

# Reflection Models I: Ideal Materials

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## Today

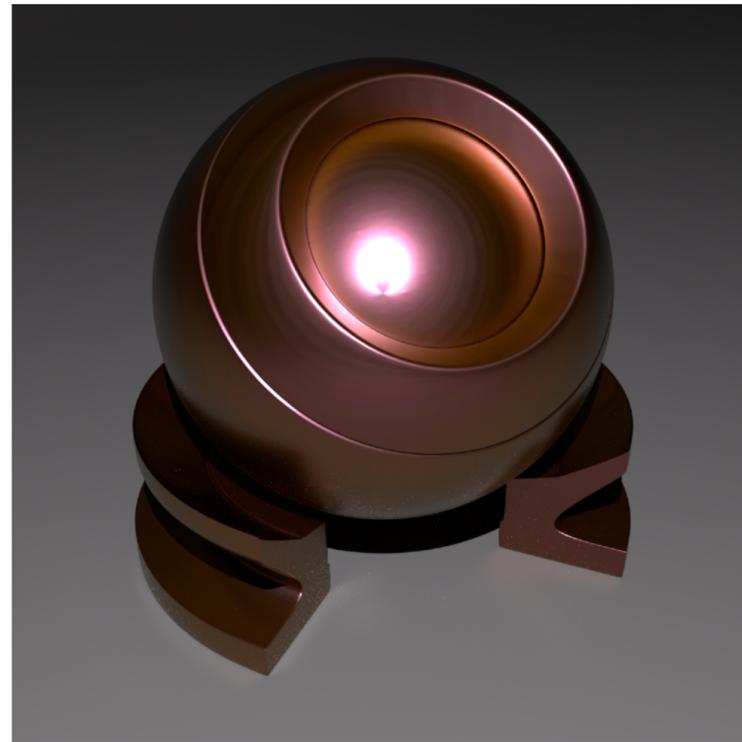
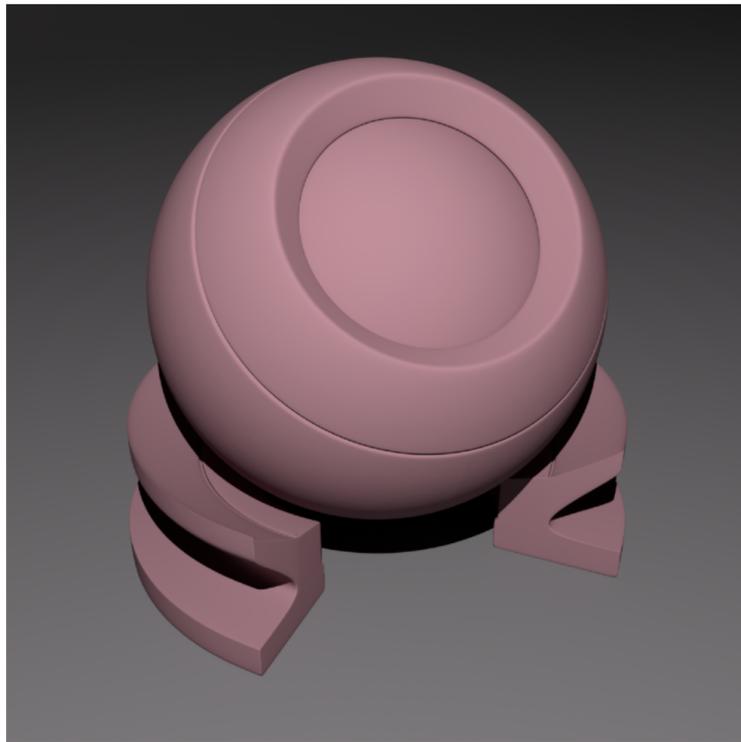
- **The reflection equation**
- **The BRDF and reflectance**
- **Types of reflection models**
- **Ideal reflection and refraction**
- **Fresnel effect**
- **Diffuse reflection**

## Next lecture

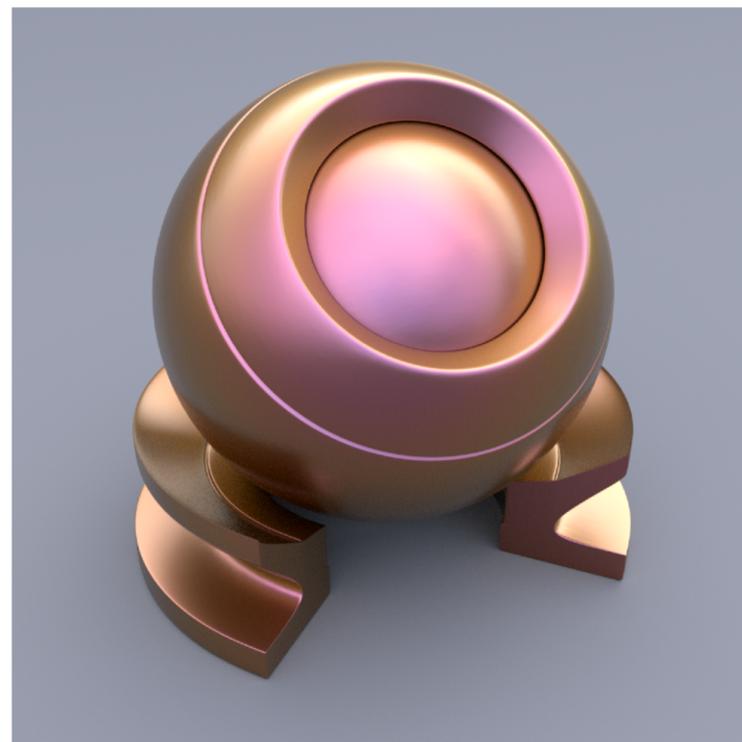
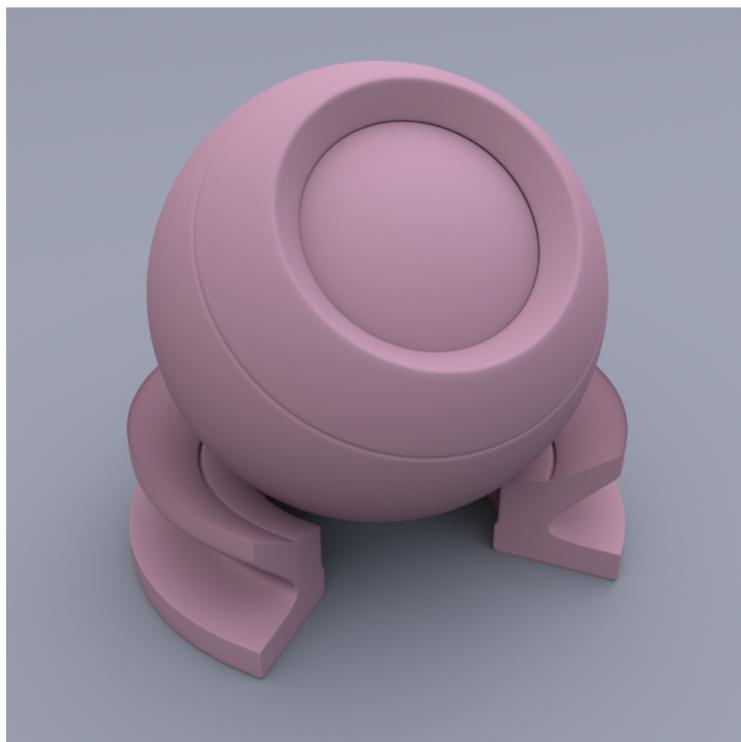
- **Rough surfaces and microfacet distributions**

# Surface Appearance

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**Illumination**



**Reflection**

# Reflection Models

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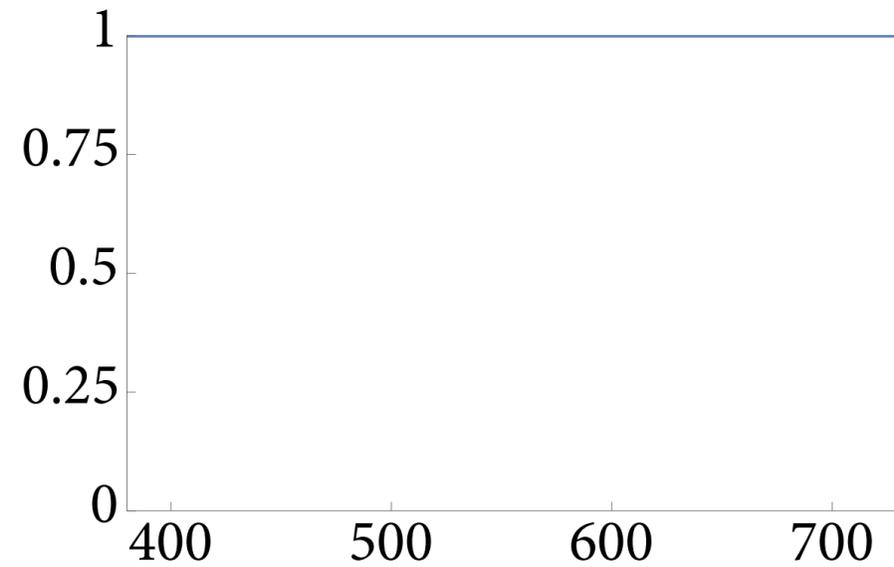
**Definition: Reflection is the process by which light incident on a surface interacts with the surface such that it leaves on the incident side without change in frequency.**

## Properties

- **Spectral distribution**
- **Polarization**
- **Directional distribution**

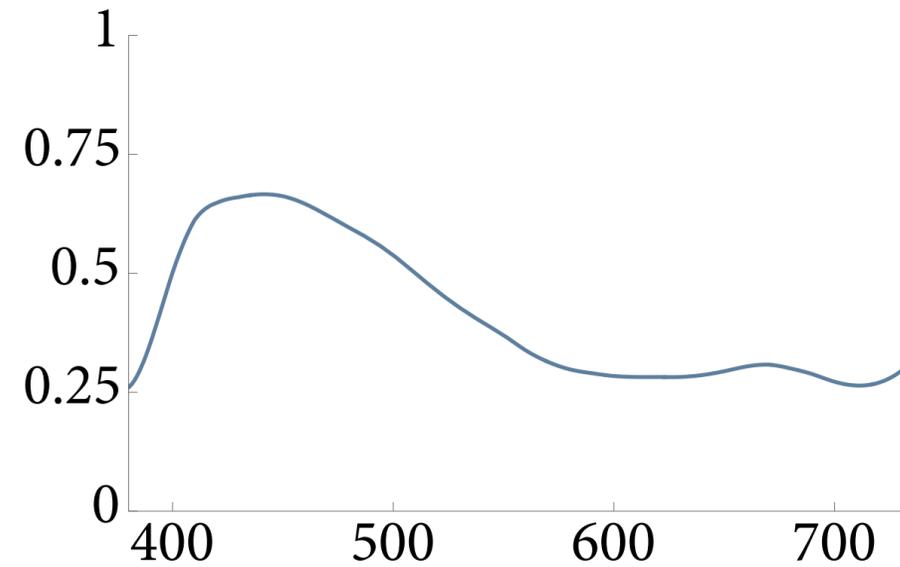
# Spectral Reflection

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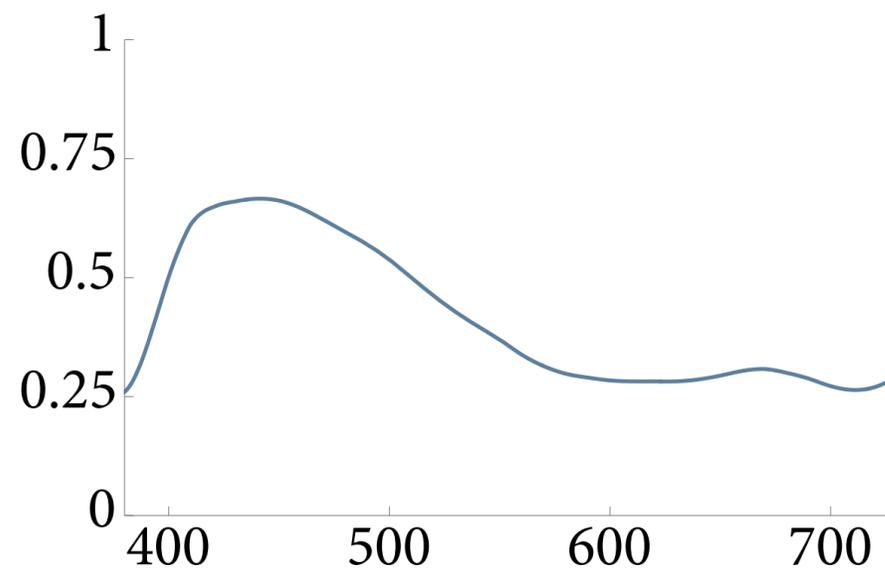
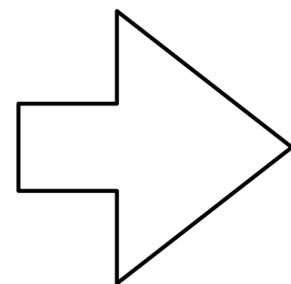


**Illumination**

\*

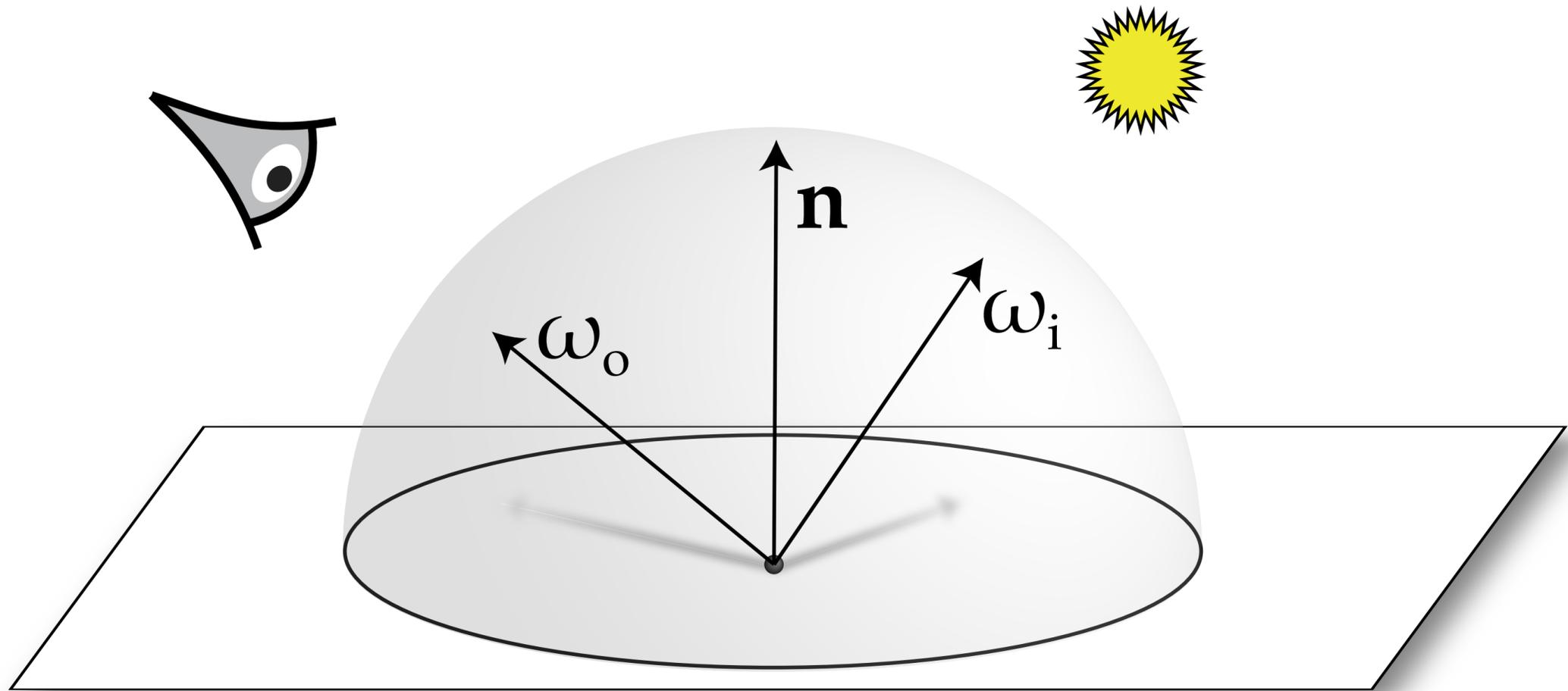


**Reflection**



# The Reflection Equation

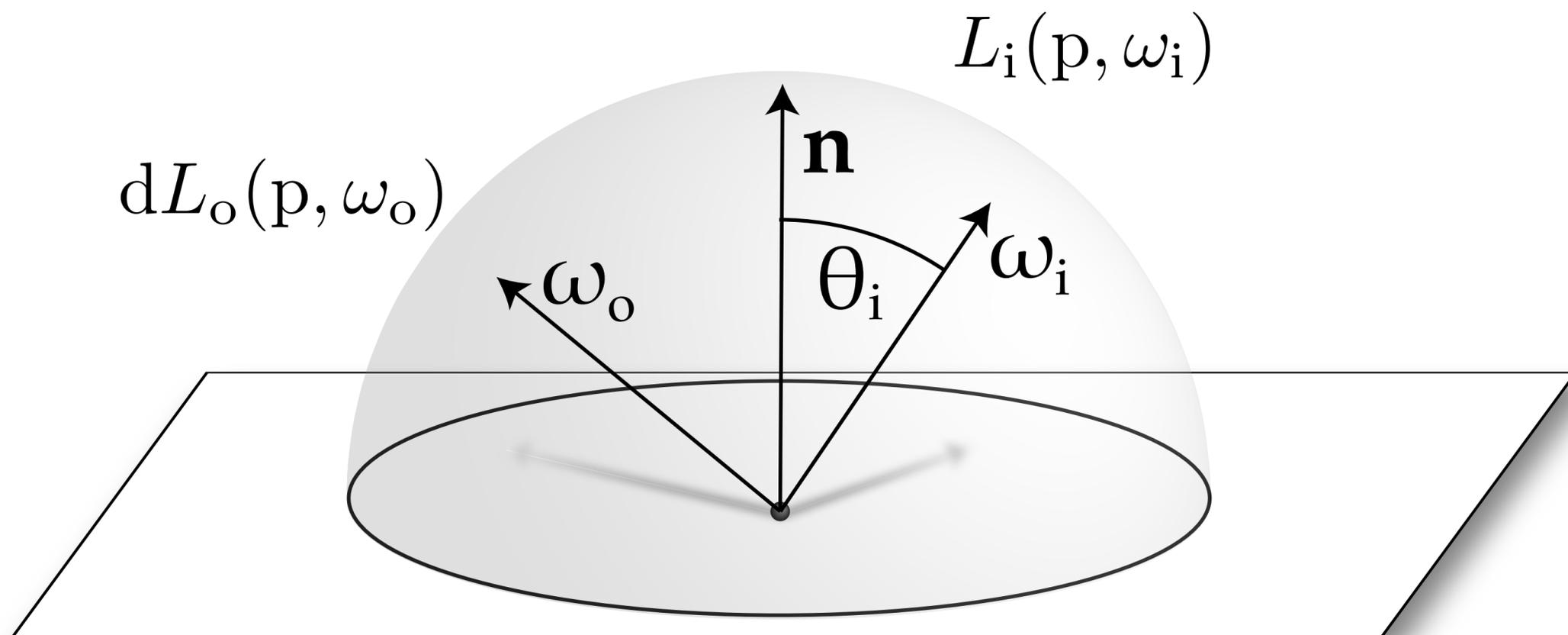
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$$L_o(p, \omega_o) = \int_{\Omega^2} \underbrace{f_r(p, \omega_i \rightarrow \omega_o)}_{\text{BRDF}} \underbrace{L_i(p, \omega_i) \cos \theta_i}_{\text{Illumination}} d\omega_i$$

# The BRDF

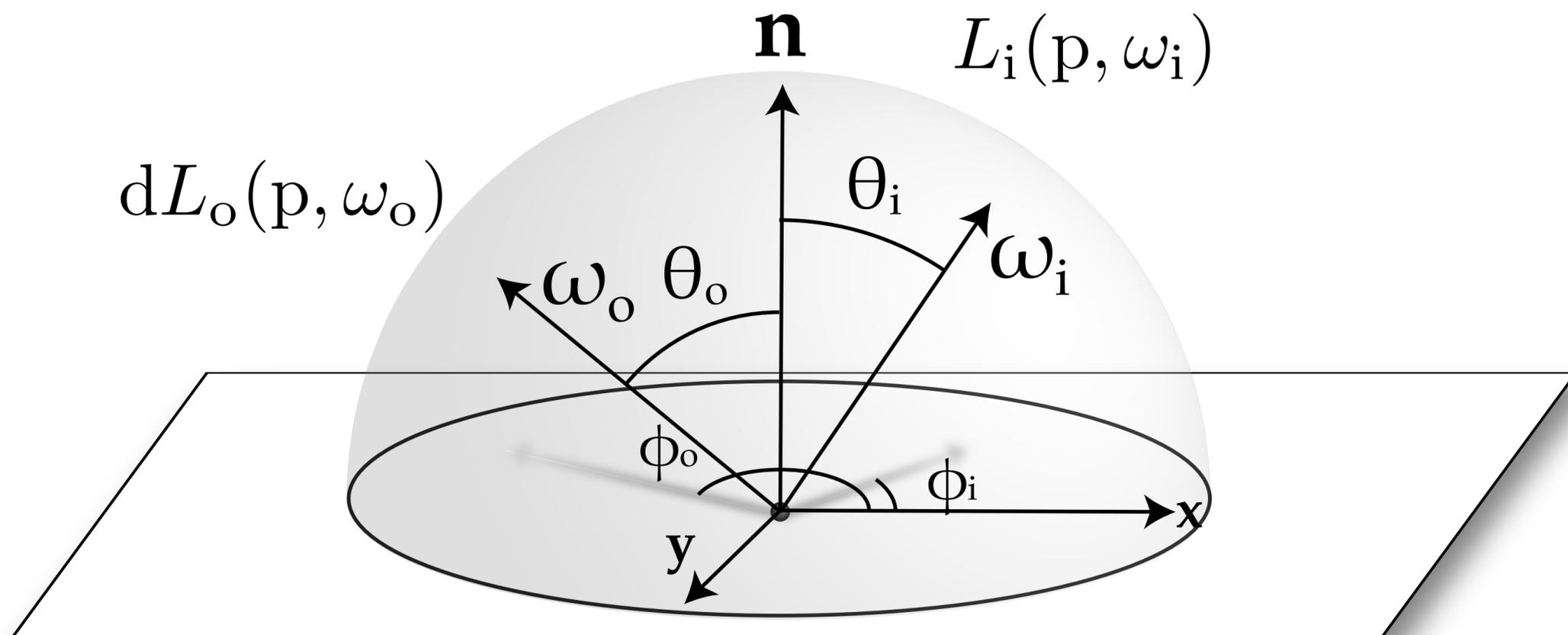
## Bidirectional Reflectance-Distribution Function



$$f_r(\omega_i \rightarrow \omega_o) \equiv \frac{dL_o(\omega_o)}{dE_i(\omega_i)} \left[ \frac{1}{sr} \right]$$

