

Overview of Graphics Models and Categorization

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EG 2020: Overview of graphics models for acquiring the optical properties of translucent materials

Marker taxonomy (with associated markers in parentheses):

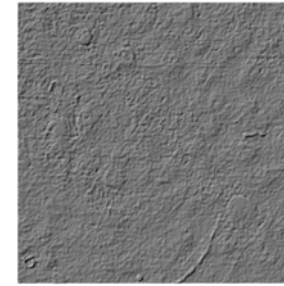
- Formal model based on theory(t).
- Experimental(x) measurements with fibres(1), flat or spherical or cylindrical surfaces(2), or arbitrary 3D surfaces(3).
- Colour/density(c) or wavelength(λ).
- Isotropic(i) or anisotropic(a) surface reflectance.
- Homogeneous(\cdot) or heterogeneous(\star) material.
- Diffuse(|) or directional(\) subsurface scattering.
- Forward simulation(\rightarrow) and/or inverse technique(\leftarrow).

Paper title	author-year	ref. marker	nano/micro	micro/milli	BSSRDF	BRDF/BTDF
Off-specular peaks in the directional distribution of reflected thermal radiation	Torrance and Sparrow [1966]	[TS66]				$x2\lambda i \cdot $
Theory for off-specular reflection from roughened surfaces	Torrance and Sparrow [1967]	[TS67]		$t\lambda i \cdot \rightarrow$		$t\lambda i \cdot $
Models of light reflections for computer synthesized pictures	Blinn [1977]	[Bli77]		$tci \cdot \rightarrow$		$tci \cdot $
A reflectance model for computer graphics	Cook and Torrance [1981]	[CT81]		$t\lambda i \cdot \rightarrow$		$tci \cdot $

Models at different scales

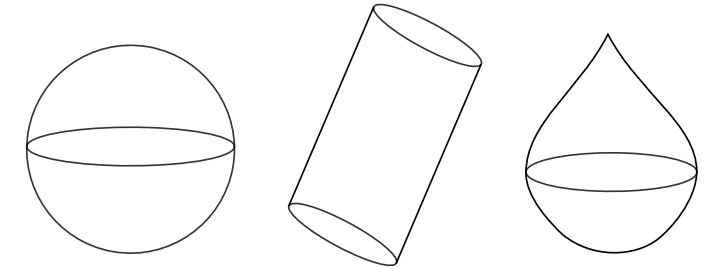
- We divide the microscopic scale into
 - Nano/micro: models considering explicit microgeometry.
 - Micro/milli: models using particle size or microfacet normal distribution functions.
- We divide the macroscopic scale into
 - BSSRDF: models where the points of incidence and emergence are different.
 - BRDF/BTDF: local models for opaque/thin objects.

