

Contents

PREFACE

CHAPTER 01. INTRODUCTION

1.1	Literate Programming	1
1.1.1	Indexing and Cross-Referencing	3
1.2	Photorealistic Rendering and the Ray-Tracing Algorithm	4
1.2.1	Cameras	5
1.2.2	Ray-Object Intersections	7
1.2.3	Light Distribution	8
1.2.4	Visibility	10
1.2.5	Surface Scattering	10
1.2.6	Indirect Light Transport	11
1.2.7	Ray Propagation	13
1.3	pbrt: System Overview	15
1.3.1	Phases of Execution	17
1.3.2	Scene Representation	19
1.3.3	Integrator Interface and SamplerIntegrator	24
1.3.4	The Main Rendering Loop	26
1.3.5	An Integrator for Whitted Ray Tracing	32
1.4	Parallelization of pbrt	38
1.4.1	Data Races and Coordination	39
1.4.2	Conventions in pbrt	42
1.4.3	Thread Safety Expectations in pbrt	43
1.5	How to Proceed through This Book	44
1.5.1	The Exercises	45
1.6	Using and Understanding the Code	45
1.6.1	Pointer or Reference?	45
1.6.2	Abstraction versus Efficiency	46
1.6.3	Code Optimization	46
1.6.4	The Book Web site	47
1.6.5	Extending the System	47
1.6.6	Bugs	47
1.7	A Brief History of Physically Based Rendering	48
1.7.1	Research	48
1.7.2	Production	50
	Further Reading	53
	Exercise	55

CHAPTER 02. GEOMETRY AND TRANSFORMATIONS 57

2.1 Coordinate Systems 57

2.1.1	Coordinate System Handedness	58
-------	------------------------------	----

2.2 Vectors 59

2.2.1	Dot and Cross Product	63
2.2.2	Normalization	65
2.2.3	Miscellaneous Operations	66
2.2.4	Coordinate System from a Vector	67

2.3 Points 67

2.4 Normals 71

2.5 Rays 72

2.5.1	Ray Differentials	74
-------	-------------------	----

2.6 Bounding Boxes 75

2.7 Transformations 81

2.7.1	Homogeneous Coordinates	82
2.7.2	Basic Operations	84
2.7.3	Translations	85
2.7.4	Scaling	87
2.7.5	x , y , and z Axis Rotations	88
2.7.6	Rotation around an Arbitrary Axis	89
2.7.7	The Look-At Transformation	91

2.8 Applying Transformations 93

2.8.1	Points	93
2.8.2	Vectors	93
2.8.3	Normals	93
2.8.4	Rays	95
2.8.5	Bounding Boxes	95
2.8.6	Composition of Transformations	96
2.8.7	Transformations and Coordinate System Handedness	96

* 2.9 Animating Transformations 97

2.9.1	Quaternions	99
2.9.2	Quaternion Interpolation	101
2.9.3	AnimatedTransform Implementation	103
2.9.4	Bounding Moving Bounding Boxes	107

