

# Line Sampling for Direct Illumination

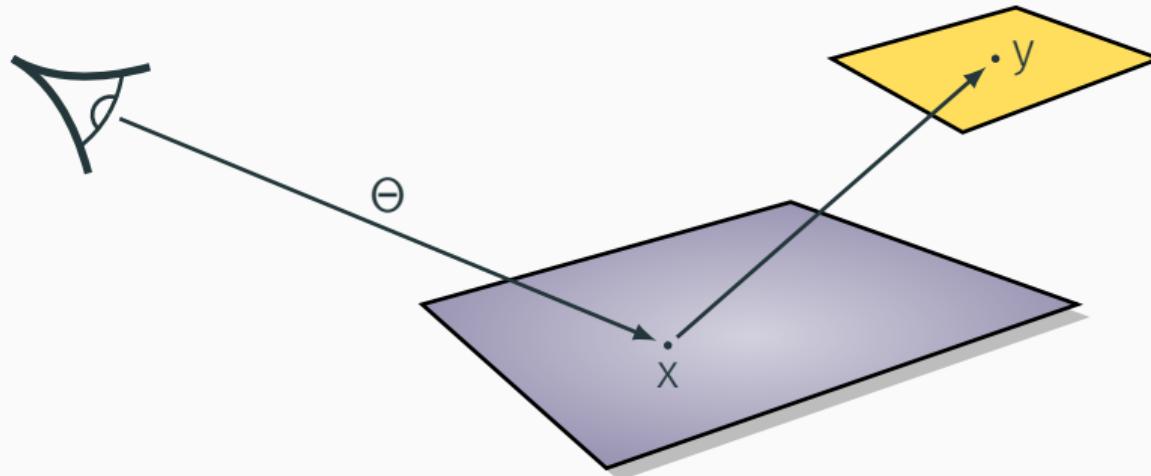
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Niels Billen Philip Dutré

24 June 2016

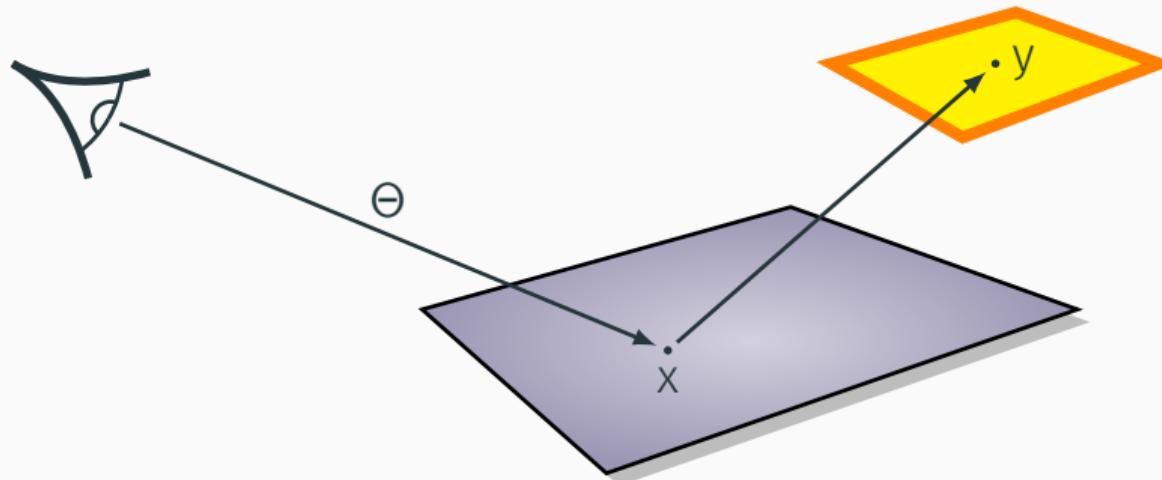
KU Leuven University

# Direct Illumination



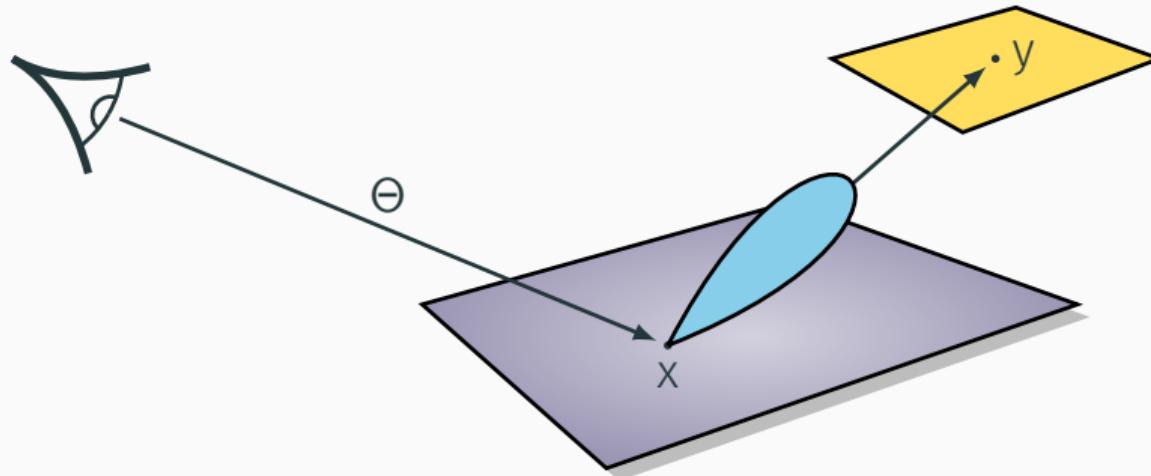
$$L_{\text{direct}}(x \rightarrow \Theta) = \int_A L(y \rightarrow x) f_r(x, \vec{y} \vec{x} \leftrightarrow \Theta) G(x, y) V(x, y) dA$$

# Direct Illumination



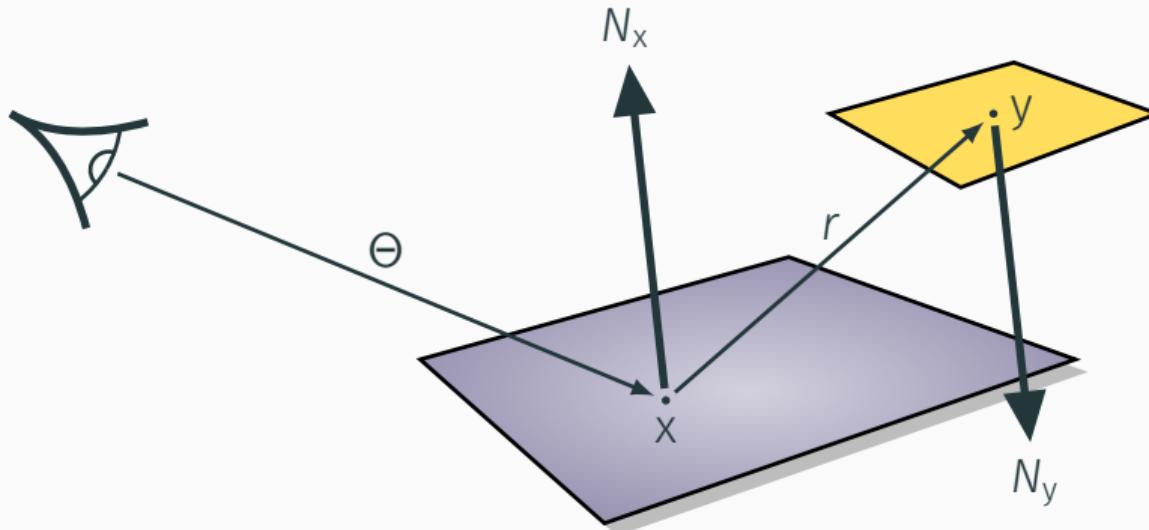
$$L_{\text{direct}}(x \rightarrow \Theta) = \int_A \underbrace{L(y \rightarrow x)}_{\text{emission}} f_r(x, \vec{y} \vec{x} \leftrightarrow \Theta) G(x, y) V(x, y) dA$$

# Direct Illumination



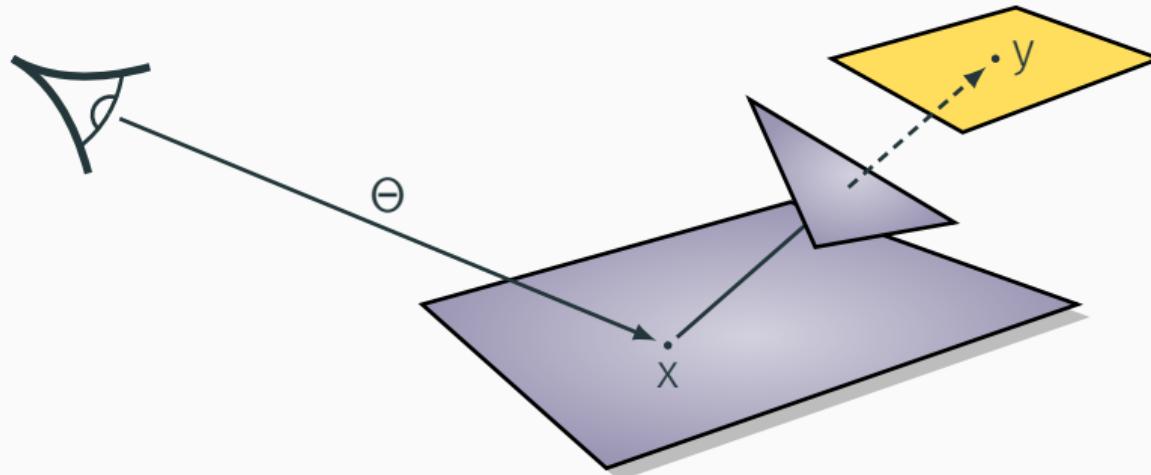
$$L_{\text{direct}}(x \rightarrow \Theta) = \int_A L(y \rightarrow x) \underbrace{f_r(x, \vec{y} \vec{x} \leftrightarrow \Theta)}_{\text{reflection}} G(x, y) V(x, y) dA$$

# Direct Illumination



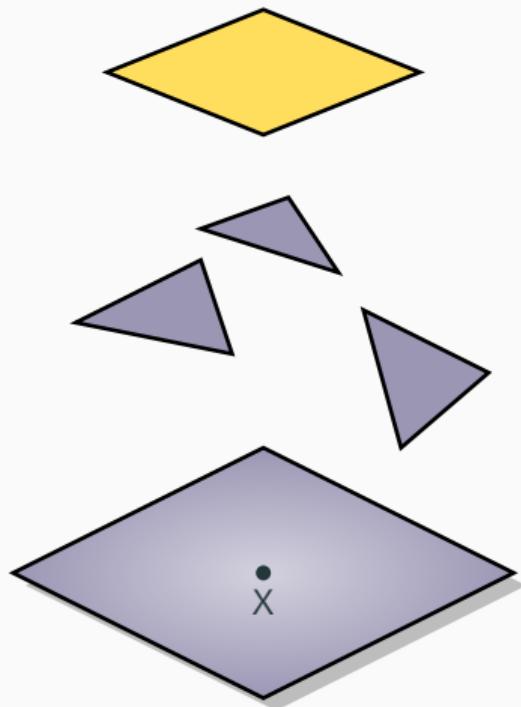
$$L_{\text{direct}}(x \rightarrow \Theta) = \int_A L(y \rightarrow x) f_r(x, \vec{y} \vec{x} \leftrightarrow \Theta) \underbrace{G(x, y)}_{\text{form factor}} V(x, y) dA$$

# Direct Illumination



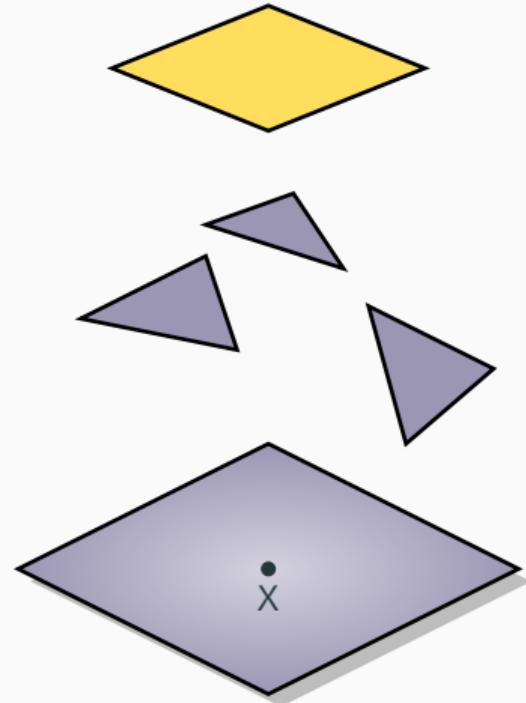
$$L_{\text{direct}}(x \rightarrow \Theta) = \int_A L(y \rightarrow x) f_r(x, \vec{y} \vec{x} \leftrightarrow \Theta) G(x, y) \underbrace{V(x, y)}_{\text{visibility}} dA$$

## Related Work



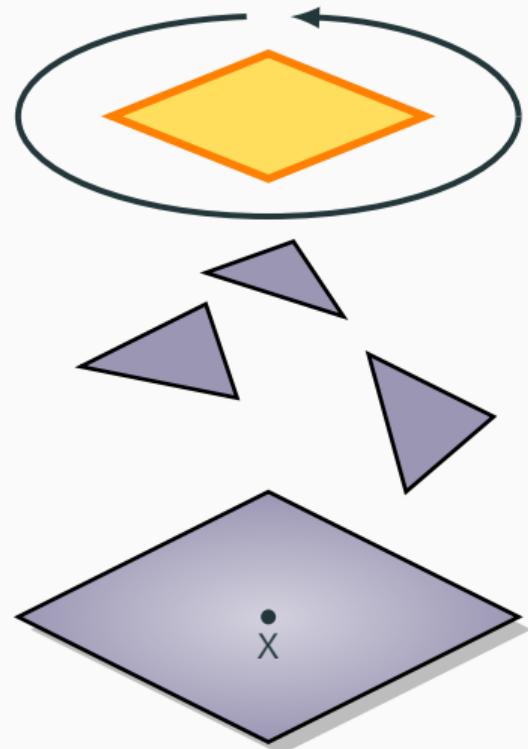
# Related Work

- Analytical evaluation:
  - exact analytical evaluation
  - difficult visibility evaluation



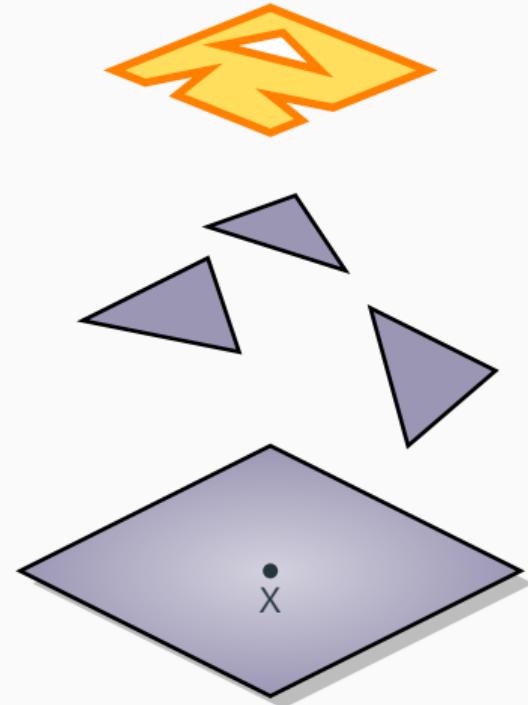
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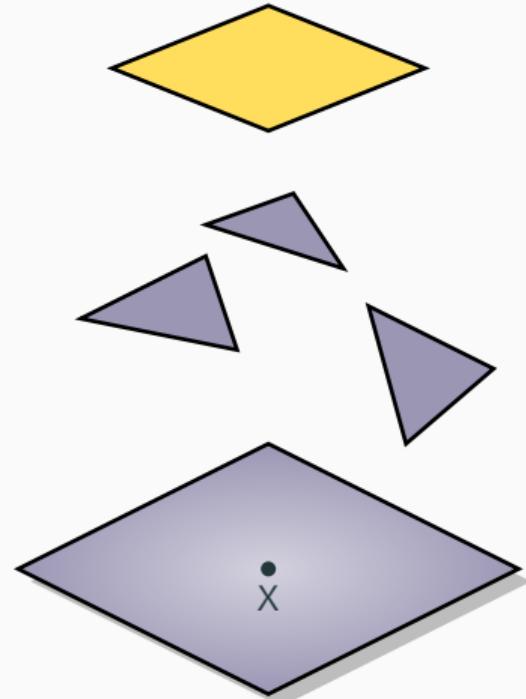
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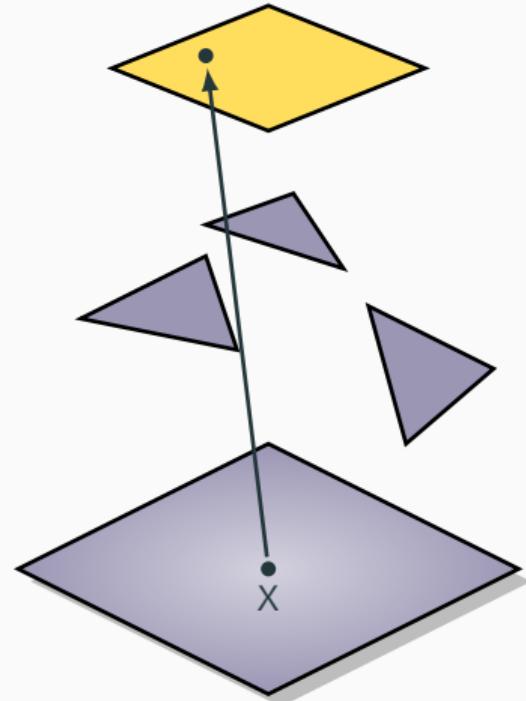
# Related Work

- Analytical evaluation:
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  - difficult visibility evaluation
- Stochastic evaluation:
  - (quasi) random point sampling



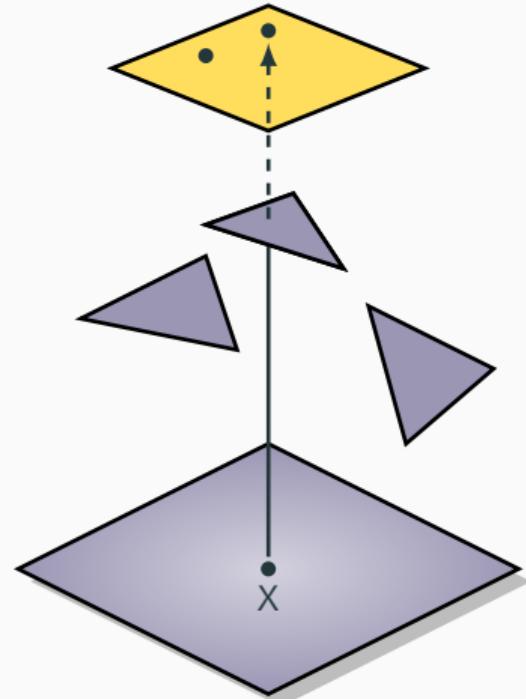
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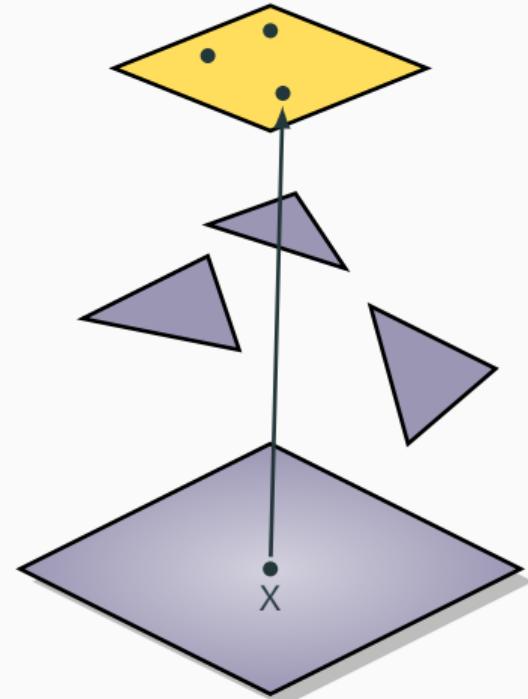
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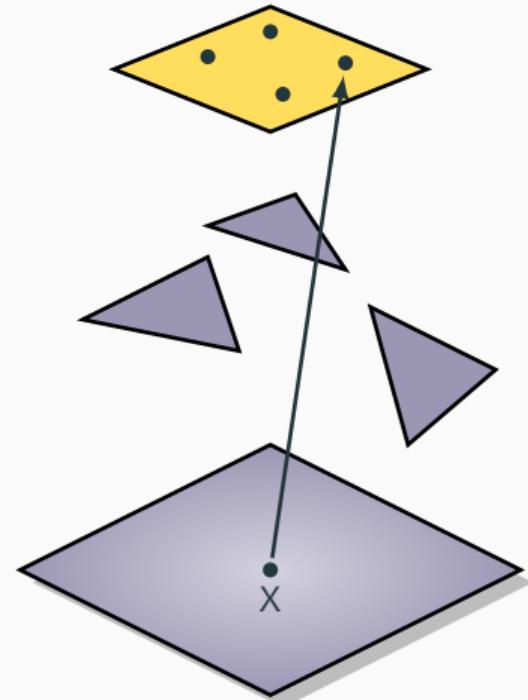
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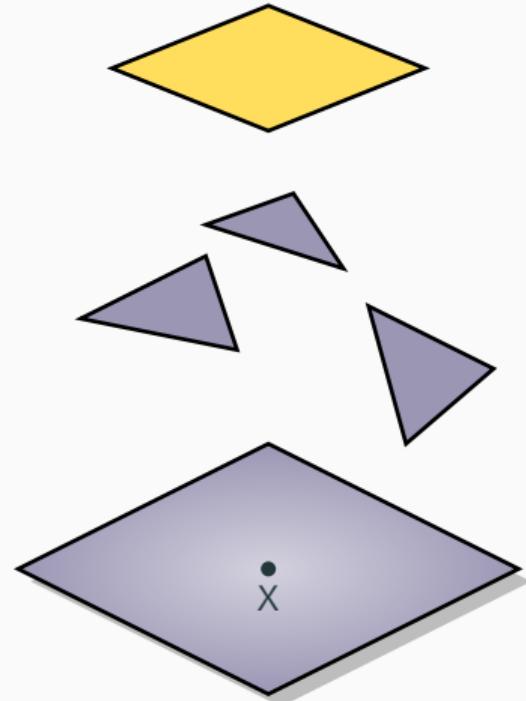
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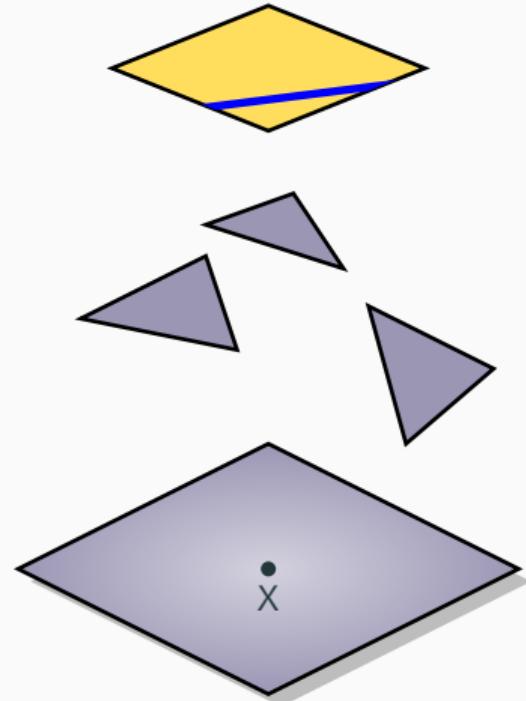
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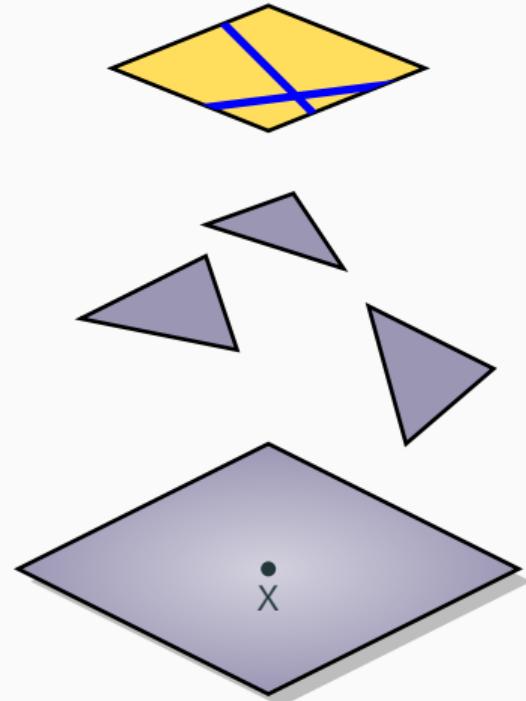
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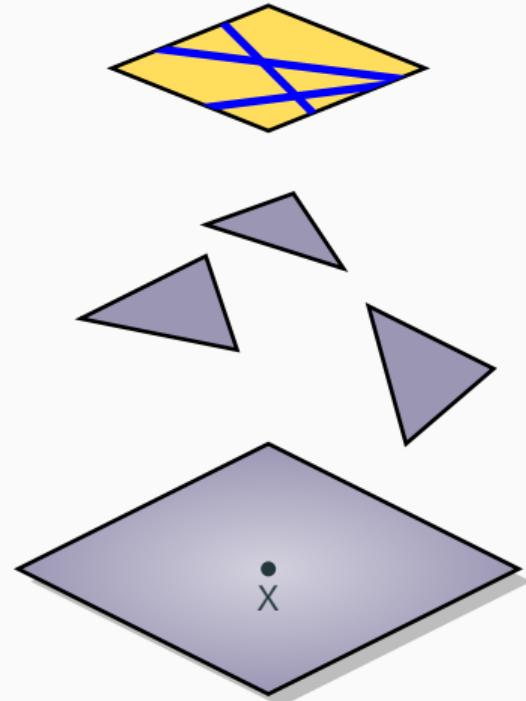
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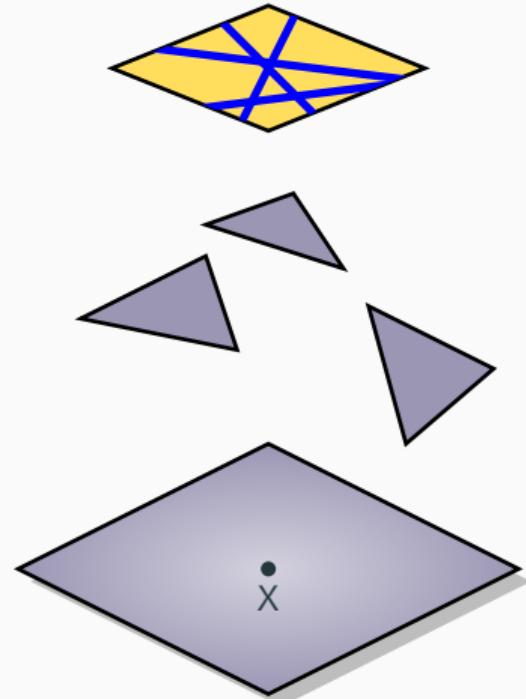
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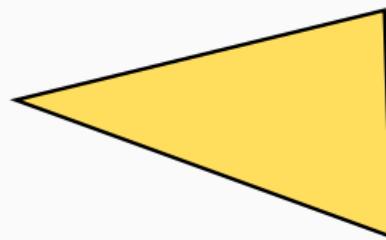


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How to generate the line samples?