microsurface



profilometry

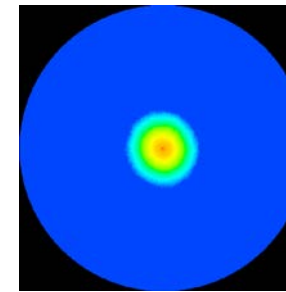
particles



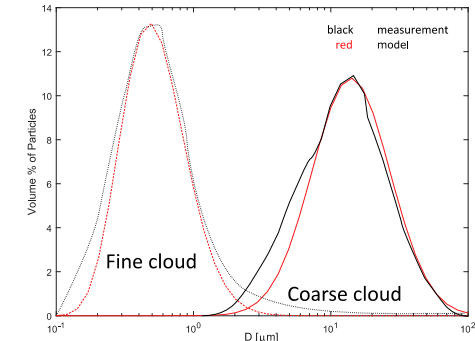
sphere

cylinder

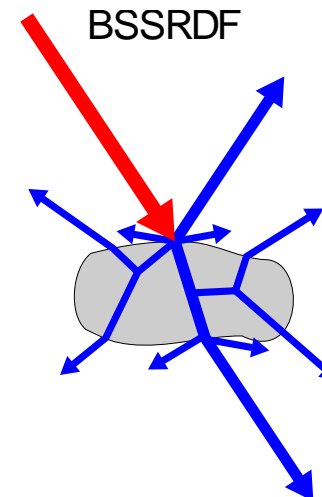
raindrop



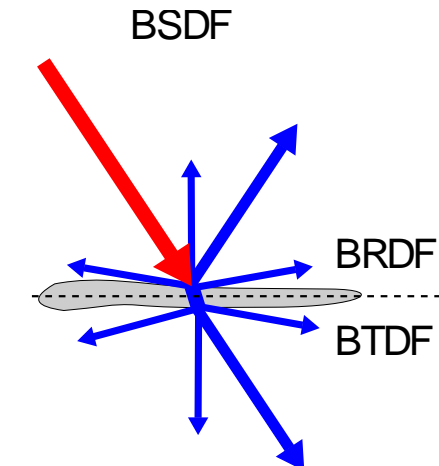
normal distribution



particle size distribution



BSSRDF



BSDF

BRDF

BTDF

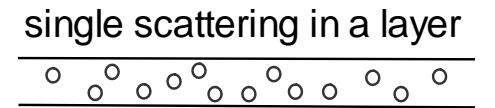
Formal models based on theory(t)

- Mathematical models for optical properties.
- Based on optics or radiative transfer theory.
- Early examples:

- Torrance-Sparrow BRDF [TS67,Bli77,CT81]



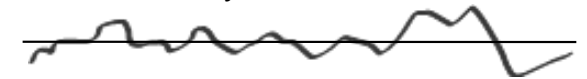
- Chandrasekhar single-scattering BRDF/BTDF for layers [Bli82,HK93]



- Scattering properties from densities [KV84,NIDN97,DEJ*99]

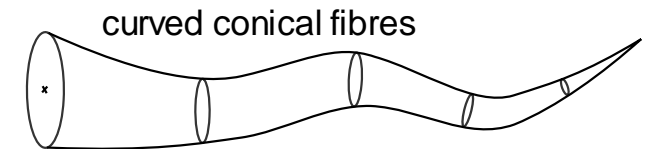
- Kirchhoff approximation BRDF [Kaj85,HTSG91,Sta99]

scalar diffraction by surface elements around a plane



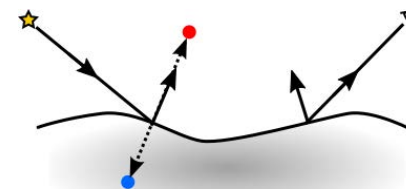
- BRDF/BTDF from ray tracing of microgeometry [CMS87,WAT92,GMN94]

- Fibre scattering model (BCSDF) [KK89,MJC*03,ZW07]

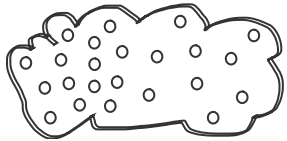


- Lorenz-Mie scattering properties [Ca196,JW97,FCJ07]

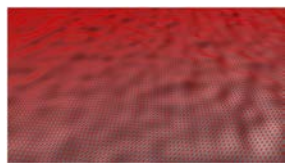
- Diffusion dipole BSSRDF [JMLH01,DJ05]



volume densities



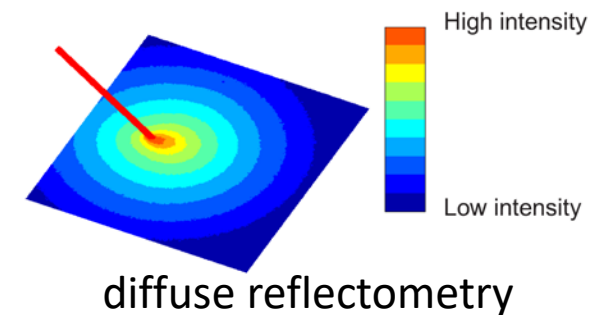
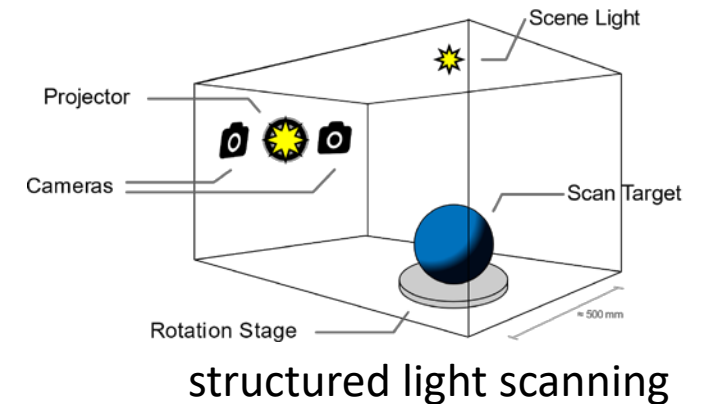
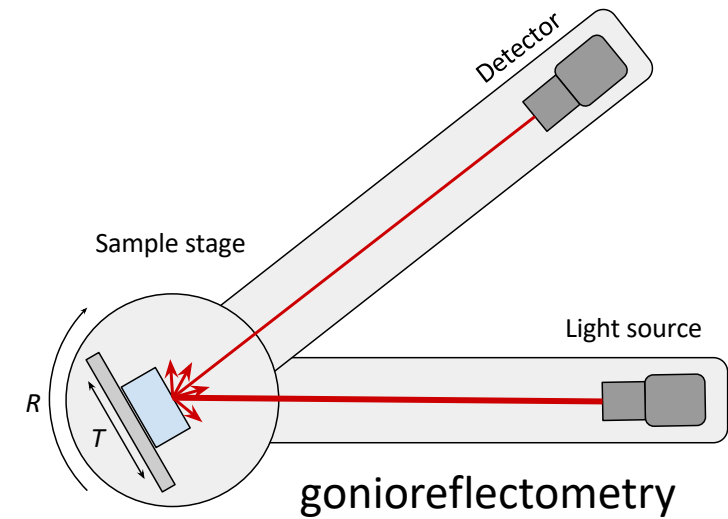
microsurface



