Volume Rendering

Gurprit Singh

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Next career fair “next” on June 11, 2024 from 10:00 a.m. to 5:00 p.m.

The trade fair offers our students the opportunity to meet potential employers, make contacts and find out about career opportunities. Companies have the opportunity to offer internships, theses or entry-level positions.

Overview

Volumetric Processes:

Absorption

Scattering

Transmittance

Phase Functions

Volumetric Rendering Equation

Volumetric Path Tracing

Woodcock Tracking

Fog

Brassai (Gyula Halasz) 1899-1984


Aerial View
6
Gurprit Singh


Snow
Gurprit Singh

Fire

Harry Potter/Warner Brothers

Surface or Volume?

Corona Renderer / Chaos Czech a.s. / Chaos Group

Universe

lisamission.org

Defining Participating Media

Media properties are modeled as a probabilistic process

No need to consider individual interactions with particles (won't fit in the memory)

Defining Participating Media

Homoegeneous media:

- Infinite or bounded by a simple surface or simple shape

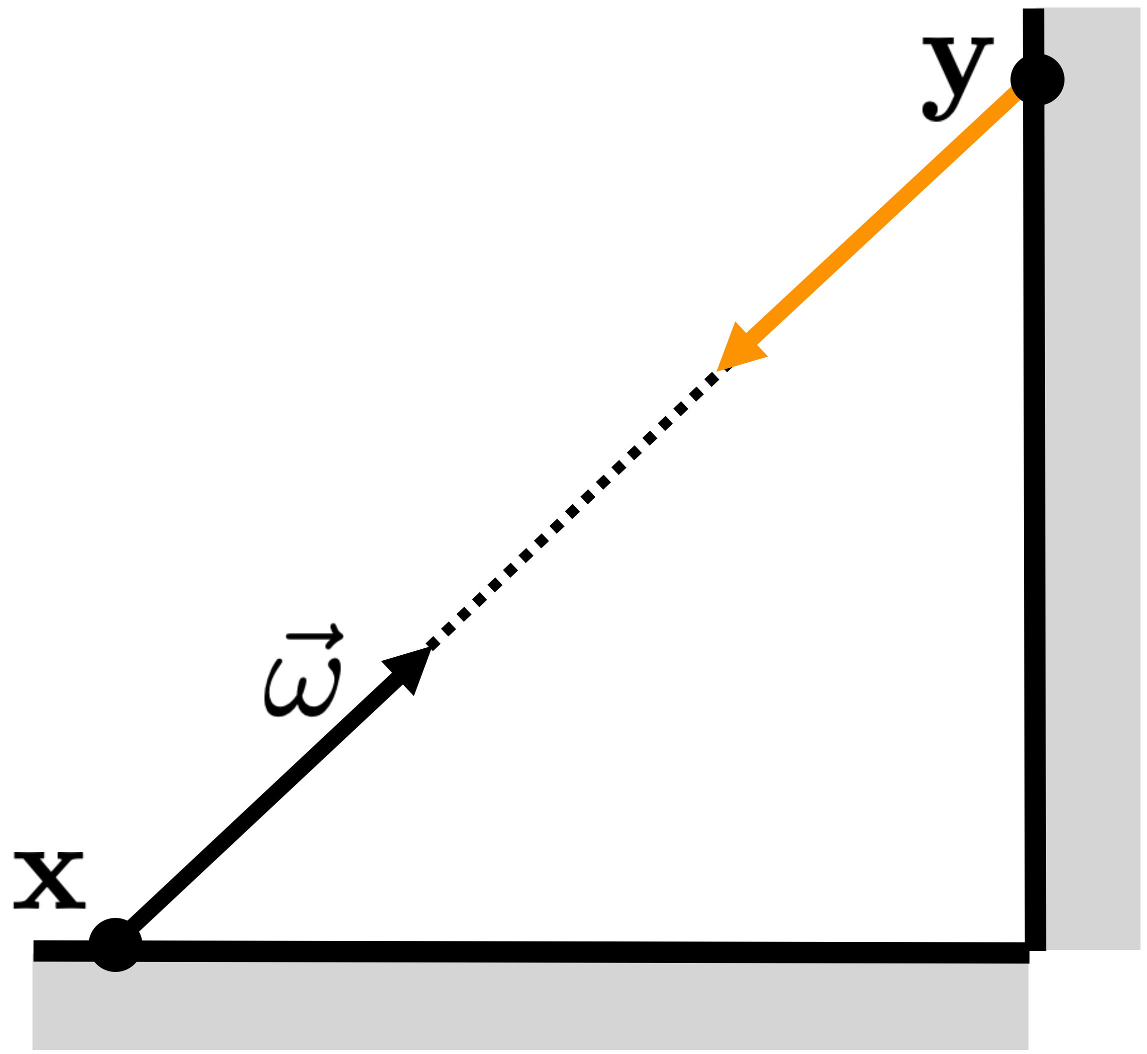
Defining Participating Media

Heterogeneous media (spatially varying coefficients):

- Procedurally e.g. using a noise function
- Simulation + volume discretization, e.g., voxel grid

Disney/Pixar

Radiance



Radiance is the main quantity we are interested in for rendering.

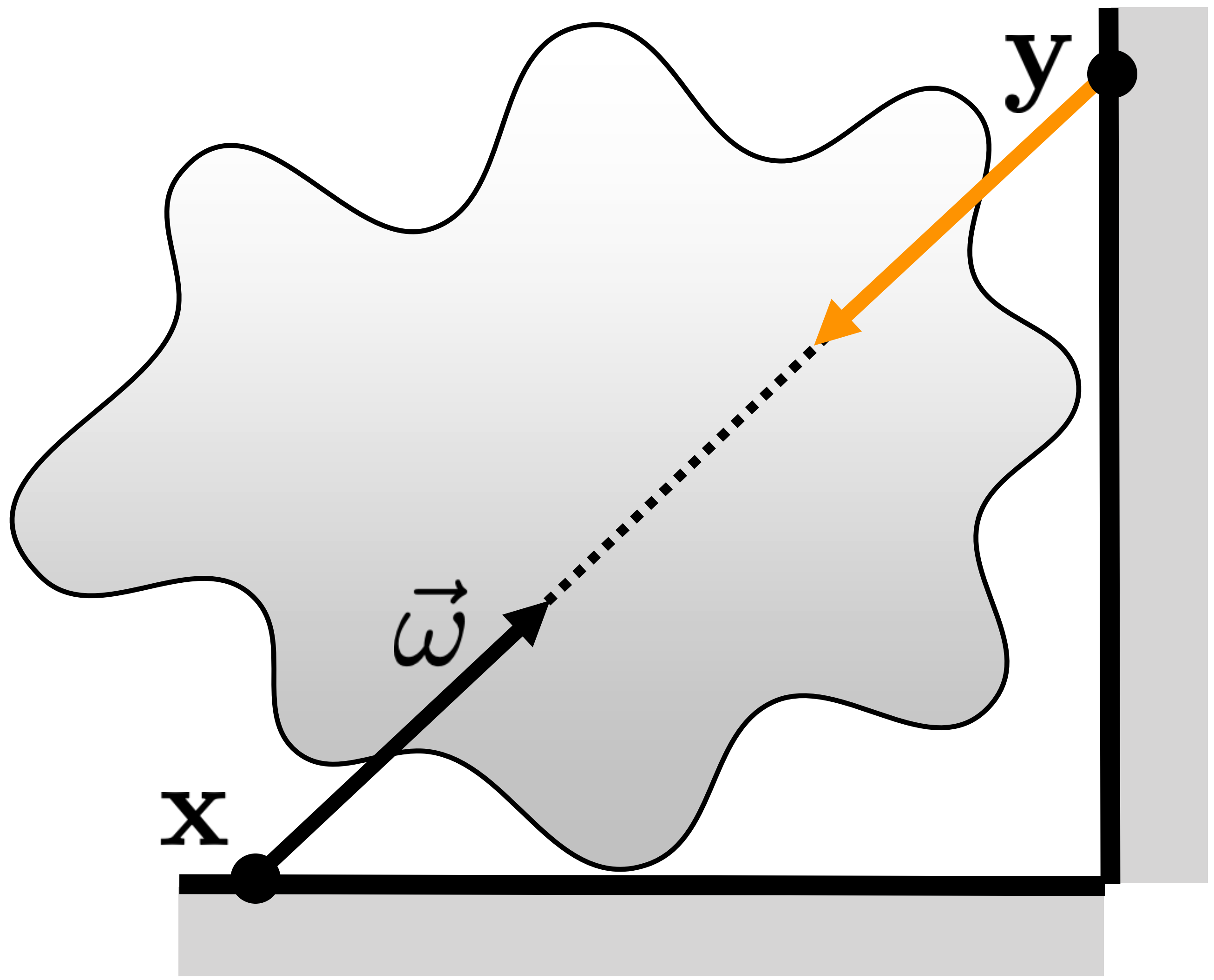
In **vaccum**, light transport radiance remains constant along rays between surfaces

$$L_i(\mathbf{x}, \vec{\omega}) = L_o(\mathbf{y}, -\vec{\omega})$$

$$\mathbf{y} = \mathbf{r}(\mathbf{x}, \vec{\omega})$$

ray tracing function

Radiance



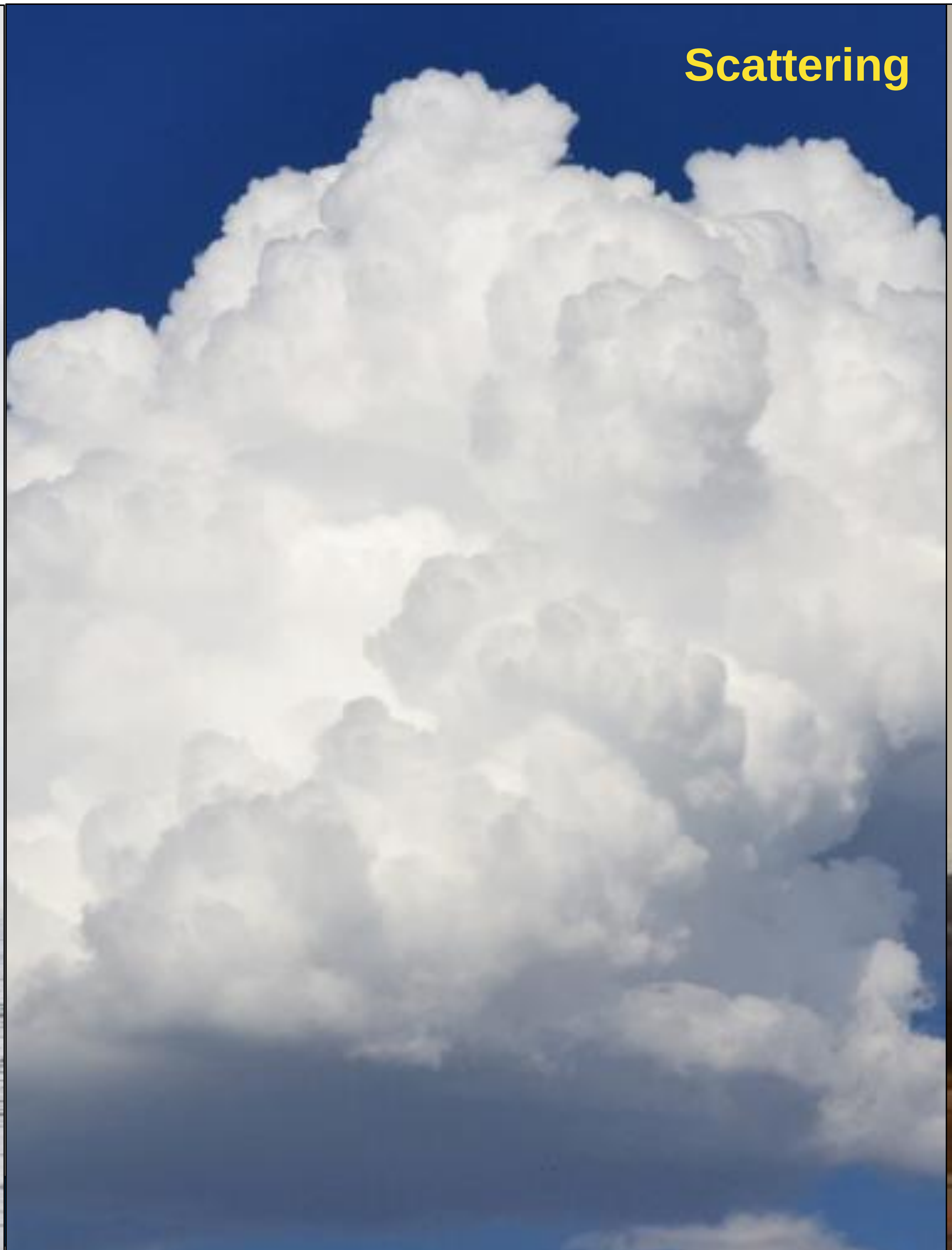
In **participating media**, radiance may change along rays between surfaces

$$L_i(\mathbf{x}, \vec{\omega}) \neq L_o(\mathbf{y}, -\vec{\omega})$$

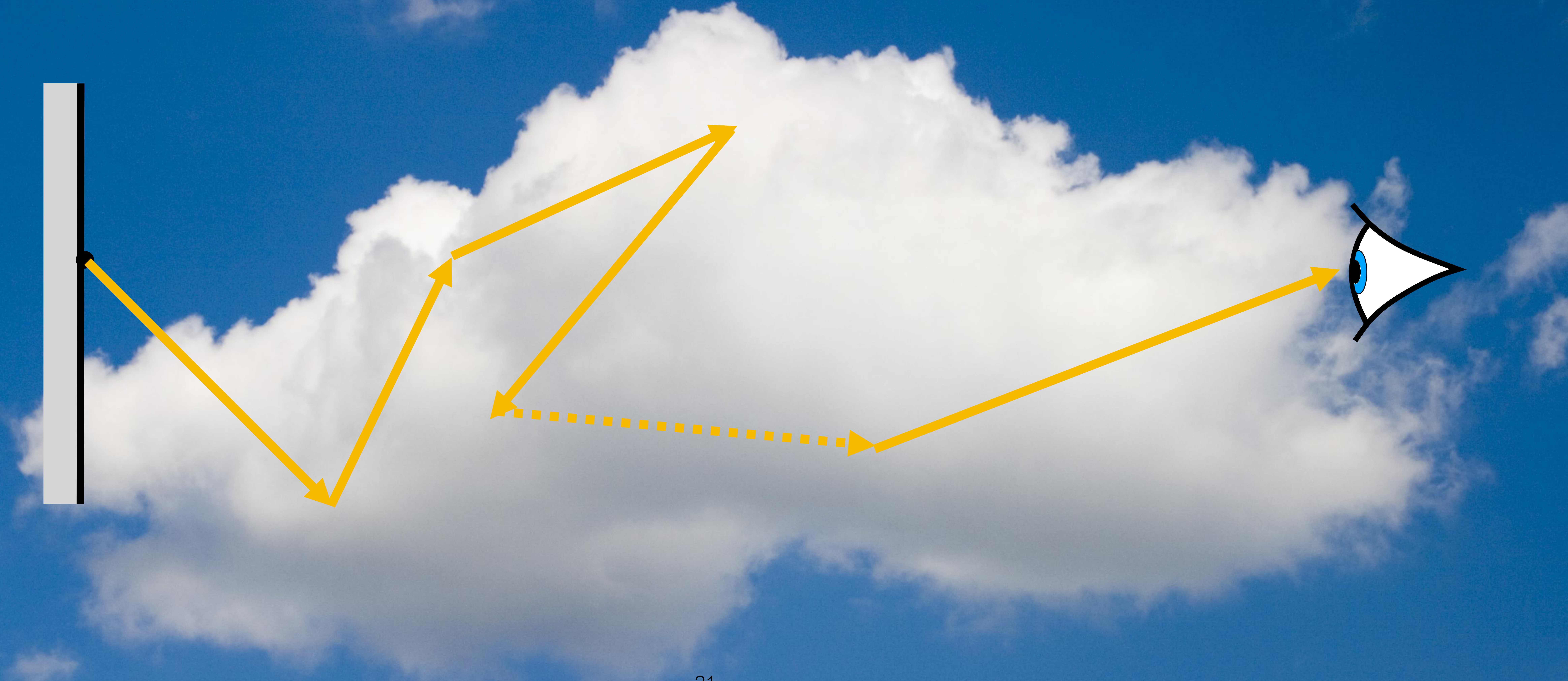
$$\mathbf{y} = \mathbf{r}(\mathbf{x}, \vec{\omega})$$

ray tracing function

Volumetric Scattering Processes

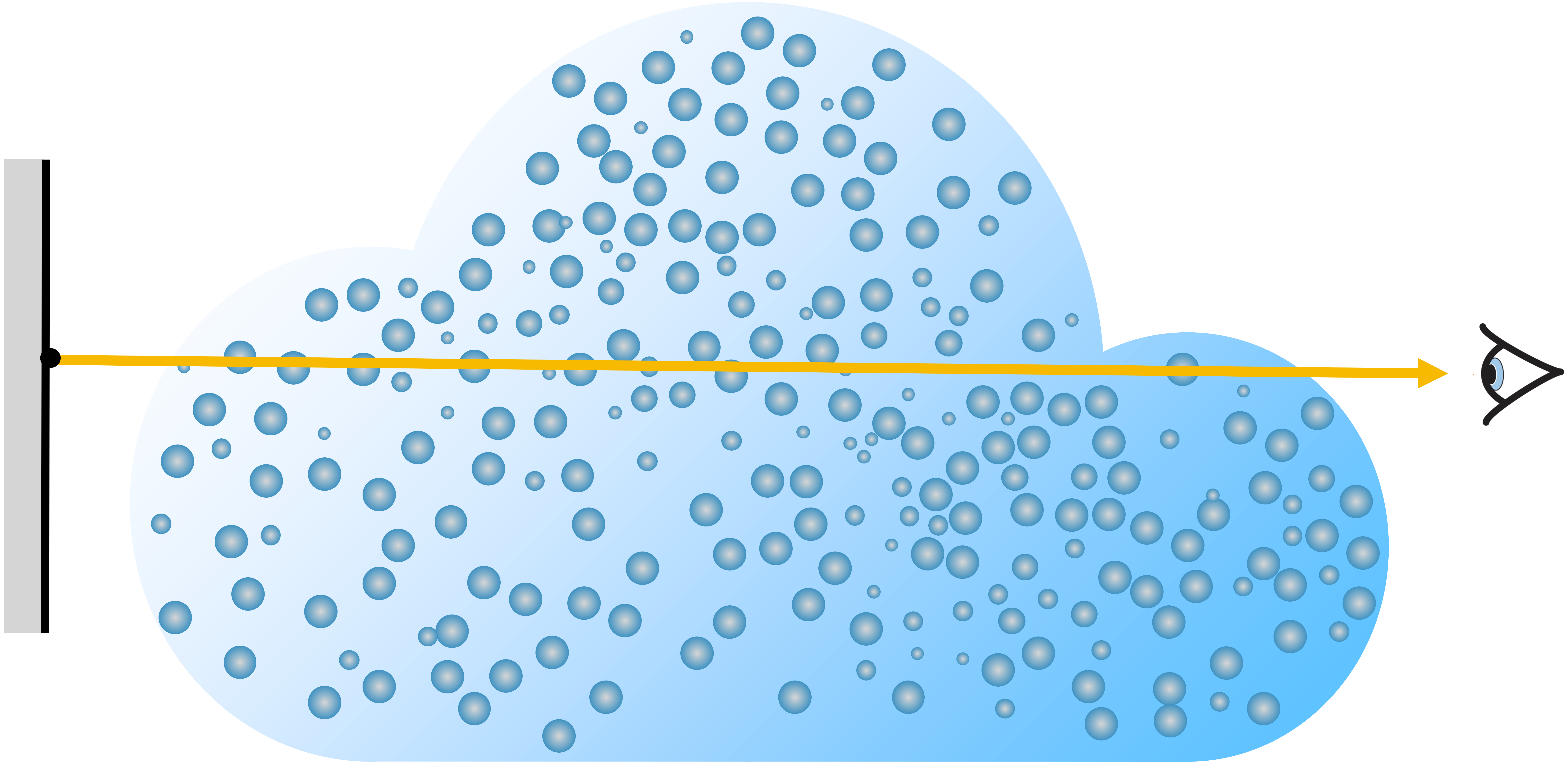


Participating Media

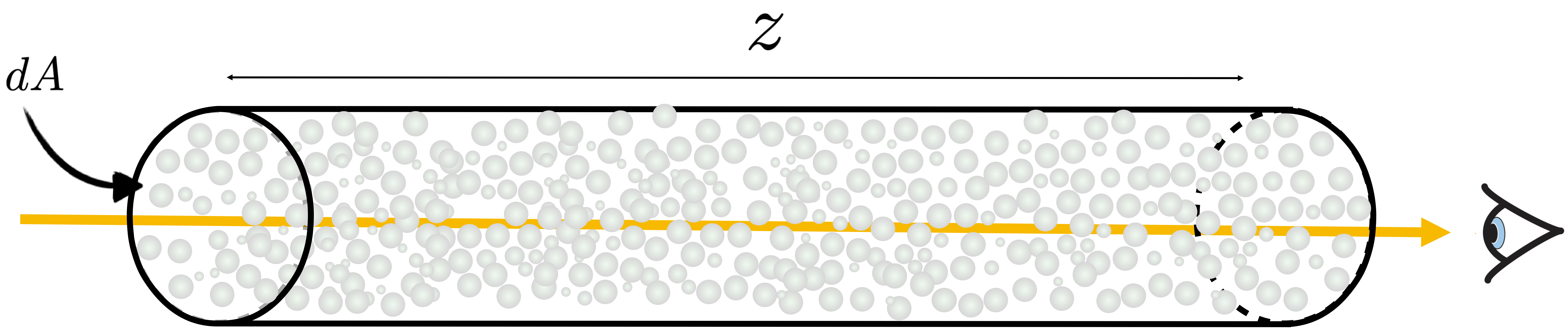


Participating Media

Participating Media

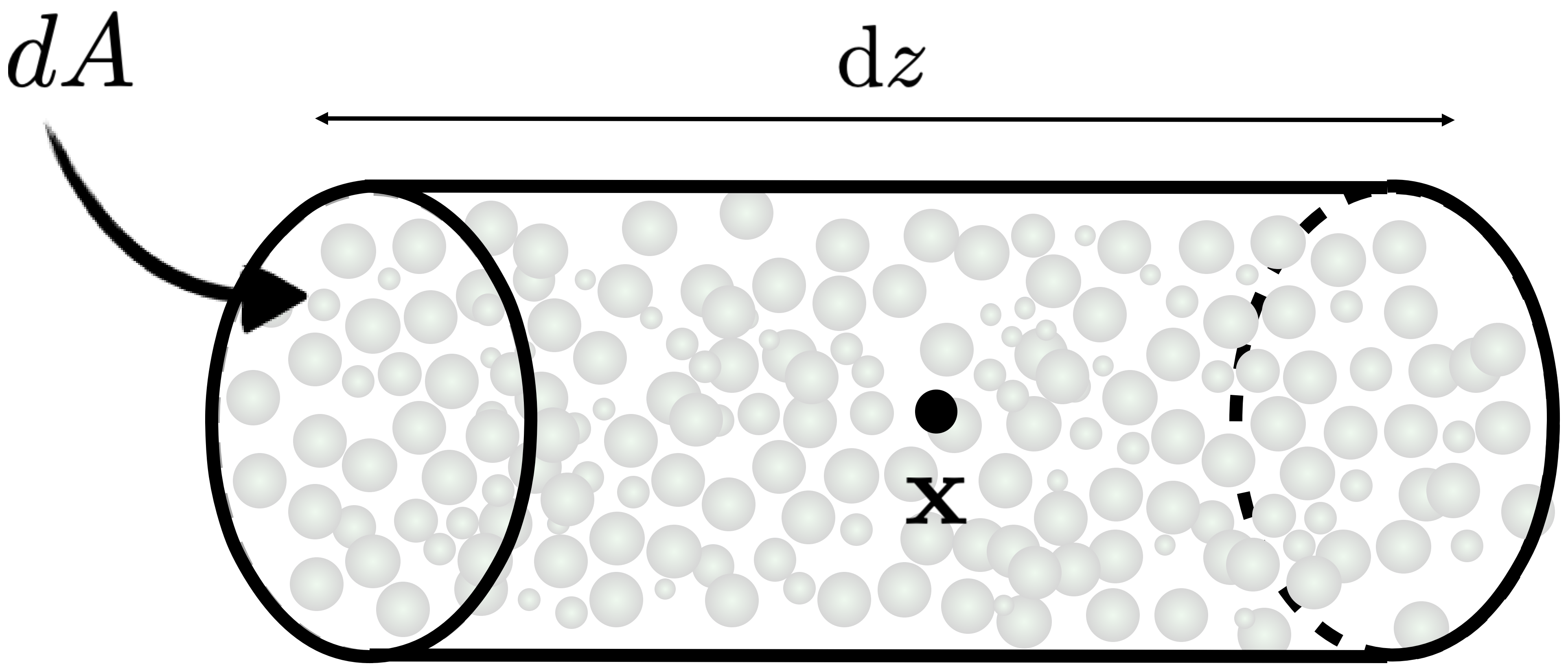


Finite distance Beam

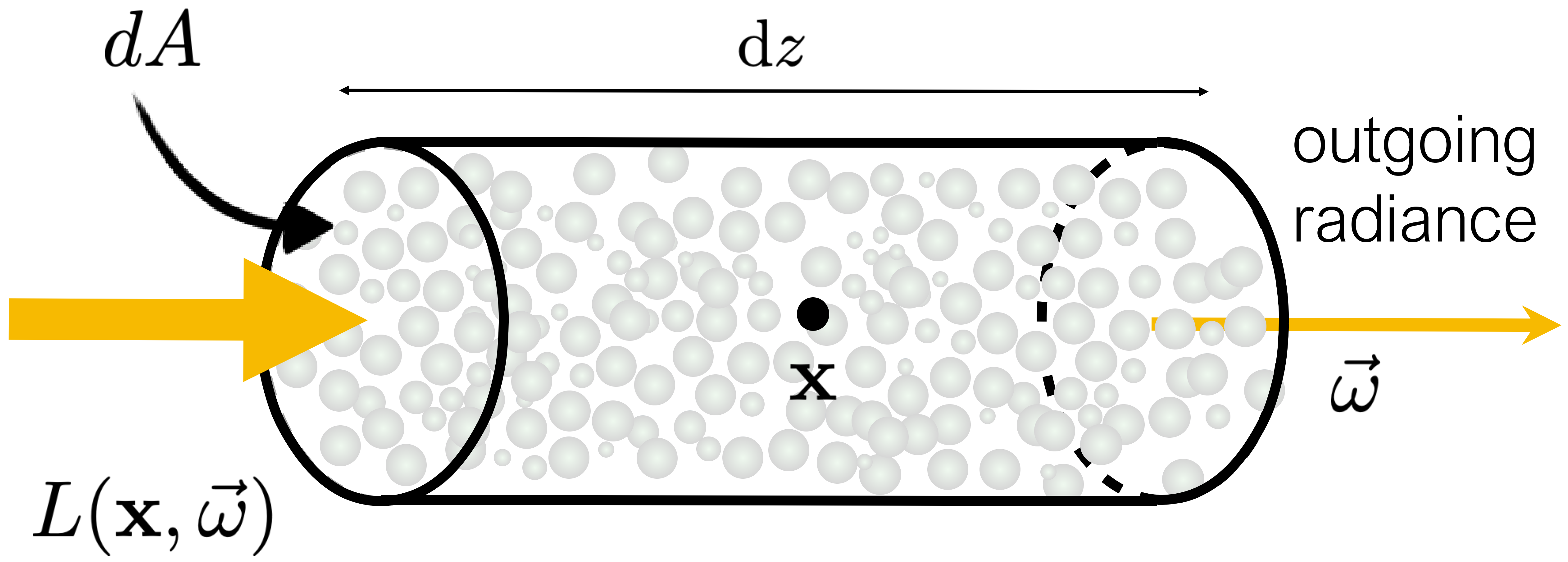


How much light is gained or lost during the travel
through this differential beam due to the interactions with the medium?

Differential Beam



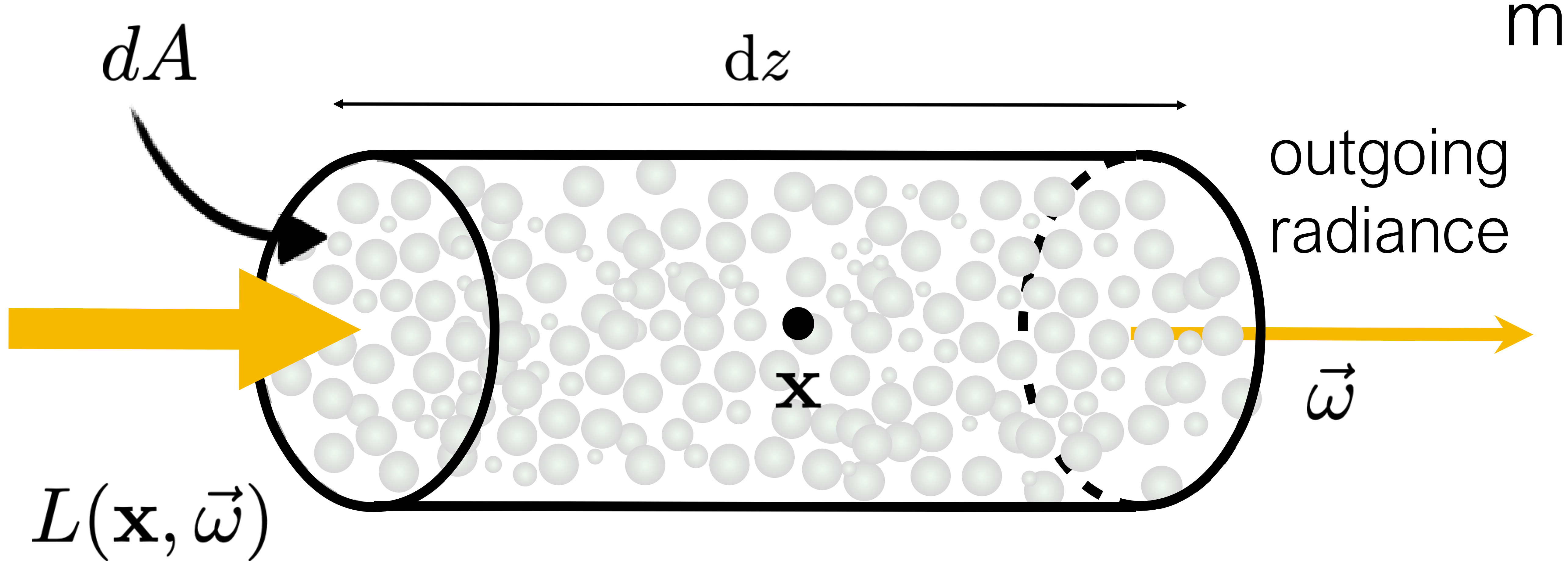
Absorption



$$\frac{dL(\mathbf{x}, \vec{\omega})}{dz} = -\sigma_a L(\mathbf{x}, \vec{\omega})$$

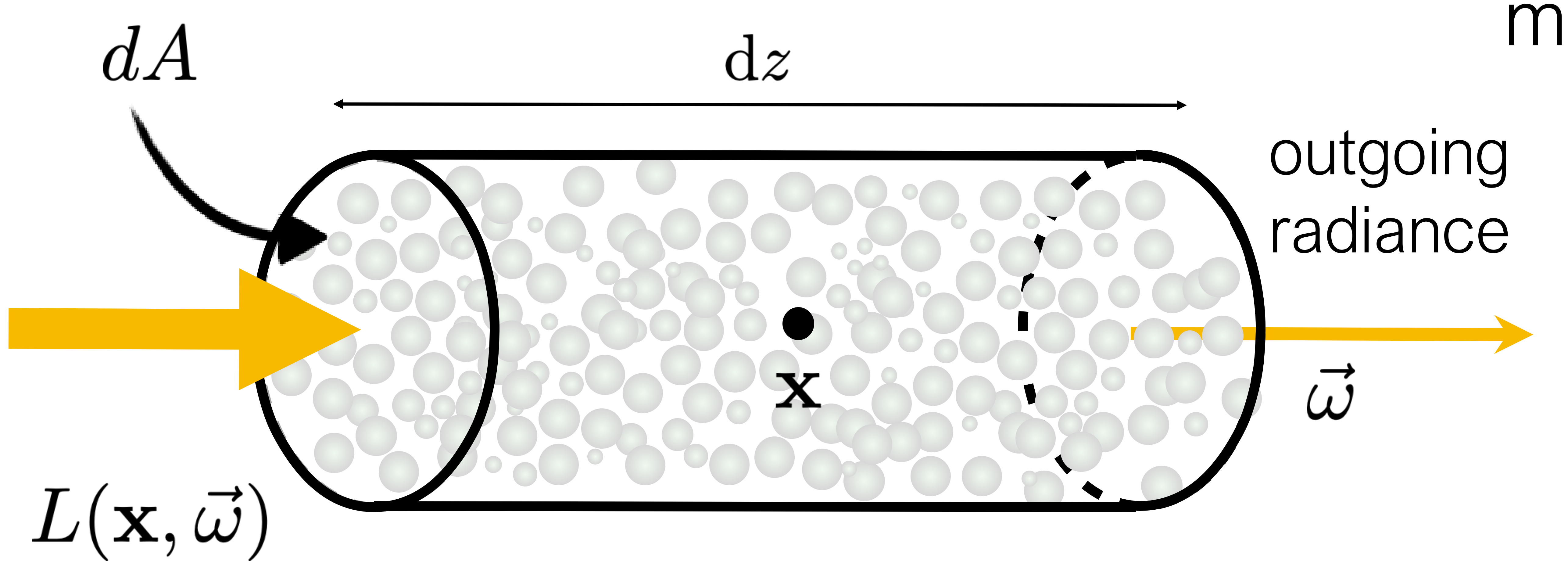
σ_a : absorption coefficient m^{-1}

Absorption



Absorption described by medium's absorption cross-section σ_a

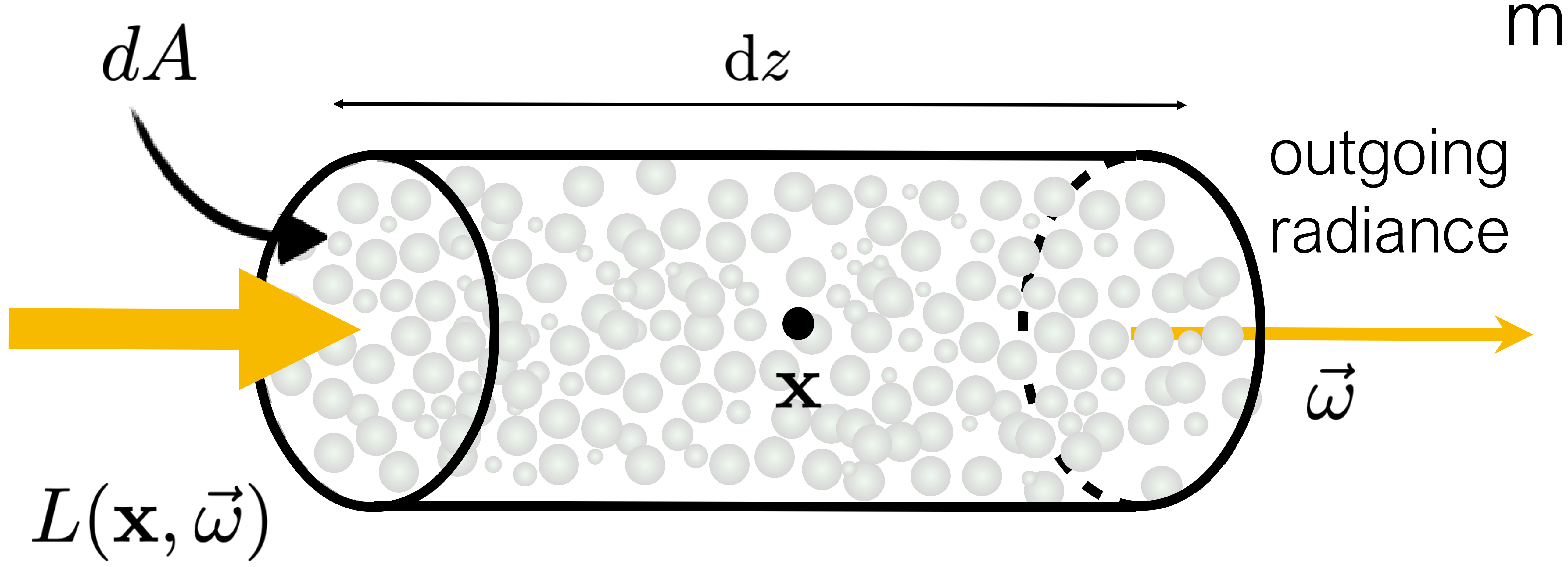
Absorption



Absorption described by medium's absorption cross-section σ_a

$$\sigma_a \in [0, \infty)$$

Absorption



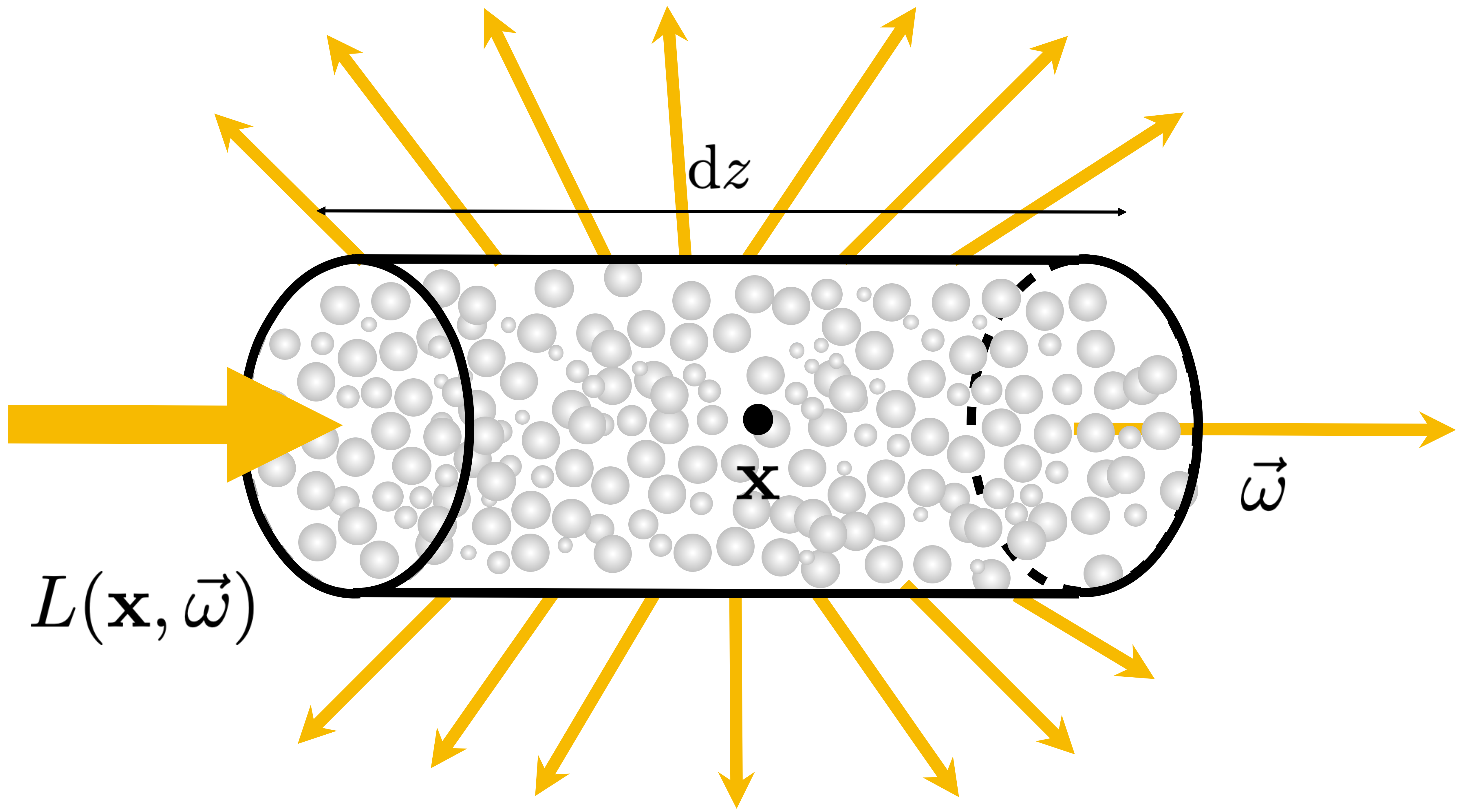
Absorption described by
medium's absorption cross-section σ_a

$$\sigma_a \in [0, \infty)$$

It is the probability density that light is absorbed per unit distance travelled in the medium

It can vary as a position and direction

Out-Scattering



$$\frac{dL(\mathbf{x}, \vec{\omega})}{dz} = -\sigma_s L(\mathbf{x}, \vec{\omega})$$

σ_s : scattering coefficient

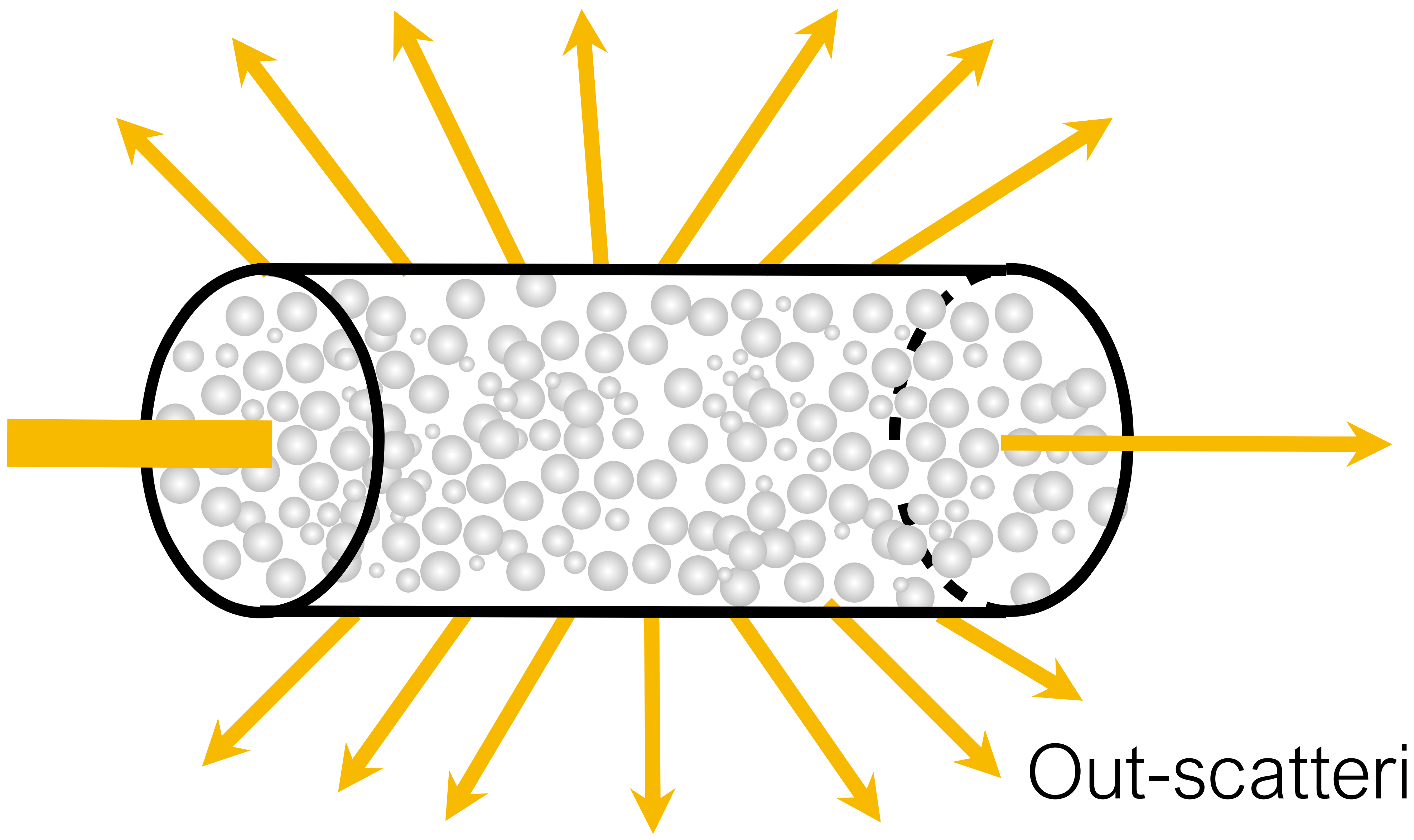
The probability of an out-scattering event occurring per unit distance is given by the scattering coefficient

Attenuation / Extinction

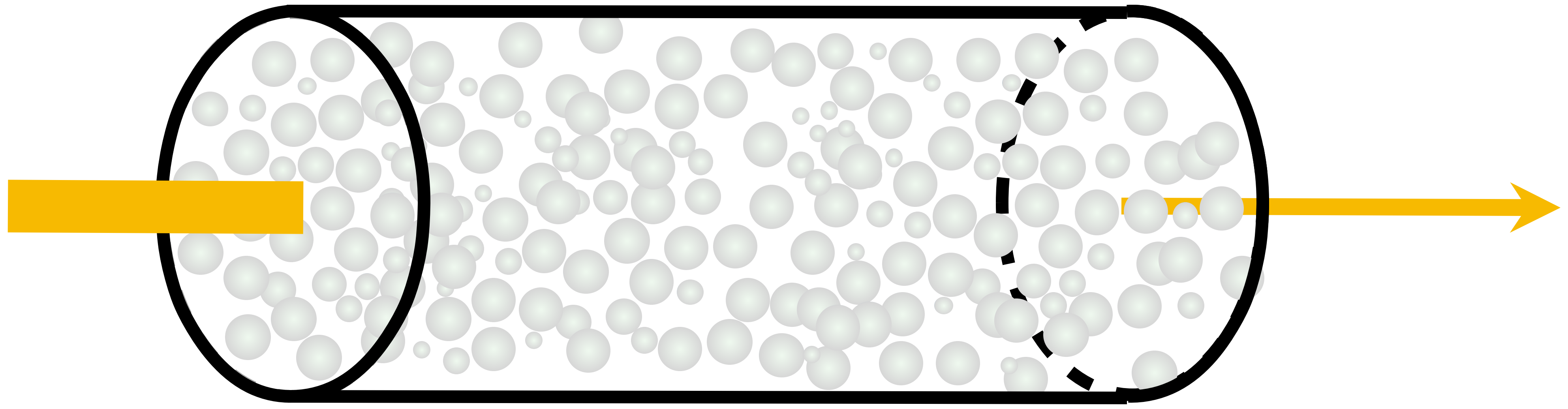
Total reduction in radiance:

σ_a : absorption coefficient

σ_s : scattering coefficient



Out-scattering



Absorption

Attenuation / Extinction

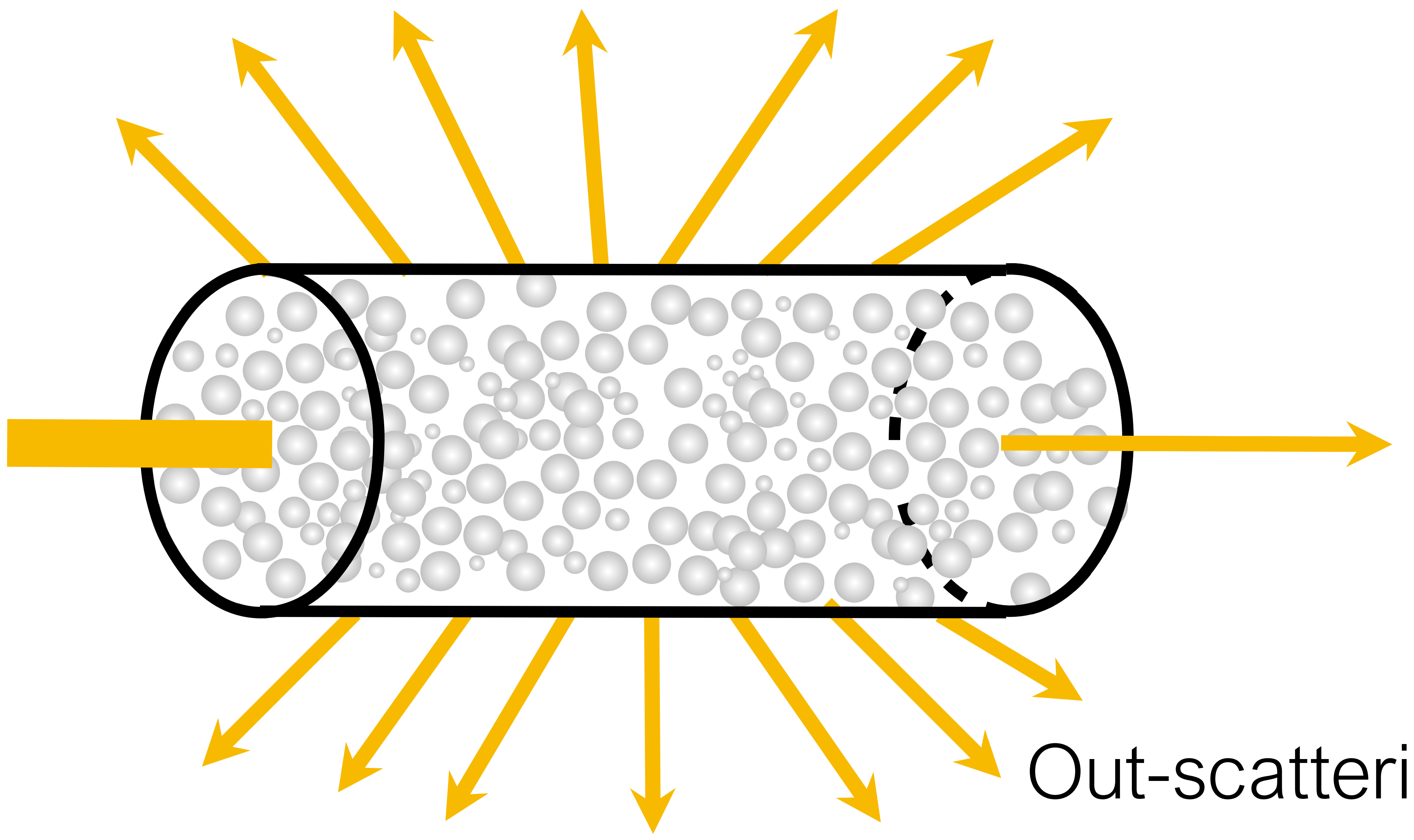
Total reduction in radiance:

$$\sigma_t(\mathbf{x}, \vec{\omega}) = \sigma_a(\mathbf{x}, \vec{\omega}) + \sigma_s(\mathbf{x}, \vec{\omega})$$

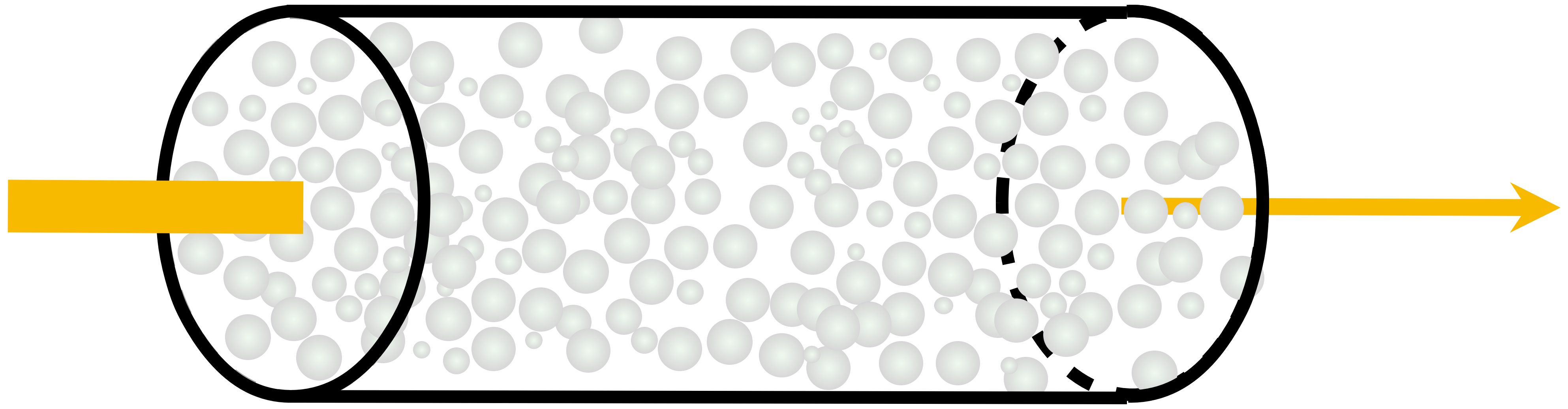
σ_a : absorption coefficient

σ_s : scattering coefficient

σ_t : extinction coefficient



Out-scattering



Absorption

Albedo

$$\alpha(\mathbf{x}) = \frac{\sigma_s(\mathbf{x})}{\sigma_a(\mathbf{x}) + \sigma_s(\mathbf{x})} = \frac{\sigma_s(\mathbf{x})}{\sigma_t(\mathbf{x})}$$

σ_s : scattering coefficient

σ_t : extinction coefficient

Albedo

$$\alpha(\mathbf{x}) = \frac{\sigma_s(\mathbf{x})}{\sigma_t(\mathbf{x})}$$

The albedo is always between 0 and 1

It describes the probability of scattering (versus absorption) at a scattering event

σ_s : scattering coefficient

σ_t : extinction coefficient

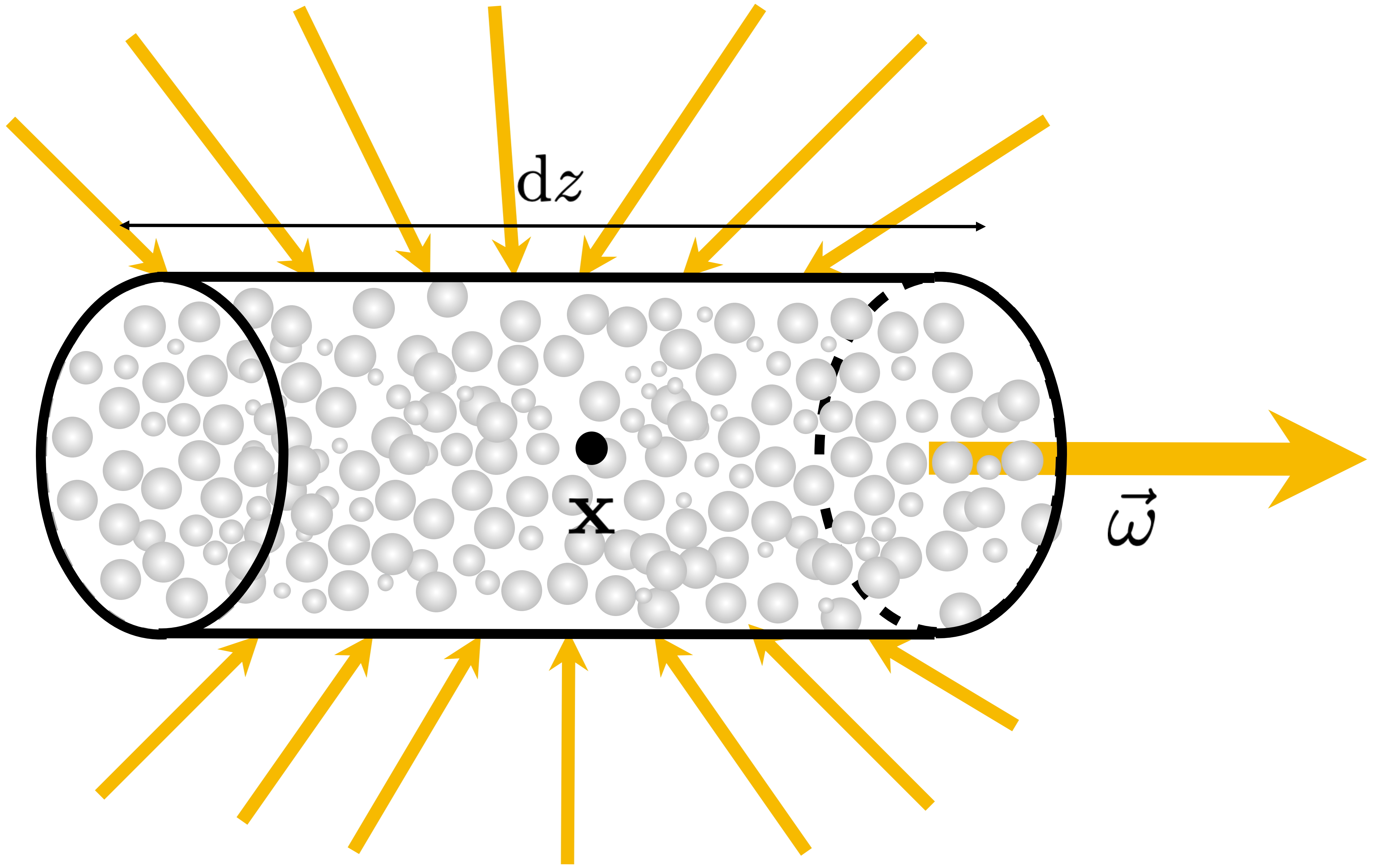
Mean-free path

$$\frac{1}{\sigma_t}$$

Mean free path gives the average distance travelled by the ray before interacting with a particle

σ_t : extinction coefficient

In-Scattering



$$\frac{\mathrm{d}L(\mathbf{x},\vec{\omega})}{\mathrm{d}z} = \sigma_s(\mathbf{x}) L_\mathrm{s}(\mathbf{x},\vec{\omega})$$

$\sigma_s(\mathbf{x})$: scattering coefficient

In-scattered radiance

$$L_\mathrm{s}(\mathbf{x},\vec{\omega}) = \int_{S^2} f_\mathrm{p}(\vec{\omega},\vec{\omega}')L(\mathbf{x},\vec{\omega}')\mathrm{d}\vec{\omega}'$$

