

Modelling of BRDF of textured surfaces

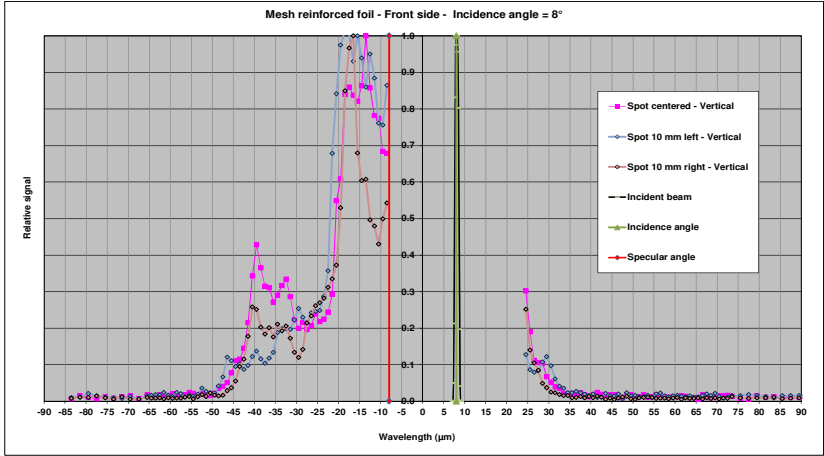
Dmitri Lanevski
University of Aalto



Task A1.1.8

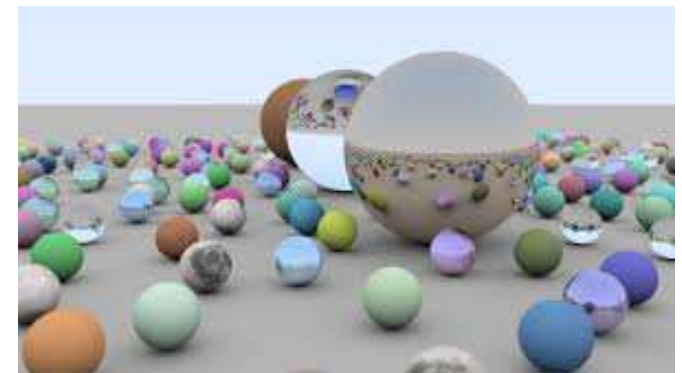
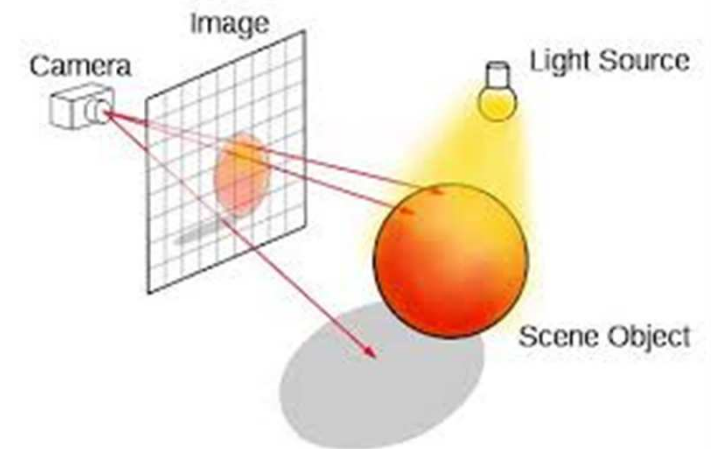
- The shapes of the surfaces will be calculated with ray-tracing technique and using angular diffusions measured on the main types of reflective foils commercialized.

