\varphi \int_0^{\pi/2} \sin\theta d\theta$$

$$= \int_0^{2\pi} d\varphi \left[-\cos\theta\right]_0^{\pi/2}$$

$$= \int_0^{2\pi} d\varphi$$

$$= 2\pi$$

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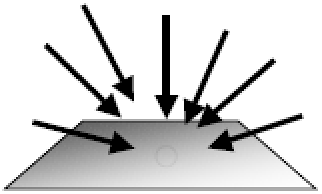
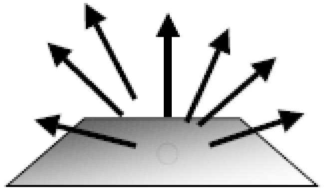
Irradiance

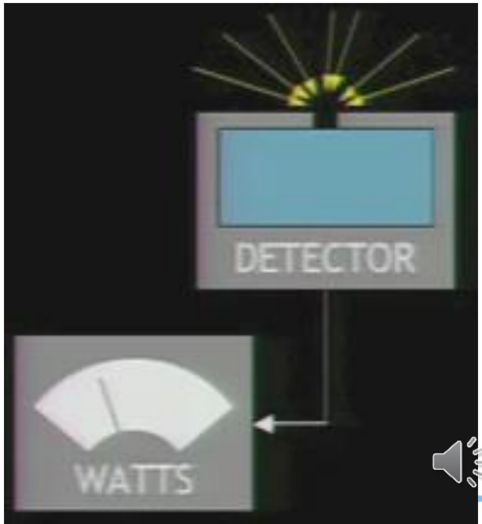
- **Incident radiant power per unit area (dP/dA)**
  - **Area density of power**





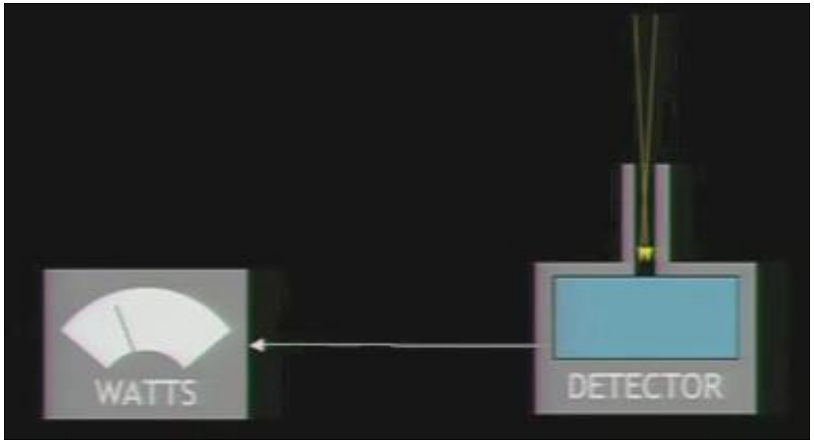
- **Symbol: E, unit: W/ m^2**
  - **Area power density exiting a surface is called radiance exitance (M) or radiosity (B)**

- **For example**
  - **A light source emitting 100 W of area 0.1 m^2**
  - **Its radiant exitance is 1000 W/ m^2**



Radiance

- Radiant power at x in direction θ
  - $L(x \rightarrow \Theta)$: 5D function
    - Per unit area
    - Per unit solid angle

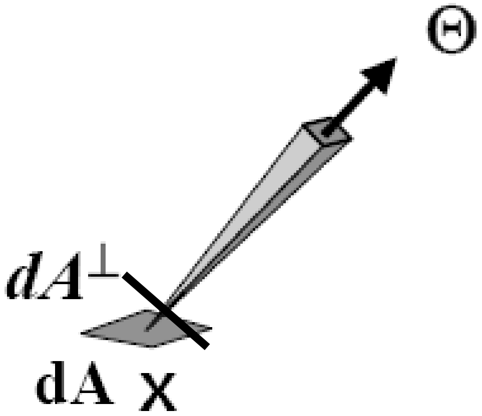


- Important quantity for rendering

Radiance

- **Radiant power at x in direction θ**
  - $L(x \rightarrow \Theta)$ **: 5D function**
    - **Per unit area**
    - **Per unit solid angle**

$$L(x \rightarrow \Theta) = \frac{d^2 P}{dA^{\perp} d\omega_{\Theta}}$$

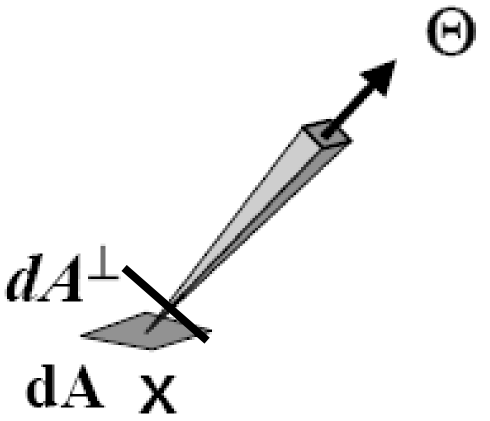


- **Units: Watt / (m^2 sr)**
- **Irradiance per unit solid angle**
- **2nd derivative of P**
- **Most commonly used term**

