

Experimental Analysis of BSDF Models

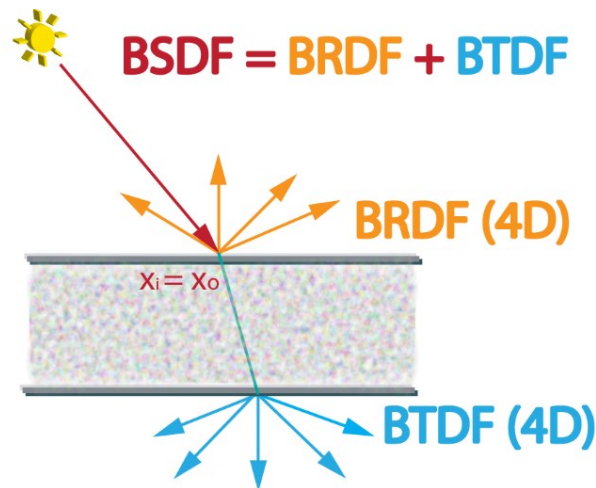
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Introduction

- *Optically thin, translucent materials, such as papers, glasses and daylight redirecting films, are represented by Bidirectional Scattering Distribution Functions (BSDFs) [NRH*77].*
- *The BSDF is a sum of Bidirectional Reflectance Distribution Function (BRDF) and Bidirectional Transmittance Distribution Function (BTDF) [NRH*77], therefore it represents both light reflection and light transmission of translucent materials.*



Introduction



Walter et al. [WMLT07]

A Microfacet-Based BSDF Model



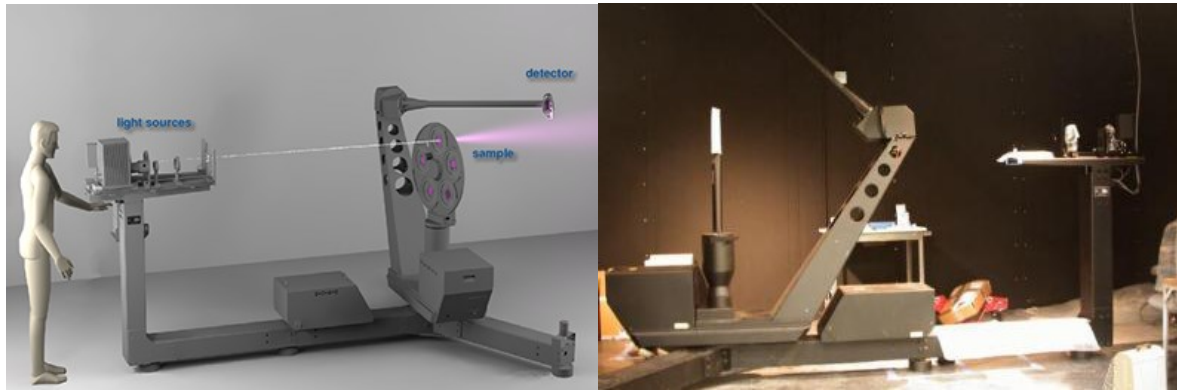
Ward et al. [WKB12]

A Data-Driven BSDF Representation

Problem: Finding Anisotropic BSDF Measurements



Introduction



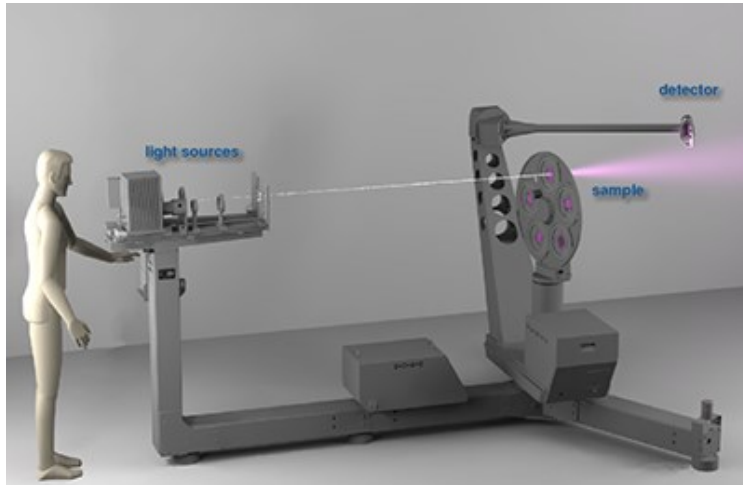
Apian-Bennewitz [AB14]
pgII gonio-photometer



