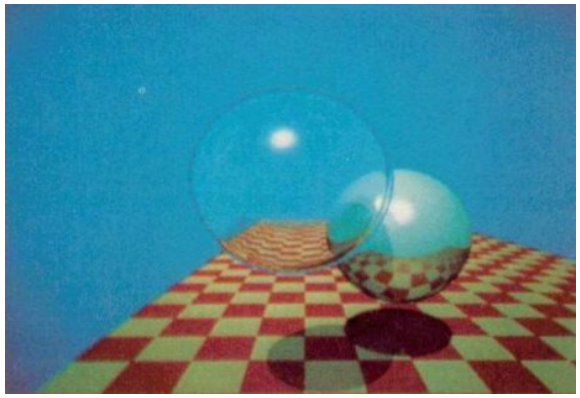
CT4201/EC4215: Computer Graphics

Distributed Ray Tracing

BOCHANG MOON

Distributed Ray Tracing

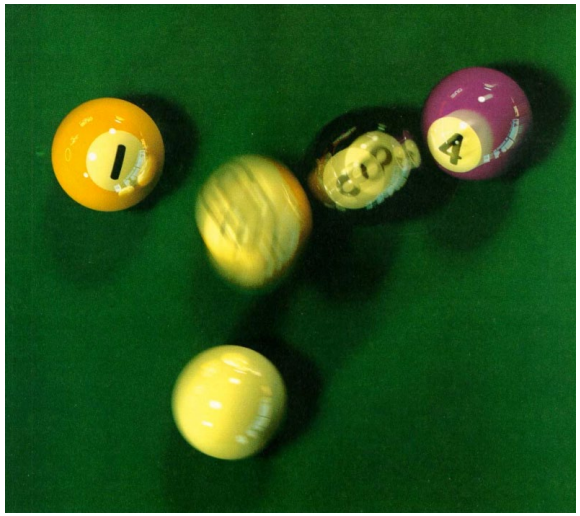
- Motivation
  - The classical ray tracing produces very clean images (look fake)
    - Perfect focus
    - Perfect reflections
    - Sharp shadows



[Whitted 1980]

- [Cook et al. 1984]
  - The main idea is to replace the single ray with a distribution of rays

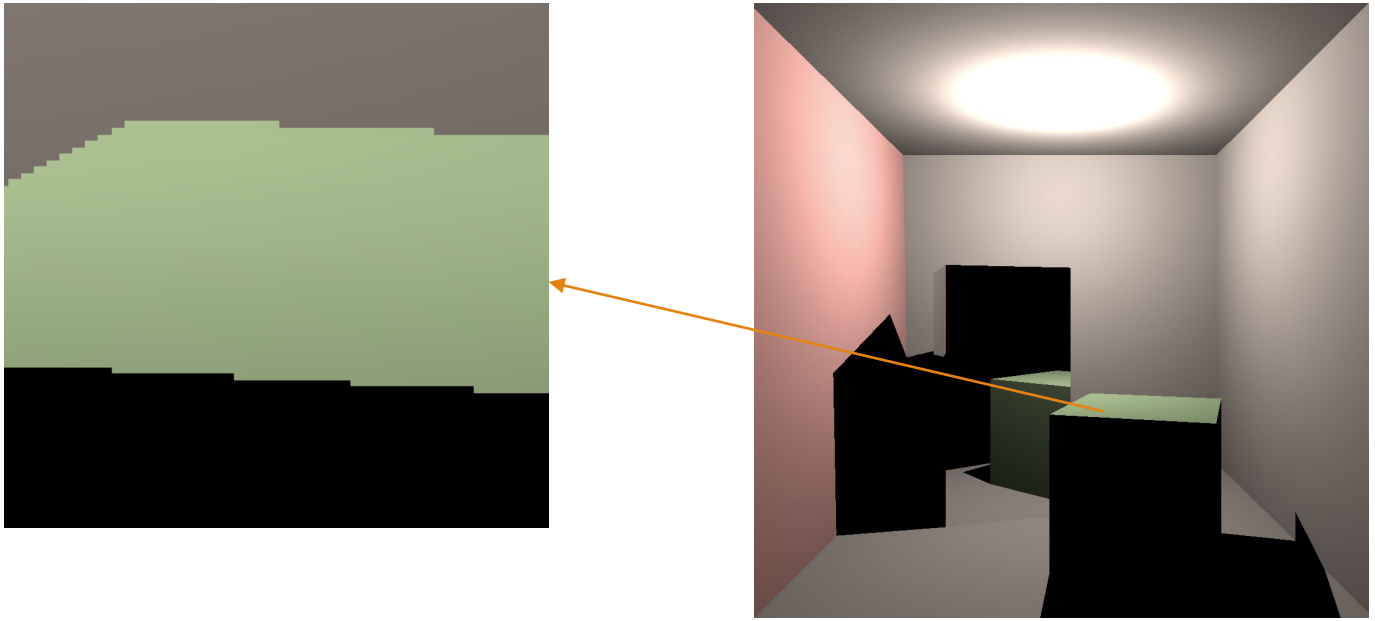
- Add randomness to rendering
  - Antialiasing
  - Soft shadows
  - Depth-of-field
  - Motion blur
  - Glossy reflections



[Cook et al. 1984]

Antialiasing

- To reduce image aliasing, we need to compute a pixel color by averaging multiple samples, instead of taking a ray sample only at the center point



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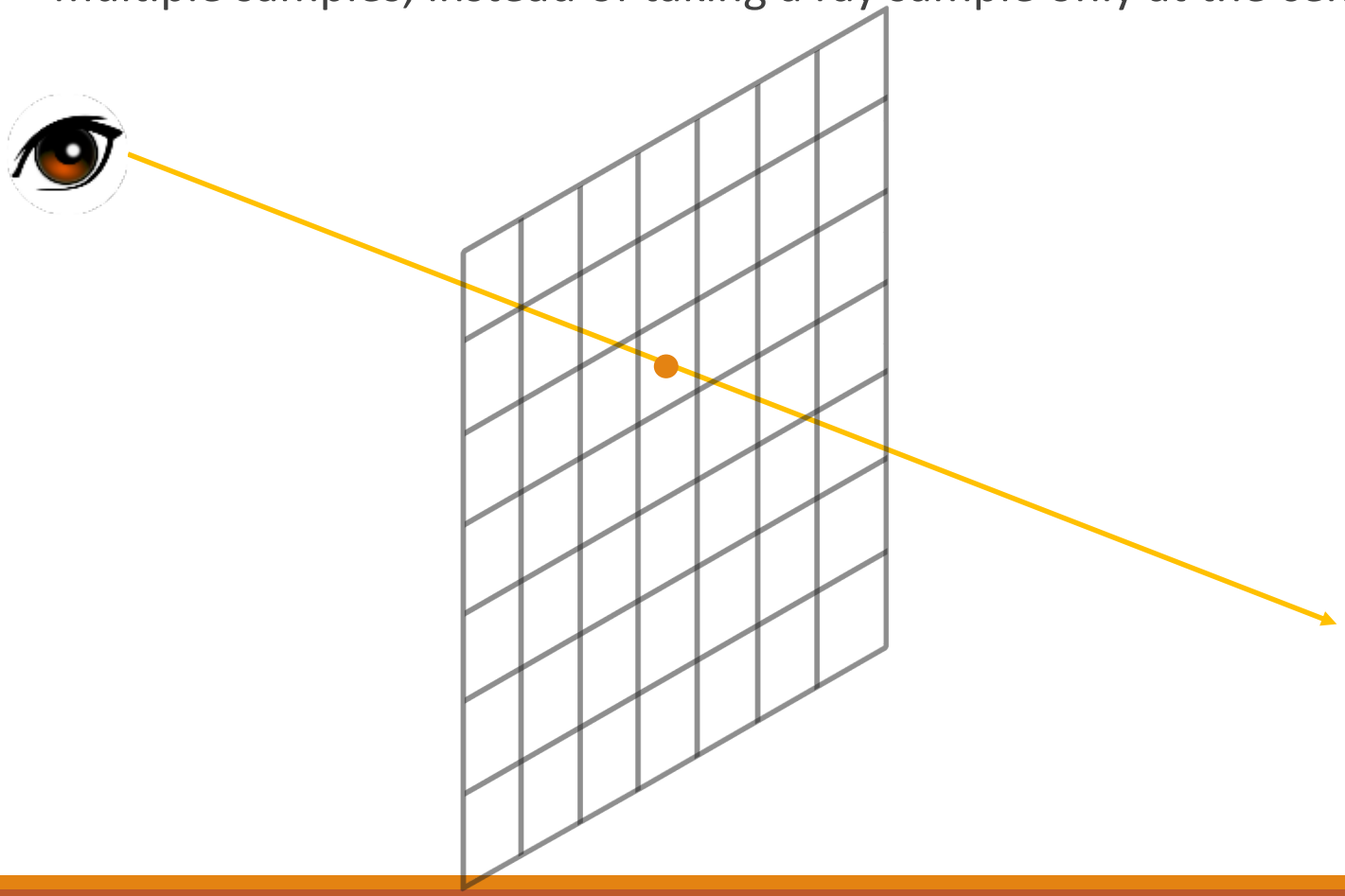

