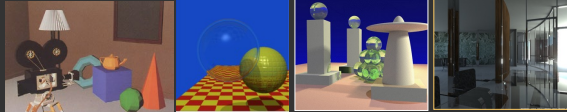


Computer Graphics II: Rendering

CSE 168 [Spr 24], Lecture 16: Precomputed Rendering
Ravi Ramamoorthi

<http://viscomp.ucsd.edu/classes/cse168/sp24>



1

To Do

- Final Project Milestones due on May 29
 - 1-2 page PDF or website with at least one image
 - Brief description of project, proposal for final version
 - [1-2 para proposal of what you hope to accomplish]
 - Must include image milestone of what's done so far
 - We may say ok or schedule time to meet, discuss
 - Talk to us if any difficulty finding project (Assignment gives some well specified, loose, other options, you can do anything else related to the course too).

2

Motivation

- Next lecture: Image-Based Rendering. Use measured data (real photographs) and interpolate for realistic real-time
- Why not apply to real-time rendering?
 - Precompute (offline) some information (images) of interest
 - Must assume something about scene is constant to do so
 - Thereafter real-time rendering. Often accelerate hardware
- Easier and harder than conventional IBR
 - Easier because synthetic scenes give info re geometry, reflectance (but CG rendering often longer than nature)
 - Harder because of more complex effects (lighting from all directions for instance, not just changing view)
- Representations and Signal-Processing crucial

3

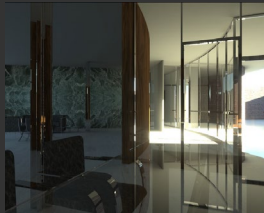
My General Philosophy

- This general line of work is a large data management and signal-processing problem
- Precompute high-dimensional complex data
- Store efficiently (find right mathematical represent.)
- Render in real-time
 - Worry about systems issues like caching
 - Good signal-processing: use only small amount of data but guarantee high fidelity
- Many insights into structure of lighting, BRDFs, ...
 - Not just blind interpolation; signal processing

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Precomputation-Based Relighting

- Analyze precomputed images of scene



Jensen 2000

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Precomputation-Based Relighting

- Analyze precomputed images of scene



Jensen 2000

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Assumptions

- Static geometry
- Precomputation
- Real-Time Rendering (relight all-frequency effects)
 - Exploit linearity of light transport for this
 - Later, change viewpoint as well



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Why is This Hard?

- Plain graphics hardware supports only simple (point) lights, BRDFs (Phong) without any shadows
- Shadow maps can handle point lights (hard shadows)
- Environment maps complex lighting, BRDFs but no shadows
- IBR can often do changing view, fixed lighting
- How to do complex shadows in complex lighting?
- With dynamically changing illumination and view?

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Relighting as a Matrix-Vector Multiply

$$\begin{bmatrix} P_1 \\ P_2 \\ P_3 \\ \vdots \\ P_N \end{bmatrix} = \begin{bmatrix} T_{11} & T_{12} & \cdots & T_{1M} \\ T_{21} & T_{22} & \cdots & T_{2M} \\ T_{31} & T_{32} & \cdots & T_{3M} \\ \vdots & \vdots & \ddots & \vdots \\ T_{N1} & T_{N2} & \cdots & T_{NM} \end{bmatrix} \begin{bmatrix} L_1 \\ L_2 \\ \vdots \\ L_M \end{bmatrix}$$

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Relighting as a Matrix-Vector Multiply

$$\begin{bmatrix} P_1 \\ P_2 \\ P_3 \\ \vdots \\ P_N \end{bmatrix} = \begin{bmatrix} T_{11} & T_{12} & \cdots & T_{1M} \\ T_{21} & T_{22} & \cdots & T_{2M} \\ T_{31} & T_{32} & \cdots & T_{3M} \\ \vdots & \vdots & \ddots & \vdots \\ T_{N1} & T_{N2} & \cdots & T_{NM} \end{bmatrix} \begin{bmatrix} L_1 \\ L_2 \\ \vdots \\ L_M \end{bmatrix}$$