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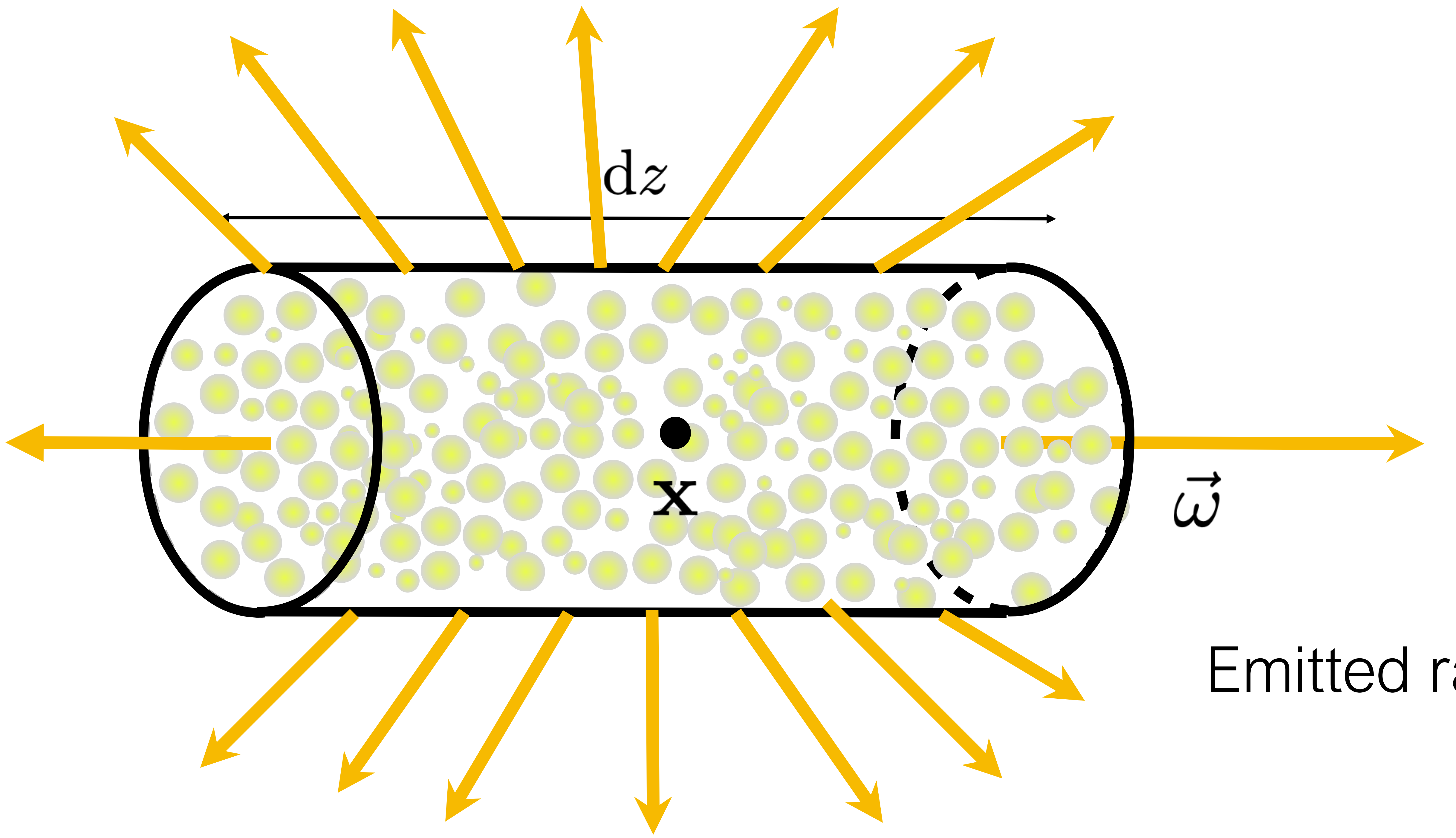
Emission



$$\frac{\mathrm{d}L(\mathbf{x},\vec{\omega})}{\mathrm{d}z} = \sigma_a(\mathbf{x})L_\mathrm{e}(\mathbf{x},\vec{\omega})$$

$L_e(\mathbf{x},\vec{\omega})$: emitted radiance

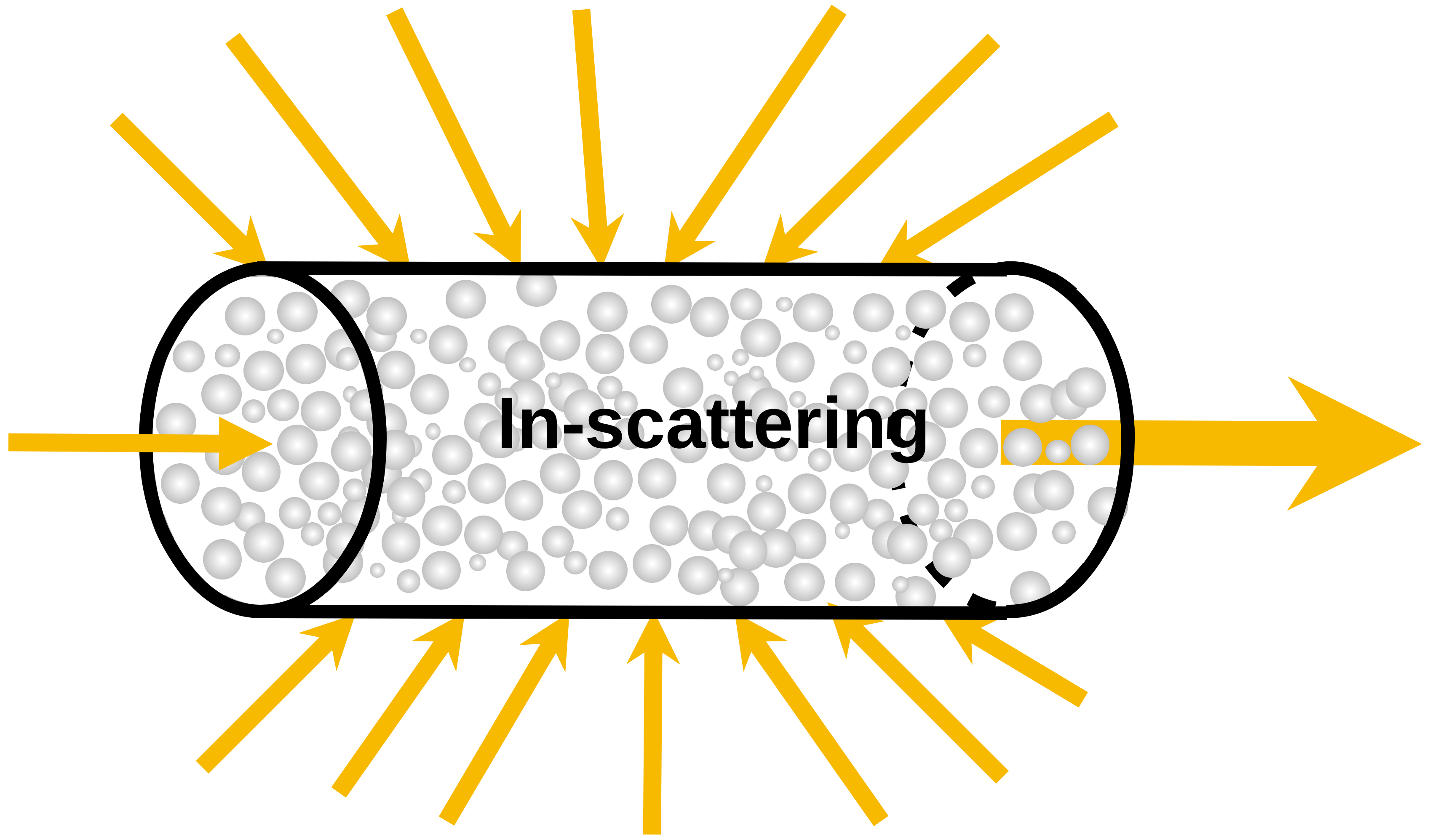
*sometimes modeled without the absorption coefficient term

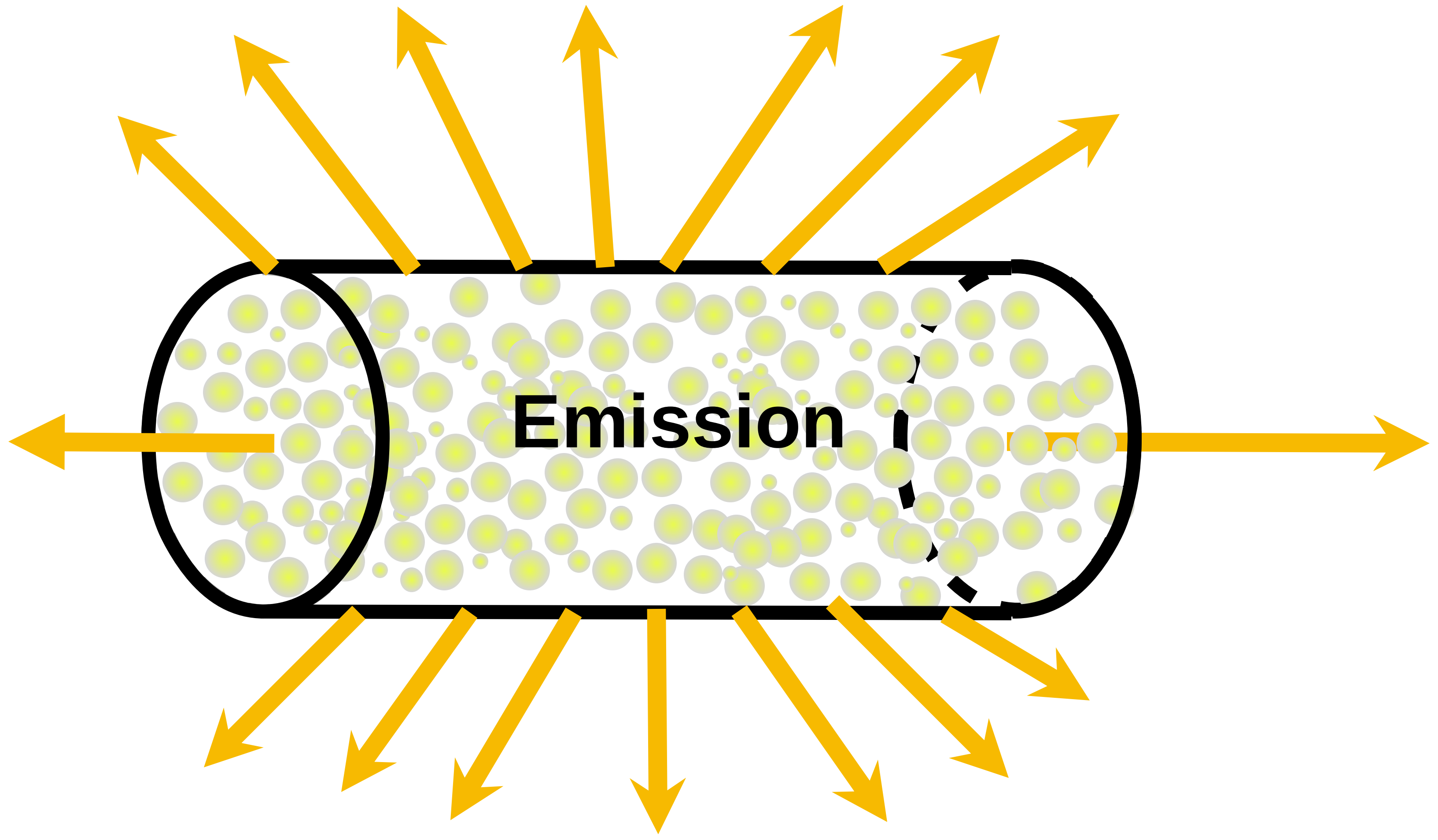
Emitted radiance does not depend on the incoming light L_i

Here we made a choice to represent differential output radiance as a product of emitted radiance and absorption coefficient.

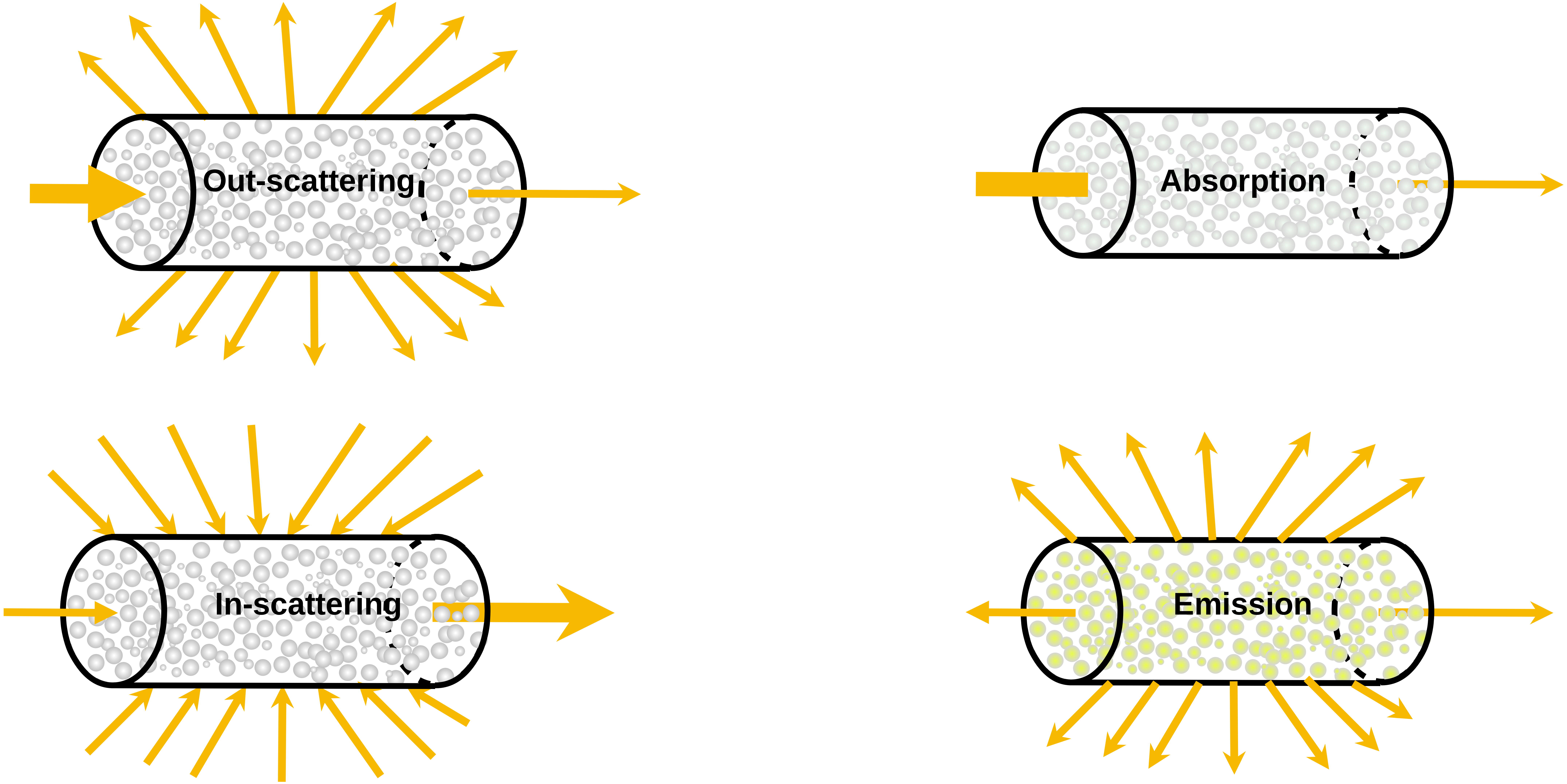
Radiative Transfer Equation

Radiative Transfer Equation (RTE)





Radiative Transfer Equation (RTE)



Radiative Transfer Equation (RTE)

$$\frac{\mathrm{d}L(\mathbf{x},\vec{\omega})}{\mathrm{d}z}$$

Out-scattering **Absorption** Losses

In-scattering **Emission** Gains

Radiative Transfer Equation (RTE)

$$-\sigma_s(\mathbf{x})L(\mathbf{x},\vec{\omega})$$

$$-\sigma_a(\mathbf{x})L(\mathbf{x},\vec{\omega})$$

Out-scattering **Absorption** Losses

$$\frac{\mathrm{d}L(\mathbf{x},\vec{\omega})}{\mathrm{d}z}$$

$$\sigma_s(\mathbf{x})L_s(\mathbf{x},\vec{\omega})$$

$$\sigma_a(\mathbf{x})L_e(\mathbf{x},\vec{\omega})$$

In-scattering **Emission** Gains

Radiative Transfer Equation (RTE)

Out-scattering **Absorption**

$$\frac{\mathrm{d}L(\mathbf{x},\vec{\omega})}{\mathrm{d}z} \quad -\sigma_s(\mathbf{x})L(\mathbf{x},\vec{\omega}) - \sigma_a(\mathbf{x})L(\mathbf{x},\vec{\omega}) + \sigma_s(\mathbf{x})L_s(\mathbf{x},\vec{\omega}) + \sigma_a(\mathbf{x})L_e(\mathbf{x},\vec{\omega})$$

In-scattering **Emission**

Radiative Transfer Equation (RTE)

Out-scattering | Absorption

$$\frac{\mathrm{d}L(\mathbf{x},\vec{\omega})}{\mathrm{d}z} = -\sigma_s(\mathbf{x})L(\mathbf{x},\vec{\omega}) - \sigma_a(\mathbf{x})L(\mathbf{x},\vec{\omega}) + \sigma_s(\mathbf{x})L_s(\mathbf{x},\vec{\omega}) + \sigma_a(\mathbf{x})L_e(\mathbf{x},\vec{\omega})$$

In-scattering | Emission

$$\sigma_t(\mathbf{x},\vec{\omega}) = \sigma_a(\mathbf{x},\vec{\omega}) + \sigma_s(\mathbf{x},\vec{\omega})$$

Radiative Transfer Equation (RTE)

Attenuation

$$\frac{\mathrm{d}L(\mathbf{x},\vec{\omega})}{\mathrm{d}z} = -\sigma_t(\mathbf{x})L(\mathbf{x},\vec{\omega}) + \sigma_s(\mathbf{x})L_s(\mathbf{x},\vec{\omega}) + \sigma_a(\mathbf{x})L_e(\mathbf{x},\vec{\omega})$$

In-scattering **Emission**

What about a beam with finite-length z?

Extinction Along a Finite Beam

$$\frac{\mathrm{d}L(\mathbf{x},\vec{\omega})}{\mathrm{d}z} = -\sigma_t(\mathbf{x})L(\mathbf{x},\vec{\omega})$$

$$\frac{\mathrm{d}L(\mathbf{x},\vec{\omega})}{L(\mathbf{x},\vec{\omega})} = -\sigma_t(\mathbf{x})\mathrm{d}\mathbf{z}$$ // Integrate along beam from 0 to z

$$\log_e L_z - \log_e L_0 = -\sigma_t(\mathbf{x})z$$

$$log_e \left(\frac{L_z}{L_0}\right) = -\sigma_t z$$ // Exponentiate

$$\frac{L_z}{L_0} = e^{-\sigma_t z}$$

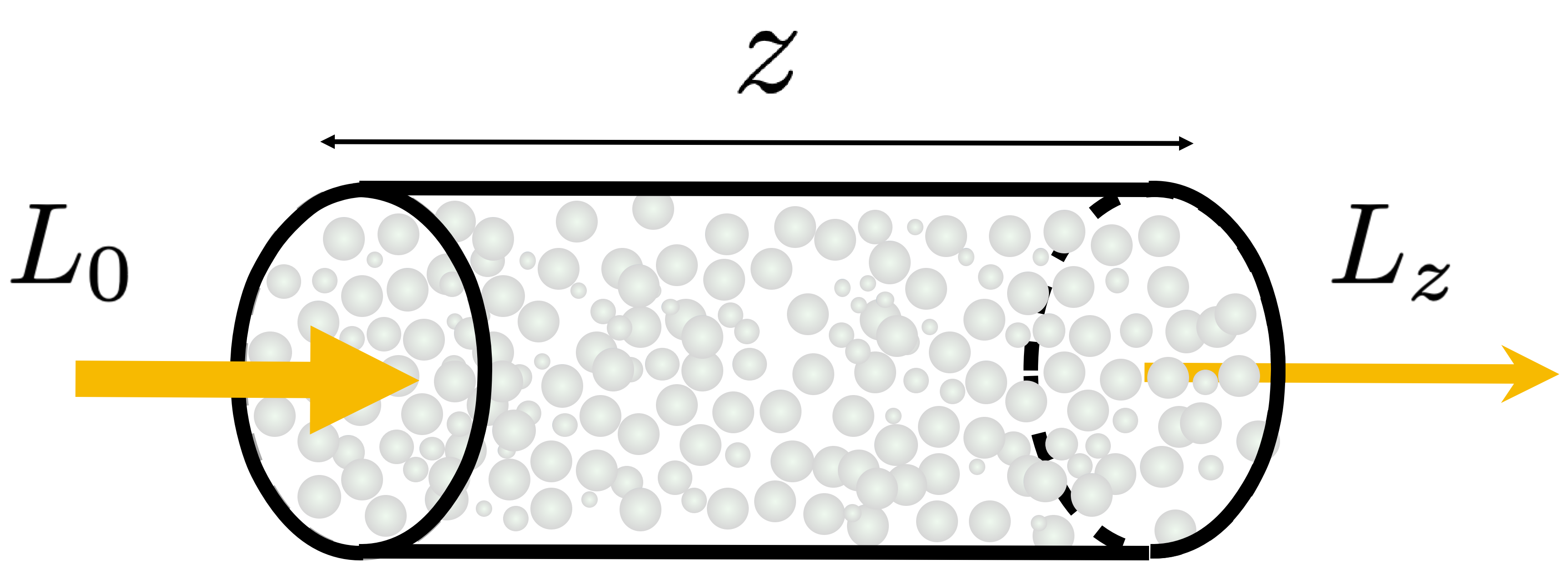
Beer-Lambert Law

The fraction refers to as the *transmittance*

Radiance at distance z

$$\frac{L_z}{L_0} = e^{-\sigma_t z}$$

Radiance at distance 0



Think of this as fractional visibility loss between two points

Beer-Lambert Law

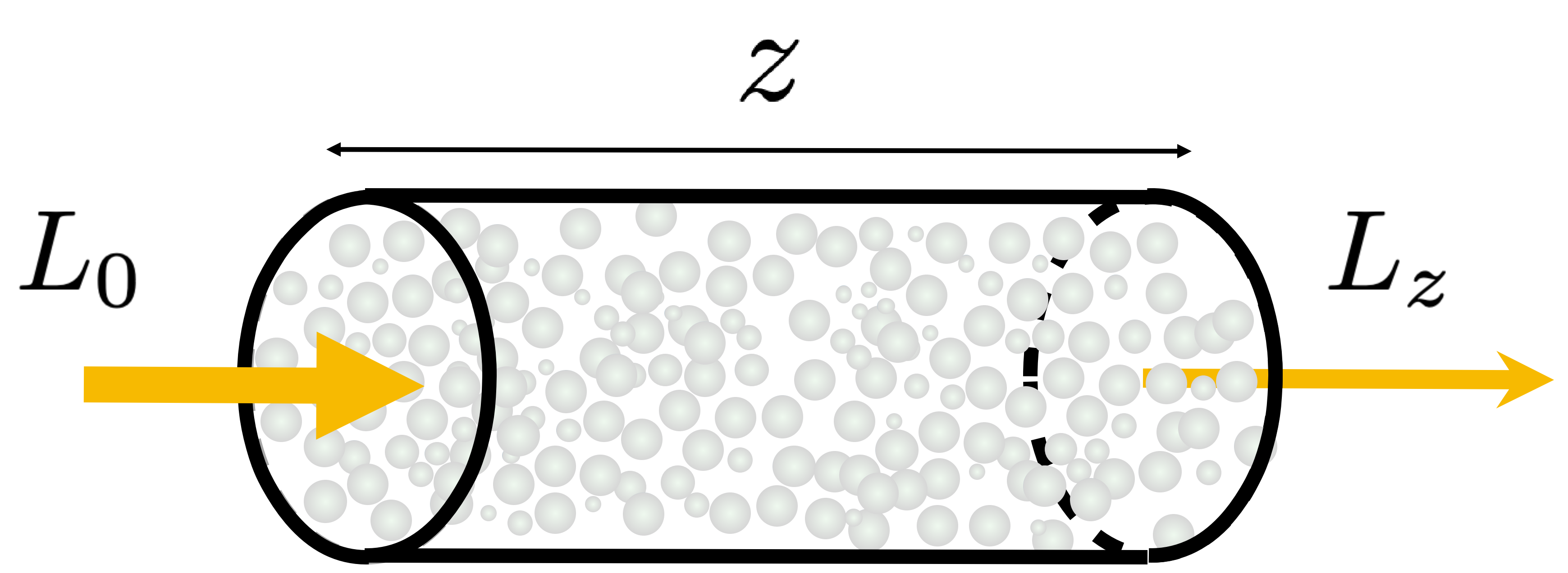
Expresses the remaining radiance after traveling a finite distance through the medium with constant extinction coefficient

The fraction refers to as the *transmittance*

Radiance at distance z

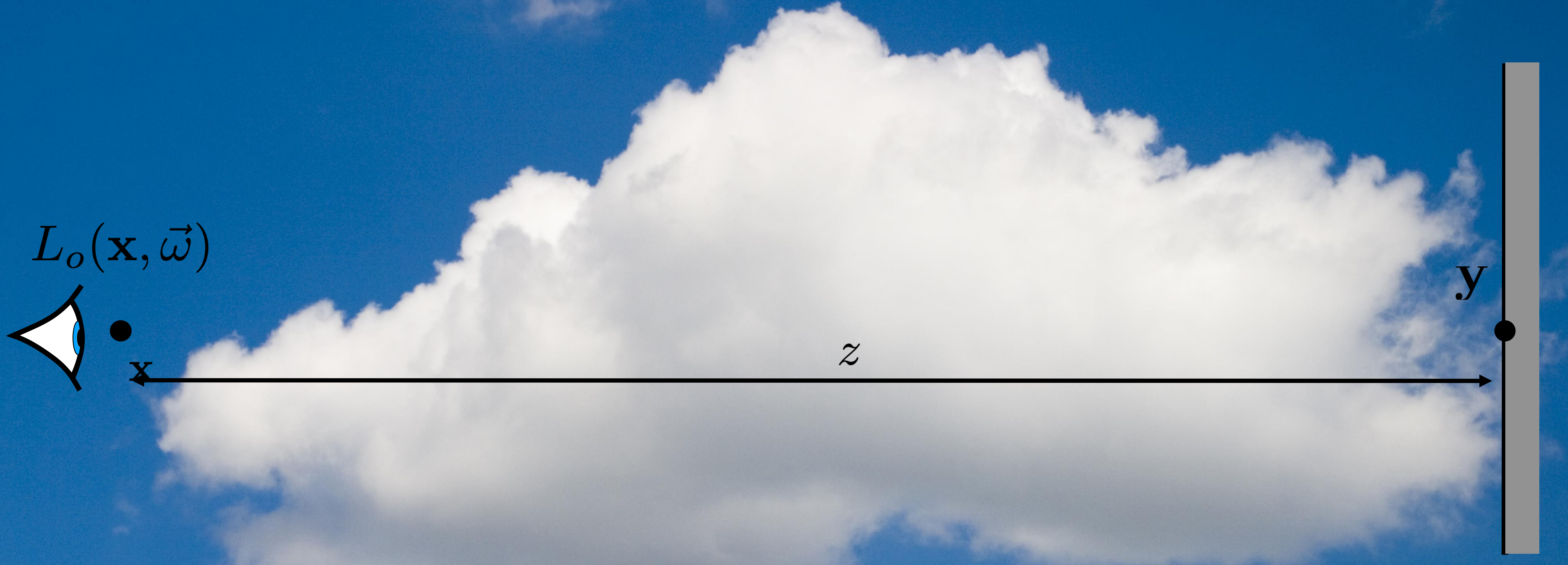
$$\frac{L_z}{L_0} = e^{-\sigma_t z}$$

Radiance at distance 0



Think of this as fractional visibility loss between two points

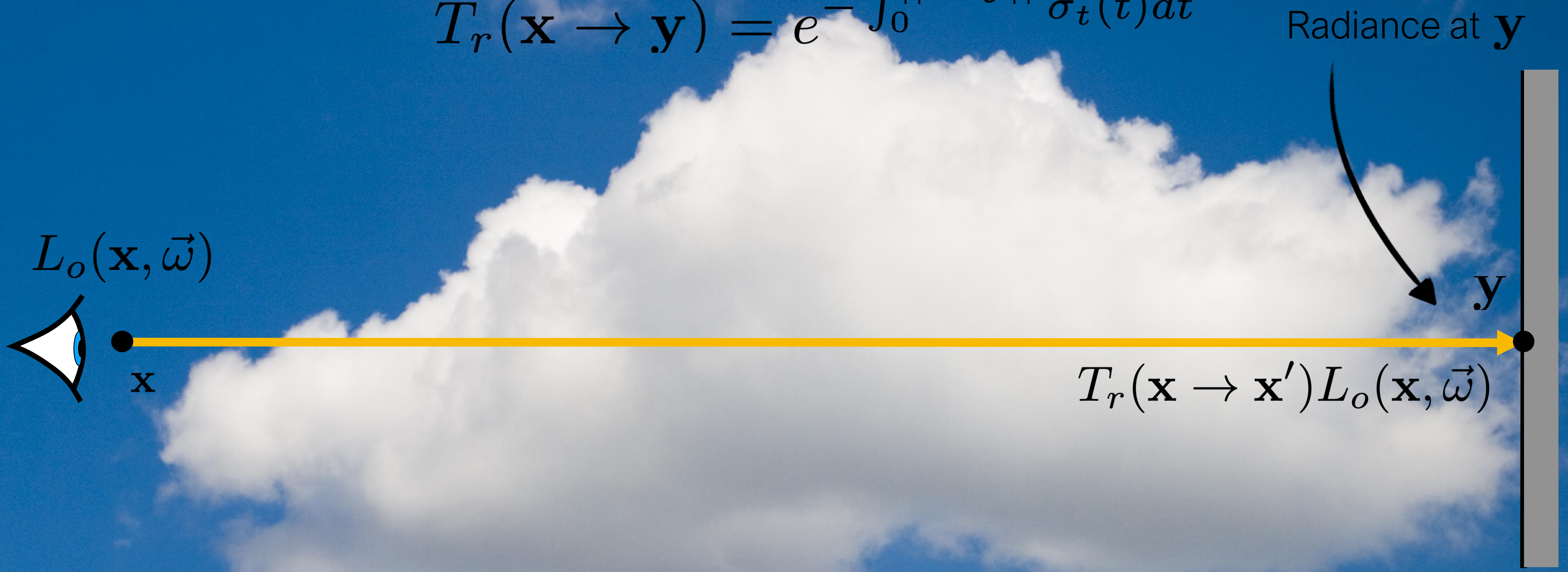
Beam Transmittance



σ_t : extinction coefficient

Beam Transmittance

$$T_r(\mathbf{x} \to \mathbf{y}) = e^{-\int_0^{||\mathbf{x}-\mathbf{y}||} \sigma_t(t)dt}$$



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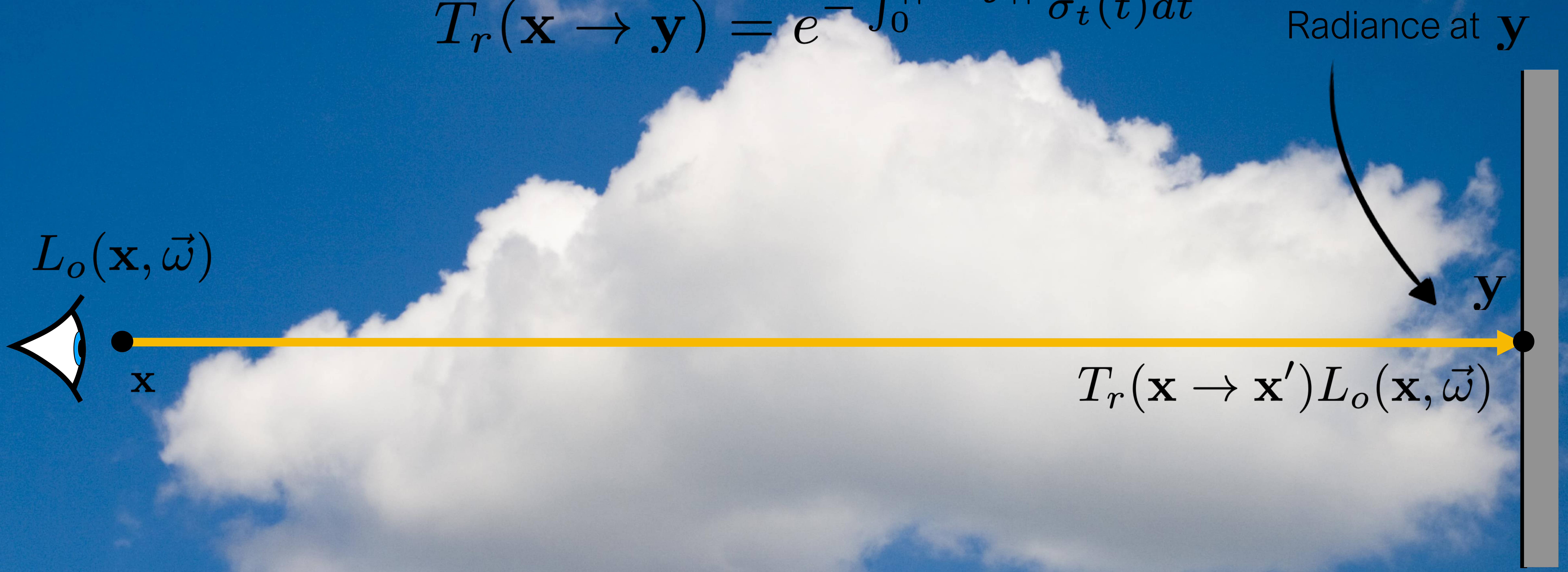


σ_t : extinction coefficient

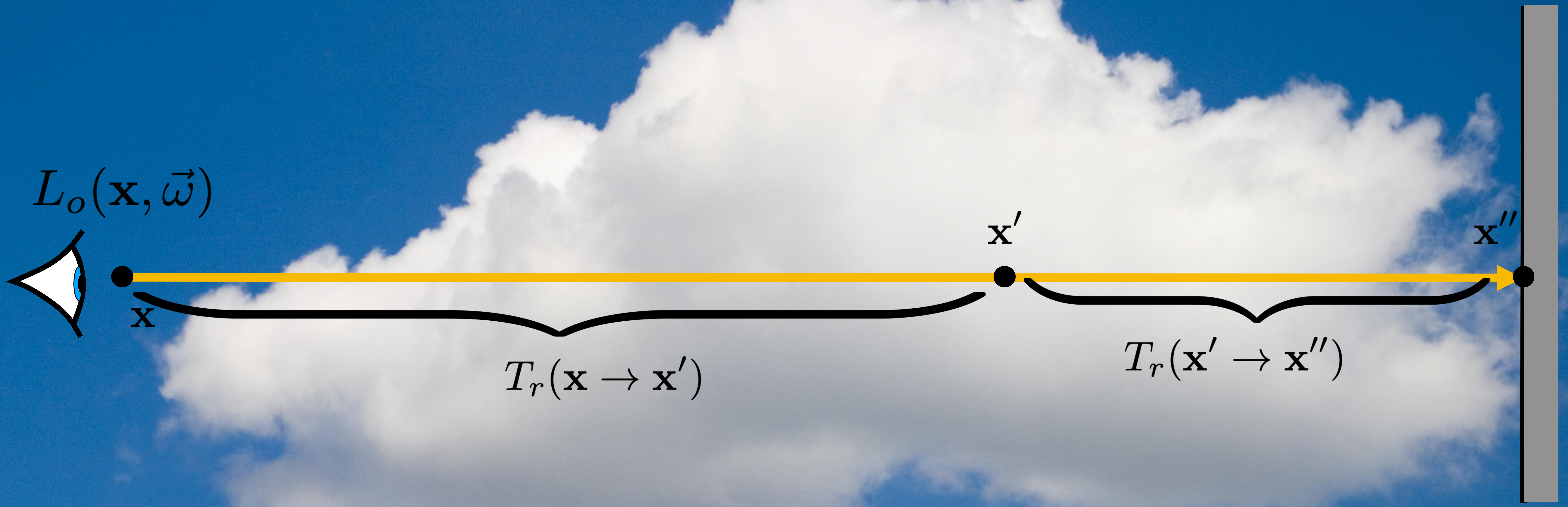
Beam Transmittance

$$T_r(\mathbf{x} \to \mathbf{y}) = e^{-\int_0^{||\mathbf{x}-\mathbf{y}||} \sigma_t(t)dt}$$

σ_t : extinction coefficient

Beam Transmittance: **Multiplicative**

$$T_r(\mathbf{x} \to \mathbf{x}'') = T_r(\mathbf{x} \to \mathbf{x}')T_r(\mathbf{x}' \to \mathbf{x}'')$$



σ_t : extinction coefficient

Beam Transmittance

In Homogeneous medium σ_t is a constant:

$$T_r(\mathbf{x} \to \mathbf{y}) = e^{-\sigma_t ||\mathbf{x}-\mathbf{y}||}$$

In Heterogeneous medium (spatially varying σ_t):

$$T_r(\mathbf{x} \to \mathbf{y}) = e^{-\int_0^{||\mathbf{x}-\mathbf{y}||} \sigma_t(t)dt}$$

Optical thickness

Radiative Transfer Equation (RTE)

Attenuation

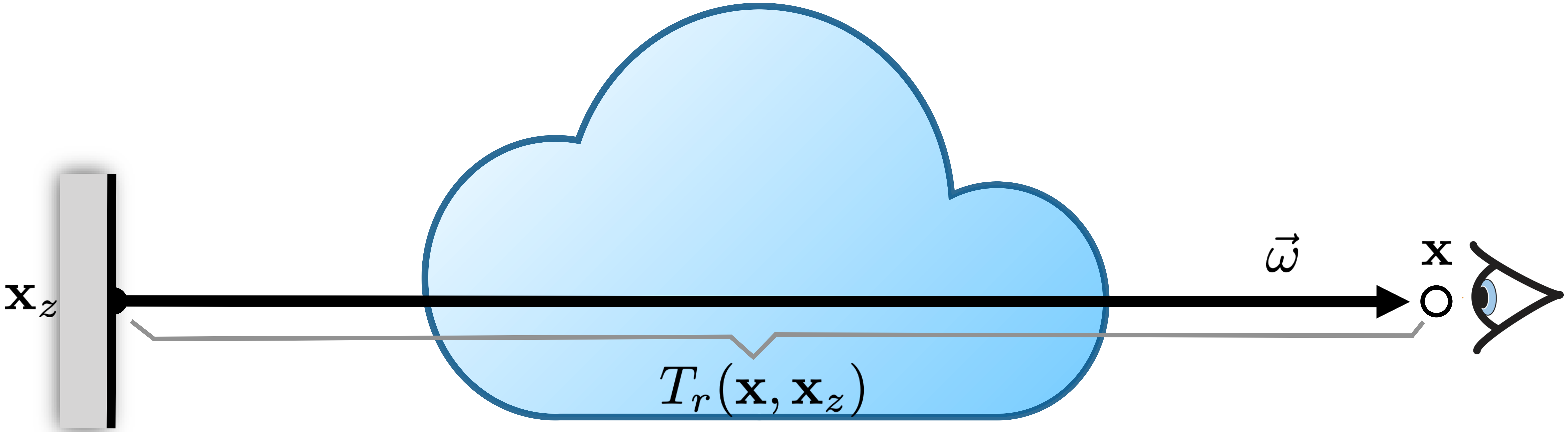
$$\frac{\mathrm{d}L(\mathbf{x},\vec{\omega})}{\mathrm{d}z} = -\sigma_t(\mathbf{x})L(\mathbf{x},\vec{\omega}) + \sigma_s(\mathbf{x})L_s(\mathbf{x},\vec{\omega}) + \sigma_a(\mathbf{x})L_e(\mathbf{x},\vec{\omega})$$

In-scattering **Emission**

What about a beam with finite-length z?

Volumetric Rendering Equation

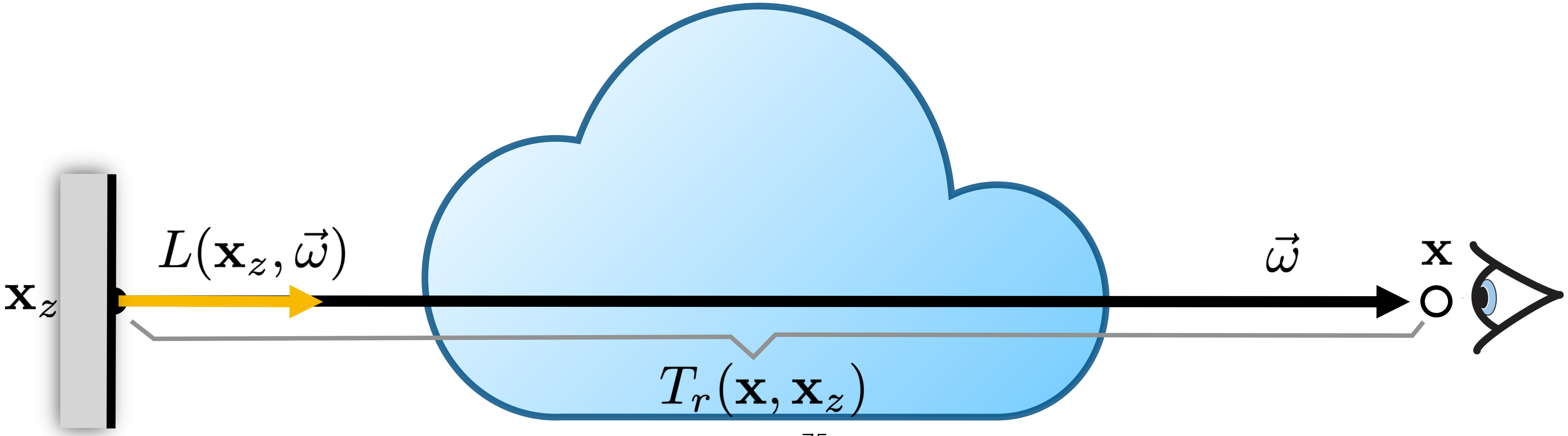
$$L(\mathbf{x}, \vec{\omega}) = T_r(\mathbf{x}, \mathbf{x}_z) L(\mathbf{x}_z, \vec{\omega})$$



Volumetric Rendering Equation

$$L(\mathbf{x}, \vec{\omega}) = T_r(\mathbf{x}, \mathbf{x}_z) L(\mathbf{x}_z, \vec{\omega})$$

Reduced (background) surface radiance

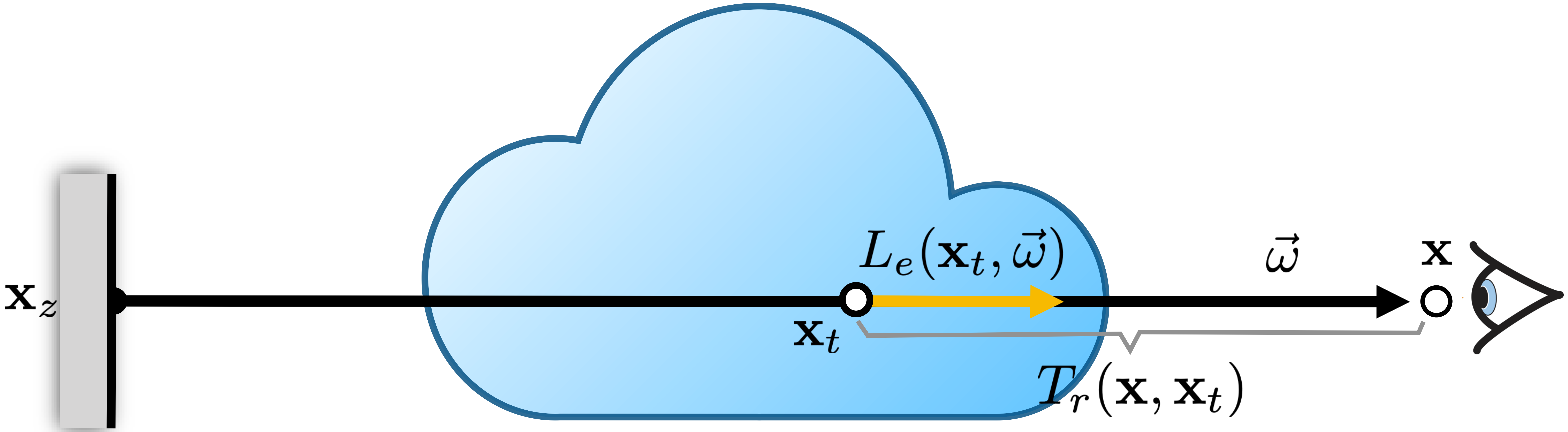


Volumetric Rendering Equation

$$L(\mathbf{x}, \vec{\omega}) = T_r(\mathbf{x}, \mathbf{x}_z) L(\mathbf{x}_z, \vec{\omega})$$

$$+ \int_0^z T_r(\mathbf{x}, \mathbf{x}_t) \sigma_a(\mathbf{x}_t) L_e(\mathbf{x}_t, \vec{\omega}) dt$$

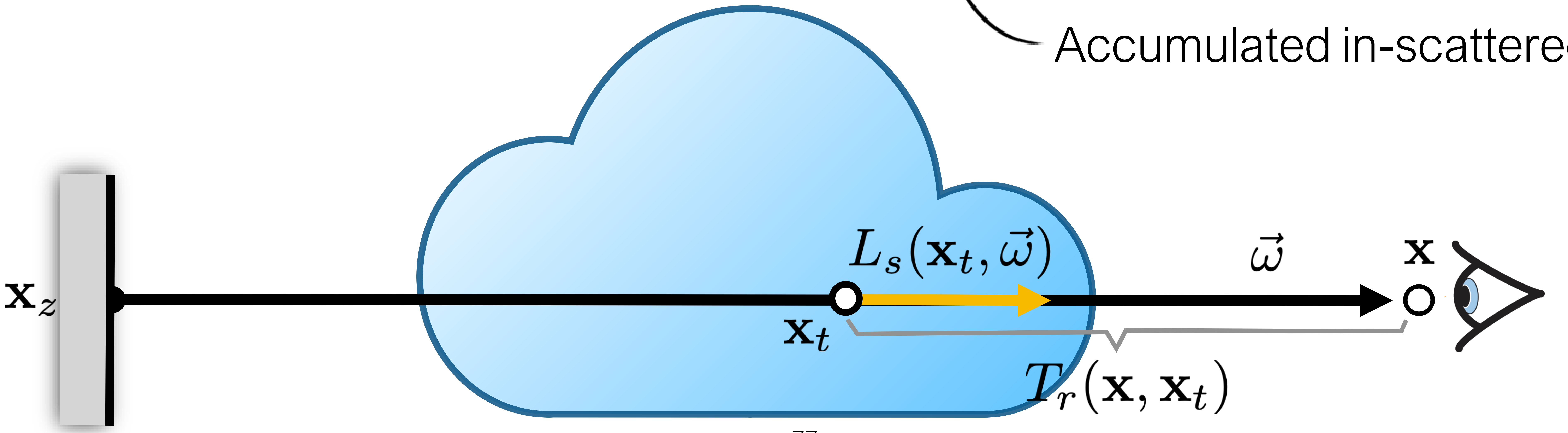
Accumulated emitted radiance



Volumetric Rendering Equation

$$L(\mathbf{x},\vec{\omega}) = T_r(\mathbf{x},\mathbf{x}_z)L(\mathbf{x}_z,\vec{\omega})$$
$$+\int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t,\vec{\omega})dt$$
$$+\int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_s(\mathbf{x}_t)L_s(\mathbf{x}_t,\vec{\omega})dt$$

Accumulated in-scattered radiance

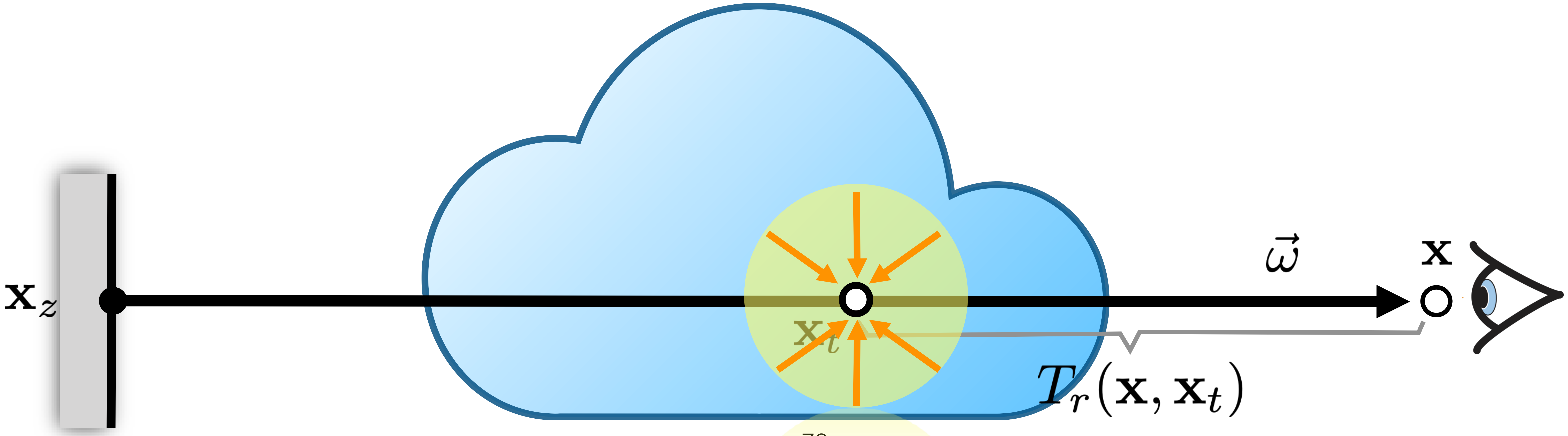


Volumetric Rendering Equation

$$L(\mathbf{x}, \vec{\omega}) = T_r(\mathbf{x}, \mathbf{x}_z) L(\mathbf{x}_z, \vec{\omega})$$

$$+ \int_0^z T_r(\mathbf{x}, \mathbf{x}_t) \sigma_a(\mathbf{x}_t) L_e(\mathbf{x}_t, \vec{\omega}) dt$$

$$+ \int_0^z T_r(\mathbf{x}, \mathbf{x}_t) \sigma_s(\mathbf{x}_t) \int_{S^2} f_p(\mathbf{x}_t, \vec{\omega}', \vec{\omega}) L_i(\mathbf{x}_t, \vec{\omega}') d\omega' dt$$



Volumetric Rendering Equation

$$
\begin{aligned}
L(\mathbf{x},\vec{\omega}) &= T_r(\mathbf{x},\mathbf{x}_z)L(\mathbf{x}_z,\vec{\omega}) \\
&\quad + \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t,\vec{\omega})dt \\
&\quad + \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_s(\mathbf{x}_t)\int_{S^2} f_p(\mathbf{x}_t,\vec{\omega}',\vec{\omega})L_i(\mathbf{x}_t,\vec{\omega}')d\omega' dt
\end{aligned}
$$

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The trade fair offers our students the opportunity to meet potential employers, make contacts and find out about career opportunities. Companies have the opportunity to offer internships, theses or entry-level positions.

Scattering in Media

Phase Functions

It describes the angular distribution of scattered radiation at a point;

It is the volumetric analog to the BSDF, but it is different from the BSDF.

It has a normalization constant:

$$\int_{S^2} f_{\mathrm{p}}(\vec{\omega}, \vec{\omega}')\mathrm{d}\vec{\omega}' = 1 \quad \forall\vec{\omega}$$

This constraint means that phase functions actually define probability distributions for scattering in a particular direction.

