

Derivation of a Squared Ellipsoidal Lobe Function

Yusuke Tokuyoshi*
SQUARE ENIX CO., LTD.

Takahiro Harada
Advanced Micro Devices, Inc.

1 Squared Spheroidal Lobe (SSL)

To derive a squared ellipsoidal lobe (SEL) function, we start from the following squared spheroidal lobe (SSL):

$$\pi\acute{\alpha}^2 D\left(\cos \frac{\theta}{2}, \acute{\alpha}\right) = \frac{4\acute{\alpha}^4}{(1 - \cos \theta + \acute{\alpha}^2(1 + \cos \theta))^2}.$$

where θ is the angle between a direction $\boldsymbol{\omega} \in \mathbb{S}^2$ and the lobe axis $\boldsymbol{\omega}_z \in \mathbb{S}^2$, $\acute{\alpha} \in [0, 1]$ is the roughness of the lobe, and $D(\cos \theta, \acute{\alpha})$ is the isotropic GGX distribution [TR75, WMLT07]. Tokuyoshi and Harada [TH17] derived $\sqrt{\pi D(\cos \frac{\theta}{2}, \acute{\alpha})}$ is a spheroid whose center and semiaxes in the lobe space are $[0, 0, \frac{1-\acute{\alpha}^2}{2\acute{\alpha}}]$ and $[1, 1, \frac{1+\acute{\alpha}^2}{2\acute{\alpha}}]$, respectively. Therefore, the lobe-space center $\mathbf{c}$ and semiaxes $\mathbf{r}$ of $\sqrt{\pi\acute{\alpha}^2 D(\cos \frac{\theta}{2}, \acute{\alpha})}$ are given by

$$\mathbf{c} = \left[0, 0, \frac{1 - \acute{\alpha}^2}{2}\right],$$
$$\mathbf{r} = \left[\acute{\alpha}, \acute{\alpha}, \frac{1 + \acute{\alpha}^2}{2}\right].$$

2 Extension to a Squared Ellipsoidal Lobe (SEL)

This paper extends semiaxes $\mathbf{r}$ using anisotropic roughness parameters $[\acute{\alpha}_x, \acute{\alpha}_y]$ as follows:

$$\mathbf{r} = \left[\acute{\alpha}_x, \acute{\alpha}_y, \frac{1 + \acute{\alpha}_{\max}^2}{2}\right],$$

where $\acute{\alpha}_{\max} = \max(\acute{\alpha}_x, \acute{\alpha}_y)$. For this, the lobe-space center is

$$\mathbf{c} = \left[0, 0, \frac{1 - \acute{\alpha}_{\max}^2}{2}\right].$$

*yusuke.tokuyoshi@gmail.com

Our SEL function is given by the squared distance from the origin to this ellipsoid. Therefore, we derive the SEL using the intersection of this ellipsoid and a line. A position on this line is given by

$$\mathbf{p} = t\boldsymbol{\omega},$$

where t is a distance from the origin. The ellipsoid-line intersection is equivalently rewritten into the intersection of a transformed line and a unit sphere centered at the origin. For this, a position on this line is given by

$$\mathbf{p}' = (t\boldsymbol{\omega} - \mathbf{c}) \begin{bmatrix} \frac{1}{\dot{\alpha}_x} & 0 & 0 \\ 0 & \frac{1}{\dot{\alpha}_y} & 0 \\ 0 & 0 & \frac{2}{1+\dot{\alpha}_{\max}^2} \end{bmatrix} = t\mathbf{d} + \mathbf{s},$$

$$\mathbf{d} = \left[\frac{x}{\dot{\alpha}_x}, \frac{y}{\dot{\alpha}_y}, \frac{2z}{1+\dot{\alpha}_{\max}^2} \right], \quad (1)$$

$$\mathbf{s} = \left[0, 0, -\frac{1-\dot{\alpha}_{\max}^2}{1+\dot{\alpha}_{\max}^2} \right]. \quad (2)$$

where $\boldsymbol{\omega} = [x, y, z]$. The intersection point of this line and the unit sphere is given as $\|\mathbf{p}'\|^2 = 1$. It is rewritten into a quadratic equation:

$$\|\mathbf{d}\|^2 t^2 + 2(\mathbf{d} \cdot \mathbf{s})t + \|\mathbf{s}\|^2 - 1 = 0.$$

The positive solution of this equation is given by

$$t = \frac{\sqrt{(\mathbf{d} \cdot \mathbf{s})^2 - \|\mathbf{d}\|^2(\|\mathbf{s}\|^2 - 1)} - \mathbf{d} \cdot \mathbf{s}}{\|\mathbf{d}\|^2}. \quad (3)$$

