

Appendix A

Properties of the Representation Matrices

In this appendix, we derive the two properties of representation matrices listed in equation 2.35. The first property follows from the addition theorem for spherical harmonics (see for instance, Jackson [34] equation 3.62),

$$Y_{l0}(u, v) = \Lambda_l \sum_{m=-l}^l Y_{lm}^*(\theta, \phi) Y_{lm}(\theta', \phi'). \quad (\text{A.1})$$

Here, v is a dummy-variable since Y_{l0} has no azimuthal dependence, and u is the angle between (θ, ϕ) and (θ', ϕ') , i.e.

$$\cos u = \cos \theta \cos \theta' + \sin \theta \sin \theta' \cos(\phi - \phi'). \quad (\text{A.2})$$

Now, let $(u, v) = R_\alpha(\theta', \phi')$. Here, $R_\alpha = R_y(\alpha)$. We omit the z rotation since that does not affect Y_{l0} which has no azimuthal dependence. The vector corresponding to coordinates (u, v) is then given by

$$\begin{pmatrix} \sin u \cos v \\ \sin u \sin v \\ \cos u \end{pmatrix} = \begin{pmatrix} \cos \alpha & 0 & \sin \alpha \\ 0 & 1 & 0 \\ -\sin \alpha & 0 & \cos \alpha \end{pmatrix} \begin{pmatrix} \sin \theta' \cos \phi' \\ \sin \theta' \sin \phi' \\ \cos \theta' \end{pmatrix} = \begin{pmatrix} \cos \alpha \sin \theta' \cos \phi' + \sin \alpha \cos \theta' \\ \sin \theta' \sin \phi' \\ \cos \alpha \cos \theta' + \sin \alpha \sin \theta' (-\cos \phi') \end{pmatrix}. \quad (\text{A.3})$$

Since $(-\cos \phi') = \cos(\pi - \phi')$, we know from equation A.2 that u corresponds to the angle between (α, π) and (θ', ϕ') . In other words, we may set $(\theta, \phi) = (\alpha, \pi)$. To summarize,

$$Y_{l0}(R_\alpha(\theta', \phi')) = \Lambda_l \sum_{m=-l}^l Y_{lm}^*(\alpha, \pi) Y_{lm}(\theta', \phi'). \quad (\text{A.4})$$

To proceed further, we write the rotation formula for spherical harmonics, omitting the z rotation by β , since that has no significance for azimuthally symmetric harmonics.

$$Y_{l0}(R_\alpha(\theta', \phi')) = \sum_{m=-l}^l d_{0m}^l(\alpha) Y_{lm}(\theta', \phi') \quad (\text{A.5})$$

A comparision of equations A.4 and A.5 yields the first property of representation matrices in equation 2.35, i.e.

$$d_{0m}^l(\alpha) = \Lambda_l Y_{lm}^*(\alpha, \pi). \quad (\text{A.6})$$

To obtain the second property in equation 2.35, we use the form of the spherical harmonic expansion when the elevation angle is 0, i.e. we are at the north pole. Specifically, we note that $Y_{lm'}(0', \phi') = \Lambda_l^{-1} \delta_{m'0}$. With this in mind, the derivation is as follows,

$$\begin{aligned} Y_{lm}(\alpha, \beta) &= Y_{lm}(R_{\alpha, \beta, \gamma}(0', \phi')) \\ &= \sum_{m'=-l}^l D_{mm'}^l(\alpha, \beta, \gamma) Y_{lm'}(0', \phi') \\ &= \Lambda_l^{-1} D_{m0}^l(\alpha, \beta, \gamma). \end{aligned} \quad (\text{A.7})$$

This brings us to the second property stated in equation 2.35,

$$D_{m0}^l(\alpha, \beta, \gamma) = \Lambda_l Y_{lm}(\alpha, \beta). \quad (\text{A.8})$$