2.10 Interactions 114

2.10.1	Surface Interaction	116
--------	---------------------	-----

Further Reading 120

Exercises 121

CHAPTER 03. SHAPES 123

3.1 Basic Shape Interface 123

3.1.1	Bounding	124
3.1.2	Ray-Bounds Intersections	125

3.1.3	Intersection Tests	129
3.1.4	Surface Area	130
3.1.5	Sidedness	131
3.2	Spheres	131
3.2.1	Bounding	133
3.2.2	Intersection Tests	134
* 3.2.3	Partial Derivatives of Normal Vectors	138
3.2.4	SurfaceInteraction Initialization	140
3.2.5	Surface Area	141
3.3	Cylinders	142
3.3.1	Bounding	143
3.3.2	Intersection Tests	144
3.3.3	Surface Area	146
3.4	Disks	146
3.4.1	Bounding	147
3.4.2	Intersection Tests	148
3.4.3	Surface Area	150
3.5	Other Quadrics	150
3.5.1	Cones	150
3.5.2	Paraboloids	151
3.5.3	Hyperboloids	152
3.6	Triangle Meshes	152
3.6.1	Triangle	155
3.6.2	Triangle Intersection	157
3.6.3	Shading Geometry	166
3.6.4	Surface Area	167
* 3.7	Curves	167
* 3.8	Subdivision Surfaces	181
3.8.1	Mesh Representation	184
3.8.2	Subdivison	192
* 3.9	Managing Rounding Error	206
3.9.1	Floating-Point Arithmetic	208
3.9.2	Conservative Ray-Bounds Intersections	220
3.9.3	Robust Triangle Intersections	221
3.9.4	Bounding Intersection Point Error	222
3.9.5	Robust Spawned Ray Origins	230
3.9.6	Avoiding Intersections Behind Ray Origins	233
3.9.7	Discussion	235
	Further Reading	236
	Exercises	238
CHAPTER 04. PRIMITIVES AND INTERSECTION ACCELERATION		247
4.1	Primitive Interface and Geometric Primitives	248
4.1.1	Geometric Primitives	250
4.1.2	TransformedPrimitive: Object Instancing and Animated Primitives	251
4.2	Aggregates	254

4.3	Bounding Volume Hierarchies	255
4.3.1	BVH Construction	257
4.3.2	The Surface Area Heuristic	263
4.3.3	Linear Bounding Volume Hierarchies	268
4.3.4	Compact BVH For Traversal	280
4.3.5	Traversal	282
4.4	Kd-Tree Accelerator	284
4.4.1	Tree Representation	286
4.4.2	Tree Construction	288
4.4.3	Traversal	297
	Further Reading	302
	Exercises	308
CHAPTER 05. COLOR AND RADIOMETRY		313
5.1	Spectral Representation	313
5.1.1	The Spectrum Type	315
5.1.2	Coefficient Spectrum Implementation	315
5.2	The Sampled Spectrum Class	318
5.2.1	XYZ Color	322
5.2.2	RGB Color	325
5.3	RGB Spectrum Implementation	331
5.4	Radiometry	334
5.4.1	Basic Quantities	335
5.4.2	Incident and Exitant Radiance Functions	339
5.4.3	Luminance and Photometry	341
5.5	Working with Radiometric Integrals	343
5.5.1	Integrals over Projected Solid Angle	343
5.5.2	Integrals over Spherical Coordinates	344
5.5.3	Integrals over Area	347
5.6	Surface Reflection	348
5.6.1	The BRDF	349
5.6.2	The BSSRDF	351
	Further Reading	352
	Exercises	353
CHAPTER 06. CAMERA MODELS		355
6.1	Camera Model	356
6.1.1	Camera Coordinate Spaces	358
6.2	Projective Camera Models	358
6.2.1	Orthographic Camera	361
6.2.2	Perspective Camera	365
6.2.3	The Thin Lens Model and Depth of Field	368
6.3	Environment Camera	375