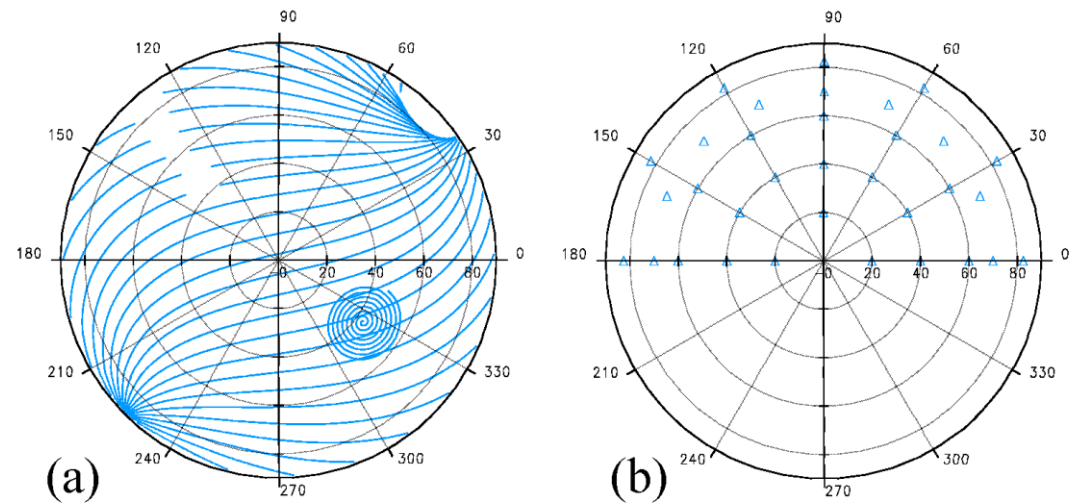
Problem: Finding A Large BSDF Database



BSDF Data Set and Acquisition



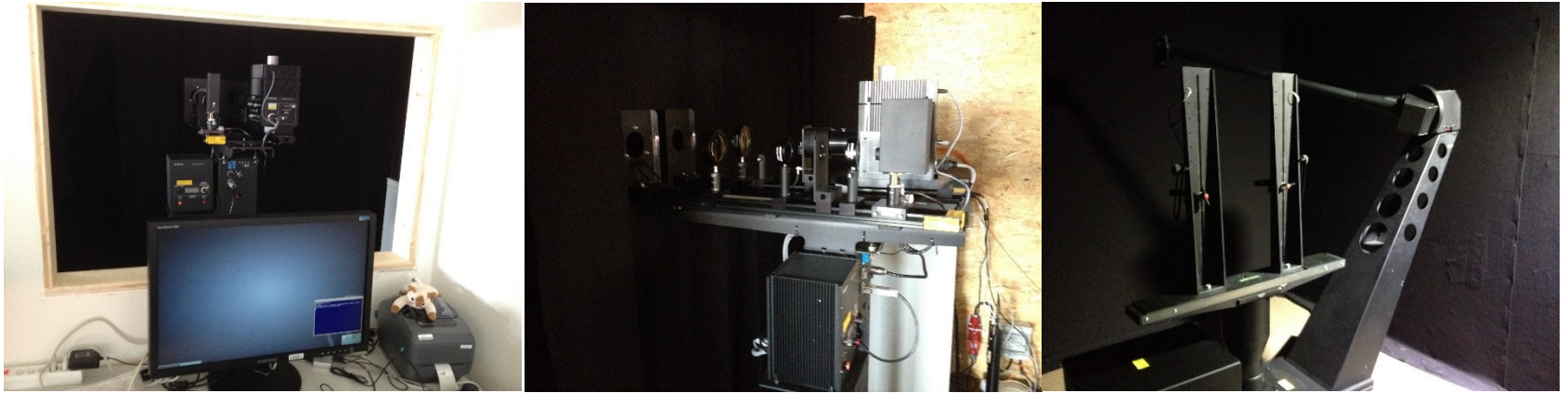
Apian-Bennewitz [AB14]
pgII gonio-photometer