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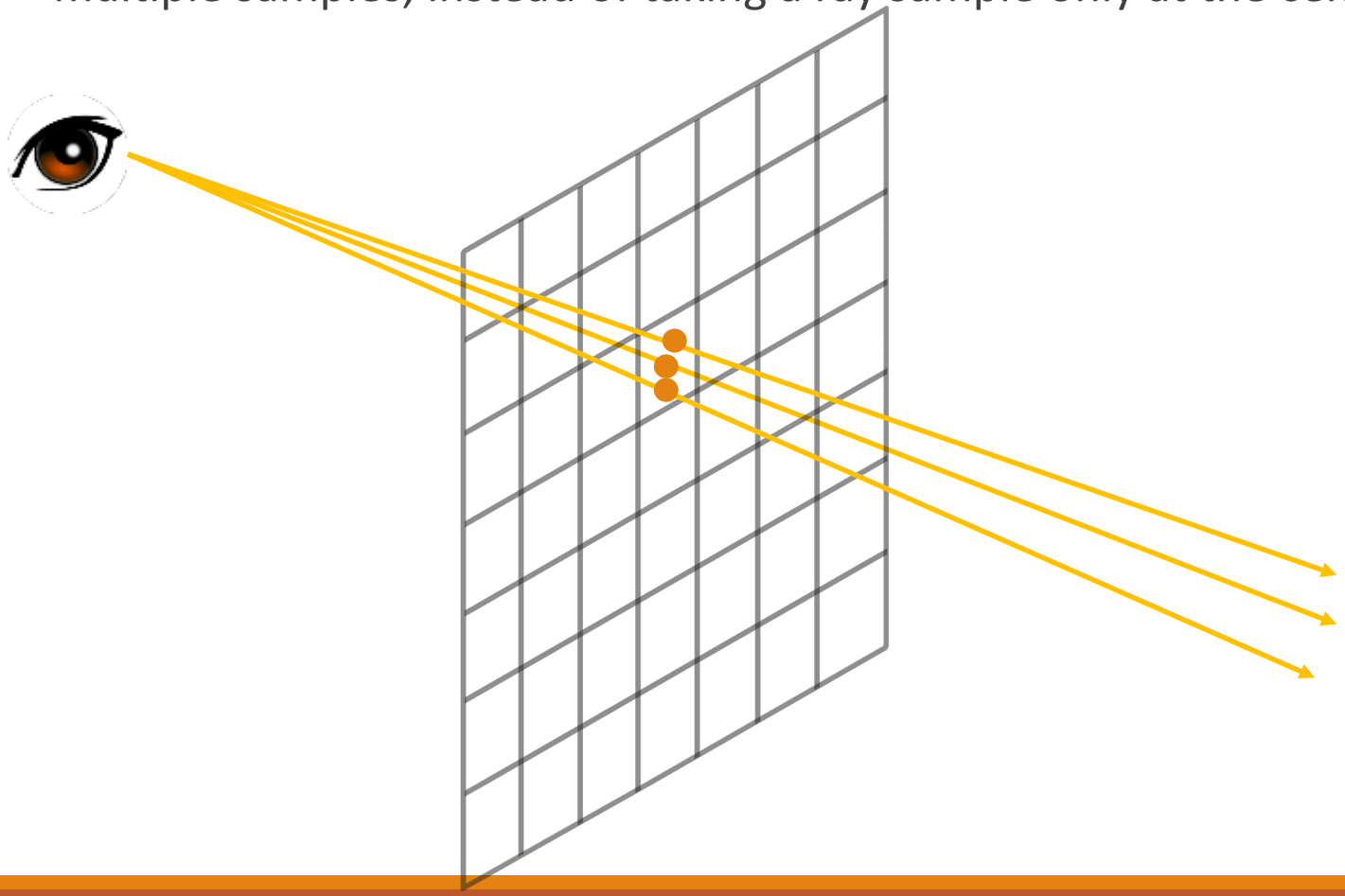
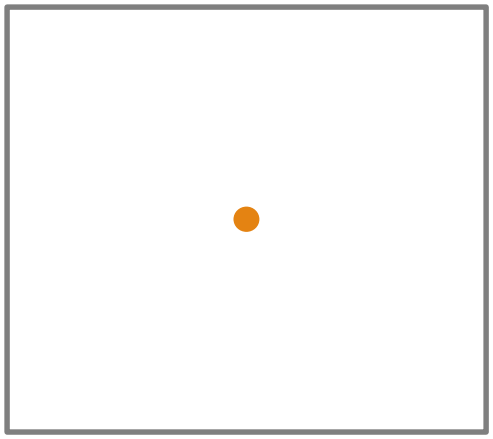


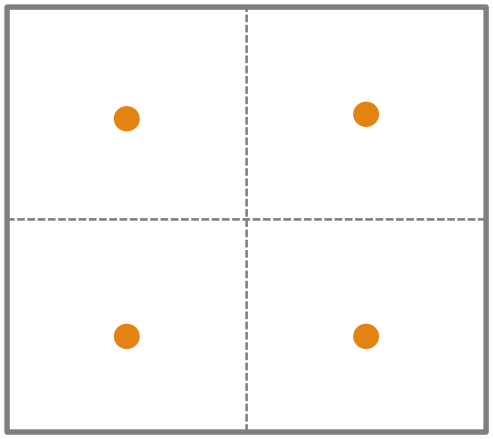
Antialiasing

- e.g. one sample / pixel
- for each pixel (x, y) do
  - $c(x, y) = trace(x + 0.5, y + 0.5)$



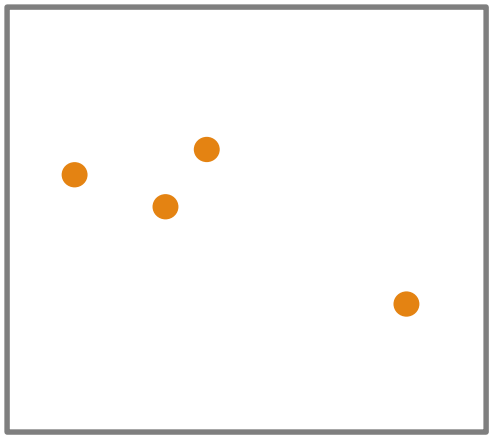
Antialiasing

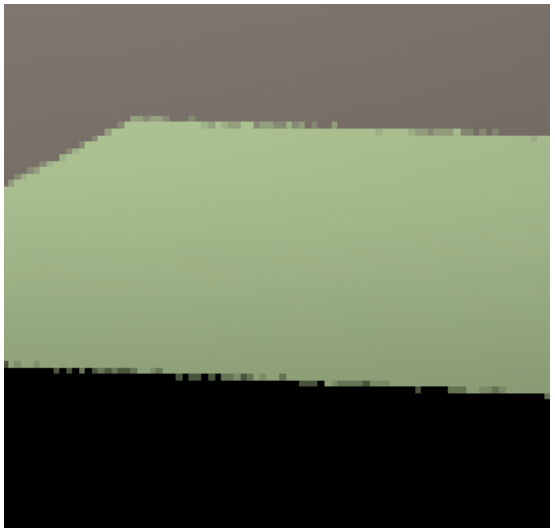
- e.g. four samples / pixel
- Regular sampling: divide each pixel area to $n \times n$ grids and generate a ray within each grid
- for each pixel (x, y) do
  - $c(x, y) = 0$
  - for p = 0 to n – 1 do
    - for q = 0 to n – 1 do
      - $c(x, y) = c(x, y) + trace\left(x + \frac{p+0.5}{n}, y + \frac{q+0.5}{n}\right)$
    - $c(x, y) = c(x, y)/n^2$
- Equal to the traditional rendering
  - Uses a larger image resolution
  - Down-sample the image to make a target resolution
  - Still make the regular pattern!



