

# Reflection Models

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## Previous lecture

- Phong model
- Microfacet models
- Gaussian height field on surface
- Self-shadowing
- Torrance-Sparrow Model

## Today

- Multiple importance sampling
- Anisotropic reflection models

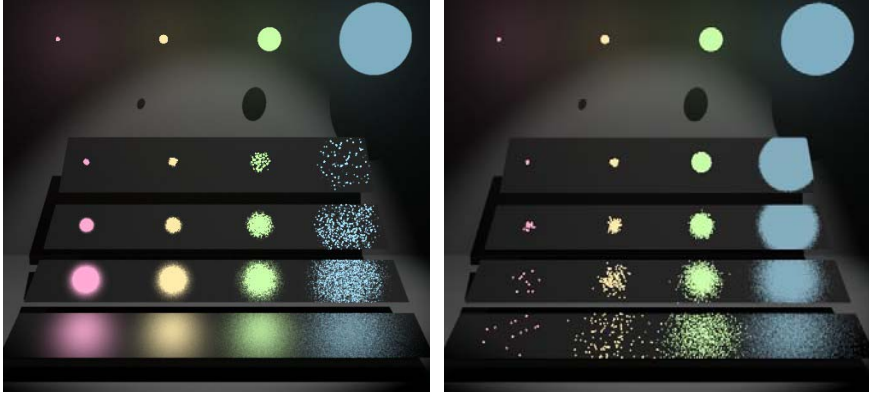
# Multiple Importance Sampling

# Multiple Importance Sampling

Reflection of a circular light source by a rough surface

Radius

Shininess



Sampling the light source

Sampling the BRDF

$$\int f(x)g(x)dx$$

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# Multiple Importance Sampling

Two sampling techniques

$$X_{1,i} \sim p_1(x) \quad X_{2,i} \sim p_2(x)$$
$$Y_{1,i} = \frac{f(X_{1,i})}{p_1(X_{1,i})} \quad Y_{2,i} = \frac{f(X_{2,i})}{p_2(X_{2,i})}$$

Form weighted combination of samples

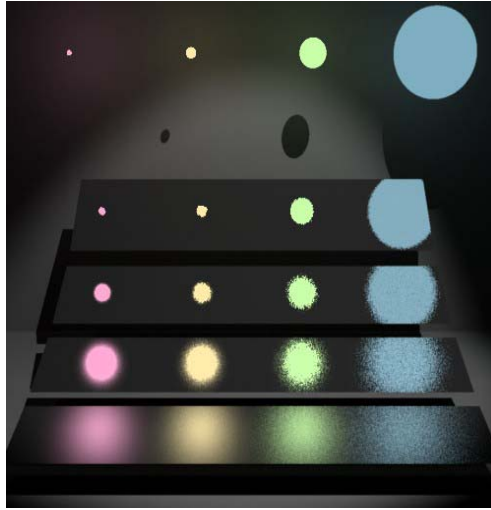
$$Y_i = w_1 Y_{1,i} + w_2 Y_{2,i}$$

The balance heuristic

$$w_i(x) = \frac{p_i(x)}{p_1(x) + p_2(x)} \Rightarrow p(x) = w_1(x)p_1(x) + w_2(x)p_2(x)$$

## Multiple Importance Sampling

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Source: Veach and Guibas

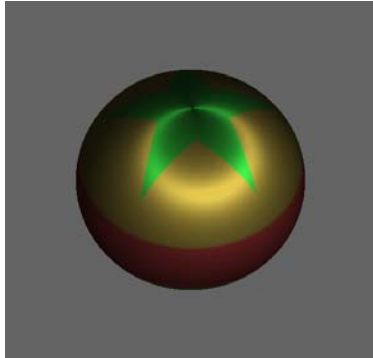
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## Anisotropic Reflection Model

# Anisotropic Reflection

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# Quarterhorse

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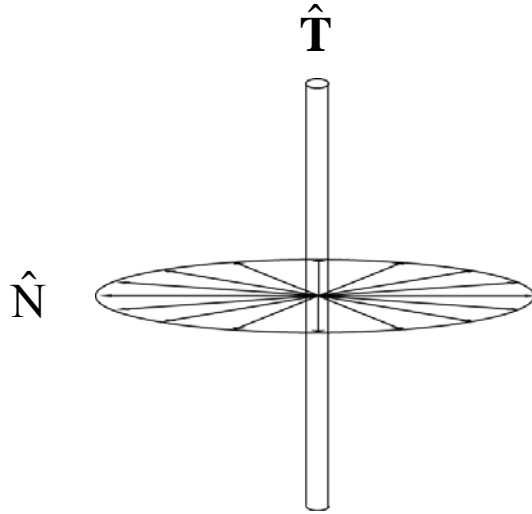