Phase Functions

Isotropic:

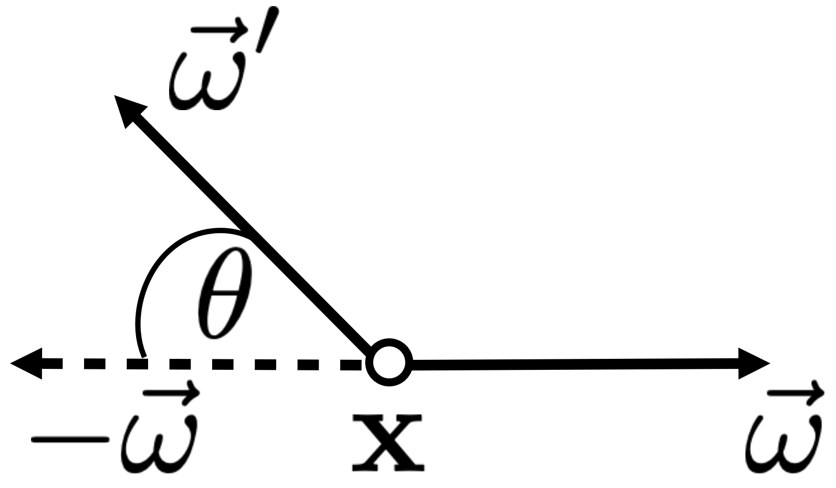
$$f_{\mathrm{p}}(\vec{\omega}_o, \vec{\omega}_i) = \frac{1}{4\pi}$$

Uniform scattering, analogous to Lambertian BRDF

Phase Functions

Quantifying anisotropy by

$$g = \int_{S^2} f_{\mathrm{p}}(\mathbf{x}, \vec{\omega}, \vec{\omega}') \cos\theta d\vec{\omega}'$$



where

$$\cos\theta = -\vec{\omega} \cdot \vec{\omega}'$$

$g = 0$: isotropic scattering (on average)

$g > 0$: forward scattering

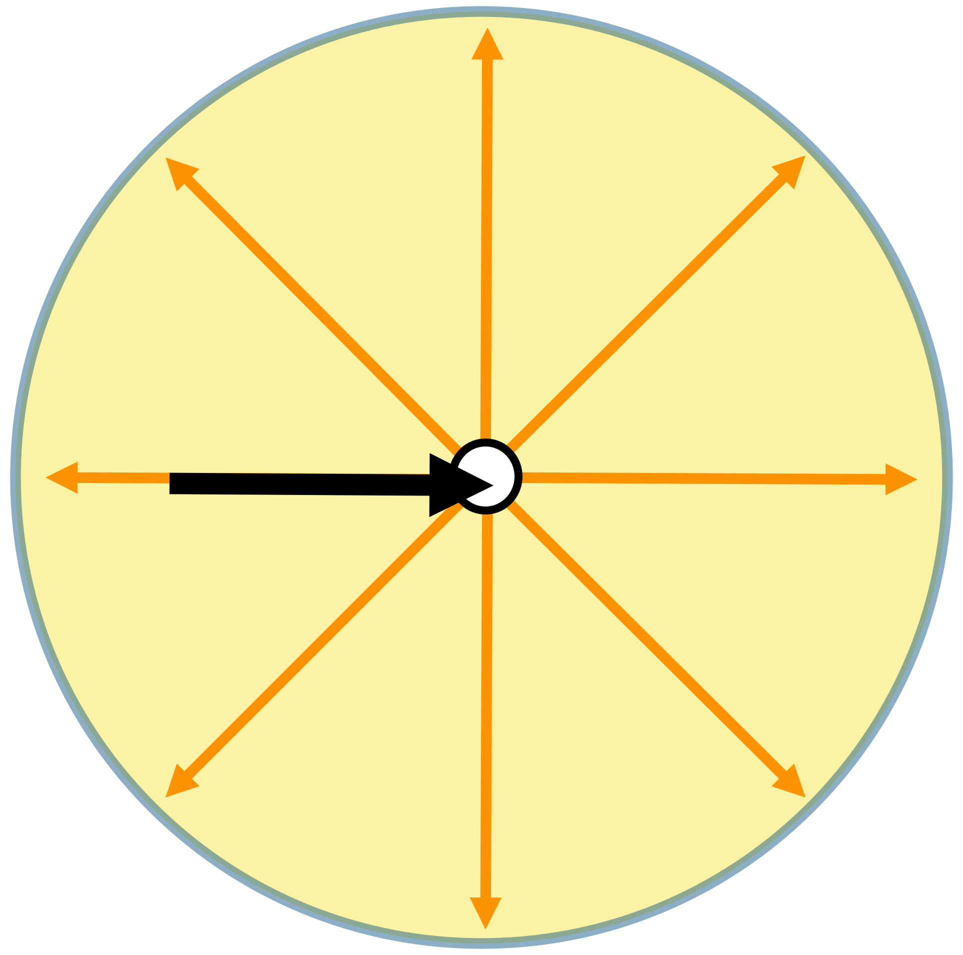
$g < 0$: backward scattering

g is the asymmetry parameter

Henyey-Greenstein Phase Function

$$f_{\mathrm{p}}(\theta) = \frac{1}{4\pi} \frac{1 - g^2}{(1 + g^2 + 2g(\cos\theta))^{3/2}} \qquad g \in [-1, 1]$$

$$g = 0$$

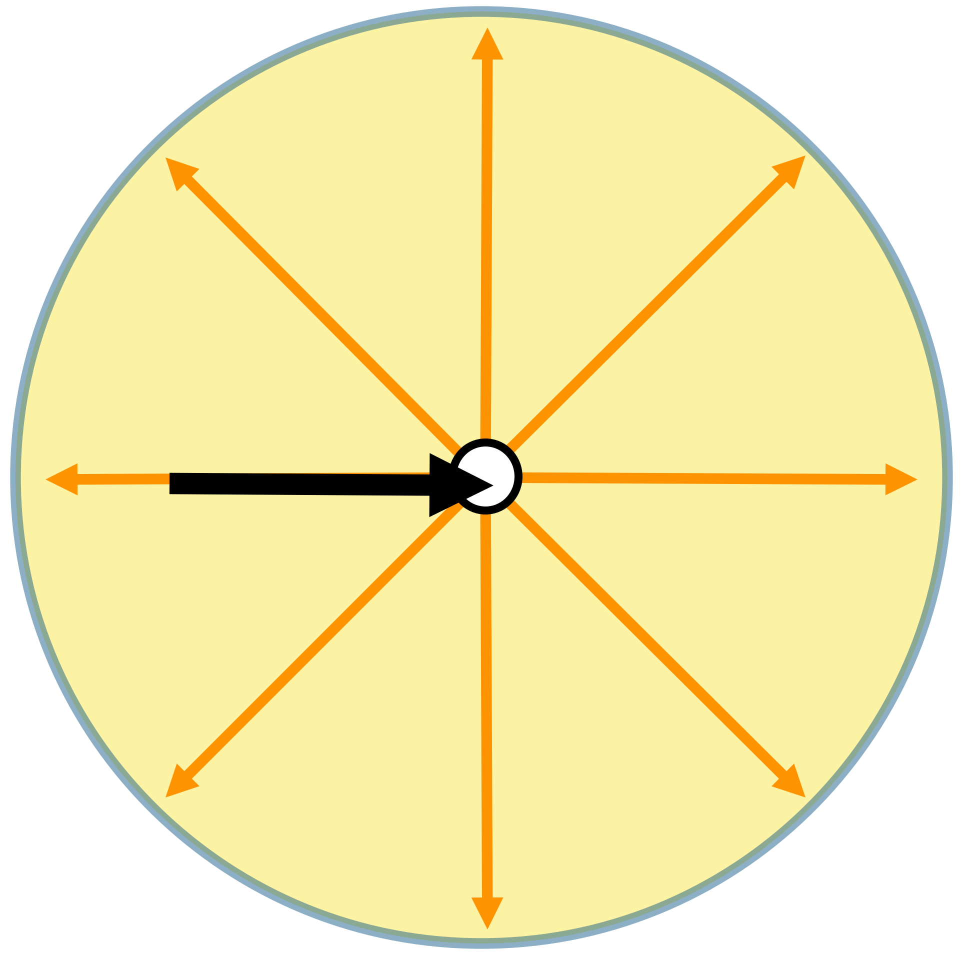


Henyey-Greenstein Phase Function

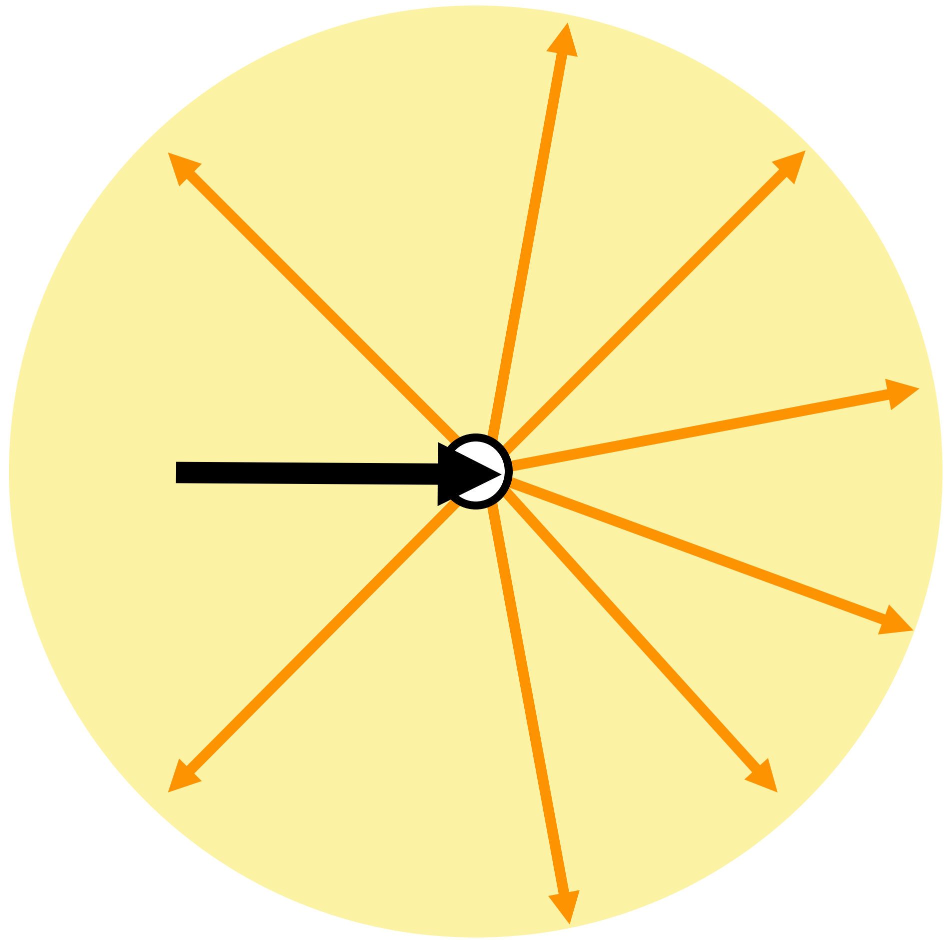
$$f_{\mathrm{p}}(\theta) = \frac{1}{4\pi} \frac{1 - g^2}{(1 + g^2 + 2g(\cos\theta))^{3/2}}$$

$$g \in [-1, 1]$$

$g = 0$



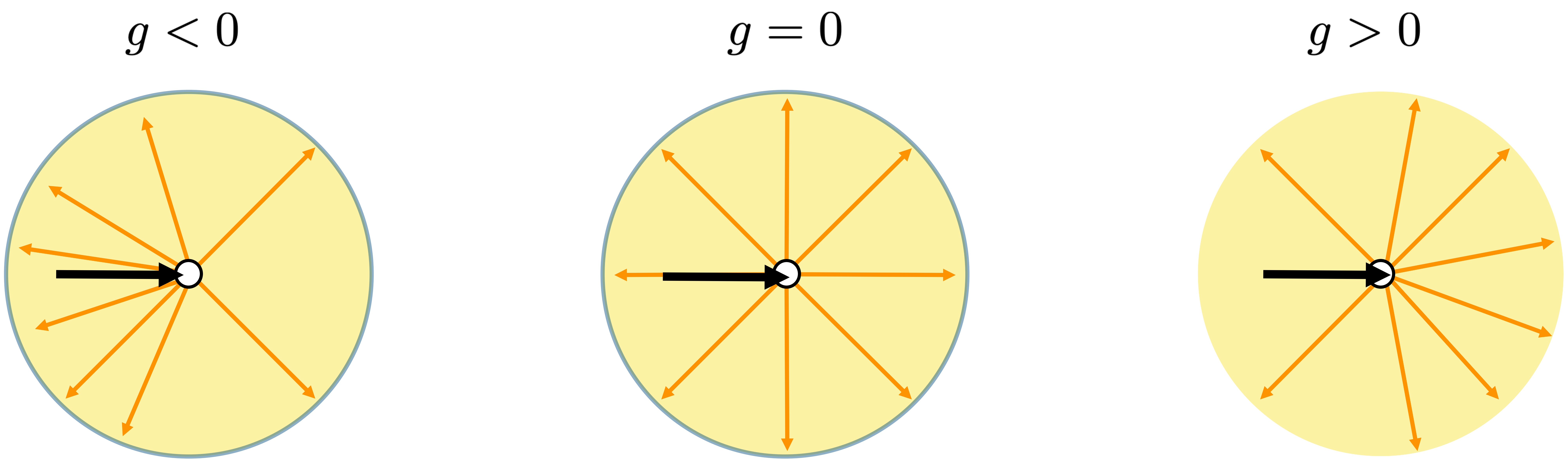
$g > 0$



Henyey-Greenstein Phase Function

$$f_{\mathrm{p}}(\theta) = \frac{1}{4\pi} \frac{1 - g^2}{(1 + g^2 + 2g(\cos\theta))^{3/2}}$$

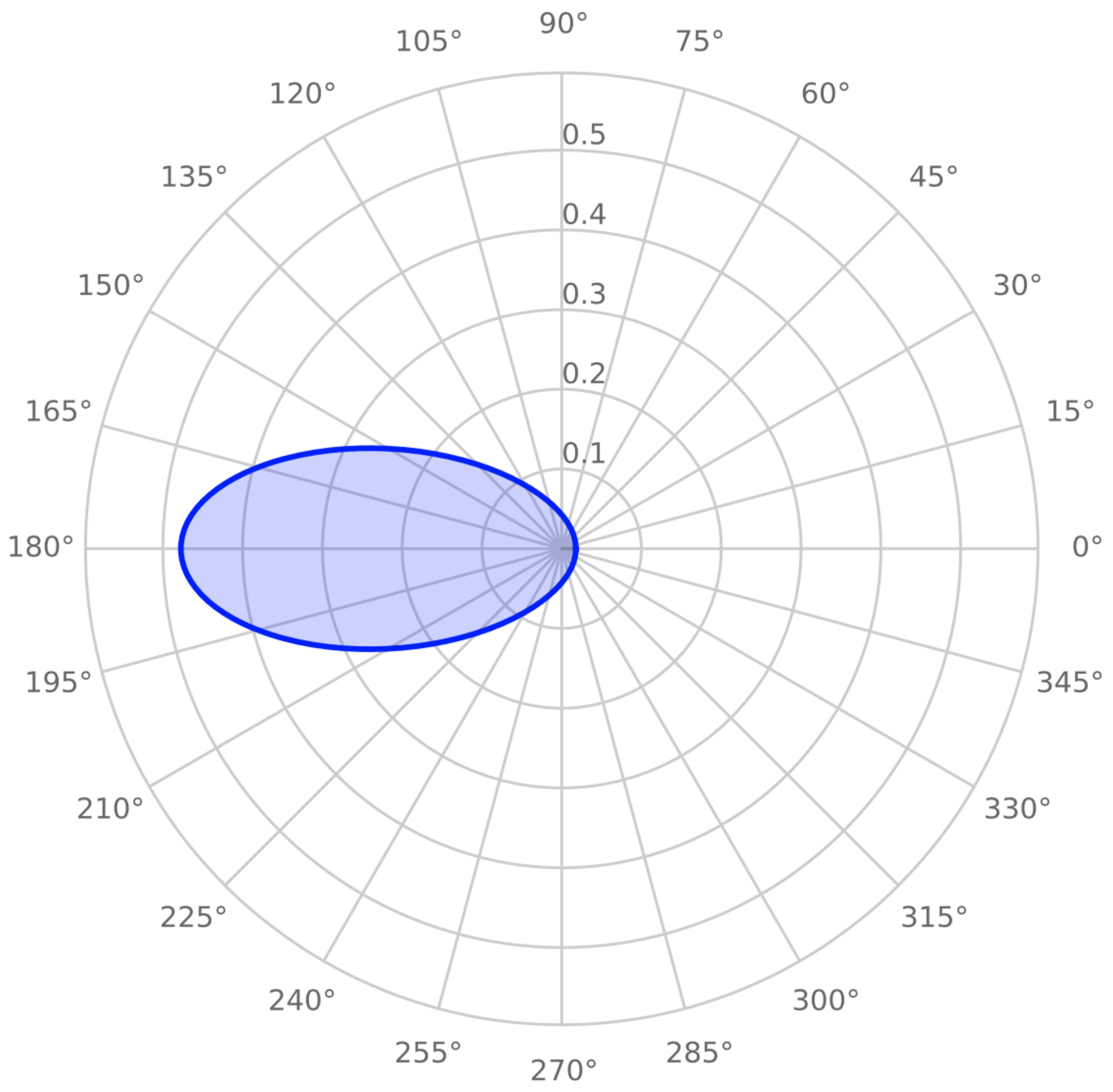
$g \in [-1, 1]$



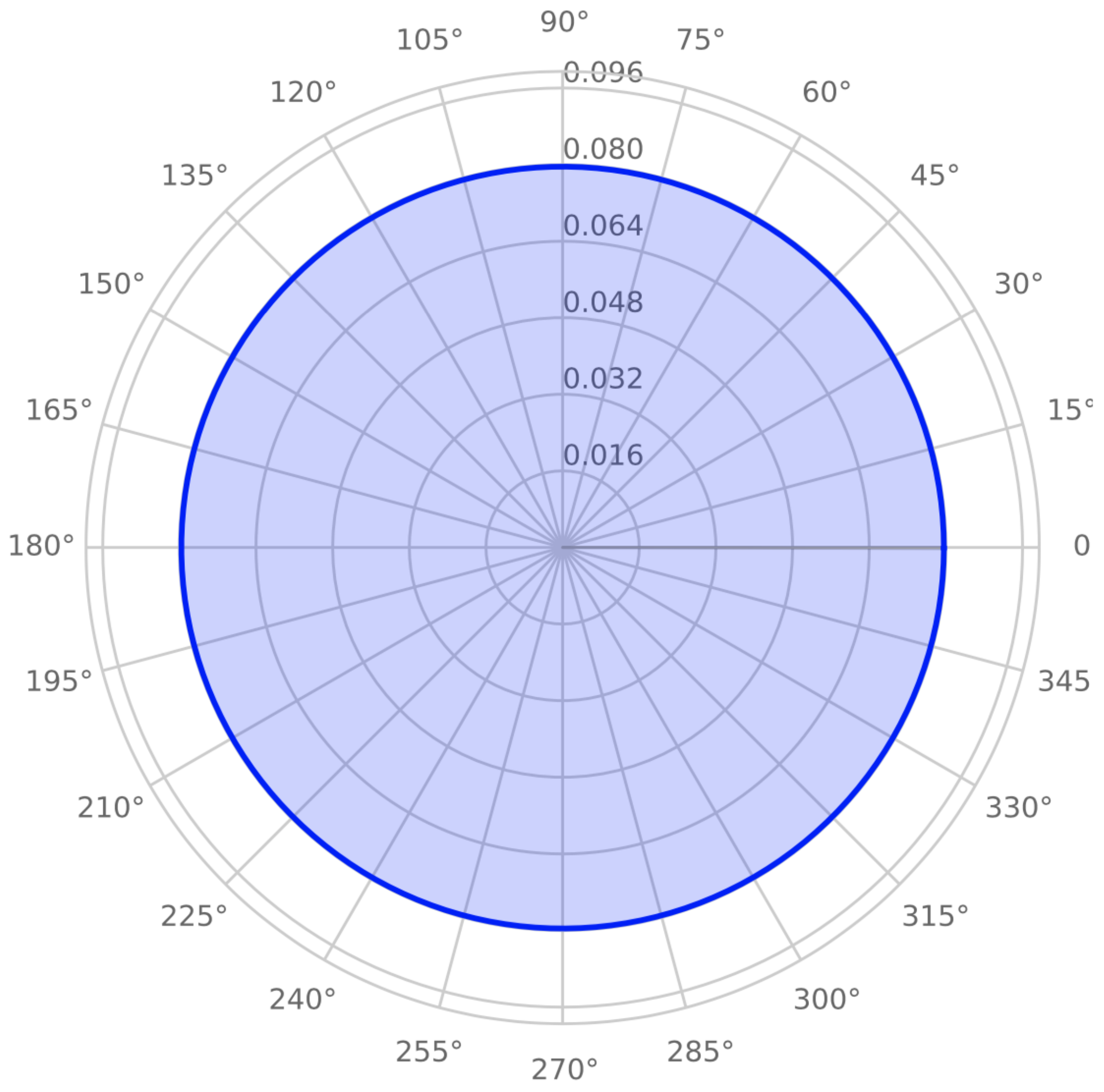
Henyey-Greenstein Phase Function

$$f_{\mathrm{p}}(\theta) = \frac{1}{4\pi} \frac{1-g^2}{(1+g^2+2g(\cos\theta))^{3/2}}$$

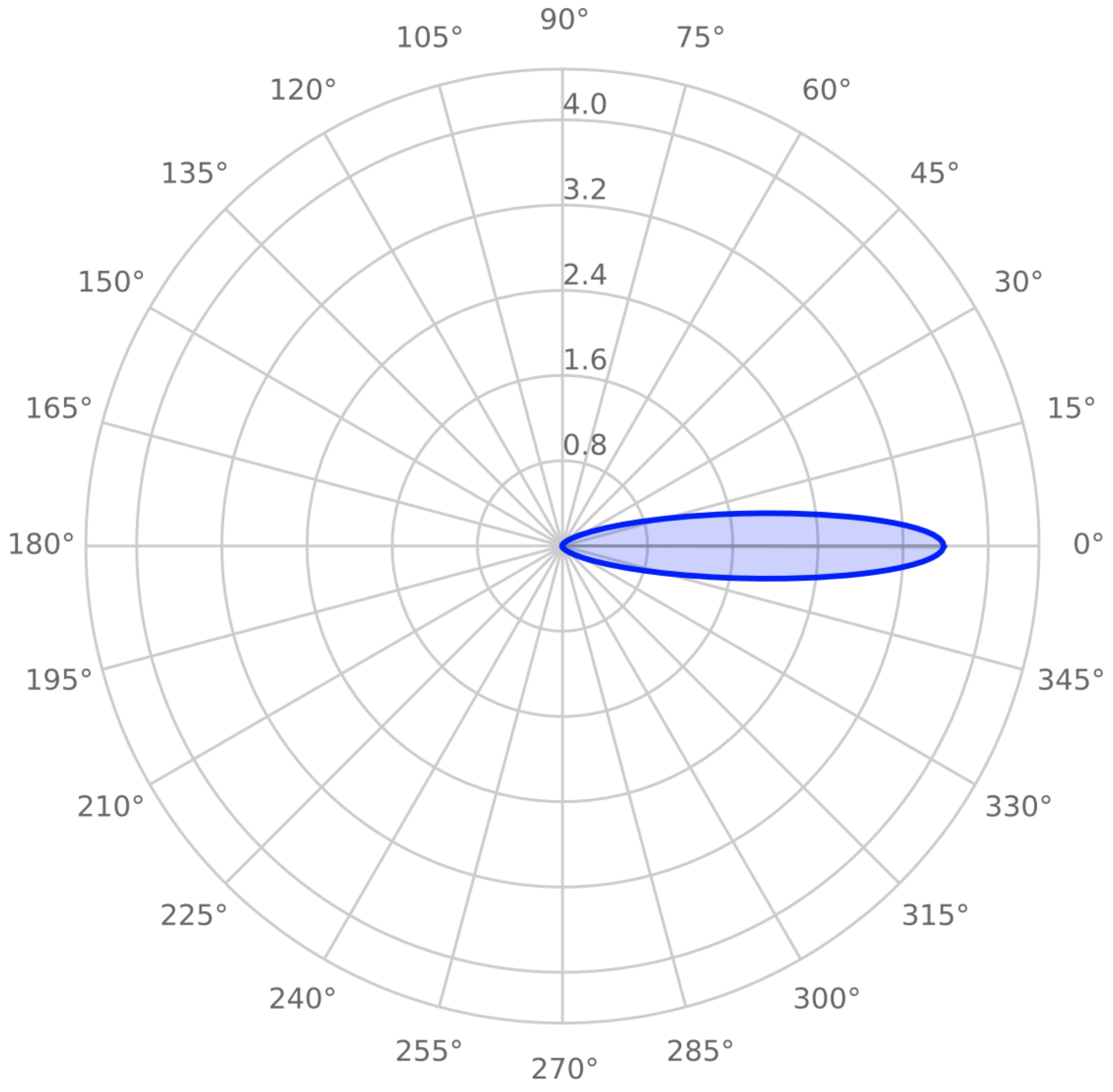
$g = -0.5$



$g = 0$



$g = 0.8$



Henyey-Greenstein Phase Function

$g = -0.7$

Strong backward scattering

$g = 0.7$

Strong forward scattering

PBRTv3 [2016]

Schlick's Phase Function

Empirical Phase Function

Faster approximation to HG

$$f_{\mathrm{p}}(\theta) = \frac{1}{4\pi} \frac{1 - k^2}{(1 - k\cos\theta)^2}$$

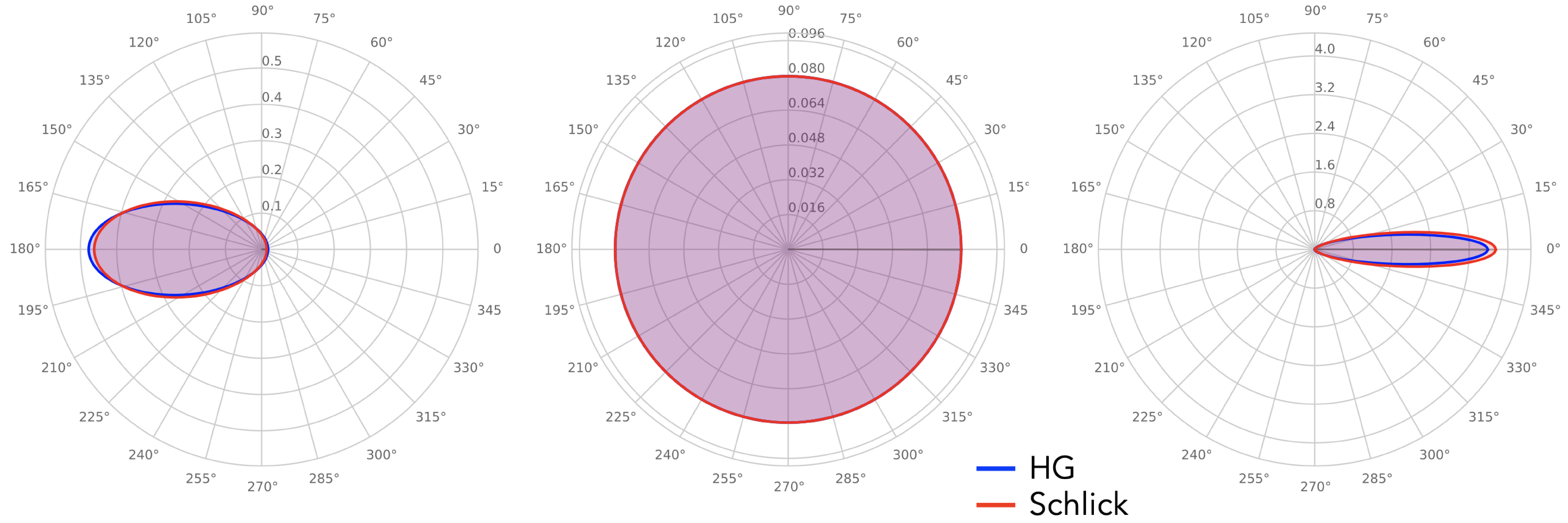
$$k = 1.55g - 0.55g^3$$

Schlick's Phase Function

Empirical Phase Function

Faster approximation to HG

$g = -0.5 \quad k = -0.706$ $\qquad$ $g = 0 \quad k = 0$ $\qquad$ $g = 0.8 \quad k = 0.96$



Rainbows

Lorenz-Mie Scattering

For large-size particles (scatterers), we cannot ignore the wave nature of light

Solution to Maxwell's equations for scattering from many spherical dielectric particles

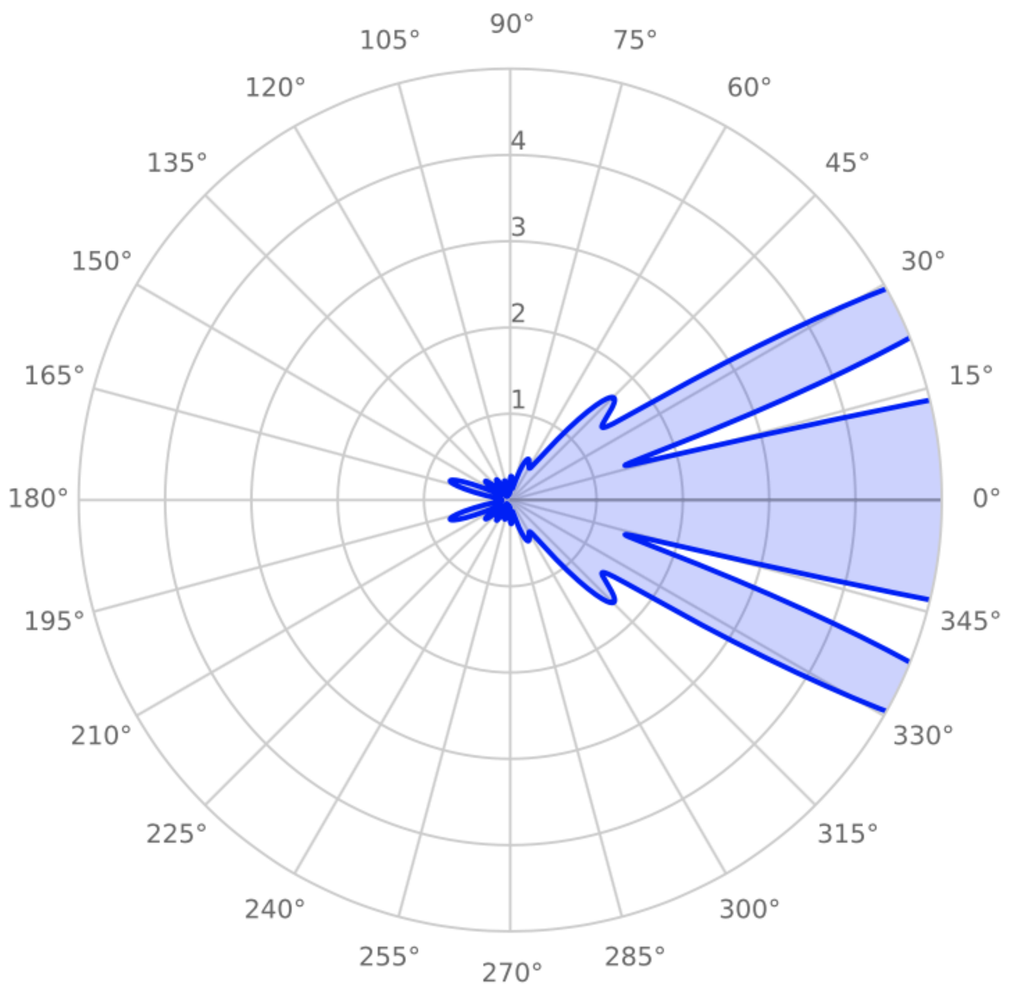
Explains many phenomena

Complicated: solution is an infinite analytic series

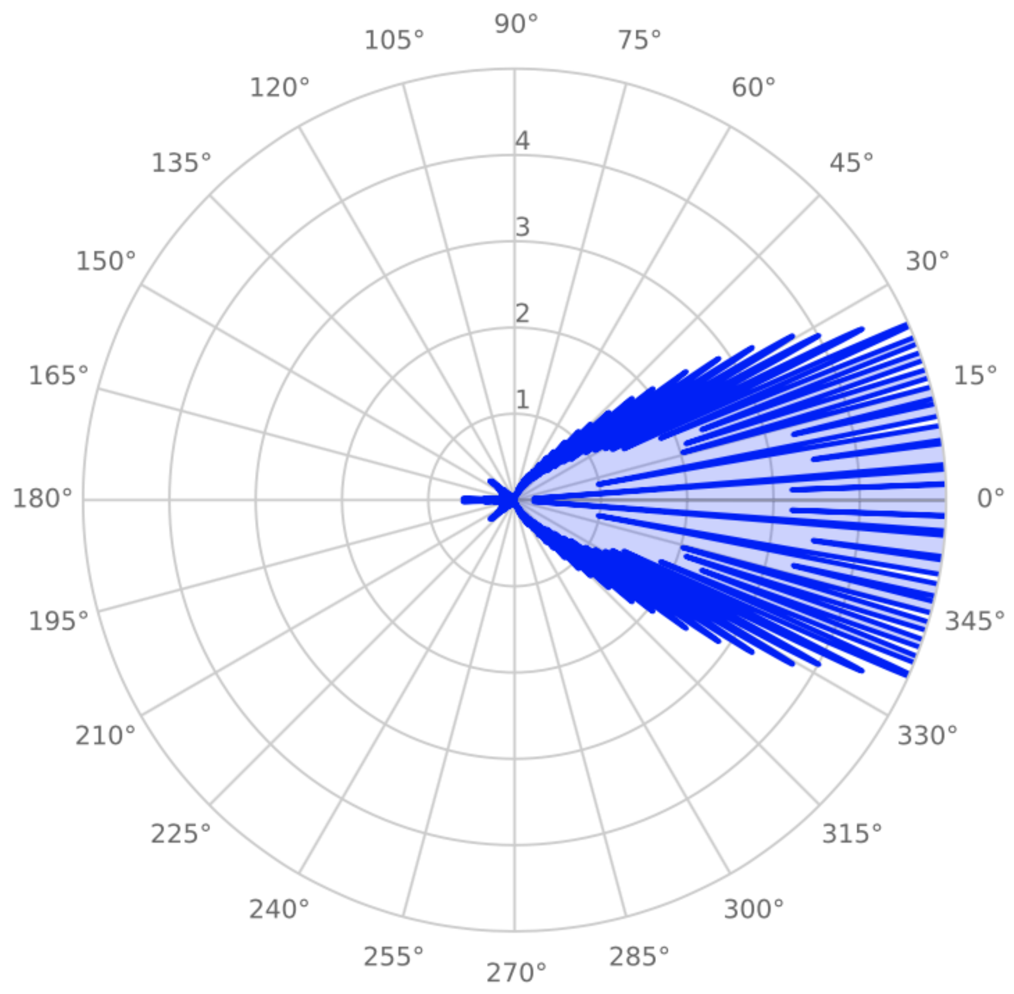
Lorenz-Mie Scattering

Linear plot

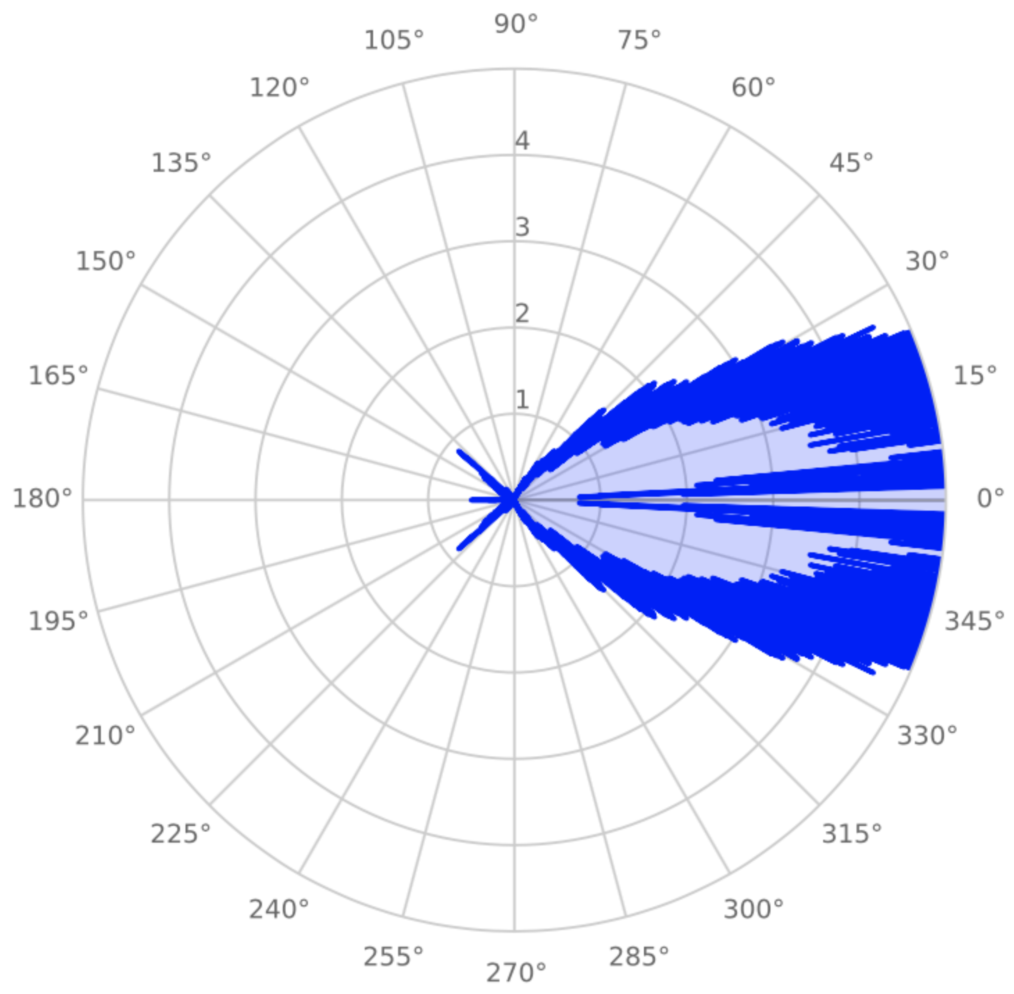
Sphere diameter $=1\mu m$



Sphere diameter $=10\mu m$



Sphere diameter $=100\mu m$

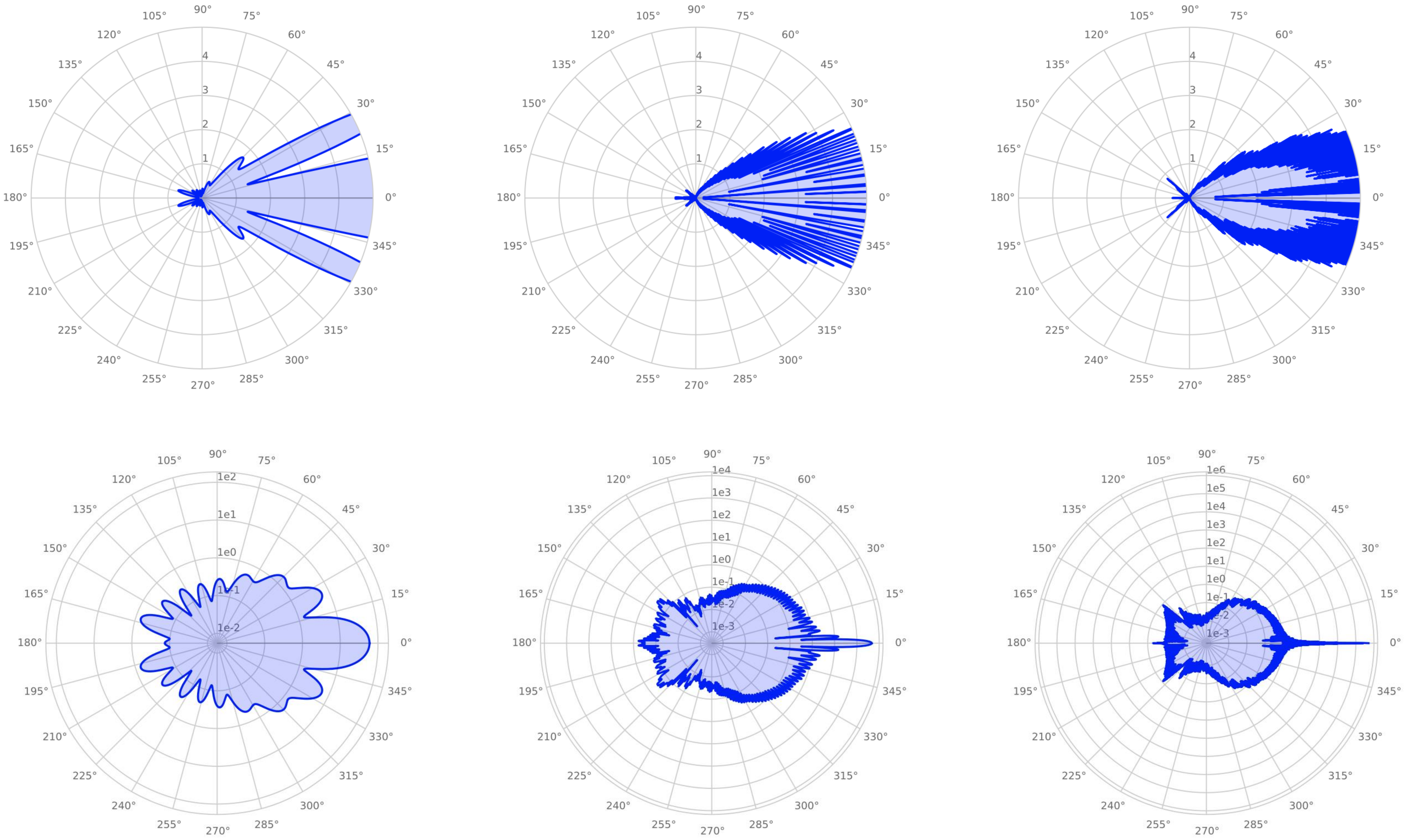


Lorenz-Mie Scattering

Sphere diameter $= 1 \mu m$ | Sphere diameter $= 10 \mu m$ | Sphere diameter $= 100 \mu m$

Linear plot

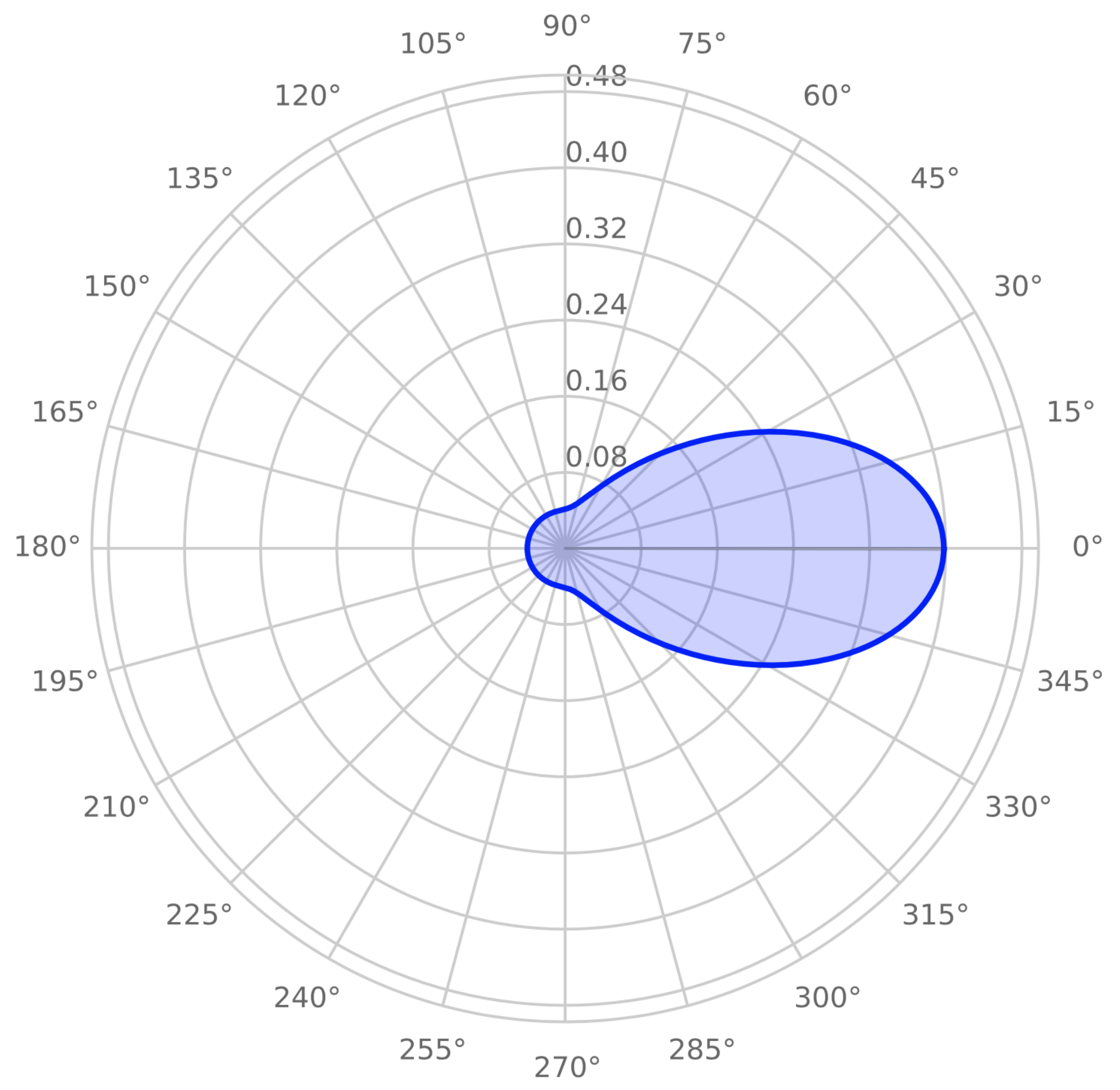
Log plot



Lorenz-Mie Approximations

Hazy atmosphere

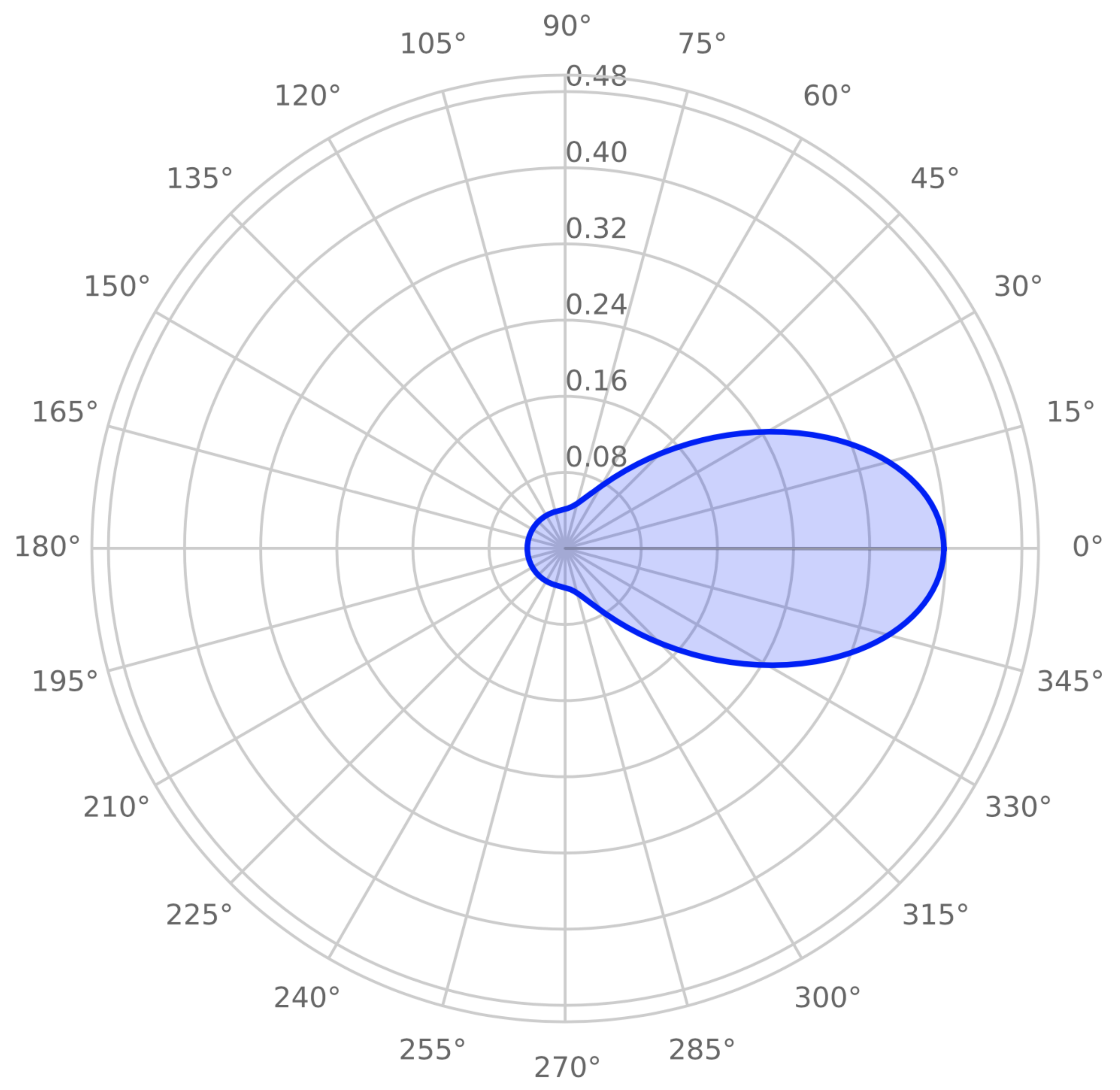
$$f_p^{\text{hazy}}(\theta) = \frac{1}{4\pi}\left(5 + \left(\frac{1+\cos\theta}{2}\right)^8\right)$$



Lorenz-Mie Approximations

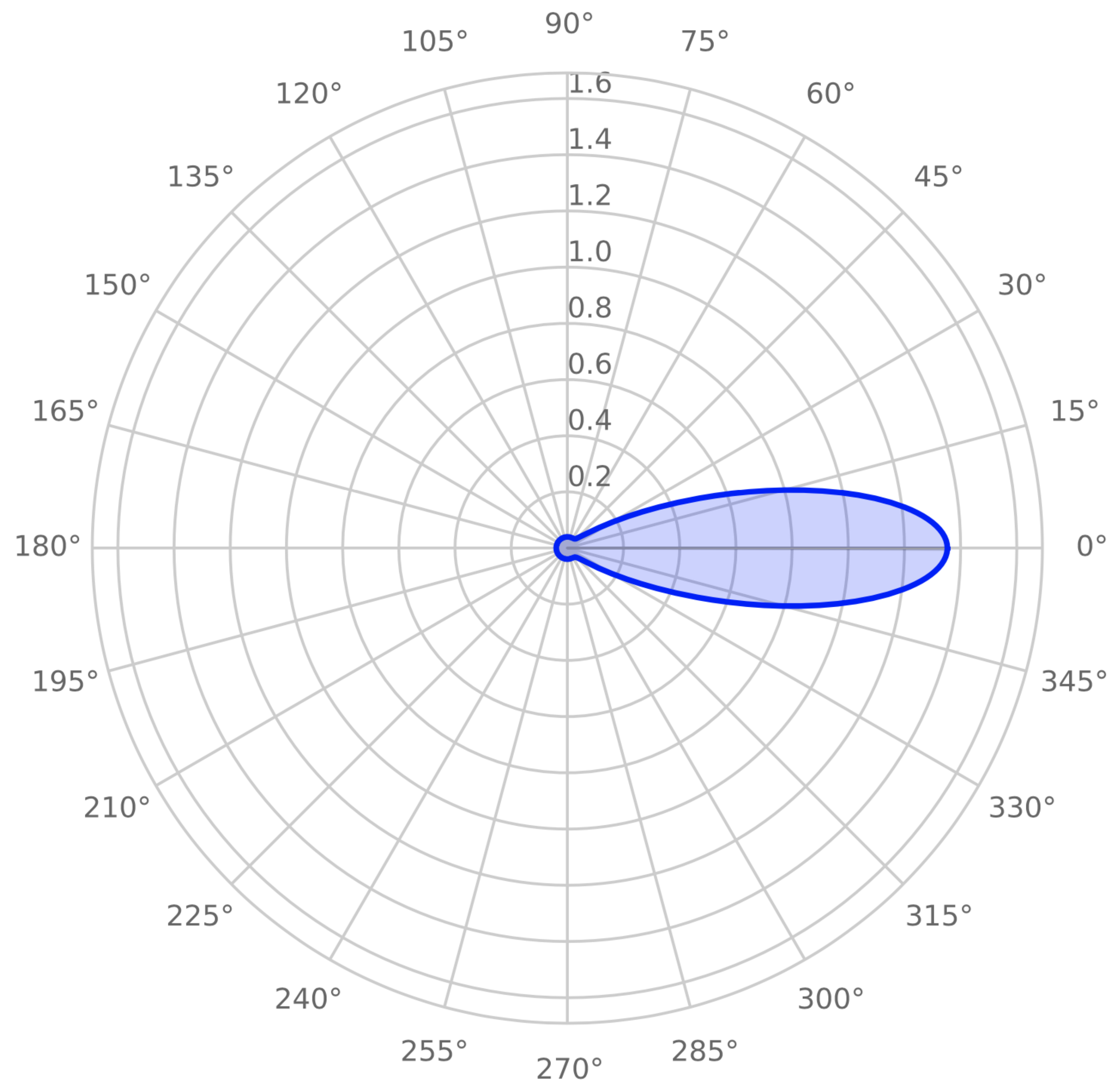
Hazy atmosphere

$$f_p^{\text{hazy}}(\theta) = \frac{1}{4\pi}\left(5 + \left(\frac{1+\cos\theta}{2}\right)^{8}\right)$$

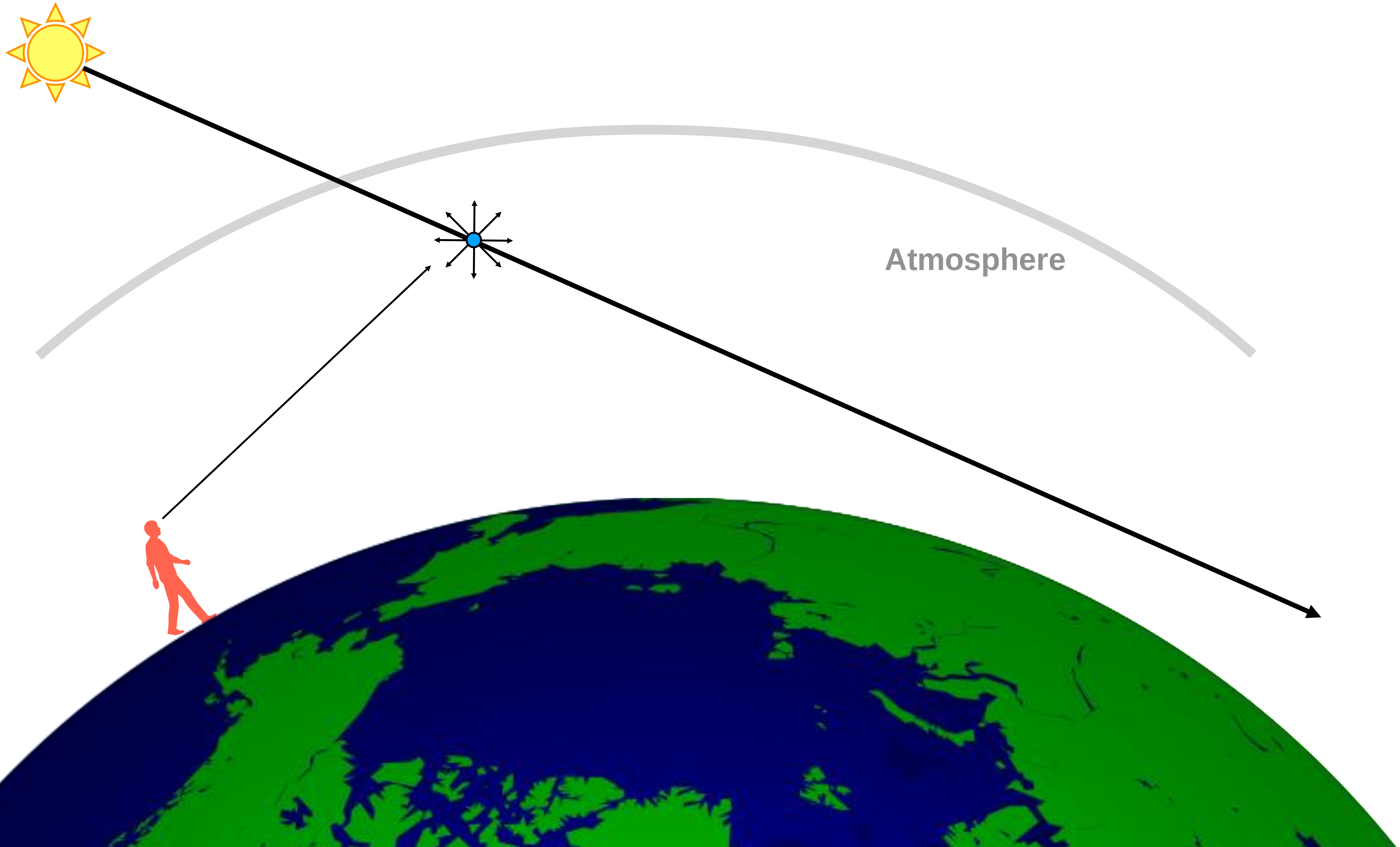


Murky atmosphere

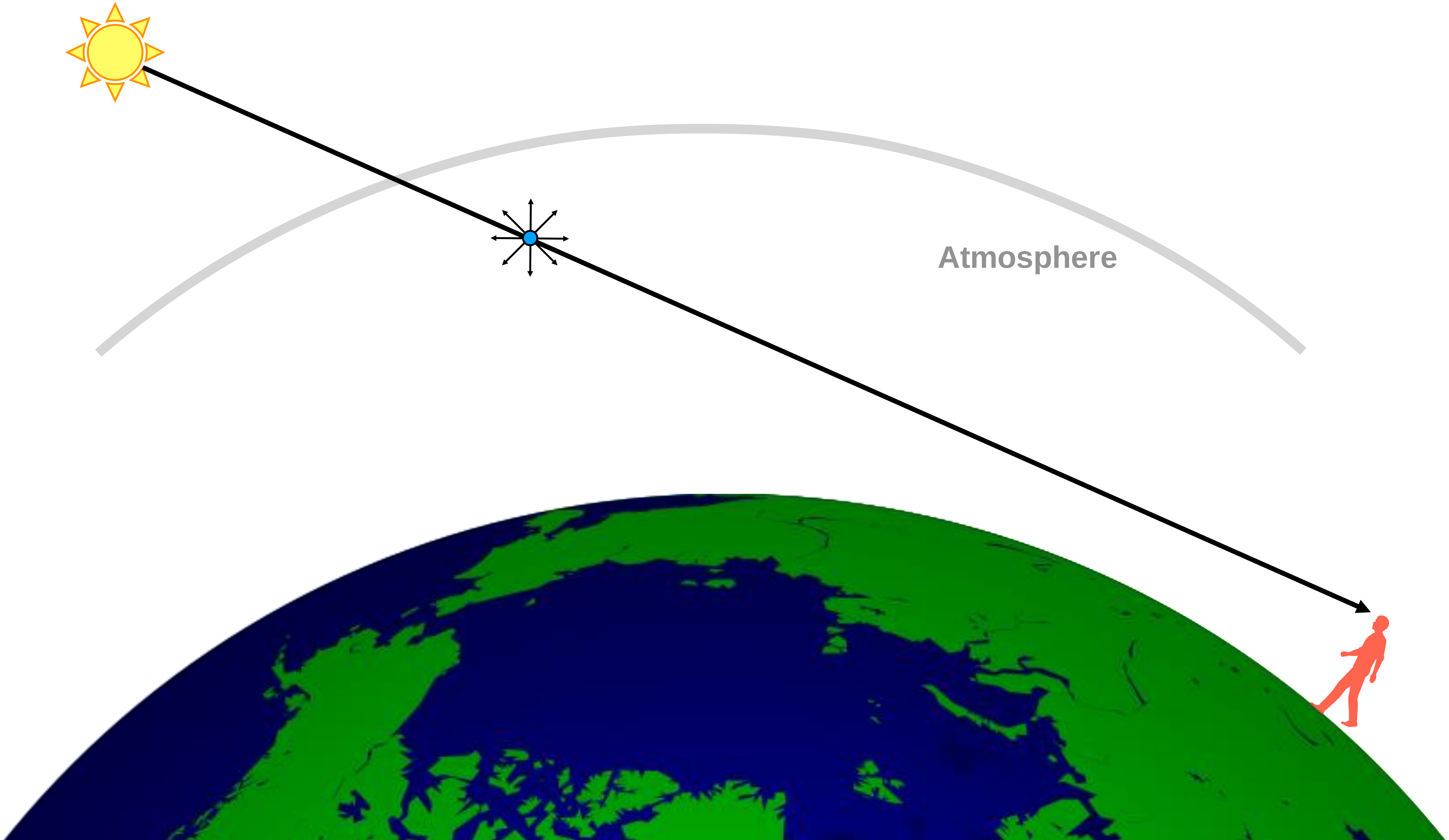
$$f_p^{\text{murky}}(\theta) = \frac{1}{4\pi}\left(17 + \left(\frac{1+\cos\theta}{2}\right)^{32}\right)$$



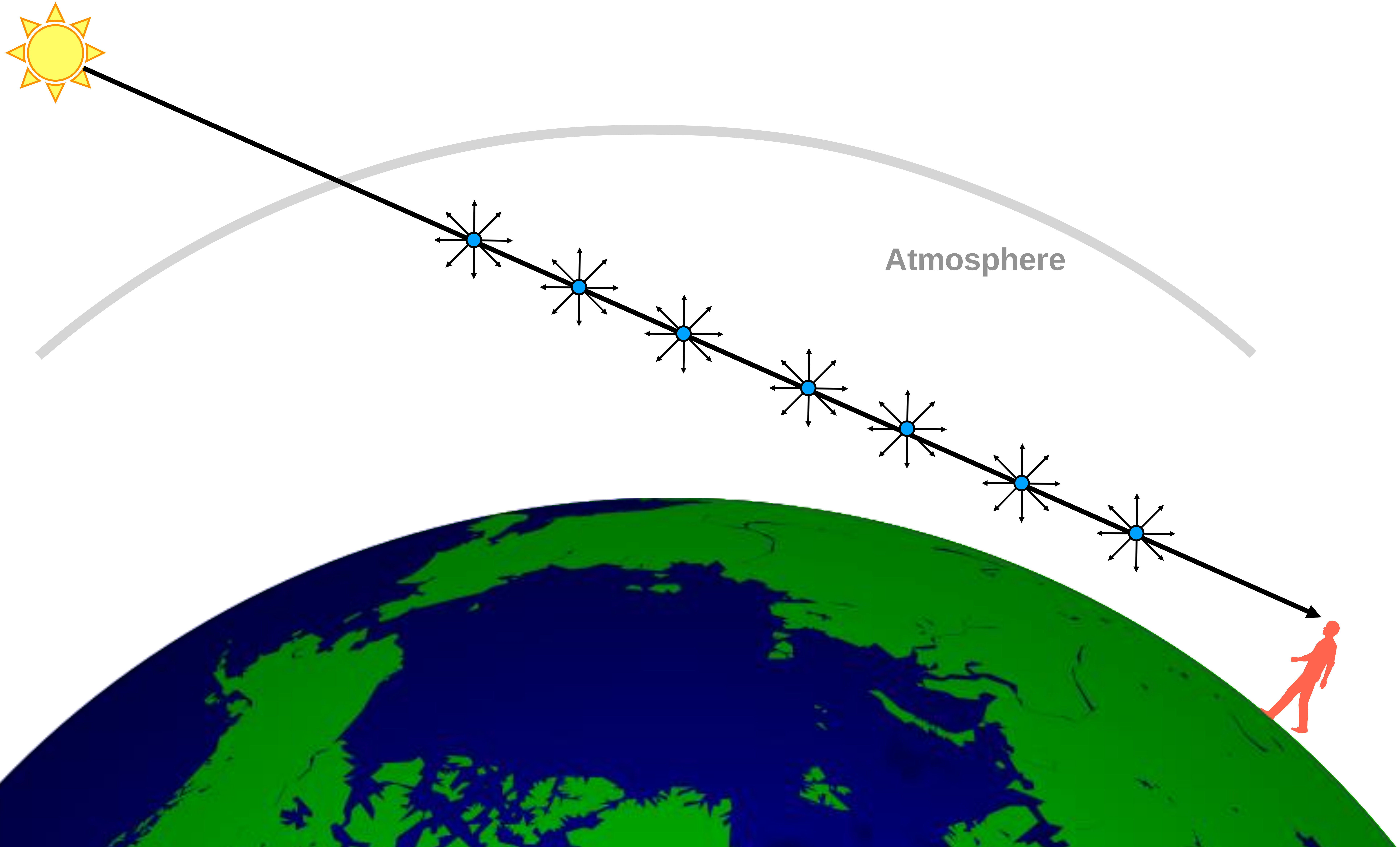
Why is the Sky Blue?



Why is the Sunset Red?



Why is the Sunset Red?



