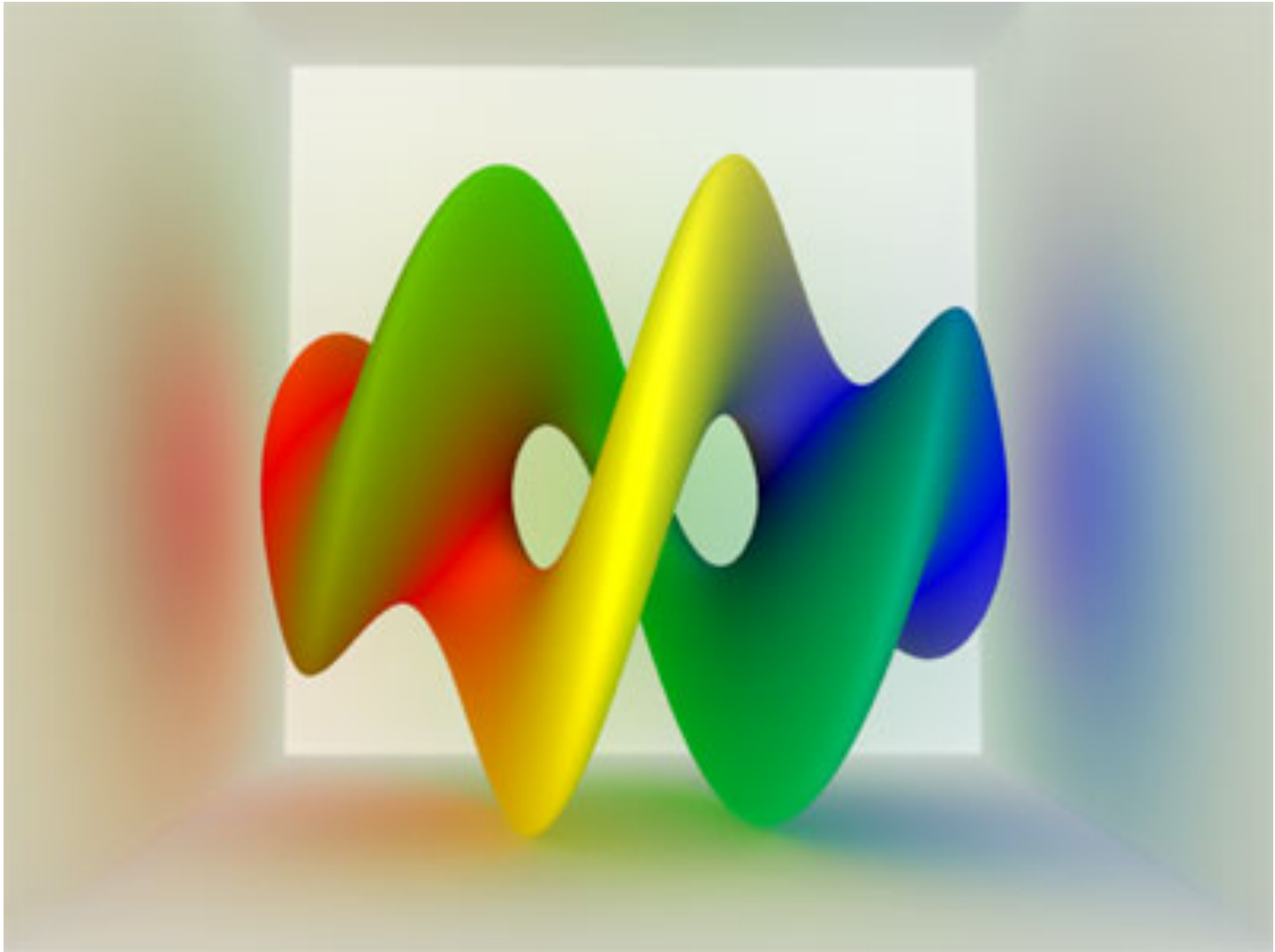


# **IL·LUMINACIÓ GLOBAL**

amb materials de Carlos Andújar i Mario Costa Sousa

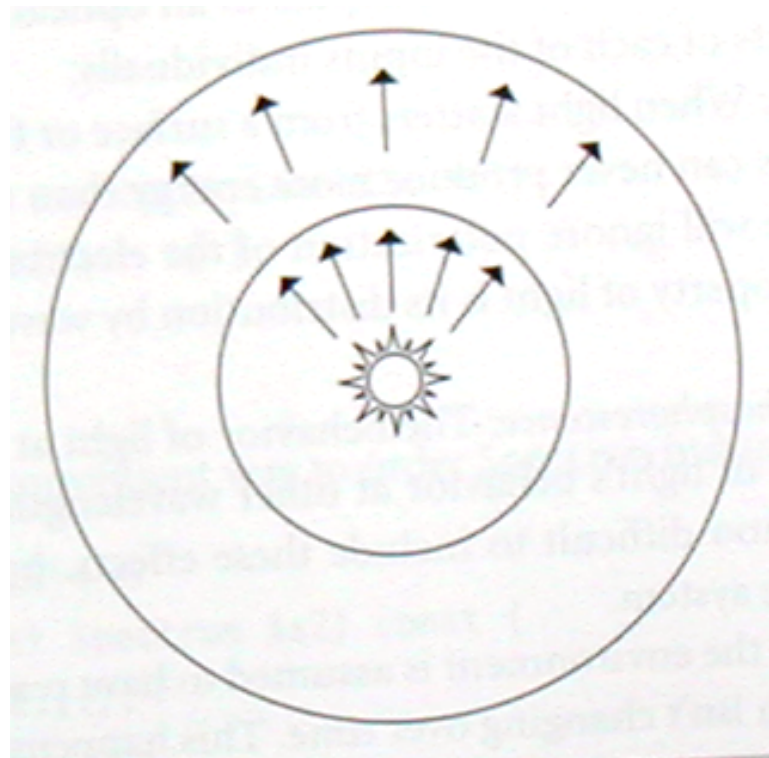


# Color bleeding

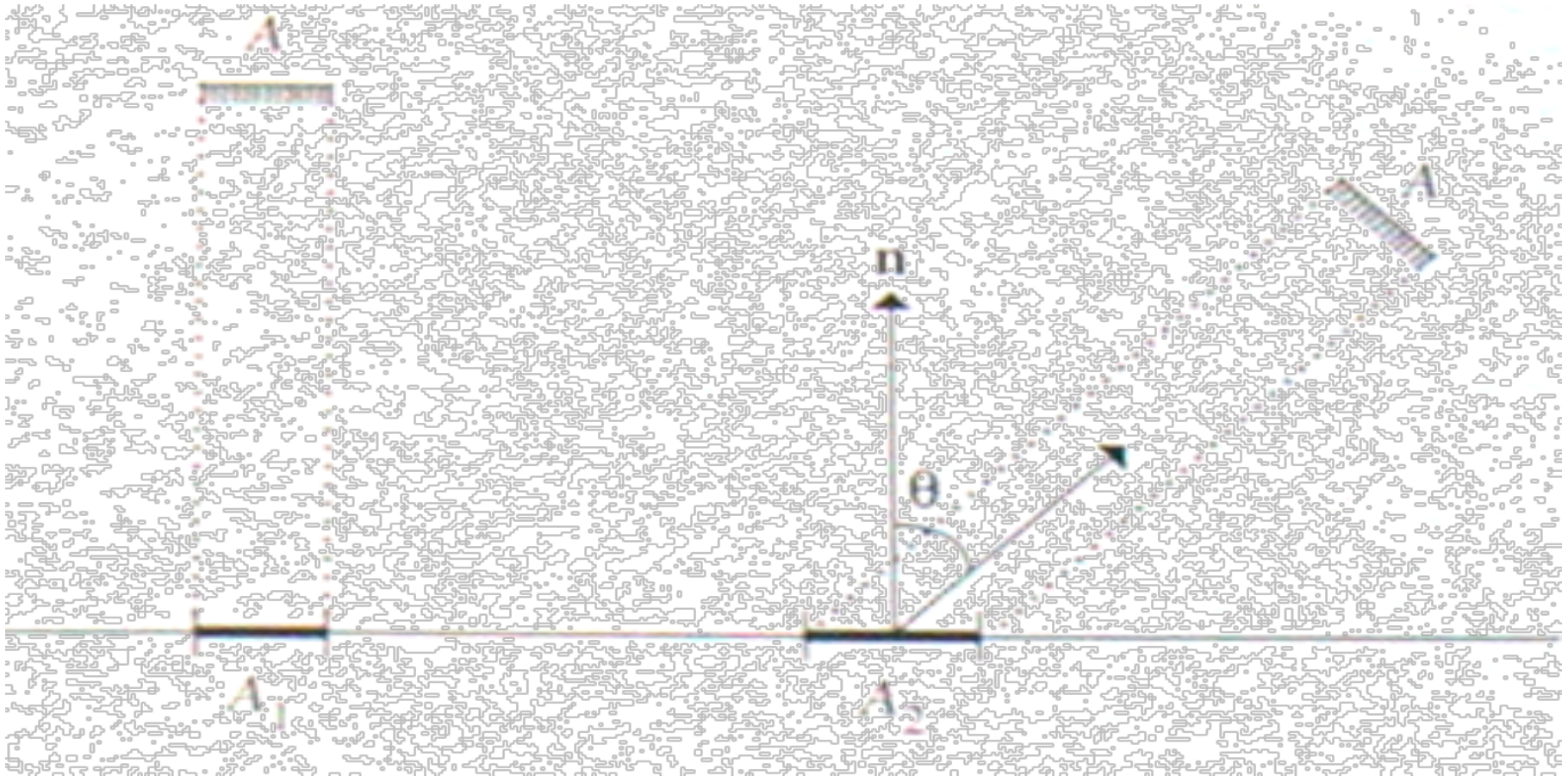


# **UNITATS RADIOMETRIA**

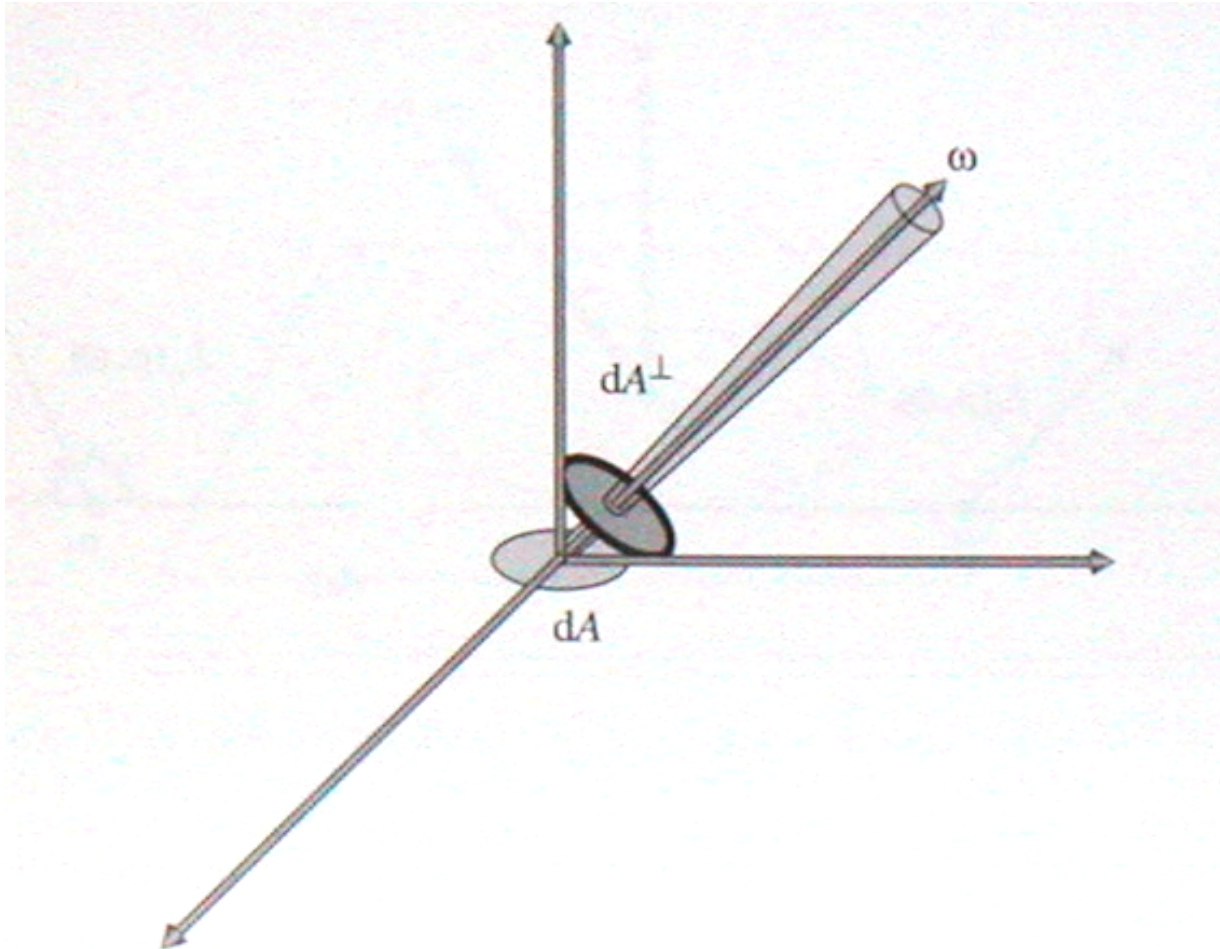