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## Reflection from a Cylinder

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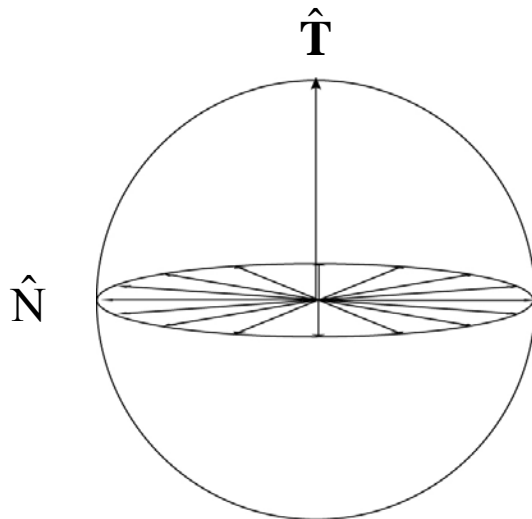


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## Reflection from a Cylinder

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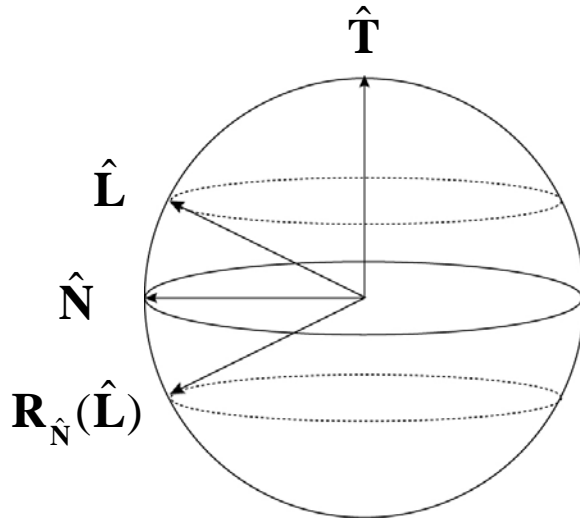


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## Reflection from a Cylinder

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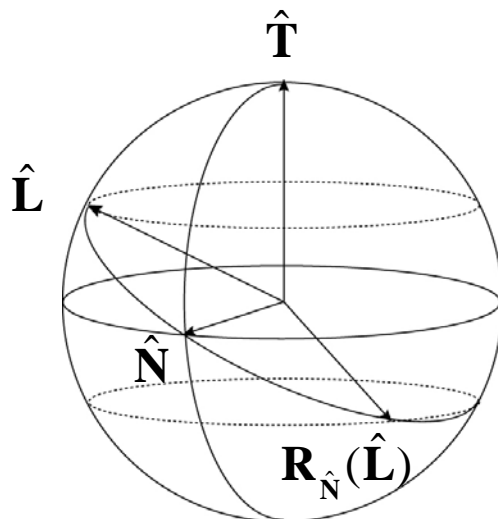


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## Reflection from a Cylinder

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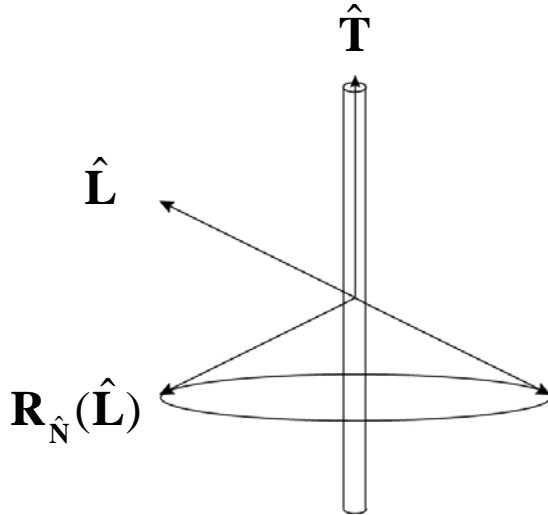


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## Reflection from a Cylinder

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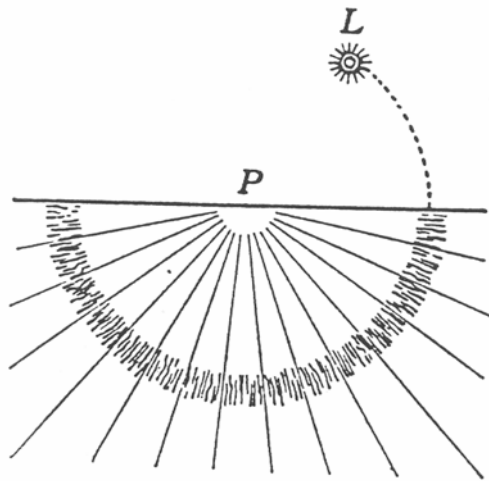


