VO Rendering
SS 2010

Unit 3: Surface Models

Sources:

What gives a material its appearance?

Surface Reflectance

- These spheres look different because they have different **surface reflectance properties**.

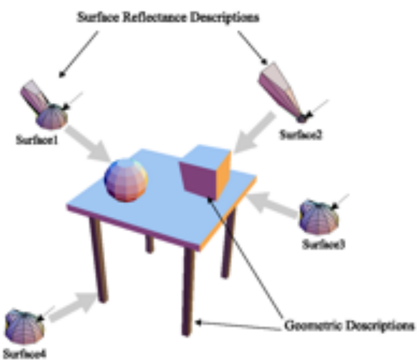
Surface - Light Interaction

- Key term of the equation for today:

$$\rho(x, x', x'')$$

- Encodes how light from a given direction is modified upon reflection from a surface
- Has to be answereable for all directions and surface points in a scene

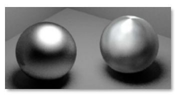
Surfaces in a Scene



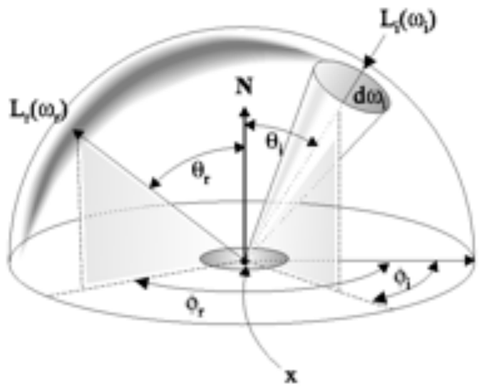
Definition

$$f_r(\omega_i \rightarrow \omega_r) \equiv \frac{L_r(\omega_r)}{L_i(\omega_i)\cos\theta_i d\omega_i}$$

- BRDF - Bi-directional Reflectance Distribution Function
- Hemispherical function
- 6 - dimensional (location, 4 angles, wavelength)
- Unit: sr -1
- Determines fraction of incident energy scattered in each direction



BRDF Geometry

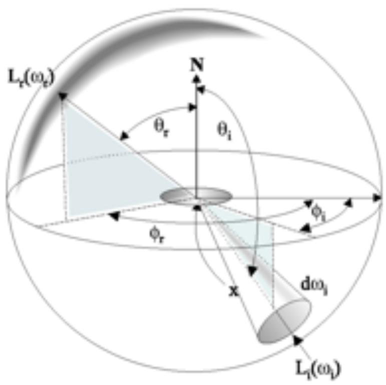


BTDF, BSDF

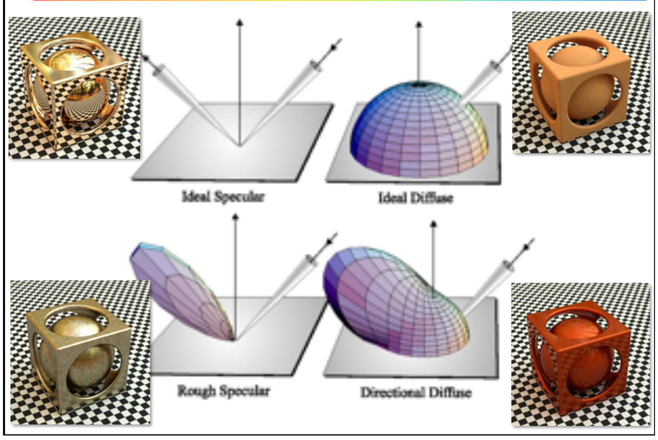
- Bi-directional Transmission Distribution Function
- Similar to BRDF, but for rays that point into the material

- Combination of BTDF & BRDF: BSDF
- Bi-directional Scattering Distribution Function
- Defined over entire sphere
- Rarely used

BSDF Geometry



BRDF Specimens



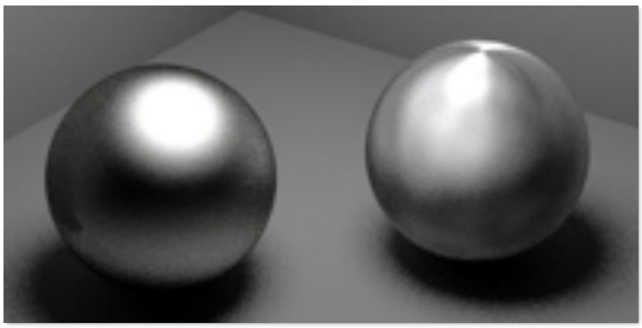
BRDF: Isotropy vs. Anisotropy

- Isotropy
  - Rotational invariance
  - Holds for a large number of surfaces
  - Reduces the number of variables by one
  - No alignment needed

$$f_r(\theta_i, \phi_i + \Delta\phi, \theta_r, \phi_r + \Delta\phi) = f_r(\theta_i, \phi_i, \theta_r, \phi_r)$$