Bibliography

- [1] J. Arvo. Applications of irradiance tensors to the simulation of non-lambertian phenomena. In *SIGGRAPH 95*, pages 335–342, 1995.
- [2] R. Basri and D. Jacobs. Lambertian reflectance and linear subspaces. In *International Conference on Computer Vision*, pages 383–390, 2001.
- [3] R. Basri and D. Jacobs. Photometric stereo with general, unknown lighting. In *CVPR 01*, pages II–374–II–381, 2001.
- [4] P. Belhumeur and D. Kriegman. What is the set of images of an object under all possible illumination conditions? *IJCV*, 28(3):245–260, 1998.
- [5] J. Blinn and M. Newell. Texture and reflection in computer generated images. *Communications of the ACM*, 19:542–546, 1976.
- [6] S. Boivin and A. Gagalowicz. Image-based rendering of diffuse, specular and glossy surfaces from a single image. In *SIGGRAPH 01*, pages 107–116, 2001.
- [7] B. Cabral, N. Max, and R. Springmeyer. Bidirectional reflection functions from surface bump maps. In *SIGGRAPH 87*, pages 273–281, 1987.
- [8] B. Cabral, M. Olano, and P. Nemec. Reflection space image based rendering. In *SIGGRAPH 99*, pages 165–170, 1999.
- [9] M. Chen and J. Arvo. Simulating non-lambertian phenomena involving linearly-varying luminaires. In *Eurographics Workshop on Rendering*, pages 25–38, 2001.

- [10] G. Chirikjian and A. Kyatkin. *Engineering applications of noncommutative harmonic analysis: with emphasis on rotation and motion groups*. CRC press, 2000.
- [11] J. Cochran. *The analysis of linear integral equations*. McGraw-Hill, 1972.
- [12] M. F. Cohen and J. R. Wallace. *Radiosity and Realistic Image Synthesis*. Academic Press, 1993.
- [13] B. Curless and M. Levoy. A volumetric method for building complex models from range images. In *SIGGRAPH 96*, pages 303–312, 1996.
- [14] K. Dana, B. Ginnaken, S. Nayar, and J. Koenderink. Reflectance and texture of real-world surfaces. *ACM Transactions on Graphics*, 18(1):1–34, January 1999.
- [15] P.Debevec, T. Hawkins, C. Tchou, H.P. Duiker, W. Sarokin, and M. Sagar. Acquiring the reflectance field of a human face. In *SIGGRAPH 00*, pages 145–156, 2000.
- [16] R. Dror, E. Adelson, and A. Willsky. Estimating surface reflectance properties from images under unknown illumination. In *SPIE Photonics West: Human Vision and Electronic Imaging VI*, pages 231–242, 2001.
- [17] M. D’Zmura. *Computational Models of Visual Processing*, chapter Shading Ambiguity: Reflectance and Illumination, pages 187–207. MIT Press, 1991.
- [18] R. Epstein, P.W. Hallinan, and A. Yuille. 5 plus or minus 2 eigenimages suffice: An empirical investigation of low-dimensional lighting models. In *IEEE Workshop on Physics-Based Modeling in Computer Vision*, pages 108–116, 1995.
- [19] W. Fulton and J. Harris. *Representation Theory: A first course*. Springer-Verlag, 1991.
- [20] A. Gershun. The light field. *Journal of Mathematics and Physics*, XVIII:51–151, 1939. Translated by P. Moon and G. Timoshenko.
- [21] S. J. Gortler, R. Grzeszczuk, R. Szeliski, and M. F. Cohen. The lumigraph. In *SIGGRAPH 96*, pages 43–54, 1996.

