

Chapter 7 - Light, Materials, Appearance

- Types of light in nature and in CG
- Shadows
- Using lights in CG
- Illumination models
- Textures and maps
- Procedural surface descriptions

Light in Nature (Physics Refresher)

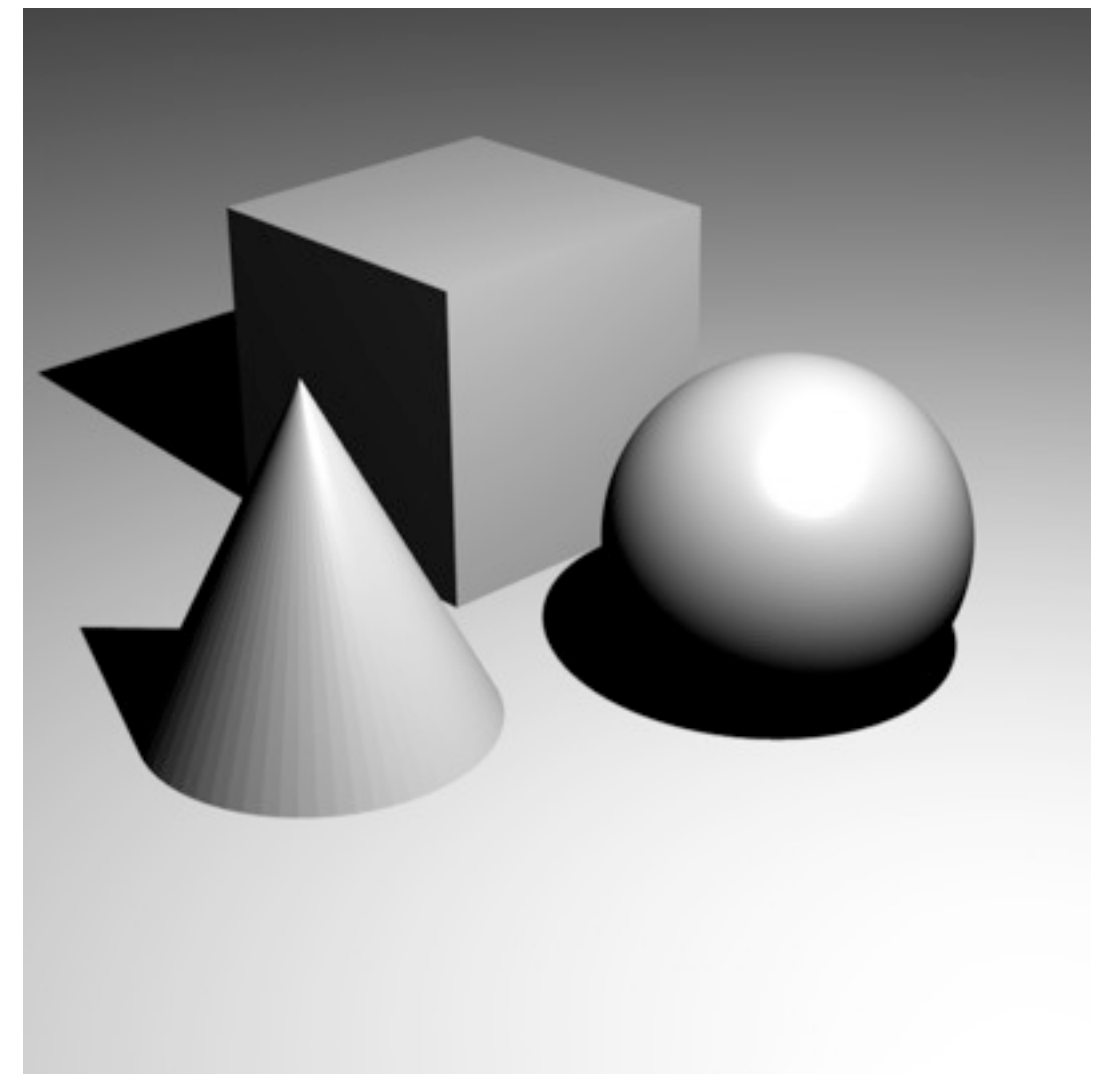
- Can be described as a electromagnetic wave
- Can also be described as a stream of photons
- Intensity drops with distance from the source
 - how?
 - _____
- Monochromatic (1 color) light has 1 frequency
- White light is a mixture of many frequencies
- Can be simulated for the human eye by adding Red, Green and Blue
- The human eye can discriminate a dynamic range of $1:2^{30}$ with adaptation or $1:2^{16}$ without [Seetzen et al., „High dynamic range display systems“, ACM Siggraph 2004]
- Film, digital cameras, and computer screens can only deal with less!



<http://www.lebjournal.com/newz/wp-content/candle-light-photography.jpg>

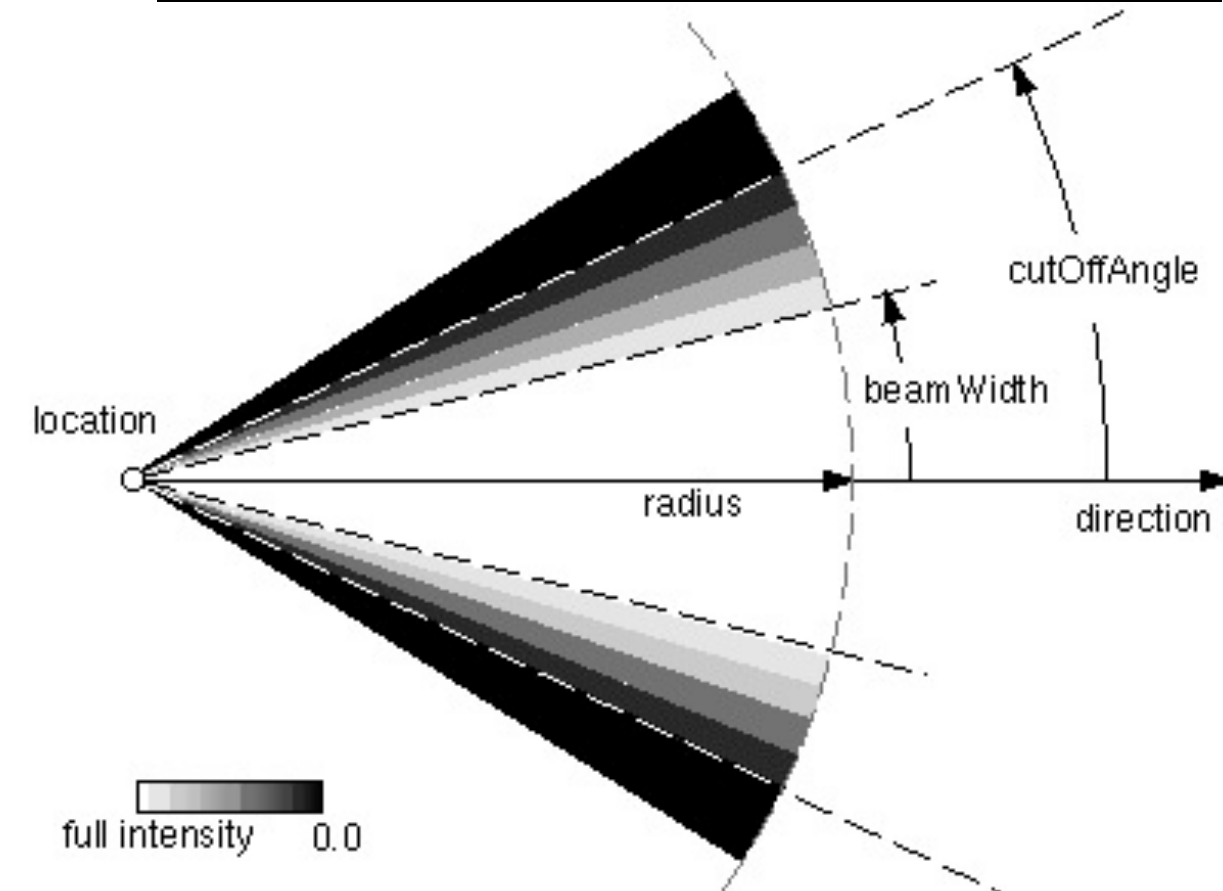
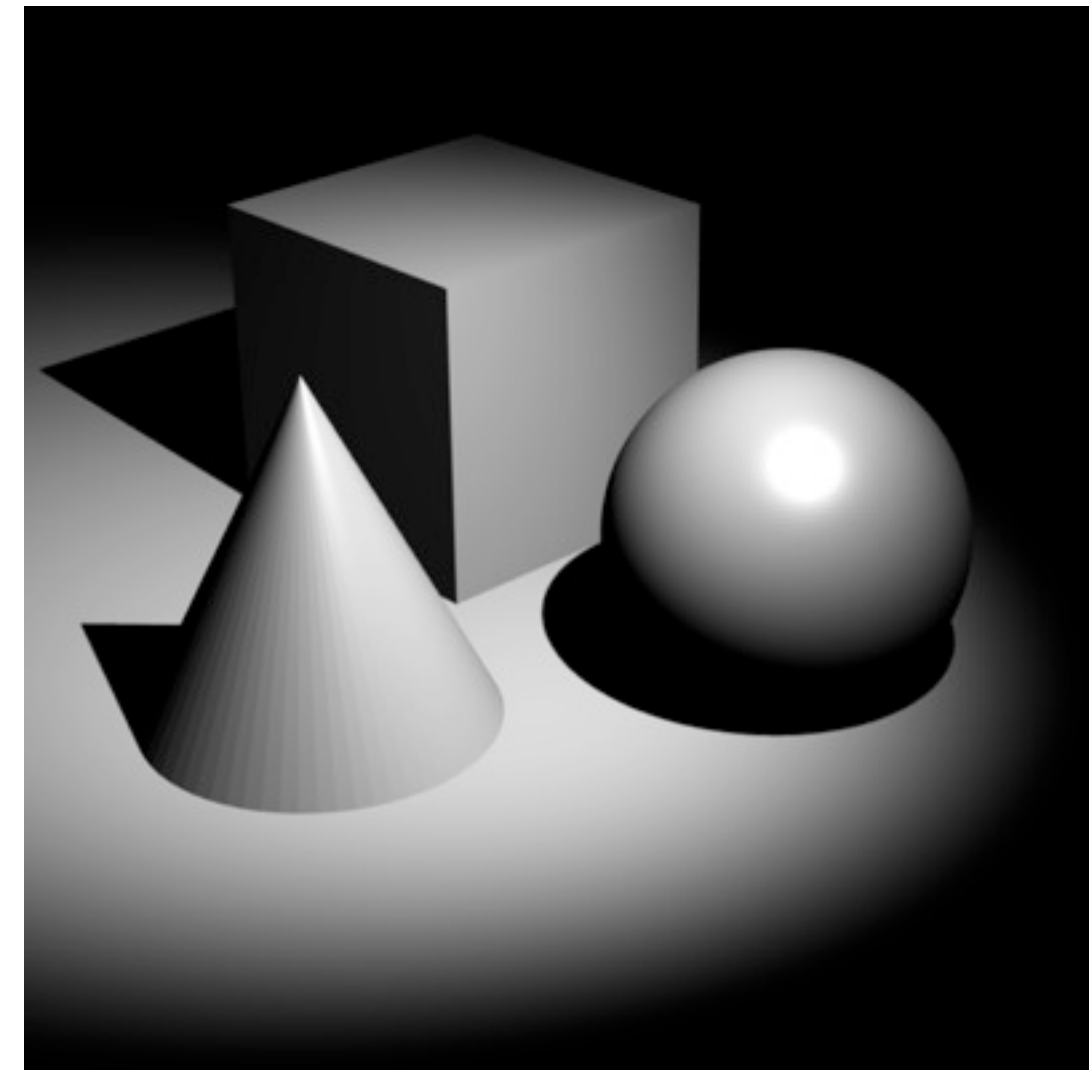
Point Light Sources

- have just a position in space
- emit light equally in all directions
- Intensity falloff with distance d is:
 $I = I_0 / (ad^2 + bd)$
 - this means that the falloff is less harsh than in nature. Why??
- Light source itself is invisible in the image
 - since points are infinitely small
- Shadows have sharp edges
- Shadows get bigger with distance from object



Spot Lights

- have a position and orientation in space
- have an opening angle and a parameter controlling the softness of the beam's borders
- Intensity falloff with distance d is:
$$I = I_0 / (ad^2 + bd)$$
 - this means that the falloff is less harsh than in nature. Why??
- Intensity falloff with angle depends on exact model
- light source itself invisible
- object shadows have sharp edges
- transition to surrounding shadow is soft.