scattering by spherical particles

Experimental(x) measurements

- Instrumentation for acquiring optical properties.
- Based on radiometry or one of the formal models.
- Early examples:
 - (x2) Gonioreflectometric BRDF measurement [TS66,War92]
 - (x2/x3) Bidirectional Texture Function (BTF)
[DVGNK99,DHT*00,TWL*05]
 - (x3) SVBRDF on 3D surface (structured light)
[MWL*99,LKG*01,WMP*06]
 - (x2/x3) Diffuse reflectometry for scattering properties
[JMLH01,GLL*04,TWL*05]
 - (x2) BRDF from curved sample geometry [MPBM03,NDM05]
 - (x1) Fibre scattering measurement [MJC*03,ZRL*09]



Colour/density(c) or wavelength(λ)

- Measurements in colour bands(c) or at particular wavelengths(λ).
- Scattering properties based on density(c) or spectral optical properties(λ).
- Methods from optics typically operate with wavelengths(λ).
- Camera-based measurements typically operate with colour bands(c).
- Graphics often convert wavelengths(λ) to colour bands(c).
- Examples:
 - (λ) Torrance-Sparrow BRDF measurement and model [TS66,TS67]
 - (c) Blinn's version of the Torrance-Sparrow model [Bli77]
 - (λ to c) Cook-Torrance version of the Torrance-Sparrow model [CT81]
 - (λ to c) Kubelka-Munk theory for calculating diffuse reflectance colours [HM92]
 - (c) BRDF/BTF measurement [War92,DVGNK99,MWL*99]

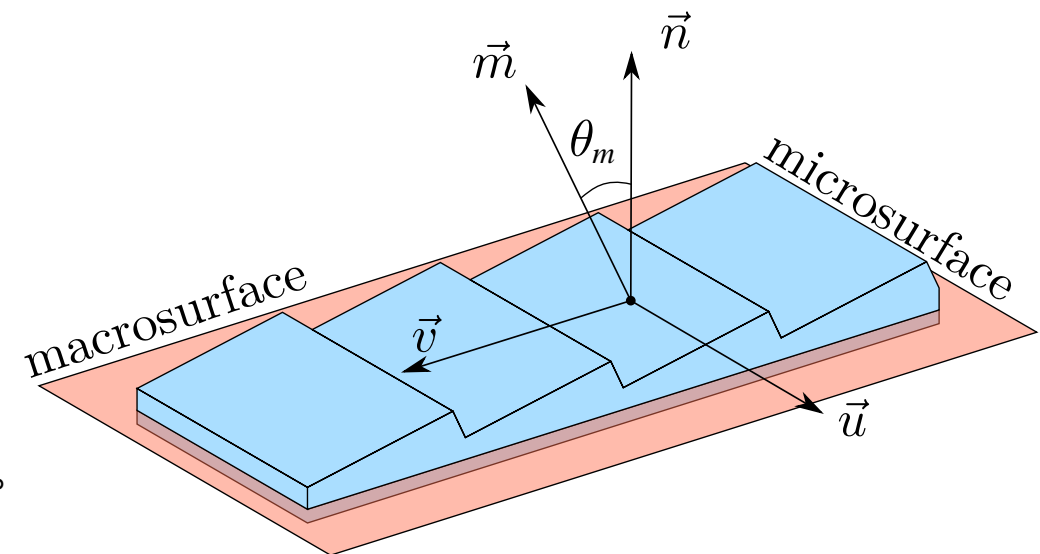
Isotropic(i) or anisotropic(a) surface reflectance

