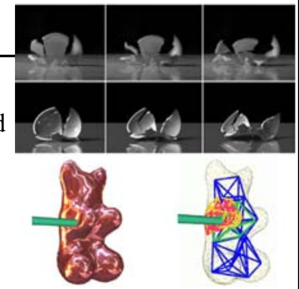
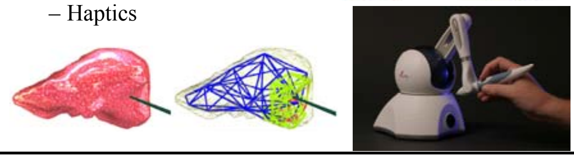
Ray Tracing

Last Time?



- Rigid Body
- Finite Element Method
  - Stress/Strain
- Fracture
- Deformation
  - Level of Detail
  - Haptics

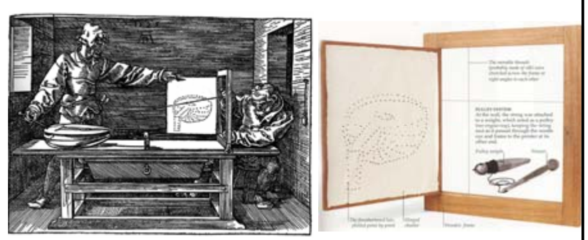


Today

- Ray Casting
  - Ray-Plane Intersection
  - Ray-Sphere Intersection
  - Point in Polygon
- Ray Tracing
- Recursive Ray Tracing
- Distribution Ray Tracing

Durer's Ray Casting Machine

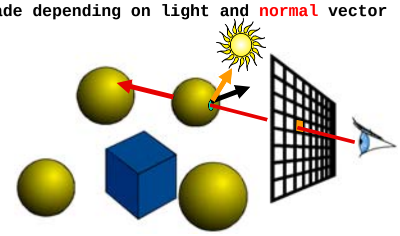
- Albrecht Durer, 16th century



Ray Casting

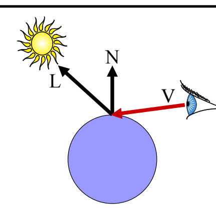
```
For every pixel
   Construct a ray from the eye
   For every object in the scene
      Find intersection with the ray
      Keep if closest
   Shade depending on light and normal vector
```

Finding the intersection and normal is the central part of ray casting



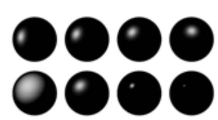
A Note on *Local* Shading

- Surface/Scene Characteristics:
  - surface normal
  - direction to light
  - viewpoint



- Material Properties
  - Diffuse (matte)
  - Specular (shiny)
  - …
- More later!

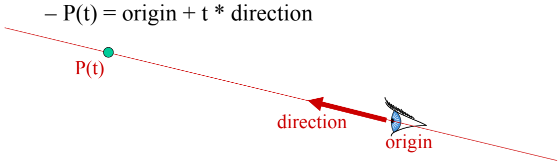
Diffuse sphere



Specular spheres

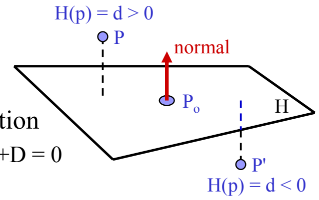
Ray Representation?

- Two vectors:
  - Origin
  - Direction (normalized is better)
- Parametric line (*explicit* representation)
  - P(t) = origin + t * direction



3D Plane Representation?

- Plane defined by
  - $P_o = (x,y,z)$
  - $n = (A,B,C)$
- Implicit plane equation
  - $H(P) = Ax+By+Cz+D = 0$
    $= n \cdot P + D = 0$
- Point-Plane distance?
  - If n is normalized, distance to plane, d = H(P)
  - d is the *signed distance*!



Explicit vs. Implicit?

