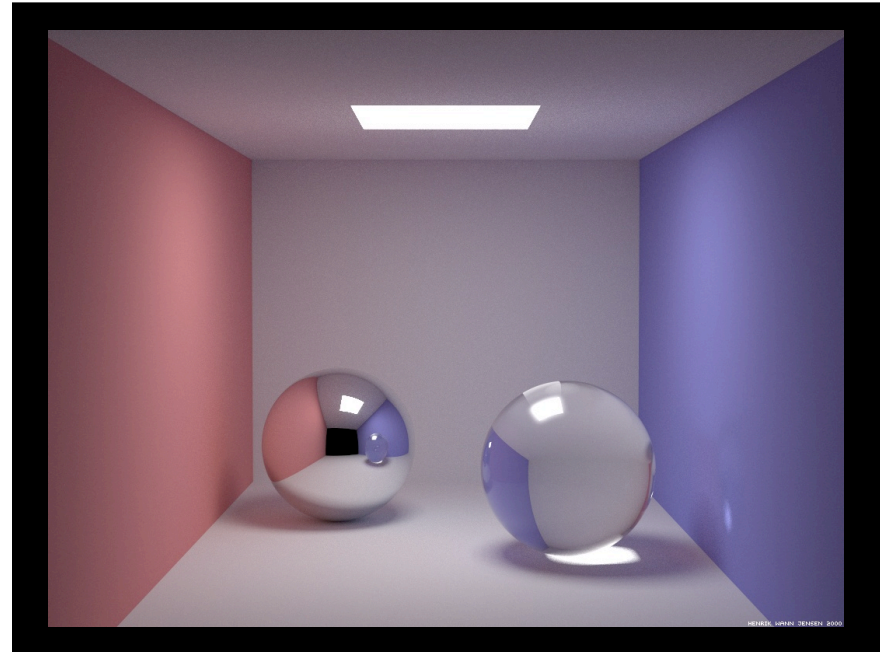
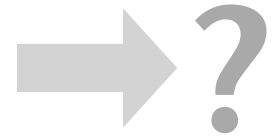
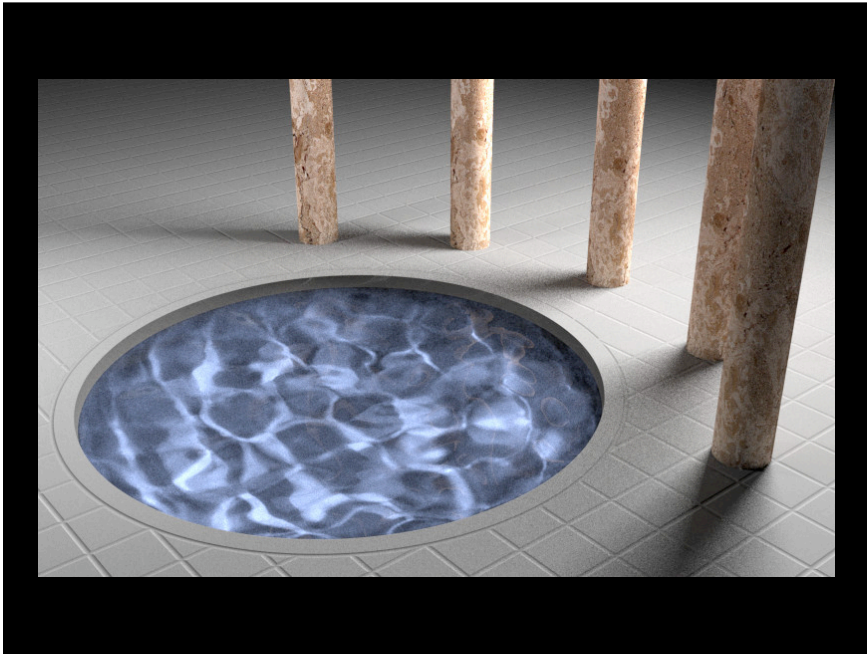