# Flux radiant $\Phi$



# Irradiància E i Llei de Lambert



# Radiància $L(p, \omega)$



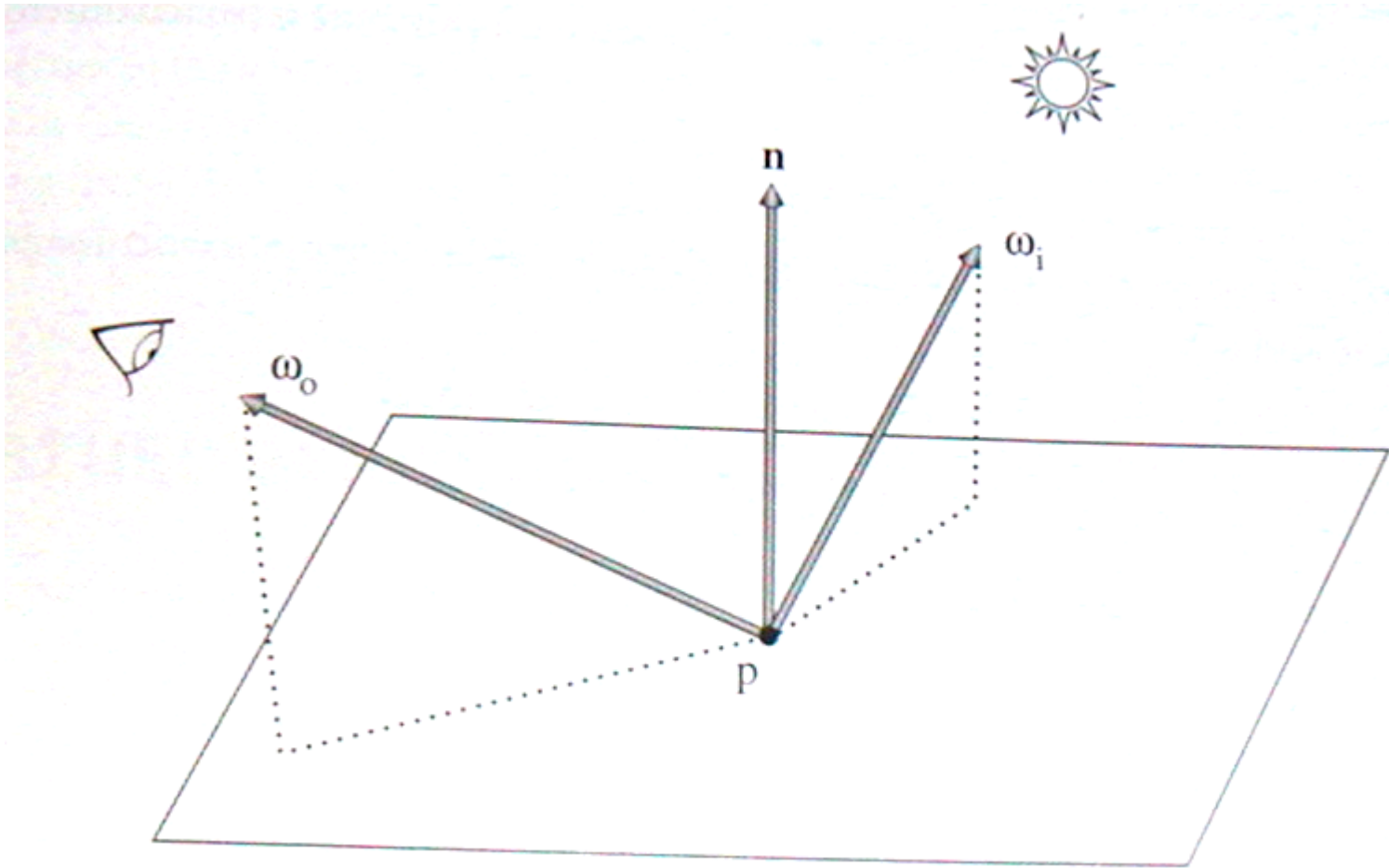
# Resum fotometria

Sím.	Radiomet.	Fotometria	Definició	Ús
$\Phi$	Fluxe (W)	Fluxe (lm)	Energia que travessa una superfície per unitat de temps	Energia total que emet una font de llum