Rayleigh Scattering

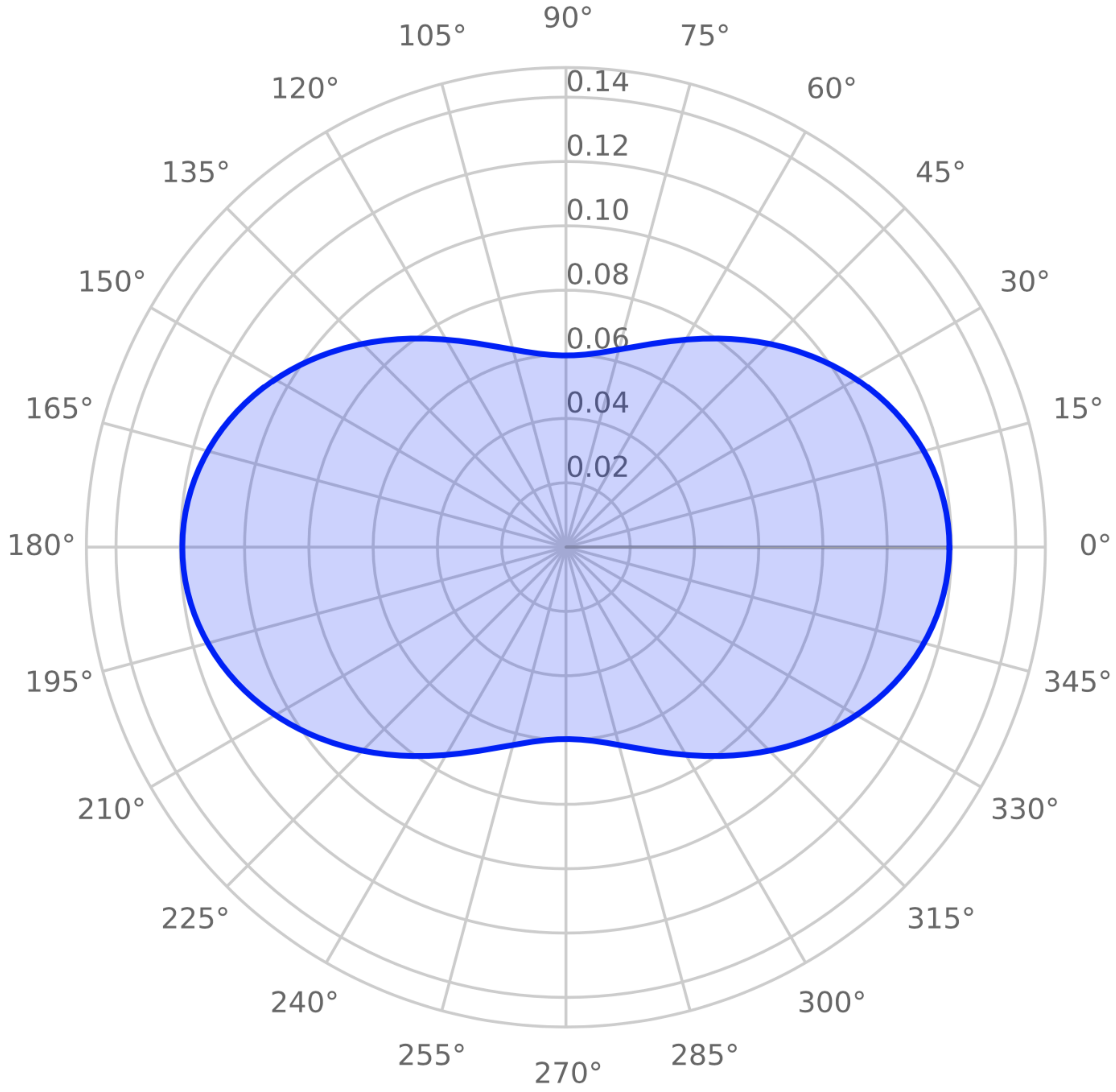
Rayleigh Scattering

Approximation of Lorenz-Mie for tiny particles (scatterers) that are typically smaller than 1/10th the wavelength of visible light

Used for atmospheric scattering, gasses, transparent solids

Highly wavelength dependent

Rayleigh Phase Function



$$f_p^{\text{Rayleigh}}(\theta) = \frac{3}{16\pi}\left(1 + \cos^2\theta\right)$$

Scattering at right angles is half as likely as scattering forward or backward

Rayleigh Scattering

$$\beta_s^{\text{Rayleigh}}(\lambda, d, \eta, \rho) = \rho \frac{2\pi^5 d^6}{3\lambda^4} \left(\frac{\eta^2 - 1}{\eta^2 + 2} \right)^2$$

Rayleigh Scattering

Wavelength

$$\beta_s^{\text{Rayleigh}}(\lambda, d, \eta, \rho) = \rho \frac{2\pi^5 d^6}{3\lambda^4} \left(\frac{\eta^2 - 1}{\eta^2 + 2} \right)^2$$

Rayleigh Scattering

Wavelength

$$\beta_s^{\text{Rayleigh}}(\lambda, d, \eta, \rho) = \rho \frac{2\pi^5 d^6}{3\lambda^4} \left(\frac{\eta^2 - 1}{\eta^2 + 2} \right)^2$$

Diameter of particles

Rayleigh Scattering

Wavelength

Index of refraction

$$\beta_s^{\text{Rayleigh}}(\lambda, d, \eta, \rho) = \rho \frac{2\pi^5 d^6}{3\lambda^4} \left(\frac{\eta^2 - 1}{\eta^2 + 2} \right)^2$$

Diameter of particles

Rayleigh Scattering

Wavelength

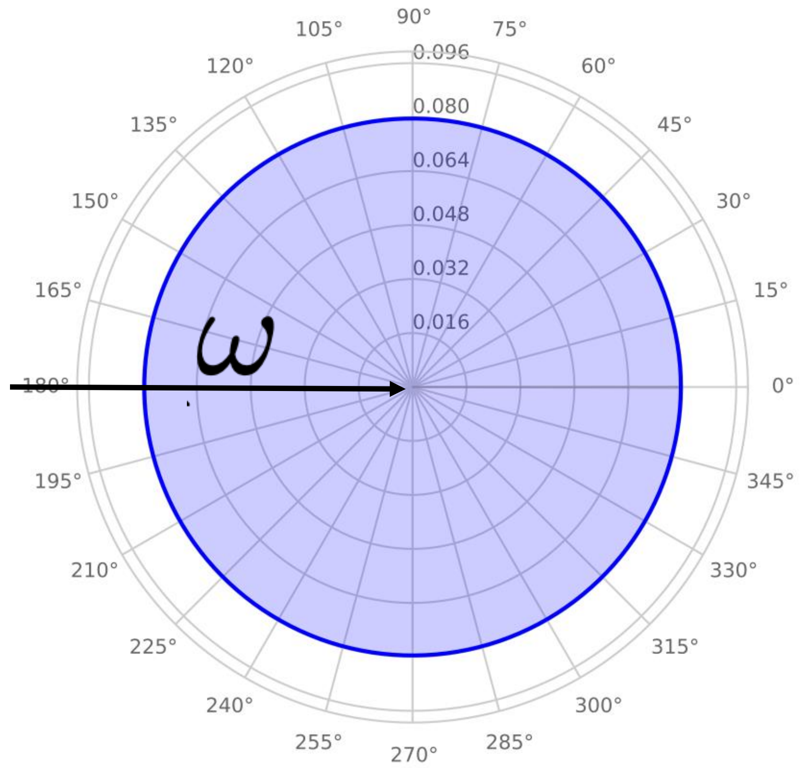
Index of refraction

$$\beta_s^{\text{Rayleigh}}(\lambda, d, \eta, \rho) = \rho \frac{2\pi^5 d^6}{3\lambda^4} \left(\frac{\eta^2 - 1}{\eta^2 + 2} \right)^2$$

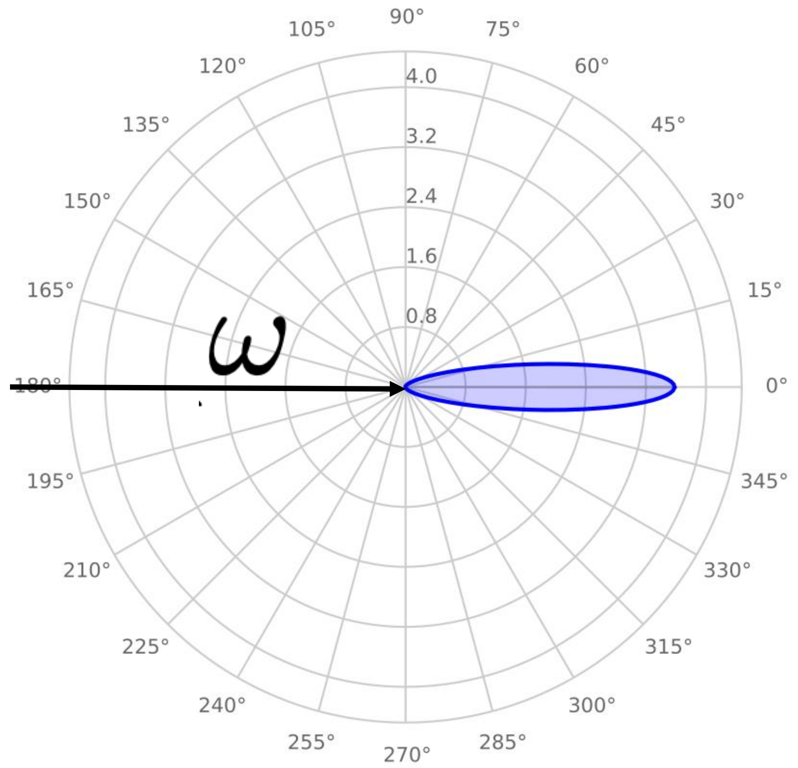
Density of particles

Diameter of particles

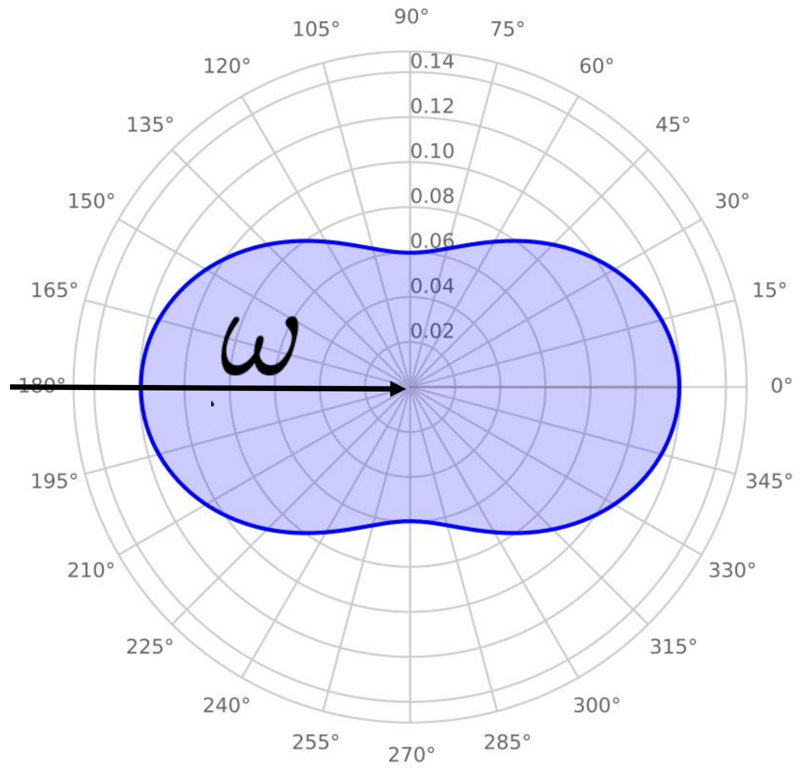
Recap: Phase Functions



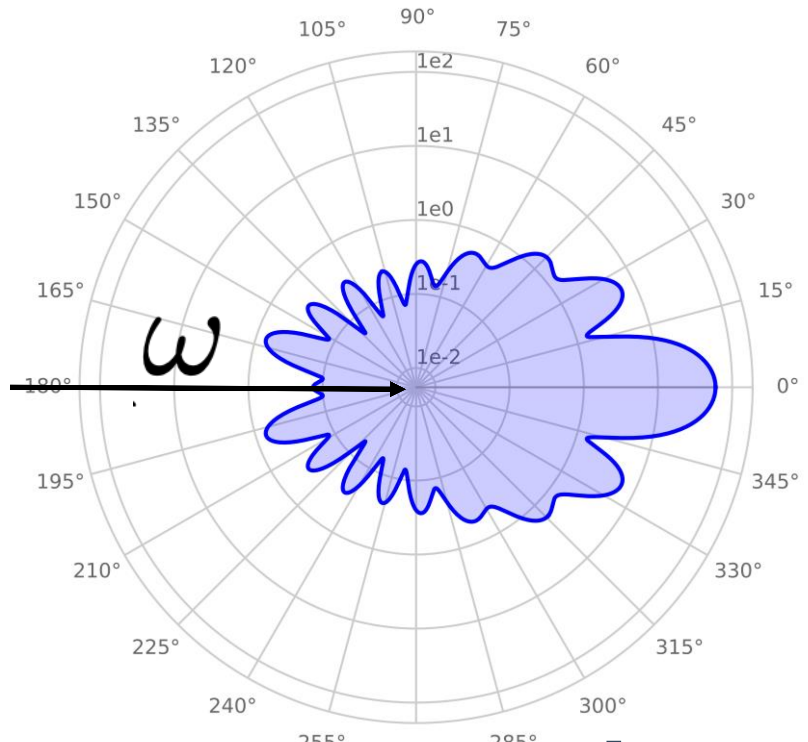
Isotropic



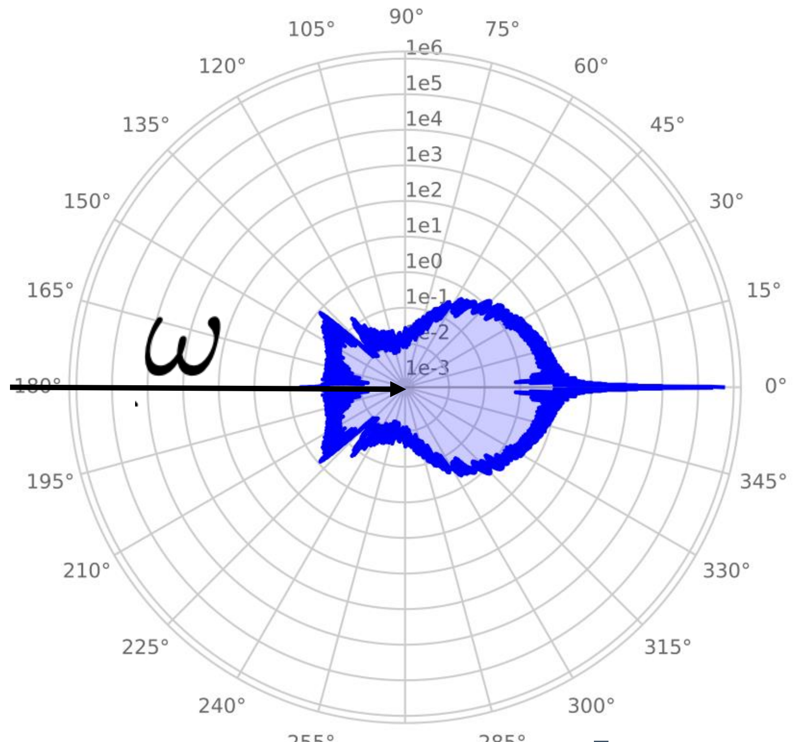
Henyey-Greenstein



Rayleigh



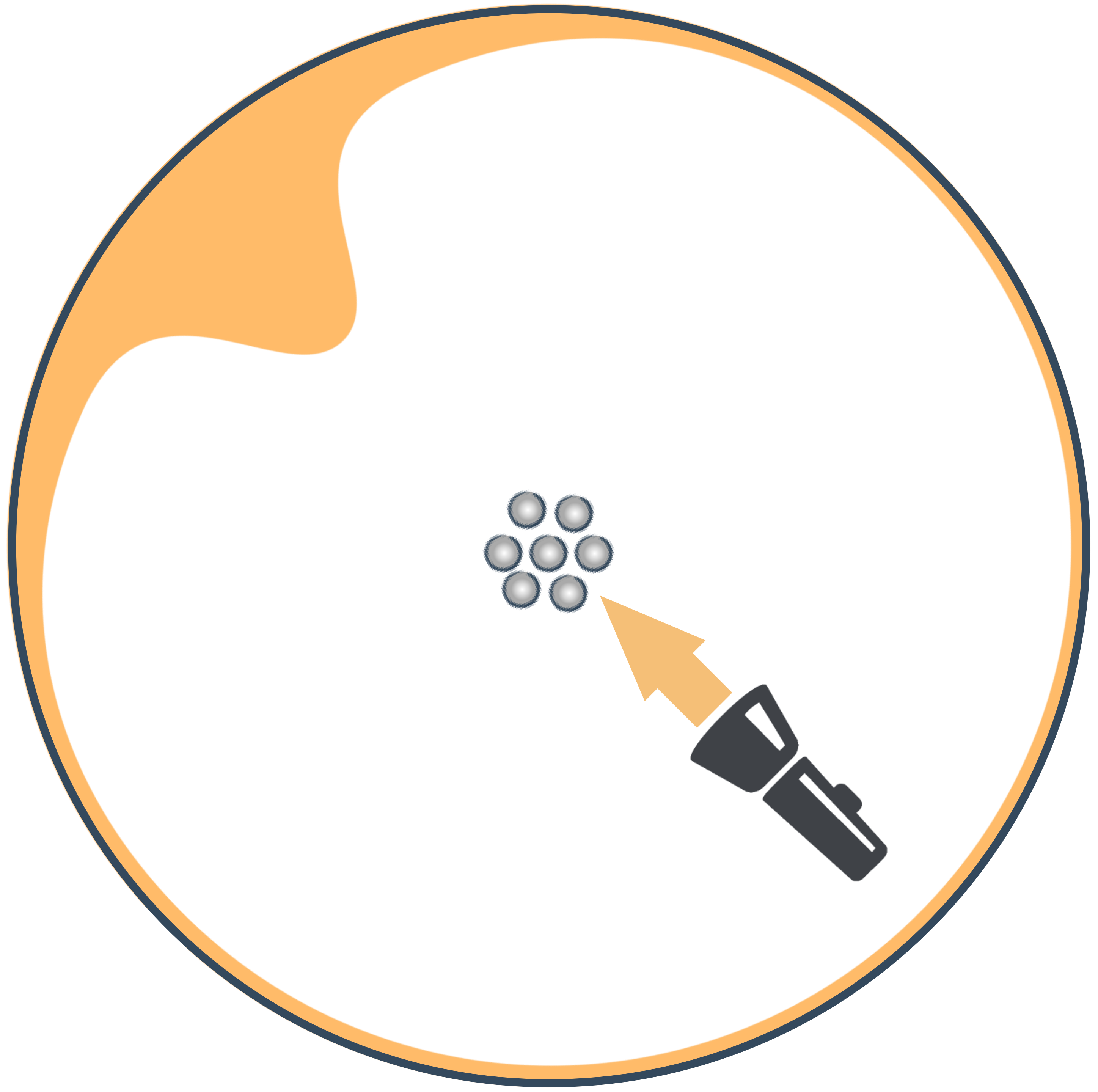
Lorenz-Mie small particles



Lorenz-Mie large particles

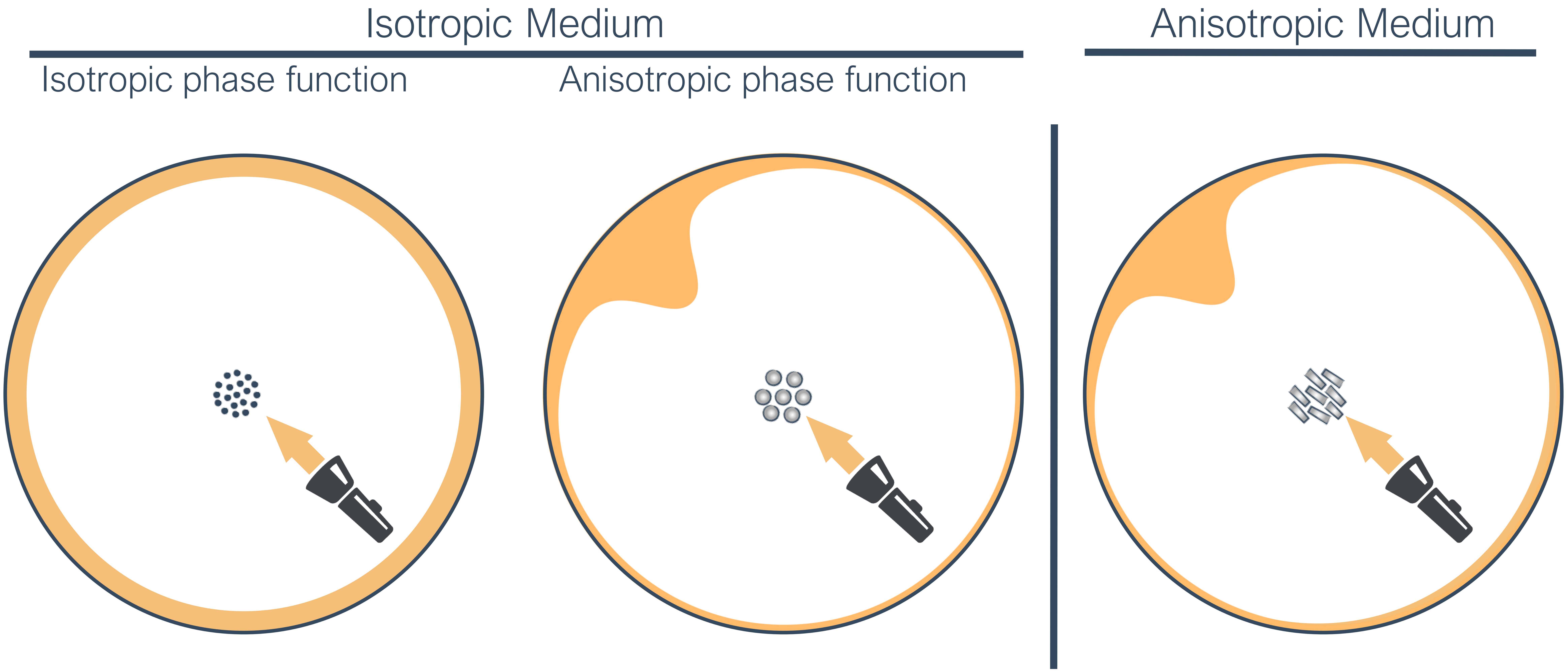
Anisotropy: Phase Function vs. Medium

Isotropic Medium	
Isotropic phase function	Anisotropic phase function



Slide after Jan Novak

Anisotropy: Phase Function vs. Medium



Slide after Jan Novak

Recap: Media Properties

Given:

Absorption coefficient	$\sigma_a(\mathbf{x})$	$[m^{-1}]$
Scattering coefficient	$\sigma_s(\mathbf{x})$	$[m^{-1}]$
Phase function	$f_p(\mathbf{x}, \vec{\omega}, \vec{\omega}')$	$[sr^{-1}]$

Recap: Media Properties

Given:

Absorption coefficient	$\sigma_a(\mathbf{x})$	$[m^{-1}]$
Scattering coefficient	$\sigma_s(\mathbf{x})$	$[m^{-1}]$
Phase function	$f_p(\mathbf{x}, \vec{\omega}, \vec{\omega}')$	$[sr^{-1}]$

Derived:

Extinction coefficient	$\sigma_t(\mathbf{x}) = \sigma_a(\mathbf{x}) + \sigma_s(\mathbf{x})$	$[m^{-1}]$
Albedo	$\alpha(\mathbf{x}) = \sigma_s(\mathbf{x}) / \sigma_t(\mathbf{x})$	[None]
Mean-free path	$1/\sigma_t(\mathbf{x})$	$[m]$
Transmittance	$T_r(\mathbf{x}, \mathbf{y}) = e^{-\int_0^{\|\mathbf{x}-\mathbf{y}\|} \sigma_t(t) dt}$	[None]

For Homogeneous Isotropic Medium

Given:

Absorption coefficient	σ_a	$[m^{-1}]$
Scattering coefficient	σ_s	$[m^{-1}]$
Phase function	$\frac{1}{4\pi}$	$[sr^{-1}]$

Derived:

Extinction coefficient	$\sigma_t = \sigma_a + \sigma_s$	$[m^{-1}]$
Albedo	$\alpha = \sigma_s / \sigma_t$	$[\text{None}]$
Mean-free path	$1/\sigma_t$	$[m]$
Transmittance	$T_r(\mathbf{x}, \mathbf{y}) = e^{-\sigma_t \|\|\mathbf{x}-\mathbf{y}\|\|}$	$[\text{None}]$

Solving the Volumetric Rendering Equation

Complexity

Homogeneous vs. Heterogeneous

Scattering

- none
- fake
- single scattering
- multiple scattering

Volumetric Rendering Equation

$$
\begin{aligned}
L(\mathbf{x},\vec{\omega}) = {} & T_r(\mathbf{x},\mathbf{x}_z)L(\mathbf{x}_z,\vec{\omega}) \\
& + \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t,\vec{\omega})dt \\
& + \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_s(\mathbf{x}_t)\int_{S^2} f_p(\mathbf{x}_t,\vec{\omega}',\vec{\omega})L_i(\mathbf{x}_t,\vec{\omega}')d\omega' dt
\end{aligned}
$$

Volumetric Rendering Equation

$$L(\mathbf{x},\vec{\omega}) = T_r(\mathbf{x},\mathbf{x}_z)L(\mathbf{x}_z,\vec{\omega})$$

Attenuated background radiance

$$+ \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t,\vec{\omega})dt$$

$$+ \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_s(\mathbf{x}_t)\int_{S^2} f_p(\mathbf{x}_t,\vec{\omega}',\vec{\omega})L_i(\mathbf{x}_t,\vec{\omega}')d\omega' dt$$

Volumetric Rendering Equation

$$L(\mathbf{x}, \vec{\omega}) = T_r(\mathbf{x}, \mathbf{x}_z) L(\mathbf{x}_z, \vec{\omega})$$

Attenuated background radiance

$$+ \int_0^z T_r(\mathbf{x}, \mathbf{x}_t) \sigma_a(\mathbf{x}_t) L_e(\mathbf{x}_t, \vec{\omega}) dt$$

Accumulated emitted radiance

$$+ \int_0^z T_r(\mathbf{x}, \mathbf{x}_t) \sigma_s(\mathbf{x}_t) \int_{S^2} f_p(\mathbf{x}_t, \vec{\omega}', \vec{\omega}) L_i(\mathbf{x}_t, \vec{\omega}') d\omega' dt$$

Volumetric Rendering Equation

$$L(\mathbf{x}, \vec{\omega}) = T_r(\mathbf{x}, \mathbf{x}_z) L(\mathbf{x}_z, \vec{\omega})$$ Attenuated background radiance

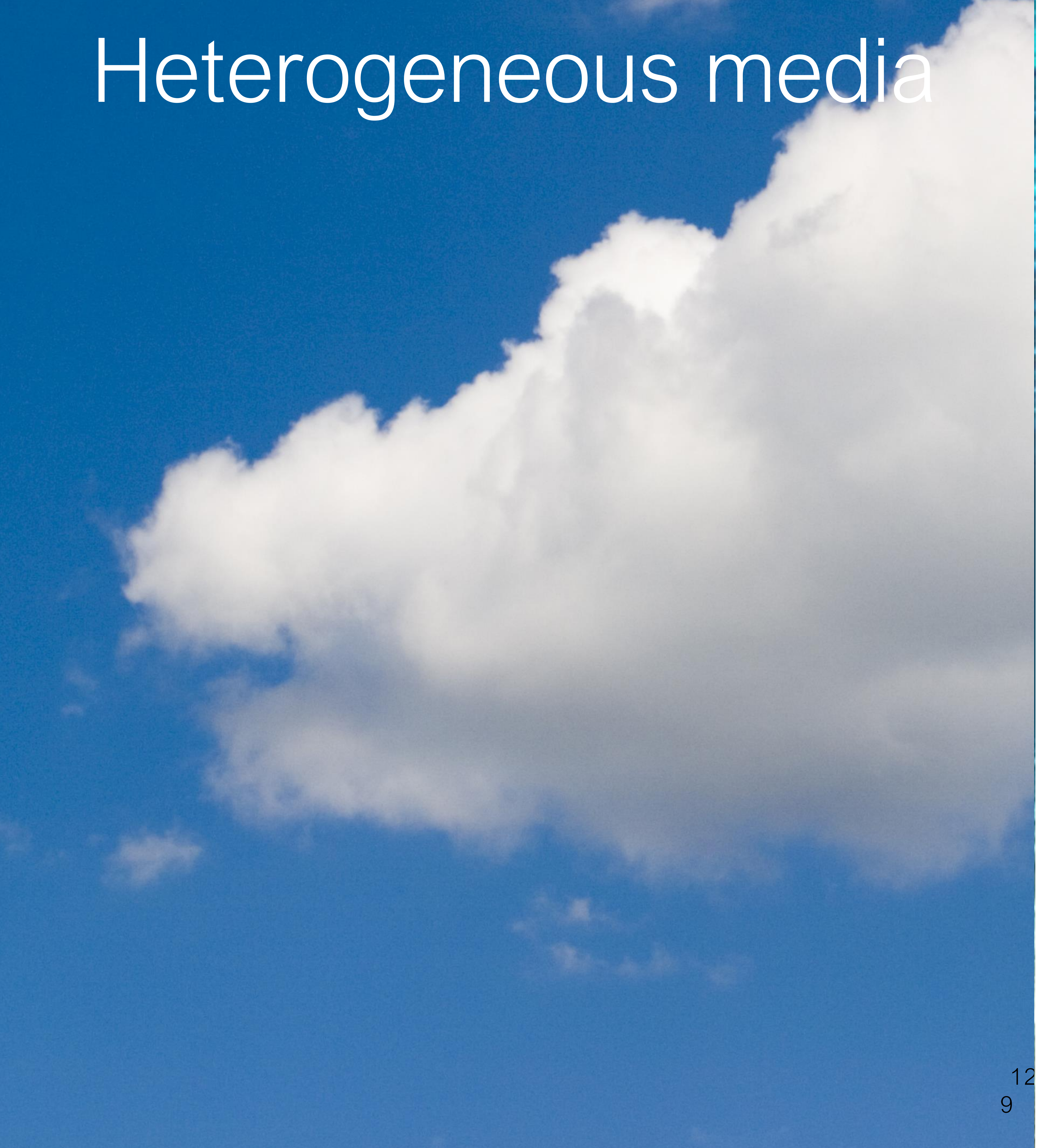
$$+ \int_0^z T_r(\mathbf{x}, \mathbf{x}_t) \sigma_a(\mathbf{x}_t) L_e(\mathbf{x}_t, \vec{\omega}) dt$$ Accumulated emitted radiance

$$+ \int_0^z T_r(\mathbf{x}, \mathbf{x}_t) \sigma_s(\mathbf{x}_t) \int_{S^2} f_p(\mathbf{x}_t, \vec{\omega}', \vec{\omega}) L_i(\mathbf{x}_t, \vec{\omega}') d\omega' dt$$

Accumulated in-scattered radiance

Heterogeneous/Homogeneous media

Homogeneous media


Heterogeneous media

Homogeneous media

Participating Media: Heterogeneous

$$L(\mathbf{x},\vec{\omega}) = \int_0^s T_r(\mathbf{x} \leftrightarrow \mathbf{x}_t)\sigma_s(\mathbf{x}_t)L_i(\mathbf{x}_t,\vec{\omega})dt + T_r(\mathbf{x} \leftrightarrow \mathbf{x}_s)L(\mathbf{x}_s,\vec{\omega})$$

Participating Media: Homogeneous

$$L(\mathbf{x},\vec{\omega}) = \int_0^s T_r(\mathbf{x} \leftrightarrow \mathbf{x}_t)\sigma_s(\mathbf{x}_t)L_i(\mathbf{x}_t,\vec{\omega})dt + T_r(\mathbf{x} \leftrightarrow \mathbf{x}_s)L(\mathbf{x}_s,\vec{\omega})$$

$$L(\mathbf{x},\vec{\omega}) = \sigma_s \int_0^s T_r(\mathbf{x} \leftrightarrow \mathbf{x}_t)L_i(\mathbf{x}_t,\vec{\omega})dt + T_r(\mathbf{x} \leftrightarrow \mathbf{x}_s)L(\mathbf{x}_s,\vec{\omega})$$

Participating Media: Homogeneous

$$L(\mathbf{x},\vec{\omega}) = \int_0^s T_r(\mathbf{x} \leftrightarrow \mathbf{x}_t)\sigma_s(\mathbf{x}_t)L_i(\mathbf{x}_t,\vec{\omega})dt + T_r(\mathbf{x} \leftrightarrow \mathbf{x}_s)L(\mathbf{x}_s,\vec{\omega})$$

$$L(\mathbf{x},\vec{\omega}) = \sigma_s \int_0^s T_r(\mathbf{x} \leftrightarrow \mathbf{x}_t)L_i(\mathbf{x}_t,\vec{\omega})dt + T_r(\mathbf{x} \leftrightarrow \mathbf{x}_s)L(\mathbf{x}_s,\vec{\omega})$$

Participating Media: Homogeneous

$$L(\mathbf{x},\vec{\omega}) = \int_0^s T_r(\mathbf{x} \leftrightarrow \mathbf{x}_t)\sigma_s(\mathbf{x}_t)L_i(\mathbf{x}_t,\vec{\omega})dt + T_r(\mathbf{x} \leftrightarrow \mathbf{x}_s)L(\mathbf{x}_s,\vec{\omega})$$

$$L(\mathbf{x},\vec{\omega}) = \sigma_s \int_0^s T_r(\mathbf{x} \leftrightarrow \mathbf{x}_t)L_i(\mathbf{x}_t,\vec{\omega})dt + T_r(\mathbf{x} \leftrightarrow \mathbf{x}_s)L(\mathbf{x}_s,\vec{\omega})$$

$$L(\mathbf{x},\vec{\omega}) = \sigma_s \int_0^s e^{-t\sigma_t}L_i(\mathbf{x}_t,\vec{\omega})dt + e^{-s\sigma_t}L(\mathbf{x}_s,\vec{\omega})$$

Participating Media: Homogeneous

$$L(\mathbf{x}, \vec{\omega}) = \sigma_s \int_0^s e^{-t\sigma_t} L_i(\mathbf{x}_t, \vec{\omega}) dt + e^{-s\sigma_t} L(\mathbf{x}_s, \vec{\omega})$$

Homogeneous Ambient Media

$$L(\mathbf{x}, \vec{\omega}) = \sigma_s \int_0^s e^{-t\sigma_t} L_i(\mathbf{x}_t, \vec{\omega}) dt + e^{-s\sigma_t} L(\mathbf{x}_s, \vec{\omega})$$

Homogeneous Ambient Media

Assume in-scattered radiance is an ambient constant

$$L(\mathbf{x},\vec{\omega}) = \sigma_s \int_0^s e^{-t\sigma_t} L_i(\mathbf{x}_t,\vec{\omega})dt + e^{-s\sigma_t} L(\mathbf{x}_s,\vec{\omega})$$

Homogeneous Ambient Media

Assume in-scattered radiance is an ambient constant

$$L(\mathbf{x}, \vec{\omega}) = \sigma_s \int_0^s e^{-t\sigma_t} L_i(\mathbf{x}_t, \vec{\omega}) dt + e^{-s\sigma_t} L(\mathbf{x}_s, \vec{\omega})$$

$$L(\mathbf{x}, \vec{\omega}) = \sigma_s L_i \int_0^s e^{-t\sigma_t} dt + e^{-s\sigma_t} L(\mathbf{x}_s, \vec{\omega})$$

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$$L(\mathbf{x}, \vec{\omega}) = \sigma_s L_i \int_0^s e^{-t\sigma_t} dt + e^{-s\sigma_t} L(\mathbf{x}_s, \vec{\omega})$$

$$L(\mathbf{x}, \vec{\omega}) = \sigma_s L_i \frac{1 - e^{-s\sigma_t}}{\sigma_t} + e^{-s\sigma_t} L(\mathbf{x}_s, \vec{\omega})$$

Homogeneous Ambient Media

Assume in-scattered radiance is an ambient constant

$$L(\mathbf{x},\vec{\omega}) = \sigma_s \int_0^s e^{-t\sigma_t} L_i(\mathbf{x}_t,\vec{\omega})dt + e^{-s\sigma_t} L(\mathbf{x}_s,\vec{\omega})$$

$$L(\mathbf{x},\vec{\omega}) = \sigma_s L_i \int_0^s e^{-t\sigma_t} dt + e^{-s\sigma_t} L(\mathbf{x}_s,\vec{\omega})$$

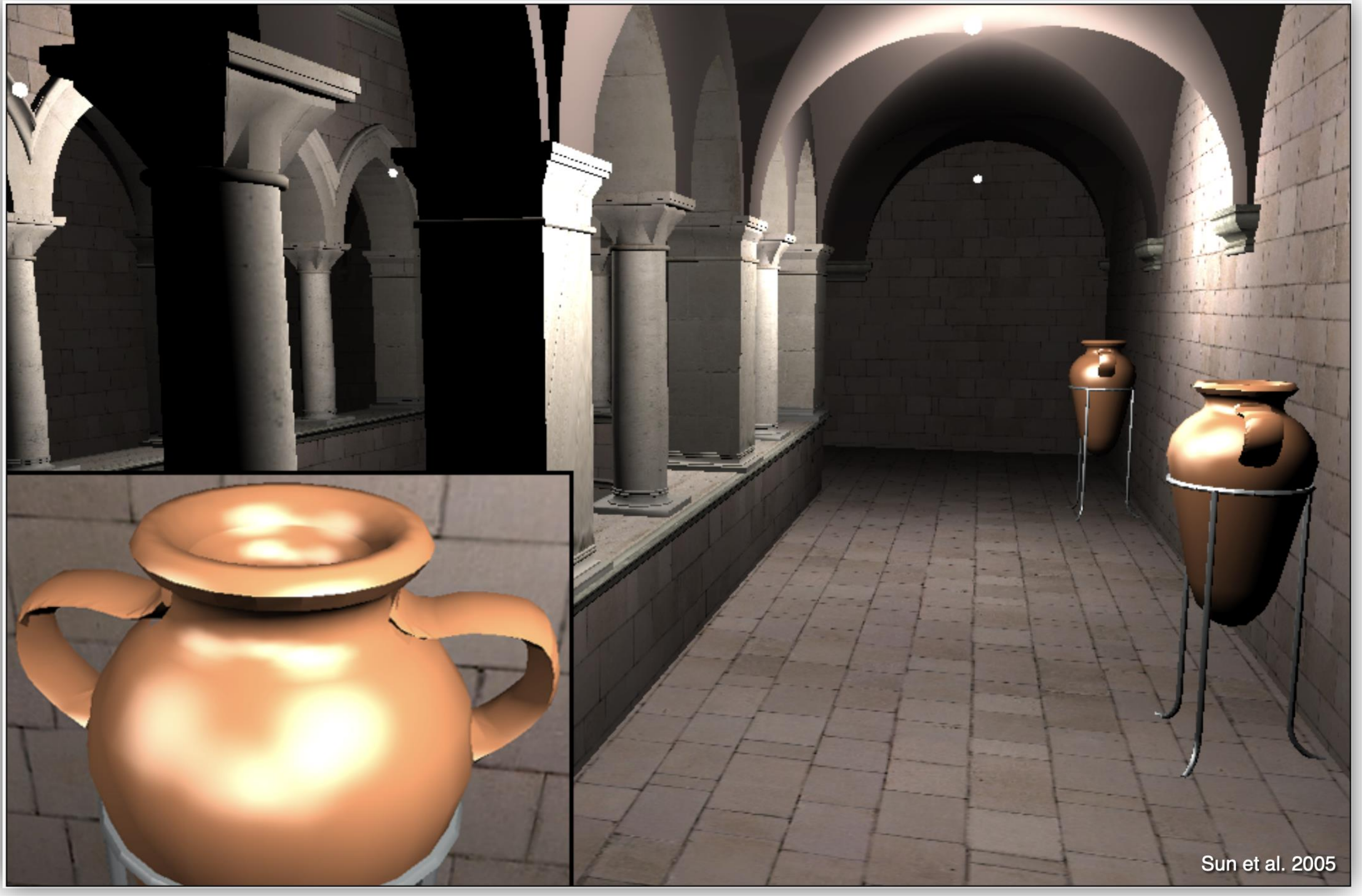
$$L(\mathbf{x},\vec{\omega}) = \sigma_s L_i \frac{1 - e^{-s\sigma_t}}{\sigma_t} + e^{-s\sigma_t} L(\mathbf{x}_s,\vec{\omega})$$

$$L(\mathbf{x},\vec{\omega}) = \mathrm{lerp}\left(\frac{\sigma_s}{\sigma_t} L_i, L(\mathbf{x}_s,\vec{\omega}), e^{-s\sigma_t}\right)$$

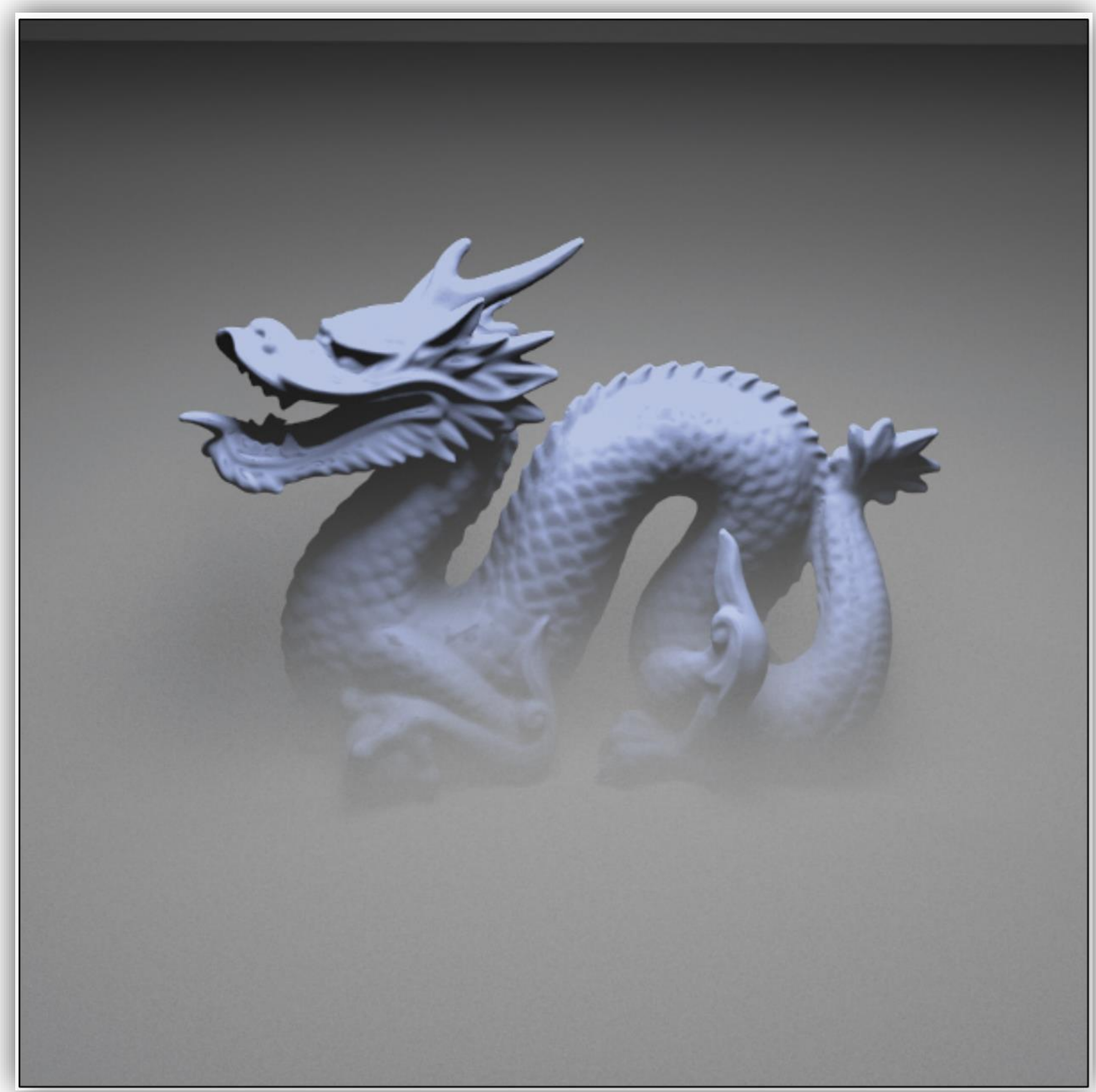
Homogeneous Ambient Media

Fog

Clear Day



Fog



Volumetric Rendering Equation

$$L(\mathbf{x},\vec{\omega}) = T_r(\mathbf{x},\mathbf{x}_z)L(\mathbf{x}_z,\vec{\omega})$$
$$+ \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t,\vec{\omega})dt$$
$$+ \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_s(\mathbf{x}_t)\int_{S^2} f_p(\mathbf{x}_t,\vec{\omega}',\vec{\omega})L_i(\mathbf{x}_t,\vec{\omega}')d\omega' dt$$

Accumulated in-scattered radiance

In-scattered Radiance

$$L(\mathbf{x}, \omega) = \int_0^z T_r(\mathbf{x}, \mathbf{x}_t)\sigma_s(\mathbf{x}_t) \int_{S^2} f_p(\mathbf{x}_t, \vec{\omega}', \vec{\omega}) L_i(\mathbf{x}_t, \vec{\omega}') d\omega' dt$$

In-scattered Radiance

$$L(\mathbf{x},\omega) = \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_s(\mathbf{x}_t) \int_{S^2} f_p(\mathbf{x}_t,\vec{\omega}',\vec{\omega}) L_i(\mathbf{x}_t,\vec{\omega}') d\omega' dt$$

$$L_s(\mathbf{x},\omega) = \int_{S^2} f_p(\mathbf{x}_t,\vec{\omega}',\vec{\omega}) L_i(\mathbf{x}_t,\vec{\omega}') d\omega' dt$$

Single scattering

L_i arrives directly from a light source (direct illumination)

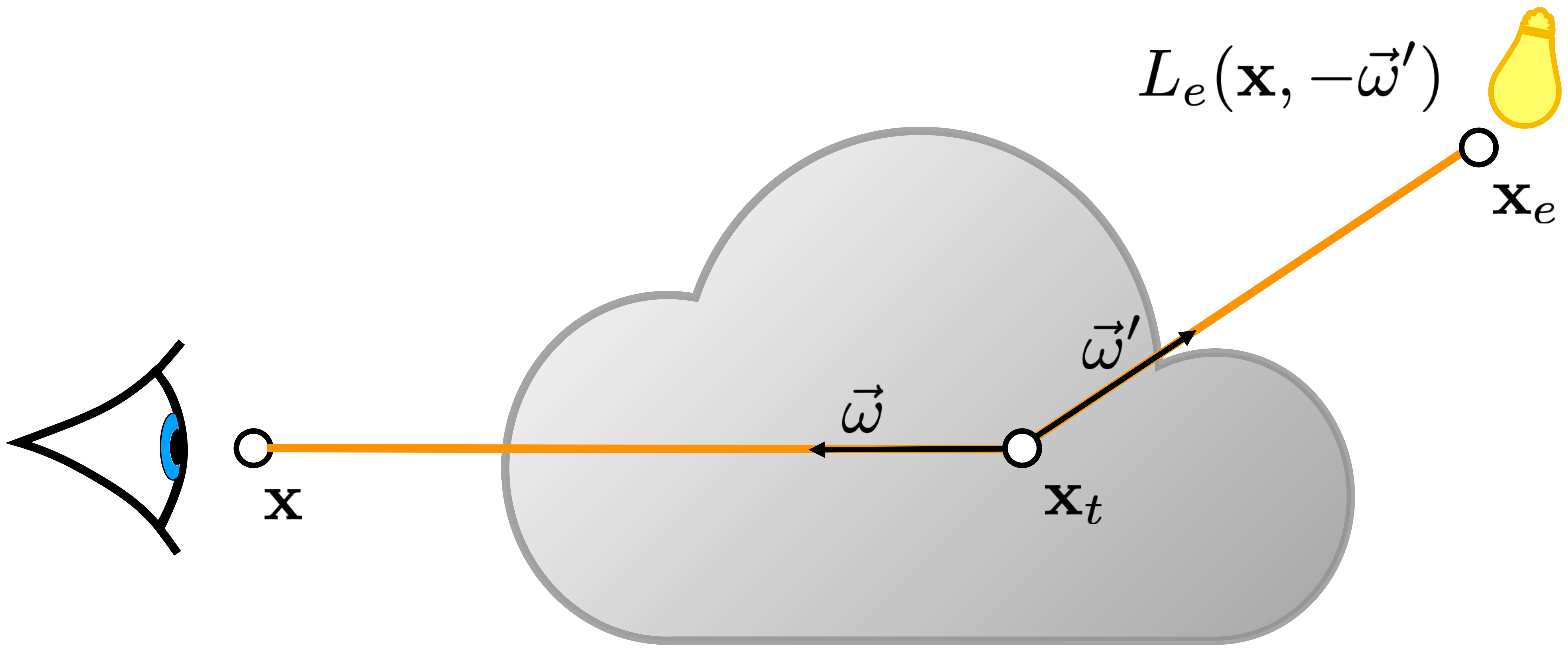
$$L_i(\mathbf{x},\vec{\omega}) = T_r(\mathbf{x}, r(\mathbf{x},\vec{\omega})) L_e(r(\mathbf{x},\vec{\omega}), -\vec{\omega})$$

Multiple scattering

arrives through multiple bounces (indirect illumination)

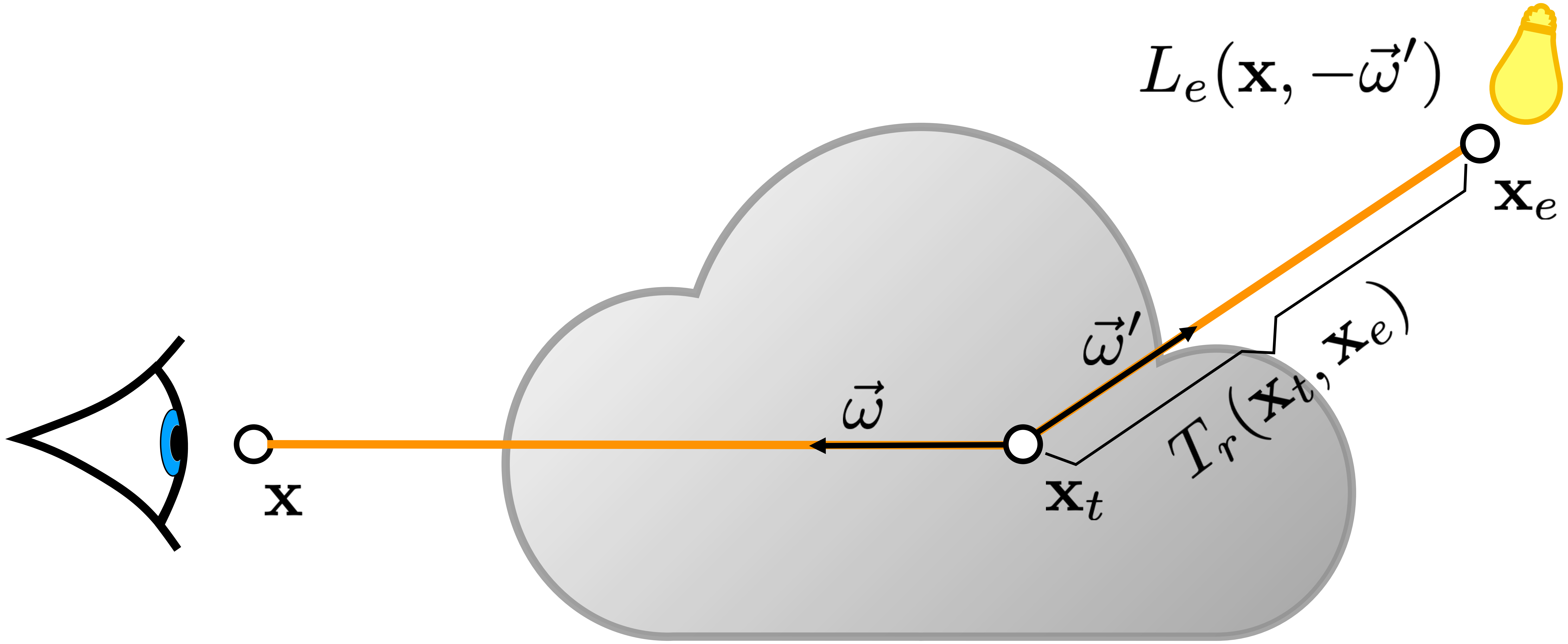
Single Scattering

$$L(\mathbf{x}, \vec{\omega}) = \int_0^z T_r(\mathbf{x}, \mathbf{x}_t)\sigma_s(\mathbf{x}_t) \int_{S^2} f_p(\mathbf{x}, \vec{\omega}, \vec{\omega}')T_r(\mathbf{x}_t, \mathbf{x}_e)L_e(\mathbf{x}_e, -\vec{\omega})d\vec{\omega}'dt$$



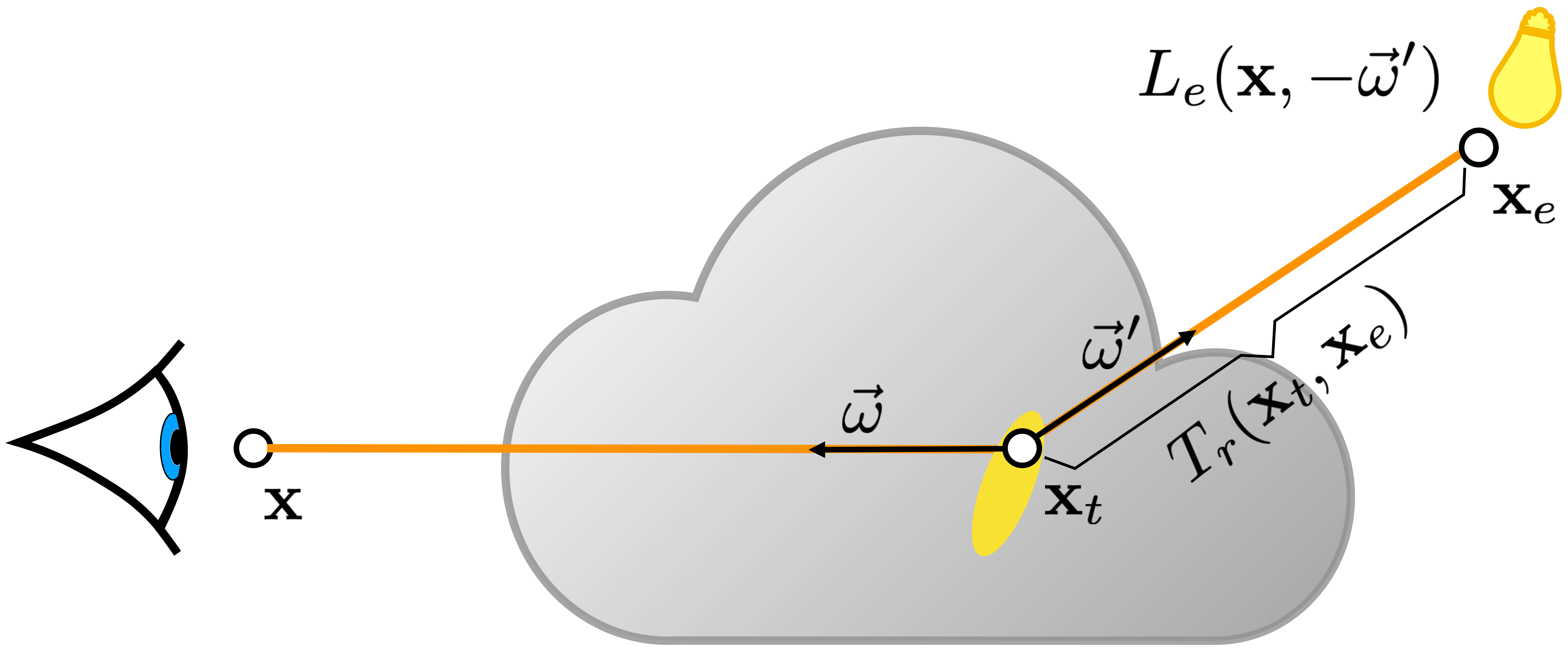
Single Scattering

$$L(\mathbf{x}, \vec{\omega}) = \int_0^z T_r(\mathbf{x}, \mathbf{x}_t)\sigma_s(\mathbf{x}_t) \int_{S^2} f_p(\mathbf{x}, \vec{\omega}, \vec{\omega}')T_r(\mathbf{x}_t, \mathbf{x}_e)L_e(\mathbf{x}_e, -\vec{\omega})d\vec{\omega}'dt$$



Single Scattering

$$L(\mathbf{x},\vec{\omega}) = \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_s(\mathbf{x}_t)\int_{S^2} f_p(\mathbf{x},\vec{\omega},\vec{\omega}')T_r(\mathbf{x}_t,\mathbf{x}_e)L_e(\mathbf{x}_e,-\vec{\omega})d\vec{\omega}'dt$$



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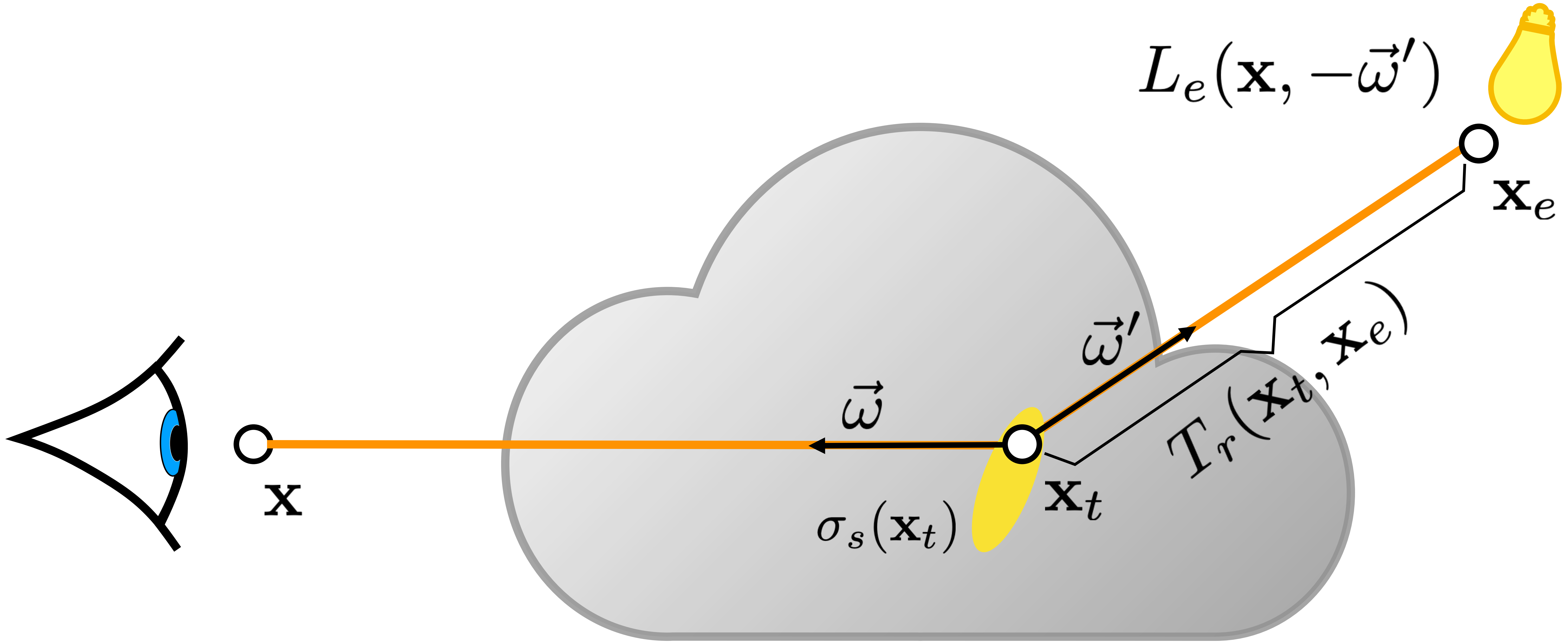