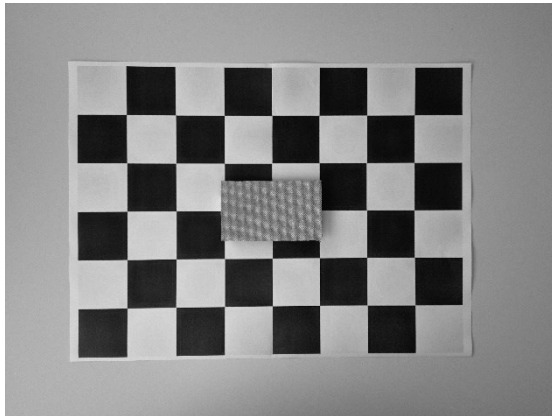
(a) Outgoing directions, (b) Incoming directions
pgII gonio-photometer



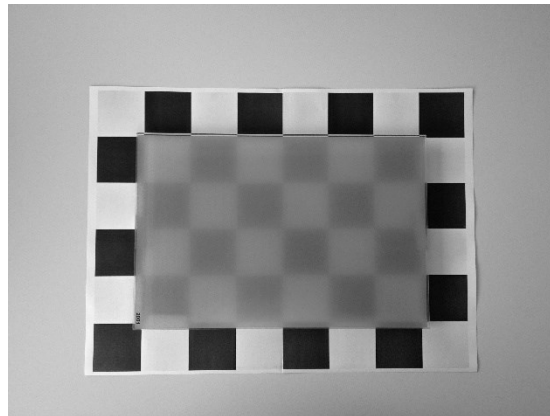
BSDF Data Set and Acquisition



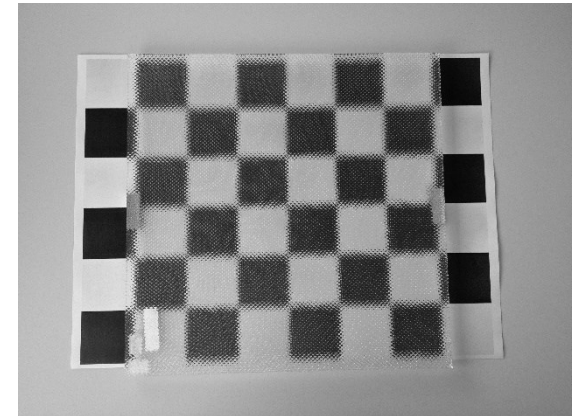
Real photographs from our *pgII gonio-photometer* setup



Hunter douglas material



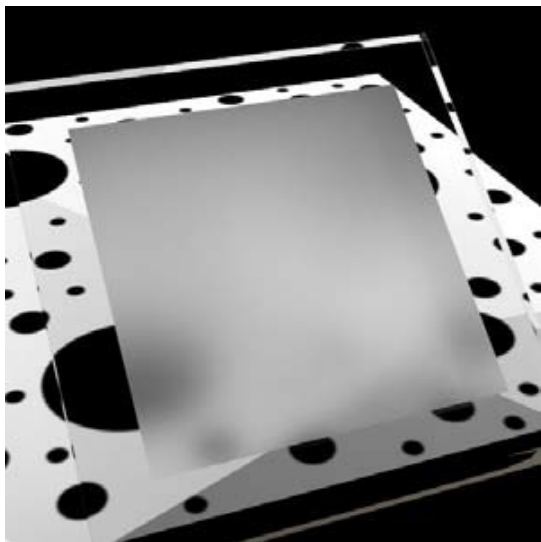
Orange glass material



Structured glass material



BSDF Models



Walter et al. [WMLT07]

A Microfacet-Based BSDF Model



Ward et al. [WKB12]

A Data-Driven BSDF Representation

- *These BSDF models differ in their degrees of freedom and goals, and we focus on the numerical ability to fit our measured BSDF data, computation times and storage needs.*