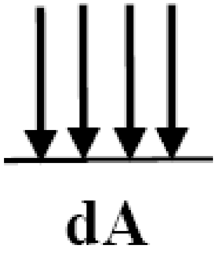
Radiance: Projected Area

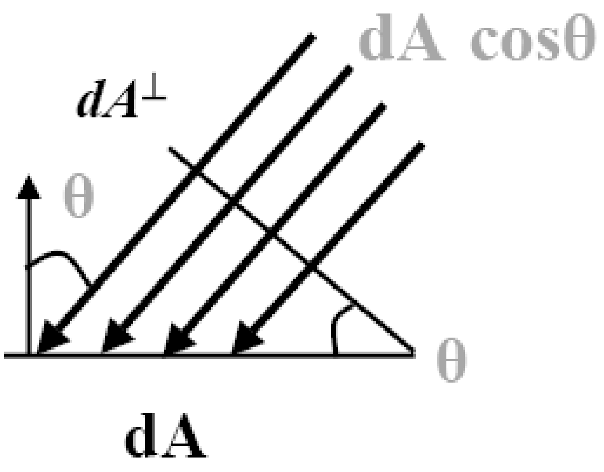
$$L(x \rightarrow \Theta) = \frac{d^2P}{dA^{\perp} d\omega_{\Theta}}$$

$$= \frac{d^2P}{d\omega_{\Theta} dA \cos\theta}$$



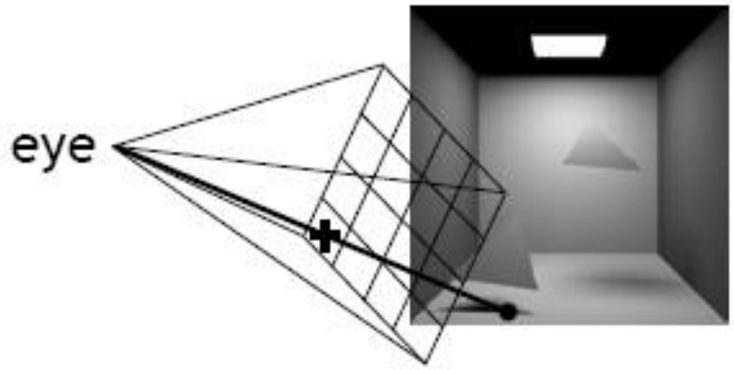
- **Why per unit projected surface area**





Sensitivity to Radiance

- **Responses of sensors (camera, human eye) is proportional to radiance**

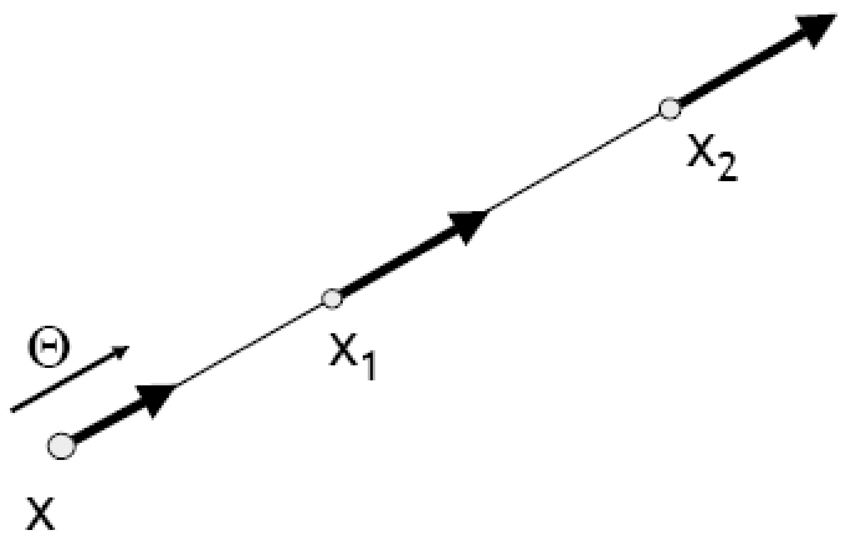


From kavita's slides

- **Pixel values in image proportional to radiance received from that direction**

