

Practical Multiple-Scattering Sheen Using Linearly Transformed Cosines Supplemental Material

Tizian Zeltner
EPFL
Lausanne, Switzerland

Brent Burley
Walt Disney Animation Studios
Burbank, USA

Matt Jen-Yuan Chiang
Walt Disney Animation Studios
Burbank, USA

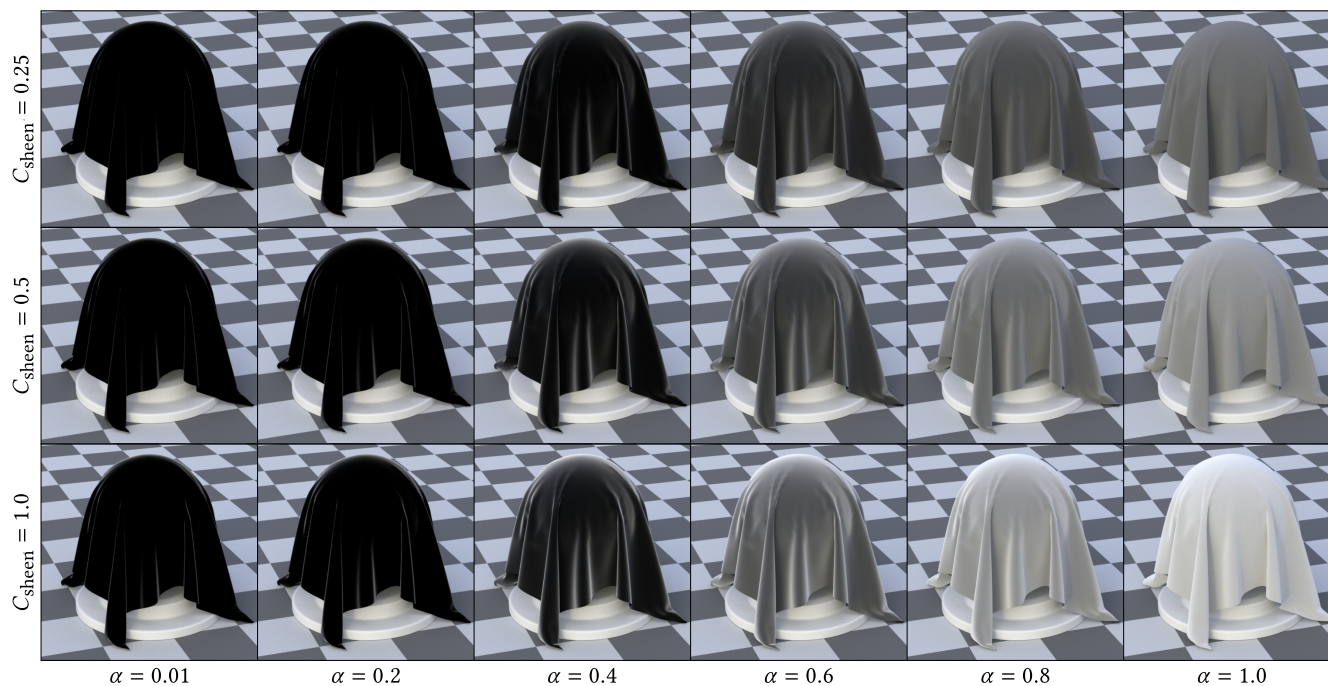


Figure 1: Parameter space of our proposed sheen model applied to a draped cloth example. The columns show varying roughness values α whereas the rows show varying sheen scales C_{sheen} .

1 OVERVIEW

This document contains additional comparison figures of our sheen BRDF against prior work.

