

Course 10  
Realistic Materials in Computer Graphics

**Homogeneous Isotropic BRDFs**

Wojciech Matusik  
MERL

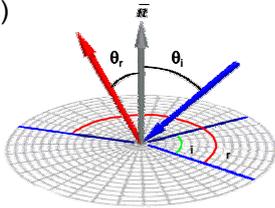
**Outline**

- Image-based BRDF measurement
- Efficient measurement
- Validation of analytic BRDF models
- Data-driven BRDF model



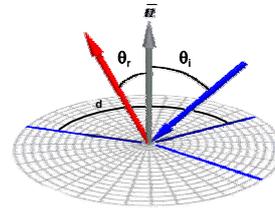
**Reflectance**

- Bidirectional Reflectance Distribution Function (BRDF)
- $f_r(\theta_i, \phi_i, \theta_r, \phi_r)$



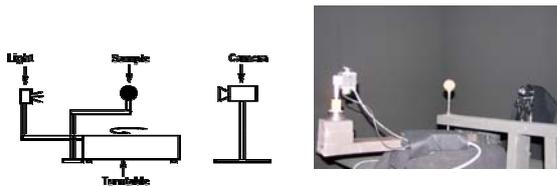
**Reflectance**

- Isotropic BRDF
- $f_r(\theta, \theta_r, \phi_d)$



**Measurement**

- Inspired by Marshner [1998]



**Measurement**

- Camera
  - QImaging Retiga
    - Firewire Connection
    - High-Res (1300x1030)
    - 10 bits, Bayer pattern
    - Exposure 40 $\mu$ s - 16 min
  - HDR imaging
    - 17 images: 40  $\mu$ s - 30 s
    - Linear Response Curve



## Measurement

SIGGRAPH2005

- Light Source
  - Hamamatsu SQ Xenon lamp
    - Stable emission output
    - Continuous and relatively constant radiation spectrum



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## Measurement

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- Turntable
  - Kaidan MD-19
  - Computer-controlled
- Dark Room
  - Walls painted with flat black paint
- Spherical Samples



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## Calibration

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- Geometric calibration
  - Contact digitizer
    - Faro Arm
  - Intrinsic & extrinsic camera parameters
  - Sphere center & radius
  - Light Position
    - parameterized on a circle in 3D



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## Measurement

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- 20-80 million reflectance measurements per material
- Each tabulated BRDF entails  $90 \times 90 \times 180 \times 3 = 4,374,000$  measurement bins



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## Rendering from Tabulated BRDFs

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- These BRDFs are immediately useful
- Direct renderings from measurements



Nickel Hematite Gold Paint Pink Felt

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## Outline

SIGGRAPH2005

- Image-based BRDF measurement
- **Efficient measurement**
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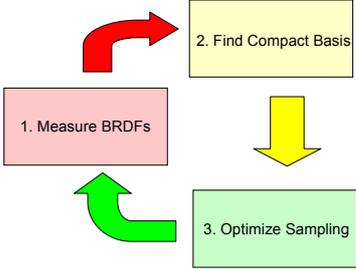
## IT WAS PAINFUL!!!




- Each ball took over 4 hours
- In 2 years we measured slightly more than 100 balls
- We repeated the whole process two times, using different light sources, and photometric calibrations
- **Can we apply what we've learned thus far to speed up the process in the future?**

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## Measurement Process

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## Wavelet Analysis of BRDFs



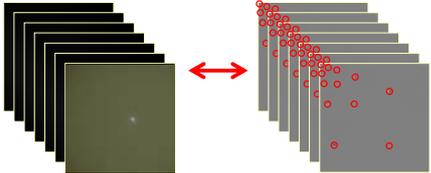
- Wavelets are a very compact representation for BRDFs
  - Schröder [95], Lalonde [97]
  - BRDFs exhibit high frequencies in very specific regions of their parameter space
  - Wavelets perform localized analysis of a larger signal

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## Wavelet Analysis of BRDFs



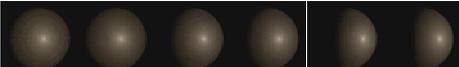
- For a given BRDF, most (+97%) of the information is in only a few wavelet coefficients
- Repeat for all BRDFs, and compute their union  
Common Wavelet Basis (CWB) = ~69,000 coefficients
- This gives 69K specific places to measure each BRDF



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## BRDFs Reconstructed from CWB samples



|                 |                                                                                     |      |
|-----------------|-------------------------------------------------------------------------------------|------|
| Dark-red paint  |  | 1.0% |
| Gold paint      |  | 1.3% |
| Orange plastic  |  | 3.2% |
| Aluminum bronze |  | 1.2% |