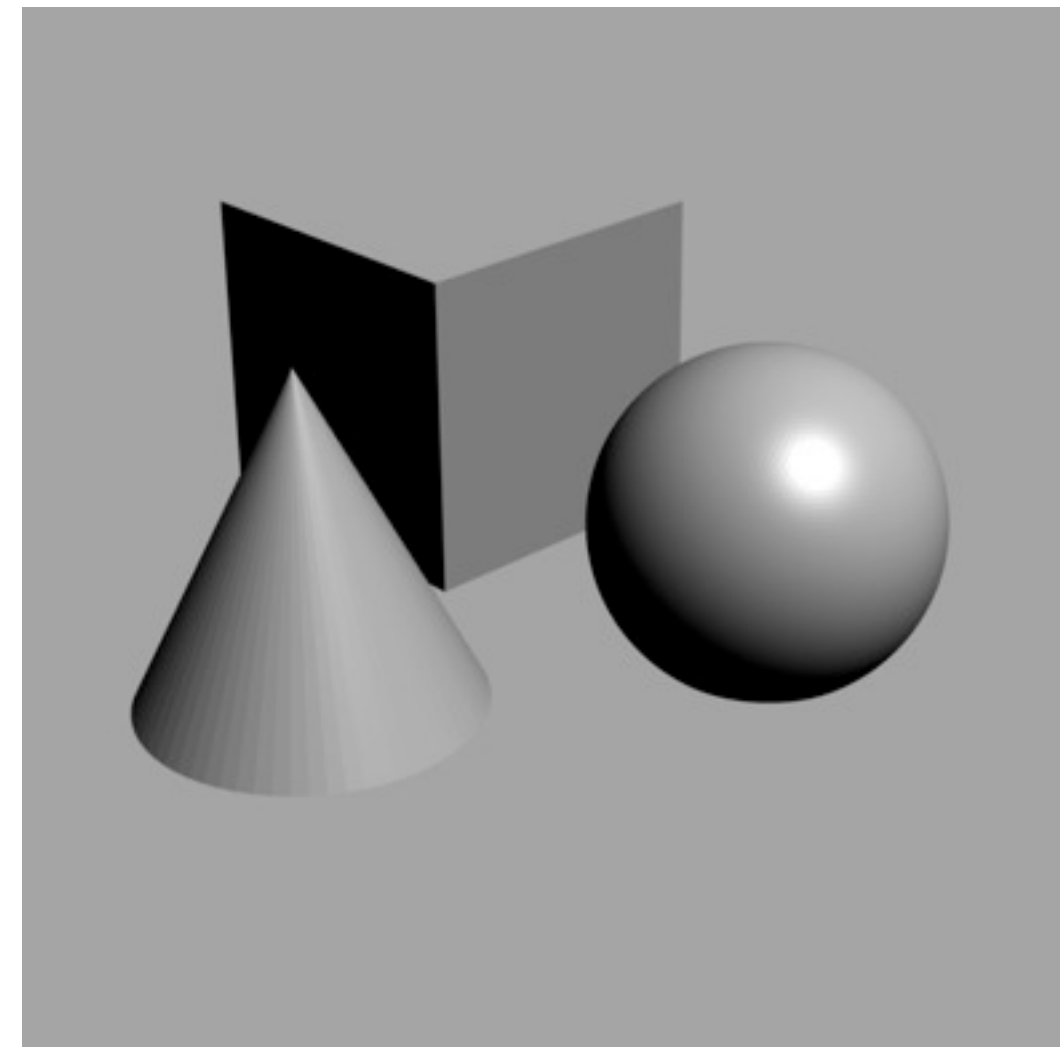


<http://www.web3d.org/x3d/specifications/vrml/ISO-IEC-14772-VRML97/Images/spotlight.gif>

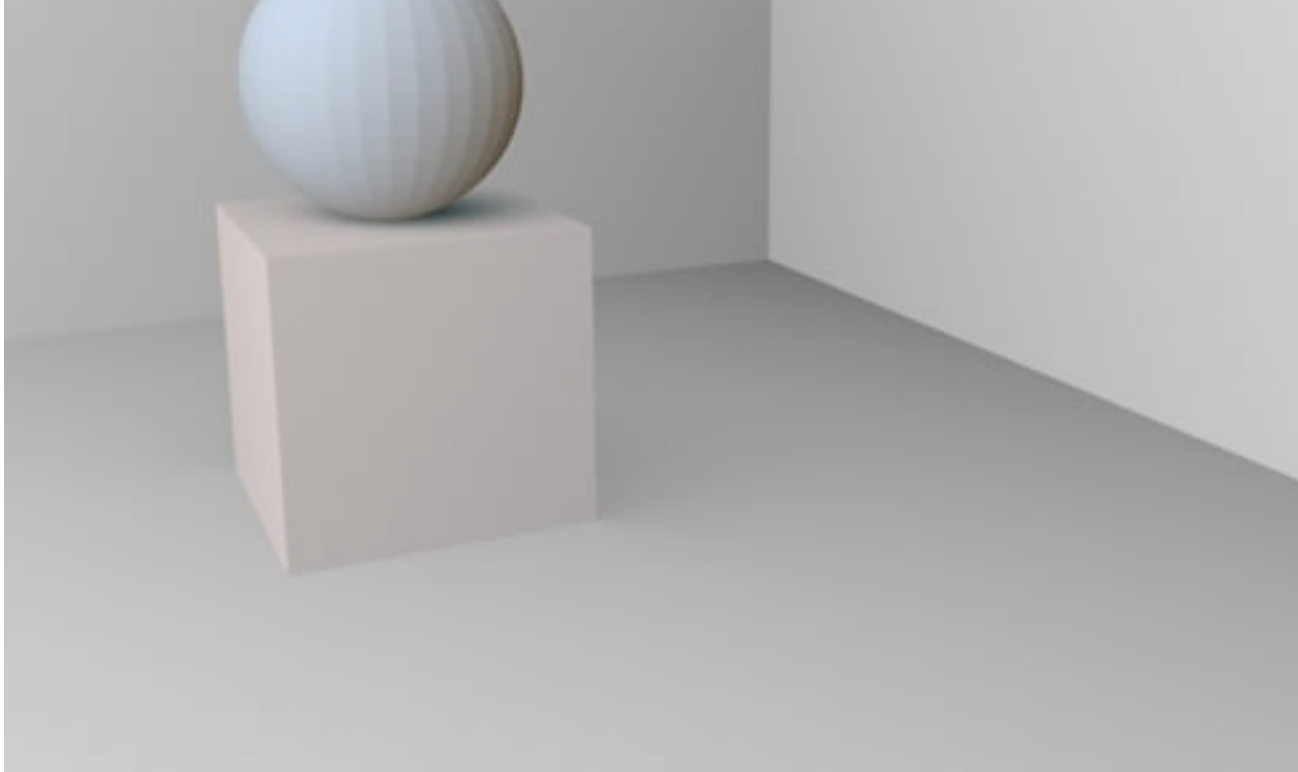
Distant Light Source (a.k.a. the sun)

- size of the earth (radius) = 6.370 Km
- distance from earth to sun = 150.000.000 Km
- distance to the sun is practically equal for all points on earth
 - hence light falloff with distance is not noticeable for sunlight

- distant light source in 3DCG has only a direction and a fixed intensity
- good and neutral first step for lighting a scene!
- shadows should have sharp edges

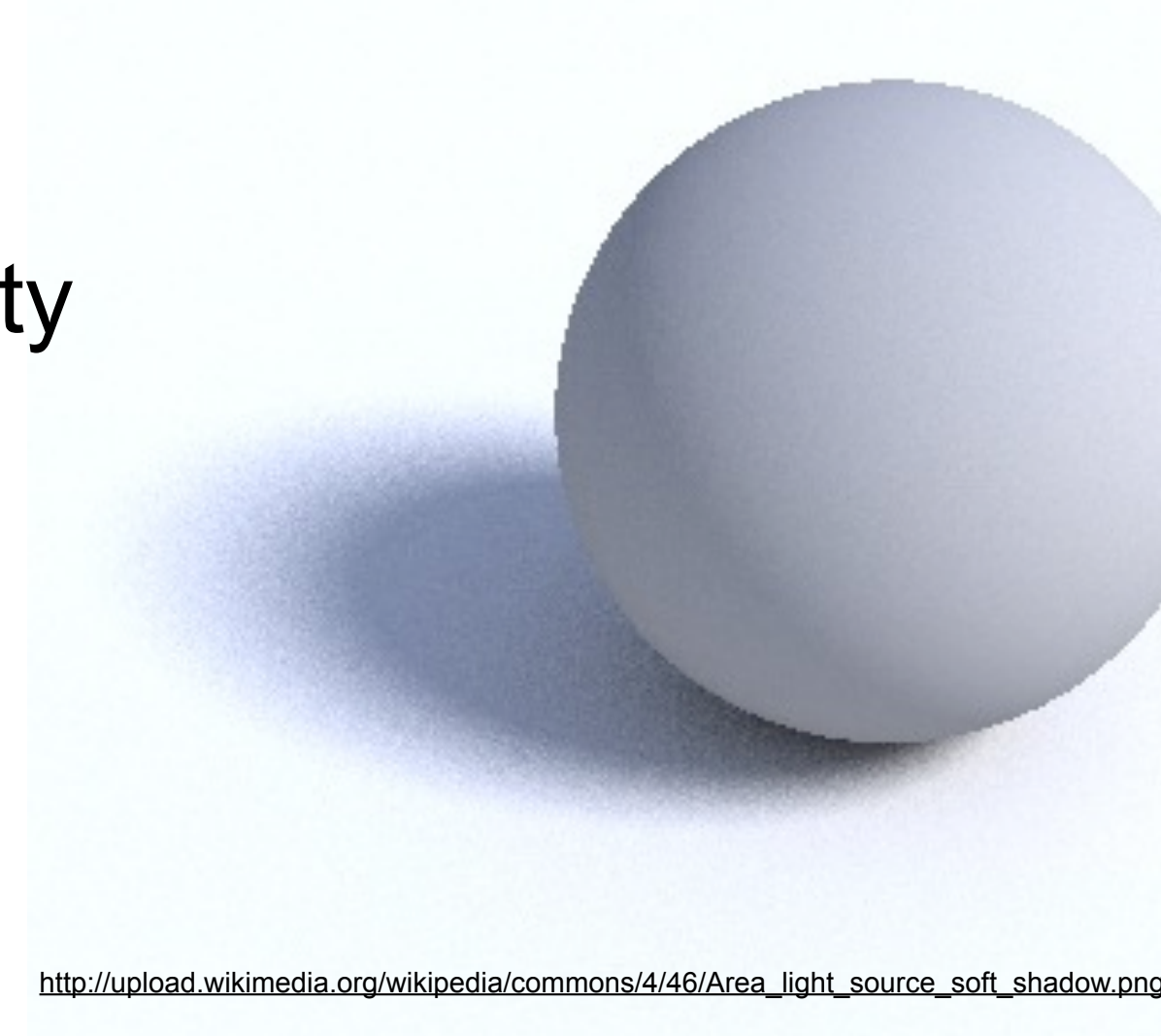


Ambient Light

- Equivalent in nature:
 - light emitted from the entire sky
 - indirect light reflected from objects in the scene
 - intensity is equal from all directions
 - creates low contrast images by itself
- 
- http://de.wikibooks.org/wiki/Datei:Blender3D_li_ambient_light_occl.jpg
- ambient light is a good way to light up harsh shadows
 - combination with one distant light can already create a decent daylight simulation (sun + sky)

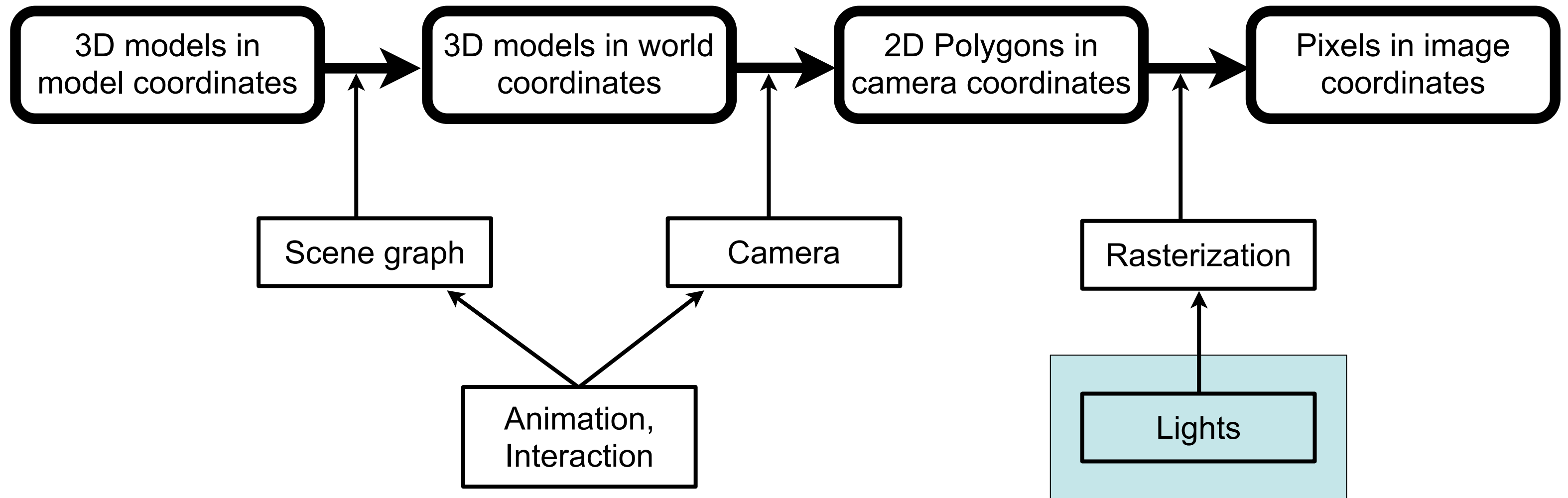
Area Light Sources

- described by object geometry and light intensity
- entire area emits light
- all natural light sources are of this kind
 - even a light bulb has a surface > 0
- shadows have soft edges
- light falloff with distance
- computationally difficult, take very long to render correctly
- can be simulated by many point light sources
- need global illumination techniques for correct rendering (see later)



http://upload.wikimedia.org/wikipedia/commons/4/46/Area_light_source_soft_shadow.png

The 3D Rendering Pipeline (our version for this class)