Antialiasing

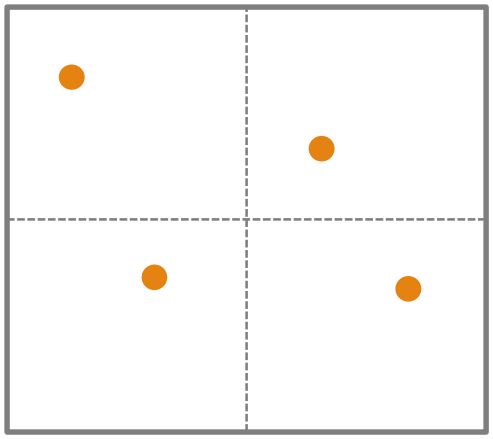
- e.g. four samples / pixel
- Random sampling: randomly generate n^2 rays
- for each pixel (x, y) do
  - $c(x, y) = 0$
  - for p = 0 to $n^2 - 1$ do
    - $c(x, y) = c(x, y) + trace(x + \epsilon_1, y + \epsilon_2)$
  - $c(x, y) = c(x, y)/n^2$
- $\epsilon \in [0,1)$ is a random number
- The regular pattern is converted into image noise

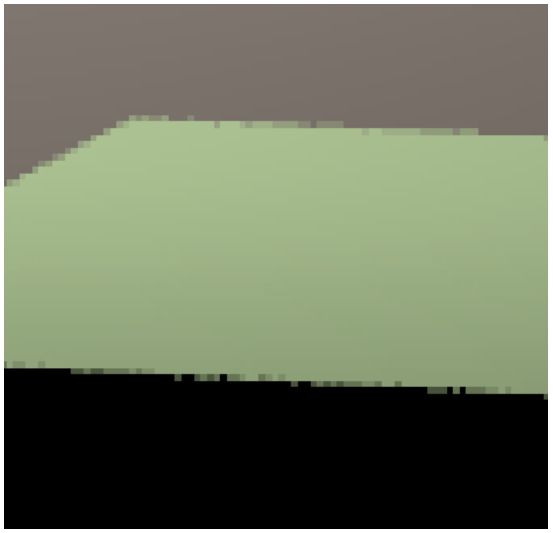




Antialiasing

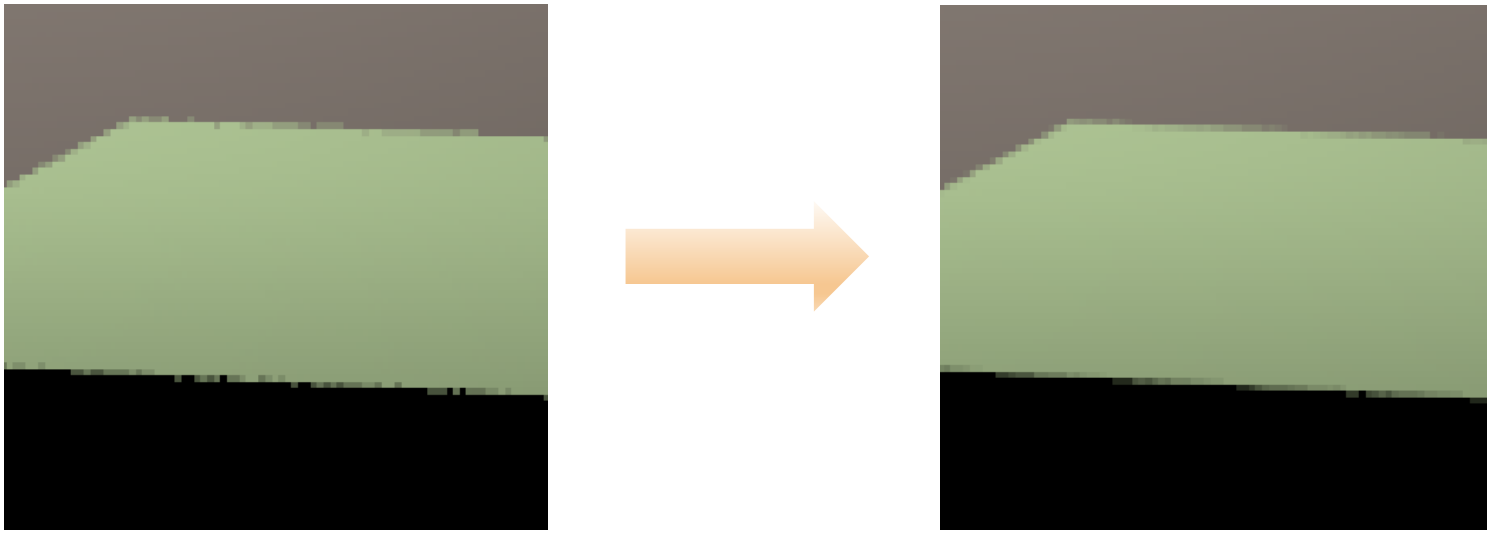
- e.g. four samples / pixel
- Jittering (stratified sampling): randomly generate a ray within each grid
- for each pixel (x, y) do
  - $c(x, y) = 0$
  - for p = 0 to n – 1 do
    - for q = 0 to n – 1 do
      - $c(x, y) = c(x, y) + trace\left(x + \frac{p+\epsilon_1}{n}, y + \frac{q+\epsilon_2}{n}\right)$
    - $c(x, y) = c(x, y)/n^2$
- This is a hybrid approach between the regular and random sampling



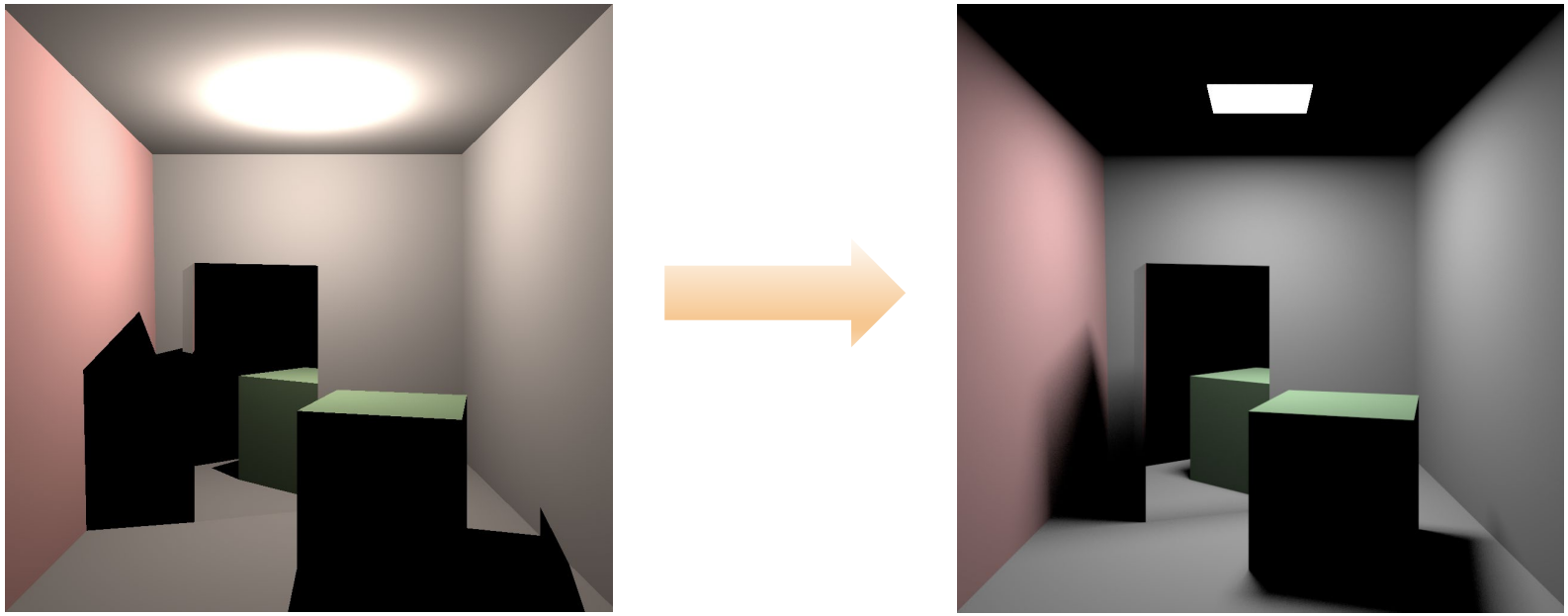


Antialiasing

- More samples?
  - e.g. 16 samples / pixel
- Ground truth solution? ∞ samples / pixel
- Note that rendering time is a function of the number of ray samples