Output Image (Pixel Vector)

Input Lighting (Cubemap Vector)

Precomputed Transport Matrix

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Matrix Columns (Images)

$$\begin{bmatrix} T_{11} & T_{12} & \cdots & T_{1M} \\ T_{21} & T_{22} & \cdots & T_{2M} \\ T_{31} & T_{32} & \cdots & T_{3M} \\ \vdots & \vdots & \ddots & \vdots \\ T_{N1} & T_{N2} & \cdots & T_{NM} \end{bmatrix}$$

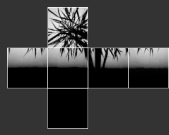
11

Precompute: Ray-Trace Image Cols

$$\begin{bmatrix} T_{11} & T_{12} & \cdots & T_{1M} \\ T_{21} & T_{22} & \cdots & T_{2M} \\ T_{31} & T_{32} & \cdots & T_{3M} \\ \vdots & \vdots & \ddots & \vdots \\ T_{N1} & T_{N2} & \cdots & T_{NM} \end{bmatrix}$$

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Precompute 2: Rasterize Matrix Rows

$$\begin{bmatrix} T_{11} & T_{12} & \cdots & T_{1M} \\ T_{21} & T_{22} & \cdots & T_{2M} \\ T_{31} & T_{32} & \cdots & T_{3M} \\ \vdots & \vdots & \ddots & \vdots \\ T_{N1} & T_{N2} & \cdots & T_{NM} \end{bmatrix}$$


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Problem Definition

Matrix is Enormous

- 512 x 512 pixel images
- 6 x 64 x 64 cubemap environments

Full matrix-vector multiplication is intractable

- On the order of 10^{10} operations *per frame*

How to relight quickly?

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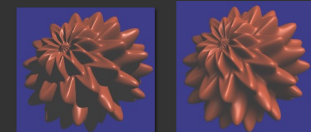
Outline

- Motivation and Background
- Compression methods
 - Low frequency linear spherical harmonic approximation
 - Factorization and PCA
 - Local factorization and clustered PCA
 - Non-linear wavelet approximation
- Changing view as well as lighting
 - Clustered PCA
 - Factored BRDFs
 - Triple Product Integrals

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Precomputed Radiance Transfer

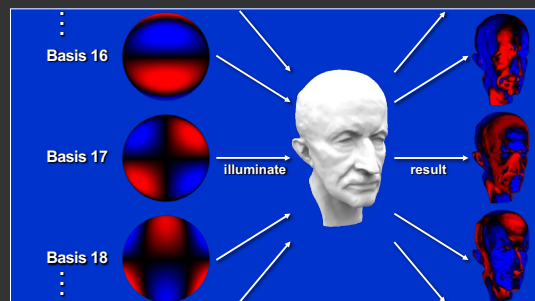
- Better light integration and transport
 - dynamic, area lights
 - self-shadowing
 - interreflections
- For diffuse and glossy surfaces



- At real-time rates
- Sloan et al. 02 (most cited rendering paper in last 20 years 1000+, widely used in games, movie production: Spherical Harmonic Lighting)

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Precomputation: Spherical Harmonics