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Shadows in Nature

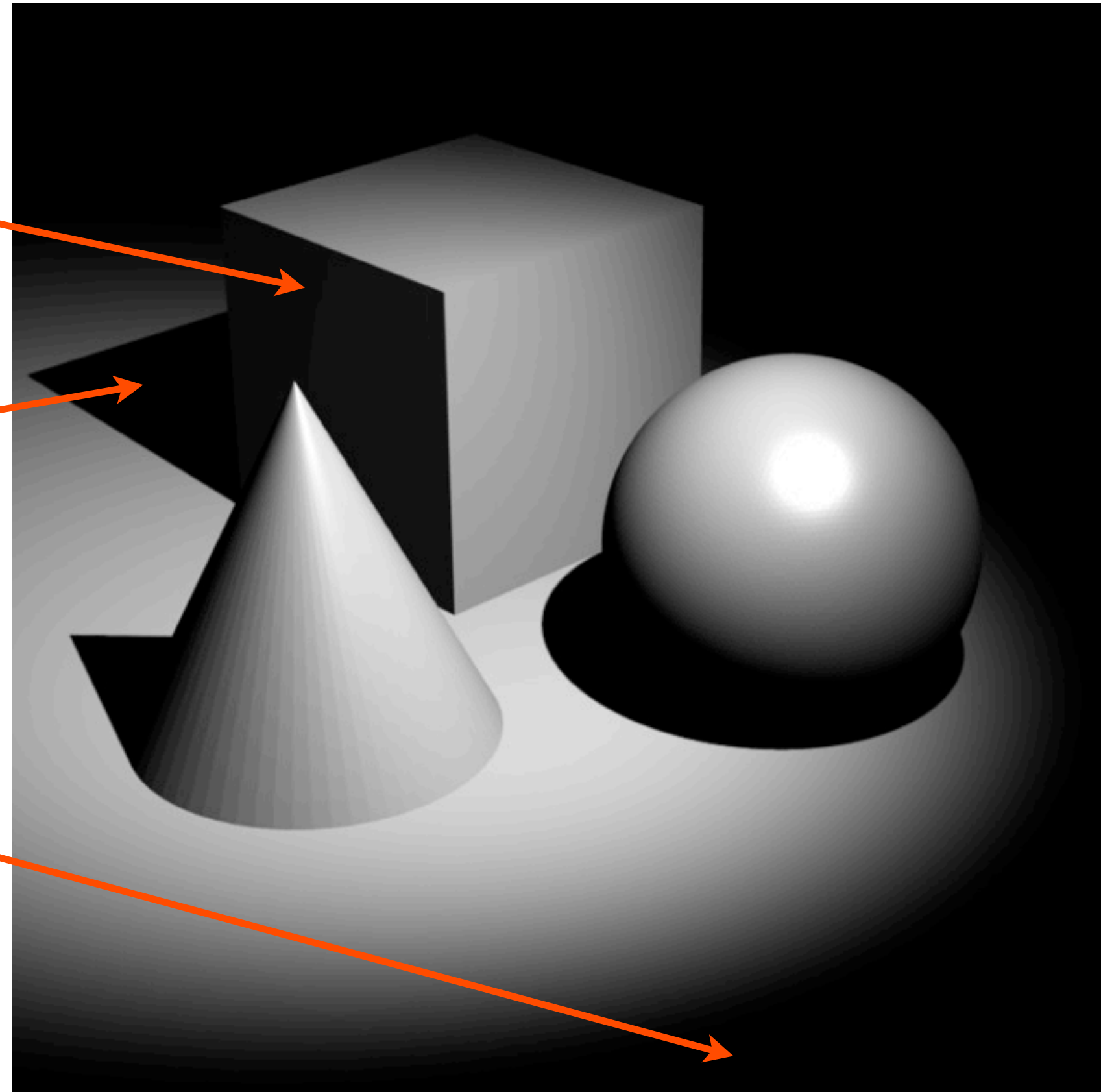
- Very important for spatial vision
- Artistically used in all art forms
 - drawing, painting
 - photography
 - cinematography
- Practically never really black
- Types of shadows in this image?



<http://www.heise.de/imagine/VzI2PeXewMuSsFADy2UvZXFzFUk/gallery/shadow-lines.jpg>

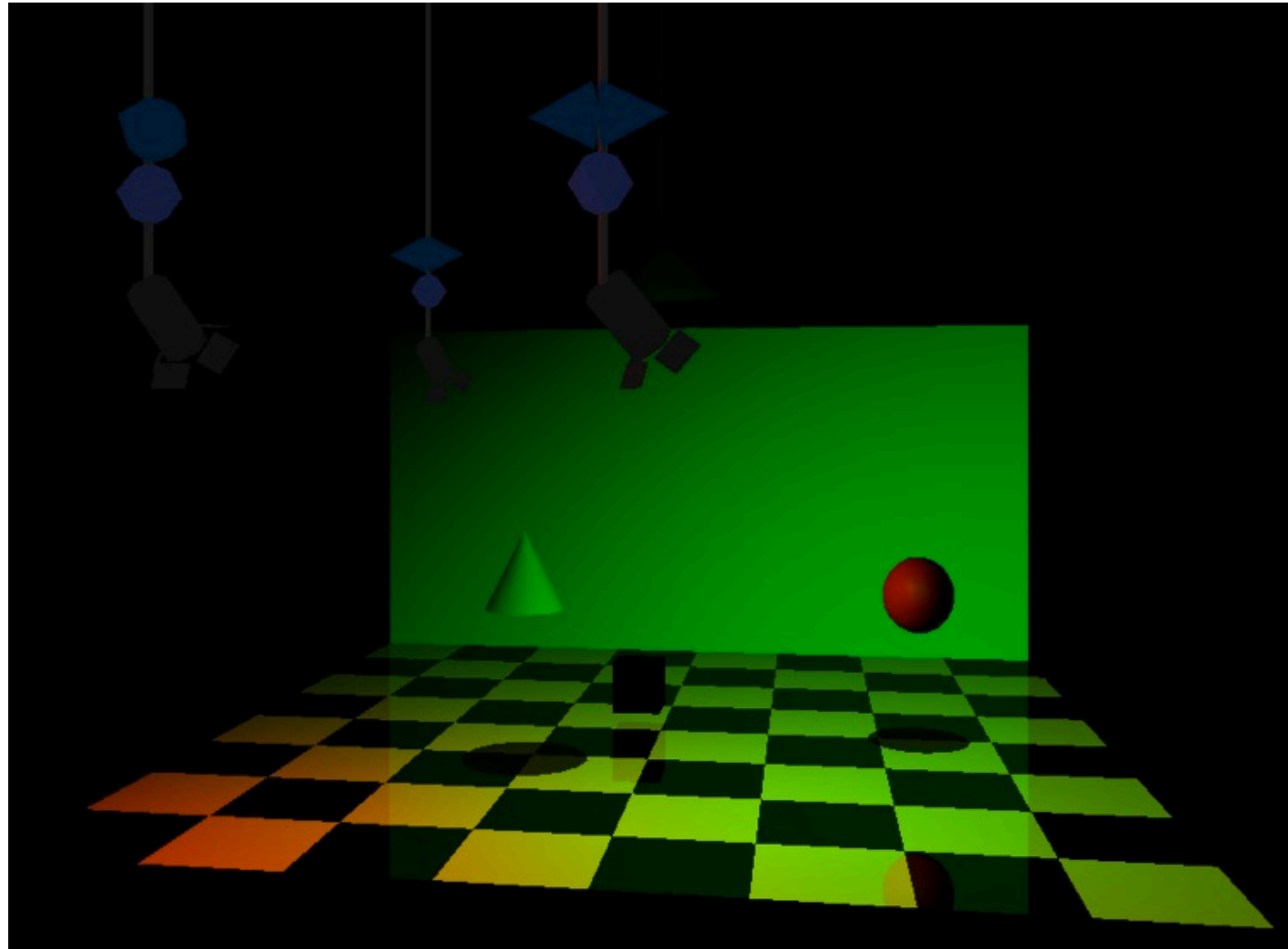
Types of Shadow

- Object shadow
 - the shadow side of objects
 - exists in free space
- Cast shadow / drop shadow
 - the shadow cast onto another object (or the ground)
 - need another object or ground plane
- Shadow as the absence of light
 - no light source reaches this place



Cheating a Shadow (and a Reflection!)

- Try to guess how this simple VRML world creates shadows and reflections in real time!

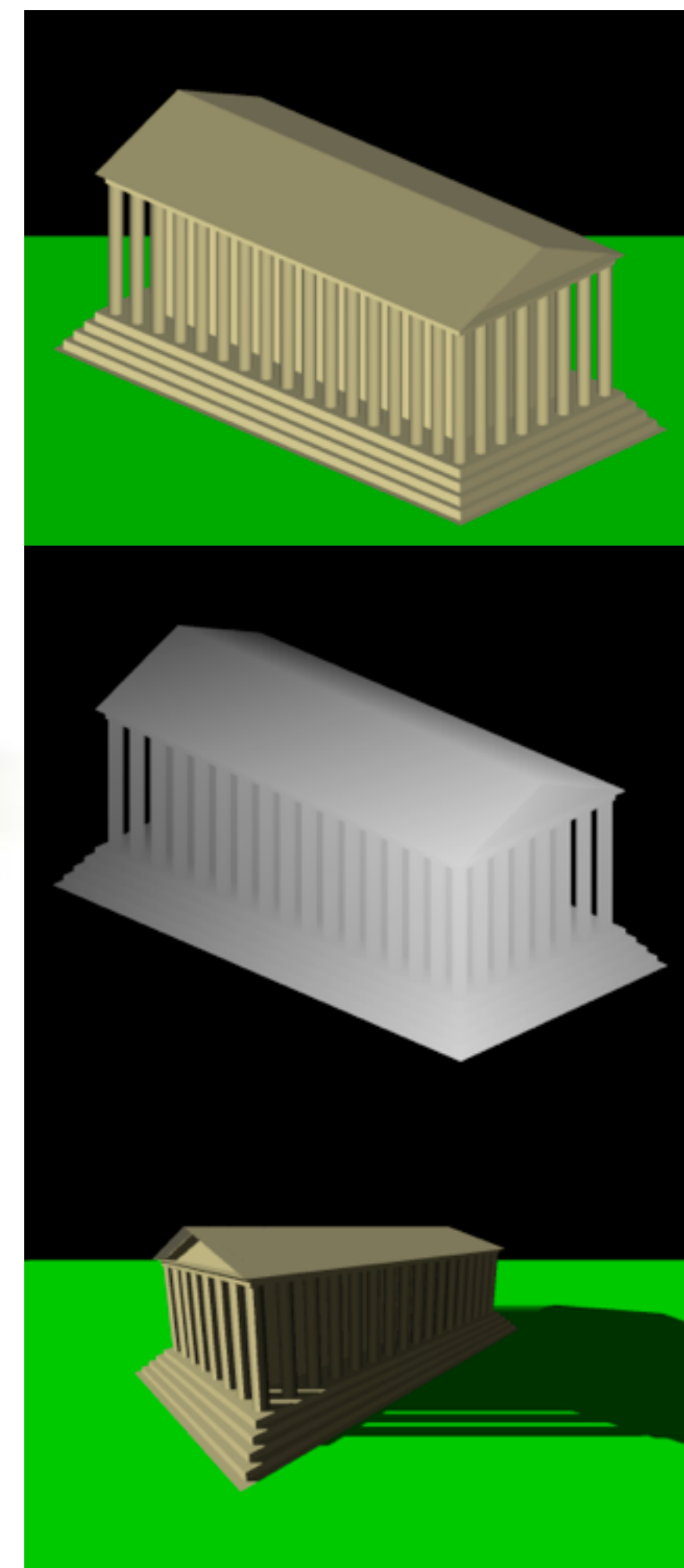


Shadow Maps

- From the position of a light source, record a depth buffer
 - for each pixel in buffer, we know how far from the light it is
- For each rendered pixel in the camera image, check distance of its surface point to the light
 - if closer than shadow buffer: in this light
 - If further away: in the shadow of this light
- If scene or lights change, shadow map must be recalculated



