Standard nearby point source model

$$\rho_d(x)\left(\frac{N(x)\bullet S(x)}{r(x)^2}\right)$$

- N is the surface normal
- rho is diffuse albedo
- S is source vector - a vector from x to the source, whose length is the intensity term
  - works because a dot-product is basically a cosine
- r(x) is distance from surface point to source --- term occurs because source “looks smaller” as we move away--or, alternatively, its energy is spread out over a larger surface.

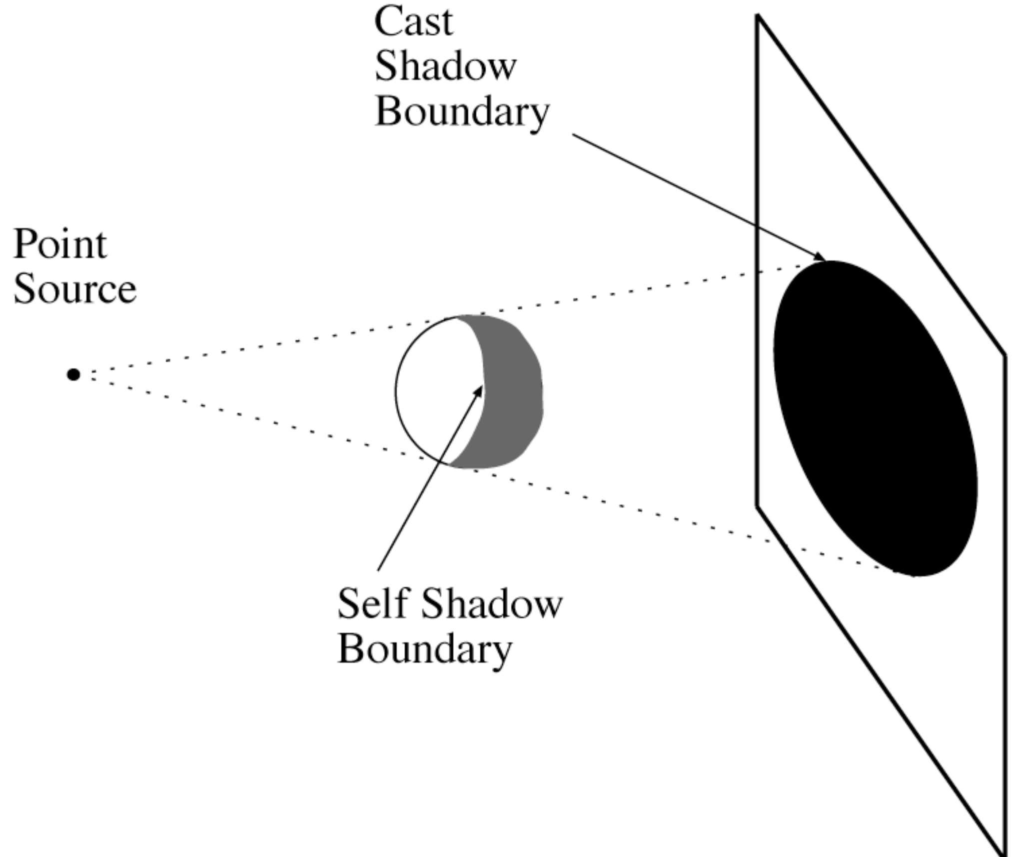
Standard distant point source model

- Nearby point source gets bigger if one gets closer, but the effect for far away points is negligible (e.g. the sun).
- Assume that all points in the model are close to each other with respect to the distance to the source. Then the source vector doesn't vary much, and the distance doesn't vary much either, and we can roll the constants together to get:

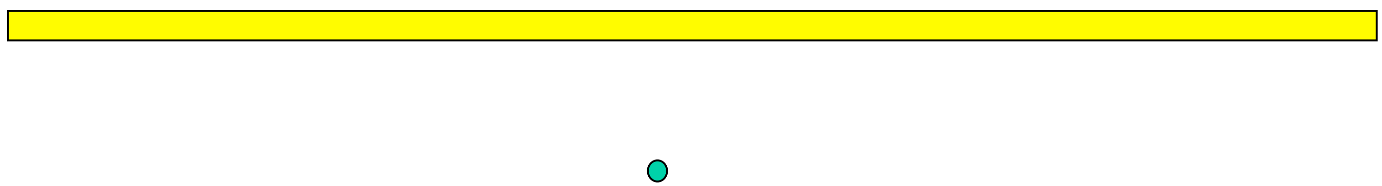
$$\rho_d(x)\left(N(x) \bullet S_d(x)\right)$$