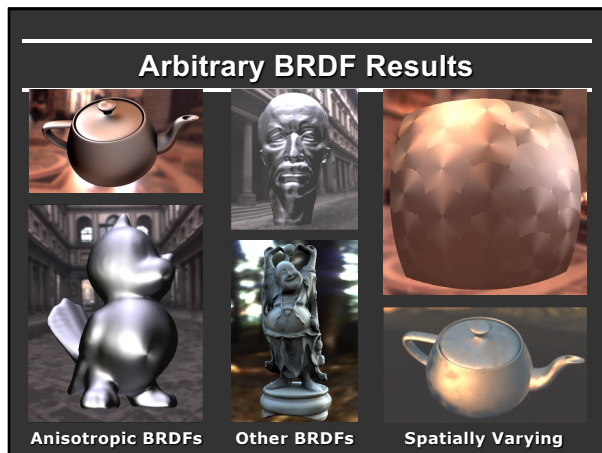


17

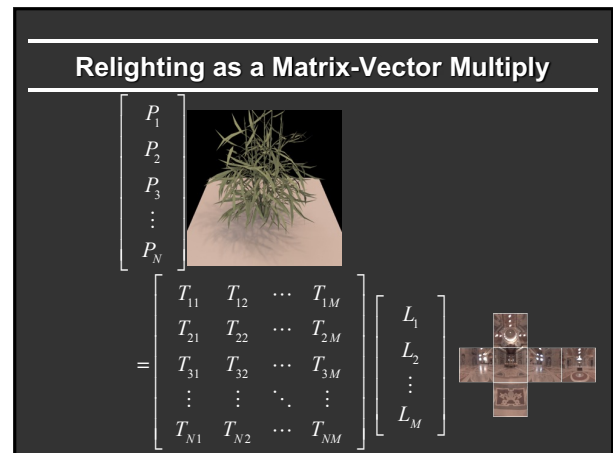
Diffuse Transfer Results



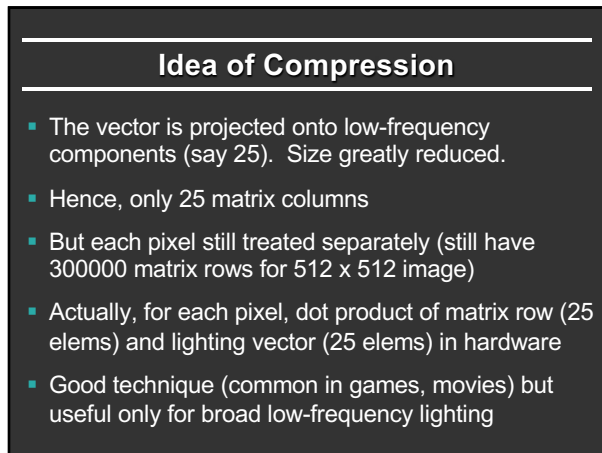
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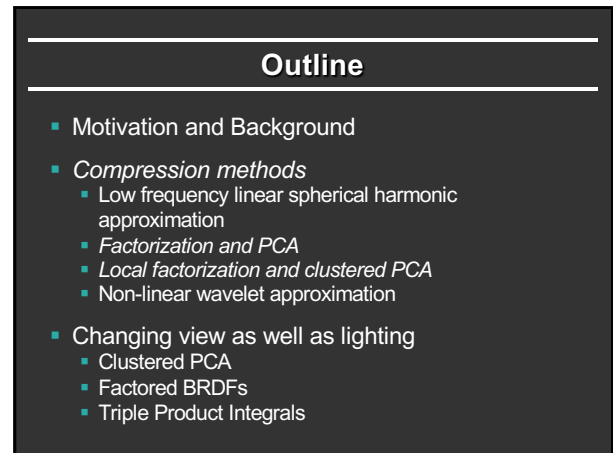
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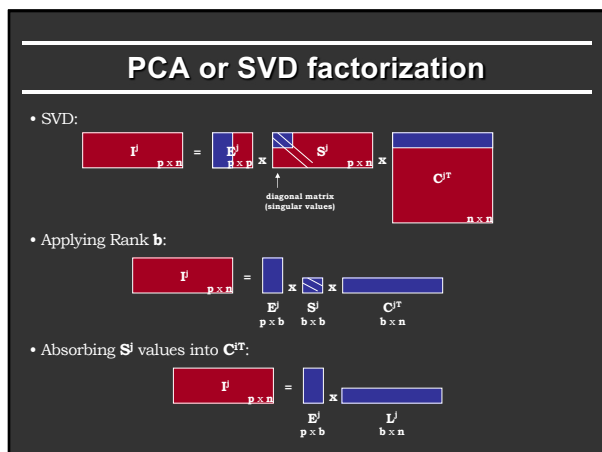
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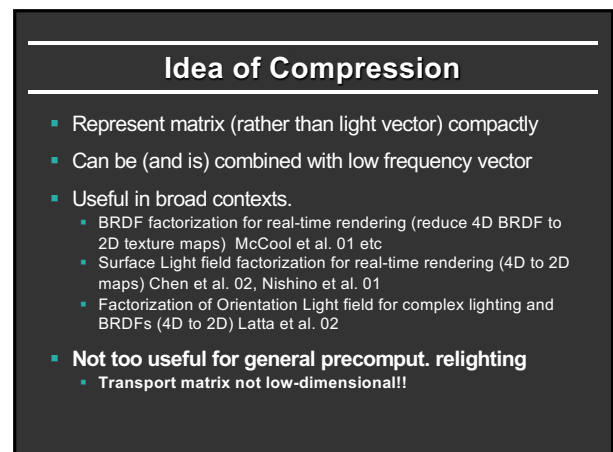
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Local or Clustered PCA