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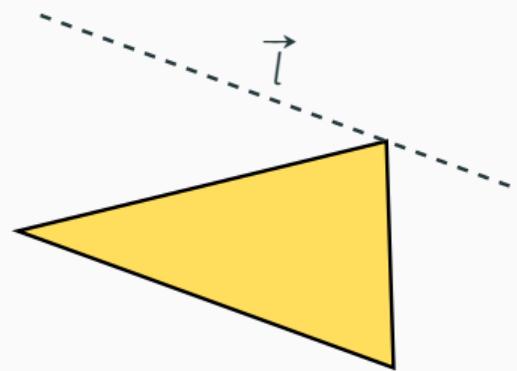
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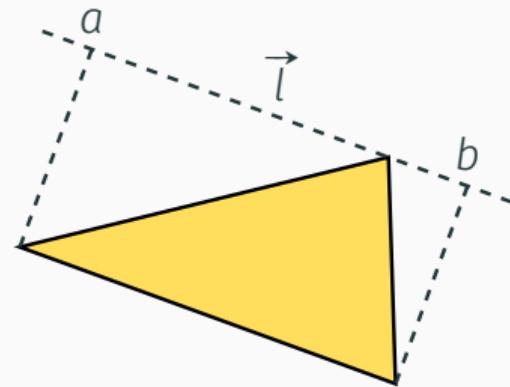
- choose a random direction  $\vec{l}$



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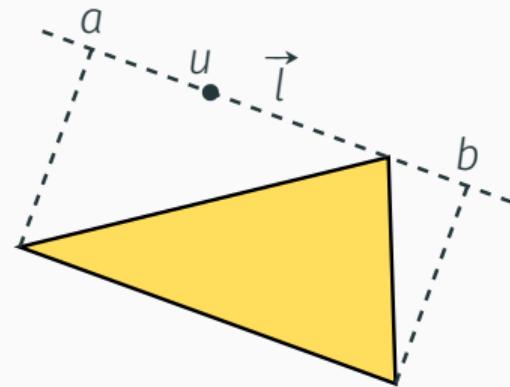
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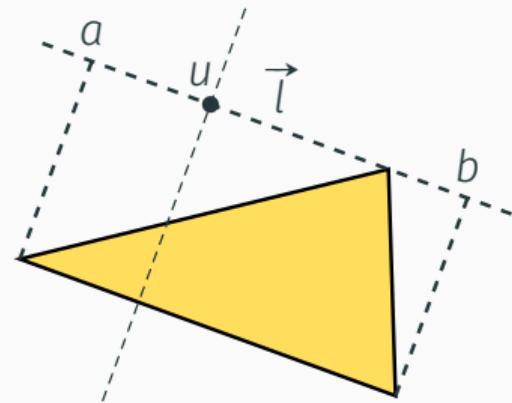
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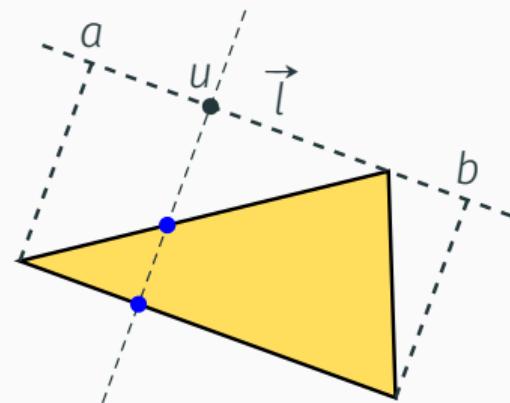
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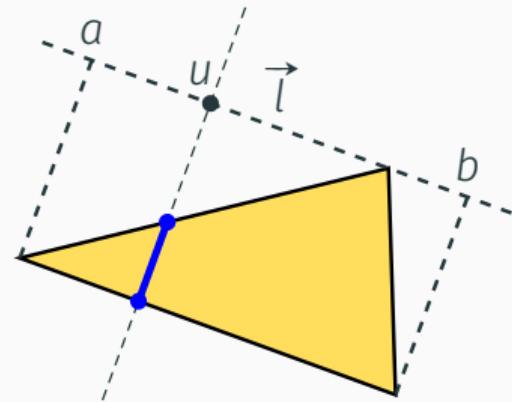
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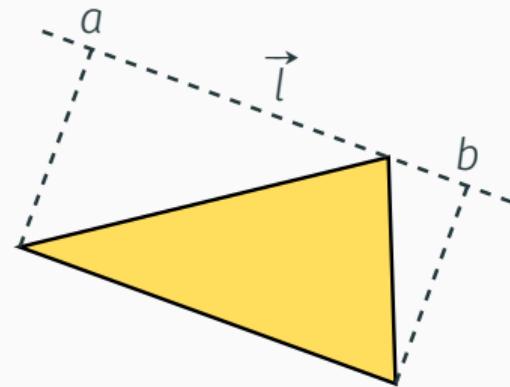
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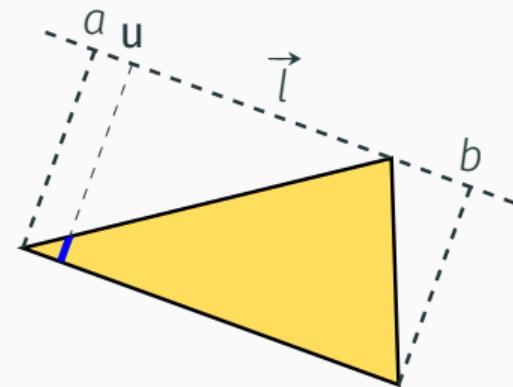
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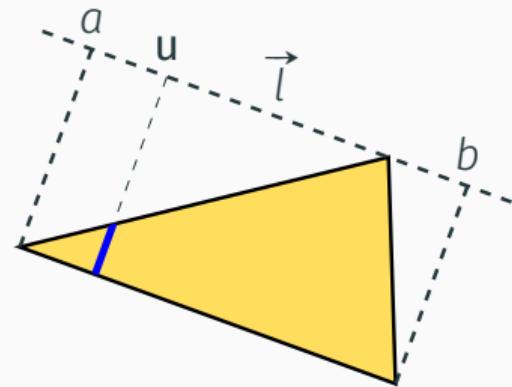
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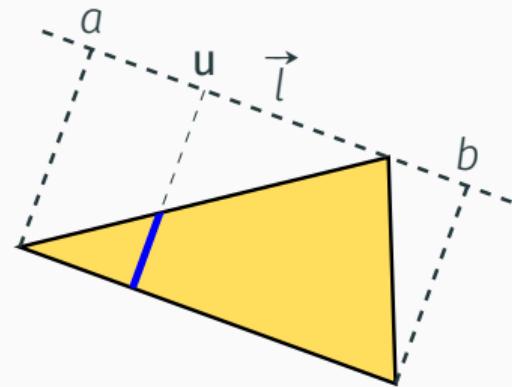
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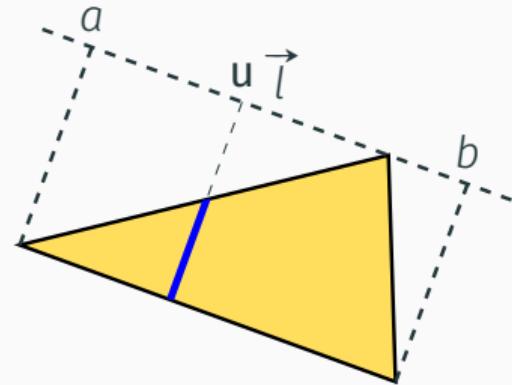
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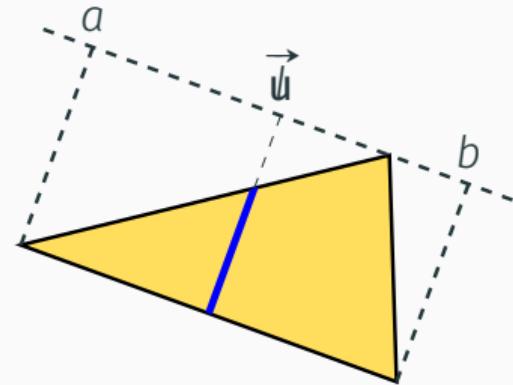
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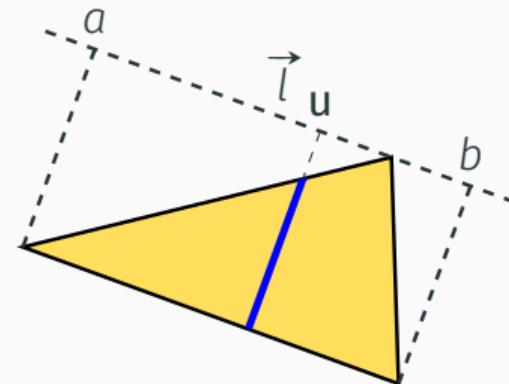
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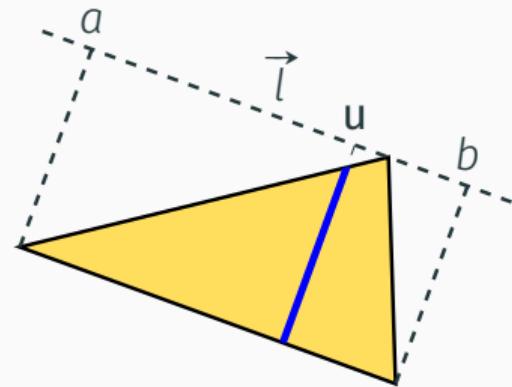
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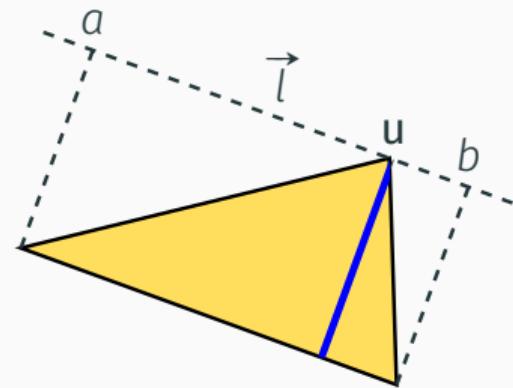
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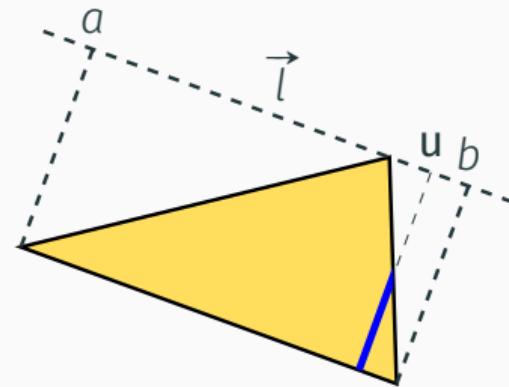
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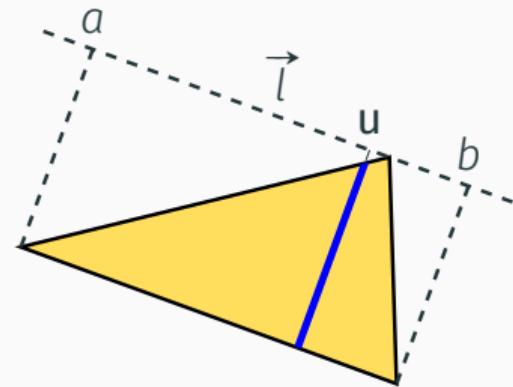
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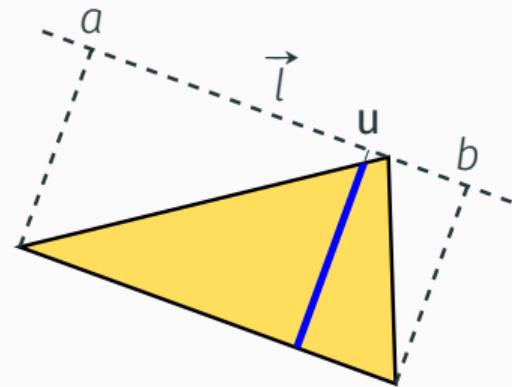


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$$L_{\text{direct}}(\dots) = \int_A L(\dots) f_r(\dots) G(\dots) V(\dots) dA$$

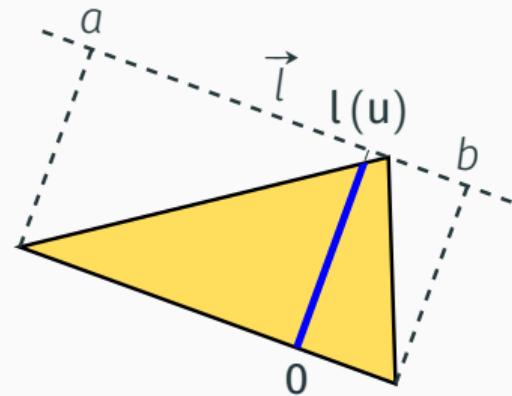


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$$\begin{aligned}L_{\text{direct}}(\dots) &= \int_A L(\dots) f_r(\dots) G(\dots) V(\dots) dA \\&= \int_a^b \int_0^{l(u)} L(\dots) f_r(\dots) G(\dots) V(\dots) dl du\end{aligned}$$

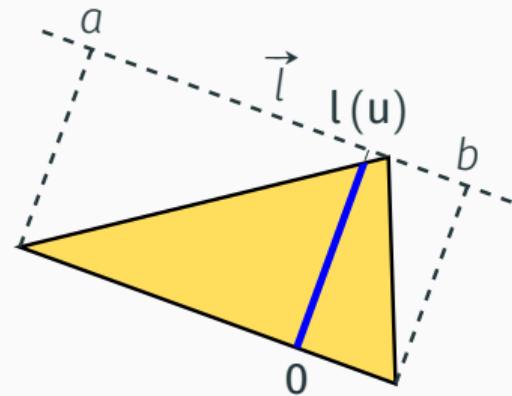


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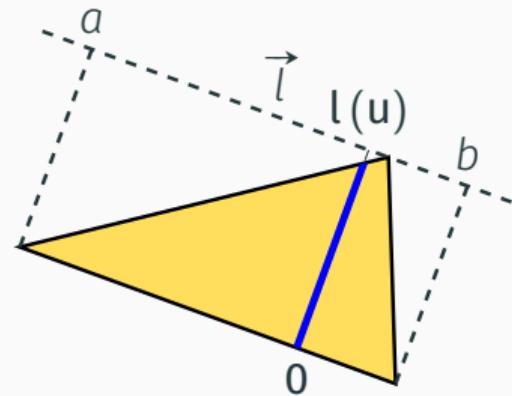


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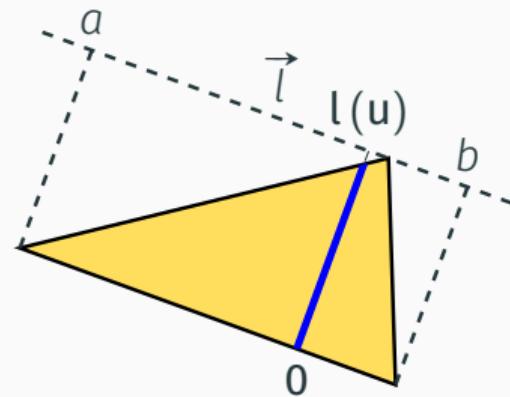


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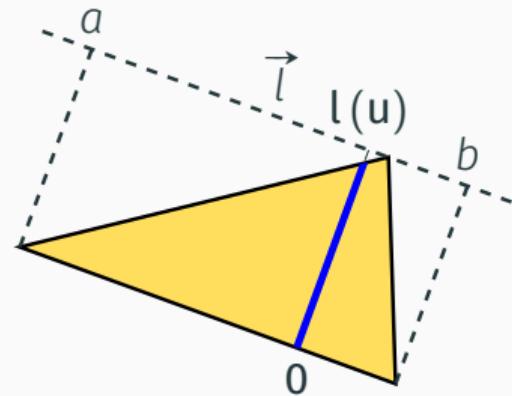


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# Line sample – evaluation

Contribution of a line sample:

$$L_{\text{line}}(\dots) = \int_0^l L_{\text{light}}(\dots) f_r(\dots) G(\dots) V(\dots) dt$$

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Materials:

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Materials:

- Diffuse BRDF
- Phong BRDF

# Diffuse material

Diffuse BRDF:

$$f_r(x, \vec{y} \vec{x} \leftrightarrow \Theta) = \frac{k_d}{\pi}$$

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Line sample contribution (extension of [Nishita et al., 1985]):

$$L_{\text{line}}(\dots) = L_{\text{light}} \frac{k_d}{\pi} \int_0^l G(\dots) dt$$

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$$f_r(x, \vec{y} \vec{x} \leftrightarrow \Theta) = \frac{k_d}{\pi}$$

Line sample contribution (extension of [Nishita et al., 1985]):

$$\begin{aligned} L_{\text{line}}(\dots) &= L_{\text{light}} \frac{k_d}{\pi} \int_0^l G(\dots) dt \\ &= L_{\text{light}} \frac{k_d}{2\pi} \left( \frac{(A - BD)}{(C - D^2)^{\frac{3}{2}}} \left( \tan^{-1} \left( \frac{D}{\sqrt{C - D^2}} \right) - \tan^{-1} \left( \frac{D + l}{\sqrt{C - D^2}} \right) \right) \right. \\ &\quad \left. - L_{\text{light}} \frac{k_d}{2\pi} \frac{l F(BC(C + l)) + A(C - Dl - 2D^2)}{C(C - D^2)(l^2 + 2Dl + C)} \right) \end{aligned}$$

# Phong material

Phong BRDF:

$$f_r(x, \vec{y}\vec{x} \leftrightarrow \Theta) = k_s \frac{(n+2) (\vec{y}\vec{x} \cdot \vec{R})}{2\pi}$$

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$$f_r(x, \vec{y}\vec{x} \leftrightarrow \Theta) = k_s \frac{(n+2)(\vec{y}\vec{x} \cdot \vec{R})}{2\pi}$$

Line sample contribution (extension of [Poulin and Amanatides, 1991]):

$$L_{\text{line}}(\dots) = L_{\text{light}} k_s \frac{n+2}{2\pi} \int_0^l G(\dots) (\vec{y}\vec{x} \cdot \vec{R}) dt$$

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$$f_r(x, \vec{y}\vec{x} \leftrightarrow \Theta) = k_s \frac{(n+2)(\vec{y}\vec{x} \cdot \vec{R})}{2\pi}$$

Line sample contribution (extension of [Poulin and Amanatides, 1991]):

$$\begin{aligned} L_{\text{line}}(\dots) &= L_{\text{light}} k_s \frac{n+2}{2\pi} \int_0^l G(\dots) (\vec{y}\vec{x} \cdot \vec{R}) dt \\ &= L_{\text{light}} k_s \frac{n+2}{2\pi} \frac{\sin(\varphi_{\vec{N}_x}) \sin(\varphi_{\vec{N}_y})}{\overrightarrow{L}_{ox} \sin(\Theta_L) - \overrightarrow{L}_{oy} \sin(\Theta_L)} \cdot \\ &\quad \int_{\theta_{\min}}^{\theta_{\max}} \cos(\theta - \theta_{\vec{N}_x}) \cos(\theta - \theta_{\vec{N}_y}) \cos(\theta - \theta_{\vec{R}})^n d\theta \end{aligned}$$

# Phong material

Phong BRDF:

$$f_r(x, \vec{y}\vec{x} \leftrightarrow \Theta) = k_s \frac{(n+2)(\vec{y}\vec{x} \cdot \vec{R})}{2\pi}$$

Line sample contribution (extension of [Poulin and Amanatides, 1991]):

$$\begin{aligned} L_{\text{line}}(\dots) &= L_{\text{light}} k_s \frac{n+2}{2\pi} \int_0^l G(\dots) (\vec{y}\vec{x} \cdot \vec{R}) dt \\ &= L_{\text{light}} k_s \frac{n+2}{2\pi} \frac{\sin(\varphi_{\vec{N}_x}) \sin(\varphi_{\vec{N}_y})}{\overrightarrow{L_{ox}} \sin(\Theta_L) - \overrightarrow{L_{oy}} \sin(\Theta_L)} \cdot \\ &\quad \underbrace{\int_{\theta_{\min}}^{\theta_{\max}} \cos(\theta - \theta_{\vec{N}_x}) \cos(\theta - \theta_{\vec{N}_y}) \cos(\theta - \theta_{\vec{R}})^n d\theta}_{\text{integral over the angle spanned by the line sample}} \end{aligned}$$

# Phong material

Line sample contribution:

$$L_{\text{line}}(\dots) = \int_{\theta_{\min}}^{\theta_{\max}} \cos(\theta - \theta_{\vec{N}_x}) \cos(\theta - \theta_{\vec{N}_y}) \cos(\theta - \theta_{\vec{R}})^n d\theta$$

# Phong material

Line sample contribution:

$$\begin{aligned}L_{\text{line}}(\dots) &= \int_{\theta_{\min}}^{\theta_{\max}} \cos(\theta - \theta_{\vec{N}_x}) \cos(\theta - \theta_{\vec{N}_y}) \cos(\theta - \theta_{\vec{R}})^n d\theta \\&= -\cos(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \sin(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+1} \sin(u) du \\&\quad - \sin(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \cos(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+1} \sin(u) du \\&\quad + \cos(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \cos(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+2} du \\&\quad + \sin(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \sin(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^n \sin(u)^2 du\end{aligned}$$

# Phong material

Line sample contribution:

$$\begin{aligned}L_{\text{line}}(\dots) &= \int_{\theta_{\min}}^{\theta_{\max}} \cos(\theta - \theta_{\vec{N}_x}) \cos(\theta - \theta_{\vec{N}_y}) \cos(\theta - \theta_{\vec{R}})^n d\theta \\&= -\cos(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \sin(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+1} \sin(u) du \\&\quad - \sin(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \cos(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+1} \sin(u) du \\&\quad + \cos(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \cos(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+2} du \\&\quad + \sin(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \sin(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^n \sin(u)^2 du\end{aligned}$$

Integral identities:

$$\int \cos(\theta) \sin(\theta) d\theta = \frac{-\cos(\theta)^{n+1}}{n+1}$$

# Phong material

Line sample contribution:

$$\begin{aligned} L_{\text{line}}(\dots) &= \int_{\theta_{\min}}^{\theta_{\max}} \cos(\theta - \theta_{\vec{N}_x}) \cos(\theta - \theta_{\vec{N}_y}) \cos(\theta - \theta_{\vec{R}})^n d\theta \\ &= -\cos(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \sin(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+1} \sin(u) du \\ &\quad - \sin(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \cos(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+1} \sin(u) du \\ &\quad + \cos(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \cos(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+2} du \\ &\quad + \sin(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \sin(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^n \sin(u)^2 du \end{aligned}$$

Integral identities:

$$\int \cos(\theta) \sin(\theta) d\theta = \frac{-\cos(\theta)^{n+1}}{n+1}$$

$$\int \cos(\theta)^n d\theta = \frac{\cos(\theta)^{n-1} \sin(\theta)}{n} + \frac{n-1}{n} \int \cos(\theta)^{n-2} d\theta$$

# Phong material

Line sample contribution:

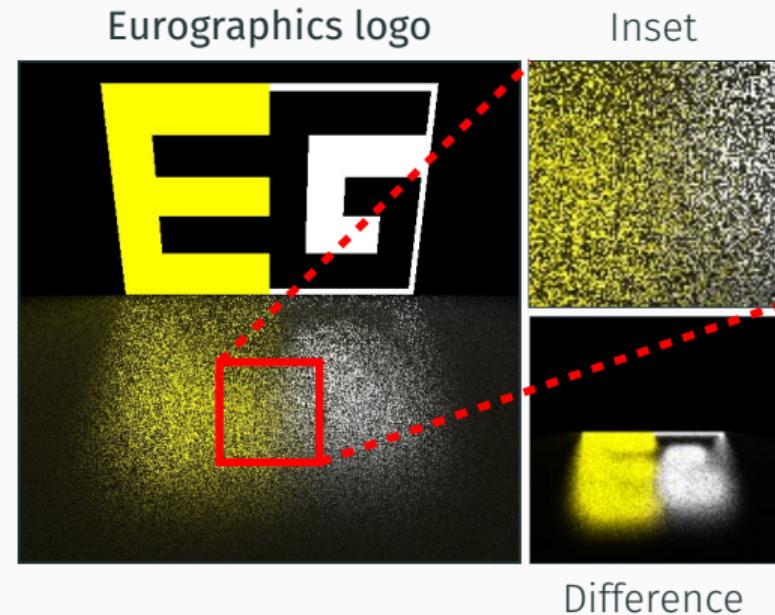
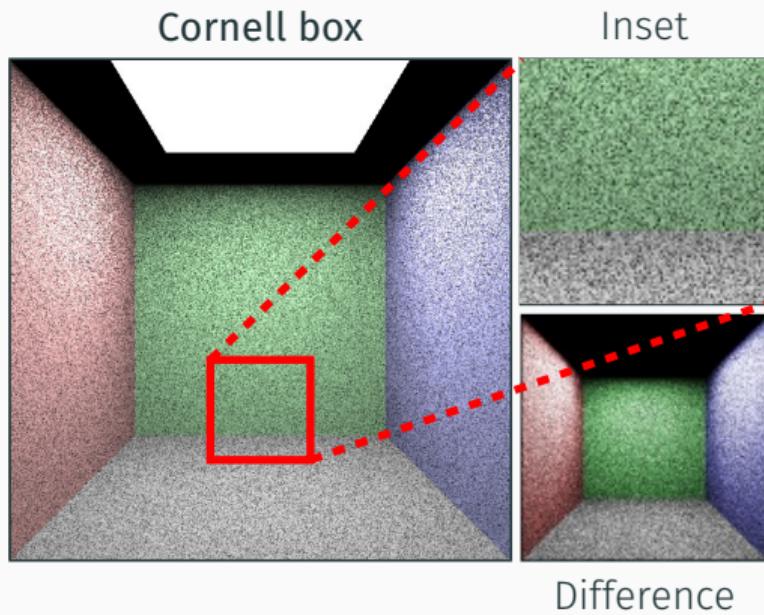
$$\begin{aligned} L_{\text{line}}(\dots) &= \int_{\theta_{\min}}^{\theta_{\max}} \cos(\theta - \theta_{\vec{N}_x}) \cos(\theta - \theta_{\vec{N}_y}) \cos(\theta - \theta_{\vec{R}})^n d\theta \\ &= -\cos(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \sin(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+1} \sin(u) du \\ &\quad - \sin(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \cos(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+1} \sin(u) du \\ &\quad + \cos(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \cos(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^{n+2} du \\ &\quad + \sin(\theta_{\vec{R}} - \theta_{\vec{N}_x}) \sin(\theta_{\vec{R}} - \theta_{\vec{N}_y}) \int_{\theta_{\min} - \theta_{\vec{R}}}^{\theta_{\max} - \theta_{\vec{R}}} \cos(u)^n \sin(u)^2 du \end{aligned}$$

Integral identities:

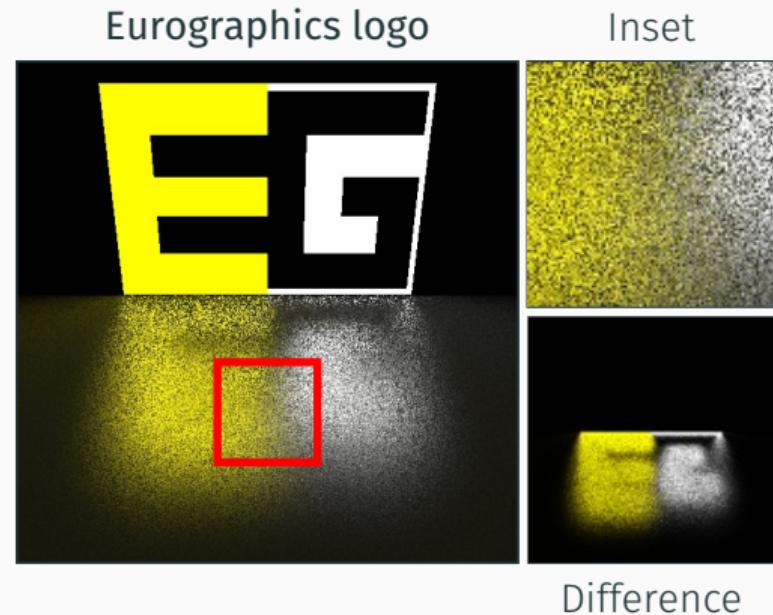
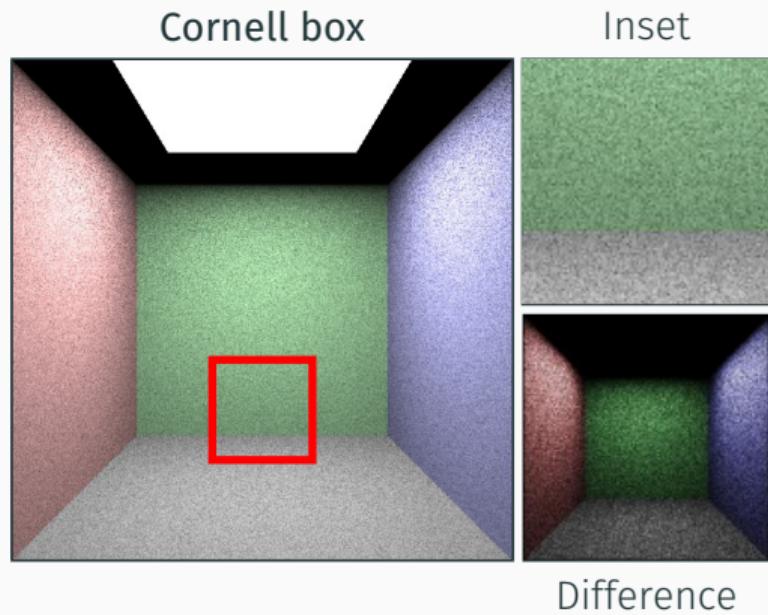
$$\int \cos(\theta) \sin(\theta) d\theta = \frac{-\cos(\theta)^{n+1}}{n+1}$$

$$\int \cos(\theta)^n d\theta = \frac{\cos(\theta)^{n-1} \sin(\theta)}{n} + \frac{n-1}{n} \int \cos(\theta)^{n-2} d\theta$$

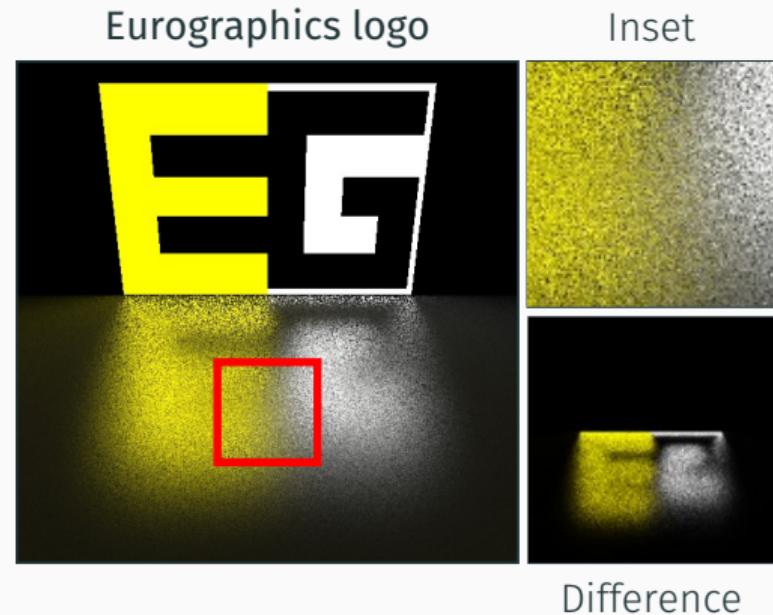
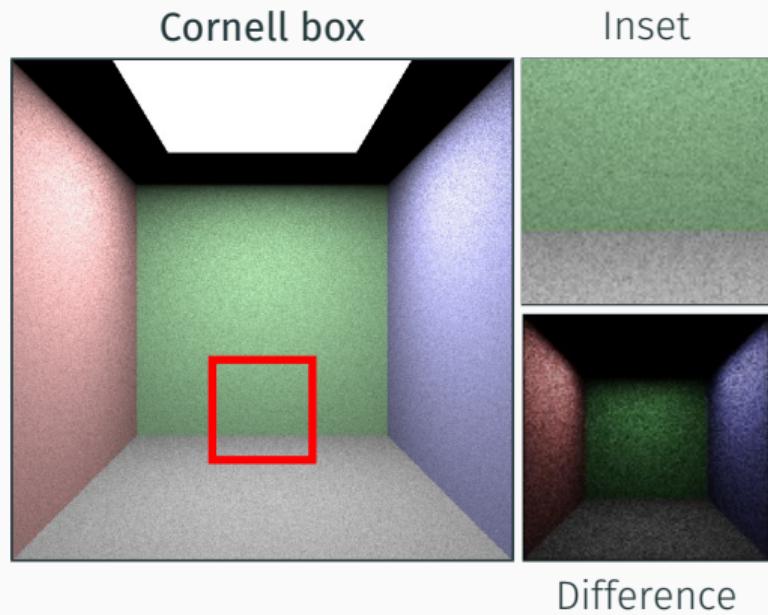
# Line sampling – convergence



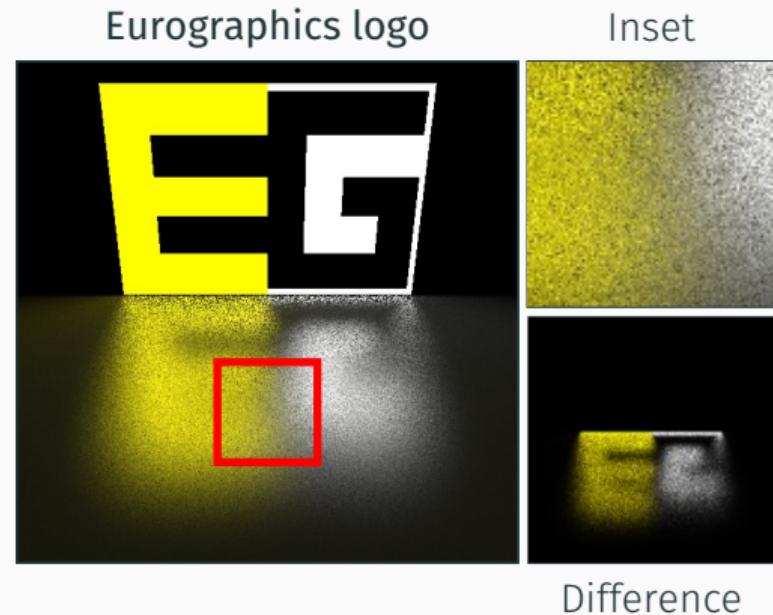
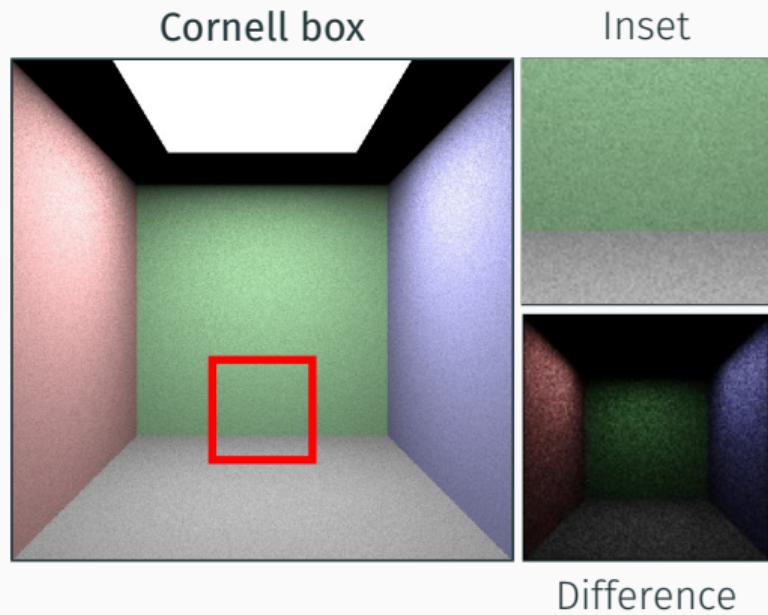
# Line sampling – convergence



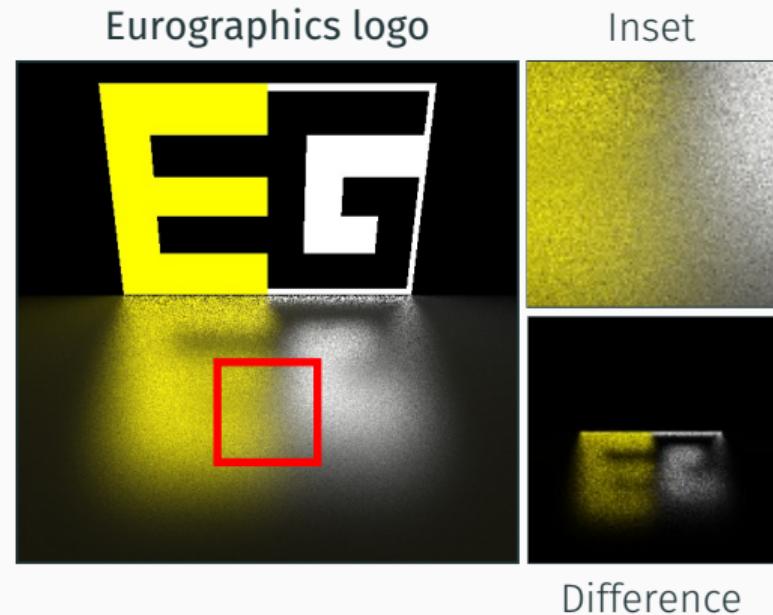
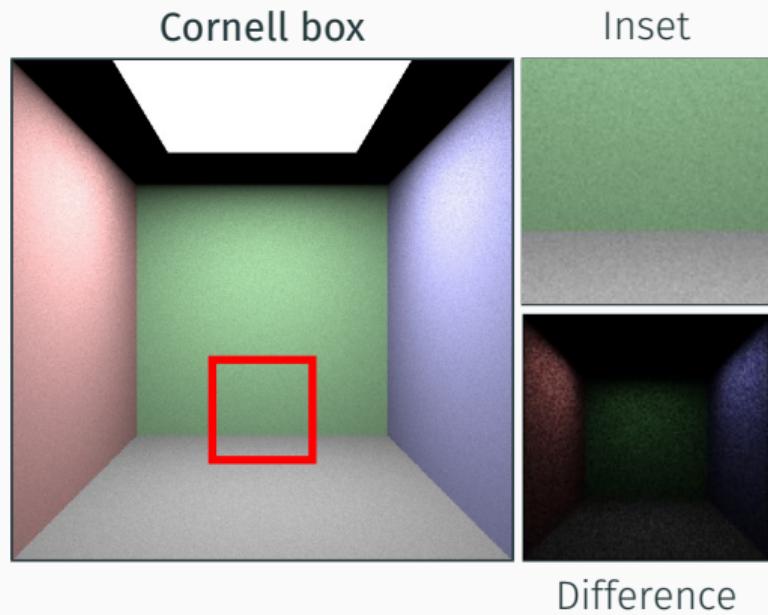
# Line sampling – convergence



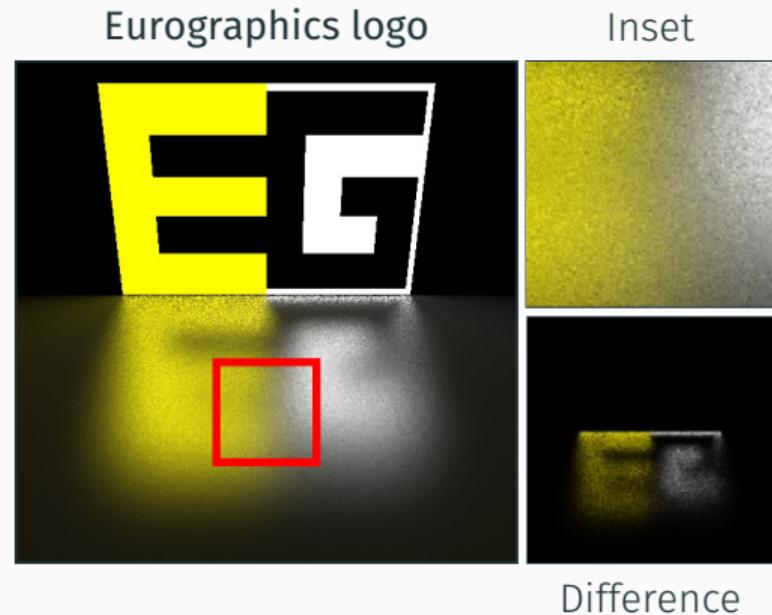
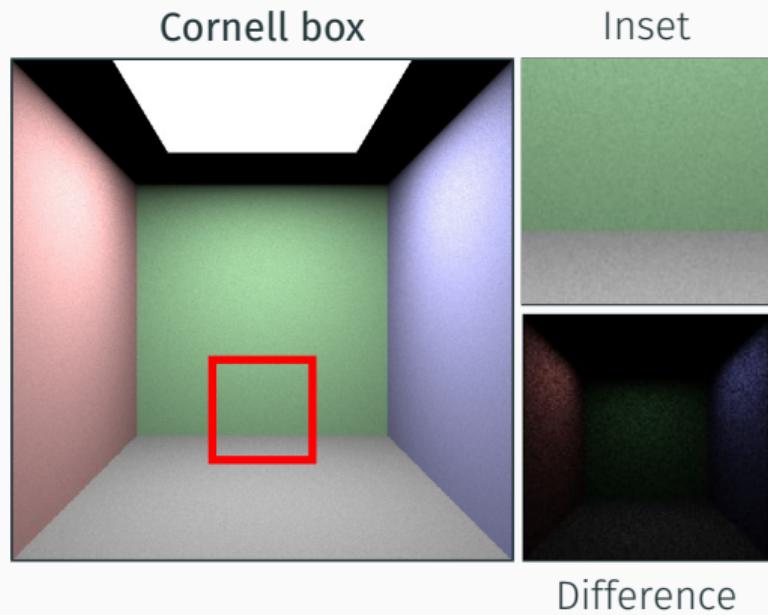
# Line sampling – convergence



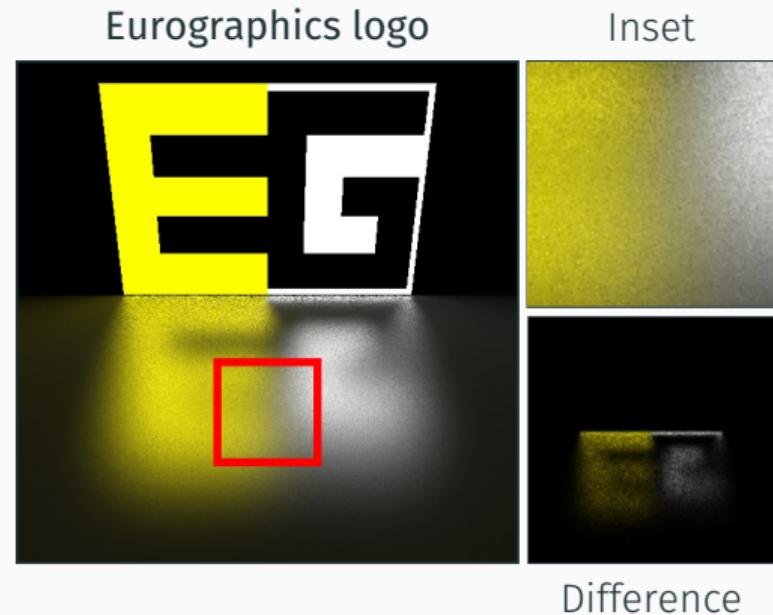
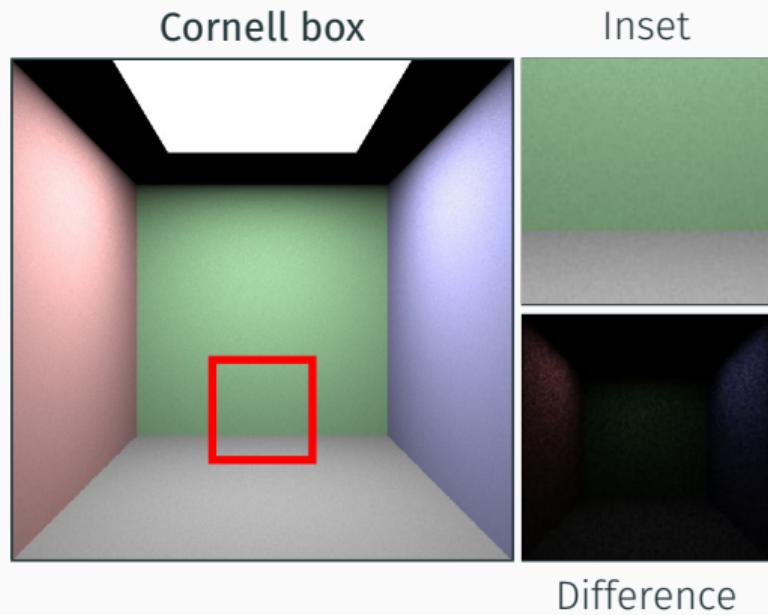
# Line sampling – convergence



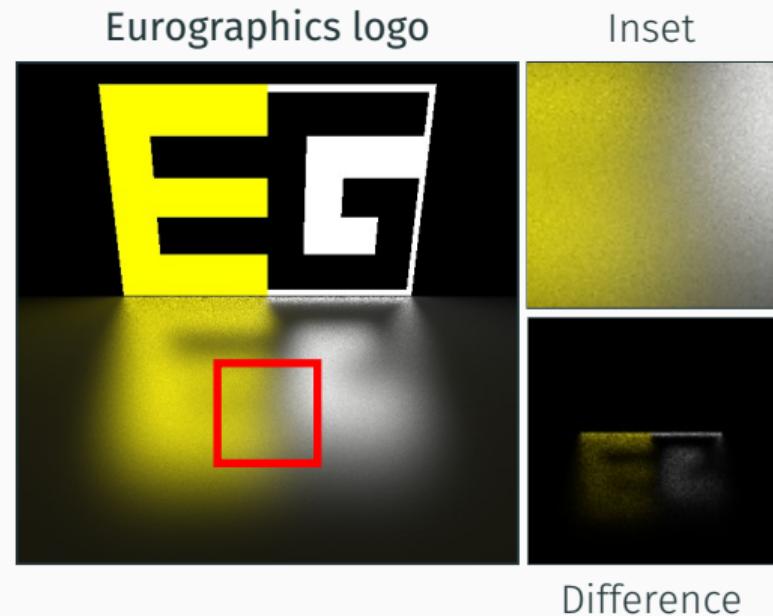
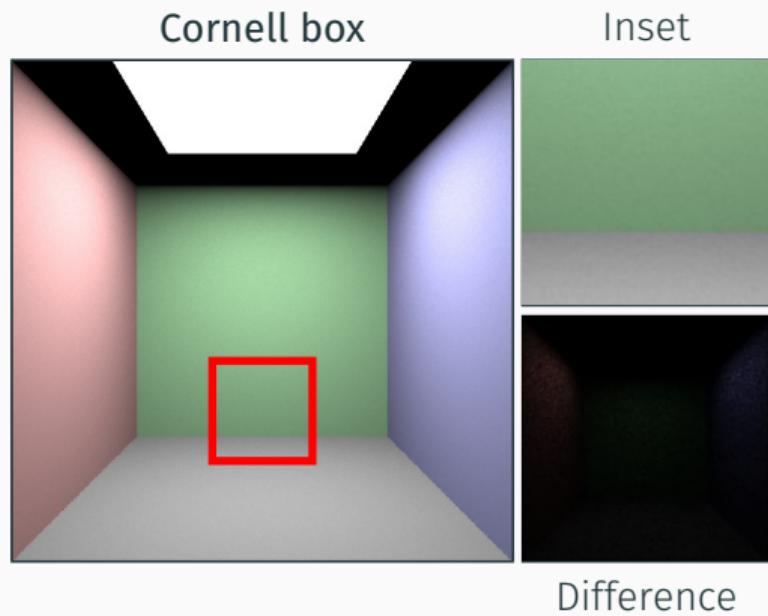
# Line sampling – convergence



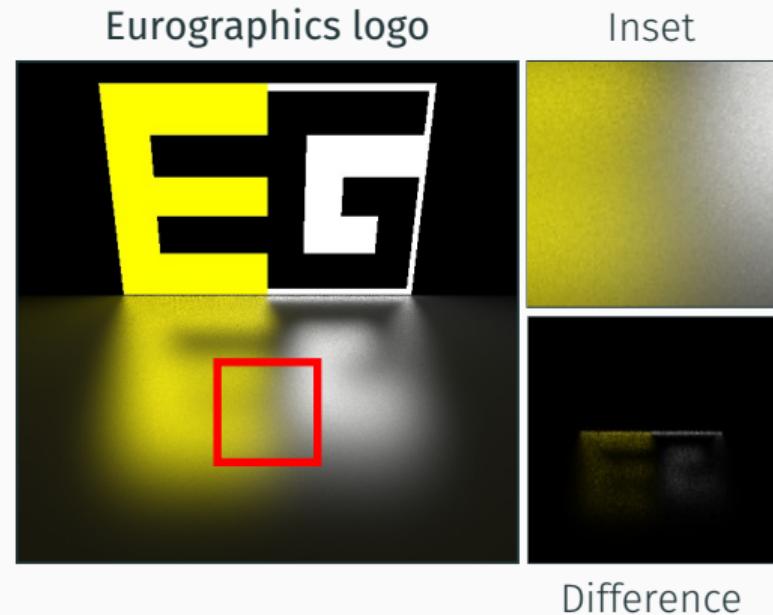
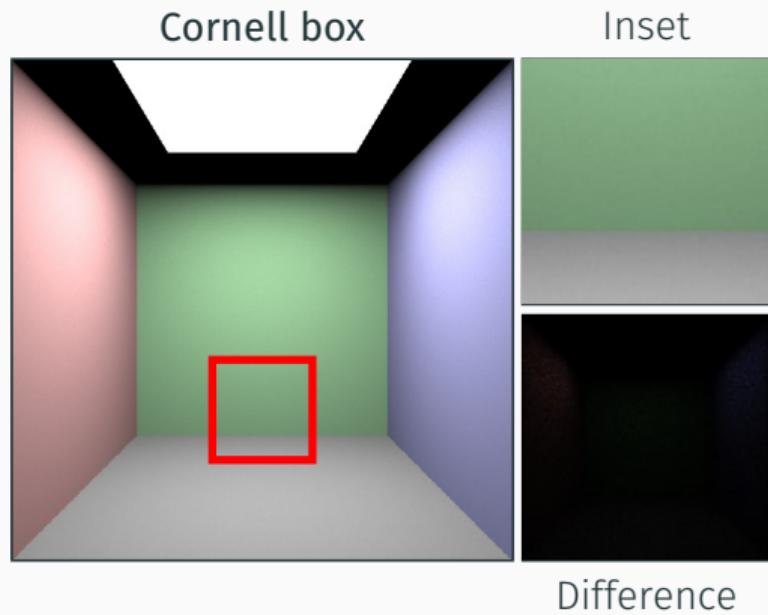
# Line sampling – convergence