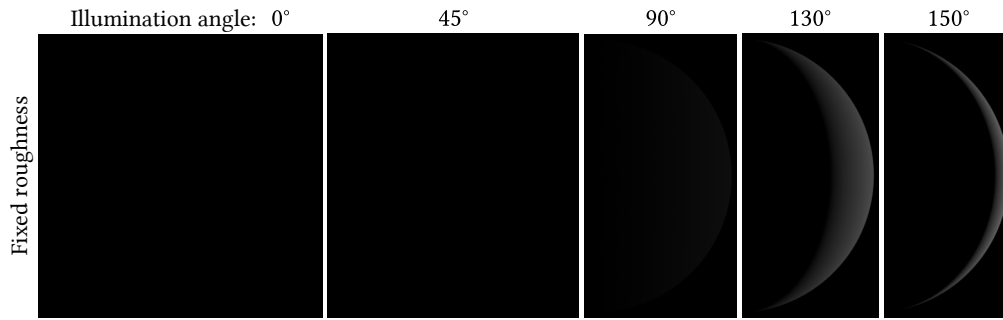


Figure 2: Sheen model from the *Principled BRDF* by Burley [2012] at varying illumination angles. Note that there is only forward scattering and a lack of backward scattering. There also is no roughness or shape control.

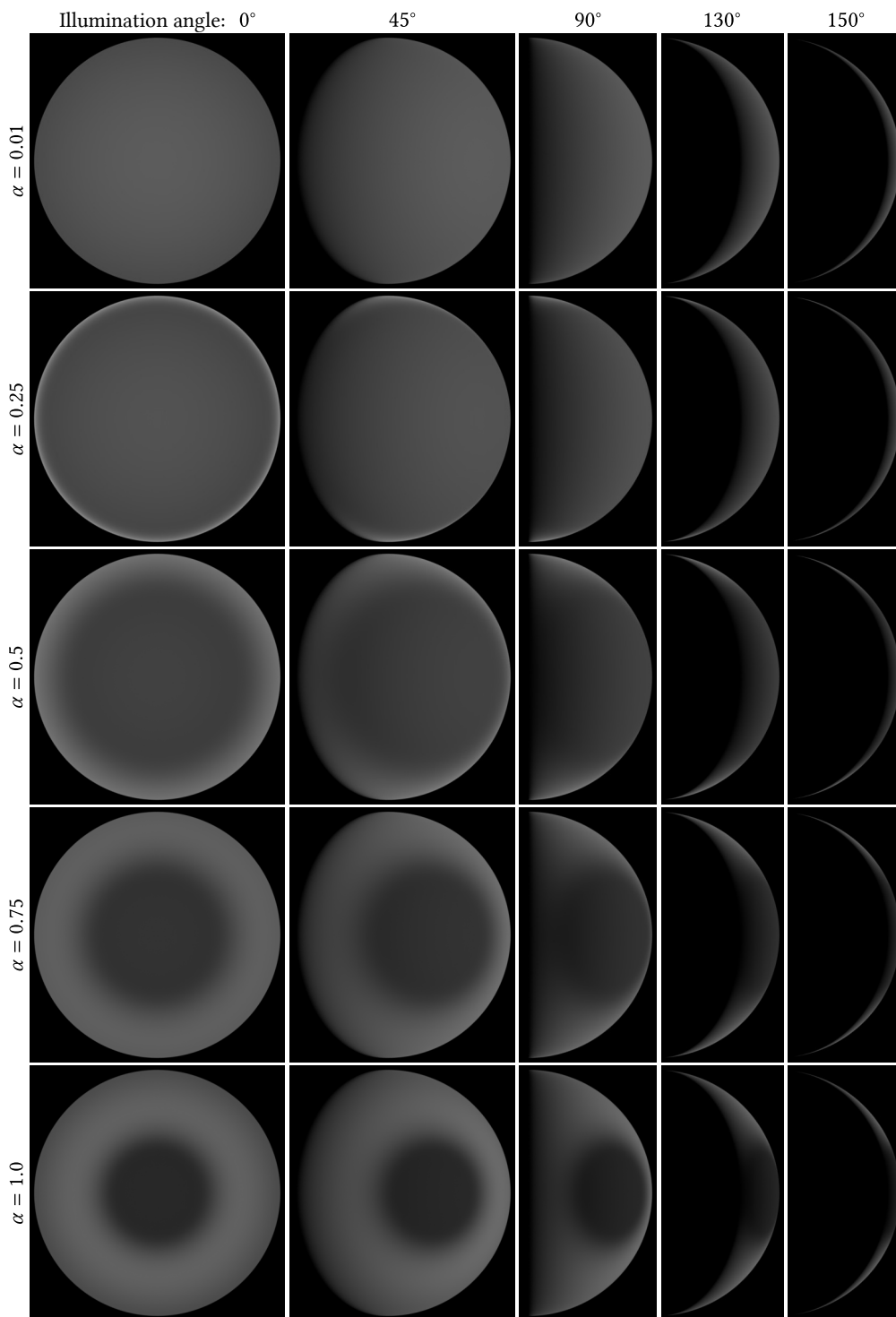


Figure 3: Production sheen model by Neubelt and Pettineo [2013] for varying roughness values α at different illumination angles. This model is based on the earlier model by Ashikmin et al. [2000] and uses an inverted Gaussian microfacet distribution as a base.