E	Irradiancia (W/m <sup>2</sup> )	Iluminància (lux=lm/m <sup>2</sup> )	Fluxe per unitat <b>d'àrea</b>	Llum que incideix en un punt, des de qualsevol direcció
I	Intensitat (W/sr)	Intensitat (cd=lm/sr)	Fluxe per unitat <b>d'angle sòlid</b>	Distribució direccional d'una llum puntual
L	Radiància W/(sr·m <sup>2</sup> )	Luminància (cd/m <sup>2</sup> )	Fluxe per unitat <b>d'àrea</b> i unitat <b>d'angle sòlid</b>	Energia que travessa un punt en una determinada direcció



**BRDF**

# BRDF $f(p, \omega_o, \omega_i)$

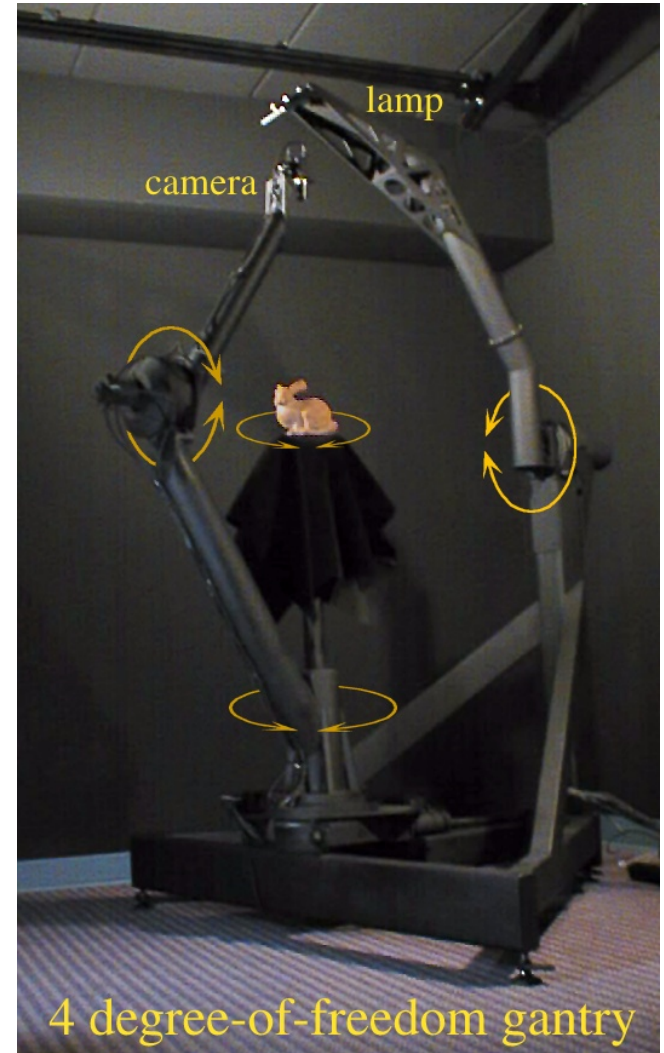
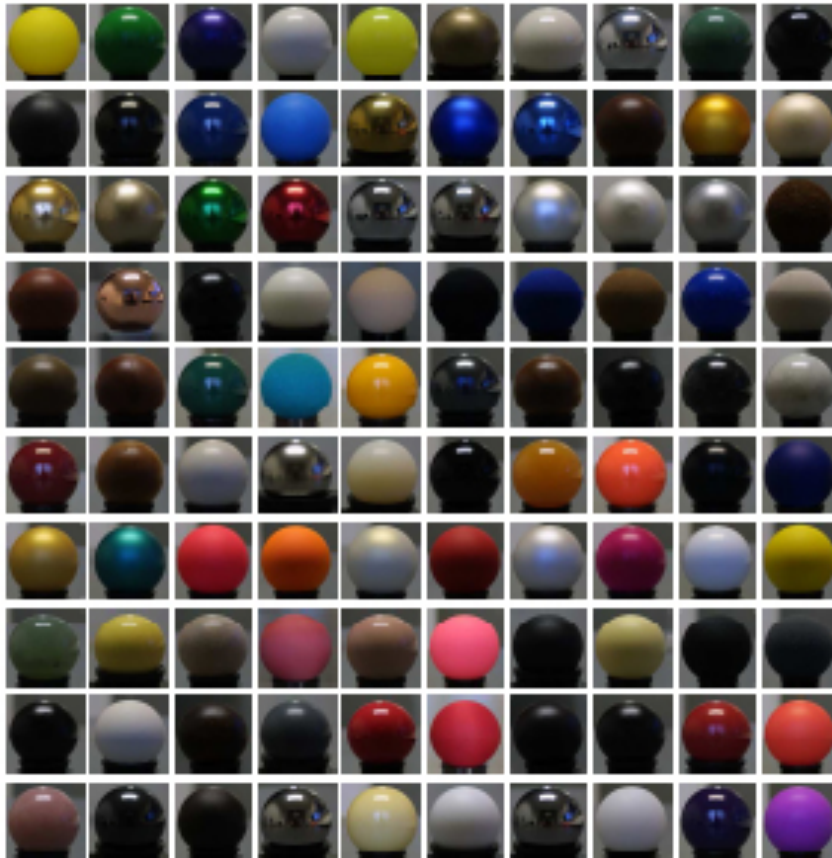