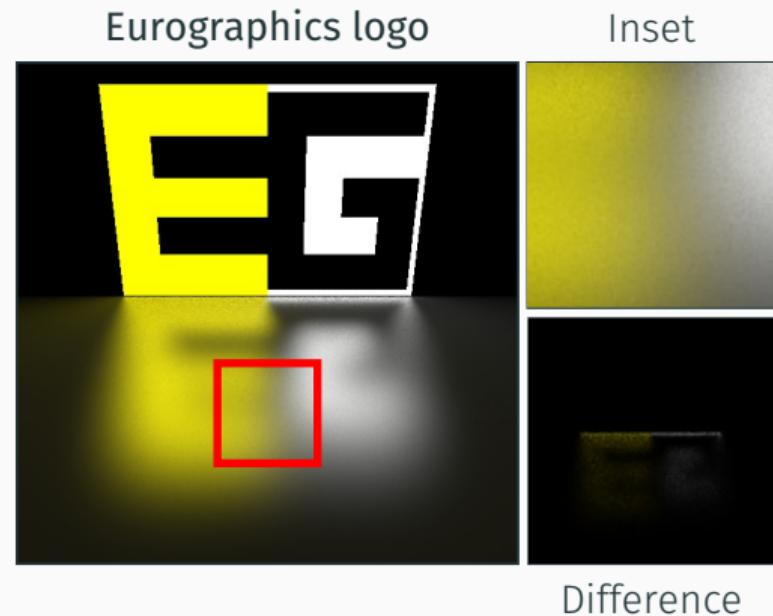
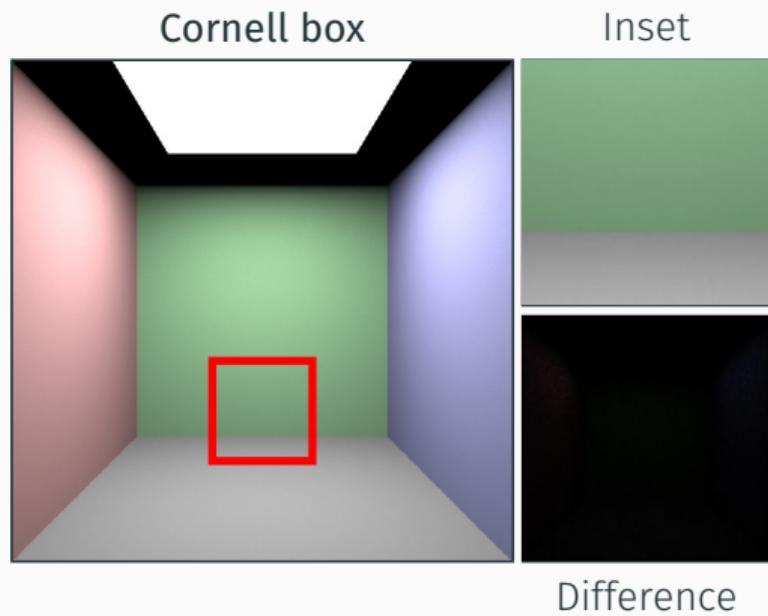
# Line sampling – convergence



# Line sampling – convergence

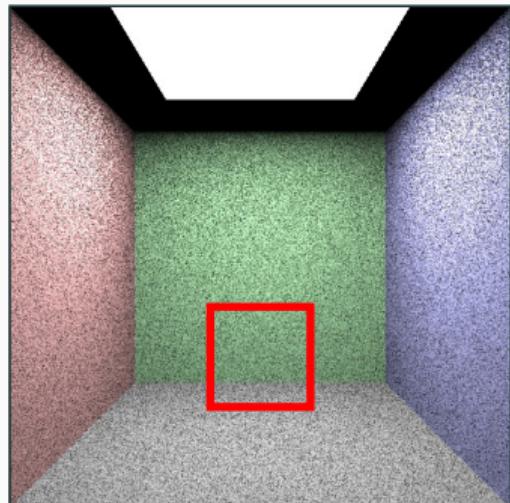


# Line sampling – convergence

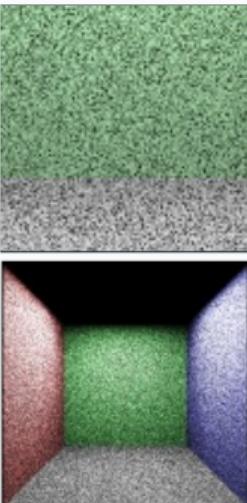


# Line sampling – convergence

Cornell box

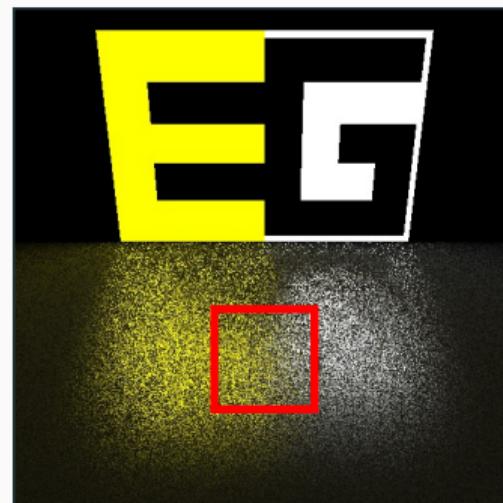


Inset

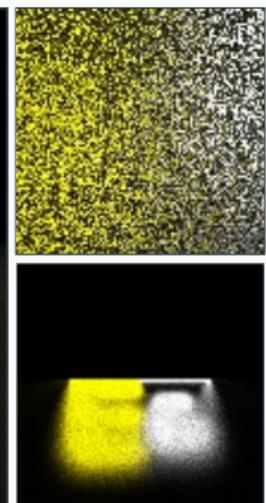


Difference

Eurographics logo

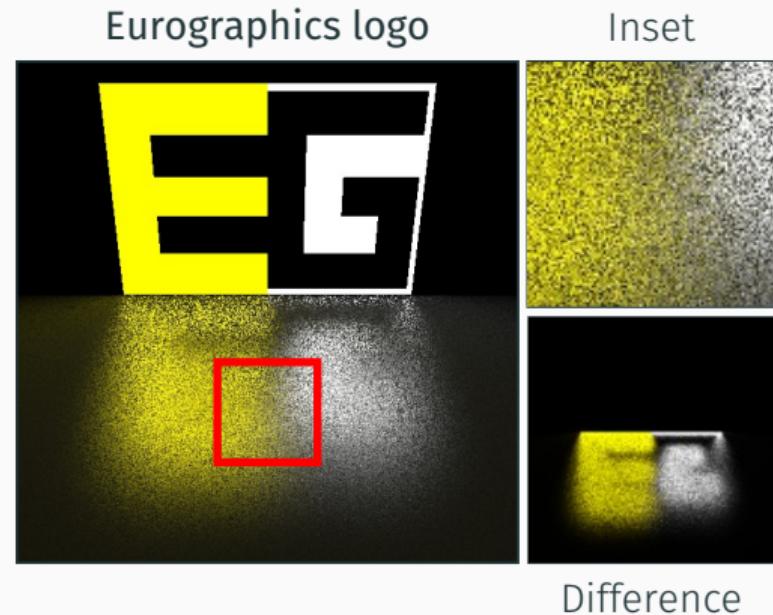
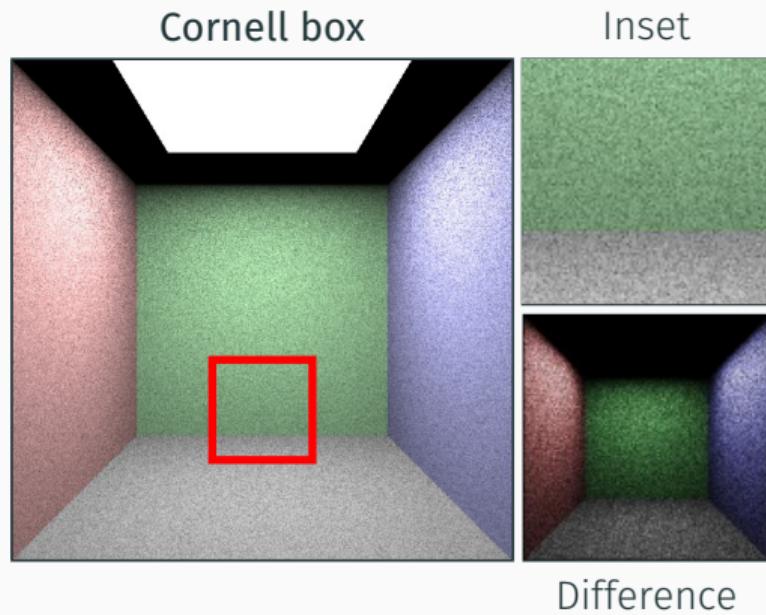


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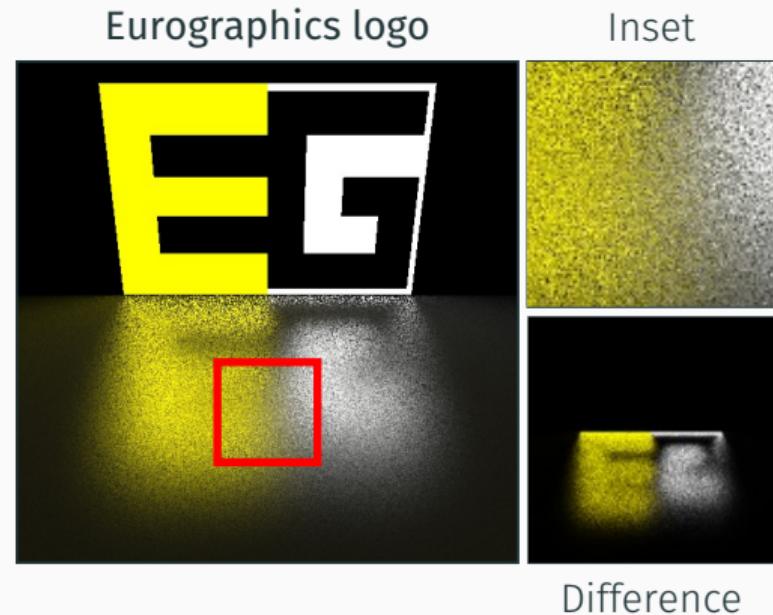
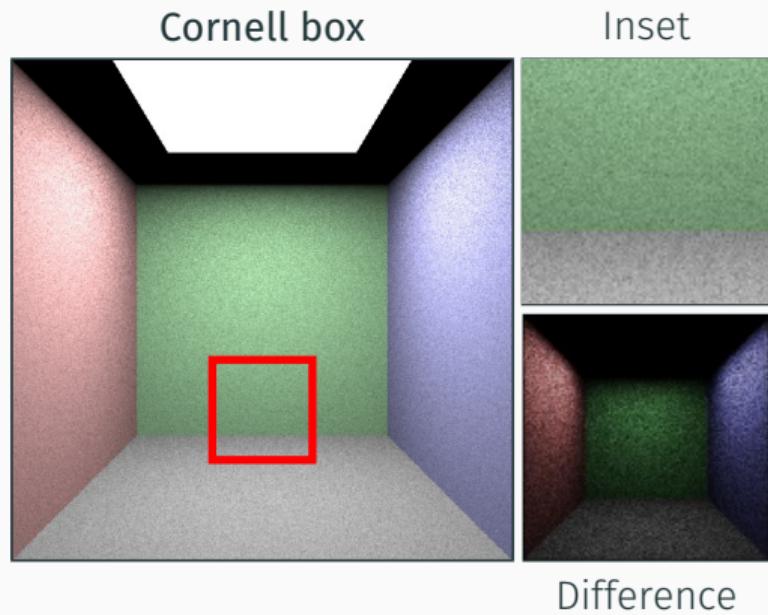


Difference

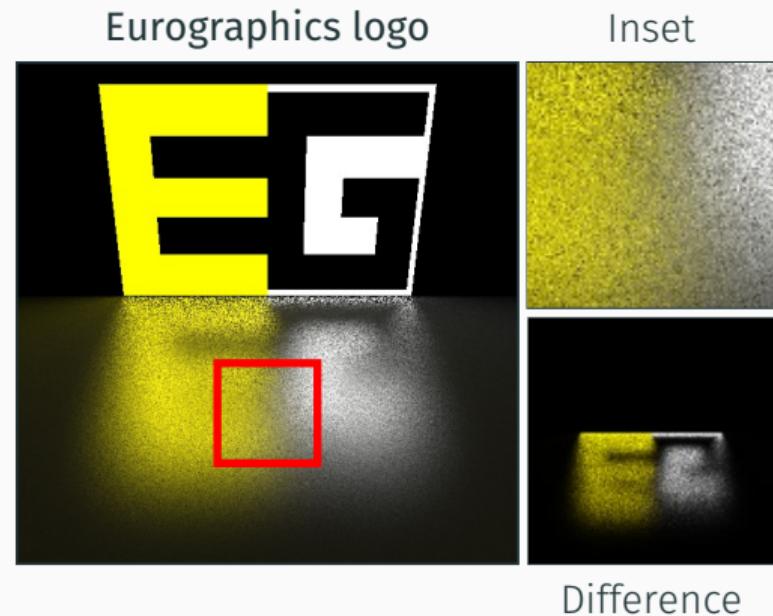
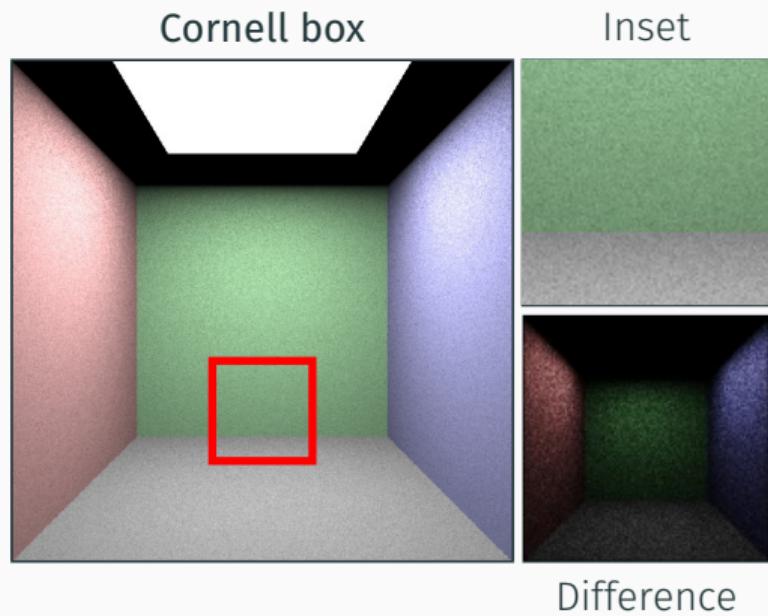
# Line sampling – convergence



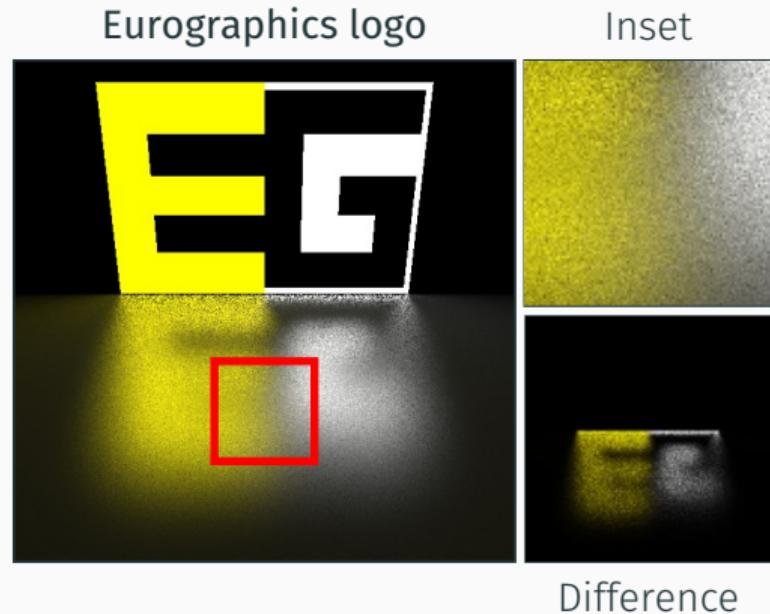
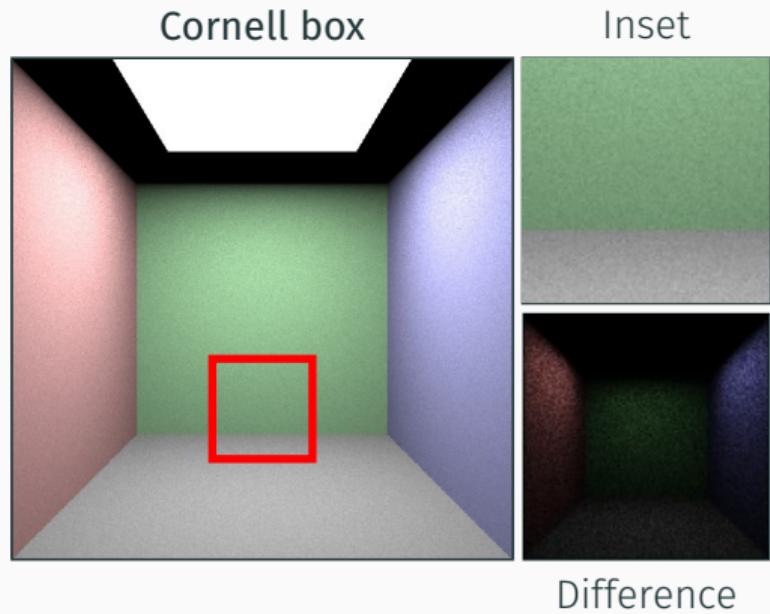
# Line sampling – convergence



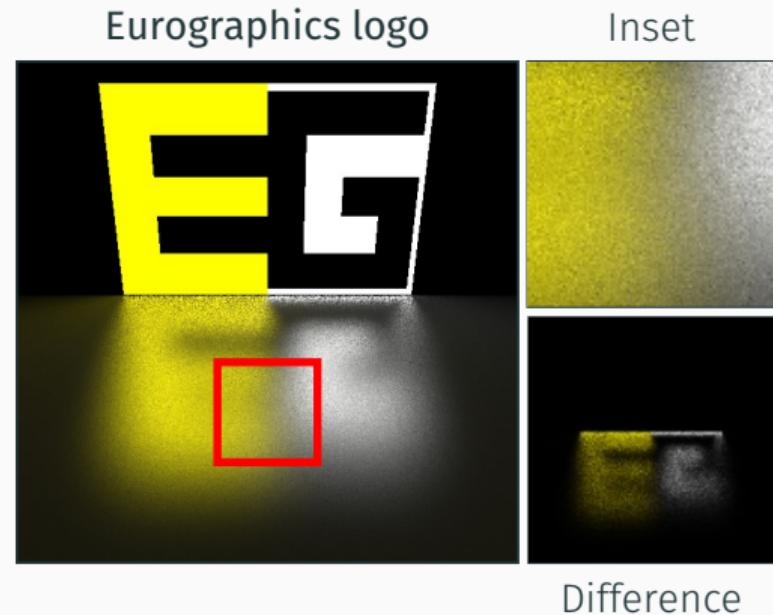
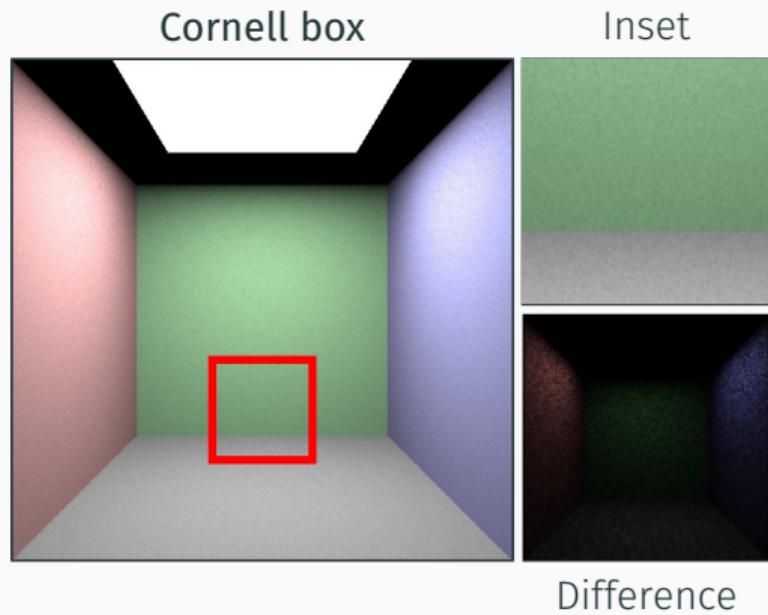
# Line sampling – convergence



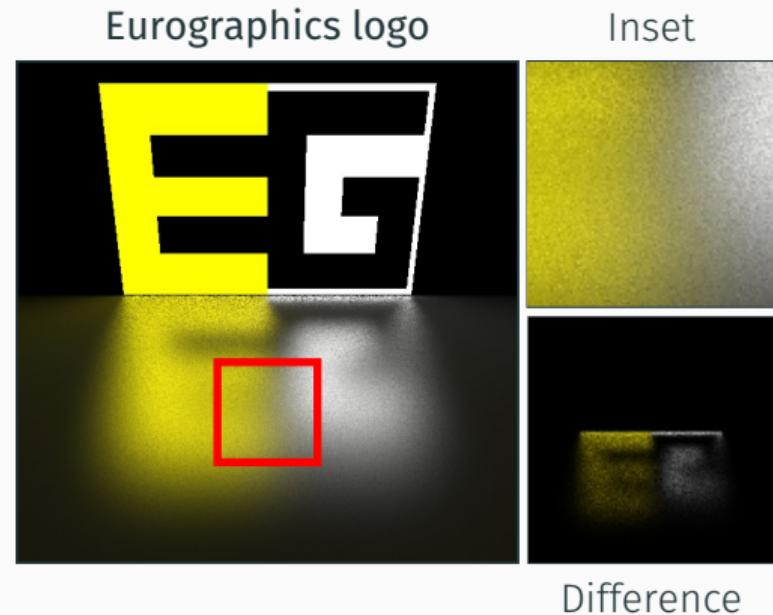
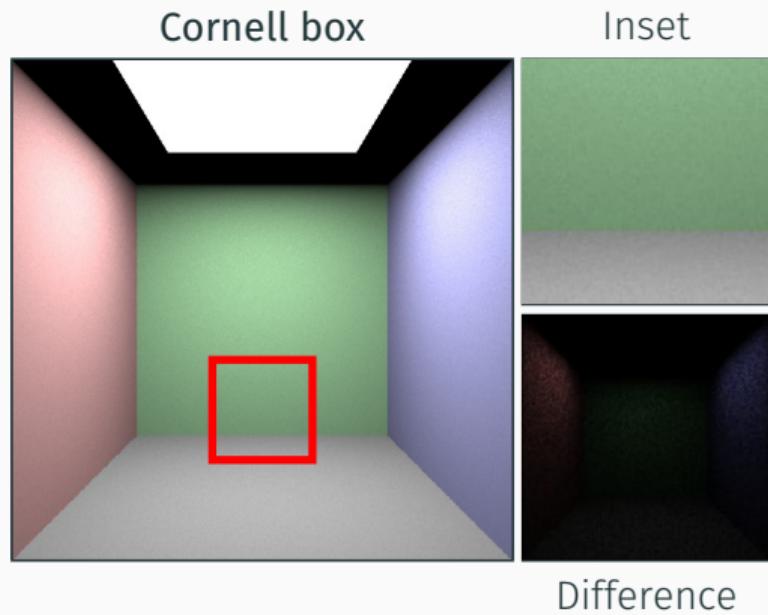
# Line sampling – convergence



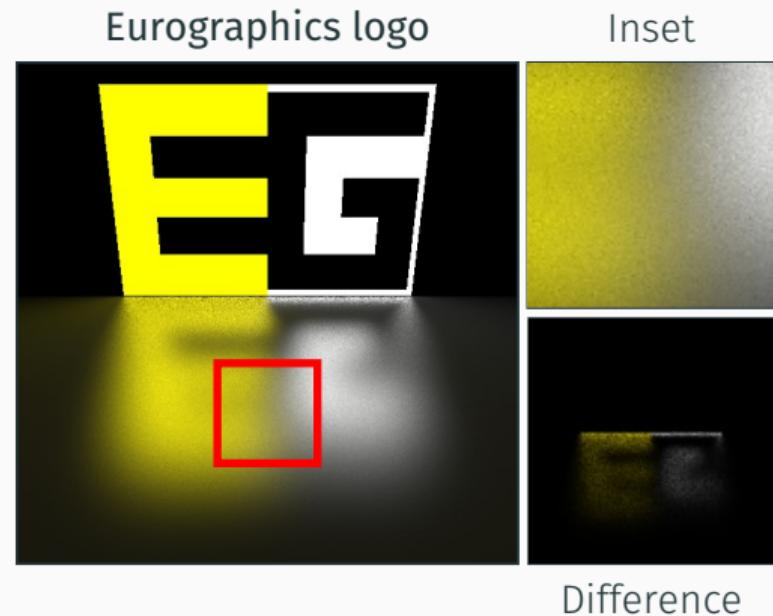
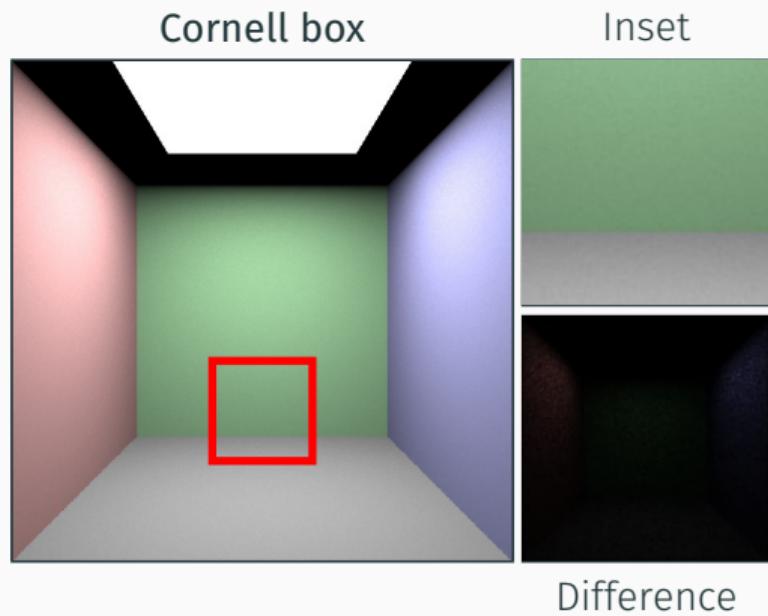
# Line sampling – convergence