* 6.4	Realistic Cameras	377
6.4.1	Lens System Representation	379
6.4.2	Tracing Rays through Lenses	382
6.4.3	The Thick Lens Approximation	386
6.4.4	Focusing	388
6.4.5	The Exit Pupil	389
6.4.6	Generating Rays	394
6.4.7	The Camera Measurement Equation	395
	Further Reading	397
	Exercises	398
	CHAPTER 07. SAMPLING AND RECONSTRUCTION	401
7.1	Sampling Theory	402
7.1.1	The Frequency Domain and the Fourier Transform	403
7.1.2	Ideal Sampling and Reconstruction	405
7.1.3	Aliasing	409
7.1.4	Antialiasing Techniques	410
7.1.5	Application to Image Synthesis	413
7.1.6	Sources of Aliasing in Rendering	414
7.1.7	Understanding Pixels	415
7.2	Sampling Interface	416
* 7.2.1	Evaluating Sample Patterns: Discrepancy	417
7.2.2	Basic Sampler Interface	421
7.2.3	Sampler Implementation	425
7.2.4	Pixel Sampler	427
7.2.5	Global Sampler	428
7.3	Stratified Sampling	432
* 7.4	The Halton Sampler	441
7.4.1	Hammersley and Halton Sequences	443
7.4.2	Halton Sampler Implementation	450
* 7.5	(0, 2)-Sequence Sampler	454
7.5.1	Sampling with Generator Matrices	455
7.5.2	Sampler Implementation	462
* 7.6	Maximized Minimal Distance Sampler	465
* 7.7	Sobol' Sampler	467
7.8	Image Reconstruction	472
7.8.1	Filter Functions	474
7.9	Film and the Imaging Pipeline	483
7.9.1	The Film Class	484
7.9.2	Supplying Pixel Values to the Film	488
7.9.3	Image Output	494
	Further Reading	496
	Exercises	501

CHAPTER 08. REFLECTION MODELS	507
8.1 Basic Interface	512
8.1.1 Reflectance	514
8.1.2 BxDF Scaling Adapter	515
8.2 Specular Reflection and Transmission	516
8.2.1 Fresnel Reflectance	516
8.2.2 Specular Reflection	523
8.2.3 Specular Transmission	526
8.2.4 Fresnel-Modulated Specular Reflection and Transmission	531
8.3 Lambertian Reflection	532
8.4 Microfacet Models	533
8.4.1 Oren–Nayar Diffuse Reflection	534
8.4.2 Microfacet Distribution Functions	537
8.4.3 Masking and Shadowing	541
8.4.4 The Torrance–Sparrow Model	544
8.5 Fresnel Incidence Effects	549
8.6 Fourier Basis BSDFs	552
8.6.1 Spline Interpolation	560
Further Reading	563
Exercises	567
CHAPTER 09. MATERIALS	571
9.1 BSDFs	571
9.1.1 BSDF Memory Management	576
9.2 Material Interface and Implementations	577
9.2.1 Matte Material	578
9.2.2 Plastic Material	579
9.2.3 Mix Material	581
9.2.4 Fourier Material	583
9.2.5 Additional Materials	584
9.3 Bump Mapping	584
Further Reading	591
Exercises	592
CHAPTER 10. TEXTURE	597
10.1 Sampling and Antialiasing	598
10.1.1 Finding the Texture Sampling Rate	599
10.1.2 Filtering Texture Functions	604
* 10.1.3 Ray Differentials for Specular Reflection and Transmission	605
10.2 Texture Coordinate Generation	608
10.2.1 2D (u, v) Mapping	610
10.2.2 Spherical Mapping	611
10.2.3 Cylindrical Mapping	612

10.2.4	Planar Mapping	613
10.2.5	3D Mapping	613
10.3	Texture Interface and Basic Textures	614
10.3.1	Constant Texture	615
10.3.2	Scale Texture	615
10.3.3	Mix Textures	616
10.3.4	Bilinear Interpolation	617
10.4	Image Texture	618
10.4.1	Texture Memory Management	620
10.4.2	ImageTexture Evaluation	622
10.4.3	MIP Maps	623
10.4.4	Isotropic Triangle Filter	632
* 10.4.5	Elliptically Weighted Average	634
10.5	Solid and Procedural Texturing	640
10.5.1	UV Texture	641
10.5.2	Checkerboard	642
10.5.3	Solid Checkerboard	646
10.6	Noise	648
10.6.1	Perlin Noise	649
10.6.2	Random Polka Dots	653
10.6.3	Noise Idioms and Spectral Synthesis	655
10.6.4	Bumpy and Wrinkled Textures	660
10.6.5	Windy Waves	662
10.6.6	Marble	663
	Further Reading	664
	Exercises	667
* CHAPTER 11. VOLUME SCATTERING		671
11.1	Volume Scattering Processes	672
11.1.1	Absorption	673
11.1.2	Emission	674
11.1.3	Out-Scattering and Attenuation	676
11.1.4	In-scattering	678
11.2	Phase Functions	680
11.3	Media	684
11.3.1	Medium Interactions	687
11.3.2	Homogeneous Medium	688
11.3.3	3D Grids	690
11.4	The BSSRDF	692
11.4.1	Separable BSSRDFs	693
11.4.2	Tabulated BSSRDF	696
11.4.3	Subsurface Scattering Materials	700
	Further Reading	702
	Exercises	703

