



**SIGGRAPH 2022**  
VANCOUVER+ 8-11 AUG

THE PREMIER CONFERENCE & EXHIBITION ON  
COMPUTER GRAPHICS & INTERACTIVE TECHNIQUES

# PRACTICAL LEVEL-OF-DETAIL AGGREGATION OF FUR APPEARANCE

Junqiu Zhu<sup>1</sup>, Sizhe Zhao<sup>1</sup>, Lu Wang<sup>1</sup>, Yanning Xu<sup>1</sup>, Ling-Qi Yan<sup>2</sup>

<sup>1</sup>Shandong University    <sup>2</sup>University of California, Santa Barbara

# HIGH LEVEL GOAL

- reducing #fur fibers
- while preserving the appearance



45M



0.45M

# Why simplification?

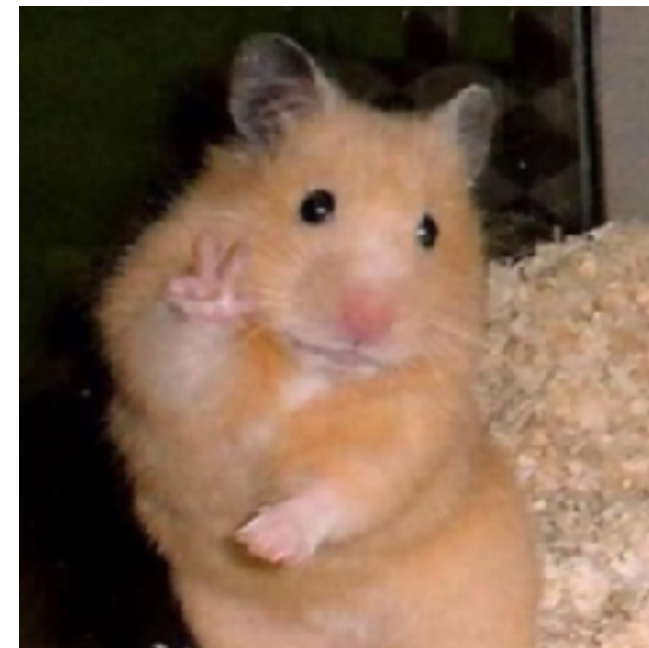
# MOTIVATION



**300M**



**150M**

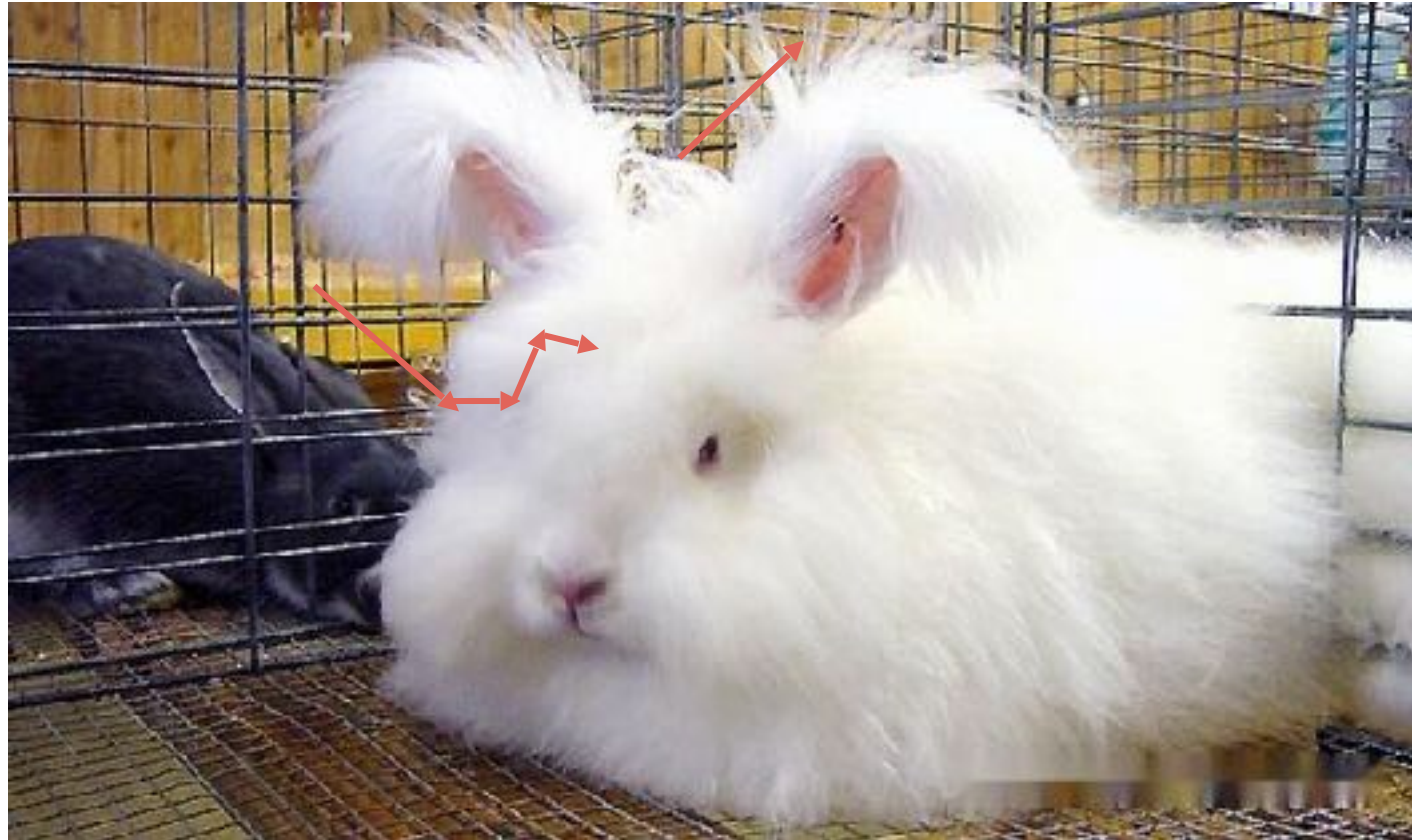


**1.5M**

*Memory consumption*

**Complex multiple scattering**

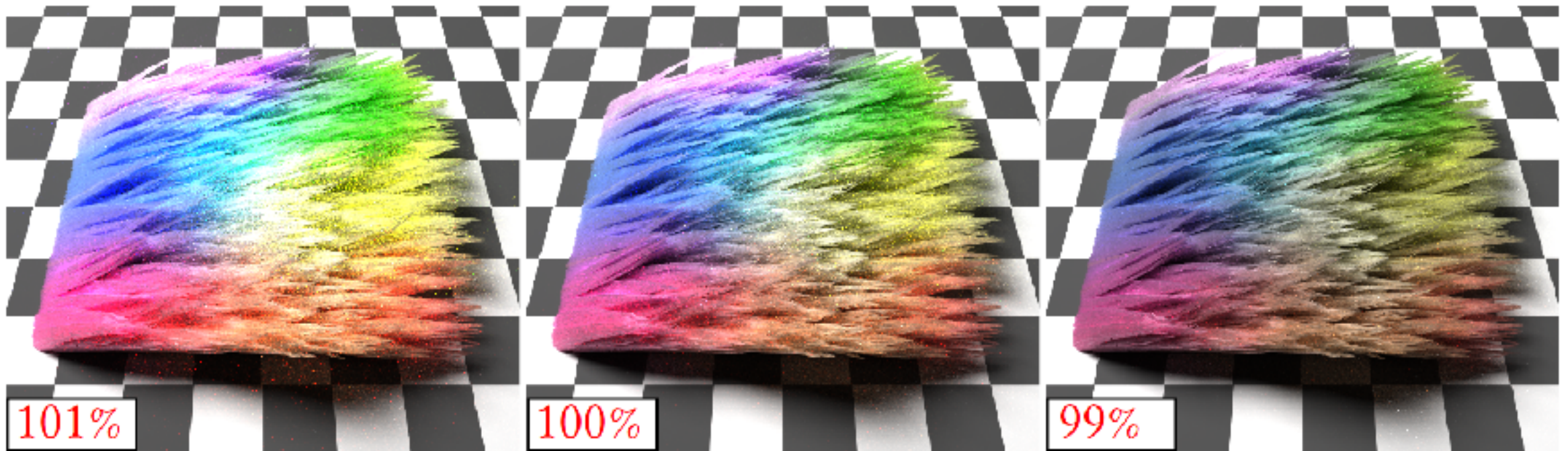
**#bounces 30-150**



*Performance*



# MOTIVATION



*Energy conservation*

# Why aggregation?

Ours:  
#fibers 109.0 k

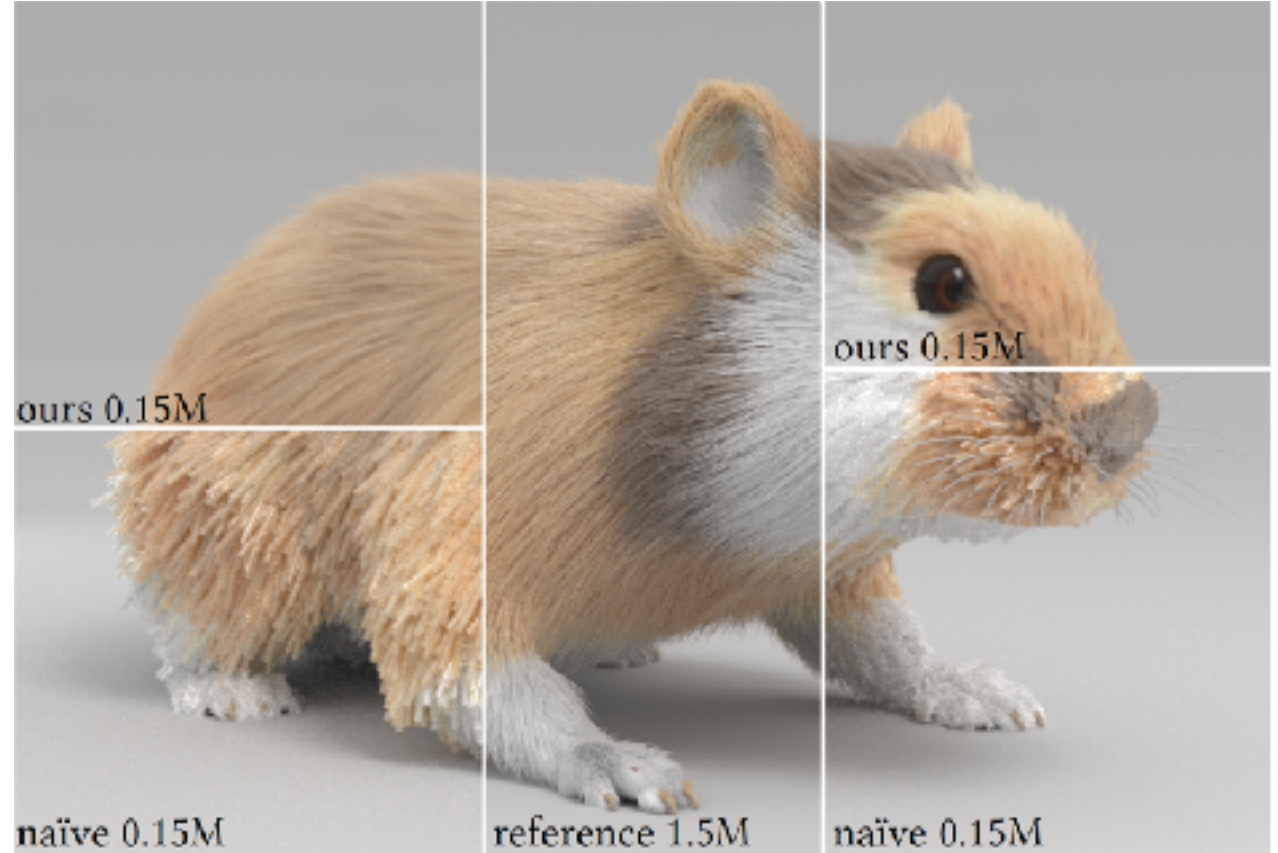


**Level of details (LOD)**



## Naïve method: simply reduce and thicken the fibers

- Drier
