Ray Tracing

Geometric optics

Modern theories of light treat it as both a wave and a particle.

We will take a combined and somewhat simpler view of light – the view of geometric optics.

Here are the rules of geometric optics:

- Light is a flow of photons with wavelengths. We'll call these flows "light rays."
- Light rays travel in straight lines in free space.
- Light rays do not interfere with each other as they cross.
- Light rays obey the laws of reflection and refraction.
- Light rays travel from the light sources to the eye, but the physics is invariant under path reversal (reciprocity).

Eye vs. light ray tracing

Where does light begin?

At the light: light ray tracing (a.k.a., forward ray tracing or photon tracing)

At the eye: eye ray tracing (a.k.a., backward ray tracing)

We will generally follow rays from the eye into the scene.

Reading

Required:

- Shirley, section 10.1-10.7 (handout)
- Triangle intersection handout

Further reading:

- Shirley errata on syllabus page, needed if you work from his book instead of the handout, which has already been corrected.
**Precursors to ray tracing**

Local illumination
- Cast one eye ray, then shade according to light
- Cast one eye ray + one ray to light

Appel (1968)

**Whitted ray-tracing algorithm**

In 1980, Turner Whitted introduced ray tracing to the graphics community.
- Combines eye ray tracing + rays to light
- Recursively traces rays

Algorithm:
1. For each pixel, trace a **primary ray** in direction $V$ to the first visible surface.
2. For each intersection, trace **secondary rays**:
   - **Shadow rays** in directions $L_i$ to light sources
   - **Reflected ray** in direction $R$.
   - **Refracted ray** or **transmitted ray** in direction $T$.

**Whitted algorithm (cont'd)**

Let's look at this in stages:

1. Primary rays
2. Shadow rays
3. Reflection rays
4. Refracted rays

**Ray casting and local illumination**

Now let’s actually build the ray tracer in stages. We’ll start with ray casting and local illumination:
**Direct illumination**

A ray is defined by an origin $P$ and a unit direction $d$ and is parameterized by $t > 0$:

$$r(t) = P + td$$

Let $I(P, d)$ be the intensity seen along a ray. Then:

$$I(P, d) = I_{\text{direct}}$$

where

- $I_{\text{direct}}$ is computed from the Phong model

**Ray-tracing pseudocode**

We build a ray traced image by casting rays through each of the pixels.

```plaintext
function traceImage(scene):
  for each pixel (i,j) in image
    A = pixelToWorld(i,j)
    P = COP
    d = (A - P)/||A - P||
    I(i,j) = traceRay(scene, P, d)
  end for
end function

function traceRay(scene, P, d):
  (t, N, mtrl) ← scene.intersect(P, d)
  Q ← ray (P, d) evaluated at t
  I = shade(                                            )
  return I
end function
```

**Shading pseudocode**

Next, we need to calculate the color returned by the $shade$ function.

```plaintext
function shade(mtrl, scene, Q, N, d):
  I ← mtrl.ka + mtrl.ka * I_a
  for each light source L do:
    atten = L -> distanceAttenuation()
    I ← I + atten*(diffuse term + specular term)
  end for
  return I
end function
```

**Ray casting with shadows**

Now we’ll add shadows by casting shadow rays:
Shading with shadows

To include shadows, we need to modify the shade function:

```
function shade(mtrl, scene, Q, N, d):
    I ← mtrl.ka + mtrl.ka * Ia
    for each light source L do:
        atten = L -> distanceAttenuation(Q) * L -> shadowAttenuation()
        I ← I + atten*(diffuse term + specular term)
    end for
    return I
end function
```

Shadow attenuation

Computing a shadow can be as simple as checking to see if a ray makes it to the light source.

For a point light source:

```
function PointLight::shadowAttenuation(scene, P)
    d = (this.position - P).normalize()
    (t, N, mtrl) ← scene.intersect(P, d)
    Compute t_light
    if (t < t_light) then:
        atten = 0
    else
        atten = 1
    end if
    return atten
end function
```

For a directional light, \( t_{\text{light}} = \infty \).

Shading in “Trace”

The Trace project uses a version of the Phong shading equation we derived in class, with two modifications:

- Distance attenuation is clamped to be at most 1:

\[
A_{\text{dist}}^j = \min \left\{ 1, \frac{1}{a_j + b_j d_j + c_j d_j^2} \right\}
\]

- Shadow attenuation \( A_{\text{shadow}} \) is included.

Here’s what it should look like:

\[
I = k_a + k_a L_a + \sum_j A_{\text{shadow}}^j A_{\text{dist}}^j L_j \left[ k_d (N \cdot L_j), + k_s B_j (V \cdot R_j)^n \right]
\]

I.e., we are not using the OpenGL shading equation, which is somewhat different.

**Note:** the “R” here is the reflection of the light about the surface normal.

You must use the shading equation on this slide, not the one in Shirley’s textbook.