- Exploit local coherence (in say 16x16 pixel blocks)
 - Idea: light transport is locally low-dimensional. Why?
 - Even though globally complex
 - See Mahajan et al. 07 for theoretical analysis
- Original idea: Each triangle separately
 - Example: Surface Light Fields 3D subspace works well
 - Vague analysis of size of triangles
 - Instead of triangle, 16x16 image blocks [Nayar et al. 04]
- Clustered PCA [Sloan et al. 2003]
 - Combines two widely used compression techniques: Vector Quantization or VQ and Principal Component Analysis
 - For complex geometry, no need for parameterization / topology

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Image-Based Rendering

Practical Case

Human Face

Zickler, Enrique, Ramamoorthi, Belhumeur 05. 06

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Sparse Matrix-Vector Multiplication

Choose data representations with mostly zeroes

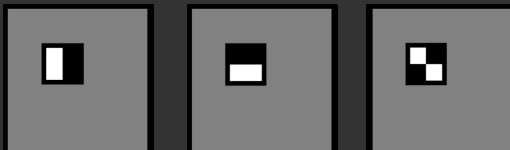
Vector: Use *non-linear wavelet approximation* on lighting

Matrix: Wavelet-encode transport rows

$$\begin{bmatrix} T_{11} & T_{12} & \dots & T_{1M} \\ T_{21} & T_{22} & \dots & T_{2M} \\ T_{31} & T_{32} & \dots & T_{3M} \\ \vdots & \vdots & \ddots & \vdots \\ T_{N1} & T_{N2} & \dots & T_{NM} \end{bmatrix} \begin{bmatrix} L_1 \\ L_2 \\ \vdots \\ L_M \end{bmatrix}$$


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Haar Wavelet Basis



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Non-linear Wavelet Approximation

Wavelets provide dual space / frequency locality

- Large wavelets capture low frequency area lighting
- Small wavelets capture high frequency compact features

Non-linear Approximation

- Use a **dynamic** set of approximating functions (*depends on each frame's lighting*)
- By contrast, linear approx. uses **fixed** set of basis functions (like 25 lowest frequency spherical harmonics)
- We choose 10's - 100's from a basis of 24,576 wavelets

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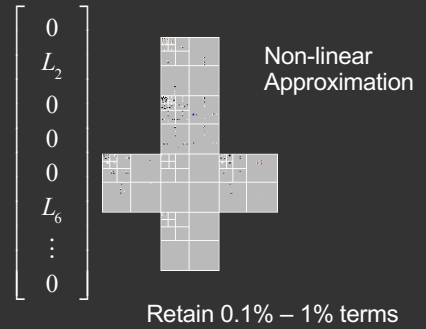
Non-linear Wavelet Light Approximation

