

Announcements

Midterm

- due Friday at 4pm (drop box in CSE front office)
- Prof. has Friday office hours: 11-noon, 1:30-2:30

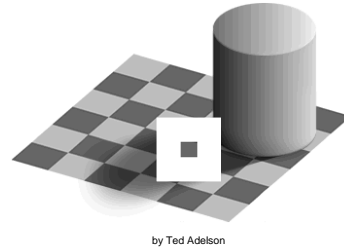
Project2

- no demo session
- artifact voting TBA

Project3

- should be out in the next day...

Light



Readings

- Andrew Glassner, Principles of Digital Image Synthesis (Vol. 1), Morgan Kaufmann Publishers, 1995, pp. 5-32.
- Watt & Policarpo, The Computer Image, Addison-Wesley, 1998, pp. 64-71, 103-114 (5.3 is optional).

Properties of light

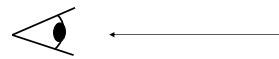
Today

- What is light?
- How do we measure it?
- How does light propagate?
- How does light interact with matter?

What is light?

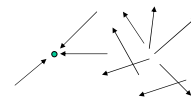
Electromagnetic radiation (EMR) moving along rays in space

- $R(\lambda)$ is EMR, measured in units of power (watts)
 - λ is wavelength



Light field

- We can describe all of the light in the scene by specifying the radiation (or "**radiance**") along all light rays arriving at every point in space and from every direction



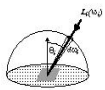
$$R(X, Y, Z, \theta, \phi, \lambda, t)$$

Radiometry

Radiometry is the science of light energy measurement



Radiance
The energy carried by a ray
energy/(area solidangle)



Irradiance
The energy per unit area
falling on a surface

Radiosity
The energy per unit area
leaving a surface

CS141 Lecture 17

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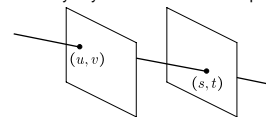
The light field

$R(X, Y, Z, \theta, \phi, \lambda, t)$

- Known as the **plenoptic function**
- If you know R , you can predict how the scene would appear from any viewpoint. How?

The **light field** $R(u, v, s, t)$ — t is *not* time (different from above t !)

- Assume radiance does not change along a ray
– what does this assume about the world?
- Parameterize rays by intersection with two planes:



- Usually drop λ and time parameters
- How could you capture a light field?

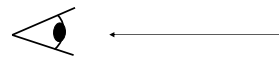
Stanford light field gantry



What is light?

Electromagnetic radiation (EMR) moving along rays in space

- $R(\lambda)$ is EMR, measured in units of power (watts)
– λ is wavelength

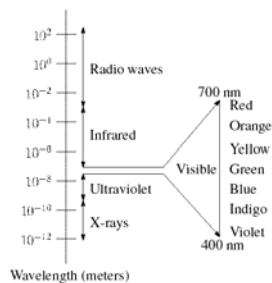


Perceiving light

- How do we convert radiation into "color"?
- What part of the spectrum do we see?

The visible light spectrum

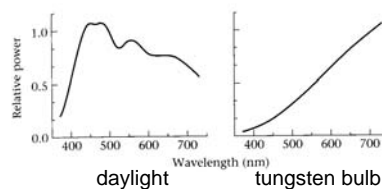
We "see" electromagnetic radiation in a range of wavelengths



Light spectrum

The appearance of light depends on its power **spectrum**

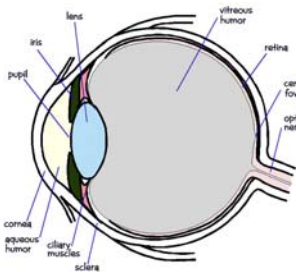
- How much power (or energy) at each wavelength



Our visual system converts a light spectrum into "color"

- This is a rather complex transformation

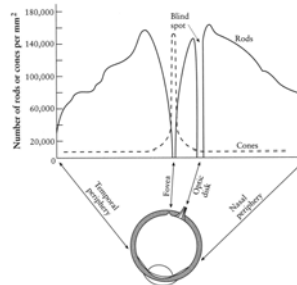
The human visual system



Color perception

- Light hits the retina, which contains photosensitive cells – rods and cones
- These cells convert the spectrum into a few discrete values

Density of rods and cones



Rods and cones are *non-uniformly* distributed on the retina

- Rods responsible for intensity, cones responsible for color
- **Fovea** - Small region (1 or 2°) at the center of the visual field containing the highest density of cones (and no rods).
- Less visual acuity in the periphery—many rods wired to the same neuron

Demonstrations of visual acuity



With one eye shut, at the right distance, all of these letters should appear equally legible (Glassner, 1.7).

