CS 586/480

Computer Graphics II

- Dr. David Breen
- Matheson 408
- Thursday 6PM – 8:50PM
  - Presentation 8
  - 12/2/04
Logistics

- Read research paper and prepare question
- Craig Schroeder presents next week
- Horace Ip chooses paper
Questions from Last Time?

- Hall Shading Model
- Implementing Shadows
- Reflection Difficulties
Slide Credits

- Charles B. Owen - Michigan State University
Illumination and Shading

➢ The Hall illumination model

➢ Original ray tracing paper
Discrete Illumination Models

- What occurs when light strikes a surface is quite complex.
  - Continuous process
  - Light from infinite angle reflected in infinite directions

- We are determining intensity of a pixel with...
  - Finite number of point lights
  - Finite reflections into space
  - Finite illumination directions

- Hence, we must have a discrete model for lighting and illumination.
Illumination Models

- What should a lighting model entail?
  - Discrete
  - Lights
  - Types of surface reflection

- Commercial systems can be quite complex
  - Most start with a basic model and embellish to pick up details that are missing
Elements of Lighting at a point

N – The surface normal
L – Vector to the light
V – Vector to the eye
R – Reflection direction
Reflection

- What we need is the amount of light reflected to the eye

This consists of several components…
Diffuse Reflection

- **Diffuse reflection** - light reflected in all directions equally (or close to equally).
  - Most objects have a component of diffuse reflection
    - other than pure specular reflection objects like mirrors.
  - What determines the intensity of diffuse reflection?
Diffuse Reflection Characteristics

- Since the intensity is the same in every direction, the only other characteristic is the angle between the light and the surface normal. The smaller this angle, the greater the diffuse reflection:
**Lambert’s Law**

\[ \cos \theta = \frac{w}{w'} \]

\[ w = w' \cos \theta \]

Diffuse reflection decreases intensity by the cosine of the angle between the light and surface normal.
Specular Reflection

- **Specular reflection** - If the light hits the surface and is reflected off mostly in a reflection direction, we have specular reflection.
  - There is usually some diffusion.
  - A perfect specular object (no diffusion at all) is a mirror.
  - Most objects have some specular characteristics
Diffuse and Specular colors

- Typically the colors reflected for diffuse and specular reflection are different
  - Diffuse – Generally the surface appearance
  - Specular – The color of bright highlights, *often more white* then the surface color
Where do these come from?

Most surfaces tend to have:

- Deep color, the color of the paint, finish, interior material, etc.
  - Diffuse Color
- Surface reflection characteristics, varnish, polish, smoothness
  - Specular Color
The Hall Illumination Model
Components of the Hall Model

\[
I(\mathbb{L}) = k_{sr} \sum_j I_{lj}(\mathbb{L}) F_{sr}(\mathbb{L}, \mathbb{L}_r, j)(\cos \mathbb{L}_r, j)^n
\]
\[
+ k_{st} \sum_j I_{lj}(\mathbb{L}) F_{st}(\mathbb{L}, \mathbb{L}_t, j)(\cos \mathbb{L}_t, j)^{n'}
\]
\[
+ k_{dr} \sum_j I_{lj}(\mathbb{L}) F_{dr}(\mathbb{L})(N \cdot L_j)
\]
\[
+ k_{sr} I_{sr}(\mathbb{L}) F_{sr}(\mathbb{L}, \mathbb{L}_R) T_{r}^{sr}
\]
\[
+ k_{st} I_{st}(\mathbb{L}) F_{st}(\mathbb{L}, \mathbb{L}_T) T_{t}^{st}
\]
\[
+ k_{dr} I_{a}(\mathbb{L}) F_{dr}(\mathbb{L})
\]

Specular Reflection from Light Sources
Specular Transmission from Light Sources
Diffuse Reflection from Light Sources
Specular Reflection from other surfaces
Specular Transmission from other surfaces
Ambient Light
Implementing Shadows

- At every ray intersection shoot a “shadow” ray at every point light source in your scene.
- If an object is hit before reaching the light, don’t use the light when shading that intersection point.
**Ambient Light**

- Ambient light is light with no associated direction. The term in the Hall shading model for ambient light is:

\[ k_{dr} I_a (\square) F_{dr} (\square) \]

- \( k_{dr} \) is the coefficient of diffuse reflection.
  - This term determines how much diffuse reflection a surface has. It ranges from 0 to 1 (as do most of these coefficients).
Ambient Light

- \( I_a(l) \) is the spectrum of the ambient light.
  - It is a function of the light wavelength \( l \).
  - In nature this is a continuous range. For us it is the intensity of three values: Red, Blue, and Green, since that is how we are representing our spectrum.
  - In other words, there are only 3 possible values for \( l \). Simply perform this operation for each color!

