CS-184: Computer Graphics

Lecture #15: Radiometry

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Today

- Radiometry: measuring light
  - Local Illumination and Raytracing were discussed in an *ad hoc* fashion
  - Proper discussion requires proper units
  - Not just pretty pictures... but correct pictures

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Matching Reality

Unknown

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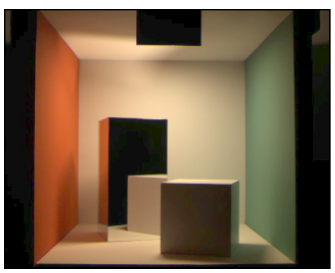
Matching Reality



Photo

Rendered

Cornell Box Comparison
Cornell Program of Computer Graphics

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Matching Reality

Photo

Rendered

Cornell Box Comparison
Cornell Program of Computer Graphics

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Units

- Light energy
  - Really power not energy is what we measure
  - Joules / second (J/s) = Watts (W)
- Spectral energy density
  - power per unit spectrum interval
  - Watts / nano-meter (W/nm)
  - Properly done as function over spectrum
  - Often just sampled for RGB
- Often we assume people know we're talking about S.E.D. and just say E...

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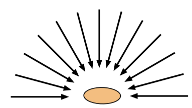
Irradiance

- Total light striking surface from all directions
  - Only meaningful w.r.t. a surface
  - Power per square meter (W/m^2)
  - Really S.E.D. per square meter ($W/m^2/nm$)
  - Not all directions sum the same because of foreshortening



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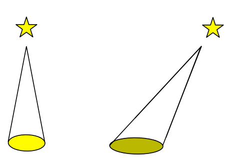

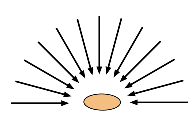

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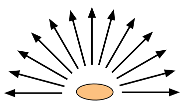
Radiant Exitance

- Total light *leaving* surface over all directions
  - Only meaningful w.r.t. a surface
  - Power per square meter (W/m^2)
  - Really S.E.D. per square meter ($W/m^2\ /nm$)
  - Also called Radiosity
  - Sum over all directions ⇏ same in all directions



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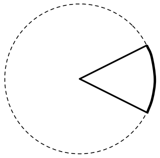
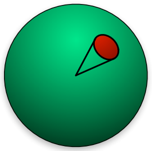
Solid Angles

- Regular angles measured in *radians*
  - Measured by arc-length on unit circle $[0..2\pi]$
- Solid angles measured in *steradians*
  - Measured by area on unit sphere $[0..4\pi]$
  - Not necessarily little round pieces...





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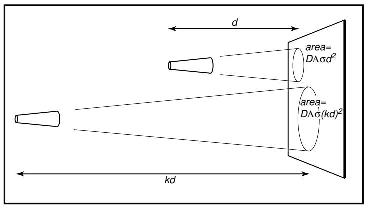
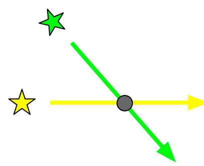
Radiance

- Light energy passing though a point in space in a given direction
  - Energy per steradian per square meter $(\mathrm{W/m^2/sr})$
  - S.E.D. per steradian per square meter $(\mathrm{W/m^2/sr/nm})$
- Constant along straight lines in free space





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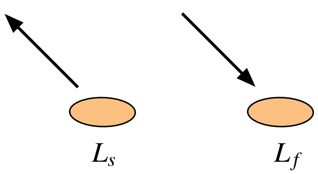
Radiance

- Near surfaces, differentiate between
  - Radiance from the surface (surface radiance)
  - Radiance from other things (field radiance)



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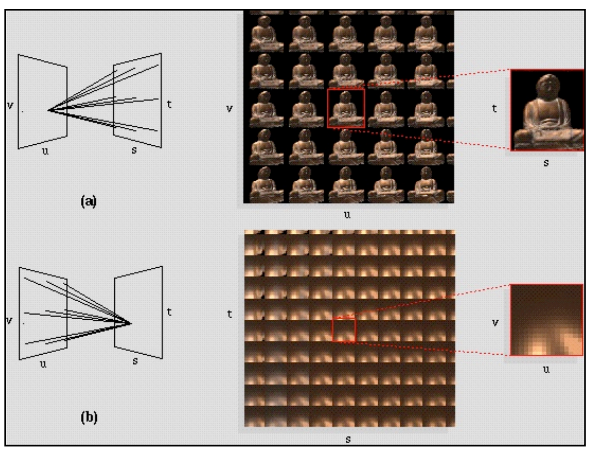
Light Fields