The essence of the problem

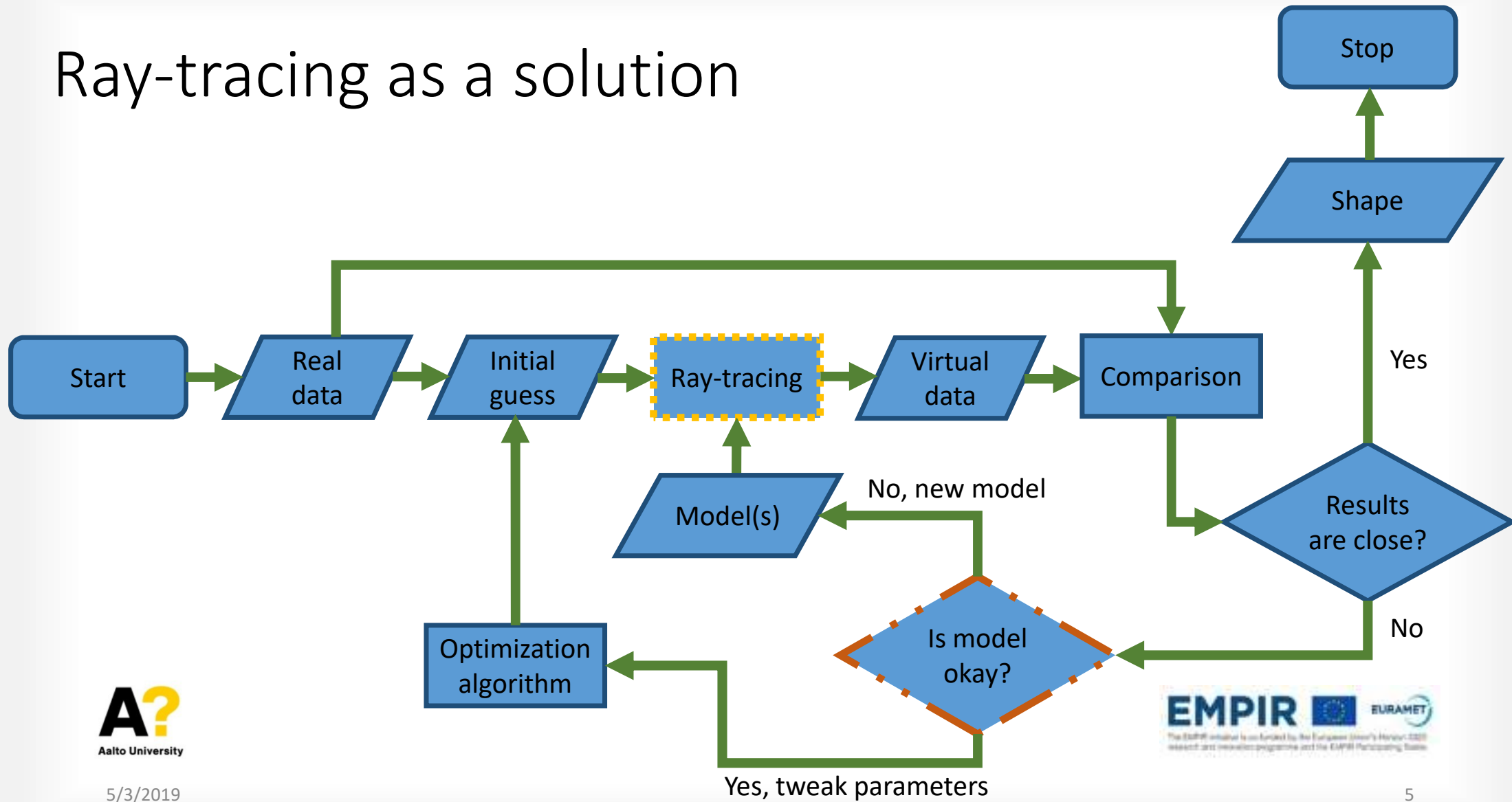


Ray-tracing as a solution

- Works as virtual laboratory
- Allows automatization
- Performs as precisely as are mathematical models behind simulations



Ray-tracing as a solution

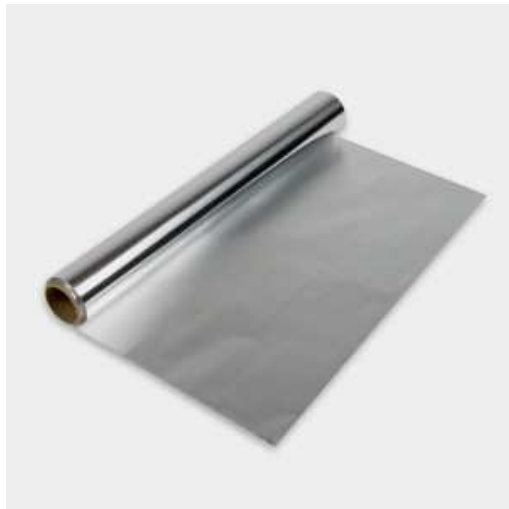


What about models?

