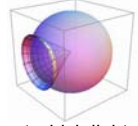


Modeling the Interaction Between Diffuse Surfaces

Some Definitions

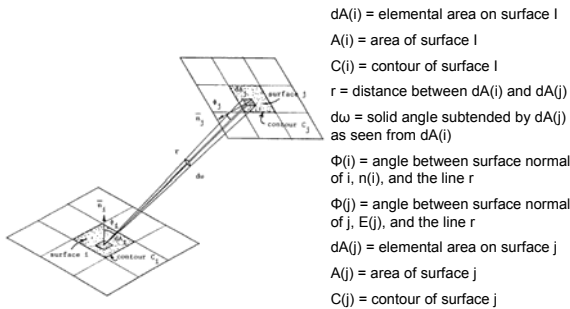
- Solid Angle: The surface area of the unit sphere covered by the projection of the angle from the center of the sphere.

Wolfram, Ed. W. "Solid Angle." From [MathWorld](http://Wolfram.com)—A Wolfram Web Resource. <http://mathworld.wolfram.com/SolidAngle.html>



- Isolux: A curve or surface connecting points at which light intensity is the same.
- Form Factor: The fraction of radiant light leaving one surface which strikes second surface

The Basic Idea



Modeling the Interaction of Light Between Diffuse Surfaces: Figure 5

Some Math

$$B_j = E_j + \rho_j H_j$$

Where: B_j = radiosity of the surface j
 E_j = rate of direct energy emission from j
 ρ_j = reflectivity of surface j (fraction of incident light reflected back)
 $H_j = \int_{A_i} b_{ij} dA_i$ = incident radiant energy (light) arriving at j

$$H_j = \sum_{i=1}^N B_i F_{ij}$$

Where: B_i = radiosity of the surface i
 F_{ij} = form factor

Some Math (cont)

Final radiosity equation

$$b_j = e_j + \rho_j \sum_{i=1}^N b_i F_{ij}$$

Form Factors

The form factor between the finite surfaces, $A(i)$ and $A(j)$, is defined as the area average of the equation:

$$F_{A_i \rightarrow A_j} = F_{ij} = \frac{1}{A_i} \iint_{A_i} \iint_{A_j} \frac{\cos \phi_i \cos \phi_j dA_i dA_j}{\pi^2 r^2}$$

Or more efficiently as:

$$F_{ij} = \frac{1}{2\pi A_i} \oint_{C_j, C_i} [\ln(r) dx_i dx_j + \ln(r) dy_i dy_j + \ln(r) dz_i dz_j]$$

Why? Stokes' theorem?

And Now Some Matrixes

The final system to solve:

$$\begin{bmatrix} 1-\rho_1 F_{1,1} & -\rho_1 F_{1,2} & \dots & -\rho_1 F_{1,N} \\ -\rho_2 F_{2,1} & 1-\rho_2 F_{2,2} & \dots & -\rho_2 F_{2,N} \\ \dots & \dots & \dots & \dots \\ -\rho_N F_{N,1} & -\rho_N F_{N,2} & \dots & 1-\rho_N F_{N,N} \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ \dots \\ b_N \end{bmatrix} = \begin{bmatrix} e_1 \\ e_2 \\ \dots \\ e_N \end{bmatrix}$$