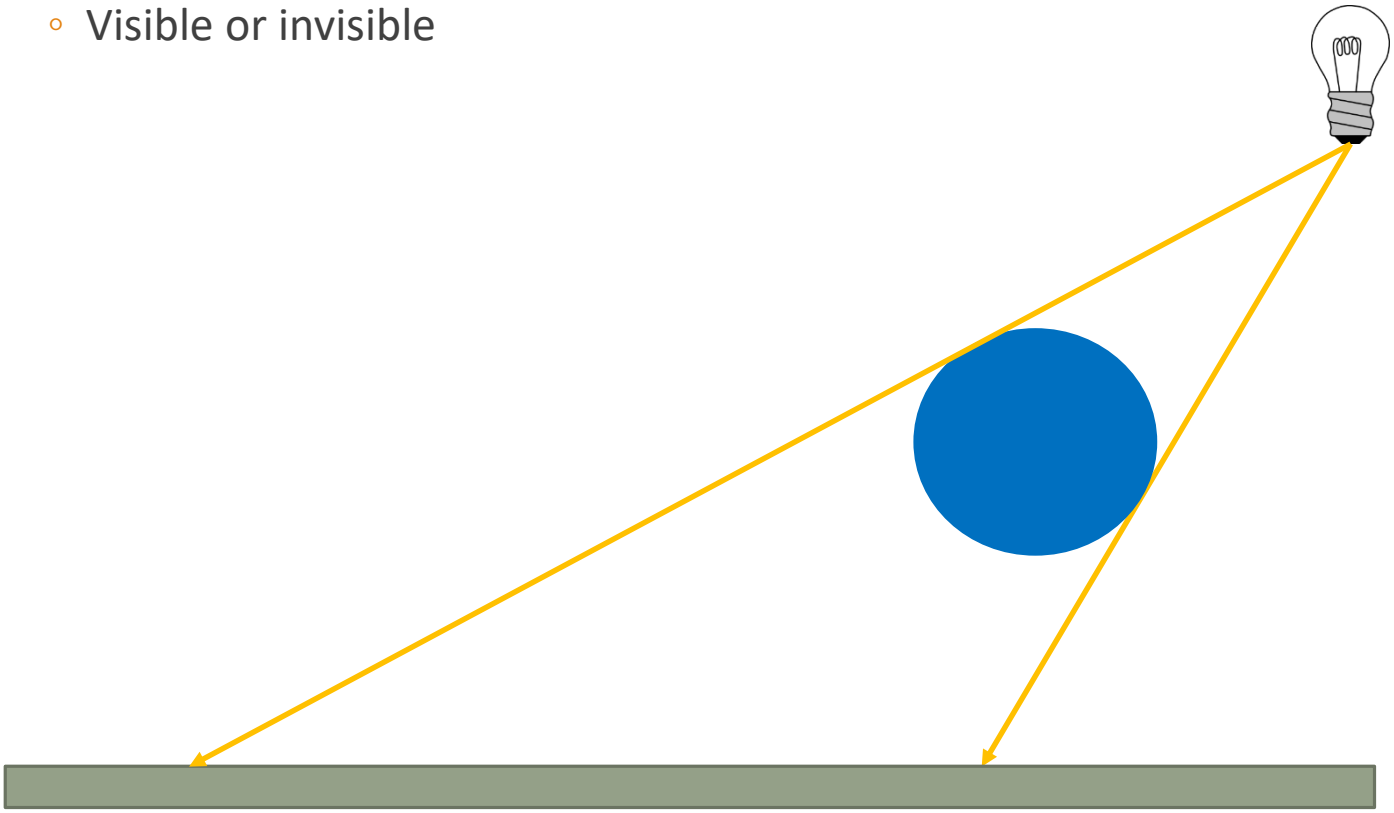


Soft Shadows



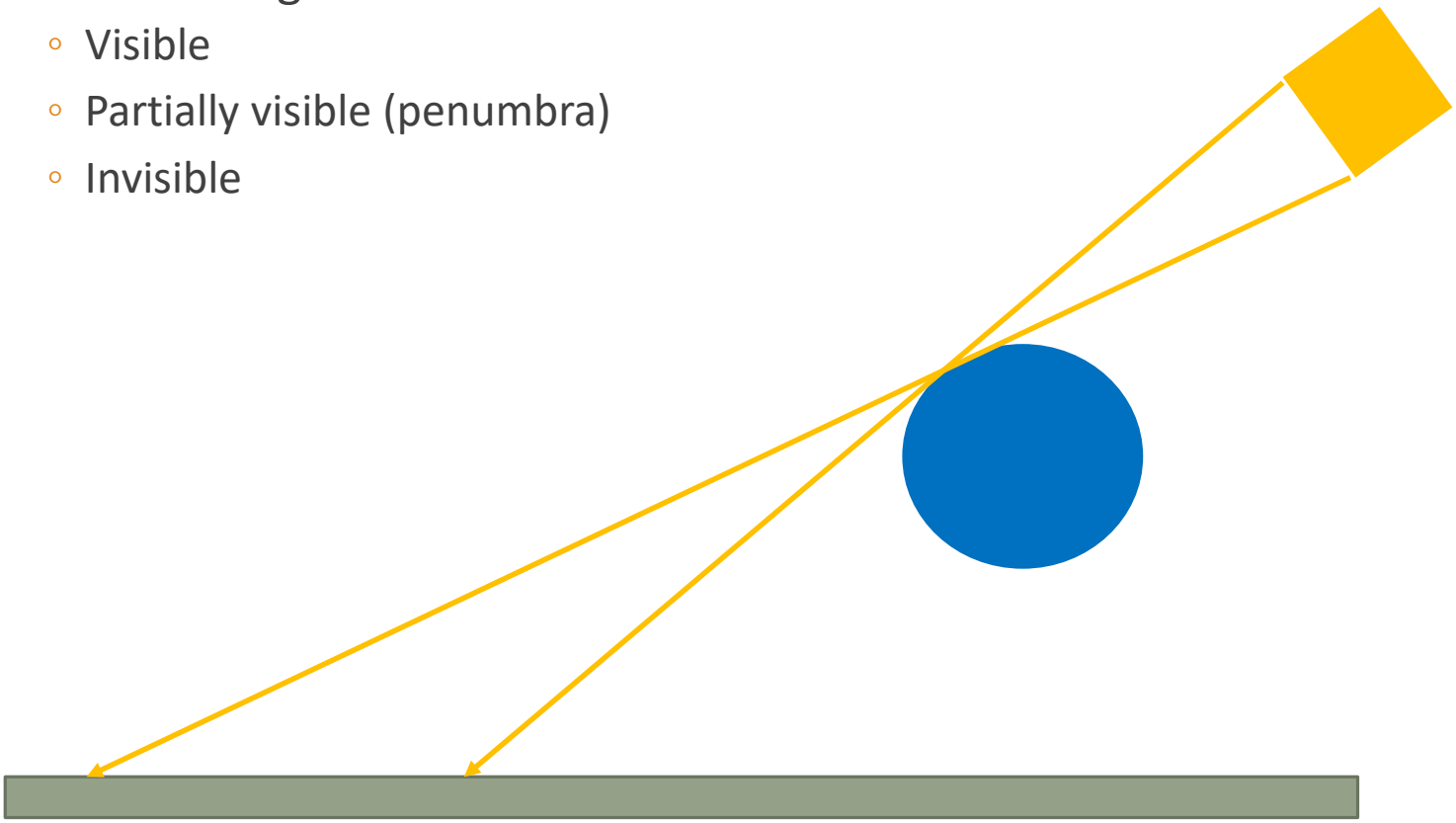
Soft Shadows

- A point light source introduces hard shadows
  - Visible or invisible



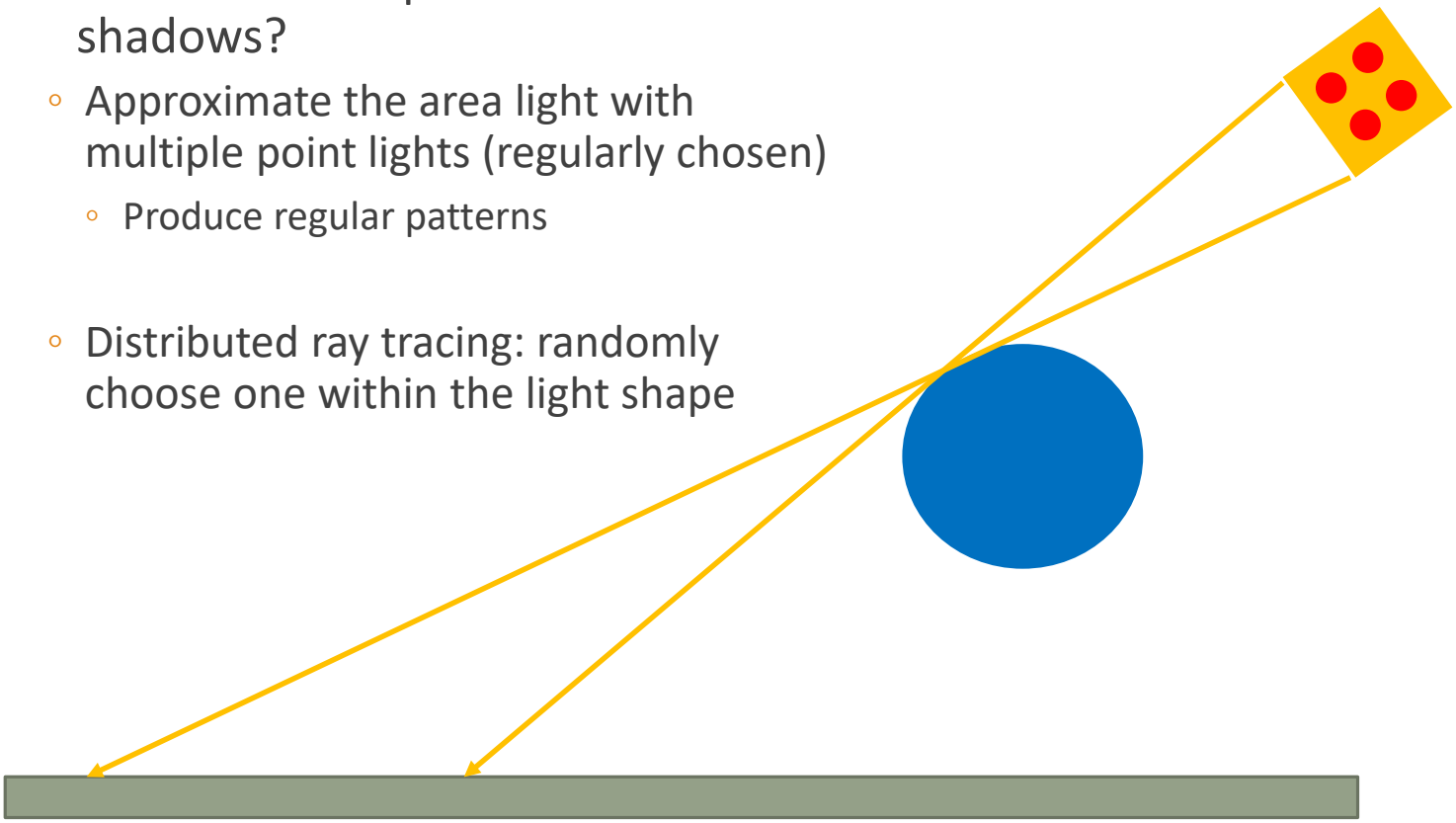
Soft Shadows

- An area light source introduces soft shadows
  - Visible
  - Partially visible (penumbra)
  - Invisible



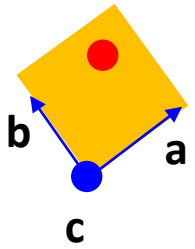
Soft Shadows

- How can we implement the soft shadows?
  - Approximate the area light with multiple point lights (regularly chosen)