- Harder
- Brighter

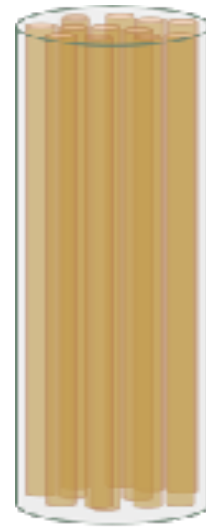


**Complex geometry  $\leftrightarrow$  Complex appearance**

*Simply thicken*



*Aggregation (our method)*



Accuracy



Efficiency



LOD

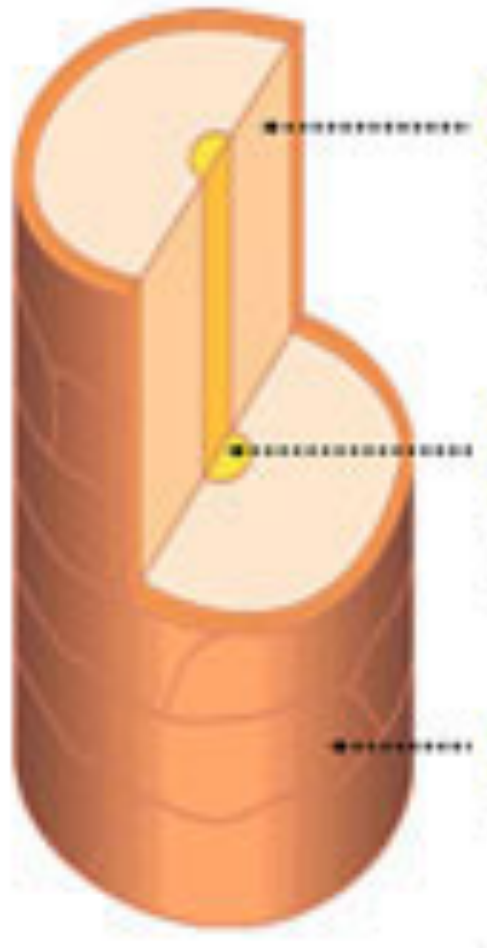


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# BACKGROUND

# MICRO STRUCTURE OF HAIR / FUR FIBERS



## Cortex

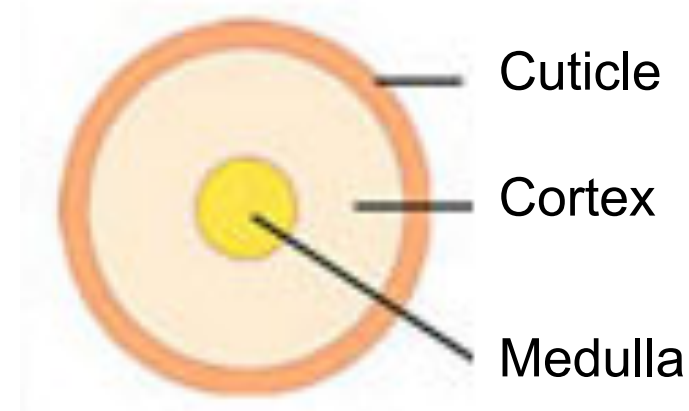
- Pigmented
- Absorbs light

## Medulla

- Complex structure
- Scatters light

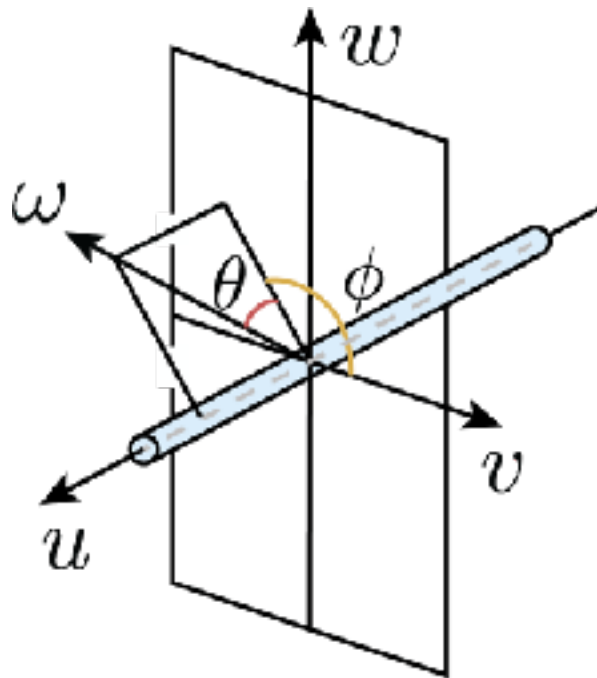
## Cuticle

- Covered with scales

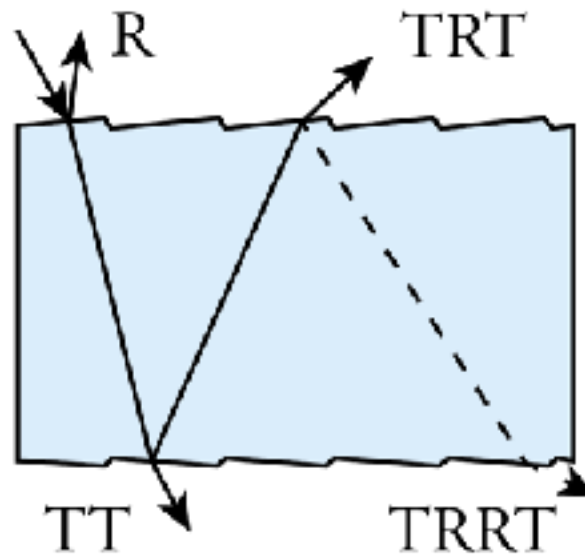


**Common for  
hair/fur fibers**

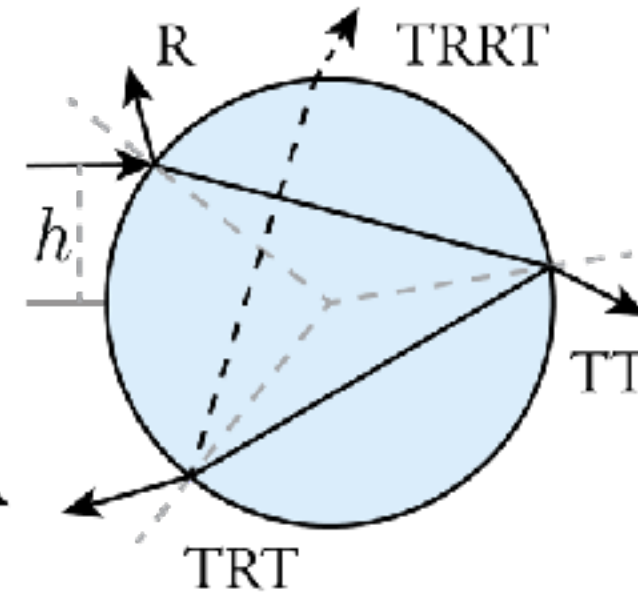
# LONGITUDINAL-AZIMUTHAL DECOMPOSITION



**3D illustration**



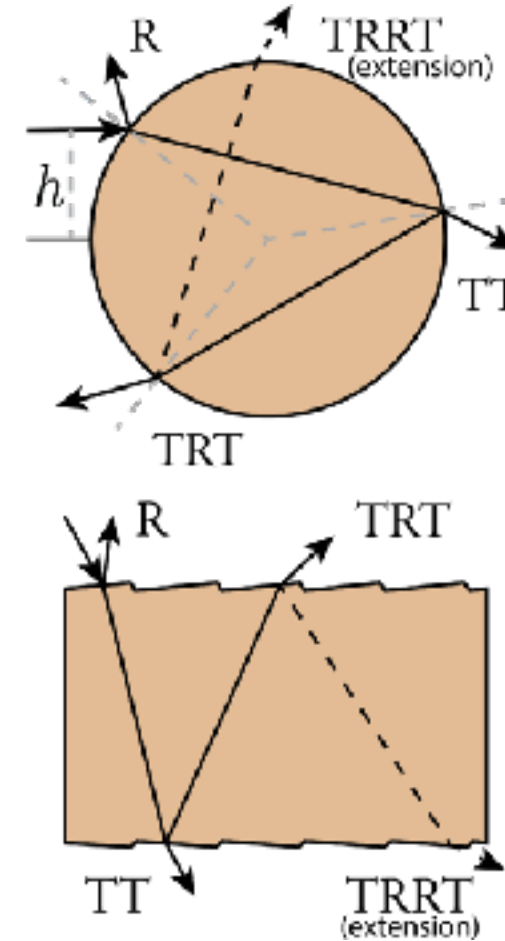
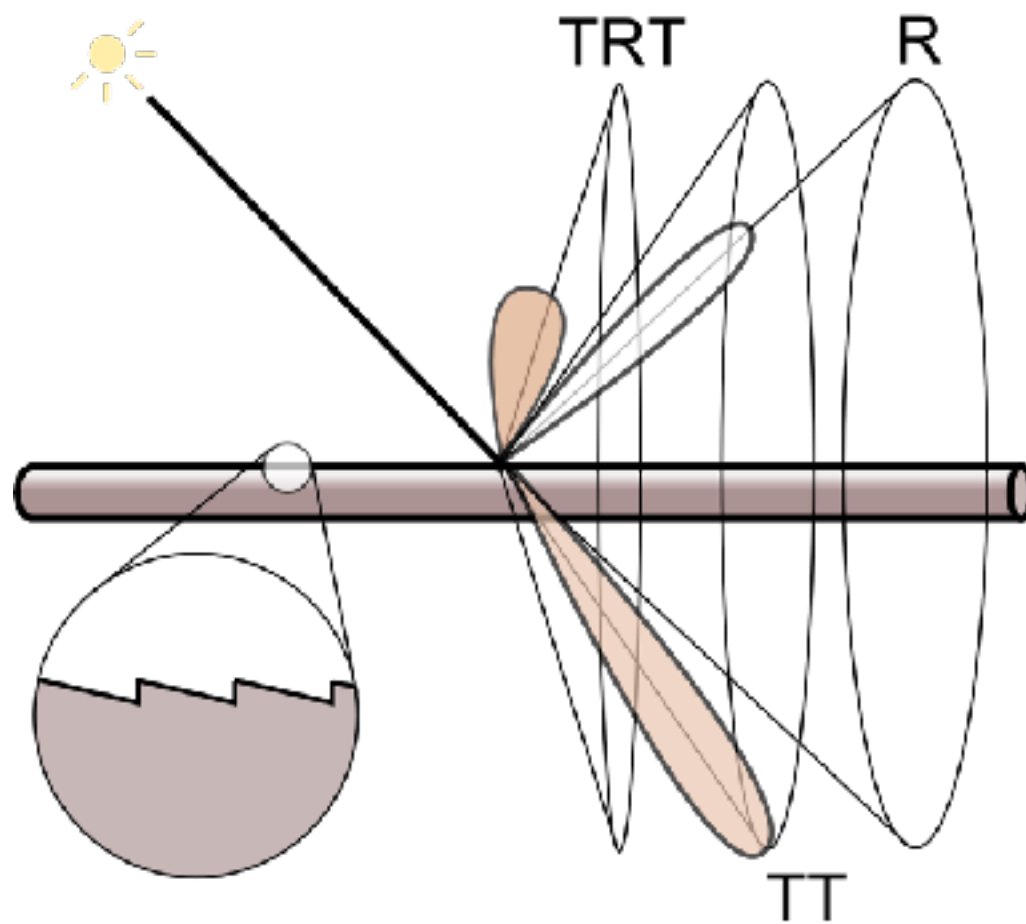
**Longitudinal  
section**



**Azimuthal  
section**

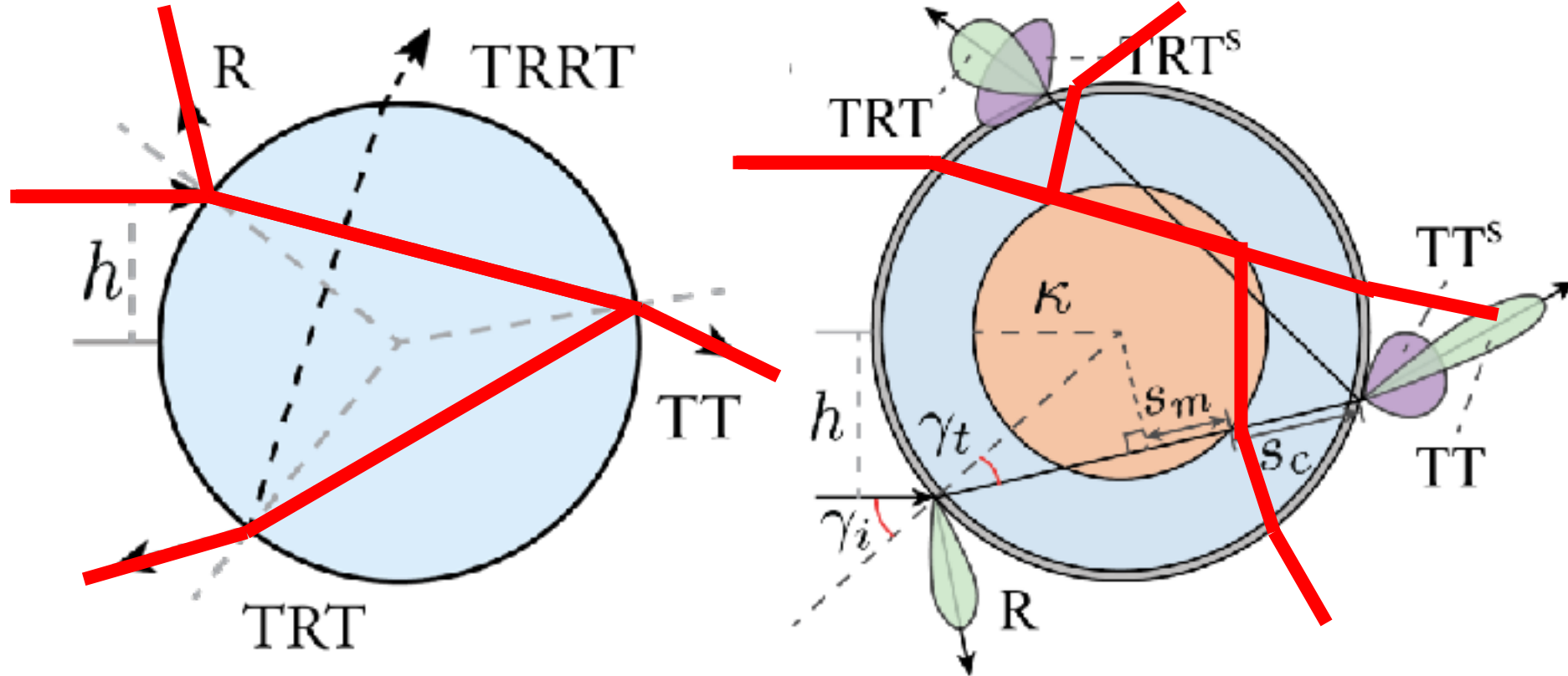


# MARSCHNER MODEL



[Marschner et al. 2003]