- Ray equation is explicit $P(t) = R_o + t * R_d$
  - Parametric
  - Generates points
  - Harder to verify that a point is on the ray
- Plane equation is implicit $H(P) = n \cdot P + D = 0$
  - Solution of an equation
  - Does not generate points
  - Verifies that a point is on the plane

Ray-Plane Intersection

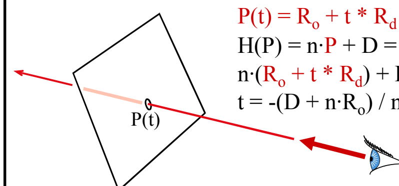
- Intersection means both are satisfied
- So, insert explicit equation of ray into implicit equation of plane & solve for t

$P(t) = R_o + t * R_d$

$H(P) = n \cdot P + D = 0$

$n \cdot (R_o + t * R_d) + D = 0$

$t = -(D + n \cdot R_o) / n \cdot R_d$

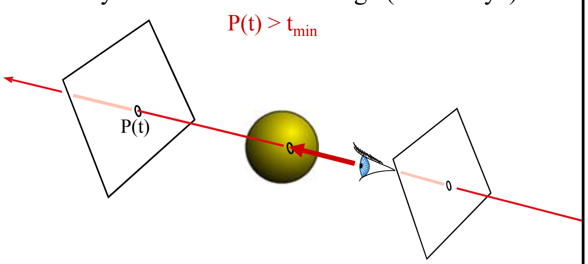


Additional Housekeeping

- Verify that intersection is closer than previous

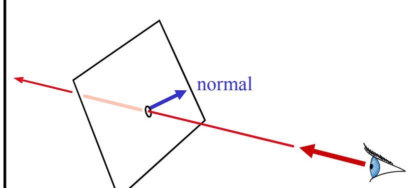
  $P(t) < t_{current}$
- Verify that it is not out of range (behind eye)

  $P(t) > t_{min}$



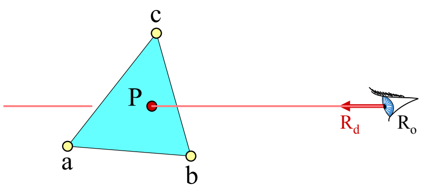
Normal

- For shading
  - diffuse: dot product between light and normal
- Normal is constant



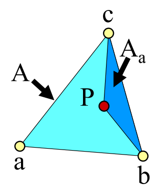
Ray-Triangle Intersection

- Use barycentric coordinates:
  - $P(\alpha, \beta, \gamma) = \alpha a + \beta b + \gamma c$ with $\alpha + \beta + \gamma = 1$
  - If $0 < \alpha < 1$ & $0 < \beta < 1$ & $0 < \gamma < 1$ then the point is inside the triangle!



How Do We Compute α, β, γ ?

- Ratio of opposite sub-triangle area to total area
  - $\alpha = A_a/A \quad \beta = A_b/A \quad \gamma = A_c/A$
- Use signed areas for points outside the triangle



Using Cramer's Rule…

- Used to solve for one variable at a time in system of equations

$$\beta = \frac{\begin{vmatrix} a_x - R_{ox} & a_x - c_x & R_{dx} \\ a_y - R_{oy} & a_y - c_y & R_{dy} \\ a_z - R_{oz} & a_z - c_z & R_{dz} \end{vmatrix}}{|A|} \qquad \gamma = \frac{\begin{vmatrix} a_x - b_x & a_x - R_{ox} & R_{dx} \\ a_y - b_y & a_y - R_{oy} & R_{dy} \\ a_z - b_z & a_z - R_{oz} & R_{dz} \end{vmatrix}}{|A|}$$

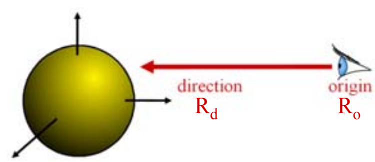
$$t = \frac{\begin{vmatrix} a_x - b_x & a_x - c_x & a_x - R_{ox} \\ a_y - b_y & a_y - c_y & a_y - R_{oy} \\ a_z - b_z & a_z - c_z & a_z - R_{oz} \end{vmatrix}}{|A|}$$

| | denotes the determinant

Can be copied mechanically into code

Sphere Representation?