Demonstrations of visual acuity



With left eye shut, look at the cross on the left. At the right distance, the circle on the right should disappear (Glassner, 1.8).

Brightness contrast and constancy

The apparent brightness depends on the surrounding region

- **brightness contrast:** a constant colored region seem lighter or darker depending on the surround:



– http://www.sandlotscience.com/Contrast/Checker_Board_2.htm

- **brightness constancy:** a surface looks the same under widely varying lighting conditions.

Light response is nonlinear

Our visual system has a large *dynamic range*

- We can resolve both light and dark things at the same time
- One mechanism for achieving this is that we sense light intensity on a *logarithmic scale*
 - an exponential intensity ramp will be seen as a linear ramp
- Another mechanism is *adaptation*
 - rods and cones adapt to be more sensitive in low light, less sensitive in bright light.

Visual dynamic range

Background	Luminance (candelas per square meter)
Horizon sky	
Moonless overcast night	0.00003
Moonless clear night	0.0003
Moonlit overcast night	0.003
Moonlit clear night	0.03
Deep twilight	3
Twilight	30
Very dark day	300
Overcast day	3,000
Clear day	30,000
Day with sunlit clouds	300,000
Daylight fog	
Dull	300-1,000
Typical	1,000-3,000
Bright	3,000-16,000
Ground	
Overcast day	30-100
Sunny day	300
Snow in full sunlight	16,000

FIGURE 1-13
Luminance of everyday backgrounds. Source: Data from Rea, ed., *Lighting Handbook 1994 Reference and Application*, fig. 3-44, p. 3-24.

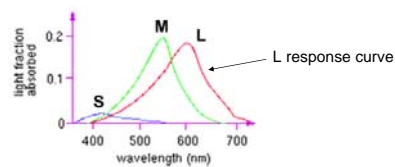
After images

Tired photoreceptors

- Send out negative response after a strong stimulus

http://www.sandlotscience.com/Aftereffects/Andrus_Spiral.htm

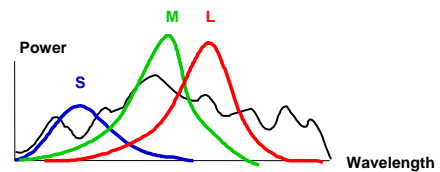
Color perception



Three types of cones

- Each is sensitive in a different region of the spectrum
 - but regions overlap
 - Short (S) corresponds to blue
 - Medium (M) corresponds to green
 - Long (L) corresponds to red
- Different sensitivities: we are more sensitive to green than red
 - varies from person to person (and with age)
- Colorblindness—deficiency in at least one type of cone

Color perception



Rods and cones act as filters on the spectrum

- To get the output of a filter, multiply its response curve by the spectrum, integrate over all wavelengths
 - Each cone yields one number
- Q: How can we represent an entire spectrum with 3 numbers?
- A: We can't! Most of the information is lost.
 - As a result, two different spectra may appear indistinguishable
 - » such spectra are known as **metamers**
 - » http://www.cs.brown.edu/exploratories/freeSoftware/repository/edu/brown/cs/exploratories/apollolets/spectrum/metamers_guide.html

Perception summary

The mapping from radiance to perceived color is quite complex!

- We throw away most of the data
- We apply a logarithm
- Brightness affected by pupil size
- Brightness contrast and constancy effects
- Afterimages

Camera response function

Now how about the mapping f from radiance to pixels?

- It's also complex, but better understood
- This mapping f known as the film or camera *response function*



How can we recover radiance values given pixel values?

Why should we care?

- Useful if we want to estimate material properties
- Shape from shading requires radiance
- Enables creating high dynamic range images

What does the response function depend on?