## DOUBLE CYLINDER MODEL (FUR MODEL)



# Marschner Model

# Double Cylinder Model

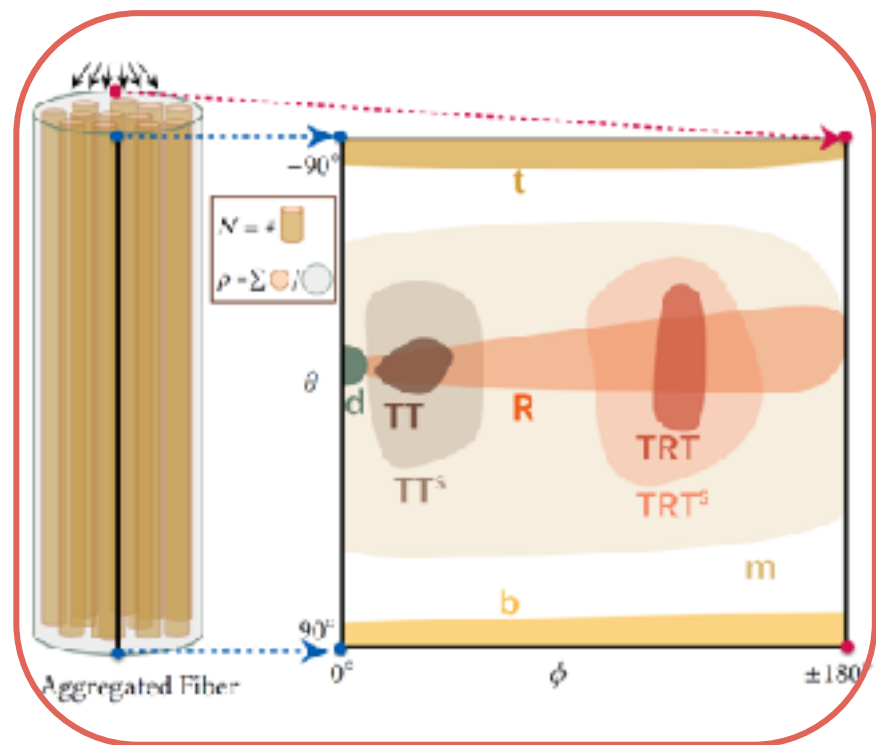
[Yan et al. 2017]



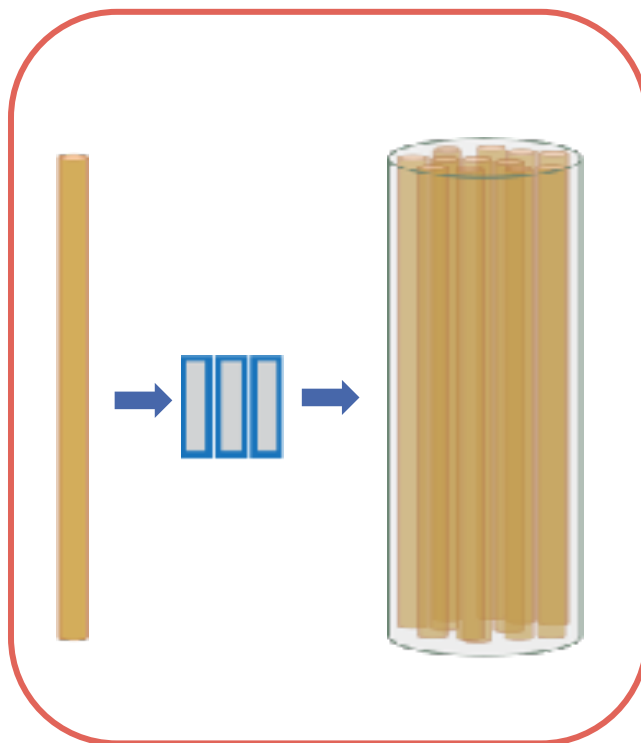
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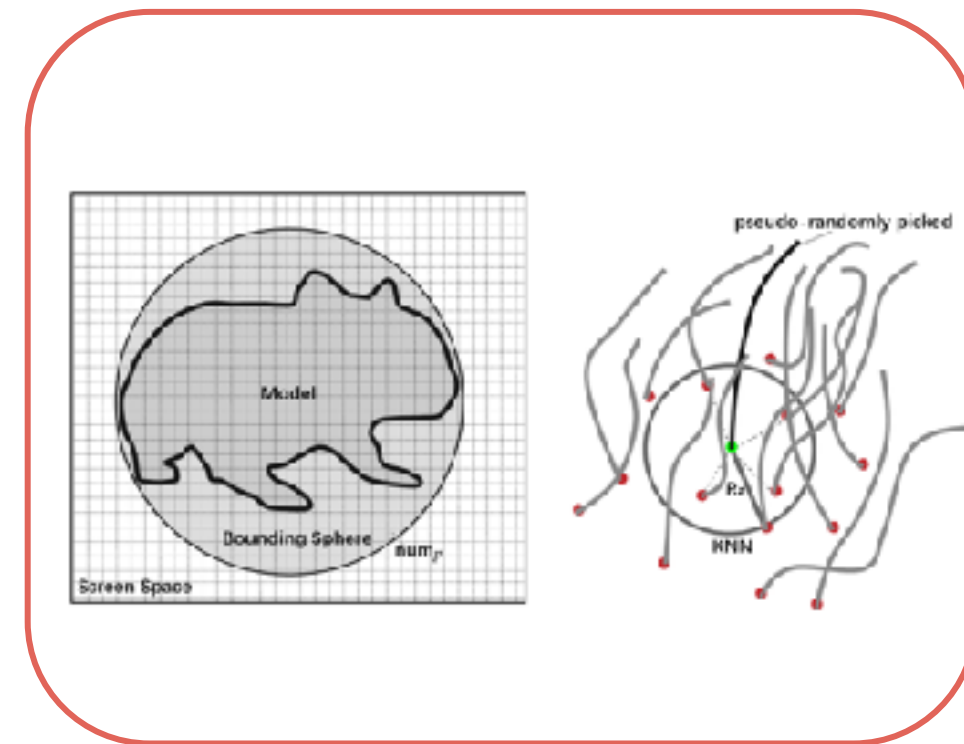
# OUR APPROACH



**Simulating the  
aggregated BCSDF**



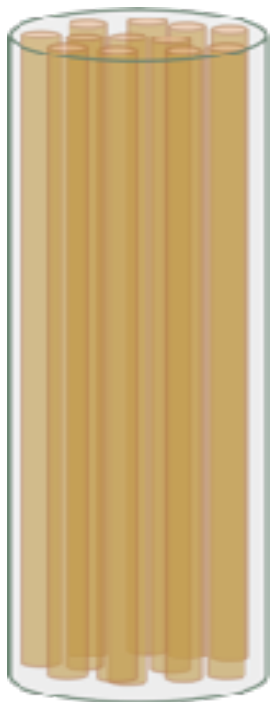
**Single to aggregated  
BCSDF conversion**



**Runtime simplification**

# SIMULATING THE AGGREGATED BCSDf

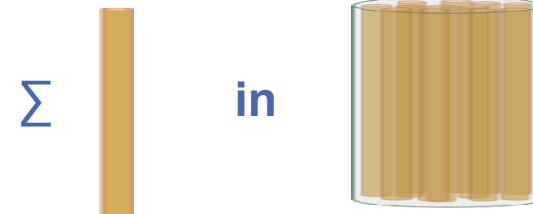
## Aggregated fiber



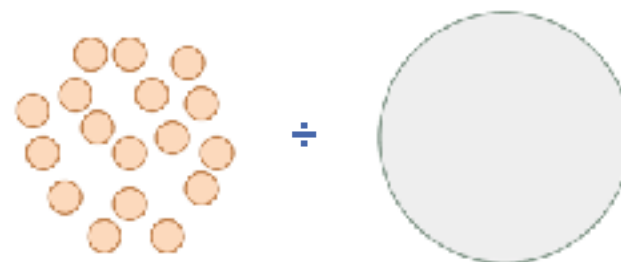
## Single fiber parameters

### Geometry parameters

Number of fiber:

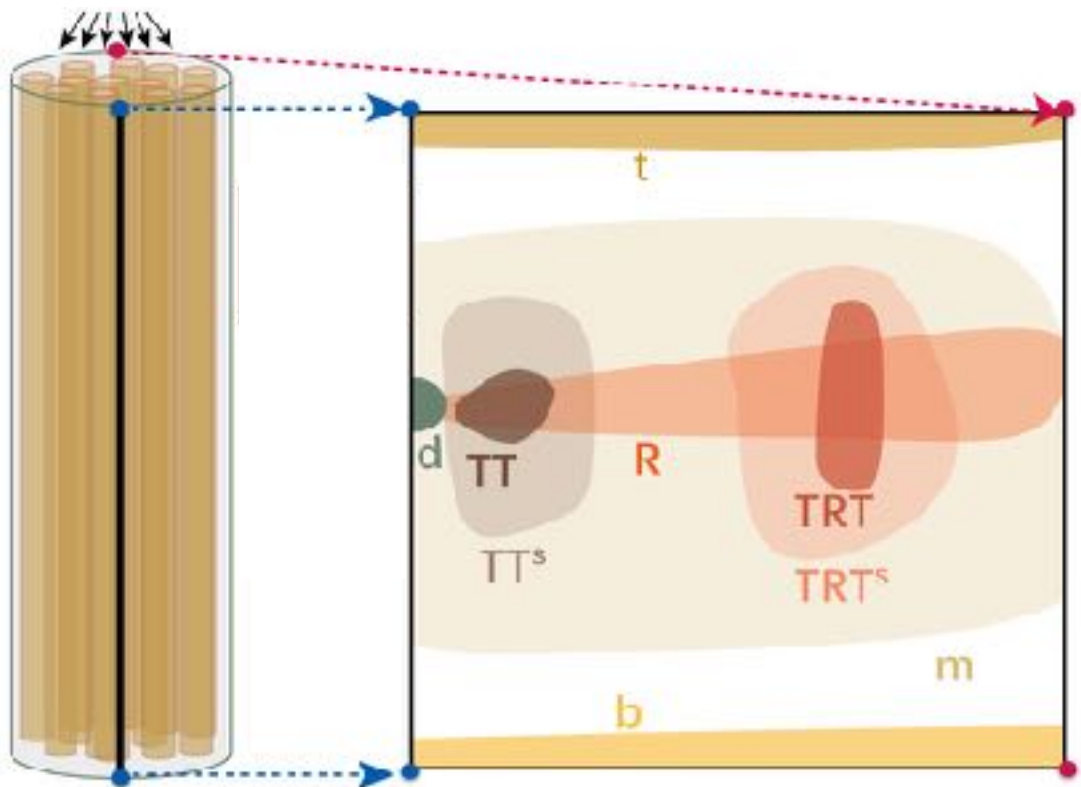


Density:

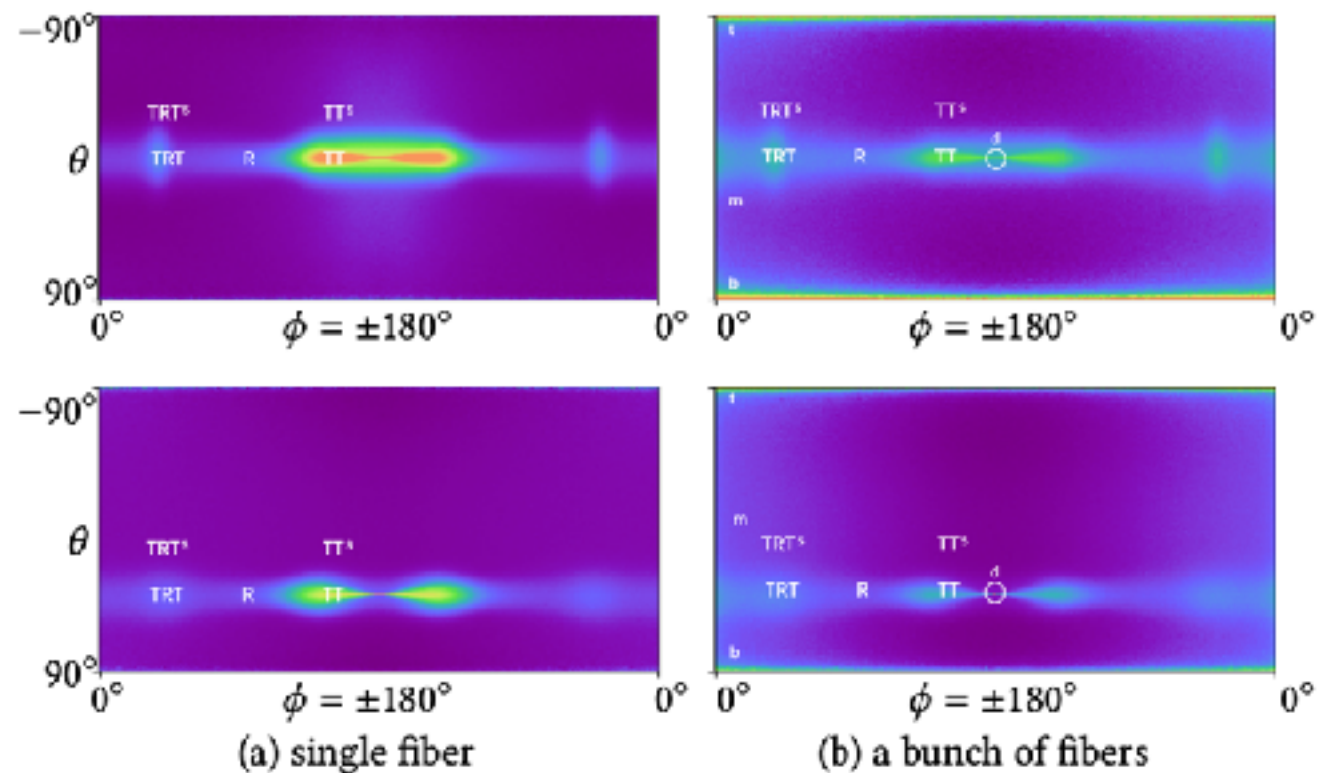




# SIMULATING THE AGGREGATED BCSDF

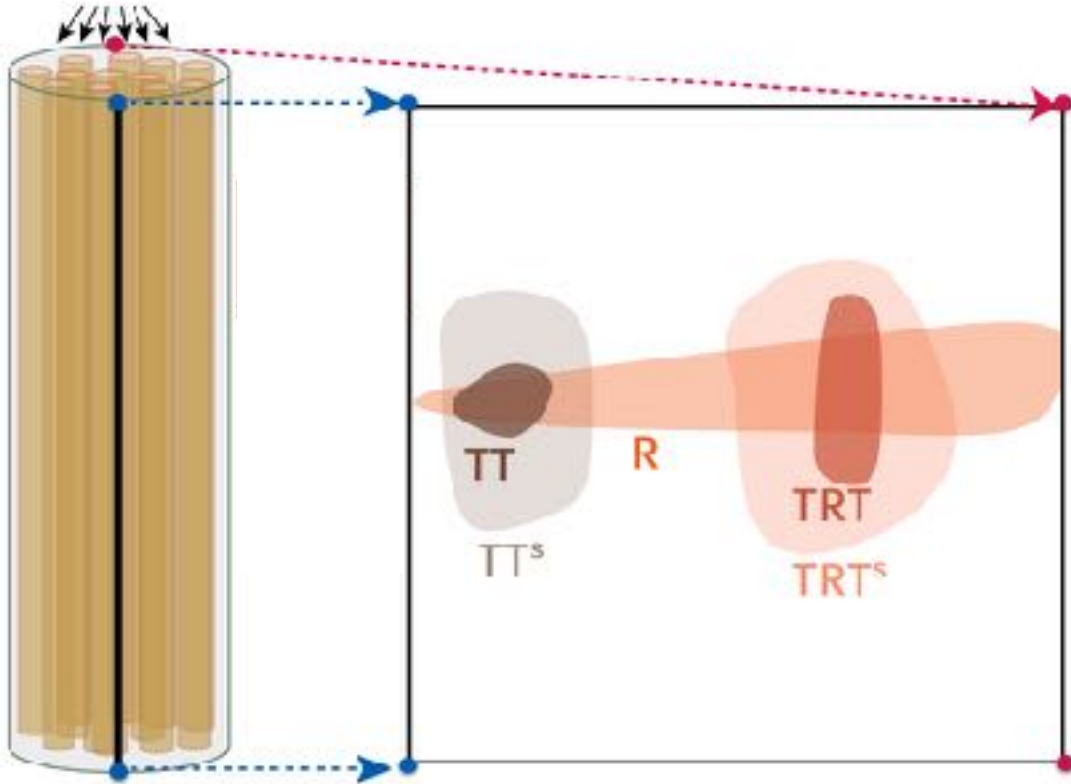


## Radiance Distribution Map (RDM)



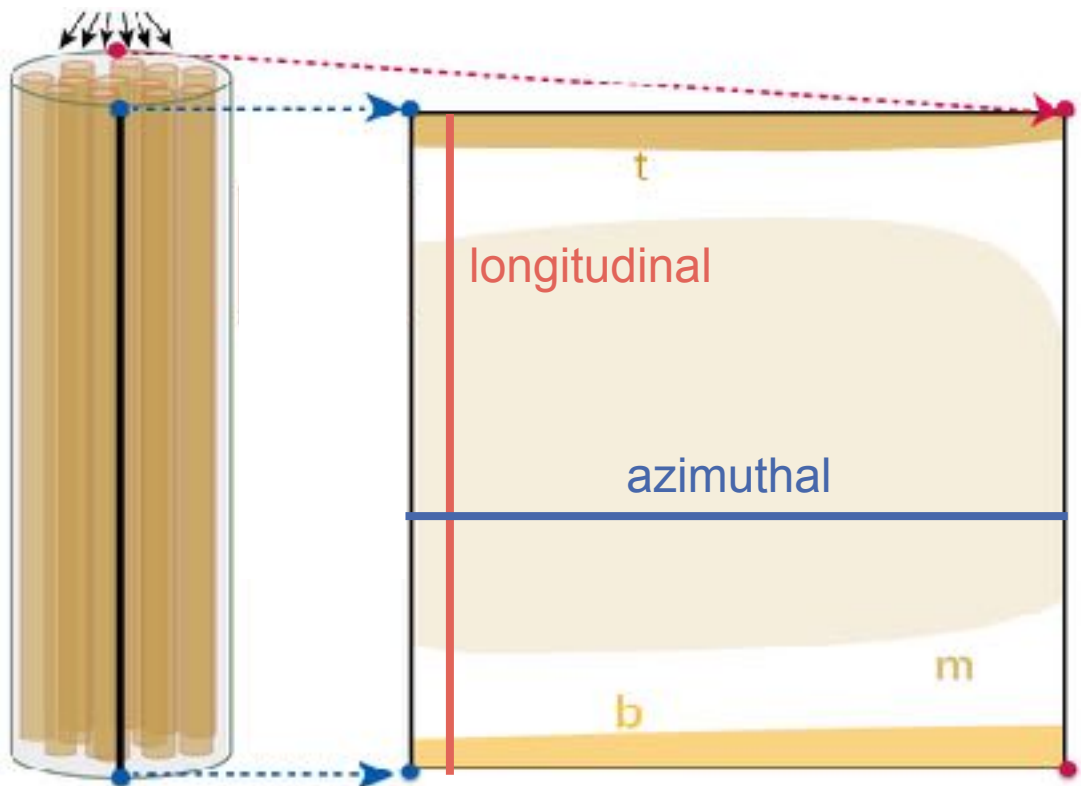
**Inherited part, Extended part& Direct transport**

# SIMULATING THE AGGREGATED BCSDF



Inherited part :  $R$ ,  $TT$ ,  $TRT$ ,  $TT^s$ ,  $TRT^s$

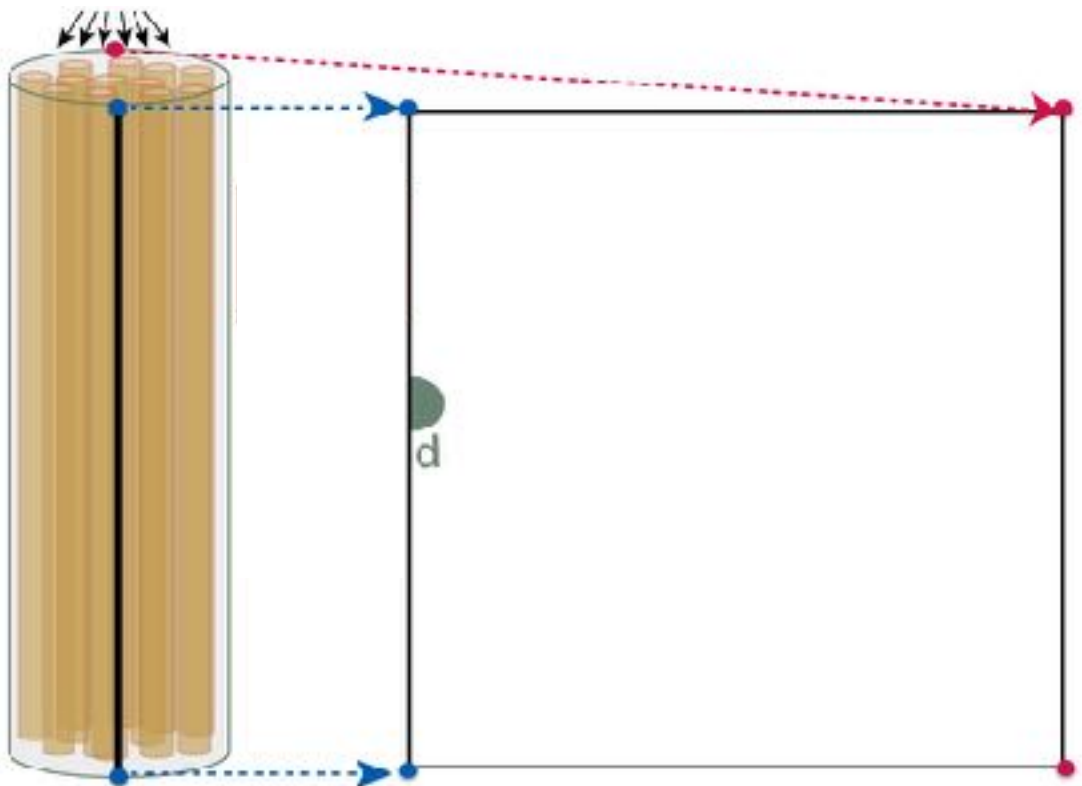
# SIMULATING THE AGGREGATED BCSDF



Inherited part :  $R$ ,  $TT$ ,  $TRT$ ,  $TT^s$ ,  $TRT^s$

Extended part:  $t$ ,  $m$  and  $b$

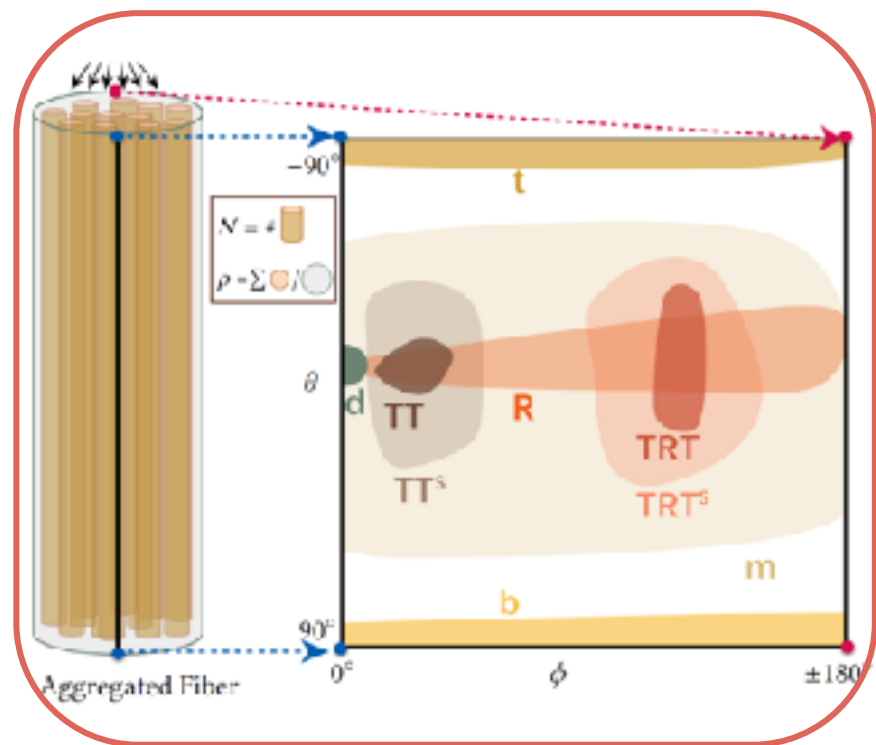
# SIMULATING THE AGGREGATED BCSDF



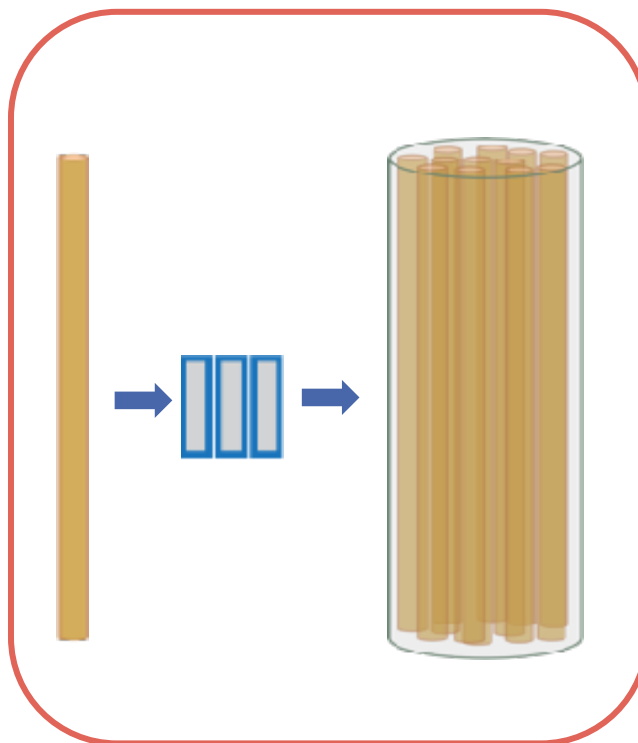
Inherited part :  $R$ ,  $TT$ ,  $TRT$ ,  $TT^s$ ,  $TRT^s$

