CSE 167:
Introduction to Computer Graphics
Lecture #14: Environment Mapping

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Announcements

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More Realistic Illumination

▸ In the real world:
  At each point in scene light arrives from all directions

  ▸ Not just from a few point light sources

  ▸ → Global Illumination is a solution, but computationally expensive

▸ Environment Maps

  ▸ Store "omni-directional" illumination as images

  ▸ Each pixel corresponds to light from a certain direction

  ▸ Sky boxes make for great environment maps

Capturing Environment Maps

▸ Environment map = surround panoramic image

▸ Creating 360 degrees panoramic images:

  ▸ 360 degree camera

  ▸ "light probe" image: take picture of mirror ball (e.g., silver Christmas ornament)
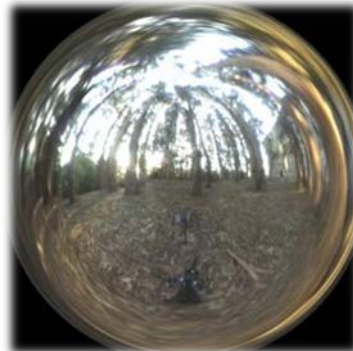
Light Probes by Paul Debevec
http://www.debevec.org/Probes/

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Environment Maps as Light Sources

Simplifying Assumption

▸ Assume light captured by environment map is emitted from infinitely far away

▸ Environment map consists of directional light sources

▸ Value of environment map is defined for each **direction**, independent of position in scene

▸ Approach uses same environment map at each point in scene
→ Approximation!

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Applications for Environment Maps
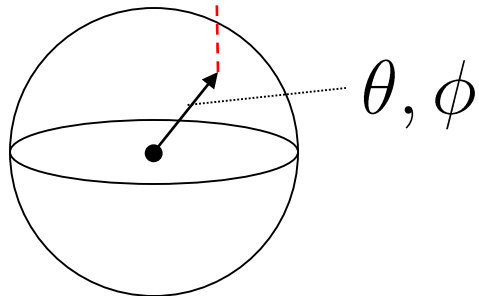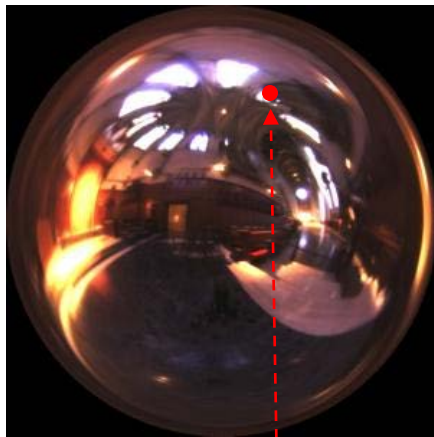
▸ Use environment map as "light source"

Global illumination with
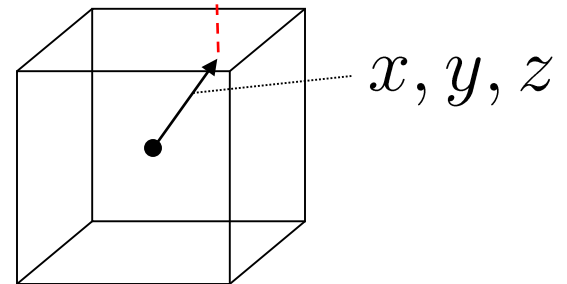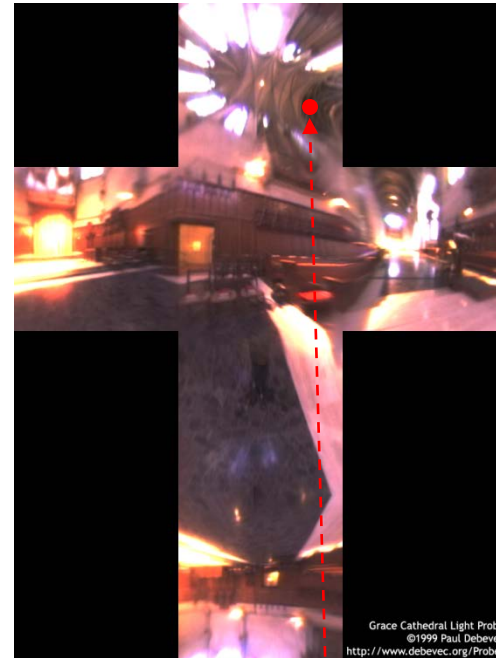*pre-computed radiance transfer*
[Sloan et al. 2002]