- Implicit sphere equation
  - Assume centered at origin (easy to translate)
  - $H(P) = P \cdot P - r^2 = 0$



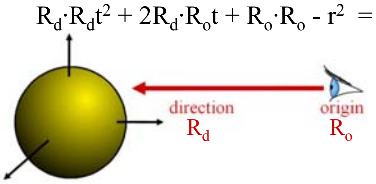
Ray-Sphere Intersection

- Insert explicit equation of ray into implicit equation of sphere & solve for t

$$P(t) = R_o + t{*}R_d \qquad H(P) = P \cdot P - r^2 = 0$$

$$(R_o + tR_d) \cdot (R_o + tR_d) - r^2 = 0$$

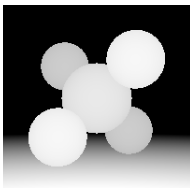
$$R_d \cdot R_d t^2 + 2R_d \cdot R_o t + R_o \cdot R_o - r^2 = 0$$



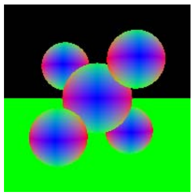
Ray-Sphere Intersection

- Quadratic: $at^2 + bt + c = 0$
  - $a = 1$ (remember, $||R_d|| = 1$)
  - $b = 2R_d \cdot R_o$
  - $c = R_o \cdot R_o - r^2$
- with discriminant $d = \sqrt{b^2 - 4ac}$
- and solutions $t_\pm = \dfrac{-b \pm d}{2a}$
- What does it mean if there are no solutions, 1 solution, or 2 solutions?

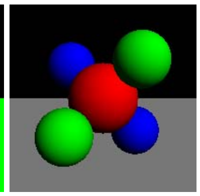
Questions?



depth



normals



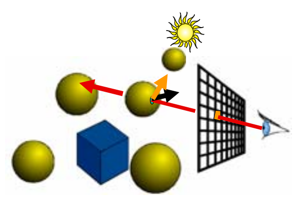
local shading

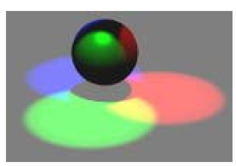
Today

- Ray Casting
- Ray Tracing
  - Shadows
  - Reflection
  - Refraction
- Recursive Ray Tracing
- Distribution Ray Tracing

How Can We Add Shadows?

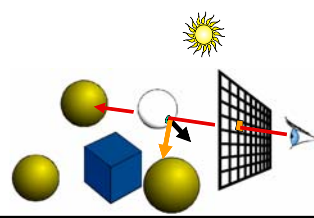
```
Find the point to be shaded
For every light,
  Construct ray from point to light
  For every object
    find intersection of ray with object
  If no objects between point and light
    Add contribution from light
```

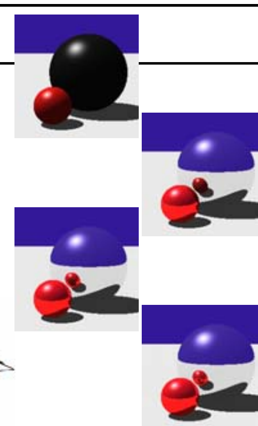




Mirror Reflection

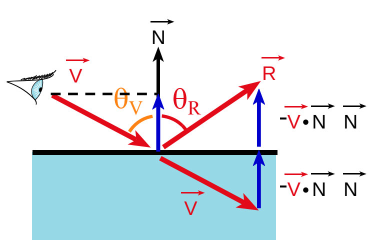
- Cast ray symmetric with respect to the normal
- Multiply by reflection coefficient (color)





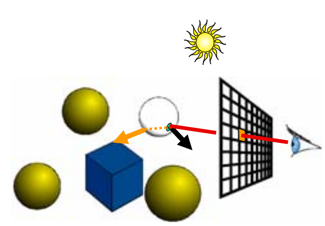
Reflection

- Reflection angle = view angle
- $\mathbf{R} = \mathbf{V} - 2\,(\mathbf{V} \cdot \mathbf{N})\,\mathbf{N}$