- Random rough surfaces produce isotropic reflections.
- Scattering is independent of sample orientation.
- Structured surfaces can produce anisotropic reflections.
- Example: ridged surface



Identical 2x2 cm² samples.
Every ridge is 50 μm.
Slope angle is $\theta_m = 5^\circ$.
Two samples have been rotated 90°
as compared with the other two.

[Luongo et al. Modeling the anisotropic reflection of surfaces with microstructure engineered to produce visible contrast after rotation. ICCVW 2017]



Homogeneous(·) or heterogeneous(★) material

- Heterogeneous: spatially varying optical properties.



★



fur

★

- Homogeneous: spatially uniform optical properties.



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milk

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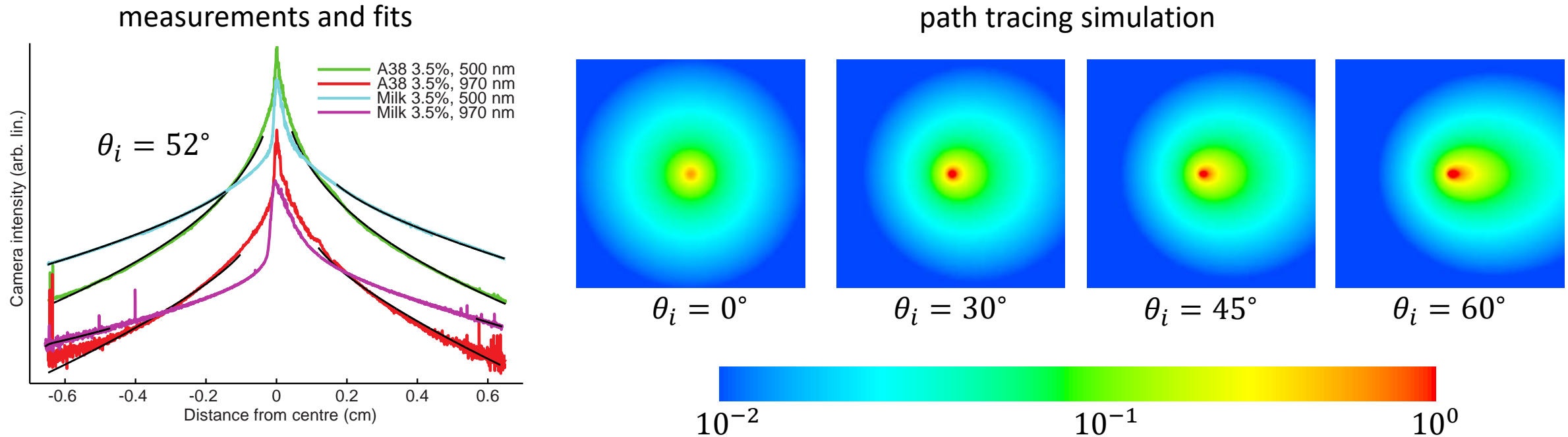
- Surface and volume are considered disjoint sets.
- Spatial variation is considered different at different scales.

- Examples:

- A material with homogeneous roughness can have a microsurface with explicitly defined spatial variation (heterogeneity at the nano/micro scale).
- A material BRDF consisting of a homogeneous distribution of homogeneous spherical particles can be textured onto a surface (BRDF heterogeneity).

Diffuse(|) or directional(\) subsurface scattering

- Subsurface scattering depends on directions of incidence and observation.



[Abildgaard et al. 2015]

- Diffuse subsurface scattering(|) assumes normal incidence ($\theta_i = 0^\circ$).
- Directional subsurface scattering(\) models directional dependency.

