# Illumination

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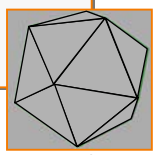
## Ray Casting

```
Image RayCast(Camera camera, Scene scene, int width, int height)
{
    Image image = new Image(width, height);
    for (int i = 0; i < width; i++) {
        for (int j = 0; j < height; j++) {
            Ray ray = ConstructRayThroughPixel(camera, i, j);
            Intersection hit = FindIntersection(ray, scene);
            image[i][j] = GetColor(scene, ray, hit);
        }
    }
    return image;
}
```



Wireframe

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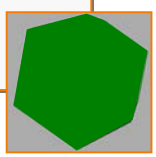

Without Illumination

## Ray Casting

```
Image RayCast(Camera camera, Scene scene, int width, int height)
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    for (int i = 0; i < width; i++) {
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            Ray ray = ConstructRayThroughPixel(camera, i, j);
            Intersection hit = FindIntersection(ray, scene);
            image[i][j] = GetColor(scene, ray, hit);
        }
    }
    return image;
}
```
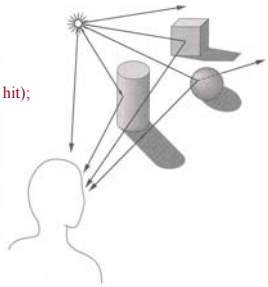

With Illumination

## Illumination

- How do we compute radiance for a sample ray?

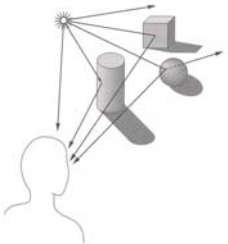
image[i][j] = GetColor(scene, ray, hit);



Angel Figure 6.2

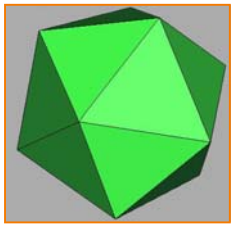
## Goal

- Must derive computer models for ...
  - Emission at light sources
  - Scattering at surfaces
  - Reception at the camera
- Desirable features …
  - Concise
  - Efficient to compute
  - “Accurate”



## Overview

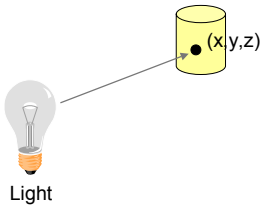
- Direct Illumination
  - Emission at light sources
  - Scattering at surfaces
- Global illumination
  - Shadows
  - Refractions
  - Inter-object reflections



Direct Illumination

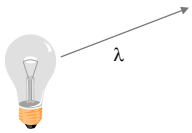
## Modeling Light Sources

- $I_L(x,y,z,\theta,\phi,\lambda)$ ...
  - describes the intensity of energy,
  - leaving a light source, …
  - arriving at location(x,y,z), ...
  - from direction $(\theta,\phi)$, ...
  - with wavelength $\lambda$




## Empirical Models

- Ideally measure irradiant energy for “all” situations
  - Too much storage
  - Difficult in practice

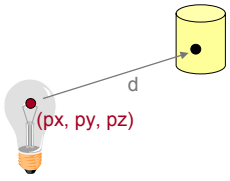



## OpenGL Light Source Models

- Simple mathematical models:
  - Point light
  - Directional light
  - Spot light

## Point Light Source

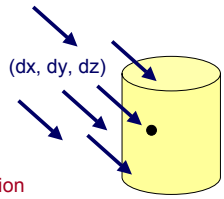
- Models omni-directional point source
  - intensity ($I_0$),
  - position (px, py, pz),
  - factors ($k_c$, $k_l$, $k_q$) for attenuation with distance (d)




$$I_L = \frac{I_0}{k_c + k_l d + k_q d^2}$$

## Directional Light Source

- Models point light source at infinity
  - intensity ($I_0$),
  - direction (dx,dy,dz)