Walter et al. BSDF Model

- Walter et al.'s [WMLTo7] BSDF model can be formalized as:

$$f(\omega_i, \omega_o) = \frac{k_d}{\pi} + k_{sr} \frac{F(\omega_i, \omega_{hr}, f_{0r}) G(\omega_i, \omega_o, \omega_{hr}, \alpha_r) D(\omega_{hr}, \alpha_r)}{4|\omega_i \cdot \omega_n||\omega_o \cdot \omega_n|}$$

$$+ k_{st} \frac{|\omega_i \cdot \omega_{ht}||\omega_o \cdot \omega_{ht}|}{|\omega_i \cdot \omega_n||\omega_o \cdot \omega_n|} \times \frac{\eta_o^2(1 - F(\omega_i, \omega_{ht}, f_{0t})) G(\omega_i, \omega_o, \omega_{ht}, \alpha_t) D(\omega_{ht}, \alpha_t)}{(\eta_i(\omega_i \cdot \omega_{ht}) + \eta_o(\omega_o \cdot \omega_{ht}))^2}$$

ω_i : incoming light vector

ω_o : outgoing view vector

$$\omega_{hr} = \frac{(\omega_i + \omega_o)}{\|\omega_i + \omega_o\|} : \text{halfway reflection vector}$$

$$\omega_{ht} = \frac{-(\eta_i \omega_i + \eta_o \omega_o)}{\|\eta_i \omega_i + \eta_o \omega_o\|} : \text{halfway transmission vector}$$

k_d, k_{sr}, k_{st} : diffuse, specular reflection and specular transmission coefficients

η_i, η_o : index of refraction for the incident and the transmitted side of the surface

α_r, α_t : width parameter for the incident and the transmitted side of the surface

f_{0r}, f_{0t} : Fresnel coefficient for the incident and the transmitted side of the surface



Walter et al. BSDF Model

- To compute Fresnel term, we use Schlick approximation [Sch94] as:

$$F(\omega_i, \omega_h, f_0) = f_0 + (1 - f_0)(1 - (\omega_i \cdot \omega_h))^5$$

- To compute $G(\cdot)$ term, we use Smith approximation as:

$$G(\omega_i, \omega_o, \omega_h, \alpha) \approx G_1(\omega_i, \omega_h, \alpha)G_1(\omega_o, \omega_h, \alpha)$$

- To compute $G_1(\cdot)$ and $D(\cdot)$ term, we use the following GGX distribution:

$$D(\omega_h, \alpha) = \frac{\alpha^2 \chi^+(\omega_h \cdot \omega_n)}{\pi \cos^4 \theta_h (\alpha^2 + \tan^2 \theta_h)^2}$$

$$G_1(\omega, \omega_h, \alpha) = \chi^+\left(\frac{\omega \cdot \omega_h}{\omega \cdot \omega_n}\right) \frac{2}{1 + \sqrt{1 + \alpha^2 \tan^2 \theta}}$$

$\chi^+(a)$: the positive function



Walter et al. BSDF Model

- *We extend Ngan et al.'s [NDM05] fitting procedure to represent measured BSDFs by Walter et al.'s analytical BSDF model.*
- *We apply a constrained nonlinear optimization technique. We estimate:*

$\alpha_r, \alpha_t, \eta_o, \eta_i, f_{0r}, f_{0t}$: nonlinearly by using a constrained minimization algorithm

k_d, k_{sr}, k_{st} : computed analytically as a subprocedure based on a linear least square optimization

- *To optimize fitting results for finding a global minimum, we restart the optimization with a different set of initial guesses and we take a set of parameters which leads the minimum L^2 error.*