Shadows cast by a point source

- A point that can’t see the source is in shadow
- For point sources, the geometry is simple

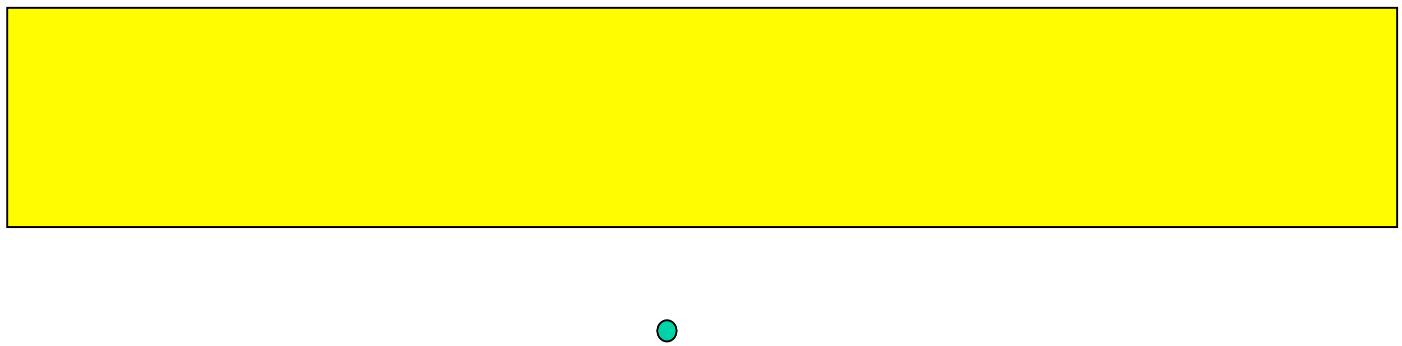


Line sources



Radiosity due to line source varies with inverse distance,
if the source is long enough (derivation is through integration
of the contributions along the line)

General extended sources



Can be handled by doing the integration (we won’t)

What if the source is large relative to the distance to it?

How about the hemisphere of the sky?

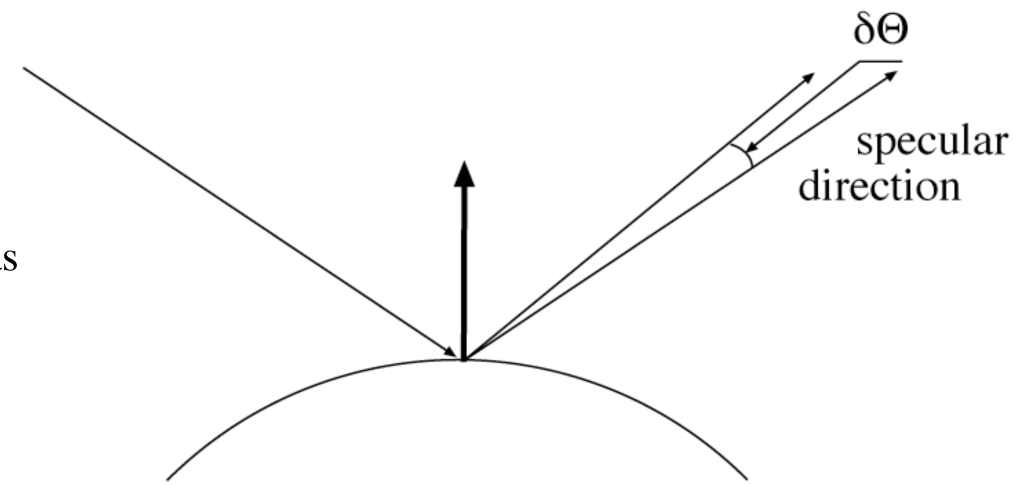
Local shading model

- Assume that all surface radiance is due to sources alone
  - i.e. both diffuse and specular, but no exitance.
- Can use standard point source model for diffuse term
  - either nearby or at infinity
- Common simplification:
  - drop 1/r^2 term from nearby point source (still have direction variation)
- Intensity = Diffuse intensity due to sources + specular term due to sources