Properties of Radiance

- **Invariant along a straight line (in vacuum)**



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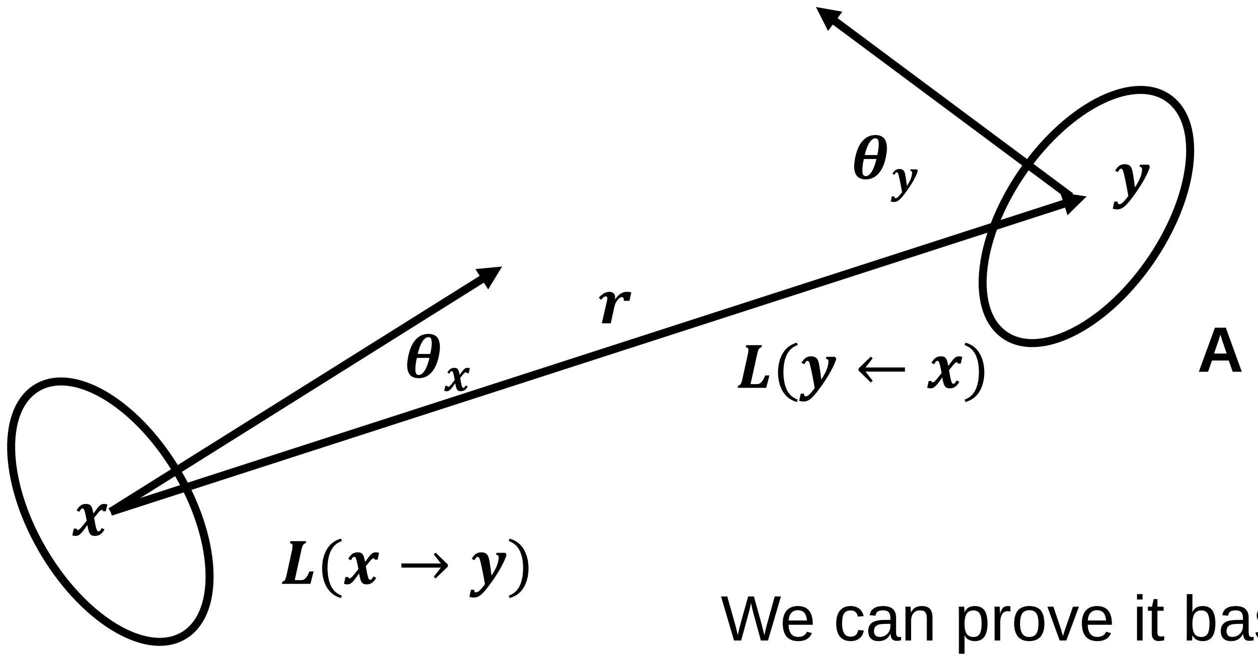
Invariance of Radiance



We can prove it based on the assumption the conservation of energy.

Relationships

- **Radiance is the fundamental quantity**

$$L(x \to \Theta) = \frac{d^2 P}{dA^{\perp} d\omega_{\Theta}}$$

- **Power:**

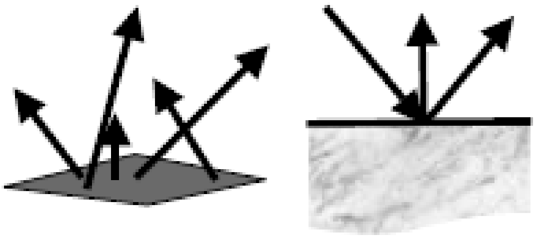
$$P = \int_{Area} \int_{Solid\ Angle} L(x \to \Theta) \cdot \cos\theta \cdot d\omega_{\Theta} \cdot dA$$

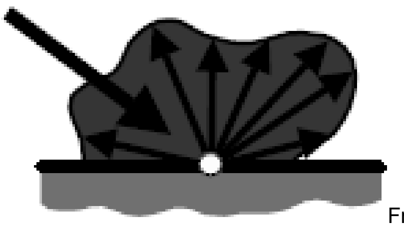
- **Radiosity:**

$$B = \int_{Solid\ Angle} L(x \to \Theta) \cdot \cos\theta \cdot d\omega_{\Theta}$$