- [22] N. Greene. Environment mapping and other applications of world projections. *IEEE Computer Graphics & Applications*, 6(11):21–29, 1986.
- [23] G. Greger, P. Shirley, P. Hubbard, and D. Greenberg. The irradiance volume. *IEEE Computer Graphics & Applications*, 18(2):32–43, 1998.
- [24] H. Groemer. *Geometric applications of Fourier series and spherical harmonics*. Cambridge University Press, 1996.
- [25] Numerical Algorithms Group. *NAG C Library Manual, Mark 5*. 1999.
- [26] Z. Hakura. *Inverse Rendering Methods for Hardware-Accelerated Display of Parameterized Image Spaces*. PhD thesis, Stanford University, Oct 2001.
- [27] Z. Hakura, J. Snyder, and J. Lengyel. Parameterized animation compression. In *EuroGraphics Rendering Workshop 00*, pages 101–112, 2000.
- [28] Z. Hakura, J. Snyder, and J. Lengyel. Parameterized environment maps. In *ACM symposium on interactive 3D graphics*, pages 203–208, 2001.
- [29] M. Halle. Multiple viewpoint rendering. In *SIGGRAPH 98*, pages 243–254, 1998.
- [30] P.W. Hallinan. A low-dimensional representation of human faces for arbitrary lighting conditions. In *CVPR 94*, pages 995–999, 1994.
- [31] K. Ikeuchi and K. Sato. Determining reflectance properties of an object using range and brightness images. *PAMI*, 13(11):1139–1153, 1991.
- [32] T. Inui, Y. Tanabe, and Y. Onodera. *Group theory and its applications in physics*. Springer Verlag, 1990.
- [33] X. Tong J. Chai and H. Shum. Plenoptic sampling. In *SIGGRAPH 00*, pages 307–318, 2000.
- [34] J.D. Jackson. *Classical Electrodynamics*. John Wiley, 1975.
- [35] J. Kajiya and T. Kay. Rendering fur with three dimensional textures. In *SIGGRAPH 89*, pages 271–280, 1989.

- [36] K. F. Karner, H. Mayer, and M. Gervautz. An image based measurement system for anisotropic reflection. *Computer Graphics Forum*, 15(3):119–128, 1996.
- [37] J. Kautz and M. McCool. Interactive rendering with arbitrary BRDFs using separable approximations. In *EGRW 99*, pages 247–260, 1999.
- [38] J. Kautz and M. McCool. Approximation of glossy reflection with prefiltered environment maps. In *Graphics Interface*, pages 119–126, 2000.
- [39] J. Kautz, P. Vázquez, W. Heidrich, and H.P. Seidel. A unified approach to prefiltered environment maps. In *EuroGraphics Rendering Workshop 00*, pages 185–196, 2000.
- [40] J. Kautz, P. Vázquez, W. Heidrich, and H.P. Seidel. A unified approach to prefiltered environment maps. In *EGRW 00*, pages 185–196, 2000.
- [41] G. Kay and T. Caelli. Inverting an illumination model from range and intensity maps. *CVGIP-Image Understanding*, 59(2):183–201, 1994.
- [42] G.J. Klinker, S.A. Shafer, and T. Kanade. The measurement of highlights in color images. *IJCV*, 2(1):7–32, 1988.
- [43] J. Koenderink and A. van Doorn. Phenomenological description of bidirectional surface reflection. *JOSA A*, 15(11):2903–2912, 1998.
- [44] E. Lafourte, S. Foo, K. Torrance, and D. Greenberg. Non-linear approximation of reflectance functions. In *SIGGRAPH 97*, pages 117–126, 1997.
- [45] P. Lalonde and A. Fournier. Filtered local shading in the wavelet domain. In *EGRW 97*, pages 163–174, 1997.
- [46] E. Land and J. McCann. Lightness and retinex theory. *Journal of the Optical Society of America*, 61(1):1–11, 1971.
- [47] L. Latta and A. Kolb. Homomorphic factorization of brdf-based lighting computation. In *SIGGRAPH 02*, pages 509–516, 2002.