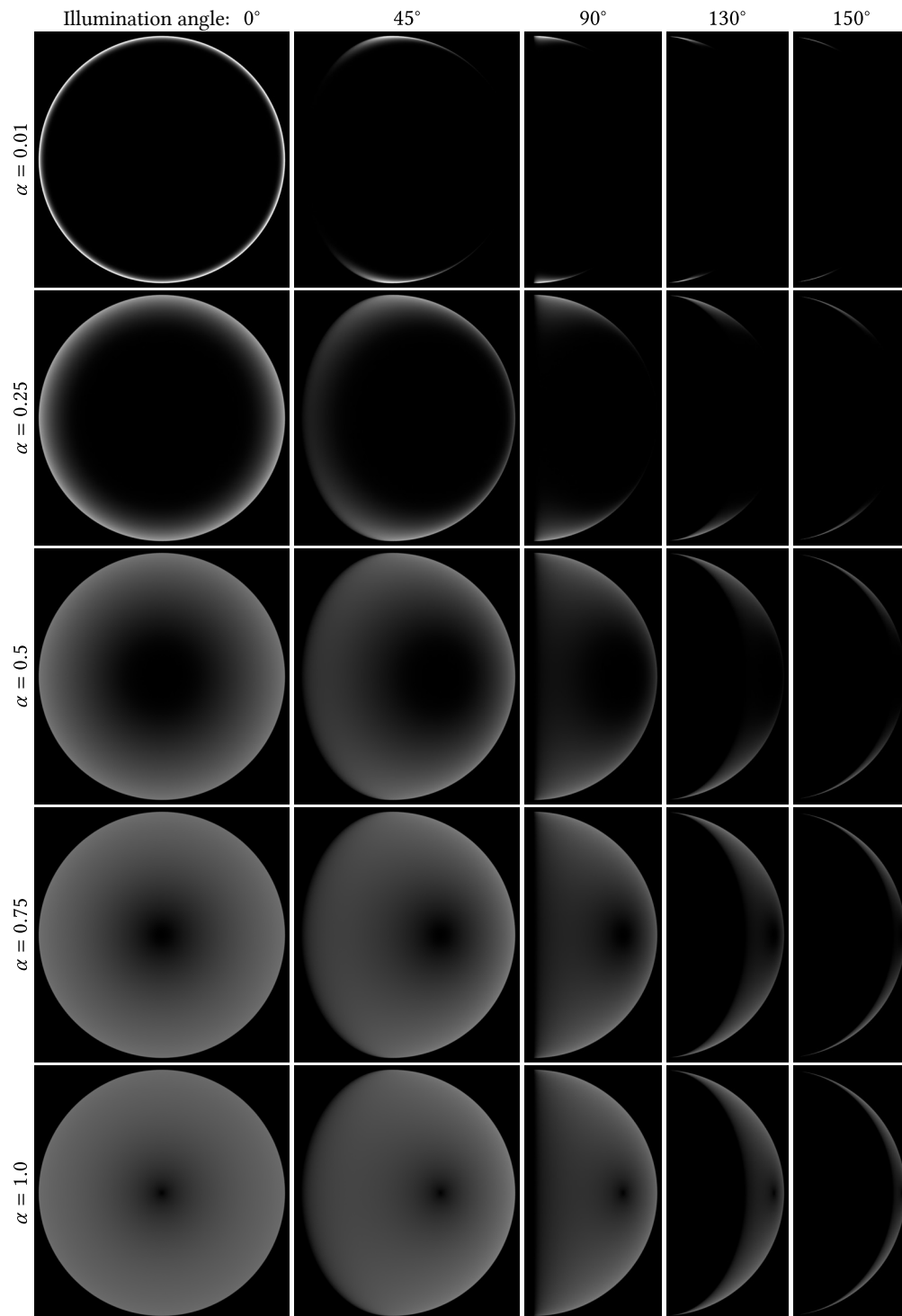


Figure 4: State-of-the-art sheen model by Conty and Kulla [2017] for varying roughness values α at different illumination angles. This is also inspired by the work of Ashikmin et al. [2000] but instead uses an exponentiated sinusoidal microfacet distribution.

