Art-Directable Multiple Volumetric Scattering

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Figure 1: Cloud rendered using single scatter lighting, using the *contrast approximation, and using our multiple scattering technique.*

CR Categories: I.3.7 [Computer Graphics]: Three-Dimensional Graphics and Realism—;

Introduction Multiple scattering is a crucial part of photo-realistic rendering of high-albedo media. In the production rendering context, current techniques include wavefront tracking [Miller et al. 2012] as well as modified shadow calculations [Wrenninge et al. 2013] (hereon referred to as the *contrast approximation*). In order to convincingly render optically thick media, high scatter orders must be included, upwards of 100 bounces. Also, anisotropic effects must be handled.

While physically accurate multiple scattering is a worthwhile goal, it doesn't necessarily provide the most useful solution when it comes to art-directability. We have found that changing the amount of diffusion in a cloud greatly impacts the perceived scale of the scene, but that contrast can be adjusted substantially to suit the image without compromising scale. With this distinction in mind, we developed a method that computes efficient and physically accurate diffusion, but that allows independent control over contrast.

Method We compute multi-bounce diffusion of light in volumes using a path tracing formulation. Initial scatter events along the camera ray are chosen according to the *density sampling* technique from [Kulla and Fajardo 2012]. Subsequent scatter events are chosen using an approximation to Woodcock Tracking: we let $d_{\mathrm{max}} \approx d$, i.e. the local density d is used to select a next step length $l = -\ln \xi_0 / d$. While not mathematically rigorous, the local density provides a reasonable measure of the maximum extinction d_{max} in the region of the sample. In order to choose the new direction $\vec{v}'$, we invert the phase function p such that the new scatter direction $\vec{v}' = p^{-1}(\vec{v}, \xi_1, \xi_2)$. The combination of density sampling and our random walk method allows us to reach high-order scattering events with a minimal number of computations: one interpolated voxel value per bounce and one phase function inversion, versus constructing a full CDF, as would be required by the density sampling method.

We use the contrast approximation technique to provide overall contrast control of the volume. At each bounce depth i, direct light is calculated according to Equation 1. By using only a single bank of the contrast approximation at each bounce, the overall brightness is maintained while diffusion is added. While the diffusion effect is expensive due to the increased number of indirect rays to trace, the contrast approximation calculation is computationally inexpensive, and has proven intuitive to use.

$$L_i = \sigma_s b^i L_{light}(\omega_i) p\left(\omega_i, \omega_o, c^i g\right) e^{-a^i \int_0^t \sigma_t(s) ds} \quad (1)$$

Results The three images in Figure 1 show a cloud scape rendered with various methods. The first uses single scattering only. The second shows the contrast approximation, and the third shows our method using 16 bounces and 256 rays/pixel. Render times were 5m 16s, 6m 4s and 63m 11s, respectively. Although computationally expensive, our method allows biased but convergent rendering of high order multiple scattering. It is also independent of the resolution of the underlying volumes, which is an advantage over methods that operate on the volume itself. Because our method works without pre-computation or caching, it applies equally well to static and animated volumes. We are currently using the technique to render multiple scattering effects in both clouds and whitewater on the production of *The Good Dinosaur*.

References

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