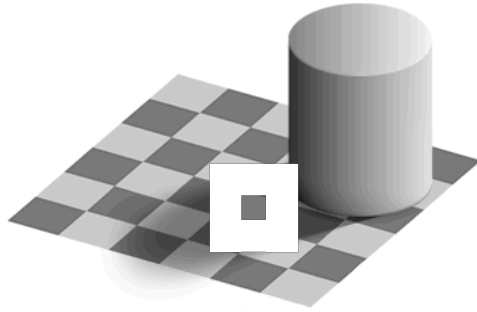


# Light

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by Ted Adelson

## 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

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## Today

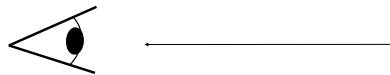
- What is light?
- How do we measure it?
- How does light propagate?
- How does light interact with matter?

# What is light?

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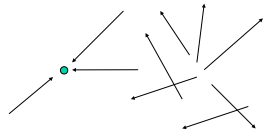
Electromagnetic radiation (EMR) moving along rays in space

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

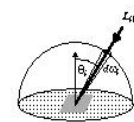
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**Radiometry is the science of light energy measurement**



## 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

CS294E Lecture 17

Copyright © Pat Hanrahan

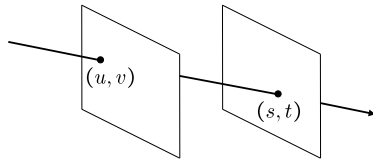
# The light field

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

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

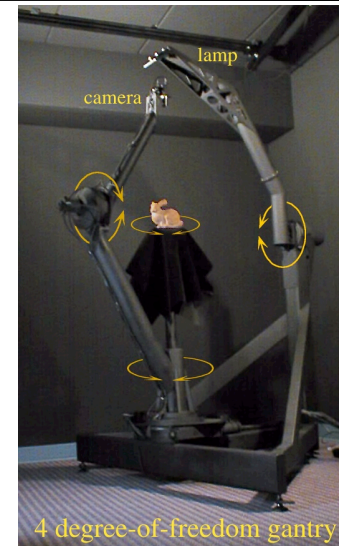
The **light field**  $R(u, v, s, t)$  —  $t$  is *not* time (different from above  $t$  !)

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



- Usually drop  $\lambda$  and time parameters
- How could you capture a light field?

# Stanford light field gantry



# Lytro

**Camera**  
The camera is made up of two sections. An anodized aluminum shell contains the lens assembly, while the electronics are housed within a silicone rubber grip.

**LENS ASSEMBLY**  
Features an 8x optical zoom and a constant f/2 lens.

**Light Field Sensor**  
Consists of a standard digital camera CMOS sensor coupled with a micro-lens array. The array contains thousands of miniature lenses.

**Micro-Lens Array**  
Tiny lenses divide the CMOS sensor's pixels into multiple areas, each showing the image at a slightly different angle. Software uses this data to triangulate the image in 3-D space.

**Controlling the Camera**  
Lytro uses a 1.46-inch touch screen. Swiping back and forth allows you to view previous or later photos, while swiping up brings up a menu bar. The shutter button and a slider for the zoom are molded into the top of the unit, while the power button and a USB connector are on the bottom.

**Capturing Light**  
Lytro's light field sensor captures not only the color, intensity and position of the light, but also its direction, which is lost in traditional cameras.

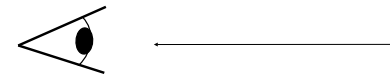
**Changing Focus**  
Because all the directional information of the entering light is captured, software can change the focal plane. Clicking any point on the image brings that area into focus, whether raindrops on the surface of a window or

**FRANK O'CONNELL/THE NEW YORK TIMES**

# What is light?

Electromagnetic radiation (EMR) moving along rays in space

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

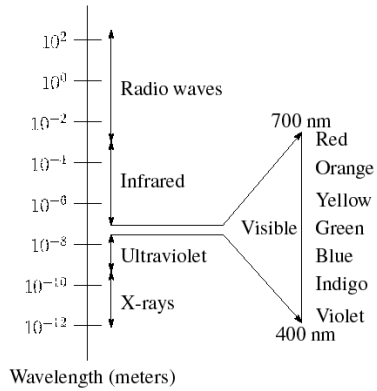


Perceiving light

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

## The visible light spectrum

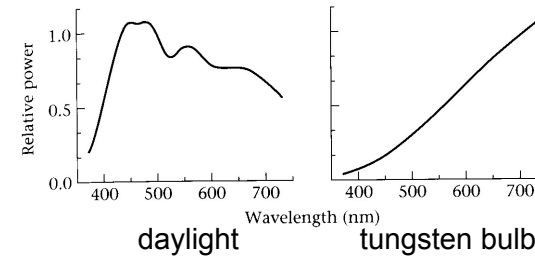
We “see” electromagnetic radiation in a range of wavelengths