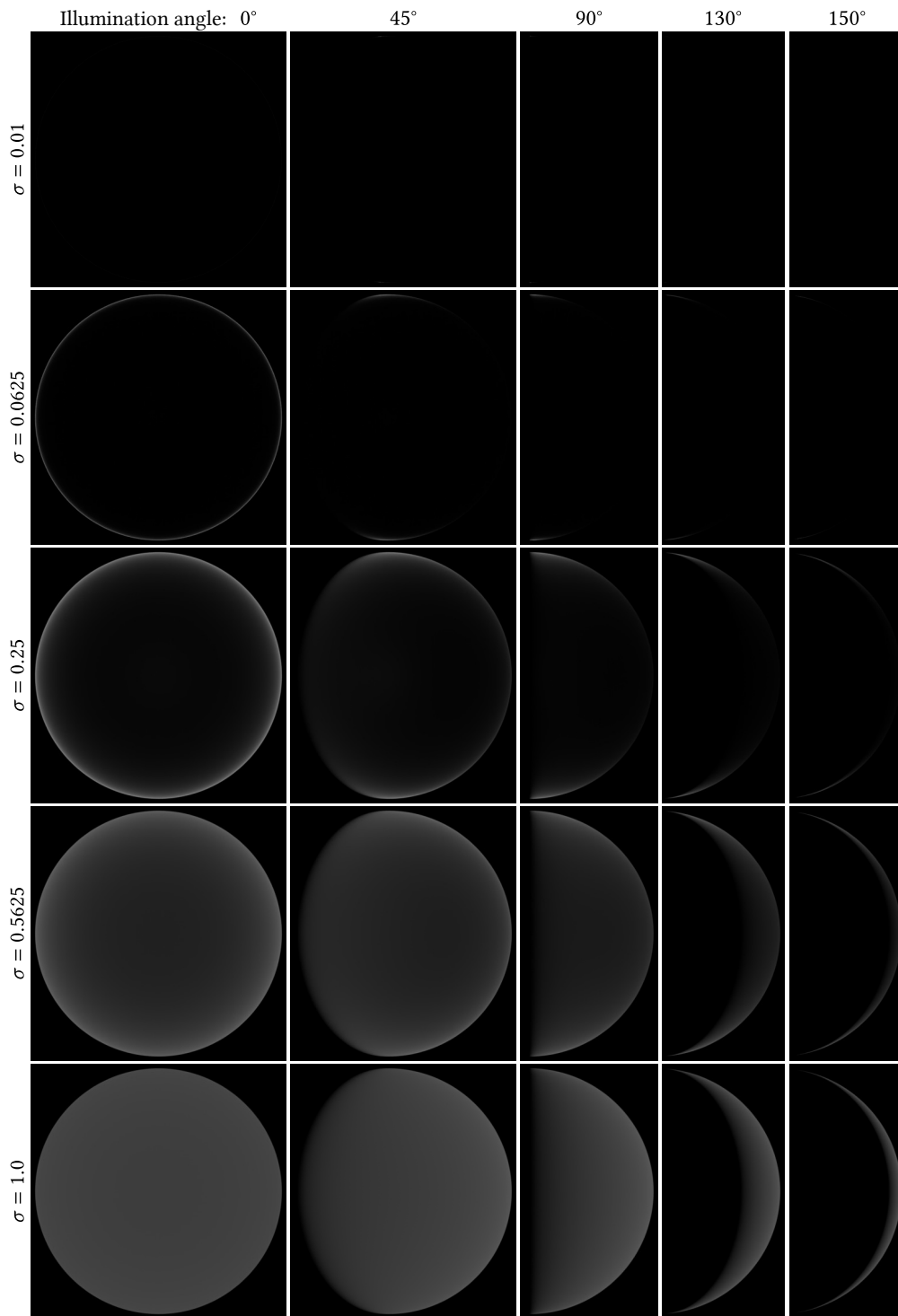


Figure 5: Sheen by Patry [2020] for varying SGGX cross section values σ at different illumination angles. This model is based on a volumetric single-scattering layer described by Koenderink and Pont [2003]—but using a fiber-like SGGX phase function [Heitz et al. 2015]. The shown volume is non-absorptive with unit density and thickness.