- Anisotropy
  - Reflectance properties exhibit change with respect to rotation of the surface around the normal vector

Example Isotropic vs. Anisotropic



BRDF Requirements

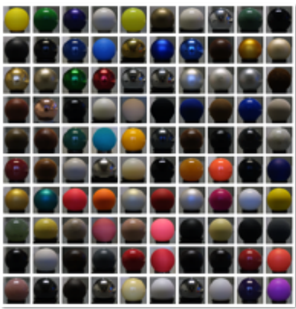
- BRDF representations ought to:
  - use reasonable amounts of storage
  - faithfully capture the key features of the reflection characteristics
  - permit fast and easy sampling by Monte Carlo methods
    - Apart from perfectly diffuse surfaces and perfect mirrors, reflection properties are basically only tractable through MC rendering
    - Possibility of casting of rays according to distribution function is crucial

BRDF Data Sources

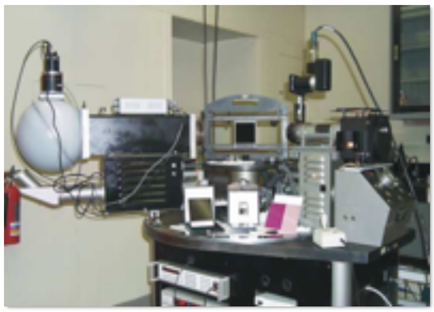
- Two fundamental approaches to the problem of representing BRDFs exist:
  - Explicit storage of tabulated measurements or simulation results
  - Approximation through analytical functions

BRDF Datasets

- Very memory - intensive when naively stored as full set of finely spaced samples (16 x 90 x 360 x 90 x 360 ...)
- Compression essential
- Hard and time-consuming to measure accurately
- Bad stochastic sampling characteristics (rejection sampling)
- Necessary for verification purposes



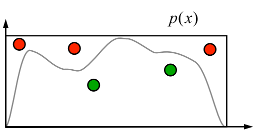
Gonioreflectometer @ NIST



- Expensive, hard to maintain and operate
- Generates huge amounts of data

Sampling of Measured BRDFs

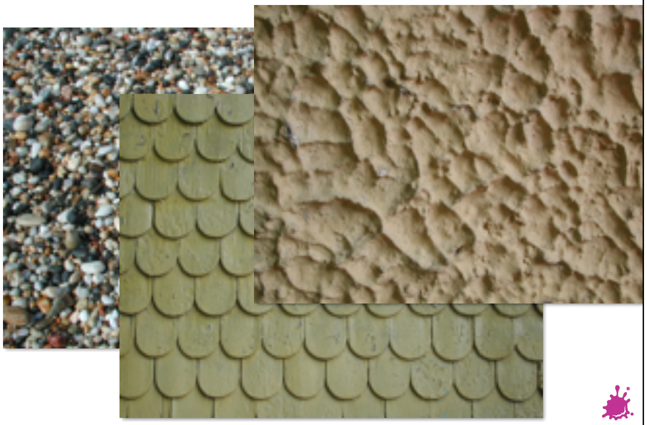
- Bad stochastic sampling characteristics
  - Analysing data in advance or
  - Rejection sampling
    - Propose a sample, accept it if it passes a certain test
    - Efficiency depends on the acceptance rate



BTF

- Bi-directional Texture Function
- Similar to BRDF, only for entire textures (carpets, wood grain, cloth)
- Adds positional information to combine individual BRDF datasets
- Active research area with several problematic areas
  - Acquisition of samples
  - Generation of seamless textures from BTF data

BTF Examples



Requirements for Analytical BRDFs

- Reciprocity
  - Sampling directions can be interchanged
  - Due to Helmholtz reciprocity principle – a fundamental law of physics

$$f_r(\omega_\mathbf{i} \rightarrow \omega_\mathbf{r}) = f_r(\omega_\mathbf{r} \rightarrow \omega_\mathbf{i})$$

- Energy conservation
- Fast evaluation
- Expressivity
- Easy stochastic sampling

Analytical BRDFs

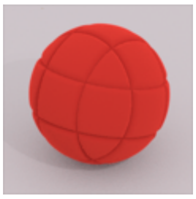
- Empirical models
  - Lambert, Phong, Blinn, Lafortune
  - Superposition of different components
- Physically based models
  - Torrance-Sparrow, Cook-Torrance, Kajiya, He-Sillion-Torrance-Greenberg (HTSG)
  - Physical material constants needed

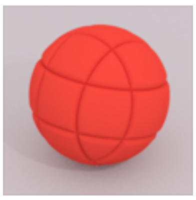
Empirical Models

- **Lambert**: only diffuse component
- **Phong**: generalized cosine lobe
- **Ward**: anisotropic
- Can be combined for higher realism
- Energy conservation dependent on coefficients and combination (esp. for Phong)
- Easy to sample
- Generalizations possible

Perfectly Diffuse

- Reflect the incoming light equally in all directions over the hemisphere
- Viewing direction independent
- E.g.
  - Lambert
  - Oren-Nayar
  - …