# BRDF

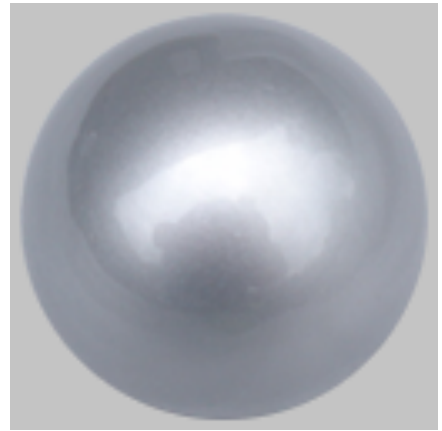
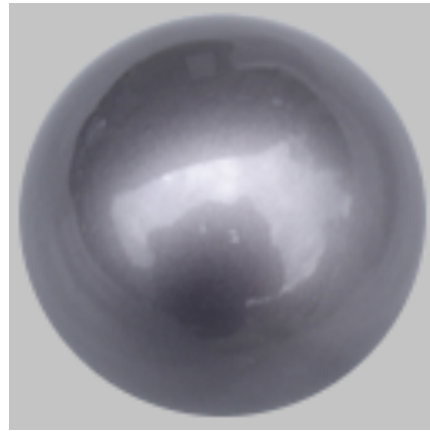
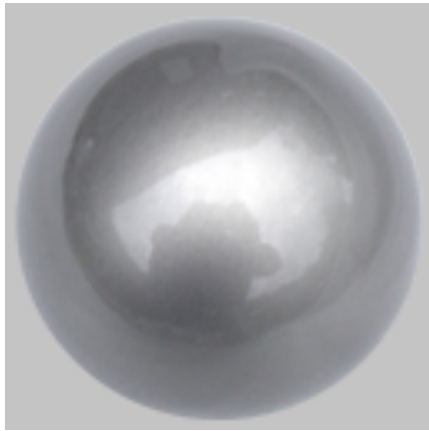
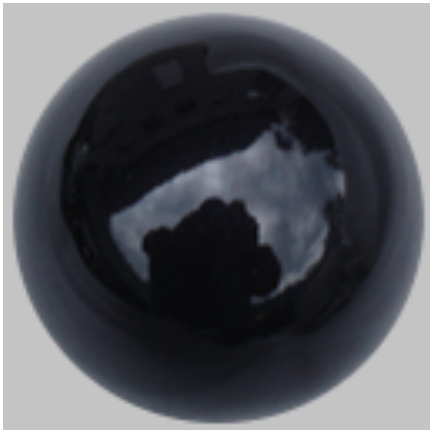
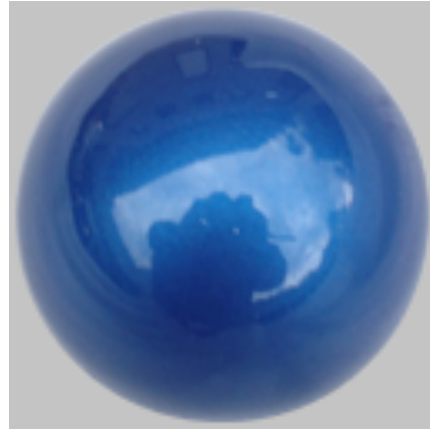
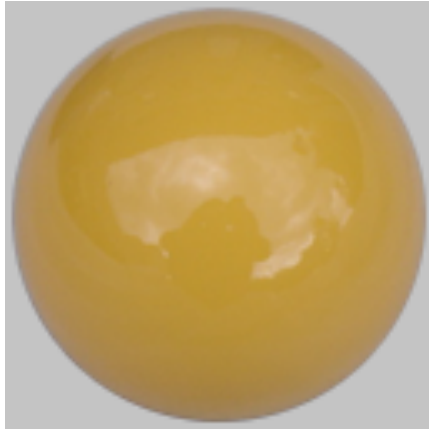


# MERL BRDF database

- [www.merl.com/brdf/](http://www.merl.com/brdf/)



# BRDF de pinturas



# Phong vs BRDF mesurat



$$L_{\text{out}}(x, \omega_{\text{out}}) = L_{\text{in}}(x, \omega_{\text{in}}) * f(\omega_{\text{in}}, \omega_{\text{out}}) * (\omega_{\text{in}} \cdot n)$$

$$L(x \rightarrow \Theta) = L_e(x \rightarrow \Theta) + \int_{\Omega_x} L(x \leftarrow \Psi) f_r(x, \Psi \leftrightarrow \Theta) \cos(n_x, \Psi) d\omega \Psi$$

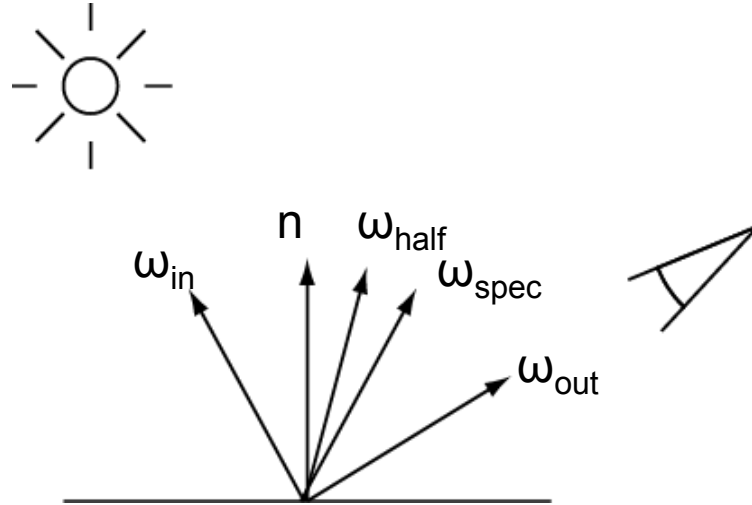
- **Reciprocitat**

- $f(x, \omega_{\text{in}}, \omega_{\text{out}}) = f(x, \omega_{\text{out}}, \omega_{\text{in}})$