CHAPTER 12. LIGHT SOURCES**707****12.1 Light Emission****708**

- 12.1.1 Blackbody Emitters 709
- 12.1.2 Standard Illuminants 712

12.2 Light Interface**714**

- 12.2.1 Visibility Testing 717

12.3 Point Lights**719**

- 12.3.1 Spotlights 721
- 12.3.2 Texture Projection Lights 724
- 12.3.3 Goniophotometric Diagram Lights 728

12.4 Distant Lights**731****12.5 Area Lights****733****12.6 Infinite Area Lights****737****Further Reading****741****Exercises****744****CHAPTER 13. MONTE CARLO INTEGRATION****747****13.1 Background and Probability Review****748**

- 13.1.1 Continuous Random Variables 749
- 13.1.2 Expected Values and Variance 750

13.2 The Monte Carlo Estimator**751****13.3 Sampling Random Variables****753**

- 13.3.1 The Inversion Method 753
- 13.3.2 The Rejection Method 760

*** 13.4 Metropolis Sampling****762**

- 13.4.1 Basic Algorithm 763
- 13.4.2 Choosing Mutation Strategies 764
- 13.4.3 Start-up Bias 766
- 13.4.4 1D Setting 766
- 13.4.5 Estimating Integrals with Metropolis Sampling 771

13.5 Transforming between Distributions**771**

- 13.5.1 Transformation in Multiple Dimensions 772
- 13.5.2 Polar Coordinates 772
- 13.5.3 Spherical Coordinates 773

13.6 2D Sampling with Multidimensional Transformations**773**

- 13.6.1 Uniformly Sampling a Hemisphere 774
- 13.6.2 Sampling a Unit Disk 776
- 13.6.3 Cosine-Weighted Hemisphere Sampling 779
- 13.6.4 Sampling a Cone 781
- 13.6.5 Sampling a Triangle 781
- * 13.6.6 Sampling Cameras 783
- 13.6.7 Piecewise-Constant 2D Distributions 784

13.7 Russian Roulette and Splitting**787**

- 13.7.1 Splitting 788

13.8	Careful Sample Placement	789
13.8.1	Stratified Sampling	789
13.8.2	Quasi Monte Carlo	792
13.8.3	Warping Samples and Distortion	792
13.9	Bias	793
13.10	Importance Sampling	794
13.10.1	Multiple Importance Sampling	797
	Further Reading	799
	Exercises	801
CHAPTER 14. LIGHT TRANSPORT I:		
SURFACE REFLECTION		805
14.1	Sampling Reflection Functions	806
14.1.1	Microfacet BxDFs	807
14.1.2	FresnelBlend	814
14.1.3	Specular Reflection and Transmission	815
* 14.1.4	Fourier BSDF	817
14.1.5	Application: Estimating Reflectance	830
14.1.6	Sampling BSDFs	832
14.2	Sampling Light Sources	835
14.2.1	Lights with Singularities	836
14.2.2	Sampling Shapes	836
14.2.3	Area Lights	845
14.2.4	Infinite Area Lights	845
14.3	Direct Lighting	851
14.3.1	Estimating the Direct Lighting Integral	856
14.4	The Light Transport Equation	861
14.4.1	Basic Derivation	862
14.4.2	Analytic Solutions to the LTE	863
14.4.3	The Surface Form of the LTE	865
14.4.4	Integral over Paths	866
14.4.5	Delta Distributions in the Integrand	868
14.4.6	Partitioning the Integrand	869
14.5	Path Tracing	870
14.5.1	Overview	872
14.5.2	Path Sampling	873
14.5.3	Incremental Path Construction	874
14.5.4	Implementation	875
	Further Reading	879
	Exercises	882
CHAPTER 15. LIGHT TRANSPORT II:		
VOLUME RENDERING		887
15.1	The Equation of Transfer	888
* 15.1.1	Generalized Path Space	890