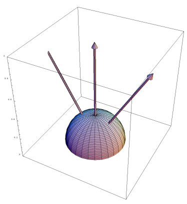


Lambert Surface

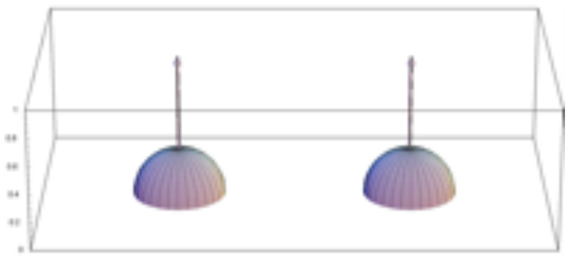
- Perfectly diffuse surface
- Light that leaves a surface is proportional to the cosine of the incident angle
- Colour defined by wavelength-dependent diffuse absorption coefficient k_d

$$f_r(\lambda) = \frac{1}{\pi} \cdot k_d(\lambda)$$

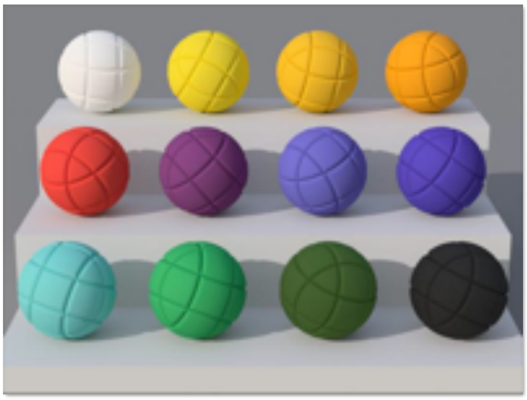
$$pdf(\theta_i, \lambda) = \frac{\cos\theta_i}{\pi}$$



Lambert BRDF Shape & Size

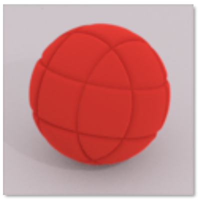


Lambert Surfaces

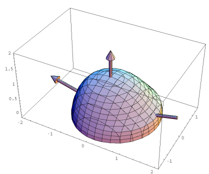


Oren-Nayar Surface

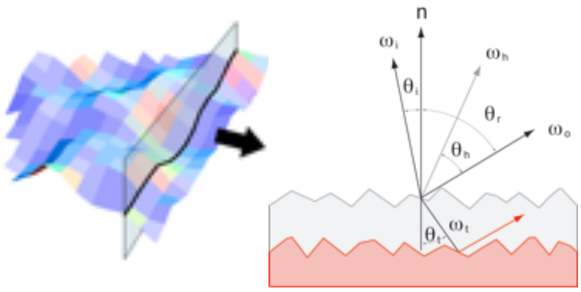
- Microfacet-based diffuse surface
- Identical to Lambert's cosine model for sigma = 0
- More and more retro-reflective for increasing sigma



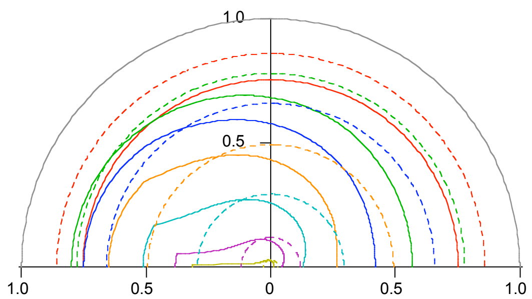
$$f_r(\omega_i, \omega_o) = \frac{\rho}{\pi}(A + B\max(0, \cos(\phi_i - \phi_o)) \sin\alpha \tan\beta)$$
$$A = 1 - \frac{\sigma^2}{2(\sigma^2 + 0.33)}$$
$$B = \frac{0.45\sigma^2}{\sigma^2 + 0.09}$$
$$\alpha = \max(\theta_i, \theta_o)$$
$$\beta = \min(\theta_i, \theta_o)$$