Wavelet Transform



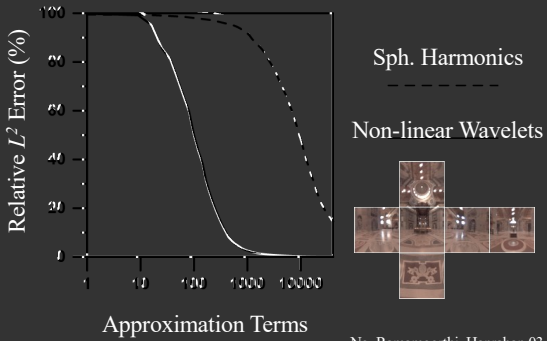
31

Non-linear Wavelet Light Approximation



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Error in Lighting: St Peter's Basilica



Ng, Ramamoorthi, Hanrahan 03

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Output Image Comparison

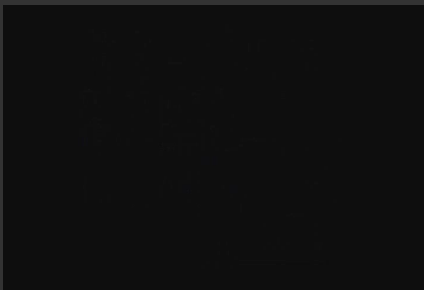
Top: Linear Spherical Harmonic Approximation
Bottom: Non-linear Wavelet Approximation



25 200 2,000 20,000

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Video: Real Time Relighting



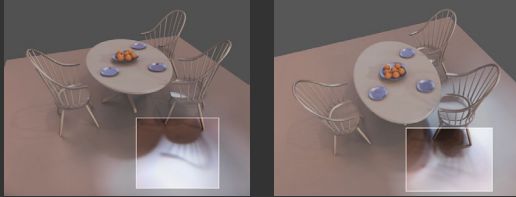
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Changing Only The View



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Problem Characterization

6D Precomputation Space

- Distant Lighting (2D)
- View (2D)
- Rigid Geometry (2D)



With ~ 100 samples per dimension
~ 10^{12} samples total!! : Intractable computation, rendering

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Clustered PCA

- Use low-frequency light and view variation (Order 4 spherical harmonic = 25 for both; total = $25 \times 25 = 625$)
- 625 element vector for each vertex
- Apply CPCA directly (Sloan et al. 2003)
- Does not easily scale to high frequencies
 - Really cubic complexity (number of vertices, illumination directions or harmonics, and view directions or harmonics)
- Practical real-time method on GPU

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Factored BRDFs

- Sloan et al. 04, Wang et al. 04: All-frequency effects
- Combines lots of things: BRDF factorization, CPCA, nonlinear approx. with wavelets
- Idea: Factor BRDF to depend on incident, outgoing
 - Incident part handled with view-independent relighting
 - Then linearly combine based on outgoing factor
- Effectively, break problem into a few subproblems that can be solved view-independently and added up
 - Can apply nonlinear wavelet approx. to each subproblem
 - And CPCA to the matrices for further compression

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Factored BRDFs: Critique

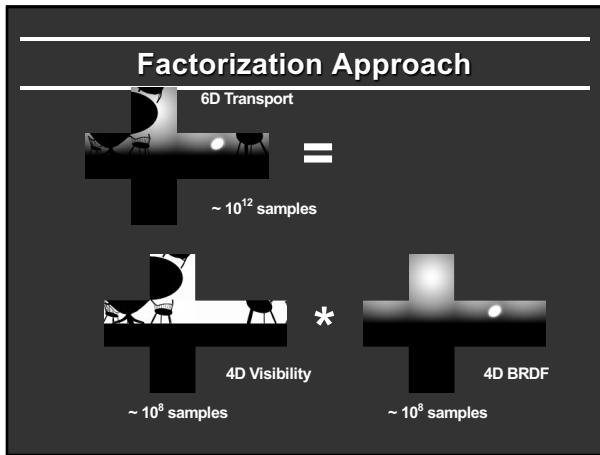
- Simple, reasonably practical method
- Problem: Non-optimal factorization, few terms
 - Can only handle less glossy materials
 - Accuracy not properly investigated [Mahajan et al 08]
- Very nice synthesis of many existing ideas
- Comparison to triple product integrals
 - Not as deep or cool, but simpler and real-time
 - Limits BRDF fidelity, glossiness much more
 - In a sense, they are different types of factorizations