Extended part:  $t$ ,  $m$  and  $b$

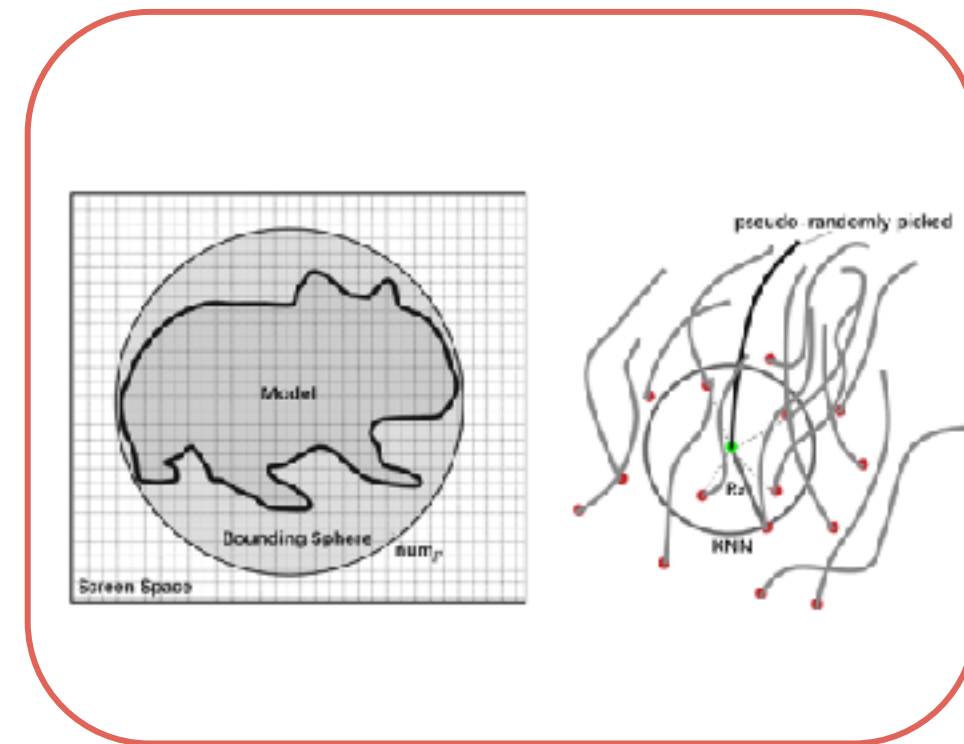
**Direct transport:  $d$**



**Simulating the aggregated BCSDF**



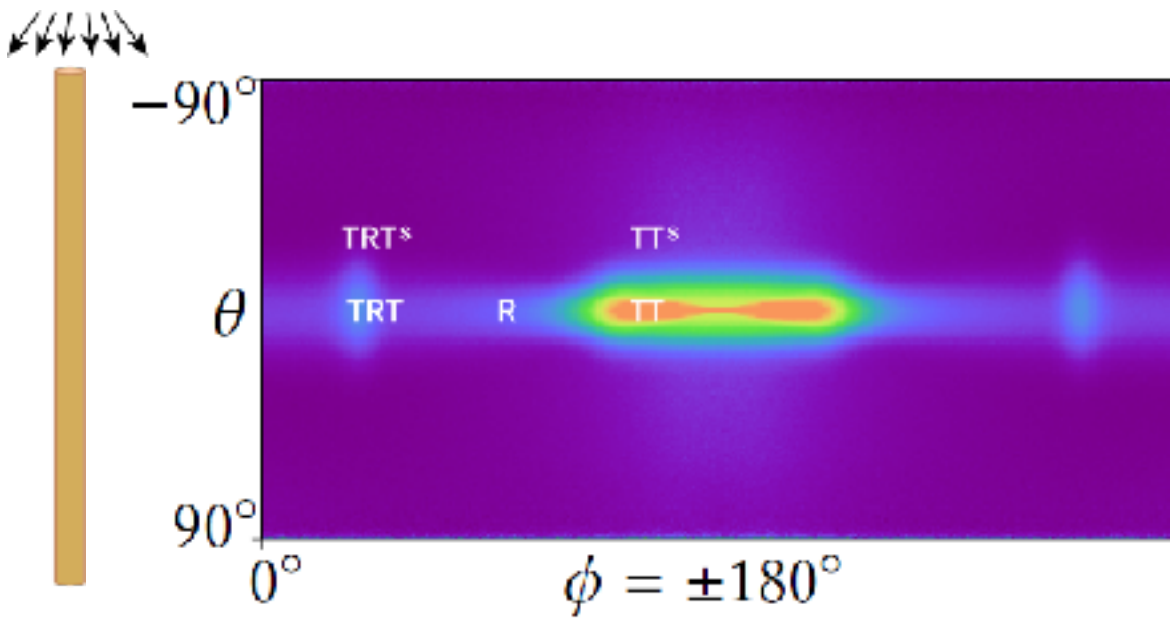
**Single to aggregated BCSDF conversion**



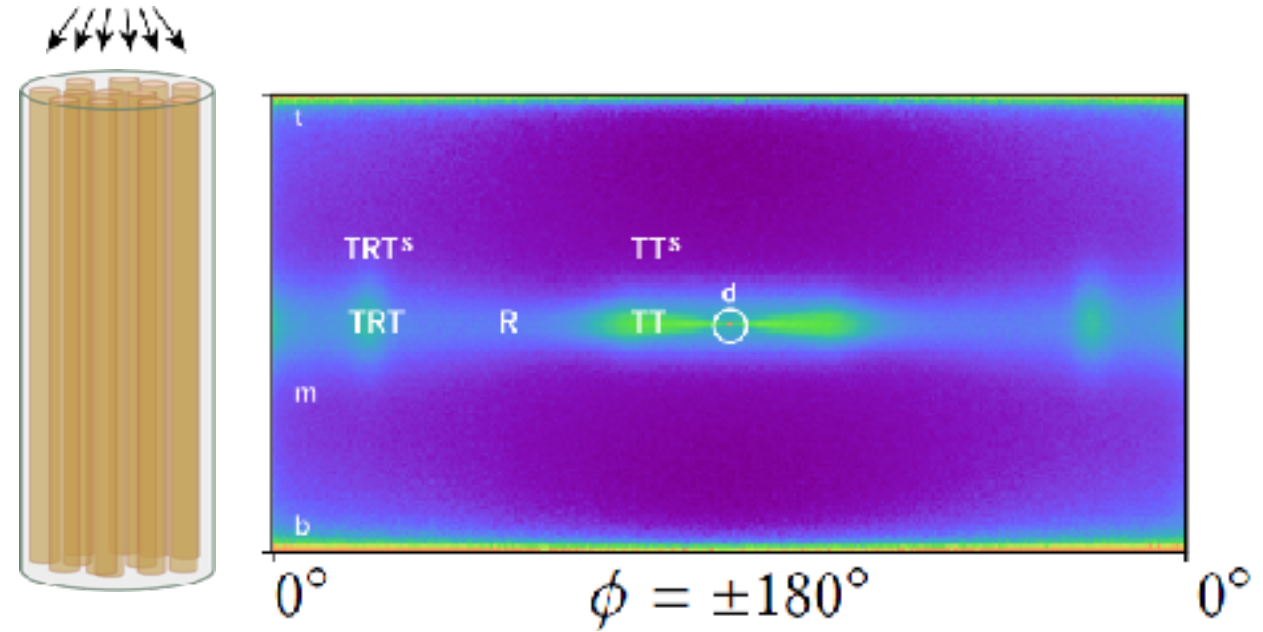
**Runtime simplification**



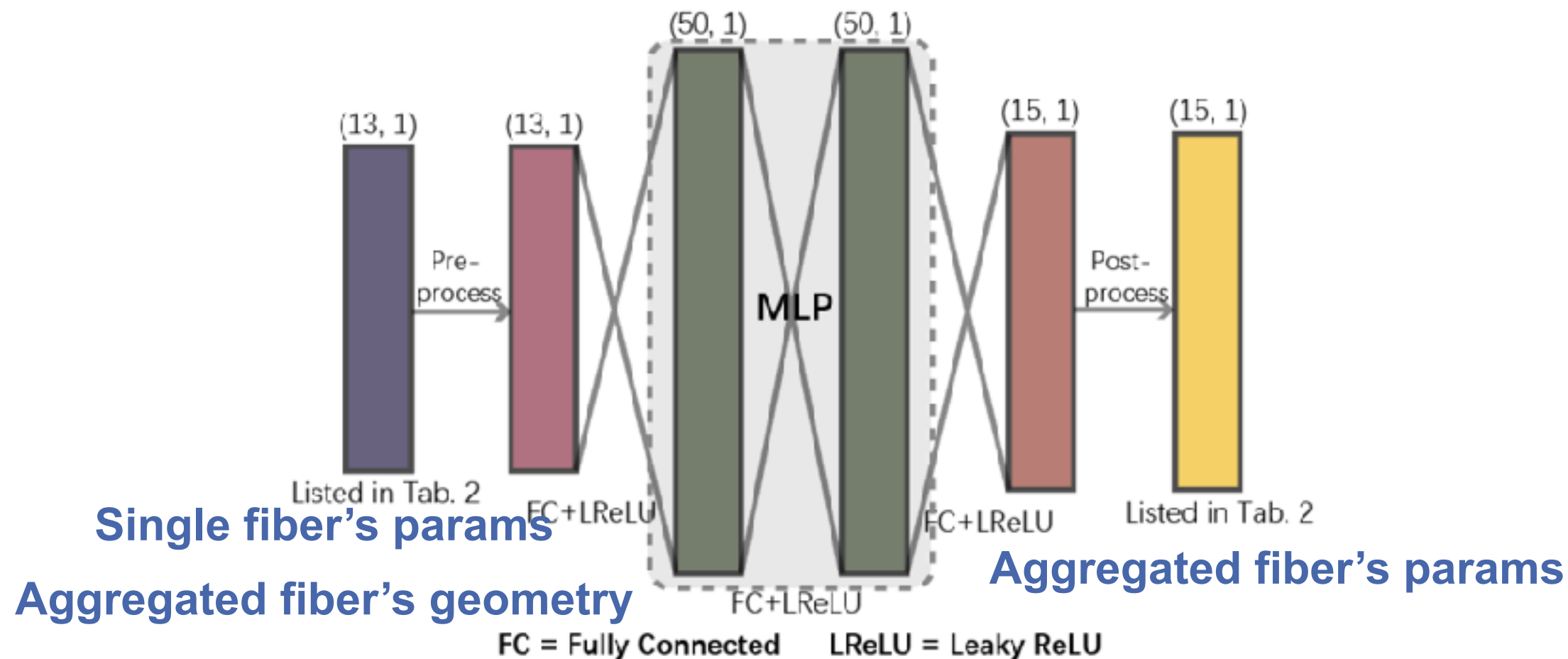
# SINGLE TO AGGREGATED BCSDF CONVERSION



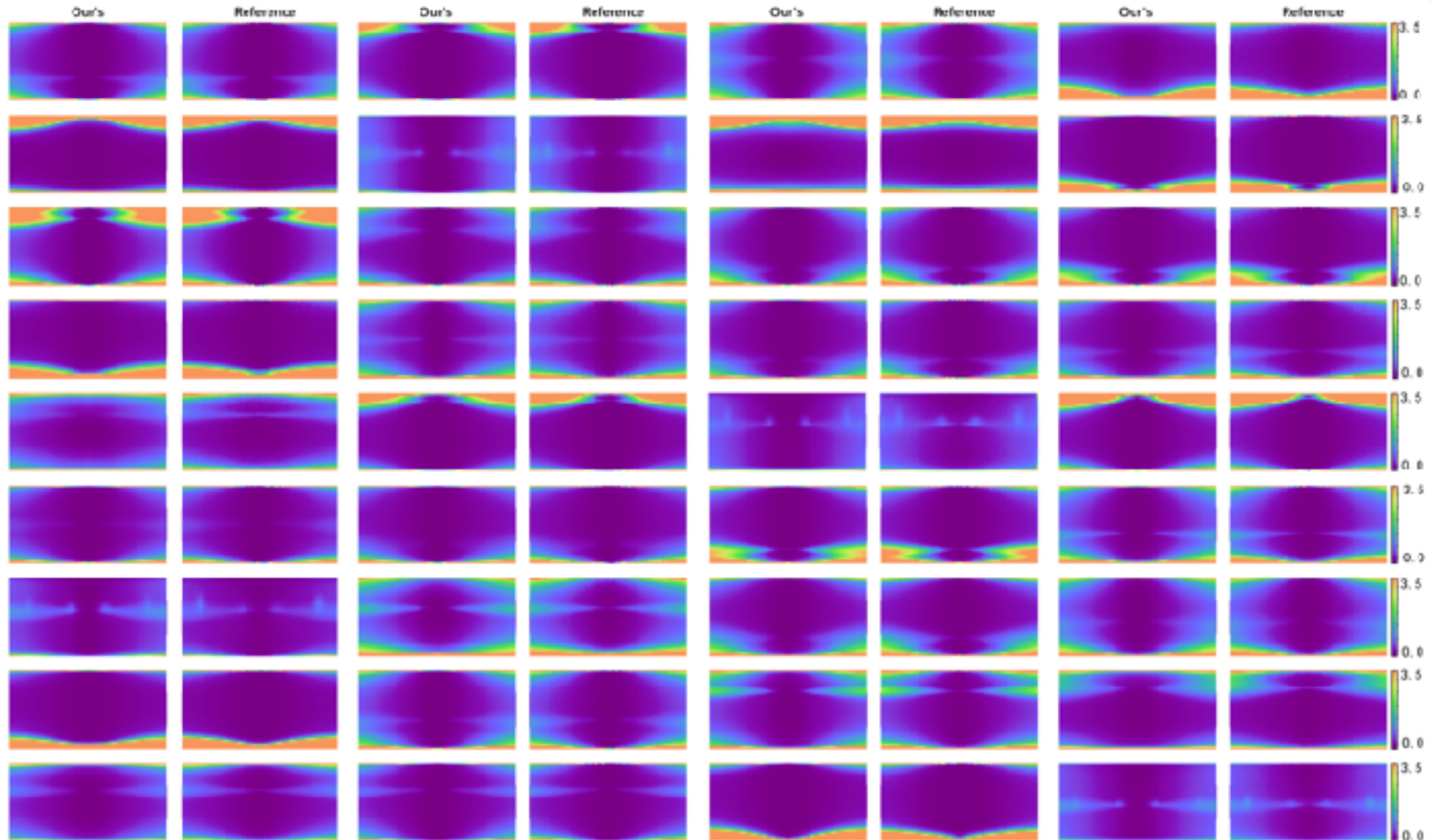
Single fiber (what we know)