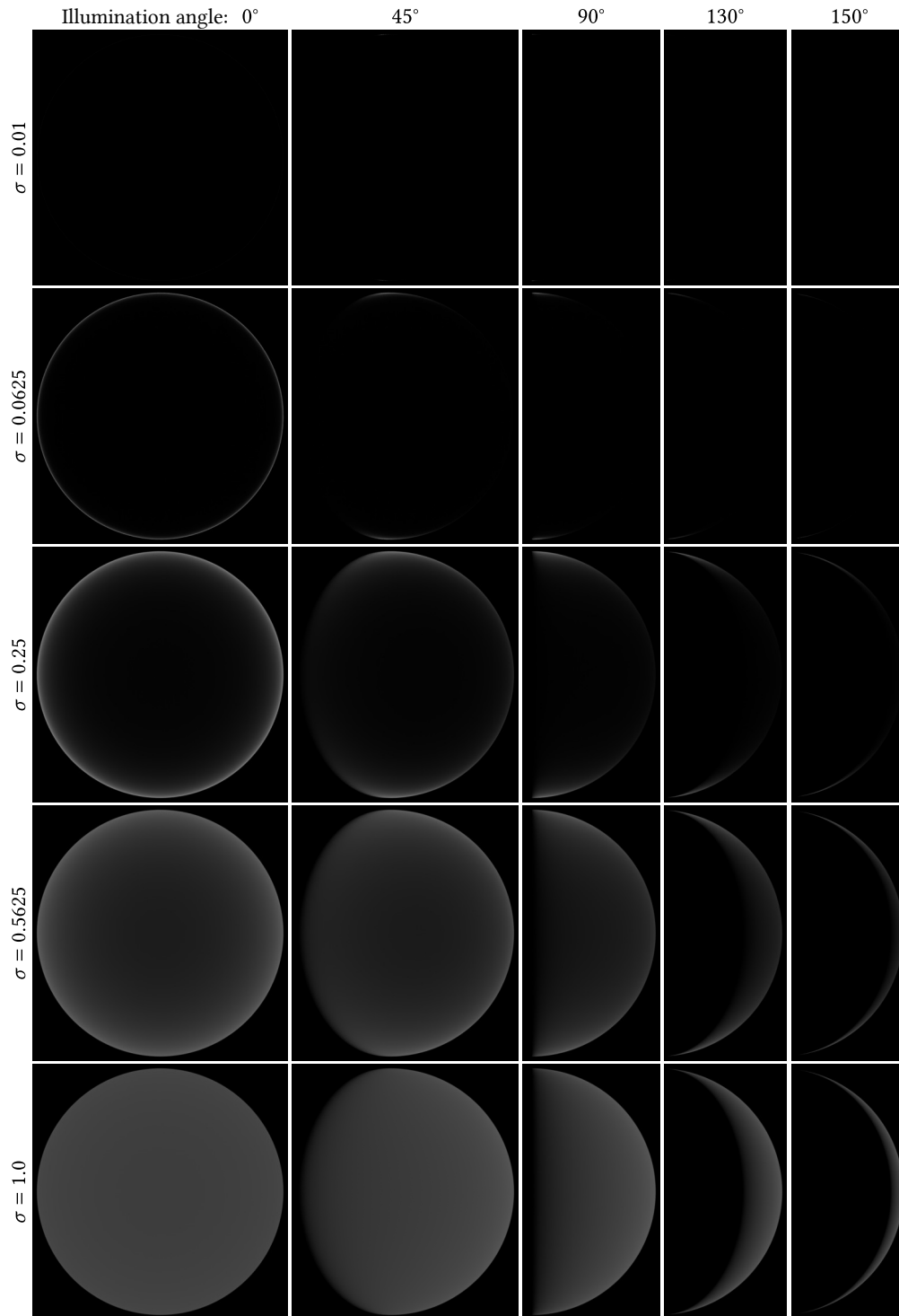


Figure 6: Single-scattering volumetric layer (non-absorptive, unit thickness, unit density) using a fiber-like SGGX phase function [Heitz et al. 2015] at different cross section values σ and illumination angles. Due to the simplicity of this model, the resulting BRDF is available in closed-form.