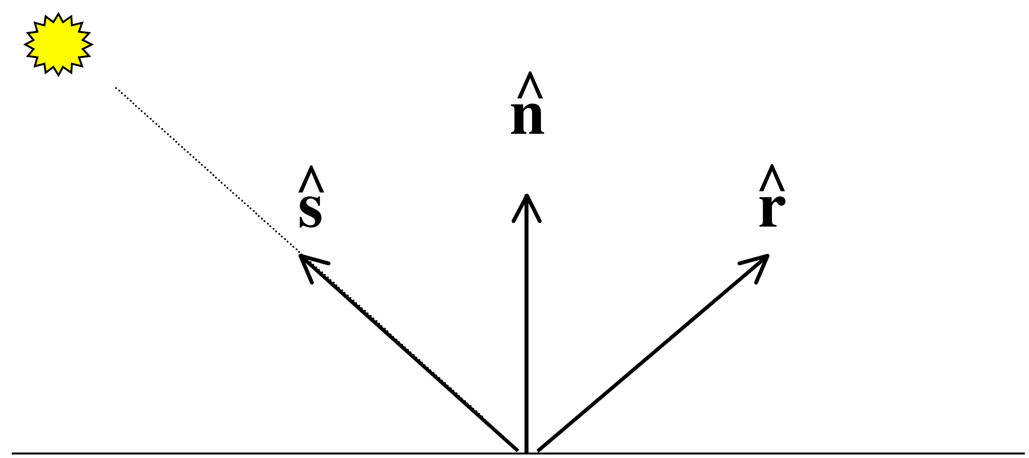
Phong's model of specularities

- There are very few cases where the exact shape of the specular lobe matters.
- Typically:
  - very, very small --- mirror
  - small -- blurry mirror
  - bigger -- see only light sources as "specularities"
  - very big -- faint specularities
- Phong's model
  - reflected energy falls off with

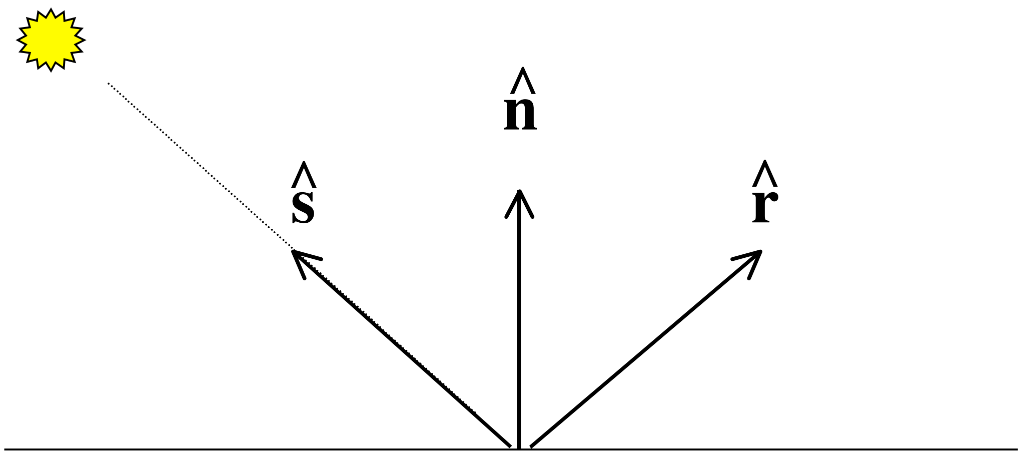
$$\cos^{n}(\square\square)$$



Computing reflection (specular) direction



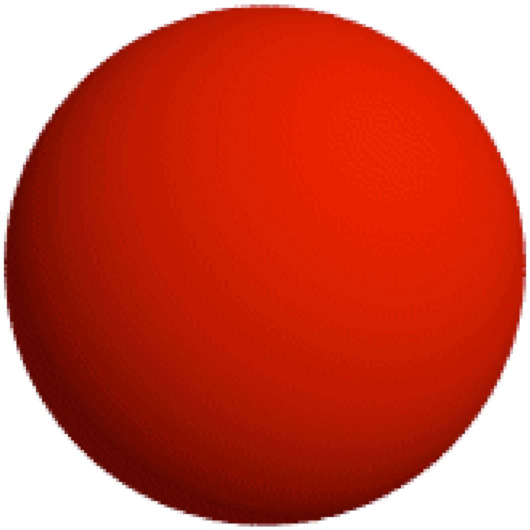
Computing reflection (specular) direction