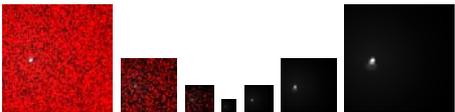
BRDFs based on 69K samples on left, dense samples on right

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## Pull-Push Reconstruction of BRDFs



- Alternatively, use Pull-Push to reconstruct (Gortler, et al. 96)
- Treat as scattered data interpolation problem



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## Push-Pull Reconstructions

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|                 |  |      |
|-----------------|--|------|
| Dark-red paint  |  | 0.6% |
| Gold paint      |  | 0.9% |
| Orange plastic  |  | 2.5% |
| Aluminum bronze |  | 1.1% |

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## Linear Combinations of BRDFs (LCB)

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- Can we find a linear combination of our existing BRDFs that match any new one?
- Requires only estimating 100 coefficients for source BRDFs
- Compute a set of 800 constraints that allow estimating these 100 coefficients robustly

$$\alpha_1 \text{ [Green Sphere]} + \alpha_2 \text{ [Orange Sphere]} + \alpha_3 \text{ [Blue Sphere]} + \alpha_4 \text{ [Red Sphere]} + \dots = \text{[Target Sphere]}$$

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## Linear Combinations of BRDFs

SIGGRAPH2005

|                 |  |      |
|-----------------|--|------|
| Dark-red paint  |  | 1.8% |
| Gold paint      |  | 1.8% |
| Orange plastic  |  | 4.3% |
| Aluminum bronze |  | 2.5% |

BRDFs based on 800 samples

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## Sampling Methods Discussion

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- CWB and Push-Pull
  - require 69,000 measurements
  - BRDF database not required
- Linear Combination of BRDFs
  - requires fewer measurements (800)
  - requires BRDF database

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## Outline

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- Image-based BRDF measurement
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## BRDF Models

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- Phenomenological
  - Phong [75]
    - Blinn-Phong [77]
  - Ward [92]
  - Lafortune et al. [97]
  - Ashikhmin et al. [00]
- Physical
  - Cook-Torrance [81]
  - He et al. [91]

Roughly increasing computation time

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## BRDF Fitting



- Target models: Blinn-Phong, Cook-Torrance, He et al., Lafortune et al. , Ward, Ashikhmin-Shirley
- Assumption
  - Lambertian diffuse
  - Model parameters color independent

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## BRDF Fitting

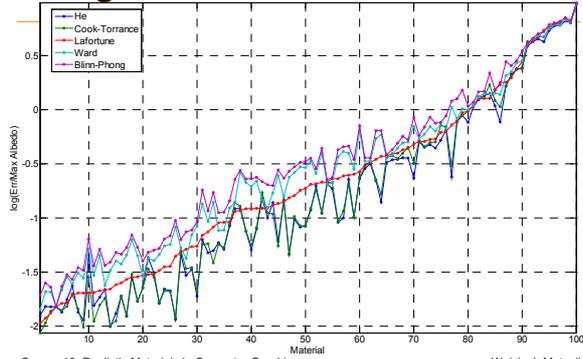


- Given model  $M$ , find optimal parameters  $\mathbf{p}$  that best approximate the measurements
- Metric:
  - RMS of  $(\rho_{\text{measured}} - M(\mathbf{p})) (\cos \theta_i)$  over non-empty bins in the tabulated data
  - Lafortune [97]:
    - $(\rho_{\text{measured}} - M(\mathbf{p})) (\cos \theta_i) (\cos \theta_o)$

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## Fitting Errors



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## Dark blue paint



Acquired data

Environment map



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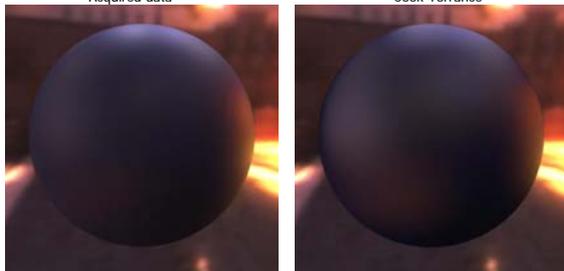
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## Dark blue paint



