What's New in Radiance for 2013

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In Brief:

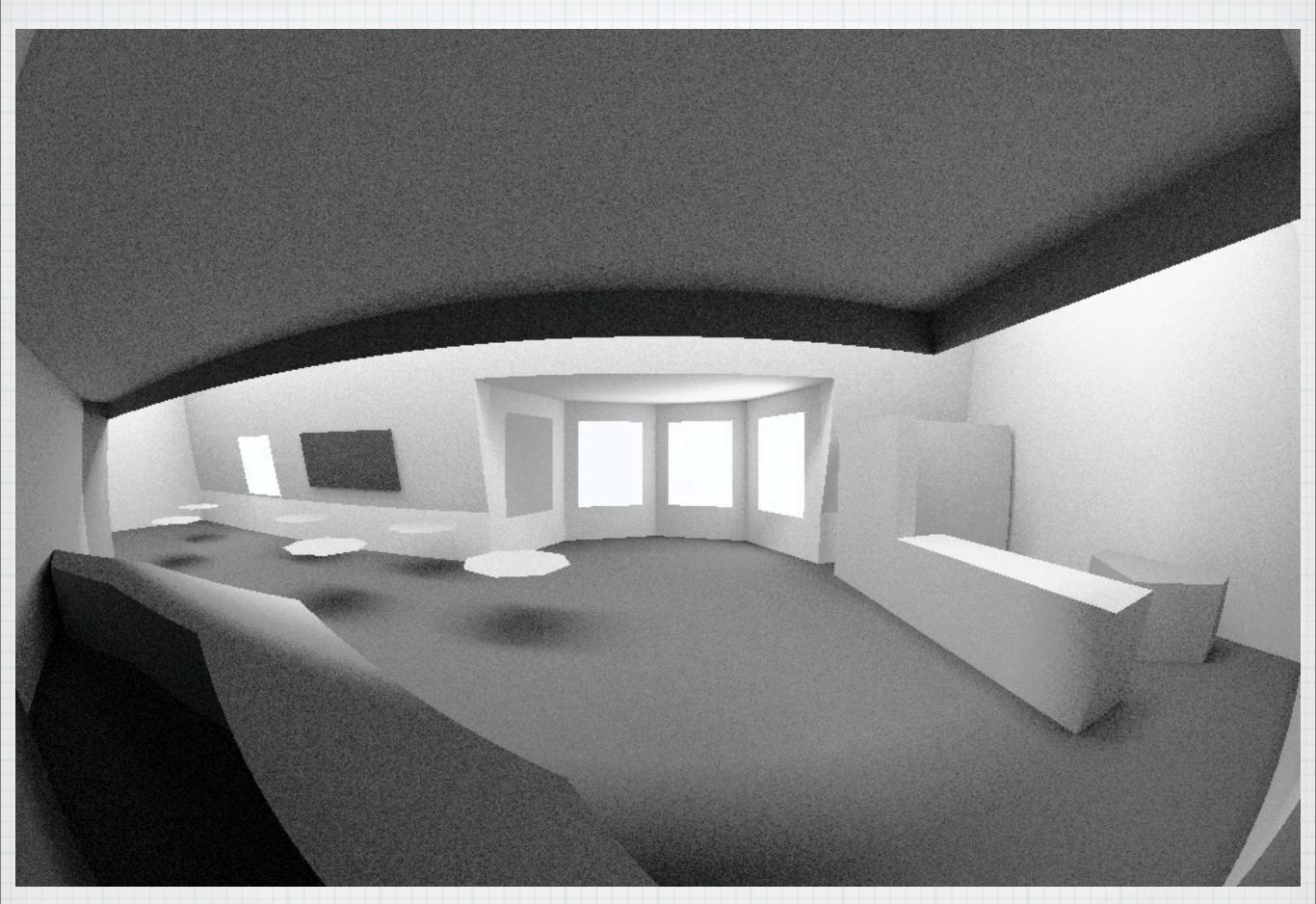
- * Rewrote rtcontrib, renamed rcontrib
- * Ashikhmin-Shirley reflectance model
- * Minor improvements to trad
- * Important bug fixes for BSDFs