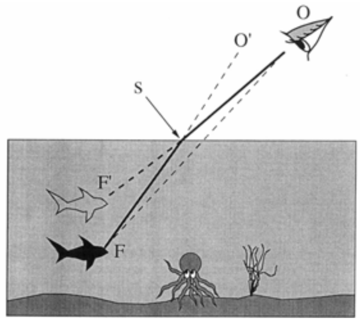


Transparency

- Cast ray in refracted direction
- Multiply by transparency coefficient (color)

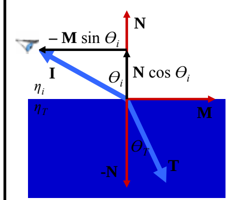


Qualitative Refraction



From "Color and Light in Nature" by Lynch and Livingston

Refraction



$\mathbf{I} = \mathbf{N} \cos \Theta_i - \mathbf{M} \sin \Theta_i$

$\mathbf{M} = (\mathbf{N} \cos \Theta_i - \mathbf{I}) / \sin \Theta_i$

$\mathbf{T} = -\mathbf{N} \cos \Theta_T + \mathbf{M} \sin \Theta_T$

$= -\mathbf{N} \cos \Theta_T + (\mathbf{N} \cos \Theta_i - \mathbf{I}) \sin \Theta_T / \sin \Theta_i$

$= -\mathbf{N} \cos \Theta_T + (\mathbf{N} \cos \Theta_i - \mathbf{I})\, \eta_r$

$= [\, \eta_r \cos \Theta_i - \cos \Theta_T \,]\, \mathbf{N} - \eta_r \mathbf{I}$

$= [\, \eta_r \cos \Theta_i - \sqrt{1 - \sin^2 \Theta_T} \,]\, \mathbf{N} - \eta_r \mathbf{I}$

$= [\, \eta_r \cos \Theta_i - \sqrt{1 - \eta_r^2 \sin^2 \Theta_i} \,]\, \mathbf{N} - \eta_r \mathbf{I}$

$= [\, \eta_r \cos \Theta_i - \sqrt{1 - \eta_r^2 (1 - \cos^2 \Theta_i)} \,]\, \mathbf{N} - \eta_r \mathbf{I}$

$= [\, \eta_r (\mathbf{N} \cdot \mathbf{I}) - \sqrt{1 - \eta_r^2 (1 - (\mathbf{N} \cdot \mathbf{I})^2)} \,]\, \mathbf{N} - \eta_r \mathbf{I}$

Snell-Descartes Law:

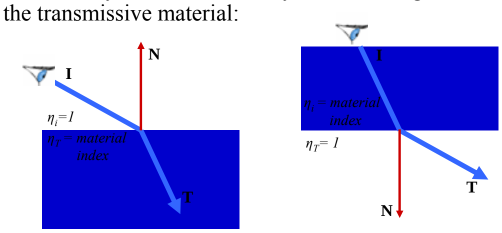
$\eta_i \sin \Theta_i = \eta_T \sin \Theta_T$

$$\frac{\sin \Theta_T}{\sin \Theta_i} = \frac{\eta_i}{\eta_T} = \eta_r$$

- **Total internal reflection when the square root is imaginary**
- **Don't forget to normalize!**

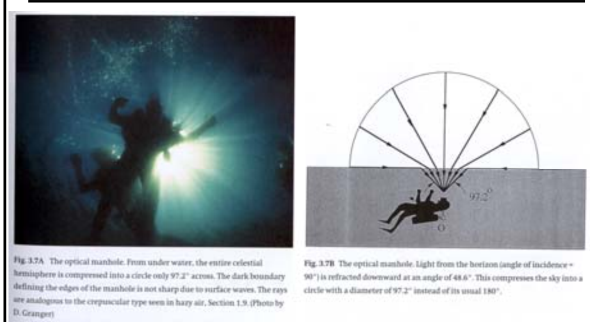
Refraction & the Sidedness of Objects

- Make sure you know whether you're entering or leaving the transmissive material:



- What about intersecting transparent objects?

