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CS-184: Computer Graphics

Lecture #6: Raytracing

Prof. James O'Brien
University of California, Berkeley

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Today

- Raytracing
  - Shadows and direct lighting
  - Reflection and refraction
  - Antialiasing, motion blur, soft shadows, and depth of field
- Intersection Tests
  - Ray-primitive

Raytracing Assignment

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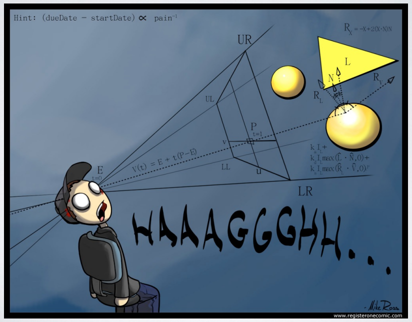

Light in an Environment

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Lady writing a Letter with her Maid
National Gallery of Ireland, Dublin
Johannes Vermeer, 1670

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Global Illumination Effects

PCKTWTCH
Kevin Odhner
POV-Ray

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Global Illumination Effects

A Philco 6Z4 Vacuum Tube
Steve Anger
POV-Ray

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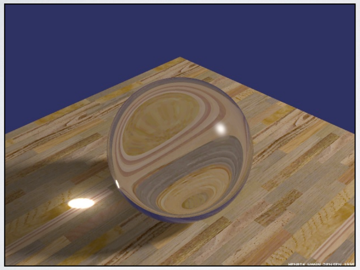
Global Illumination Effects



Caustic Sphere
Henrik Jensen
(refraction caustic)

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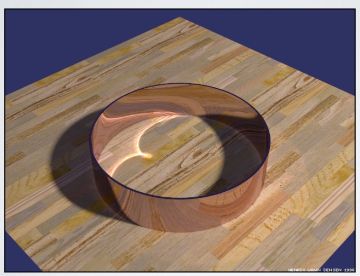
Global Illumination Effects



Caustic Ring
Henrik Jensen
(reflection caustic)

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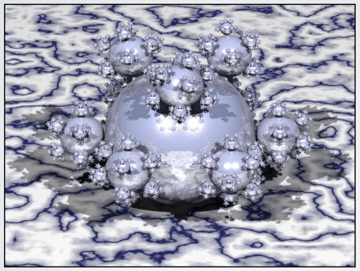
Global Illumination Effects



Sphere Flake
Henrik Jensen

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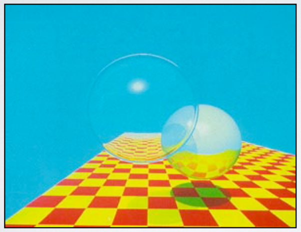
Early Raytracing



Turner Whitted

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Raytracing

- Scan conversion
  - 3D → 2D → Image
  - Based on transforming geometry
- Raytracing
  - 3D → Image
  - Geometric reasoning about light rays

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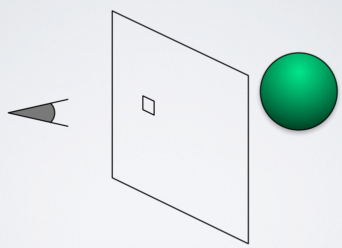
Raytracing



Eye, view plane section, and scene

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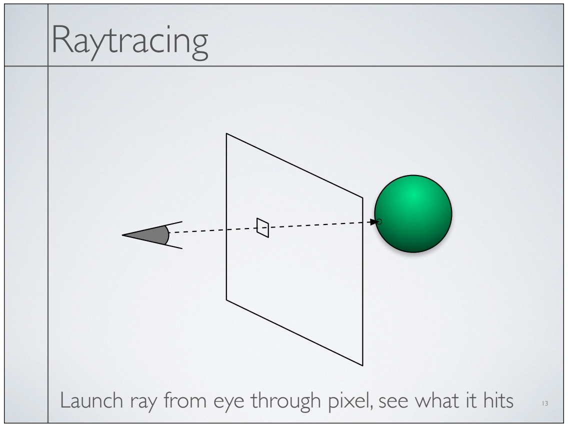
Raytracing
Launch ray from eye through pixel, see what it hits

