

# What's New for Radiance in 2018

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Anywhere Software

# Bug Fixes & Related

- \* Fixed `rcontrib` virtual light source issue
- \* Increased `rcontrib` open file limit
- \* Improved `bsdf2ttree` accuracy
- \* Reduced bias in ambient super-sampling
- \* Added `RAYPATH` search with `-f *.cal`

# New Features

- \* psketch program for stylized objects
- \* new rmtxop operators
- \* falsecolor improvements
- \* rvu "origin" command
- \* rtpict tool for parallel rendering
- \* aBSDF primitive for peak extraction

# psketch program



psketch -m brown\_tweed nightcabin.oct nightcab\_lv2.hdr

# New rmtxop Operators

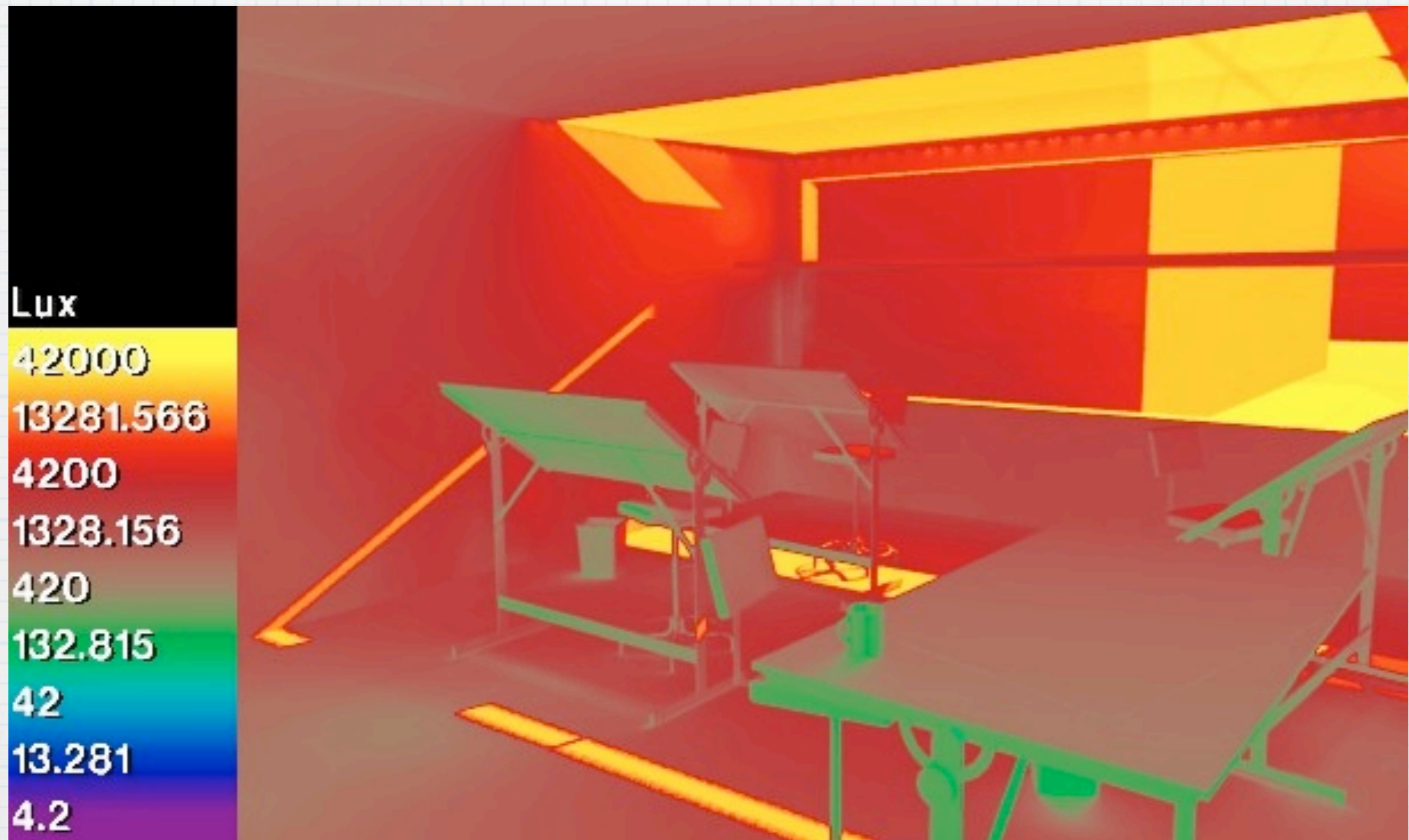
- \* Original operator list:

- \* concatenation, addition ('+'), scaling (-s) and component transform (-c)

- \* New operators:

- \* element-wise multiplication ('\*') and division ('/')

# falsecolor Improvements



Changes by Stephen Wasilewski and David Geisler-Moroder

# rvu "origin" command

- \* Still can select point to make new origin
- \* Also accepts lone argument as distance to move forward or backward along the view direction
- \* Request from John Mardaljevic, who also asked for command originally...