Light and Material Interactions

- Physics of light
- Radiometry
- **Material properties**





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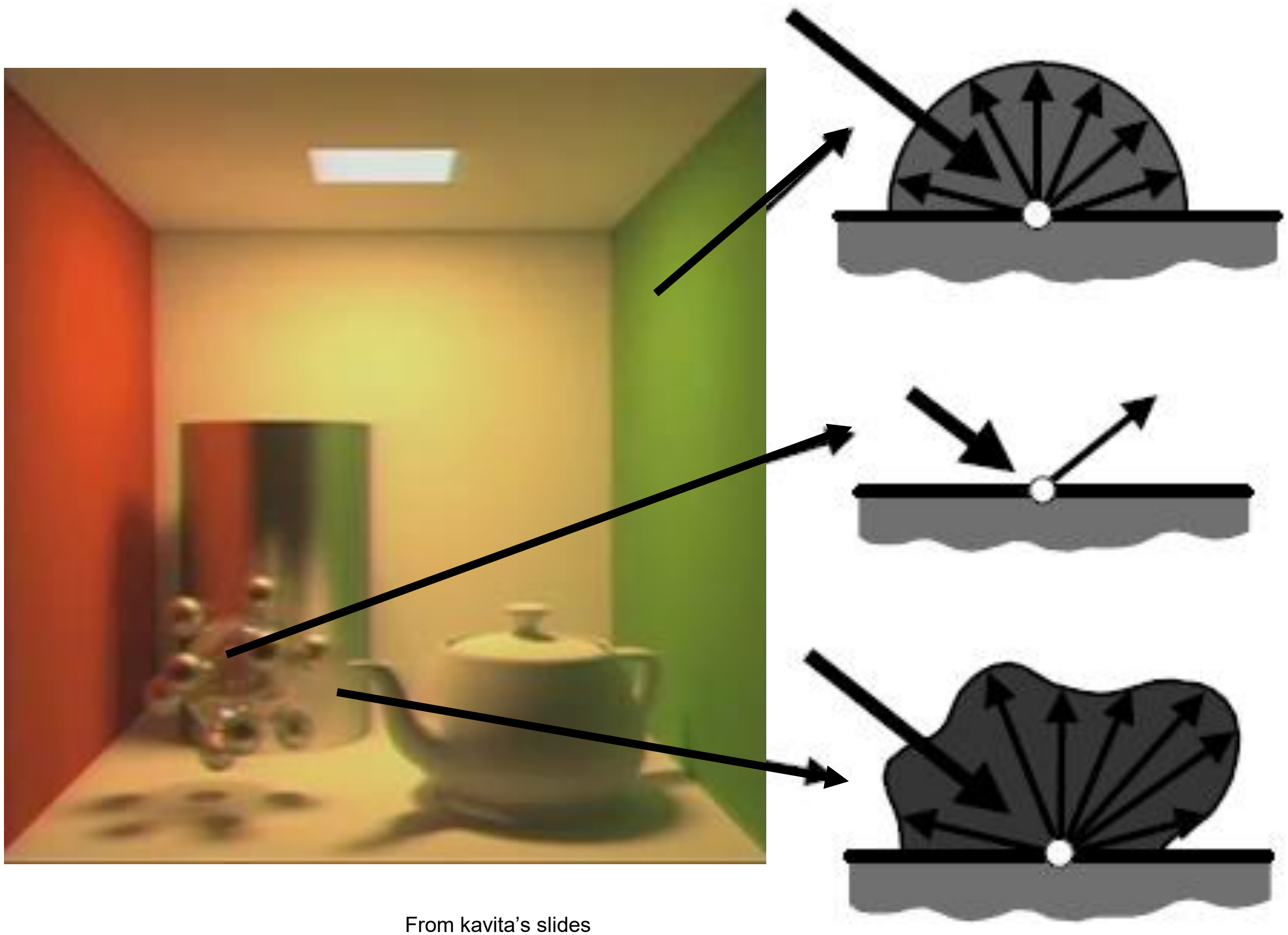
- Rendering equation

Materials



Ideal diffuse (Lambertian)

Ideal specular

Glossy

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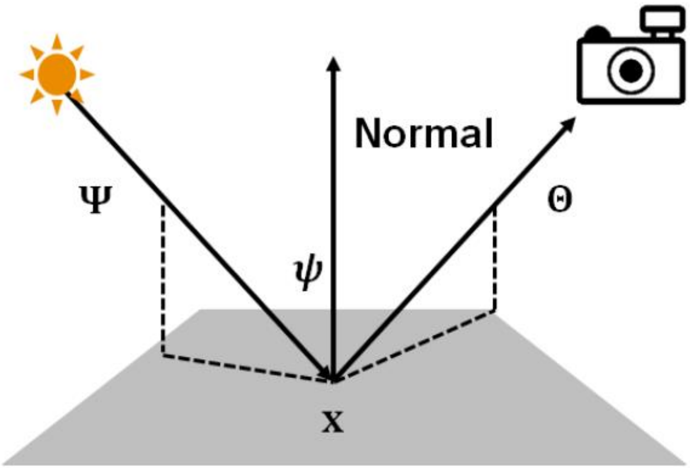
Bidirectional Reflectance Distribution Function (BRDF)

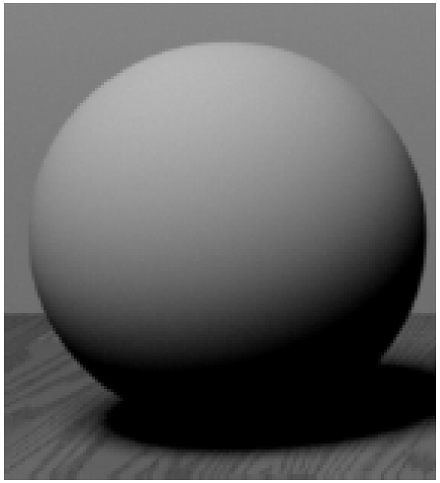


$$f_r(x, \Psi \rightarrow \Theta) = \frac{dL(x \rightarrow \Theta)}{dE(x \leftarrow \Psi)} = \frac{dL(x \rightarrow \Theta)}{L(x \leftarrow \Psi)\cos\psi d w_\Psi}$$