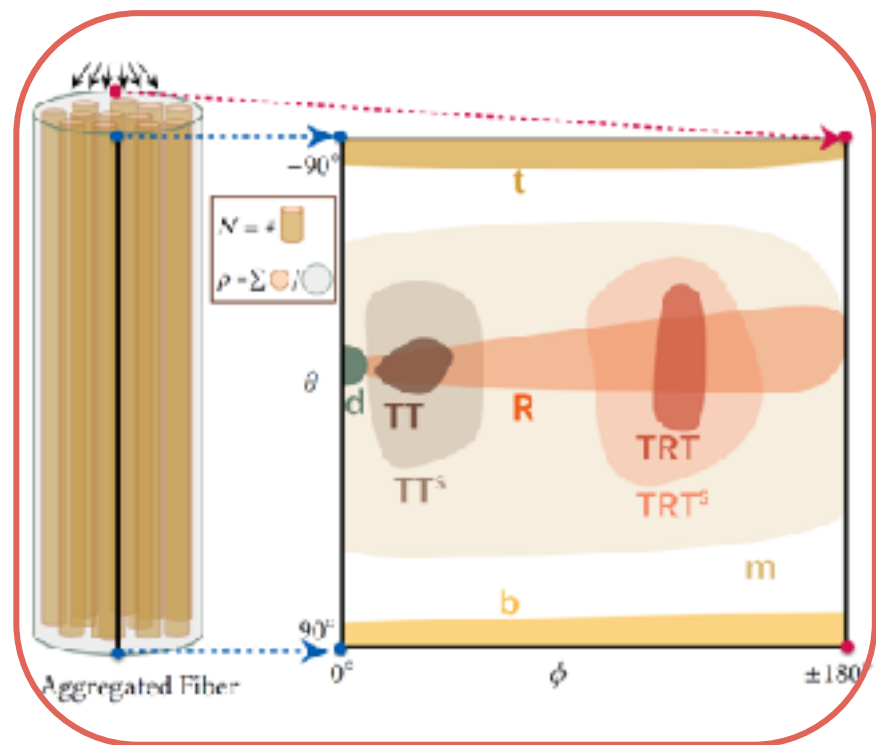


Aggregated fiber (what we want)

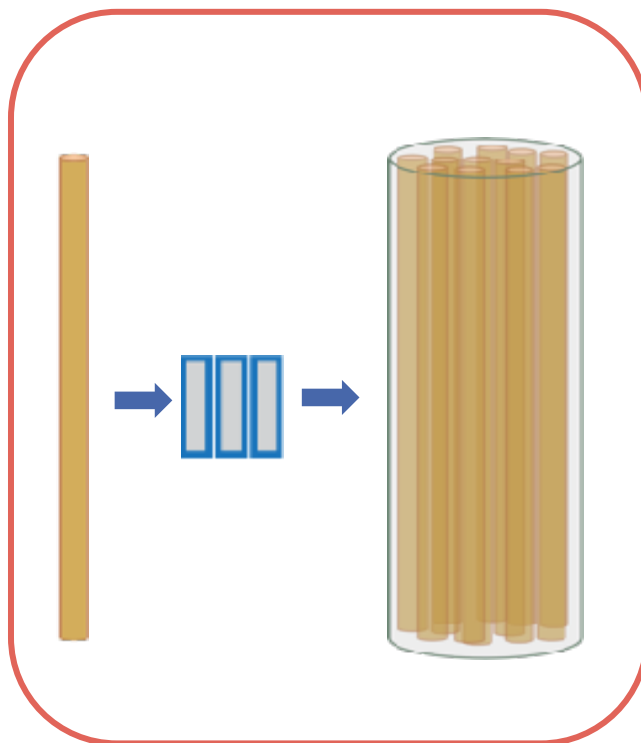


# NETWORK RESULTS (RDM)

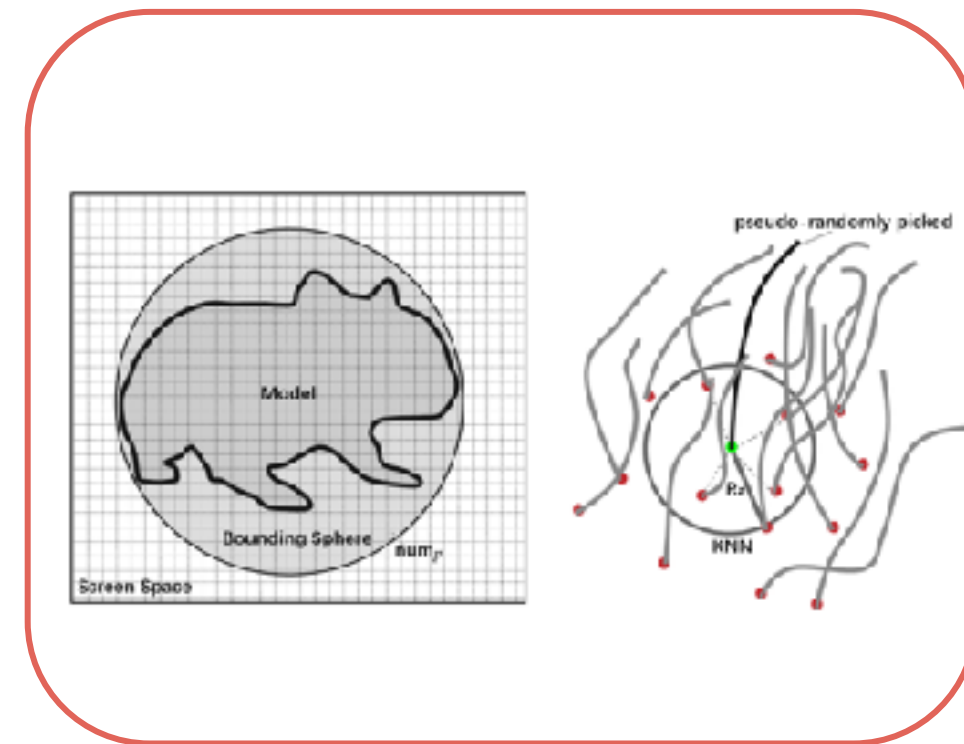




**Simulating the  
aggregated BCSDF**



**Single to aggregated  
BCSDF conversion**

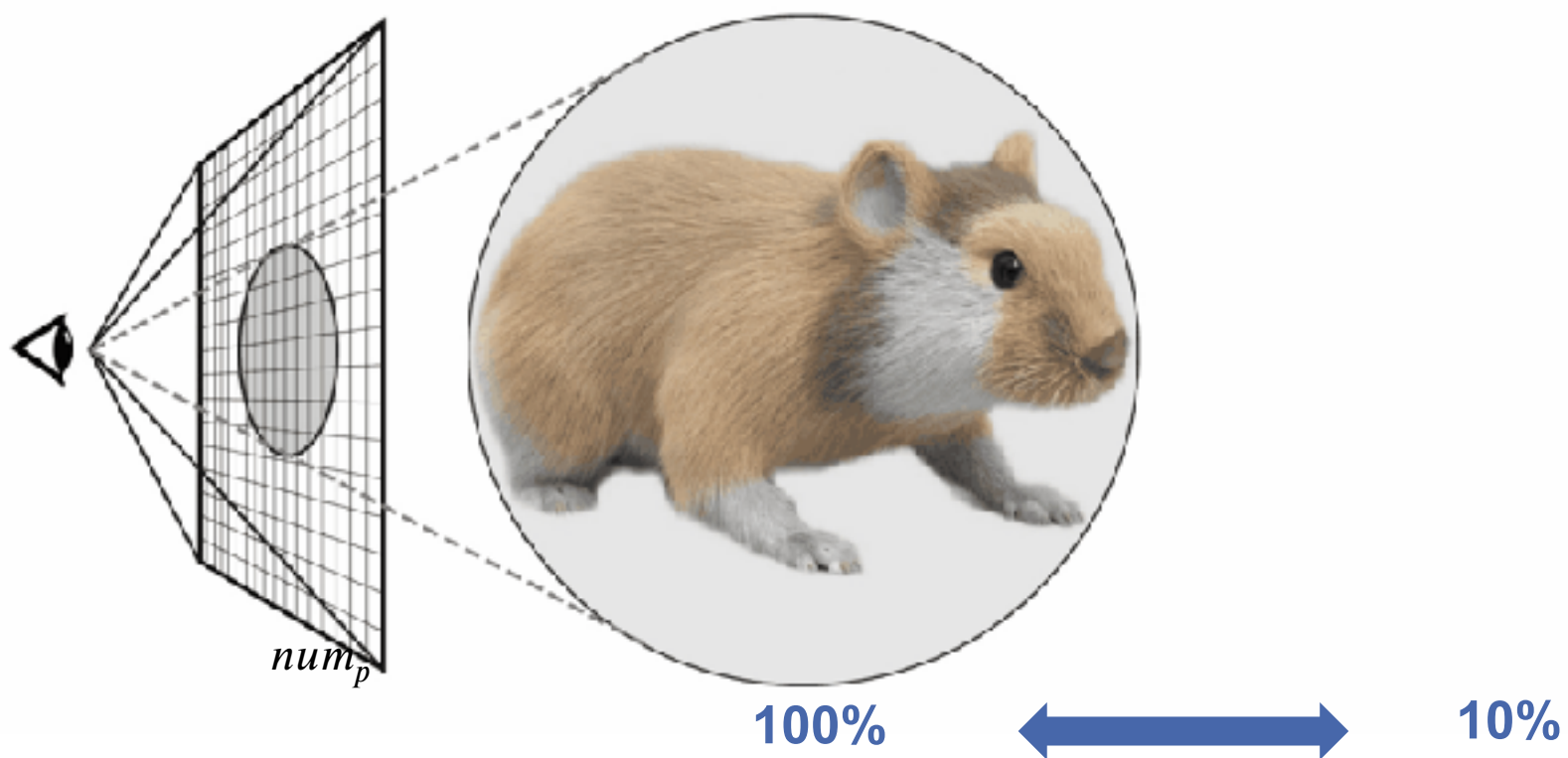


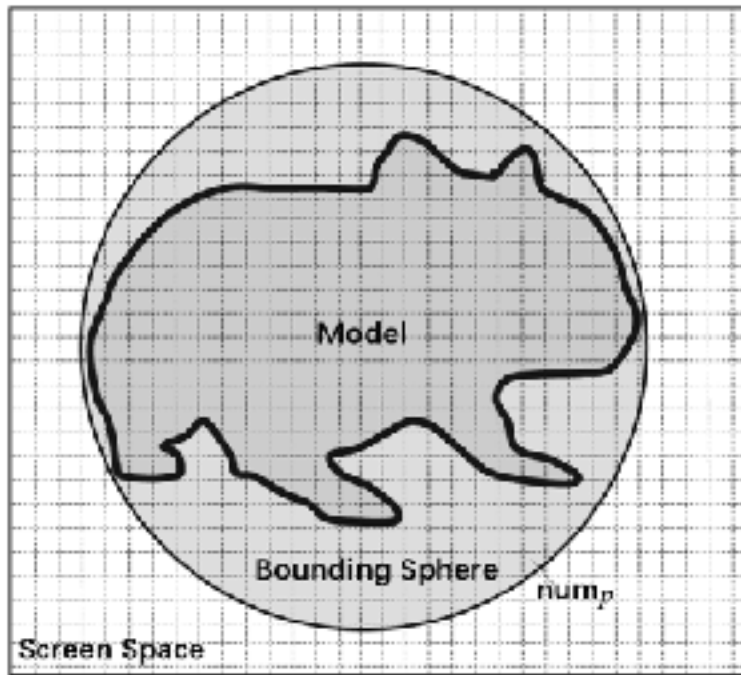
**Runtime simplification**

- *Heuristic simplification*
- *Selection of fibers*
- *Determining aggregated parameters*



**Assume: Each pixel keeps same number of fibers**





## First bounce

$$\xi_1 = num_p \cdot \xi_a$$

$$num_p = num_{\text{film}} \cdot \frac{\pi \cdot R_s^2}{4 \cdot \|O - C\|^2 \cdot \tan^2 \theta_{\text{fov}}}$$