Recursive ray tracing with reflection

Now we’ll add reflection:
Shading with reflection

Let \( I(P, d) \) be the intensity seen along a ray. Then:

\[
I(P, d) = I_{\text{direct}} + I_{\text{reflected}}
\]

where

- \( I_{\text{direct}} \) is computed from the Phong model, plus shadow attenuation
- \( I_{\text{reflected}} = k_r I(Q, R) \)

Typically, we set \( k_r = k_s \).

Reflection

Law of reflection:

\[
\theta_i = \theta_r
\]

\( R \) is co-planar with \( d \) and \( N \).

Ray-tracing pseudocode, revisited

```python
function traceRay(scene, P, d):
    (t, N, mtrl) ← scene.intersect(P, d)
    Q ← ray(P, d) evaluated at t
    I = shade(scene, mtrl, Q, N, -d)
    R = reflectDirection()
    I ← I + mtrl.k_r * traceRay(scene, Q, R)
    return I
end function
```

Terminating recursion

**Q:** How do you bottom out of recursive ray tracing?

Possibilities:
Whitted ray tracing

Finally, we'll add refraction, giving us the Whitted ray tracing model:

\[
I(P, d) = I_{\text{direct}} + I_{\text{reflected}} + I_{\text{transmitted}}
\]

where

\[
\begin{align*}
I_{\text{direct}} & = I_{\text{Phong model, plus shadow attenuation}} \\
I_{\text{reflected}} & = k_r I(Q, R) \\
I_{\text{transmitted}} & = k_t I(Q, T)
\end{align*}
\]

Typically, we set \(k_r = k_s\) and \(k_t = 1 - k_s\) (or 0, if opaque).

[Generally, \(k_r\) and \(k_t\) are determined by “Fresnel reflection,” which depends on angle of incidence and changes the polarization of the light. This is discussed in Shirley's textbook and can be implemented for extra credit.]

Shading with reflection and refraction

Let \(I(P, d)\) be the intensity seen along a ray. Then:

\[
I(P, d) = I_{\text{direct}} + I_{\text{reflected}} + I_{\text{transmitted}}
\]

where

- \(I_{\text{direct}}\) is computed from the Phong model, plus shadow attenuation
- \(I_{\text{reflected}} = k_r I(Q, R)\)
- \(I_{\text{transmitted}} = k_t I(Q, T)\)

Typically, we set \(k_r = k_s\) and \(k_t = 1 - k_s\) (or 0, if opaque).

Total Internal Reflection

The equation for the angle of refraction can be computed from Snell's law:

\[
\eta_i \sin \theta_i = \eta_t \sin \theta_t
\]

where \(\eta_i, \eta_t\) are indices of refraction.

In all cases, \(R\) and \(T\) are co-planar with \(d\) and \(N\).

The index of refraction is material dependent.

It can also vary with wavelength, an effect called dispersion that explains the colorful light rainbows from prisms. (We will generally assume no dispersion.)

<table>
<thead>
<tr>
<th>Medium</th>
<th>Index of refraction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vacuum</td>
<td>1</td>
</tr>
<tr>
<td>Air</td>
<td>1.0003</td>
</tr>
<tr>
<td>Water</td>
<td>1.33</td>
</tr>
<tr>
<td>Fused quartz</td>
<td>1.46</td>
</tr>
<tr>
<td>Glass, crown</td>
<td>1.52</td>
</tr>
<tr>
<td>Glass, dense flint</td>
<td>1.66</td>
</tr>
<tr>
<td>Diamond</td>
<td>2.42</td>
</tr>
</tbody>
</table>

Index of refraction variation for fused quartz

Refraction

Snell’s law of refraction:

\[
\eta_i \sin \theta_i = \eta_t \sin \theta_t
\]

where \(\eta_i, \eta_t\) are indices of refraction.

In all cases, \(R\) and \(T\) are co-planar with \(d\) and \(N\).

The index of refraction is material dependent.

It can also vary with wavelength, an effect called dispersion that explains the colorful light rainbows from prisms. (We will generally assume no dispersion.)
Shirley handout

Shirley uses different symbols. Here is the translation between them:

\[
\begin{align*}
\phi &= \theta_t \\
\theta &= \theta_r = \theta_i \\
n &= \eta_i \\
n_r &= \eta_t
\end{align*}
\]

Also, Shirley has two important errors that have already been corrected in the handout.

But, if you’re consulting the original text, be sure to refer to the errata posted on the syllabus and on the project page for corrections.

Ray-tracing pseudocode, revisited

```python
function traceRay(scene, P, d):
    (t, N, mtrl) ← scene.intersect(P, d)
    Q ← ray(P, d) evaluated at t
    I = shade(scene, mtrl, Q, N, -d)
    R = reflectDirection(N, -d)
    I ← I + mtrl.kr * traceRay(scene, Q, R)
    if ray is entering object then
        n_i = index_of_air
        n_t = mtrl.index
    else
        n_i = mtrl.index
        n_t = index_of_air
    if (notTIR( )) then
        T = refractDirection( )
        I ← I + mtrl.k_t * traceRay(scene, Q, T)
    end if
    return I
end function
```

Q: How do we decide if a ray is entering the object?

Terminating recursion, incl. refraction

Q: Now how do you bottom out of recursive ray tracing?

