CS148: Introduction to Computer Graphics and Imaging

Rendering

Modeling & Simulating Appearance

Models

- Cameras
- Light sources
- Materials
  - Reflection
  - Texture

Lighting simulation

- Solving the rendering equation
- Ray tracing

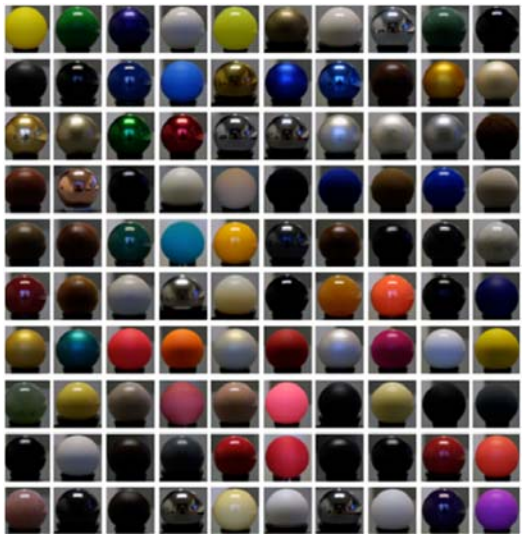
Reflection

Materials

Plastic Metal Matte

From Apodaca and Gritz, ***Advanced RenderMan***

Spheres [Matusik et al.]



Types of Reflection

Mirror

- Ideal reflection
- Reflection Law

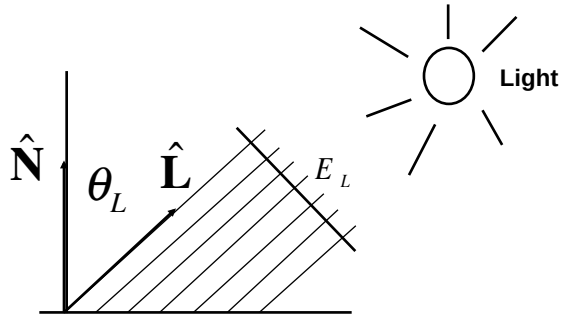
Diffuse

- Matte
- Lambert's Law

Specular

- Highlights and gloss
- Microfacet model

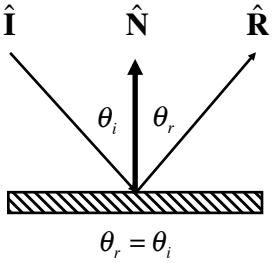
Lambert's Law

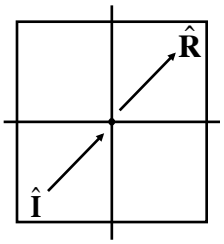


$$E = E_L \cos\theta_L = E_L \hat{\mathbf{N}} \bullet \hat{\mathbf{L}}$$

Mirror: Ideal Specular Surface

Law of Reflection



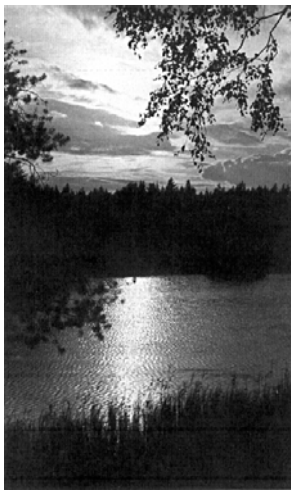


$$\hat{\mathbf{R}} + (-\hat{\mathbf{I}}) = 2\cos\theta_i \hat{\mathbf{N}} = -2(\hat{\mathbf{I}} \bullet \hat{\mathbf{N}})\hat{\mathbf{N}}$$

$$\hat{\mathbf{R}} = \hat{\mathbf{I}} - 2(\hat{\mathbf{I}} \bullet \hat{\mathbf{N}})\hat{\mathbf{N}}$$