- [48] M. Levoy and P. Hanrahan. Light field rendering. In *SIGGRAPH 96*, pages 31–42, 1996.
- [49] M. Levoy, K. Pulli, B. Curless, S. Rusinkiewicz, D. Koller, L. Pereira, M. Ginzton, S. Anderson, J. Davis, J. Ginsberg, J. Shade, and D. Fulk. The digital michelangelo project: 3D scanning of large statues. In *SIGGRAPH 00*, pages 131–144, 2000.
- [50] R. Love. *Surface Reflection Model Estimation from Naturally Illuminated Image Sequences*. PhD thesis, Leeds, 1997.
- [51] R. Lu, J.J. Koenderink, and A.M.L. Kappers. Optical properties (bidirectional reflection distribution functions) of velvet. *Applied Optics*, 37(25):5974–5984, 1998.
- [52] T. MacRobert. *Spherical harmonics; an elementary treatise on harmonic functions, with applications*. Dover Publications, 1948.
- [53] T. Malzbender, D. Gelb, and H. Wolters. Polynomial texture maps. In *SIGGRAPH 01*, pages 519–528, 2001.
- [54] S.R. Marschner and D.P. Greenberg. Inverse lighting for photography. In *Fifth Color Imaging Conference*, pages 262–265, 1997.
- [55] S.R. Marschner, S.H. Westin, E.P.F. Lafourte, and K.E. Torrance. Image-Based BRDF measurement. *Applied Optics*, 39(16):2592–2600, 2000.
- [56] R. McCluney. *Introduction to Radiometry and Photometry*. Artech House, 1994.
- [57] M. McCool, J. Ang, and A. Ahmad. Homomorphic factorization of BRDFs for high-performance rendering. In *SIGGRAPH 01*, pages 171–178, 2001.
- [58] N. McCormick. Inverse radiative transfer problems: a review. *Nuclear Science and Engineering*, 112:185–198, 1992.
- [59] G. Miller and C. Hoffman. Illumination and reflection maps: Simulated objects in simulated and real environments. *SIGGRAPH 84 Advanced Computer Graphics Animation seminar notes*, 1984.

- [60] G. Miller, S. Rubin, and D. Poncelet. Lazy decompression of surface light fields for precomputed global illumination. In *EGRW 98*, pages 281–292, 1998.
- [61] M. Mohlenkamp. A fast transform for spherical harmonics. *The Journal of Fourier Analysis and Applications*, 5(2/3):159–184, 1999.
- [62] F. E. Nicodemus, J. C. Richmond, J. J. Hsia, I. W. Ginsberg, and T. Limperis. *Geometric Considerations and Nomenclature for Reflectance*. National Bureau of Standards (US), 1977.
- [63] J. Nimeroff, E. Simoncelli, and J. Dorsey. Efficient re-rendering of naturally illuminated environments. In *Fifth Eurographics Workshop on Rendering*, pages 359–373, June 1994.
- [64] K. Nishino, Y. Sato, and K. Ikeuchi. Eigen-texture method: Appearance compression based on 3D model. In *CVPR 99*, pages 618–624, 1999.
- [65] B. Oh, M. Chen, J. Dorsey, and F. Durand. Image-based modeling and photo editing. In *SIGGRAPH 01*, pages 433–442, 2001.
- [66] J. Kautz P. Sloan and J. Snyder. Precomputed radiance transfer for real-time rendering in dynamic, low-frequency lighting environments. In *SIGGRAPH 02*, pages 527–536, 2002.
- [67] R.W. Preisendorfer. *Hydrologic Optics*. US Dept Commerce, 1976.
- [68] K. Proudfoot, W. Mark, S. Tzvetkov, and P. Hanrahan. A real-time procedural shading system for programmable graphics hardware. In *SIGGRAPH 01*, pages 159–170, 2001.
- [69] R. Ramamoorthi. Analytic PCA construction for theoretical analysis of lighting variability, including attached shadows, in a single image of a convex lambertian object. In *CVPR workshop on identifying objects across variations in lighting: psychophysics and computation*, pages 48–55, 2001.