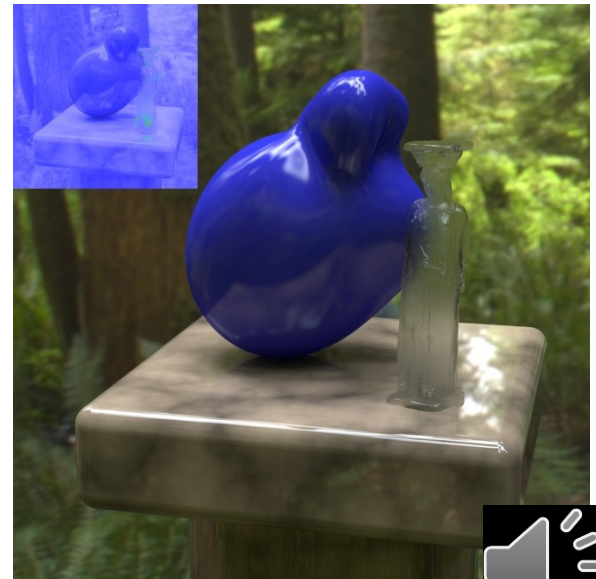
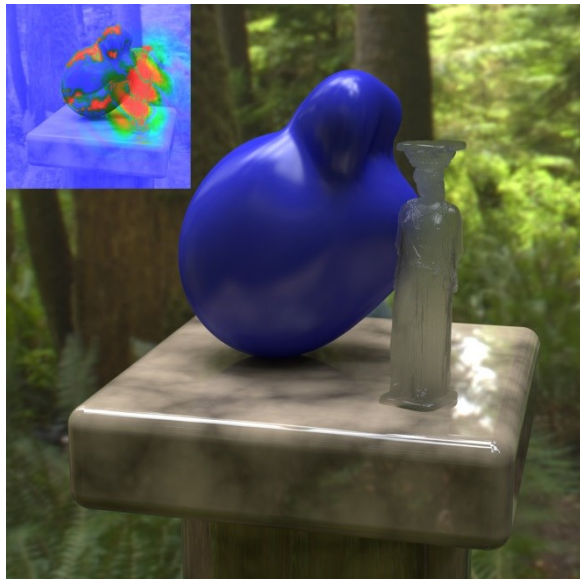
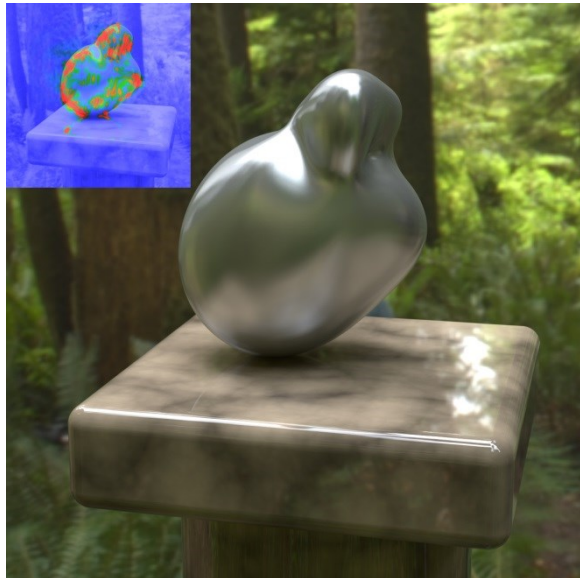


Ward et al. BSDF Representation

- *Ward et al. [WKB12] proposed an XML representation and an Open Source C library to support BSDFs in rendering applications.*
 - *It allows for the efficient representation, query and Monte Carlo sampling of real-world BSDFs in a model-free framework.*
 - *It includes two data-driven BSDF representation.*
 - *Matrix-based BSDF representation.*
 - *Tensor tree BSDF representation.*
 - *It helps to handle advanced schemes such as Complex Fenestration Systems (CFSs).*
 - *Isotropic BSDF data is represented in $(\theta_i, \theta_o, \phi_{diff} = \phi_o - \phi_i)$ parameters, anisotropic BSDF data is represented $(\theta_i, \phi_i, \theta_o, \phi_o)$ parameters.*