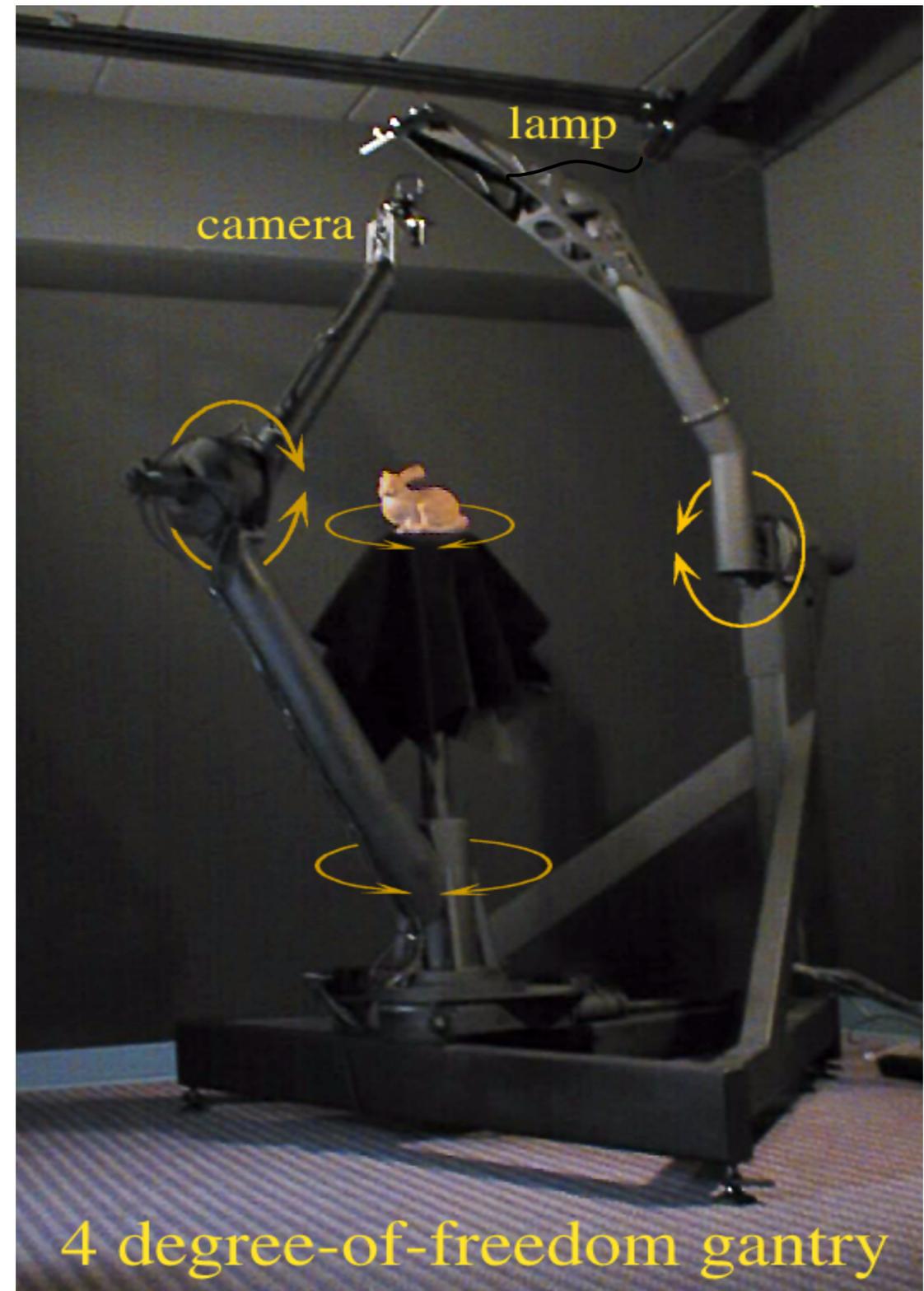
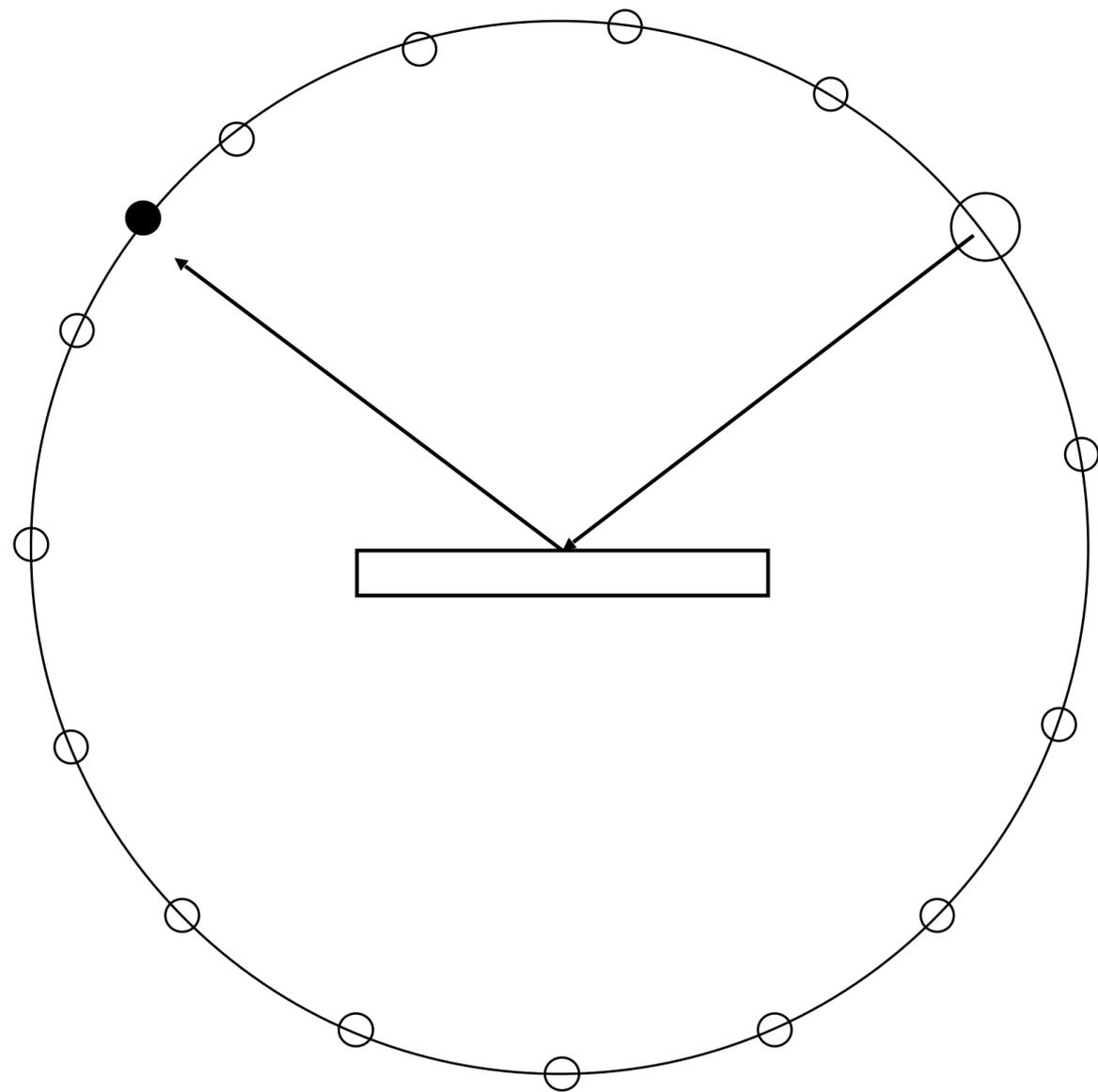
# The BRDF

## Bidirectional Reflectance-Distribution Function



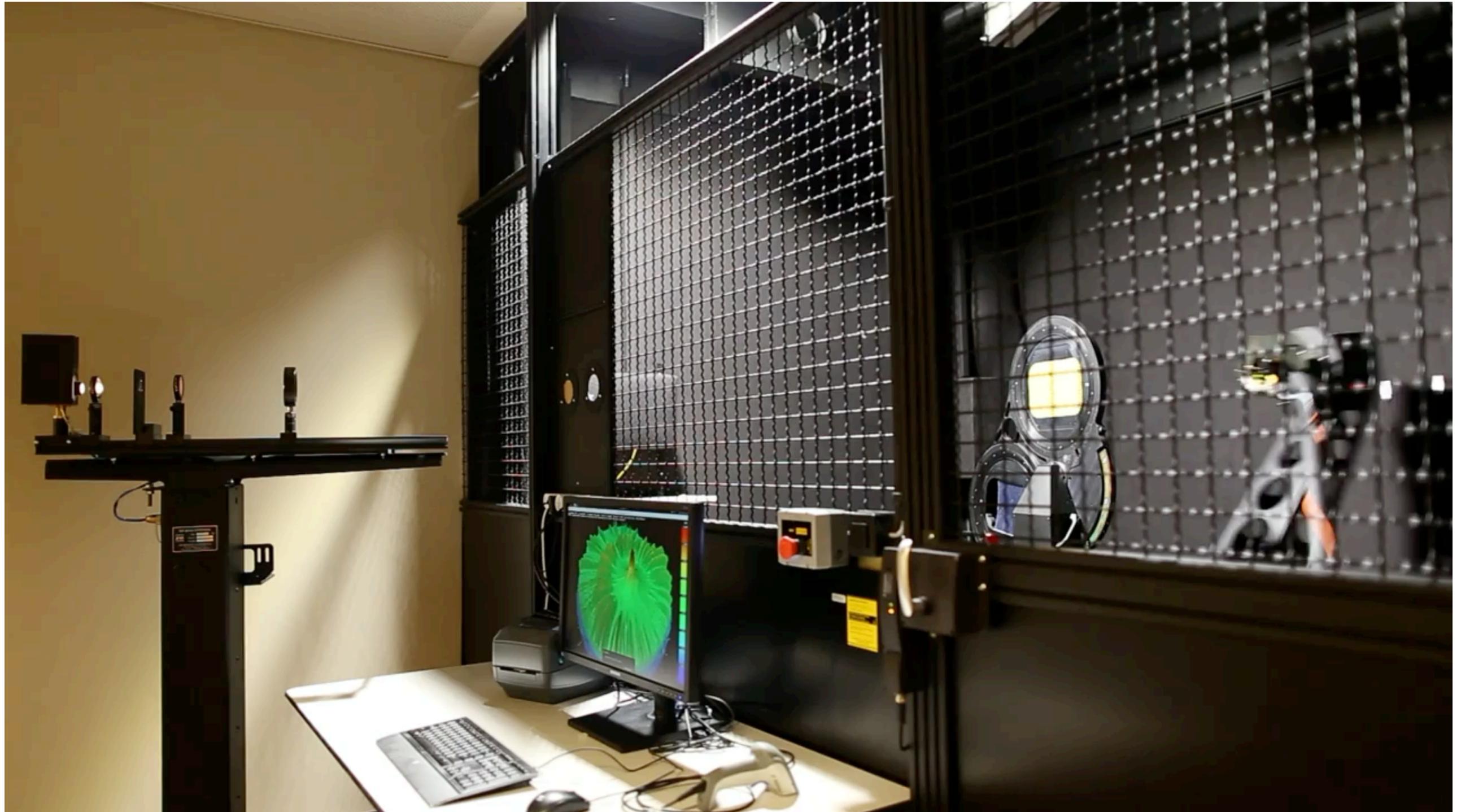
$$f_r(\omega_i \rightarrow \omega_o) \equiv \frac{dL_o(\omega_o)}{dE_i(\omega_i)} \left[ \frac{1}{sr} \right]$$

# Stanford Gonioreflectometer



# EPFL Gonioreflectometer

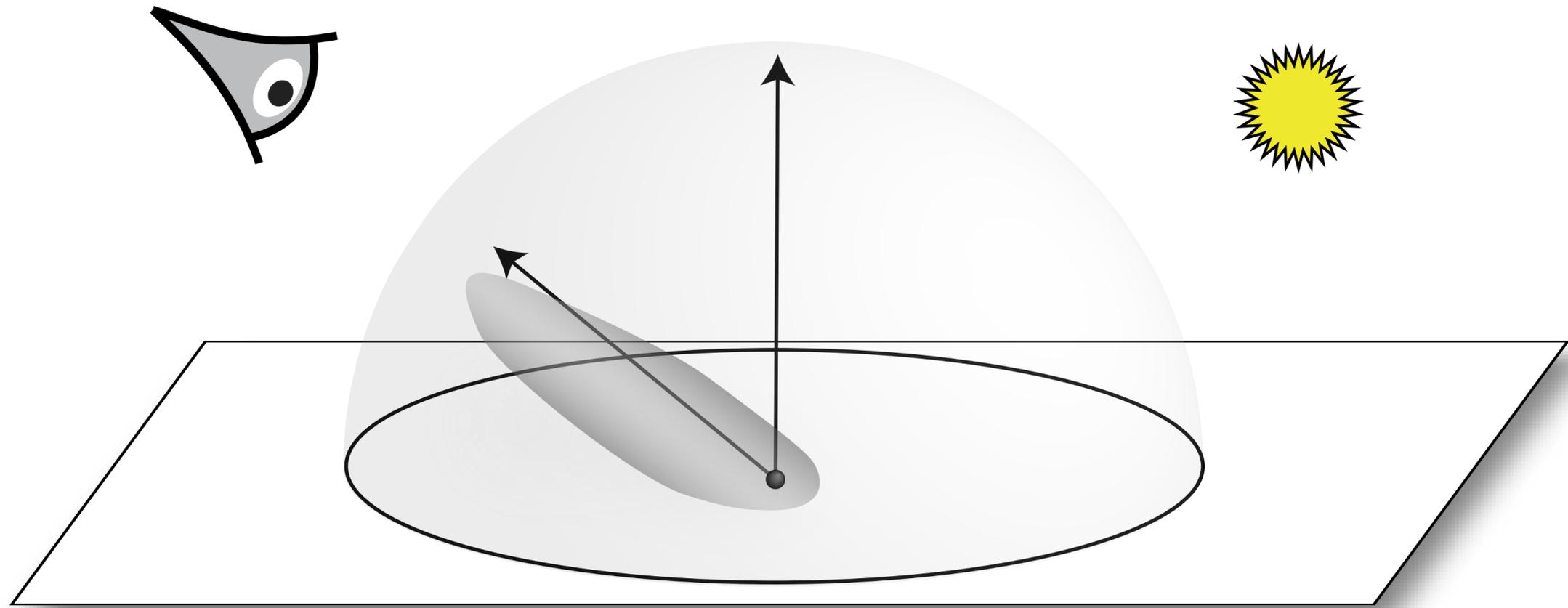
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# 2D Slices of the BRDF: Eye

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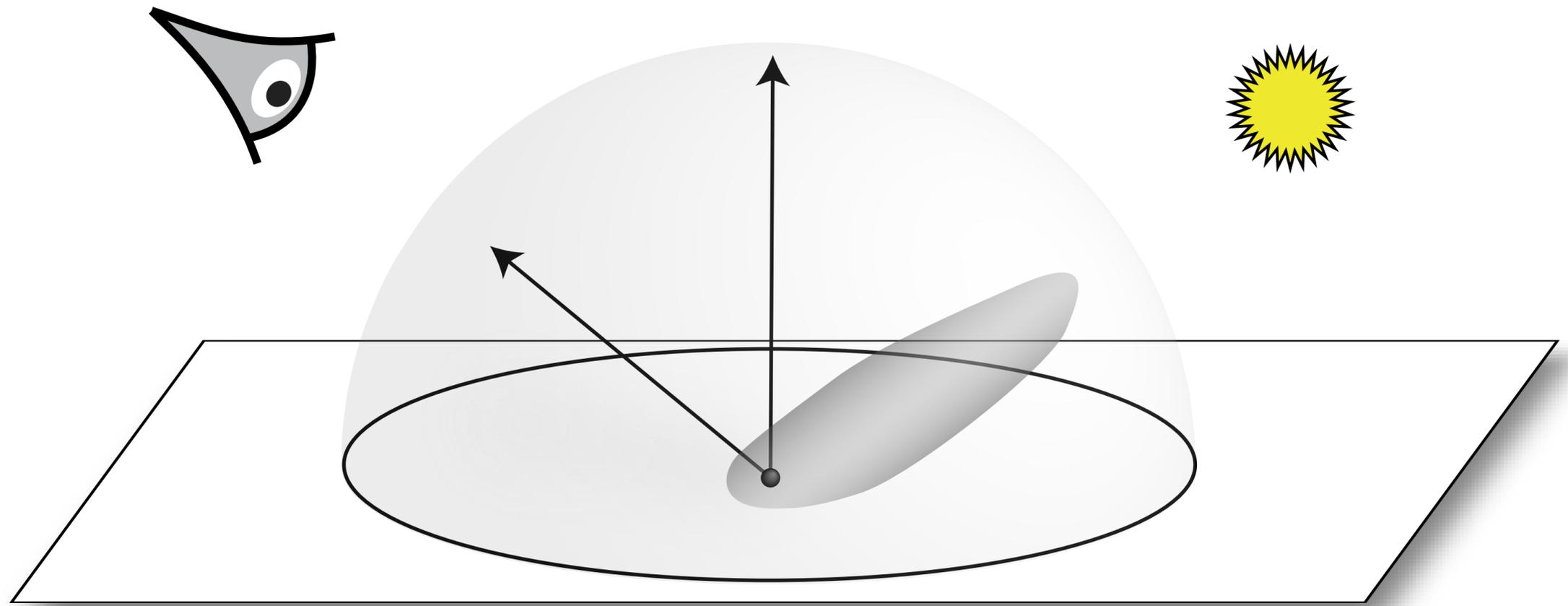
**Fix lighting and vary viewing direction**



# 2D Slices of the BRDF: Lighting

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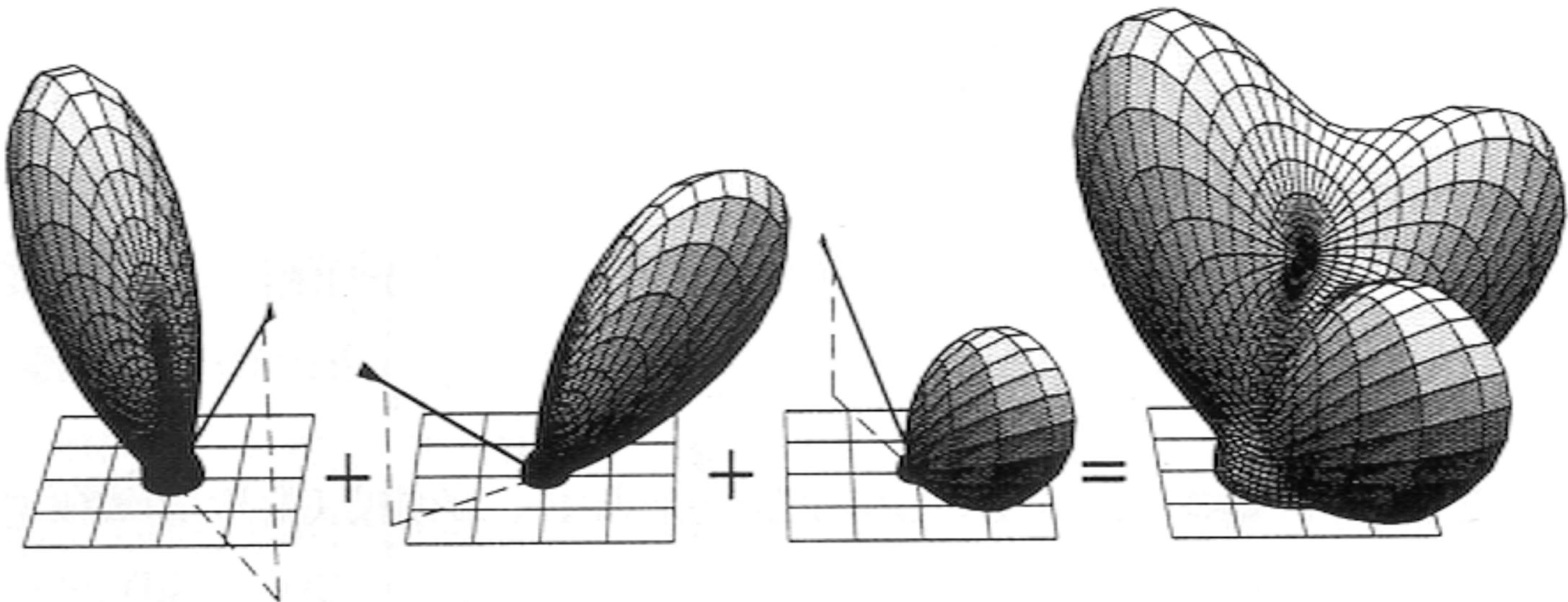
**Fix viewing direction and vary lighting**



# Properties of BRDFs

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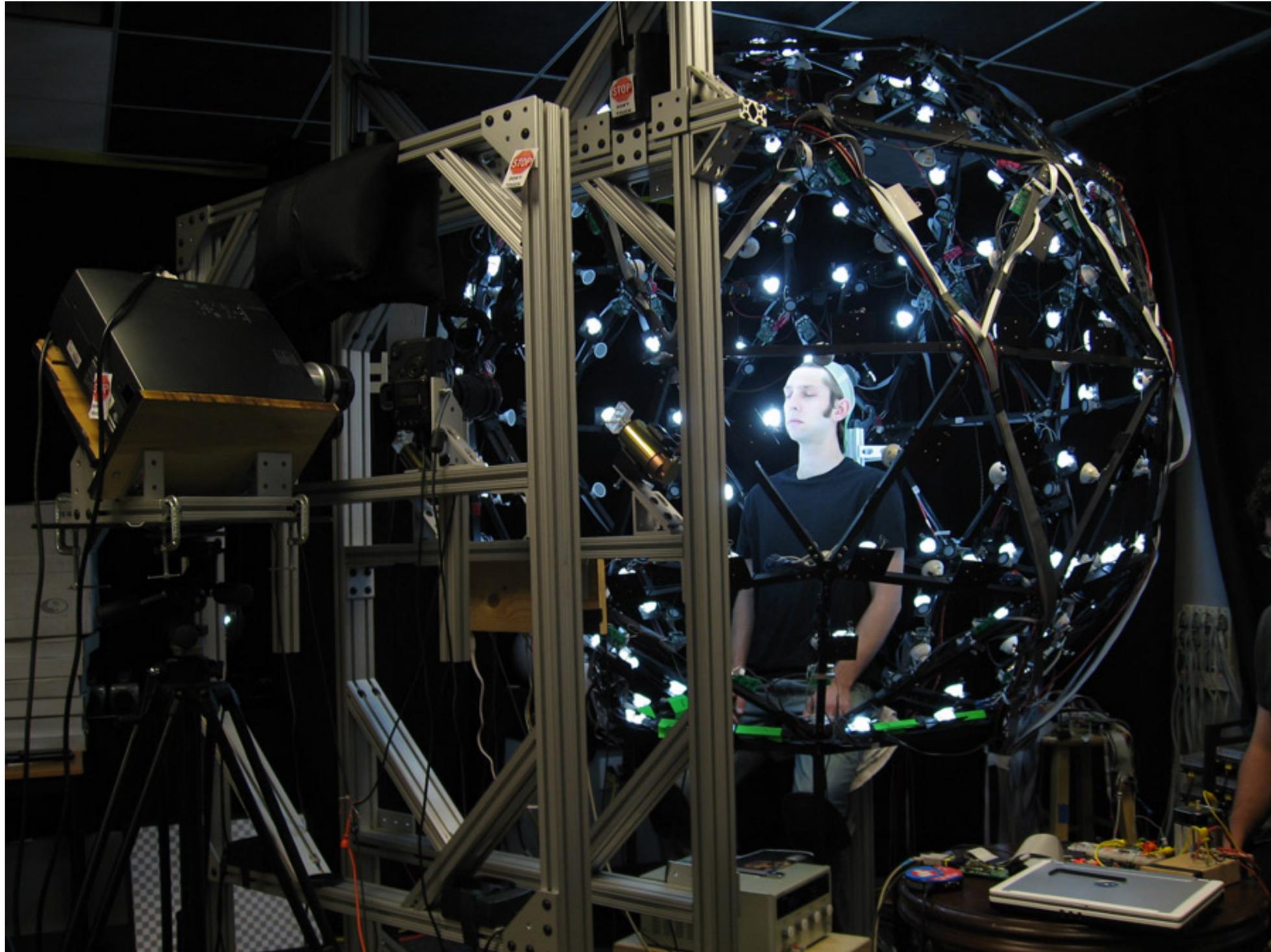
## 1. Linearity