- [70] R. Ramamoorthi and P. Hanrahan. Analysis of planar light fields from homogeneous convex curved surfaces under distant illumination. In *SPIE Photonics West: Human Vision and Electronic Imaging VI*, pages 185–198, 2001.
- [71] R. Ramamoorthi and P. Hanrahan. An efficient representation for irradiance environment maps. In *SIGGRAPH 01*, pages 497–500, 2001.
- [72] R. Ramamoorthi and P. Hanrahan. On the relationship between radiance and irradiance: Determining the illumination from images of a convex lambertian object. *JOSA A*, 18(10):2448–2459, 2001.
- [73] R. Ramamoorthi and P. Hanrahan. A signal-processing framework for inverse rendering. In *SIGGRAPH 01*, pages 117–128, 2001.
- [74] S. Rusinkiewicz. A new change of variables for efficient BRDF representation. In *EGRW 98*, pages 11–22, 1998.
- [75] I. Sato, Y. Sato, and K. Ikeuchi. Illumination distribution from brightness in shadows: adaptive estimation of illumination distribution with unknown reflectance properties in shadow regions. In *ICCV 99*, pages 875 – 882, 1999.
- [76] Y. Sato and K. Ikeuchi. Reflectance analysis under solar illumination. Technical Report CMU-CS-94-221, CMU, 1994.
- [77] Y. Sato, M. D. Wheeler, and K. Ikeuchi. Object shape and reflectance modeling from observation. In *SIGGRAPH 97*, pages 379–388, 1997.
- [78] P. Schröder and W. Sweldens. Spherical wavelets: Texture processing. In *EGRW 95*, pages 252–263, 1995.
- [79] F. Sillion, J. Arvo, S. Westin, and D. Greenberg. A global illumination solution for general reflectance distributions. In *SIGGRAPH 91*, pages 187–196, 1991.
- [80] C. Soler and F. Sillion. Fast calculation of soft shadow textures using convolution. In *SIGGRAPH 98*, pages 321–332, 1998.

- [81] S.R.Marschner. *Inverse Rendering for Computer Graphics*. PhD thesis, Cornell, 1998.
- [82] P. Teo, E. Simoncelli, and D. Heeger. Efficient linear rerendering for interactive lighting design. Technical Report STAN-CS-TN-97-60, Stanford, 1997.
- [83] S. Tominaga and N. Tanaka. Estimating reflection parameters from a single color image. *IEEE Computer Graphics & Applications*, 20(5):58–66, 2000.
- [84] K. Torrance and E. Sparrow. Theory for off-specular reflection from roughened surfaces. *JOSA*, 57(9):1105–1114, 1967.
- [85] G. Ward and P. Heckbert. Irradiance gradients. In *EGRW 92*, pages 85–98, 1992.
- [86] S. Westin, J. Arvo, and K. Torrance. Predicting reflectance functions from complex surfaces. In *SIGGRAPH 92*, pages 255–264, 1992.
- [87] A. Wilkie, R. Tobler, and W. Purgathofer. Orientation lightmaps for photon radiosity in complex environments. In *CGI 00*, pages 279–286, 2000.
- [88] D. Wood, D. Azuma, K. Aldinger, B. Curless, T. Duchamp, D. Salesin, and W. Stuetzle. Surface light fields for 3D photography. In *SIGGRAPH 00*, pages 287–296, 2000.
- [89] Y. Yu, P. Debevec, J. Malik, and T. Hawkins. Inverse global illumination: Recovering reflectance models of real scenes from photographs. In *SIGGRAPH 99*, pages 215–224, 1999.
- [90] Y. Yu and J. Malik. Recovering photometric properties of architectural scenes from photographs. In *SIGGRAPH 98*, pages 207–218, 1998.
- [91] A. Yuille, D. Snow, R. Epstein, and P. Belhumeur. Determining generative models of objects under varying illumination: Shape and albedo from multiple images using SVD and integrability. *IJCV*, 35(3):203–222, 1999.
- [92] L. Zhang, G. Dugas-Phocion, J. Samson, and S. Seitz. Single view modeling of free-form scenes. In *CVPR 01*, pages I–990–I–997, 2001.

- [93] Z. Zhang. A flexible new technique for camera calibration. Technical Report MSR-TR-98-71, Microsoft Research, 1998.