    - Produce regular patterns
  - Distributed ray tracing: randomly choose one within the light shape

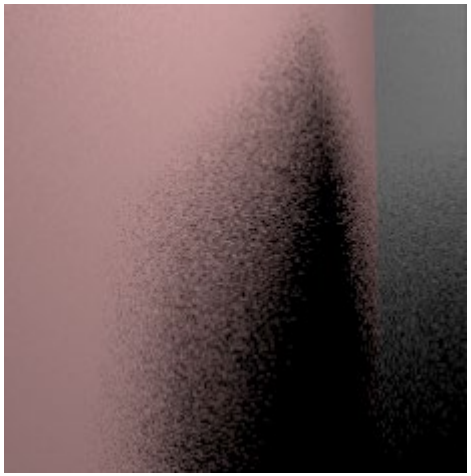


Soft Shadows

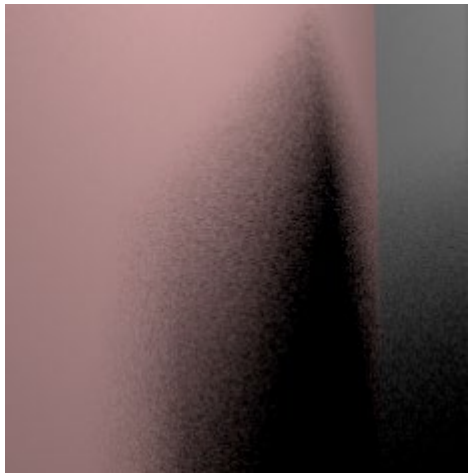
- e.g. area light defined as a parallelogram
  - Select a random point
    - $\boldsymbol{l_{pos}} = \boldsymbol{c} + \varepsilon_1 \boldsymbol{a} + \varepsilon_2 \boldsymbol{b}$
    - $\varepsilon_1, \varepsilon_2 \in [0,1)$
  - Generate a shadow ray from this point