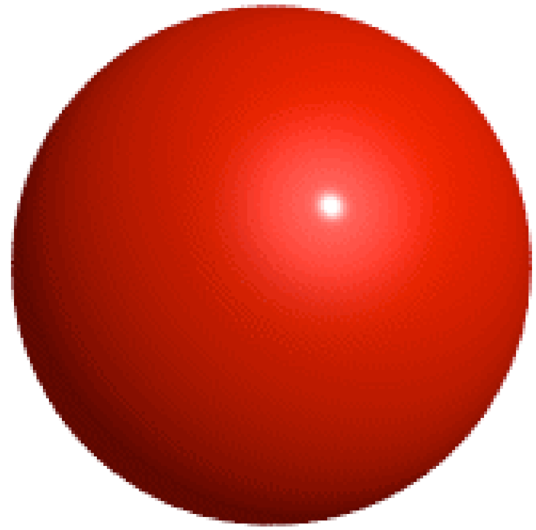
$$\hat{\mathbf{s}} + \hat{\mathbf{r}} = k\hat{\mathbf{n}}$$

$$\hat{\mathbf{n}} \bullet \hat{\mathbf{s}} + \hat{\mathbf{n}} \bullet \mathbf{r} = k \quad \Rightarrow \quad k = \mathbf{2}\hat{\mathbf{n}} \bullet \hat{\mathbf{s}}$$

$$\textit{So} \quad \hat{\mathbf{r}} = \mathbf{2}(\hat{\mathbf{n}} \bullet \hat{\mathbf{s}})\hat{\mathbf{n}} - \hat{\mathbf{s}}$$