## Light spectrum

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

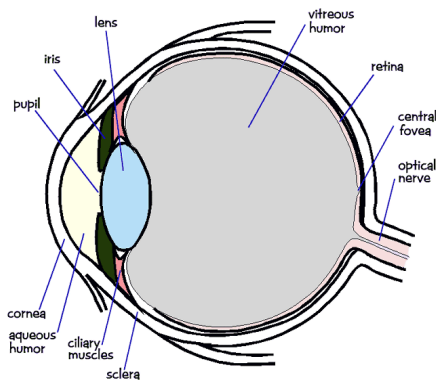
- How much power (or energy) at each wavelength



Our visual system converts a light spectrum into “color”

- This is a rather complex transformation

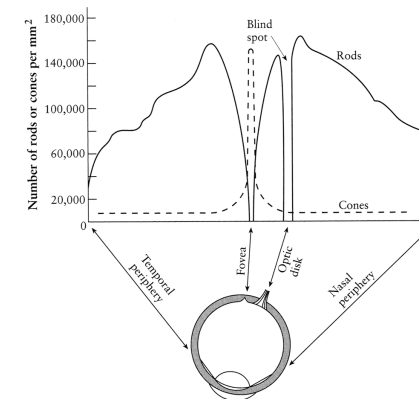
## The human visual system



### 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

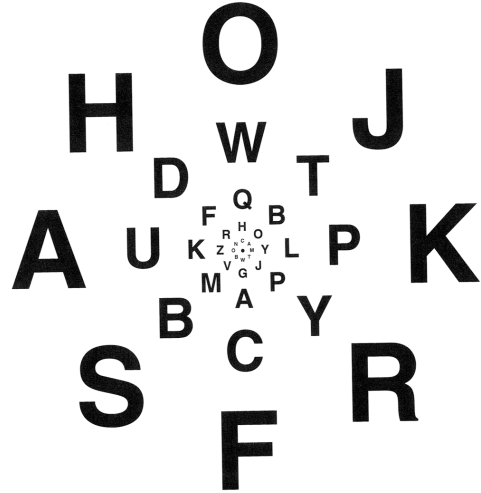


Rods and cones are *non-uniformly* distributed on the retina

- 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

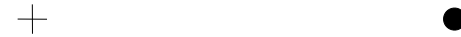
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With one eye shut, at the right distance, all of these letters should appear equally legible (Glassner, 1.7).

## Demonstrations of visual acuity

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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

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The apparent brightness depends on the surrounding region

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



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

## Light response is nonlinear

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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)
<b>Horizon sky</b>	
Moonless overcast night	0.0003
Moonless clear night	0.0003
Moonlit overcast night	0.003
Moonlit clear night	0.03
Deep twilight	0.3
Twilight	3
Very dark day	30
Overcast day	300
Clear day	3,000
Day with sunlit clouds	30,000
<b>Daylight fog</b>	
Dull	300–1,000
Typical	1,000–3,000
Bright	3,000–16,000
<b>Ground</b>	
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 1984 Reference and Application*, fig. 3-44, p. 3-24.

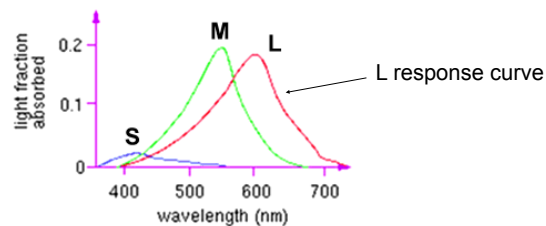
## After images

### Tired photoreceptors

- Send out negative response after a strong stimulus

[http://www.michaelbach.de/ot/mot\\_adaptSpiral/index.html](http://www.michaelbach.de/ot/mot_adaptSpiral/index.html)

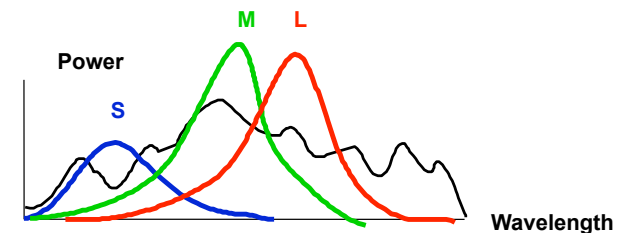
## Color perception



### 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/applets/spectrum/metamers\\_guide.html](http://www.cs.brown.edu/exploratories/freeSoftware/repository/edu/brown/cs/exploratories/applets/spectrum/metamers_guide.html)

## Perception summary

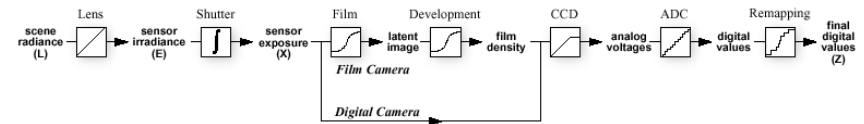
The mapping from radiance to perceived color is quite complex!