From Sillion, Arvo, Westin, Greenberg

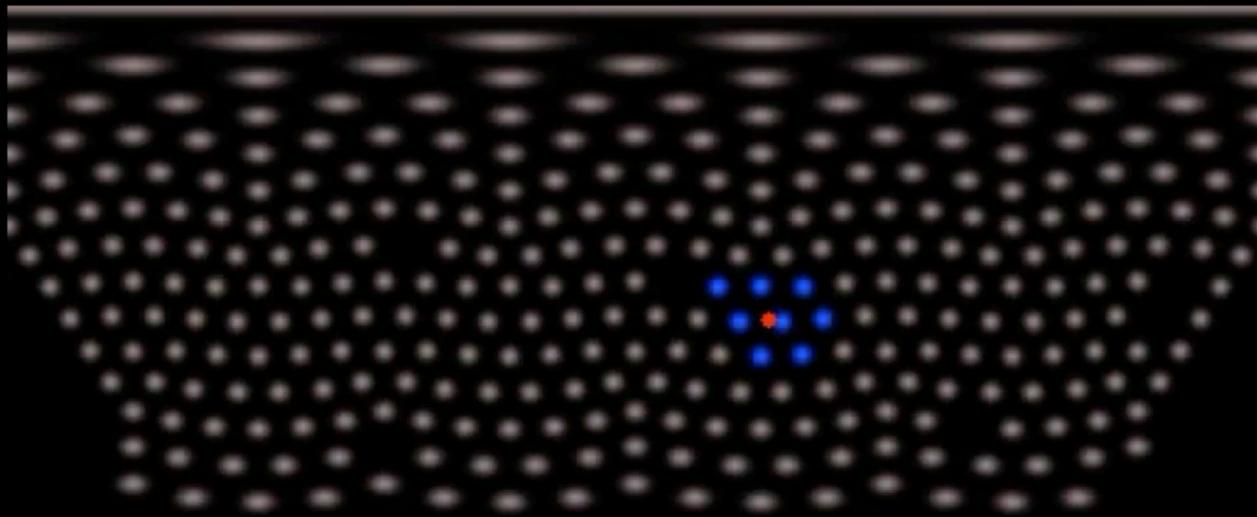
# The Light Stage

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# Leveraging BRDF Linearity: Relighting

## Precise Directional Light Relighting



Lights on Light Stage



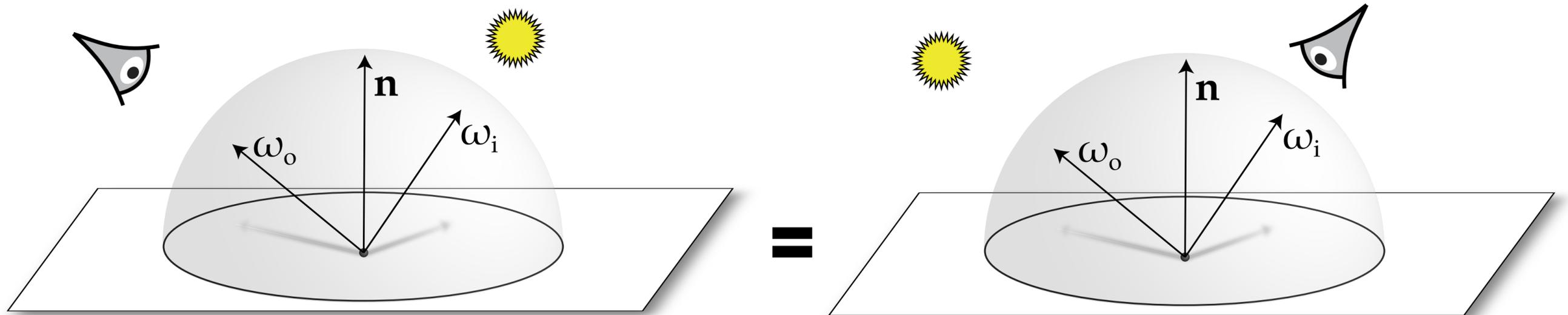
Ours

[Sun et al. 2020]

# Properties of BRDFs

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## 2. Reciprocity principle



$$f(\omega_i \rightarrow \omega_o) = f(\omega_o \rightarrow \omega_i)$$

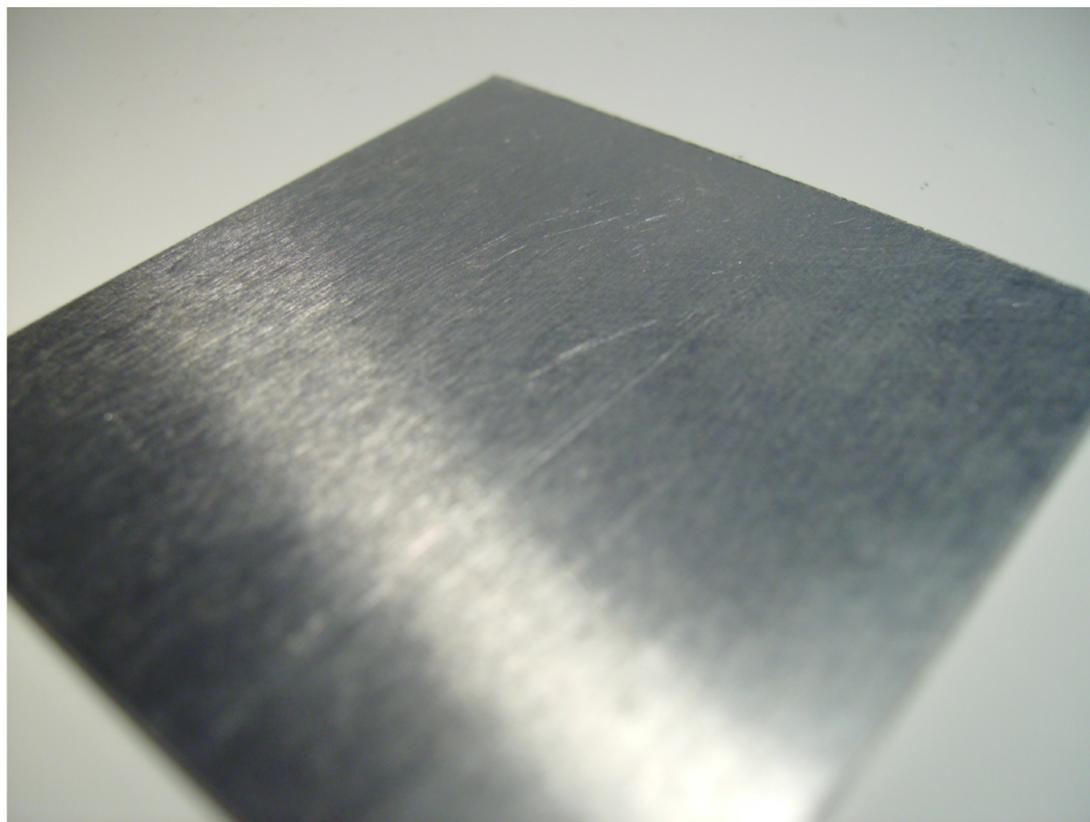
**Scattered radiance does not obey reciprocity—why?**

# Properties of BRDFs

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## 3. Isotropic: BRDF is a 3D function

$$f_r((\theta_i, \phi_i) \rightarrow (\theta_o, \phi_o)) \rightarrow f_r(\theta_i, \theta_o, \phi_i - \phi_o)$$



**Anisotropic: e.g., brushed metal**

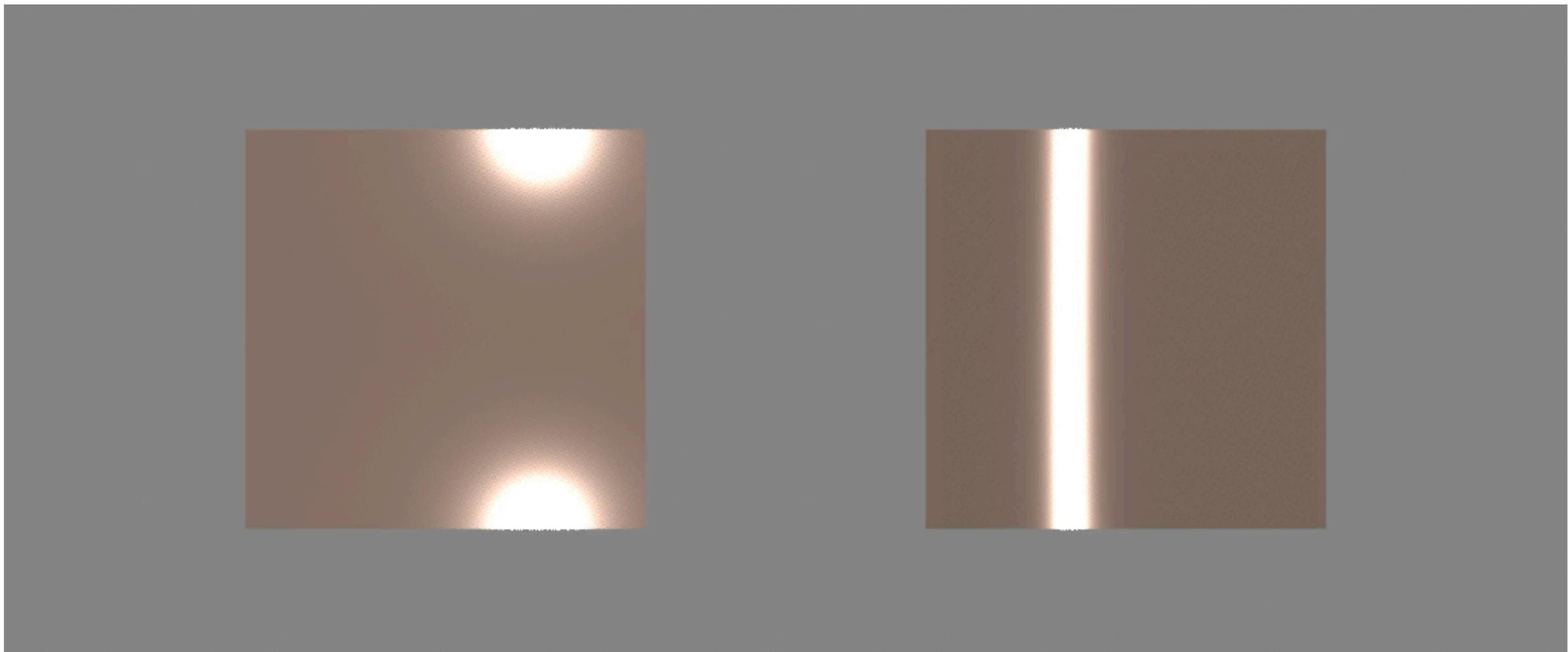
(Wikipedia CC-A-SA 3.0)

# Properties of BRDFs

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## 3. Isotropic: BRDF is a 3D function

$$f_r((\theta_i, \phi_i) \rightarrow (\theta_o, \phi_o)) \rightarrow f_r(\theta_i, \theta_o, \phi_i - \phi_o)$$



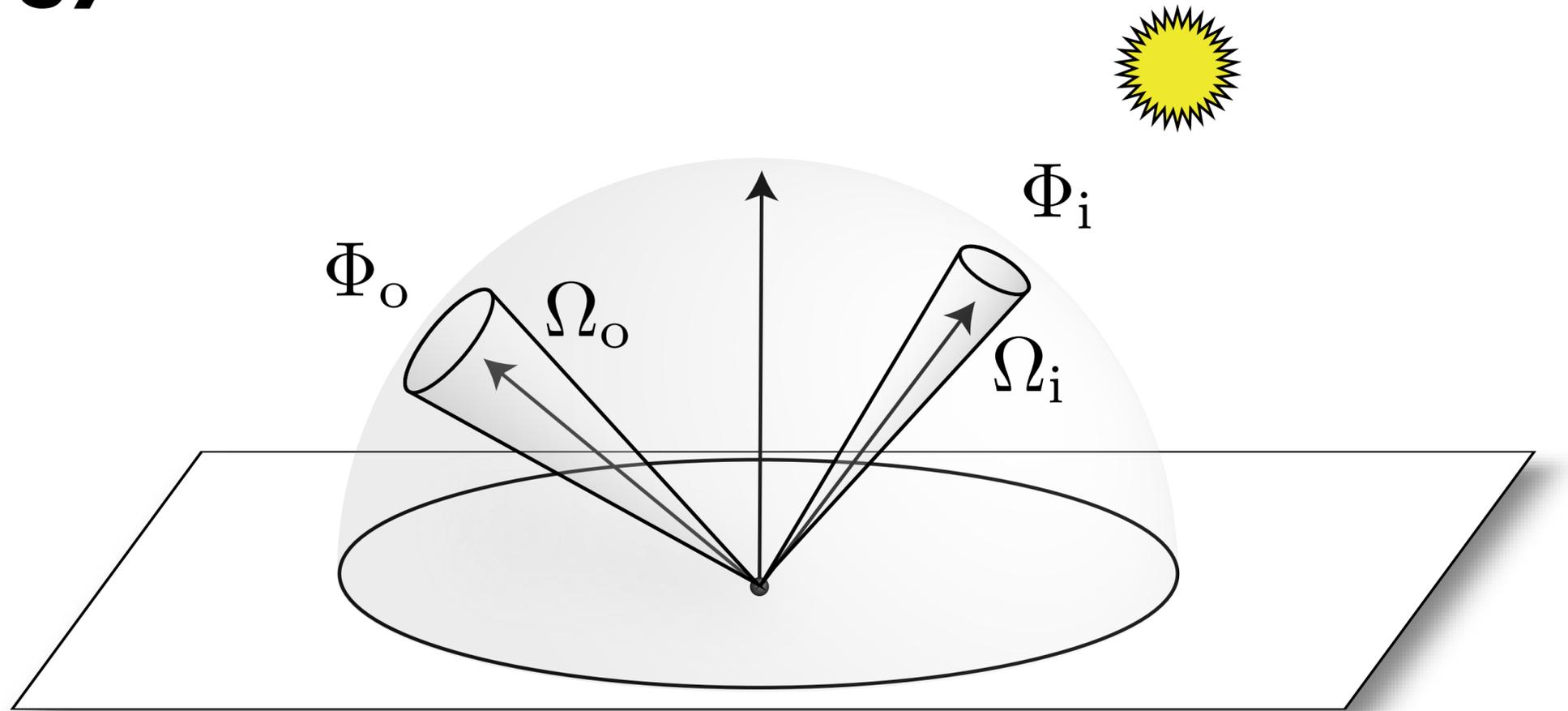
**Isotropic**

**Anisotropic**

# Properties of BRDFs

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## 4. Energy Conservation



**Reflectance**  $\rho = \frac{\Phi_o}{\Phi_i} = \frac{\int_{\Omega_o} L_o(\omega_o) \cos \theta_o d\omega_o}{\int_{\Omega_i} L_i(\omega_i) \cos \theta_i d\omega_i}$

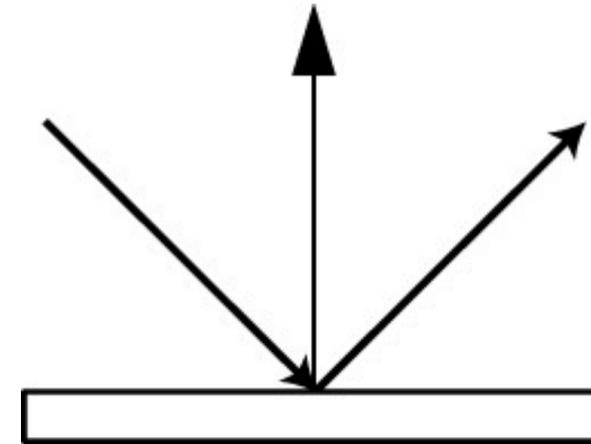
$$0 \leq \rho \leq 1$$

# Types of Reflection Functions

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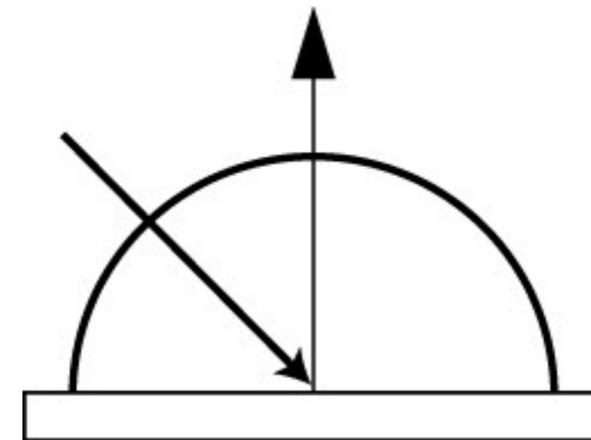
## Ideal Specular

- Reflection Law
- Mirror



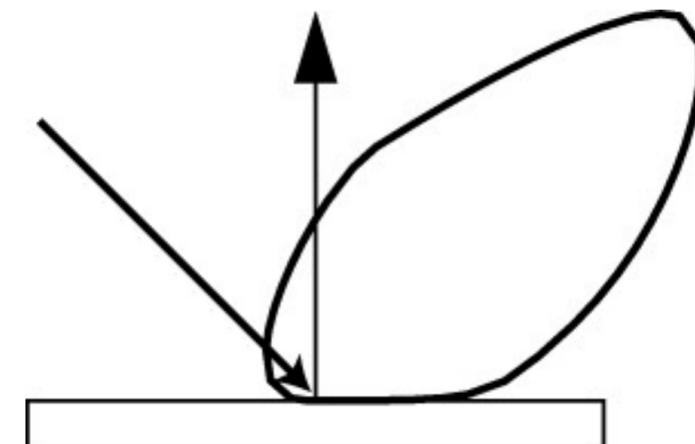
## Ideal Diffuse

- Lambert's Law
- Matte



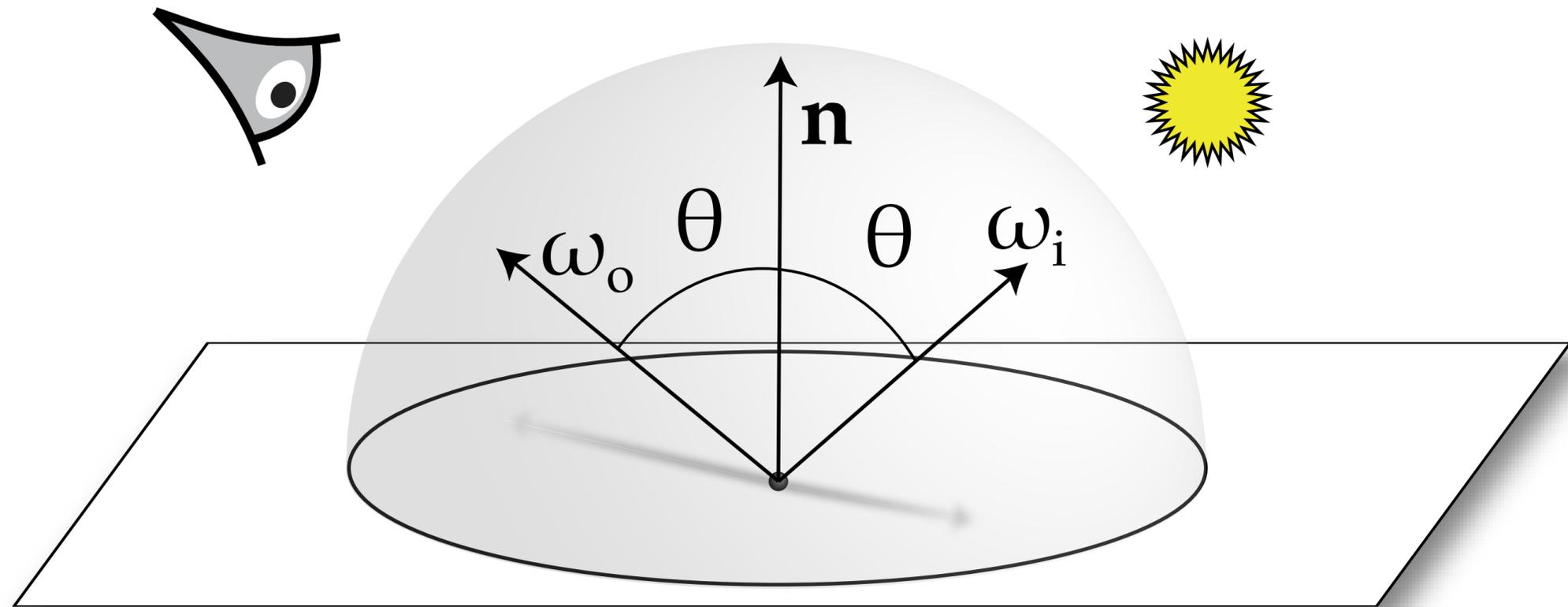
## Specular

- Glossy
- Directional diffuse



# Law of Reflection

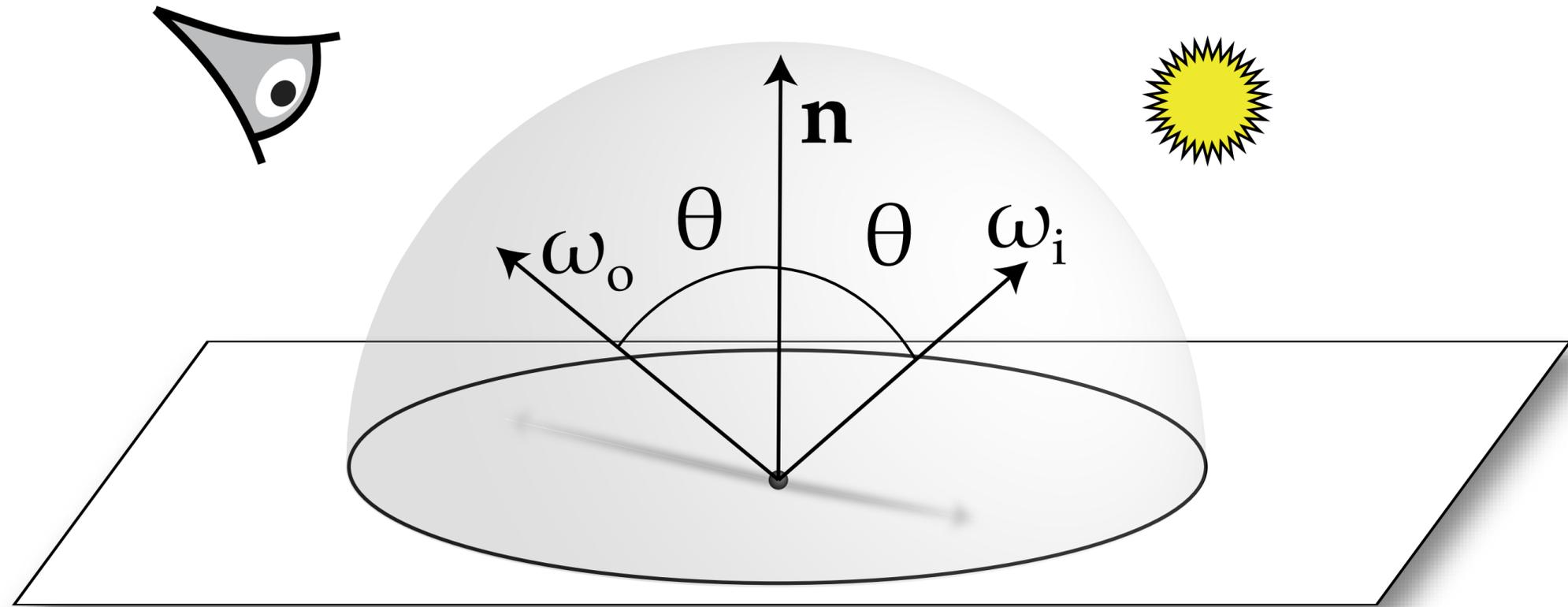
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$$\omega_i = R(\omega_o, \mathbf{n}) = -\omega_o + 2(\omega_o \cdot \mathbf{n})\mathbf{n}$$