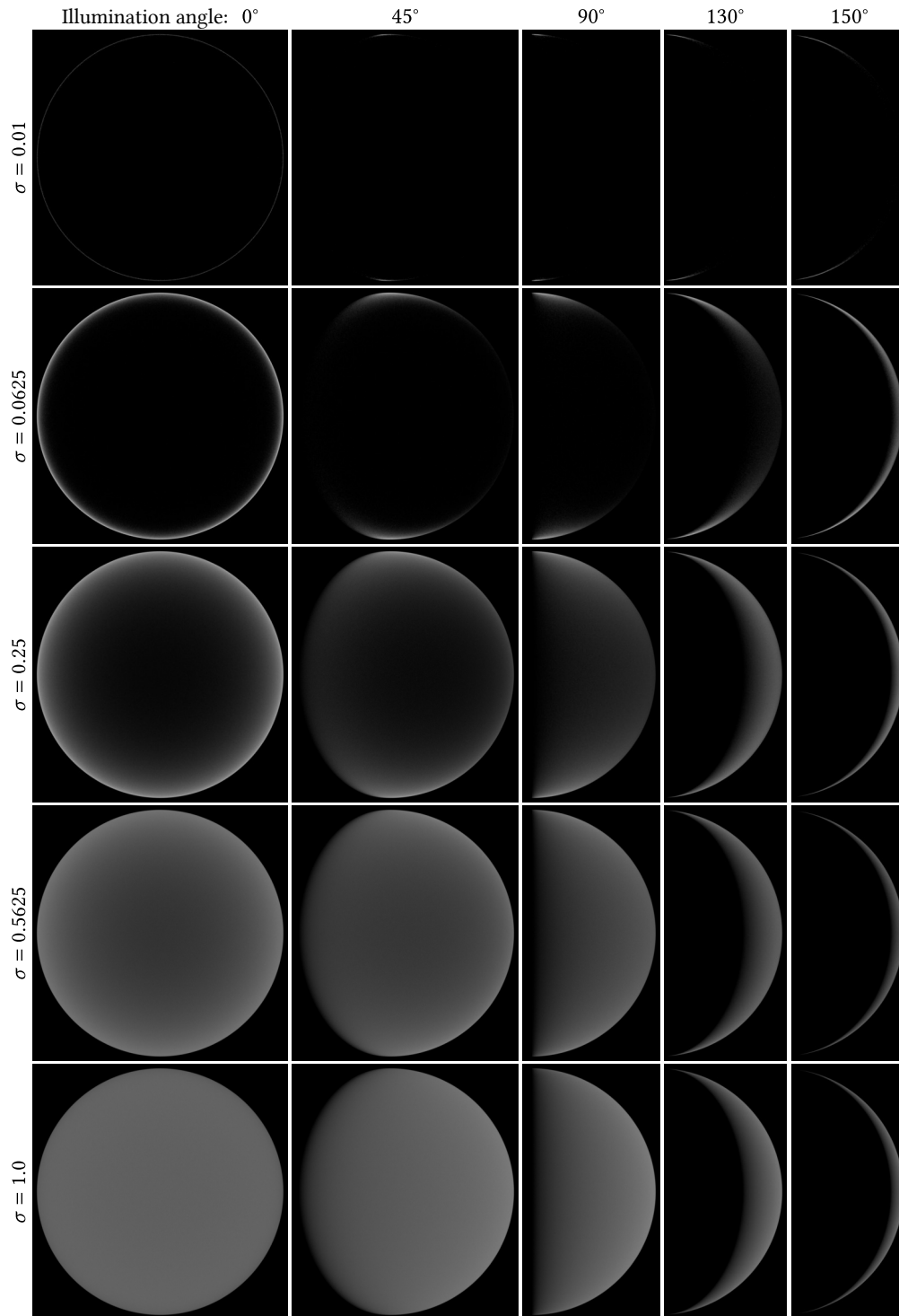


Figure 7: Multi-scattering volumetric layer (non-absorptive, unit thickness, unit density) using a fiber-like SGGX phase function [Heitz et al. 2015] at different cross section values σ and illumination angles. This forms the inspiration of our new sheen model. Due to the dominant multiple-scattering, the resulting BRDF is not available in analytic form but requires costly evaluation and sampling via a stochastic random walk [Dupuy et al. 2016].