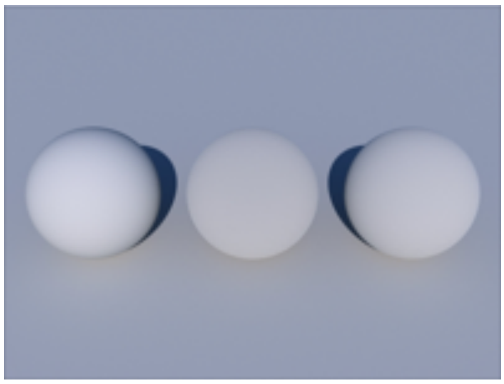
Microfacet Surfacs



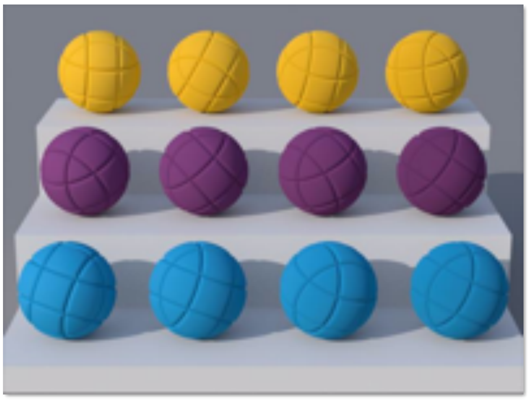
Medium vs. Rough Oren-Nayar



Oren-Nayar Example



Oren-Nayar Surface Example

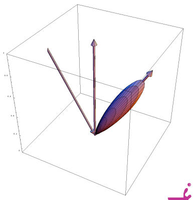


Rough Specular

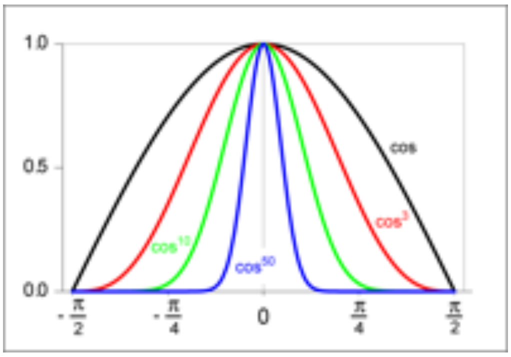
- Reflect light not only in the ideal direction
- „Highlight“
- Some of the light is reflected slightly off from the ideal specular angle.
- E.g. Phong: Size of the highlight can be changed with exponent

Phong Surface

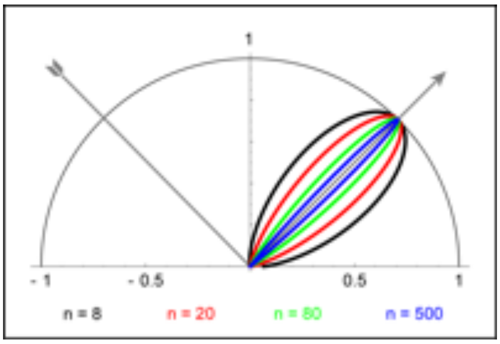
- Adds specular highlight
- $f_r(\omega_i, \omega_o) = \frac{\rho_d}{\pi} + \rho_s \frac{n+2}{2\pi} \cos(\omega_i \cdot R(\omega_o, \mathbf{n}))^n$
- $pdf(\omega_i, \omega_o) = \frac{n+1}{2\pi} \cos(\omega_i \cdot R(\omega_o, \mathbf{n}))^n$



