Reflection and Refraction

Review: Illuminate routine

Given first intersection of ray with object
- \( p \) - point
- \( \text{obj} \) - object it intersects including material properties
  - Color
  - Reflectivity
- \( \mathbf{n} \) - normal vector of object at that point

Calculate the color of that point
\[
\text{Color} = \text{illuminate}(p, \text{obj}, \mathbf{n})
\]

Color = illuminate(p, obj, n)

Need:
- Position in space that is to be illuminated
  - To form vectors to light, camera, etc.
- Normal vector
  - To form reflection vector, compute angle to surface
- Access to object’s material properties
  - Color, Reflection coefficients, specular power
- Access to scene data including
  - Lights: position, type, color, etc
  - Camera: position
  - Other objects (shadows, reflections, etc.)

Review: Illumination routine

Directional/Point/Warn
Intensity
Color
- Ambient: \( a \)
- Diffuse: \( \mathbf{N} \cdot \mathbf{L} \)
- Specular: \( (\mathbf{L} \cdot \mathbf{R}_e)^2 \)
Introduce SHADE routine
to prepare for recursive organization

For each pixel
Compute ray, \( R \), from eye through pixel
\[ C = \text{shade}(R) \]
\[ \text{Pixel.color} = C \]

Reflective Ray Tracing

It includes reflection effects, in the shade routine:

- Compute color of intersection point, just like before
- If object is shiny, spawn a reflective ray and call \( \text{shade} \) on that ray
- The color returned by reflective ray is attenuated by object’s shininess and added to point color
- Limit number of recursive calls by including count and don’t spawn ray if maximum is exceeded.

Reflective Ray

\[ S = kN - E \]

```
Color shade(R)
{
  intersect objects – get closest intersection
  \( c = \text{ambient} \)
  For each light source
    Add in diffuse and specular components to \( c \)
  Return \( c \)
}
```

```
Reflective Ray Tracing

\( \text{Color shade(ray,recursionDepth)} \)
{
  intersect objects to get point, normal, object
  If (intersection) {
    \( c = \text{ambient color} \)
    Compute reflective ray, \( R \), based on ray and normal
    For each light source
      Compute and add in diffuse and specular components to \( c \)
      If (recursionDepth < maxRecursion) && (object is shiny)
        \( c += \text{object.shininess} \times \text{shade}(R,\text{recursionDepth}+1) \)
    }
  Else \( c = \text{backgroundColor} \)
  Return \( c \)
}
```
Reflective Ray Tracing

L1

L2

R2

n1

n2

R1

ray

WARNING!

Be careful not to have spawned reflection ray immediately intersect the object it is leaving!

Should be no intersection

Refractive Ray Tracing

Same idea as Reflective ray tracing – spawn a secondary ray

The direction of the spawned ray is in the direction of the incoming ray altered a little bit

The alteration is based on the material that the ray is leaving (e.g. air) and the material that the ray is entering (e.g., glass)

Once this direction is computed, then the shade routine is called recursively, just as with reflective rays.

Refractive Ray Tracing

Snell’s Law

n1 sin(θ1) = n2 sin(θ2)
**Refractive Ray Direction**

\[
\cos(\theta_1) = -\text{dir} \cdot n \\
\sin(\theta_1) = \sqrt{1 - \cos^2(\theta_1)} \\
\sin(\theta_2) = n_1 \sin(\theta_1) / n_2 \\
\cos(\theta_2) = \sqrt{1 - \sin^2(\theta_2)} \\
\cos(\theta_2) = \sqrt{1 - (n_1 / n_2)^2 \sin^2(\theta_1)} \\
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\cos(\theta_2) = \sqrt{1 - (n_1 / n_2)^2 \sin^2(\theta_1)}
\]

\[n_1 \sin(\theta_1) = n_2 \sin(\theta_2)\]

**NOTE:** if radical is negative, no refraction!

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**Recursive Ray Tracing**

```c
Color shade(ray, recursionDepth) {
  intersect objects…
  compute R…
  Process each light source …
  If (recursionDepth < maxRecursion) {
    If (object is shiny) c += shininess * shade(R, recursionDepth+1)
    If (object is transmittive) {
      Compute refractive ray, T, based on ray, normal, and Snell constants
      c = (1-transmittive)*c + transmittive * shade(T, recursionDepth+1)
    }
  }
  Return c
}
```

---

**Refractive Intersection Normal**

```c
Refractive Intersection Normal
```
Reflectivity varies with incident angle

NOTE: refraction is really wavelength dependent (where rainbows come from).

Fresnel equations

Schlick approximation: \( R(\theta) = R_0 + (1 - R_0)(1 - \cos \theta)^5 \)

\( R_0 \) is reflectance at normal incidence: \( R_0 = 0.8 \)

From book:

Assume one of the \( n_i \) is always 1 (air);
Call the other one \( n_2 \)
Also uses Beer’s Law to attenuate light passing through material (p. 214):
\( I(s) = I(0)e^{-a} \)