Acquired data

Cook-Torrance



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## Dark blue paint



Acquired data

Ashikhmin



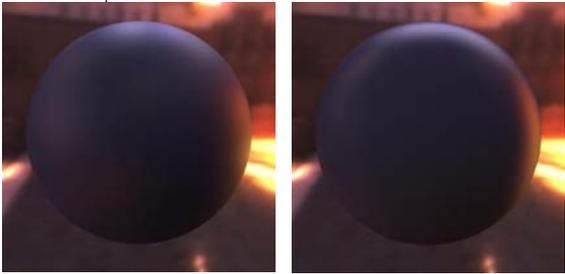
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**Dark blue paint** SIGGRAPH2005

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Acquired data Lafortune

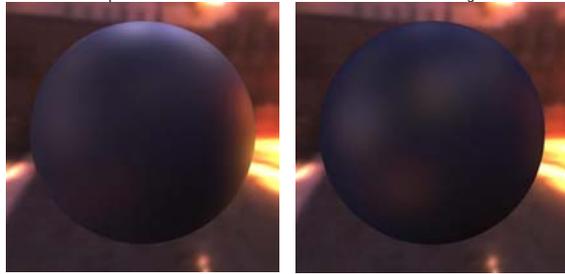


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**Dark blue paint** SIGGRAPH2005

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Acquired data Blinn-Phong

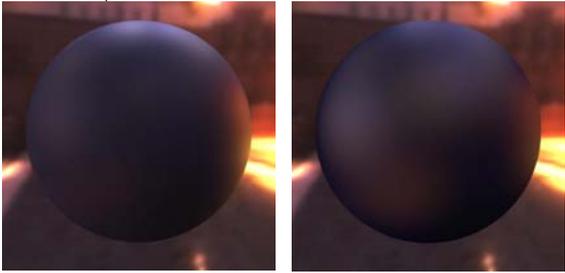


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**Dark blue paint** SIGGRAPH2005

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Acquired data Ward

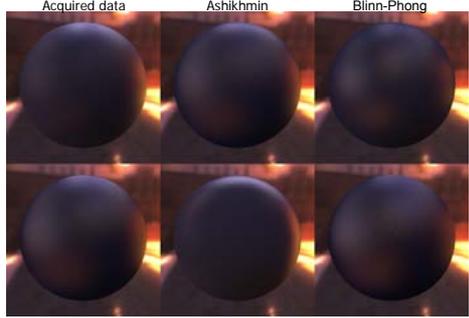


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**Dark blue paint** SIGGRAPH2005

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Acquired data Ashikhmin Blinn-Phong



Cook-Torrance Lafortune Ward

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**Chrome** SIGGRAPH2005

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Acquired data

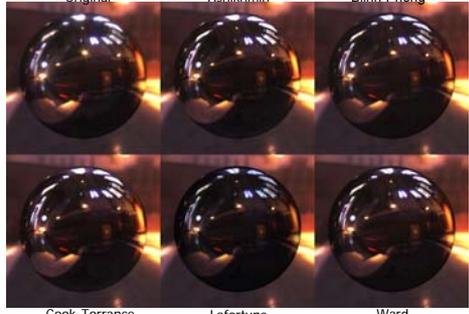


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**Chrome** SIGGRAPH2005

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Original Ashikhmin Blinn-Phong



Cook-Torrance Lafortune Ward

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## Observations

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- Some materials impossible to represent with a single lobe

Acquired data



Cook-Torrance



**Material – Red Christmas Ball**

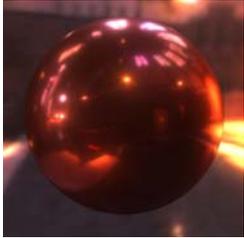
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## Adding a second lobe

SIGGRAPH2005

- Some materials impossible to represent with a single lobe

Acquired data



Cook-Torrance 2 lobes



**Material – Red Christmas Ball**

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## Observations

SIGGRAPH2005

- Cook-Torrance, Ashikhmin
  - Consistently outperform the other models
- Lafortune
  - High discrepancy near grazing angle
  - Shape of lobe very different
- Ward, Blinn-Phong
  - unable to reproduce Fresnel effect



Quality of Fit

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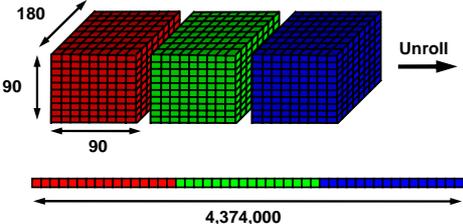


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## BRDFs as Vectors in High Dimensional Space

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- Each tabulated BRDF is a vector in  $90 \times 90 \times 180 \times 3 = 4,374,000$  dimensional space