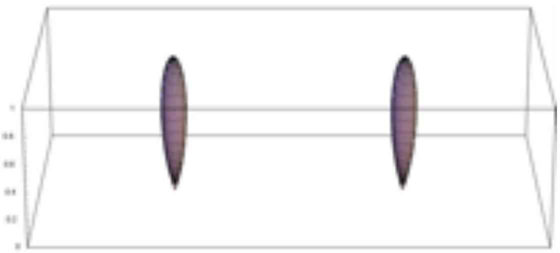
Cosine to the Nth



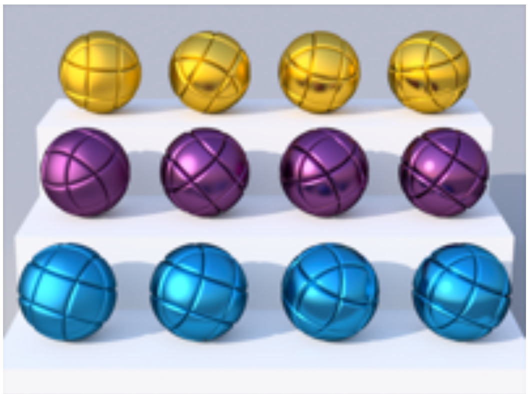
Cosine



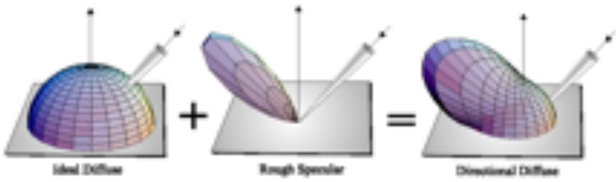
Plain Phong Lobe



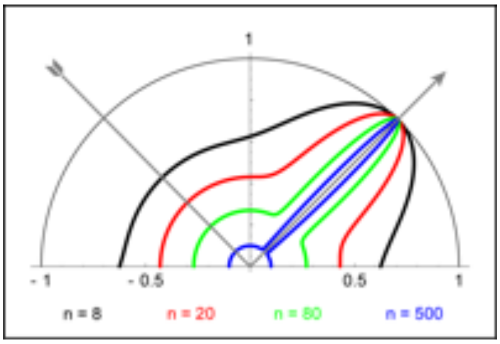
Plain Phong



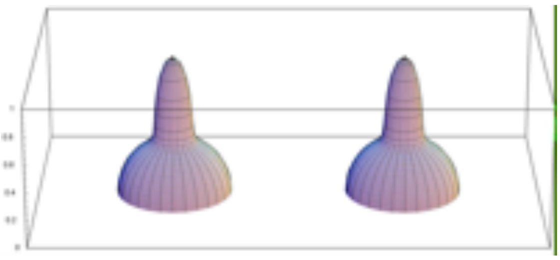
Superposition of BRDFs



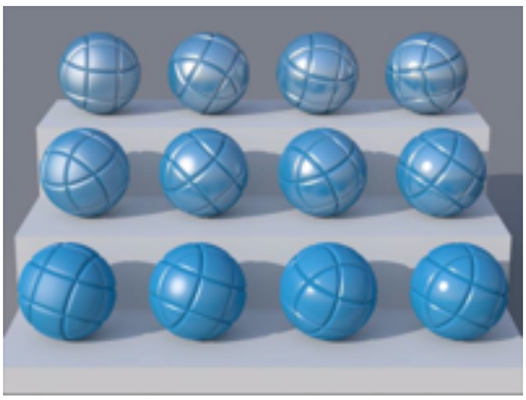
Cosine + Diffuse



Combined Phong Lobe

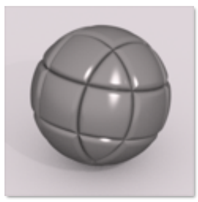


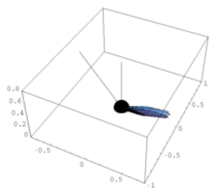
Phong Surface Example



Ward's BRDF Model

- Based on elliptical Gaussian distribution
- Physically based
- Energy conserving
- Based on real measurements with a gonio-reflectometer
- Analytically invertible



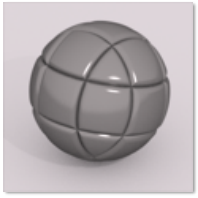


Ward BRDF Formulae

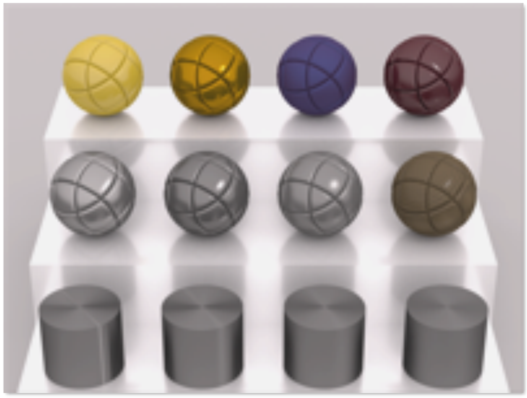
- Versions for isotropic and anisotropic surfaces

$$f_{iso}(\theta_i,\phi_i,\theta_o,\phi_o) = \frac{\rho_d}{\pi} + \rho_s \frac{\exp(-\tan^2\frac{\delta}{\alpha^2})}{4\pi\alpha^2\sqrt{\cos\theta_i\cos\theta_r}}$$

$$f_{an}(\theta_i,\phi_i,\theta_o,\phi_o) = \frac{\rho_d}{\pi} + \rho_s \frac{\exp(-\tan^2\delta(\frac{\cos^2\phi}{\alpha_x^2}+\frac{\sin^2\phi}{\alpha_y^2}))}{4\pi\alpha_x\alpha_y\sqrt{\cos\theta_i\cos\theta_r}}$$

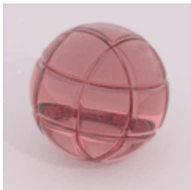


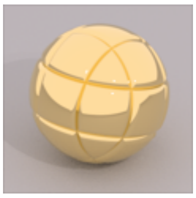
Wards BRDF: Example



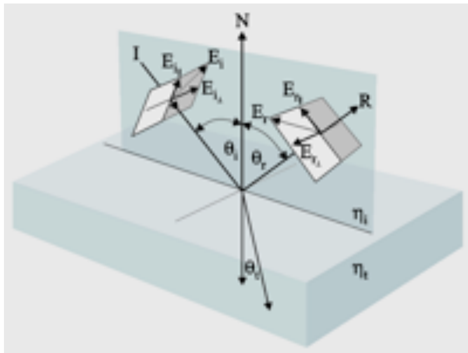
Perfectly Specular

- Do not exist in reality
- Only one outgoing direction
- Incoming angle equals outgoing angle
- Used to simulate smooth glass / metallic surfaces
- For realistic materials: Fresnel coefficients



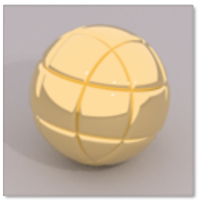


Fresnel Geometry



Fresnel Surface (Conductors)

- Interface between two materials with complex index of refraction
- Polarization information usually not used in renderer
- (n,κ): complex-valued index of



$$r_\perp = \frac{a^2+b^2-2a\cos\theta_i+\cos^2\theta_i}{a^2+b^2+2a\cos\theta_i+\cos^2\theta_i}$$