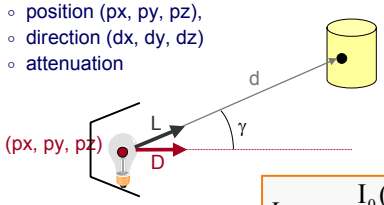



No attenuation with distance

$$I_L = I_0$$

## Spot Light Source

- Models point light source with direction
  - intensity ($I_0$),
  - position (px, py, pz),
  - direction (dx, dy, dz)
  - attenuation

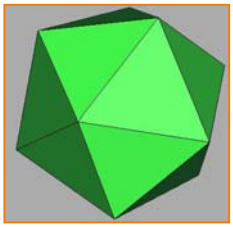



Light

$$I_L = \frac{I_0 (D \bullet L)}{k_c + k_l d + k_q d^2}$$

## Overview

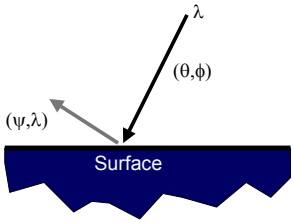
- Direct Illumination
  - Emission at light sources
  - Scattering at surfaces
- Global illumination
  - Shadows
  - Refractions
  - Inter-object reflections



Direct Illumination

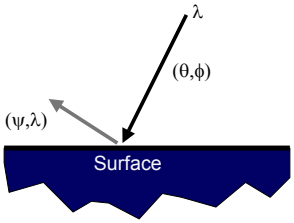
## Modeling Surface Reflectance

- $R_s(\theta,\phi,\gamma,\psi,\lambda)$ ...
  - describes the amount of incident energy,
  - arriving from direction $(\theta,\phi)$, ...
  - leaving in direction $(\gamma,\psi)$, …
  - with wavelength $\lambda$




## Empirical Models

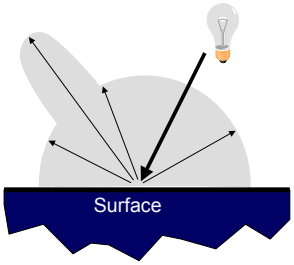
- Ideally measure radiant energy for “all” combinations of incident angles
  - Too much storage
  - Difficult in practice




## OpenGL Reflectance Model

- Simple analytic model:
  - diffuse reflection +
  - specular reflection +
  - emission +
  - “ambient”

Based on model proposed by Phong




## OpenGL Reflectance Model

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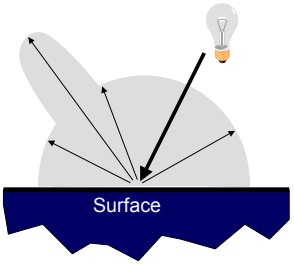
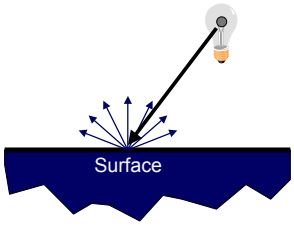
Based on model proposed by Phong



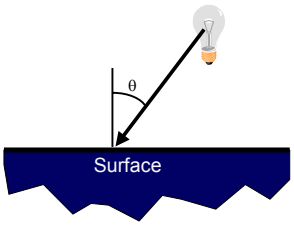
## Diffuse Reflection

- Assume surface reflects equally in all directions
  - Examples: chalk, clay




## Diffuse Reflection

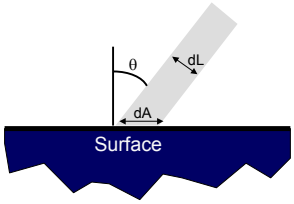
- How much light is reflected?
  - Depends on angle of incident light