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Single Scattering

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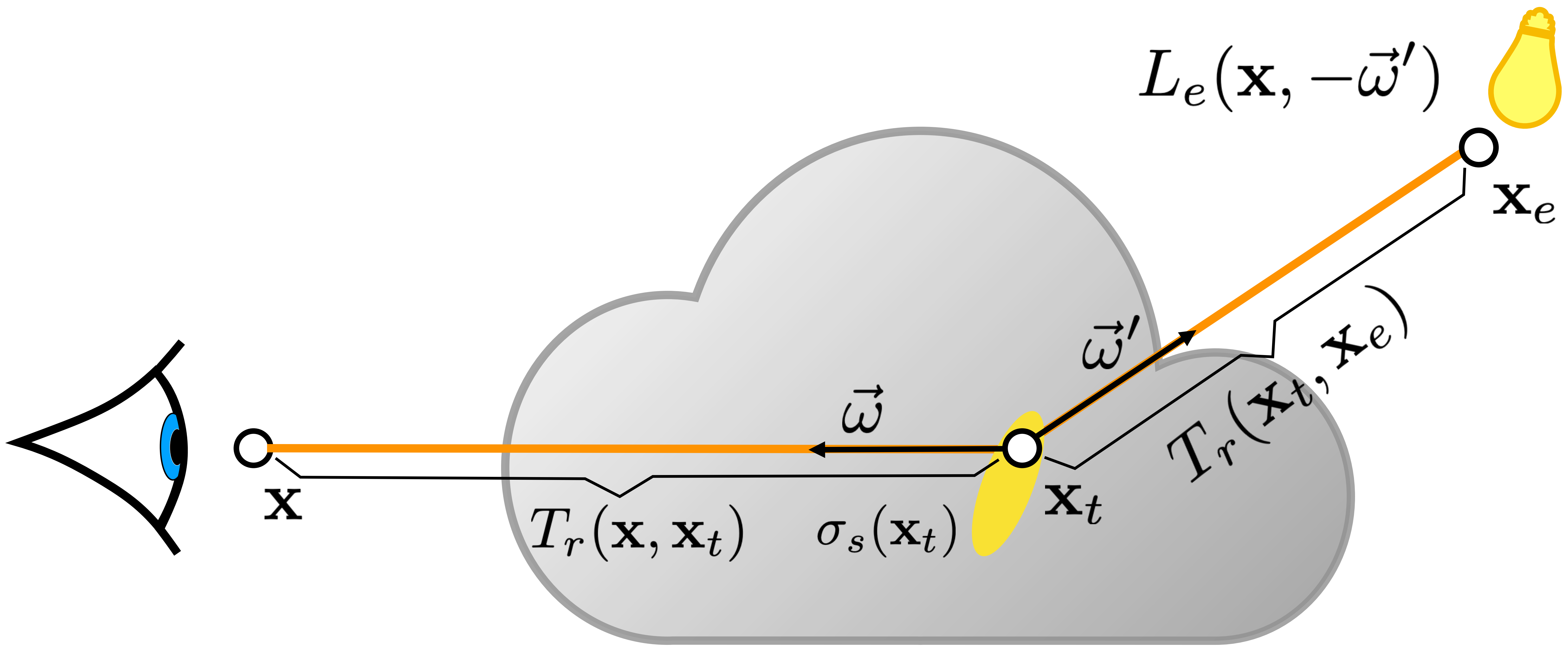
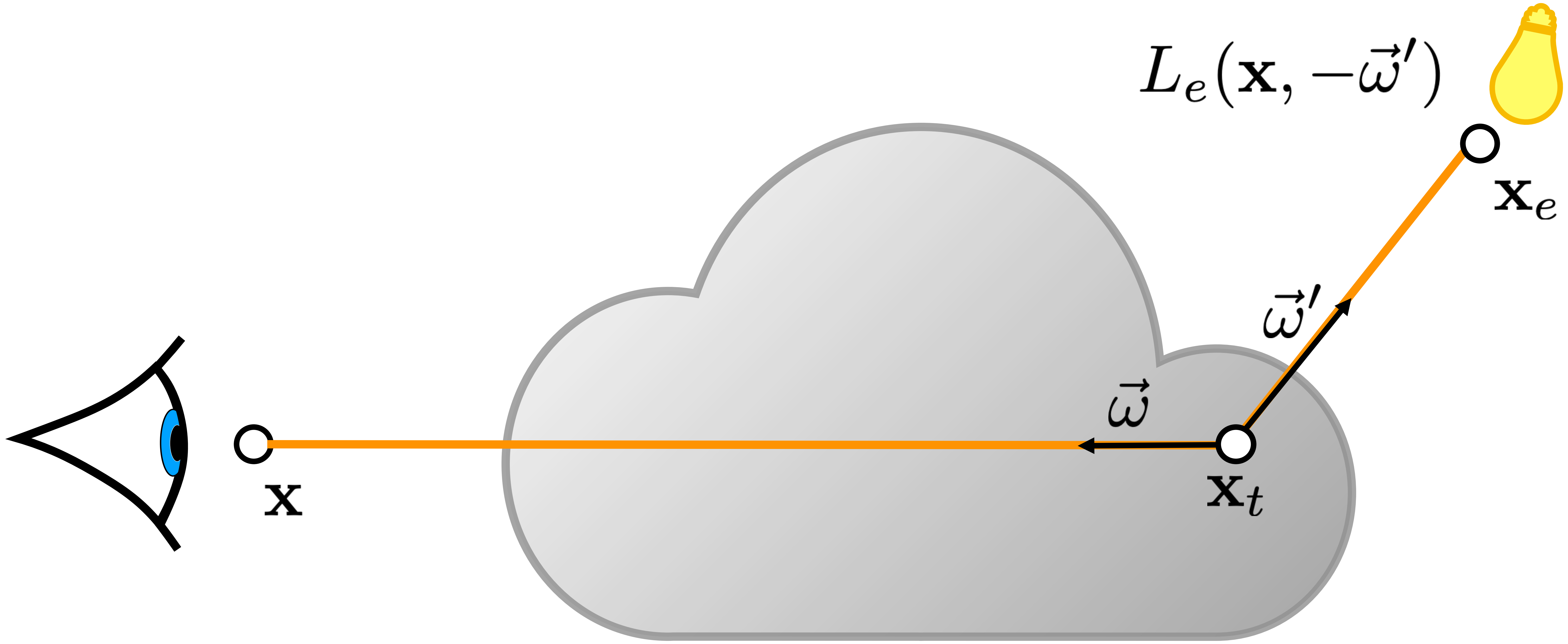


Single Scattering

$$L(\mathbf{x}, \vec{\omega}) = \int_0^z T_r(\mathbf{x}, \mathbf{x}_t)\sigma_s(\mathbf{x}_t) \int_{S^2} f_p(\mathbf{x}, \vec{\omega}, \vec{\omega}')T_r(\mathbf{x}_t, \mathbf{x}_e)L_e(\mathbf{x}_e, -\vec{\omega})d\vec{\omega}'dt$$



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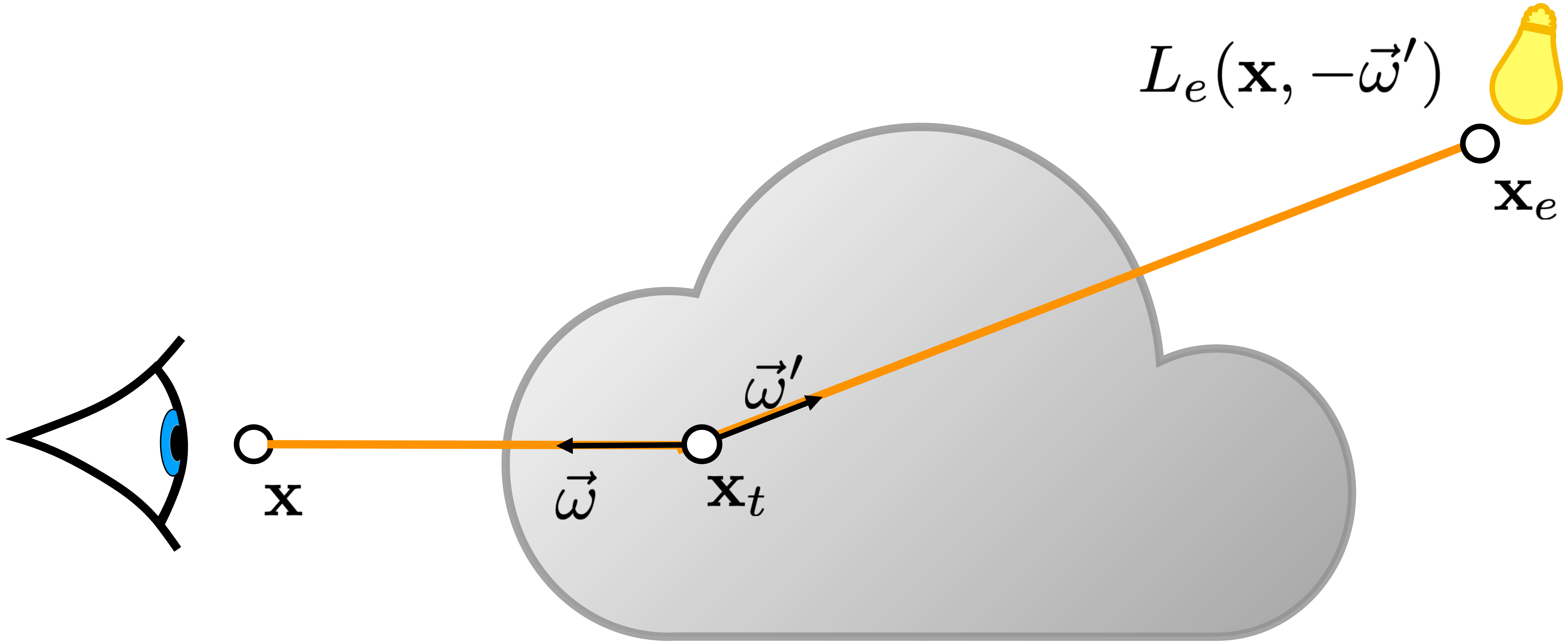

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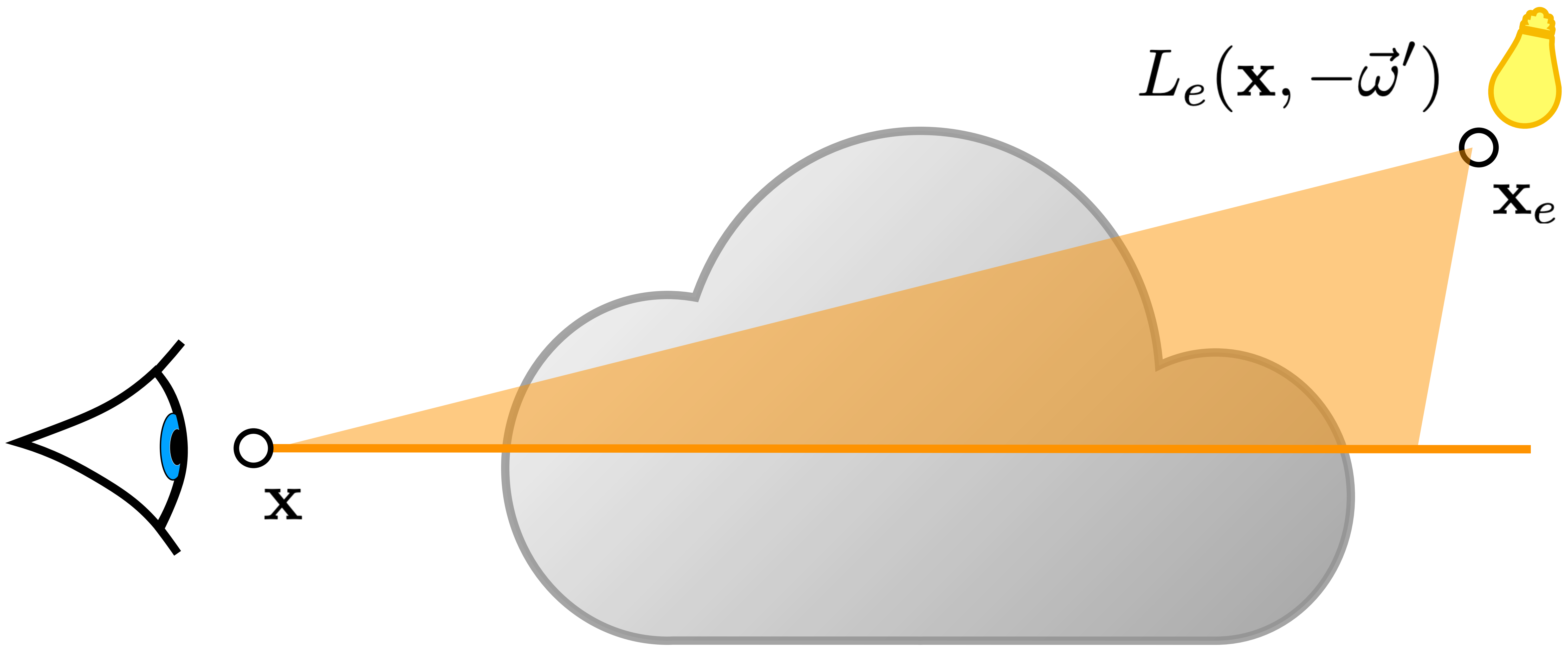

Single Scattering

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Semi-analytic solutions

Sun et al. [2005]

Pegoraro et al. [2009, 2010]

Numerical solutions

Ray marching

Equiangular sampling

Analytic Single Scattering

$$L(\mathbf{x},\vec{\omega}) = \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\sigma_s(\mathbf{x}_t)\int_{S^2} f_p(\mathbf{x},\vec{\omega},\vec{\omega}')T_r(\mathbf{x}_t,\mathbf{x}_e)L_e(\mathbf{x}_e,-\vec{\omega})d\vec{\omega}'dt$$

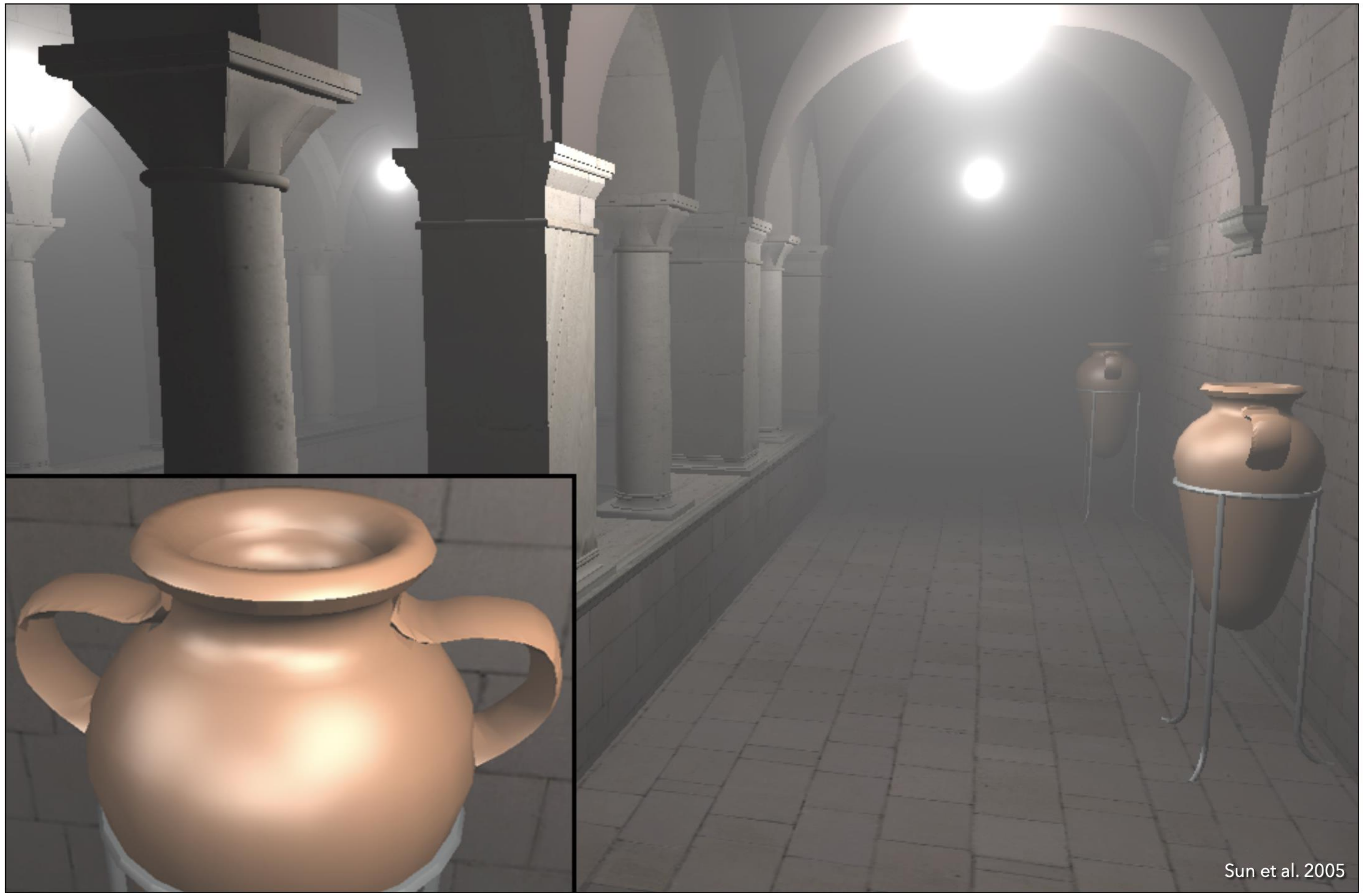
Assumptions:

- Homogeneous
- Point or spot light
- Relatively simple phase function
- No occlusion

$$L_(\mathbf{x},\vec{\omega}) = \frac{\Phi}{4\pi}\frac{1}{4\pi}\int_0^z e^{-\sigma_t||\mathbf{x},\mathbf{x}_t||}\frac{e^{-\sigma_t||\mathbf{x}_t,\mathbf{x}_p||}}{e^{-\sigma_t||\mathbf{x}_t,\mathbf{x}_p||^2}}dt$$

OpenGL Fog

Analytic Single Scattering



Analytic Single Scattering

Analytic Single Scattering

$$L_m(x_a, x_b, \vec{\omega}) = \frac{\kappa_s}{h} e^{\kappa_t (x_a - x_h)} 2 \sum_{n=0}^{N-1} c(n) \sum_{k=0}^{2n} d(n,k) \int_{v_a}^{v_b} \frac{e^{-Hv}}{(v^2+1)^{n+1}} v^k \mathrm{d}v$$

$$\begin{aligned}
\int \frac{e^{av}}{(v^2+1)^m} v^n \mathrm{d}v = \frac{1}{2^{m-1}} \sum_{l=0}^{m-1} \frac{1}{2^l} \binom{m-1+l}{m-1} \Bigg(\sum_{k=0}^{\min\{m-1-l,n\}} \binom{n}{k} \Bigg(\frac{a^{m-1-l-k}}{(m-1-l-k)!} E(a, v, m-n-l+k) \\
- e^{av} \sum_{j=1}^{m-1-l-k} \frac{(j-1)!}{(m-1-l-k)!} \frac{a^{m-1-l-k-j}}{(v^2+1)^j} \sum_{\substack{i=(m-n-l+k-j) \bmod 2 \\ i+=2}}^{\leq j} (-1)^{\frac{m-n-l+k-j+i}{2}} \binom{j}{i} v^i \Bigg) \\
+ \frac{e^{av}}{a} \sum_{k=0}^{\leq n-m+l} \binom{n}{k} \sum_{j=0}^{n-m+l-k} \frac{(n-m+l-k)!}{j!} \frac{1}{(-a)^{n-m+l-k-j}} \sum_{\substack{i=(-m+l+k-j) \bmod 2 \\ i+=2}}^{\leq j} (-1)^{\frac{-m+l+k-j+i}{2}} \binom{j}{i} v^i \Bigg)
\end{aligned}$$

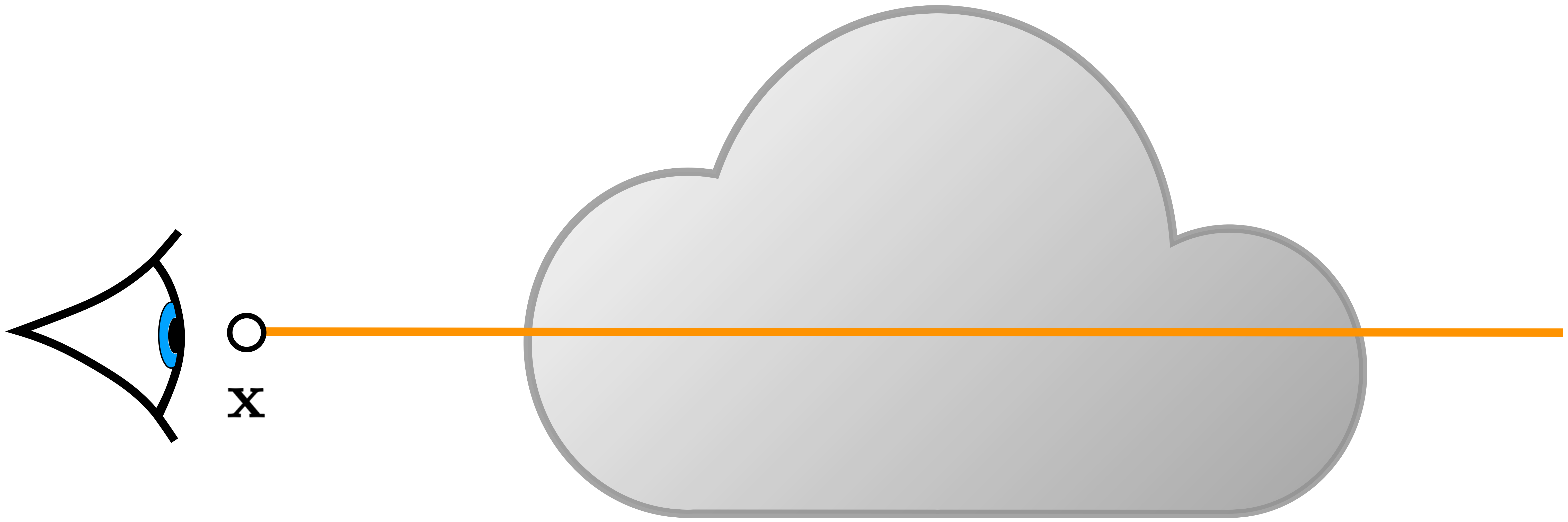
No shadows, implementation nightmare, computationally intensive,...

Let's try brute force!

Ray Marching

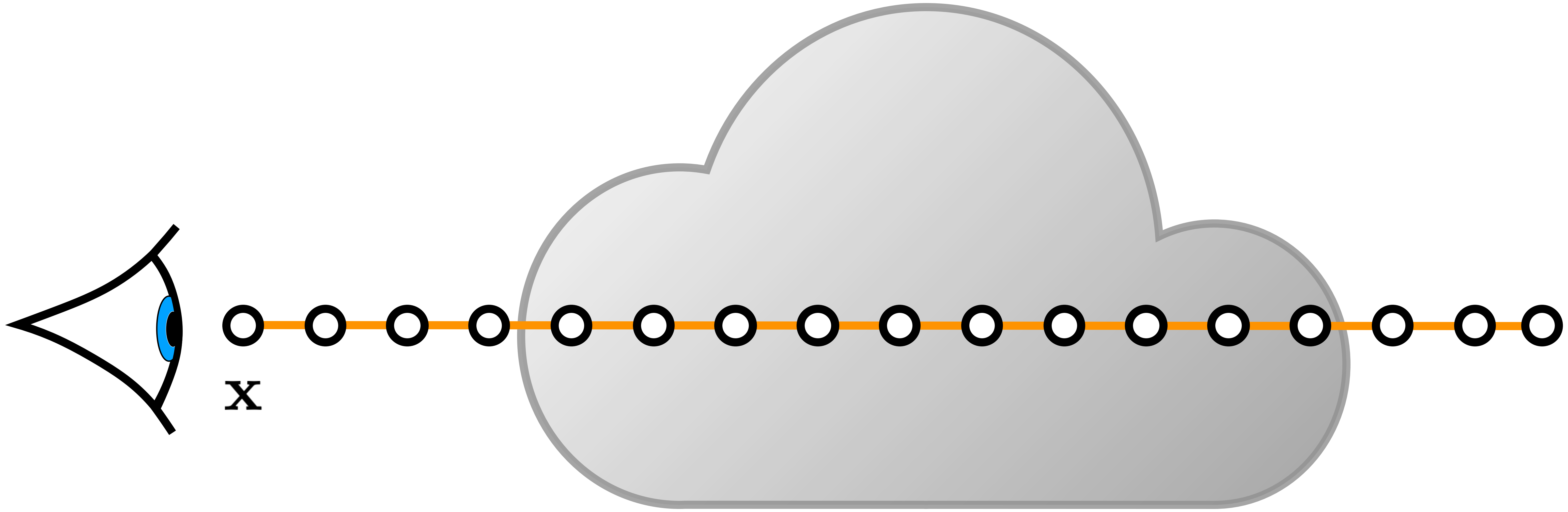
$$L(\mathbf{x}, \vec{\omega}) = \int_0^z T_r(\mathbf{x}, \mathbf{x}_t)\sigma_s(\mathbf{x}_t)L_s(\mathbf{x}_t, \vec{\omega})dt$$

Approximate with Riemann summation



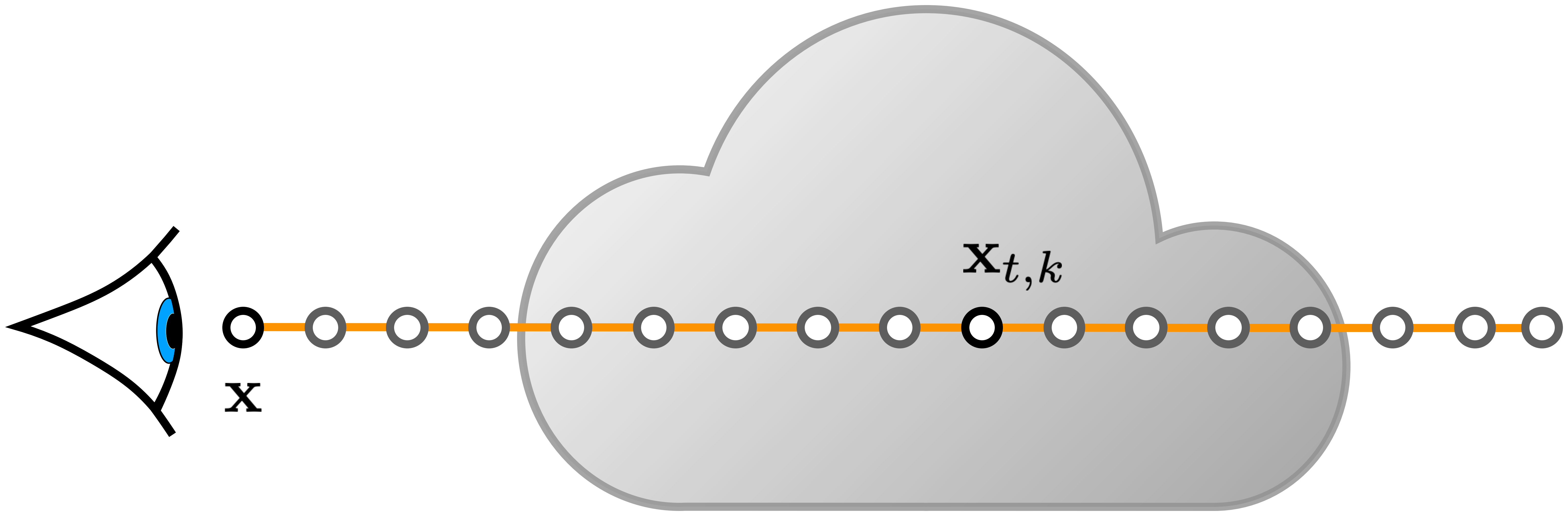
Ray Marching

$$L_(\mathbf{x}, \vec{\omega}) \approx \sum_{k=0}^{N} T_r(\mathbf{x}, \mathbf{x}_{t,k}) \sigma_s(\mathbf{x}_{t,k}) L_s(\mathbf{x}_{t,k}, \vec{\omega}) \Delta t$$



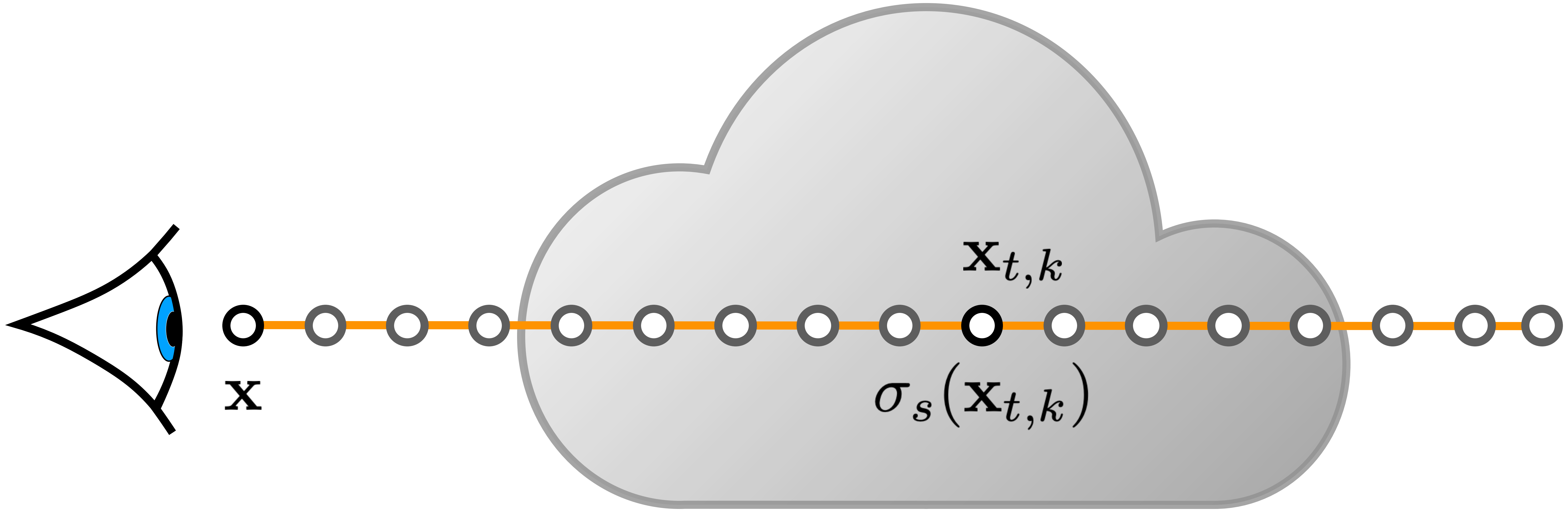
Ray Marching

$$L_{(}\mathbf{x},\vec{\omega}) \approx \sum_{k=0}^{N} T_r(\mathbf{x},\mathbf{x}_{t,k})\sigma_s(\mathbf{x}_{t,k})L_s(\mathbf{x}_{t,k},\vec{\omega})\Delta t$$



Ray Marching

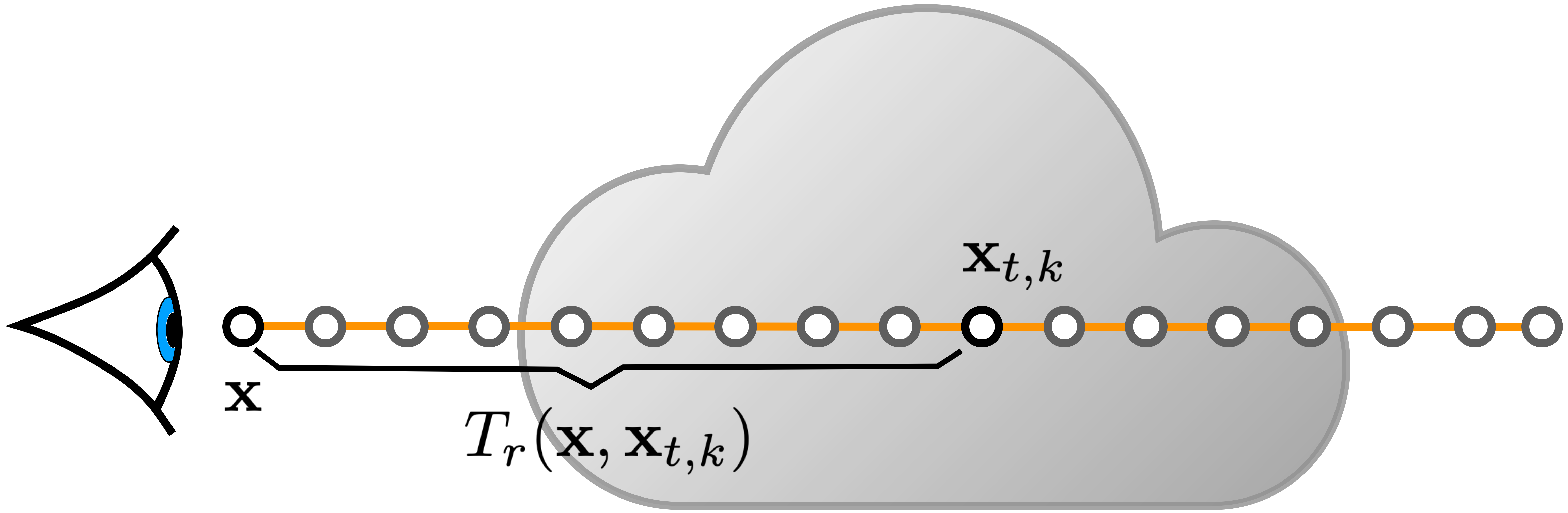
$$L_(\mathbf{x}, \vec{\omega}) \approx \sum_{k=0}^{N} T_r(\mathbf{x}, \mathbf{x}_{t,k})\sigma_s(\mathbf{x}_{t,k})L_s(\mathbf{x}_{t,k}, \vec{\omega})\Delta t$$



Ray Marching

$$L_(\mathbf{x}, \vec{\omega}) \approx \sum_{k=0}^{N} T_r(\mathbf{x}, \mathbf{x}_{t,k}) \sigma_s(\mathbf{x}_{t,k}) L_s(\mathbf{x}_{t,k}, \vec{\omega}) \Delta t$$

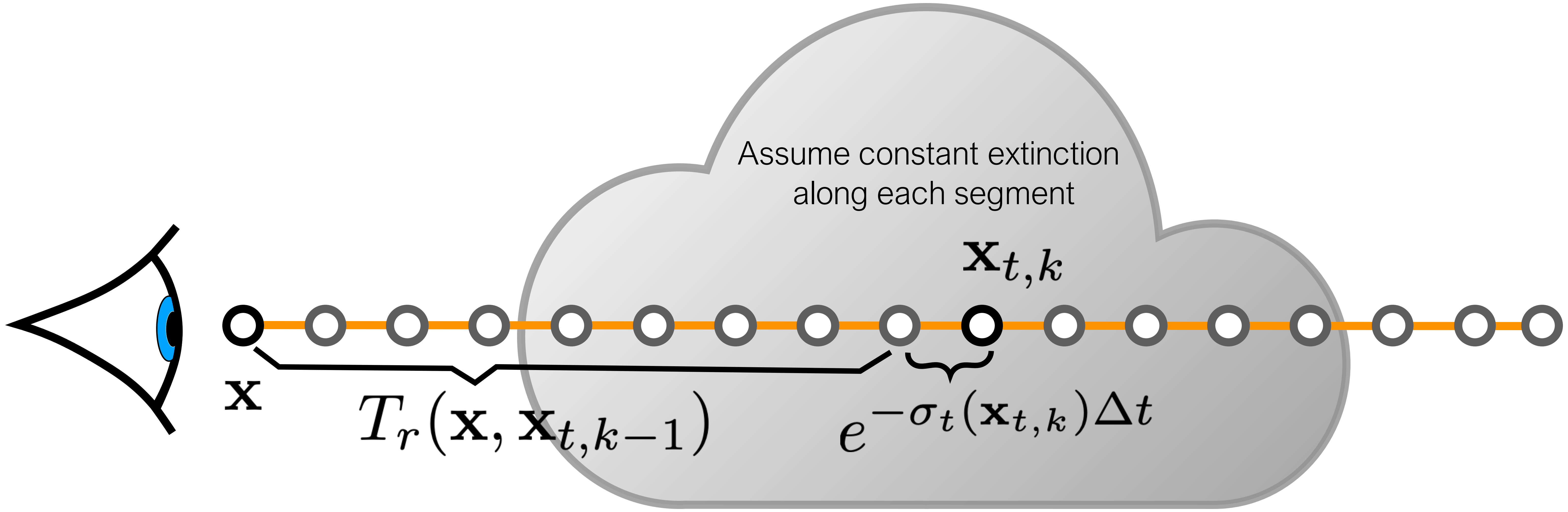
Homogeneous volume: $T_r(\mathbf{x}, \mathbf{x}_{t,k}) = e^{-\sigma_t ||\mathbf{x}, \mathbf{x}_{t,k}||}$



Ray Marching

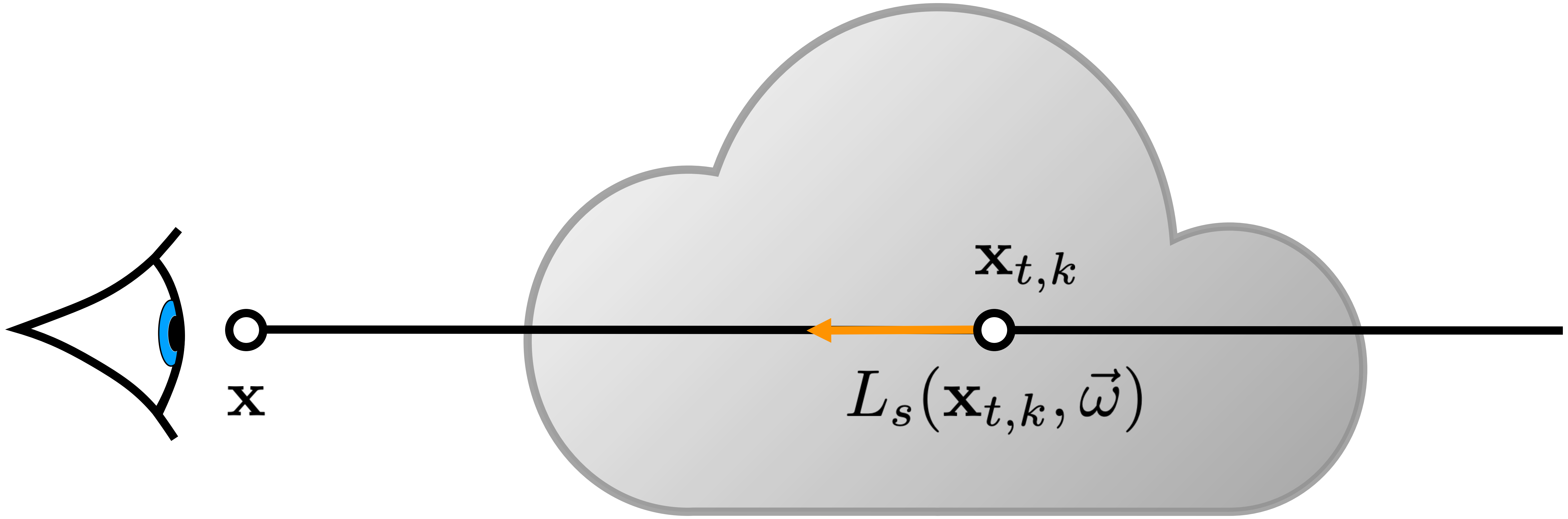
$$L_(\mathbf{x}, \vec{\omega}) \approx \sum_{k=0}^{N} T_r(\mathbf{x}, \mathbf{x}_{t,k}) \sigma_s(\mathbf{x}_{t,k}) L_s(\mathbf{x}_{t,k}, \vec{\omega}) \Delta t$$

Heterogeneous volume: $T_r(\mathbf{x}, \mathbf{x}_{t,k}) = T_r(\mathbf{x}, \mathbf{x}_{t,k-1}) e^{-\sigma_t(\mathbf{x}_{t,k})\Delta t}$



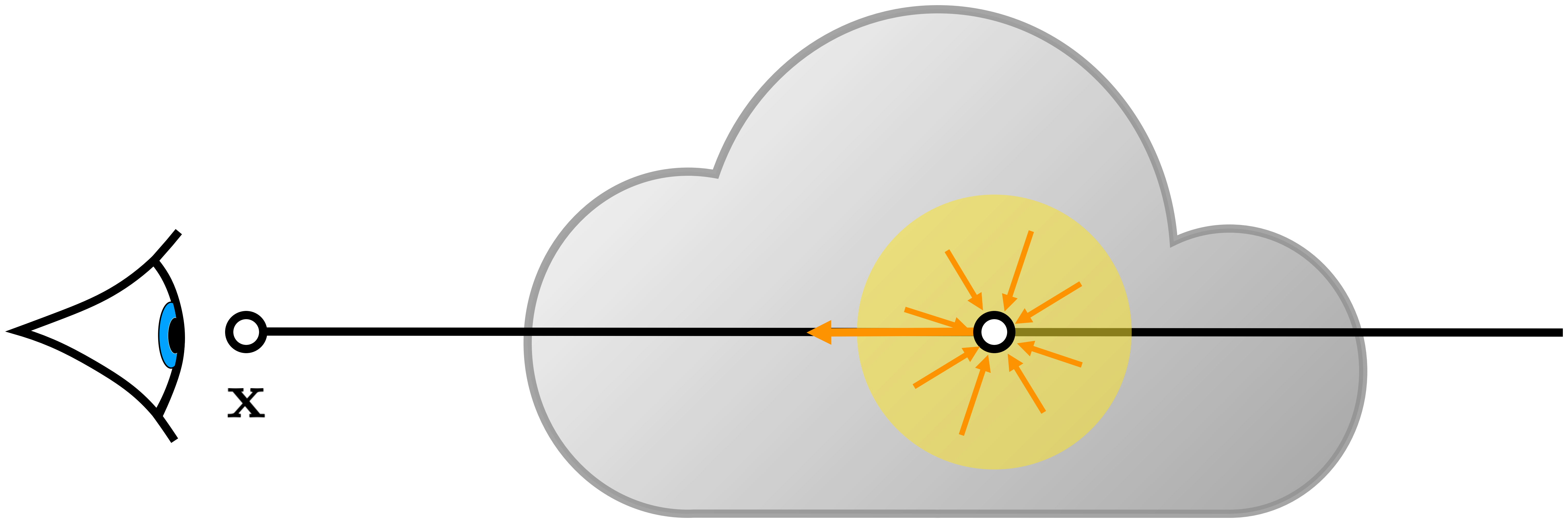
Ray Marching

$$L_(\mathbf{x}, \vec{\omega}) \approx \sum_{k=0}^{N} T_r(\mathbf{x}, \mathbf{x}_{t,k})\sigma_s(\mathbf{x}_{t,k})L_s(\mathbf{x}_{t,k}, \vec{\omega})\Delta t$$



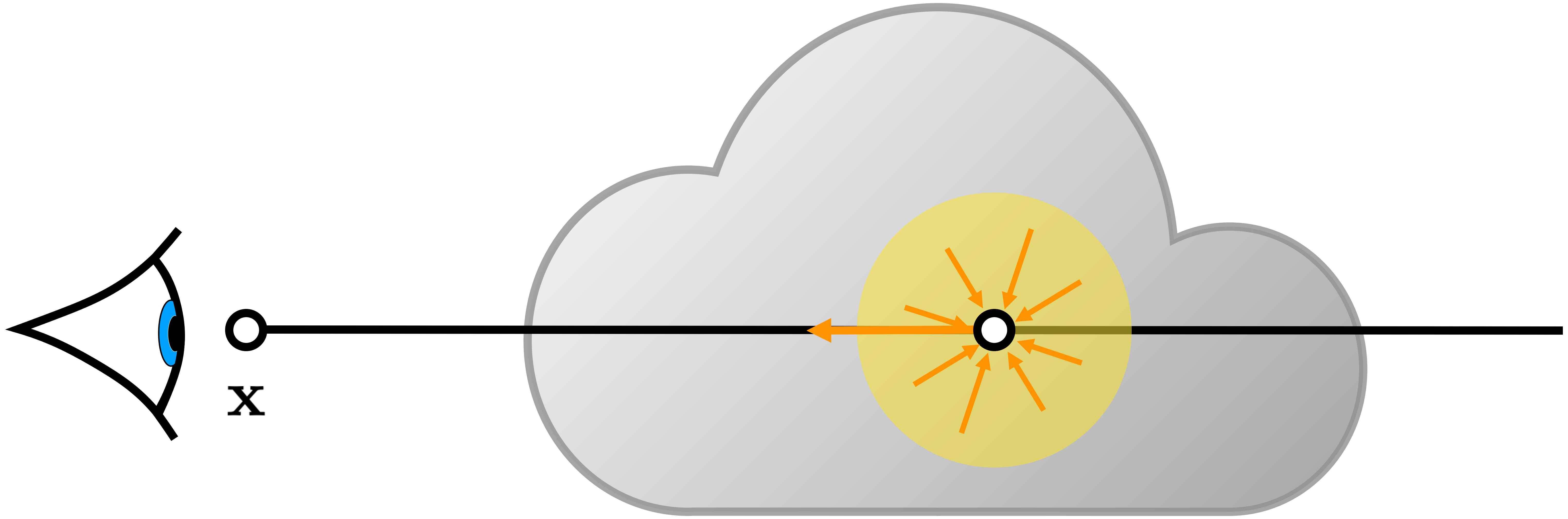
Ray Marching

$$L_s(\mathbf{x}_t, \vec{\omega}) = \int_{S^2} f_p(\mathbf{x}_t, \vec{\omega}, \vec{\omega}') L_i(\mathbf{x}_t, \vec{\omega}') d\vec{\omega}'$$



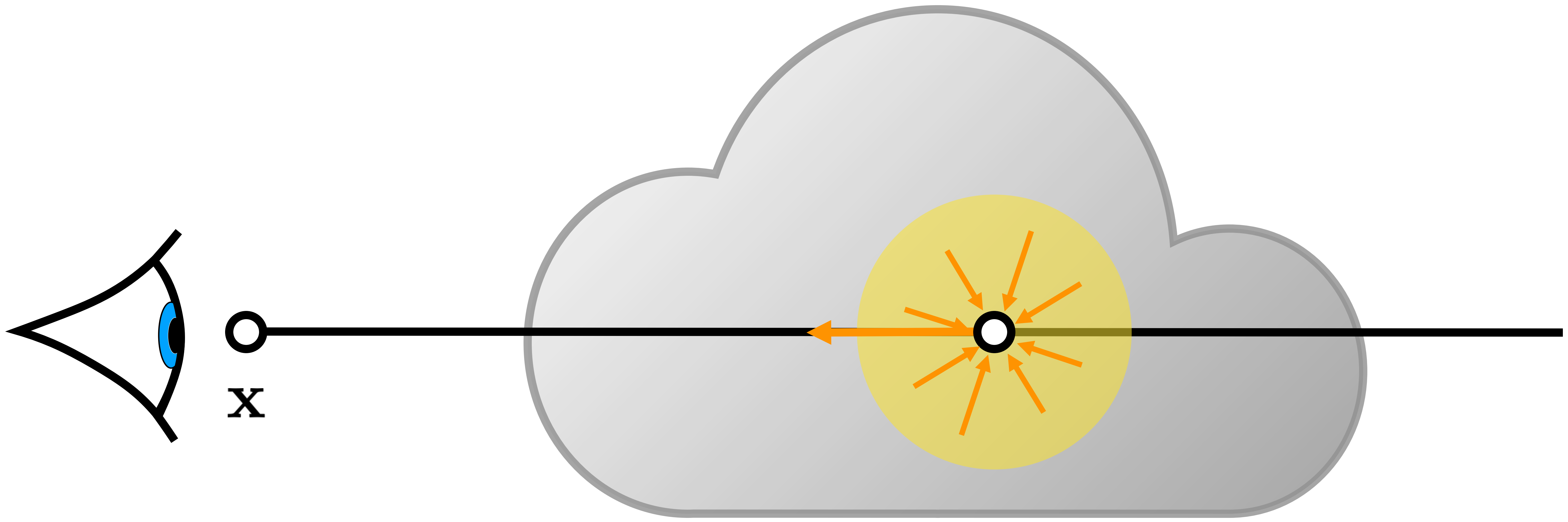
Ray Marching

$$L_s(\mathbf{x}_t, \vec{\omega}) \approx \frac{1}{M} \sum_{j=1}^{M} \frac{f_p(\mathbf{x}_t, \vec{\omega}, \vec{\omega}'_j) L_i(\mathbf{x}_t, \vec{\omega}'_j)}{p(\vec{\omega}'_j)}$$



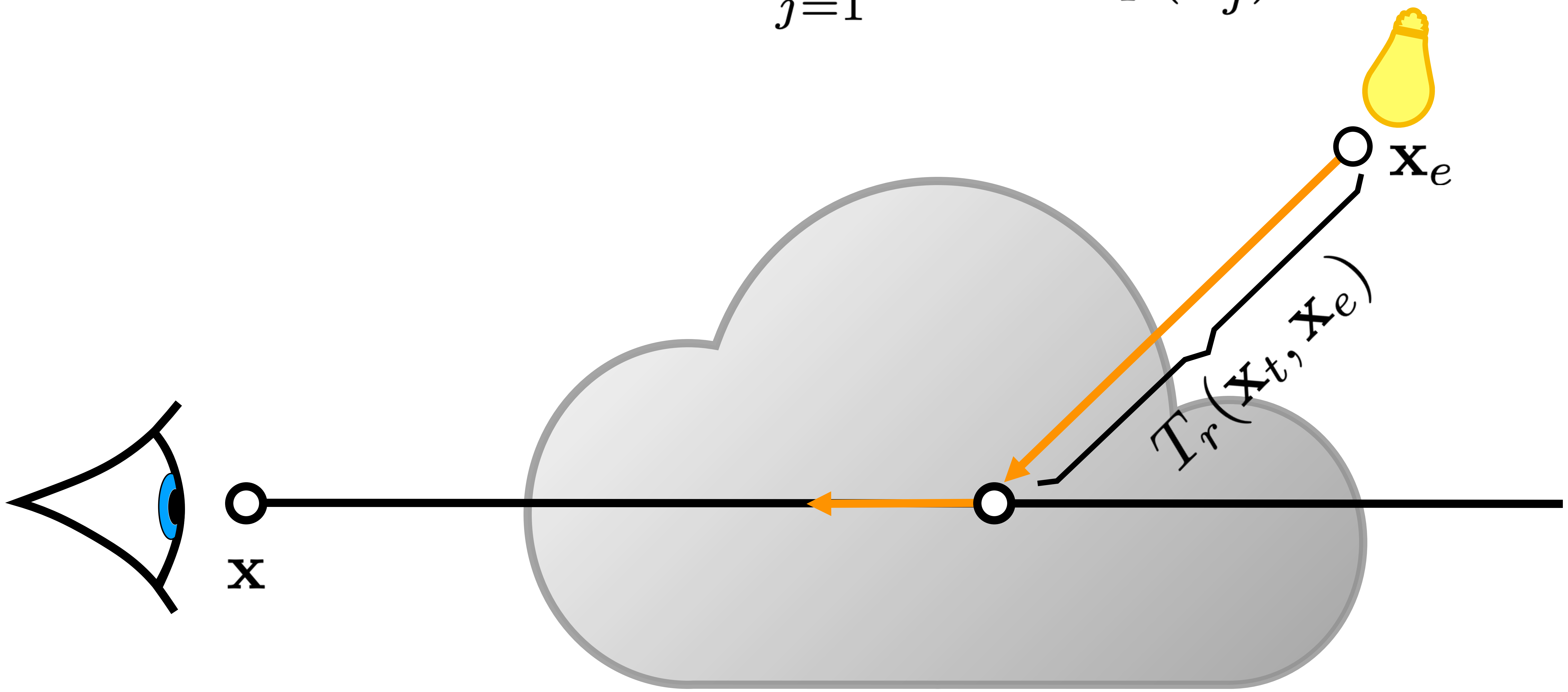
Ray Marching

$$L_s(\mathbf{x}_t, \vec{\omega}) \approx \frac{1}{M} \sum_{j=1}^{M} \frac{f_p(\mathbf{x}_t, \vec{\omega}, \vec{\omega}'_j) L_i(\mathbf{x}_t, \vec{\omega}'_j)}{p(\vec{\omega}'_j)}$$



Ray Marching

$$L_s(\mathbf{x}_t, \vec{\omega}) \approx \frac{1}{M} \sum_{j=1}^{M} \frac{f_p(\mathbf{x}_t, \vec{\omega}, \vec{\omega}'_j) L_i(\mathbf{x}_t, \vec{\omega}'_j)}{p(\vec{\omega}'_j)}$$



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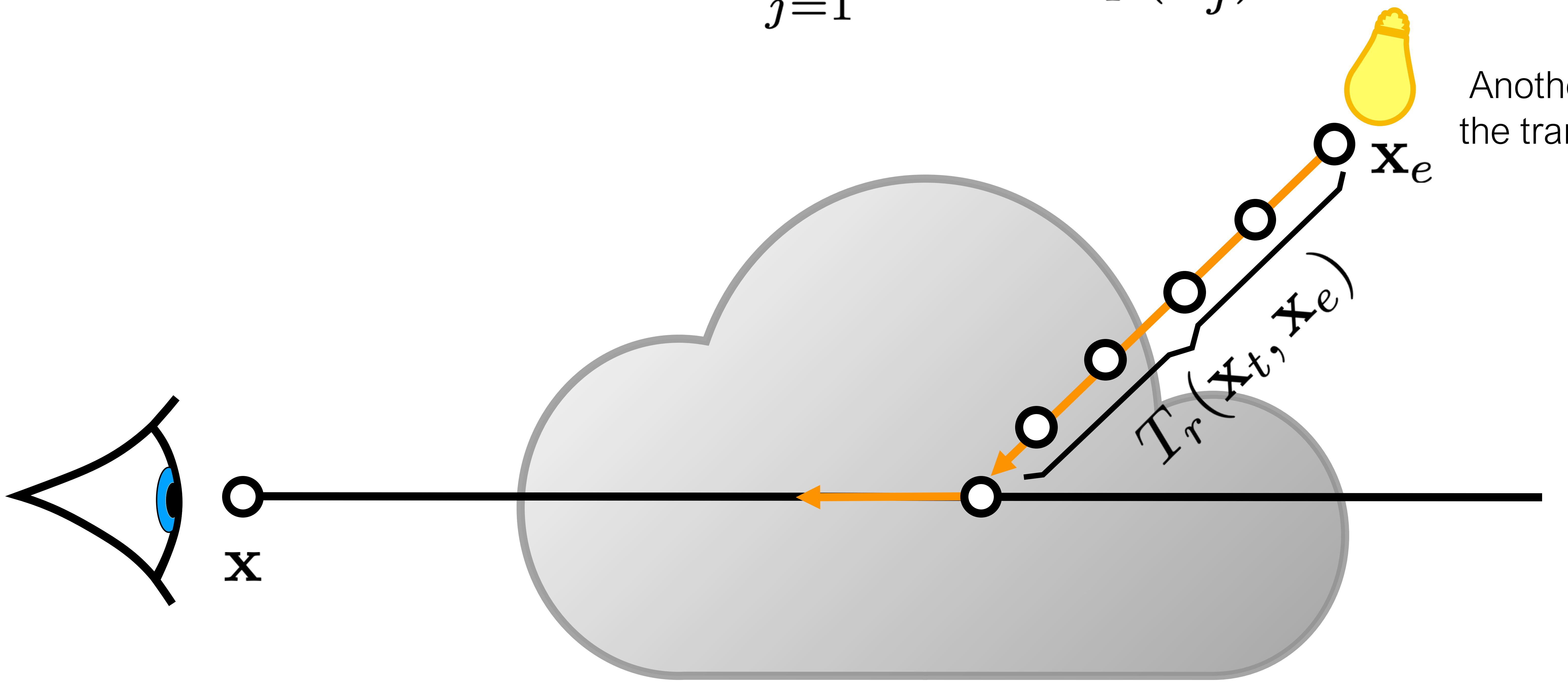
Ray Marching

$$L_s(\mathbf{x}_t, \vec{\omega}) \approx \frac{1}{M} \sum_{j=1}^{M} \frac{f_p(\mathbf{x}_t, \vec{\omega}, \vec{\omega}'_j) L_i(\mathbf{x}_t, \vec{\omega}'_j)}{p(\vec{\omega}'_j)}$$