http://ecx.images-amazon.com/images/I/41YwkCd19DL_SL500_AA300.jpg



http://de.wikipedia.org/wiki/Shadow_Mapping

Chapter 7 - Light, Materials, Appearance

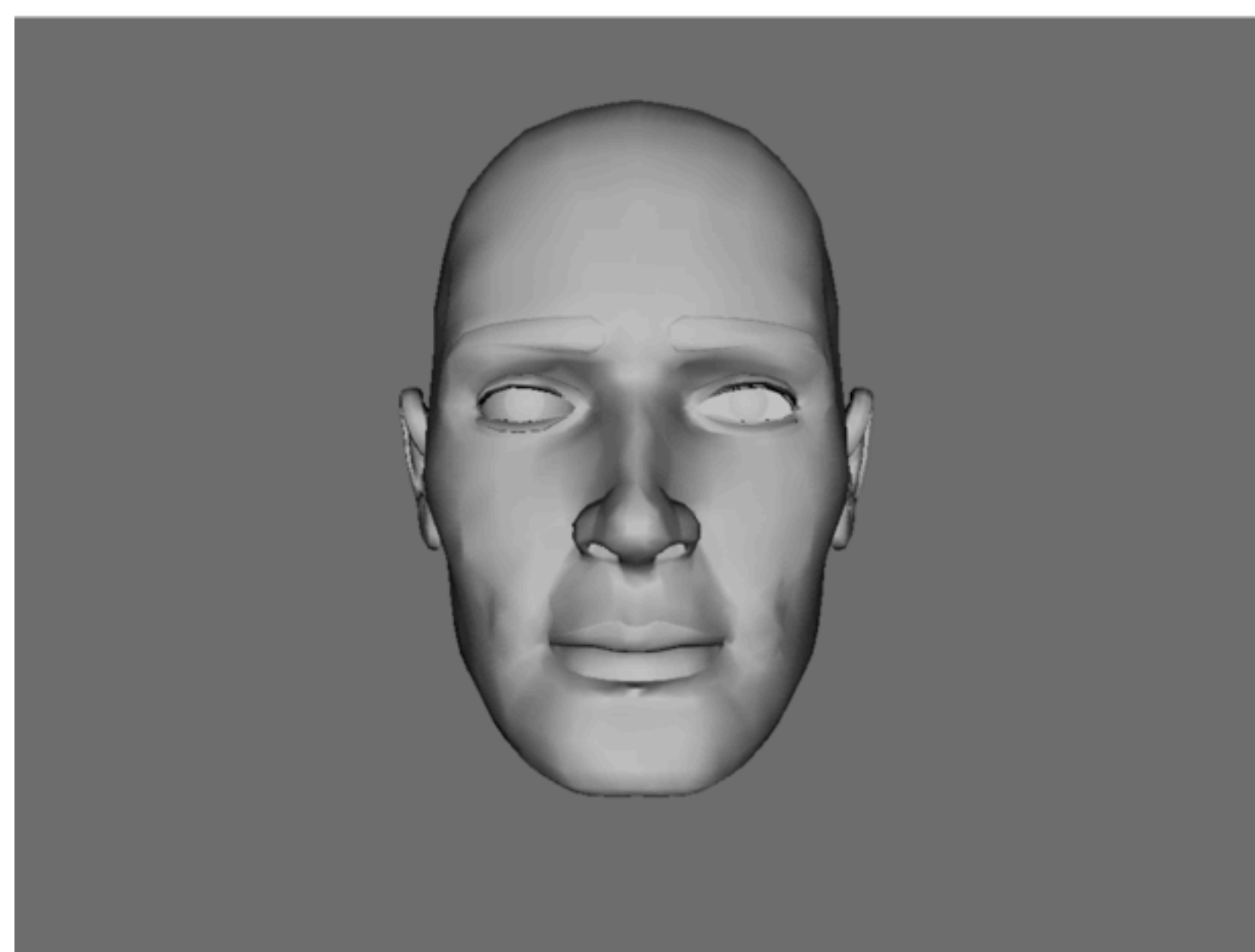
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Using Lights

- A few recipes to get started with lighting
- Really good lighting design is an art in itself
 - 3D animated movies hire full time light designers

Headlight

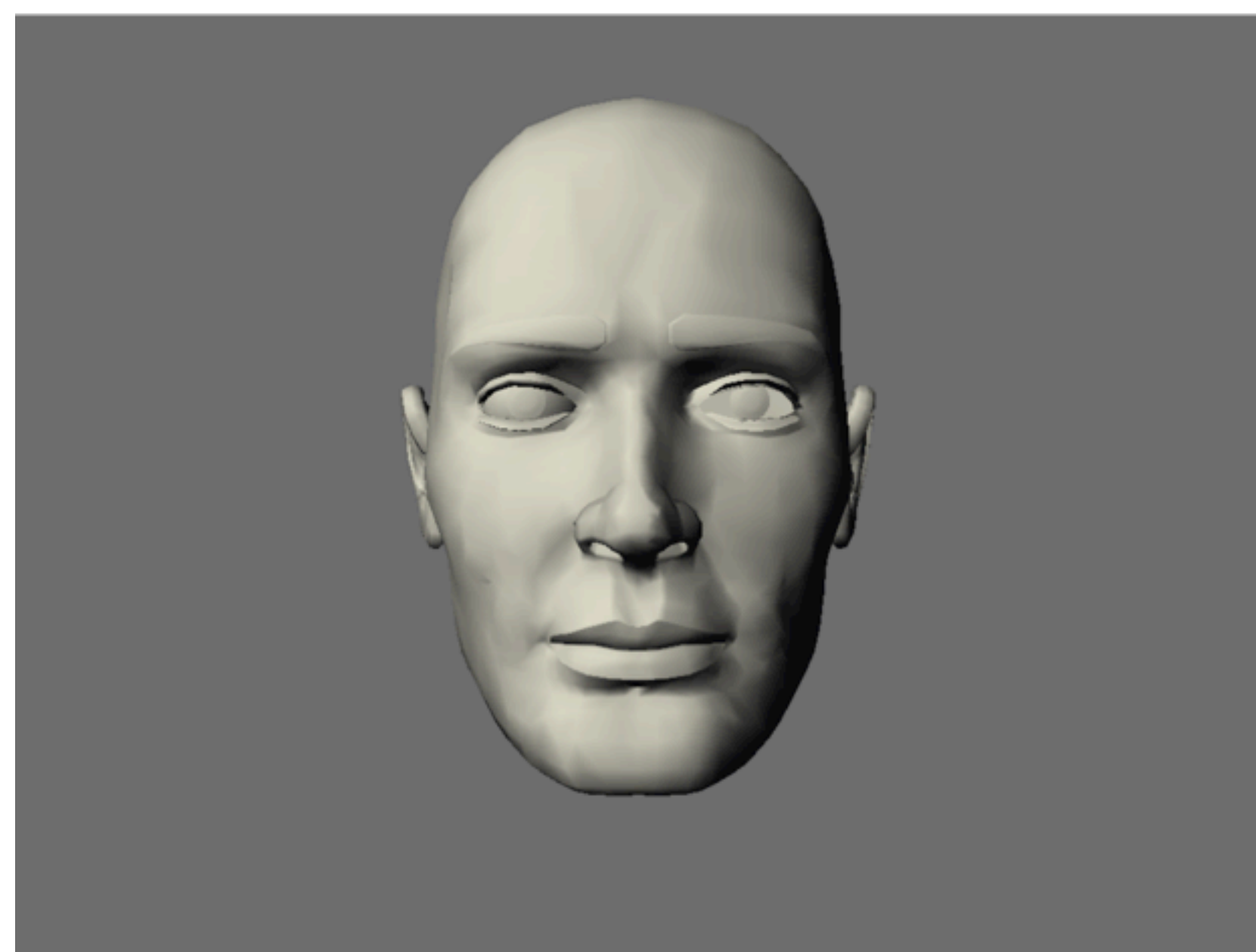
- Default light setup in VRML
- Light source in camera position
- Scene can be viewed from arbitrary directions
- Creates no visible drop shadows
 - why? or does it?
- Creates rather „flat“ images
- Unnatural „flashlight“ look
- Good in combination with other setups for lighting up the scene



<http://www.online-superpreis.de/images/produkte/476-stirnlampearcas9er400.jpg>

Daylight Simulation

- Sun
 - distant light source
 - warm color tint
- Sky
 - ambient light
 - cool color tint
 - can be simulated by directional light from opposite side
- creates a natural look
- can simulate daytimes (how??)
- can simulate sunny/cloudy weather (how??)



Simple Portrait Light Setup

- Borrows ideas from daylight
 - 1 main light source
 - direction: traditionally from top left
 - creates overall basic brightness
- One or several brighteners
 - from opposite sides
 - to light up shadows
 - sum of their brightness less than half of main light (why?)
- Basic setup for scenes viewed from just 1 direction



Sided Light

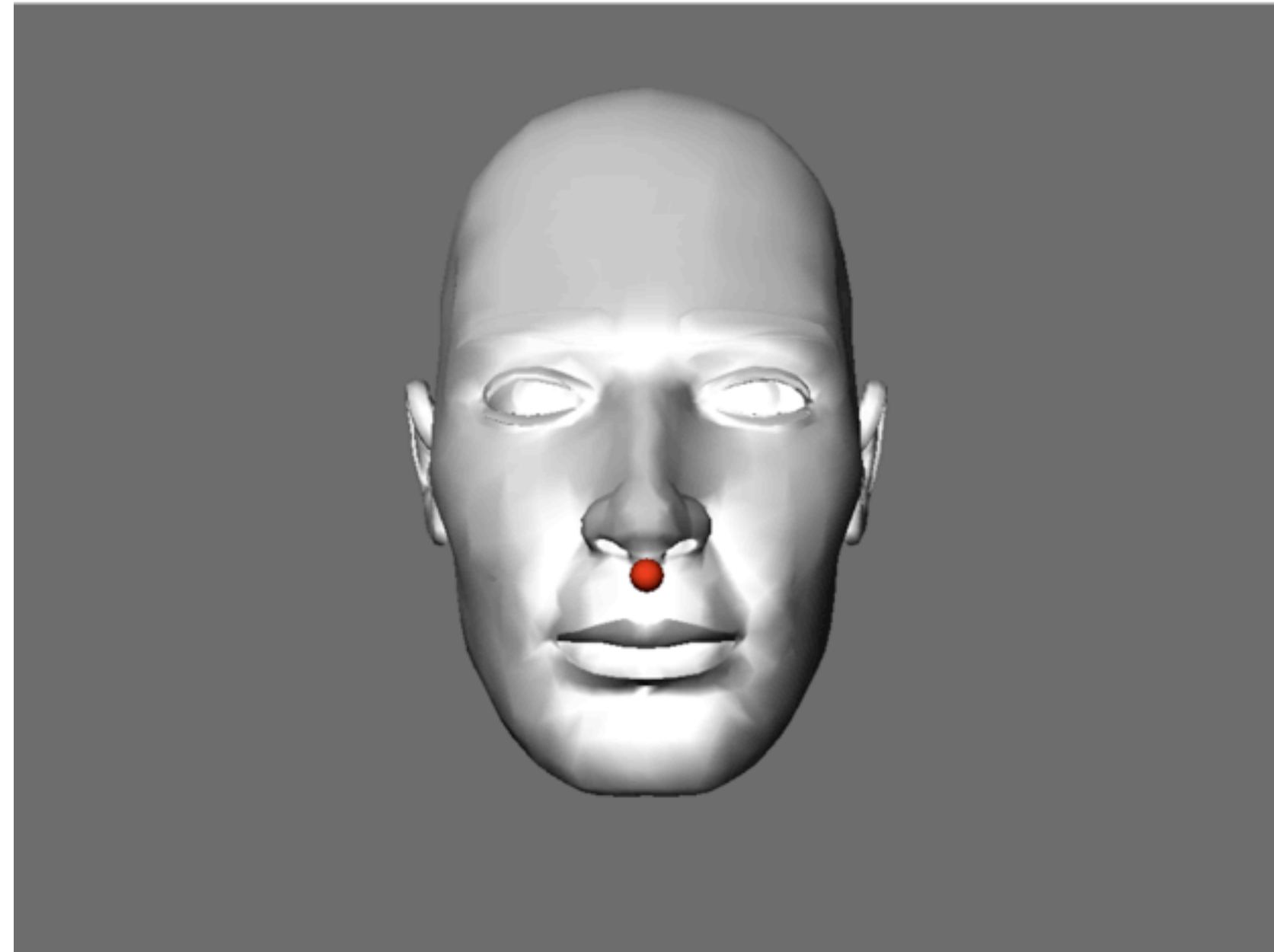
- Effect light known from movies
 - use only in addition to others
- Enhances object contours
- Placement behind the subject
 - not straight behind, but off-axis
 - positioning is difficult in real world
 - easier in graphics, but still:
 - highly position-dependent



- Can be used to clearly separate an object from the background.
- will highlight its silhouette.

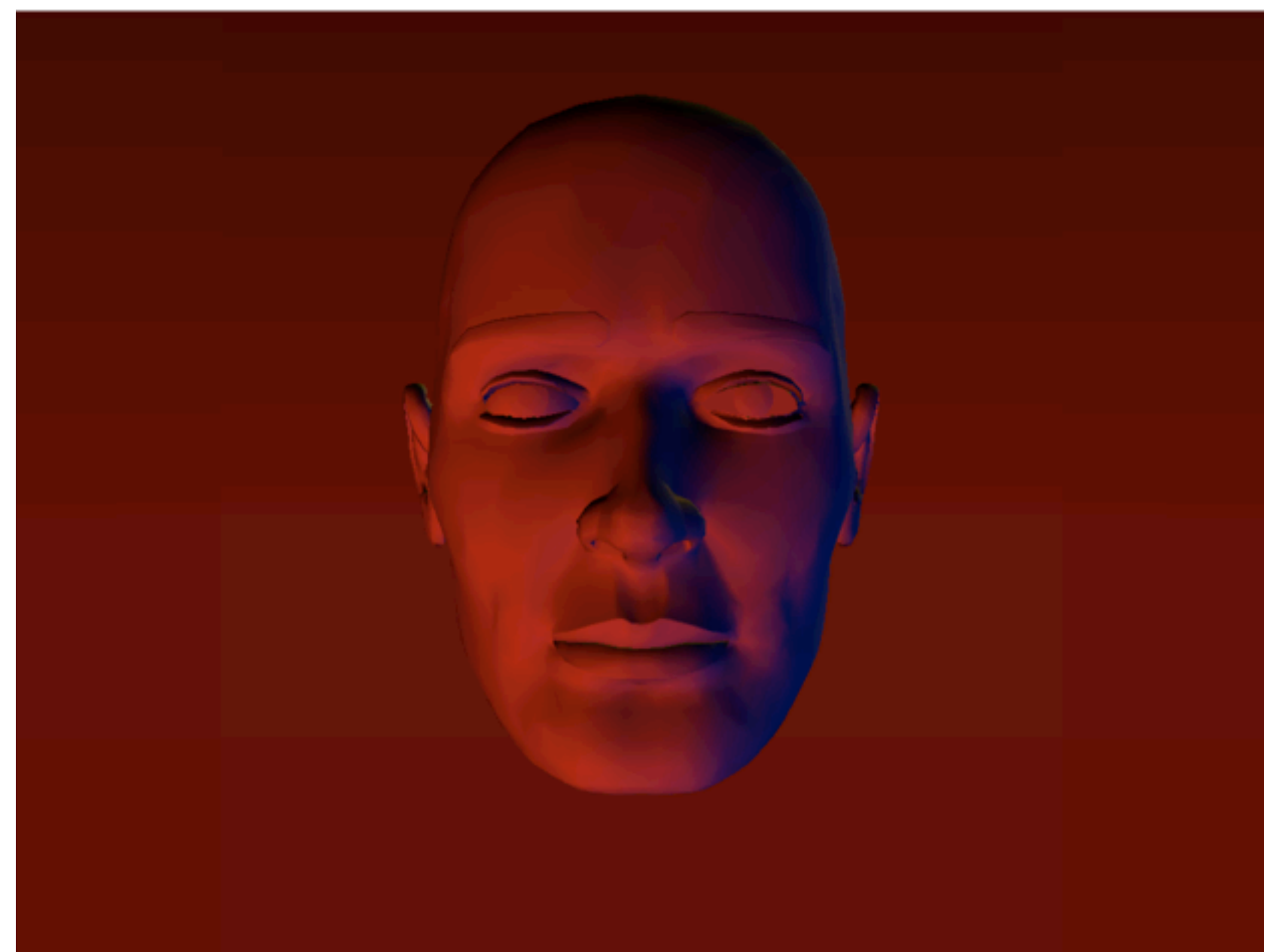
Cheating with Light

- Light sources in computer graphics are invisible
 - only their effects on objects are visible!
- Can be positioned anywhere in a scene to light up dark areas
- Example on this slide is exaggerated!