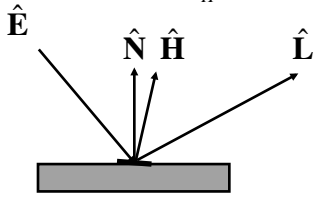
Microfacets: Glossy Reflection

Rough Surface



Minnaert p. 28

$$\cos\theta_H = \hat{\mathbf{N}} \bullet \hat{\mathbf{H}}$$



Halfway vector $\hat{\mathbf{H}} = \dfrac{\hat{\mathbf{L}} + \hat{\mathbf{E}}}{\left|\hat{\mathbf{L}} + \hat{\mathbf{E}}\right|}$

Microfacet distribution

$$\left(\cos\theta_H\right)^r = \left(\hat{\mathbf{N}} \bullet \hat{\mathbf{H}}\right)^r$$

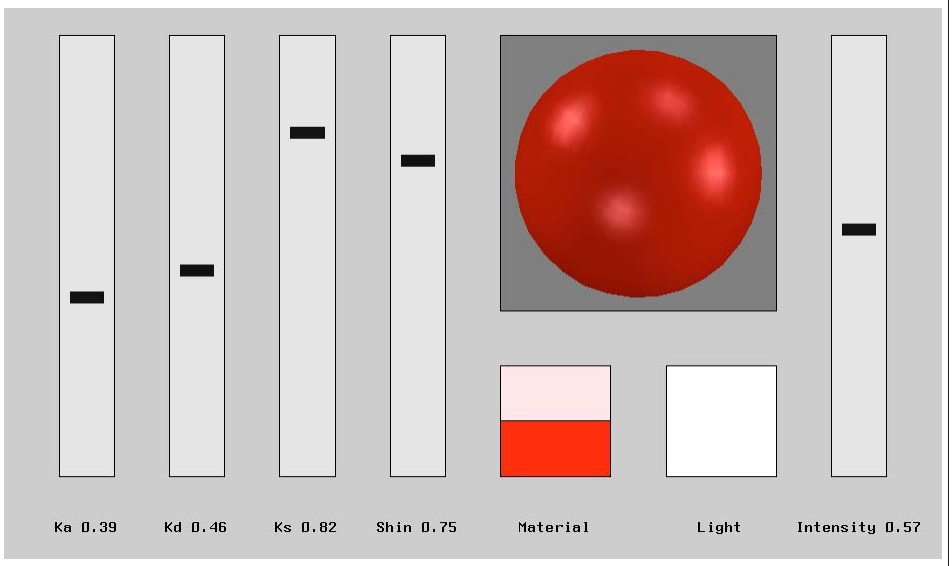
Roughness *r*

GLSL

```
vec3 N, L, V, H; float NdotL, NdotH;

vec4 Cd = gl_FrontMaterial.diffuse * gl_LightSource[0].diffuse;
vec4 Ca = gl_FrontMaterial.ambient * gl_LightSource[0].ambient;
Vec4 Cs = vec4(0.0);

N = normalize(gl_NormalMatrix * gl_Normal);
L = normalize(vec3(gl_LightSource[0].position));
NdotL = max(dot(N, L), 0.0);
if (NdotL > 0.0) {
    Cs = gl_FrontMaterial.specular * gl_LightSource[0].specular;
    H = normalize( gl_LightSource[0].halfVector.xyz );
    NdotH = max(dot(N, H), 0.0);
    Cs *= pow(NdotH, gl_FrontMaterial.shininess);
}
gl_FrontColor = Ca + NdotL * Cd + Cs;
```