- **Conservació de l'energia**

- $\int f(\omega_{\text{in}}, \omega_{\text{out}}) * (\omega_{\text{in}} \cdot n) d\omega_{\text{in}} \leq 1$

# BRDFs Analítiques



Lambert:

$$f(\omega_{\text{out}}, \omega_{\text{in}}) = k_d$$

Blinn:

$$f(\omega_{\text{out}}, \omega_{\text{in}}) = k_d + k_s (n \cdot \omega_{\text{half}})^n$$

Phong

$$f(\omega_{\text{out}}, \omega_{\text{in}}) = k_d + k_s (\omega_{\text{out}} \cdot \omega_{\text{spec}})^n$$

Hi ha moltes altres BRDFs analítiques que hom ha proposat, com Cook Torrance-BRDF, Ward-BRDF,...



# Radiosity

$$L(x \rightarrow \Theta) = L_e(x \rightarrow \Theta) + \int_{\Omega_x} L(x \leftarrow \Psi) f_r(x, \Psi \leftrightarrow \Theta) \cos(n_x, \Psi) d\omega\Psi$$

Suposem que totes les superfícies i fonts de llum són difuses, i tenen un comportament uniforme sobre tota la superfície.

Subdividim en pedaços per a mantenir l'uniformitat

Obtenim una versió discretitzada de l'equació de rendering

$$B_i = E_i + \rho_i \sum_j B_j F_{ij}$$

# The Radiosity Equation

$$B_i = E_i + \rho_i \sum B_j F_{ij}$$

Radiosity of surface i

Emissivity of surface i

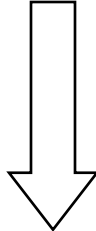
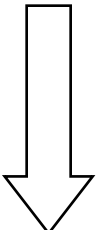
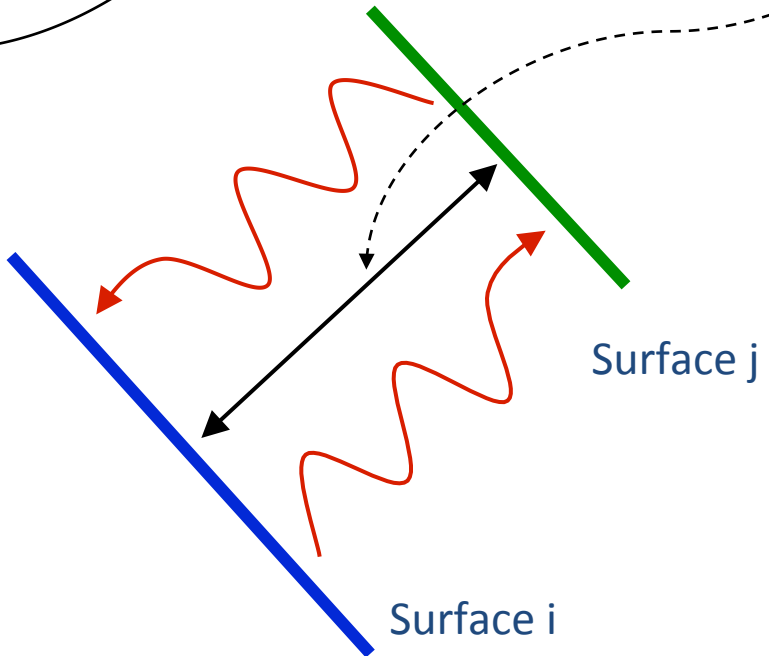
Reflectivity of surface i

Form Factor of surface j relative to surface i

Radiosity of surface j

accounts for the physical relationship between the two surfaces

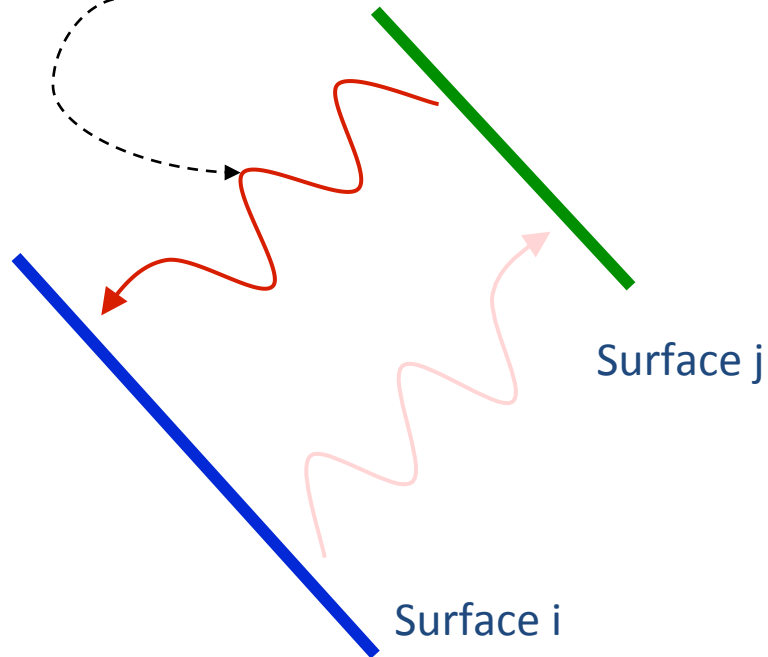
will absorb a certain percentage of light energy which strikes the surface