Dramatic Lighting

- Combination of unnatural lights
 - coming from below
 - strong colors
 - mostly low key
- Unlit shadows can create mystery
- Can be supported by unnatural camera
 - from below
 - wide angle and close up



High Key, Low Key

- High Key: all colors in image are bright
 - start with very even lighting
 - frontal light will remove shadows
 - danger of saturated white
 - communicates light and cleanliness
- Low Key: all colors are very dark
 - often uses sided light
 - objects can be reduced to their contours
 - communicates e.g., mystery



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Surfaces in Nature

- What does a surface do to light? (mini-Brainstorming)

-

 -

 -

-

 -

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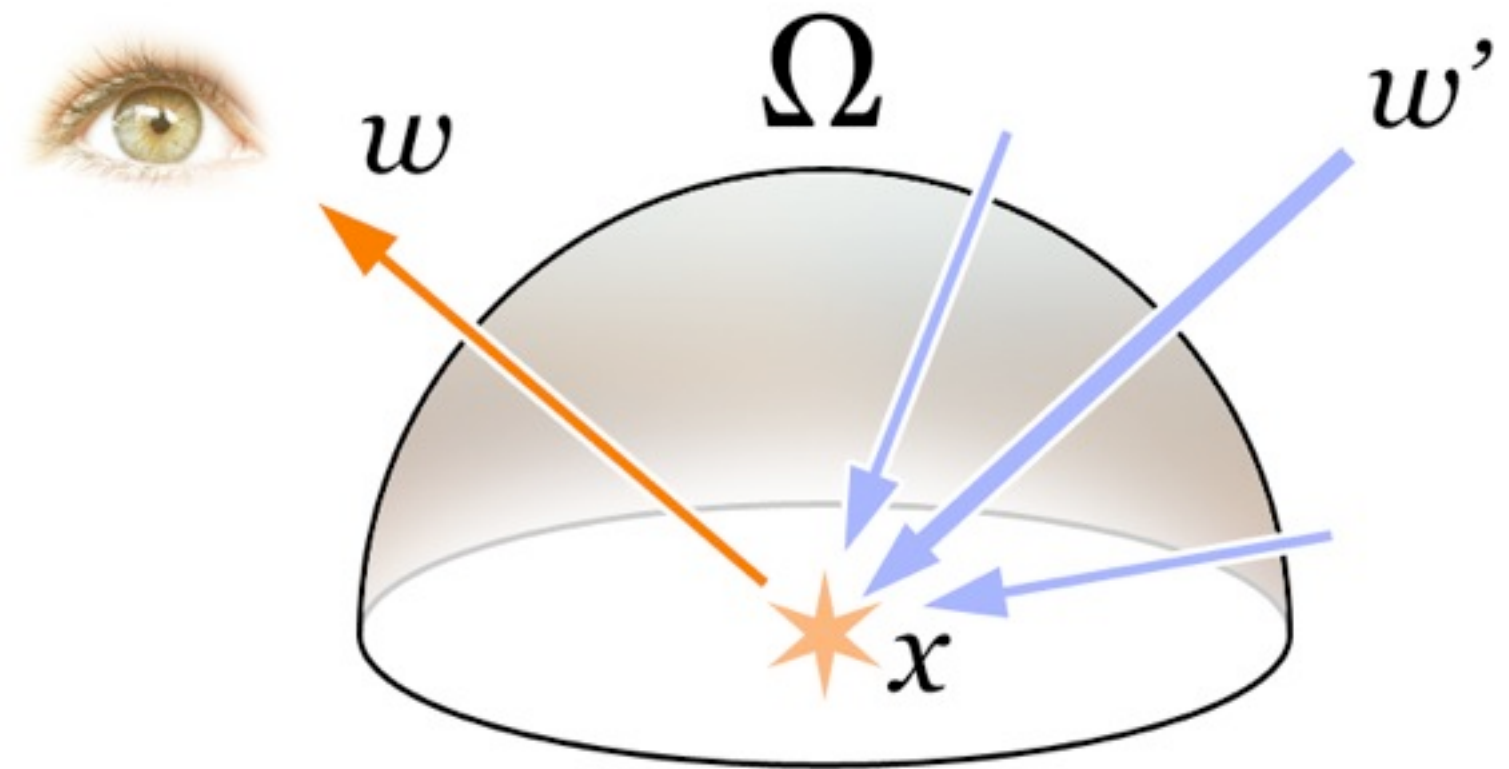
 -

The Rendering Equation [Kajiya '86]

$$I_o(x, \vec{\omega}) = I_e(x, \vec{\omega}) + \int_{\Omega} f_r(x, \vec{\omega}', \vec{\omega}) I_i(x, \vec{\omega}') (\vec{\omega}' \cdot \vec{n}) d\vec{\omega}'$$

- I_o = outgoing light
- I_e = emitted light
- Reflectance Function
- I_i = incoming light
- angle of incoming light

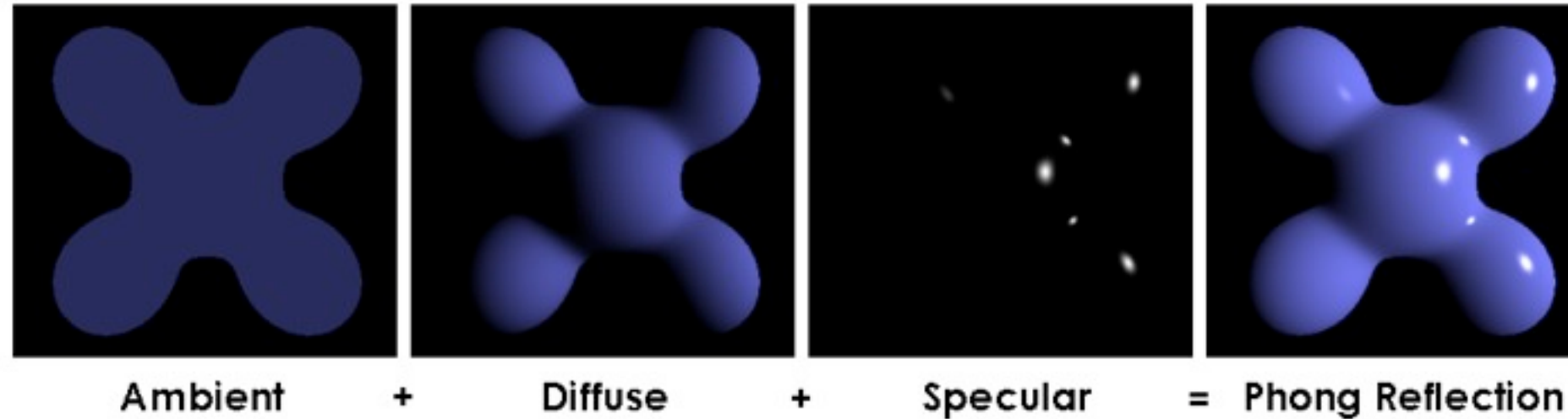
- Describes all flow of light in a scene in an abstract way
- doesn't describe some effects of light:
 -
 -



http://en.wikipedia.org/wiki/File:Rendering_eq.png

Phong's Illumination Model [Bùi Tường Phong, 1973, PhD thesis]

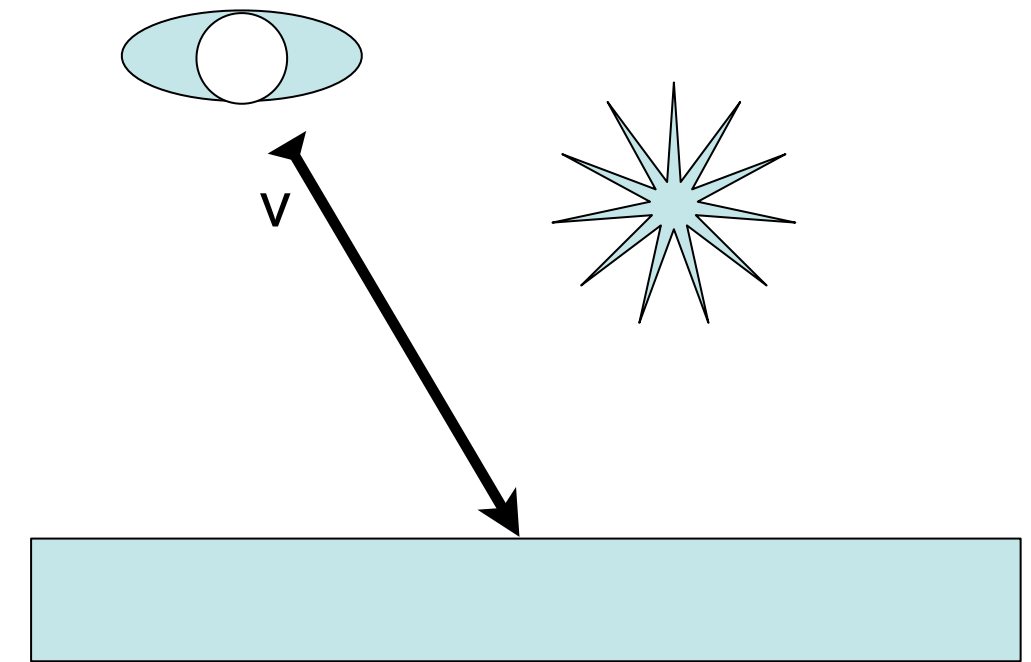
$$I_o = I_{amb} + I_{diff} + I_{spec}$$



- strong simplification and specialization of the situation
 - just 1 light source from a clear direction l
 - viewing direction is given as v
- only 3 components:
 - ambient component: reflection of ambient light source from and in all directions
 - diffuse component: diffuse reflection of the given light source in all directions
 - specular component: „glossy“ reflection creating specular highlights

Ambient Component

- I_a = Intensity of the ambient light source
- independent of any directions
- can simulate a „glowing in the dark“
- can be seen as the equivalent to emitted light I_e in the rendering equation