## Diffuse Reflection

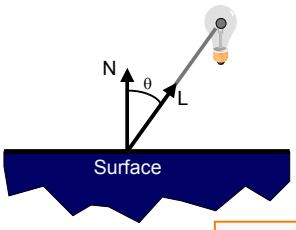
- How much light is reflected?
  - Depends on angle of incident light

$$dL = dA\cos\Theta$$




## Diffuse Reflection

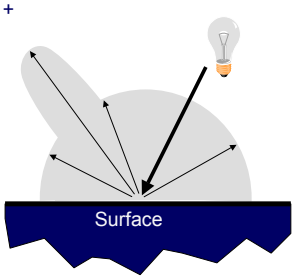
- Lambertian model
  - cosine law (dot product)




$$I_D = K_D(N \bullet L)I_L$$

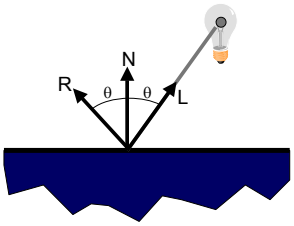
## OpenGL Reflectance Model

- Simple analytic model:
  - diffuse reflection +
  - specular reflection +
  - emission +
  - "ambient"




## Specular Reflection

- Reflection is strongest near mirror angle
  - Examples: mirrors, metals

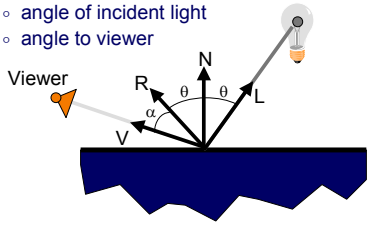


## Specular Reflection

How much light is seen?

Depends on:

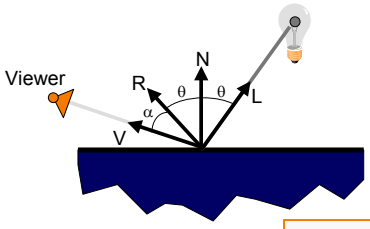
- angle of incident light
- angle to viewer




## Specular Reflection

- Phong Model
  - $\cos(\alpha)^n$

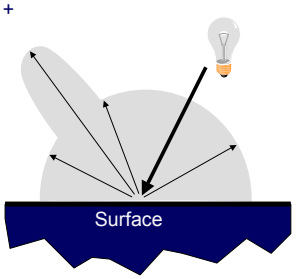
This is a physically-motivated hack!




$$I_S = K_S (V \bullet R)^n I_L$$

## OpenGL Reflectance Model

- Simple analytic model:
  - diffuse reflection +
  - specular reflection +
  - emission +
  - "ambient"

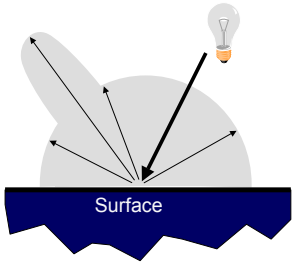



## Emission

- Represents light eminating directly from polygon


## OpenGL Reflectance Model

- Simple analytic model:
  - diffuse reflection +
  - specular reflection +
  - emission +
  - "ambient"



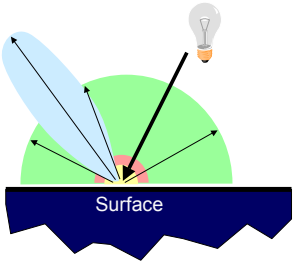

## Ambient Term

- Represents reflection of all indirect illumination

This is a total hack (avoids complexity of global illumination)!

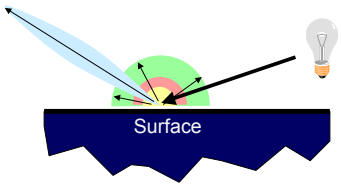
## OpenGL Reflectance Model

- Simple analytic model:
  - diffuse reflection +
  - specular reflection +
  - emission +
  - "ambient"



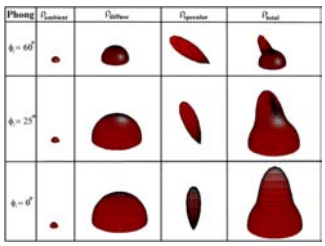

## OpenGL Reflectance Model

- Simple analytic model:
  - diffuse reflection +
  - specular reflection +
  - emission +
  - "ambient"




## OpenGL Reflectance Model

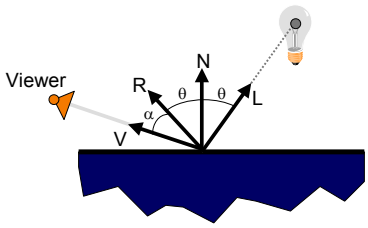
- Sum diffuse, specular, emission, and ambient