Substituting Eq. (1) and Eq. (2) into Eq. (3), the solution is obtained as follows:

$$\begin{aligned} t &= 2 \frac{(1 + \dot{\alpha}_{\max}^2) \sqrt{\frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_x^2} x^2 + \frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_y^2} y^2 + z^2 + z(1 - \dot{\alpha}_{\max}^2)}}{(1 + \dot{\alpha}_{\max}^2)^2 \left(\frac{x^2}{\dot{\alpha}_x^2} + \frac{y^2}{\dot{\alpha}_y^2} + \frac{4z^2}{(1 + \dot{\alpha}_{\max}^2)^2} \right)} \\ &= 2\dot{\alpha}_{\max}^2 \frac{(1 + \dot{\alpha}_{\max}^2) \sqrt{\frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_x^2} x^2 + \frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_y^2} y^2 + z^2 + z(1 - \dot{\alpha}_{\max}^2)}}{(1 + \dot{\alpha}_{\max}^2)^2 \left(\frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_x^2} x^2 + \frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_y^2} y^2 \right) + 4z^2 \dot{\alpha}_{\max}^2} \\ &= 2\dot{\alpha}_{\max}^2 \frac{(1 + \dot{\alpha}_{\max}^2) \sqrt{\frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_x^2} x^2 + \frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_y^2} y^2 + z^2 + z(1 - \dot{\alpha}_{\max}^2)}}{(1 + \dot{\alpha}_{\max}^2)^2 \left(\frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_x^2} x^2 + \frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_y^2} y^2 + z^2 \right) - z^2 (1 + \dot{\alpha}_{\max}^2)^2 + 4z^2 \dot{\alpha}_{\max}^2} \\ &= 2\dot{\alpha}_{\max}^2 \frac{(1 + \dot{\alpha}_{\max}^2) \sqrt{\frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_x^2} x^2 + \frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_y^2} y^2 + z^2 + z(1 - \dot{\alpha}_{\max}^2)}}{(1 + \dot{\alpha}_{\max}^2)^2 \left(\frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_x^2} x^2 + \frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_y^2} y^2 + z^2 \right) - z^2 (1 - \dot{\alpha}_{\max}^2)^2} \\ &= \frac{2\dot{\alpha}_{\max}^2}{(1 + \dot{\alpha}_{\max}^2) \sqrt{\frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_x^2} x^2 + \frac{\dot{\alpha}_{\max}^2}{\dot{\alpha}_y^2} y^2 + z^2 - z(1 - \dot{\alpha}_{\max}^2)}}. \end{aligned}$$

Therefore, the SEL is derived as

$$K(\boldsymbol{\omega}; \mathbf{E}, \hat{\alpha}_x, \hat{\alpha}) = t^2 = \frac{4\hat{\alpha}_{\max}^4}{\left((1 + \hat{\alpha}_{\max}^2) \sqrt{\frac{\hat{\alpha}_{\max}^2}{\hat{\alpha}_x^2} x^2 + \frac{\hat{\alpha}_{\max}^2}{\hat{\alpha}_y^2} y^2 + z^2} - z(1 - \hat{\alpha}_{\max}^2) \right)^2}.$$

where $\mathbf{E}$ is the 3×3 identity matrix. To represent the orientation of the lobe, Eq. (2) is generalized using a 3×3 orthogonal matrix $\mathbf{Q}$ as follows:

$$K(\boldsymbol{\omega}; \mathbf{Q}, \hat{\alpha}_x, \hat{\alpha}) = \frac{4\hat{\alpha}_{\max}^4}{\left((1 + \hat{\alpha}_{\max}^2) \sqrt{\frac{\hat{\alpha}_{\max}^2}{\hat{\alpha}_x^2} v_x^2 + \frac{\hat{\alpha}_{\max}^2}{\hat{\alpha}_y^2} v_y^2 + v_z^2} - v_z(1 - \hat{\alpha}_{\max}^2) \right)^2}.$$

where $[v_x, v_y, v_z]^T = \mathbf{Q}\boldsymbol{\omega}^T$ is the direction transformed into the lobe space. This SEL can also be rewritten into the following form:

$$K(\boldsymbol{\omega}; \mathbf{Q}, \hat{\alpha}_x, \hat{\alpha}) = \frac{4\hat{\alpha}_{\max}^4}{\left((U - v_z) + \hat{\alpha}_{\max}^2 (U + v_z) \right)^2}.$$

where $U = \sqrt{\frac{\hat{\alpha}_{\max}^2}{\hat{\alpha}_x^2} v_x^2 + \frac{\hat{\alpha}_{\max}^2}{\hat{\alpha}_y^2} v_y^2 + v_z^2}$.

References

- [TH17] Yusuke Tokuyoshi and Takahiro Harada. Stochastic light culling for VPLs on GGX microsurfaces. *Comput. Graph. Forum*, 36(4):55–63, 2017.
- [TR75] T. S. Trowbridge and K. P. Reitz. Average irregularity representation of a rough surface for ray reflection. *J. Opt. Soc. Am.*, 65(5):531–536, 1975.
- [WMLT07] Bruce Walter, Stephen R. Marschner, Hongsong Li, and Kenneth E. Torrance. Microfacet models for refraction through rough surfaces. In *EGSR '07*, pages 195–206, 2007.