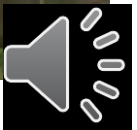
Ward et al. BSDF Representation



Matrix-based BSDF
representation

Reference image

Tensor tree BSDF
representation

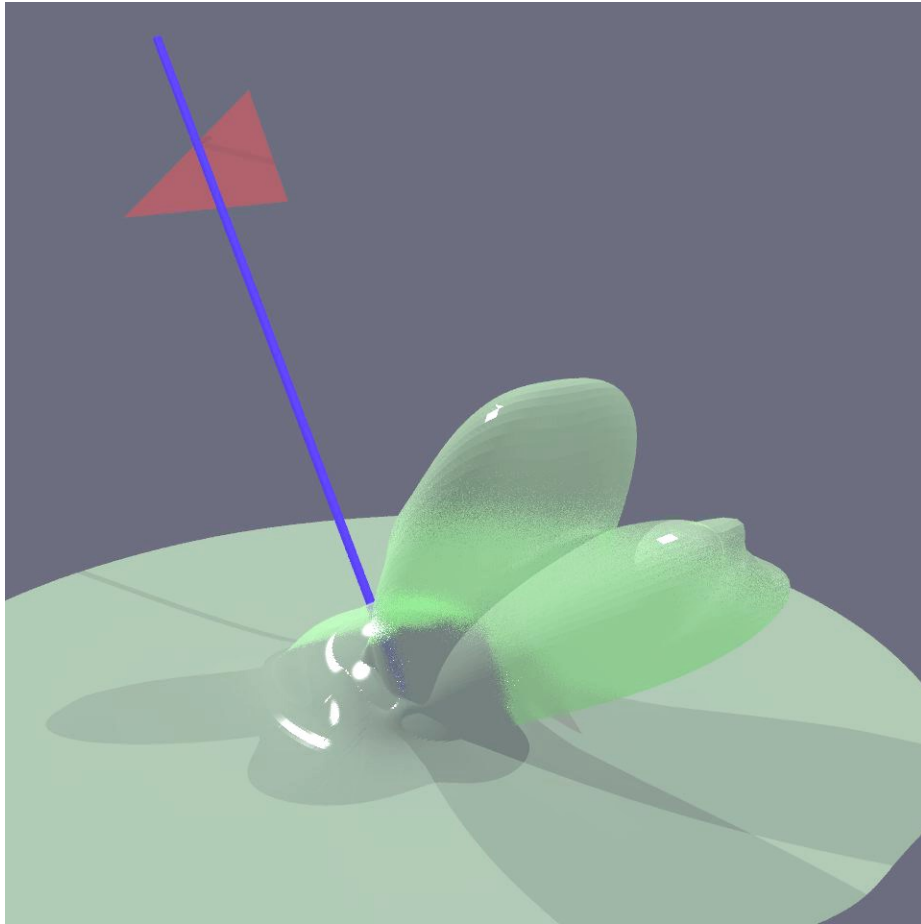


Ward et al. BSDF Representation

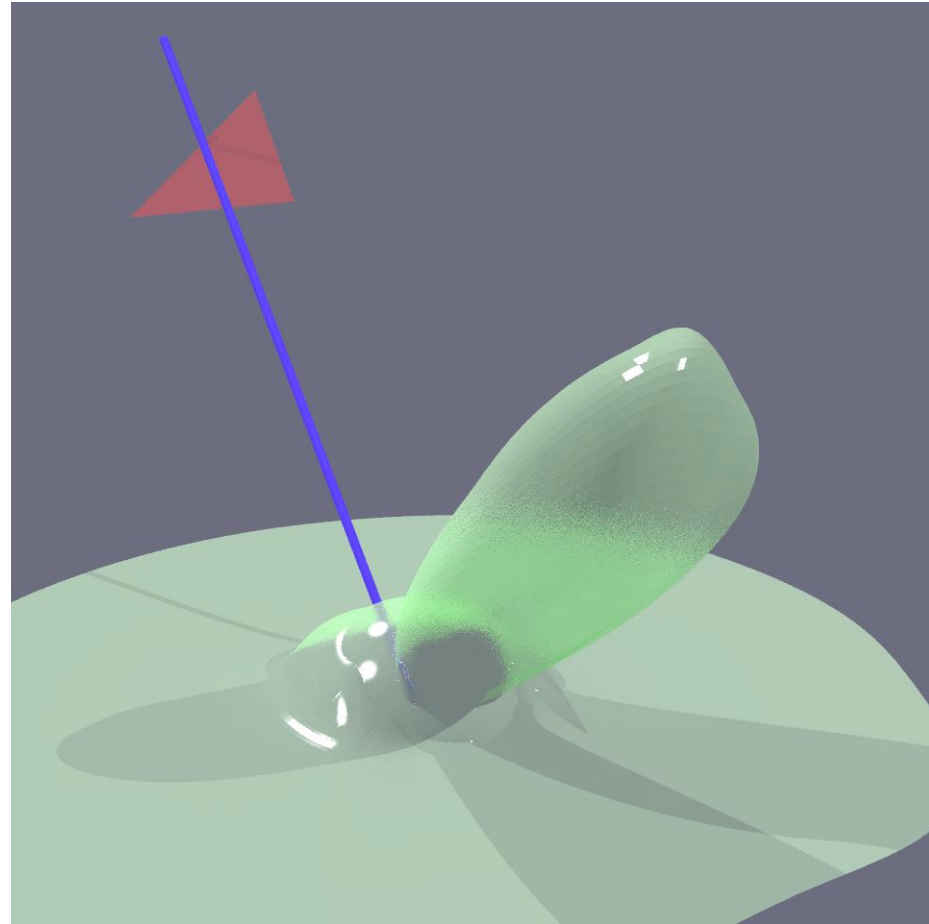
- *Since our BSDF measurements are sparse and irregular, we need to fill these BSDF measurements accurately to be able to represent them with Tensor tree BSDF representation.*
- *In this work, we use Ward et al.'s [WKB14] Lagrangian based interpolation technique for filling our sparse set of incident angle measurements. It includes three steps:*
 - *For each incident direction, measured BSDF values are fitted by a sum of Gaussian lobes.*
 - *A spherical Delaunay triangulation of the incident directions are constructed.*
 - *For each edge of the triangulation, a transport plan is computed for shifting Gaussian lobes in the first vertex to Gaussian lobes in the second vertex.*