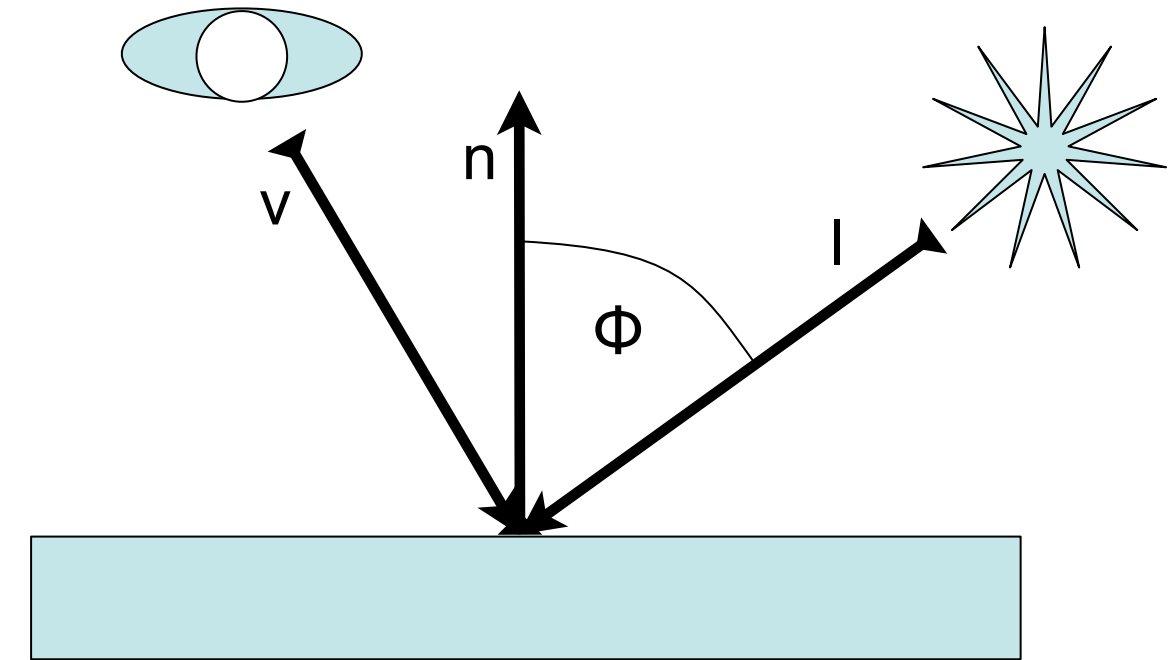


$$I_{amb} = I_a k_a$$

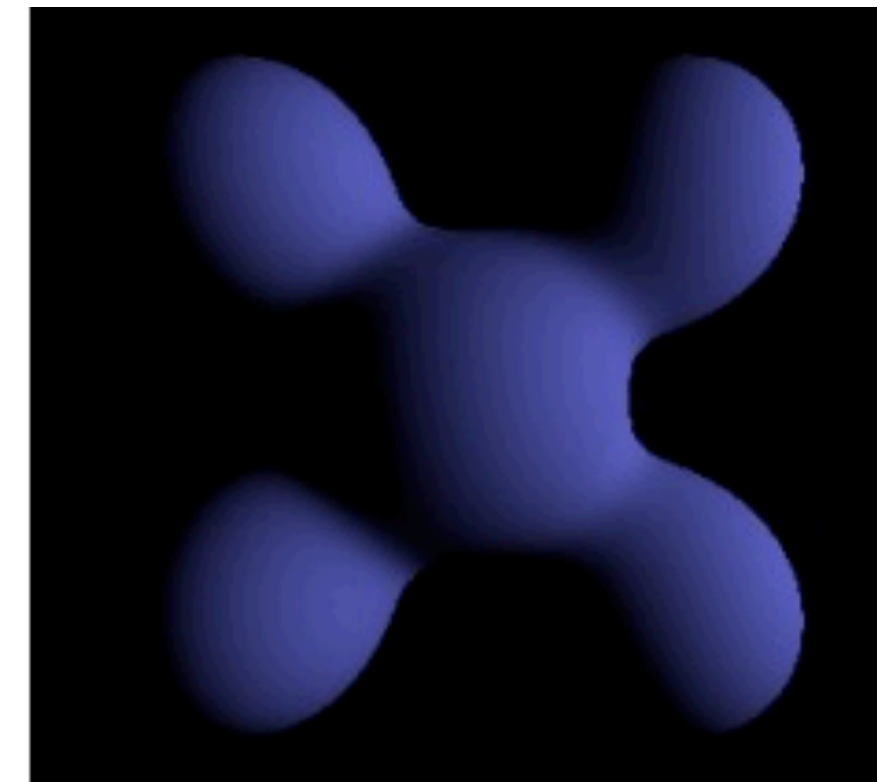


Diffuse Component

- diffuse reflection is equal in all directions
- depends on the angle of incident light
 - light along the surface normal : maximum
 - light perpendicular to the normal: 0
- cosine function describes the energy by which a given area is lit, dep. on angle
 - hence, cosine is used here
- „Lambertian“ surface
- visual equivalent in nature: paper

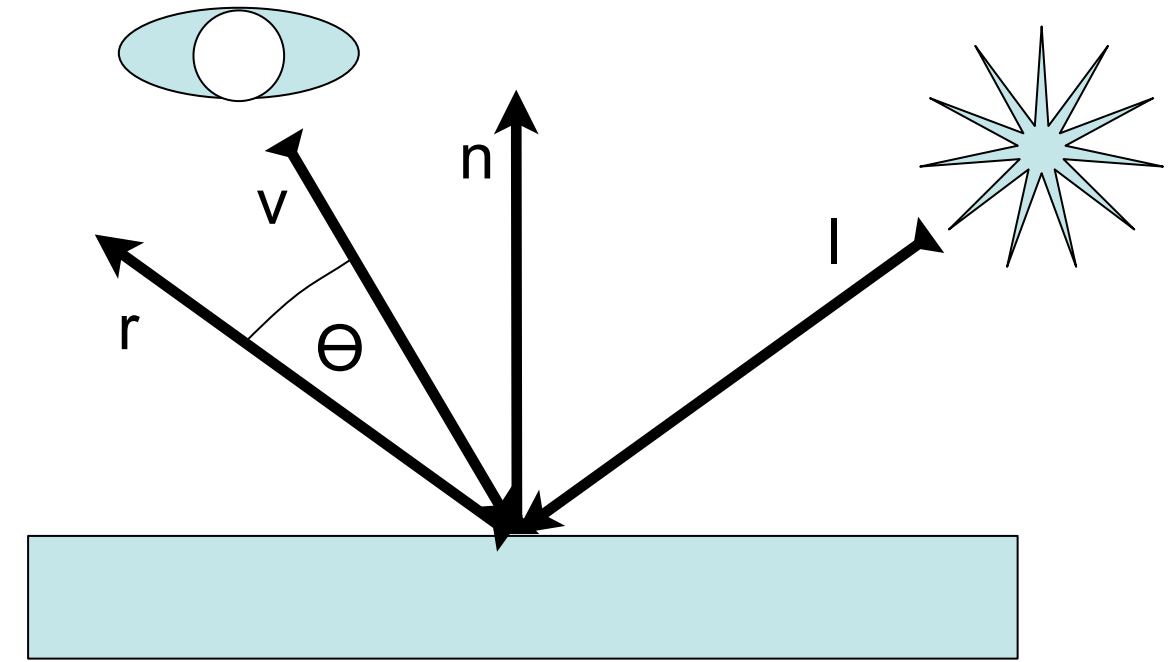


$$I_{diff} = I_i k_d \cos \phi = I_i k_d (\vec{l} \cdot \vec{n})$$

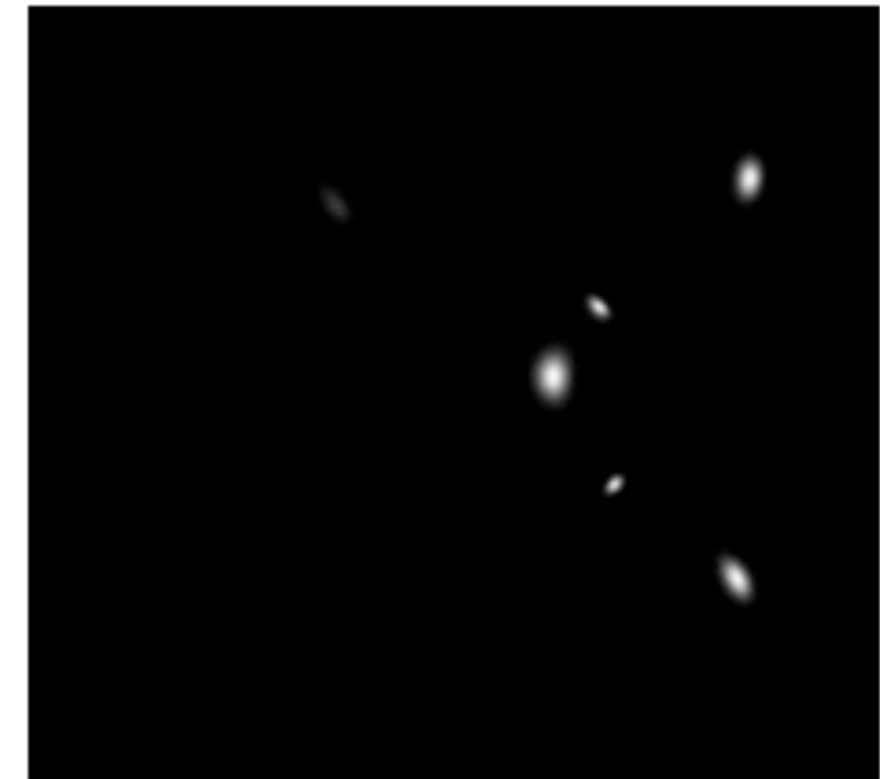


Specular Reflection

- let r be the reflection of l on the surface
- specular reflection depends on the angle between v and r
- $v = -r$: maximum
- v and r perpendicular: minimum
- function \cos^n behaves correctly
 - exponent n determines how wide the resulting specular highlight is
 - other functions could be used as well

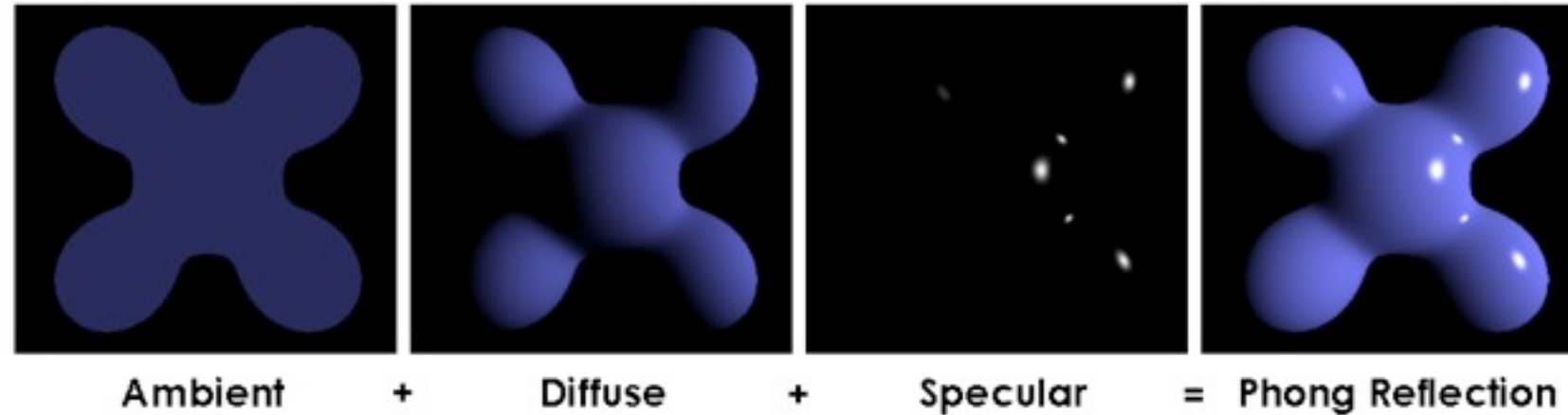


$$I_{spec} = I_i k_s \cos^n \theta = I_i k_s (\vec{r} \cdot \vec{v})^n$$

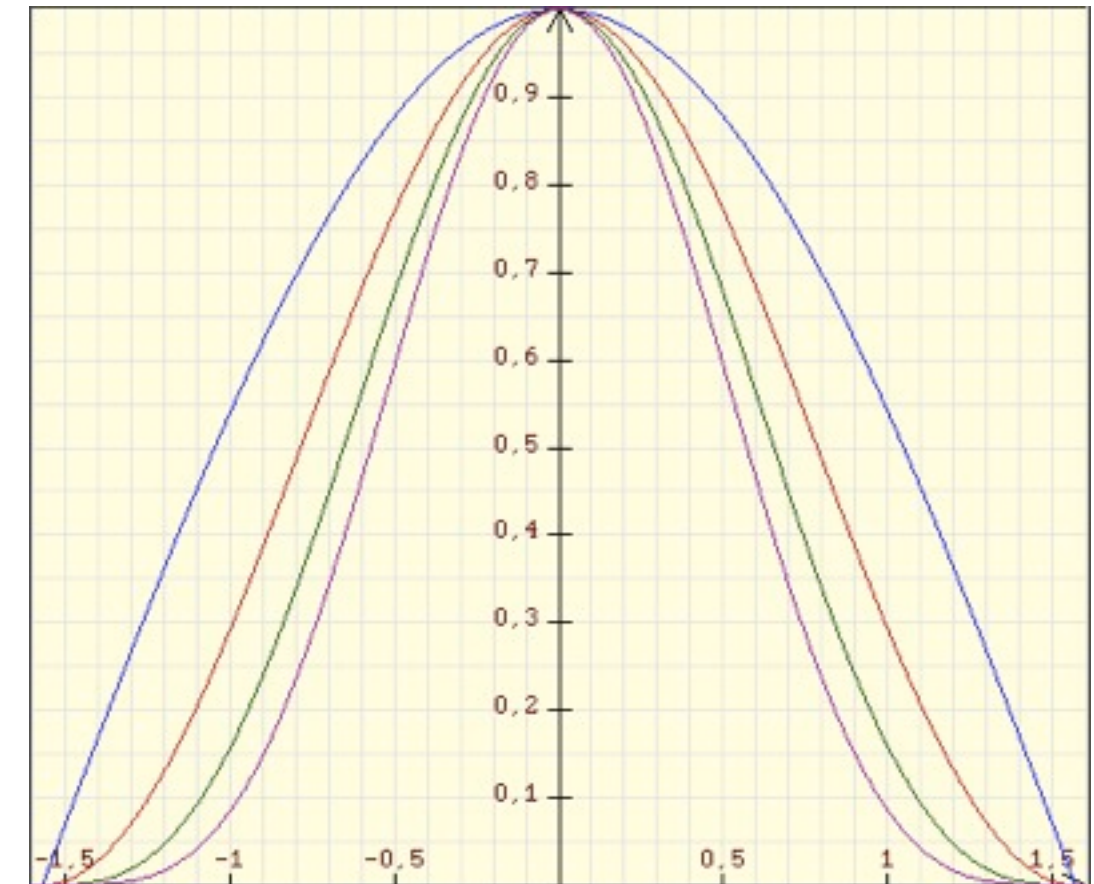


Tweaking the Parameters

$$I_o = I_{amb} + I_{diff} + I_{spec} = I_a k_a + I_i k_d (\vec{l} \cdot \vec{n}) + I_i k_s (\vec{r} \cdot \vec{v})^n$$



- choose $k_s = 0$ for perfectly matte material
- choose $k_a > 0$ to avoid harsh shadows
- keep k_a small to avoid „glowing“ objects
- add in some $k_s > 0$ to add gloss
- adjust the size of specular highlights with n



- all of these calculations generalize to (RGB) color, of course!