- Break reality to mathematical function and a set of parameters
- Parameters can be changed during optimization within reasonable limits
- Difficult models are more precise, but require more computational resources (memory, time)
- The most difficult problem within this task



What model to use?



Microfacet model to describe plane surfaces
Torrance-Sparrow, for exaple



Macrostructure model – yet to be determined

Torrance-Sparrow model

$$\rho(\theta_2, \phi_2) = \frac{1}{\pi} \left(D \cos \theta_2 + S \frac{F(n, k) T(m) A}{4 \cos \theta_1 \cos \theta_2} \right) d\omega_2$$

n is the ratio between the index of refraction of the surface and the current medium

k is the extinction coefficient

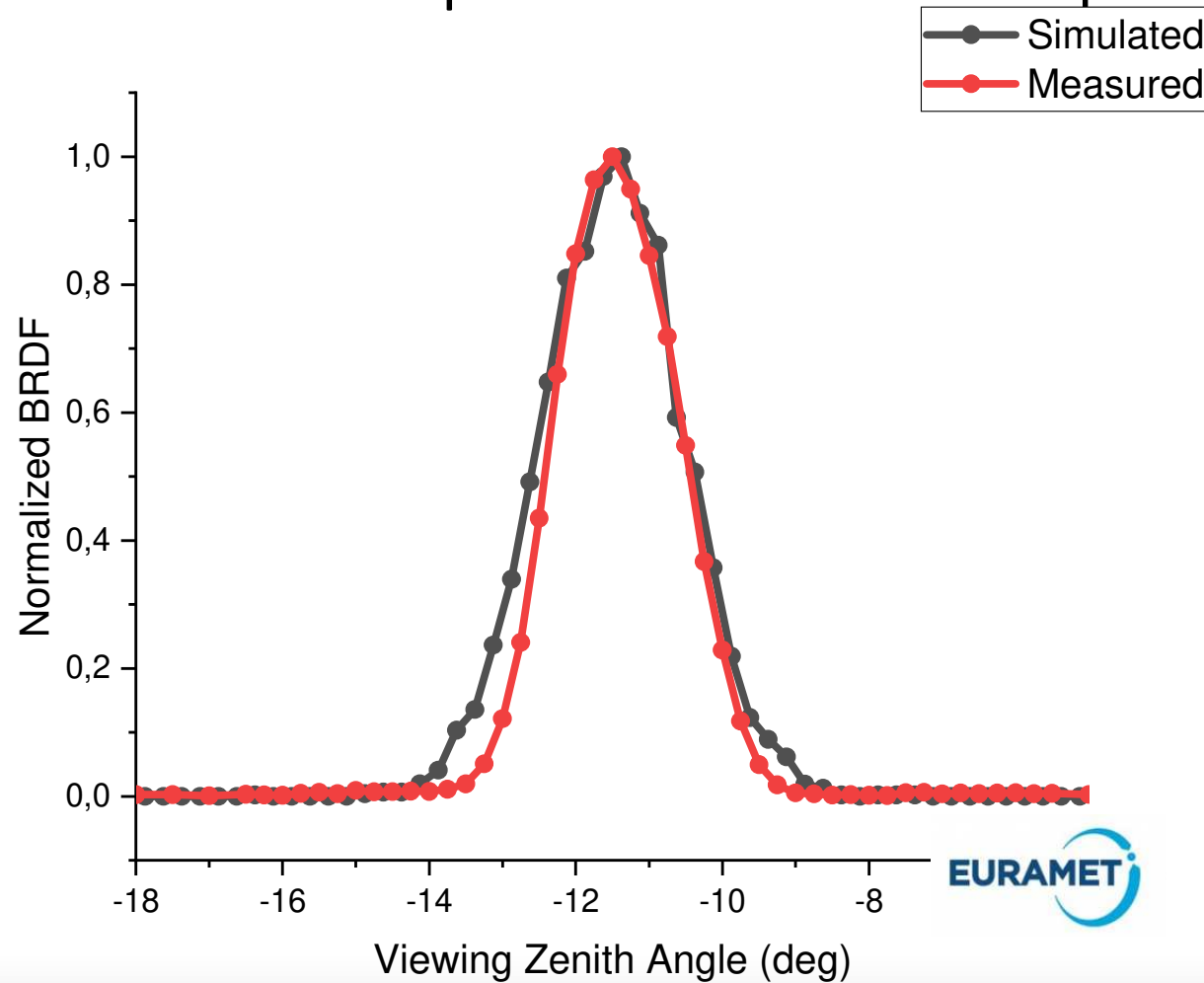
$D \in [0; 1]$ is the ratio of diffusely reflected radiation