BRDF special case: ideal diffuse

Pure Lambertian

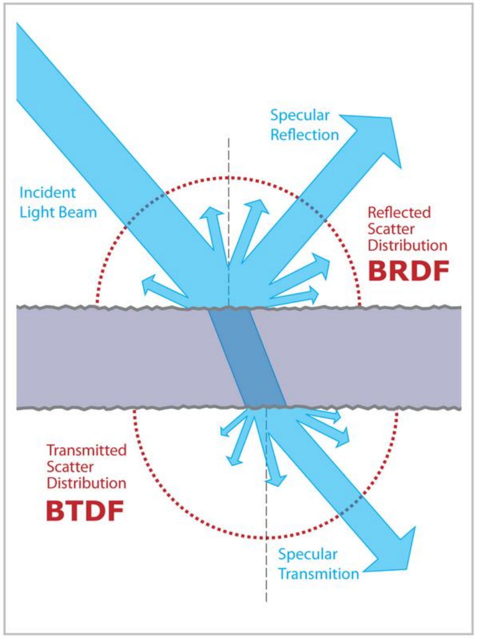
$$f_r(x, \Psi \rightarrow \Theta) = \frac{\rho_d}{\pi}$$

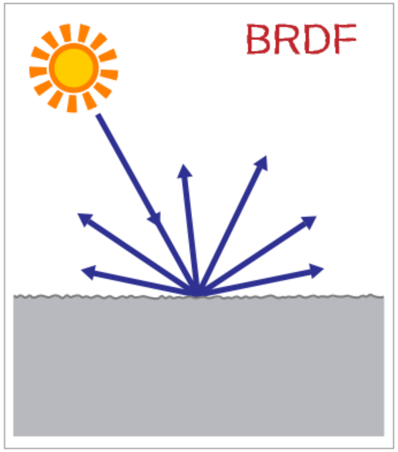


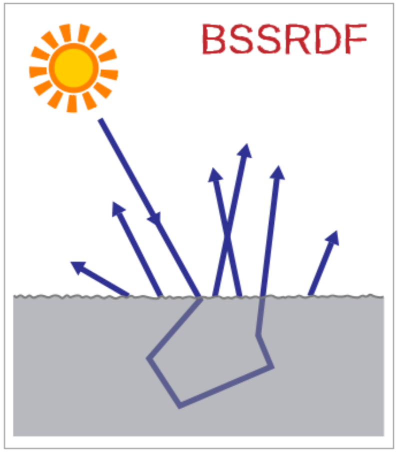
$$\rho_d = \frac{Energy_{out}}{Energy_{in}} \qquad 0 \le \rho_d \le 1$$

Other Distribution Functions: BxDF

- **BSDF (S: Scattering)**
  - **The general form combining BRDF + BTDF (T: Transmittance)**
- **BSSRDF (SS: Surface Scattering)**
  - **Handle subsurface scattering**







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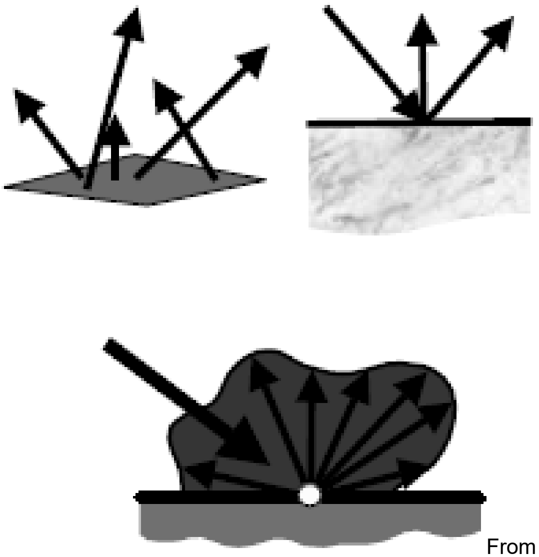
Light and Material Interactions

- **Physics of light**
- **Radiometry**
- **Material properties**



From kavita's slides

- **Rendering equation**

Light Transport

- Goal
  - Describe steady-state radiance distribution in the scene
- Assumptions
  - Geometric optics
  - Achieves steady state instantaneously

Rendering Equation

- **Describes energy transport in the scene**
- **Input**
  - **Light sources**
  - **Surface geometry**
  - **Reflectance characteristics of surfaces**
- **Output**
  - **Value of radiances at all surface points in all directions**