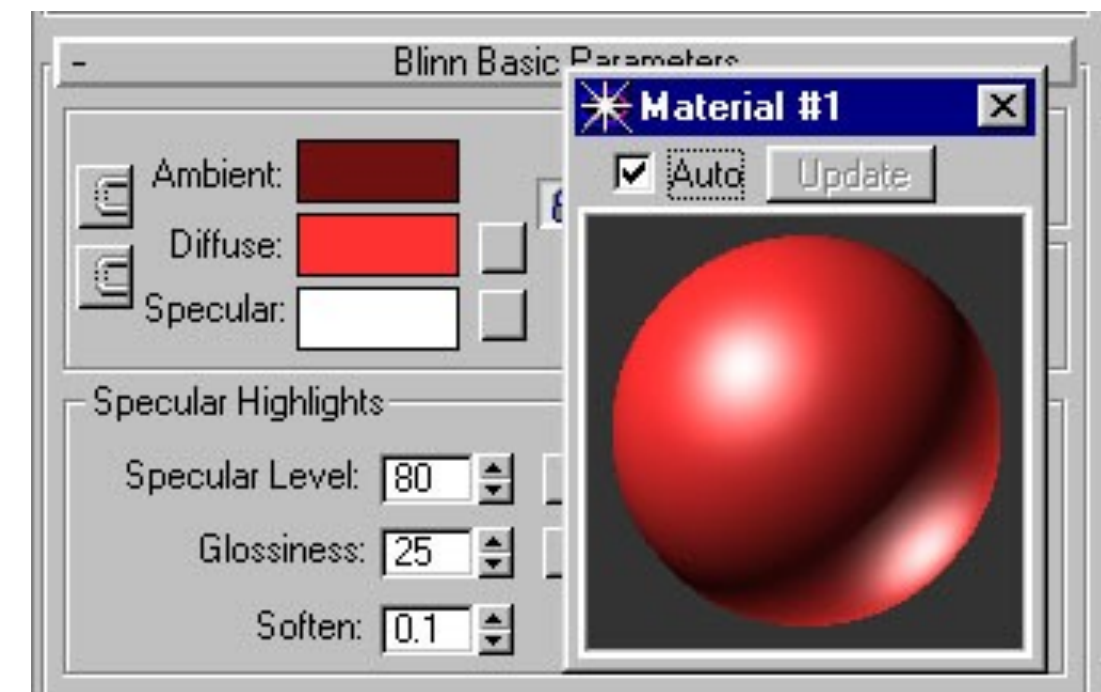
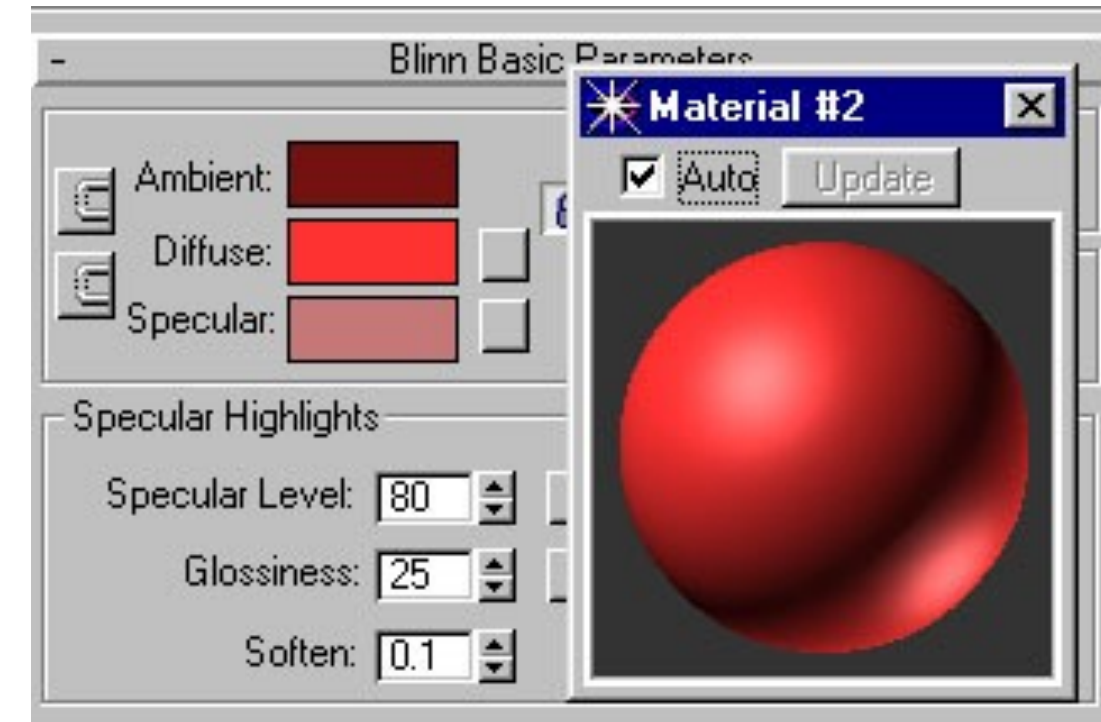
The VRML Material Node

Material {

```
  exposedField SFFloat  ambientIntensity  0.2      # [0,1]
  exposedField SFColor   diffuseColor     0.8 0.8 0.8 # [0,1]
  exposedField SFColor   emissiveColor    0 0 0      # [0,1]
  exposedField SFFloat   shininess        0.2      # [0,1]
  exposedField SFColor   specularColor    0 0 0      # [0,1]
  exposedField SFFloat   transparency     0         # [0,1]
```

}

shininess in VRML is multiplied by 128 to produce n in the lighting model.



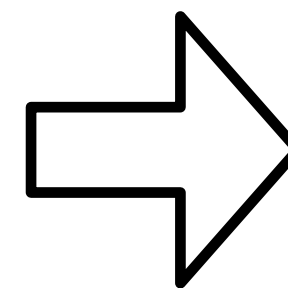
<http://dxyner2000.com/tutorials/tut3.1.htm>

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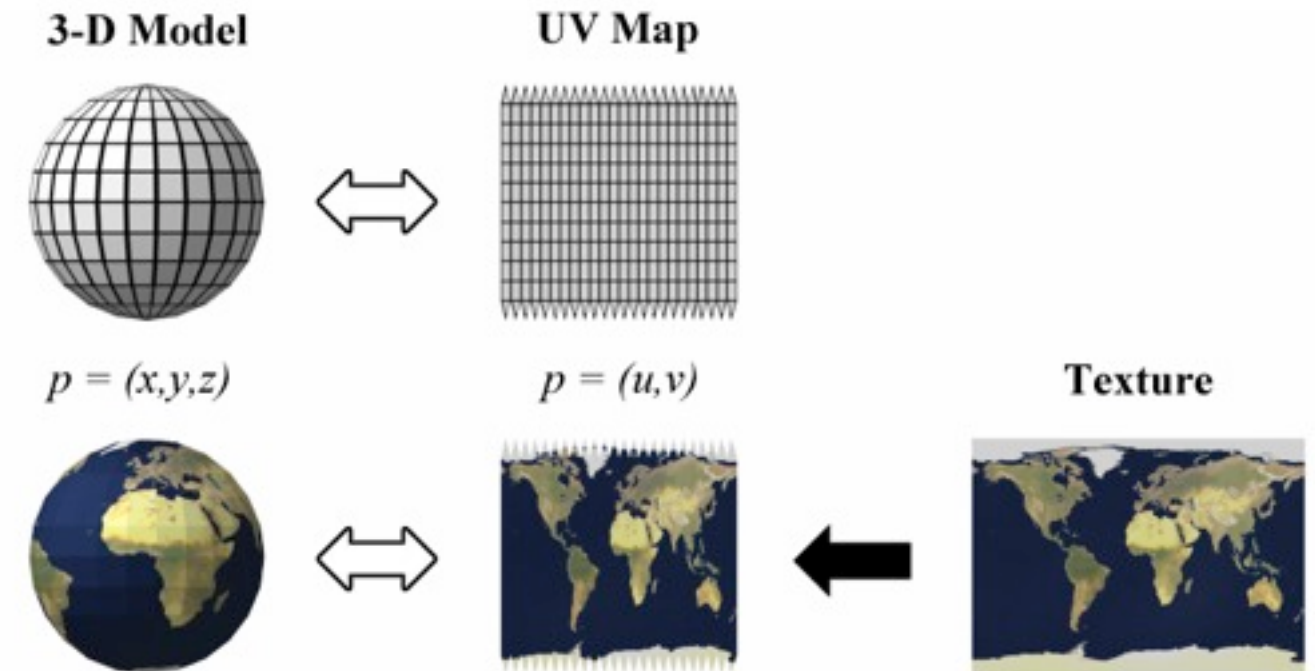
Textures and Maps

- one of the simplest and oldest ways to achieve good looking objects with simple geometry
- texture design is a very complex task, needs a lot of imagination!
- idea: use a bitmap image, shrink wrap around the object
- use bitmap contents for object surface color: image map
 - can be used for other parameters, e.g., normal, elevation, transparency, reflection
- problem: what does shrink wrap mean exactly?

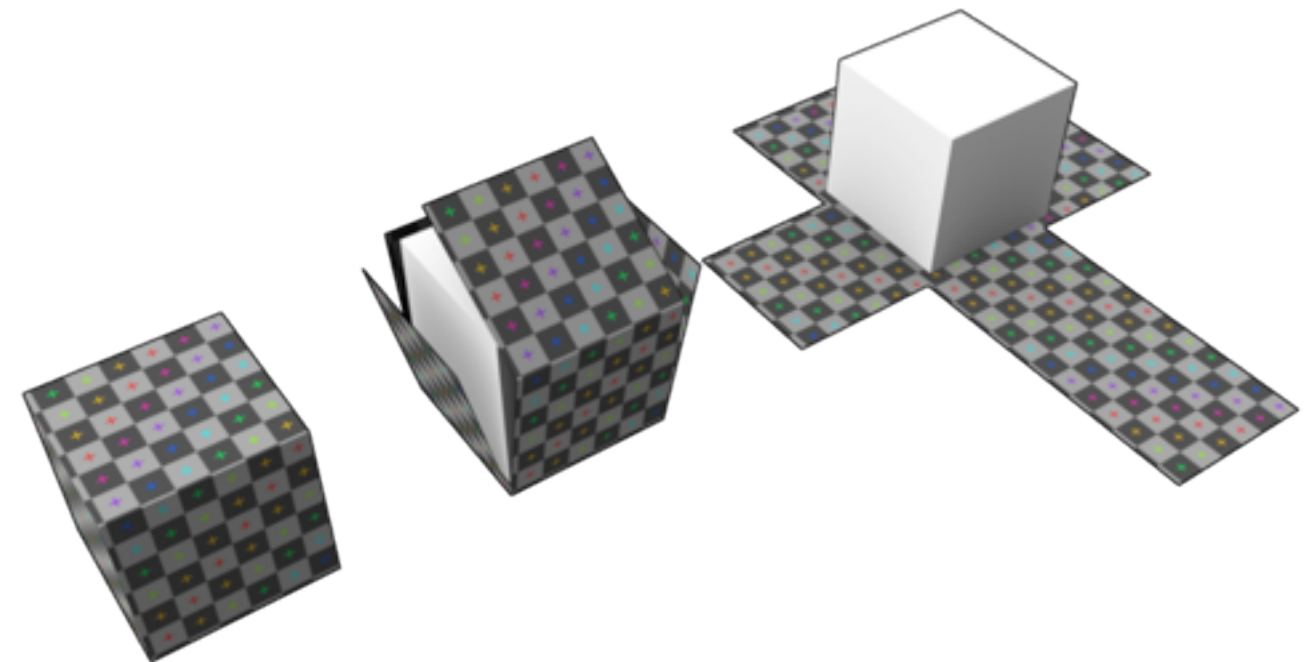


Texture Coordinates and UV Mapping

- each texture is mapped to a 1x1 square
- each object defines u, v coordinates
 - such that u, v are both between 0 and 1
- straightforward for geometric primitives
 - different possibilities
 - conventions exist
- not so easy for polygon models
 - can be defined per vertex
 - ...but who wants to do this?
 - simplifications: shrink a sphere onto the object
 - works fine with convex objects
 - always tricky for complicated objects