Wrap-up

CS465 Lecture 23

29 Aug	Introduction	Text Ch 1	slides notes	
1 Sep	Images	Text Ch 3	slides notes	
3 Sep	Perspective	Text Ch 4 (old 10) up to 4.3	slides notes	
5 Sep	Perspective		slides notes	hw1
8 Sep	Ray Tracing	Text Ch 4 (old 10) up to 4.8	slides notes	
10 Sep	Ray Tracing		slides notes	
12 Sep	Transformations	Text Ch 5, 6	slides notes	hw2
15 Sep	Transformations		slides notes	
16 Sep				Ray 1
17 Sep	Scene graphs		slides notes	
19 Sep	Transformations		slides notes	hw3
22 Sep	Viewing	Text Ch 7	slides notes	
24 Sep	Viewing (demo)		slides notes	
26 Sep	Pipeline OpenGL (slides)	Text Ch 8 (new)	slides notes	hw4
29 Sep	Pipeline		slides notes	
1 Oct	Pipeline		slides notes	
3 Oct	Midterm 1			
6 Oct	Meshes	Text Ch 12 (old 13)	slides notes	
8 Oct	Meshes		slides notes	
10 Oct	Pipeline (cont.)		slides notes	Model
13 Oct	Fill break			
15 Oct	Textures	Text Ch 10 (old 11)	slides notes	
17 Oct	Sampling	Text Ch 9 (old 4)	slides notes	hw5
20 Oct	PA3 Help Session		slides notes	
22 Oct	Sampling		slides notes	
24 Oct	Sampling		slides notes	
27 Oct	Antialiasing Compositing	Text Ch 3; [Porter & Duff 1984]	slides notes	
28 Oct				Pipeline
29 Oct	Antialiasing Texture sampling	[Williams 1983]	slides notes	
31 Oct	Color	Text Ch 20; Draft of 3rd edition color chapter	slides notes	
3 Nov	Color		slides notes	
5 Nov	Color		slides notes	
7 Nov	Ray Tracing 2	Text Sec. 10.8-10.9 (2nd ed)	slides notes	hw6
10 Nov	Reflection and Shading		slides notes	
12 Nov	Splines	Text Ch. 15 (2nd ed.)	slides notes	
14 Nov	Midterm 2			
17 Nov	Splines		slides notes	
19 Nov	Splines		slides notes	
21 Nov	Surfaces		slides notes	
24 Nov	Surfaces		slides notes	
25 Nov				Ray 2
26 Nov	Thanksgiving			
28 Nov	Thanksgiving			
1 Dec	Animation		slides notes	
3 Dec	User-centered Design		slides notes	





Surface materials



metal



dichromatic materials

Fabric



Wood



Paper



Skin

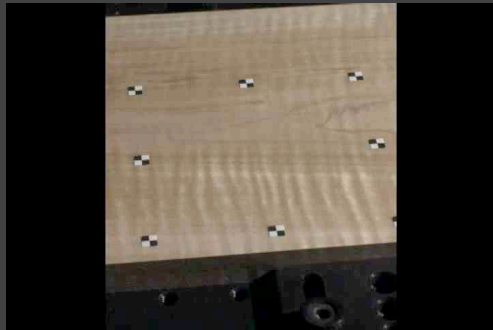


Granular materials



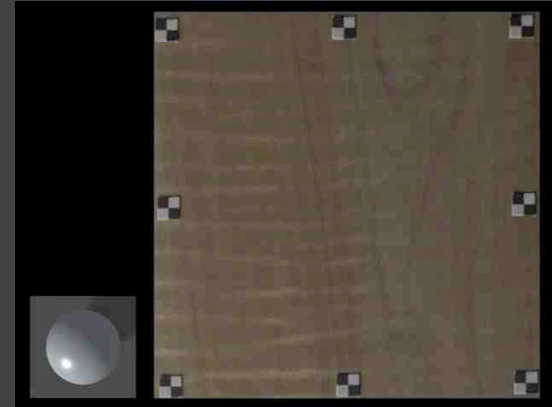
Hair



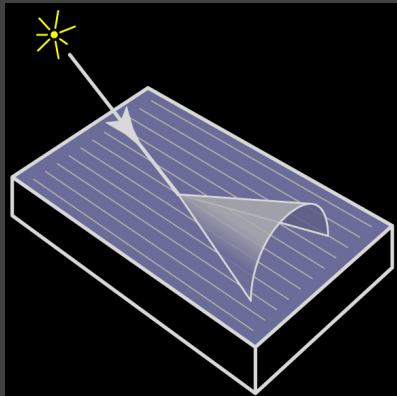


What causes the distinctive "depth" of finished wood?