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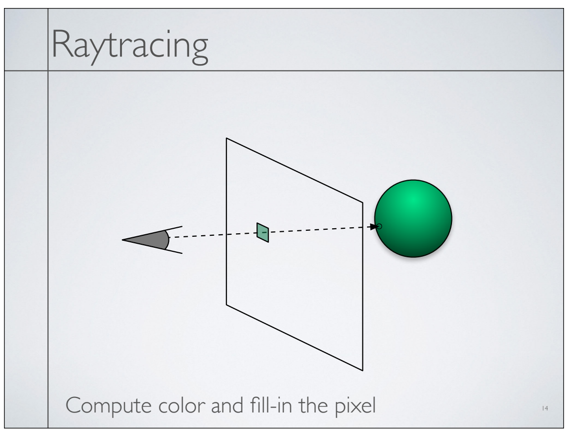
Raytracing
Compute color and fill-in the pixel

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Raytracing

- Basic tasks
  - Build a ray
  - Figure out what a ray hits
  - Compute shading

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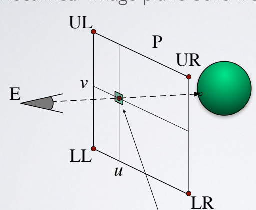
Building Eye Rays

- Rectilinear image plane build from four points



$$P = u\,(v\mathrm{LL} + (1-v)\mathrm{UR}... $$

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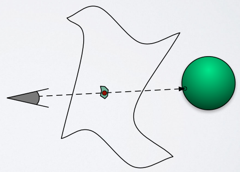
Building Eye Rays

- Nonlinear projections
  - Non-planar projection surface
  - Variable eye location



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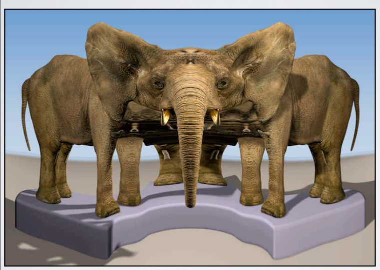
Examples



Multiple-Center-of-Projection Images
P. Rademacher and G. Bishop
SIGGRAPH 1998

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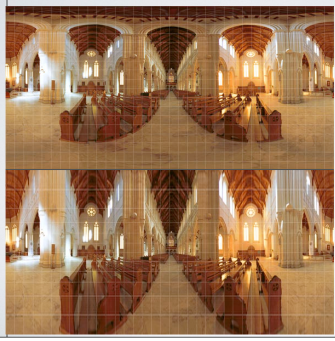
Examples



Spherical and Cylindrical Projections
Ben Kreunen
From *Big Ben's Panorama Tutorials*

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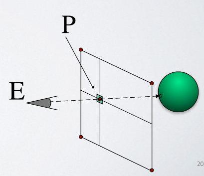
Building Eye Rays

- Ray equation

$$R(t) = E + t(P - E)$$

$$t \in [1 \ldots +\infty]$$

- Through eye at $t = 0$
- At pixel center at $t = 1$



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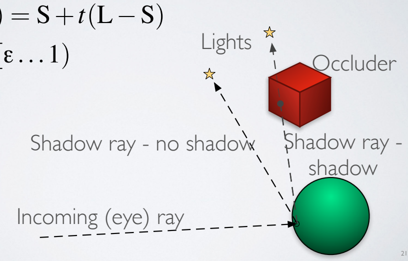
Shadow Rays

- Detect shadow by rays to light source

$$R(t) = S + t(L - S)$$
$$t \in [\varepsilon \ldots 1)$$



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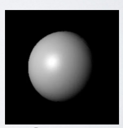
Shadow Rays

