

Efficient computation of global illumination for image synthesis

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Goal: Image Synthesis with Radiosity

Direct Illumination



Radiosity (Radial basis)



Radiosity (Shepard basis)



Rendering equation

$$L = E + \mathcal{R}L$$

L (unknown) radiance function

E spontaneous emission function

\mathcal{R} light transfer operator

$$(\mathcal{R}L)(p, q) = \int_{\mathcal{C}} \rho(\dot{p}, \dot{q}) L(\dot{p}, \dot{q}) G(\dot{p}, \dot{q}, \vec{p}) V(\dot{p}, \dot{q}) d\dot{q}$$

ρ reflectance factor

G form factor

V visibility factor

Solving the rendering equation

General solution

$$L = (\mathcal{I} - \mathcal{R})^{-1} E$$

$$(\mathcal{I} - \mathcal{R})^{-1} = (\mathcal{I} + \mathcal{R} + \mathcal{R}^2 + \mathcal{R}^3 + \dots)$$

Discretizing the rendering equation

$$\lambda = \epsilon + R\lambda$$

λ, ϵ = coefficients of L, E

R = radiance transfer matrix.

$$R_{jk} = G(\dot{p}_k, \dot{p}_j, \vec{p}_j) \rho(p_j) V(\dot{p}_k, \dot{p}_j)$$

Iterative solution

$\lambda \leftarrow (0, 0, \dots, 0)$; repeat $\lambda \leftarrow \epsilon + R\lambda$ until convergence

Finite Elements for Radiosity

Site: a pair $p = (\dot{p}, \vec{p})$

\dot{p} = point on the scene's surface

\vec{p} = unit normal vector

Finite Element Basis

$$\phi_1, \phi_2, \dots, \phi_n$$

$\phi_i : \text{sites} \rightarrow \mathbb{R}$, with small support

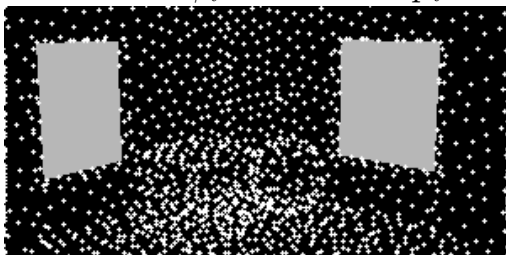
Finite Element Approximation

$$B(p) \approx \sum_{i=1}^n \beta_i \phi_i(p)$$

Point-based Finite Elements

Choose p_1, p_2, \dots, p_n

Choose ϕ_i centered on p_i



Finite Element Types

Radial Basis

$$\phi_i(p) = \Phi(\|p, p_i\|/\alpha_i)$$

$\|p, q\|$ = distance between p and q

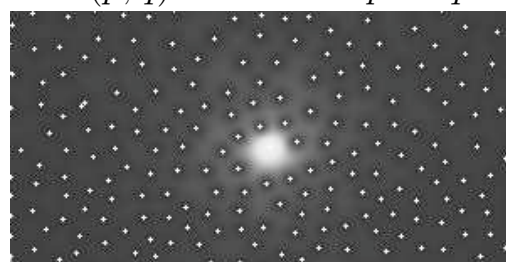
α_i = nominal radius of the element



Shepard Basis

$$\phi_i(p) = \frac{w(p, p_i)}{\sum_{j=1}^n w(p, p_j)}$$

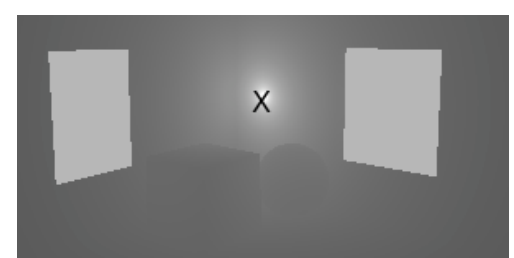
$w(p, q) \rightarrow \infty$ when $p \rightarrow q$



Site distance functions

Euclidean distance

$$\|p, q\| = |\dot{p} - \dot{q}|$$



Normal-sensitive distance

$$\|p, q\| = \frac{|\dot{p} - \dot{q}|}{\max\{0, \vec{p} \cdot \vec{q}\}}$$

