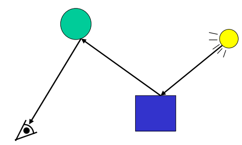
Lighting & Shading

Light Transport

- Goal: Model the interaction of light with matter in a way that appears realistic (and is fast)

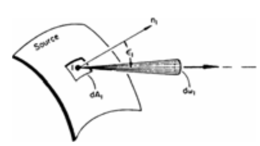


Light Transport

- Assumptions:
  - Geometrical optics:
    - No diffraction, no polarization, no interference
  - Light travels in a straight line in a vacuum
    - No atmospheric scattering or refraction
    - No gravity effects
  - Discrete-wavelength approximation of color
    - Quantized approximation of dispersion and fluorescence
  - Superposition
    - No non-linear reflecting materials

Bidirectional Reflectance

- Radiance L [W/(sr m²)]
  - radiant flux / (unit solid angle * unit area)

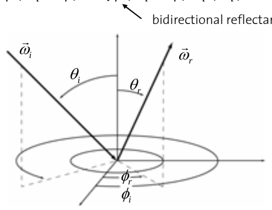


Bidirectional Reflectance

- Single incoming direction and single outgoing direction

$$L_r(\vec{\omega}_i, \vec{\omega}_r) = f_r(\vec{\omega}_i, \vec{\omega}_r) L_i(\vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i$$

bidirectional reflectance distribution function

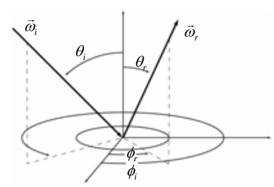


Bidirectional Reflectance

- Integral over all incoming directions

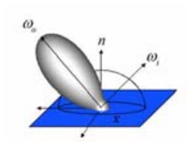
$$L_r(\vec{\omega}_r) = \int_{\Omega_i} f_r(\vec{\omega}_i, \vec{\omega}_r) L_i(\vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i$$

incident hemisphere



Bidirectional Reflectance

- Bidirectional Reflectance Distribution Function (BRDF)
  - anisotropic (4 DOFs) $f_r(\phi_i, \theta_i, \phi_r, \theta_r)$
  - isotropic (3DOFs) $f_r(\phi_i - \phi_r, \theta_i, \theta_r)$



Bidirectional Reflectance

- Generalizations
  - anisotropic BRDF: 4 DOFs
  - spatially varying: +2
  - spectrally varying: +1
  - Fluorescence: +1
  - Phosphorescence: +1
  - Subsurface Scattering: +2

→ General BRDF is 11 dimensional function!!

Subsurface Scattering

Global Illumination

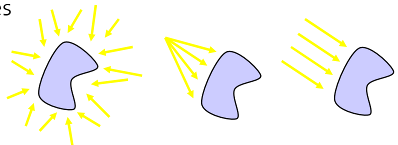
Complex Materials and Lighting

Real-World vs. OpenGL

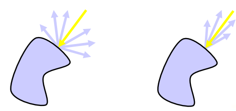
- Real world
  - complex computations
  - see optics textbooks, photorealistic rendering
- OpenGL
  - simplified model
  - ambient, diffuse and specular light sources and reflections
  - easy to tune
  - fast to compute

Lighting

- Light sources



- Light reflection



Ambient Light

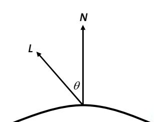
- Scattered by environment
- Coming from all directions
- Reflection independent of
  - Camera position
  - Light position (no light position)
  - Surface orientation
- Reflected intensity: $I = I_a \, k_a$

I_a: light source
k_a: material parameter

Diffuse Reflection

- Directed light I_p
- Reflection dependent on
  - orientation of surface
  - light source position
- Independent of
  - camera position
    (reflected equally in all directions)
- Reflected intensity: $I = I_p \, k_d \cos\theta$

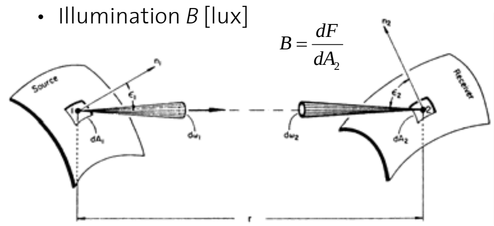
$$I = I_p \, k_d \, (\mathbf{N} \cdot \mathbf{L})$$