Leonard McMillan, MIT

## Surface Illumination Calculation

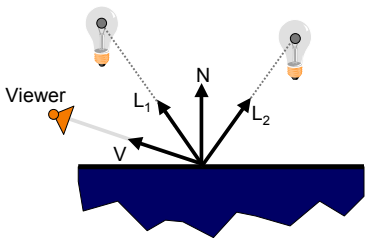
- Single light source:




$$I = I_E + K_A I_{AL} + K_D (N \bullet L) I_L + K_S (V \bullet R)^n I_L$$

## Surface Illumination Calculation

- Multiple light sources:




$$I = I_E + K_A I_{AL} + \sum_i (K_D (N \bullet L_i) I_i + K_S (V \bullet R_i)^n I_i)$$

## Overview

- Direct Illumination
  - Emission at light sources
  - Scattering at surfaces
- Global illumination
  - Shadows
  - Transmissions
  - Inter-object reflections

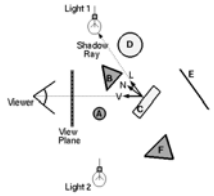
Global Illumination

## Global Illumination

Greg Larson

## Shadows

- Shadow term tells if light sources are blocked
  - Cast ray towards each light source $L_i$
  - $S_i = 0$ if ray is blocked, $S_i = 1$ otherwise

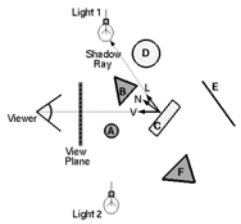



Shadow Term

$$I = I_E + K_A I_A + \sum_L (K_D (N \bullet L) + K_S (V \bullet R)^n) S_L I_L$$

## Ray Casting (last lecture)

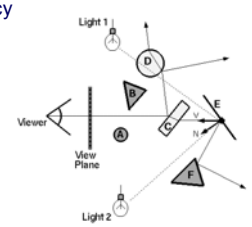
- Trace primary rays from camera
  - Direct illumination from unblocked lights only




$$I = I_E + K_A I_A + \sum_L (K_D (N \bullet L) + K_S (V \bullet R)^n) S_L I_L$$

## Recursive Ray Tracing

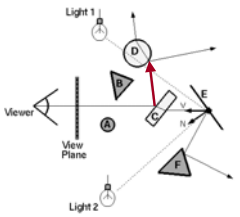
- Also trace secondary rays from hit surfaces
  - Global illumination from mirror reflection and transparency




$$I = I_E + K_A I_A + \sum_L (K_D (N \bullet L) + K_S (V \bullet R)^n) S_L I_L + K_S I_R + K_T I_T$$

## Mirror reflections

- Trace secondary ray in mirror direction
  - Evaluate radiance along secondary ray and include it into illumination model

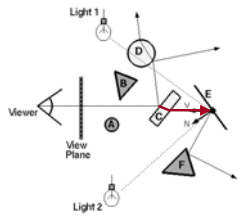



Radiance for mirror reflection ray

$$I = I_E + K_A I_A + \sum_L (K_D (N \bullet L) + K_S (V \bullet R)^n) S_L I_L + K_S \boldsymbol{I_R} + K_T I_T$$

## Transparency

- Trace secondary ray in direction of refraction
  - Evaluate radiance along secondary ray and include it into illumination model

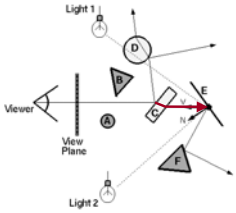



Radiance for refraction ray

$$I = I_E + K_A I_A + \sum_L (K_D (N \bullet L) + K_S (V \bullet R)^n) S_L I_L + K_S I_R + K_T \boldsymbol{I_T}$$

## Transparency

- Transparency coefficient is fraction transmitted
  - $K_T = 1$ for translucent object, $K_T = 0$ for opaque
  - $0 < K_T < 1$ for object that is semi-translucent