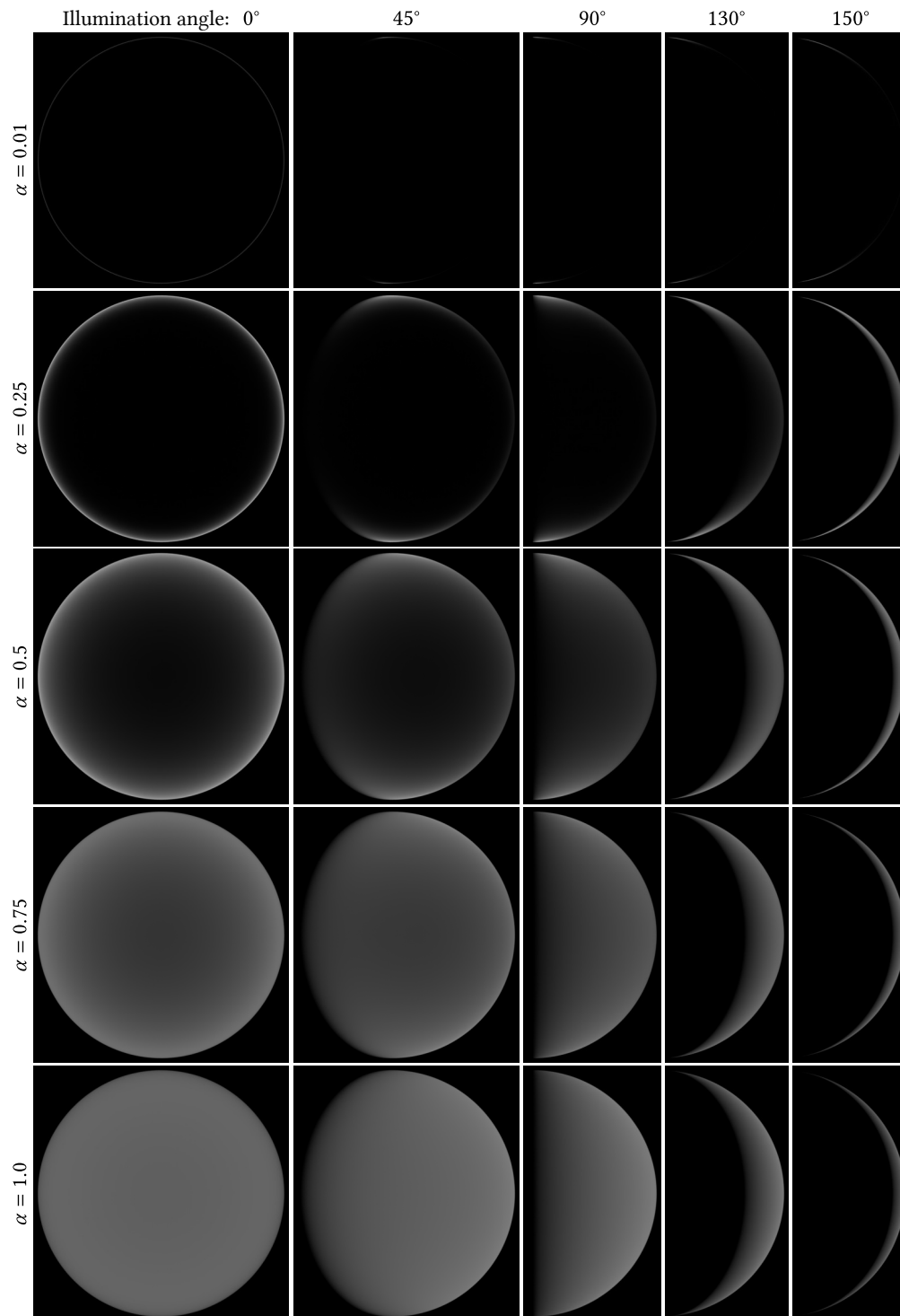


Figure 8: Our fitted LTC sheen model at various roughness values $\alpha = \sqrt{\sigma}$ and different illumination angles. It qualitatively matches the desired properties from Figure 7 but allows efficient evaluation and sampling via linearly transformed cosines (LTC) [Heitz et al. 2016].

REFERENCES

- Michael Ashikmin, Simon Premože, and Peter Shirley. 2000. A Microfacet-Based BRDF Generator. In *Proceedings of the 27th Annual Conference on Computer Graphics and Interactive Techniques (SIGGRAPH '00)*. USA, 65–74. <https://doi.org/10.1145/344779.344814>
- Brent Burley. 2012. Physically Based Shading at Disney. In *ACM SIGGRAPH 2012 Course Notes — Practical Physically-Based Shading in Film and Game Production*.
- Alejandro Conty and Christopher Kulla. 2017. Production Friendly Microfacet Sheen BRDF. In *ACM SIGGRAPH 2017 Course Notes — Physically Based Shading in Theory and Practice*.
- Jonathan Dupuy, Eric Heitz, and Eugene d'Eon. 2016. Additional Progress towards the Unification of Microfacet and Microflake Theories. In *Proceedings of the Eurographics Symposium on Rendering: Experimental Ideas & Implementations (EGSR '16)*, 55–63. <https://doi.org/10.2312/sre.20161210>