Measurement data: maple

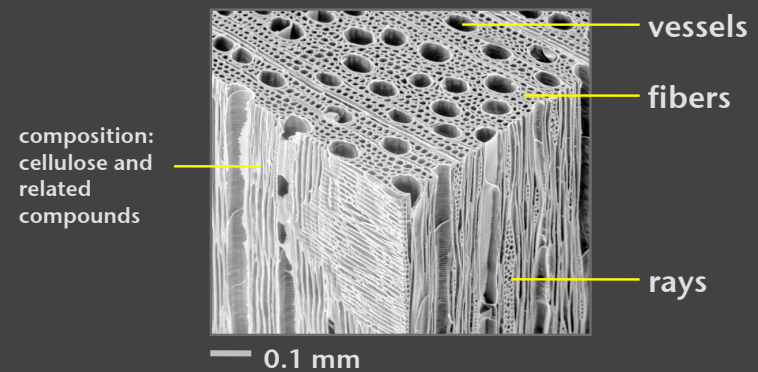


Anisotropic reflection



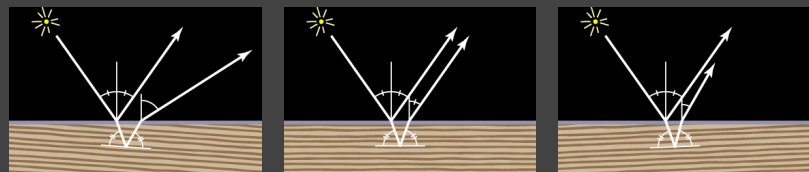
Specular reflection emerges in a half-cone

Wood structure



Optically: parallel air tubes in dielectric

Wood reflectance



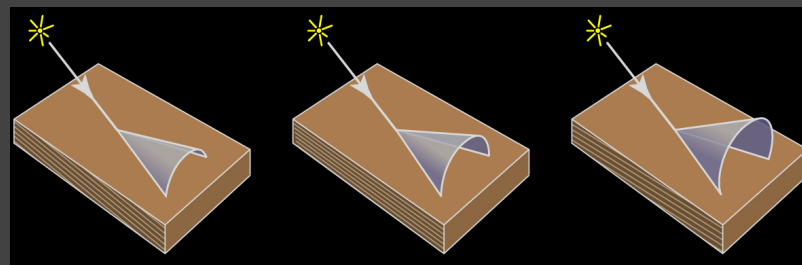
sloping down

parallel

sloping up

Subsurface specular reflection is off-angle

Wood reflectance

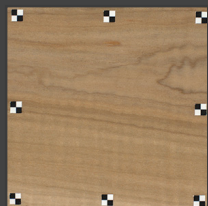


sloping down

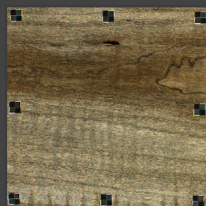
parallel

sloping up

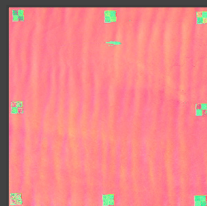
Wood's BRDF depends on the fiber slope



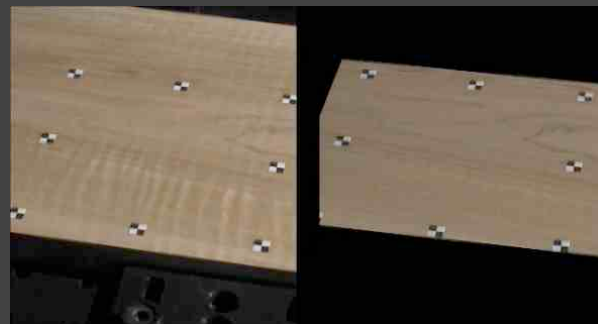
diffuse color



fiber color

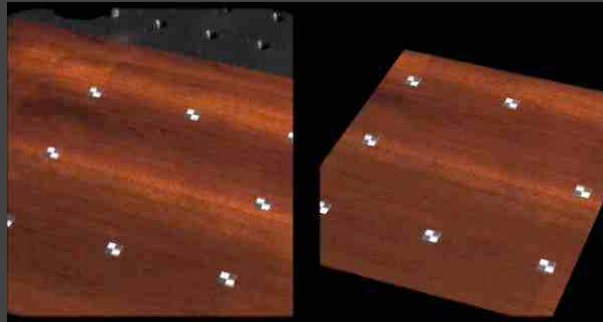


fiber direction



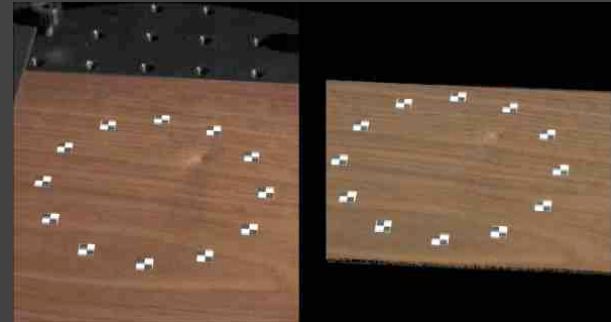
video

rendering



video

rendering



video

rendering

Why do these look wrong?