Ward et al. BSDF Representation



Linear interpolation



Ward et al.'s [WKB14] Lagrangian mass transport based interpolation



Experimental Results

- *To investigate abilities of BSDF models, we used our BSDF measurements and BSDF measurements from BME database [AB14].*
- *The nonlinear parameters of Walter et al. [WMLTo7] BSDF model is estimated by using `fmincon` [WMNO11] function in MATLAB library.*
- *We optimize L^2 errors [NDMo5] in this fitting procedure, and linear parameters are estimated as a subprocedure based on a linear least square optimization.*

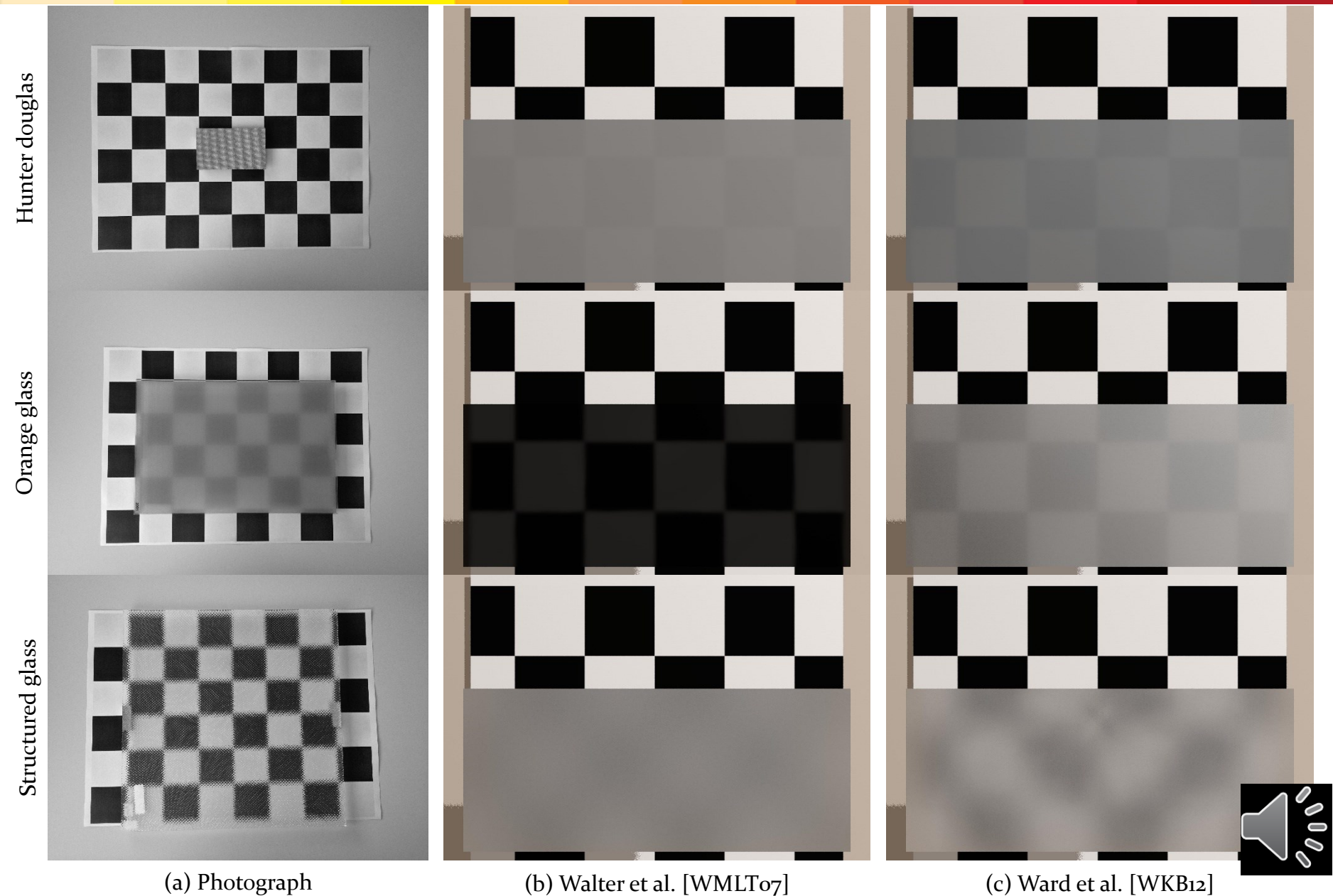


Experimental Results

- To represent BSDF measurements with Ward et al. [WKB12] Tensor tree BSDF representation, we first interpolated it by Ward et al. [WKB14] interpolation technique.
- To simulate both Walter et al.'s BSDF model and Ward et al.'s interpolation technique in RADIANCE [LS98], tensor tree BSDF representations are constructed by using *bsdf2ttree* function in RADIANCE.

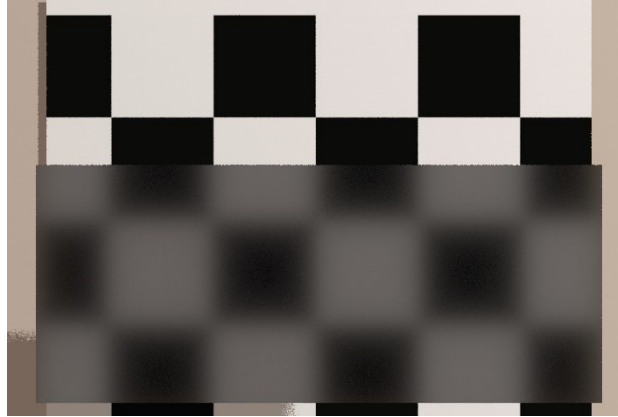


Experimental Results

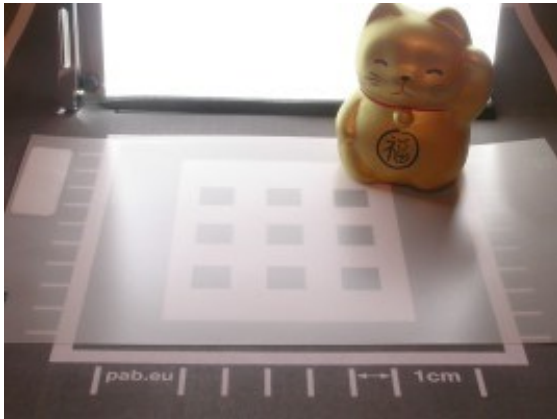


Experimental Results

Lo2-148



vk_opio



(a) Photograph

(b) Walter et al. [WMLT07]

(c) Ward et al. [WKB12]



Experimental Results

Material Name	Measured	Walter et al. [WMLTo7]	Ward et al. [WKB12]
Hunter douglas	257MB	0.25MB	23.7MB
Orange glass	158MB	0.28MB	18.6MB
Structured glass	195.8MB	0.76MB	20.6MB

Table 1: Required storage spaces of BSDF measurements and BSDF representations for various materials.

- *On a 4-core laptop, average computation times of Walter et al.'s BSDF model and Ward et al.'s BSDF interpolation technique are 12 minutes, and 46 minutes, respectively.*



Conclusions

- *We measured BSDF data from 3 different optically thin, translucent materials, and made experimental analysis on these BSDF measurements and BSDF measurements from BME database by representing them with various BSDF models.*
- *We have shown that compared to Walter et al.'s BSDF model, Ward et al.'s data-driven BSDF representation provides more accurate representations, while it requires $\sim 60\times$ storage needs and $\sim 4\times$ computation times.*
- *We're planning to make publicly available our BSDF measurements and fitting results for giving a start to construct a huge BSDF database.*



Thank You...

Thank You