# rtpict tool for parallel rendering

- \* Perl script runs rtrace with multiprocessing if `-n > 1` specified
- \* otherwise, calls rpict directly
- \* rpict options and defaults compatible with multiprocessing all supported
- \* Codifies `vwrays + rtrace` trick many have been using for years...



# aBSDF Primitive

- \* Peak extraction was introduced last year for “see-through” BSDF materials
- \* applies to primary and shadow rays
- \* Lars Grobe wanted user control over when peak extraction was applied
- \* “aBSDF” stands for “aperture BSDF”

# BSDF Primitive Arguments

```
mod BSDF id
6+ thick BSDFfile ux uy uz funcfile
transform
0
0 | 3 | 6 | 9
  rfdif gfdif bfdif
  rbdif gbdif bbdif
  rtdif gtdif btdif
```

# aBSDF Primitive Arguments

```
mod aBSDF id
5+ BSDFfile ux uy uz funcfile
transform
0
0 | 3 | 6 | 9
  rfdif gfdif bfdif
  rbdif gbdif bbdif
  rtdif gtdif btdif
```

**Only difference is removal of "thickness" parameter**

# When to Use Each Type

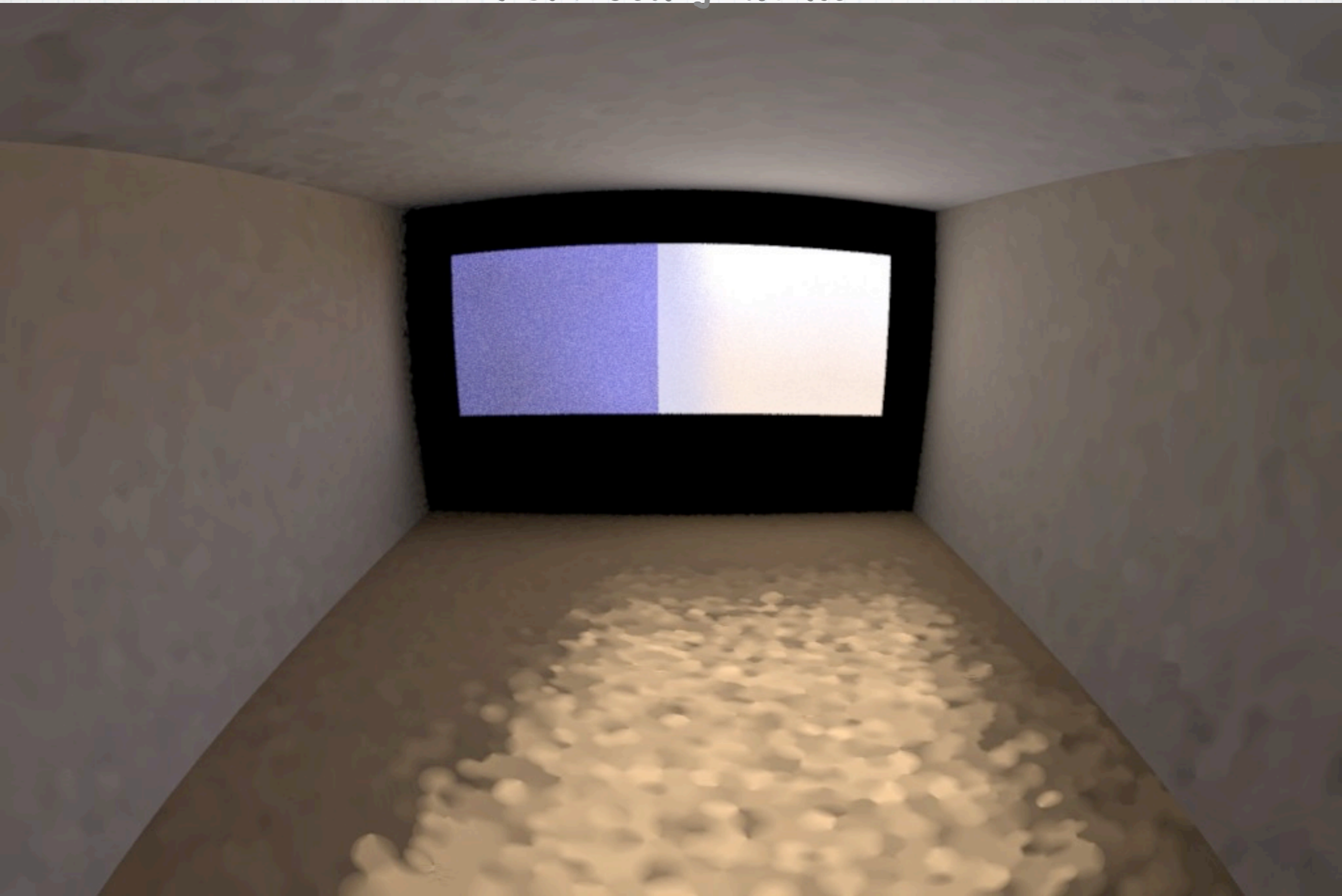
Choose "BSDF" when either:

A) Uses proxy geometry ( $\text{thick} > 0$ ), or

B) Lacks significant view component

...use "aBSDF" otherwise

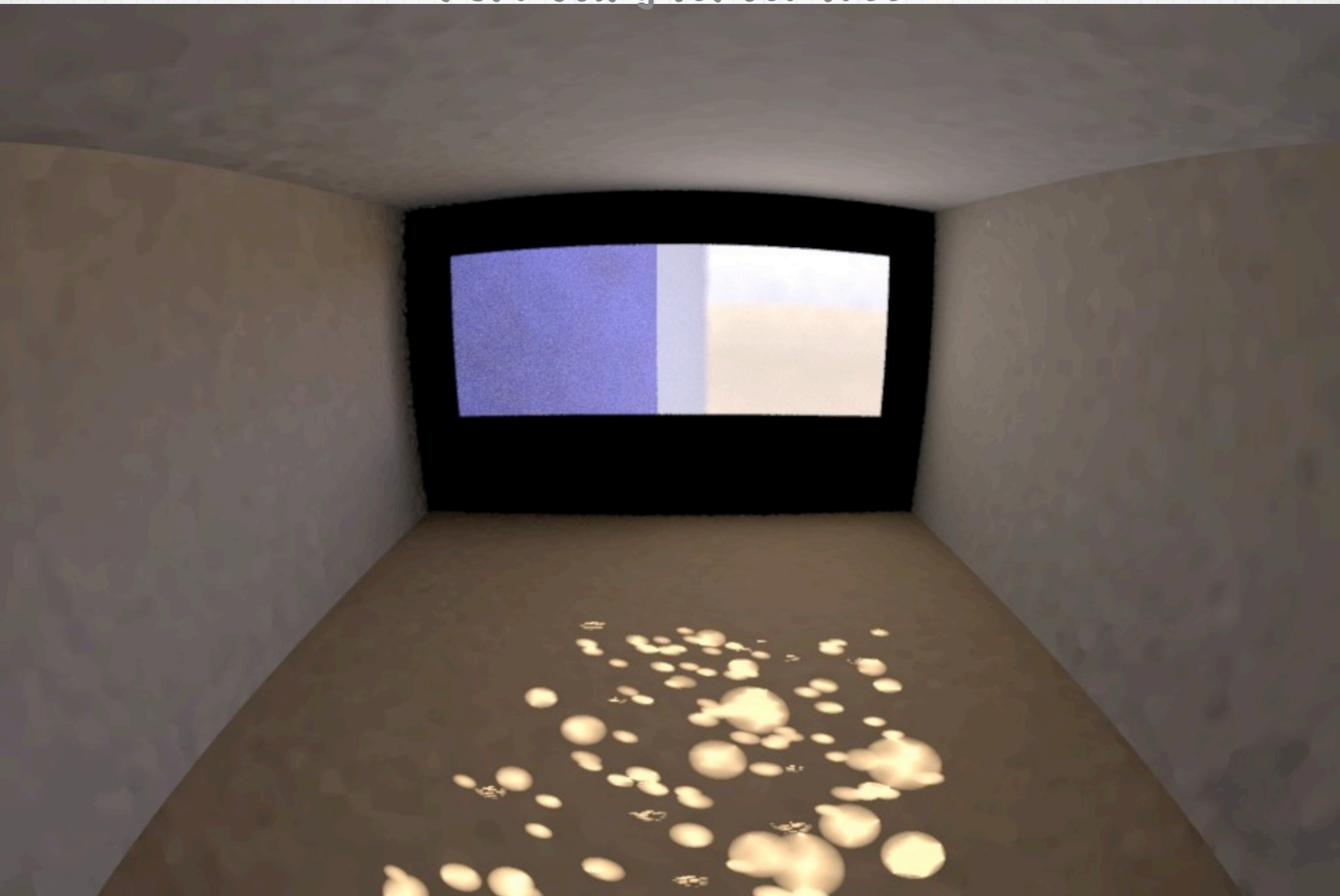