Rewrote Rtcontrib

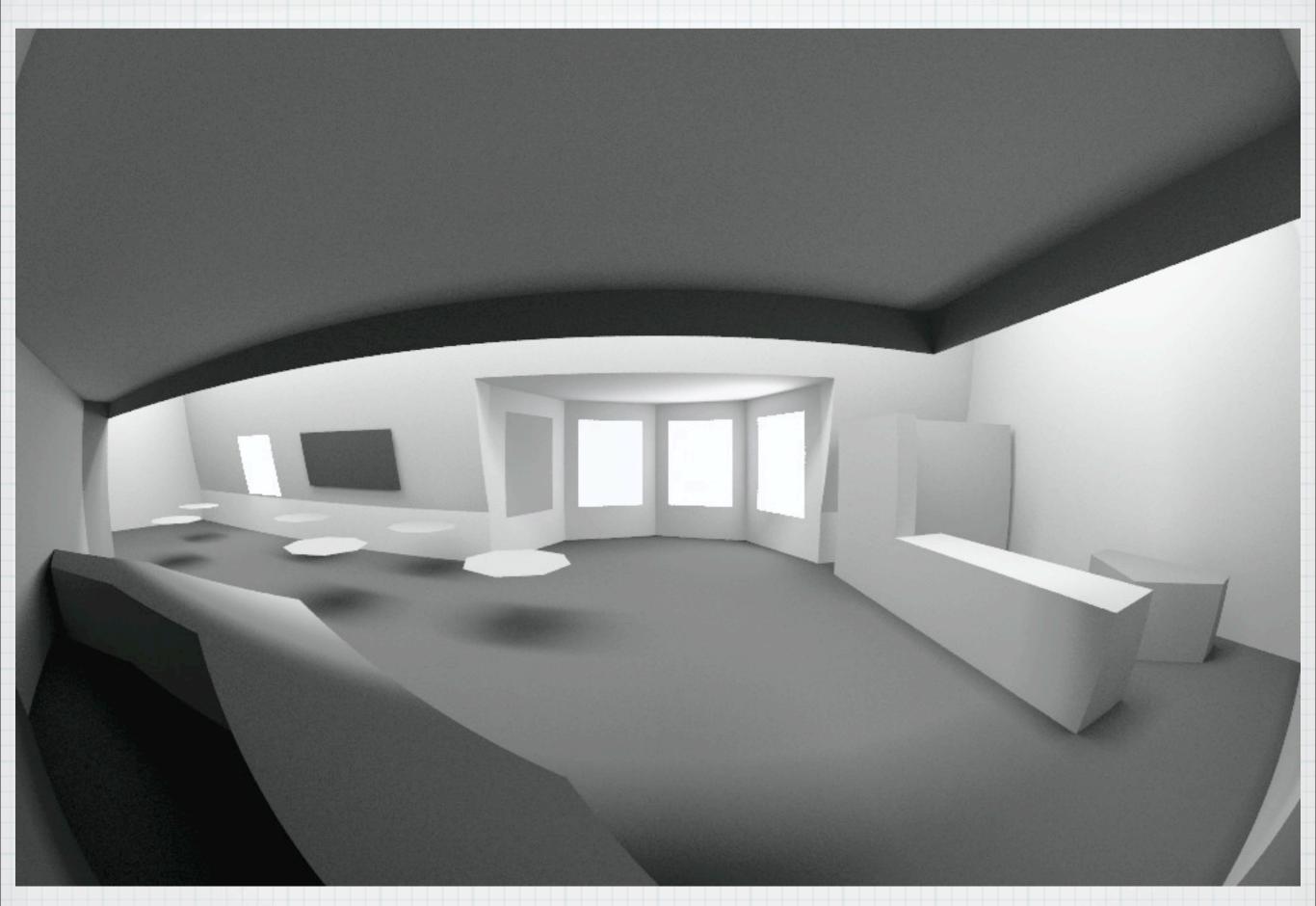
- * First time I have (almost) completely rewritten a program in Radiance
- * It needed it!
 - * Too much memory overhead
 - * Pid not scale well with # processors
- * New version works the same but faster

How Is It Pifferent?