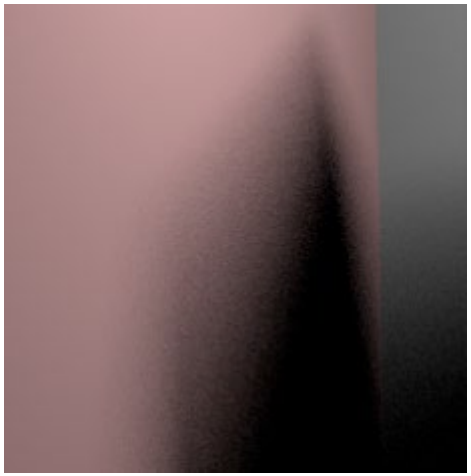
Soft Shadows



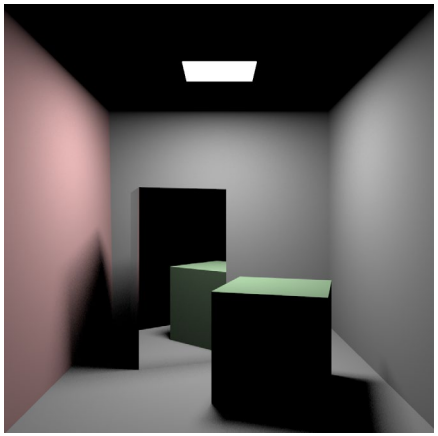
4 shadow rays / pixel



16 shadow rays / pixel

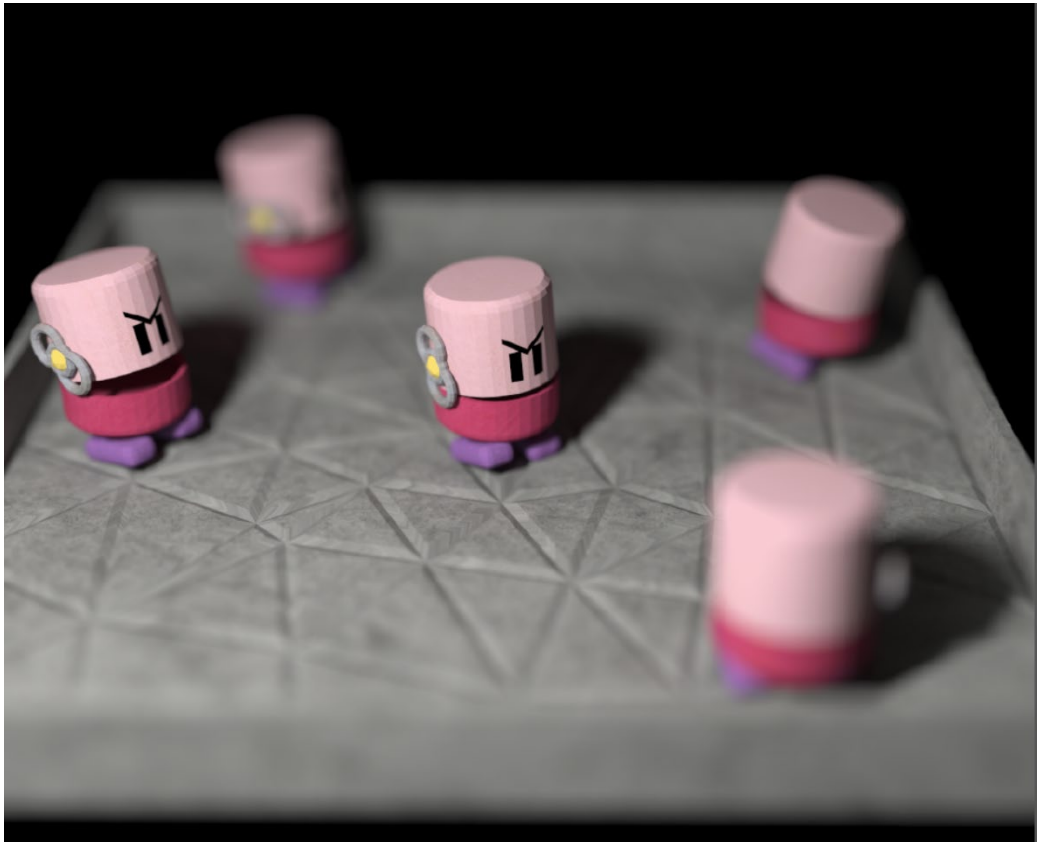


64 shadow rays / pixel



Depth of field

- This effect occurs when using a nonzero size “lens”
  - Approximate real cameras that have lenses with focal lengths



[Moon et al. 15]

Depth of field

- This effect occurs when using a nonzero size “lens”
  - Approximate real cameras that have lenses with focal lengths
  - Can model the lens with a disk

- Previously, every object is focused due to a pinhole camera model

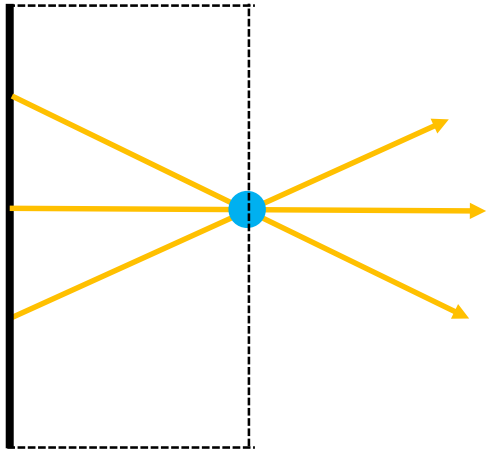


Image plane

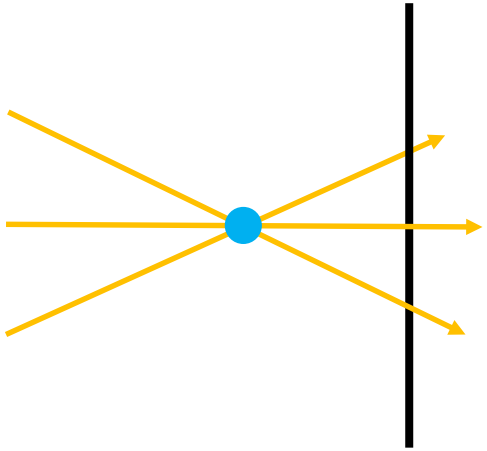
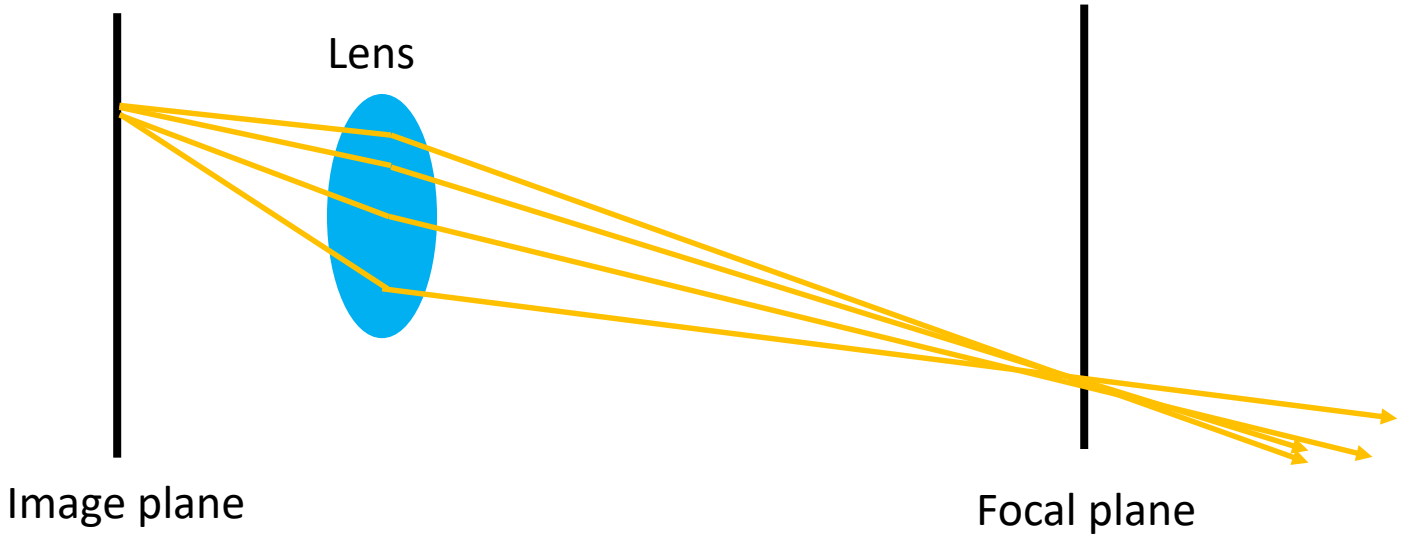