Marble sample

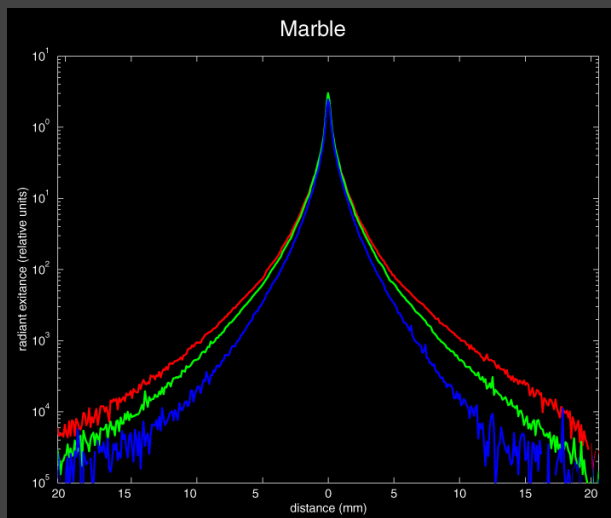


40mm cube of statuary marble

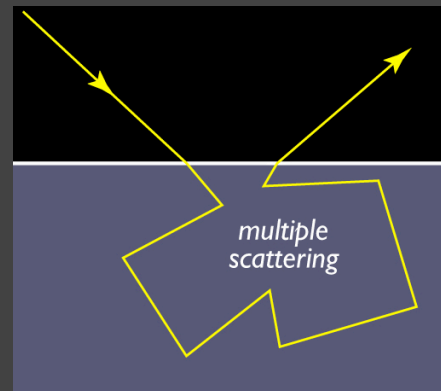
HDR photograph



(log scaled image)