- * It's named roontrib now, built in src/rt
- * No longer calls rtrace self-contained
- * Subprocesses are copies of parent
- * Using -c is now particularly efficient
- * Also added -c option to vwrays



Before: rtcontrib -c 1



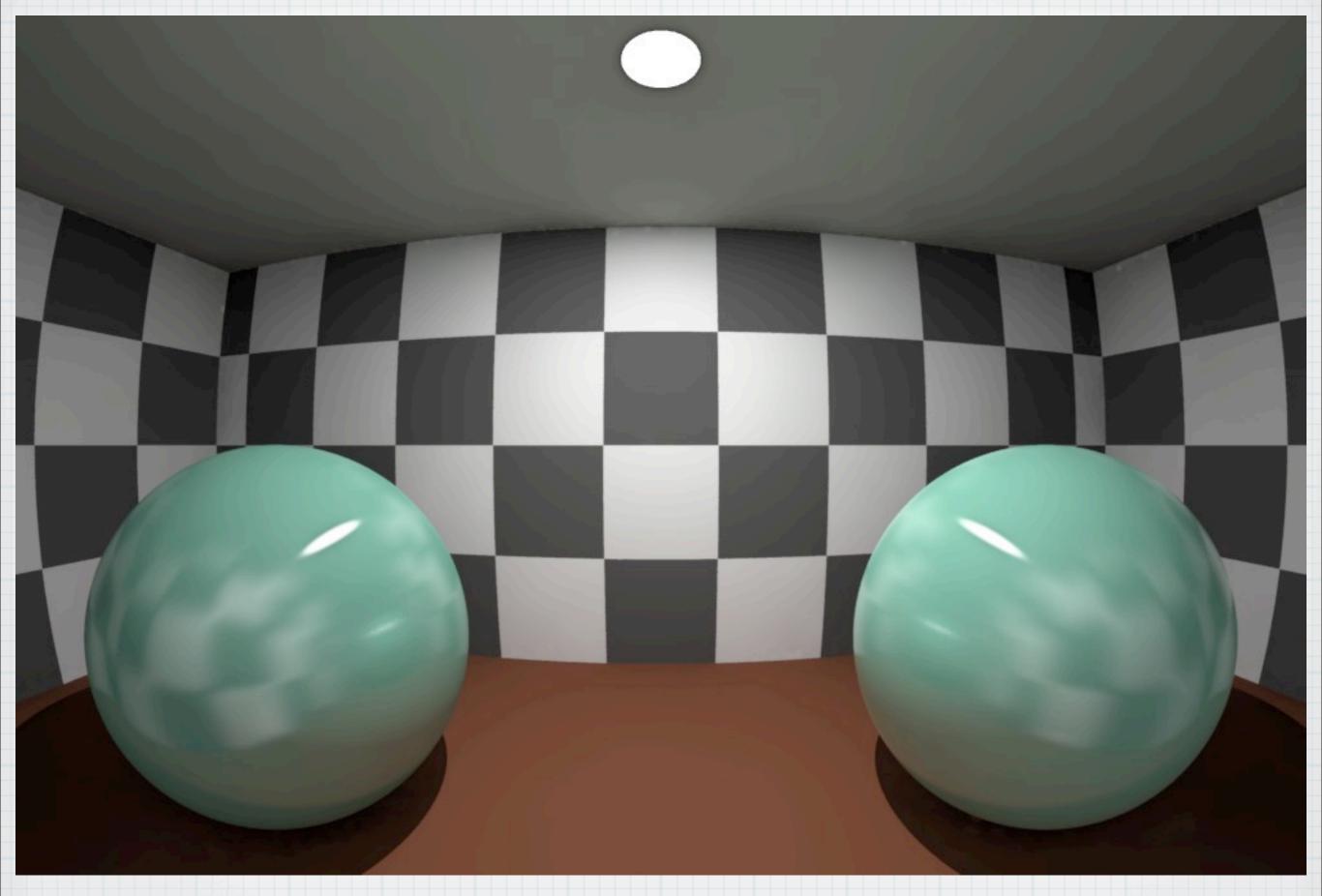
After: rcontrib -c 16

Ashikhmin-Shirley

- * Anisotropic reflection model, similar to WGMD already in Radiance
- * Added mostly for comparison purposes
- * Has Fresnel component always active
 - * ...and colored specular component
- * Nicolas Bonneel initiated addition