$m \in [0; 1]$ is the root mean square slope of the facets

S is weight of specular component

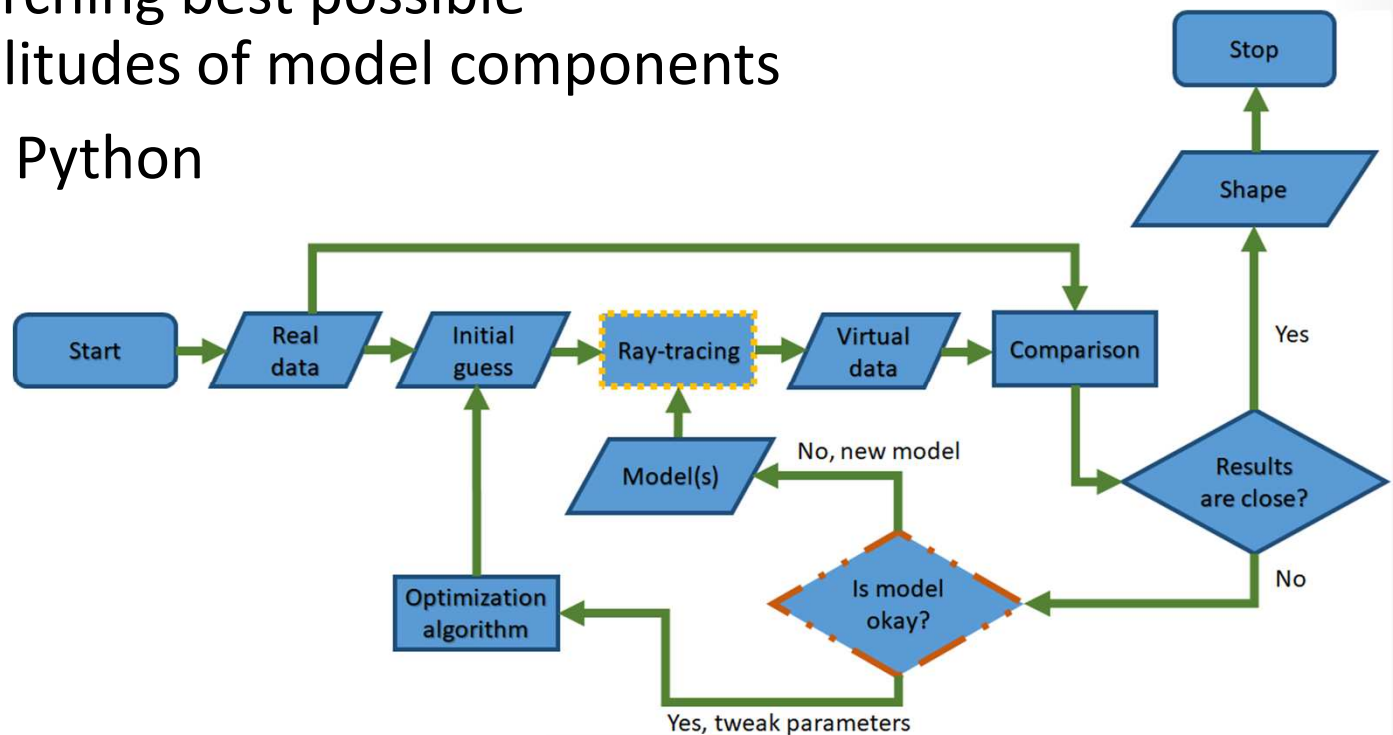
(A is geometrical attenuation factor that is found using other parameters)

Result of Torrance-Sparrow model implementation



Future plans

- Describe the surface with periodical 2D functions
- Run optimization searching best possible frequencies and amplitudes of model components
- Transfer code fully to Python



Thank you for the attention!