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## Anisotropic Reflection

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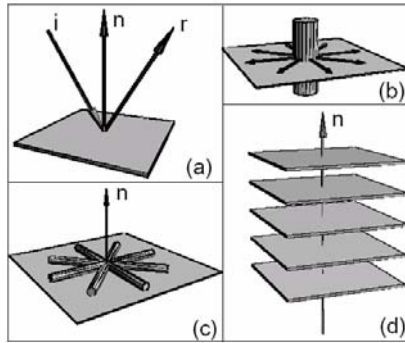


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# Shape of Anisotropic Highlights

Fibers tangent to the plane defined by the halfway vector reflect light

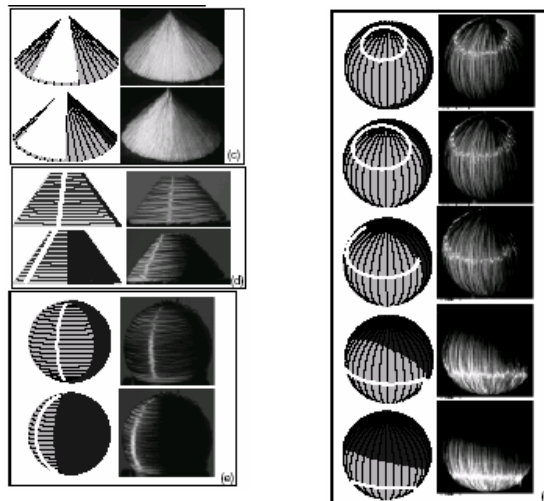


From Lu, Koenderink, Kappers

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# Shape of Anisotropic Highlights



From Lu, Koenderink, Kappers

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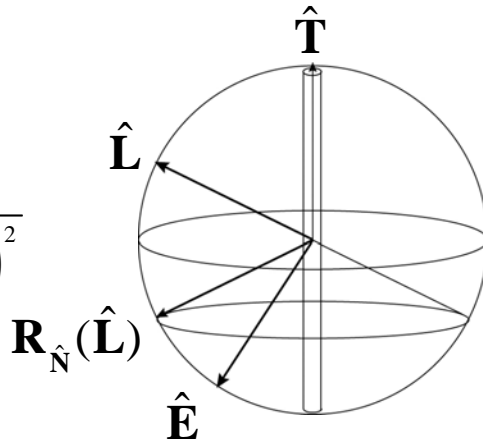


## Kajiya-Kay Model

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**Diffuse**

$$\sin \theta_L = \sqrt{1 - (\hat{\mathbf{T}} \cdot \hat{\mathbf{L}})^2}$$



**Specular**

$$\cos^s (\theta_E - \theta_L) = (\cos \theta_E \cos \theta_L + \sin \theta_E \sin \theta_L)^s$$

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## Herbert

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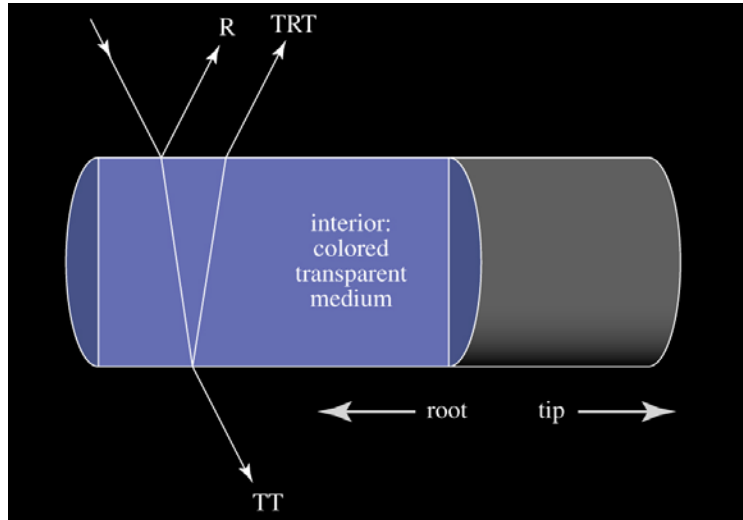