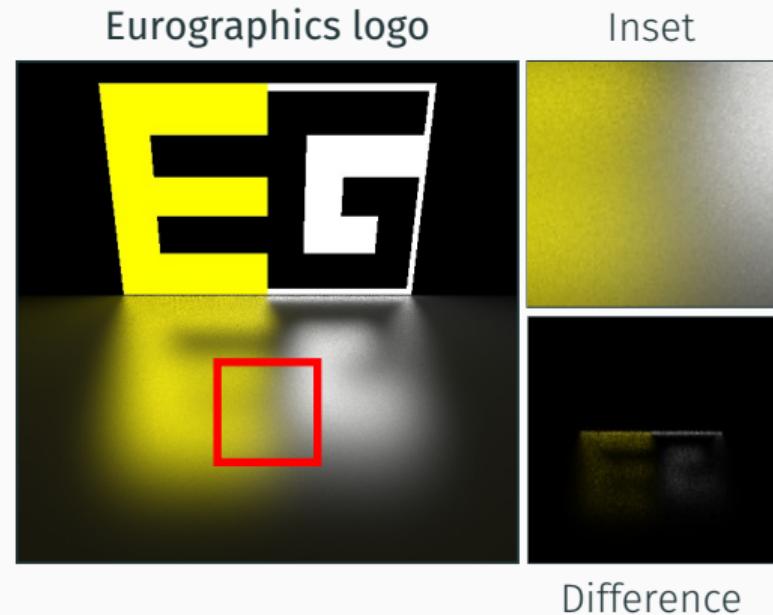
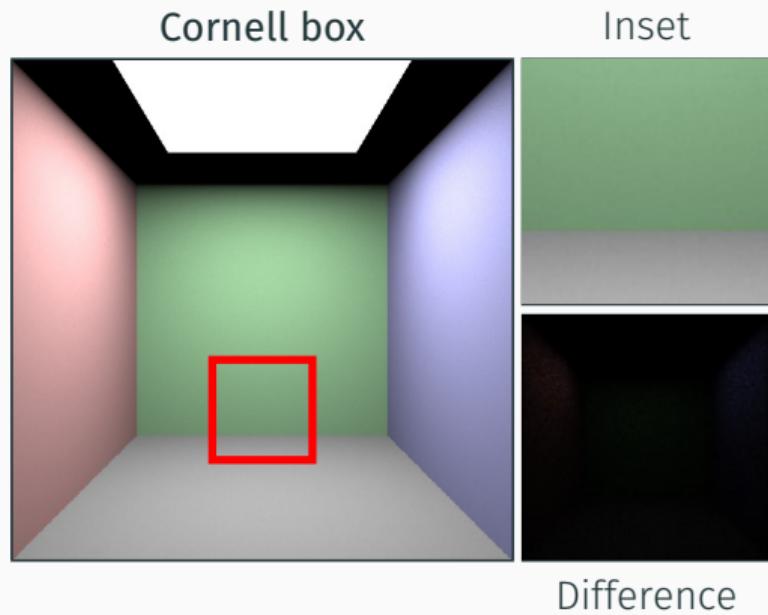
# Line sampling – convergence



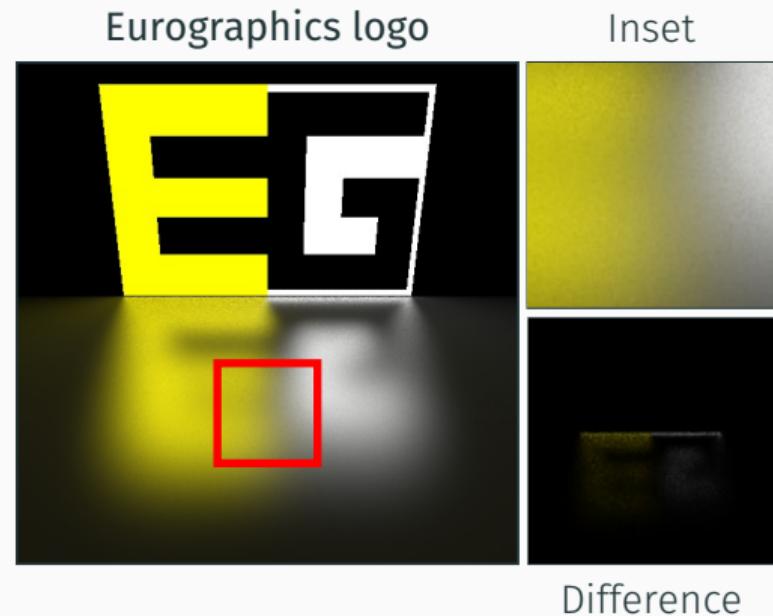
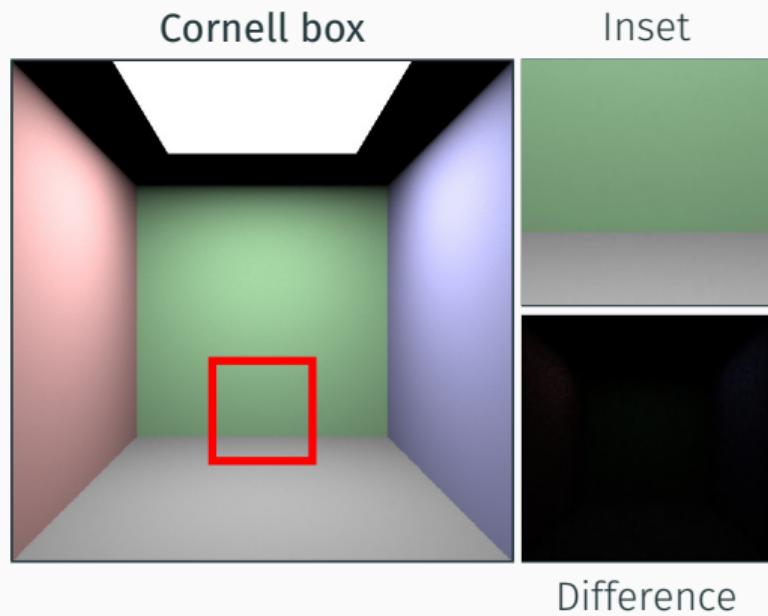
# Line sampling – convergence



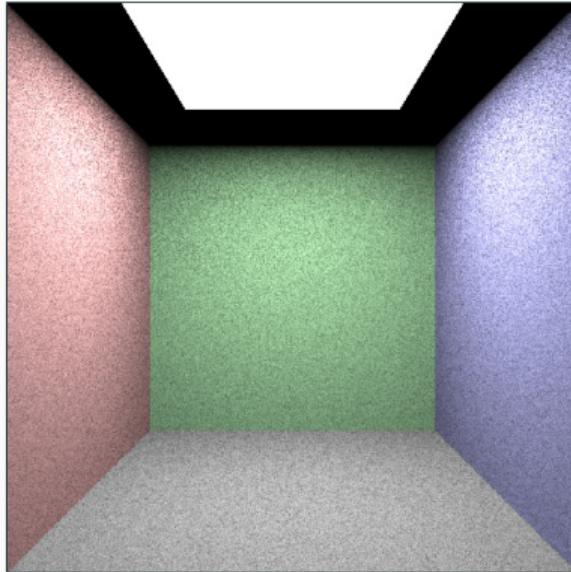
# Line sampling – convergence



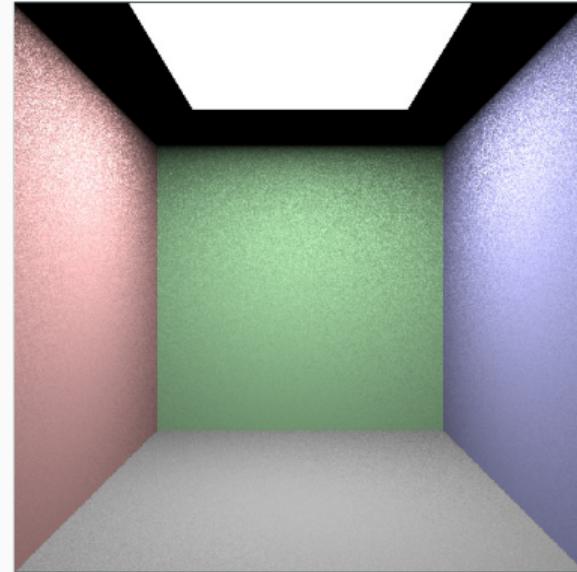
# Line sampling – convergence



# Importance sampling

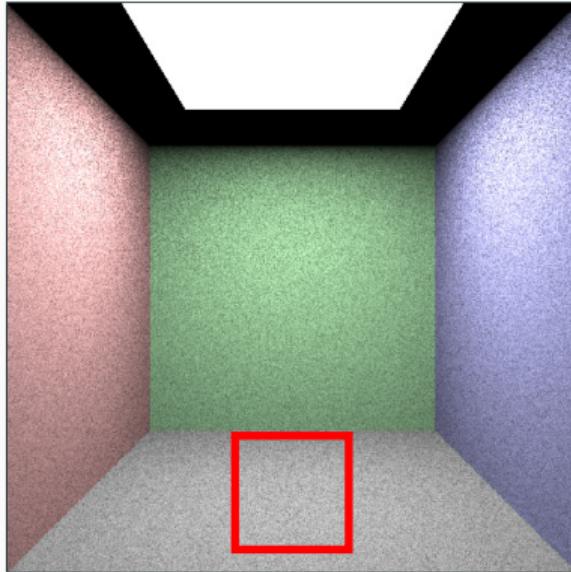


Line sampling

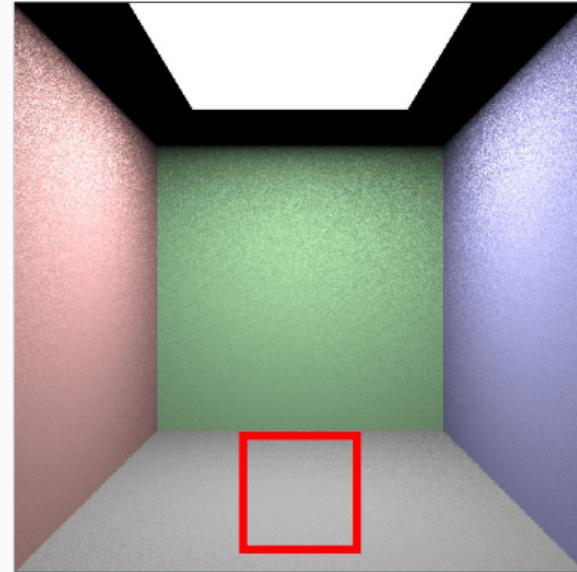


Point sampling

# Importance sampling

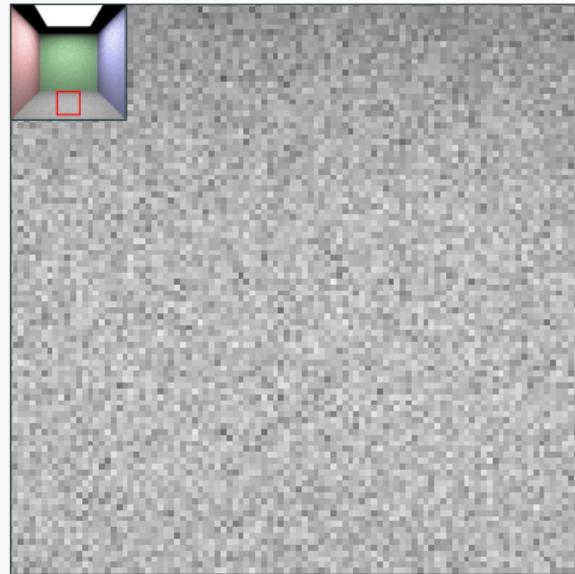


Line sampling

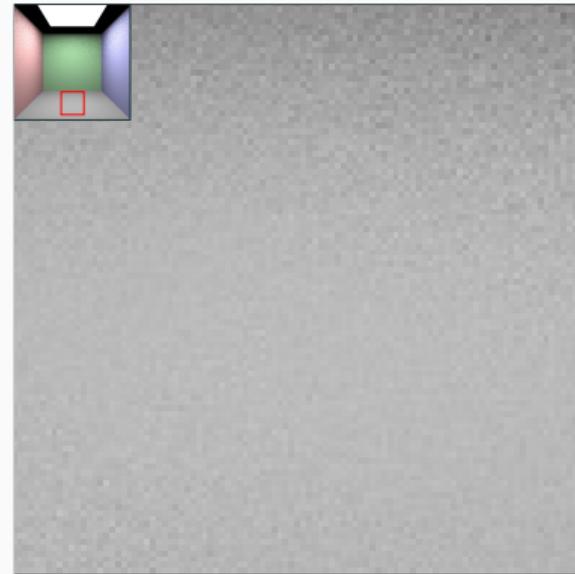


Point sampling

# Importance sampling



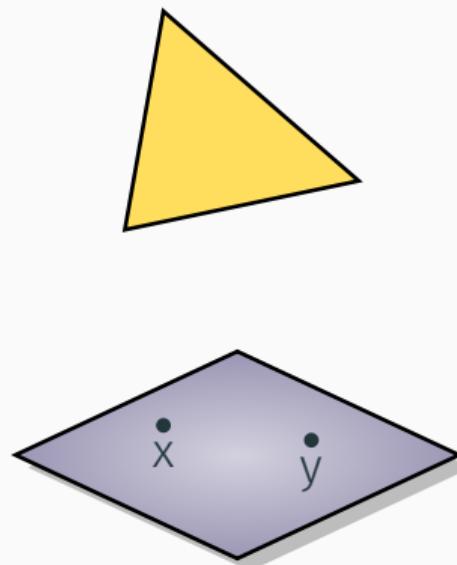
Line sampling



Point sampling

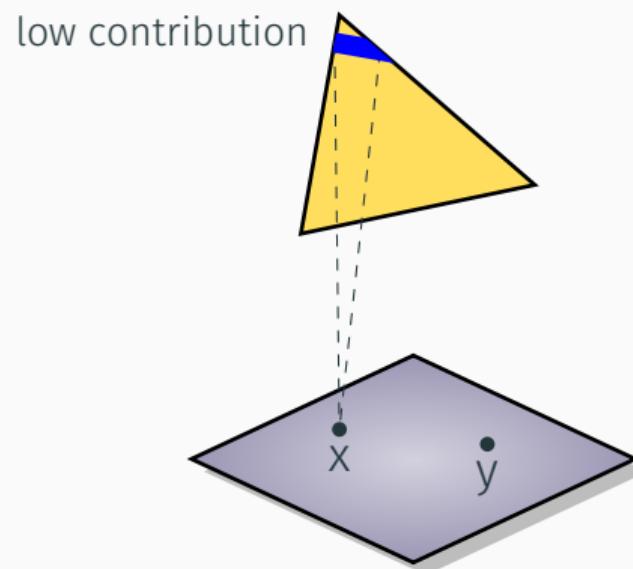
# Importance sampling

Line sample contribution is correlated to its **length**



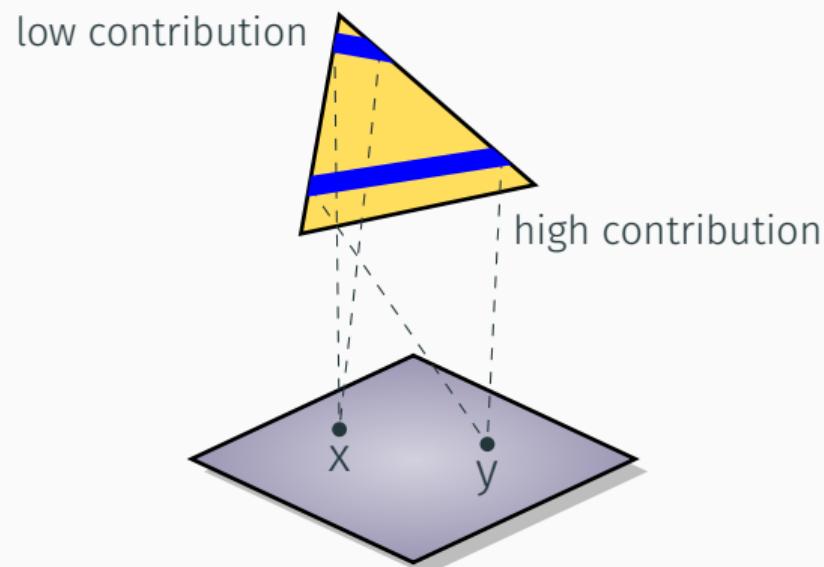
# Importance sampling

Line sample contribution is correlated to its **length**



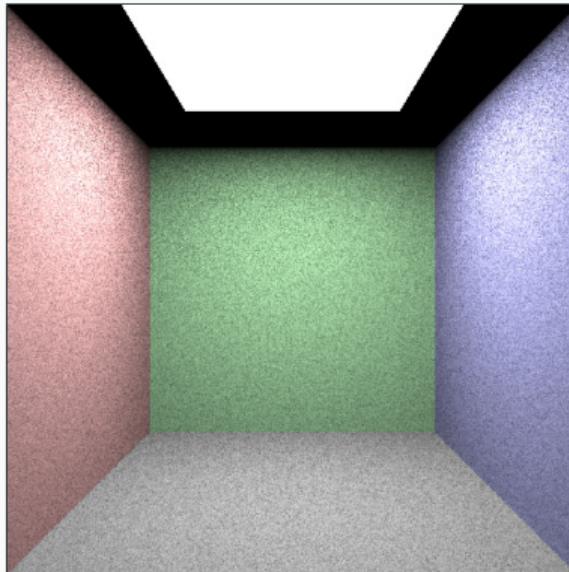
# Importance sampling

Line sample contribution is correlated to its **length**

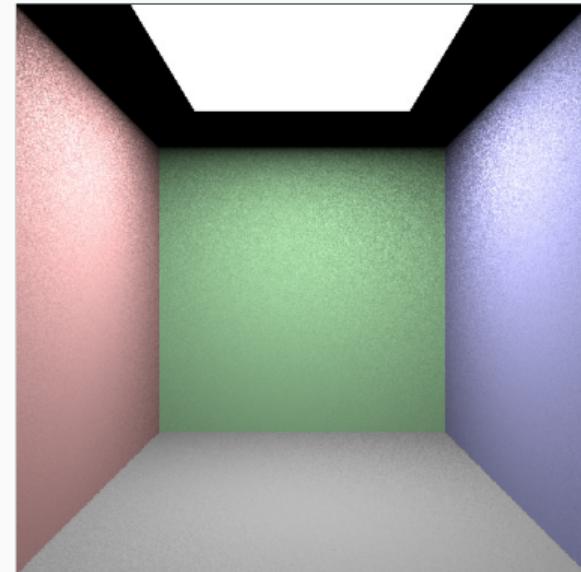


# Importance sampling

Solution: importance sampling with the pdf  $\simeq l$ .



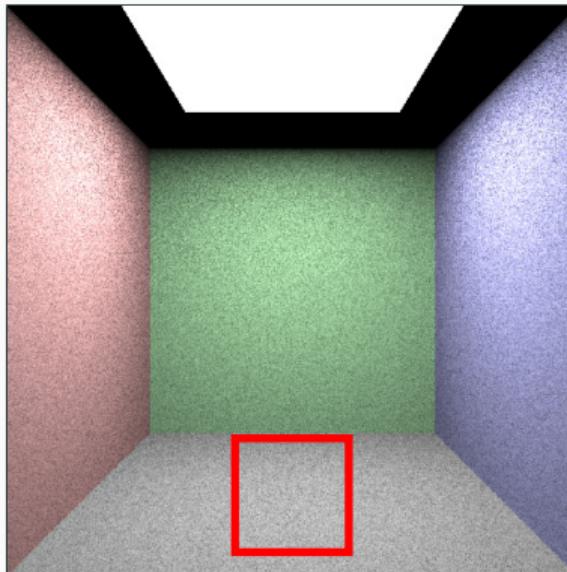
Uniform sampling



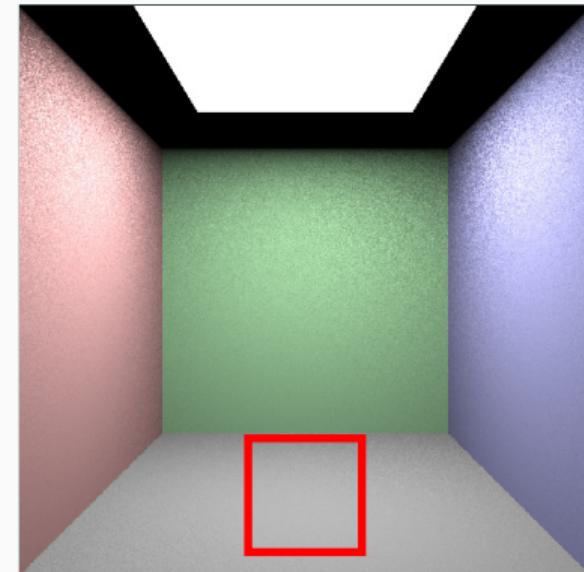
Importance sampling

# Importance sampling

Solution: importance sampling with the pdf  $\simeq l$ .



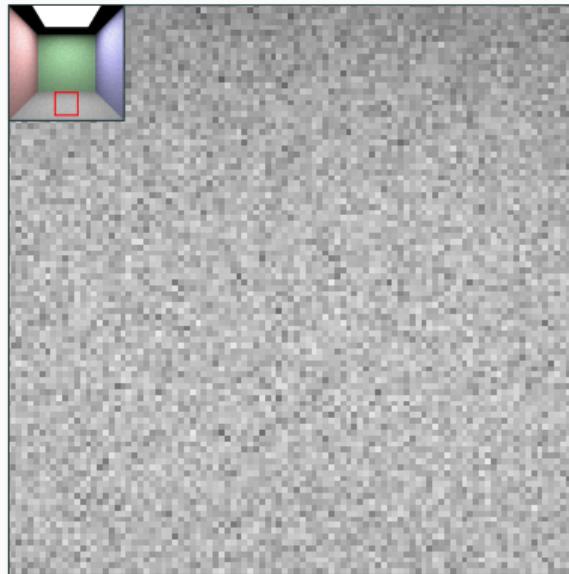
Uniform sampling



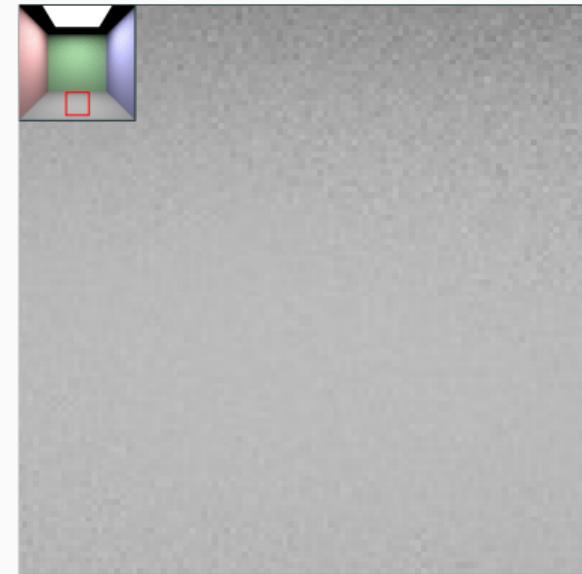
Importance sampling

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Solution: importance sampling with the pdf  $\simeq l$ .