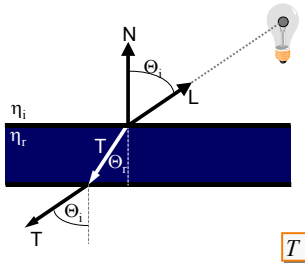



Transparency Coefficient

$$I = I_E + K_A I_A + \sum_L (K_D (N \bullet L) + K_S (V \bullet R)^n) S_L I_L + K_S I_R + \boldsymbol{K_T} I_T$$

## Refractive Transparency

- For thin surfaces, can ignore change in direction
  - Assume light travels straight through surface

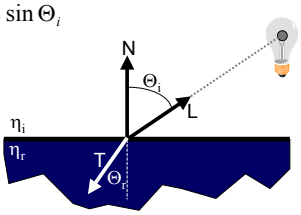



$$T \cong -L$$

## Refractive Tranparency

For solid objects, apply Snell's law:

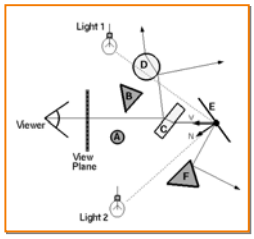
$$\eta_r \sin\Theta_r = \eta_i \sin\Theta_i$$



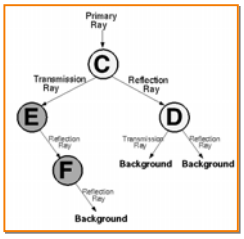

$$T = (\frac{\eta_i}{\eta_r}\cos\Theta_i - \cos\Theta_r)N - \frac{\eta_i}{\eta_r}L$$

## Recursive Ray Tracing

- Ray tree represents illumination computation




Ray traced through scene

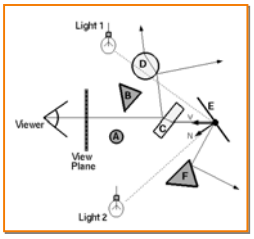



Ray tree

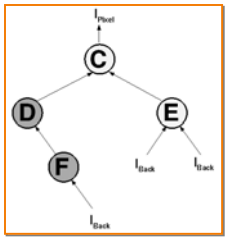
$$I = I_E + K_A I_A + \sum_L (K_D (N \bullet L) + K_S (V \bullet R)^n) S_L I_L + K_S I_R + K_T I_T$$

## Recursive Ray Tracing

- Ray tree represents illumination computation




Ray traced through scene




Ray tree

$$I = I_E + K_A I_A + \sum_L (K_D (N \bullet L) + K_S (V \bullet R)^n) S_L I_L + K_S I_R + K_T I_T$$

## Recursive Ray Tracing

- GetColor calls RayTrace recursively

```
Image RayTrace(Camera camera, Scene scene, int width, int height)
{
    Image image = new Image(width, height);
    for (int i = 0; i < width; i++) {
        for (int j = 0; j < height; j++) {
            Ray ray = ConstructRayThroughPixel(camera, i, j);
            Intersection hit = FindIntersection(ray, scene);
            image[i][j] = GetColor(scene, ray, hit);
        }
    }
    return image;
}
```

## Summary

- Ray casting (direct Illumination)
  - Usually use simple analytic approximations for light source emission and surface reflectance
- Recursive ray tracing (global illumination)
  - Incorporate shadows, mirror reflections, and pure refractions

All of this is an approximation so that it is practical to compute

More on global illumination later!

## Illumination Terminology

- Radiant power [flux] ($\Phi$)
  - Rate at which light energy is transmitted (in Watts).
- Radiant Intensity (I)
  - Power radiated onto a unit solid angle in direction (in Watts/sr)
    - » e.g.: energy distribution of a light source (inverse square law)
- Radiance (L)
  - Radiant intensity per unit projected surface area (in Watts/$m^2$sr)
    - » e.g.: light carried by a single ray (no inverse square law)
- Irradiance (E)
  - Incident flux density on a locally planar area (in Watts/$m^2$ )
    - » e.g.: light hitting a surface along a
- Radiosity (B)
  - Exitant flux density from a locally planar area (in Watts/ $m^2$ )