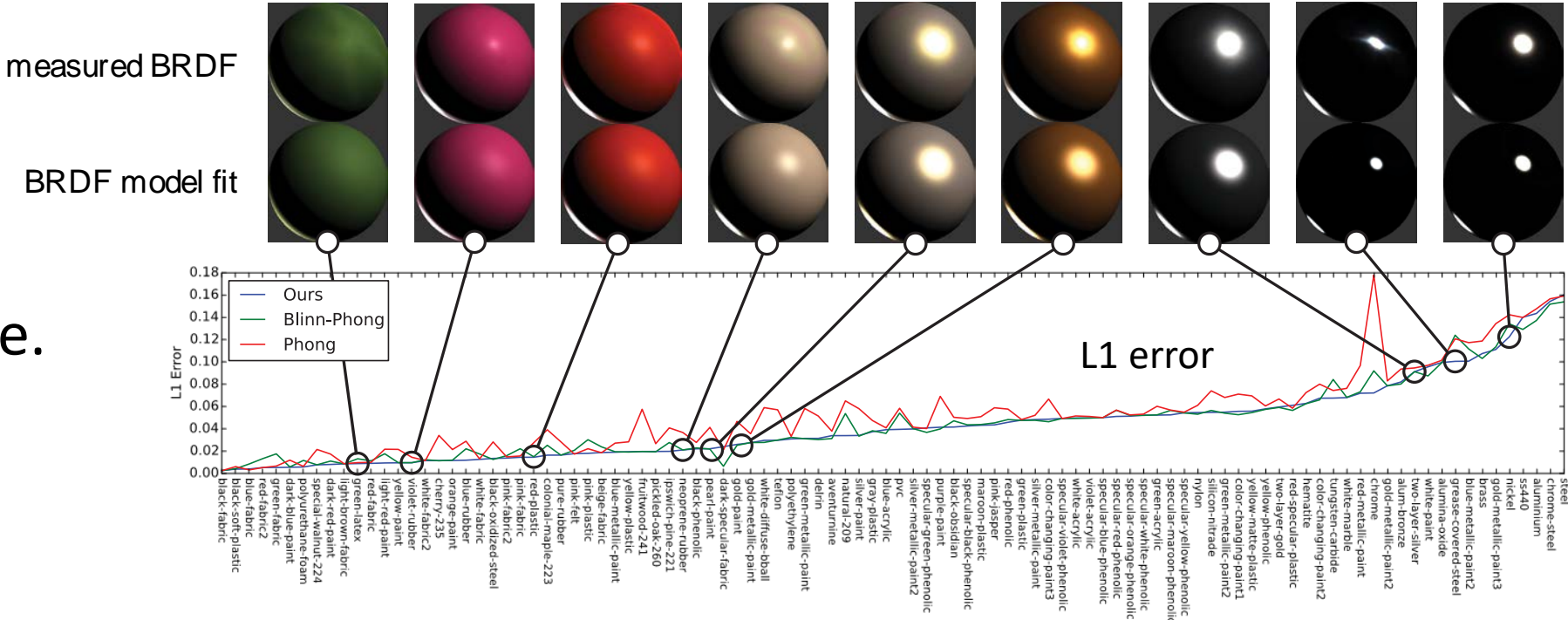
Forward simulation(→)

- Computing optical properties at a more macroscopic scale.
- Formulate a measurement equation and evaluate it by simulation.
- Use microscale information to find a macroscopic function.
- Examples:
 - Microfacet normal distribution → BRDF/BTDF [TS67,Bli77,CT81,HTSG91,Sta99]
 - Explicitly defined microsurface → BRDF/BTDF [Kaj85,CMS87,WAT92,GMN94]
 - Fibre geometry → scattering properties [KK89]
 - particle concentrations → BRDF [HM92,Cal96]
 - Spherical particle → scattering properties [Cal96,JW97]
 - Explicitly defined microsurface → microfacet normal distribution [Sta99]
 - BSSRDF → BRDF [JMLH01]

Inverse technique(←)