Use first bounce fibers for secondary bounces



50% fibers kept for secondary bounces



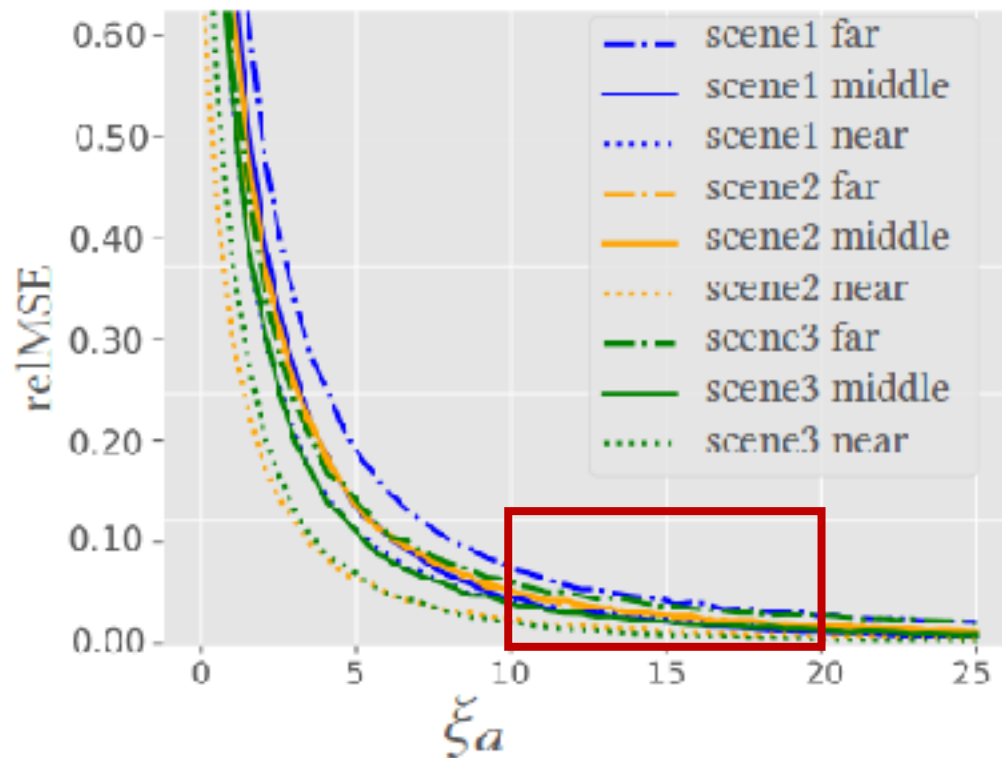
**Not obviously seen!**

**More aggressively simplification than first bounce fibers**

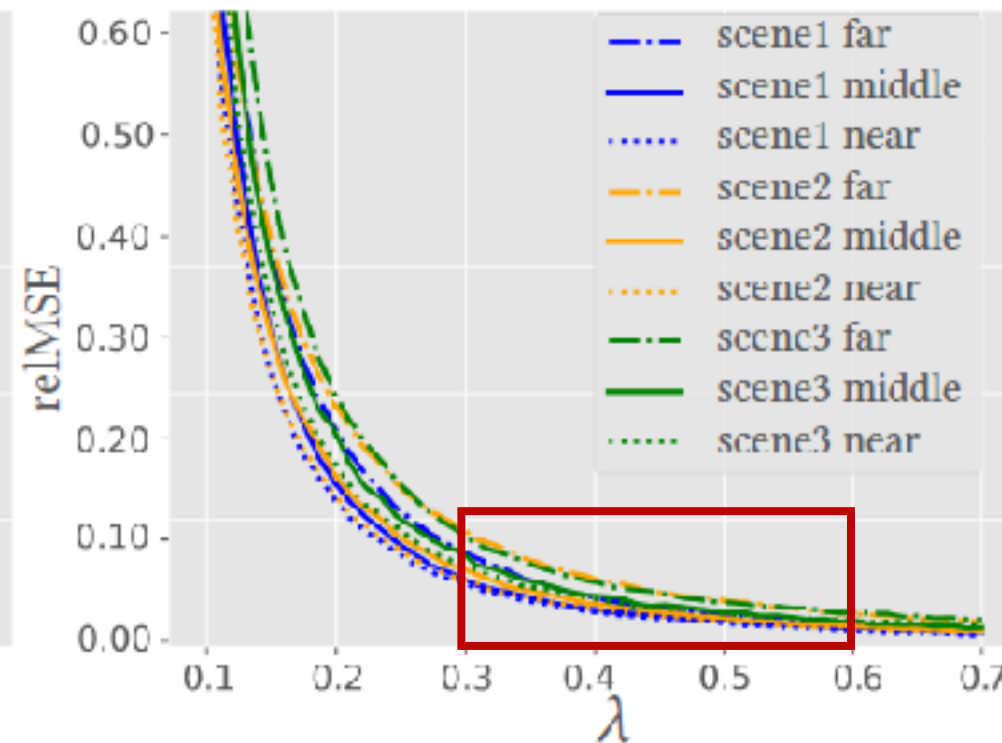
**Secondary bounces**

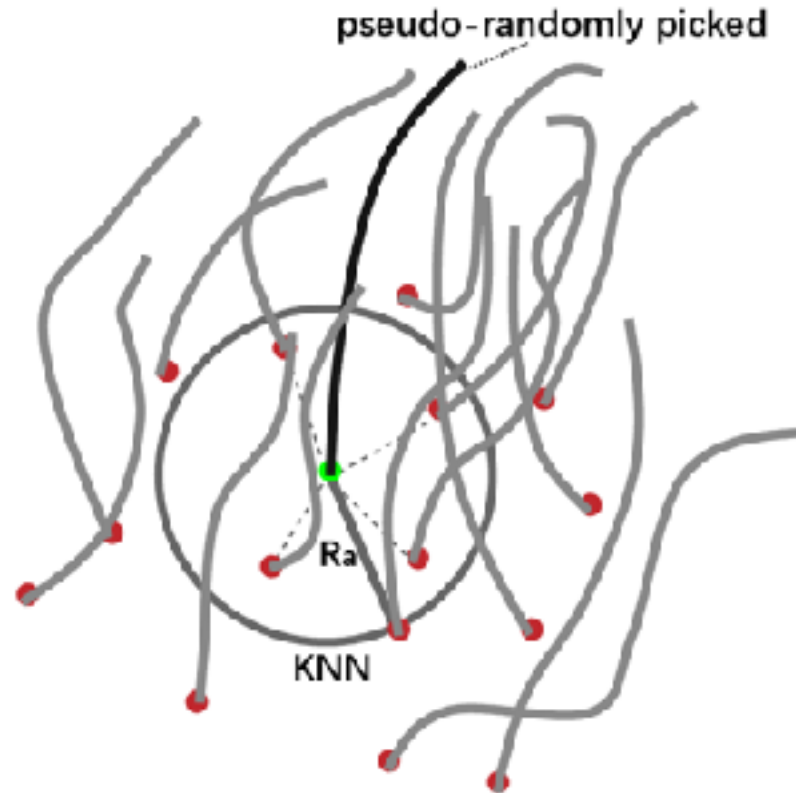
$$\xi_n = \xi_1 \cdot \lambda^{\max\{n-1, 4\}} \quad (n \geq 2)$$