Image plane

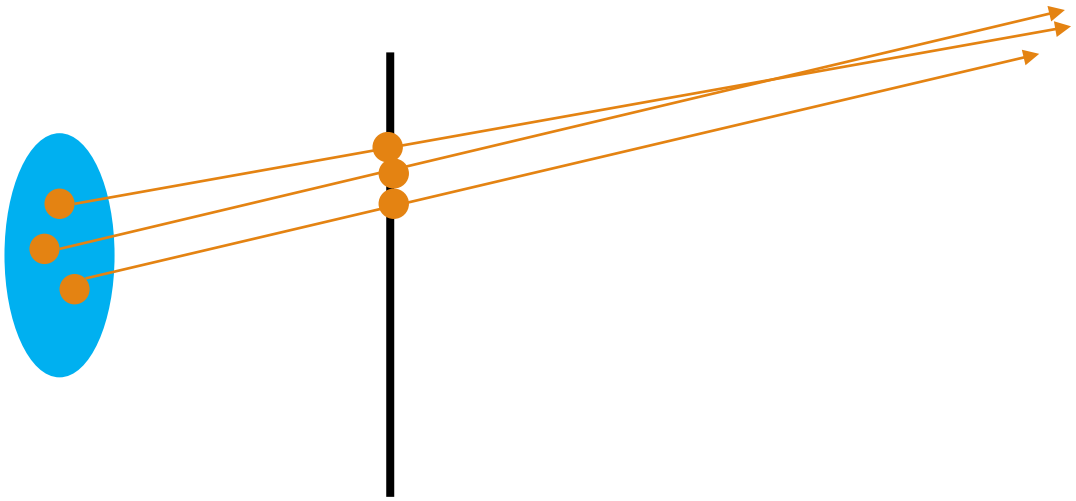
Depth of field

- This effect occurs when using a nonzero size “lens”
  - Approximate real cameras that have lenses with focal lengths
  - Can model the lens with a disk



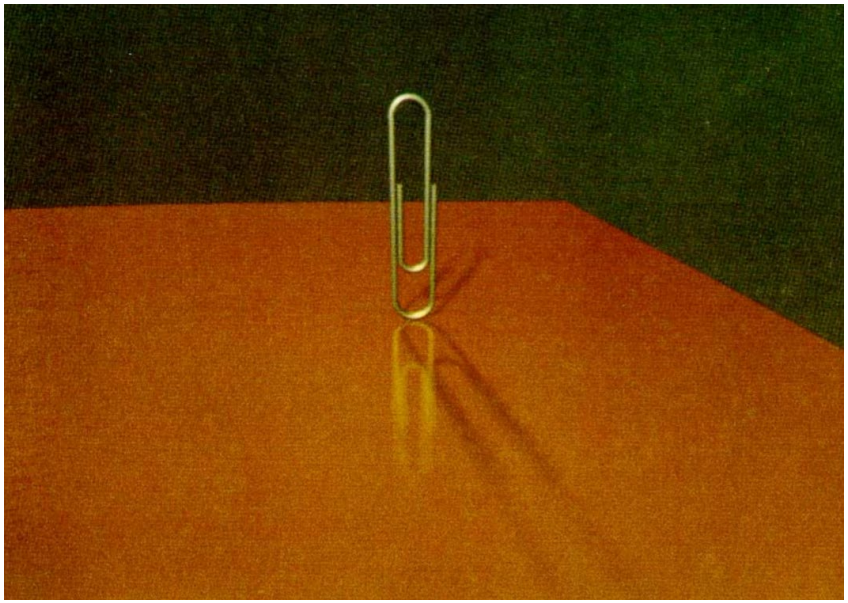
Depth of field

- Implementations
  - Generate a primary ray using:
    - Randomly choose a point on lens (e.g., disk)
    - Randomly choose a point within a pixel area
  - Average the colors (shading results) from the rays



Glossy Reflection

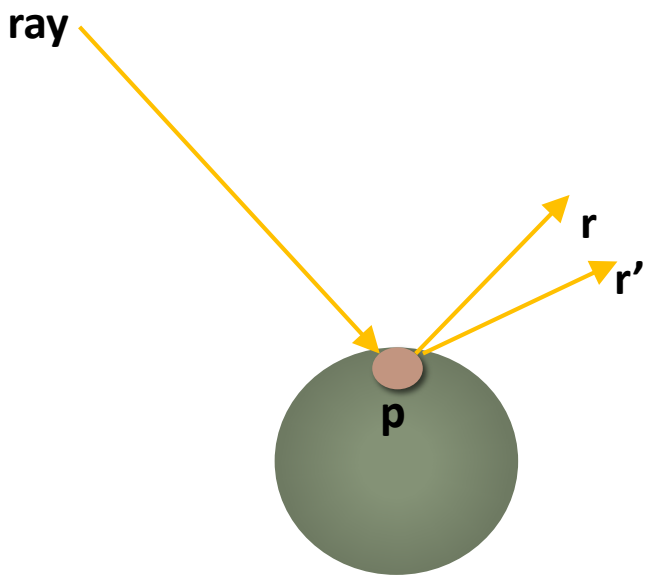
- Some surfaces (e.g., brushed metal) are between the ideal diffuse (e.g., Lambertian) and specular surfaces (e.g., mirror)



Cook et al. 1984

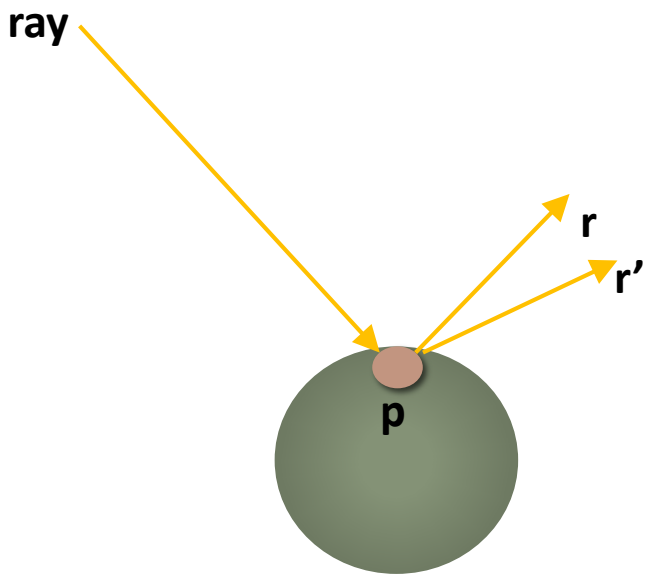
Glossy Reflection

- Can simulate the glossy reflection by generating secondary rays (e.g., reflected ray) with random direction, instead of using the direction of mirror reflections



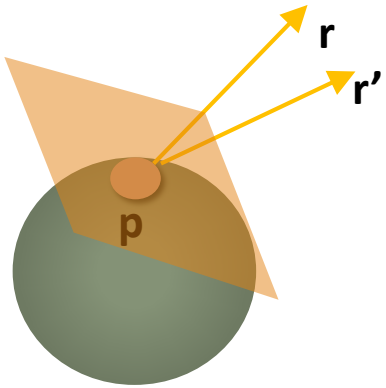
Glossy Reflection

- Generate a basis (**u**, **v**, **w**) from a single vector, **r**
  - Previously, we generate a basis from two vectors
  - $\boldsymbol{w} = \frac{\boldsymbol{r}}{\|\boldsymbol{r}\|}$
  - $\boldsymbol{u} = \frac{\boldsymbol{t} \times \boldsymbol{w}}{\|\boldsymbol{t} \times \boldsymbol{w}\|}$ (**t** can be any vector if **t** is not collinear with **w**)
  - $\boldsymbol{v} = \boldsymbol{w} \times \boldsymbol{u}$