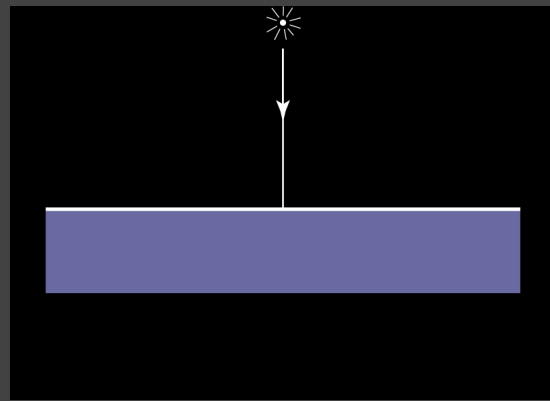
Subsurface volume scattering



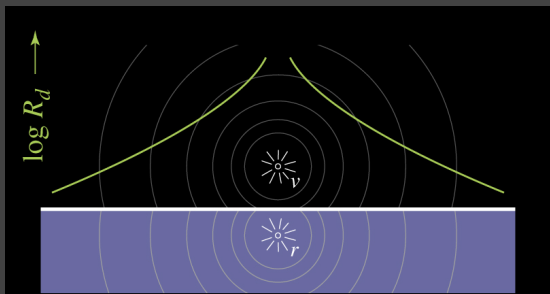
Light diffusion



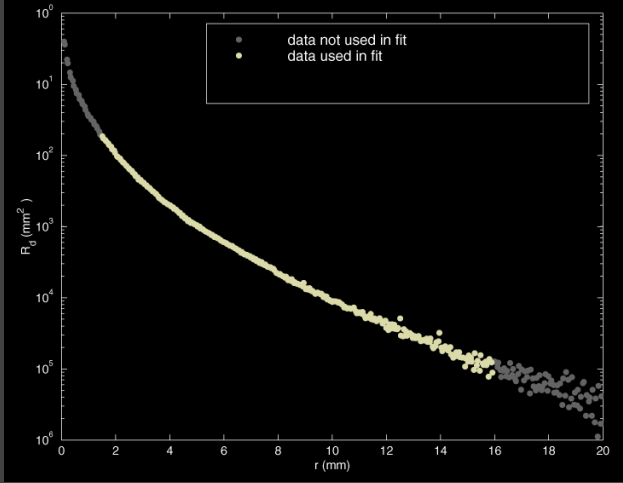
Diffusion approximation

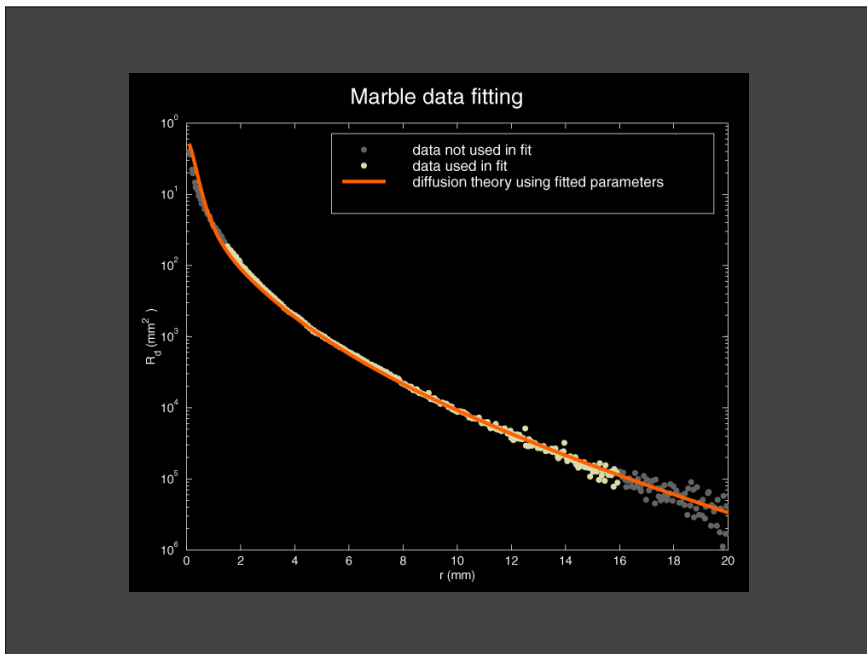


Diffusion approximation



Marble data fitting





Results: milk



Diffuse "milk"

Skim milk

Whole milk

Results: skin



opaque skin

translucent skin

The Two Towers (2002)