- Eric Heitz, Jonathan Dupuy, Cyril Crassin, and Carsten Dachsbacher. 2015. The SGGX Microflake Distribution. *ACM Transactions on Graphics (Proceedings of SIGGRAPH)* 34, 4 (jul 2015), 48:1–48:11. <https://doi.org/10.1145/2766988>
- Eric Heitz, Jonathan Dupuy, Stephen Hill, and David Neubelt. 2016. Real-Time Polygonal-Light Shading with Linearly Transformed Cosines. *ACM Transactions on Graphics (Proceedings of SIGGRAPH)* 35, 4 (jul 2016), 41:1–41:8. <https://doi.org/10.1145/2897824.2925895>
- Jan Koenderink and Sylvia Pont. 2003. The secret of velvety skin. *Mach. Vis. Appl.* 14 (09 2003), 260–268. <https://doi.org/10.1007/s00138-002-0089-7>
- David Neubelt and Matt Pettineo. 2013. Crafting a Next-Gen Material Pipeline for The Order: 1886. In *ACM SIGGRAPH 2013 Course Notes — Physically Based Shading in Theory and Practice*.
- Jasmin Patry. 2020. Samurai Shading in Ghost of Tsushima. In *ACM SIGGRAPH 2020 Course Notes — Physically Based Shading in Theory and Practice*.