# Ideal Reflection BRDF

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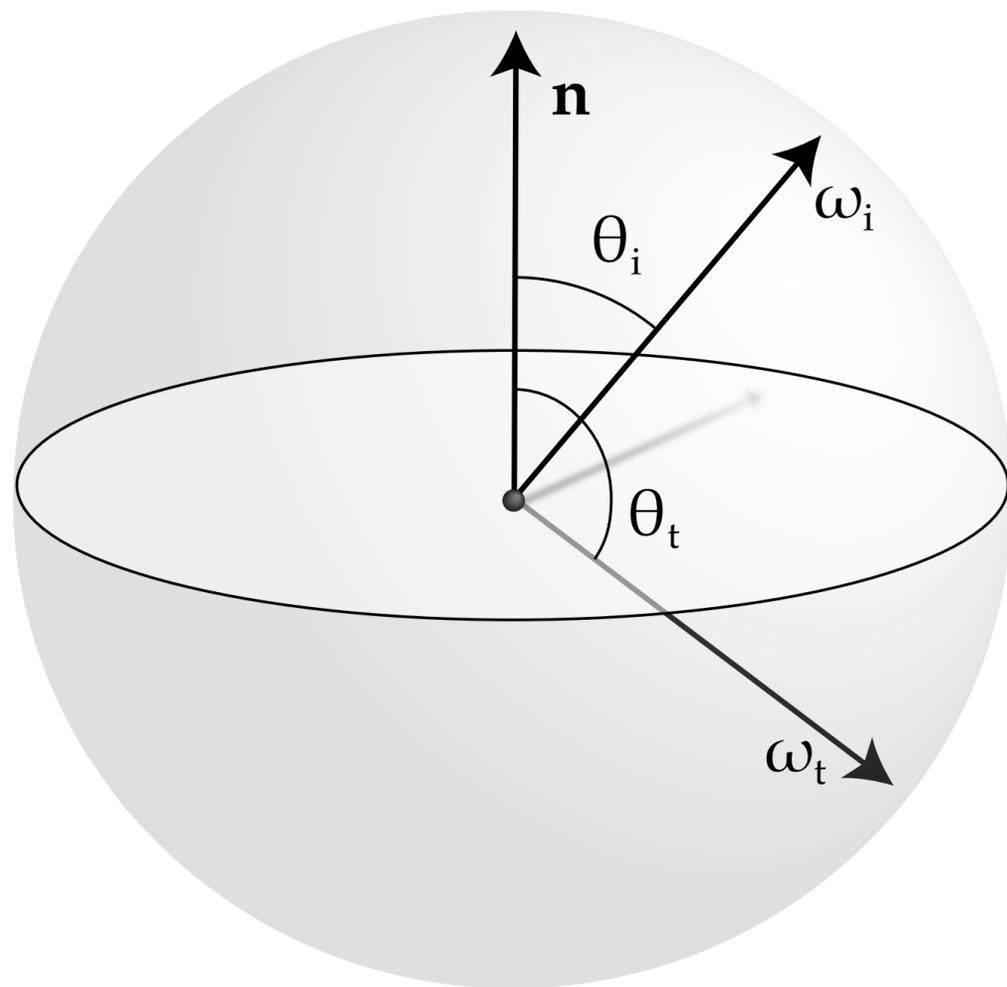
$$f_r(\omega_o \rightarrow \omega_i) = \frac{\delta(\omega_i - R(\omega_o, \mathbf{n}))}{\cos \theta_i}$$

$$\int f_r(\omega_o \rightarrow \omega_i) L_i(\omega_i) \cos \theta_i d\omega_i =$$

$$\int \frac{\delta(\omega_i - R(\omega_o, \mathbf{n}))}{\cos \theta_i} L_i(\omega_i) \cos \theta_i d\omega_i = L_i(\omega_i)$$

# Ideal Specular Transmission

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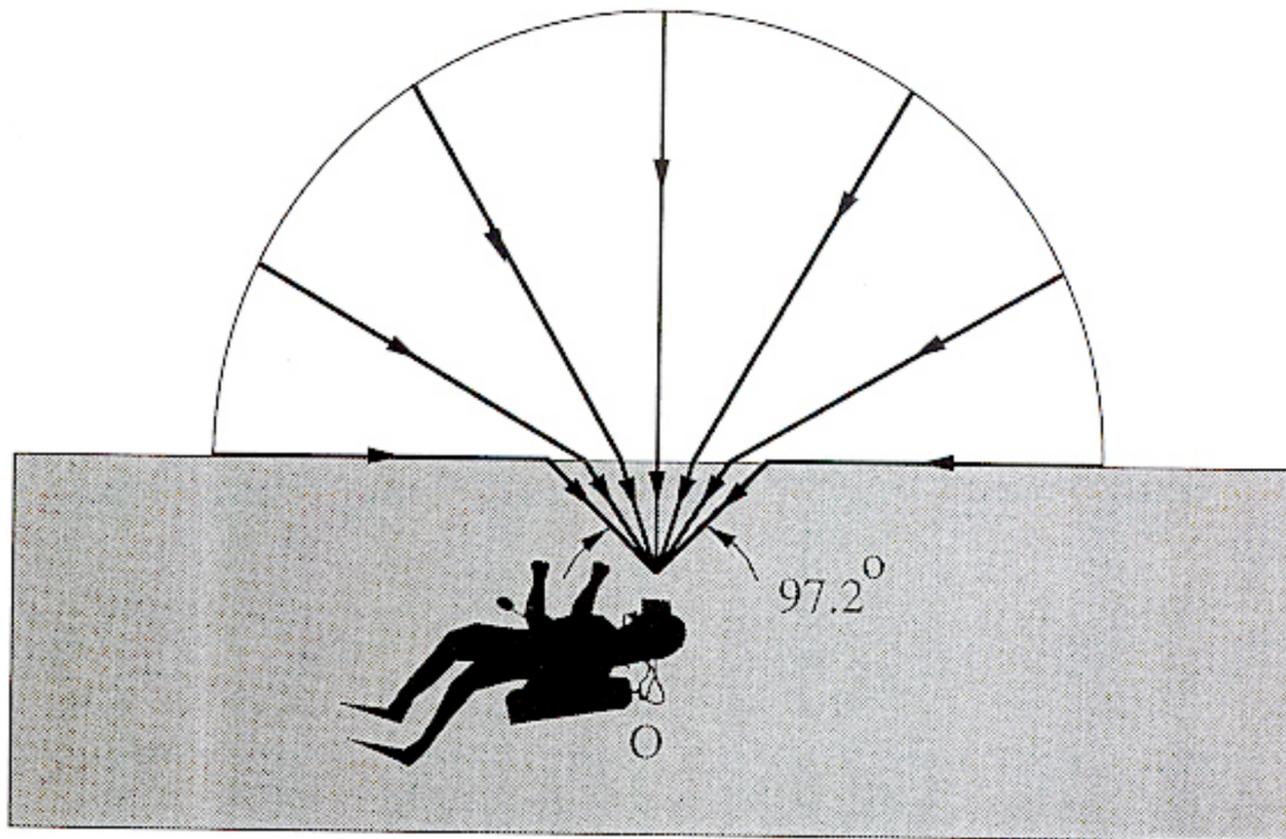
$$\eta = \frac{\eta_i}{\eta_t}$$
$$\omega_t = \frac{-\omega_i}{\eta} + \left( \frac{\cos \theta_i}{\eta} - \cos \theta_t \right) \mathbf{n}$$

**Snell's law:**  $\eta_i \sin \theta_i = \eta_t \sin \theta_t$

**Total internal reflection:**  $\sin \theta_t = \frac{\eta_i}{\eta_t} \sin \theta_i > 1$

# Optical Manhole

## Total internal reflection



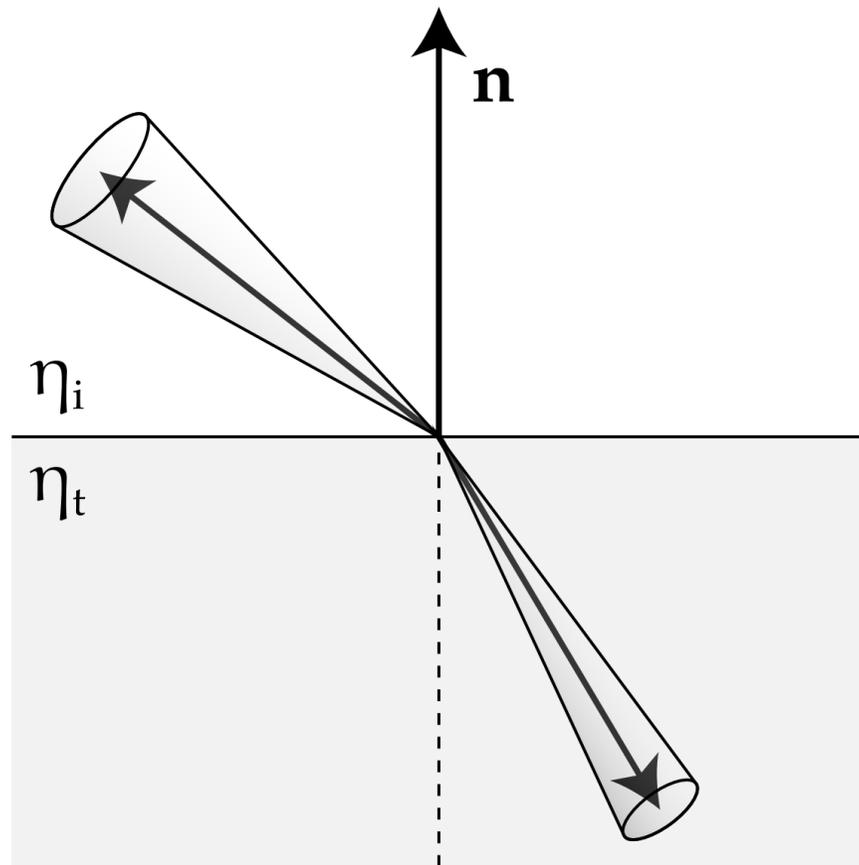
$$n_w = \frac{4}{3}$$



From Livingston and Lynch

# Change in Radiance With Refraction

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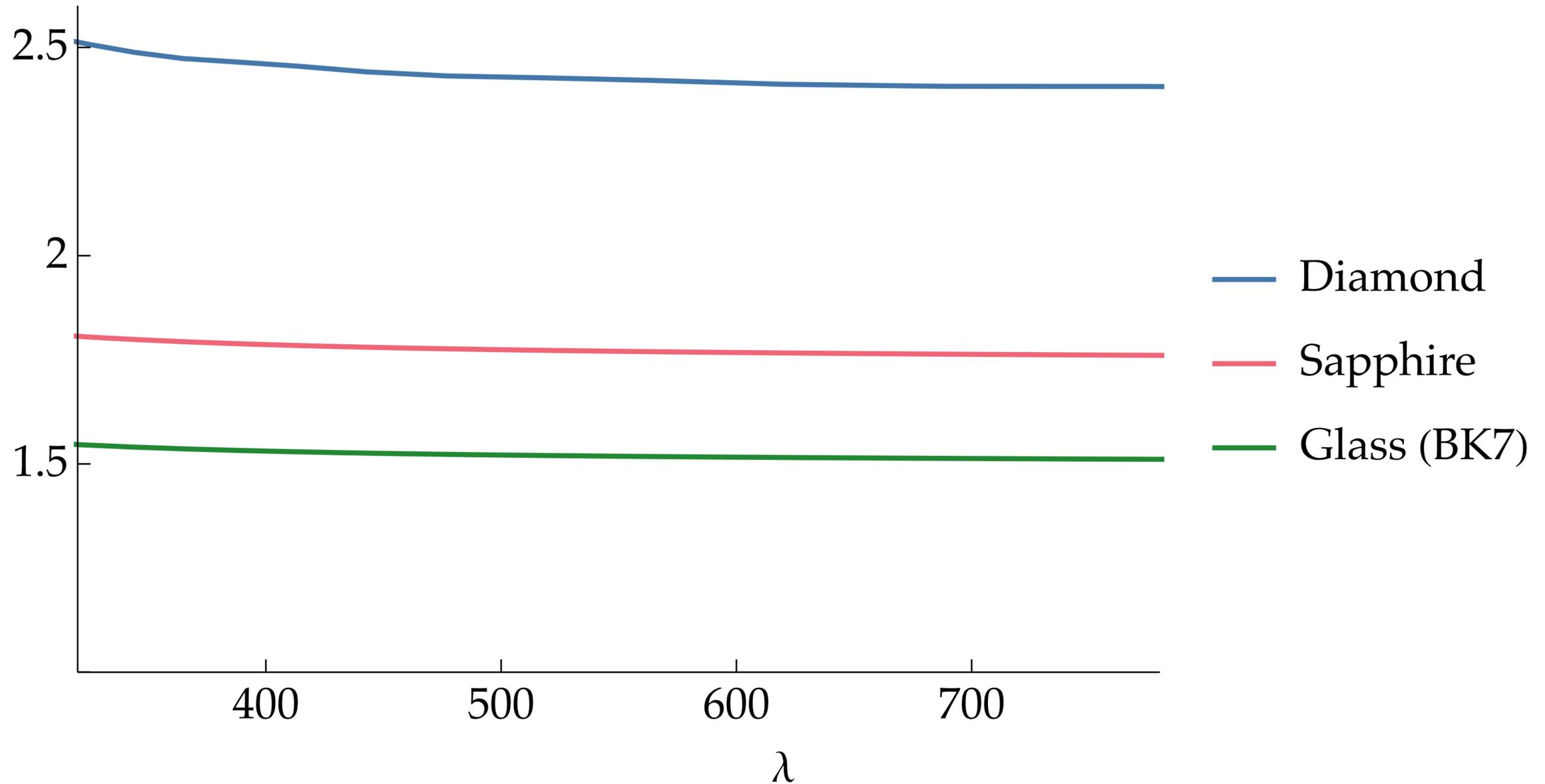
**BTDFs are not reciprocal!**

$$f_t(\omega_o \rightarrow \omega_i) \neq f_t(\omega_i \rightarrow \omega_o)$$

**Conservation of basic radiance:**  $\frac{L_i}{\eta_i^2} = \frac{L_t}{\eta_t^2}$

# Wavelength-Dependent IOR

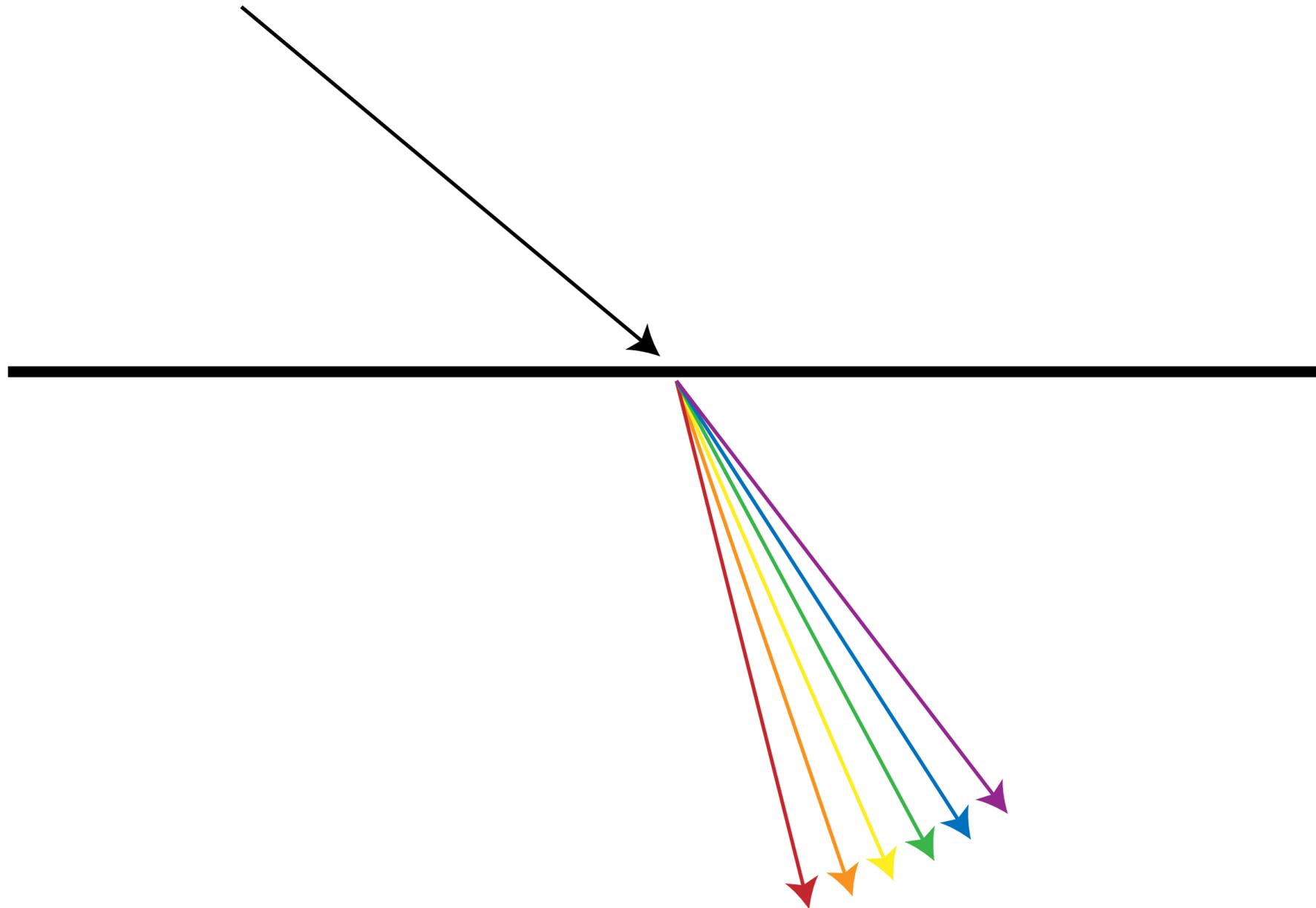
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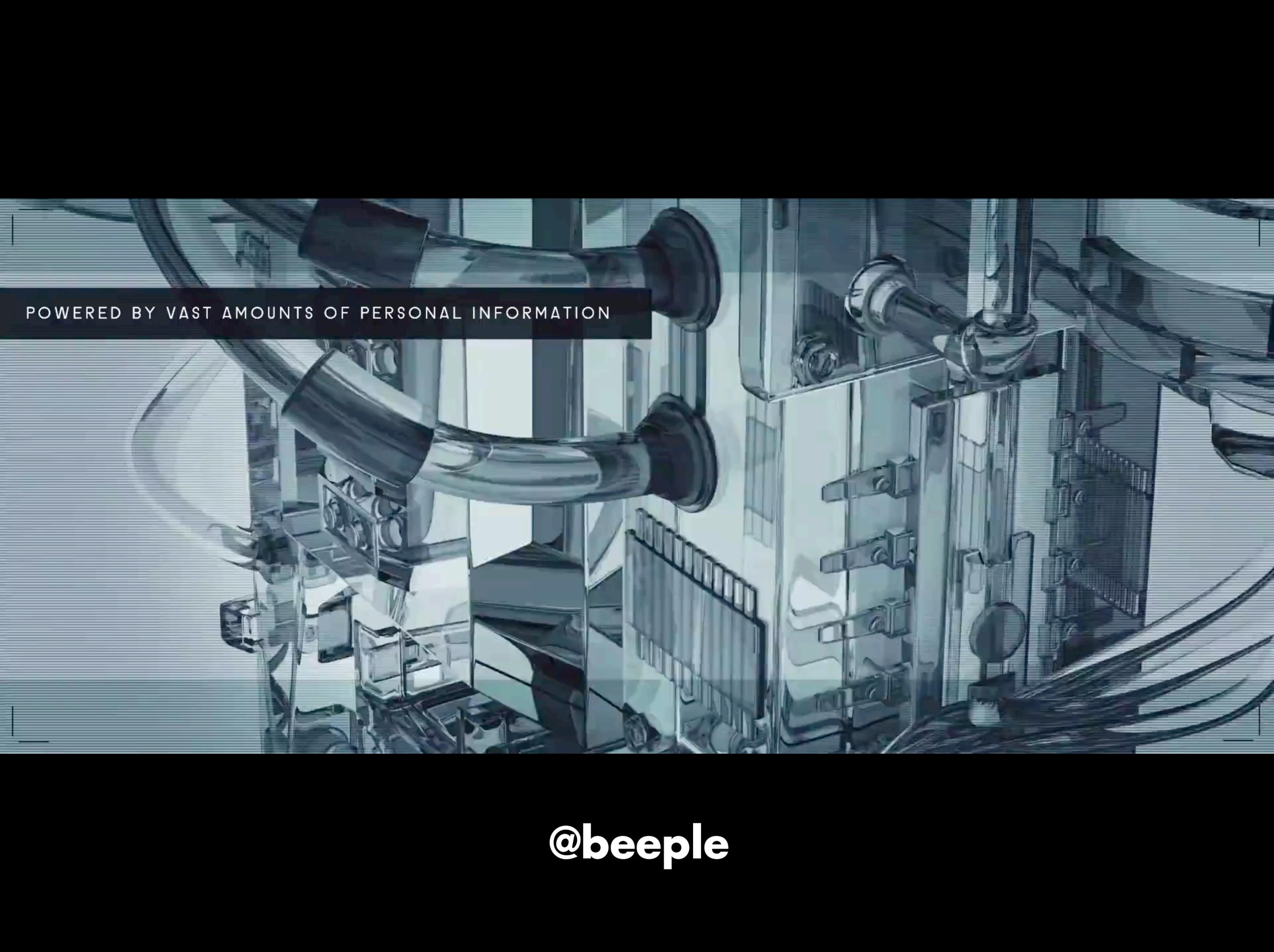


<https://refractiveindex.info>

# Wavelength-Dependent IOR

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A blue-tinted, high-angle view of a modern office interior. The scene shows a grid of desks and glass partitions, with several office chairs visible. The lighting is bright, creating a clean and professional atmosphere. A dark horizontal bar is overlaid on the left side of the image, containing white text.