$f(\text{shutter speed, aperture, film stock, digitizer, ...})$

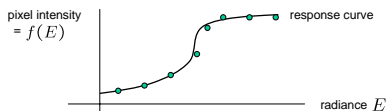
Recovering the camera response

Method 1

- Carefully model every step in the pipeline
 - measure aperture, model film, digitizer, etc.
 - this is “really” hard to get right

Method 2

- Calibrate (estimate) the response function
 - Image several objects with known radiance
 - Measure the pixel values
 - Fit a function

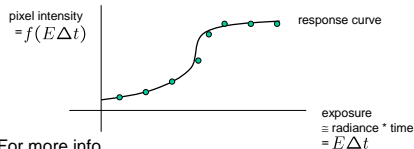


– Find the inverse: f^{-1} maps pixel intensity to radiance

Recovering the camera response

Method 3

- Calibrate the response function from several images
 - Consider taking images with shutter speeds 1/1000, 1/100, 1/10, and 1
 - Q: What is the relationship between the radiance or pixel values in consecutive images?
 - A: 10 times as much radiance
 - Can use this to recover the camera response function



For more info

- P. E. Debevec and J. Malik, [Recovering High Dynamic Range Radiance Maps from Photographs](#). In *SIGGRAPH 97*, August 1997

High dynamic range imaging

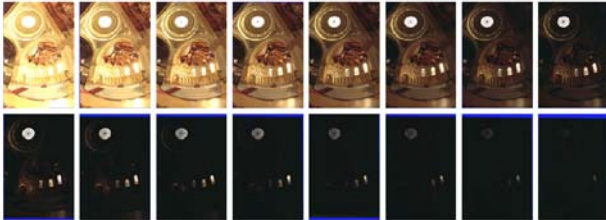
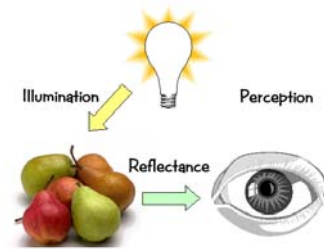


Figure 6: Sixteen photographs of a church taken at 1-stop increments from 30 sec to $\frac{1}{1000}$ sec. The sun is directly behind the rightmost stained glass window, making it especially bright. The blue borders seen in some of the image margins are induced by the image registration process.

Techniques

- Debevec: <http://www.debevec.org/Research/HDR/>
- Columbia: <http://www.cs.columbia.edu/CAVE/tomoo/RRHomePage/rqgallery.html>

Light transport



Light sources

Basic types

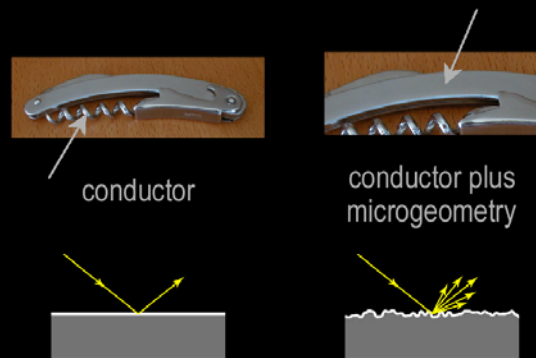
- point source
- directional source
 - a point source that is infinitely far away
- area source
 - a union of point sources

More generally

- a light field can describe *any* distribution of light sources

Materials

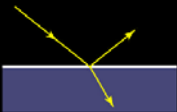
from Steve Marschner



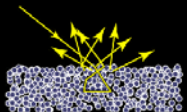
from Steve Marschner



insulator



insulator plus
microgeometry



The interaction of light and matter

What happens when a light ray hits a point on an object?

- Some of the light gets absorbed
 - converted to other forms of energy (e.g., heat)
- Some gets transmitted through the object
 - possibly bent, through “refraction”
- Some gets reflected
 - as we saw before, it could be reflected in multiple directions at once

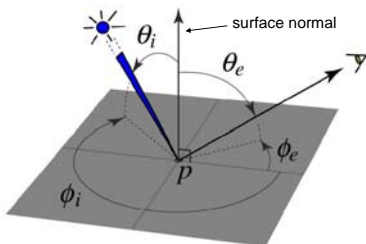
Let's consider the case of reflection in detail

- In the most general case, a single incoming ray could be reflected in all directions. How can we describe the amount of light reflected in each direction?