Total Internal Reflection



From "Color and Light in Nature" by Lynch and Livingston

Questions?

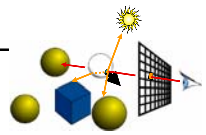
Today

- Ray Casting
- Ray Tracing
- Recursive Ray Tracing
- Distribution Ray Tracing

Recap: Ray Tracing

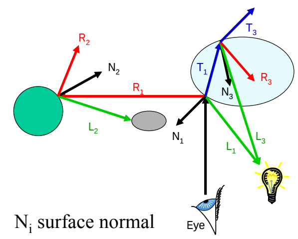
```
trace ray
   Intersect all objects
   color = ambient term
   For every light
      cast shadow ray
      color += local shading term
   If mirror
      color += color_refl *
                trace reflected ray
   If transparent
      color += color_trans *
                trace transmitted ray
```

- ***Does it ever end?***

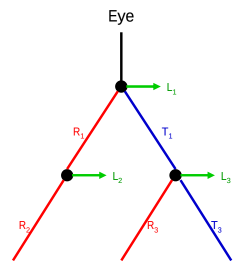


Stopping criteria:
- Recursion depth
  - Stop after a number of bounces
- Ray contribution
  - Stop if reflected / transmitted contribution becomes too small

The Ray Tree



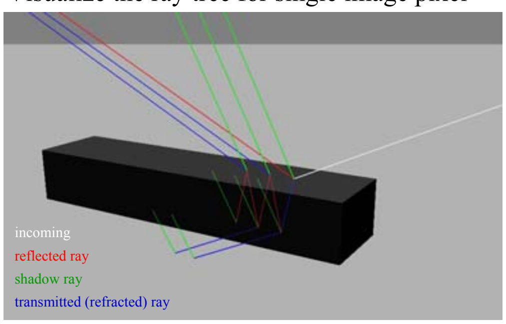
N_i surface normal
R_i reflected ray
L_i shadow ray
T_i transmitted (refracted) ray



Complexity?

Ray Debugging

- Visualize the ray tree for single image pixel

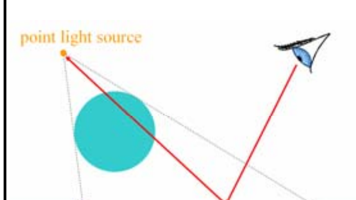


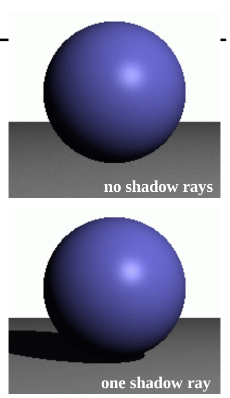
Today

- Ray Casting
- Ray Tracing
- Recursive Ray Tracing
- Distribution Ray Tracing
  - Soft shadows
  - Antialiasing (getting rid of jaggies)
  - Glossy reflection
  - Motion blur
  - Depth of field (focus)

Shadows

- one shadow ray per intersection per point light source





Shadows & Light Sources

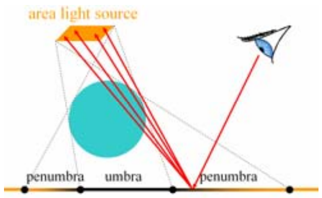
http://3media.initialized.org/photos/2000-10-18/index_gall.htm

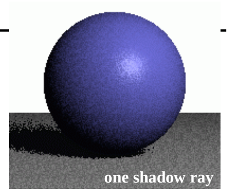
http://www.davidfay.com/index.php

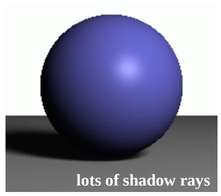
http://www.pa.uky.edu/~sciworks/light/preview/bulb2.htm