POWERED BY VAST AMOUNTS OF PERSONAL INFORMATION

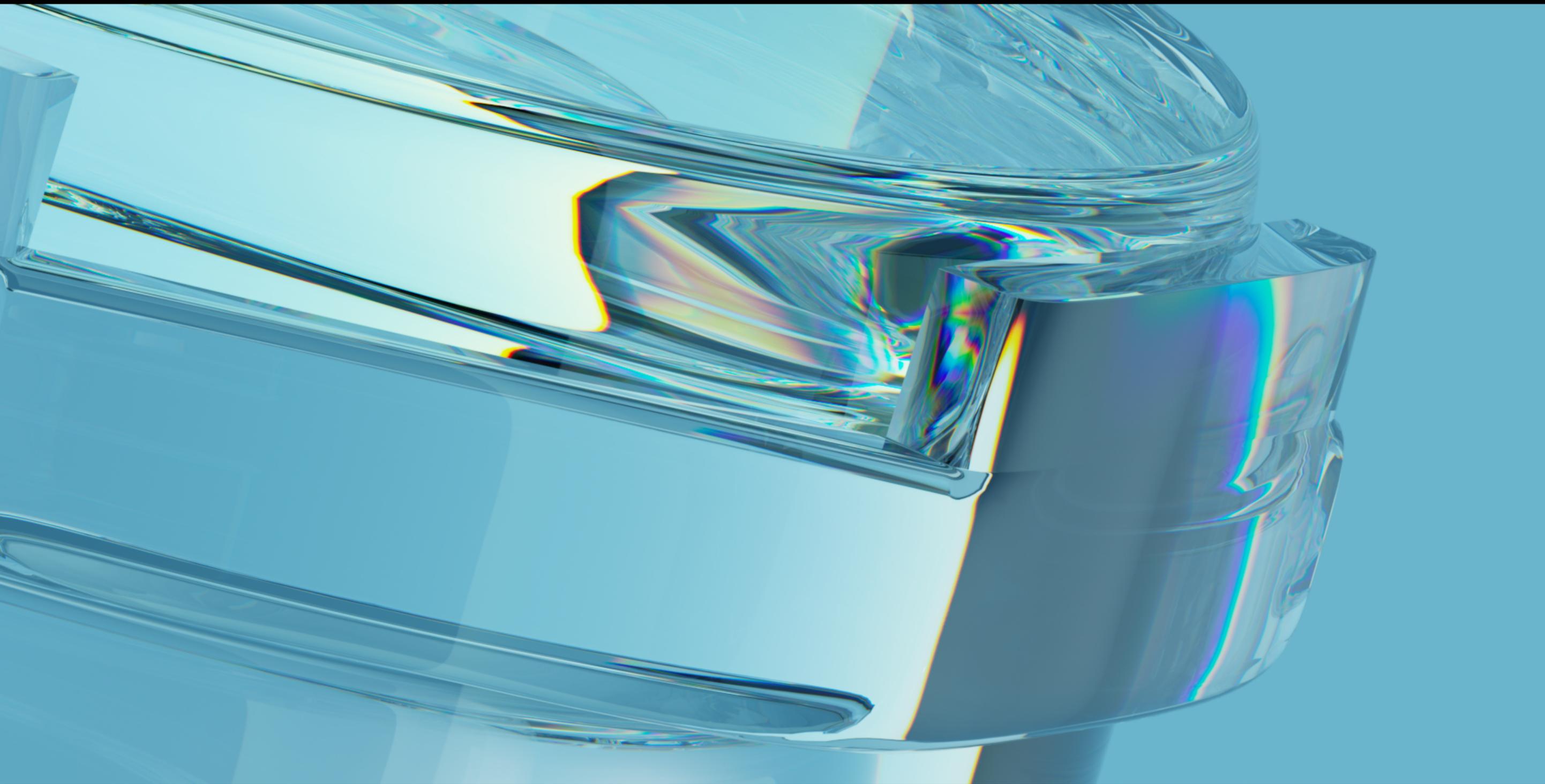
**@beepie**

# Fixed Index of Refraction



**@beepie**

# Wavelength-Dependent IOR

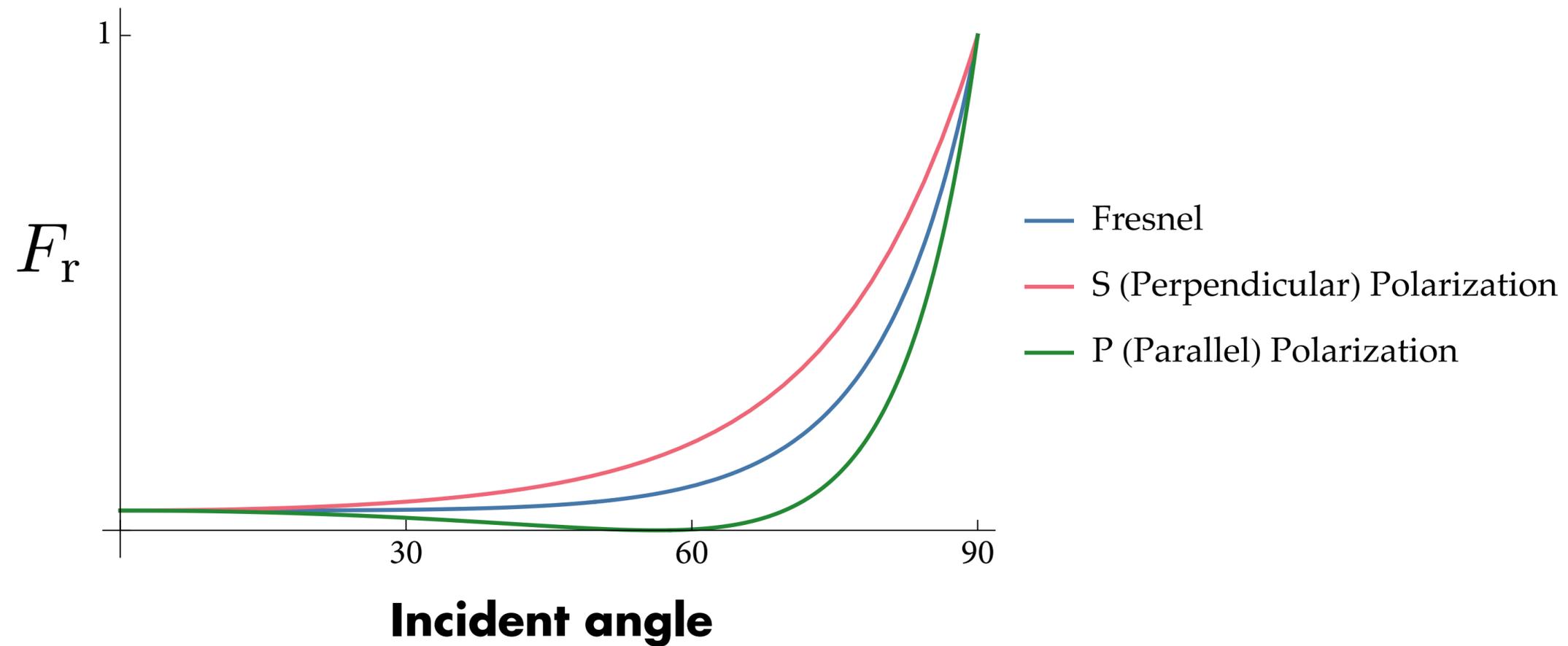


**@beepie**

# Fresnel Reflectance

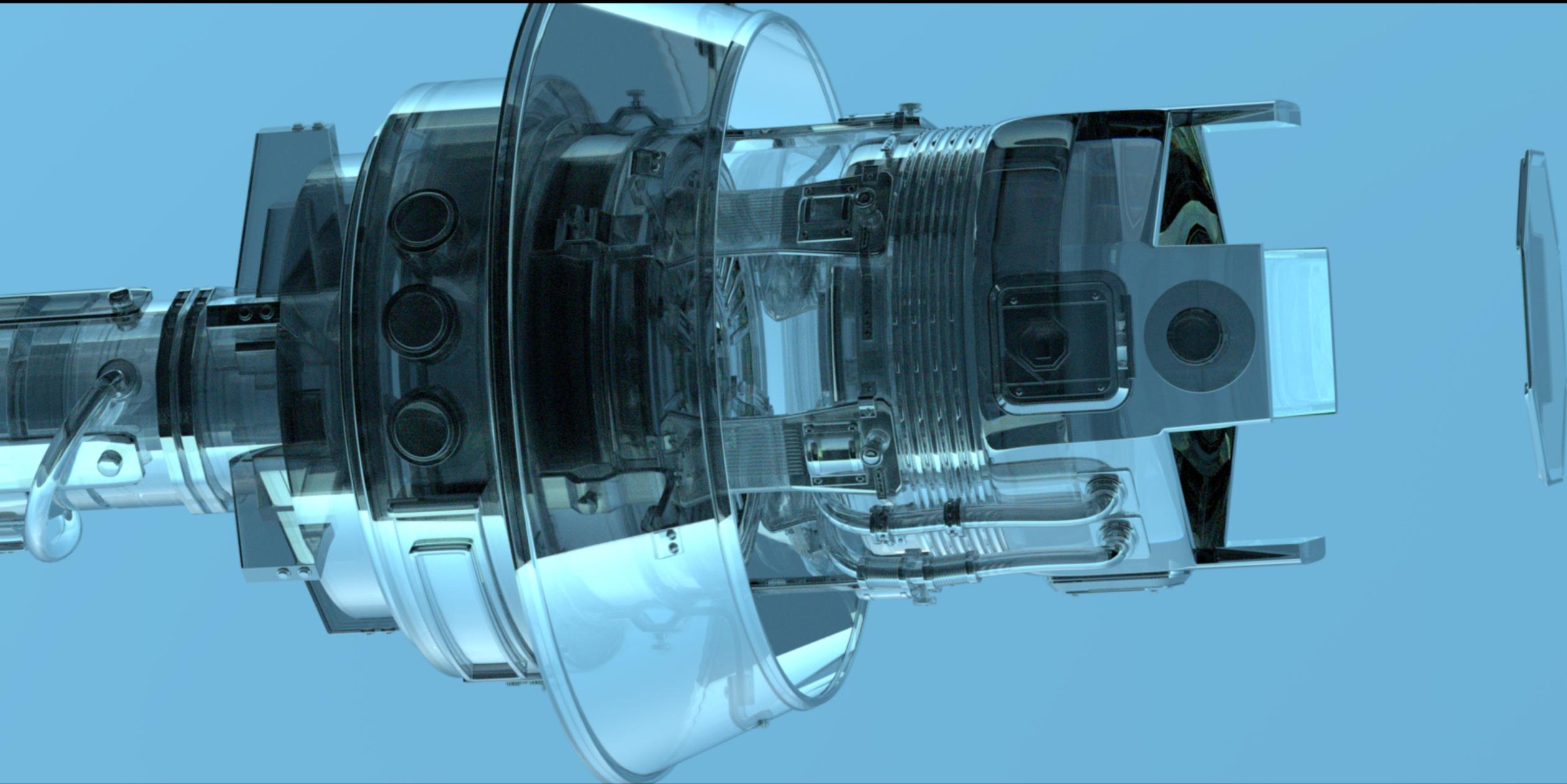
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## Dielectric (Glass $\eta = 1.5$ )



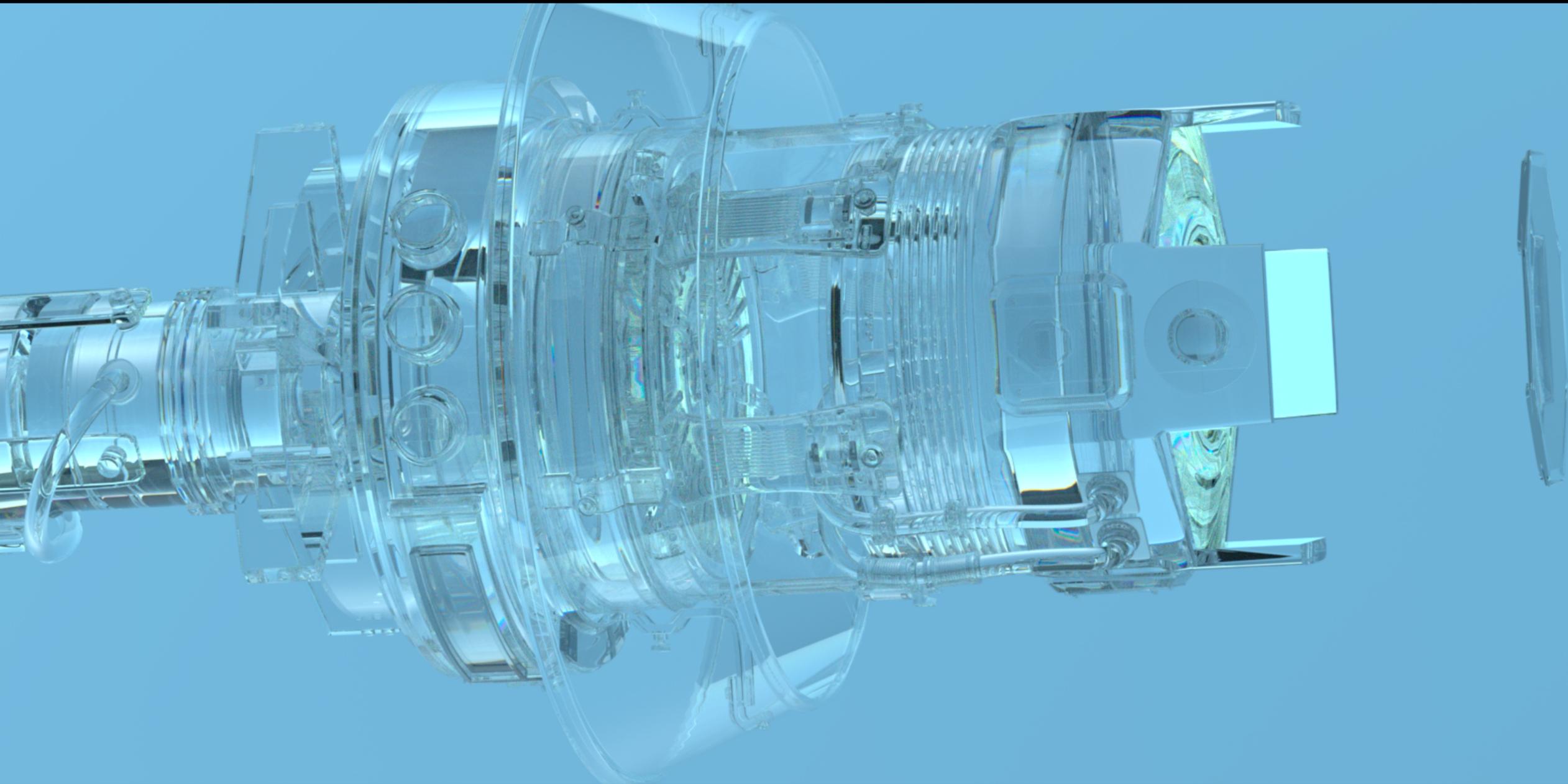
**Transmission:  $1 - F_r$**

**Reflect 0.5, Transmit 0.5**



**@beepie**

# Fresnel Reflection and Transmission



**@beepie**

# Sampling Reflection + Transmission

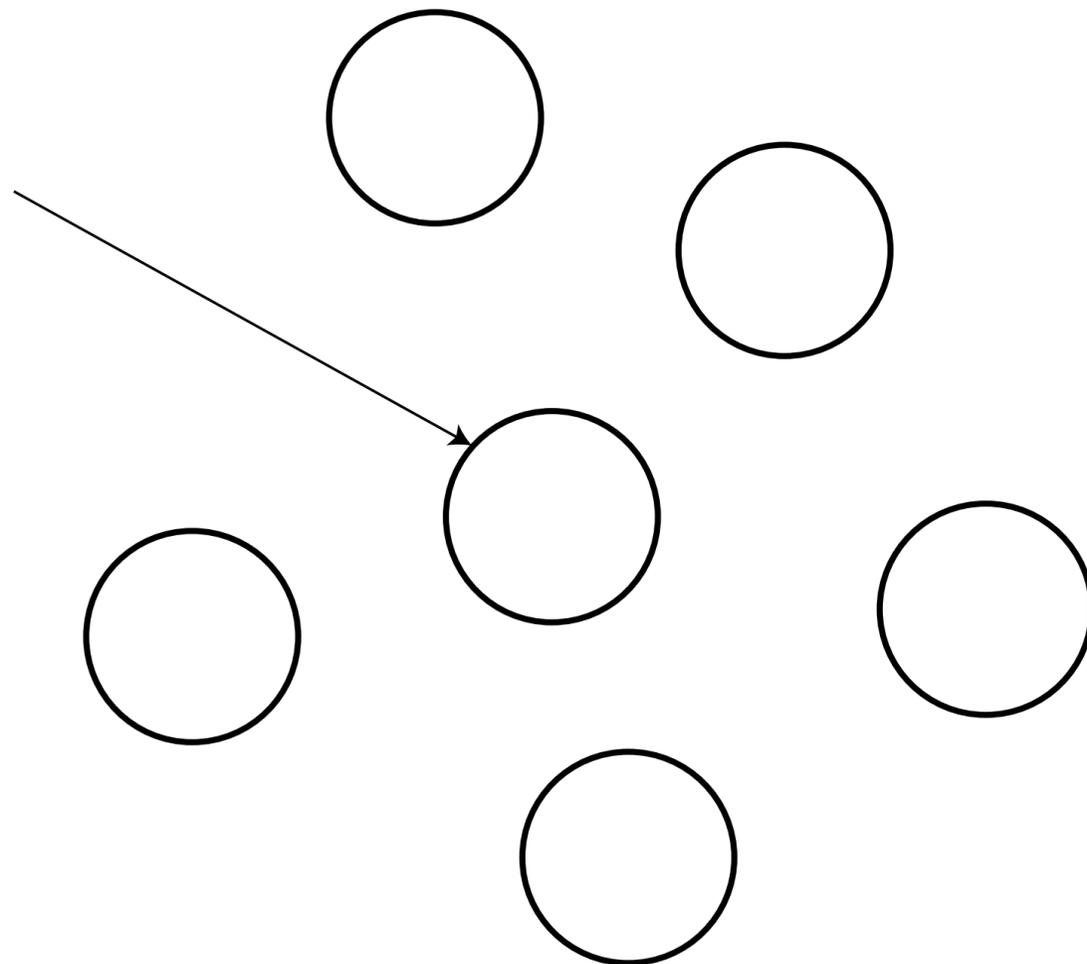
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$$\begin{aligned} L_o(\mathbf{p}, \omega) &= \int_{\mathcal{S}^2} f(\mathbf{p}, \omega_i \rightarrow \omega_o) L_i(\mathbf{p}, \omega_i) \cos \theta_i d\omega_i \\ &= \int_{\mathcal{S}^2} \left( F_r \frac{\delta(\omega_i - R(\omega_o, \mathbf{n}))}{\cos \theta_i} + (1 - F_r) \frac{\delta(\omega_i - T(\omega_o, \mathbf{n}))}{\cos \theta_i} \right) L_i(\mathbf{p}, \omega_i) \cos \theta_i d\omega_i \\ &= F_r L_i(\mathbf{p}, R(\omega_o, \mathbf{n})) + (1 - F_r) L_i(\mathbf{p}, T(\omega_o, \mathbf{n})) \end{aligned}$$

# Sampling Reflection + Transmission

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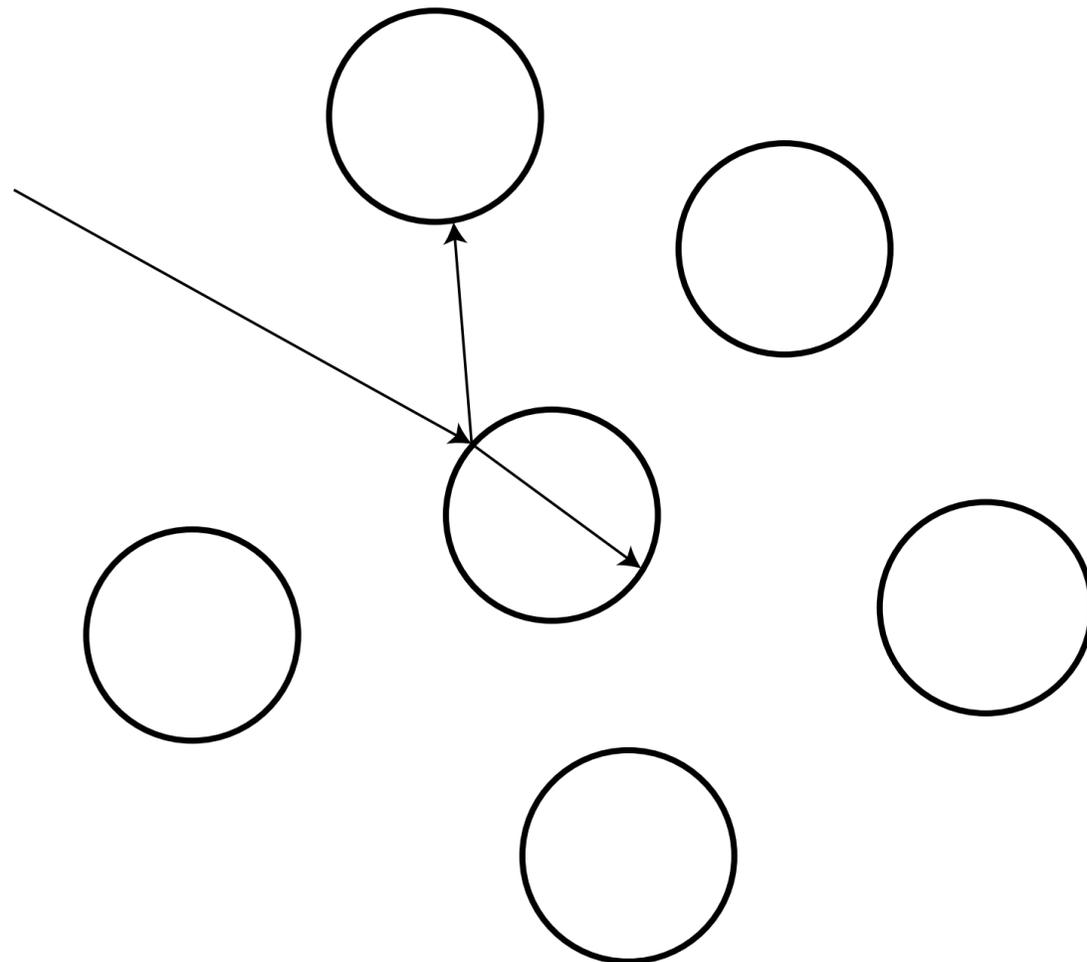
$$L_o(p, \omega) = F_r L_i(p, R(\omega_o, n)) + (1 - F_r) L_i(p, T(\omega_o, n))$$



# Sampling Reflection + Transmission

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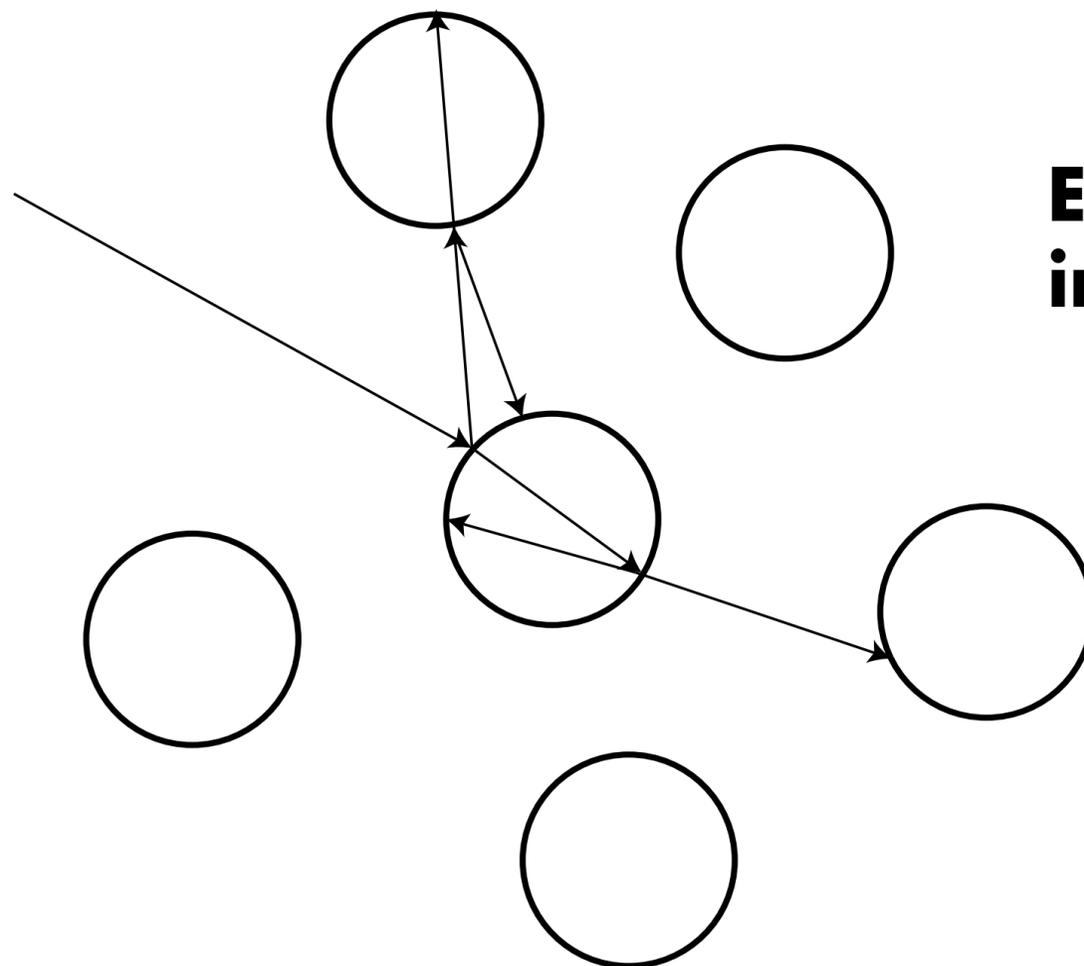
$$L_o(p, \omega) = F_r L_i(p, R(\omega_o, n)) + (1 - F_r) L_i(p, T(\omega_o, n))$$



# Sampling Reflection + Transmission

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$$L_o(p, \omega) = F_r L_i(p, R(\omega_o, n)) + (1 - F_r) L_i(p, T(\omega_o, n))$$