Reflection mapping
[Georg-Simon Ohm University of Applied Sciences]

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Cubic Environment Maps

▸ Store incident light on six faces
of a cube instead of on sphere
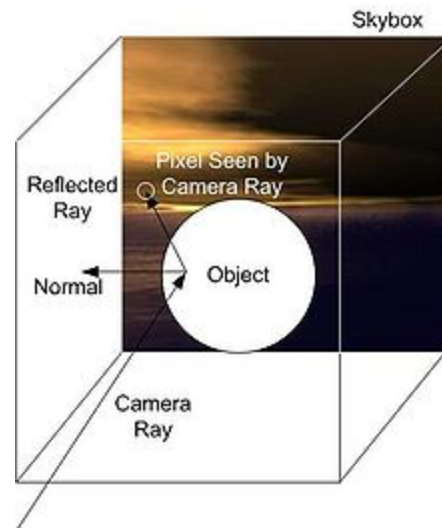
θ, ϕ

x, y, z

Spherical map

Cube map

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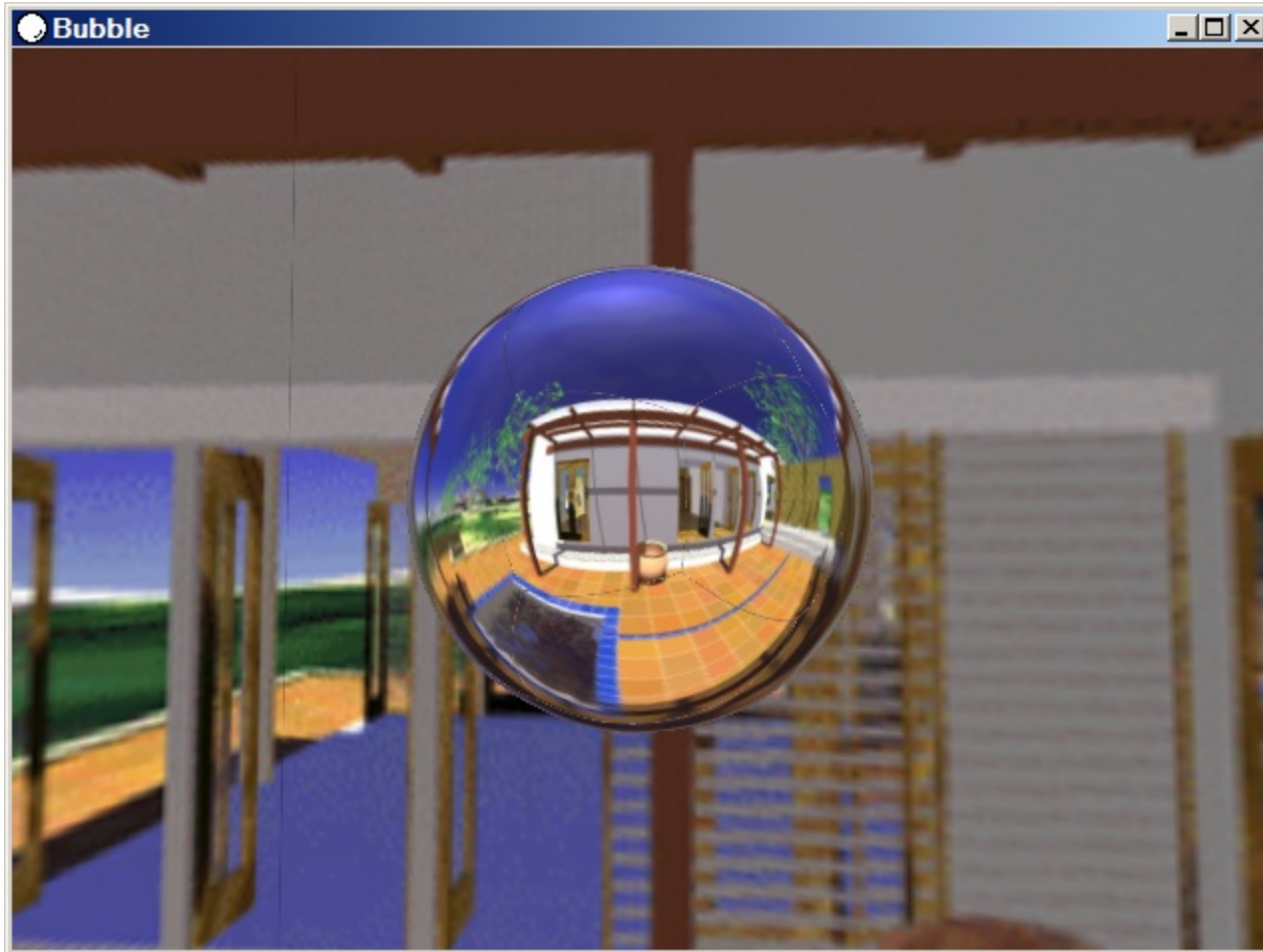
Cubic vs. Spherical Maps