- Test for occluder
  - No occluder, shade normally (e.g. Phong model)
  - Yes occluder, skip light (don't skip ambient)
- Self shadowing
  - Add shadow bias
  - Test object ID


Self-shadowing


Correct

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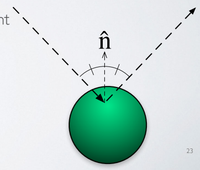
Reflection Rays

- Recursive shading
  - Ray bounces off object
  - Treat bounce rays (mostly) like eye rays
  - Shade bounce ray and return color
    - Shadow rays
    - Recursive reflections
  - Add color to shading at original point
    - Specular or separate reflection coefficient

$$R(t) = S + t\,B$$
$$t \in [\varepsilon \ldots +\infty)$$



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Reflection Rays

- Recursion Depth
  - Truncate at fixed number of bounces
  - Multiplier less than J.N.D.

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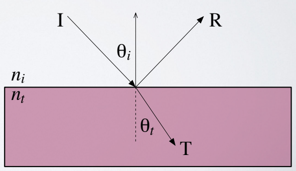
Refracted Rays

- Transparent materials bend light
  - Snell's Law $\frac{n_i}{n_t} = \frac{\sin\theta_t}{\sin\theta_i}$ (see clever formula in text...)

$\sin\theta_t > 1$ Total (internal) reflection



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Refracted Rays

- Coefficient on transmitted ray depends on θ
  - Schlick approximation to Fresnel Equations

$$k_t(\theta_i) = k_0 + (1 - k_0)(1 - \cos\theta_i)^5$$

$$k_0 = \left(\frac{n_t - 1}{n_t + 1}\right)^2$$

  - Attenuation
    - Wavelength (color) dependant
    - Exponential with distance

Refracted Rays

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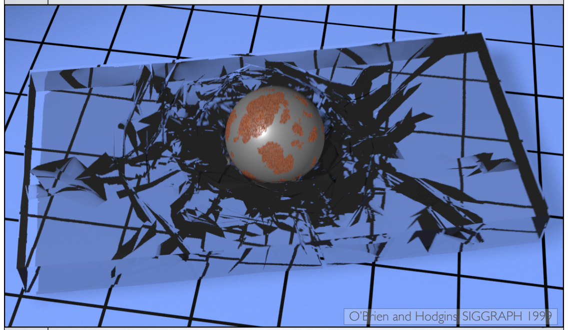

Anti-Aliasing

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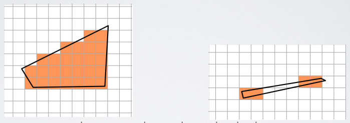
- Boolean on/off for pixels causes problems
  - Consider scan conversion algorithm:



  - Compare to casting a ray through each pixel center
- Recall Nyquist Theorem
  - *Sampling rate ≥ twice highest frequency*

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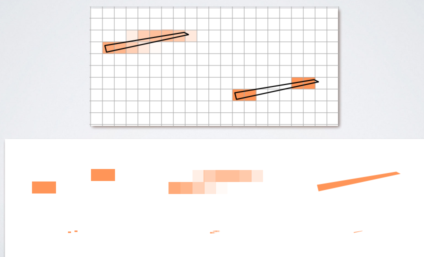
Anti-Aliasing

- Desired solution of an integral over pixel



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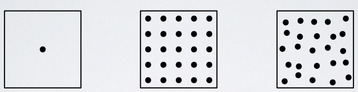
"Distributed" Raytracing

- Send multiple rays through each pixel



One Sample 5x5 Grid 5x5 Jittered Grid

- Average results together
- Jittering trades aliasing for noise

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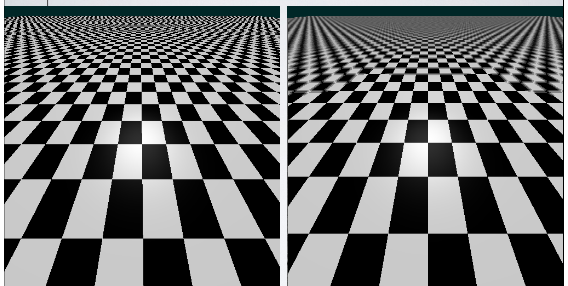
"Distributed" Raytracing