Hair appearance



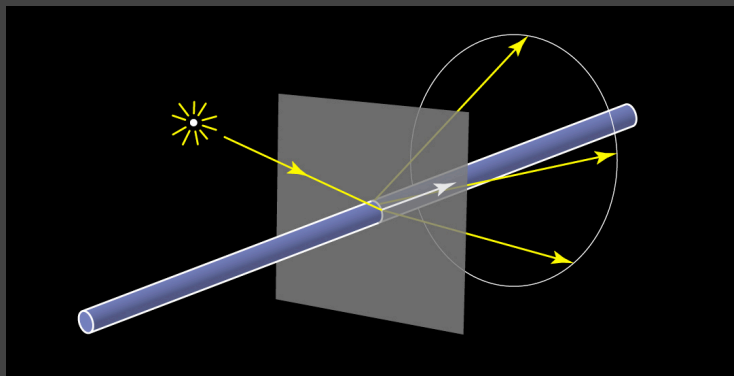
Hair appearance



Hair appearance

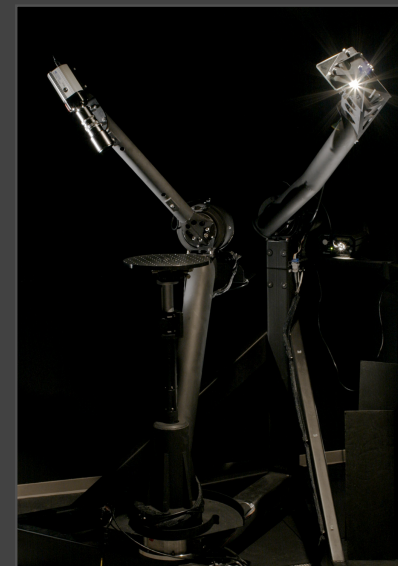


Classic hair reflection model



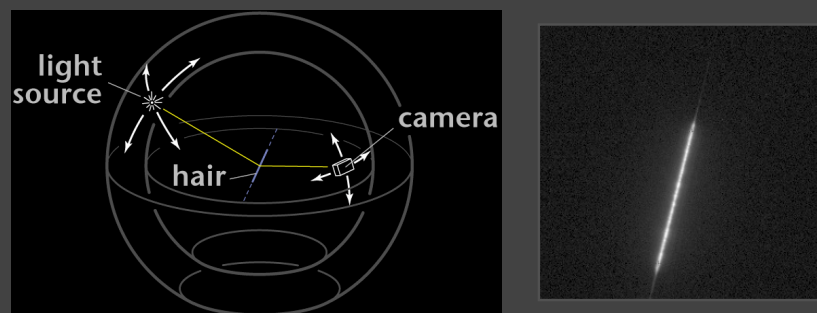
predicts a single, white highlight

Measurement

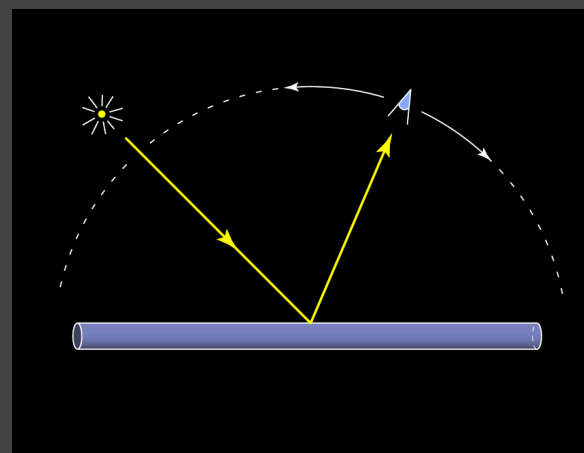


Cornell Spherical Gantry

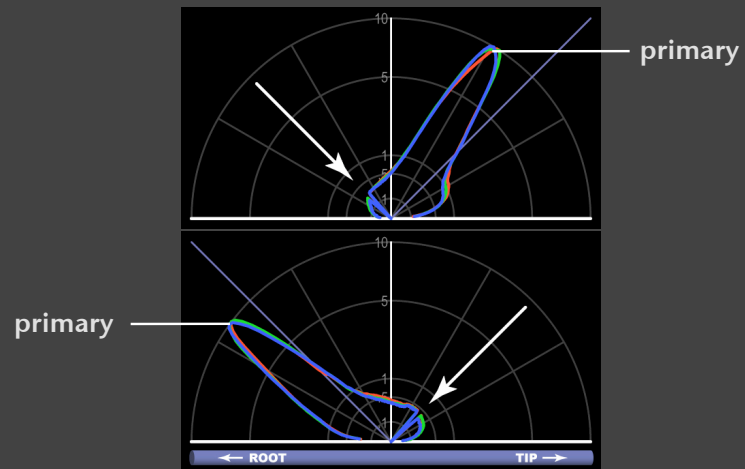