\[ k_{dr} I_a(l) F_{dr} \]
Ambient Light

- $F_{dr}(\square)$ is the **Fresnelling** term for diffuse reflection.
  - It specifies a curve of diffuse reflections for every value of the spectrum. We don’t have every possible color, we only have three. So, this term specifies how much of each color will be reflected. It is simply the color of the object.
**Implementation**

- It’s common to combine $k_{dr}$ and $F_{dr}(\square)$
  - $F_{dr}(\square)$ is really just a color.
  - Just call this is “ambient surface color”
  - $l_a(\square)$ is the light ambient color

- Implementation (But you don’t have to)
  - for(int c=0; c<3; c++)
    
    ```c
    hallcolor[c] = lightambient[c] * k_{dr} * surfacediffuse[c];
    ```
Diffuse Reflection of Light Sources

- The iterator $j$ takes on the index of every light in the system.

- $k_{dr}$ - coefficient of diffuse reflection.
- $I_{lj}(\lambda)$ - spectrum of light source $j$.
  - It is simply the color of the light.
Diffuse Reflection of Light Sources

- $N \cdot L_j$ component.
  - $N$ is the surface normal at the point.
  - $L_j$ is a vector towards the light.
  - Dot product is the cosine of the angle (vectors must be normalized).
  - Value decreases as the angle increases.

\[
k_{dr} \sum_j I_{lj}(\delta) F_{dr}(\delta)(N \cdot L_j)
\]
Specular Reflection of Light Sources

- $k_{sr}$ and $I_{lj}(\square)$ are now obvious.
- $F_{sr}(\square, r, j)$ is the Fresnell term representing the specular reflection curve of the surface.
  - Specular reflection is due to microfacets in the surface and this curve can be complex. In real world systems which strive for accuracy, this curve will be measured for a given material. Note that the curve is dependent on not only the wavelength, but also an angle.
- A simplification of this is to ignore the angle, which is what we will do.
  - But, the color of spectral highlights is independent of the color of the surface and is often just white.
The Spectral Intensity Function

\[(\cos q_{r,j})^n \text{ is the spectral intensity function.}\]

- It represents the cosine of the angle between the “half” reflection vector and the surface normal raised to a power.
- Maximum reflection is in the “mirror” direction
Reflection Angles

This is an example of maximum reflection.

In this case, the “half” vector is the same as the surface normal.

Cosine of angle between half vector and normal is 1.

\[ H = \frac{L + V}{|L + V|} \]
Cosine of Reflection Angle

\[
k_{sr} \left[ I_{lj}(\square) F_{sr}(\square, \square_{r,j}) (\cos \square_{r,j})^n \right]
\]

\[
\cos \square_{r,j} = N \cdot H_j
\]
Different Than Phong Shading

\[ \cos \theta_{r,j} = \mathbf{N} \cdot \mathbf{H}_j \]

Hall Model

\[ \cos \theta_{r,j} = \mathbf{V} \cdot \mathbf{r}_j \]

Phong Model
Hall vs. Phong Specular

- Same when $V = R$
  - $\cos(\square) = \cos(\square) = 1$
- Phong goes to zero when $V \parallel R$. Then it goes negative!
- Hall only goes to zero when $L = V \& \& \parallel \square N$.
- Hall never negative.
Specular Reflection Highlight Coefficient

- The term $n$ is called the specular reflection highlight coefficient.
- This effects how large the spectral highlight is. A larger value makes the highlight smaller and sharper.
  - Matte surfaces has smaller $n$.
  - Very shiny surfaces have large $n$.
  - A perfect mirror would have infinite $n$. 
Specular Reflection from Other Surfaces

- This is reflections of other surfaces
- The only new terms are $I_{sr}(\square)$ and $T_{sr}$
  - The $T_{sr}$ term reflects the fact that light falls off exponentially with distance. $T_{sr}$ is a term which models how much light falls off per unit of travel within the medium.
  - The $I_{sr}$ term represents how far the light travels. Note that for mediums such as air and a small scene $T_{sr}$ is close to 1, so you can sometimes ignore it.
  - Glassner suggests $1/(1 + a_{sr})$ instead
The Reflection Direction

- Given a view direction $V$ and a normal $N$, the reflection direction $R$ is:
  \[ R = 2(N \cdot V)N \cdot V \]

- $I_{sr}(\square)$ is the color seen in the reflection direction
Transmission

- Transmission is light that passes through materials
Specular Transmission from Lights