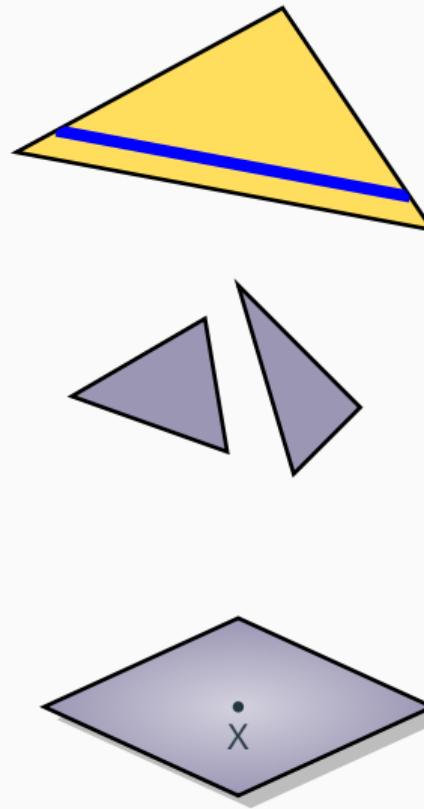


Uniform sampling

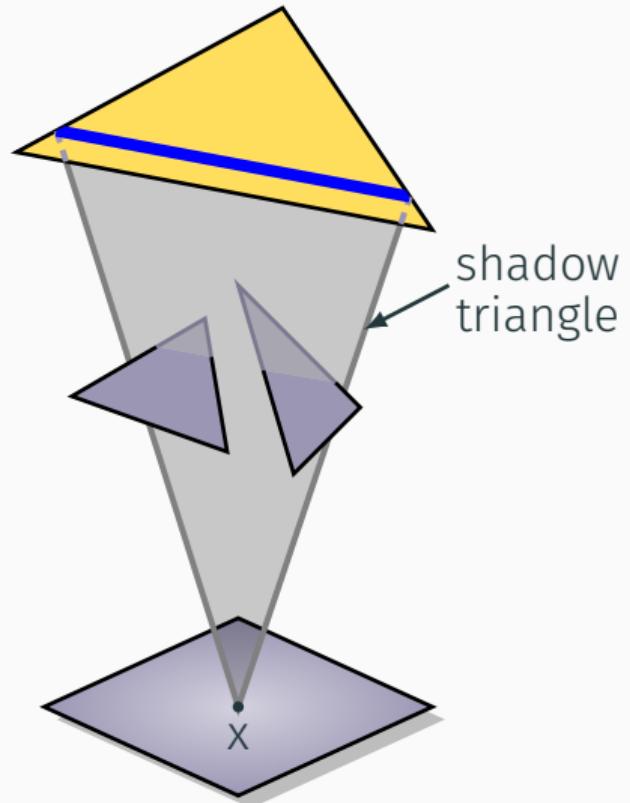


Importance sampling

# Visibility evaluation

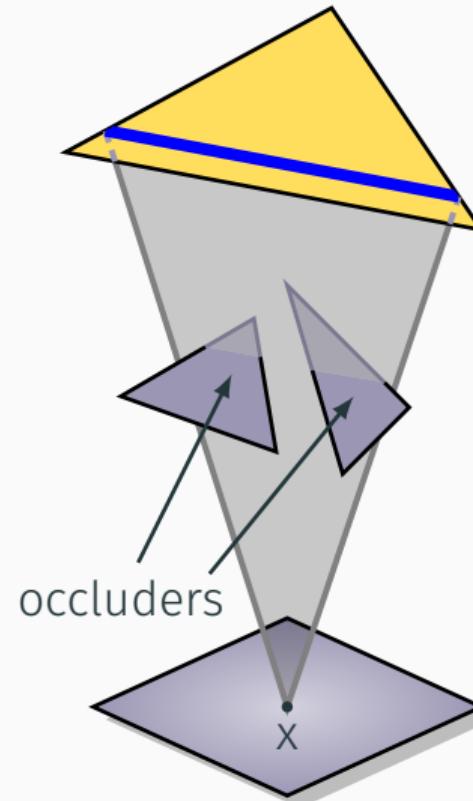


# Visibility evaluation



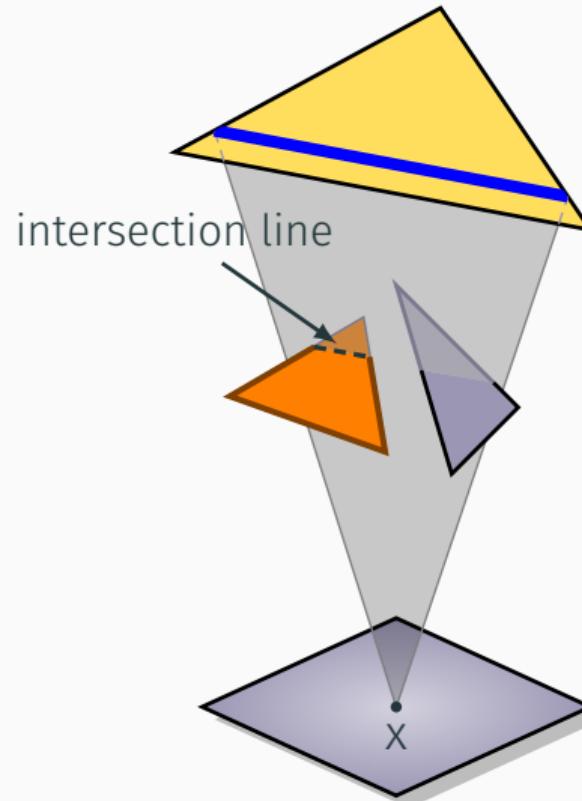
# Visibility evaluation

- Use acceleration structure to find *occluders* overlapping the *shadow triangle*.



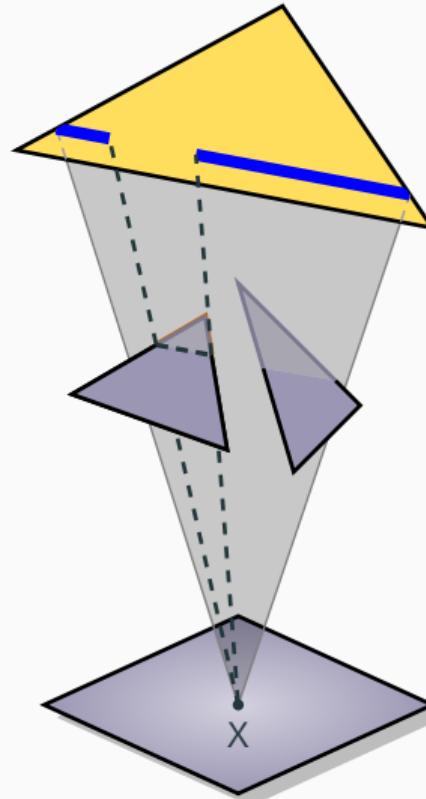
# Visibility evaluation

- Use acceleration structure to find *occluders* overlapping the *shadow triangle*.
- Find intersection between occluders and *shadow triangle*.



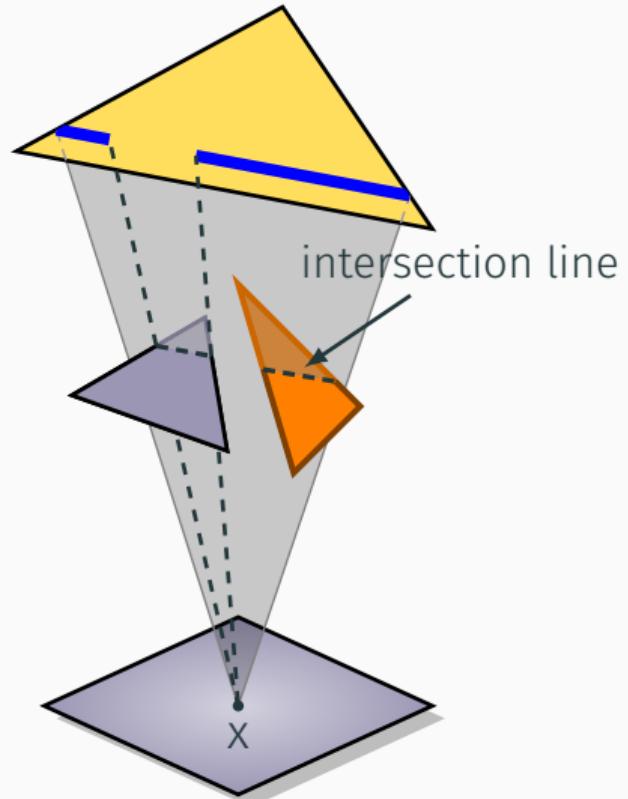
# Visibility evaluation

- Use acceleration structure to find *occluders* overlapping the *shadow triangle*.
- Find intersection between occluders and *shadow triangle*.
- Back projection on line sample.



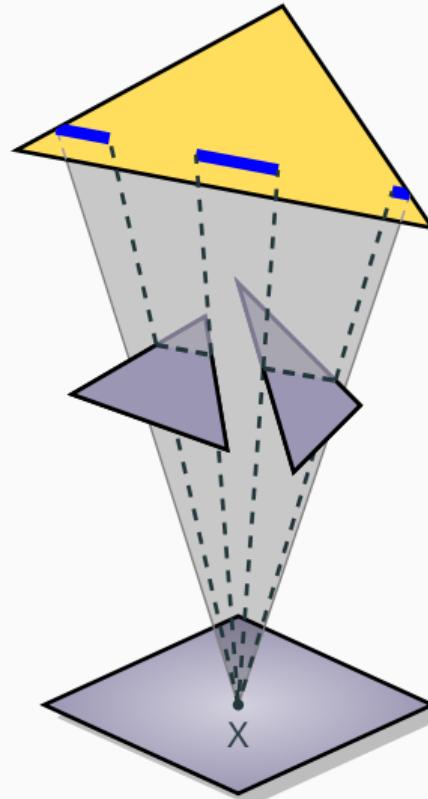
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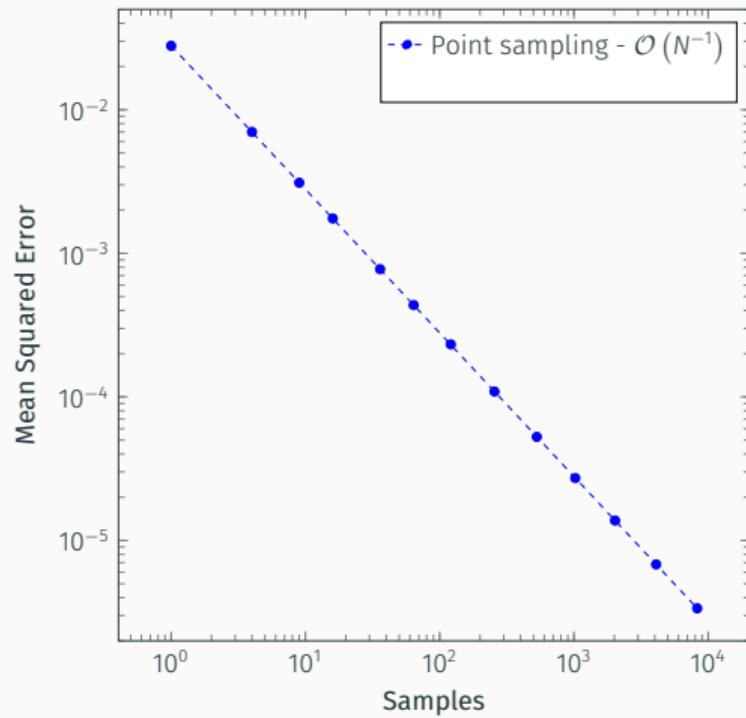
What do we have so far:

- generate importance sampled line samples
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- evaluate shading of diffuse and Phong materials

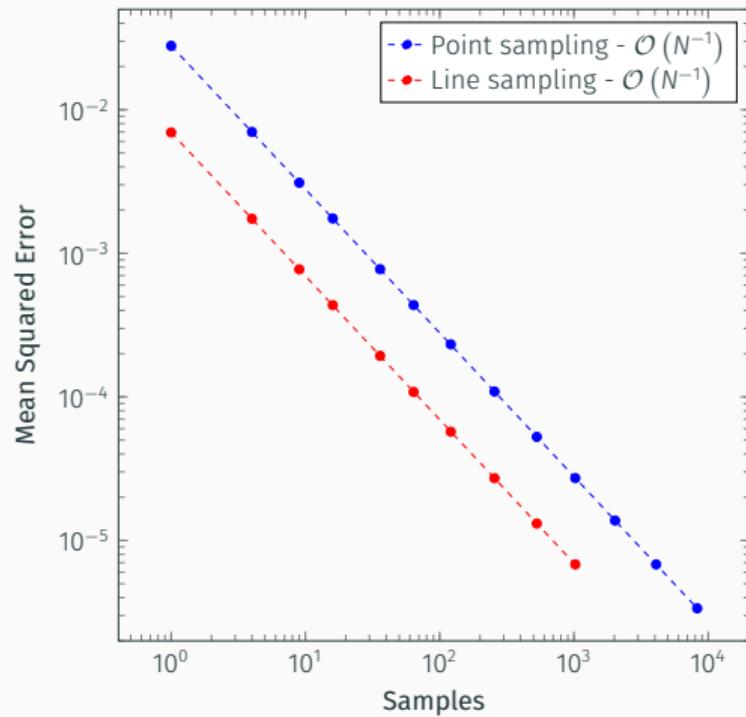
# Results

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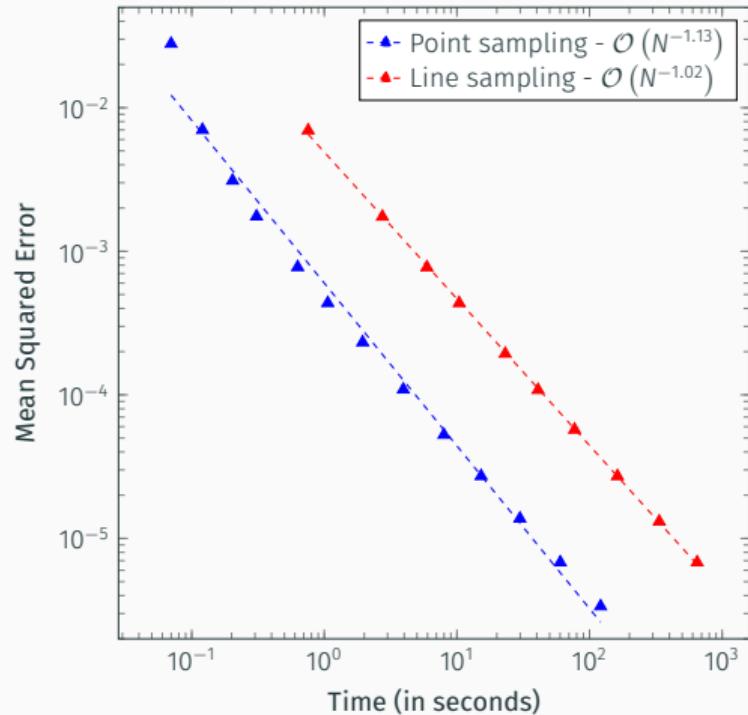
# Sponza



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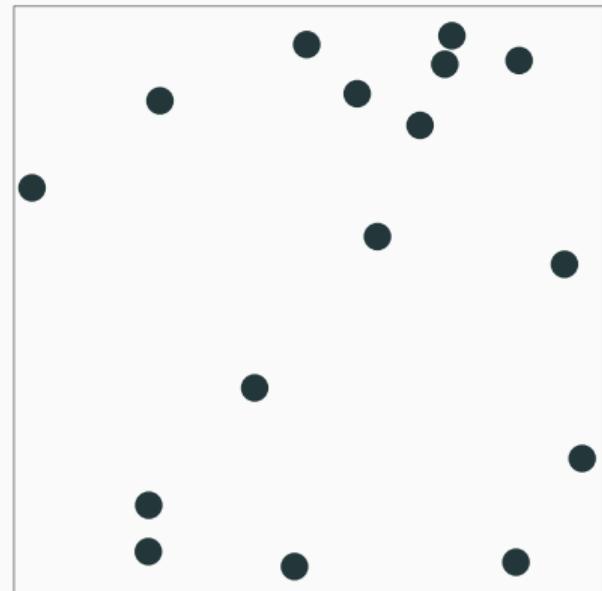
# Sponza



# Monte Carlo – convergence

- Convergence of Monte Carlo with independent samples:

$$\text{MSE} = \mathcal{O}(N^{-1})$$



Random sampling

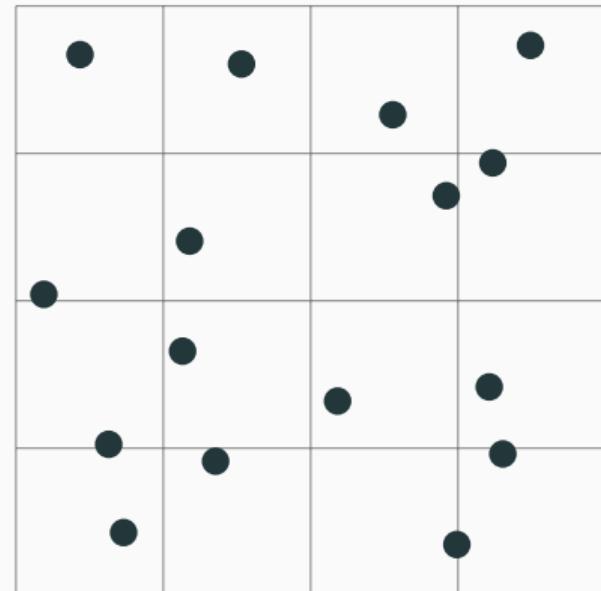
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- Convergence of Monte Carlo with stratified samples: [Mitchell, 1996]
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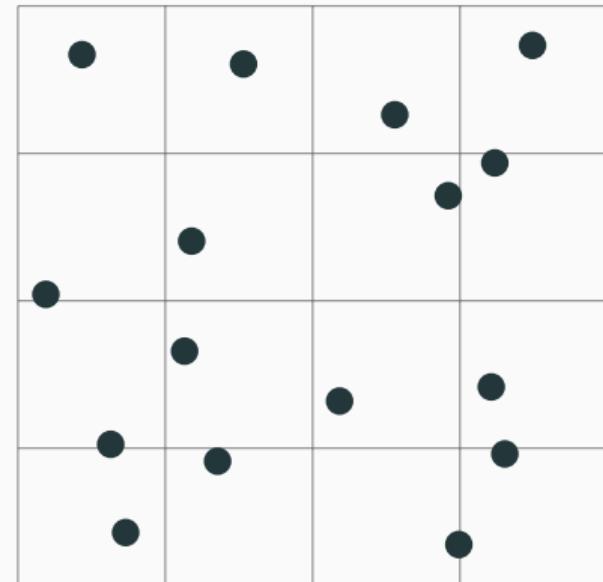
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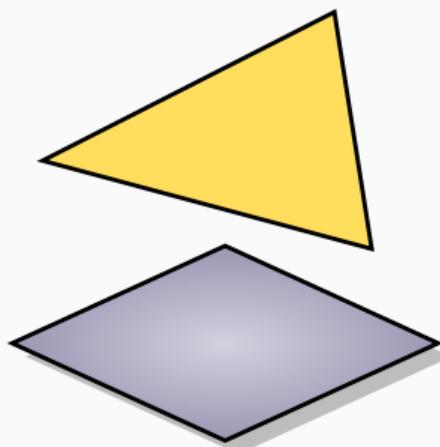
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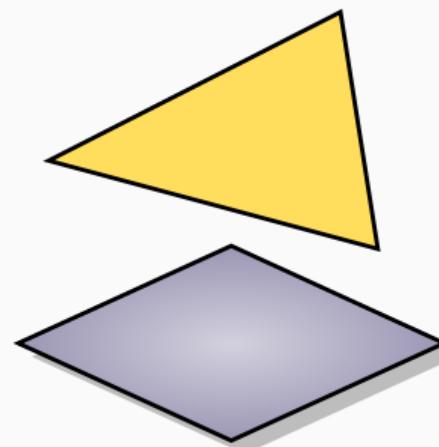
Stratified sampling

# Stratified line sampling

$$L_{\text{direct}}(\dots) = \int_a^b L_{\text{line}}(\dots) du$$



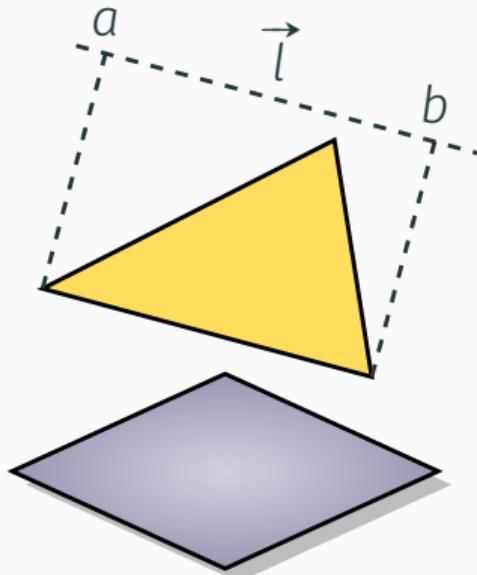
Random sampling



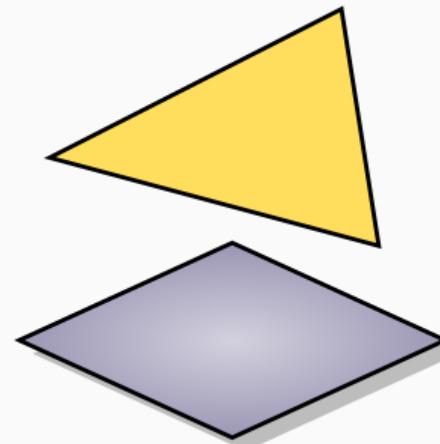
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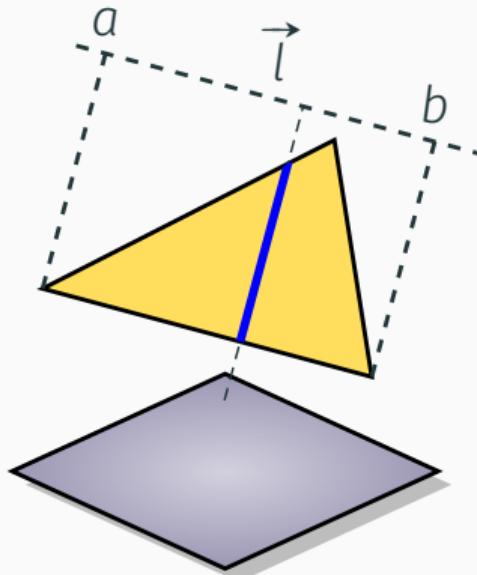
Random sampling



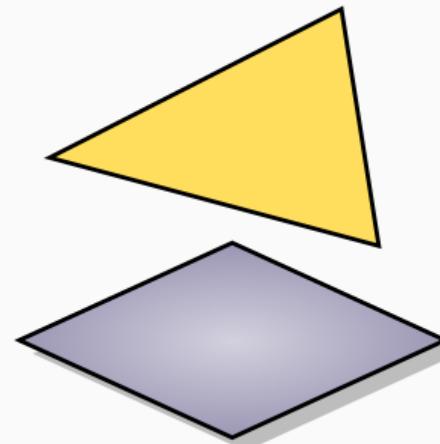
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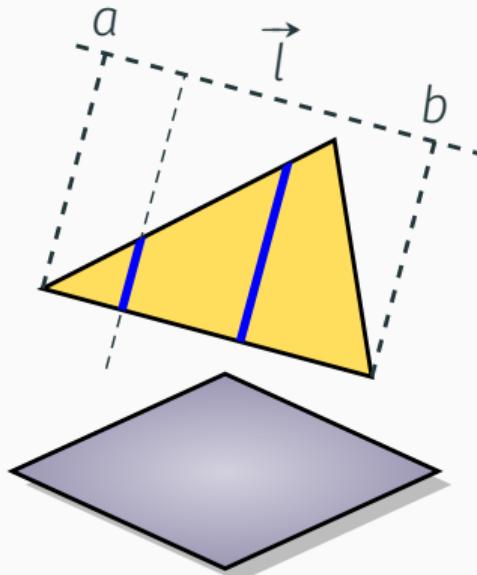
Random sampling



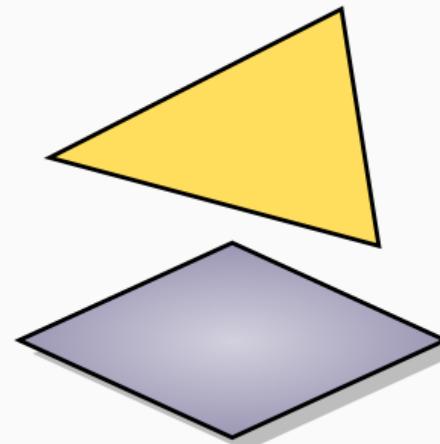
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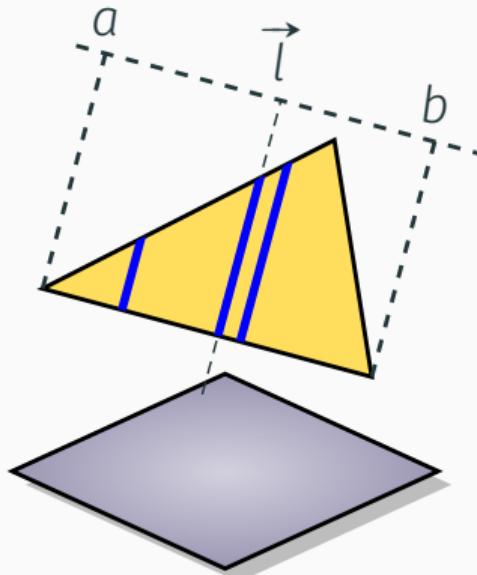
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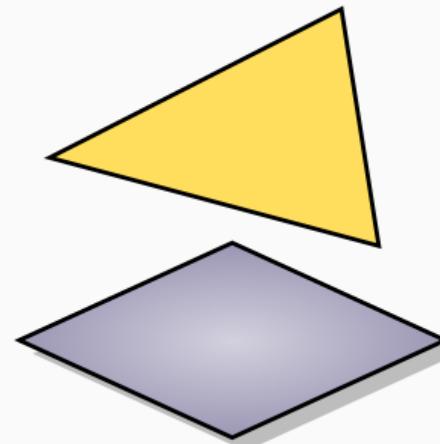
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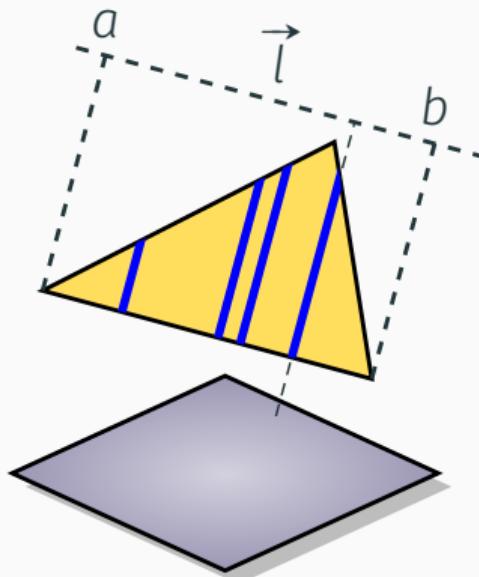
Random sampling