Two Radiant Surface Patches

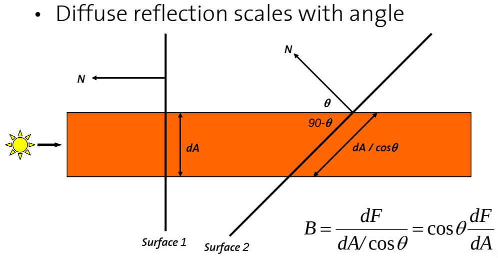
- Illumination B [lux]

$$B = \frac{dF}{dA_2}$$



Diffuse Reflection

- Diffuse reflection scales with angle



$$B = \frac{dF}{dA/\cos\theta} = \cos\theta \frac{dF}{dA}$$

illumination

A Simple Model

- Sum up ambient light
  and diffuse reflection:

$$I = I_a \, k_a + I_p \, k_d \, (\mathbf{N} \cdot \mathbf{L})$$

Attenuation

- Quadratic attenuation due to spatial radiation

$$f_{att} = \frac{1}{d_L^2}$$

- A model often used in Graphics (OpenGL)

$$f_{att} = \min\left(\frac{1}{c_1 + c_2\, d_L + c_3\, d_L^2}, 1\right)$$

```
glLightf(GL_LIGHT0, GL_CONSTANT_ATTENUATION, c1);
glLightf(GL_LIGHT0, GL_LINEAR_ATTENUATION, c2);
glLightf(GL_LIGHT0, GL_QUADRATIC_ATTENUATION, c3);
```

- Include attenuation

$$I = I_a\, k_a + f_{att}\, I_p\, k_d\, (\mathbf{N} \cdot \mathbf{L})$$

Wavelength Dependency

- Colored light and reflection as functions of wavelength λ

$$I_\lambda = I_{a_\lambda}\, k_a\, O_{d_\lambda} + f_{att}\, I_{p_\lambda}\, k_d\, O_{d_\lambda}\, (\mathbf{N} \cdot \mathbf{L})$$

- Restriction to RGB (OpenGL)

$$I_R = I_{a_R}\, k_{a_R} + f_{att}\, I_{p_R}\, k_{d_R}\, (\mathbf{N} \cdot \mathbf{L})$$
$$I_G = I_{a_G}\, k_{a_R} + f_{att}\, I_{p_G}\, k_{d_G}\, (\mathbf{N} \cdot \mathbf{L})$$
$$I_B = I_{a_B}\, k_{a_R} + f_{att}\, I_{p_B}\, k_{d_B}\, (\mathbf{N} \cdot \mathbf{L})$$

Restriction of spectral sampling to RGB can lead to substantial color artifacts

Depth Cueing (Fog)

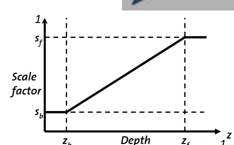
- Linear depth cue by blending with the color of the participating medium

$$I_\lambda = s I_\lambda + (1 - s) I_{dc_\lambda}$$

- s is scaling factor

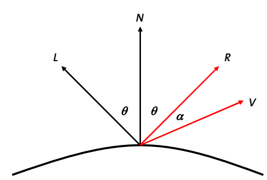
$$s = s_b + \frac{(z - z_b)(s_f - s_b)}{z_f - z_b}$$

for $z_b \le z \le z_f$



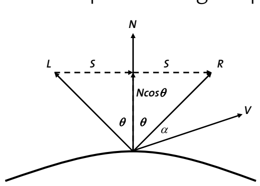
Specular Reflection

- Depends on angle between reflection and viewing ray



Reflected Ray

- Computed using simple vector algebra

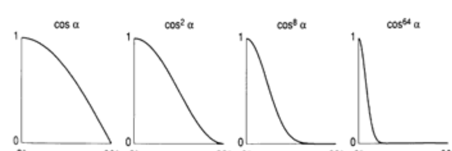


$$\mathbf{R} = \mathbf{N}\cos\theta + \mathbf{S}$$
$$\mathbf{R} = 2\mathbf{N}\cos\theta - \mathbf{L} = 2\mathbf{N}(\mathbf{N} \cdot \mathbf{L}) - \mathbf{L}$$
$$\cos\alpha = \mathbf{R} \cdot \mathbf{V} = (2\mathbf{N}(\mathbf{N} \cdot \mathbf{L}) - \mathbf{L}) \cdot \mathbf{V}$$