- Bright spots from lights passing through objects. Most of the same issues apply.
- \( I_{lj}(l) \) is the color of light \( j \).
- \( F_{st}(l, q_{t}, j) \) specular transmissive color of object
- \( (\cos q_{t,j})^{n'} \) is how the specularity falls off if looking directly down the direction of reflection.

\[
k_{st}(l) I_{lj}(l) F_{st}(l, q_{t}, j)(\cos q_{t,j})^{n'}
\]
What Transmission Looks Like

\[ H_j' = \frac{V}{\Box_1} L_j, \text{ where } \Box = \frac{\Box_2}{\Box_1} \]

\[ \cos \theta_{t,j} \] this time is \((\Box_1 N \cdot H_j')\)

\(\Box_1\) and \(\Box_2\) are the indices of refraction for the from and to objects respectively.
Index of Refraction

- Ratio of speed of light in a vacuum to the speed of light in a substance.

<table>
<thead>
<tr>
<th>Substance</th>
<th>Index</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vacuum</td>
<td>1.0</td>
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<tr>
<td>Air</td>
<td>1.00029</td>
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<tr>
<td>Water</td>
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<tr>
<td>Sapphire</td>
<td>1.77</td>
</tr>
<tr>
<td>Salt</td>
<td>1.54</td>
</tr>
</tbody>
</table>
Refractive Transmission

Given indices of refraction on above and below a surface, we can compute the angle for the view and transmission vectors using Snell’s law

\[
\frac{\sin i}{\sin j} = \frac{q_j}{q_i}
\]
The Transmission Direction

\[ \Box_r = \frac{\Box_i}{\Box_j} \]

\[ T = \left( \Box_r (N \cdot V) \Box \sqrt{1 \Box \Box_r^2 (1 \Box (N \cdot V)^2)} \right) N \Box \Box_r V \]

See Glassner p. 134-141
**Total Internal Reflection**

- If light is traveling from $h_i$ to a smaller $h_j$ (out of water into air for example), the angle from the normal increases:

This can lead to the angle for $T$ being $\geq 90$ degrees!

This is called **total internal reflection**

Square root term in previous equation goes negative
Specular Transmission from Other Surfaces

- This is transmitted light from other objects
- \( K_{st} \) - specular transmission coefficient
- \( I_{st}(\square) \) is the light value from transmitted ray
- \( F_{st}(\square, \square_T) \) specular transmissive color of object
- \( T_{r \, st} \) is the light fall off term, as before
  - Glassner suggests \( 1/(1 + a_{\, st}) \) instead
- \( D_{st} \) is distance traveled through object
Hall Model Recap

\[ I(\square) = k_{sr} \prod_j I_{lj}(\square)F_{sr}(\square, \square_r, j)(\cos \square_{r,j})^n \]

\[ + k_{st} \prod_j I_{lj}(\square)F_{st}(\square, \square_t, j)(\cos \square_{t,j})^{n'} \]

\[ + k_{dr} \prod_j I_{lj}(\square)F_{dr}(\square)(N \cdot L_j) \]

\[ + k_{sr} I_{sr}(\square)F_{sr}(\square, \square_R)T_r^{sr} \]

\[ + k_{st} I_{st}(\square)F_{st}(\square, \square_T)T_t^{st} \]

\[ + k_{dr} I_{a}(\square)F_{dr}(\square) \]

Specular Reflection from Light Sources
Specular Transmission from Light Sources
Diffuse Reflection from Light Sources
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Ambient Light
Algorithm Overview

- For every primary that hits object
  - Shoot shadow ray at each light
    - If you hit something don’t use that light
  - Shoot reflected ray. Calculate color $I_{sr}(\square)$ and add it to the shading equation
  - Shoot transmitted ray. Calculate color $I_{st}(\square)$ and add it to the shading equation
Generating trees for moderately complex scenes

- Light is reflected from several surfaces before reaching the viewer.
- The light ray behavior can be modeled as a tree.
- The shader traverses the tree, applying the shading equation at each node to calculate intensity.
- Tree should have a preset maximum depth
Tricks

- Terminate shadow ray ASAP
- Limit the depth of ray tree
- Recursion can be stopped when color value drops below $\epsilon$
- Shooting a secondary ray can be tricky
  - Move start point slightly away from surface
- What if shadow ray hits a non-opaque object?
- What to do with total internal reflection and coming to the bottom of ray tree?
**Next Programming Assignment**

- Update shading equation
  - $k_d + k_s = 1$
- Add shadows
- Add reflections
- Optionally add refraction

\[
I = k_s \left[ I_{Lj} C_s (\cos \theta)_j \right] ^n + k_d \left[ I_{Lj} C_d (\cos \theta)_j \right] \\
+ k_s I_r C_s \\
+ k_d I_a C_d
\]