The BRDF

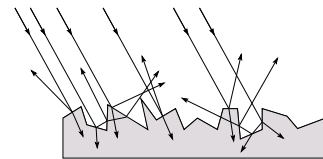
The Bidirectional Reflection Distribution Function

- Given an incoming ray (θ_i, ϕ_i) and outgoing ray (θ_e, ϕ_e)
what proportion of the incoming light is reflected along outgoing ray?



Answer given by the BRDF: $\rho(\theta_i, \phi_i, \theta_e, \phi_e)$

Diffuse reflection



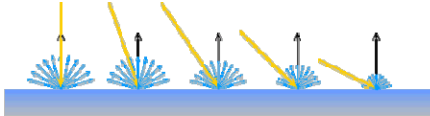
Diffuse reflection

- Dull, matte surfaces like chalk or latex paint
- Microfacets scatter incoming light randomly
- Effect is that light is reflected equally in all directions

Diffuse reflection

Diffuse reflection governed by **Lambert's law**

- Viewed brightness does not depend on viewing direction
- Brightness *does* depend on direction of illumination
- This is the model most often used in computer vision



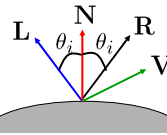
Lambert's Law: $I_e = k_d \mathbf{N} \cdot \mathbf{L} I_i$
 k_d is called **albedo**

BRDF for Lambertian surface
 $\rho(\theta_i, \phi_i, \theta_e, \phi_e) = k_d \cos \theta_i$

$\mathbf{L}, \mathbf{N}, \mathbf{V}$ unit vectors
 I_o = outgoing radiance
 I_i = incoming radiance

Specular reflection

For a perfect mirror, light is reflected about **N**

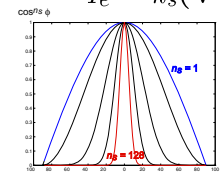


$$I_e = \begin{cases} I_i & \text{if } \mathbf{V} = \mathbf{R} \\ 0 & \text{otherwise} \end{cases}$$

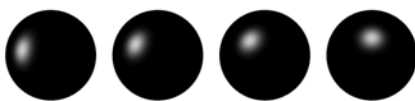


Near-perfect mirrors have a **highlight** around **R**

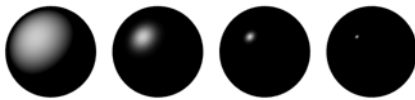
- common model: $I_e = k_s (\mathbf{V} \cdot \mathbf{R})^{n_s} I_i$



Specular reflection



Moving the light source



Changing n_s

Phong illumination model

Phong approximation of surface reflectance

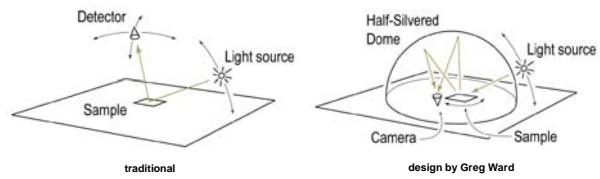
- Assume reflectance is modeled by three components
 - Diffuse term
 - Specular term
 - Ambient term (to compensate for inter-reflected light)

$$I_e = k_a I_a + I_i \left[k_d (\mathbf{N} \cdot \mathbf{L})_+ + k_s (\mathbf{V} \cdot \mathbf{R})_+^{n_s} \right]$$

$\mathbf{L}, \mathbf{N}, \mathbf{V}$ unit vectors
 I_o = outgoing radiance
 I_i = incoming radiance
 I_a = ambient light
 k_a = ambient light reflectance factor
 $(x)_+ = \max(x, 0)$



Measuring the BRDF



Gonioreflectometer

- Device for capturing the BRDF by moving a camera + light source
- Need careful control of illumination, environment

Columbia-Utrecht Database



Captured BRDF models for a variety of materials

- <http://www.cs.columbia.edu/CAVE/curet/index.html>