**Exponential growth  
in number of rays!**

# Sampling Reflection + Transmission

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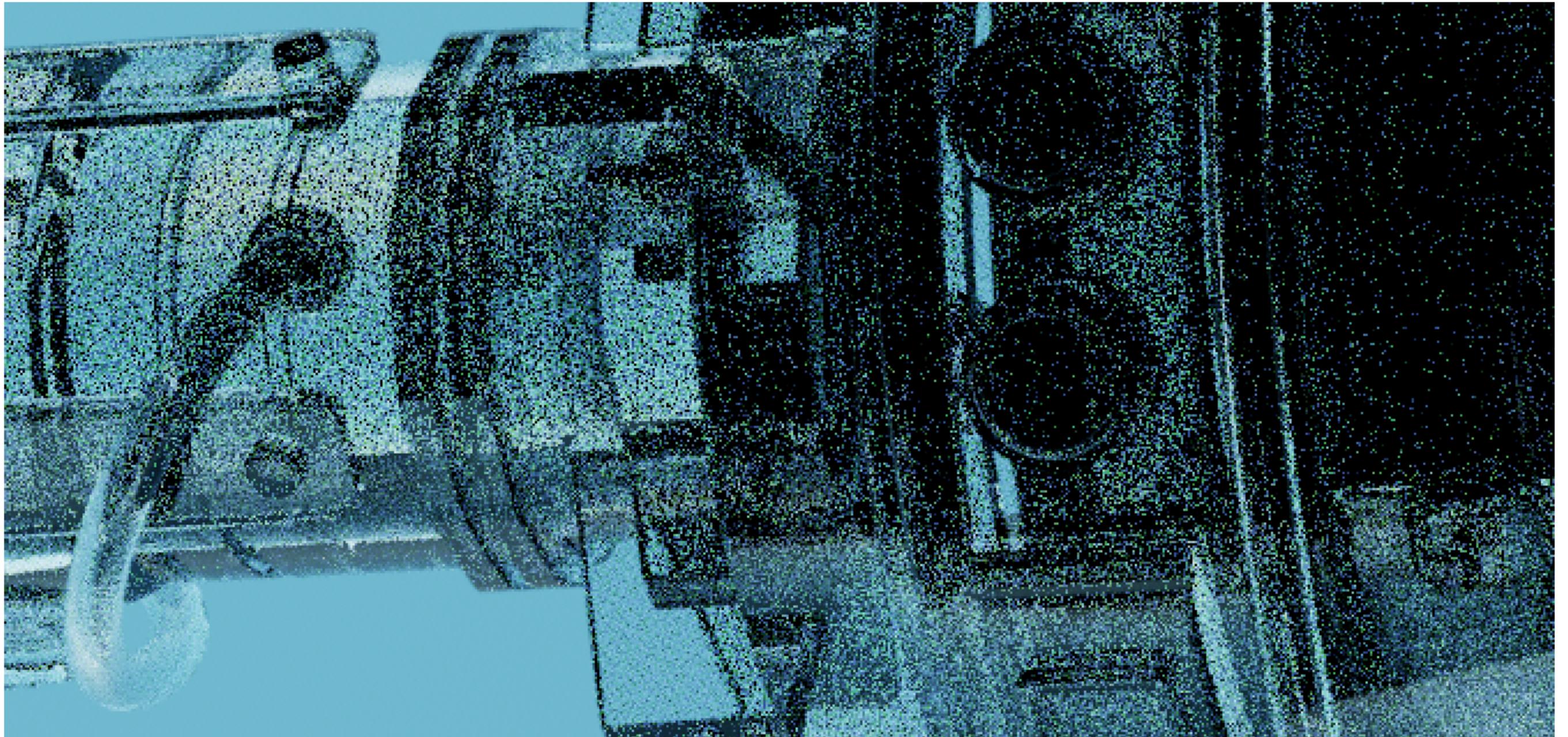
**Monte Carlo: evaluate a single term using probability  $p_r$**

$$L_o(p, \omega) = F_r L_i(p, R(\omega_o, n)) + (1 - F_r) L_i(p, T(\omega_o, n))$$

$$\approx \begin{cases} \frac{F_r L_i(p, R(\omega_o, n))}{p_r}, & \text{with probability } p_r \\ \frac{(1 - F_r) L_i(p, T(\omega_o, n))}{1 - p_r}, & \text{otherwise} \end{cases}$$

# Sampling Reflection + Transmission

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$$p_r = \frac{1}{2}$$

# Sampling Reflection + Transmission

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**Monte Carlo: evaluate a single term using probability  $p_r$**

$$L_o(p, \omega) = F_r L_i(p, R(\omega_o, n)) + (1 - F_r) L_i(p, T(\omega_o, n))$$

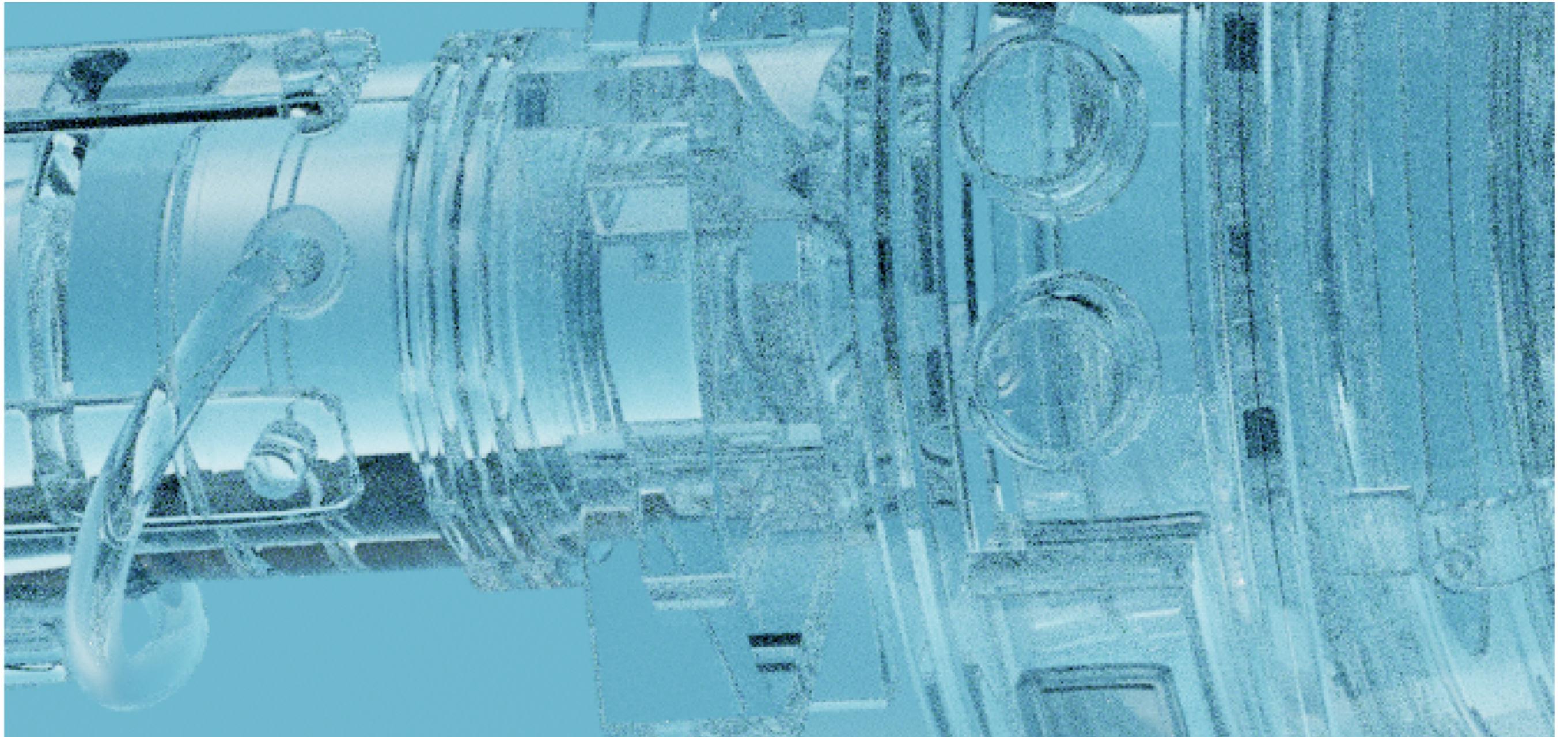
$$\approx \begin{cases} \frac{F_r L_i(p, R(\omega_o, n))}{p_r}, & \text{with probability } p_r \\ \frac{(1 - F_r) L_i(p, T(\omega_o, n))}{1 - p_r}, & \text{otherwise} \end{cases}$$

**Best approach:  $p_r = F_r$**

$$L_o(p, \omega) \approx \begin{cases} L_i(p, R(\omega_o, n)), & \text{with probability } F_r \\ L_i(p, T(\omega_o, n)), & \text{otherwise} \end{cases}$$

# Sampling Reflection + Transmission

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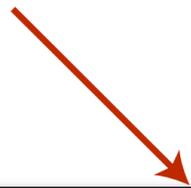


$$p_r = F_r$$

# Thin Dielectric BSDF

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Air ( $\eta = 1$ )

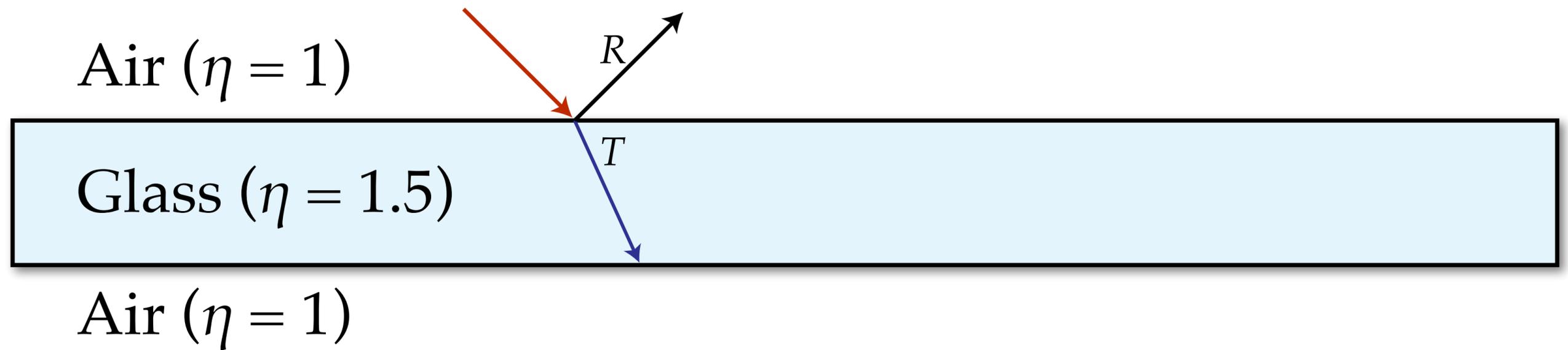


Glass ( $\eta = 1.5$ )

Air ( $\eta = 1$ )

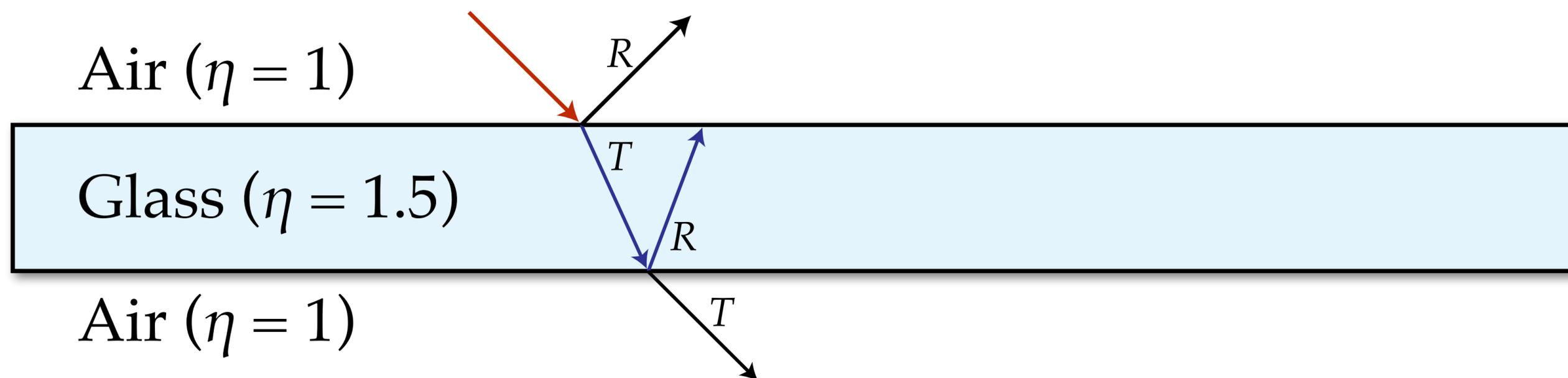
# Thin Dielectric BSDF

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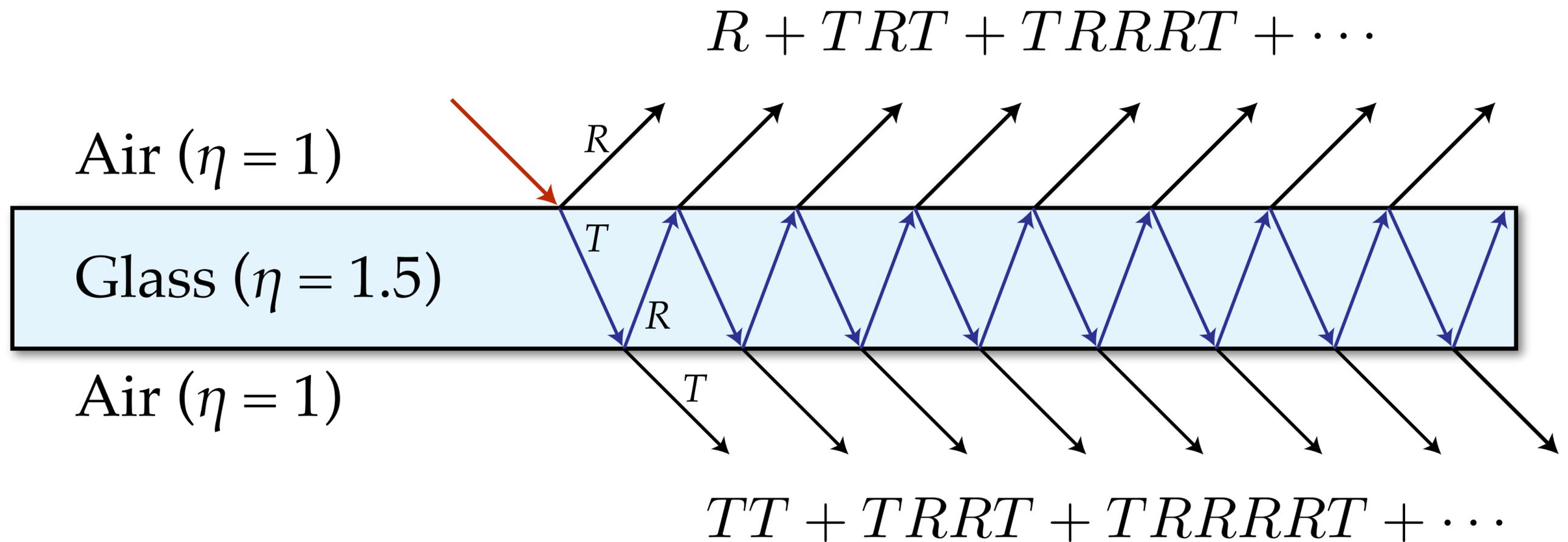


# Thin Dielectric BSDF

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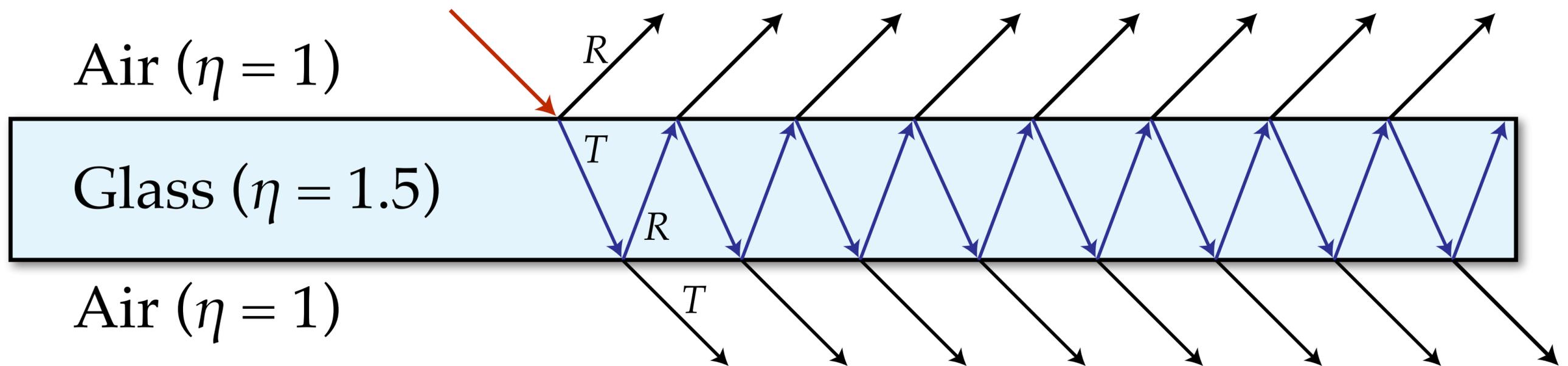


# Thin Dielectric BSDF



# Thin Dielectric BSDF

$$R' = R + TRT + TRRRT + \dots = R + \frac{T^2 R}{1 - R^2}$$



$$T' = TT + TRRT + TRRRTT + \dots = 1 - R'$$

# Thin Dielectric BSDF

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$$R' = R + TRT + TRRRT + \dots = R + \frac{T^2 R}{1 - R^2}$$