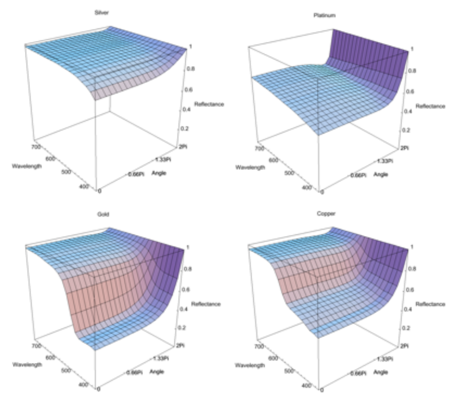
$$r_\parallel = r_\perp \frac{a^2+b^2-2a\sin\theta_i\tan\theta_i+\sin^2\theta_i\tan^2\theta_i}{a^2+b^2+2a\sin\theta_i\tan\theta_i+\sin^2\theta_i\tan^2\theta_i}$$

$$2a^2 = \sqrt{(\eta^2-\kappa^2-\sin^2\theta_i)^2+4\eta^2\kappa^2} + (\eta^2-\kappa^2-\sin^2\theta_i)$$

$$2b^2 = \sqrt{(\eta^2-\kappa^2-\sin^2\theta_i)^2+4\eta^2\kappa^2} - (\eta^2-\kappa^2-\sin^2\theta_i)$$

$$f_r(p,\omega_i,\omega_o) = F_r(\omega_o)\frac{\delta(\omega_i - R(\omega_o,\mathbf{n}))}{|\cos\theta_i|}$$

Conductors: Spectral Reflectivity



Reflection from Conductors

Fresnel Surface (Dielectrics)

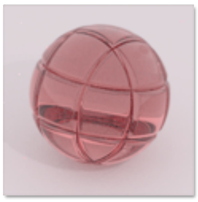
- Interface between two materials with real index of refraction
- No absorption k

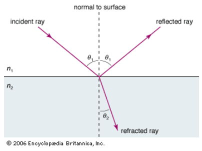
$$r_{\parallel} = \frac{\eta_t \cos\theta_i + \eta_i \cos\theta_t}{\eta_t \cos\theta_i - \eta_i \cos\theta_t}$$

$$r_{\perp} = \frac{\eta_i \cos\theta_i + \eta_t \cos\theta_t}{\eta_i \cos\theta_i - \eta_t \cos\theta_t}$$

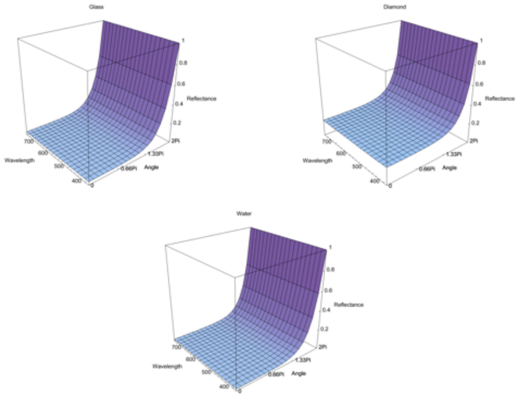
$$R = \frac{1}{2}\left(\frac{\sin(\theta_i - \theta_t)}{\sin(\theta_i + \theta_t)}\right)^2 \left[1 + \left(\frac{\cos(\theta_i + \theta_t)}{\cos\theta_i - \theta_t}\right)^2\right]$$

$$f_t(p, \omega_i, \omega_t) = \frac{n_o^2}{n_i^2}(1 - F_r(\omega_o)) \frac{\delta(\omega_i - T(\omega_i, \mathbf{n}))}{|\cos\theta_i|}$$



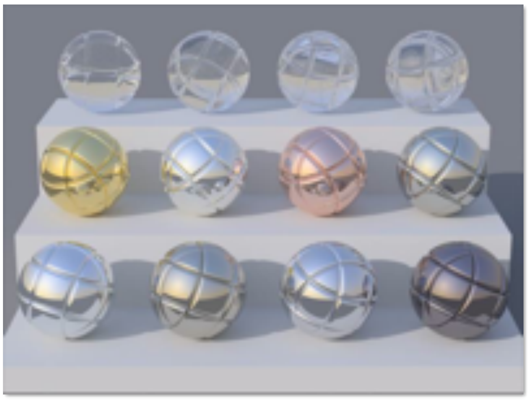


Dielectrics: Spectral Reflectivity



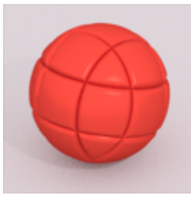
Transparent Dielectrics

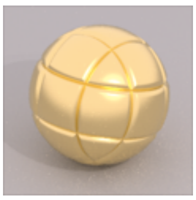
Fresnel Surface Example



Directional Diffuse

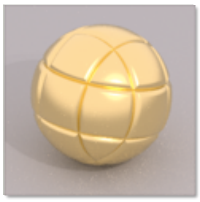
- Combination of a rough specular reflector and an ideal diffuse reflector
- Eg.
  - Cook-Torrance
  - Ward
  - He
  - ...