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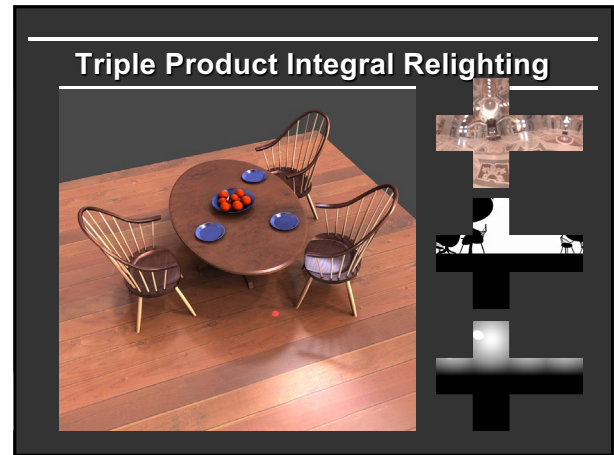
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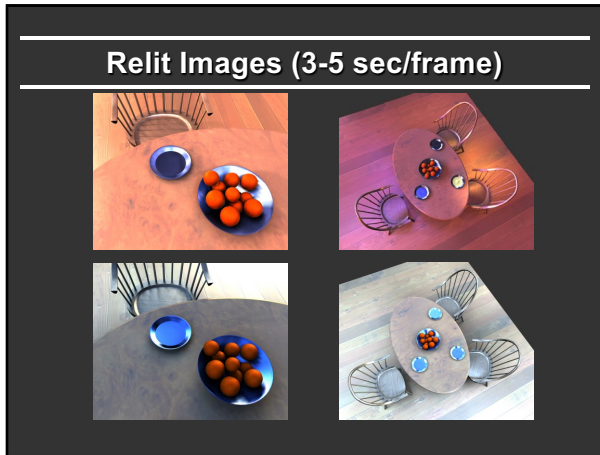
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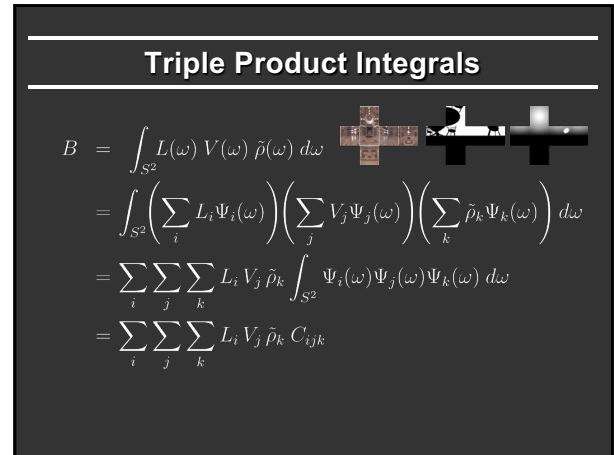
43