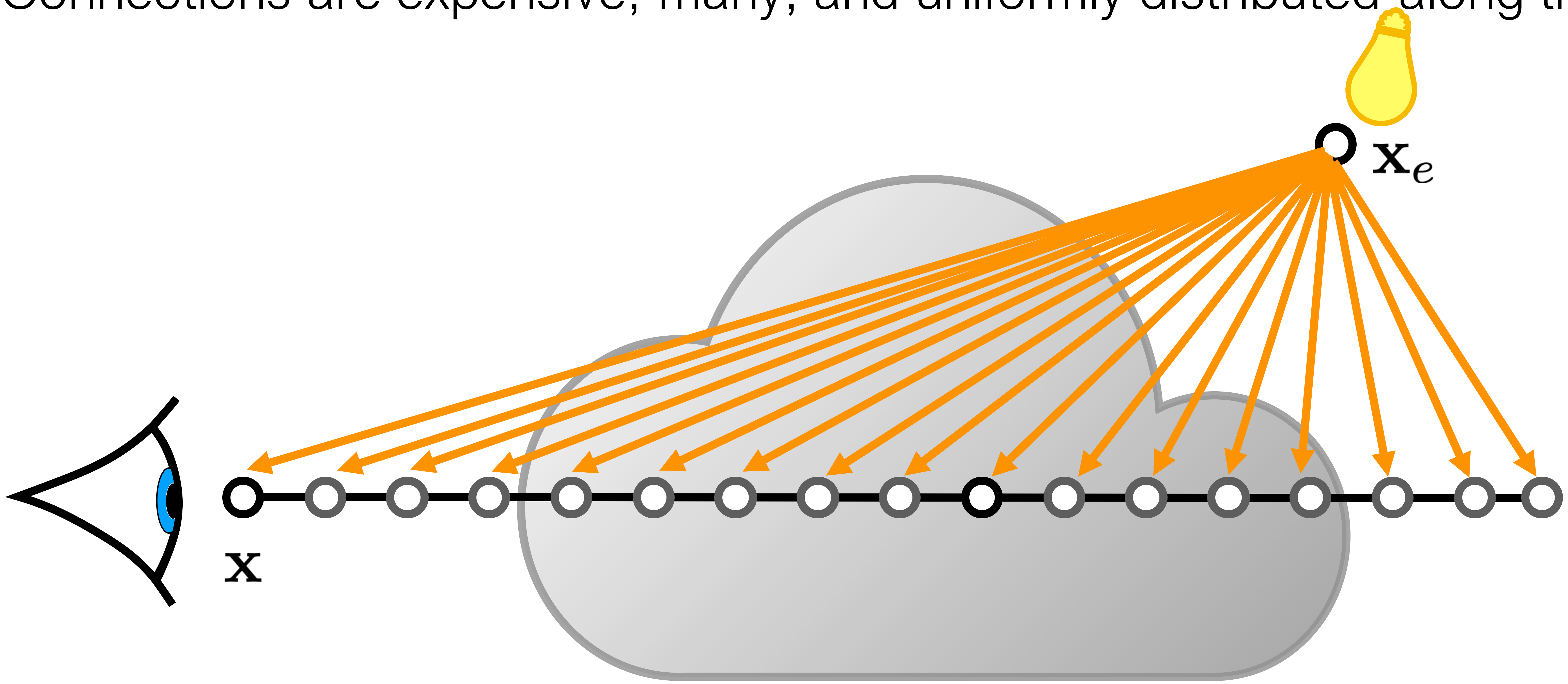


Another ray marching needed to estimate the transmittance along the connection ray (in the heterogeneous media)

Ray Marching in Heterogeneous Media

Marching towards the light source

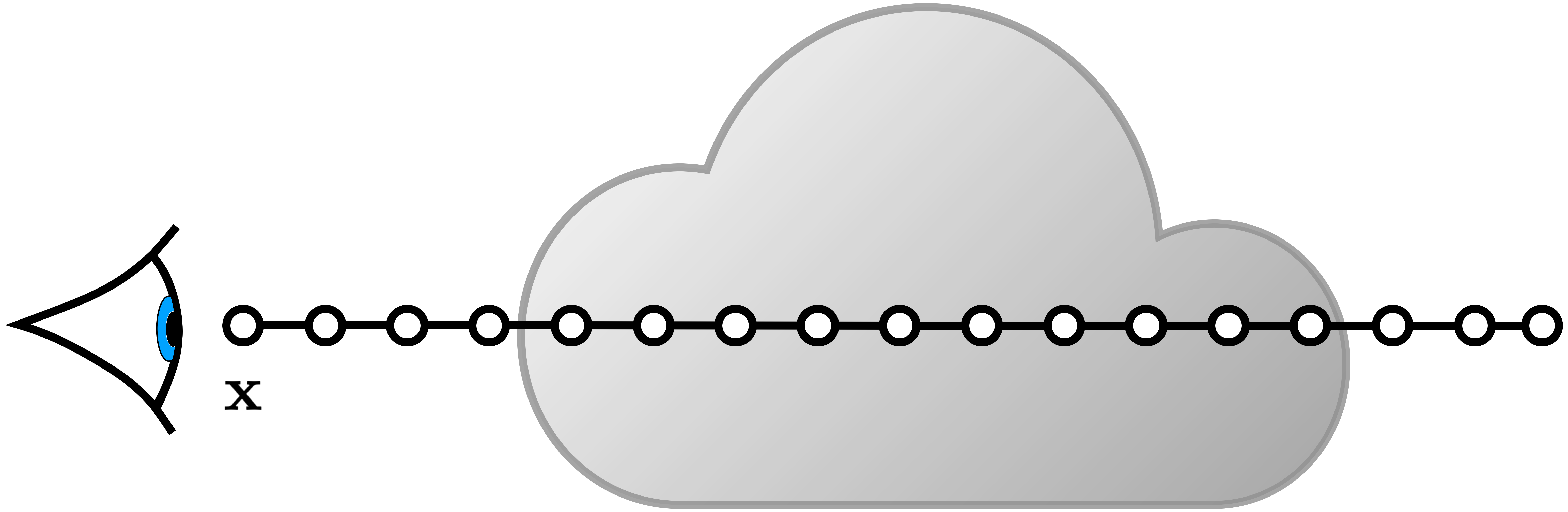
- Connections are expensive, many, and uniformly distributed along the primary ray



Decoupled Transmittance and in-scattering

1. Ray march and cache transmittance

   - Choose step-size w.r.t. frequency content to accurately capture variations



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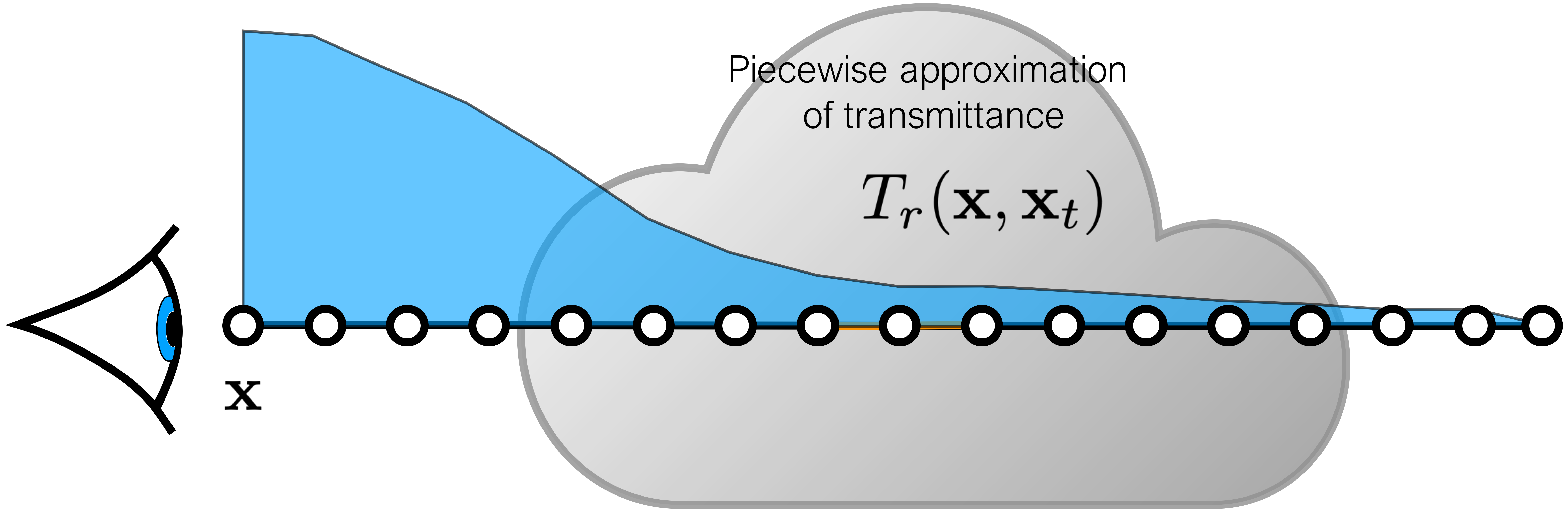
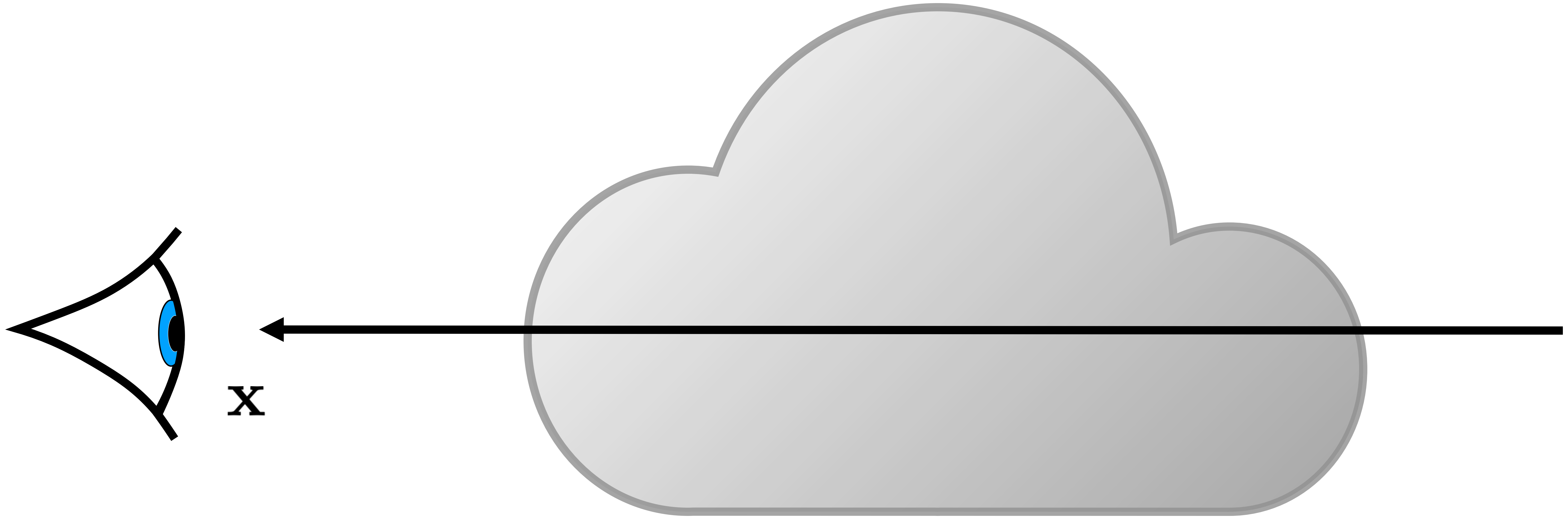


Decoupled Transmittance and in-scattering

2. Estimate in-scattering using MC integration

   - Distribute samples proportional to (part of) the integrand



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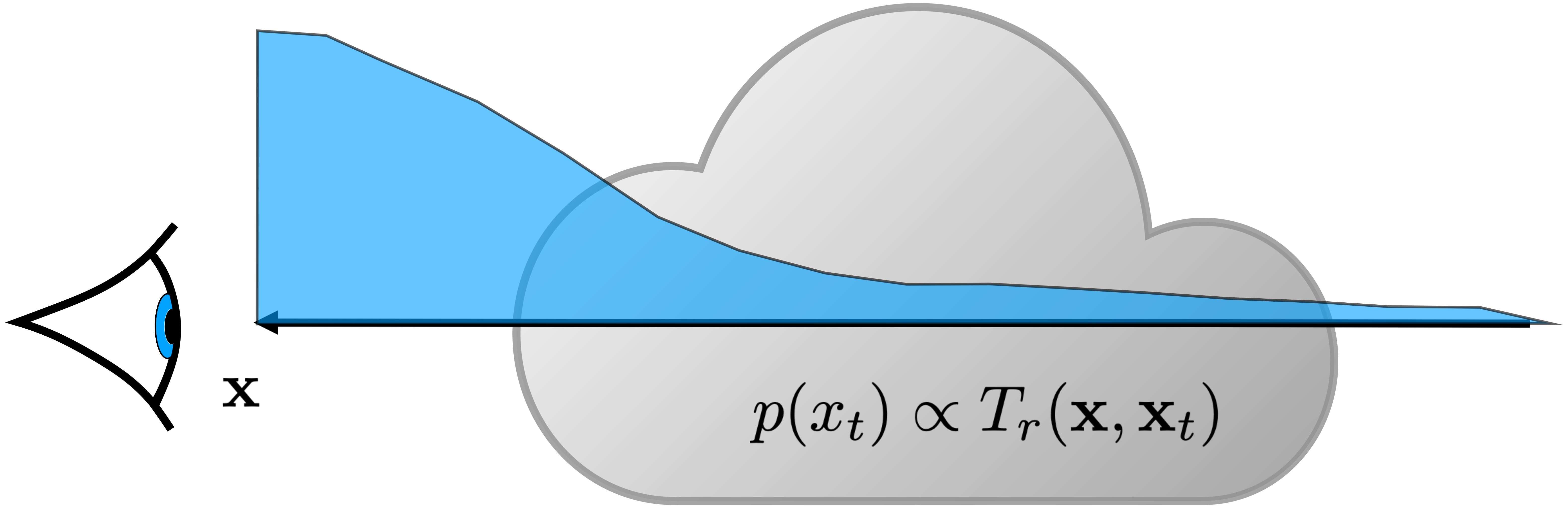

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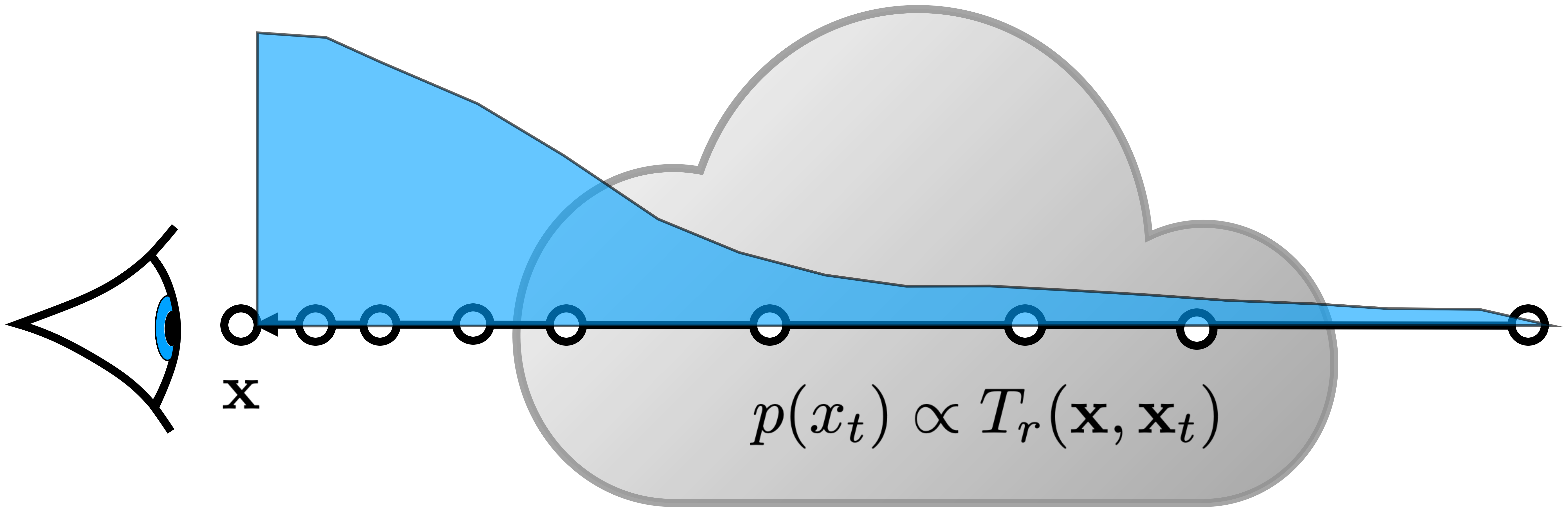

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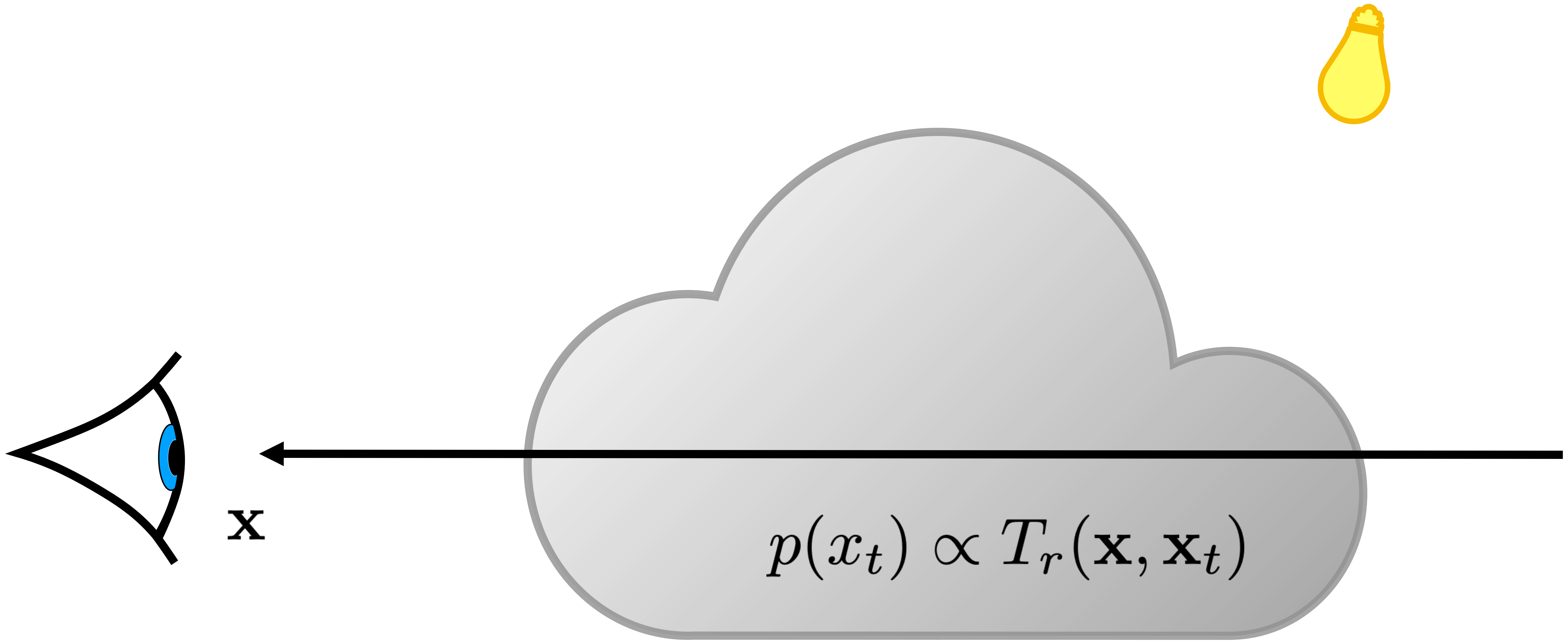

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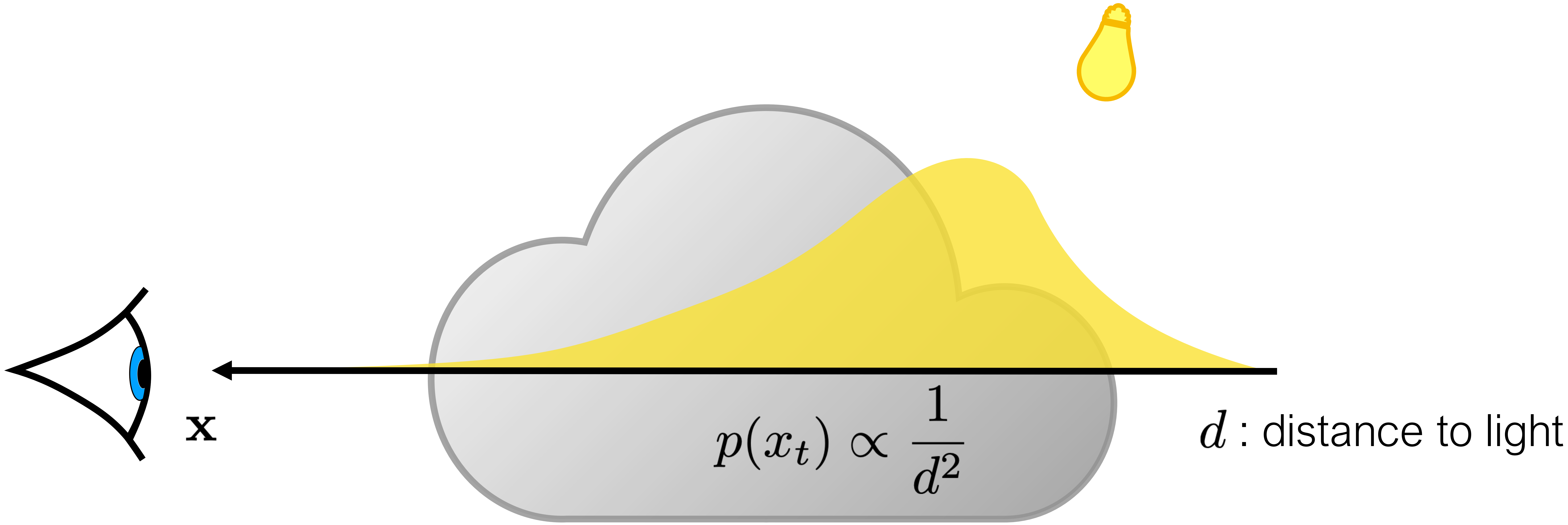

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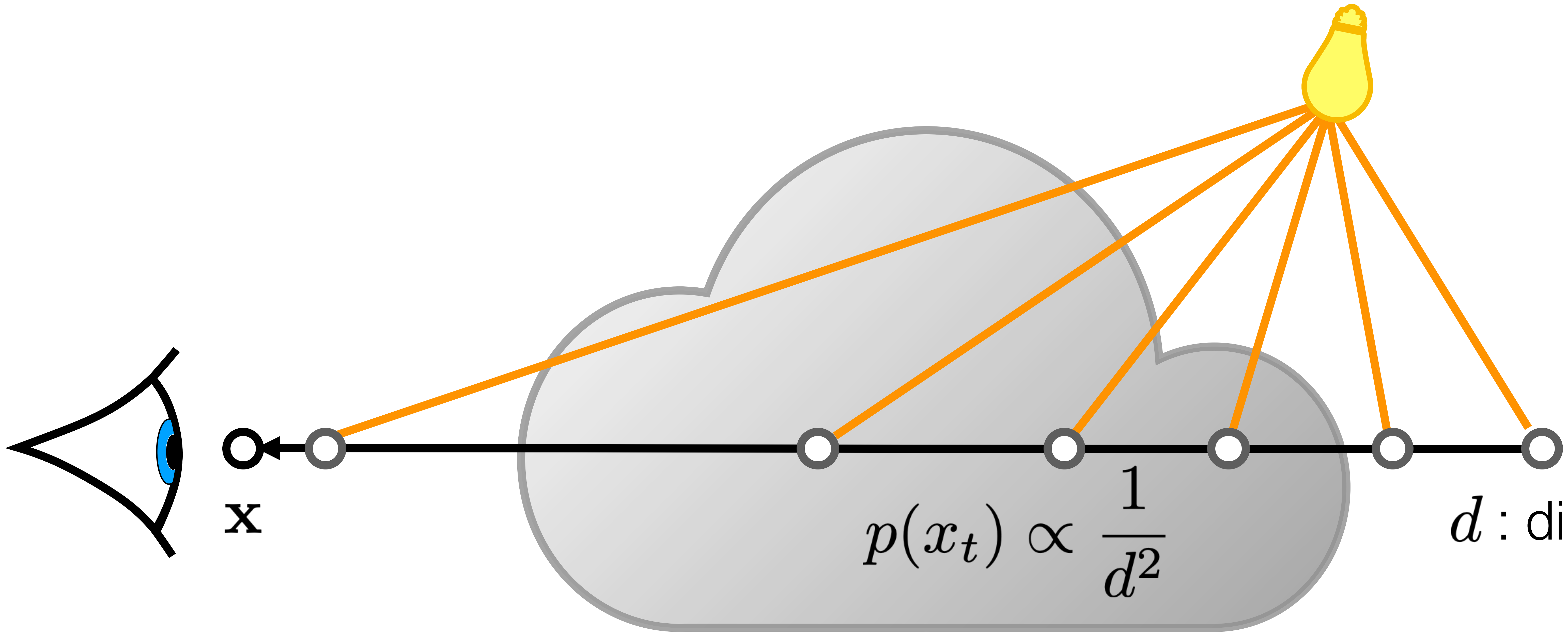

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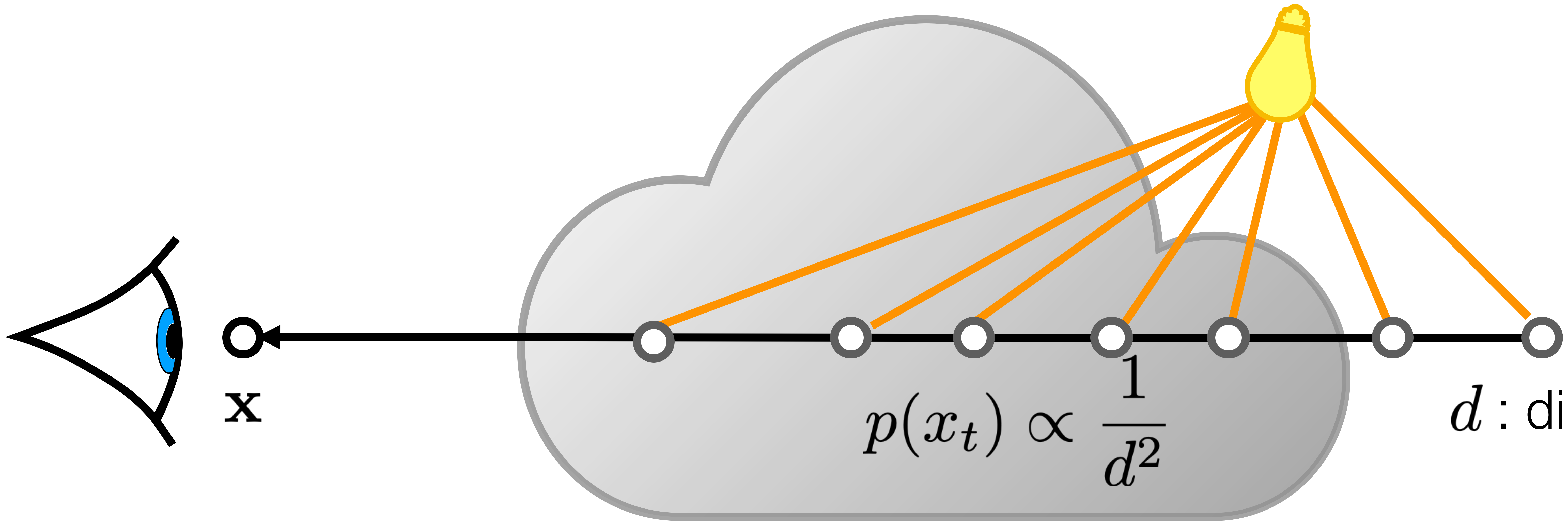

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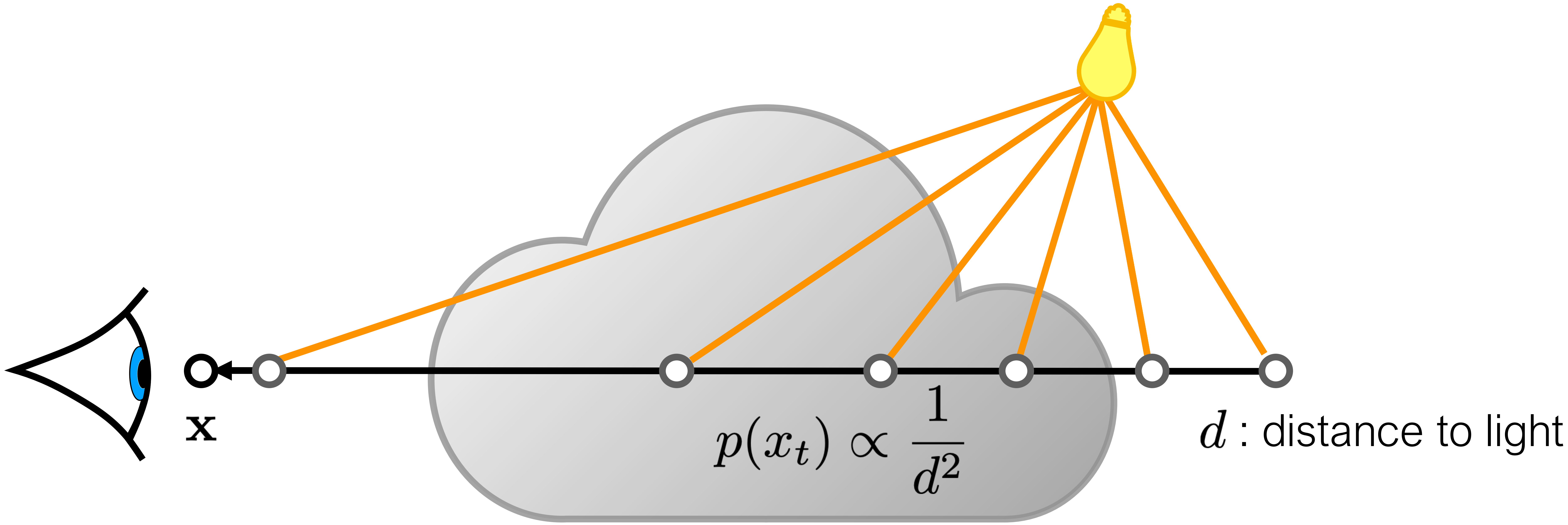

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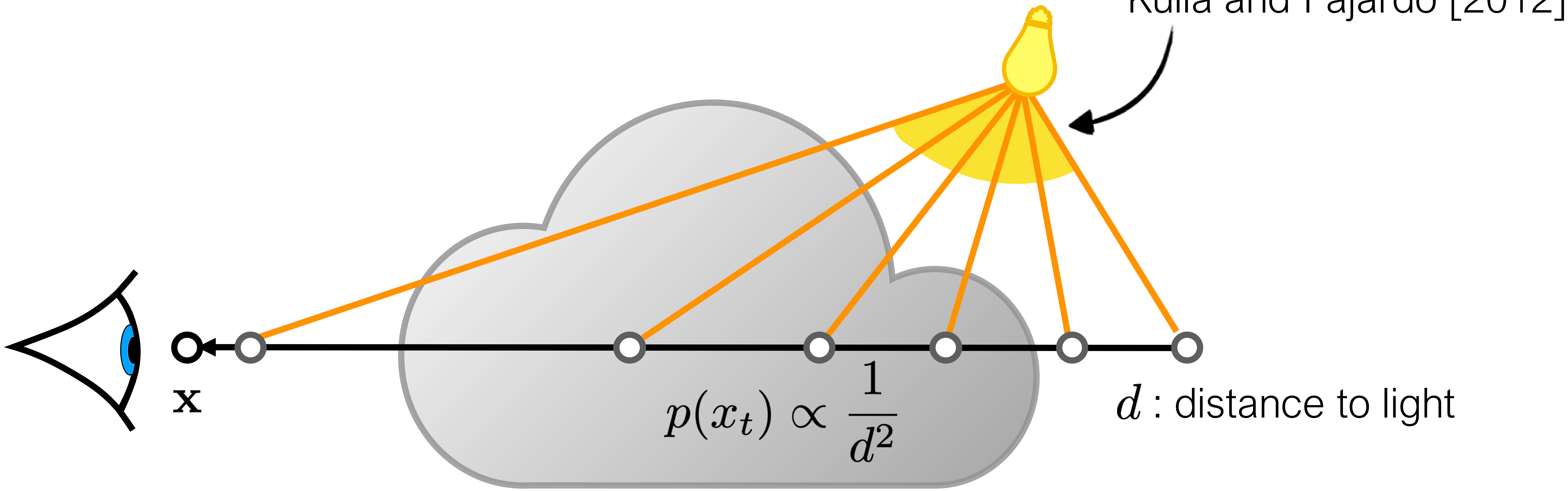
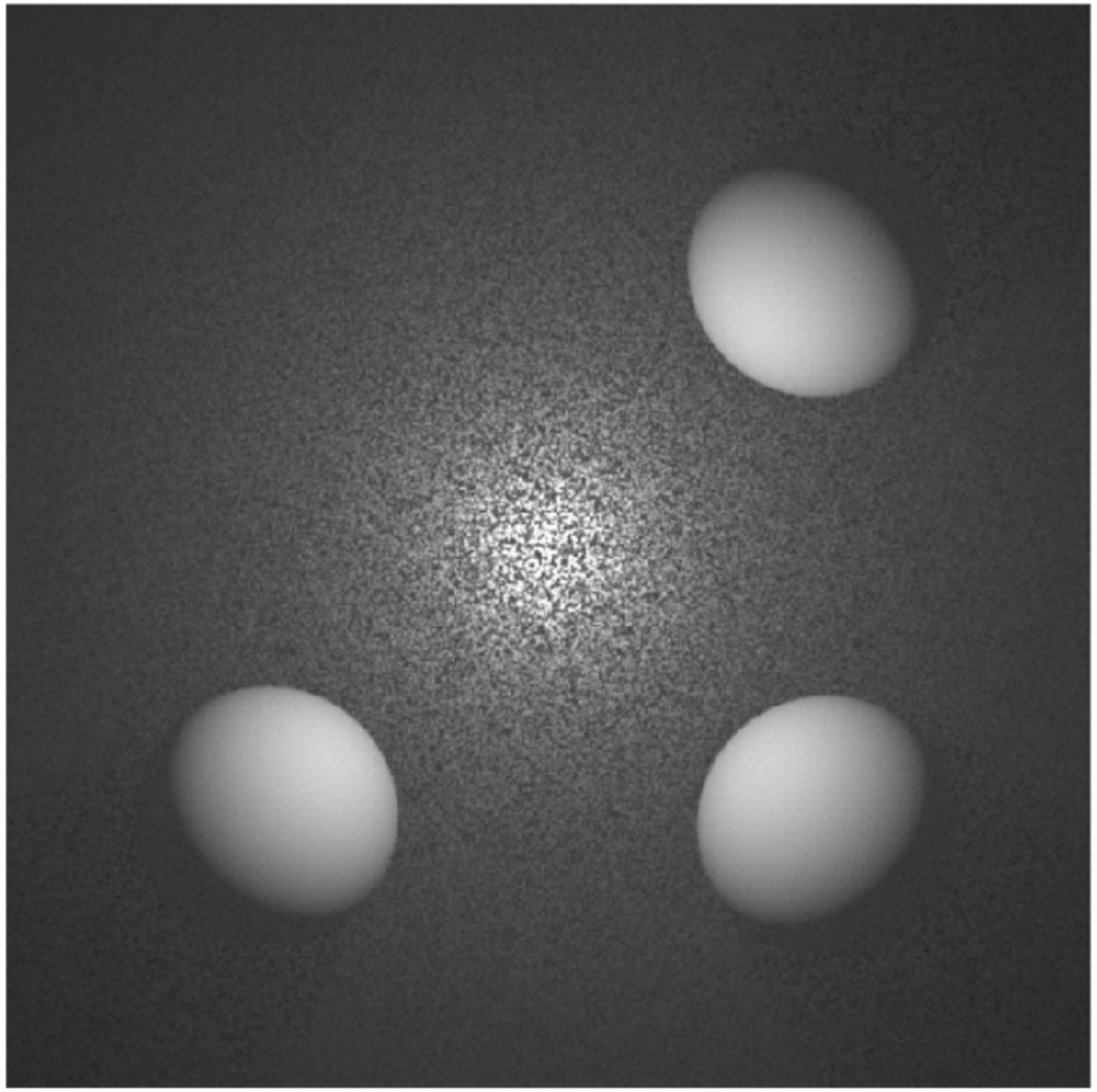
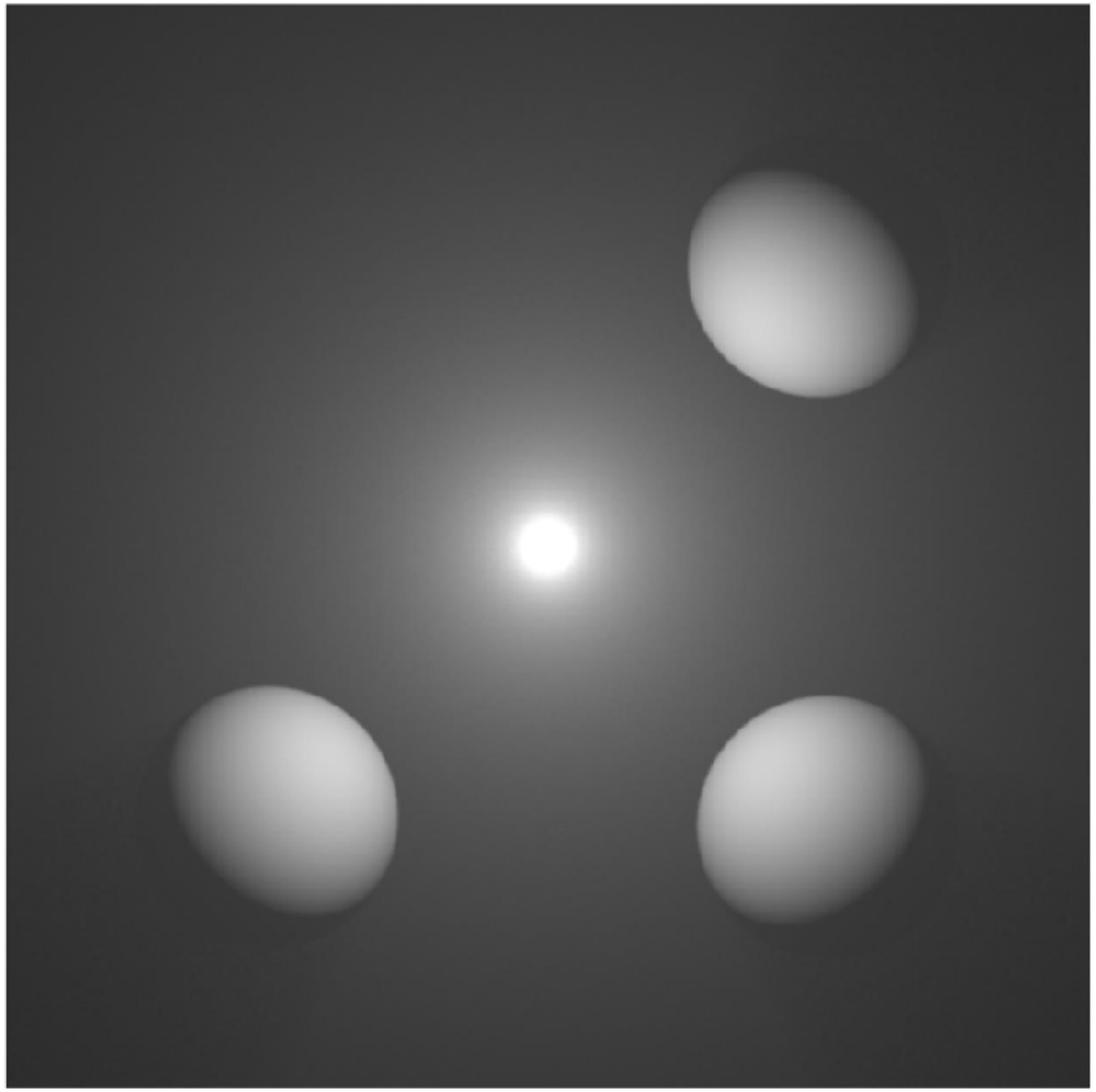


Decoupled Transmittance and in-scattering

Ray Marching



Equi-angular sampling



Single scattering

Multiple scattering

Volumetric Path Tracing

Volumetric Path Tracing

Motivation

Same as with path tracing: avoid the exponential growth

Paths can:

Reflect / Refract off surfaces

Scatter inside a volume

Volumetric Rendering Equation

$$L(\mathbf{x}, \vec{\omega}) = \int_0^z T_r(\mathbf{x}, \mathbf{x}_t)\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t, \vec{\omega})dt$$

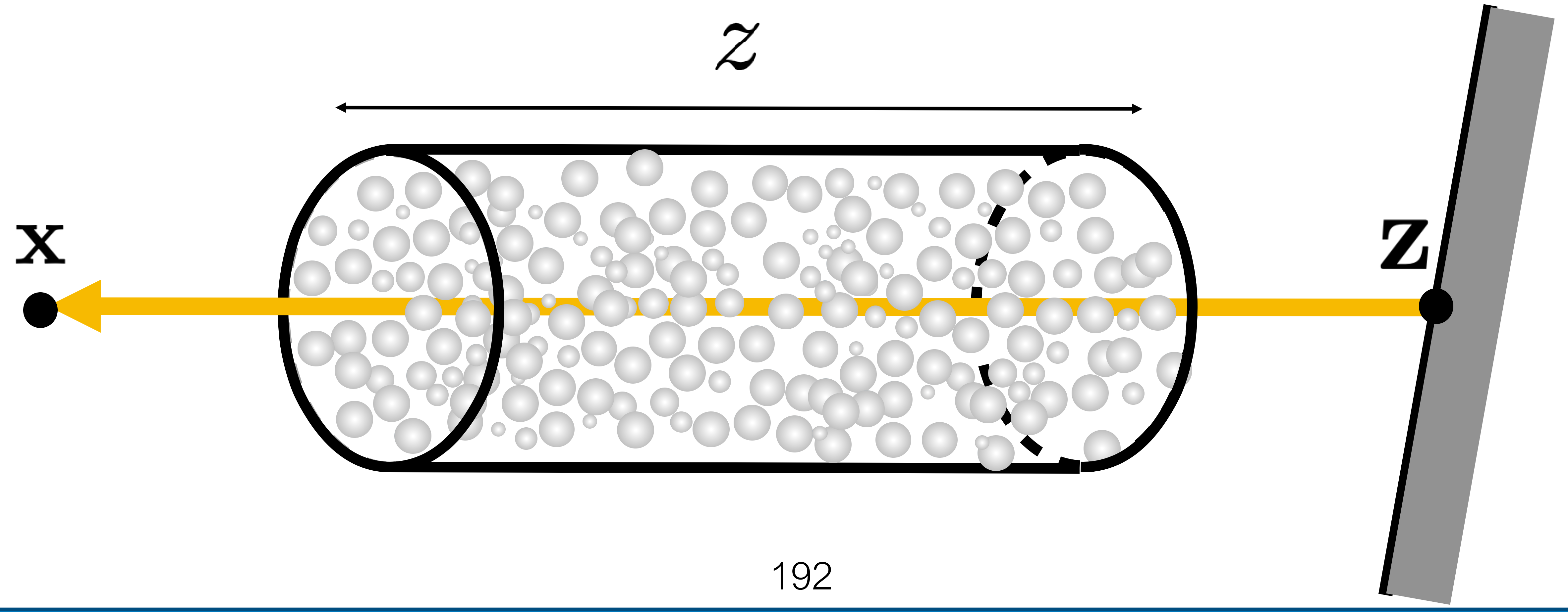
Accumulated emitted radiance

$$+ \int_0^z T_r(\mathbf{x}, \mathbf{x}_t)\sigma_s(\mathbf{x}_t)L_s(\mathbf{x}_t, \omega)dt$$

Accumulated in-scattered radiance

$$+ T_r(\mathbf{x}, \mathbf{x}_z)L(\mathbf{x}_z, \vec{\omega})$$

Attenuated background radiance



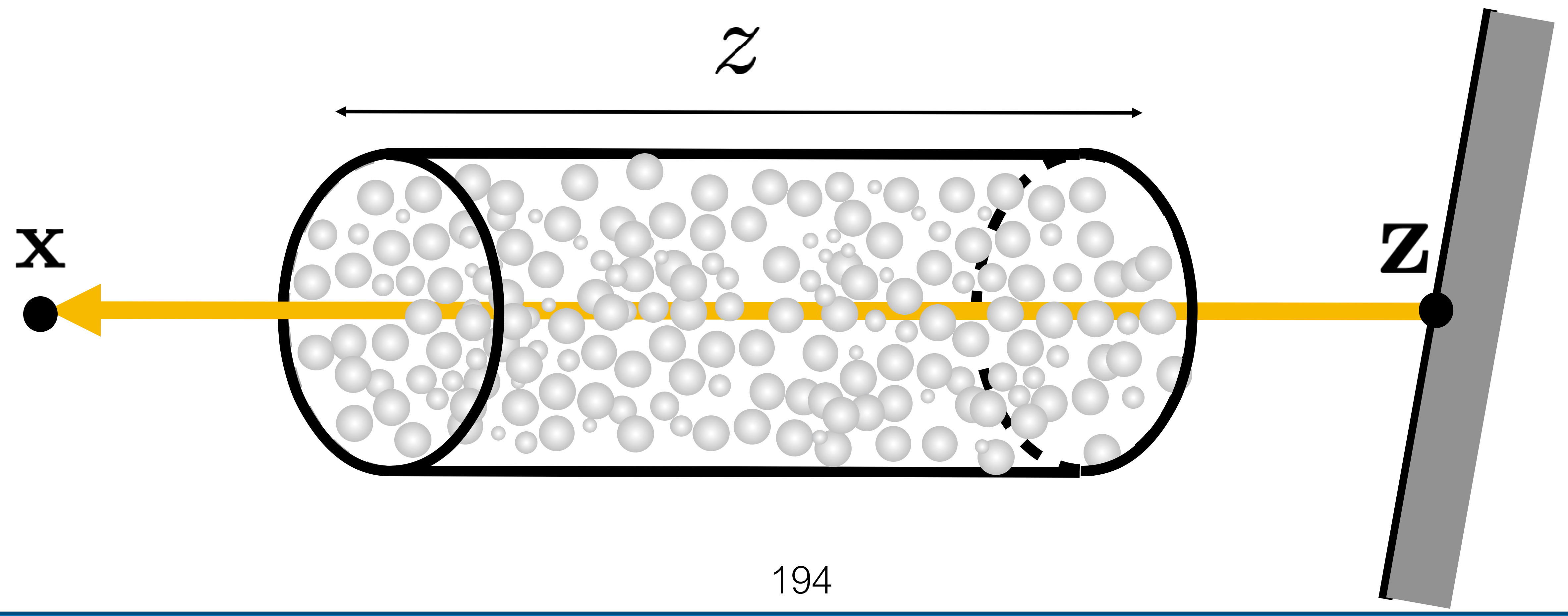
Volumetric Rendering Equation

Accumulated emitted + in-scattered radiance

$$L(\mathbf{x},\vec{\omega}) = \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\left[\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t,\vec{\omega}) + \sigma_s(\mathbf{x}_t)L_s(\mathbf{x}_t,\vec{\omega})\right]dt$$

$$+T_r(\mathbf{x},\mathbf{x}_z)L(\mathbf{x}_z,\vec{\omega})$$

Attenuated background radiance



Volumetric Rendering Equation

$$L(\mathbf{x},\vec{\omega}) = \int_0^z T_r(\mathbf{x},\mathbf{x}_t)\Big[\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t,\vec{\omega}) + \sigma_s(\mathbf{x}_t)L_s(\mathbf{x}_t,\vec{\omega})\Big]dt$$

$$+T_r(\mathbf{x},\mathbf{x}_z)L(\mathbf{x}_z,\vec{\omega})$$

1-Sample Monte Carlo Estimator

$$\langle L(\mathbf{x},\vec{\omega})\rangle = \frac{T_r(\mathbf{x},\mathbf{x}_t)}{p(t)}\Big[\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t,\vec{\omega}) + \sigma_s(\mathbf{x}_t)L_s(\mathbf{x}_t,\vec{\omega})\Big]$$

$$+\frac{T_r(\mathbf{x},\mathbf{x}_z)}{P(z)}L(\mathbf{x}_z,\vec{\omega})$$

1-Sample Monte Carlo Estimator

$$\langle L(\mathbf{x},\vec{\omega})\rangle = \frac{T_r(\mathbf{x},\mathbf{x}_t)}{p(t)}\Big[\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t,\vec{\omega}) + \sigma_s(\mathbf{x}_t)L_s(\mathbf{x}_t,\vec{\omega})\Big] + \frac{T_r(\mathbf{x},\mathbf{x}_z)}{P(z)}L(\mathbf{x}_z,\vec{\omega})$$

$p(t)$ Probability density of distance t

$P(z)$ Probability of exceeding distance z

1-Sample Monte Carlo Estimator

$$\langle L(\mathbf{x},\vec{\omega})\rangle = \frac{T_r(\mathbf{x},\mathbf{x}_t)}{p(t)}\left[\sigma_a(\mathbf{x}_t)L_e(\mathbf{x}_t,\vec{\omega}) + \sigma_s(\mathbf{x}_t)\frac{f_p(\mathbf{x},\vec{\omega},\vec{\omega}_i)L(\mathbf{x}_t,\vec{\omega})}{p(\vec{\omega}_i)}\right]$$

$$+\frac{T_r(\mathbf{x},\mathbf{x}_z)}{P(z)}L(\mathbf{x}_z,\vec{\omega})$$

$p(t)$ Probability density of distance t

$P(z)$ Probability of exceeding distance z

$p(\vec{\omega}_i)$ Probability density of direction $\vec{\omega}_i$

Volumetric Path Tracing

1. Sample distance to next interaction

2. Scatter in the volume or bounce off a surface

Volumetric Path Tracing

1. Sample distance to next interaction

2. Scatter in the volume or bounce off a surface

Volumetric Path Tracing with NEE

Sampling the Phase Function

Isotropic: Uniform sphere sampling

Henyey-Greenstein: Using the inversion method we can derive

$$\cos\theta = \frac{1}{2g}\left(1 + g^2 - \left(\frac{1 - g^2}{1 - g + 2g\xi_1}\right)^2\right)$$

$$\phi = 2\pi\xi_2$$

PDF is the value of the HG phase function

Free-path Sampling

Free-path or free-flight distance:

- Distance to the next interaction in the medium
- Dense media (e.g. milk): short mean-free path
- Thin media (e.g. atmosphere): long mean-free path

Free-path Sampling

Free-path or free-flight distance:

- Distance to the next interaction in the medium
- Dense media (e.g. milk): short mean-free path
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Ideally, we want to sample according to (part of) of the integrand:

$$p(\mathbf{x}_t | (\mathbf{x}, \vec{\omega})) \propto T_r(\mathbf{x}, \mathbf{x}_t)$$

simplified notation

$$p(t) \propto T_r(t)$$

Free-path Sampling

Homogeneous media: $$T_r(t) = e^{-\sigma_t t}$$

PDF: $$p(t) \propto e^{-\sigma_t t}$$

$$p(t) = \frac{e^{-\sigma_t t}}{\int_0^\infty e^{-\sigma_t s} ds} = \sigma_t e^{-\sigma_t t}$$

CDF: $$P(t) = \int_0^t e^{-\sigma_t s} ds = 1 - e^{-\sigma_t t}$$

Inverted CDF: $$P^{-1}(\xi) = -\frac{log_e(1-\xi)}{\sigma_t}$$

Free-path Sampling

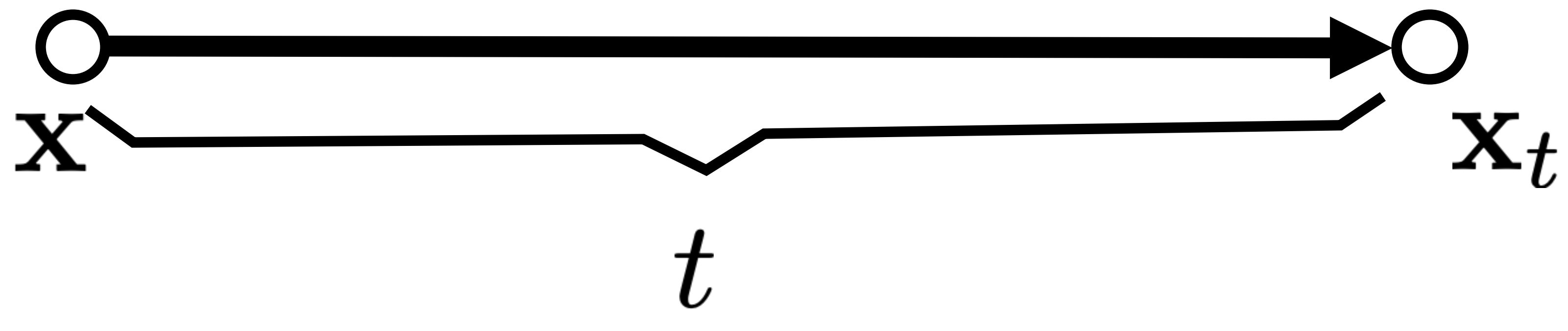
Homogeneous media: $T_r(t) = e^{-\sigma_t t}$

Recipe:

Generate a random number ξ

Sample distance $t = -\frac{log_e(1-\xi)}{\sigma_t}$

Compute PDF $p(t) = \sigma_t e^{-\sigma_t t}$



Free-path Sampling

Homogeneous media: $T_r(t) = e^{-\sigma_t t}$

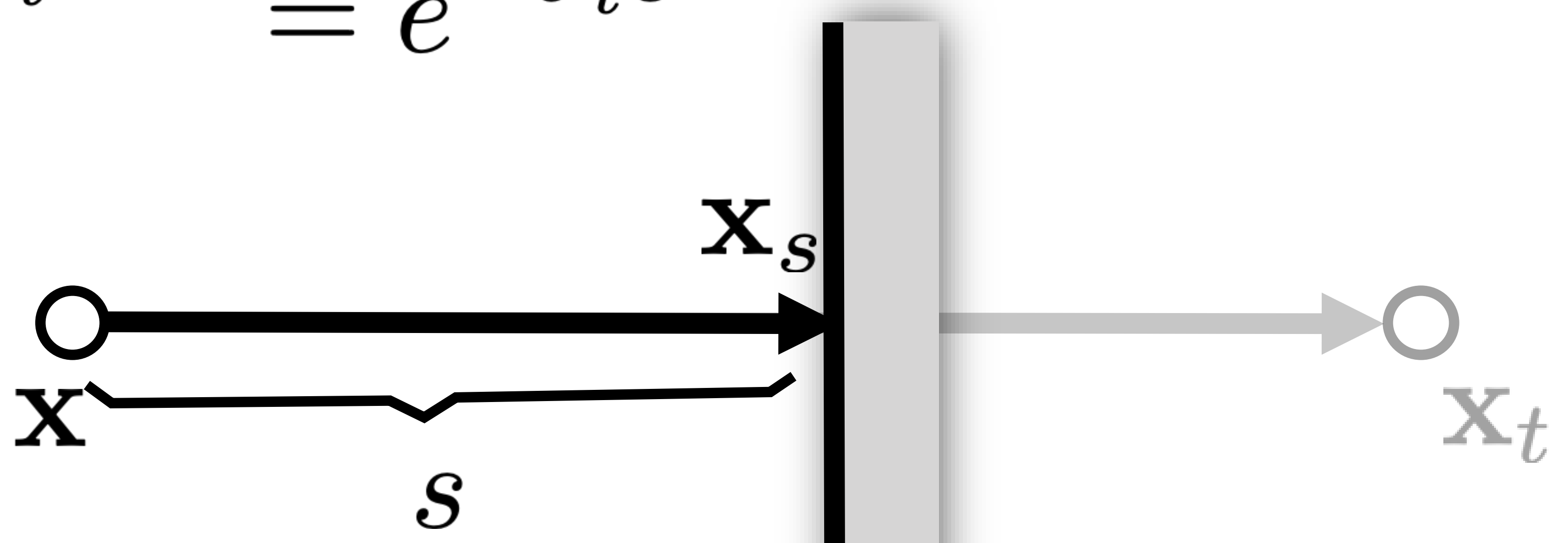
Recipe:

Generate a random number ξ

Sample distance $t = -\frac{\log_e(1-\xi)}{\sigma_t} = s$

Compute PDF $p(t) = \sigma_t e^{-\sigma_t t} = e^{-\sigma_t s}$

Note: This is now a probability, not a probability density



Surface hit before reaching t

What about heterogeneous media?

Free-path Sampling

Heterogeneous medium: $T_r(t) = e^{\int_0^t -\sigma_t(s)ds}$

- Closed form solutions exist but for only simple media

  e.g., linearly or exponentially varying extinction

- Other solutions:

  - Regular tracking (3D DDA)
  - Ray marching
  - Delta tracking

Free-path Sampling

How to sample the flight distance to the next interaction?