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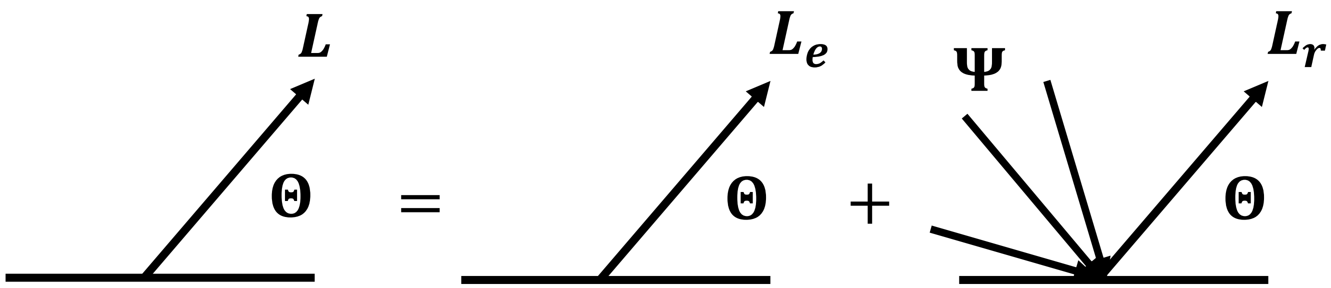
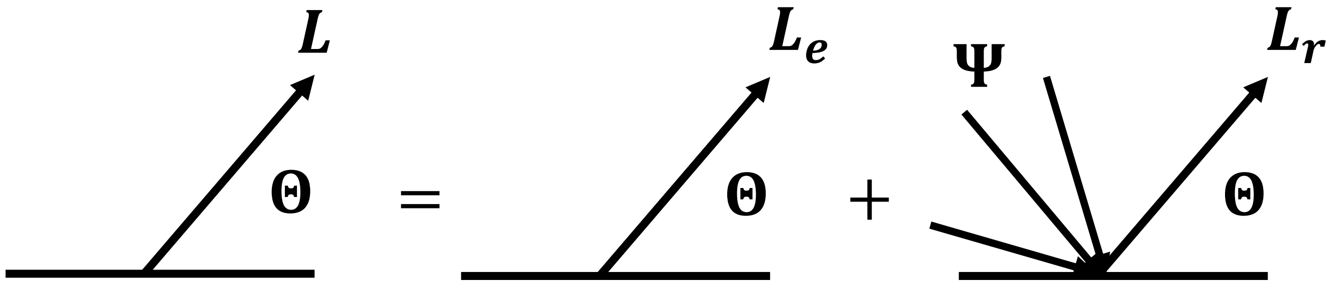
Rendering Equation



$$L(x \to \Theta) = L_e(x \to \Theta) \quad + \quad L_r(x \to \Theta)$$

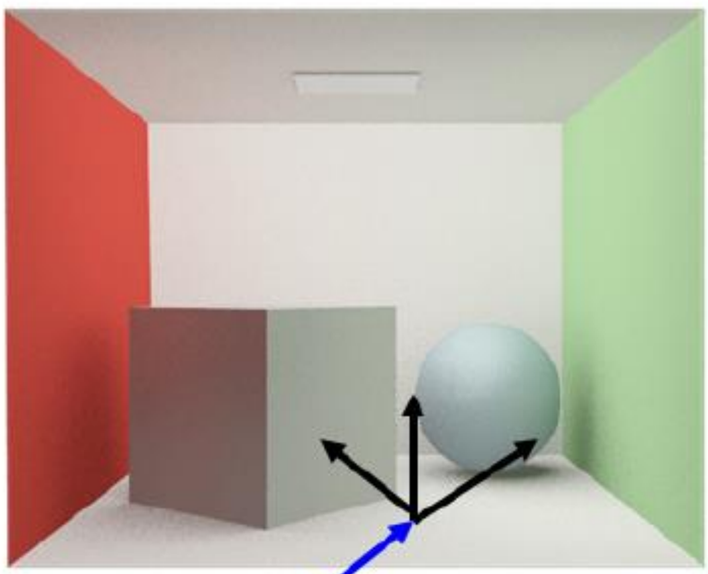
Rendering Equation

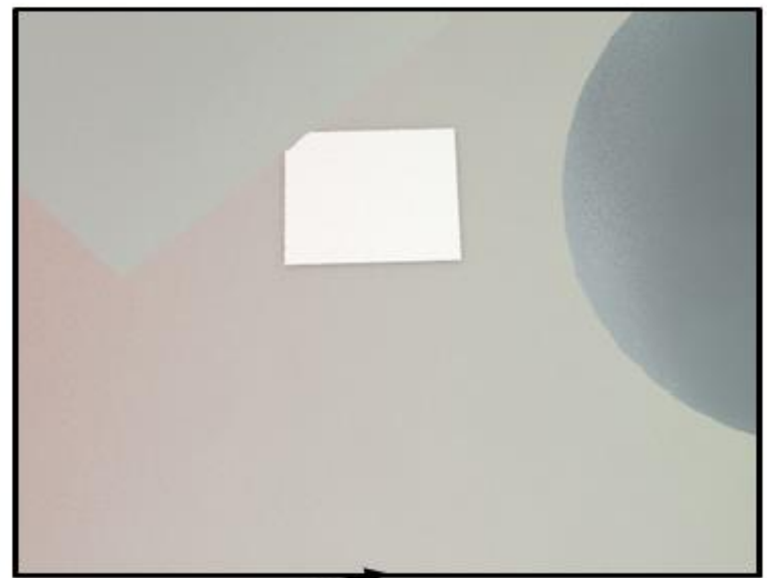


$$L_r(x \to \Theta) = \int_{\Psi} L(x \leftarrow \Psi) f_r(x, \Psi \to \Theta) \cos\theta_x dw_{\Psi},$$