Proper range



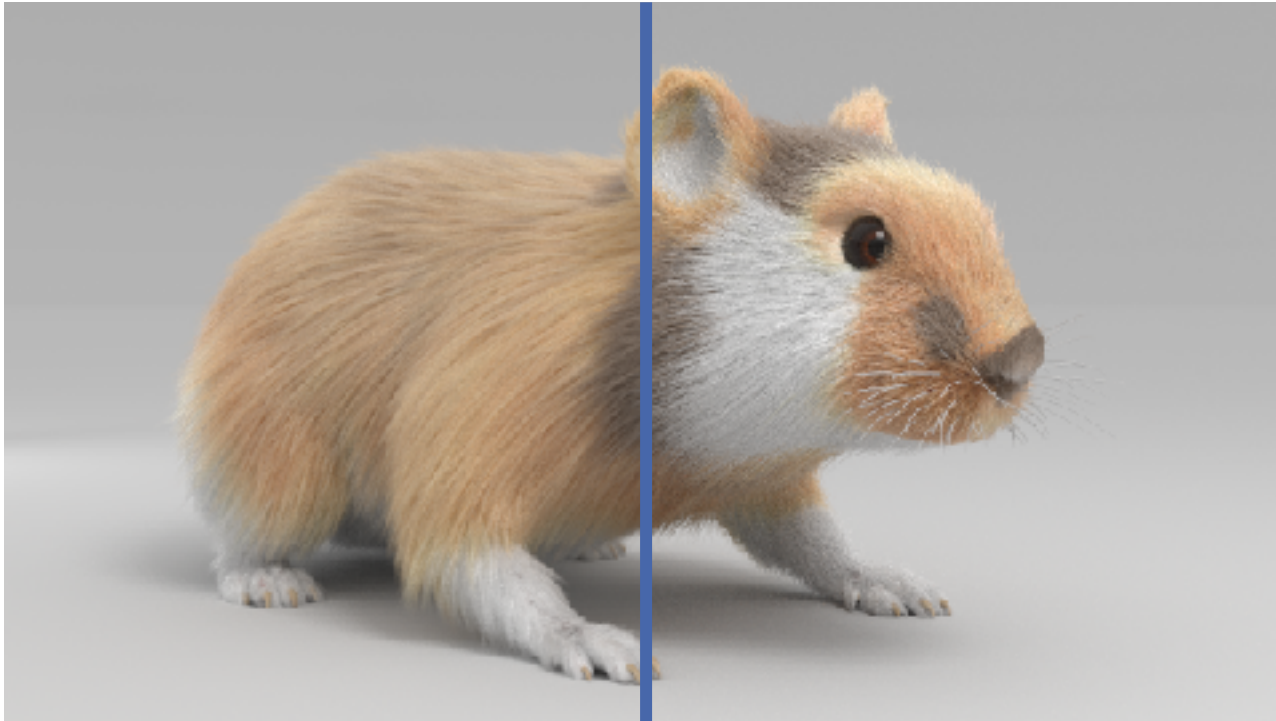
Proper range





- low-discrepancy sequence
- *avoids clumping*
  - *temporal coherence*

## Match the appearance



*Radius (KNN)*

*Density (recalculate)*

*Absorption (average)*





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# RESULTS AND COMPARISONS

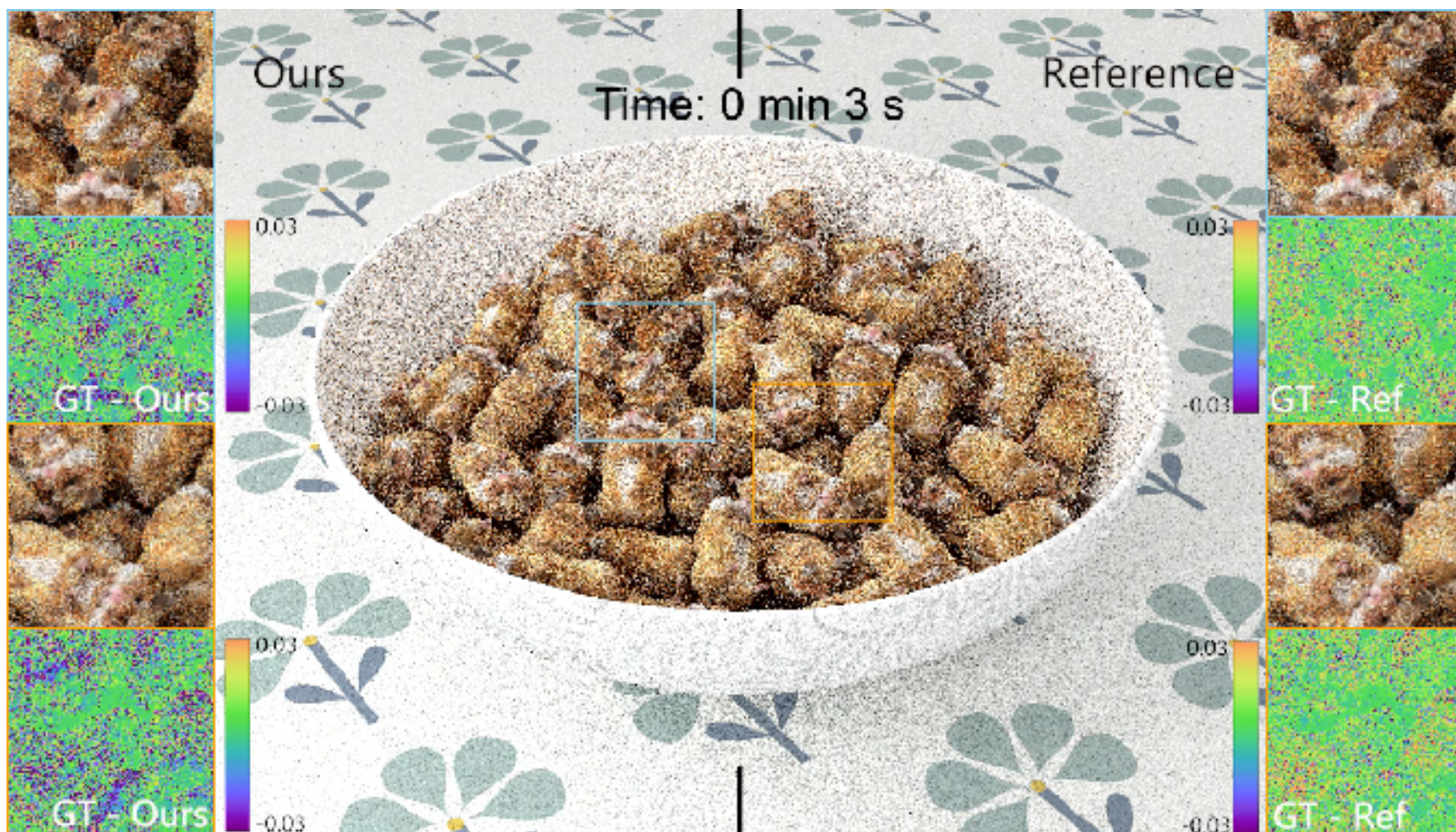
Ours:  
#fibers 98.0 k





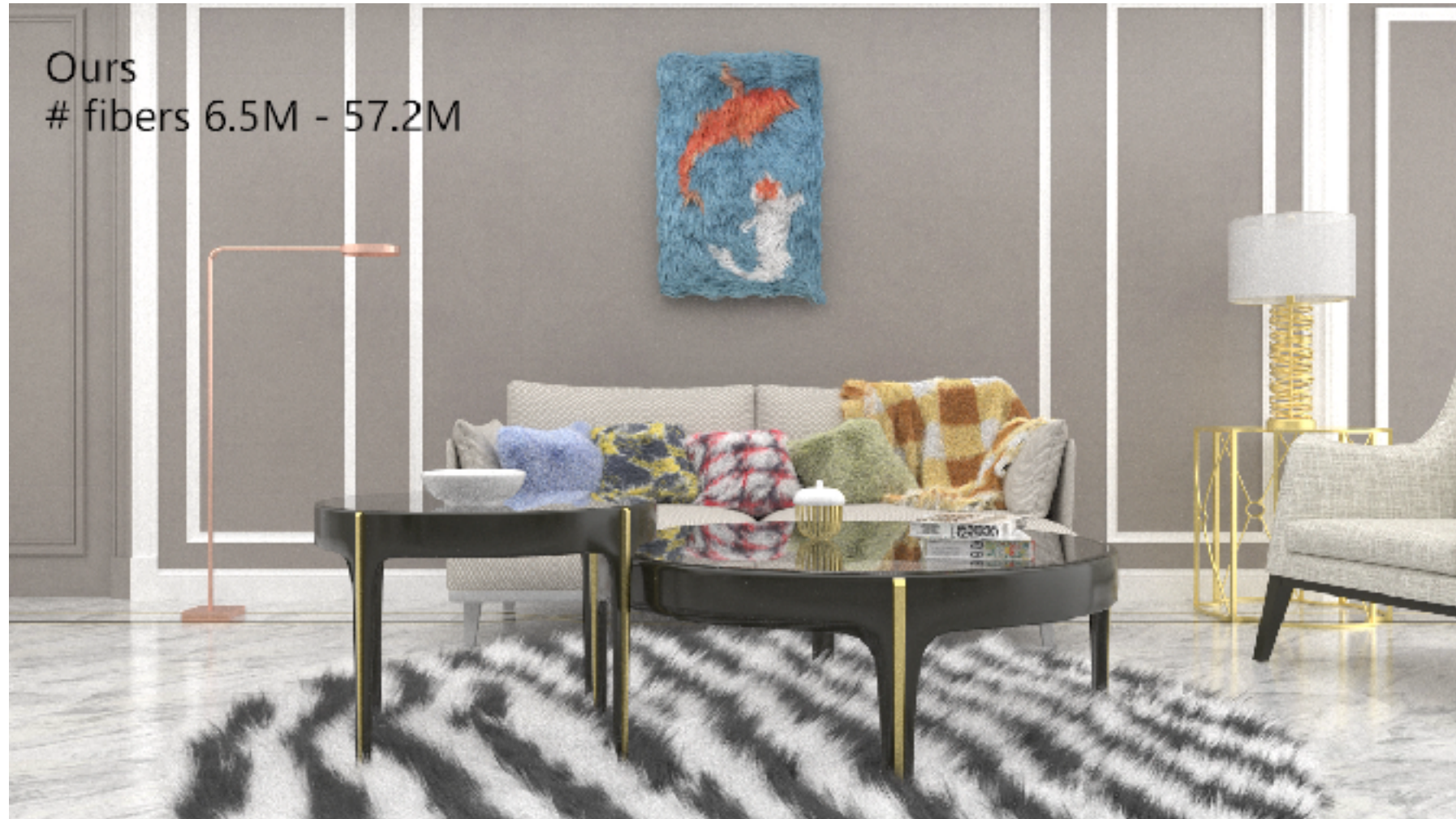
# PROGRESSIVE RENDERING

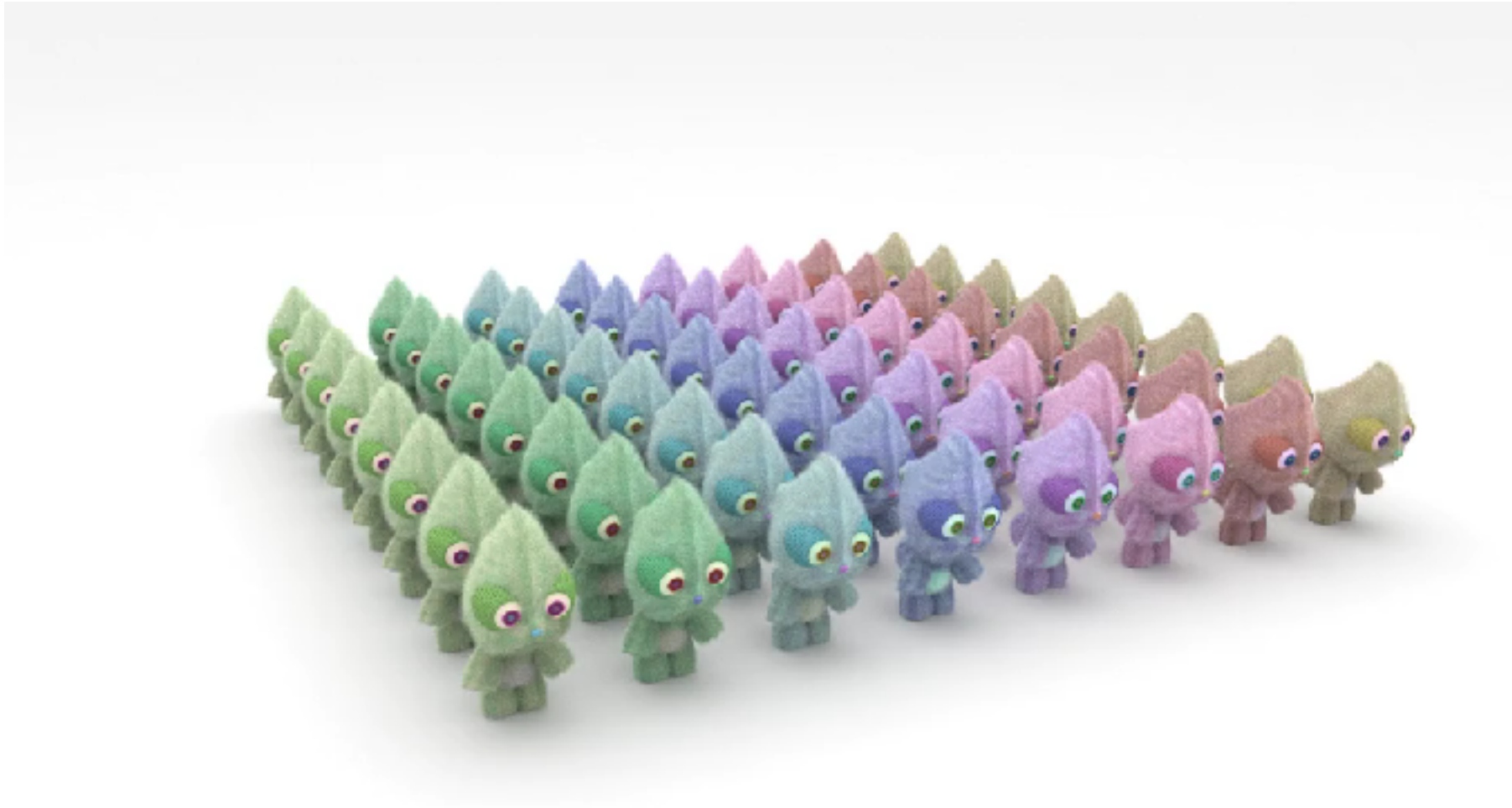
#fibers: 1.8M / 147M





# LARGE SCALE SCENE







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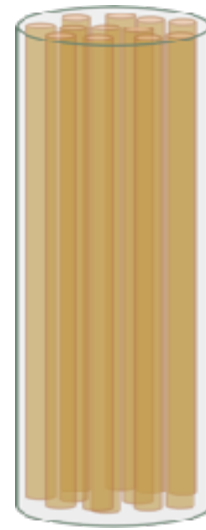
# CONCLUSION LIMITATIONS FUTURE WORK



*Simply thicken*



*Aggregation (our method)*



Accuracy

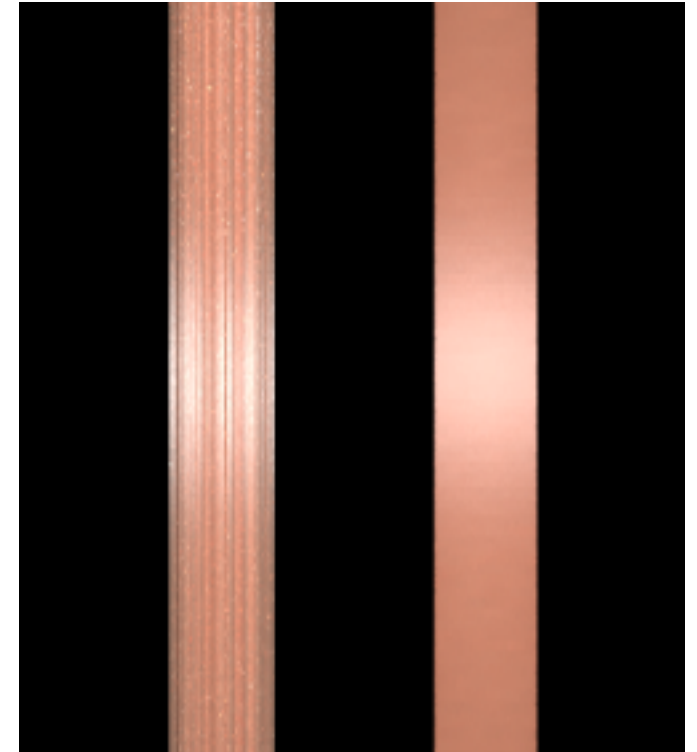


Efficiency

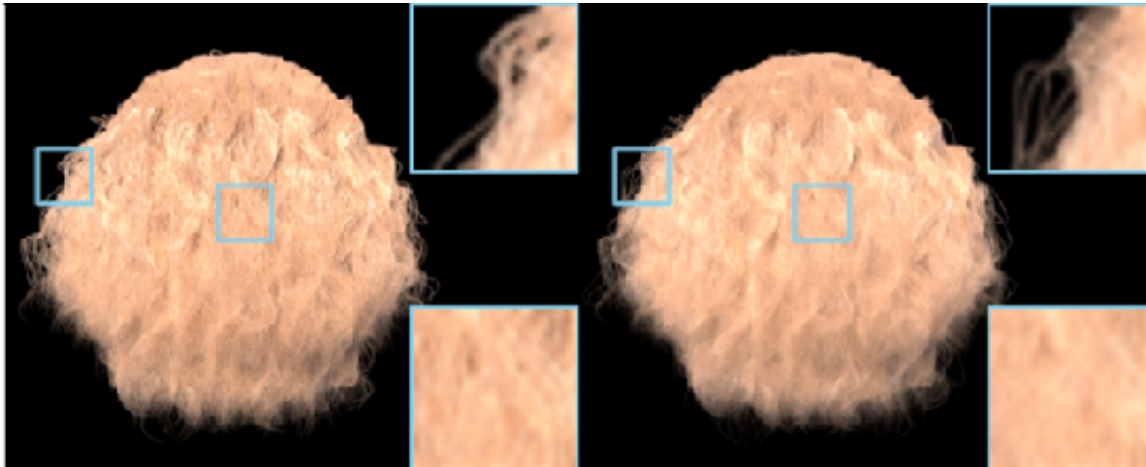


LOD

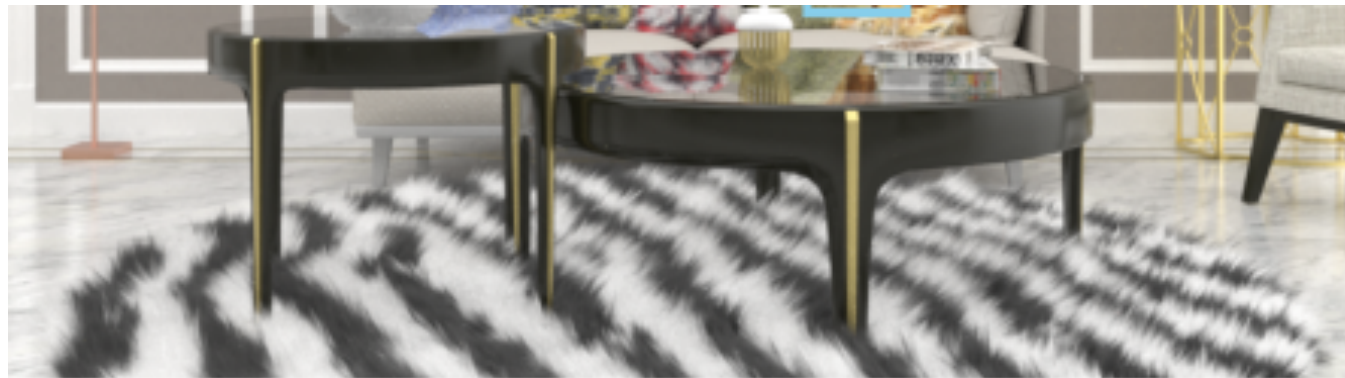
- *Far-field only*
- *Fly-away fibers and fiber misalignment*
- *Spatially-varying simplification*



- *Far-field only*
- *Fly-away fibers and fiber misalignment*
- *Spatially-varying simplification*



- *Far-field only*
- *Fly-away fibers and fiber misalignment*
- *Spatially-varying simplification*



- *Real-time rendering*
- *Artist-friendly interpretation*
- *Cloth rendering*

**THANK YOU!**





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