Measurement



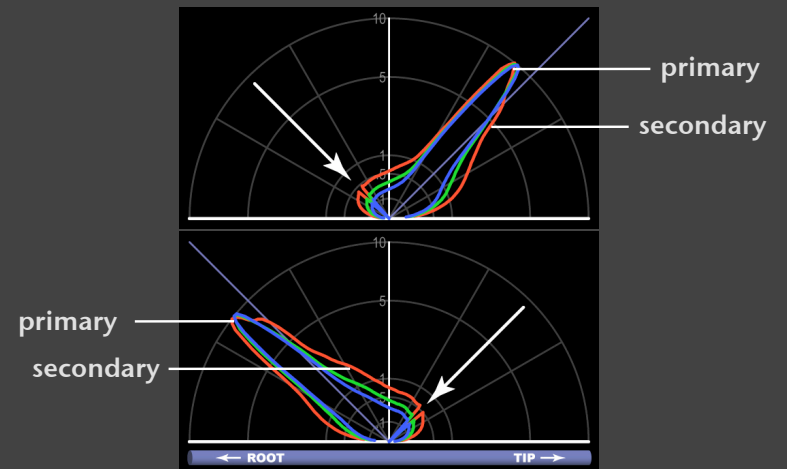
Measurement—longitudinal



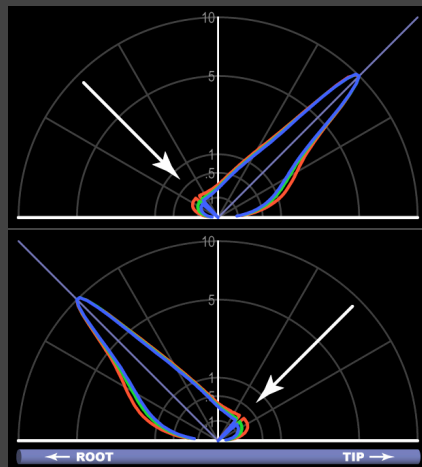
Black hair



Blond hair



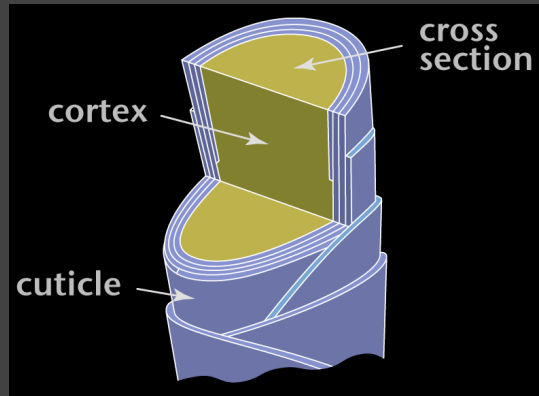
Synthetic hair



Hair structure

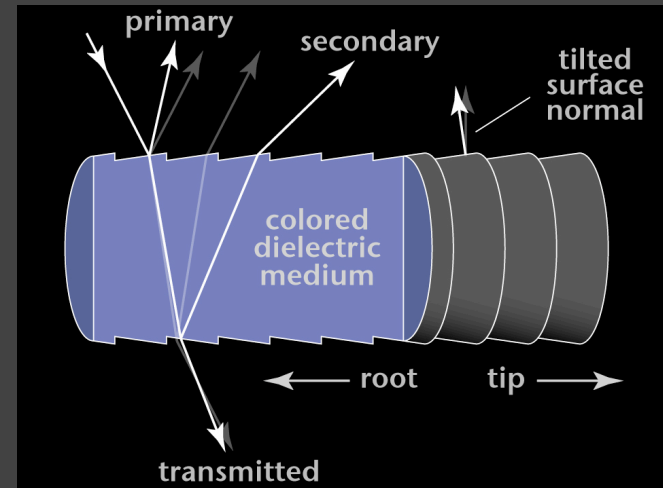


Hair structure

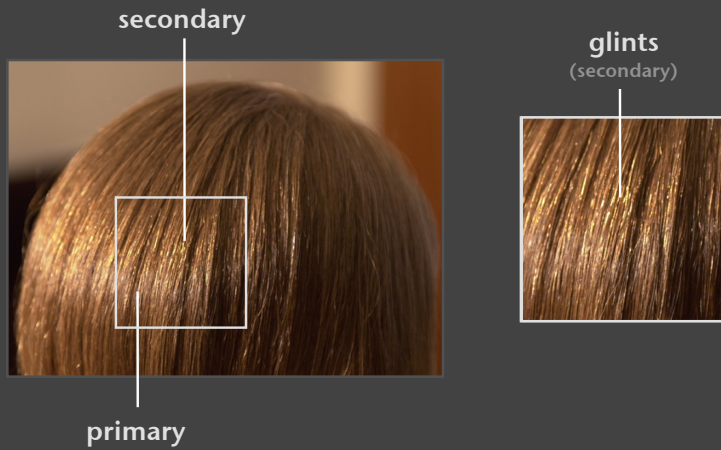


(after [Robbins 1994])