- 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?

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

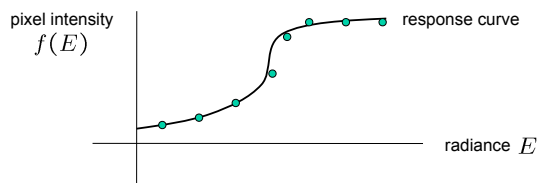
## Recovering the camera response

### Method 1

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

### Method 2

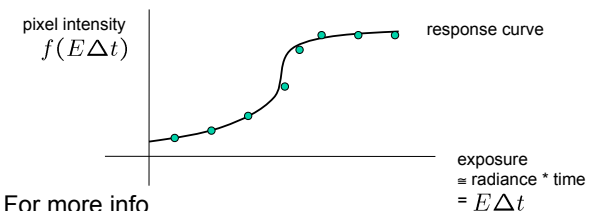
- Calibrate (estimate) the response function
  - Image several objects with known radiance
  - Measure the pixel values
  - Fit a function



## Recovering the camera response

### Method 3

- Calibrate the response function from several images
  - Consider taking images with shutter speeds 1/1000, 1/100, 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



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

## High dynamic range imaging

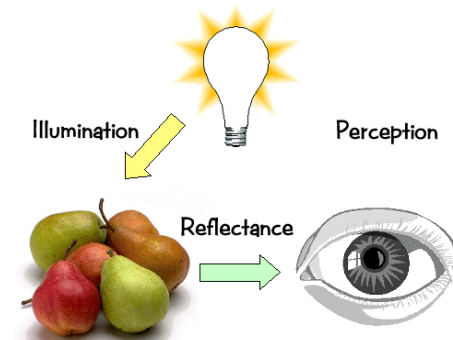


Figure 6: Sixteen photographs of a church taken at 1-stop increments from 30 sec to  $\frac{1}{1000}$  sec. The sun is directly behind the rightmost stained glass window, making it especially bright. The blue borders seen in some of the image margins are induced by the image registration process.

### Techniques

- Debevec: <http://www.debevec.org/Research/HDR/>
- Columbia: <http://www.cs.columbia.edu/CAVE/software/rascal/rrgallery.php>

## 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

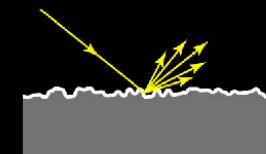
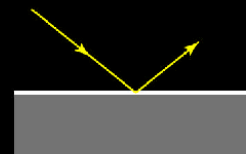
from Steve Marschner



conductor



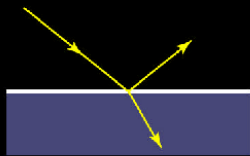
conductor plus  
microgeometry



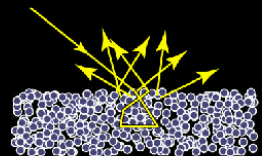
from Steve Marschner



insulator



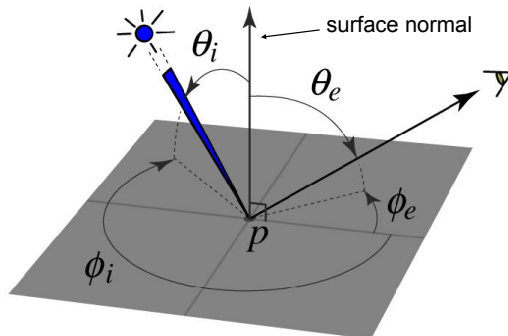
insulator plus  
microgeometry



## The BRDF

The Bidirectional Reflection Distribution Function

- Given an incoming ray  $(\theta_i, \phi_i)$  and outgoing ray  $(\theta_e, \phi_e)$  what proportion of the incoming light is reflected along outgoing ray?



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

## The interaction of light and matter

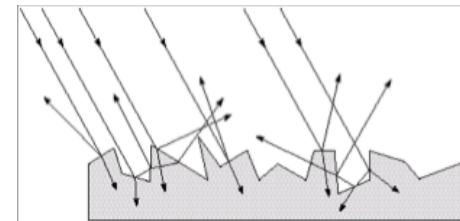
What happens when a light ray hits a point on an object?

- 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?