- **Applicable to all wave lengths**

Rendering Equation



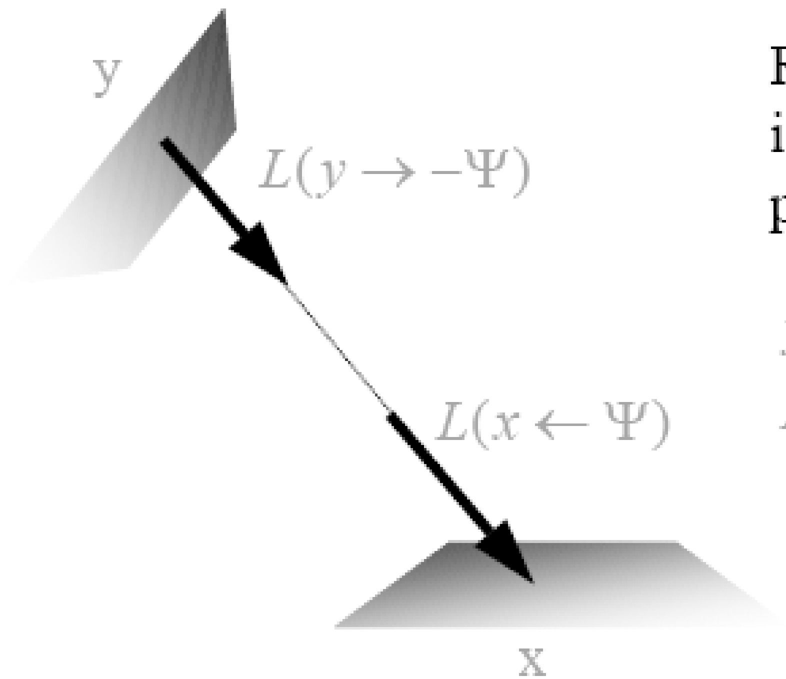


Incoming radiance on the hemisphere

$$L_r(x \rightarrow \Theta) = \int_{\Psi} L(x \leftarrow \Psi) f_r(x, \Psi \rightarrow \Theta) \cos\theta_x \, dw_{\Psi}$$

Rendering Equation: Area Formulation

$$L(x \to \Theta) = L_e(x \to \Theta) + \int_{\Omega_x} f_r(\Psi \leftrightarrow \Theta) \cdot L(x \leftarrow \Psi) \cdot \cos\theta_x \cdot d\omega_\Psi$$



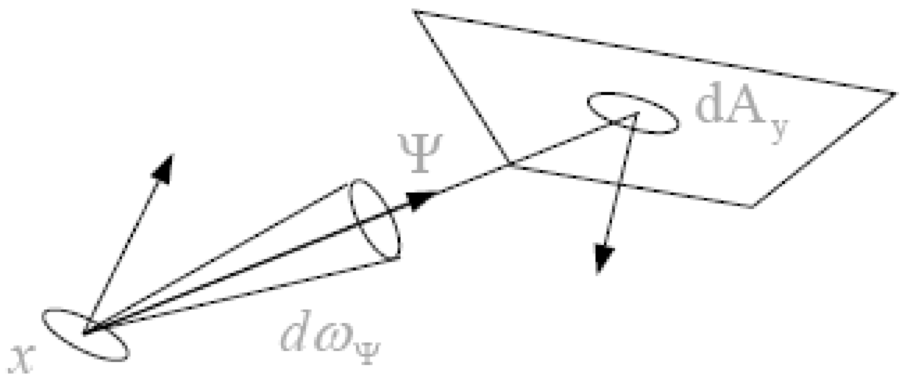
Ray-casting function: what is the nearest visible surface point seen from x in direction Ψ?

$$y = vp(x, \Psi)$$

$$L(x \leftarrow \Psi) = L(vp(x, \Psi) \to -\Psi)$$

Rendering Equation

$$L(x \to \Theta) = L_e(x \to \Theta) + \int_{\Omega_x} f_r(\Psi \leftrightarrow \Theta) \cdot L(x \leftarrow \Psi) \cdot \cos\theta_x \cdot d\omega_\Psi$$



$$y = vp(x, \Psi)$$

$$L(x \leftarrow \Psi) = L(vp(x, \Psi) \to -\Psi)$$

$$d\omega_\Psi = \frac{dA_y \cos\theta_y}{r_{xy}^2}$$

Rendering Equation: Visible Surfaces

$$L(x \to \Theta) = L_e(x \to \Theta) + \int_{\Omega_x} f_r(\Psi \leftrightarrow \Theta) \cdot L(x \leftarrow \Psi) \cdot \cos\theta_x \cdot d\omega_\Psi$$

Coordinate transform

$$L(x \to \Theta) = L_e(x \to \Theta) + \int_{\substack{y \text{ on} \\ \text{all surfaces}}} f_r(\Psi \leftrightarrow \Theta) \cdot L(y \to -\Psi) \, \cos\theta_x \cdot \frac{\cos\theta_y}{r_{xy}^2} \cdot dA_y$$