Torrance-Sparrow Surface (1)

- Physically plausible BRDF model three main components:
  - Microfacet model
  - Fresnel term for reflectance
  - Roughness term
- Requires material constants to be known

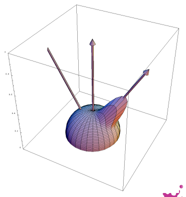


$$f_r(p,\omega_i,\omega_o) = \frac{D(\omega_h)G(\omega_i,\omega_o)F(\omega_o)}{4\cos\theta_i\cos\theta_o}$$

$$D(\omega_h) = \frac{e+2}{2\pi}(\omega_h\cdot\mathbf{n})^e$$

$$G(\omega_i,\omega_o) = \min\left(1, \min\left(\frac{2(\omega_h\cdot\mathbf{n})(\omega_o\cdot\mathbf{n})}{\omega_h\cdot\omega_o}, \frac{2(\omega_h\cdot\mathbf{n})(\omega_i\cdot\mathbf{n})}{\omega_h\cdot\omega_o}\right)\right)$$

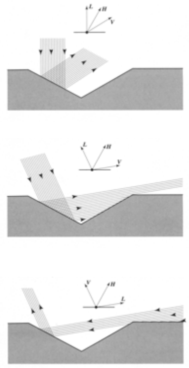
$$pdf(\omega_h,\omega_i,\omega_o) = \frac{(n+2)\cos^n\theta_h}{4(\omega_h\cdot\omega_o)}$$



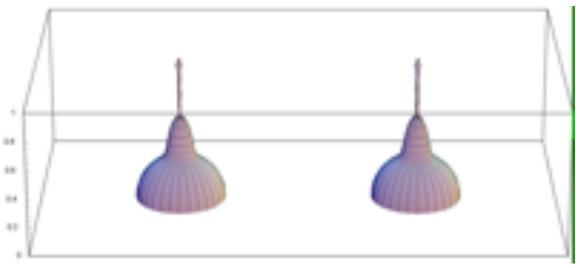
Geometric Factor

- Randomly oriented facets are perfect reflectors except for geometrical attenuation due to
  - self-shadowing
  - masking

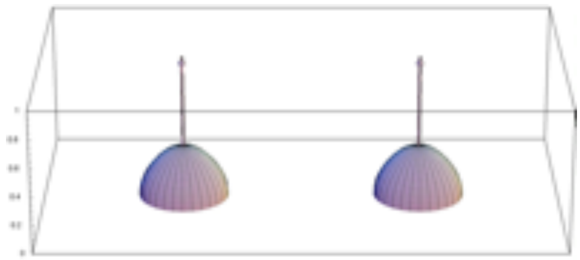
$$\mathcal{G} = \min\left(1, \frac{2(\mathbf{N}\cdot\mathbf{H})(\mathbf{N}\cdot\mathbf{V})}{\mathbf{V}\cdot\mathbf{H}}, \frac{2(\mathbf{N}\cdot\mathbf{H})(\mathbf{N}\cdot\mathbf{L})}{\mathbf{V}\cdot\mathbf{H}}\right)$$