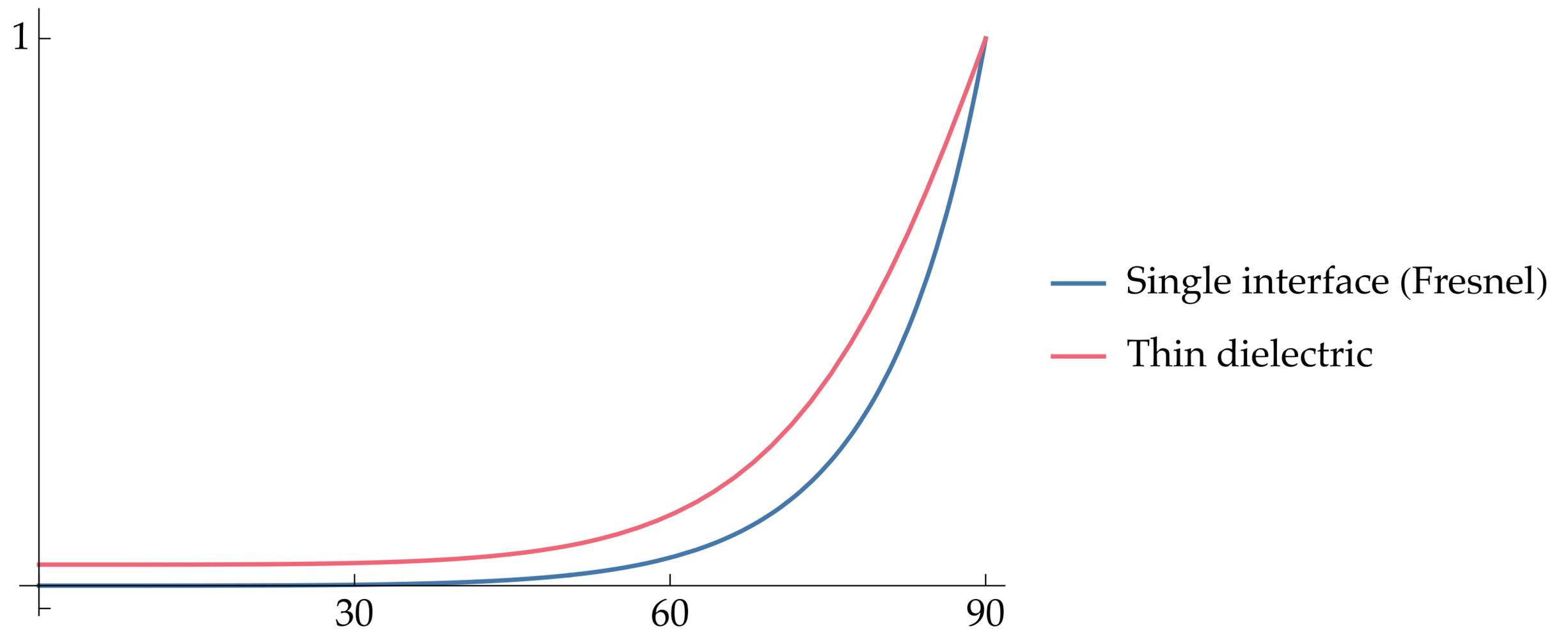


$$T' = TT + TRRT + TRRRRT + \dots = 1 - R'$$

**[Stokes 1860] On the intensity of the light reflected from or transmitted through a pile of plates.**

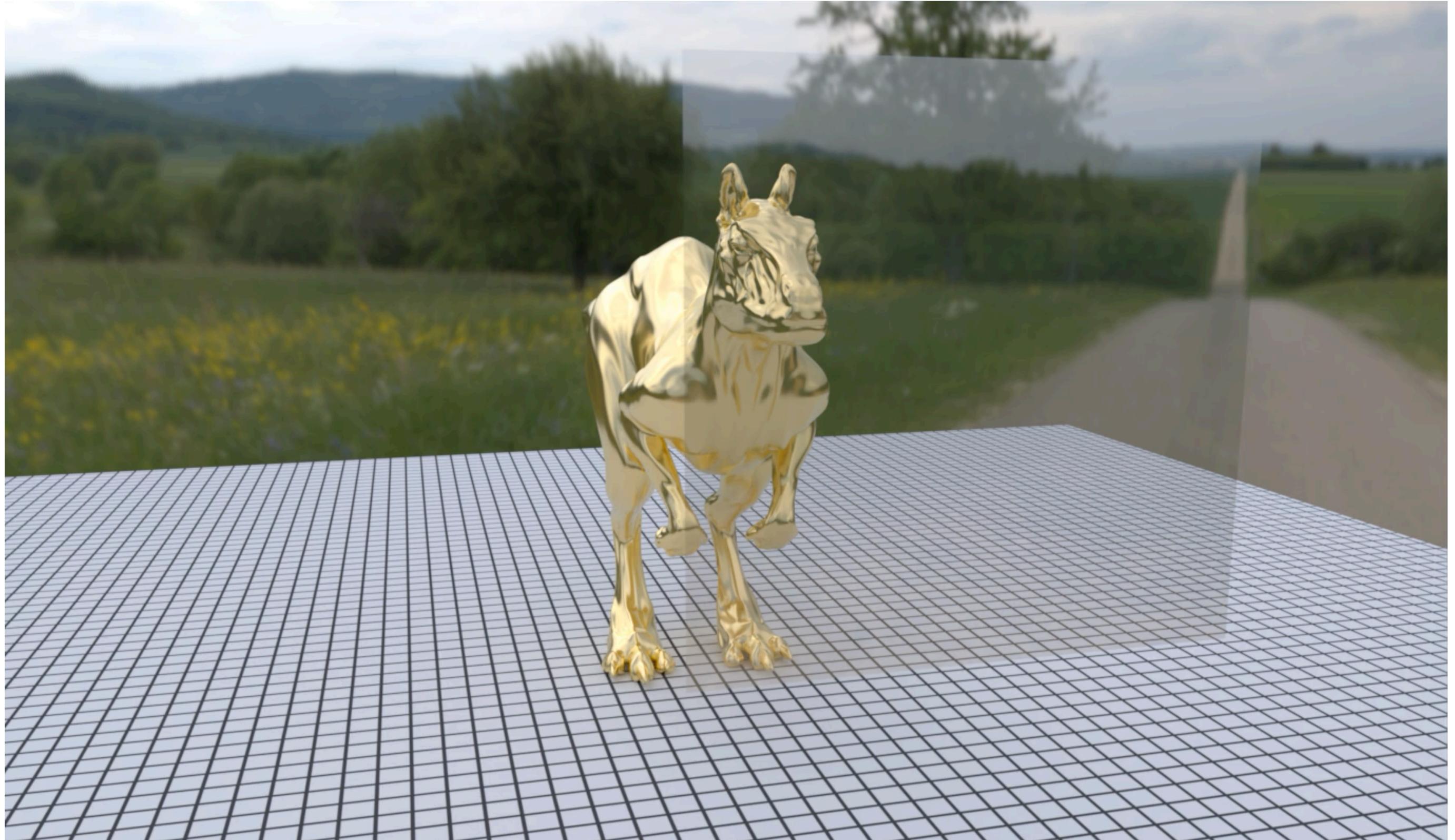
# Thin Dielectric Reflectance

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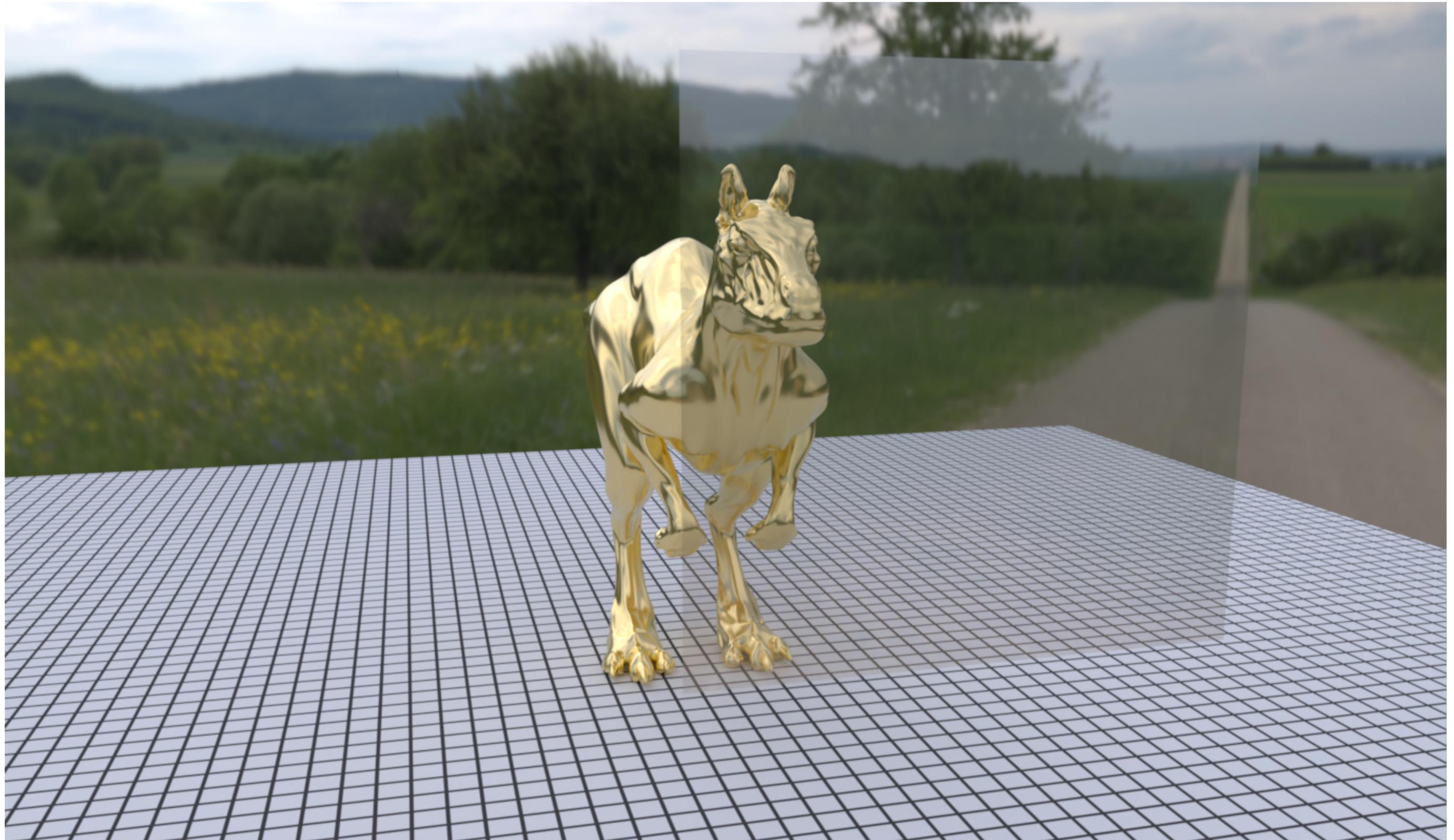
# Thin vs Thick Glass

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# Thin Glass

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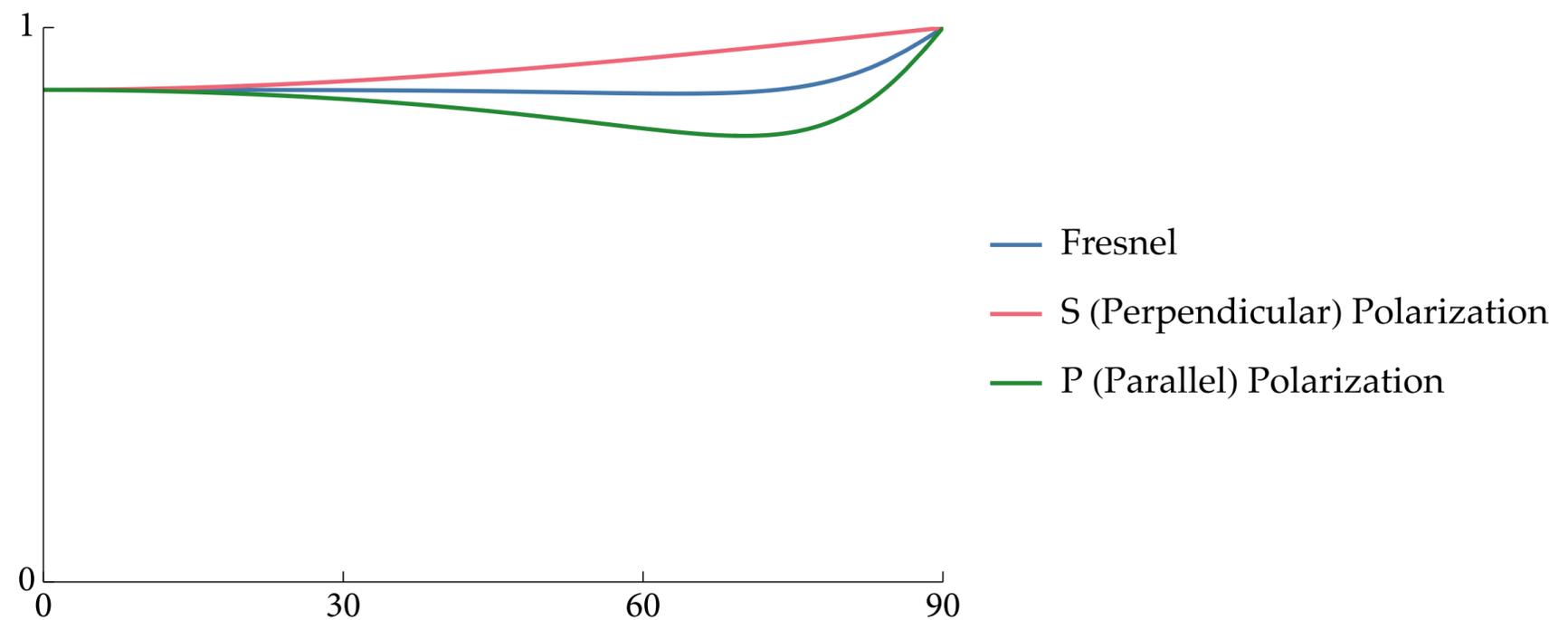
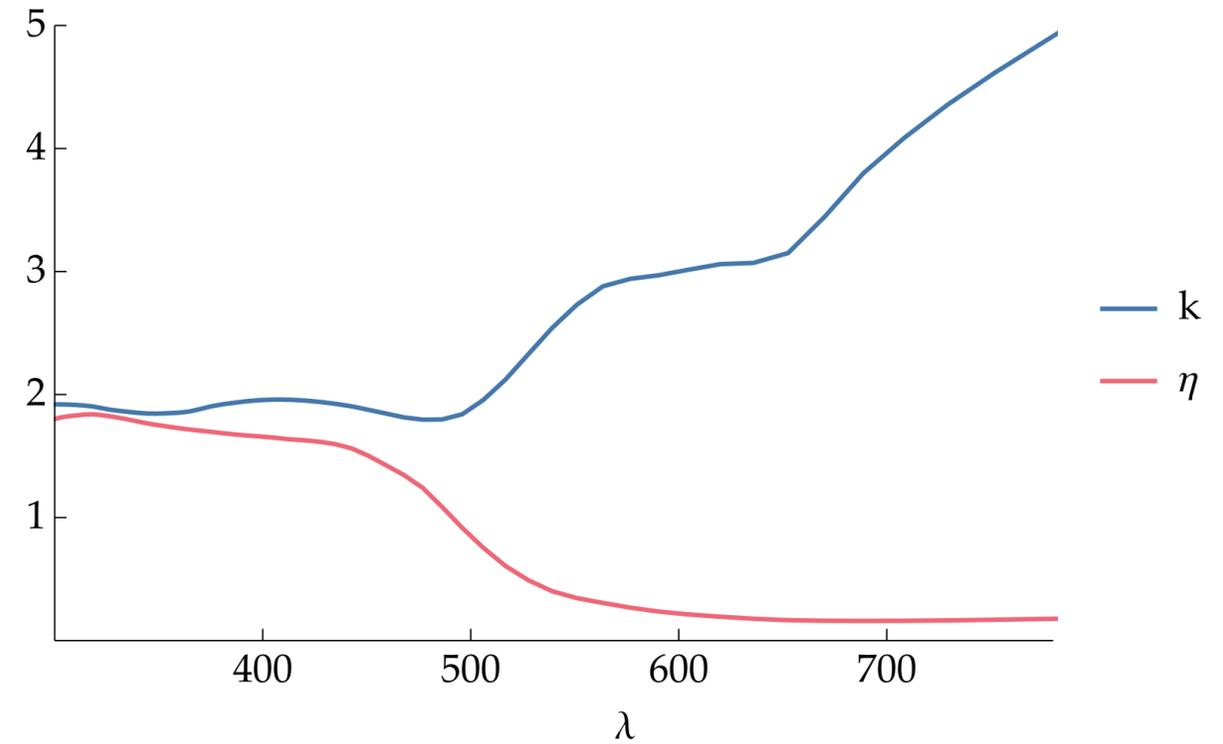


# Thick Glass

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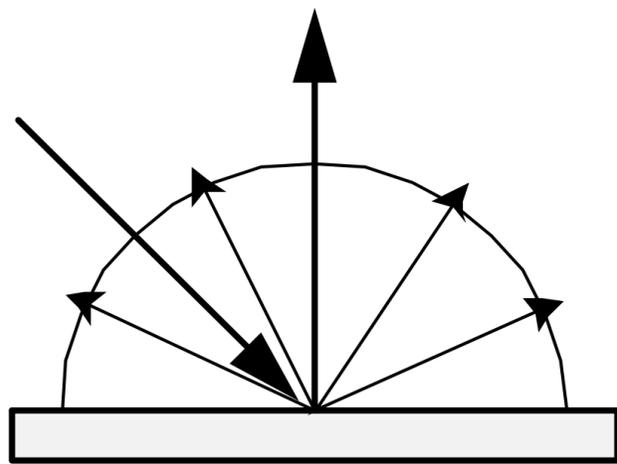
# Fresnel Conductor: Gold



# Ideal Diffuse Reflection

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**Assume light is equally likely to be reflected in any output direction**



$$f_{r,d} = c$$

$$\begin{aligned} L_o(\omega_o) &= \int f_r L_i(\omega_i) \cos \theta_i d\omega_i \\ &= f_r \int L_i(\omega_i) \cos \theta_i d\omega_i \\ &= f_r E \end{aligned}$$

$$\begin{aligned} \rho_d &= \frac{\int L_o(\omega_o) \cos \theta_o d\omega_o}{\int L_i(\omega_i) \cos \theta_i d\omega_i} = \frac{L_o \int \cos \theta_o d\omega_o}{E} \\ &= \frac{L_o \pi}{E} = \frac{f_o E \pi}{E} = \pi f_r \quad \longrightarrow \quad \boxed{f_r = \frac{\rho_d}{\pi}} \end{aligned}$$

# **“Diffuse” Reflection**

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## **Theoretical**

- **Bouguer - Special micro-facet distribution**
- **Seeliger - Subsurface reflection**
- **Multiple surface or subsurface reflections**

## **Experimental**

- **Pressed magnesium oxide powder**
- **Almost never valid at high angles of incidence**

**Paint manufacturers attempt to create ideal diffuse**

# Experiment

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## Reflections from a shiny floor

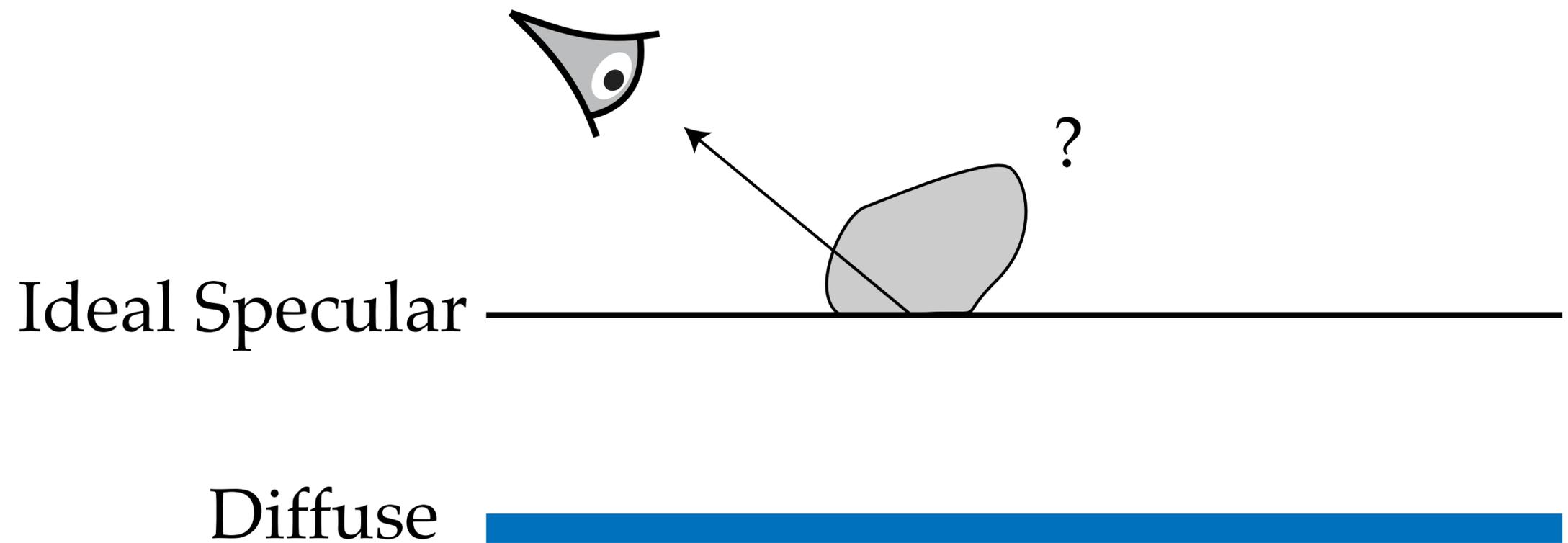


**From Lafortune, Foo, Torrance, Greenberg, SIGGRAPH 97**

**Reflection is greater at glancing angles**

# Coated Diffuse BRDF

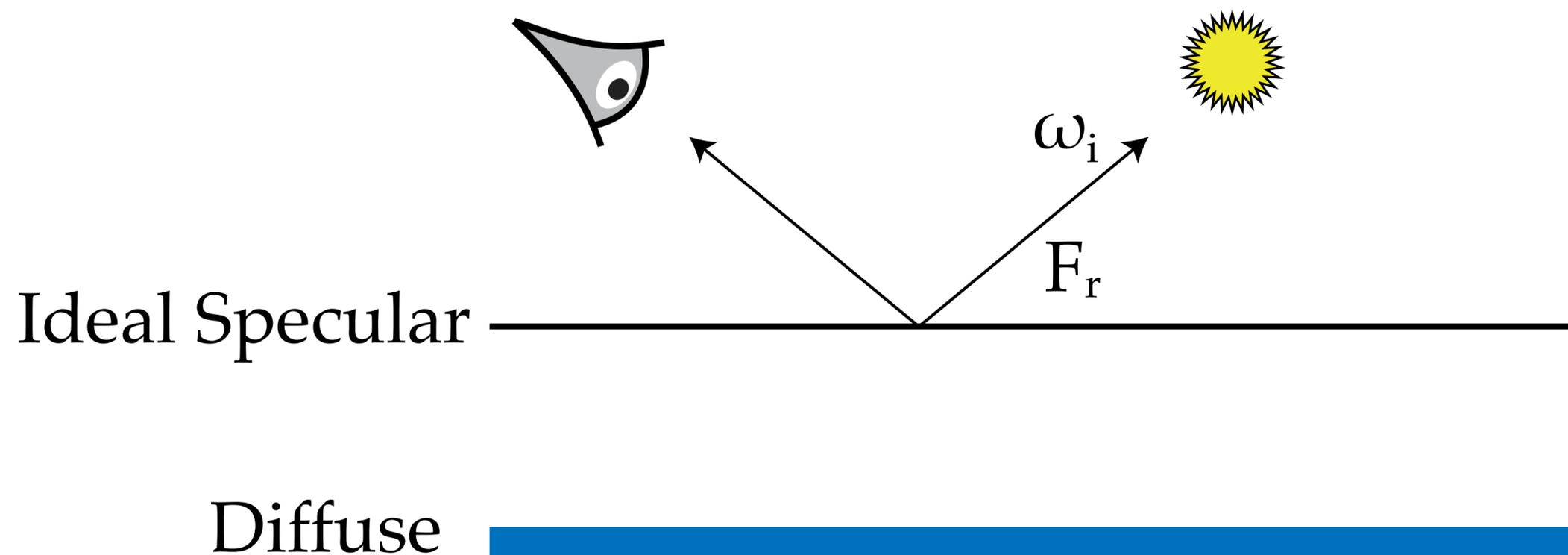
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# Coated Diffuse BRDF

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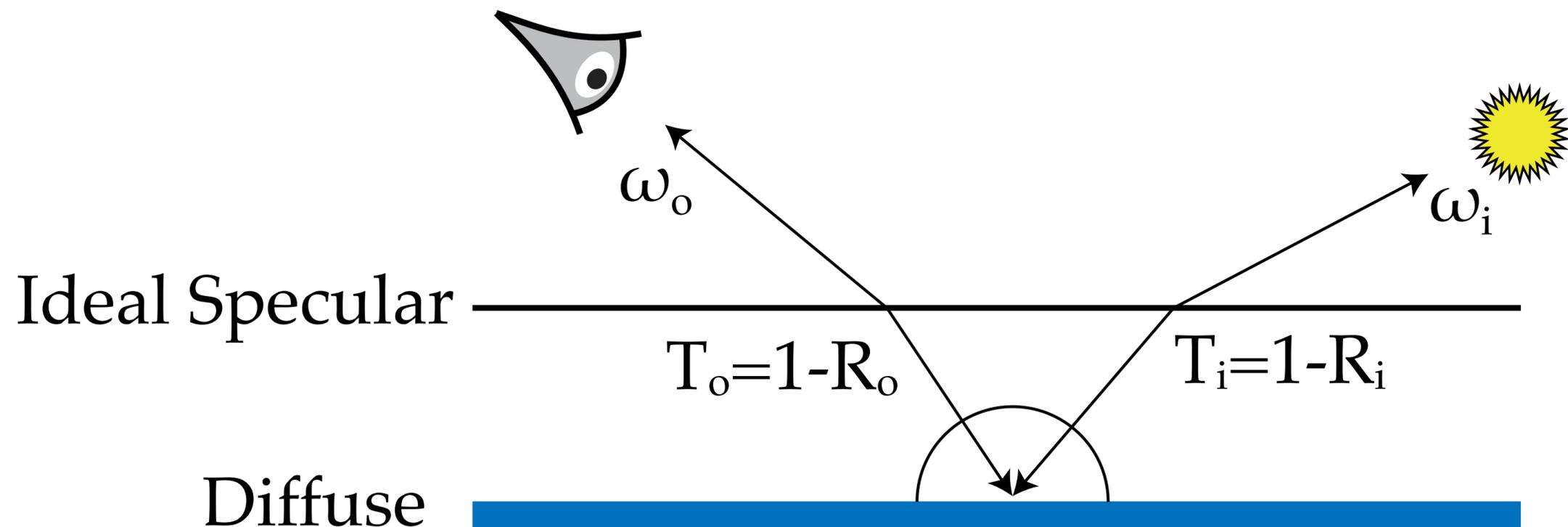
$$f_r(\omega_o \rightarrow \omega_i) = F_r(\omega_i) \frac{\delta(\omega_i - R(\omega_o, \mathbf{n}))}{\cos \theta_i} + \dots$$



# Coated Diffuse BRDF

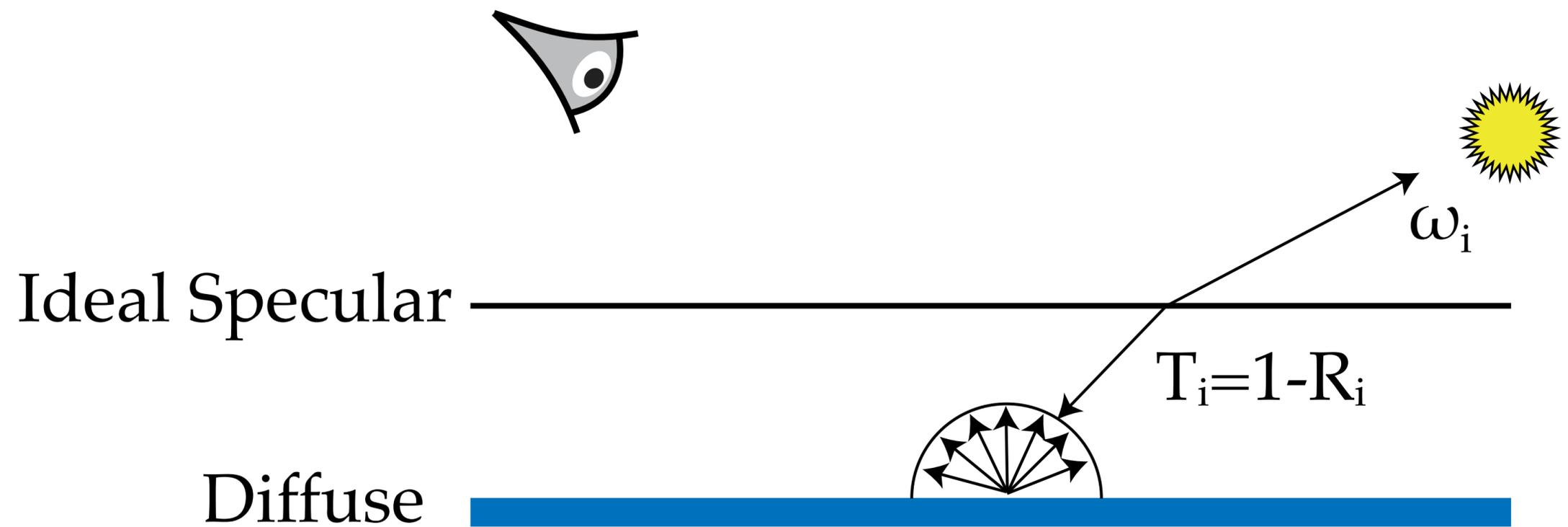
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$$f_r(\omega_o \rightarrow \omega_i) = F_r(\omega_i) \frac{\delta(\omega_i - R(\omega_o, \mathbf{n}))}{\cos \theta_i} + (1 - F_r(\omega_o)) \frac{\rho_d}{\pi} (1 - F_r(\omega_i)) + \dots$$