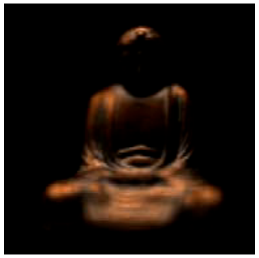
- The radiance at every point in space, direction, and frequency: 6D function
- Collapse frequency to RGB, and assume free space: 4D function
- Sample and record it over some volume

Light Fields



Levoy and Hanrahan, SIGGRAPH 1996

Light Fields



Levoy and Hanrahan, SIGGRAPH 1996

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Light Fields

Michelangelo's *Statue of Night*
From the Digital Michelangelo Project

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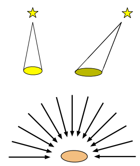
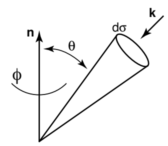
Computing Irradiance

- Integrate incoming radiance (field radiance) over all direction
  - Take into account foreshortening



$$H = \int_{\Omega} L_f(\mathbf{k}) \cos(\theta) d\sigma$$

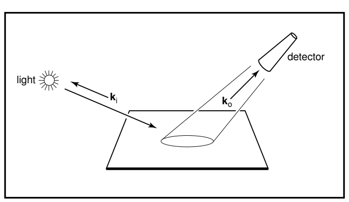
$$H = \int_0^{2\pi} \int_0^{\pi/2} L_f(\theta, \phi) \cos(\theta) \sin(\theta) \; d\theta \; d\phi$$



Revisiting The BRDF

- How much light from direction A goes out in direction B
- Now we can talk about units:
  - BRDF is ratio of foreshortened field radiance to surface radiance

$$\rho(\theta_i, \theta_o) = \frac{L_s(\theta_o)}{L_f(\theta_i) \cos(\angle \hat{\mathbf{n}} \theta)}$$



We left out frequency dependance here...

Also note for perfect Lambertian reflector with constant BRDF $\rho = 1/\pi$

The Rendering Equation

- Total light going out in some direction is given by an integral over all incoming directions:

$$L_s(\mathbf{k}_o) = \int_\Omega \rho(\mathbf{k}_o, \mathbf{k}_i) L_f(\mathbf{k}_i) \cos(\theta) \mathrm{d}\sigma$$

  - Note, this is recursive (my L_f is another's L_s)

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The Rendering Equation

- We can rewrite explicitly in terms of L_s

$$L_s(\mathbf{k}_o) = \int_\Omega \rho(\mathbf{k}_o, \mathbf{k}_i) L_f(\mathbf{k}_i) \cos(\theta_i) \mathrm{d}\sigma$$

$$L_s(\mathbf{k}_o, \mathbf{x}) = \int_S \frac{\rho(\mathbf{k}_o, \mathbf{k}_i) L_s(\mathbf{x}-\mathbf{x}', \mathbf{x}') \cos(\theta_i) \cos(\angle \hat{\mathbf{n}}'(\mathbf{x}-\mathbf{x}')) \delta(\mathbf{x}, \mathbf{x}')}{||\mathbf{x}-\mathbf{x}'||^2} \mathrm{d}\mathbf{x}'$$

Consider what ray tracing was doing....

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Light Paths

- Many paths from light to eye
- Characterize by the types of bounces
  - Begin at light
  - End at eye
  - “Specular” bounces
  - “Diffuse” bounces

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Light Paths

- Describe paths using strings
  - LDE, LDSE, LSE, *etc*.
- Describe types of paths with regular expressions
  - L{D|S}*E ← Visible paths
  - L{D|S}S*E ← Standard raytracing
  - L{D|S}E ← Local illumination
  - LD*E ← Radiosity method (have not talked about yet)

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