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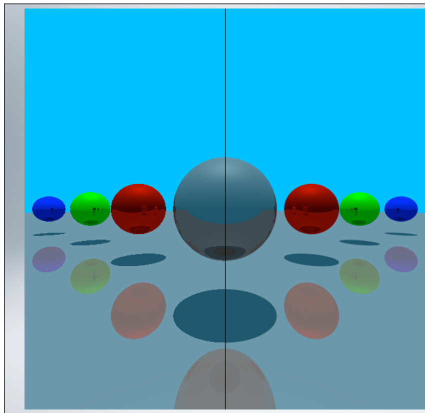

Beverly Chiu and Max Delgadillo
CS 184 2007

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"Distributed" Raytracing

- Use multiple rays for reflection and refraction
  - At each bounce send out many extra rays
  - Quasi-random directions
  - Use BRDF (or Phong approximation) for weights
- How many rays?

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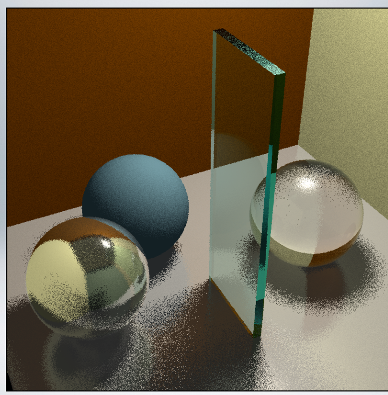

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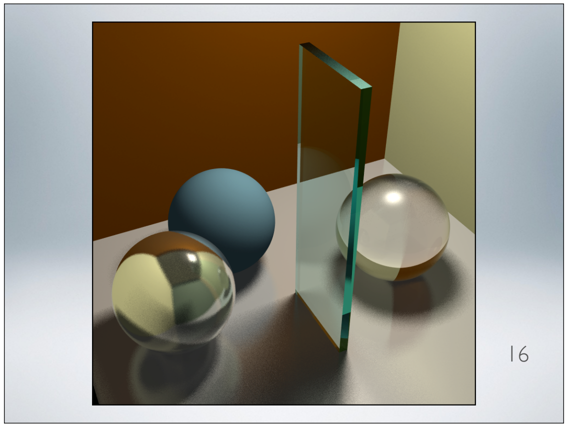

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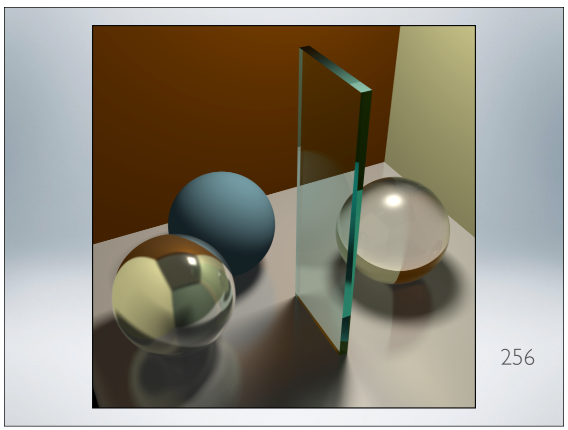

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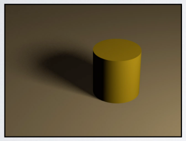
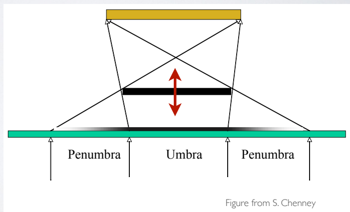
Soft Shadows