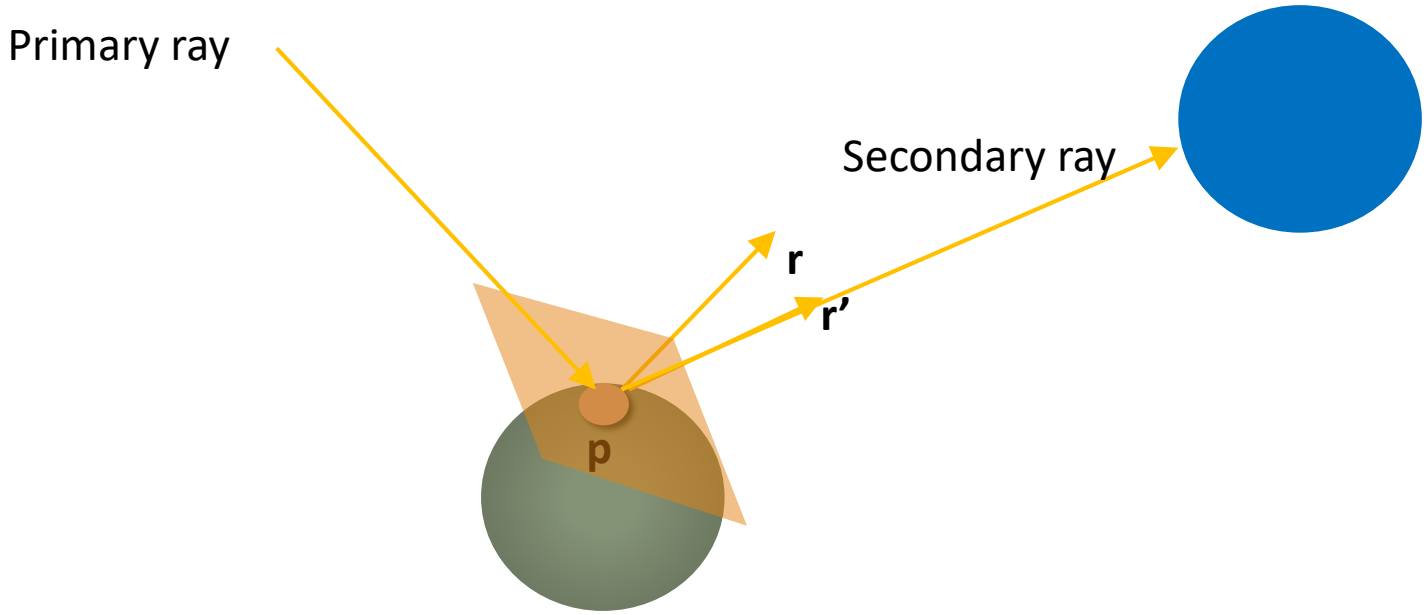
Glossy Reflection

- Generate a basis (**u**, **v**, **w**) from a single vector, **r**
  - $\boldsymbol{w} = \frac{\boldsymbol{r}}{\|\boldsymbol{r}\|}, \boldsymbol{u} = \frac{\boldsymbol{t}\times\boldsymbol{w}}{\|\boldsymbol{t}\times\boldsymbol{w}\|}, \boldsymbol{v} = \boldsymbol{w}\times\boldsymbol{u}$
  - **u** and **v** constructs a 2D square which is perpendicular to **r**
- Let a is the width of the square (similar to the size of highlights)
- Sample a 2D random point from a unit square $[0,1]^2$
  - $[\varepsilon_1, \varepsilon_2] = [0,1]^2$
- Transform the point into one on the square
  - $u = -\frac{a}{2} + \varepsilon_1 a$
  - $v = -\frac{a}{2} + \varepsilon_2 a$
- Construct the reflected direction
  - $\boldsymbol{r}' = \boldsymbol{r} + u\boldsymbol{u} + v\boldsymbol{v}$



Glossy Reflection

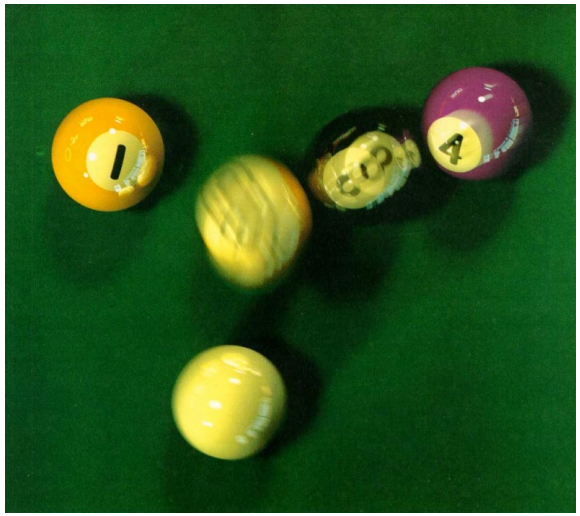
- The reflected ray's
  - Origin: **p**
  - Direction: **r'**



Motion Blur

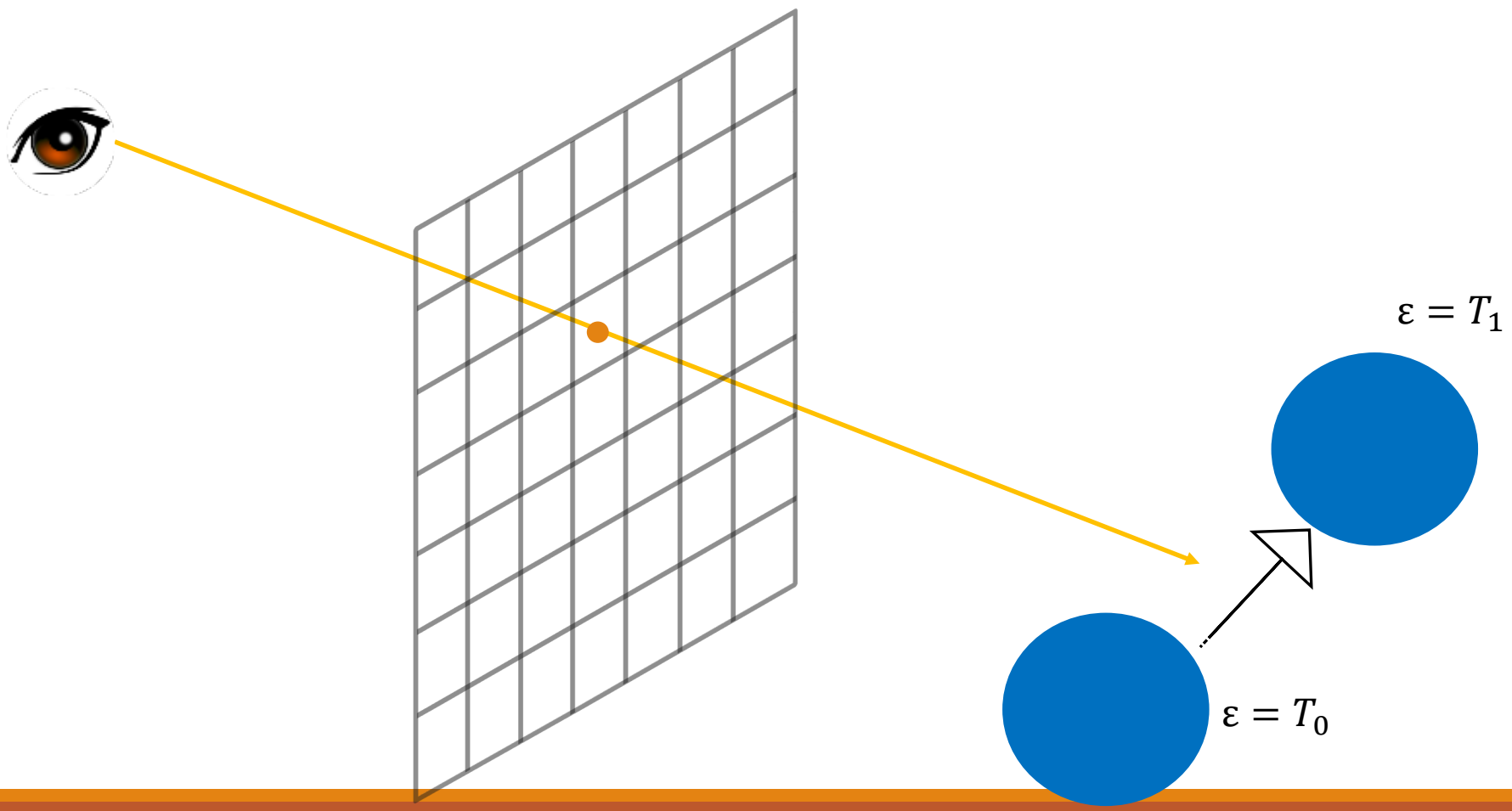
- Objects can move when the aperture of a real camera is open
- It introduces a blurred appearance of a moving object

- General procedure:
  - Set up a time interval $[T_0, T_1]$
  - Randomly choose a time $\varepsilon \in [T_0, T_1]$
  - A moving object travels using a transform matrix
    - e.g., given two rotation matrices (start and end), we can find an intermediate transform related to ε_1



[Cook et al. 1984]

Motion Blur



Discussion

- Distributed ray tracing introduces a way to simulate distributed effects, by using a distribution of rays

- Whitted vs. distributed ray tracing
  - In the classical ray tracing, rays are determined deterministically
  - Distributed ray tracer uses a random number to simulate the distributed effects

- Next class?
  - Global illumination methods

Further Readings

- Chapter 13
- Distributed Ray Tracing [Cook et al. 1984]