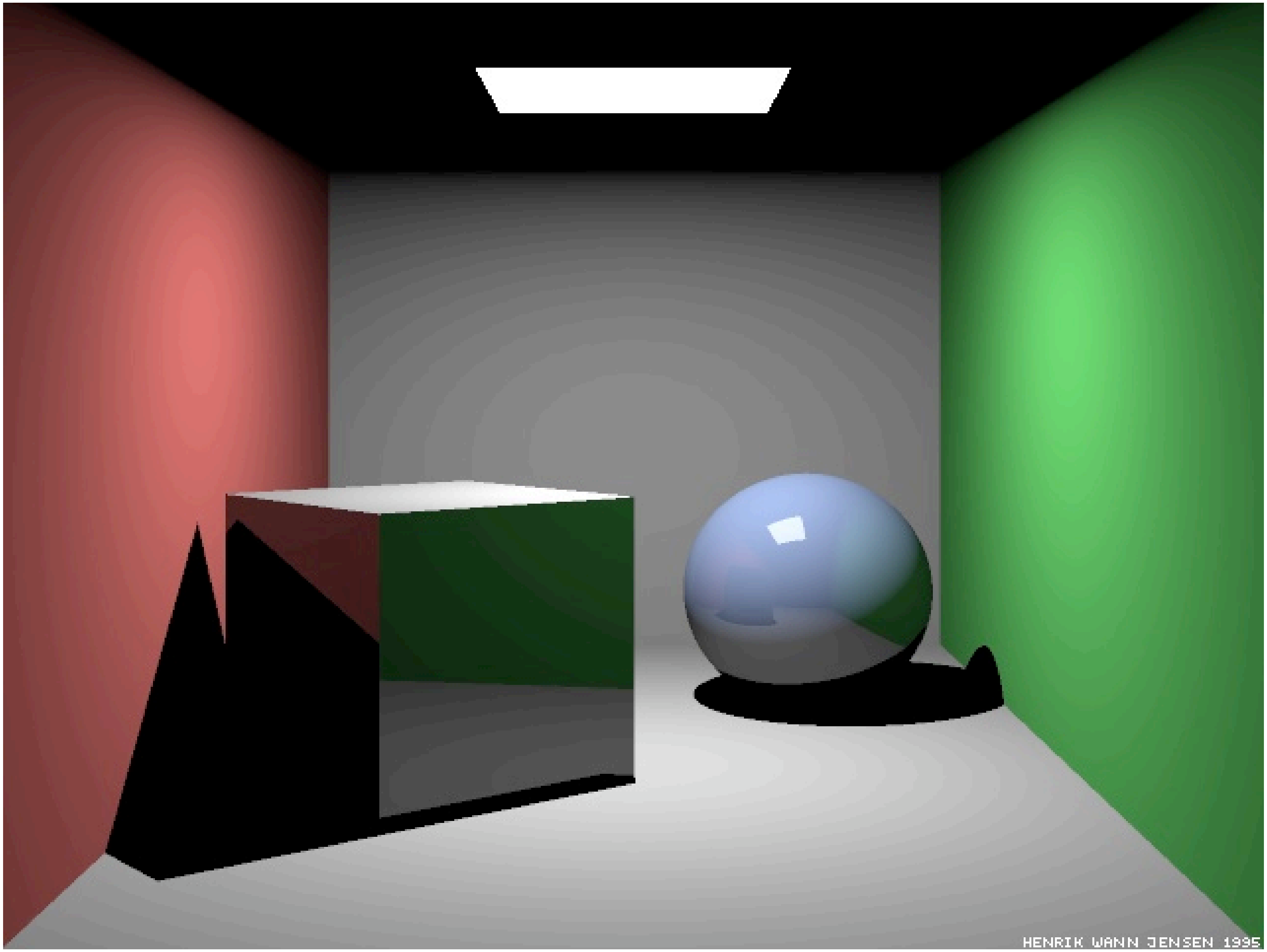


Diffuse Lighting

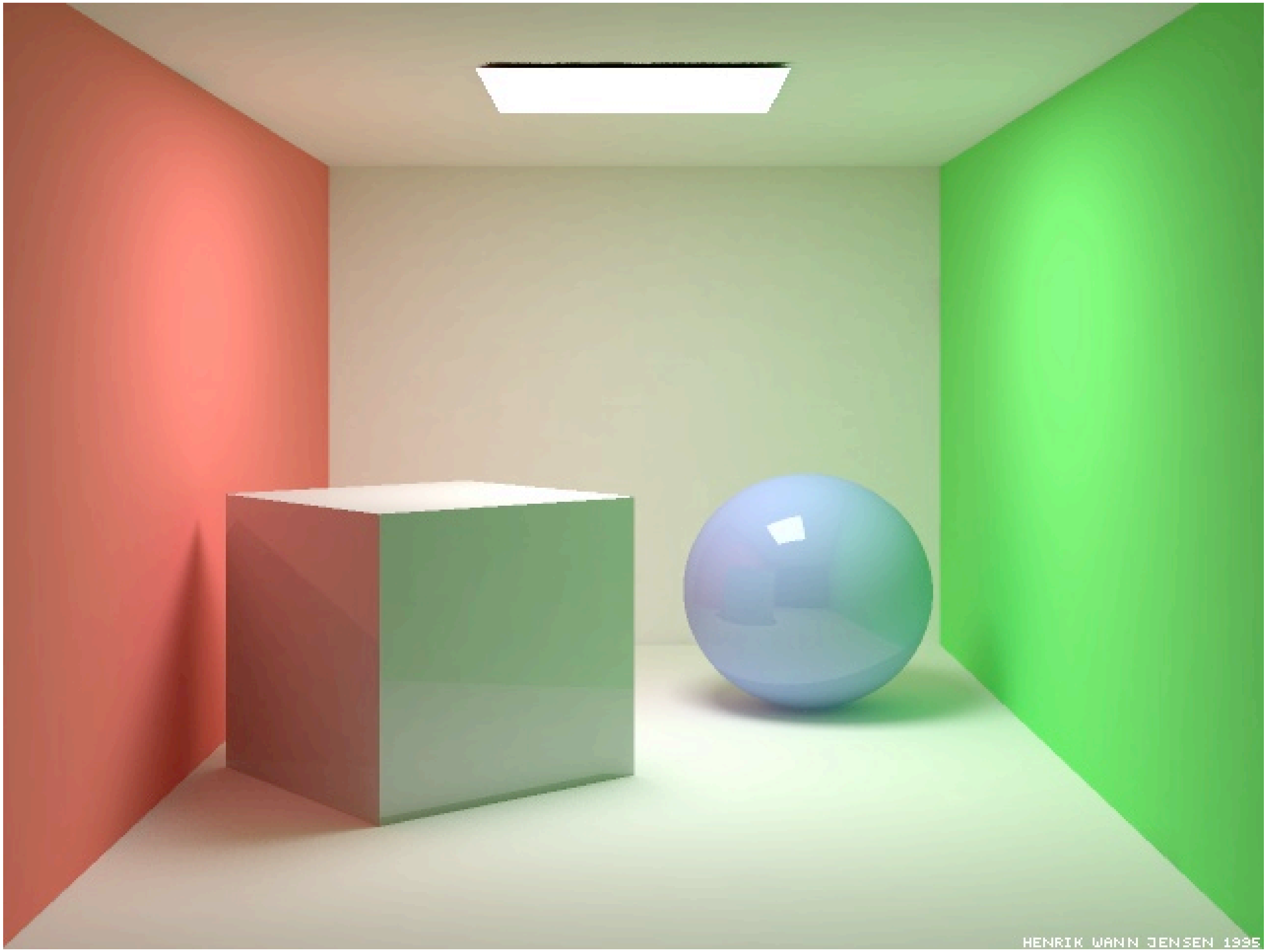


Plus Specular Highlight

from
http://www.geocities.com/SiliconValley/Horizon/6933/shading.html



Ray-traced Cornell box, due to Henrik Jensen,
http://www.gk.dtu.dk/~hwj



Radiosity Cornell box, due to Henrik Jensen,
http://www.gk.dtu.dk/~hwj, rendered with ray tracer