- ▸ **Advantages of cube maps:**
  - ▸ More even texel sample density causes less distortion, allowing for lower resolution maps
  - ▸ Easier to dynamically generate cube maps for real-time simulated reflections

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Bubble Demo

http://download.nvidia.com/downloads/nZone/demos/nvidia/Bubble.zip

Cubic Environment Maps

**Cube map look-up**

▶ Given: light direction (x, y, z)

▶ Largest coordinate component determines cube map face

▶ Dividing by magnitude of largest component yields coordinates within face

▶ In GLSL:

  ▶ Use (x, y, z) direction as texture coordinates to `samplerCube`

Reflection Mapping

▶ Simulates mirror reflection

▶ Computes reflection vector at each pixel

▶ Use reflection vector to look up cube map

▶ Rendering cube map itself is optional (application dependent)

Reflection mapping

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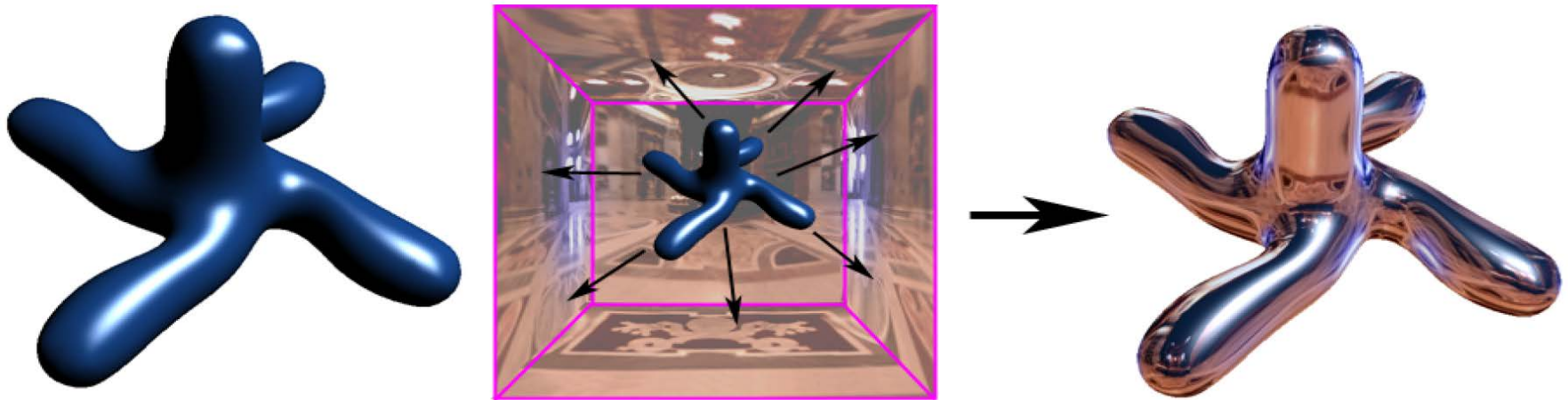
Reflection Mapping in GLSL

