TABLE OF CONTENTS

Page

ACKNOWLEDGMENTS v

ABSTRACT vii

LIST OF FIGURES xiv

LIST OF CODE FRAGMENTS xx

Chapter

1. INTRODUCTION TO RAY TRACING 1

1.1 Introduction 1
1.2 Solid Modeling Techniques 2

1.2.1 Fundamentals 2
1.2.2 Constructive Solid Geometry (CSG) 4
1.2.3 Spatial Decomposition 8
1.2.4 Boundary Representation Method (B-rep) 12
1.2.5 Summary 15

1.3 Viewing System 16

1.3.1 Introduction 16
1.3.2 Synthetic Camera Model 16
1.3.3 Projection Techniques 20

1.3.3.1 Perspective Projection 23
1.3.3.2 Parallel Projection 23

1.4 Polygonal Shading Techniques 24

1.4.1 Image Rendering Techniques 24
1.4.2 Hidden surface removal algorithms 28
1.4.3 The Illumination Model 31
1.4.4 Various Shading Techniques 34

1.5 Ray Tracing Technique 38

1.5.1 Generating More Realistic Images by the Ray Tracking Method 38
1.5.2 Ray-Object intersection Tests 41
1.5.3 Secondary Rays 43
1.5.4 The Aliasing Problem 51

1.6 Summary 53

2. SURVEY OF RAY TRACING ACCELERATION TECHNIQUES 55

2.1 Introduction 55
2.2 Faster Intersection Techniques 60

2.2.1 Bounding Volumes and Hierarchies 60

2.2.1.1 Evolution and Definition 60
2.2.1.2 Construction and Optimization of Bounding Volume Hierarchies 63
2.2.1.3 Bounding Volume Selection 66
2.2.1.4 Summary 73

2.2.2 3-D Spatial Subdivision 74

2.2.2.1 Introduction 74
2.2.2.2 Regulative Spatial Subdivision -- Octree technique and its variation 76
2.2.2.3 Irregular Spatial Subdivision -- Binary Space Partition method 87
2.2.2.4 Caveats in Spatial Subdivision Techniques 90

2.2.3 Directional Techniques 92

2.2.3.1 The Directional Cube 92
2.2.3.2 The Light Buffer 97
2.2.3.3 Ray Classification 100

2.3 Ray Tracing using the Statistical Sampling Method - Fewer Rays Techniques 104
2.4 Generalized Rays 106

2.4.1 Introduction 106
2.4.2 Cone Tracing 107
2.4.3 Beam Tracing 110
2.4.4 Pencil Tracing 113

2.5 Summary 116

3. MULTI-CAMERA RAY TRACING TECHNIQUES 118

3.1 Introduction 118

3.1.1 Spatial Subdivision Technique in the 3-D World 118
3.1.2 Multi-camera Method in the 2-D Space 120

3.2 Projection Extents and the Partition Planes 122

3.2.1 The Orthographic Projection 122

3.2.1.1 Orthographic Projection vs. Perspective Projection 123
3.2.1.2 The Synchronization Problem 125

3.2.2 Extending the Projection Scheme 128

3.2.2.1 The Bounding Polyhedron 128
3.2.2.2 The Projection Extent 130
3.2.2.3 The Virtual Partition Planes 132

3.2.3 Summary 134

3.3 Ray Tracking with the Virtual Partition Planes - the Slab Method 135

3.3.1 Defining Slabs from the Virtual Partition Planes 136
3.3.2 The Multiple Cameras Technique with Slabs 137
3.3.3 Summary 149

3.4 Ray Tracking with the Boundary Mesh -- the Cell Method 150

3.4.1 Defining Boundary Mesh from the Virtual Partition Planes 151
3.4.2 Construction of the Boundary Mesh 153
3.4.3 The Multiple Cameras Technique with Boundary Mesh 159
3.4.4 Summary 166

3.5 Ray Tracking with Block Mesh -- the Block Method 167

3.5.1 Block Table and Block Mesh 168
3.5.2 An Example of Constructing the Block Table and the Block Mesh 173
3.5.3 The Algorithm to Construct the Block Table and the Index Mesh 177
3.5.4 Tracking a Ray on the Index Mesh using the Block Table 185
3.5.5 Summary 194

3.6 Conclusion 195

3.6.1 S-bound Method 195
3.6.2 Self-shadowing Quick Test 197
3.6.3 Summary 198

4. EXPERIMENTS AND ANALYSIS 199

4.1 Quest of the Multi-Camera Technique 199

4.1.1 Outline of Questions 199
4.1.2 Working Computer Environment and Tools 205
4.1.3 The Ray-Bounding Box Algorithm 207
4.1.4 Notations in Tables 211

4.1.4.1 Notations of Quantities 211
4.1.4.2 Relations Between these Quantities 213

4.2 Experiments 215

4.2.1 Test Scenes 215
4.2.2 Table of Contents for the Experiments 216
4.2.3 Ray Tracing With the Multi-Camera Method 217

4.2.3.1 How Many Cameras are Enough ? 217
4.2.3.2 Experiments and Results 219

4.2.4 Angles Between Two Referee Cameras 230
4.2.5 Orientation of the Referee Camera 241
4.2.6 Variations of the Multi-Camera Technique 252

4.3 Conclusion 266
4.4 Future work 268

APPENDICES

A. SAMPLE CODES 270
B. TEST SCENES 292

BIBLIOGRAPHY 299