Shadow attenuation (cont’d)

Q: What if there are transparent objects along a path to the light source?

Suppose for simplicity that each object has a multiplicative transparency constant, \( k_t \), which gets factored in every time an object is entered, possibly more than once for the same object.

Shirley’s textbook describes a better attenuation model based on Beer’s Law, which you can implement for extra credit.
**Photon mapping**

Combine light ray tracing (photon tracing) and eye ray tracing:

...to get photon mapping.

Renderings by Henrik Wann Jensen:
http://graphics.ucsd.edu/~henrik/images/caustics.html

---

**Intersecting rays with spheres**

Now we've done everything except figure out what that "scene.intersect(P, d)" function does.

Mostly, it calls each object to find out the $t$ value at which the ray intersects the object. Let's start with intersecting spheres...

**Given:**

- The coordinates of a point along a ray passing through $P$ in the direction $d$ are:
  
  \[
  x = P_x + td_x \\
  y = P_y + td_y \\
  z = P_z + td_z
  \]

- A unit sphere $S$ centered at the origin defined by the equation:

  \[
  \frac{x^2}{a} + \frac{y^2}{b} + \frac{z^2}{c} = 1
  \]

**Find:** The $t$ at which the ray intersects $S$.

---

**Normals and shading when inside**

When a ray is inside an object and intersects the object's surface on the way out, the normal will be pointing away from the ray (i.e., the normal always points to the outside by default).

You must **negate** the normal before doing any of the shading, reflection, and refraction that follows.

---

**Intersecting rays with spheres**

**Solution by substitution:**

\[
\begin{align*}
  x^2 + y^2 + z^2 - 1 &= 0 \\
  (P_x + td_x)^2 + (P_y + td_y)^2 + (P_z + td_z)^2 - 1 &= 0 \\
  at^2 + bt + c &= 0
\end{align*}
\]

where

\[
\begin{align*}
  a &= d_x^2 + d_y^2 + d_z^2 \\
  b &= 2(P_x d_x + P_y d_y + P_z d_z) \\
  c &= P_x^2 + P_y^2 + P_z^2 - 1
\end{align*}
\]

**Q:** What are the solutions of the quadratic equation in $t$ and what do they mean?

**Q:** What is the normal to the sphere at a point $(x,y,z)$ on the sphere?
Ray-plane intersection

We can write the equation of a plane as:

\[ ax + by + cz = d \]

The coefficients \( a, b, \) and \( c \) form a vector that is normal to the plane, \( \mathbf{n} = [a \ b \ c]^T \). Thus, we can re-write the plane equation as:

We can solve for the intersection parameter (and thus the point):

Ray-triangle intersection

To intersect with a triangle, we first solve for the equation of its supporting plane.

How might we compute the (un-normalized) normal?

Given this normal, how would we compute \( d \)?

Using these coefficients, we can solve for \( Q \). Now, we need to decide if \( Q \) is inside or outside of the triangle.

3D inside-outside test

One way to do this “inside-outside test,” is to see if \( Q \) lies on the left side of each edge as we move counterclockwise around the triangle.

How might we use cross products to do this?

2D inside-outside test

Without loss of generality, we can perform this same test after projecting down a dimension:

If \( Q' \) is inside of \( A'B'C' \), then \( Q \) is inside of \( ABC \).

Why is this projection desirable?

Which axis should you “project away”?
Barycentric coordinates

As we’ll see in a moment, it is often useful to represent $Q$ as an **affine combination** of $A$, $B$, and $C$:

$$Q = \alpha A + \beta B + \gamma C$$

where:

$$\alpha + \beta + \gamma = 1$$

We call $\alpha$, $\beta$, and $\gamma$ the **barycentric coordinates** of $Q$ with respect to $A$, $B$, and $C$.

Computing barycentric coordinates

Given a point $Q$ that is inside of triangle $ABC$, we can solve for $Q$’s barycentric coordinates in a simple way:

$$\alpha = \frac{\text{Area}(QBC)}{\text{Area}(ABC)} \quad \beta = \frac{\text{Area}(AQC)}{\text{Area}(ABC)} \quad \gamma = \frac{\text{Area}(ABQ)}{\text{Area}(ABC)}$$

How can cross products help here?

In the end, these calculations can be performed in the 2D projection as well!

Interpolating vertex properties

The barycentric coordinates can also be used to interpolate vertex properties such as:

- material properties
- texture coordinates
- normals

For example:

$$k_d(Q) = \alpha k_d(A) + \beta k_d(B) + \gamma k_d(C)$$

Interpolating normals, known as Phong interpolation, gives triangle meshes a smooth shading appearance. (Note: don’t forget to normalize interpolated normals.)

Epsilons

Due to finite precision arithmetic, we do not always get the exact intersection at a surface.

Q: What kinds of problems might this cause?

Q: How might we resolve this?
Summary

What to take home from this lecture:

- The meanings of all the boldfaced terms.
- Enough to implement basic recursive ray tracing.
- How reflection and transmission directions are computed.
- How ray–object intersection tests are performed on spheres, planes, and triangles
- How barycentric coordinates within triangles are computed
- How ray epsilons are used.