Application Setup

▸ Load and bind a cube environment map

```
glBindTexture(GL_TEXTURE_CUBE_MAP, …);
glTexImage2D(GL_TEXTURE_CUBE_MAP_POSITIVE_X,…);
glTexImage2D(GL_TEXTURE_CUBE_MAP_NEGATIVE_X,…);
glTexImage2D(GL_TEXTURE_CUBE_MAP_POSITIVE_Y,…);
…
glEnable(GL_TEXTURE_CUBE_MAP);
```

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Reflection Mapping in GLSL

Vertex shader

▸ Compute viewing direction

▸ Reflection direction

    ▸ Use `reflect` function

▸ Pass reflection direction to fragment shader

Fragment shader

▸ Look up cube map using interpolated reflection
direction
```
varying float3 refl;
uniform samplerCube envMap;
textureCube(envMap, refl);
```

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Environment Maps as Light Sources

▸ Covered so far: shading of a specular surface

→ How do you compute shading of a diffuse surface?

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Diffuse Irradiace Environment Map

▸ Given a scene with k directional lights, light directions $d_1..d_k$ and intensities $i_1..i_k$, illuminating a diffuse surface with normal n and color c

▸ Pixel intensity B is computed as: $B = c \sum_{j=1..k} \max(0, d_j \cdot n) i_j$

▸ Cost of computing B proportional to number of texels in environment map!

▸ → Precomputation of diffuse reflection

▸ Observations:

  ▸ All surfaces with normal direction n will return the same value for the sum

  ▸ The sum is dependent on just the lights in the scene and the surface normal

▸ Precompute sum for any normal n and store result in a second environment map, indexed by surface normal

▸ Second environment map is called *diffuse irradiance environment map*

▸ Allows to illuminate objects with arbitrarily complex lighting environments with single texture lookup

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Diffuse Irradiace Environment Map

▶ **Two cubic environment maps:**

  ▶ Reflection map

  ▶ Diffuse map
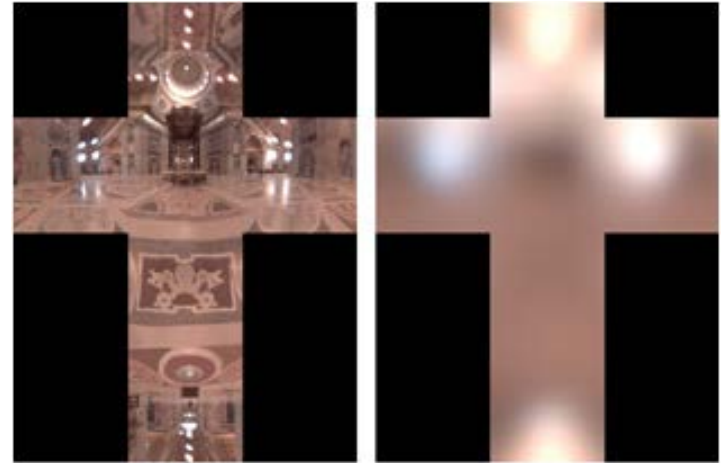
▶ **Diffuse shading vs. shading w/diffuse map**

Image source: *http://http.developer.nvidia.com/GPUGems2/gpugems2_chapter10.html*

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