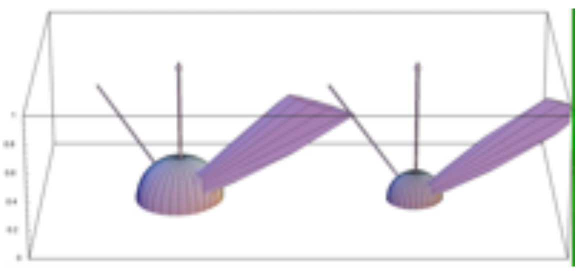
Specular Torrance-Sparrow



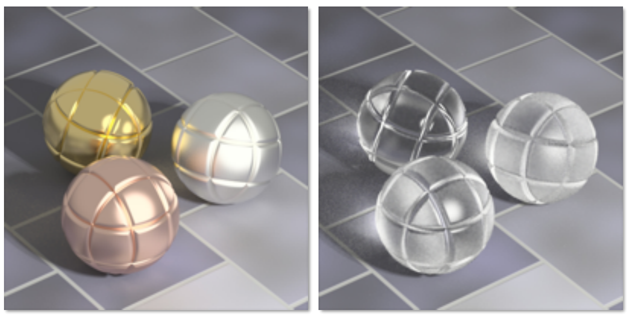
Rough Torrance-Sparrow



Constant Angle, Varying Roughness

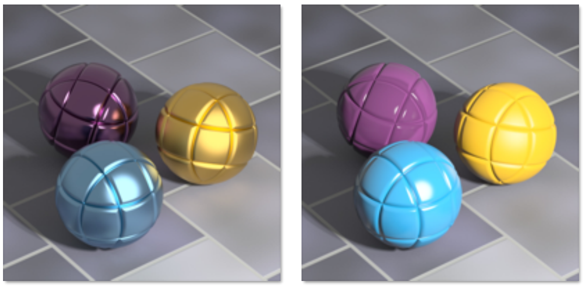


Rough Metallic/Glass Surface



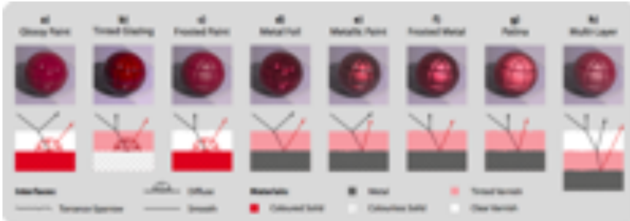
Reflection Colour

- Conductors: coloured highlight



- Dielectrics: white highlight

Torrance-Sparrow Surface Types

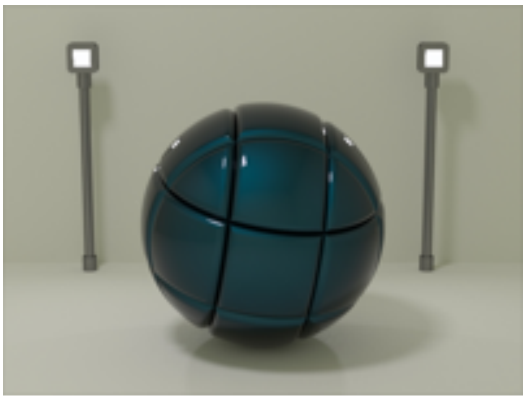


Torrance-Sparrow: Glossy Paint

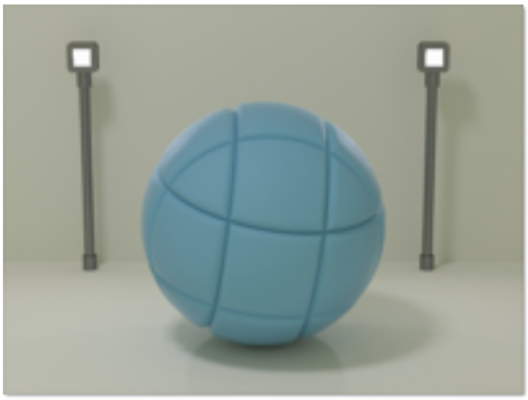
Torrance-Sparrow: Tinted Glass

Torrance-Sparrow: Frosted Paint

Torrance-Sparrow: Metallic Paint



Torrance-Sparrow: Multi-Layer



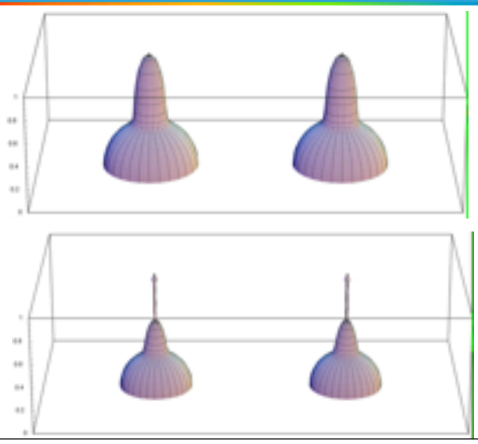
Torrance-Sparrow Scene

Torrance-Sparrow vs. Phong

Torrance-Sparrow

Phong

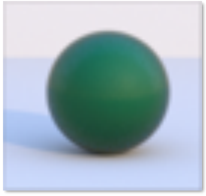
Phong vs. Torrance-Sparrow

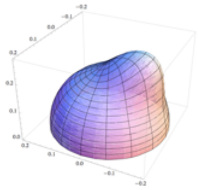


Torrance-Sparrow: Evaluation

- Plus:
  - physically correct
  - excellent results
- Minus:
  - hard to sample
  - hard to code
  - depends on material constants

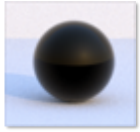
He, Torrance, Sillion, Greenberg

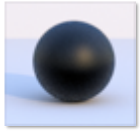




- Based on wave optics and diffraction theory, can take polarization into account
- Additional split between diffuse and directional diffuse term
- Expensive to compute
- Input: auto-correlation τ, variance of surface height σ, IOR

He Implementation





- Specular component
  - Dirac impulse
- Directional diffuse component
  - Solve z_0 with Newton-Raphson
  - Infinity sum should have at least 250 terms → precomputation possible
  - Sampling: ???
- Uniform diffuse component
  - Cosine sampling

Beyond Normal BRDFs

- Some surfaces that cannot be characterized through standard BRDFs:

- Phosphorescent paint
- Fluorescent paint
- Metallic paint
- Pearlescent paint
- BSSRDFs

Rendering VO Unit 3

The End

Thank you for your attention!