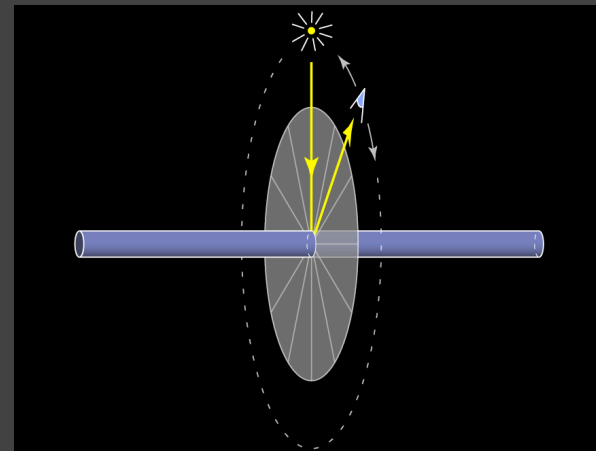
Fiber reflection—longitudinal



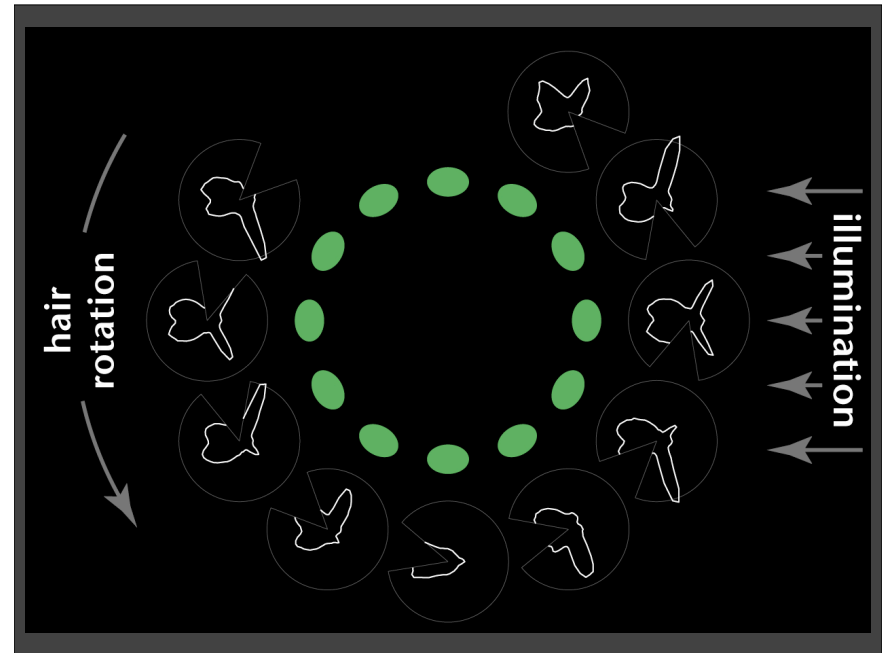
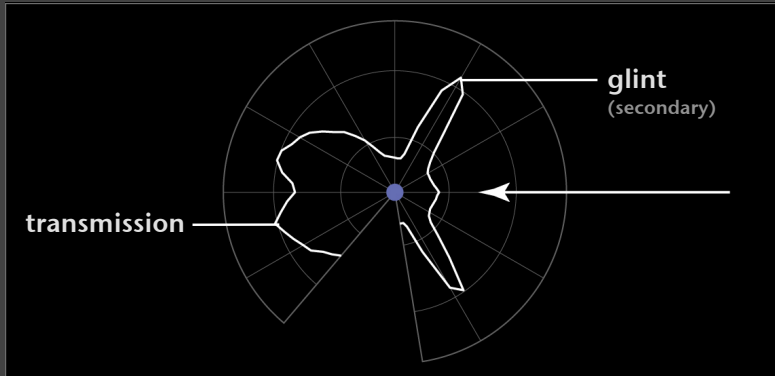
Hair appearance



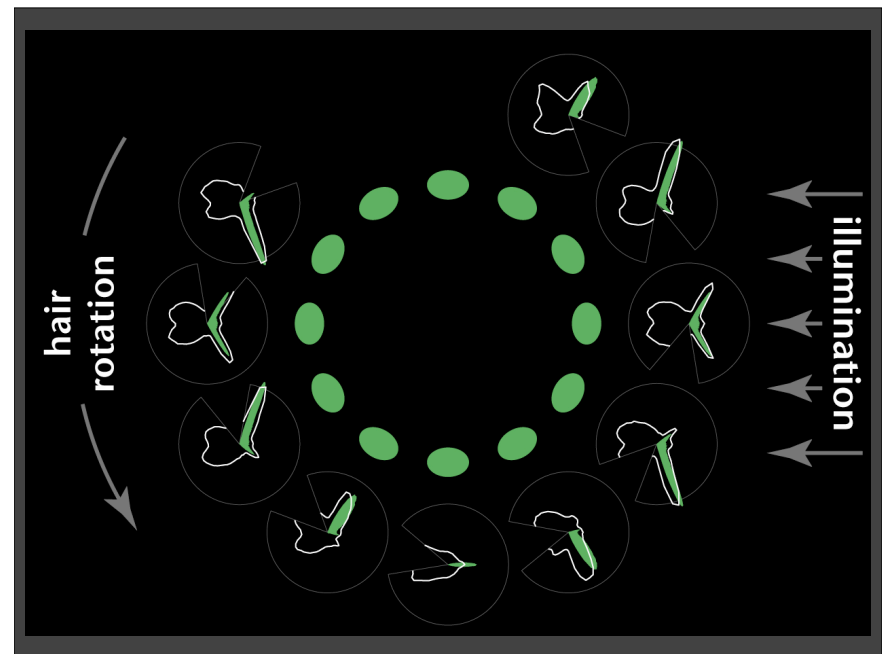
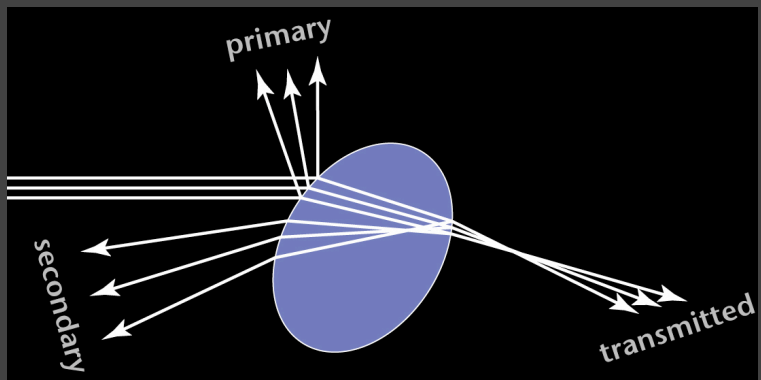
Measurement—cross section



Blond hair



Fiber reflection—cross section



King Kong (2005)