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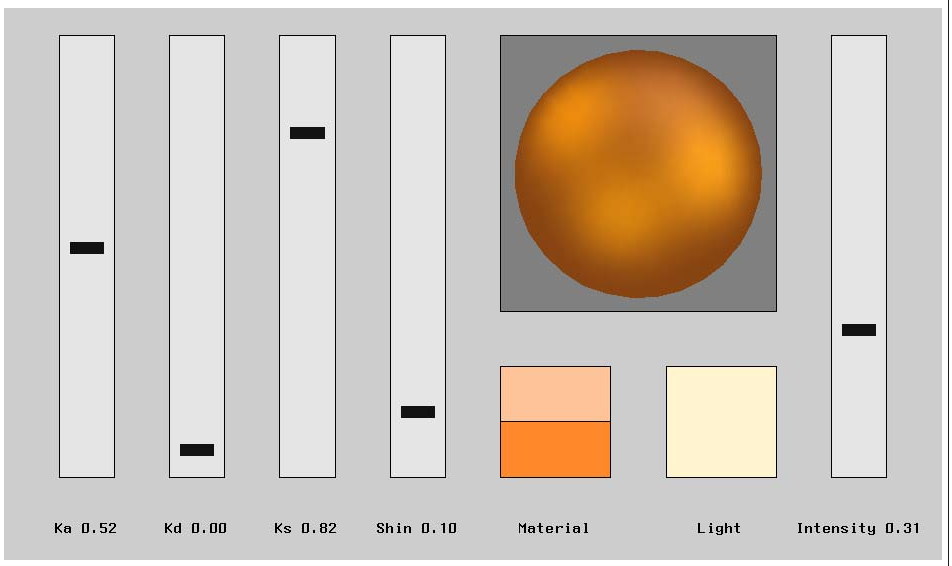

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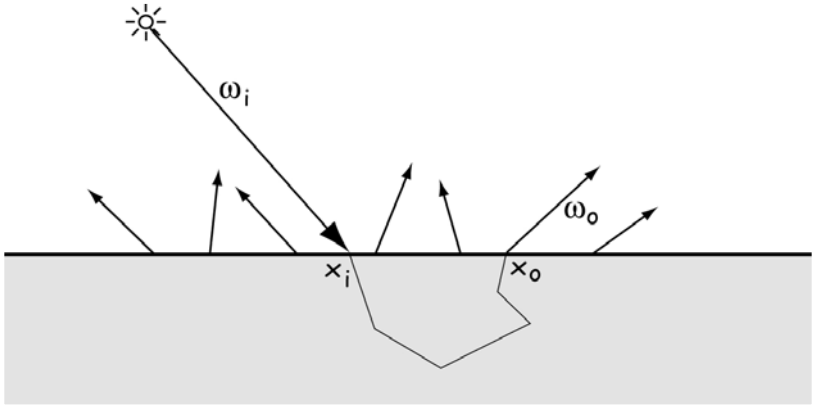
Materials