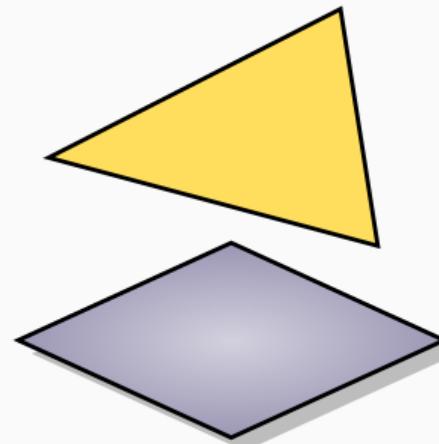
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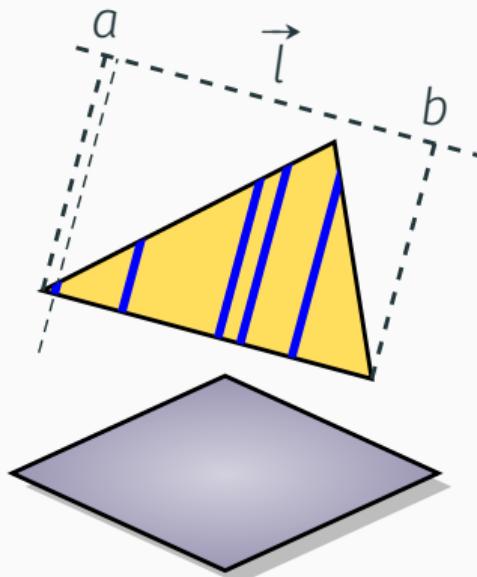
Random sampling



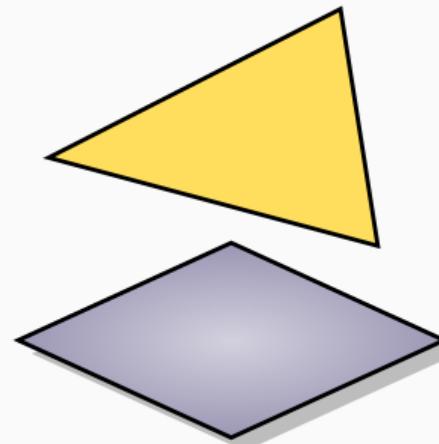
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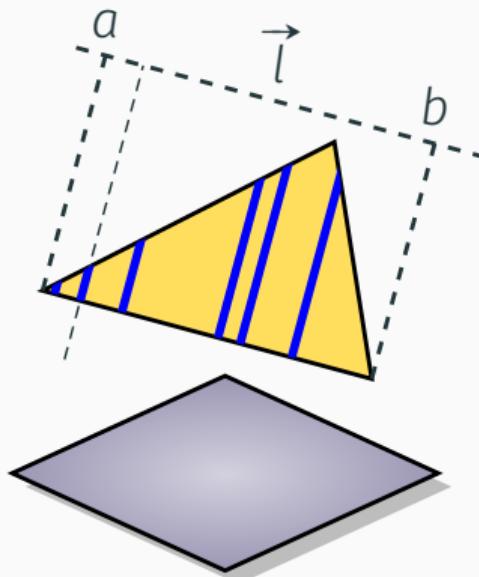
Random sampling



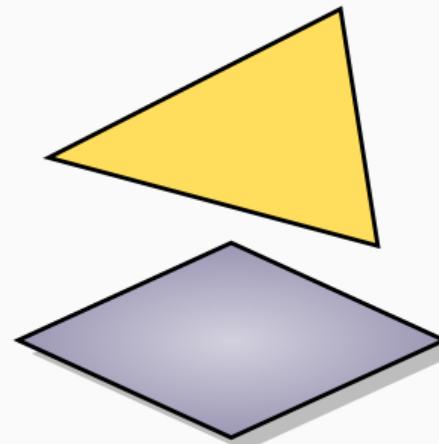
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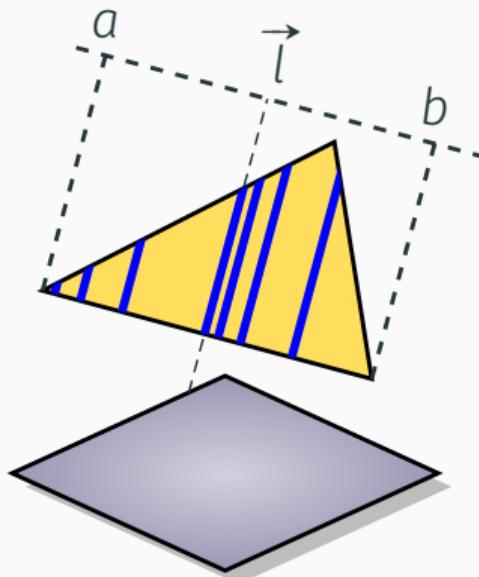
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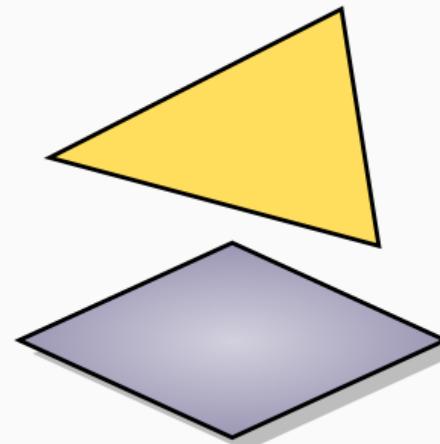
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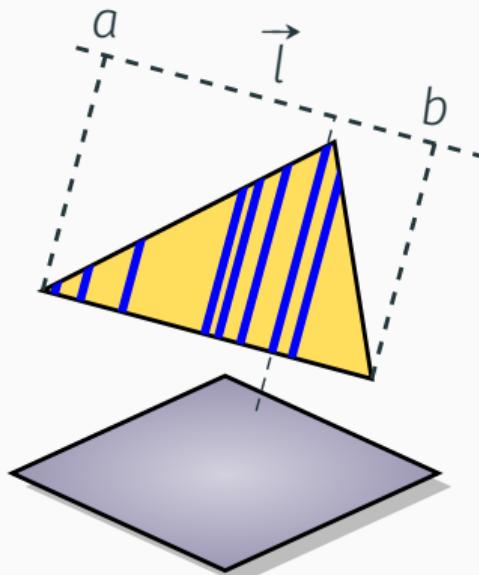
Random sampling



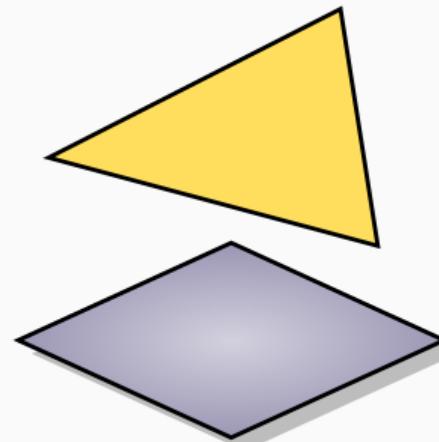
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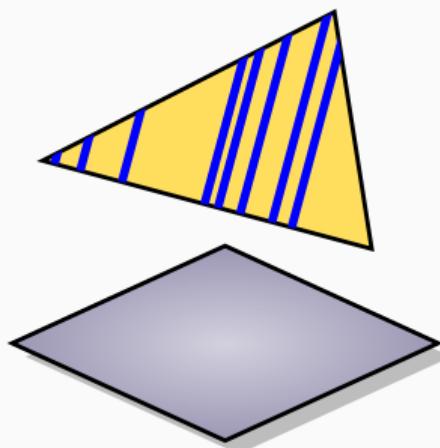
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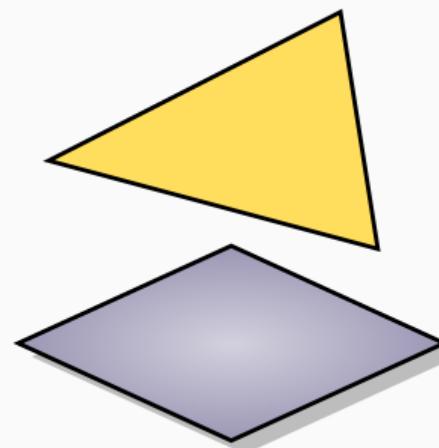
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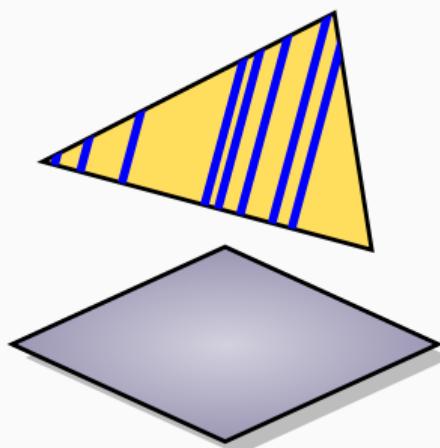
Random sampling



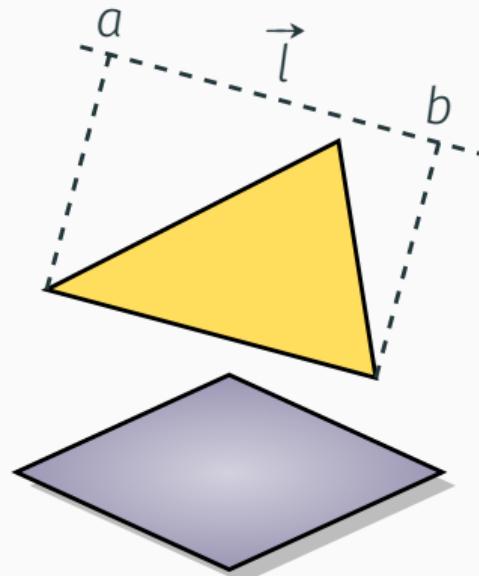
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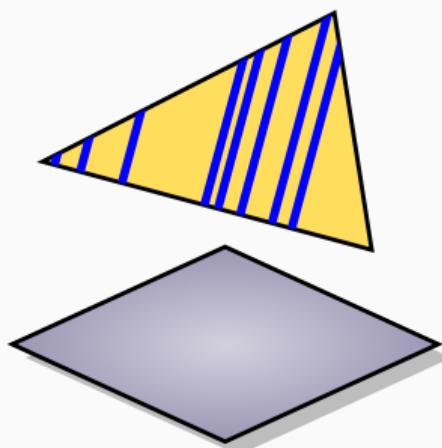
Random sampling



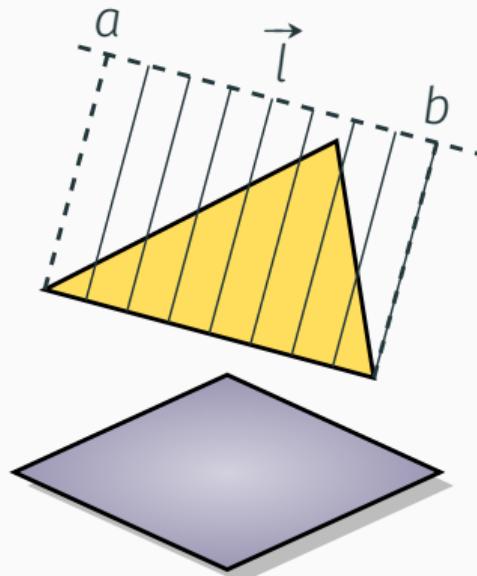
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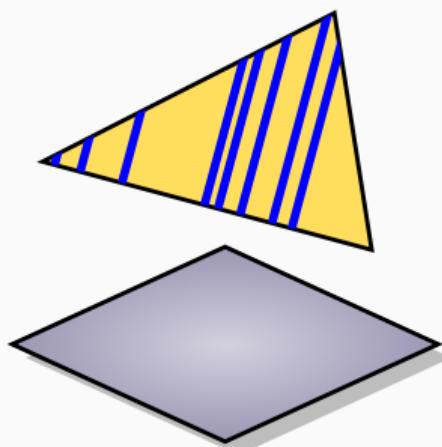
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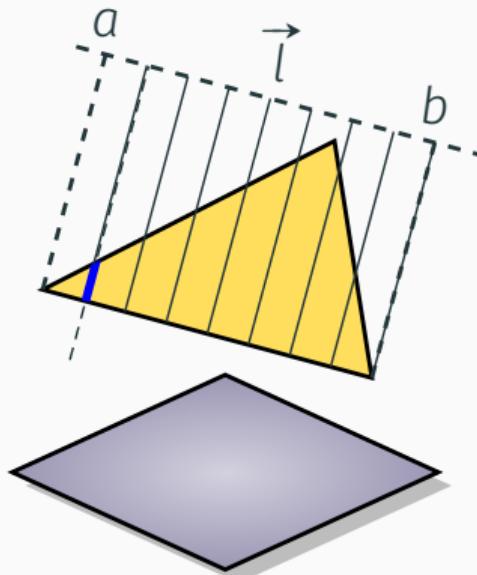
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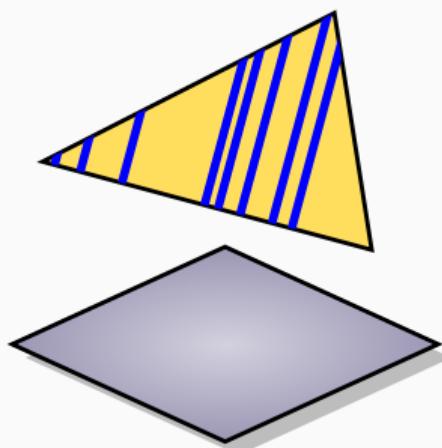
Random sampling



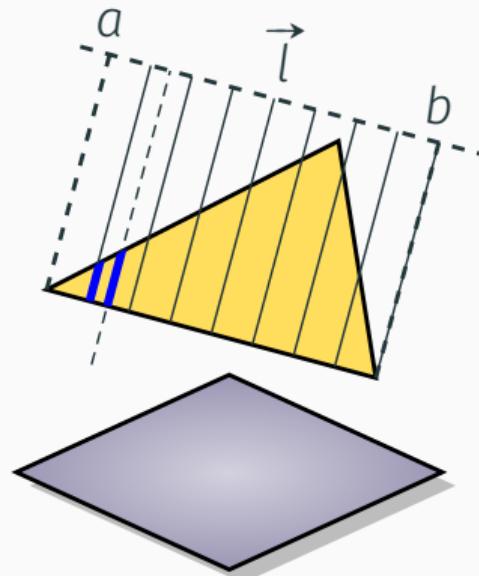
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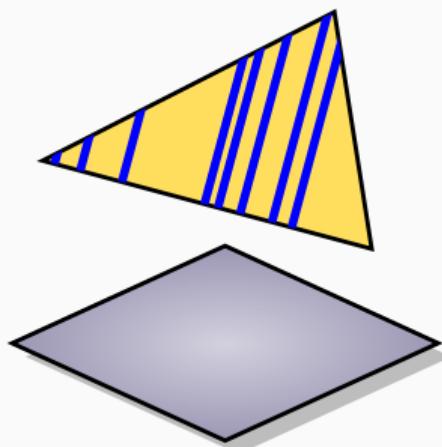
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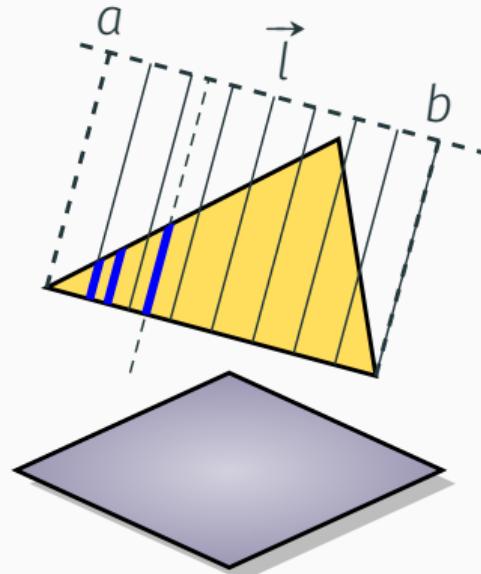
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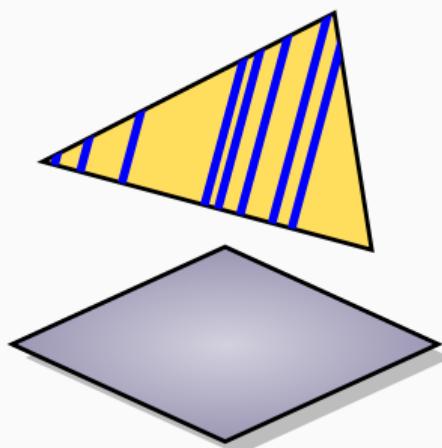
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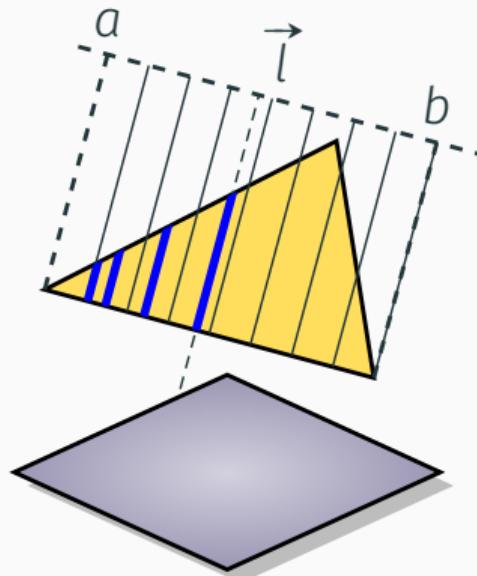
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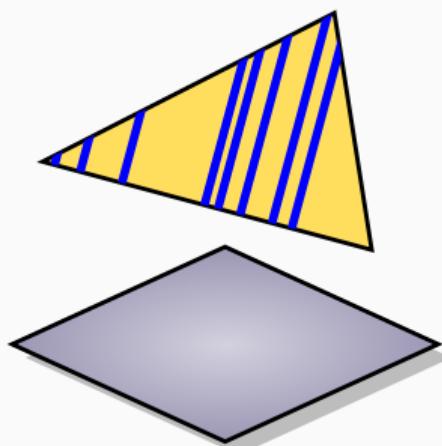
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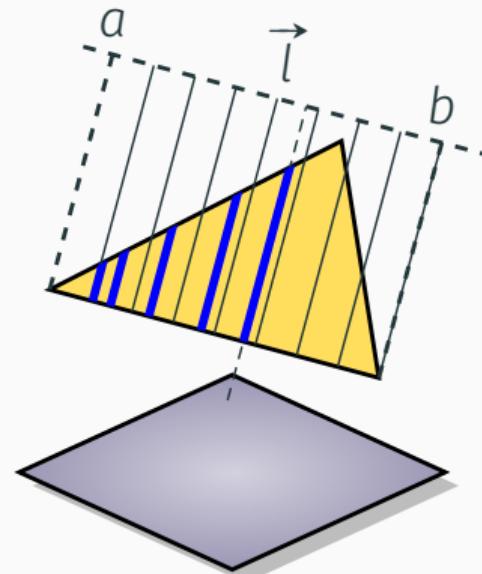
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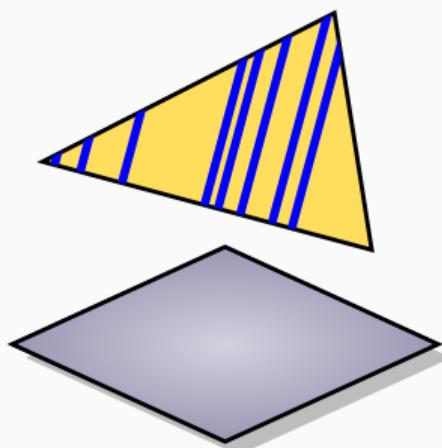
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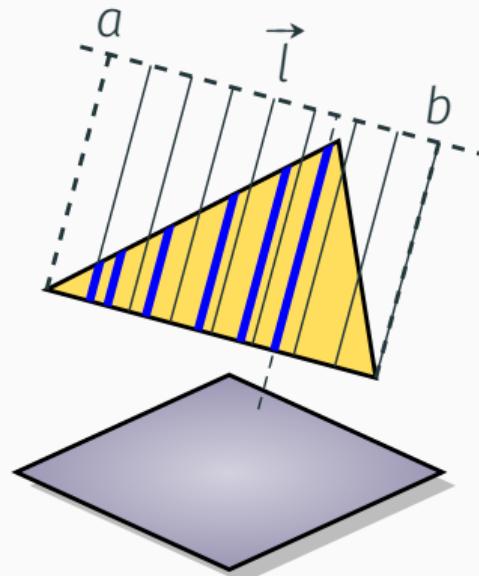
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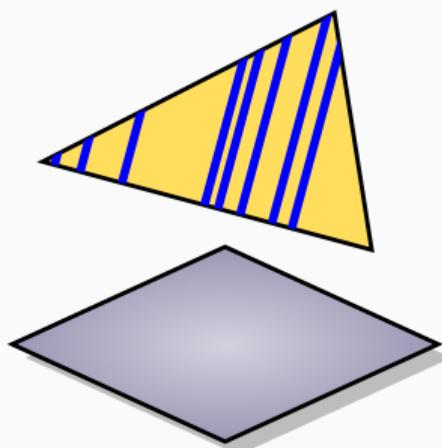
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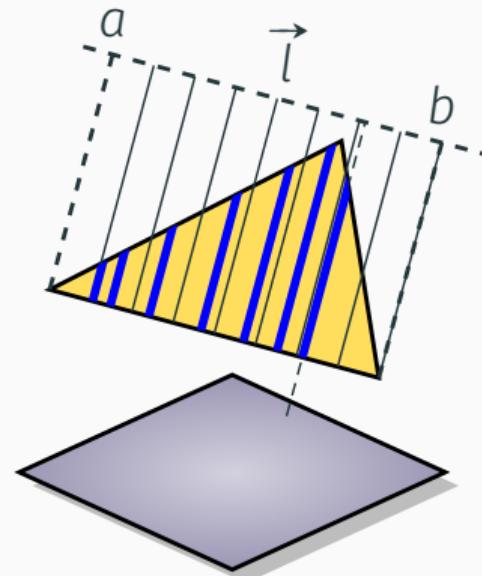
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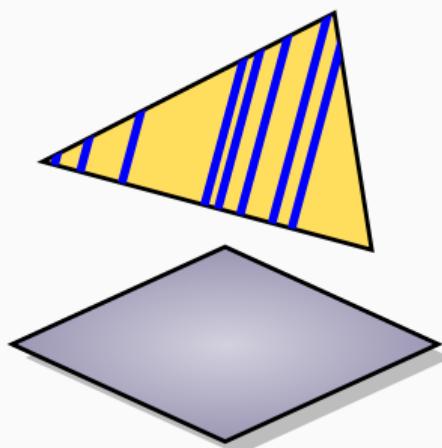
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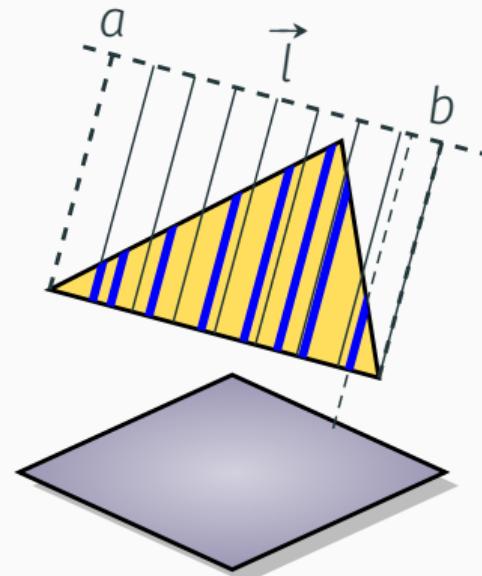
Stratified sampling