Example: model parameters ← BRDF

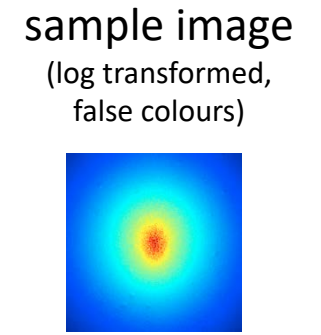
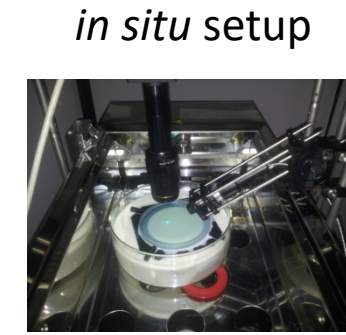
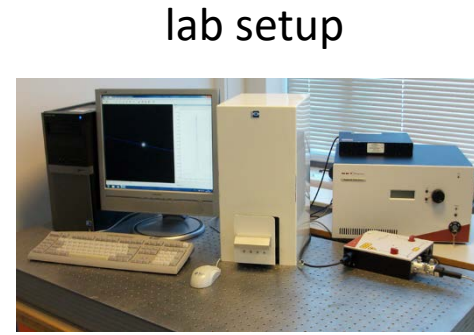
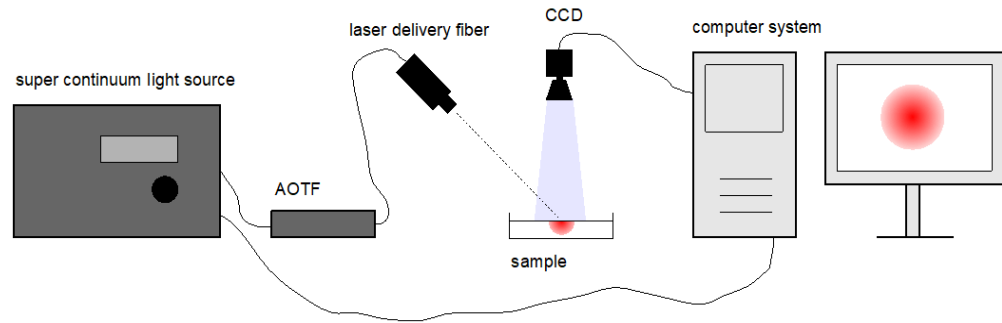
- Compute microscale information by measuring at a macroscopic scale.



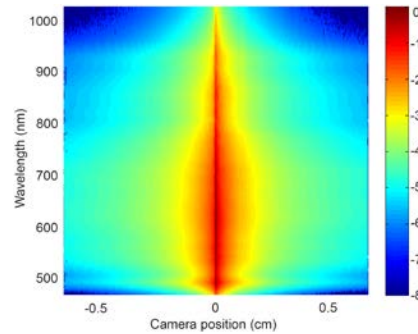
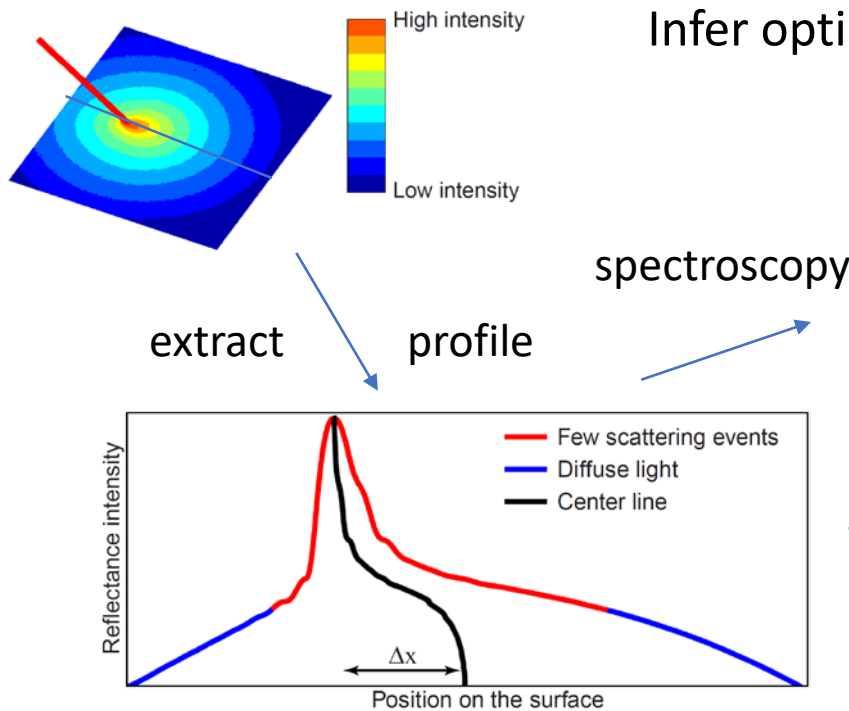
• Examples:

- BSSRDF ← diffuse reflectometry [JMLH01, GLL*04, TWL*05, DWd*08]
- Composition parameters ← BRDF/BTDF measurement [EĎKM04, NDM05, WMLT07]
- BSSRDF ← structured light scan [PVBM*06, WMP*06, WZT*08, GHP*08]
- Scattering properties ← photographing diluted liquid [NGD*06]
- Fibre assembly microgeometry ← multiview photography [JMM09]

Example: spectral scattering properties ← diffuse reflectance



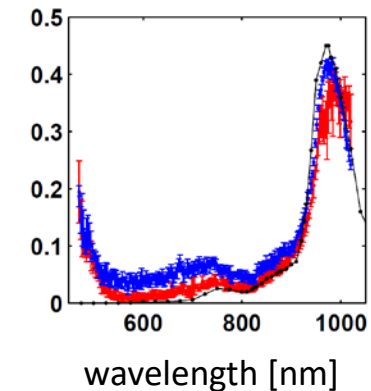
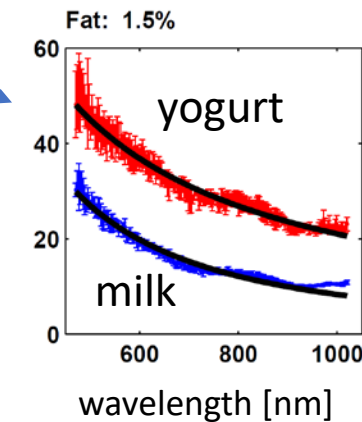
Infer optical properties using an analytic subsurface scattering model



oblique incidence reflectometry

reduced scattering [1/cm]

absorption [1/cm]



Chronological table to show development

Survey of Models for Acquiring tl						
The layer laboratory: a calculus for additive and subtractive composition of anisotropic surface reflectance	Zeltner and Jakob [2018]	[ZJ18]				$tca \cdot \backslash$
Rendering specular microgeometry with wave optics	Yan et al. [2018]	[YHW* 18]		$t\lambda a \star \rightarrow$		$t\lambda a \star $
Computational design of nanostructural color for additive manufacturing	Auzinger et al. [2018]	[AHB18]	$tx2\lambda i \star \rightarrow$			$\leftarrow tx2ci \cdot $
An adaptive parameterization for efficient material acquisition and rendering	Dupuy and Jakob [2018]	[DJ18]				$x2\lambda a \cdot $
Appearance capture and modeling of human teeth	Velinov et al. [2018]	[VPB*18]	$tx3ci \star \rightarrow$		$\leftarrow tci \star \backslash$	$\leftarrow x3ca \star \backslash$
Microfacet BSDFs generated from NDFs and explicit microgeometry	Ribardière et al. [2019]	[RBSM19]	$tx2ca \cdot \rightarrow$	$\leftarrow tca \cdot \rightarrow$		$\leftarrow tca \cdot $
A learned shape-adaptive subsurface scattering model	Vicini et al. [2019]	[VKJ19]			$tci \cdot \backslash$	
Learning generative models for rendering specular microgeometry	Kuznetsov et al. [2019]	[KHZ* 19]		$t\lambda a \star \rightarrow$		$\leftarrow tx2\lambda a \star $

This is the table as it appeared in the state of the art report at Eurographics 2020.

Discussion of trends

Trend	80s	90s	00s	10s
All theory(t)	6 (100%)	11 (79%)	12 (38%)	20 (45%)
Use of experiment/measurement(x)	0 (0%)	3 (21%)	20 (63%)	24 (55%)
Anisotropy(a)	3 (50%)	5 (36%)	9 (28%)	23 (52%)
Wavelength(λ)	2 (33%)	7 (50%)	5 (16%)	10 (23%)
Directional scattering(\backslash)	3 (50%)	6 (43%)	13 (41%)	32 (52%)
Inverse technique(\leftarrow)	0 (0%)	0 (0%)	13 (41%)	13 (30%)
Multiscale modelling (a \rightarrow b \rightarrow c)	0 (0%)	2 (14%)	1 (3%)	4 (9%)
Explicit microgeometry (nano/micro)	3 (50%)	5 (36%)	5 (16%)	12 (27%)
Subsurface scattering model (BSSRDF)	0 (0%)	1 (7%)	15 (47%)	18 (41%)

- What trends do you see?