Surface vs. Subsurface

Subsurface Scattering



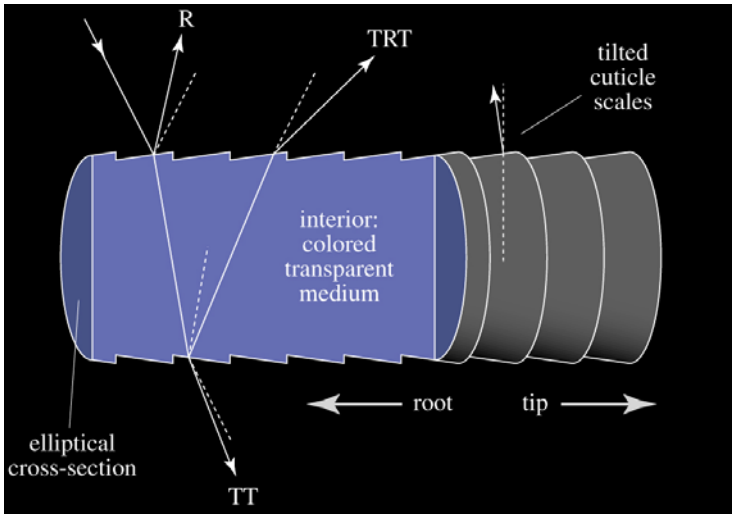
Skin: Subsurface

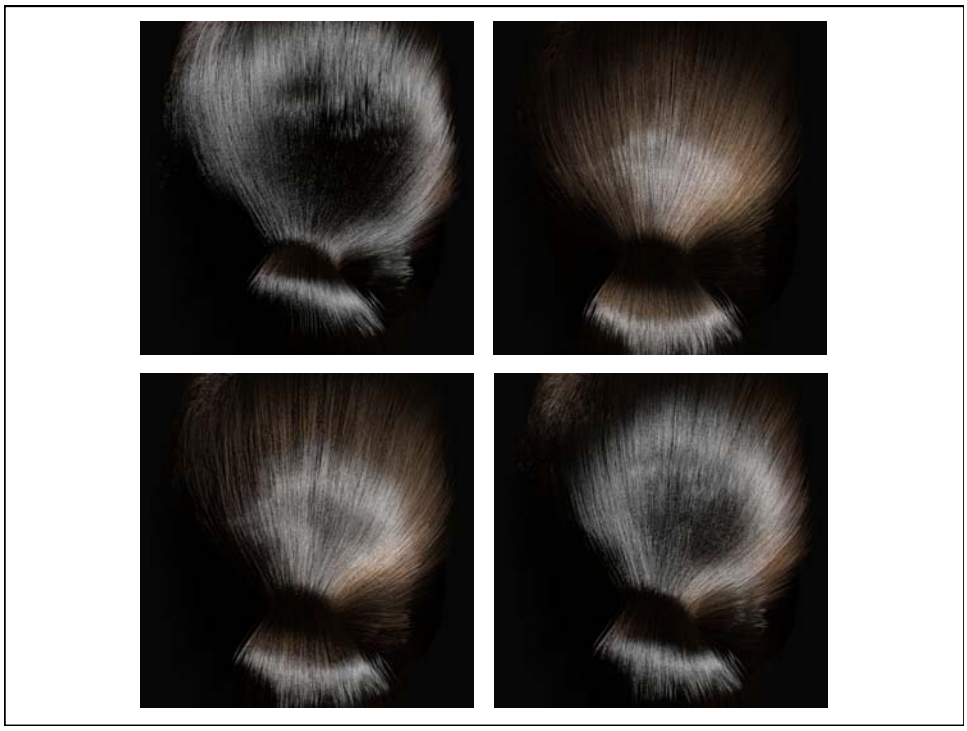
Modeled by Stephen Stahlberg

Skin: Surface Only

Modeled by Stephen Stahlberg

Fiber Model





Sasquatch: Hair Modeling System

www.worley.com **Stuart Aitken**

Lighting

Lighting Simulation

The Rendering Equation

Given a scene consisting of geometric primitives with material properties and a set of light sources, compute the illumination at each point on each surface

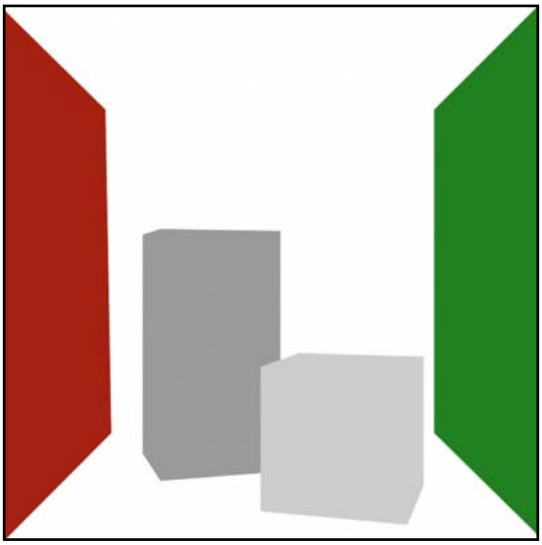
Challenges

- **Primitives complex: lights, materials, shapes**
- **Infinite number of light paths**