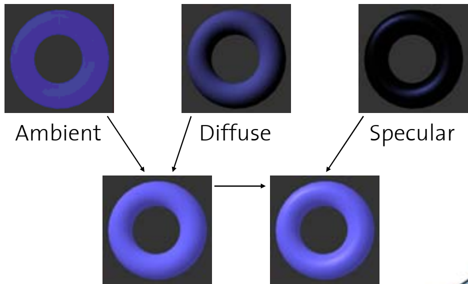
Phong Illumination Model

- Approximates specular reflection by cosine powers

$$I_\lambda = I_{a_\lambda}\, k_a\, O_{d_\lambda} + f_{att}\, I_{p_\lambda} [k_d\, O_{d_\lambda}\, (\mathbf{N} \cdot \mathbf{L}) + k_s (\mathbf{R} \cdot \mathbf{V})^n]$$

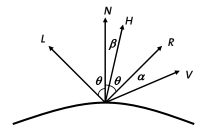


Ambient + Diffuse + Specular



Extensions

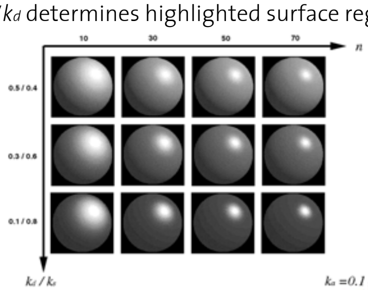
- Specular colors
  $I_\lambda = I_{a_\lambda} k_a O_{d_\lambda} + f_{att} I_{p_\lambda} [k_d O_{d_\lambda} (\mathbf{N} \cdot \mathbf{L}) + k_s O_{s_\lambda} (\mathbf{R} \cdot \mathbf{V})^n]$
- Halfway-Vector (faster)
  $\cos^n \beta = (\mathbf{N} \cdot \mathbf{H})^n \quad \mathbf{H} = \frac{\mathbf{L}+\mathbf{V}}{|\mathbf{L}+\mathbf{V}|}$



- Multiple Light Sources
  $I_\lambda = I_{a_\lambda} k_a O_{d_\lambda} + \sum_{1 \le i \le m} f_{att_i} I_{p_{\lambda i}} [k_d O_{d_\lambda} (\mathbf{N} \cdot \mathbf{L}_i) + k_s O_{s_\lambda} (\mathbf{R}_i \cdot \mathbf{V})^n]$

Highlights

- k_s / k_d determines highlighted surface regions



OpenGL

- Light source:

```
GLfloat light_pos[] = {x,y,z, 1};
GLfloat light_Ia[] = {IaR, IaG, IaB, IaA};
GLfloat light_Id[] = {IdR, IdG, IdB, IdA};
GLfloat light_Is[] = {IsR, IsG, IsB, IsA};
glLightfv(GL_LIGHT0, GL_POSITION, light_pos);
glLightfv(GL_LIGHT0, GL_AMBIENT, light_Ia);
glLightfv(GL_LIGHT0, GL_DIFFUSE, light_Id);
glLightfv(GL_LIGHT0, GL_SPECULAR, light_Is);
```

- Reflection (material):

```
GLfloat material_Ka[] = {kaR, kaG, kaB, kaA};
GLfloat material_Kd[] = {kdR, kdG, kdB, kdA};
GLfloat material_Ks[] = {ksR, ksG, ksB, ksA};
glMaterialfv(GL_FRONT, GL_AMBIENT, material_Ka);
glMaterialfv(GL_FRONT, GL_DIFFUSE, material_Kd);
glMaterialfv(GL_FRONT, GL_SPECULAR, material_Ks);
glMaterialfv(GL_FRONT, GL_SHININESS, Se);
```


Light Position

- Position in world-coordinates
- Light stationary

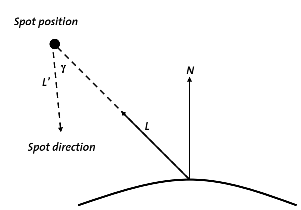
```
gluLookAt(eyeX, eyeY, eyeZ,
          centerX, centerY, centerZ,
          upX, upY, upZ);
glLightfv(GL_LIGHT0, GL_POSITION, pos);
```

- Position in camera-coordinates
- Light moving with camera (headlight)

```
glLightfv(GL_LIGHT0, GL_POSITION, pos);
gluLookAt(eyeX, eyeY, eyeZ,
          centerX, centerY, centerZ,
          upX, upY, upZ);
```