# Stratified line sampling

$$L_{\text{direct}}(\dots) = \int_a^b L_{\text{line}}(\dots) du$$



Random sampling



Stratified sampling

# Monte Carlo – convergence

Point sampling

Line sampling

## Point sampling

- function with bounded first derivative:

$$\text{MSE} = \mathcal{O}(N^{-2})$$

## Line sampling

- function with bounded first derivative:

$$\text{MSE} = \mathcal{O}(N^{-3})$$

# Monte Carlo – convergence

## Point sampling

- function with bounded first derivative:

$$\text{MSE} = \mathcal{O}(N^{-2})$$

- piecewise continuous function:

$$\text{MSE} = \mathcal{O}(N^{-1.5})$$

## Line sampling

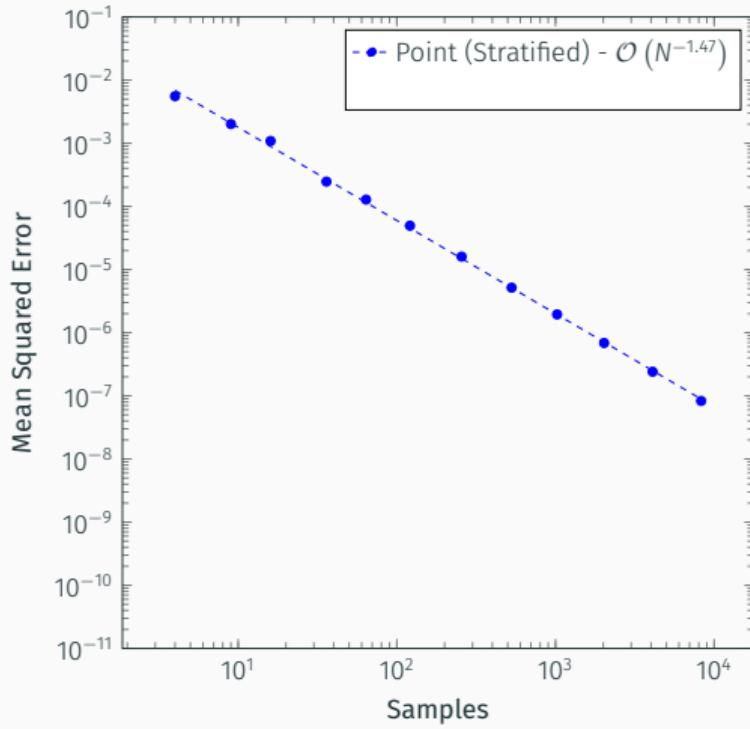
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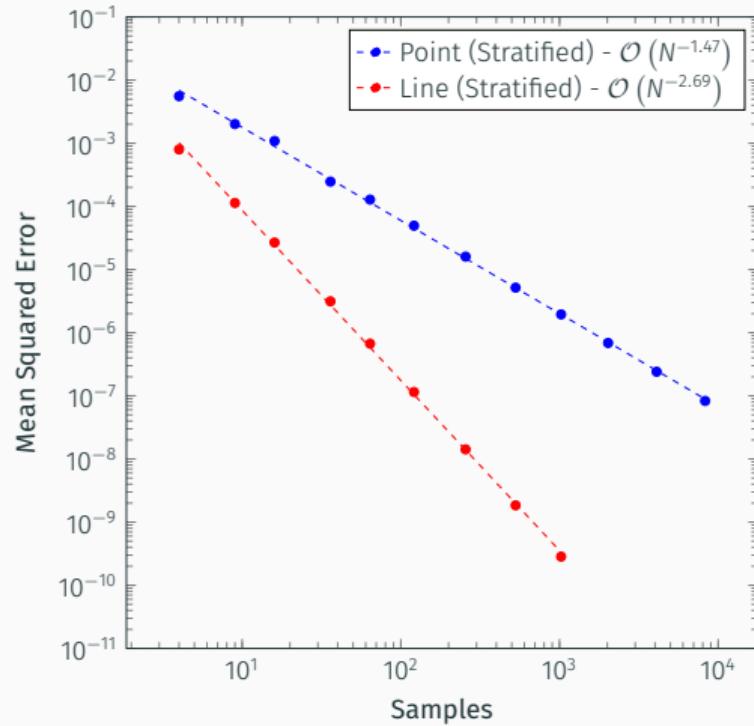
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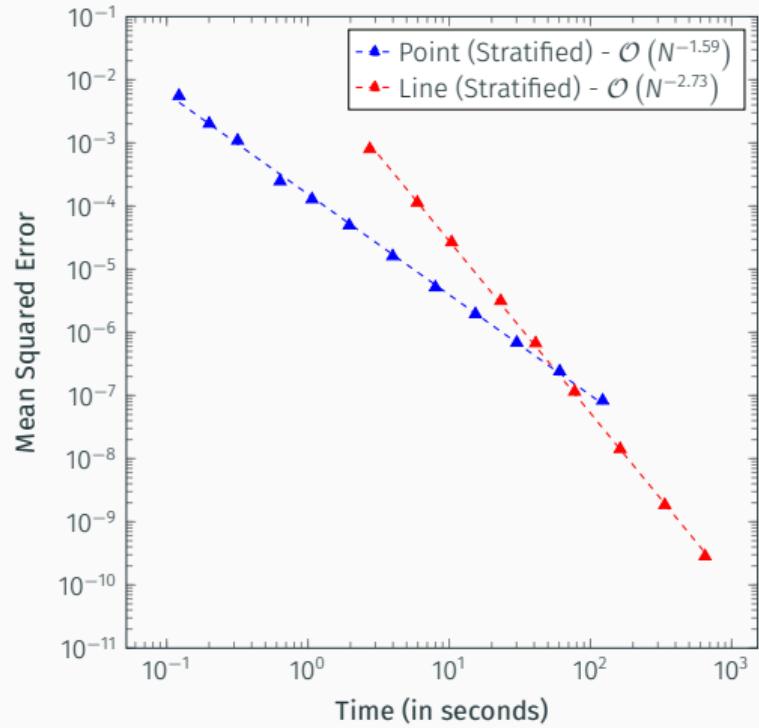
# Sponza – stratified sampling



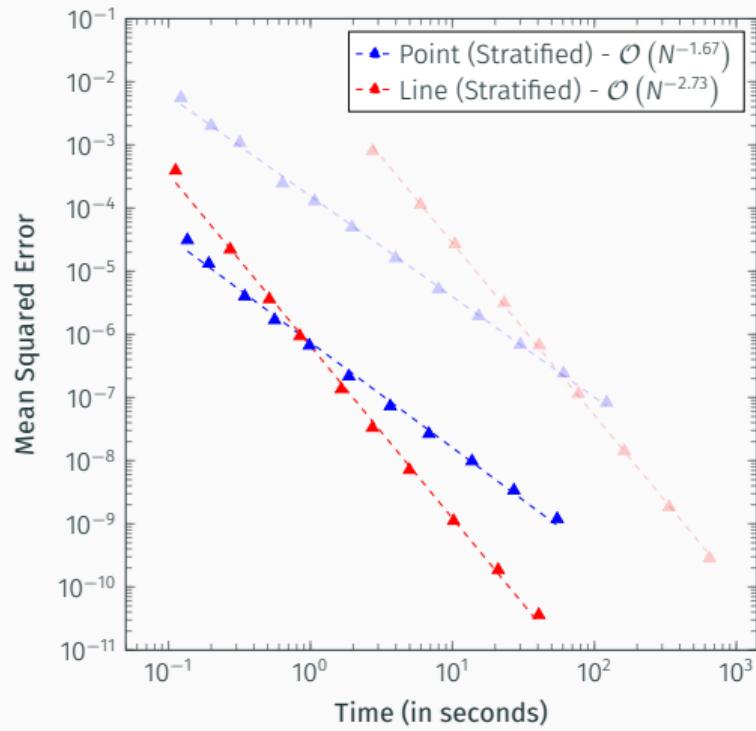
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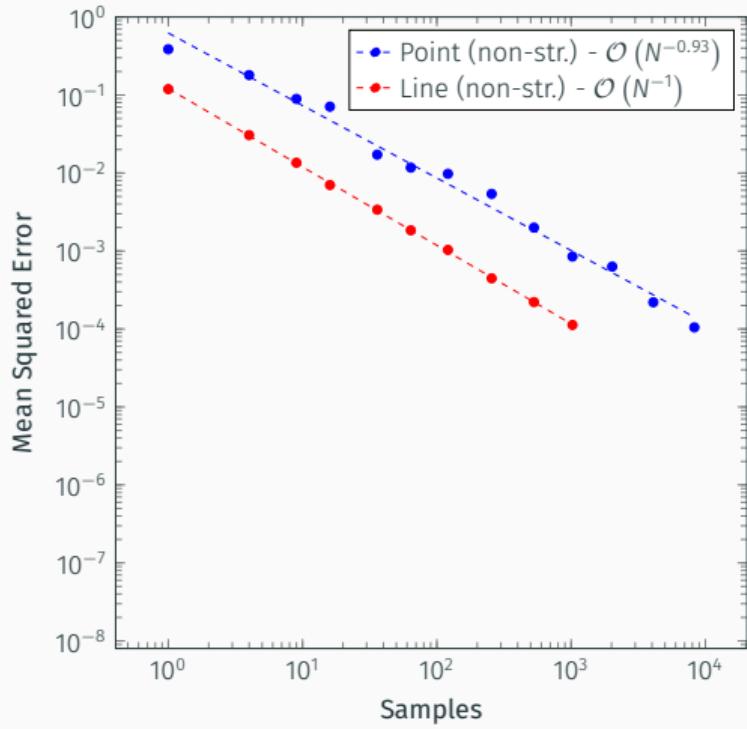
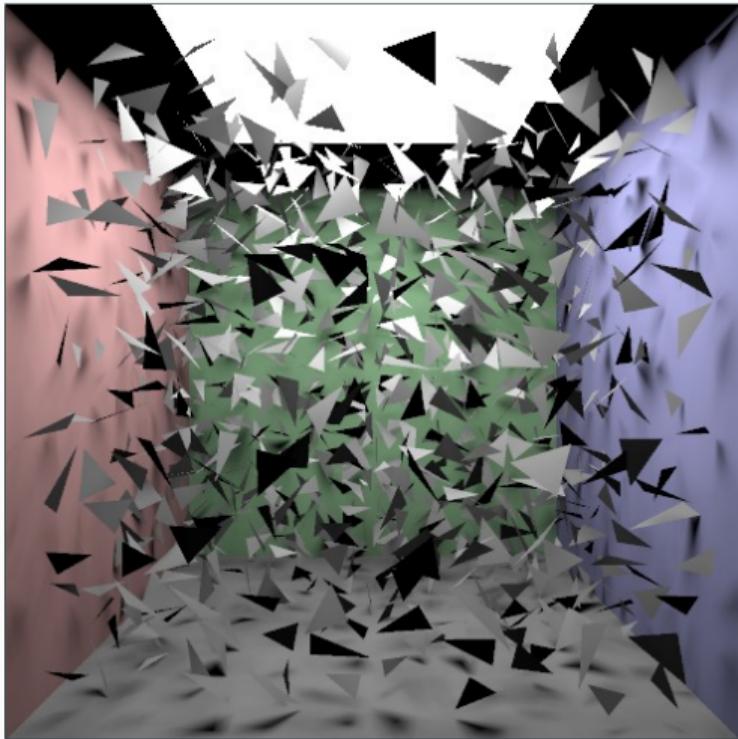
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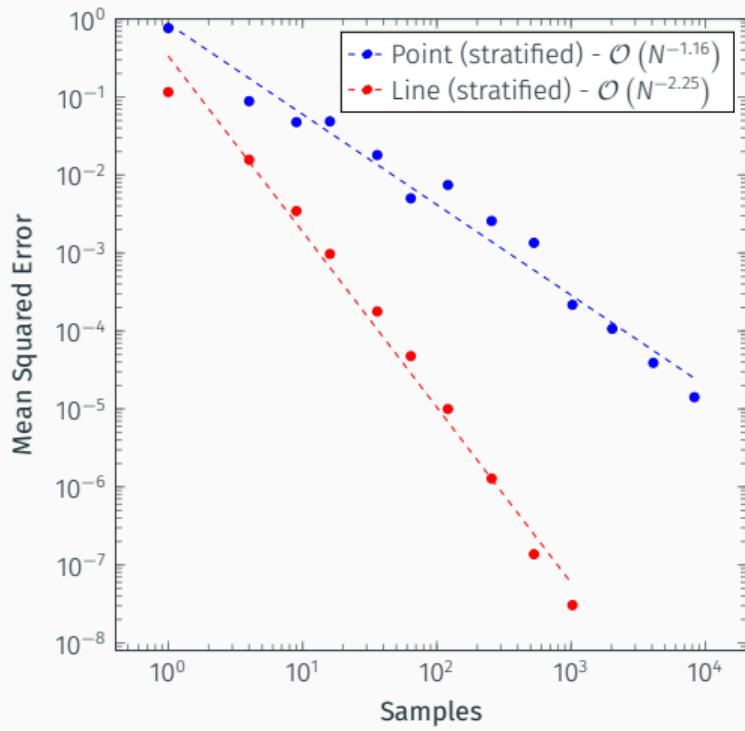
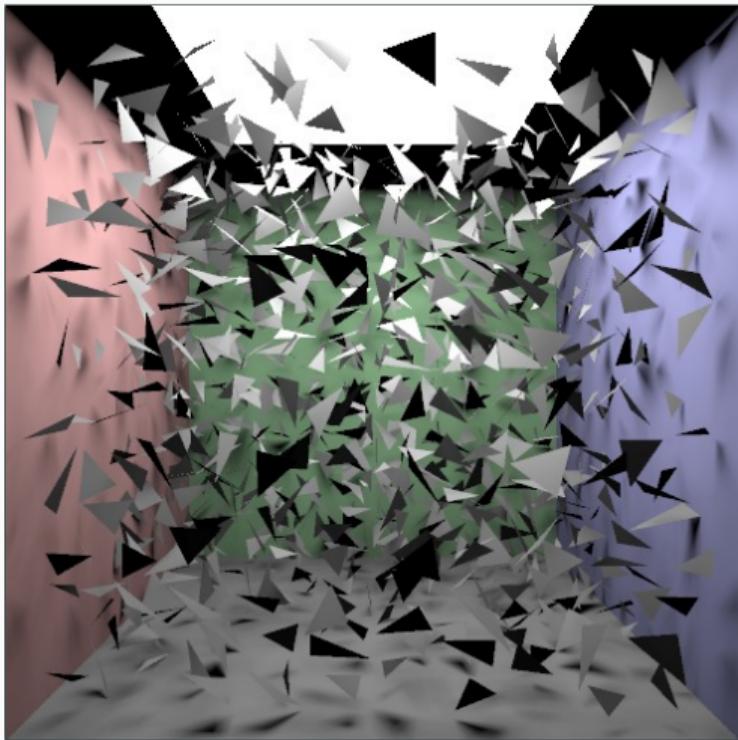
# Sponza – small area light



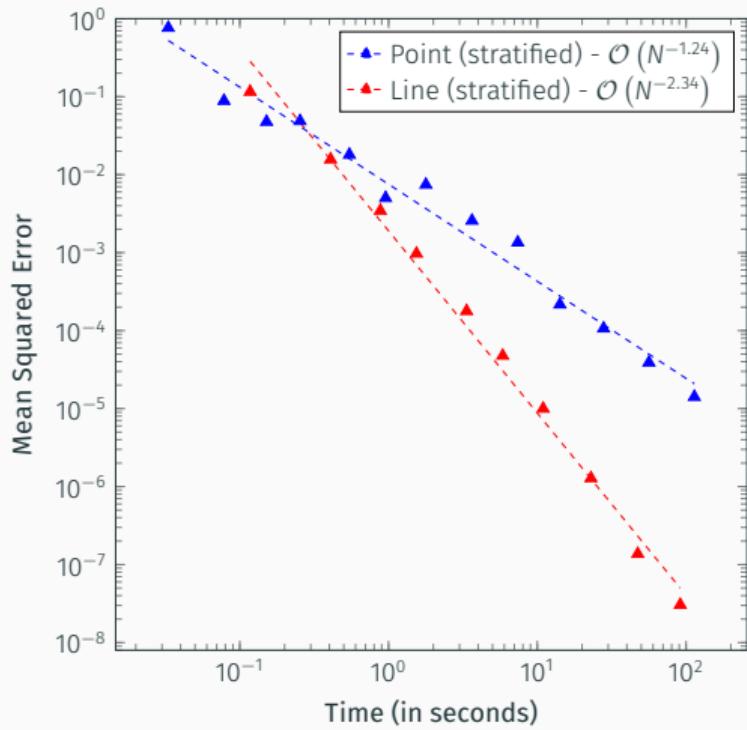
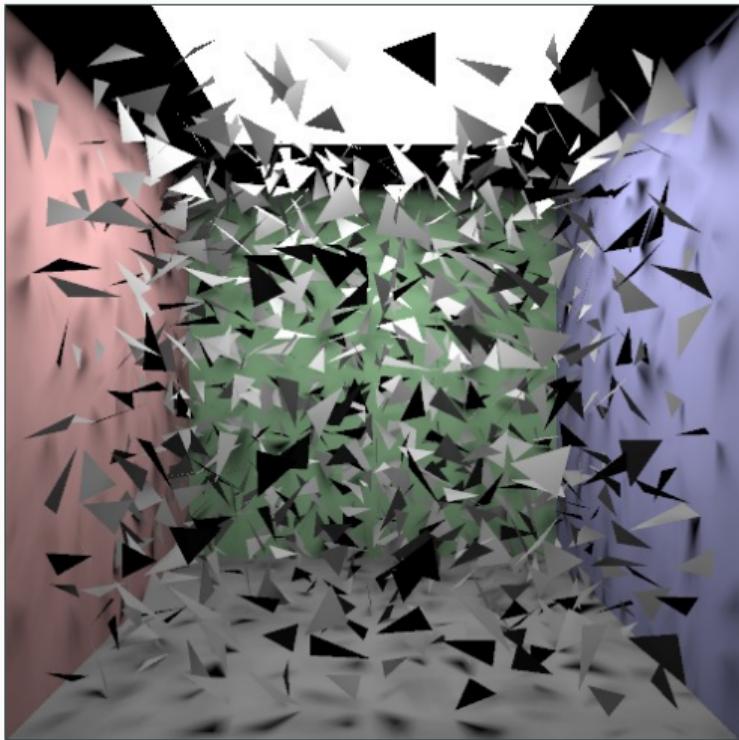
# Cornell Box with triangles – non-stratified sampling



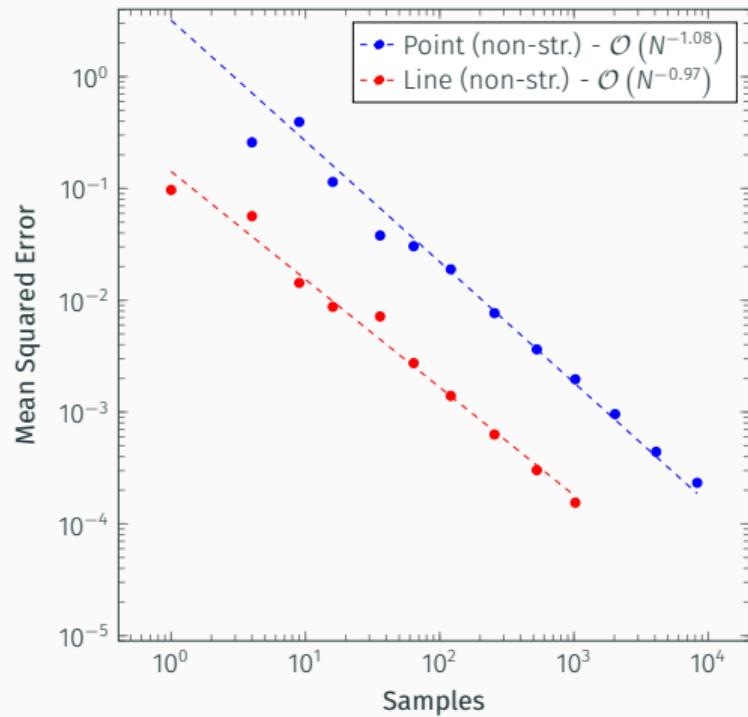
# Cornell Box with triangles – stratified sampling



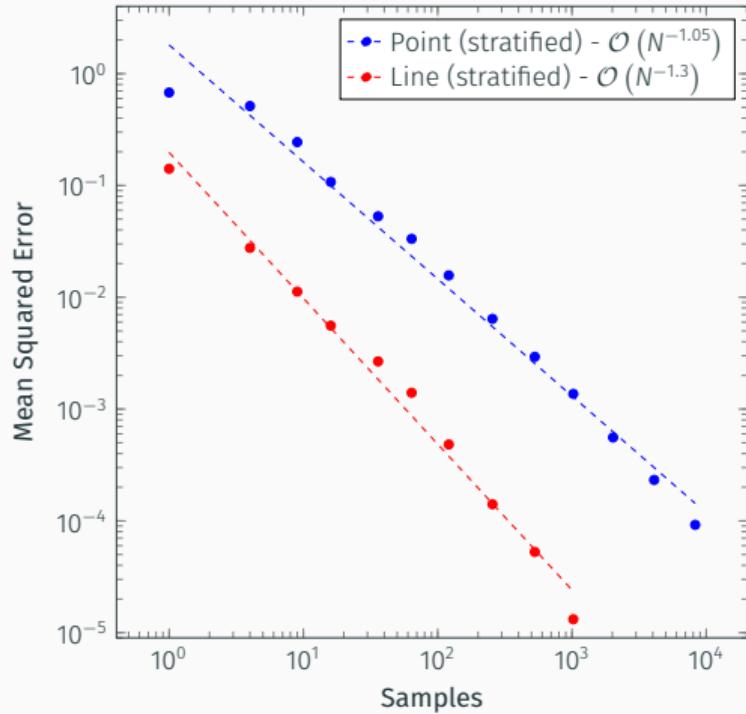
# Cornell Box with triangles – stratified sampling



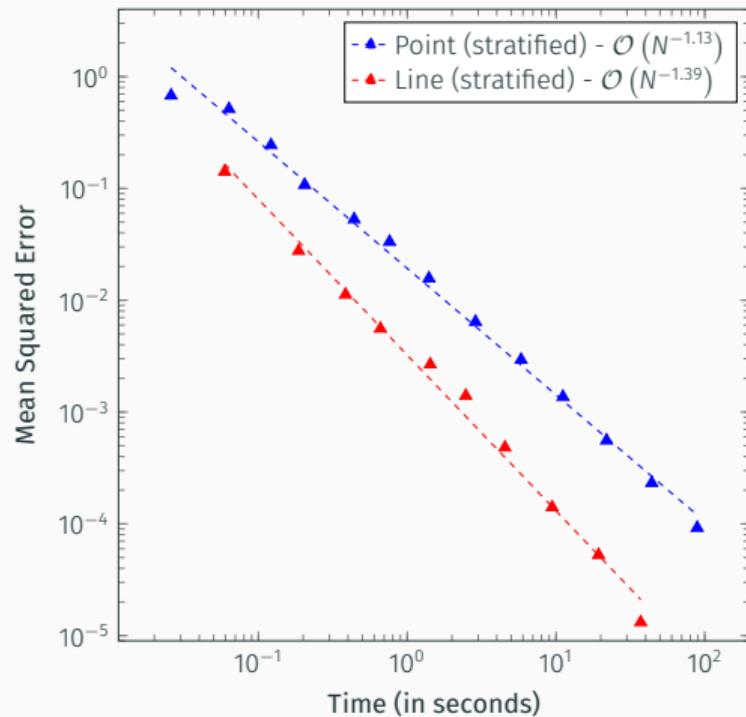
# Eurographics Logo – non-stratified sampling



# Eurographics Logo – stratified sampling

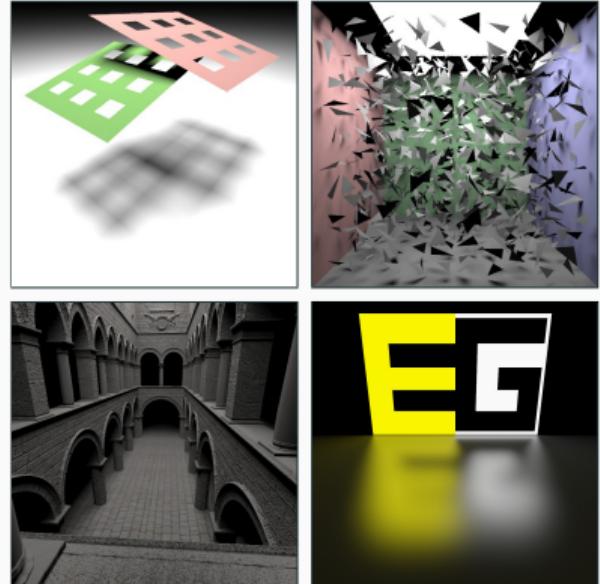


# Eurographics Logo – stratified sampling



# Conclusion

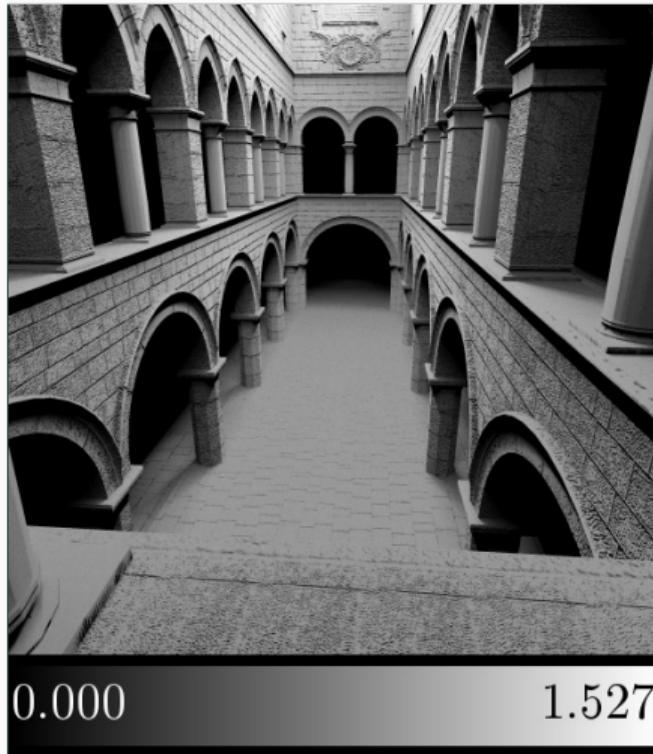
- Line sampling for direct illumination
  - unbiased images
  - higher order of convergence
- Future work
  - more material models
  - optimize visibility evaluation
  - alternative methods for line sampling



## References I

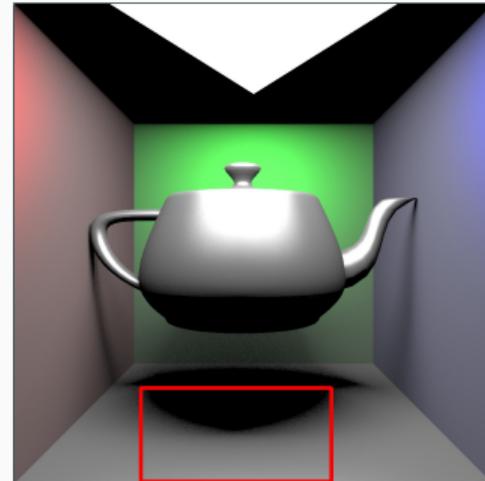
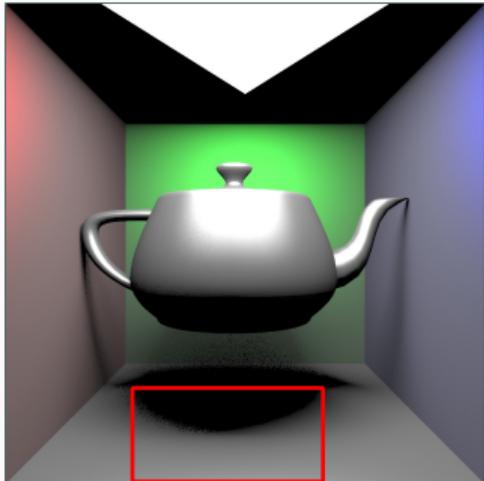
-  Mitchell, D. P. (1996).  
**Consequences of stratified sampling in graphics.**  
In *Proceedings of the 23rd Annual Conference on Computer Graphics and Interactive Techniques*, SIGGRAPH '96, pages 277–280. Association for Computing Machinery.
-  Nishita, T., Okamura, I., and Nakamae, E. (1985).  
**Shading models for point and linear sources.**  
*ACM Transactions on Graphics*, 4(2):124–146.
-  Poulin, P. and Amanatides, J. (1991).  
**Shading and shadowing with linear light sources.**  
*Computers & Graphics*, 15(2):259–265.

# Visibility evaluation



# Line sampling – direction

Fixed  
direction



Stratified  
direction