Random variable representing flight distance

$$T(t) = e^{-\int_0^t \mu_t(s)\mathrm{d}s} = P(X > t)$$

CDF

$$P(X \leq t) = F(t)$$

Partition of unity

$$F(t) = 1 - T(t)$$

Recipe for generating samples

Free-path Sampling

Cumulative distribution function (**CDF**)

$$F(t) = 1 - T(t) = 1 - e^{-\tau(t)}$$

Probability density function (**PDF**)

$$p(t) = \frac{\mathrm{d}F(t)}{\mathrm{d}t} = \frac{\mathrm{d}}{\mathrm{d}t}\left(1 - e^{-\tau(t)}\right) = \mu_\mathrm{t}(t)e^{-\tau(t)}$$

Inverted cumulative distr. function (**CDF^{-1}**)

$$\xi = 1 - e^{-\tau(t)}$$

Solve for t

$$\int_0^t \mu_\mathrm{t}(s)\mathrm{d}s = -\ln(1 - \xi)$$

Approaches for finding t:

1) **ANALYTIC (closed-form CDF^{-1})**
2) **SEMI-ANALYTIC (regular tracking)**
3) **APPROXIMATE (ray marching)**

Free-path Sampling

Inverted cumulative distr. function (**CDF**$^{-1}$)

$$\int_0^t \mu_{\mathrm{t}}(s)\mathrm{d}s = -\ln(1-\xi)$$

Some simple volumes permit closed-form solutions

Example: **homogeneous** medium ($\mu_{\mathrm{t}}(\mathbf{x}) = \mu_{\mathrm{t}}$)

Opt. thickness | **Inverted CDF**

$$\int_0^t \mu_{\mathrm{t}}(s)\mathrm{d}s = t\mu_{\mathrm{t}} \quad \Rightarrow \quad F^{-1}(\xi) = -\frac{\ln(1-\xi)}{\mu_{\mathrm{t}}}$$

Analytic Approach

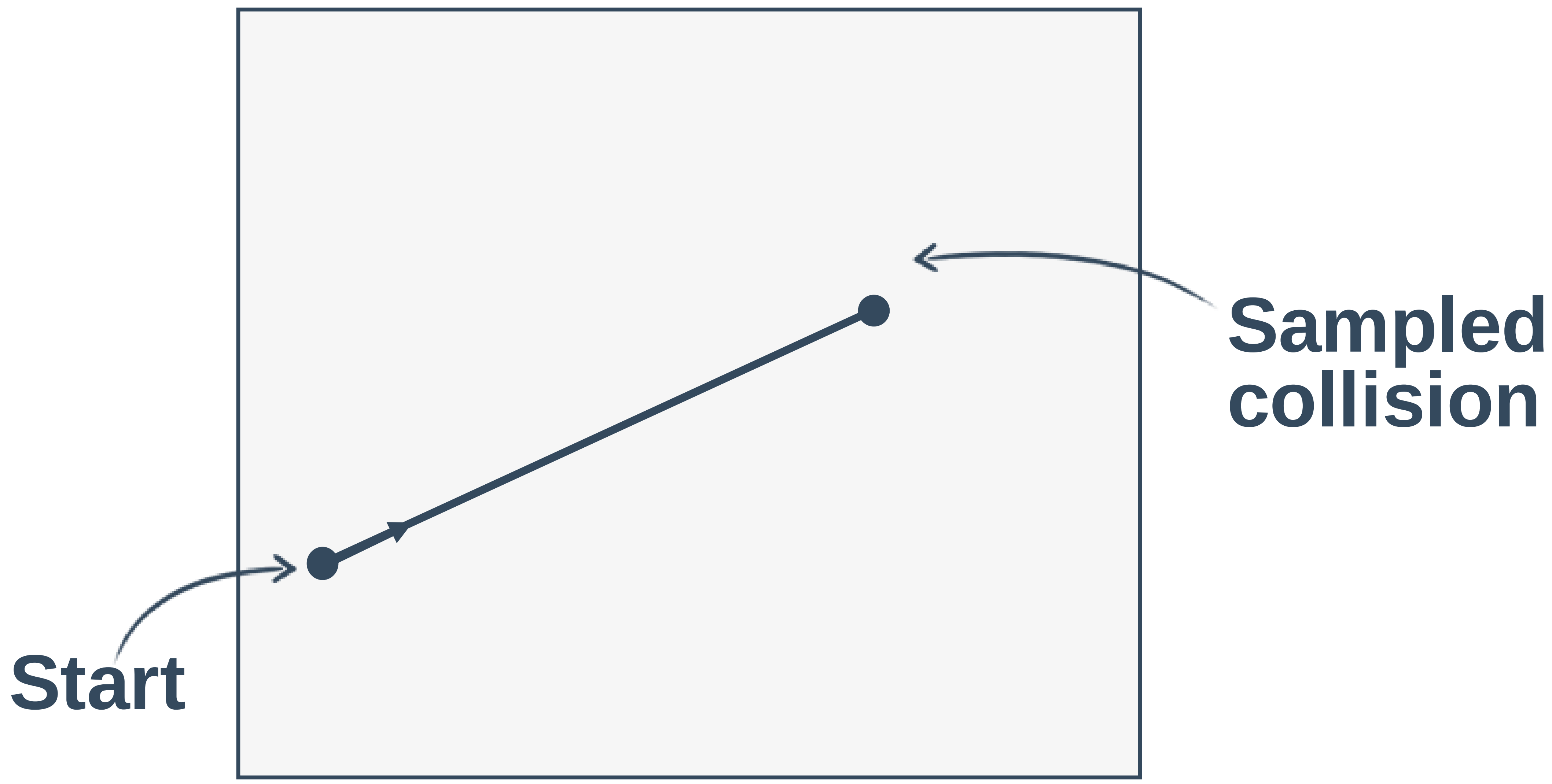
Inverted cumulative distr. function (**CDF**$^{-1}$)

$$\int_0^t \mu_t(s)\mathrm{d}s = -\ln(1-\xi)$$

Sampling in homogeneous vol:

1) Draw a random number ξ
2) Set $t = -\frac{\ln(1-\xi)}{\mu_t}$
3) Set $p(t) = \mu_t e^{-t\mu_t}$

Homogeneous volume



Regular Tracking (Semi-Analytic)

For piecewise-simple (e.g. piecewise-constant), summation replaces integration

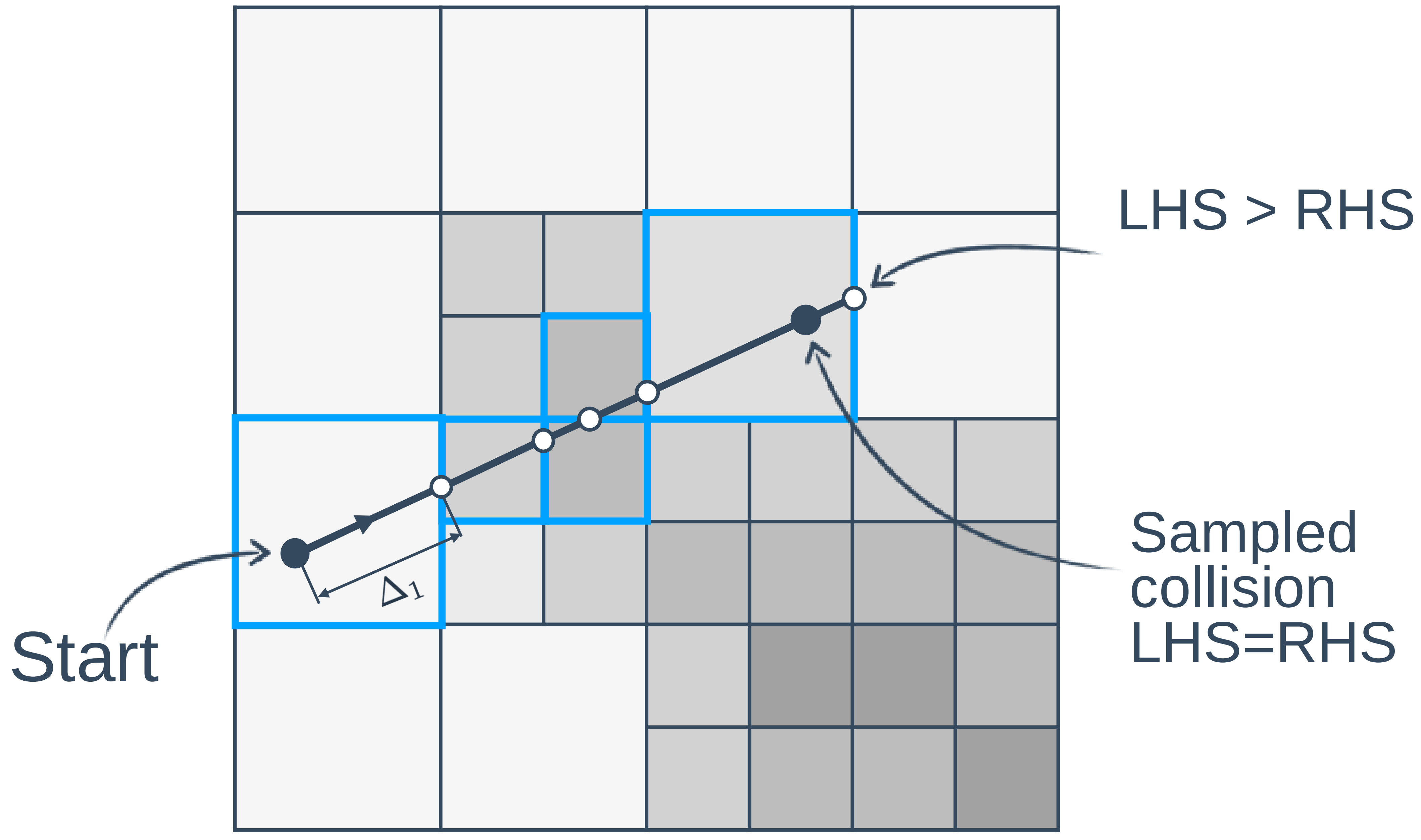
$$\int_0^t \mu_{\mathrm{t}}(s)\mathrm{d}s = -\ln(1-\xi)$$

$$\sum_{i=1}^{k} \mu_{\mathrm{t},i}\,\Delta_i = -\ln(1-\xi)$$

Regular tracking:

1) Draw a random number ξ
2) While LHS < RHS
move to the next intersection
3) Find the exact location
in the last segment analytically

(Hierarchical) voxel grid



Ray Marching

Find the collision distance approximately

$$\int_0^t \mu_t(s)\mathrm{d}s = -\ln(1-\xi)$$

$$\neq$$

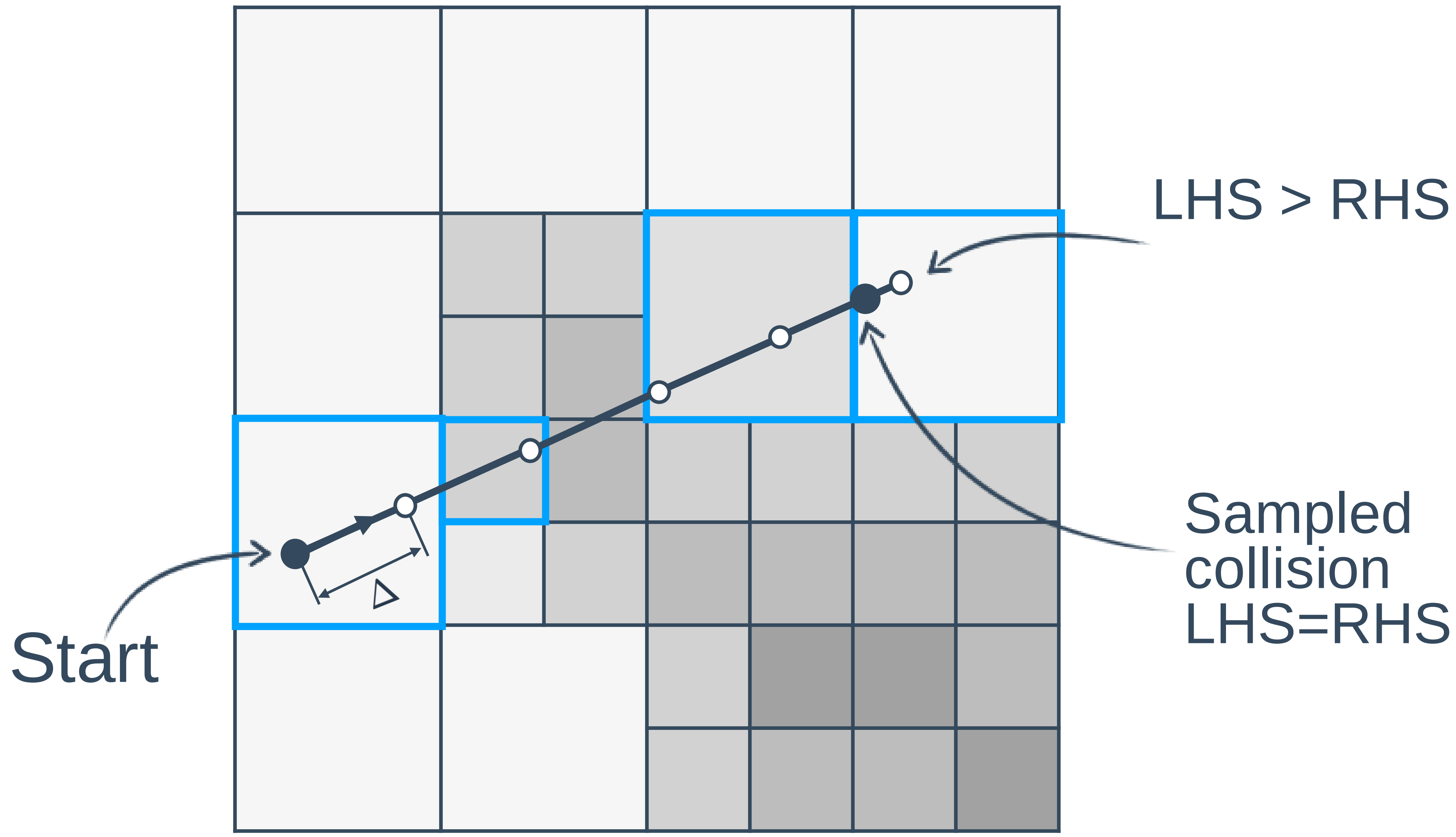
$$\sum_{i=1}^{k} \mu_{t,i}\,\Delta = -\ln(1-\xi)$$

Constant step

Ray marching:

1) Draw a random number ξ
2) While LHS < RHS
   make a (fixed-size) step
3) Find the exact location
   in the last segment analytically

(Hierarchical) voxel grid



Ray Marching

Find the collision distance approximately

$$\int_0^t \mu_\mathrm{t}(s)\mathrm{d}s = -\ln(1-\xi)$$

$$\Downarrow$$

$$\sum_{i=1}^{k} \mu_{\mathrm{t},i}\,\Delta = -\ln(1-\xi)$$

Constant step

Ray marching:

1) Draw a random number ξ
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   make a (fixed-size) step
3) Find the exact location
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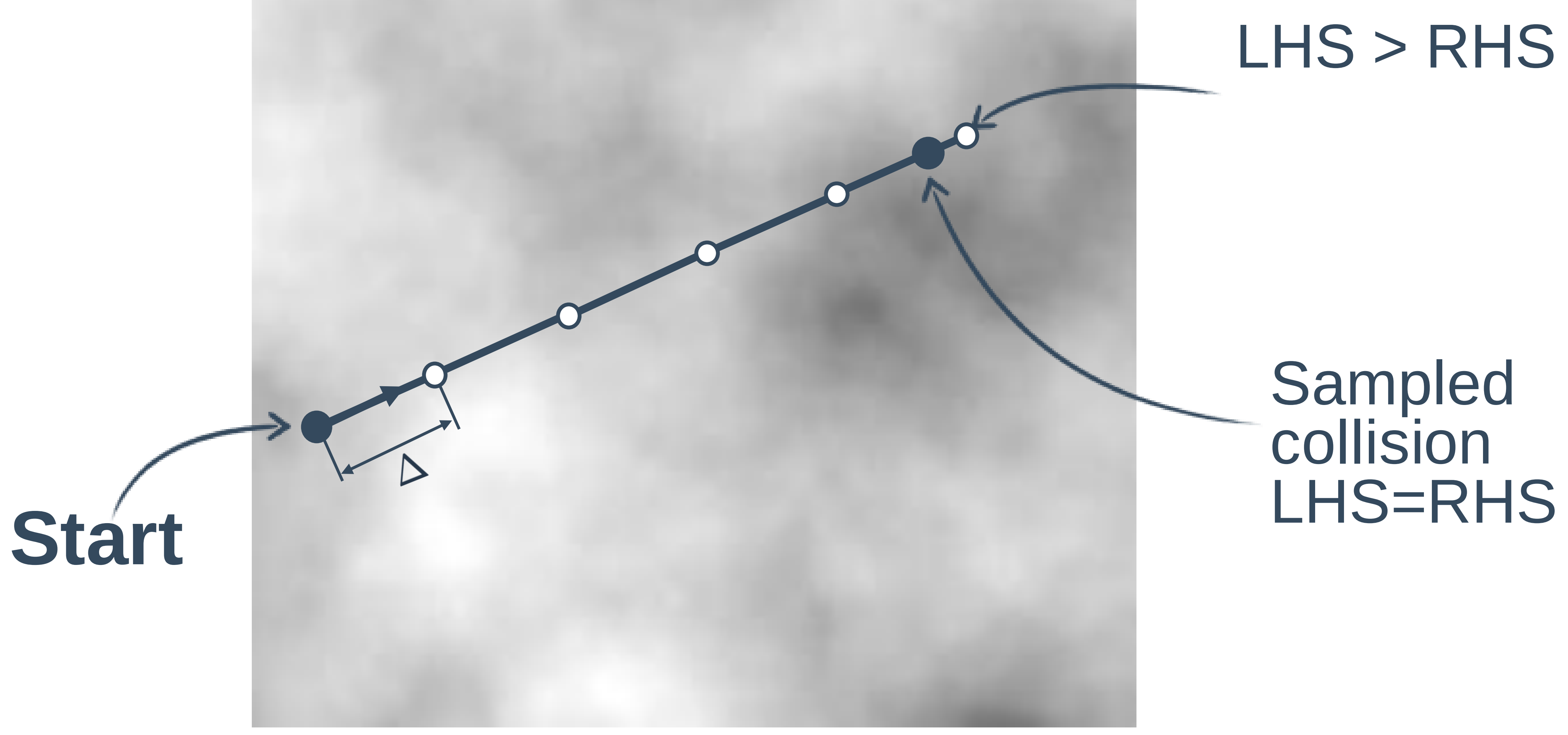
General volume



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Ray Marching

Find the collision distance approximately

$$\int_0^t \mu_{\mathrm{t}}(s)\mathrm{d}s = -\ln(1-\xi)$$

$$\sum_{i=1}^{k} \mu_{\mathrm{t},i}\,\Delta = -\ln(1-\xi)$$

Constant step

Ray marching:

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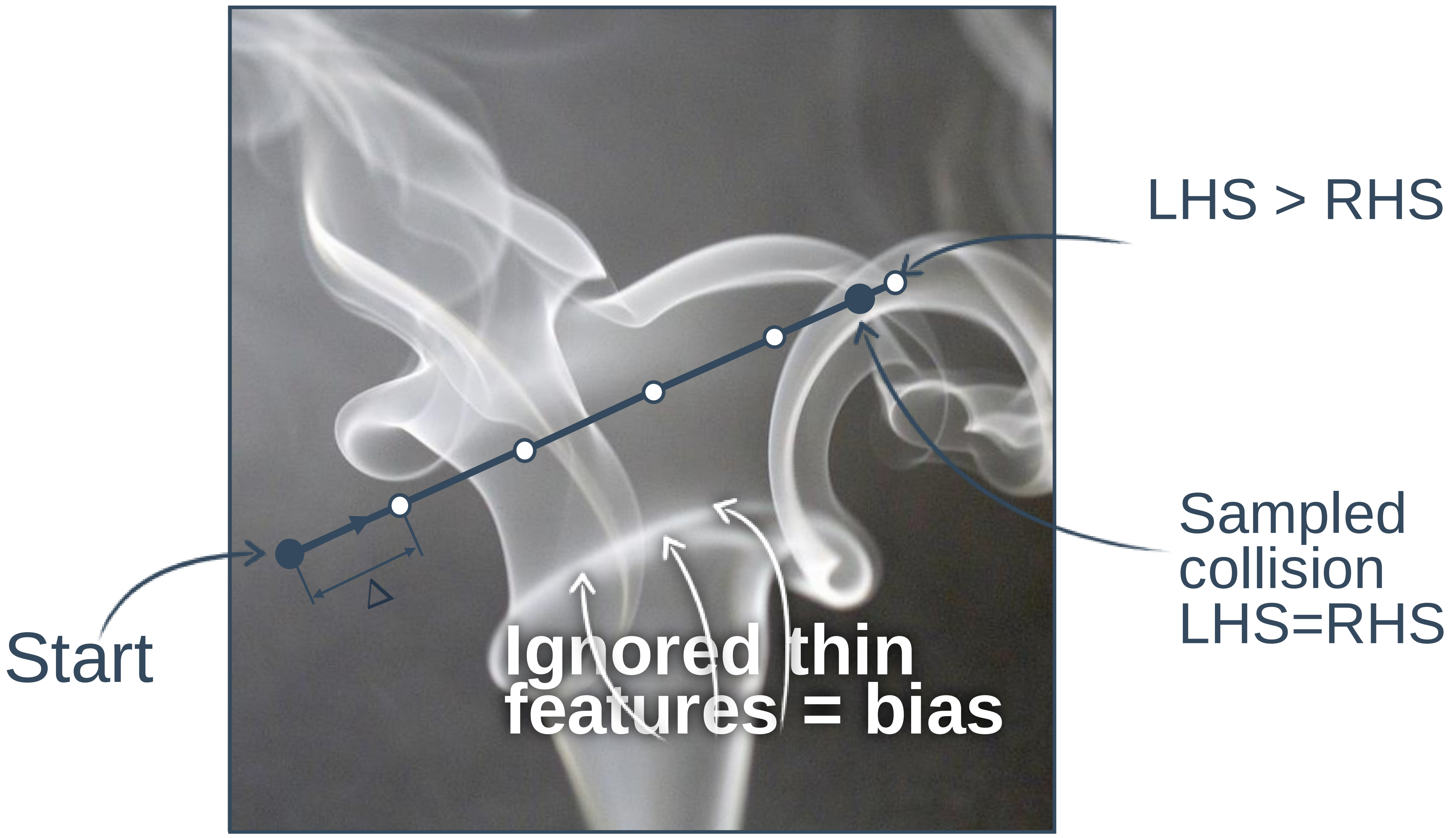


Free-path Sampling

ANALYTIC CDF^{-1}	REGULAR TRACKING	RAY MARCHING
Efficient & simple, limited to few volumes	Iterative, inefficient if free paths cross many boundaries	Iterative, inaccurate (or inefficient) for media with high frequencies
Simple volumes (e.g. homogeneous)	Piecewise-simple volumes	Any volume
Unbiased	Unbiased	Biased

Common approach: sample optical thickness, find corresponding distance

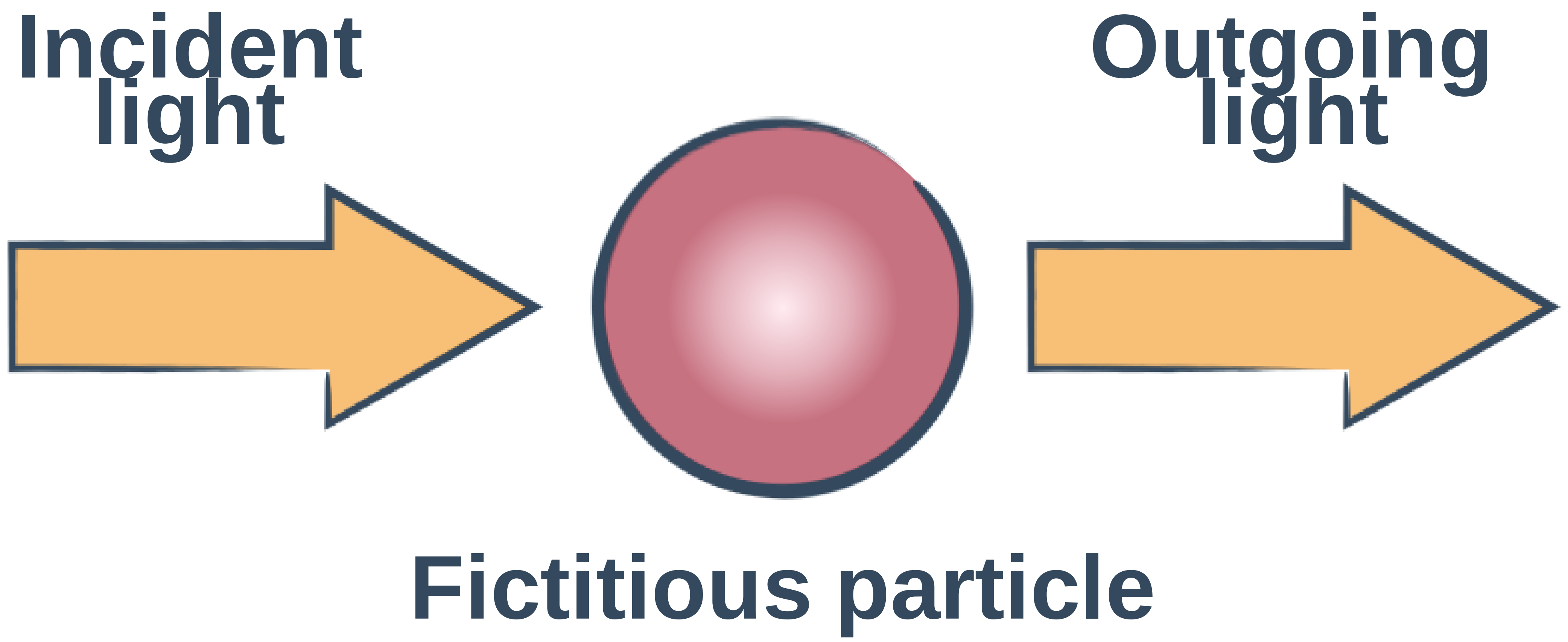
Delta Tracking

a.k.a. Woodcock tracking, pseudo scattering, hole tracking, null-collision method,…

Physical Interpretation

Add **FICTITIOUS MATTER** to homogenize heterogeneous extinction

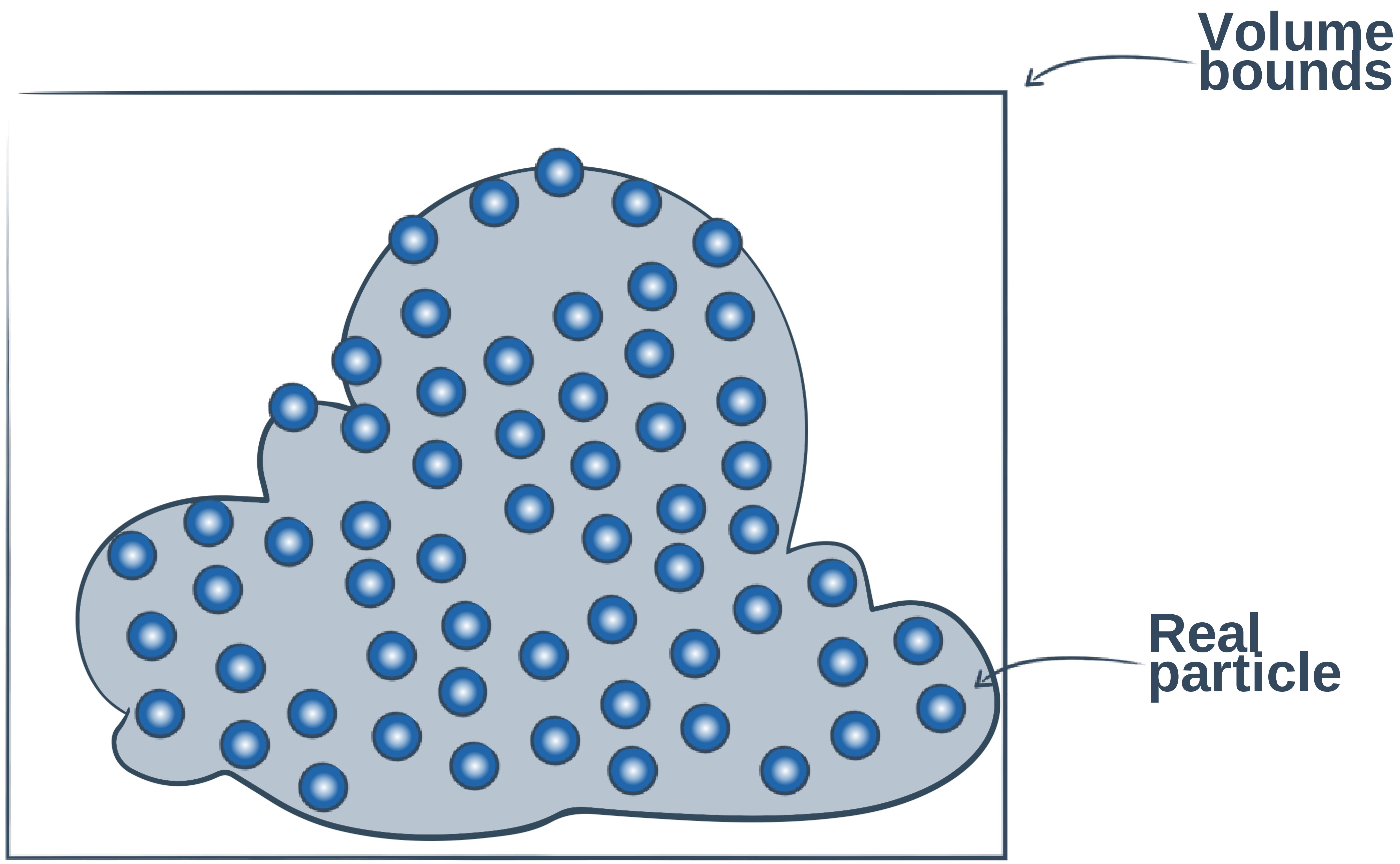
- albedo $\alpha(\mathbf{x}) = 1$
- phase function $f_{\mathrm{p}}(\omega, \bar{\omega}) = \delta(\omega - \bar{\omega})$



Presence of fictitious matter does not impact light transport

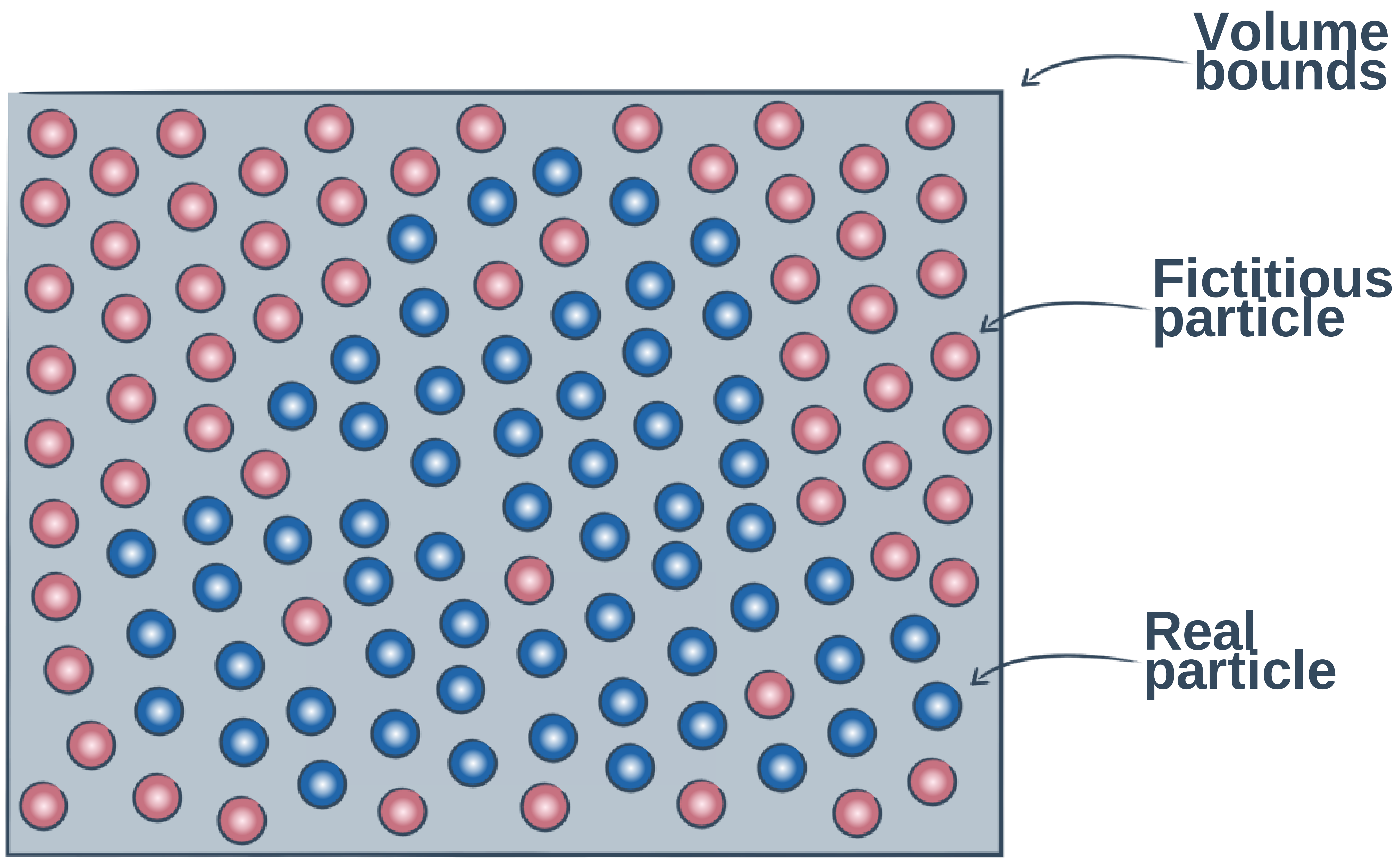
Physical Interpretation

HOMOGENIZATION



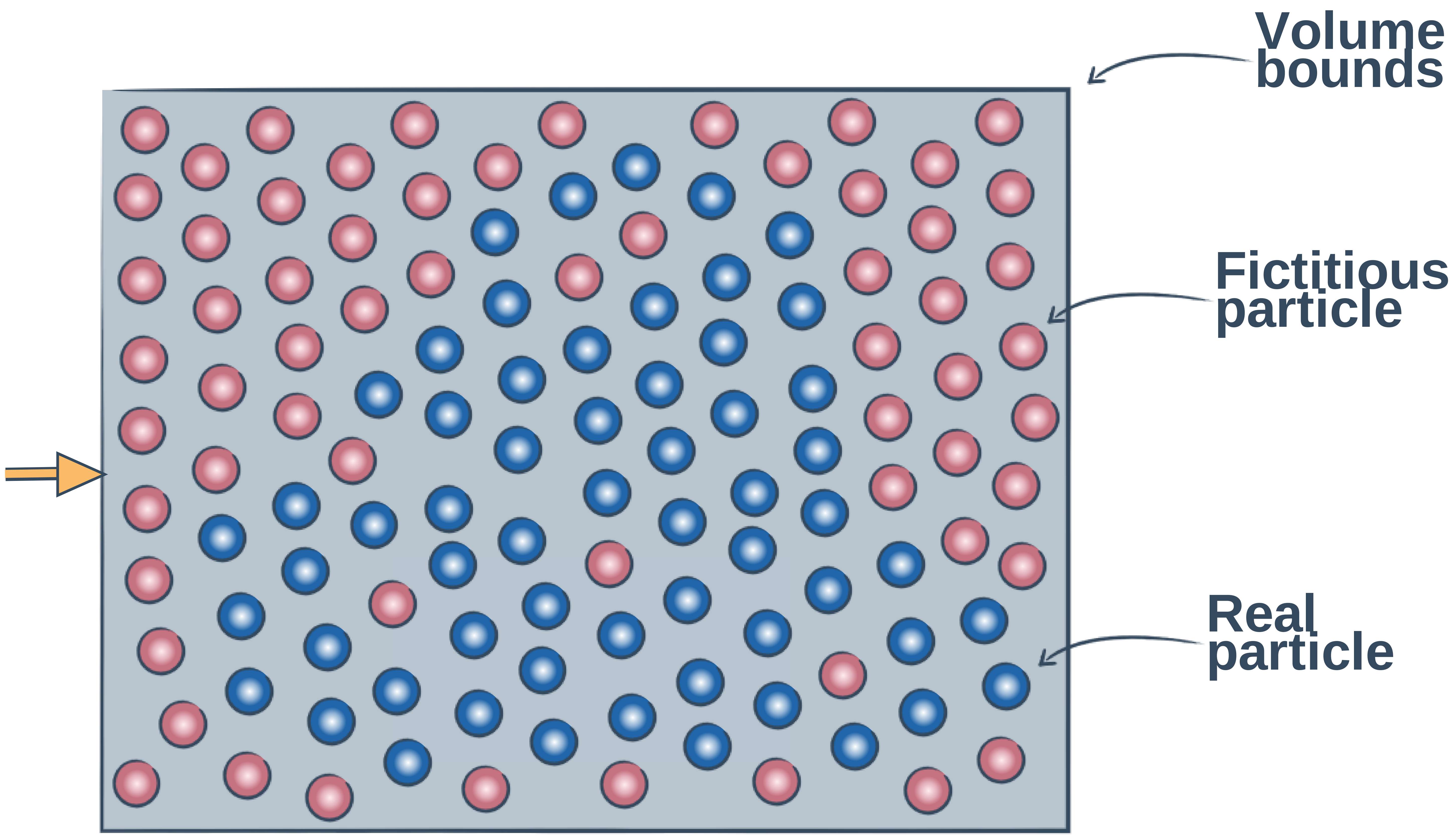
Physical Interpretation

HOMOGENIZATION



Physical Interpretation

HOMOGENIZATION



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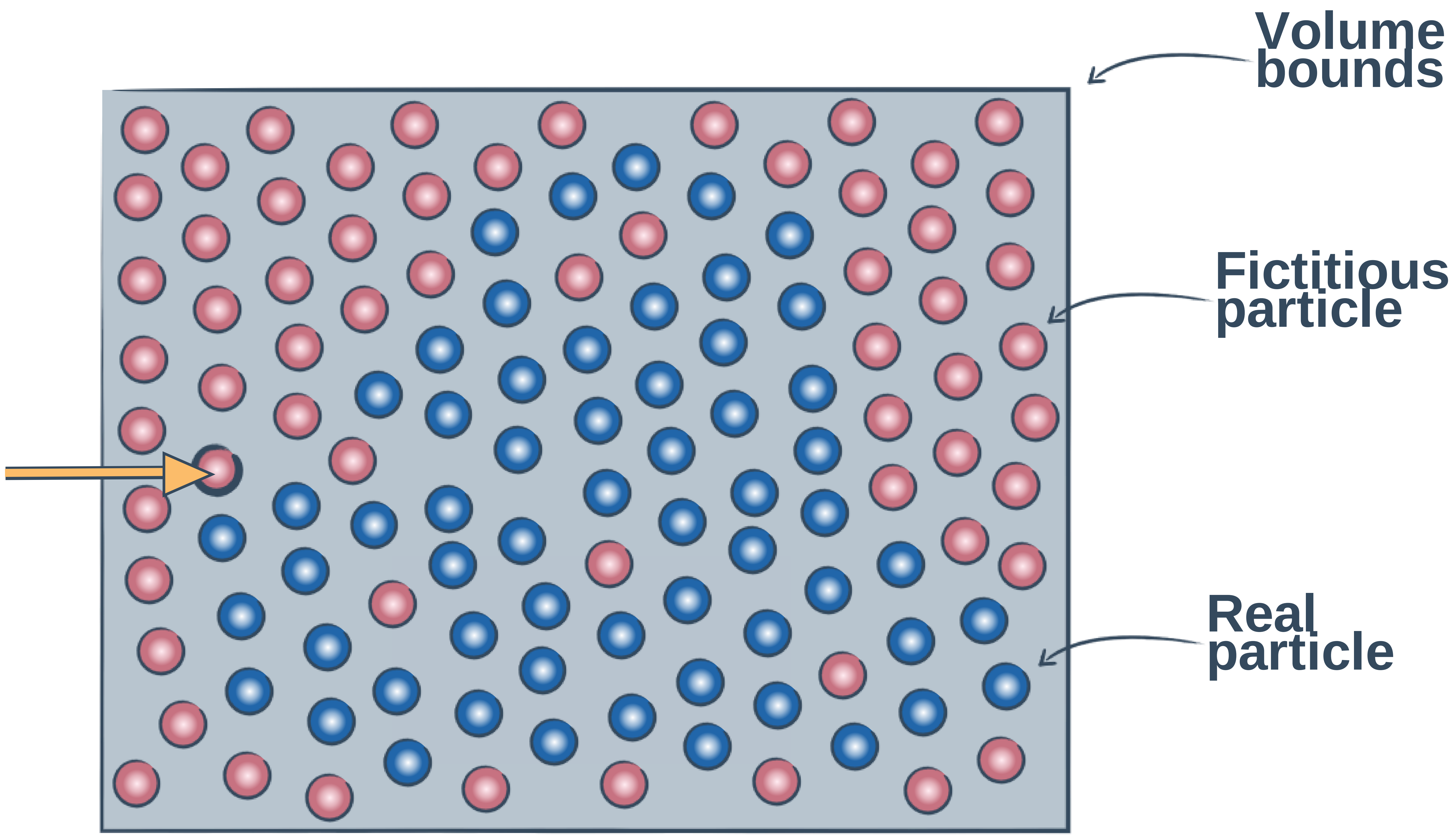

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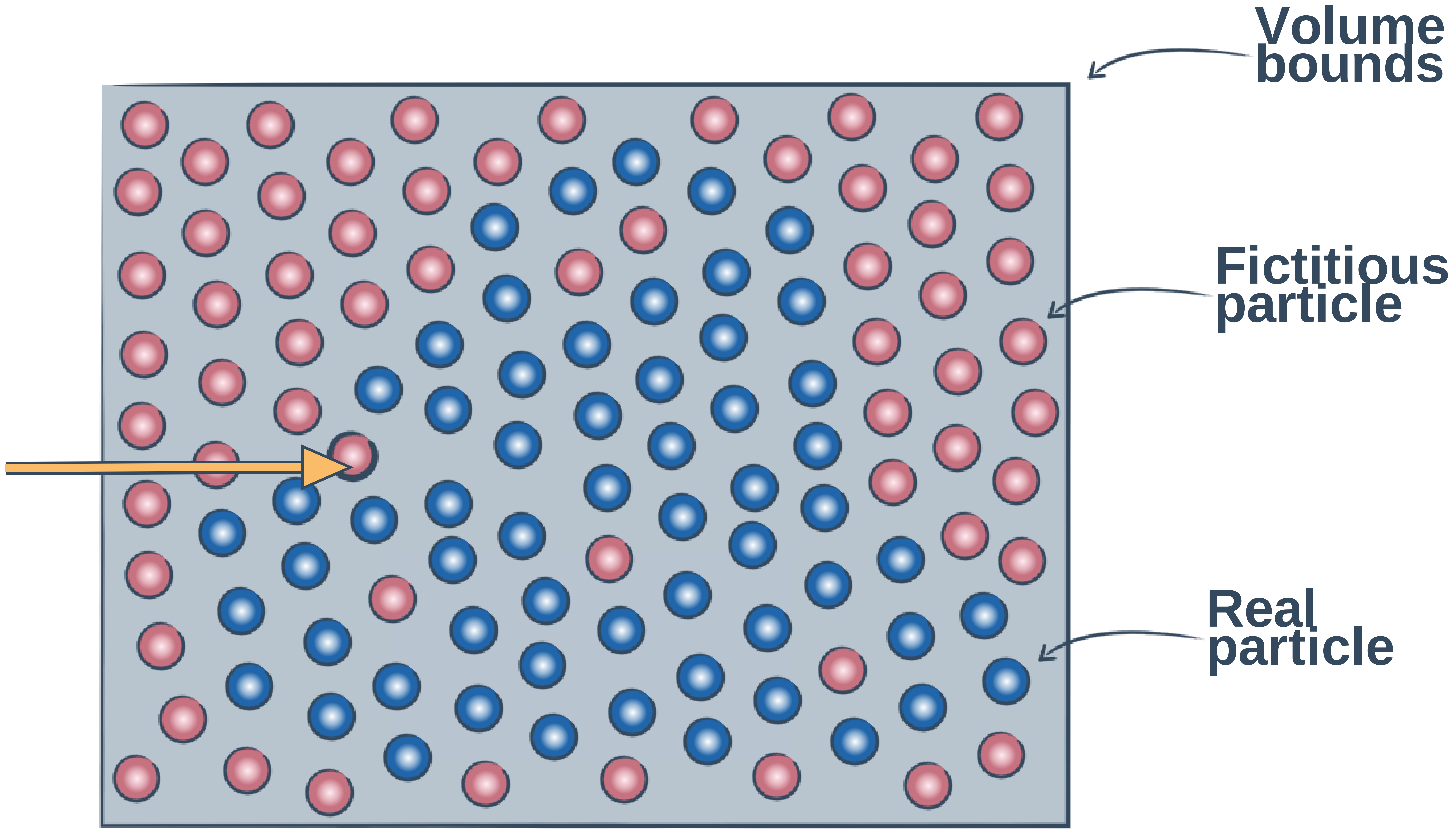

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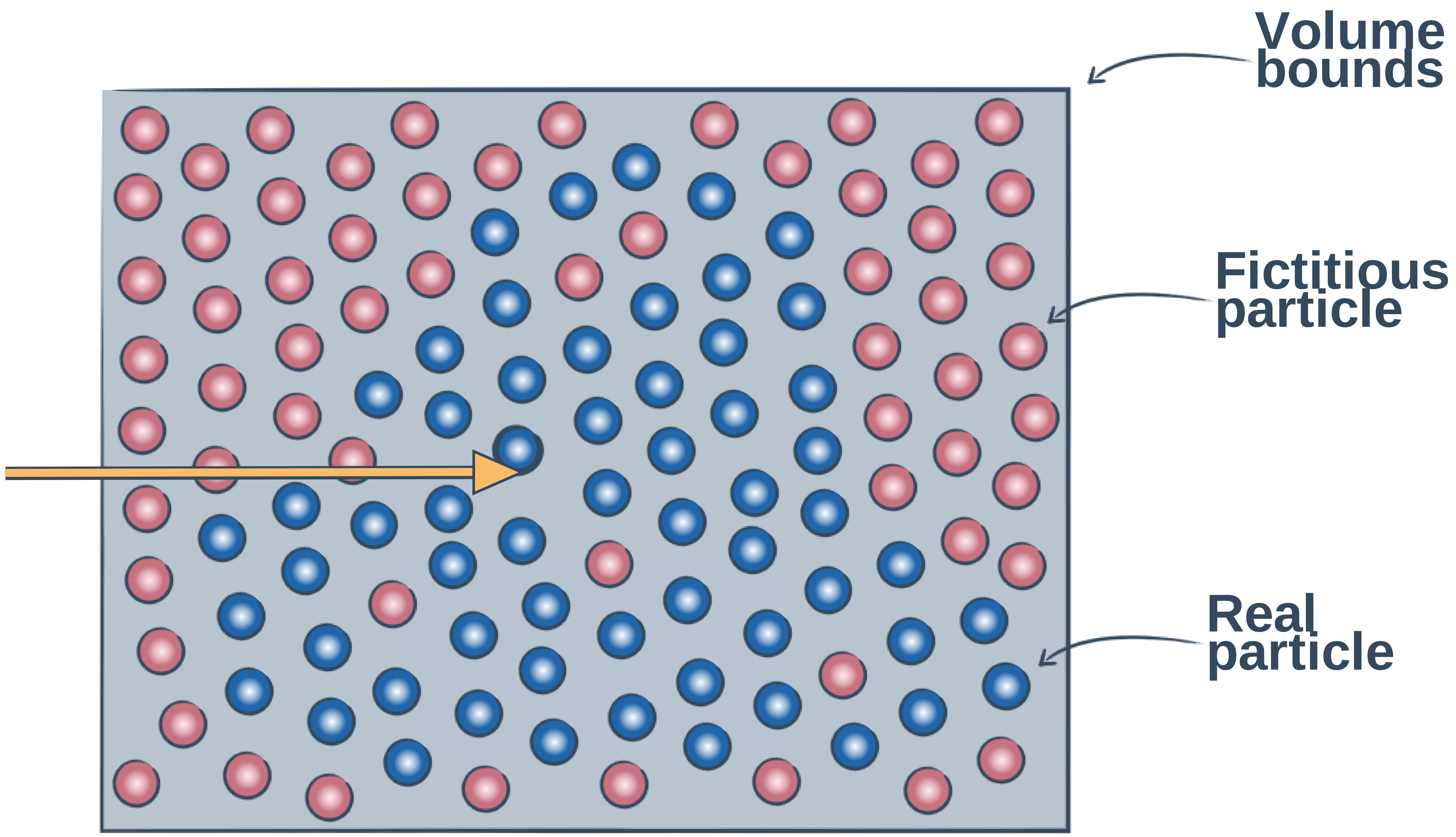

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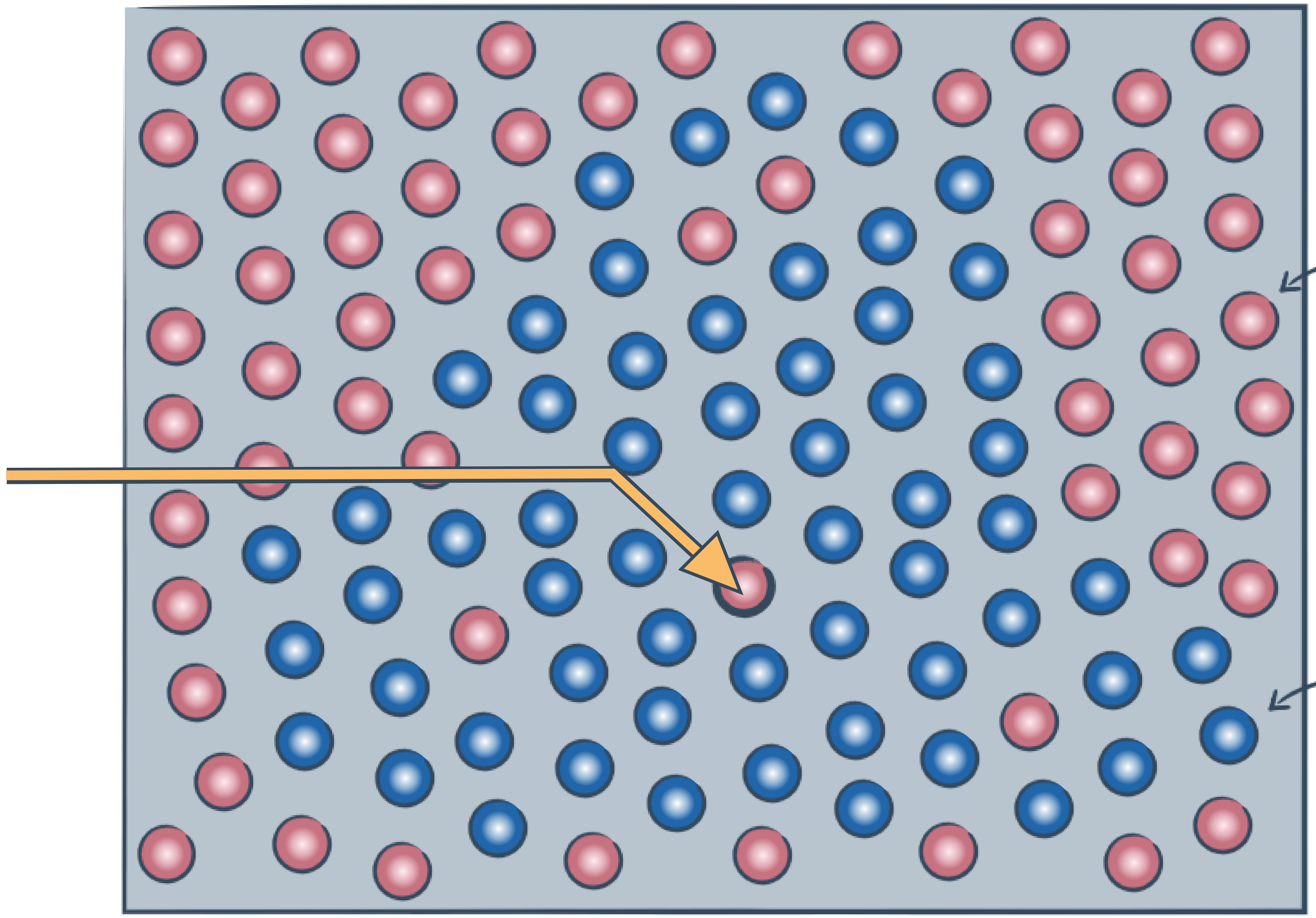

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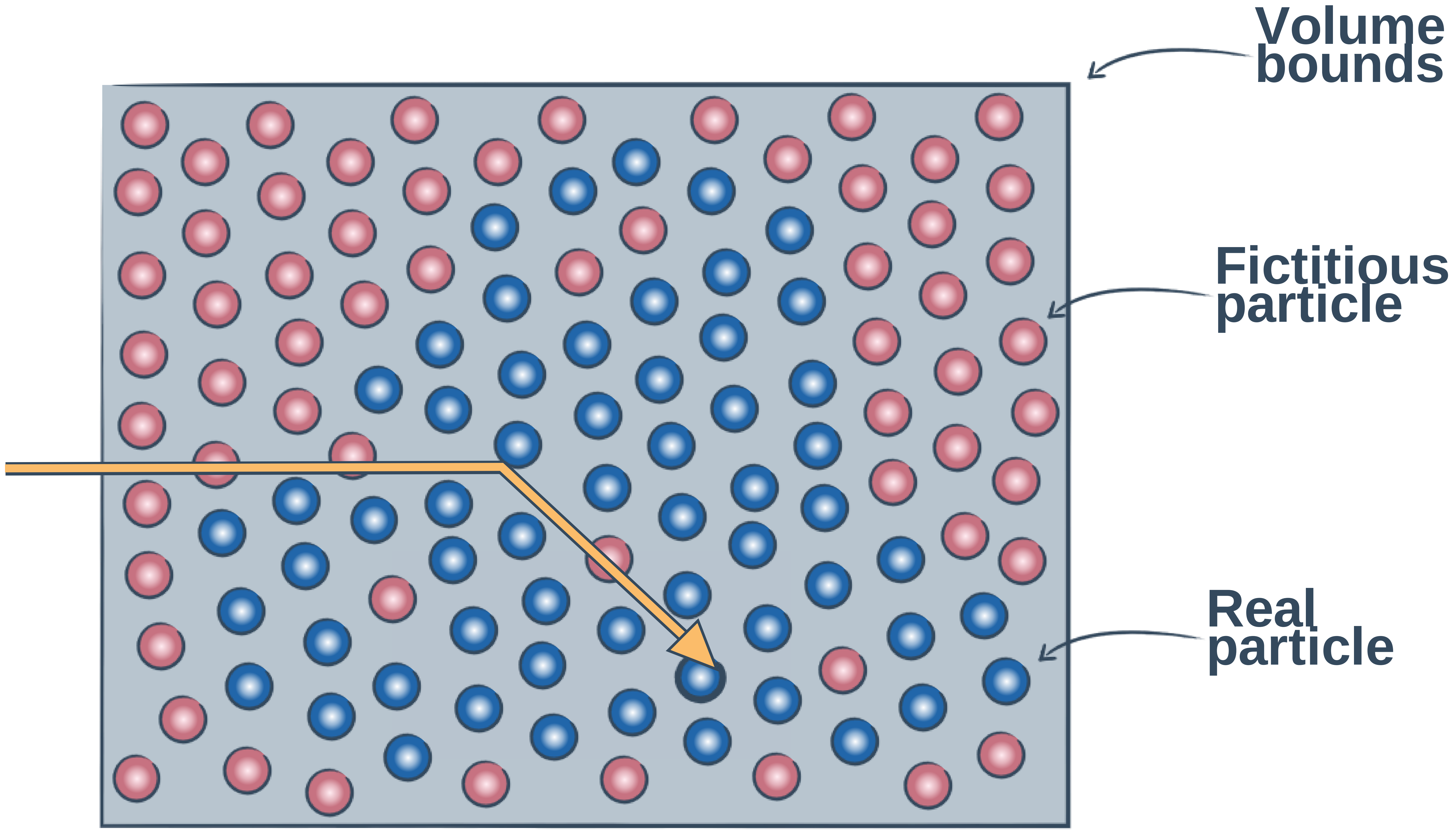

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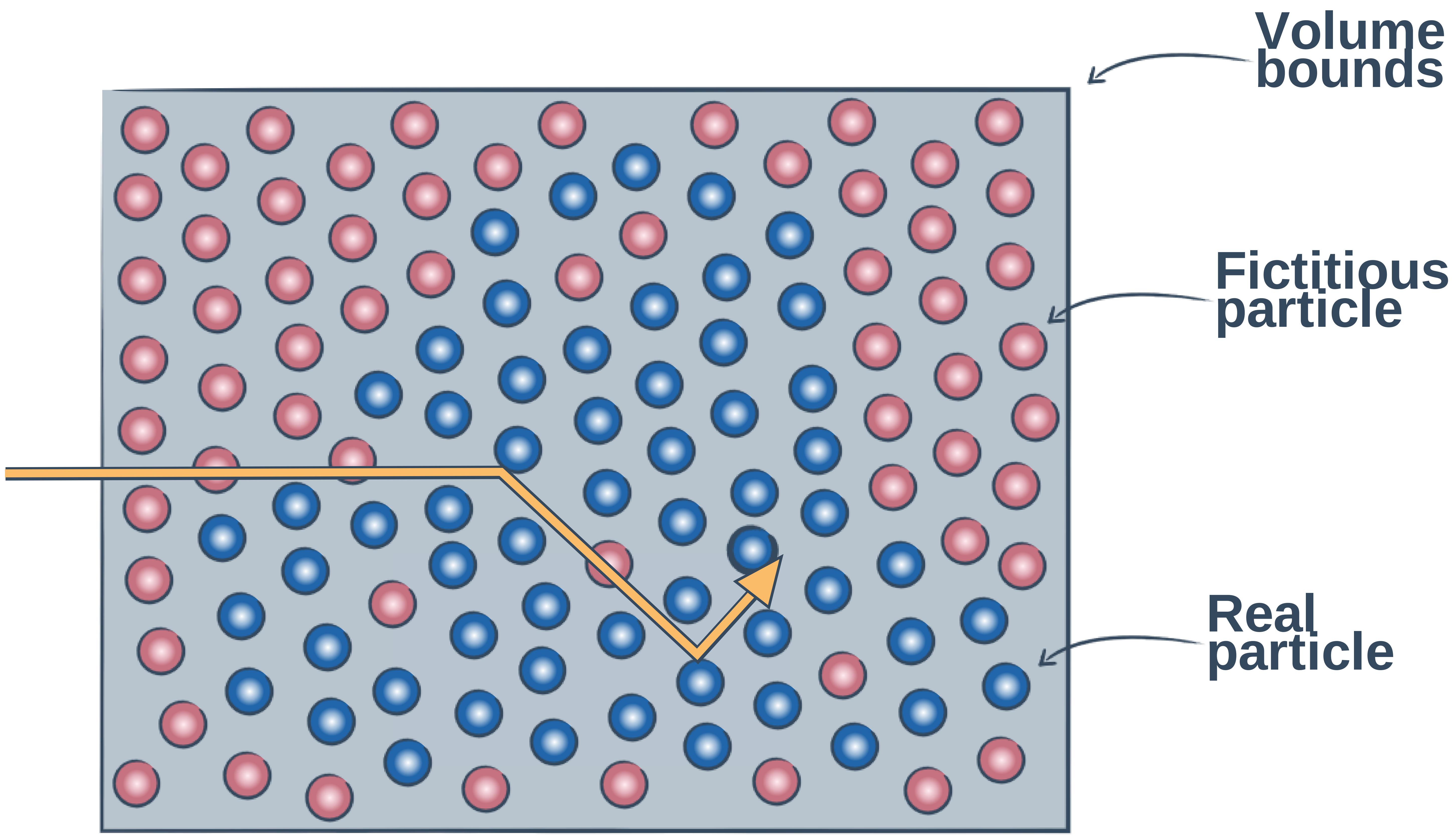