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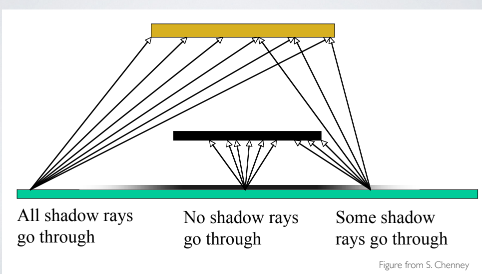
Soft Shadows

- Distribute shadow rays over light surface



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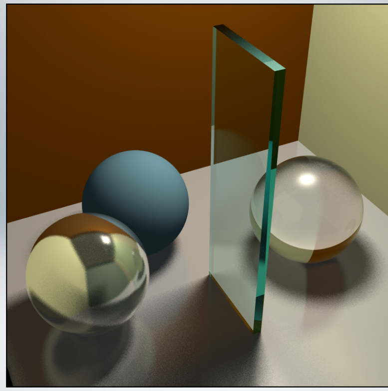

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Motion Blur

- Distribute rays over ***time***
  - More when we talk about animation...

Pool Balls
Tom Porter
RenderMan

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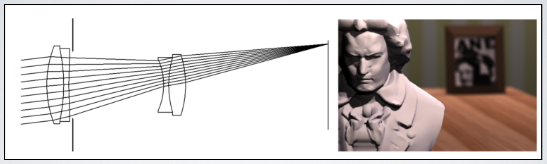
Depth of Field



Kolb, Mitchell, and Hanrahan
SIGGRAPH 1995

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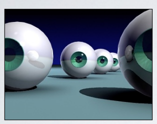
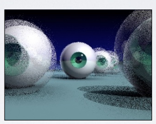
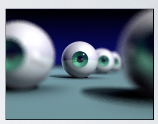
Depth of Field



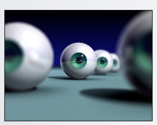
No DoF



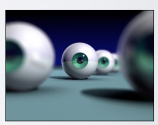
Jittered rays for DoF



More rays



Multiple images for DoF



Even more rays

Other Lens Effects

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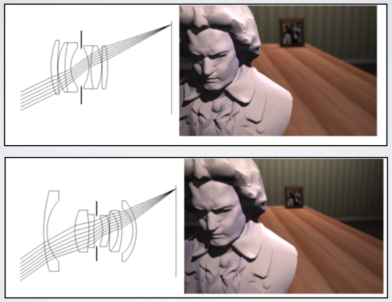

Kolb, Mitchell, and Hanrahan
SIGGRAPH 1995

Ray -vs- Sphere Test

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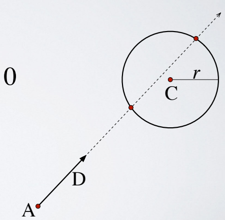
- Ray equation: $R(t) = A + tD$
- Implicit equation for sphere: $|X - C|^2 - r^2 = 0$
- Combine:

$$|R(t) - C|^2 - r^2 = 0$$

$$|A + tD - C|^2 - r^2 = 0$$

- Quadratic equation in t



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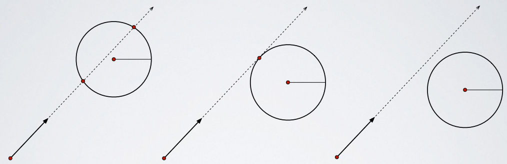
Ray -vs- Sphere Test



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Ray -vs- Triangle

- Ray equation: $R(t) = A + t\,D$
- Triangle in barycentric coordinates:

$$X(\beta,\gamma) = V_1 + \beta(V_2 - V_1) + \gamma(V_3 - V_1)$$

- Combine:

$$V_1 + \beta(V_2 - V_1) + \gamma(V_3 - V_1) = A + t\,D$$

- Solve for β, γ, and t
  - 3 equations 3 unknowns
  - Beware divide by near-zero
  - Check ranges