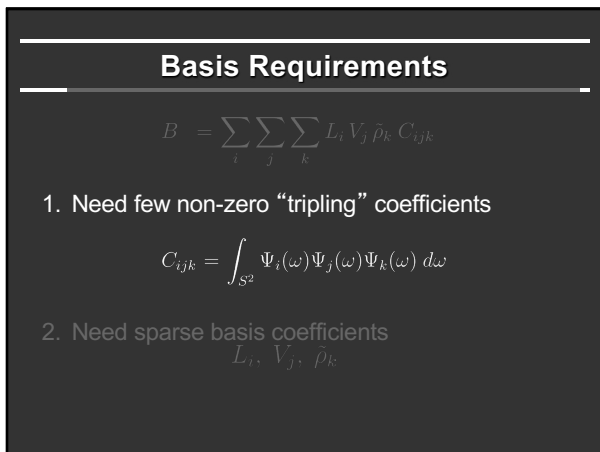
44



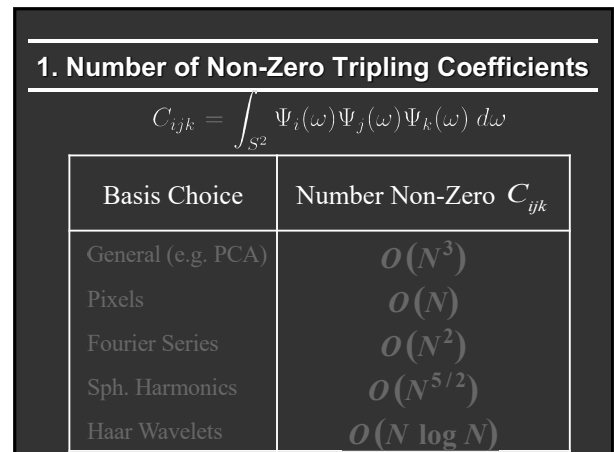
45



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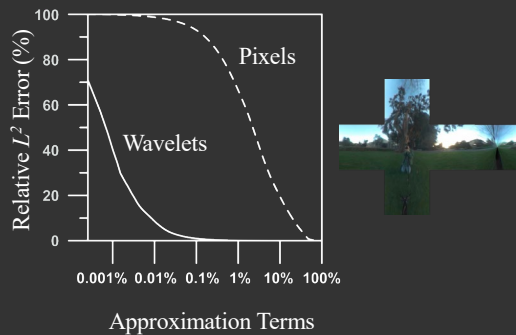


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2. Sparsity in Light Approx.



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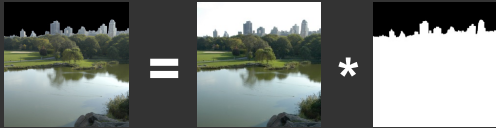
Summary of Wavelet Results

- Derive direct $O(N \log N)$ triple product algorithm
- Dynamic programming can eliminate $\log N$ term
- Final complexity linear in number of retained basis coefficients

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Broader Computational Relevance

- Clebsch-Gordan triple product series for spherical harmonics in quantum mechanics (but not focused on computation)
- Essentially no previous work graphics, applied math
- Same machinery applies to basic operation: multiplication
 - Signal multiplication for audio, image compositing,....
 - Compressed signals/videos (e.g. wavelets JPEG 2000)



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Summary

- Really a big data compression and signal-processing problem
- Apply many standard methods
 - PCA, wavelet, spherical harmonic, factor compression
- And invent new ones
 - VQPCA, wavelet triple products
- Guided by and gives insights into properties of illumination, reflectance, visibility
 - How many terms enough? How much sparsity?

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Subsequent Work

- My survey 2009 (lecture only covers 2002-2004)
- Varied lighting/view. What about dynamic scenes, BRDFs
 - Much subsequent work [Zhou et al. 05, Ben-Artzi et al. 06]. But still limited for dynamic scenes
- Must work on GPU to be practical
- Sampling on object geometry remains a challenge
- Near-Field Lighting has had some work, remains a challenge
- Applications to lighting design, direct to indirect transfer
- New basis functions and theory
- Newer methods do not require precompute, various GPU tricks
- So far, low-frequency spherical harmonics used in games, all-frequency techniques have had limited applicability

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Analytic SH Gradients

Analytic Spherical Harmonic Gradients for Real-Time Rendering with Many Polygonal Area Lights

Lifan Wu¹, Guangyan Cai¹, Shuang Zhao², Ravi Ramamoorthi¹

¹ UC San Diego, ² UC Irvine

NO AUDIO

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