15.2	Sampling Volume Scattering	891
15.2.1	Homogeneous Medium	893
15.2.2	Heterogeneous Medium	894
15.2.3	Sampling Phase Functions	898
15.3	Volumetric Light Transport	899
15.3.1	Path Tracing	900
* 15.4	Sampling Subsurface Reflection Functions	903
15.4.1	Sampling the SeparableBSSRDF	905
15.4.2	Sampling the TabulatedBSSRDF	913
15.4.3	Subsurface Scattering in the Path Tracer	915
* 15.5	Subsurface Scattering Using the Diffusion Equation	916
15.5.1	Principle of Similarity	917
15.5.2	Diffusion Theory	918
15.5.3	Monopole Solution	923
15.5.4	Non-classical Diffusion	924
15.5.5	Dipole Solution	925
15.5.6	Beam Solution	928
15.5.7	Single Scattering Term	930
15.5.8	Filling the BSSRDFTable	934
15.5.9	Setting Scattering Properties	938
	Further Reading	939
	Exercises	943
* CHAPTER 16. LIGHT TRANSPORT III:	BIDIRECTIONAL METHODS	947
16.1	The Path-Space Measurement Equation	948
16.1.1	Sampling Cameras	949
16.1.2	Sampling Light Rays	955
16.1.3	Non-symmetric Scattering	960
16.2	Stochastic Progressive Photon Mapping	963
16.2.1	Theoretical Basis for Particle Tracing	963
16.2.2	Photon Mapping	966
16.2.3	SPPMIntegrator	972
16.2.4	Accumulating Visible Points	975
16.2.5	Visible Point Grid Construction	979
16.2.6	Accumulating Photon Contributions	983
16.3	Bidirectional Path Tracing	990
16.3.1	Vertex Abstraction Layer	995
16.3.2	Generating the Camera and Light Subpaths	1003
16.3.3	Subpath Connections	1008
16.3.4	Multiple Importance Sampling	1012
16.3.5	Infinite Area Lights and BDPT	1019
16.4	Metropolis Light Transport	1022
16.4.1	Primary Sample Space MLT	1023
16.4.2	Multiplexed MLT	1025
16.4.3	Application to Rendering	1025

16.4.4	Primary Sample Space Sampler	1028
16.4.5	MLT Integrator	1035
	Further Reading	1042
	Exercises	1046

CHAPTER 17. RETROSPECTIVE AND THE FUTURE 1051

17.1	Design Retrospective	1051
17.1.1	Triangles Only	1052
17.1.2	Increased Scene Complexity	1053
17.1.3	Production Rendering	1054
17.1.4	Specialized Compilation	1054
17.2	Alternative Hardware Architectures	1055
17.2.1	GPU Ray Tracing	1056
17.2.2	Packet Tracing	1057
17.2.3	Ray-Tracing Hardware	1059
17.2.4	The Future	1059
17.3	Conclusion	1060

APPENDIXES

A	UTILITIES	1061
B	SCENE DESCRIPTION INTERFACE	1103
C	INDEX OF FRAGMENTS	1135
D	INDEX OF CLASSES AND THEIR MEMBERS	1151
E	INDEX OF MISCELLANEOUS IDENTIFIERS	1161
	REFERENCES	1165
	SUBJECT INDEX	1213
	COLOPHON	1235