Global Illumination

Local vs. Global Illumination

Local

- **Direct illumination of surfaces by light sources**
- **e.g. Phong and Cook/Torrence illumination**

Global

- **all light/surface interactions for entire environment**
- **Recursive ray tracing and radiosity compute this partially...**

Rendering Equation

$$I(x,x') = g(x,x')\left[\varepsilon(x,x') + \int_S \rho(x,x',x'')I(x',x'')dx''\right]$$

***I*: illumination at first point from second**

***g*: geometry term for visibility and distance**

***ε*: emitted light from second point to first**

***ρ*: reflectivity of light from x'' to x via x'**

Note that the equation is recursive

Ray Tracing

Modifies reflectivity term

- **Computes specular interreflections among surfaces**
- **Computes diffuse and specular reflections between light sources and surfaces**

Typically integrates using point sampling of direction space

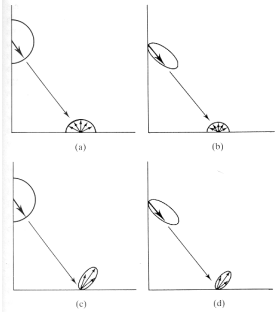
Radiosity

Also modifies reflectivity term

- **Computes diffuse interreflections among surfaces (light sources not distinguished)**

Integrates by quantizing surface points and summing

Light Transport Models



Specular

- **Direction dependent**
- **High frequency**

Diffuse

- **Direction independent**
- **Lower frequency**

From Watt and Watt, *Advanced Animation and Rendering Techniques*

Light Transport in Ray Tracing and Radiosity

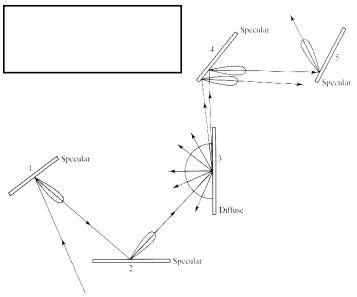
Ray Tracing

- **Handles specular-to-specular and diffuse-to-specular**

Radiosity

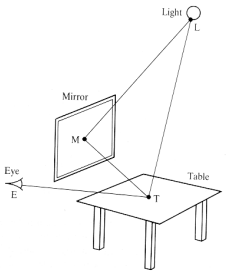
- **Handles diffuse-to-diffuse**

Problematic light transport chain



From Watt and Watt, *Advanced Animation and Rendering Techniques*

Things easily missed: mirrors

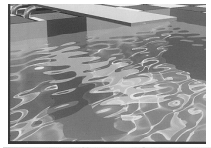


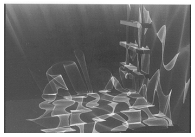
Specular-to-diffuse

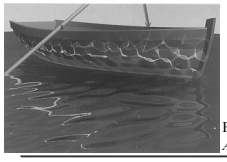
- **Ray tracing unlikely to discover illumination reflected off mirror onto table**

From Watt and Watt, *Advanced Animation and Rendering Techniques*

Things easily missed: caustics







Reflection and refraction by curved surfaces causes intense focusing of light

From Watt and Watt, *Advanced Animation and Rendering Techniques*

Backward ray tracing

Trace lots of rays from light sources to see where they go

- **Store illumination maps with diffuse surfaces**
- **Easier to "follow the light" than to "find the light"**
- **Gets expensive! (in the general case)**

Can be made efficient for special cases

Path Tracing

Similar to distribution ray tracing

Applies Monte Carlo sampling to estimate integral

Traces a single path for each eye ray (only a single ray spawned at each surface intersection)

Two-Pass Radiosity/Ray Tracing

First pass: radiosity

- **Compute extended form factors and diffuse illumination**

Second pass: ray tracing

- **Perform standard ray tracing**
- **Diffuse component of illumination radiosity solution rather than just local illumination**

Note: still doesn't handle light reflected specularly and later diffusely

Two-Pass Examples

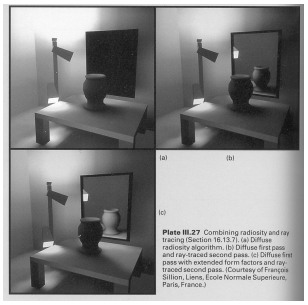


Plate III.27 Combining radiosity and ray tracing (Section 16.13.7). (a) Diffuse radiosity algorithm. (b) Diffuse first pass and ray-traced second pass. (c) Diffuse first pass with extended form factors and ray-traced second pass. (Courtesy of François Sillion, Liens, Ecole Normale Superieure, Paris, France.)

From Foley, van Dam, et al., *Computer Graphics: Principles and Practice*