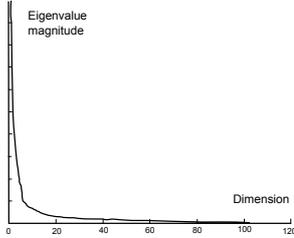
4,374,000

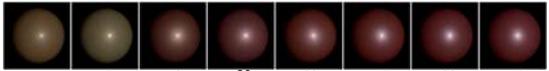
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## Linear Analysis (PCA)

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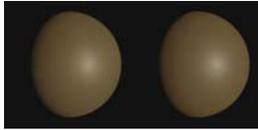
- Find optimal linear basis for our data set
- 45 components needed to reduce residue to under measurement error



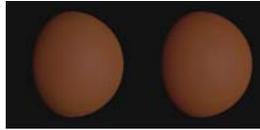


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## Cross-Validation of Linear Model



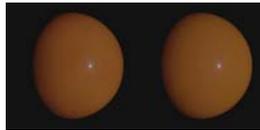
linear combination original



linear combination original



linear combination original



linear combination original

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## BRDF Modeling using Linear Subspace



- Navigation in linear subspace
  - interpolation
  - extrapolation
- All results are linear combinations of the source BRDFs



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## Problems with Linear Subspace Modeling



- Large number of basis vectors (45)
- Some linear combinations yield invalid or unlikely BRDFs

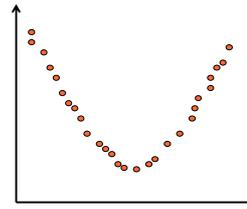


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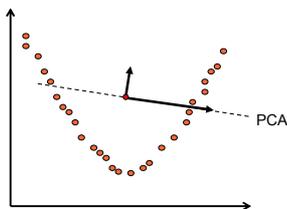
## Why does linear modeling fail?



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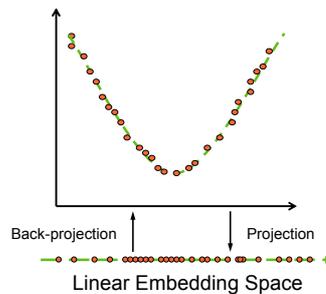
## Why does linear modeling fail?



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## Non-Linear Manifold Learning



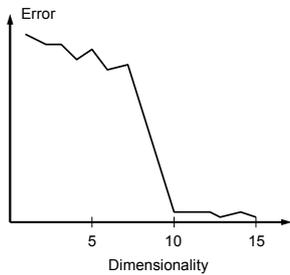
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## Results of Non-Linear Manifold Learning



- Charting [Brand03]
- At 15 dimensions reconstruction error is less than 1%
- Parameter count similar to analytical models



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## Intuitive User Interface for our BRDF Model



- User classification of BRDFs according to a set of predefined traits
  - e.g.: *red, specular, diffuse, metallic, plastic, rough, silver, fabric, acrylic, greasy, dusty, ...*
- User starts from a source BRDF and applies trait vectors to create desired model

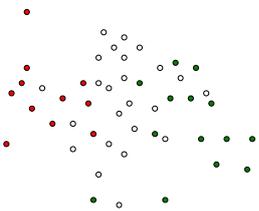
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## Trait Vector Determination



- - trait present
- - trait not present
- - unclassified



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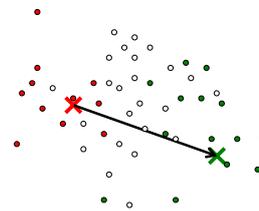
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## Trait Vector Determination



- Mean difference

- - trait present
- - trait not present
- - unclassified



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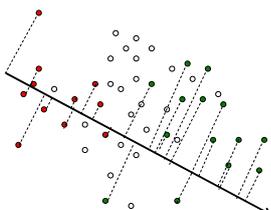
## Trait Vector Determination



- Fisher's linear discriminant

- Find the axis such that distribution projected onto it are the most separable

- - trait present
- - trait not present
- - unclassified



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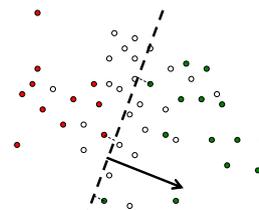
## Trait Vector Determination



- Support Vector Machines

- Find optimal partitioning hyperplane, and use its normal

- - trait present
- - trait not present
- - unclassified



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### Navigation Results







Adding Silver Trait

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### Navigation Results







Adding Specular Trait

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### Navigation Results







Adding Metallic Trait

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### Navigation Results







Adding Glossy Trait

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### Representing Physical Processes







Steel Oxidation

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### Outline




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## Acknowledgements



- Matt Brand
- Fredo Durand
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- Hanspeter Pfister



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## Questions?



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