# Coated Diffuse BRDF

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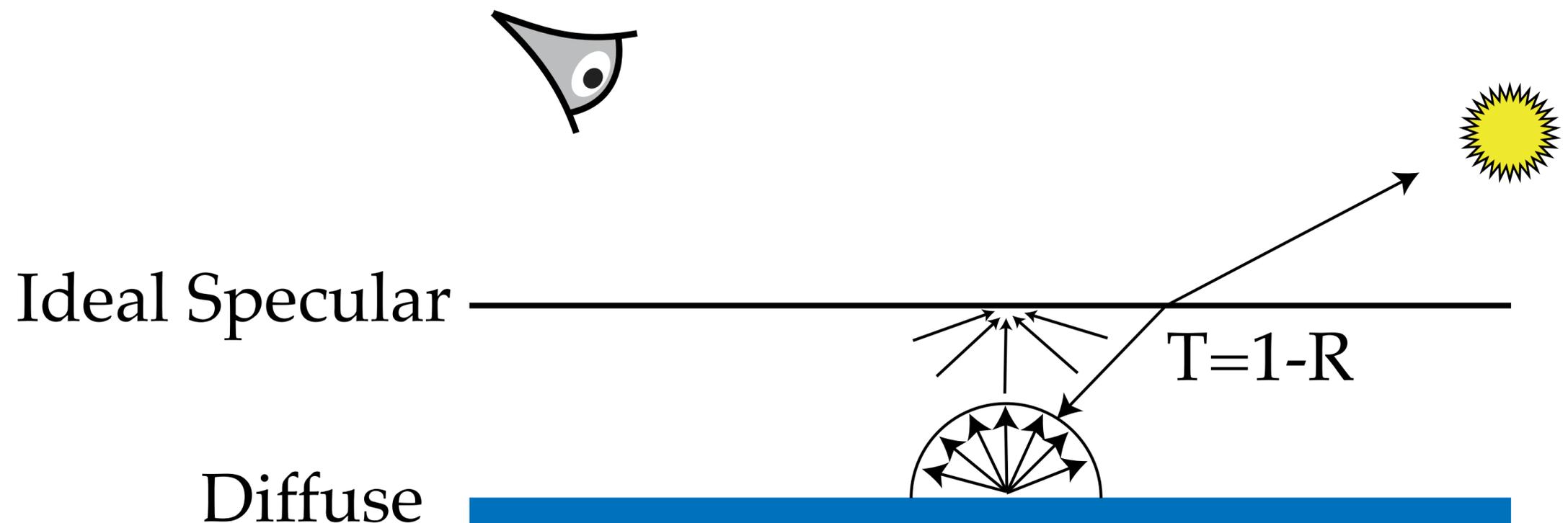


# Coated Diffuse BRDF

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How much light is reflected downward at the interface?

$$\tilde{r} = \int_{\Omega} F_r(\omega, \eta) d\omega$$

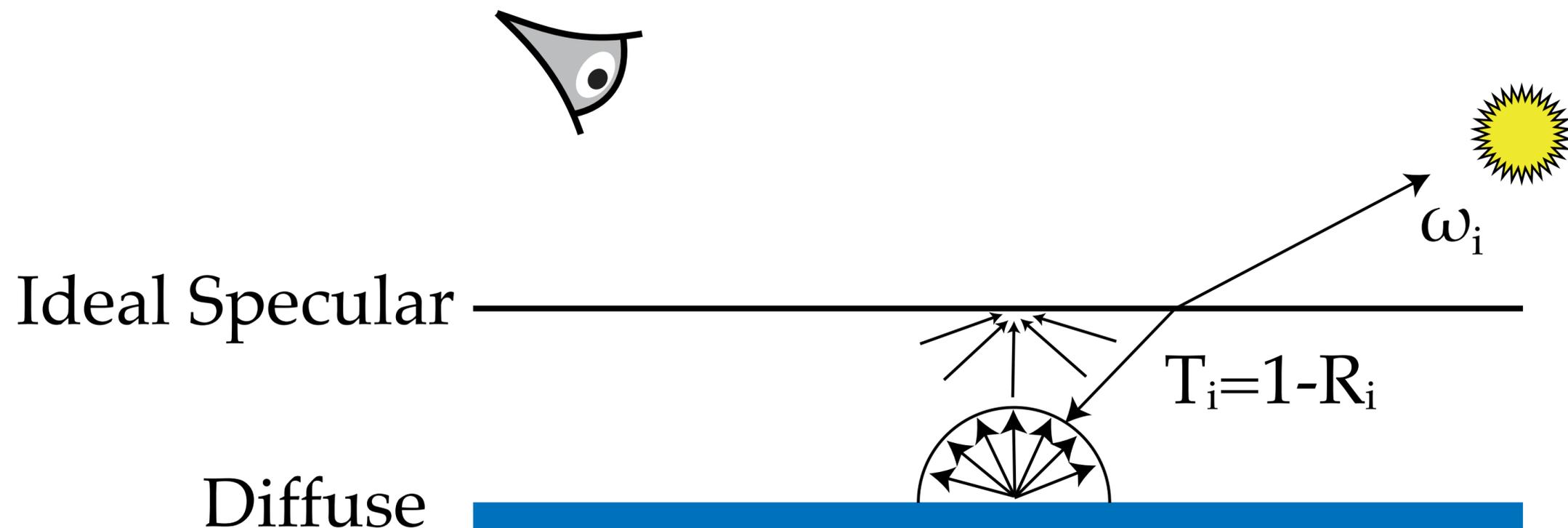


# Coated Diffuse BRDF

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Inter-reflection inside the layer:

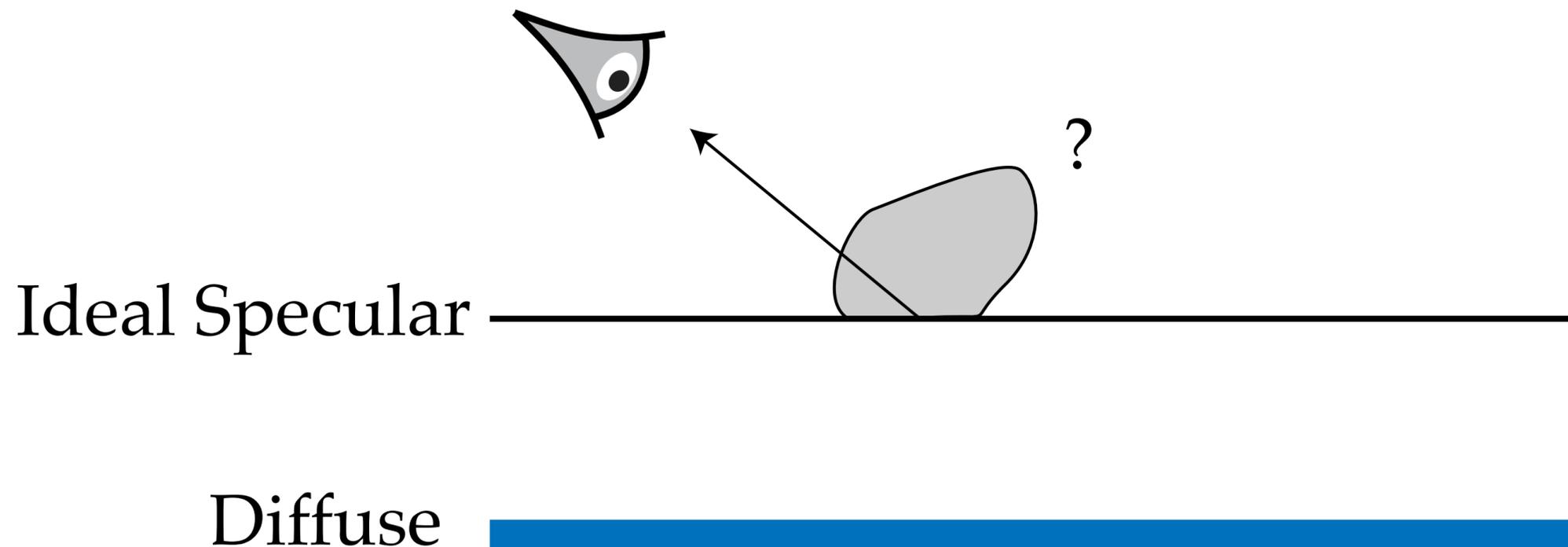
$$f_r + f_r \tilde{r} f_r + f_r \tilde{r} f_r \tilde{r} f_r + \dots = \frac{f_r}{1 - \tilde{r} f_r}$$



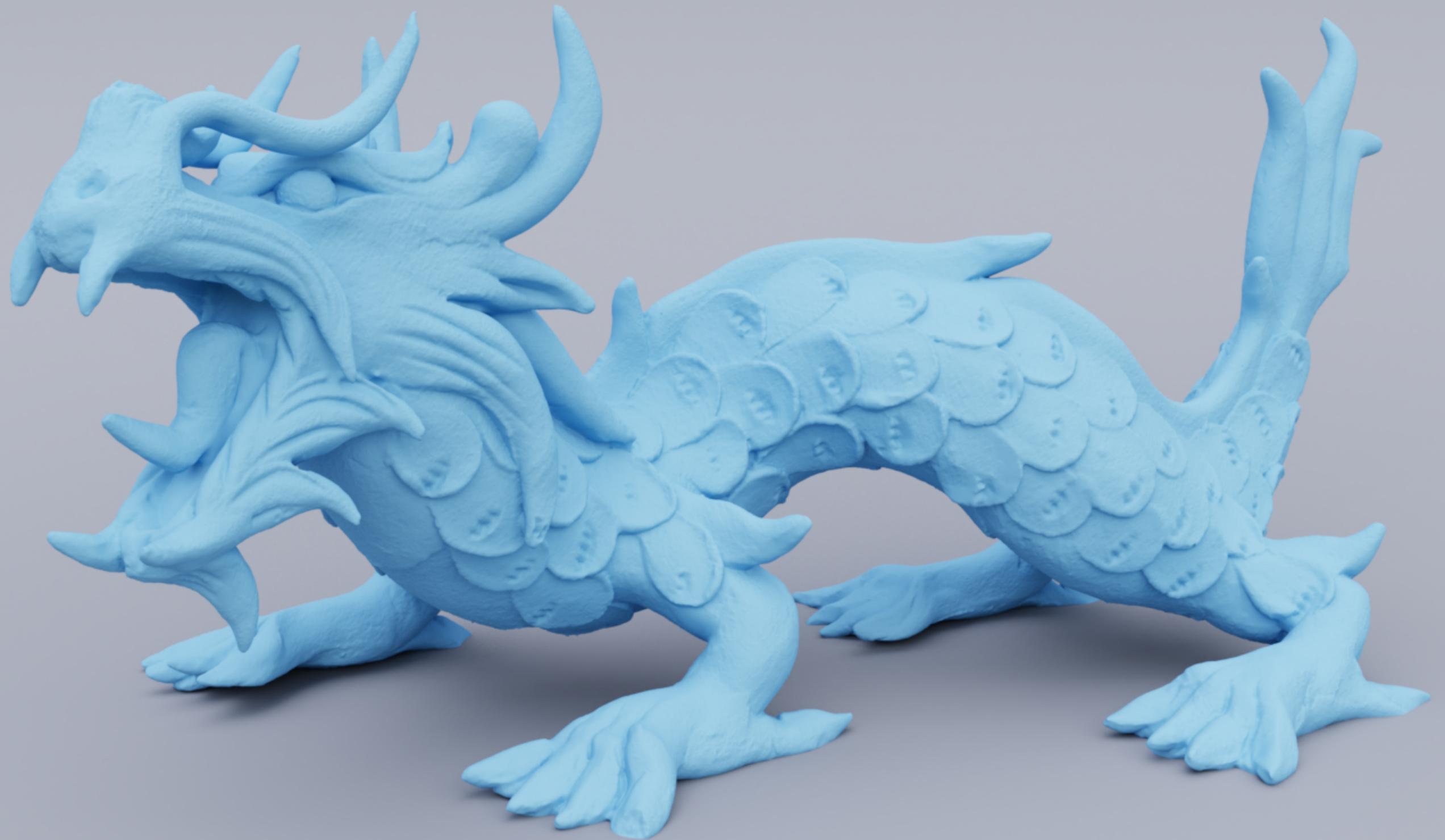
# Coated Diffuse BRDF

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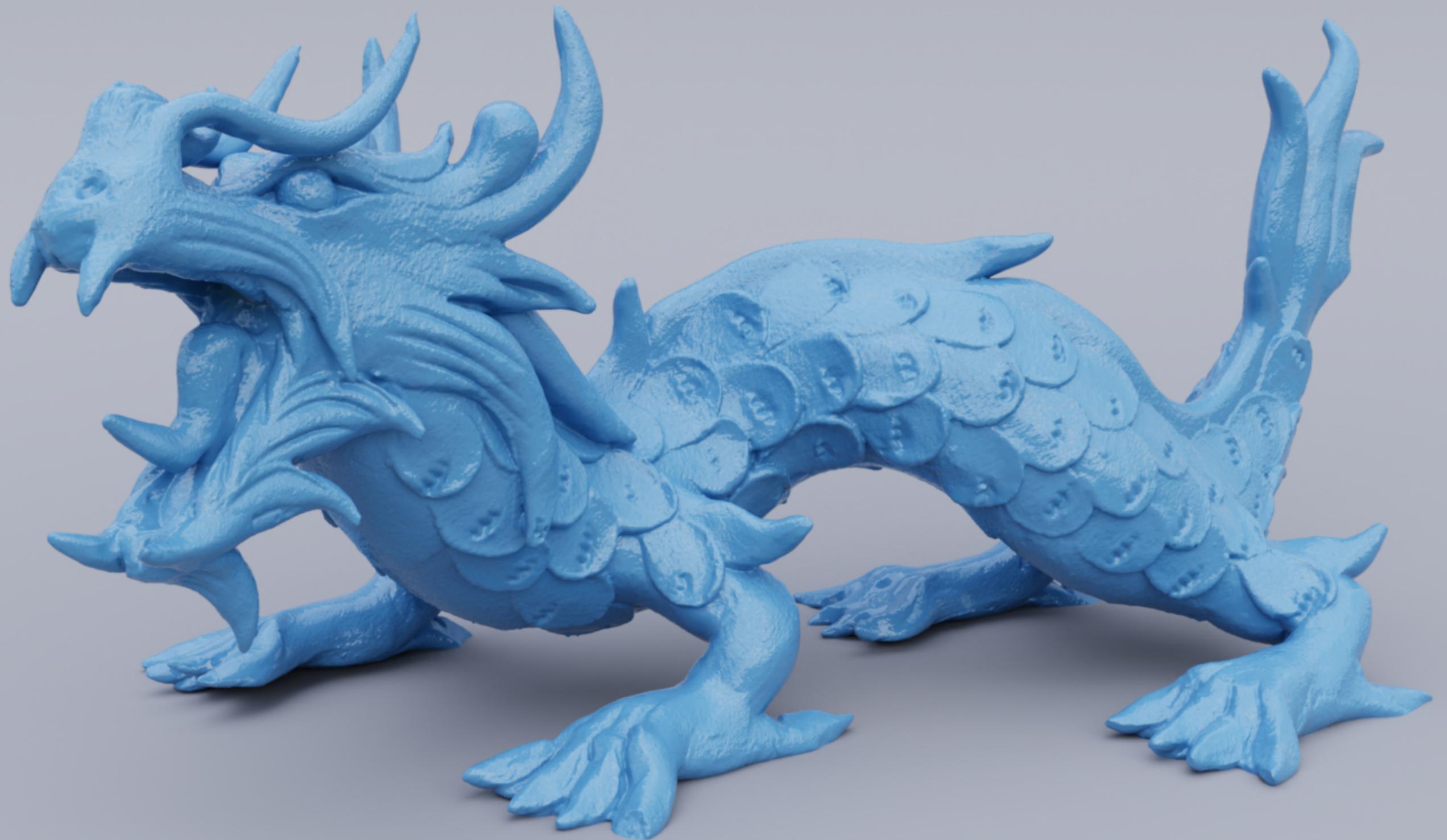
$$f_r(\omega_o \rightarrow \omega_i) = F_r(\omega_i) \frac{\delta(\omega_i - R(\omega_o, \mathbf{n}))}{\cos \theta_i} + (1 - F_r(\omega_o)) \frac{f_r}{1 - \tilde{r} f_r} (1 - F_r(\omega_i))$$



# Diffuse BRDF

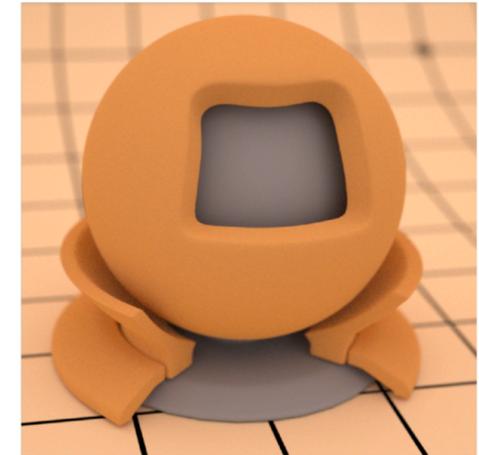
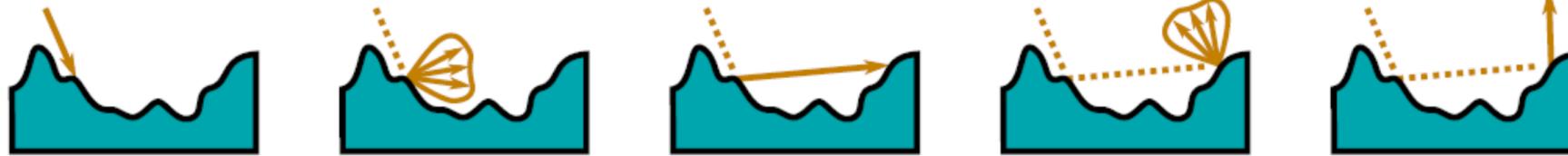


# Coated Diffuse BRDF

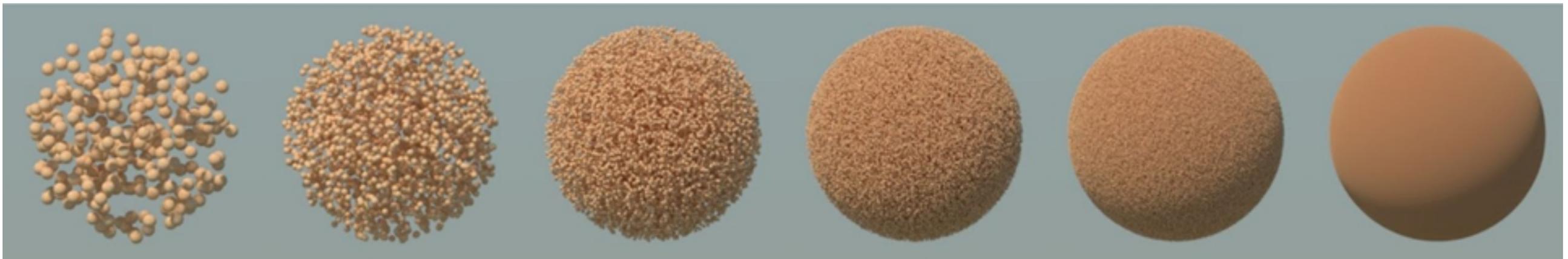


# Lambertian Generalizations

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**Heitz, E. et al. 2016. *Multiple-Scattering Microfacet BSDFs with the Smith Model.***



**d'Eon, E. 2021. *An Analytic BRDF for Materials with Spherical Lambertian Scatterers.***

BRDF follow from inserting Equation 15 into the general solution [HC61, p.55], and we find

$$\begin{aligned}\Psi^{(0)}(\mu) &= \frac{1}{384}c \left( -15(c-1)(4c+9)\mu^4 + (c(20c+281) - 346)\mu^2 + 207 \right), \\ \Psi^{(1)}(\mu) &= -\frac{1}{192}c (\mu^2 - 1) (5(4c+9)\mu^2 - 64), \\ \Psi^{(2)}(\mu) &= \frac{15}{256}c (\mu^2 - 1)^2.\end{aligned}$$

We can then numerically evaluate the  $H$  functions using the

Fok/Chandrasekhar equation [Foc44, Kre62]

$$H^{(i)}(\mu) = \exp \left( -\frac{\mu}{\pi} \int_0^\infty \frac{1}{1+\mu^2 t^2} \log K^{(i)}(t) dt \right), \quad (22)$$

where the functions  $K^{(i)}(t)$  are given by [Kre62]

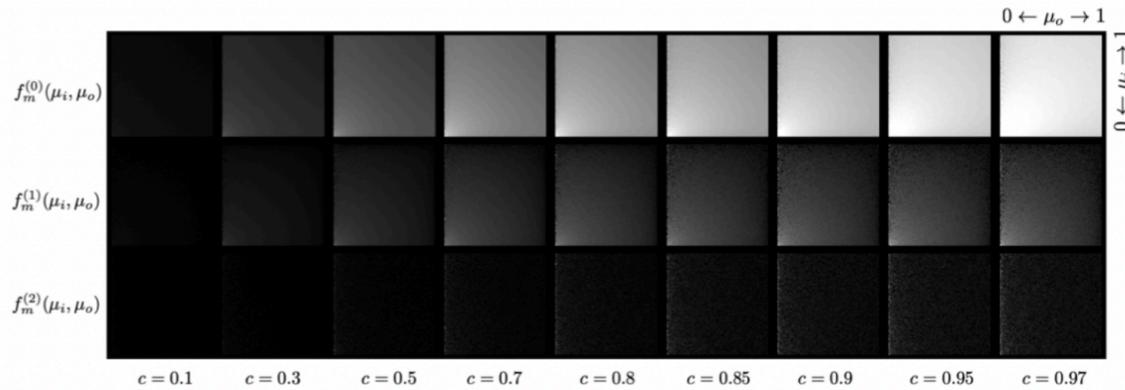
$$K^{(i)}(t) = 1 - \int_1^\infty \left( \frac{1}{s-it} + \frac{1}{s+it} \right) \frac{\Psi^{(i)}\left(\frac{1}{s}\right)}{s} ds. \quad (23)$$

Working these out, we find

$$K^{(0)}(t) = 1 - \frac{c \left( (256c - 301)t^3 + \left( (346 - c(20c + 281))t^2 - 15(c-1)(4c+9) + 207t^4 \right) \tan^{-1}(t) + 15(c-1)(4c+9)t \right)}{192t^5}, \quad (24)$$

$$K^{(1)}(t) = 1 - \frac{c \left( (40c + 282)t^3 - 3(t^2 + 1) \left( 20c + 64t^2 + 45 \right) \tan^{-1}(t) + 15(4c+9)t \right)}{288t^5}, \quad (25)$$

$$K^{(2)}(t) = 1 - \frac{5c \left( 3(t^2 + 1)^2 \tan^{-1}(t) - t(5t^2 + 3) \right)}{128t^5}. \quad (26)$$



**Figure 3:** Using Monte Carlo reference, we observe comparatively weak signal in the second-order mode of the multiple-scattering portion of the BRDF,  $f^{(2)}(\mu_i, \mu_o)$  (bottom row).

### 3.3. First-order Fourier mode

In Figure 3 we see that the first-order Fourier mode  $f_m^{(1)}$  of the multiple scattering is non-negligible. This requires that  $f_m$  has a term of the form  $f(\mu_i, \mu_o) \cos(\phi)$  for some function  $f$ . We approximate this term from the exact solution and this one of the key differences of our BRDF to previous approximations, which assume  $f_m^{(1)} = 0$  [Hap81, Hap02].

The exact first-order mode of the BRDF is [HC61, Eq.(43)]

$$\begin{aligned}f^{(1)}(\mu_i, \mu_o) &= \frac{cH^{(1)}(\mu_i)H^{(1)}(\mu_o)}{6\pi(\mu_i + \mu_o)} \sqrt{(1-\mu_i^2)(1-\mu_o^2)} \times \\ &\quad \times \left( 1 + \left( l^2 + \frac{45m}{64} \right) \mu_i \mu_o + l(\mu_i + \mu_o) \right), \quad (27)\end{aligned}$$