Compared to WGNIP

```
void plastic2 mat1
4 0 1 0 .
6 .3 .7 .5 .26 .1 .02
void ashik2 mat2
4 0 1 0 .
8 .3 .7 .5 .26 .26 .26 150 5000
  Colored specularity
                         Specular powers
```



WGMD

Ashikhmin-Shirley

Minor trad Improvements

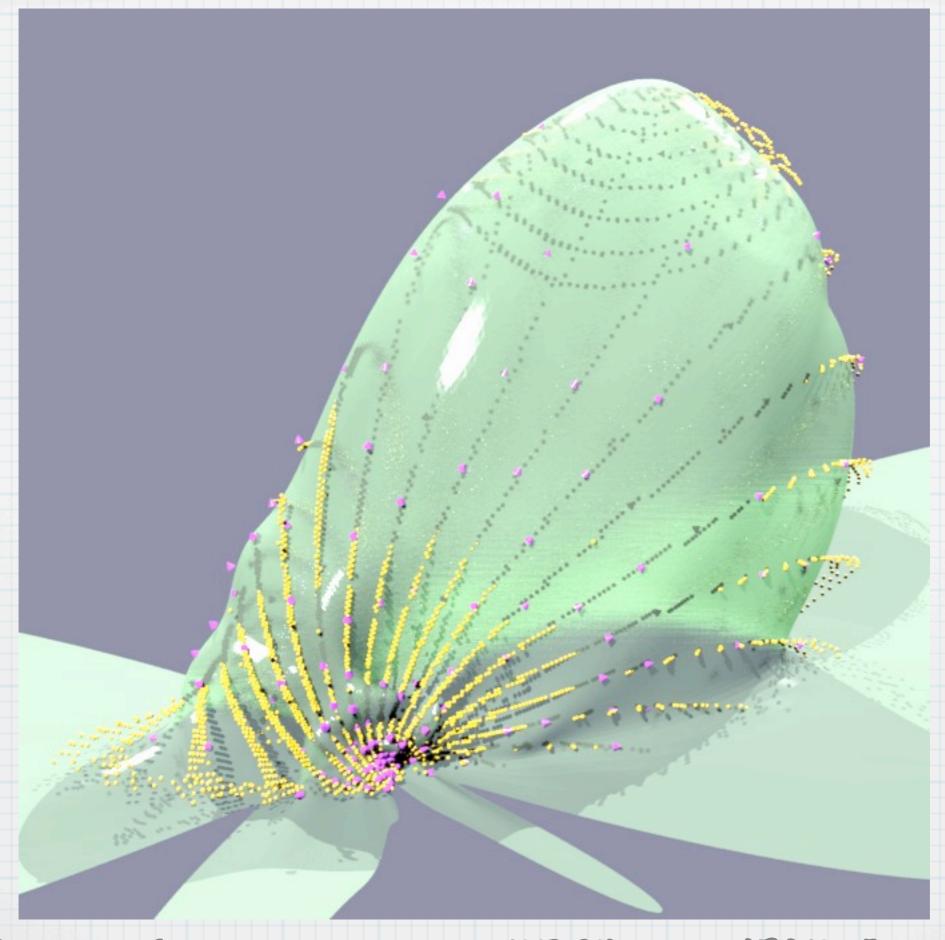
- * Related suprises:
 - * I didn't realize people still used trad
 - * I didn't realize trad still worked
- * Fixed some Tcl/Tk issues
- * Added slider for "Number of processes"
 - * request by Terrance McMinn

BSPF Bug Fixes

- * genBSDF output of Klems matrices flawed in 4.1 release
- * Bug in proxy transmission
- * Bug in tensor tree reciprocity

What's Next

- * Interpolation method to bring BSDF measurements into tensor tree rep.
- * Annual version of dctimestep that takes sky matrix rather than vectors
- * Andy McNeil's 4- or 5-phase method
 - * Fixes numerous problems in 3-phase



Interpolating measured BRPF data (PAB-Opto