## Diffuse reflection



Diffuse reflection

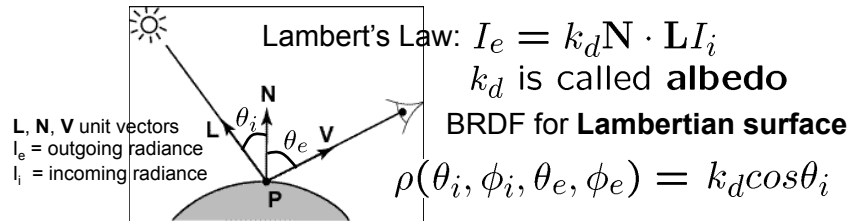
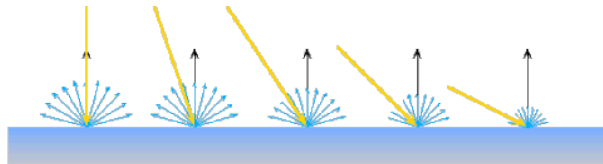
- Dull, matte surfaces like chalk or latex paint
- Microfacets scatter incoming light randomly
- Effect is that light is reflected equally in all directions



## Diffuse reflection

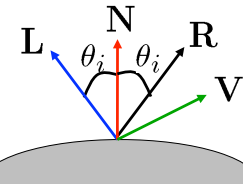
Diffuse reflection governed by **Lambert's law**

- 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

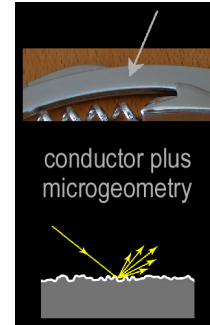


## Specular reflection

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

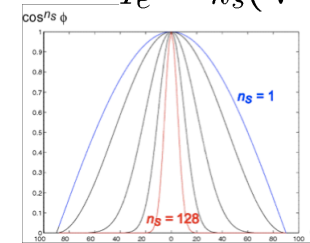


$$I_e = \begin{cases} I_i & \text{if } \mathbf{V} = \mathbf{R} \\ 0 & \text{otherwise} \end{cases}$$

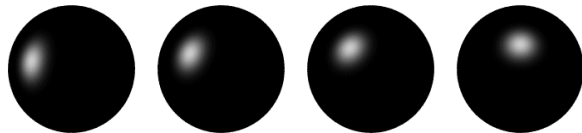


Near-perfect mirrors have a **highlight** around **R**

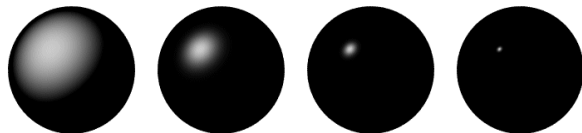
- common model:  $I_e = k_s (\mathbf{V} \cdot \mathbf{R})^{n_s} I_i$



## Specular reflection



Moving the light source



Changing  $n_s$

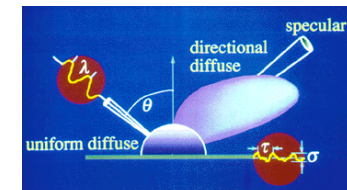
## Phong illumination model

Phong approximation of surface reflectance

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

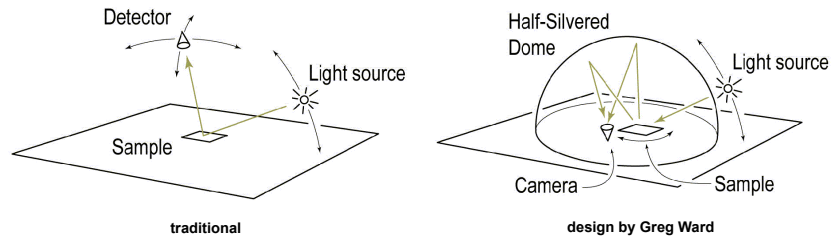
$$I_e = k_a I_a + I_i \left[ k_d (\mathbf{N} \cdot \mathbf{L})_+ + k_s (\mathbf{V} \cdot \mathbf{R})_+^{n_s} \right]$$

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



## Measuring the BRDF

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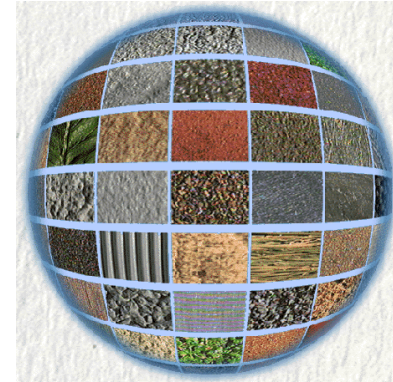


### Gonioreflectometer

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

## Columbia-Utrecht Database

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Captured BRDF models for a variety of materials

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