Solution

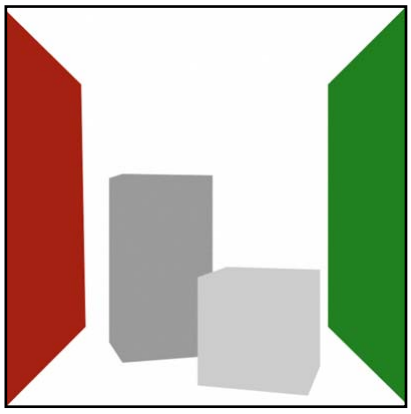
- **Ray tracing**

Lighting Example: Cornell Box

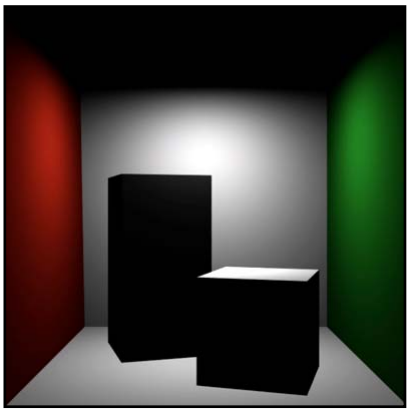


Surface Color

Lighting: Diffuse Reflection

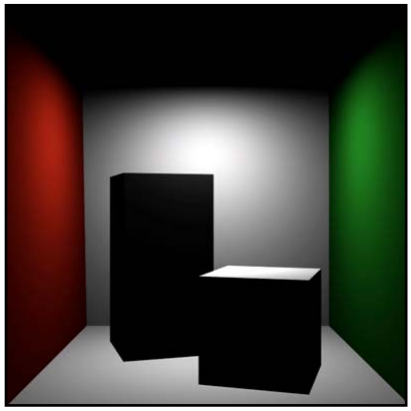


Surface Color

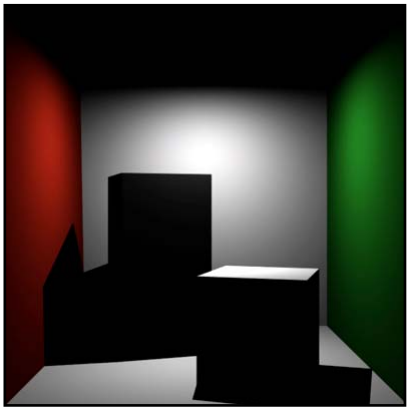


Diffuse Shading
Point Light Source

Lighting: Shadows

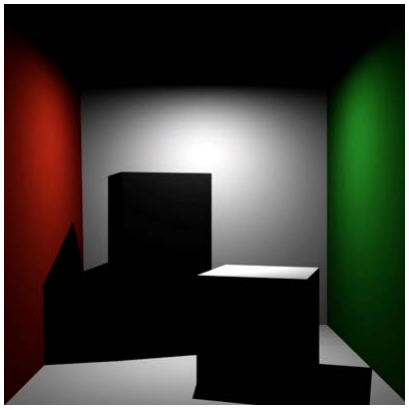


No Shadows
Point Light Source



Shadows
Point Light Source

Lighting: Soft Shadows



Hard Shadows
Point Light Source

Soft Shadows
Area Light Source

Lighting: Indirect Illumination

Program of Computer Graphics
Cornell University

Early Radiosity

Complex Indirect Illumination

Modeling: Stephen Duck; Rendering: Henrik Wann Jensen

"Turing Test"

Measured **Simulated**

Program of Computer Graphics
Cornell University

Things to Remember

Three major reflection models

- **Mirror reflection**
  - **Angle of incidence equals angle of reflection**
- **Diffuse reflection**
  - **Reflection proportional to the energy on the surface**
- **Specular reflection**
  - **Microfacet models**

Materials

- **Combination of diffuse and specular**
- **Natural materials: skin and hair, ??**

Lighting

- **Direct vs. indirect**
- **Point vs. area**
- **Shadows requires visibility query**