# The Radiosity Equation

$$B_i = E_i + \rho_i \sum B_j F_{ij}$$

**Energy reaching** surface i from other surfaces



# The Radiosity Equation

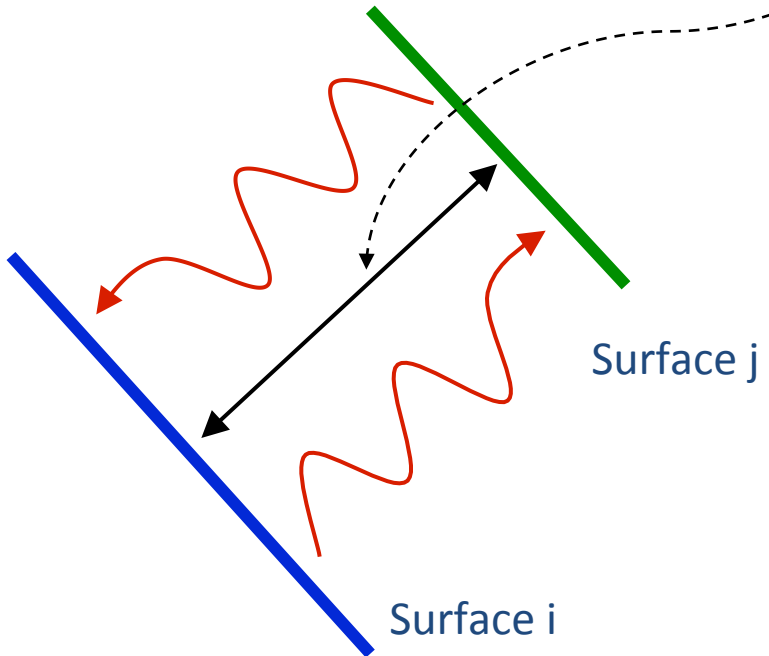
$$B_i = E_i + \rho_i \sum B_j F_{ij}$$

**Energy reaching**  
surface i from other  
surfaces

**Form Factor** of surface j  
relative to surface i

Radiosity of surface j

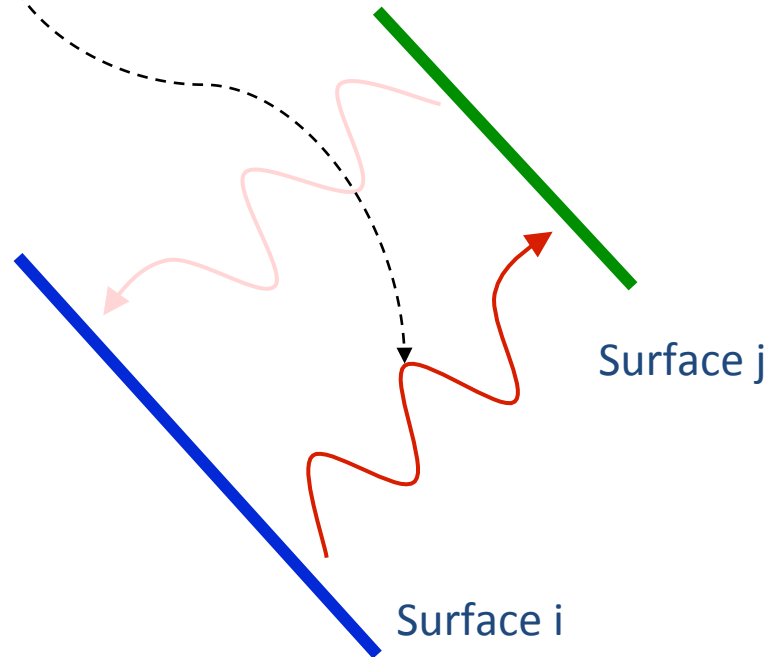
accounts for the  
physical  
relationship  
between the two  
surfaces