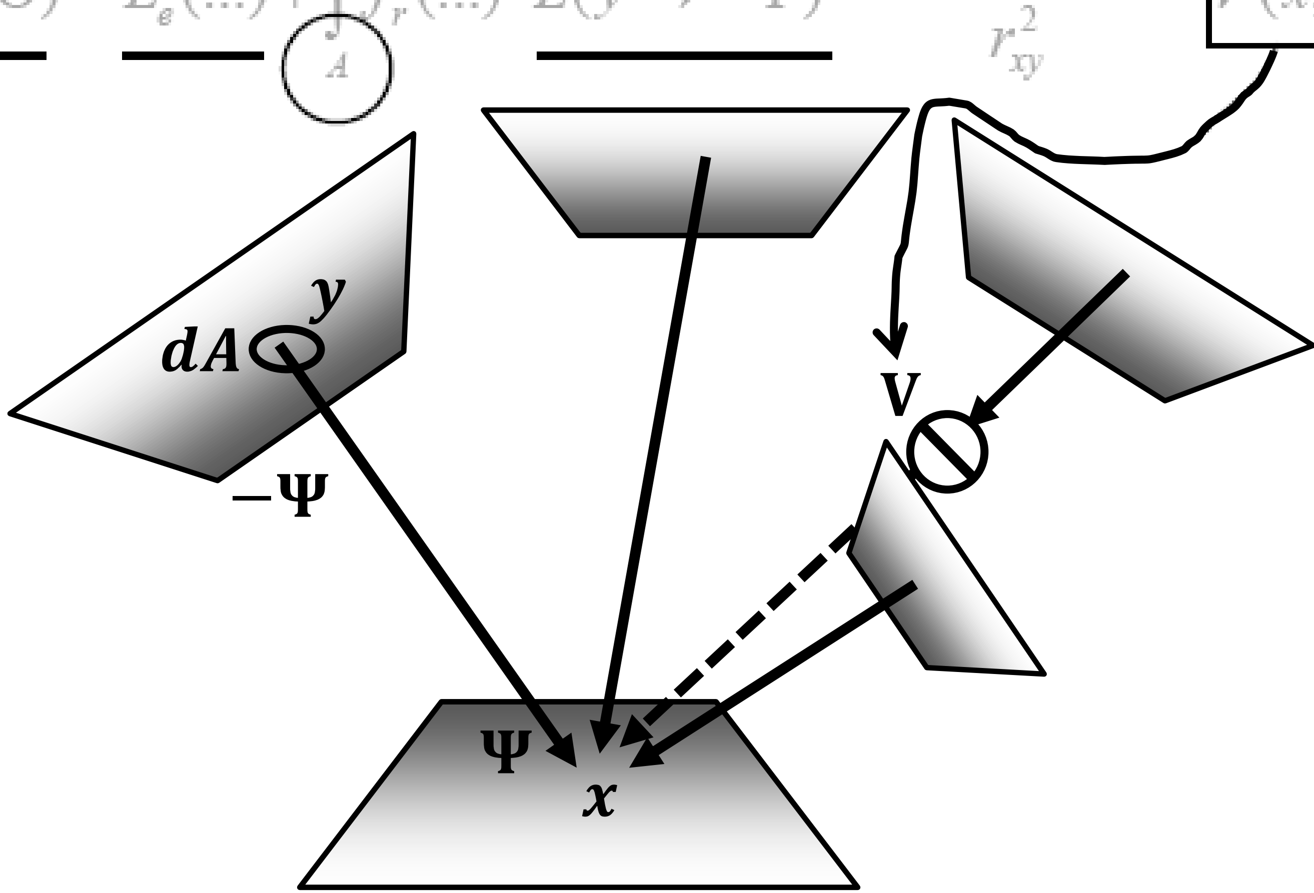
$$y = vp(x, \Psi)$$

Integration domain = visible surface points y

- Integration domain extended to ALL surface points by including visibility function

Rendering Equation: All Surfaces

$$L(x \to \Theta) = L_e(\ldots) + \int_A f_r(\ldots) \cdot L(y \to -\Psi) \cdot \frac{\cos\theta_x \cdot \cos\theta_y}{r_{xy}^2} \cdot V(x,y)\, dA_y$$



Two Forms of the Rendering Equation

- **Hemisphere integration**

$$L_r(x \to \Theta) = \int_{\Psi} L(x \leftarrow \Psi) f_r(x, \Psi \to \Theta) \cos\theta_x dw_{\Psi}$$

- **Area integration (used as the form factor)**

$$L_r(x \to \Theta) = \int_A L(y \to -\Psi) f_r(x, \Psi \to \Theta) \frac{\cos\theta_x \cos\theta_y}{r_{xy}^2} V(x, y) dA,$$

Class Objectives (Ch. 12 & 13) were:

- Know terms of:
  - Hemispherical coordinates and integration
  - Various radiometric quantities (e.g., radiance)
  - Basic material function, BRDF
  - Understand the rendering equation

Next Time

- **Monte Carlo rendering methods**

Homework

- **Go over the next lecture slides before the class**
- **Watch two videos or go over papers, and submit your summaries every Mon. class**
  - **Just one paragraph for each summary**

Example:

Title: XXX XXXX XXXX

Abstract: this video is about accelerating the performance of ray tracing. To achieve its goal, they design a new technique for reordering rays, since by doing so, they can improve the ray coherence and thus improve the overall performance.