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# Fiber Model

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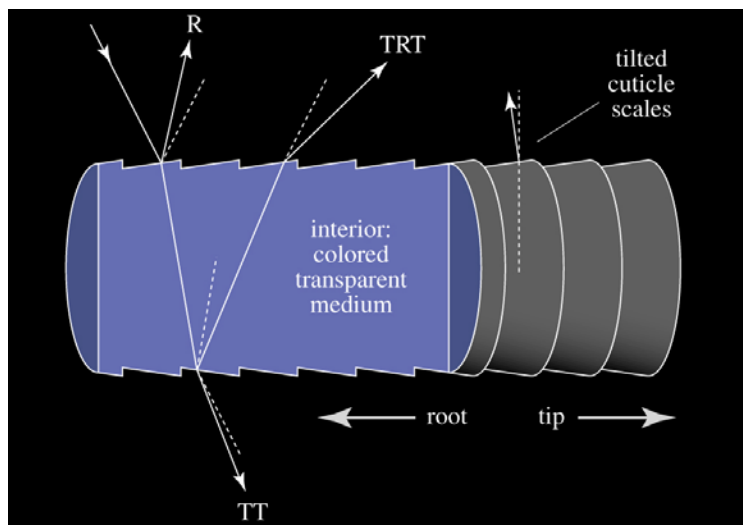


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# Fiber Model

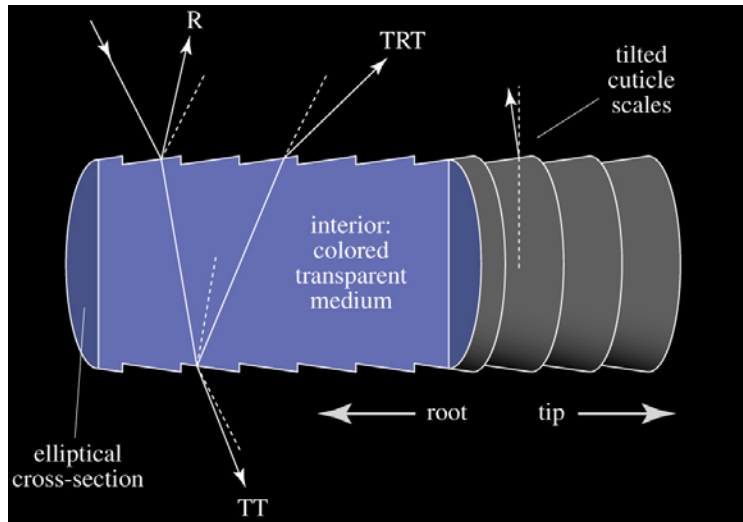
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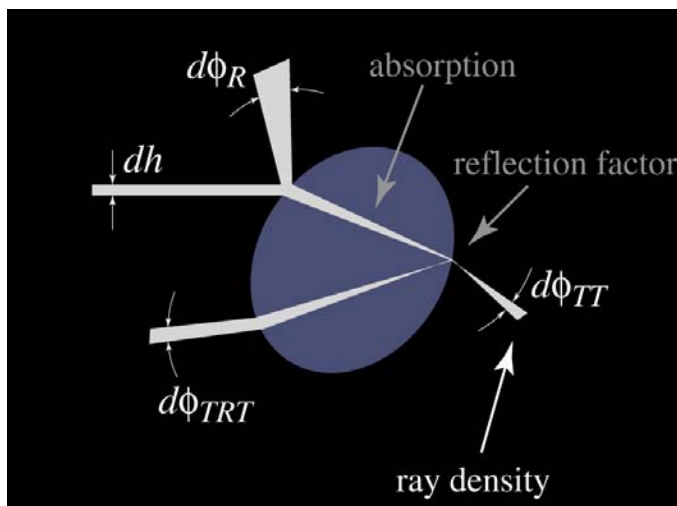
# Fiber Model



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# Caustics



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## Hair Appearance

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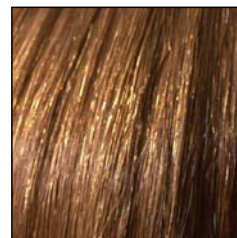
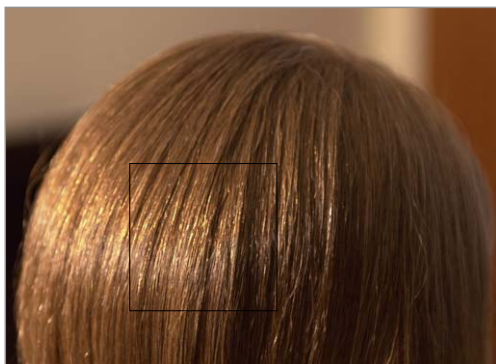


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## Hair Appearance

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