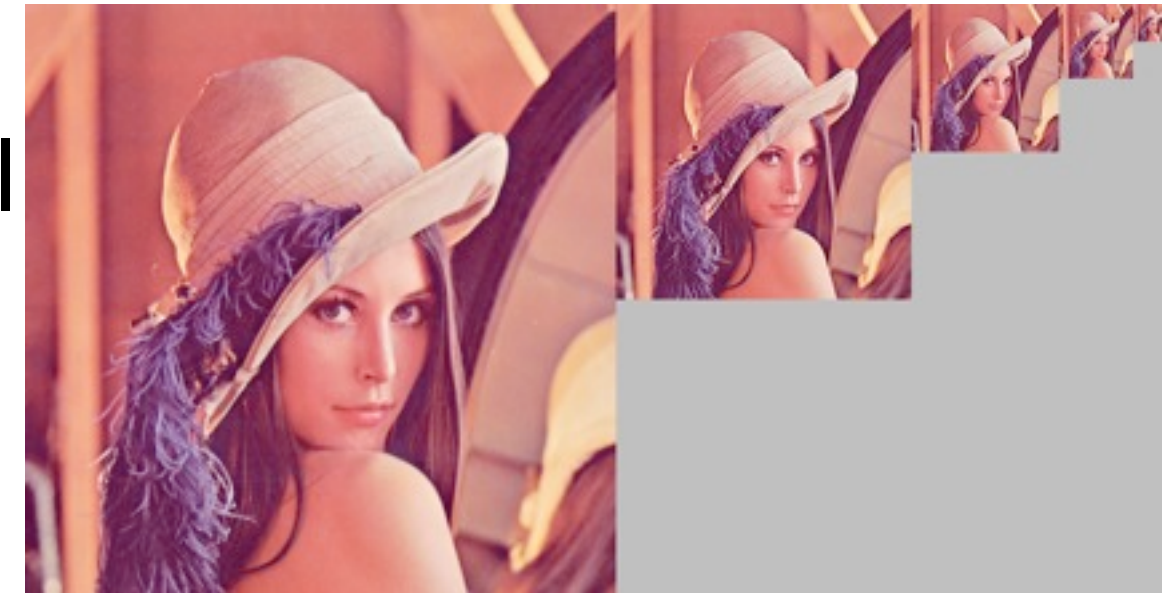
<http://upload.wikimedia.org/wikipedia/commons/0/04/UVMapping.png>



http://en.wikipedia.org/wiki/File:Cube_Representative_UV_Unwrapping.png

Texture Filtering

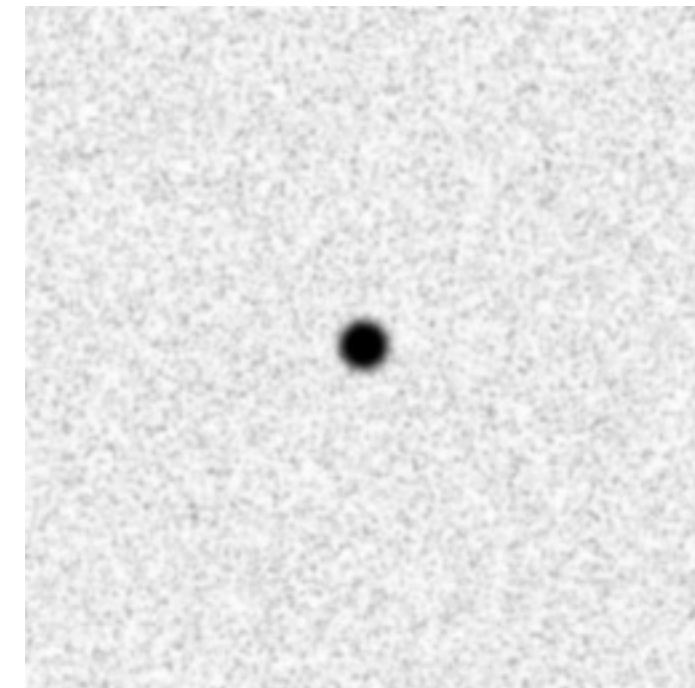
- During rasterization, for each rendered pixel of the textured object we need to look up a color value from the texture
 - will almost always fall between texture pixels (texels)
 - texture may have too much resolution: sampling or integration
 - texture may have too little resolution: interpolation
- naive approach: pick the nearest neighbor pixel
 - leads to blocky textures
- better approach: bilinear filtering
 - pick the 4 neighboring pixels and linearly interpolate
- Mip map: image pyramid with image scaled to 1/4 area in each step
 - eliminates excessive integration over pixels
- trilinear filtering: find the 2 best levels of the mip map and interpolate within and between them



http://wiki.aqsis.org/dev/texture_filtering

Bump Mapping

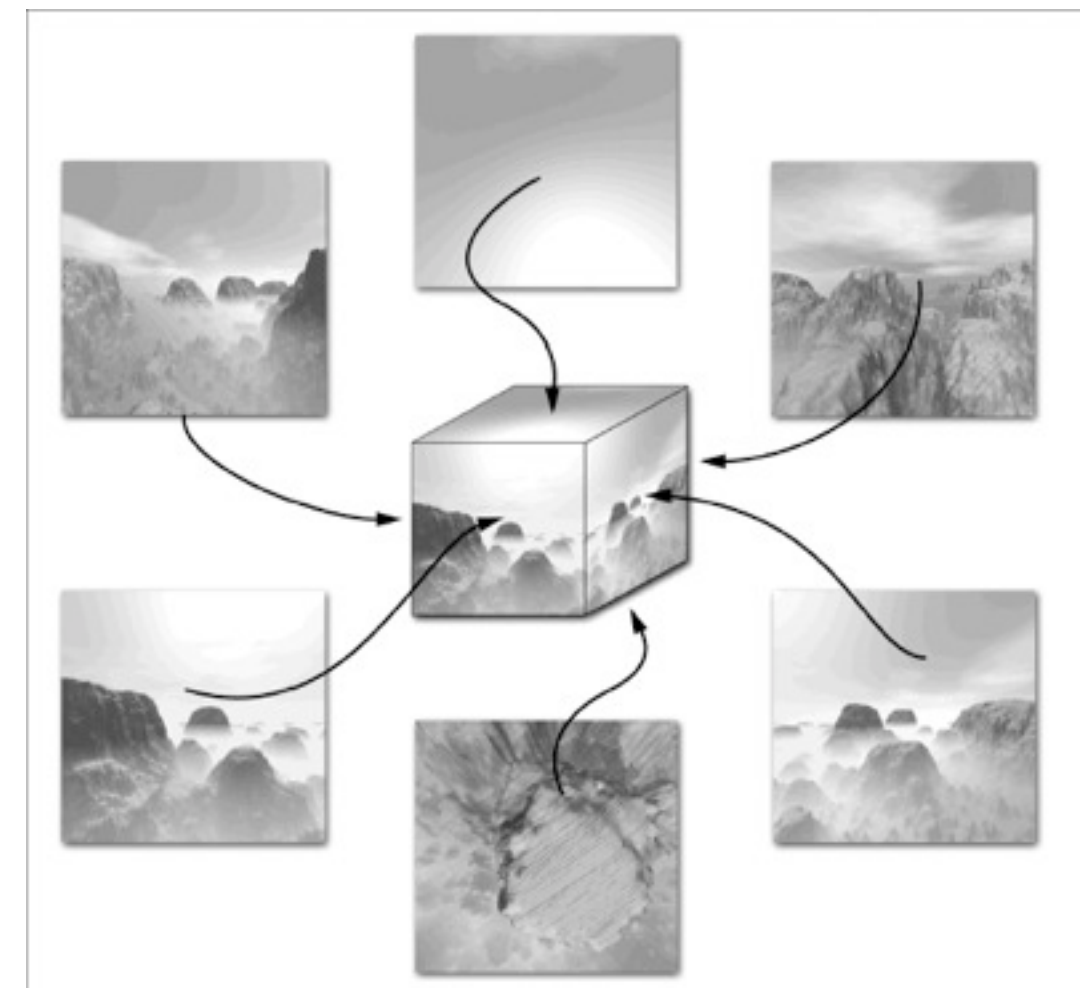
- texture file is only greyscale
- grey value determines the elevation of the surface
 - e.g., black = dent, white = bulge
- can simulate complex 3D surface structure on very simple geometry
- often used together with image maps to enhance realism
- only modifies surface color, not silhouette!
- introduced by Jim Blinn in 1978
 - related and improved techniques with similar look in use today:
normal mapping, displacement mapping



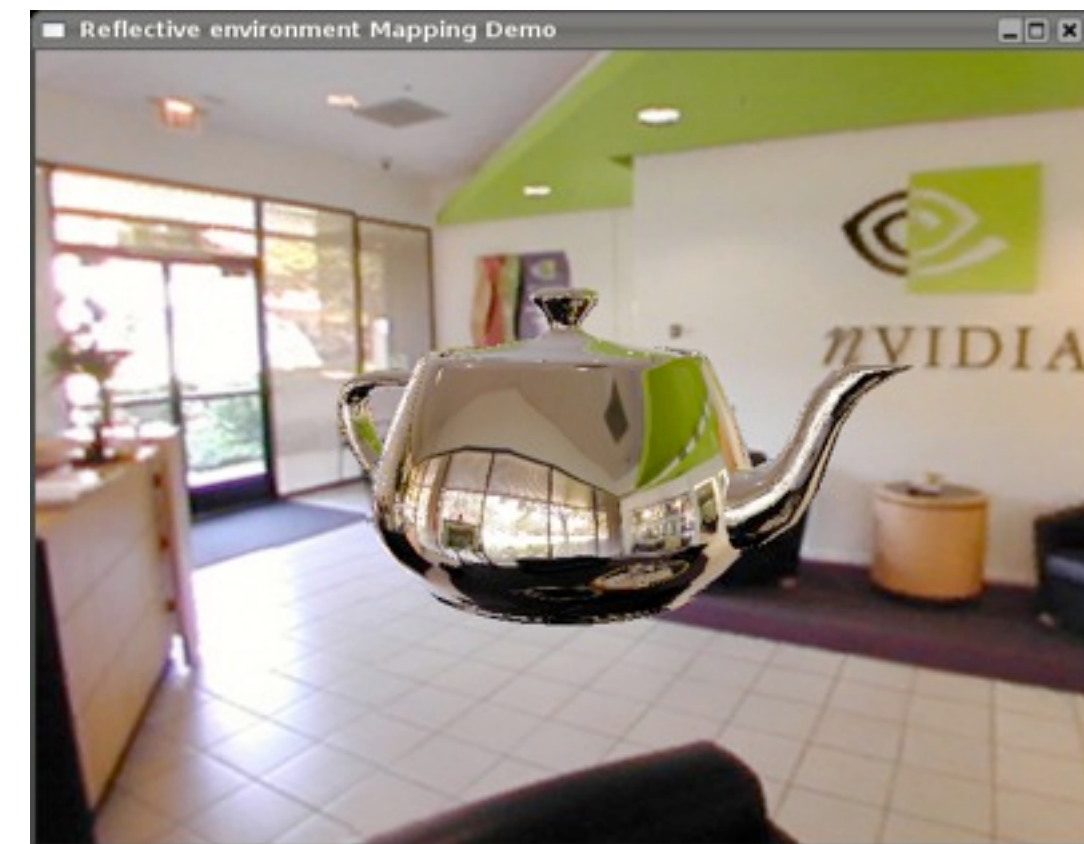
http://en.wikipedia.org/wiki/Bump_mapping

Environment Maps

- maps show the environment of the object
 - inside out view, 360 degrees in all directions
 - can be represented as 6 sides of a cube
 - can be photographed in a real environment
- can be used to calculate appropriate reflections
 - problem: _____
- can also be used for lighting
 - record map in real environment
 - light a 3D model with it
 - this model will seem as if lit in the real environment
 - useful for combining real and virtual objects



<http://www.developer.com/img/articles/2003/03/24/EnvMapTech01.gif>



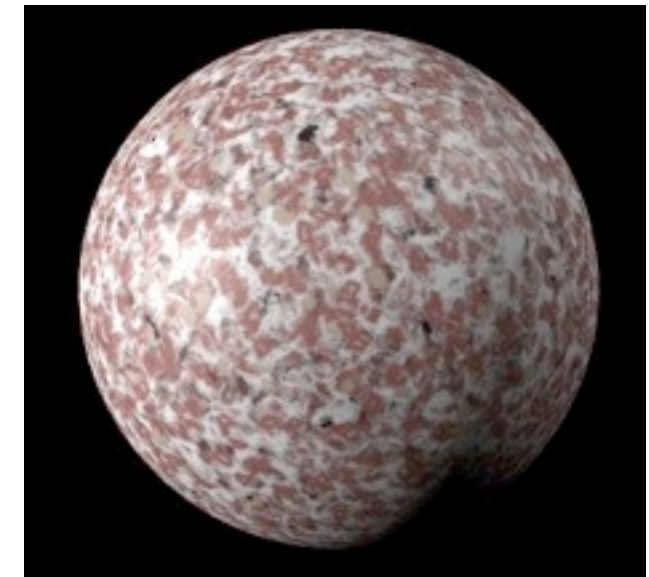
<http://tfc.duke.free.fr/>

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Procedural Surface Descriptions

- programming languages for surface descriptions
- can influence various stages of the rendering pipeline
 - in particular: can implement textures and the phong model
 - but also much more...
- can describe real 3D structures
 - not just surface color
- state of the art in high end 3D graphics
 - e.g., RenderMan, used in PIXAR movies
 - also in OpenGL, DirectX
- detailed implementation varies depending on the platform
- in OpenGL: vertex shaders and fragment shaders
 - fragments = parts of an object that cover 1 screen pixel



OpenGL: Vertex and Fragment Shaders

- A vertex shader can do the following:
 - transform the vertex position using the modelview and projection matrices
 - transform normals, and if required normalize them
 - generate and transform texture coordinates
 - lighting per vertex or compute values for lighting per pixel
 - color computation
- A fragment shader can do the following:
 - compute colors, and texture coordinates per pixel
 - apply a texture
 - fog computation
 - compute normals if you want lighting per pixel
- This, and more details at: <http://www.lighthouse3d.com/opengl/glsl/>

Links, Various

- You've been doing 3DCG too long if ...when people ask you, "What's up?", you reply "Y": <http://www.deakin.edu.au/~agoodman/scc308/toolong.html>
- Detailed class material from one of the world's leading groups: <http://graphics.stanford.edu/courses/>
- Compact overviews from the wisdom of the masses ;-): [http://en.wikipedia.org/wiki/Rendering_\(computer_graphics\)](http://en.wikipedia.org/wiki/Rendering_(computer_graphics))
- Kajiya, James T. (1986), ["The rendering equation"](#), Siggraph 1986: 143, [doi:10.1145/15922.15902](#)
- Some nice tutorials related to this class: <http://www.lighthouse3d.com/>