Light Sources

- Directed Spotlights



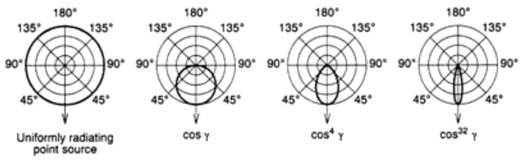
$I_{L'_\lambda} \cos^p \lambda$

$I_{L'_\lambda} (-L \cdot L')^p$

```
glLightfv(GL_LIGHT0, GL_SPOT_DIRECTION, L');
glLightf(GL_LIGHT0, GL_SPOT_EXPONENT, p);
```

Intensity Diagrams

- Implemented in most modern graphics APIs



Shading

- Shading requires many evaluations of a lighting model
- Questions:
  - where to evaluate ?
  - when to evaluate ?

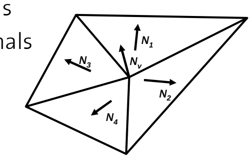
Shading Models

- ***Flat shading*** (constant shading)
  - one color per primitive
- ***Gouraud shading***
  - linear interpolation of vertex intensities
- ***Phong shading***
  - linear interpolation of vertex normals
- Gouraud & Phong shading need vertex normals

Gouraud Shading – Procedure

1. Calculate face normals
2. Calculate vertex normals

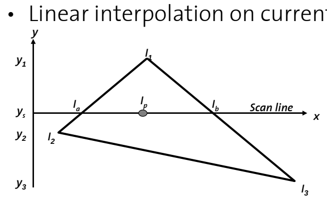
$$N_v = \frac{\sum_{i=1}^{n} N_i}{\left|\sum_{i=1}^{n} N_i\right|}$$



3. Evaluate lighting model for each vertex
4. Interpolate vertex intensities across primitive (bilinear interpolation)

Gouraud Shading – Interpolation

- Linear interpolation on current scan line



$$I_a = I_1 - (I_1 - I_2)\frac{(y_1 - y_s)}{(y_1 - y_2)}$$

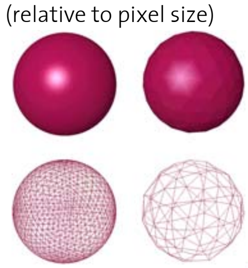
$$I_b = I_1 - (I_1 - I_3)\frac{(y_1 - y_s)}{(y_1 - y_3)}$$

$$I_p = I_b - (I_b - I_a)\frac{(x_b - x_p)}{(x_b - x_a)}$$

- Done during scan conversion
- Hardware acceleration possible

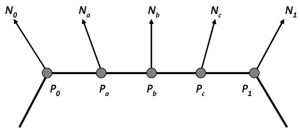
Gouraud Shading – Quality

- Shading quality depends on size of projected primitives (relative to pixel size)



Phong Shading

- Linear interpolation of normals (not intensities) on current scan line



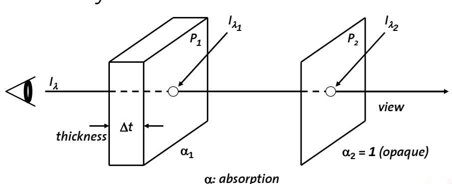
- Evaluation of lighting model at each pixel
- More accurate but slower than Gouraud

Shading Methods – Overview

- Shading in image space:
  - ***Flat shading*** (*Constant shading*)
  - ***Gouraud shading***
- Shading in object / screen space:
  - ***Phong shading***
- Impact on graphics hardware...

Transparency

- Transparency done with α-blending...
- Linearizing exponential attenuation of intensity in media



Transparency – Basic Laws

- P1 filters intensity according to $I'_{\lambda_2} = I_{\lambda_2} e^{-\alpha_1 \Delta t}$
- Linearization yields $I'_{\lambda_2} = I_{\lambda_2}(1-\alpha_1\Delta t)$
- Emission of P_1 $I'_{\lambda_1} = I_{\lambda_1}\alpha_1\Delta t$
- Summing up (for unit length)

$$I_\lambda = I'_{\lambda_1} + I'_{\lambda_2} = I_{\lambda_1}\alpha_1 + I_{\lambda_2}(1-\alpha_1)$$

- For N polygons (***α-blending***)

$$I_\lambda = \sum_{i=1}^{N} \alpha_i I_{\lambda_i} \cdot \prod_{b=1}^{i-1}(1-\alpha_b)$$