# The Radiosity Equation

$$B_i = E_i + \rho_i \sum B_j F_{ij}$$

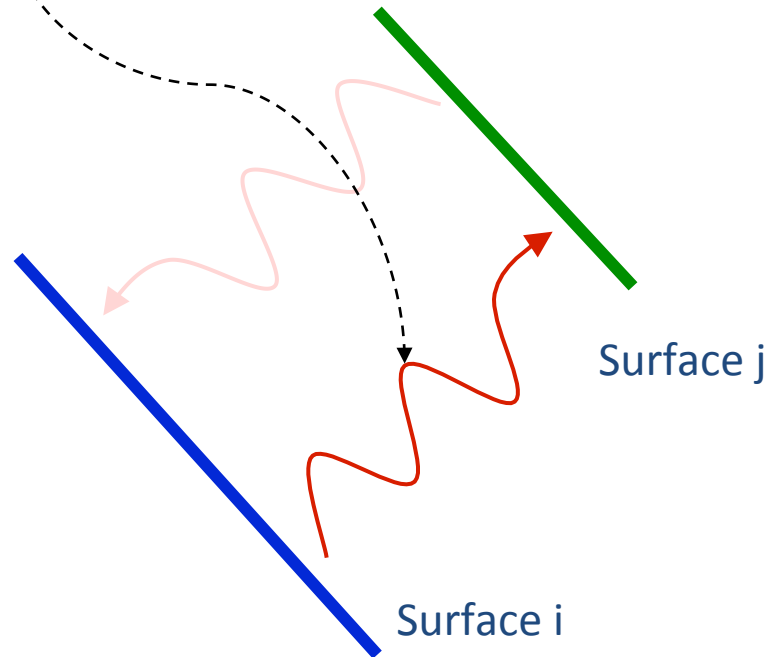
Energy emitted by surface i



# The Radiosity Equation

$$B_i = E_i + \rho_i \sum B_j F_{ij}$$

Energy reflected by surface i



# The Radiosity Equation

Energy reflected by surface i

$$B_i = E_i + \rho_i \sum B_j F_{ij}$$

Reflectivity of surface i

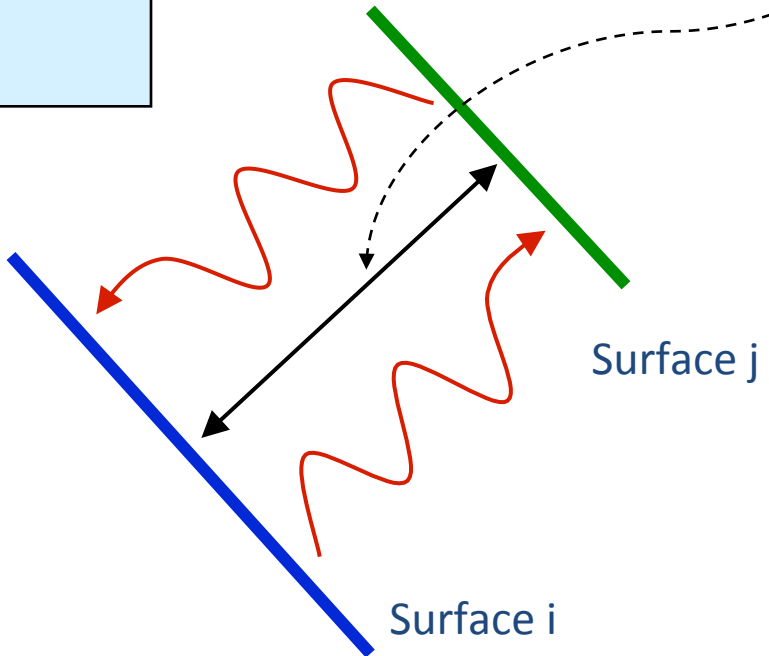
Form Factor of surface j relative to surface i

Radiosity of surface j

Energy reflected by surface i = Reflectivity of surface i \* Energy reaching surface i from other surfaces

Reflectivity will absorb a certain percentage of light energy which strikes the surface

Form Factor accounts for the physical relationship between the two surfaces

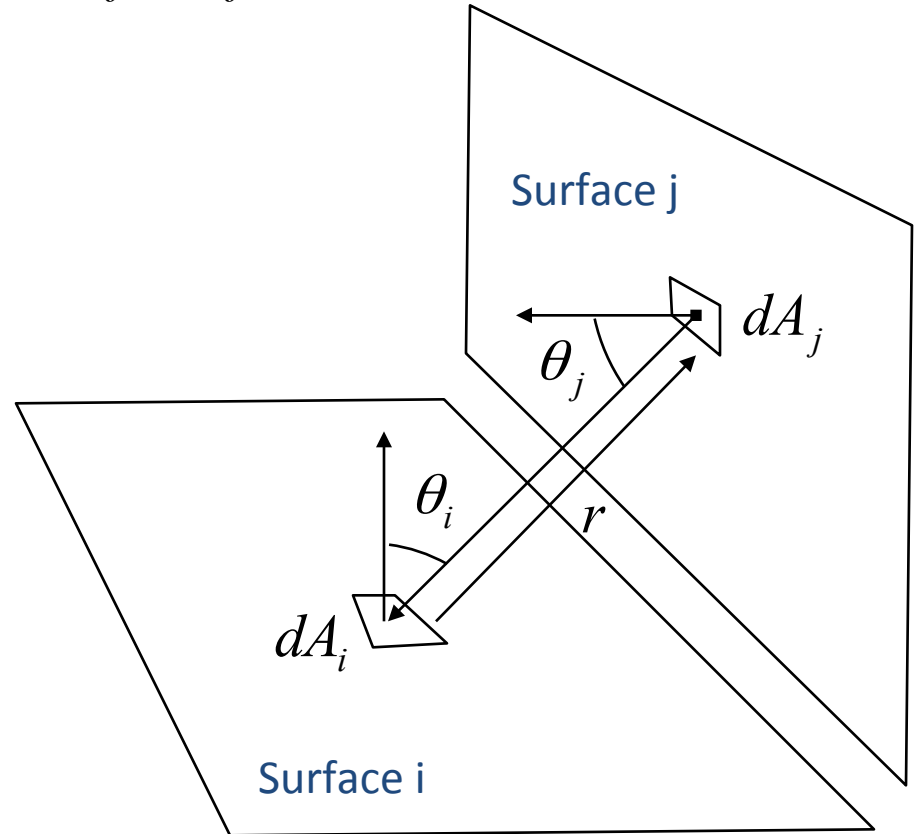


# Càlcul dels factors de forma

$$F_{ij} = \frac{1}{A_i} \int_{A_i} \int_{A_j} \frac{\cos \theta_i \cos \theta_j}{\pi r^2} V_{ij} dA_j dA_i$$

Area integral  
over surface *i*

Area integral  
over surface *j*







# Radiosity com a sistema d'equacions

$$\begin{bmatrix} 1 - \rho_1 F_{11} & -\rho_1 F_{12} & \cdots & -\rho_1 F_{1n} \\ -\rho_2 F_{21} & 1 - \rho_2 F_{22} & \cdots & -\rho_2 F_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ -\rho_n F_{n1} & -\rho_n F_{n2} & \cdots & 1 - \rho_n F_{nn} \end{bmatrix} \begin{bmatrix} B_1 \\ B_2 \\ \vdots \\ B_n \end{bmatrix} = \begin{bmatrix} E_1 \\ E_2 \\ \vdots \\ E_n \end{bmatrix}$$

# Resultats