Soft Shadows

- multiple shadow rays to sample area light source

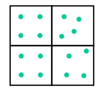


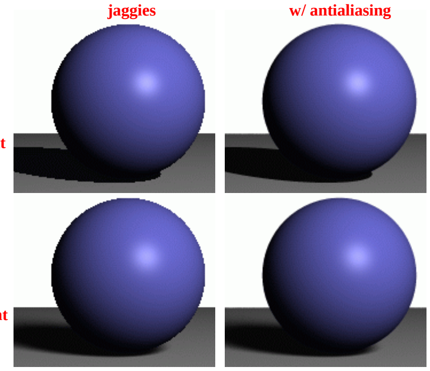




Antialiasing – Supersampling

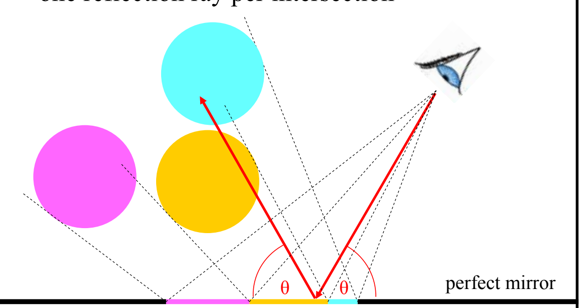
- multiple rays per pixel





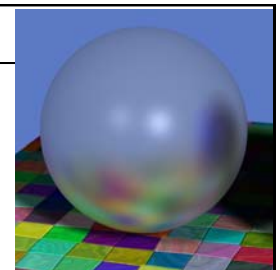
Reflection

- one reflection ray per intersection

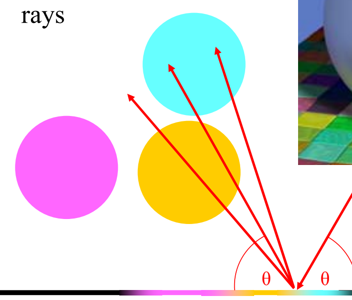


Glossy Reflection

- multiple reflection rays

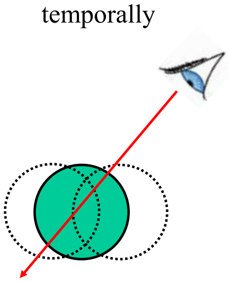


Justin Legakis



Motion Blur

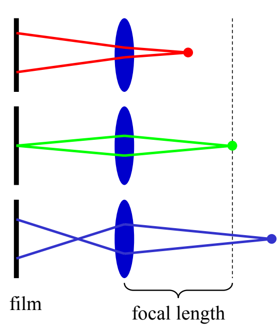
- Sample objects temporally

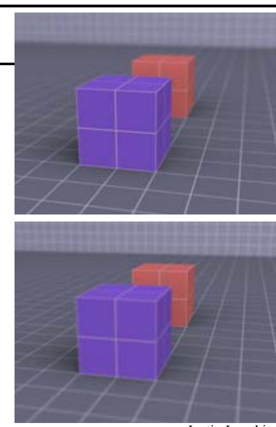


Rob Cook

Depth of Field

- multiple rays per pixel





Justin Legakis

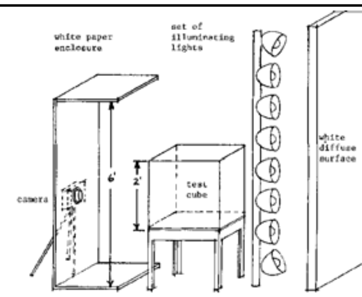
Ray Tracing Algorithm Analysis

- Ray casting
- Lots of primitives
- Recursive
- Distributed Ray Tracing Effects
  - Soft shadows
  - Anti-aliasing
  - Glossy reflection
  - Motion blur
  - Depth of field

cost ≈ height * width *
num primitives *
intersection cost *
size of recursive ray tree *
num shadow rays *
num supersamples *
num glossy rays *
num temporal samples *
num focal samples *
. . .

can we reduce this?

Reading for Tuesday 3/13:



Goral, Torrance, Greenberg & Battaile
Modeling the Interaction of Light Between Diffuse Surfaces
SIGGRAPH '84