Physical Interpretation

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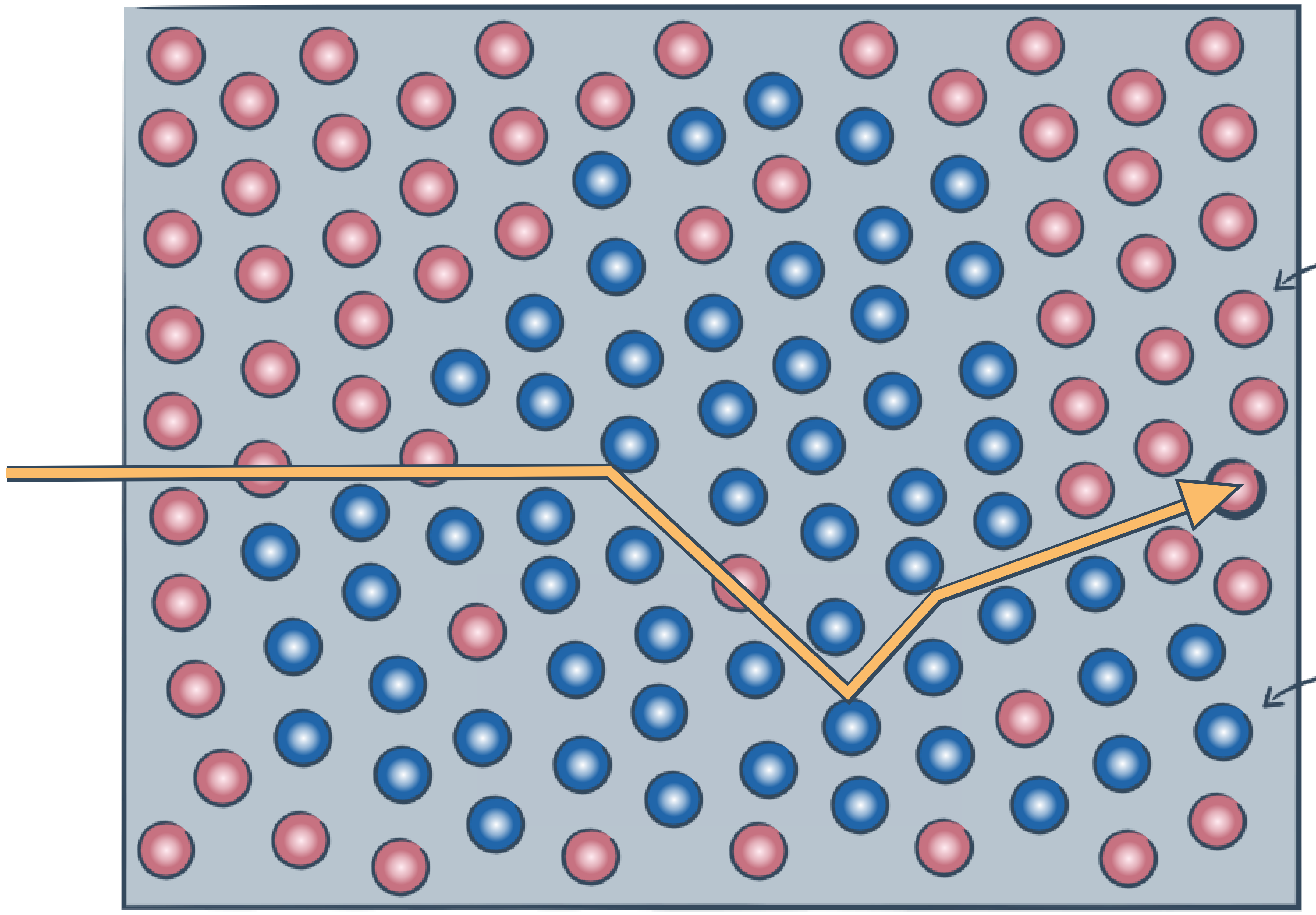

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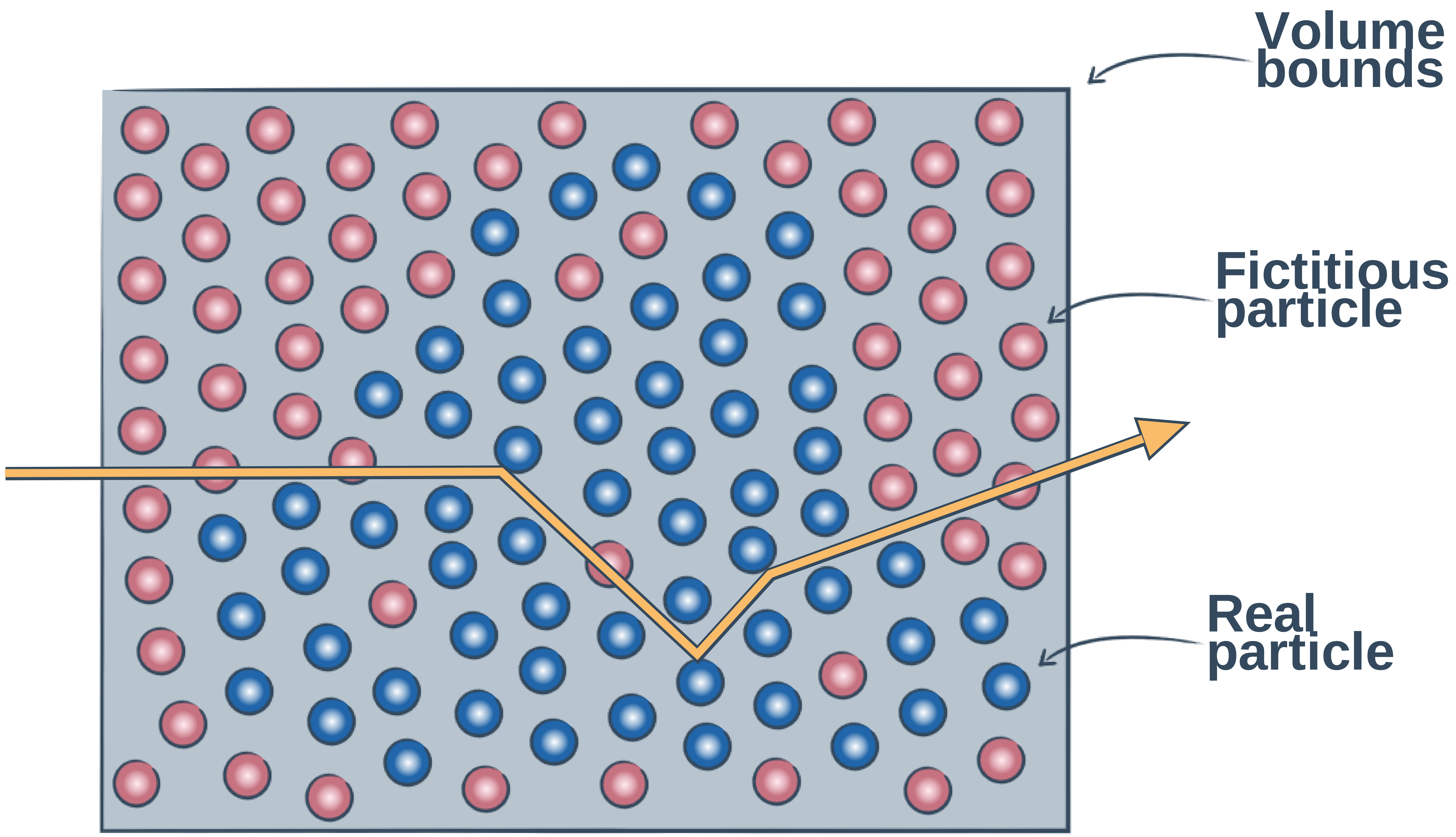

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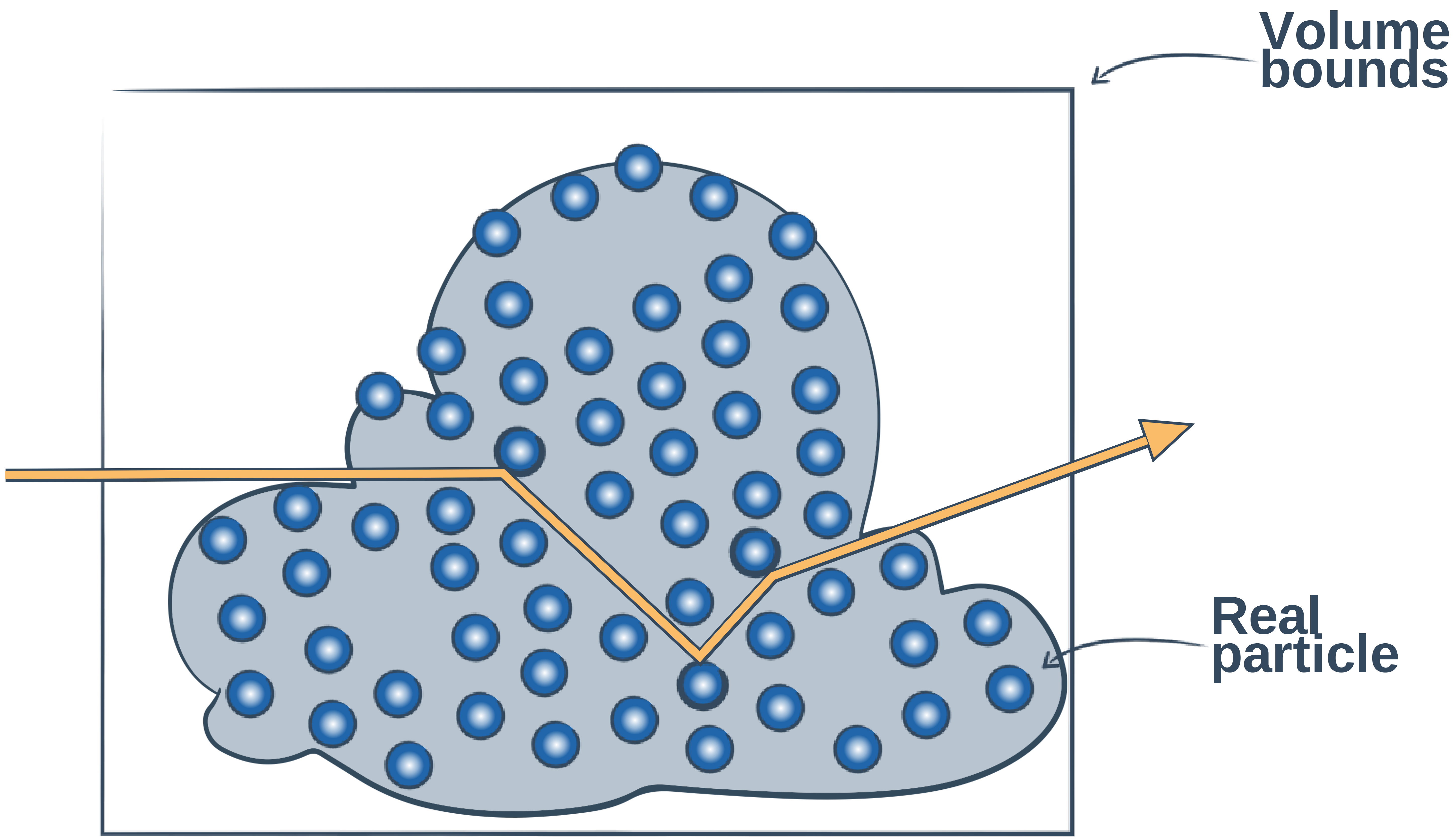
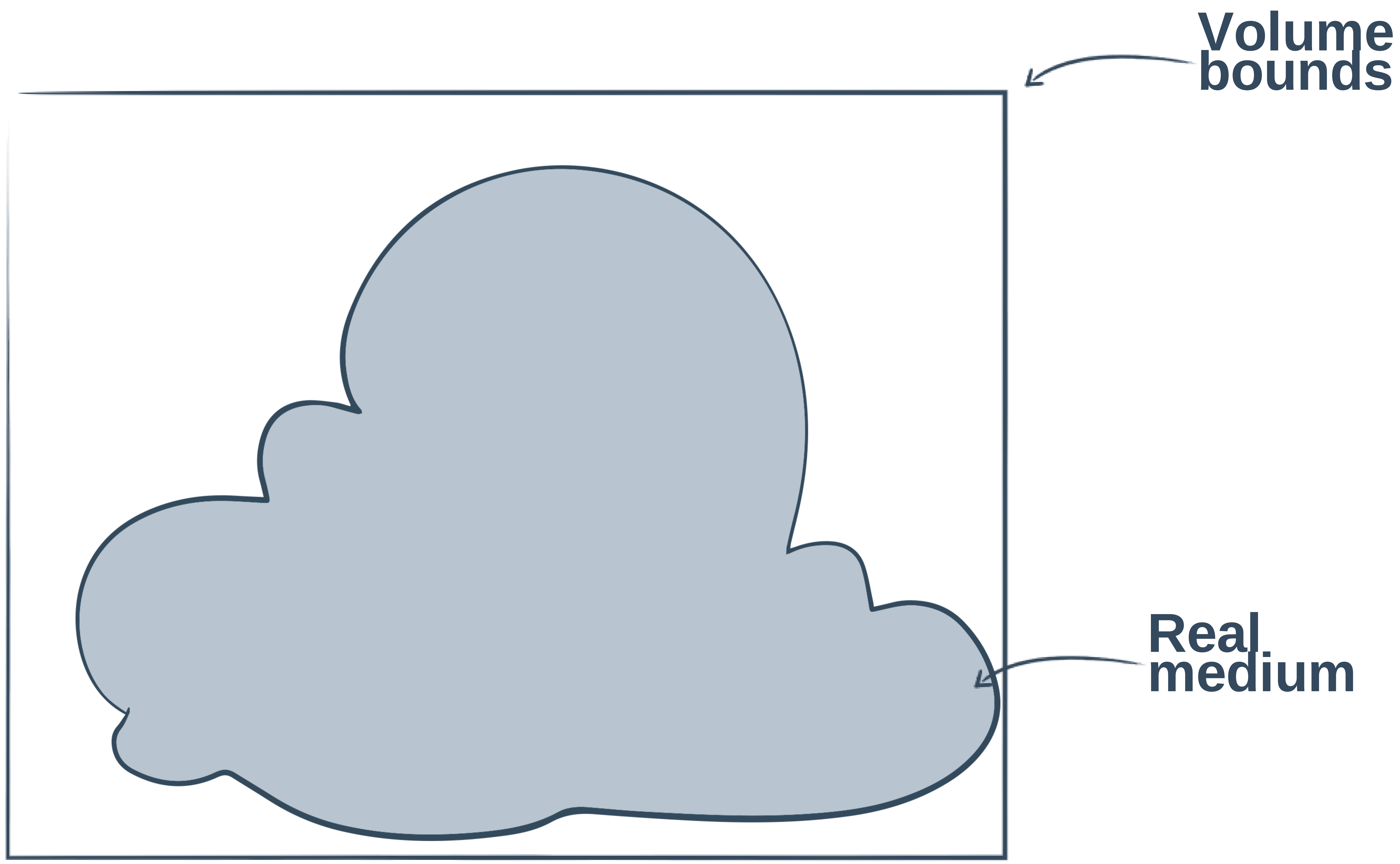


Stochastic Sampling



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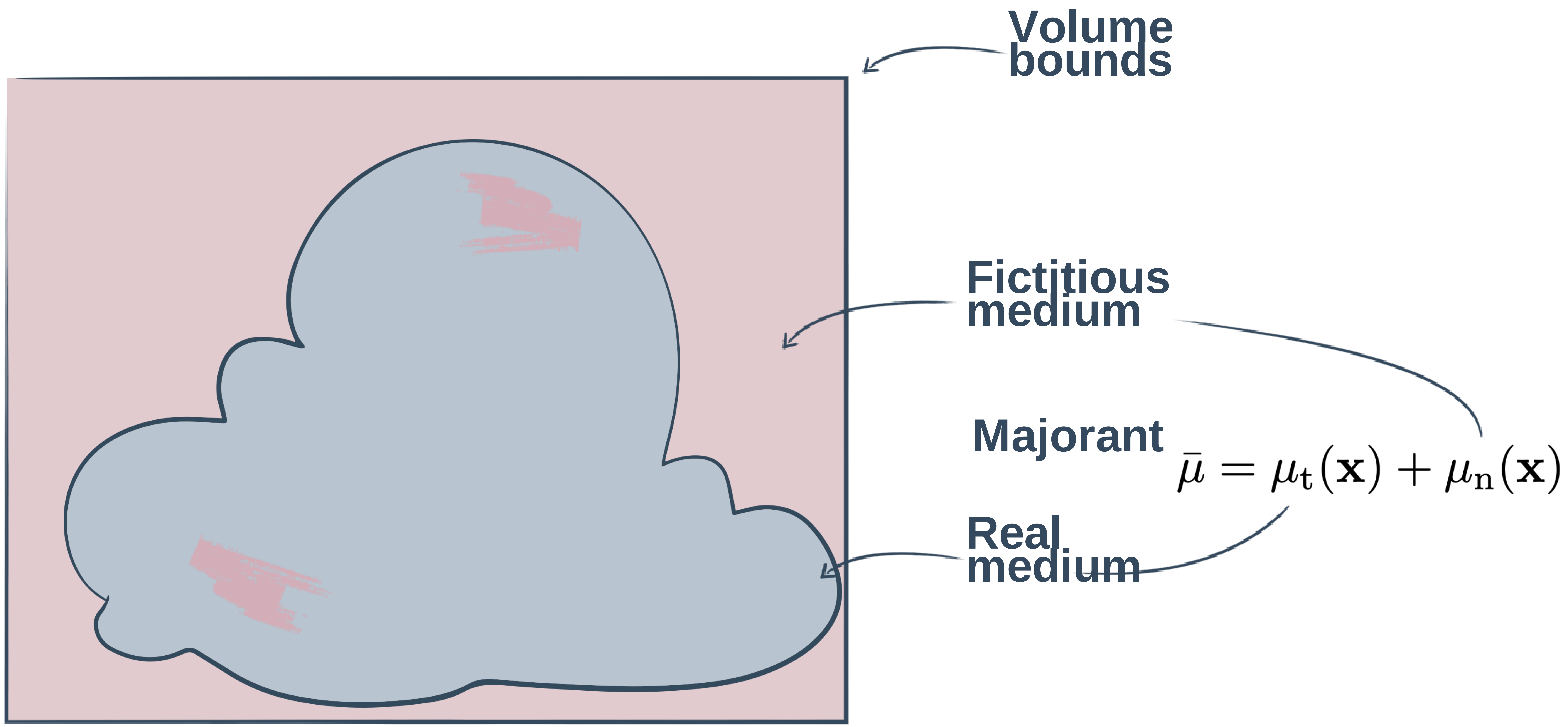
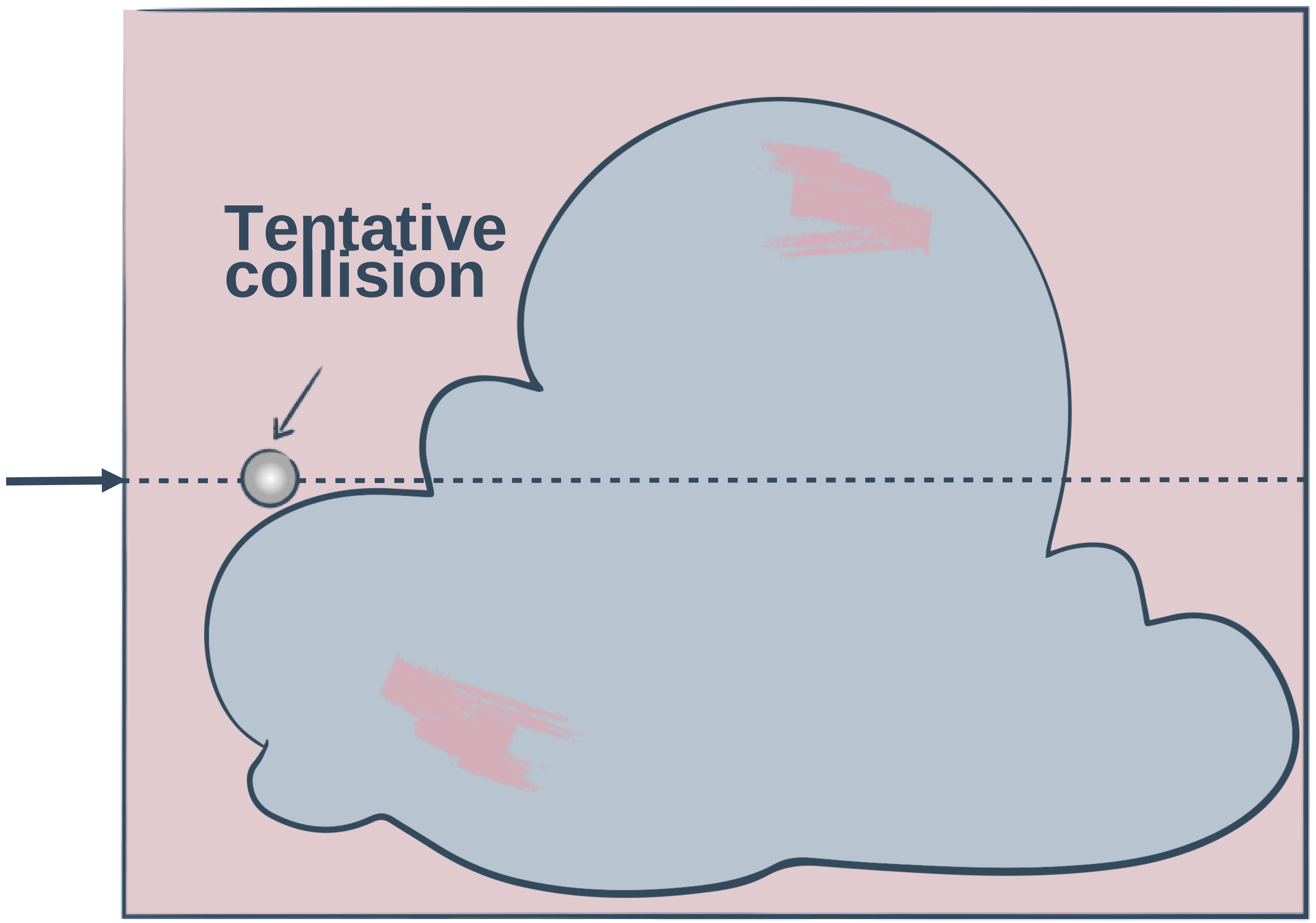
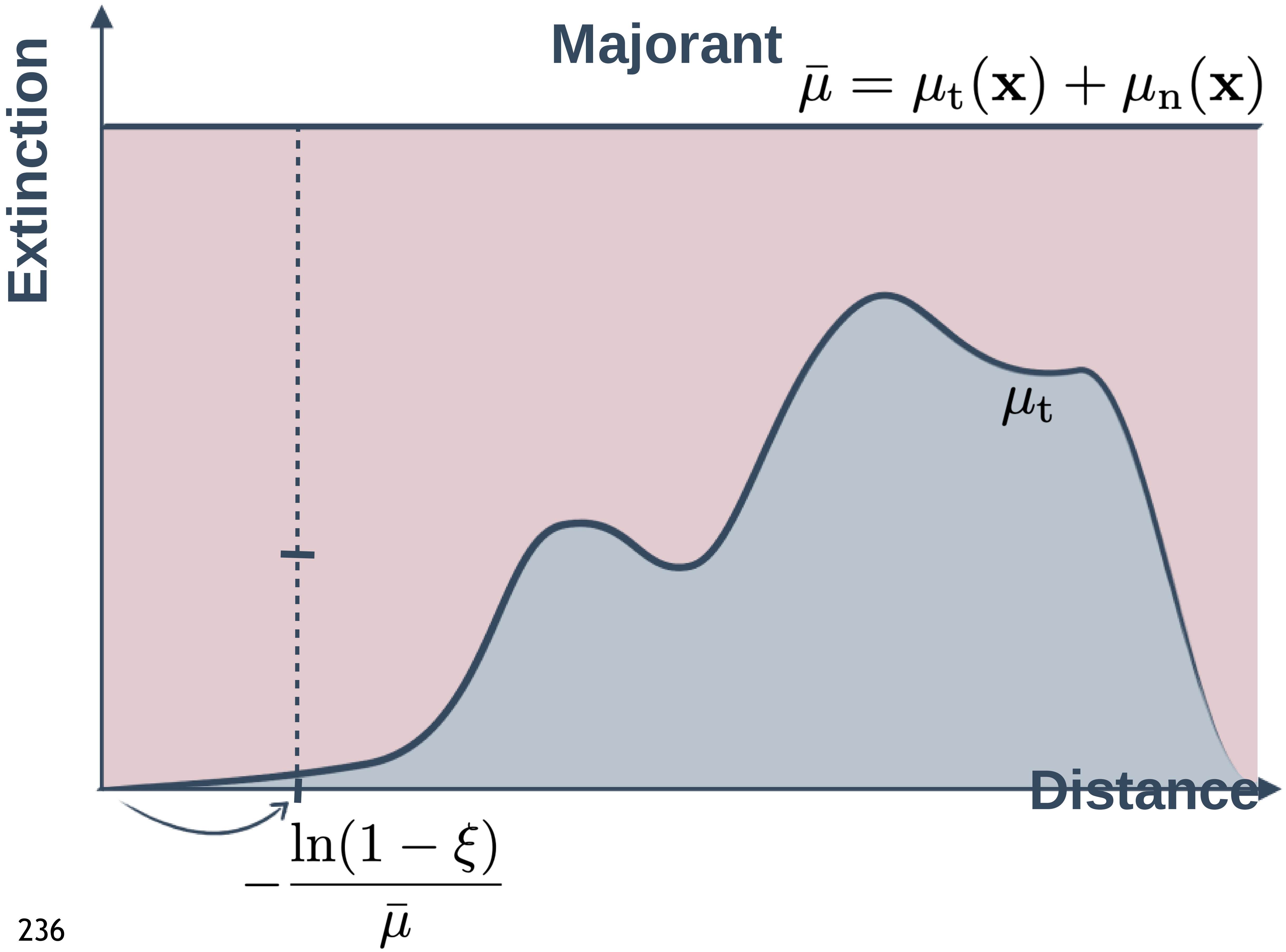


Stochastic Sampling

$$P_{\mathrm{r}}(\mathbf{x}) = \frac{\mu_{\mathrm{t}}(\mathbf{x})}{\bar{\mu}} \qquad P_{\mathrm{n}}(\mathbf{x}) = \frac{\mu_{\mathrm{n}}(\mathbf{x})}{\bar{\mu}}$$





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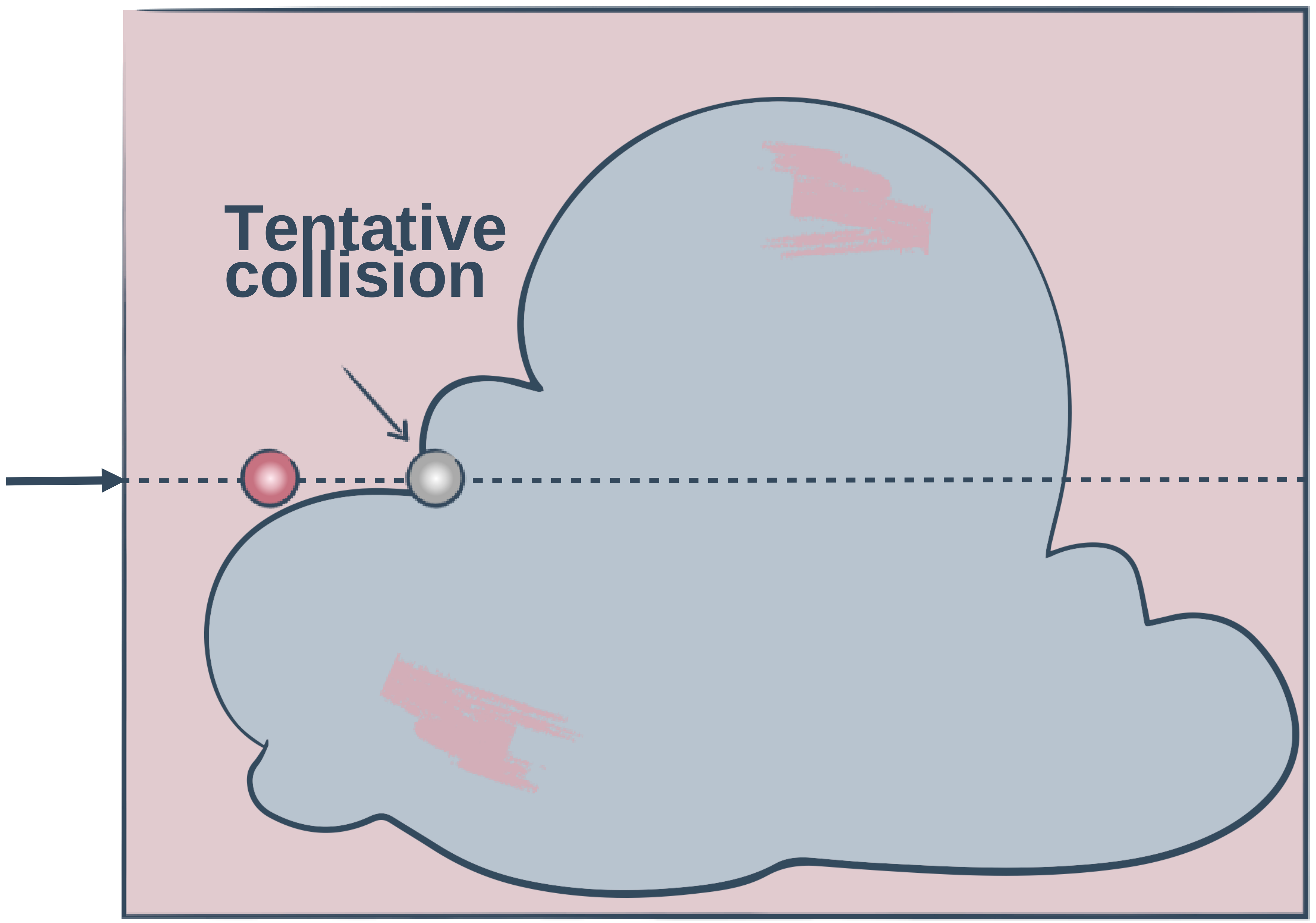

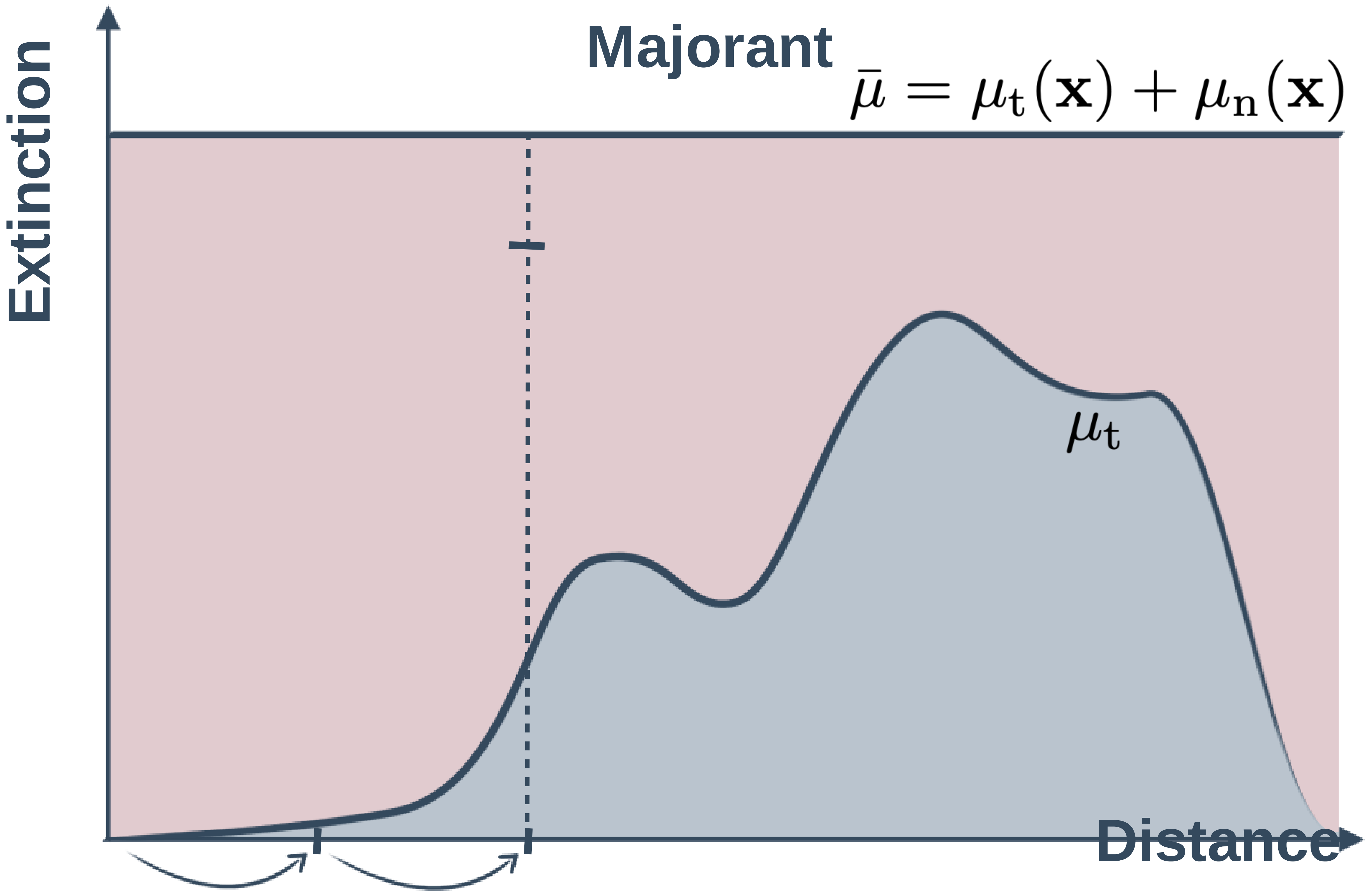

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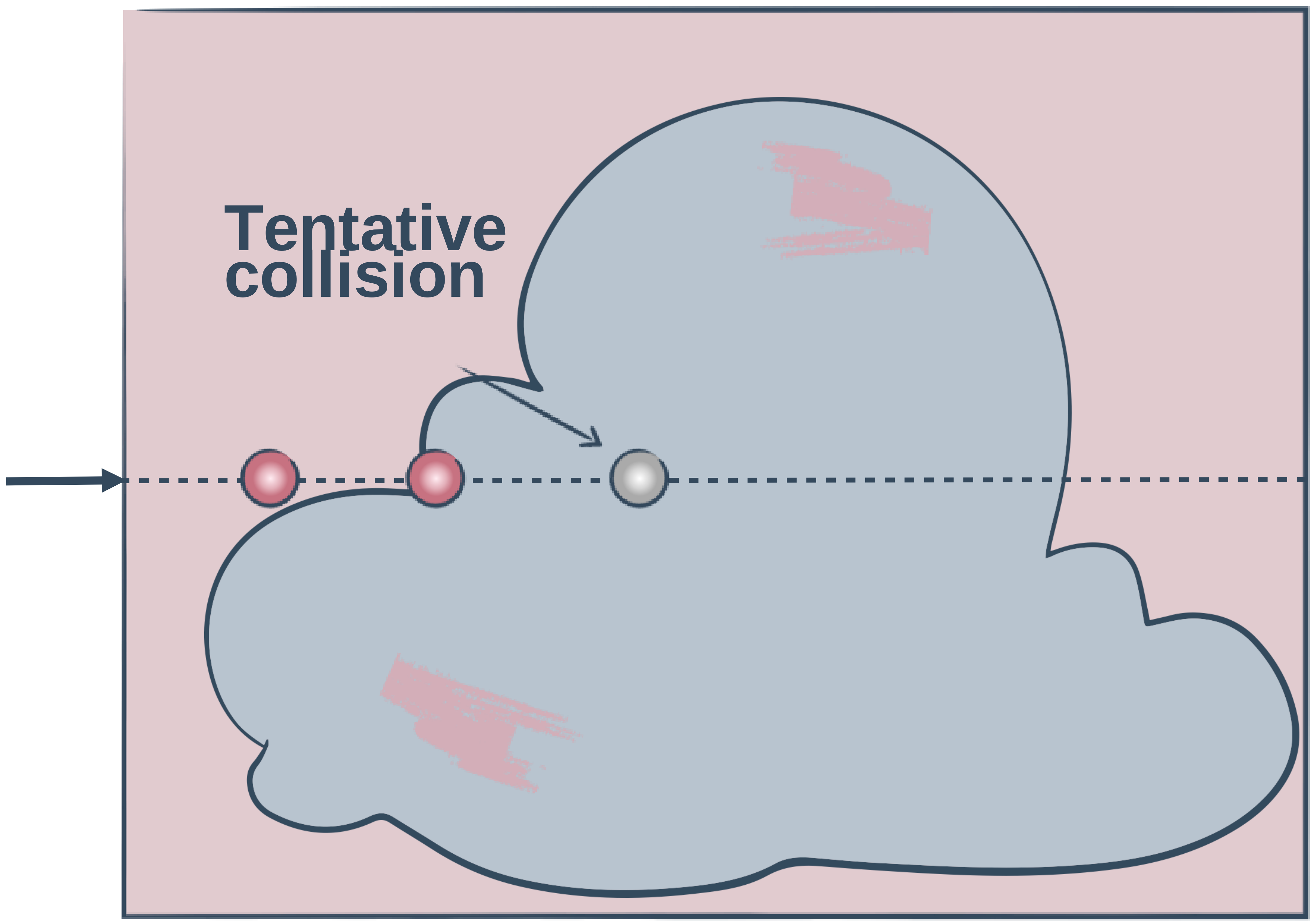

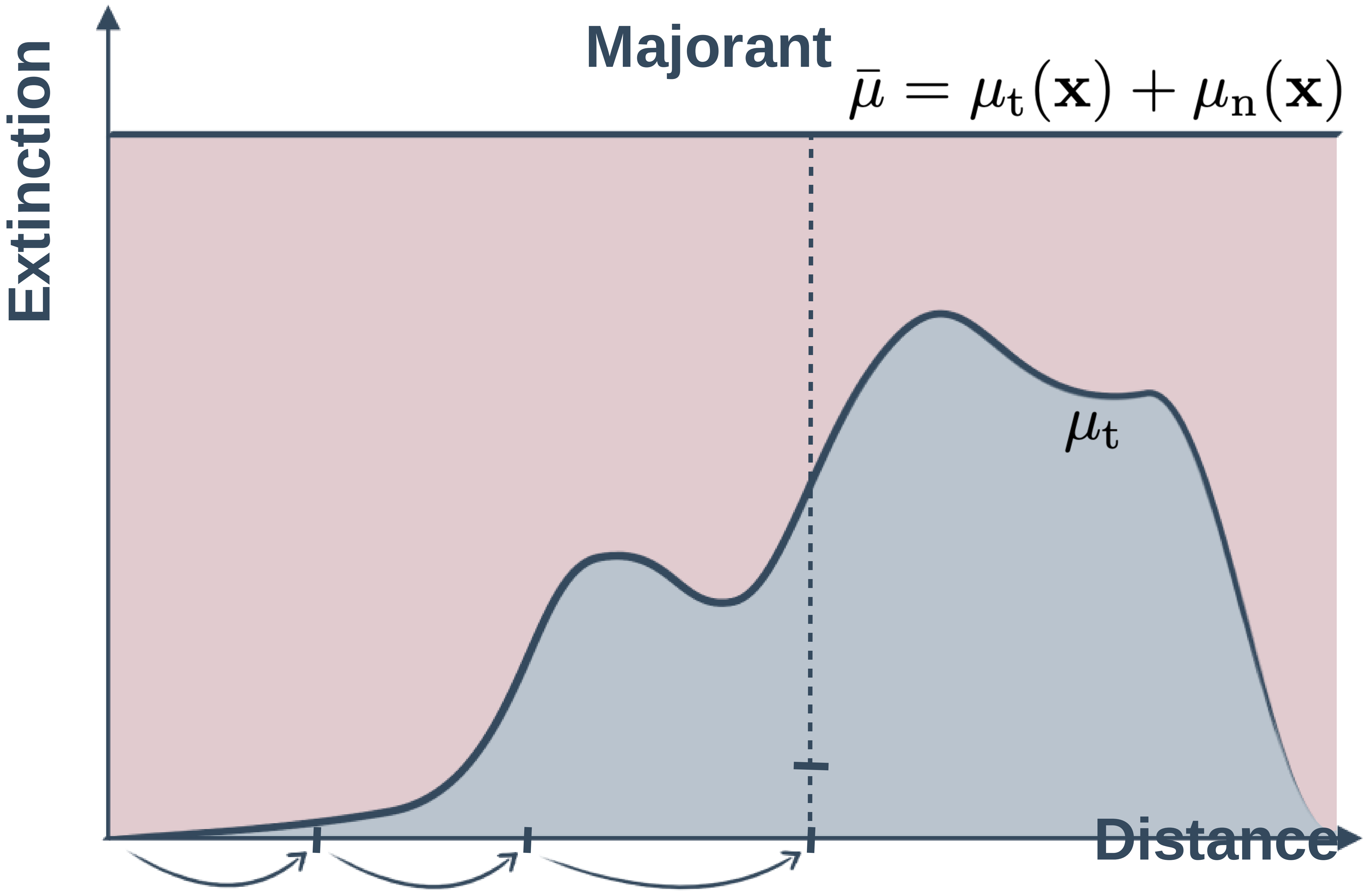

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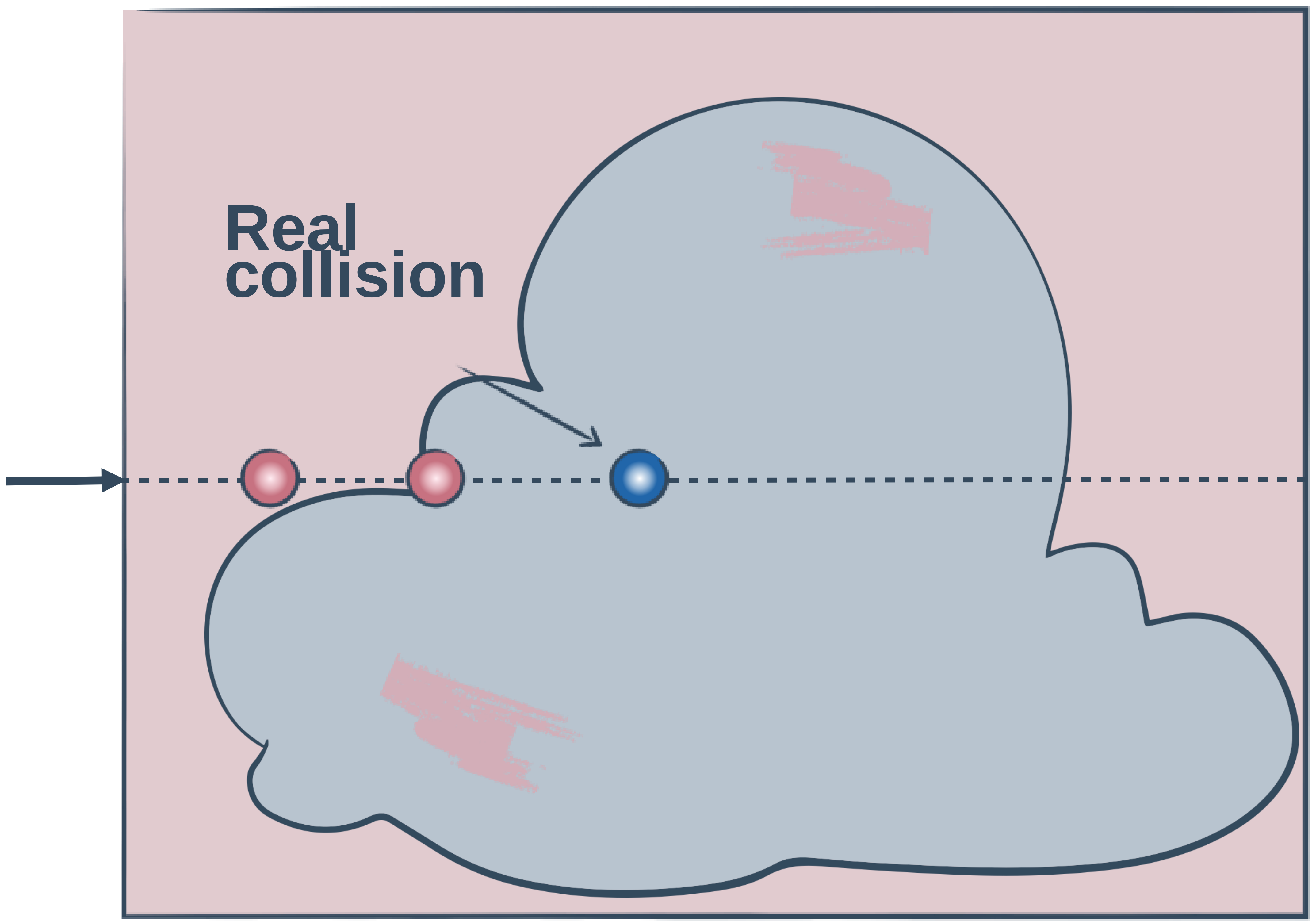
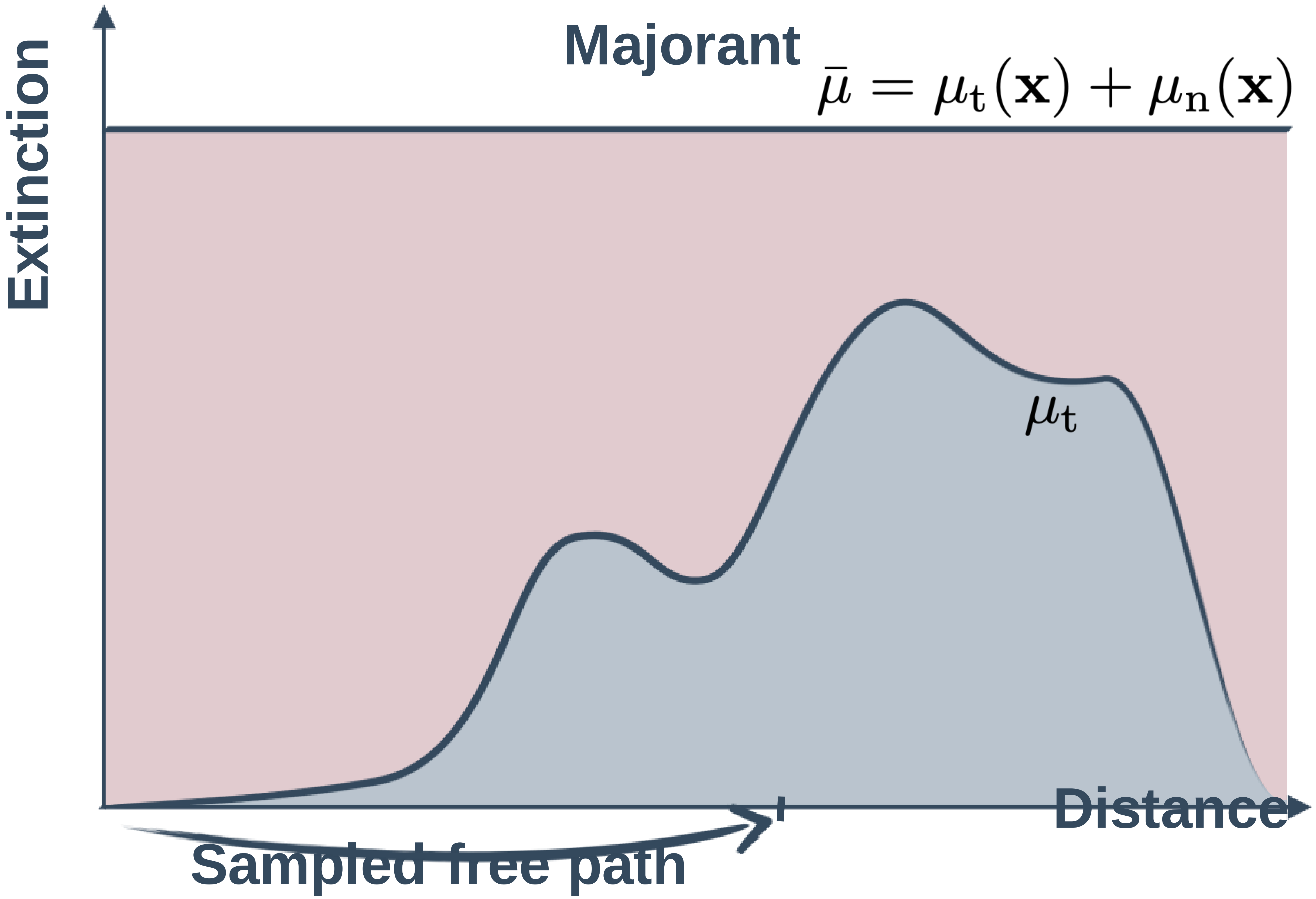
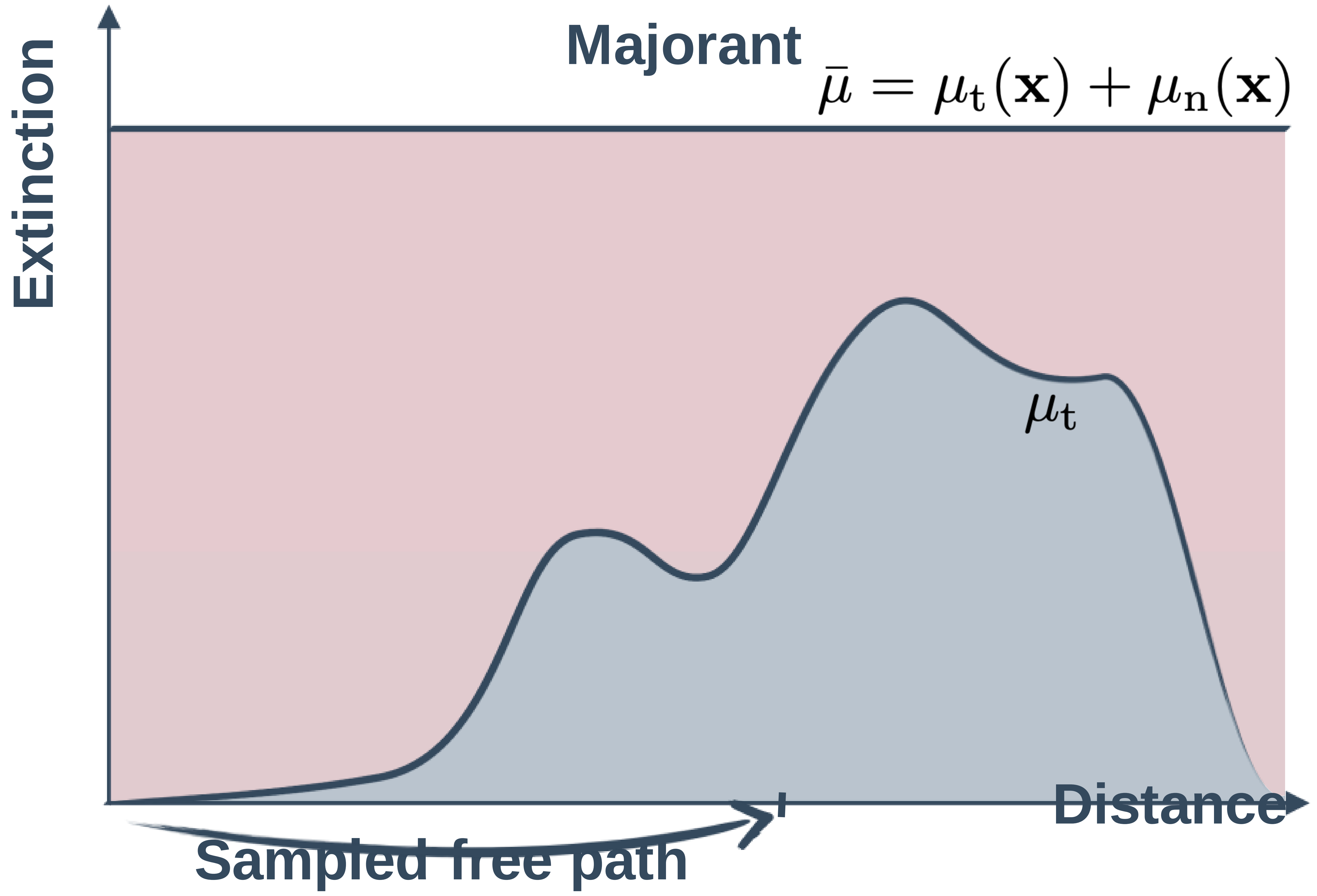


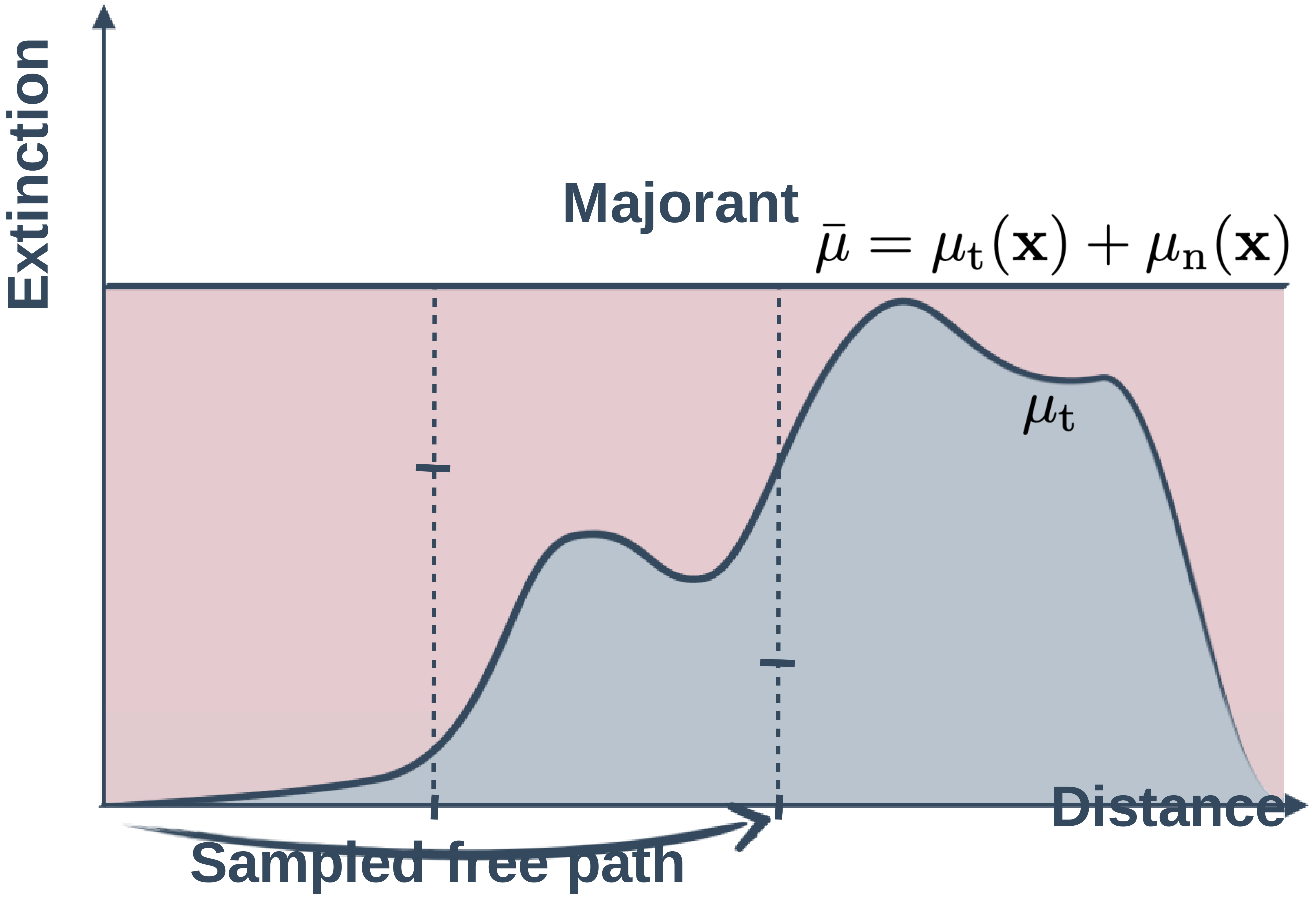


Impact of Majorant



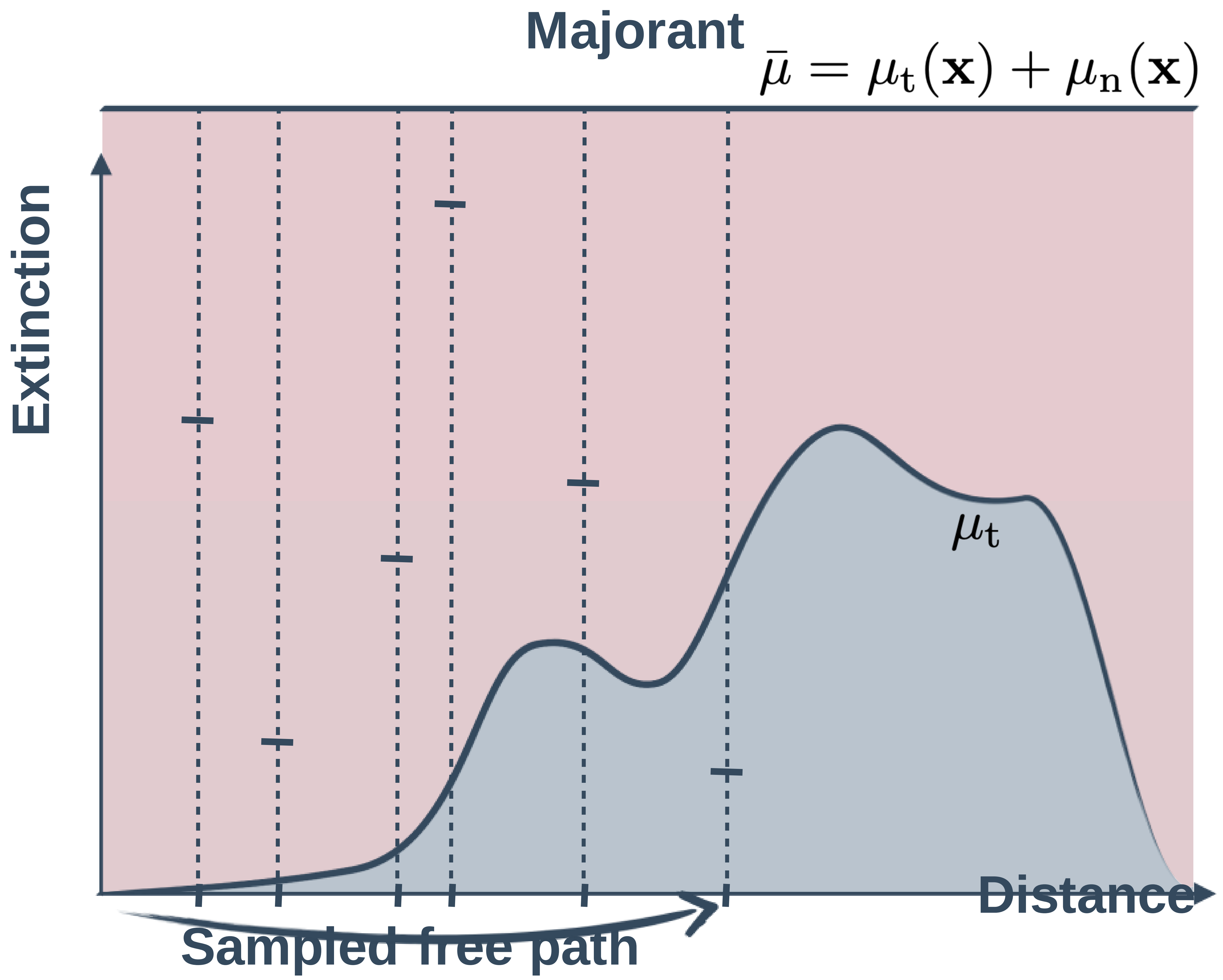
Impact of Majorant

Tight majorant = GOOD
(few rejected collisions)



Impact of Majorant

Loose majorant = BAD (many expensive rejected collisions)



Acknowledgements

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Next career fair “next” on June 11, 2024 from 10:00 a.m. to 5:00 p.m.

The trade fair offers our students the opportunity to meet potential employers, make contacts and find out about career opportunities. Companies have the opportunity to offer internships, theses or entry-level positions.