# BSDF using Klems



# aBSDF using Klems



# BSDF using tensor tree

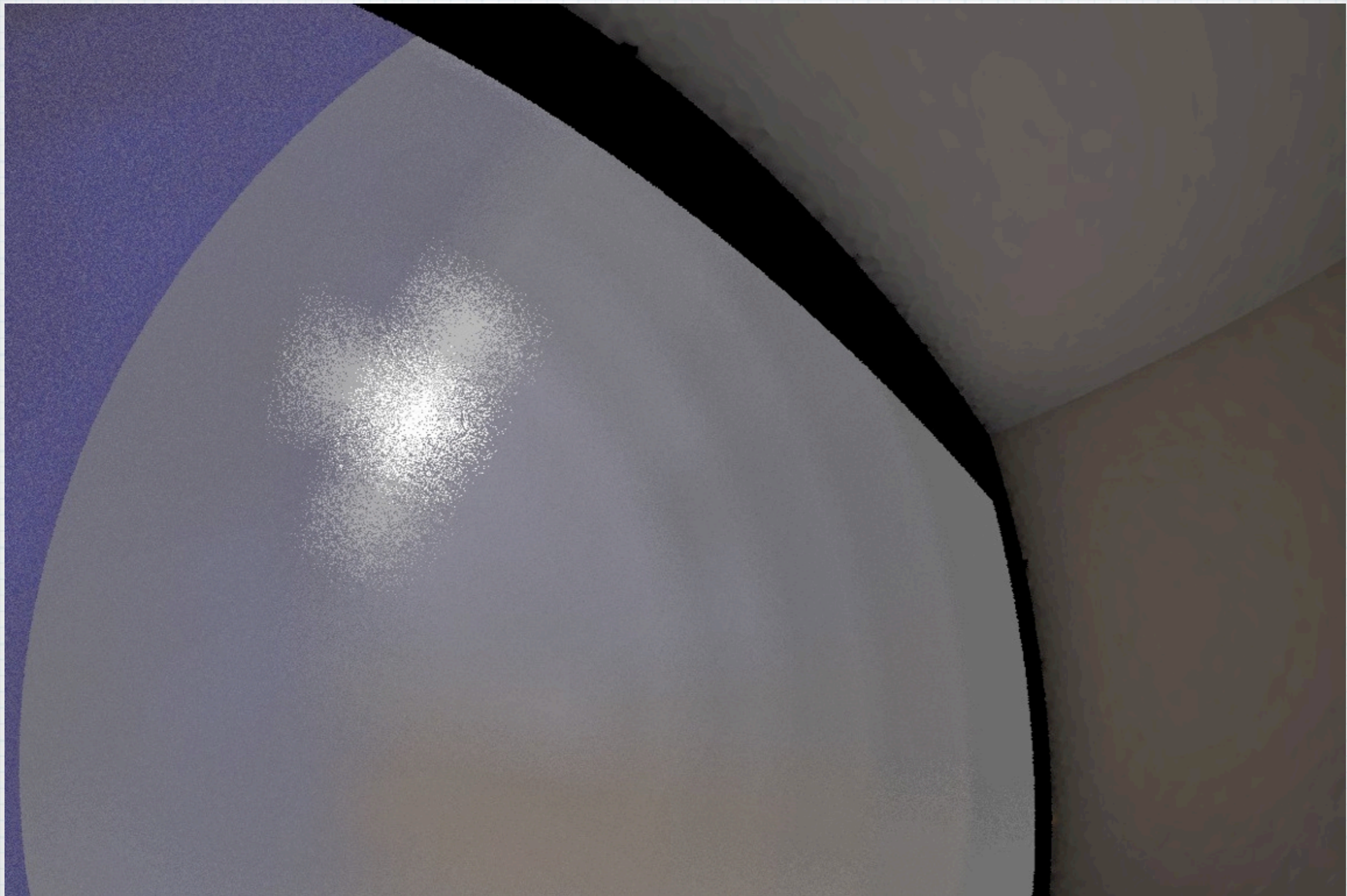


# aBSDF using tensor tree

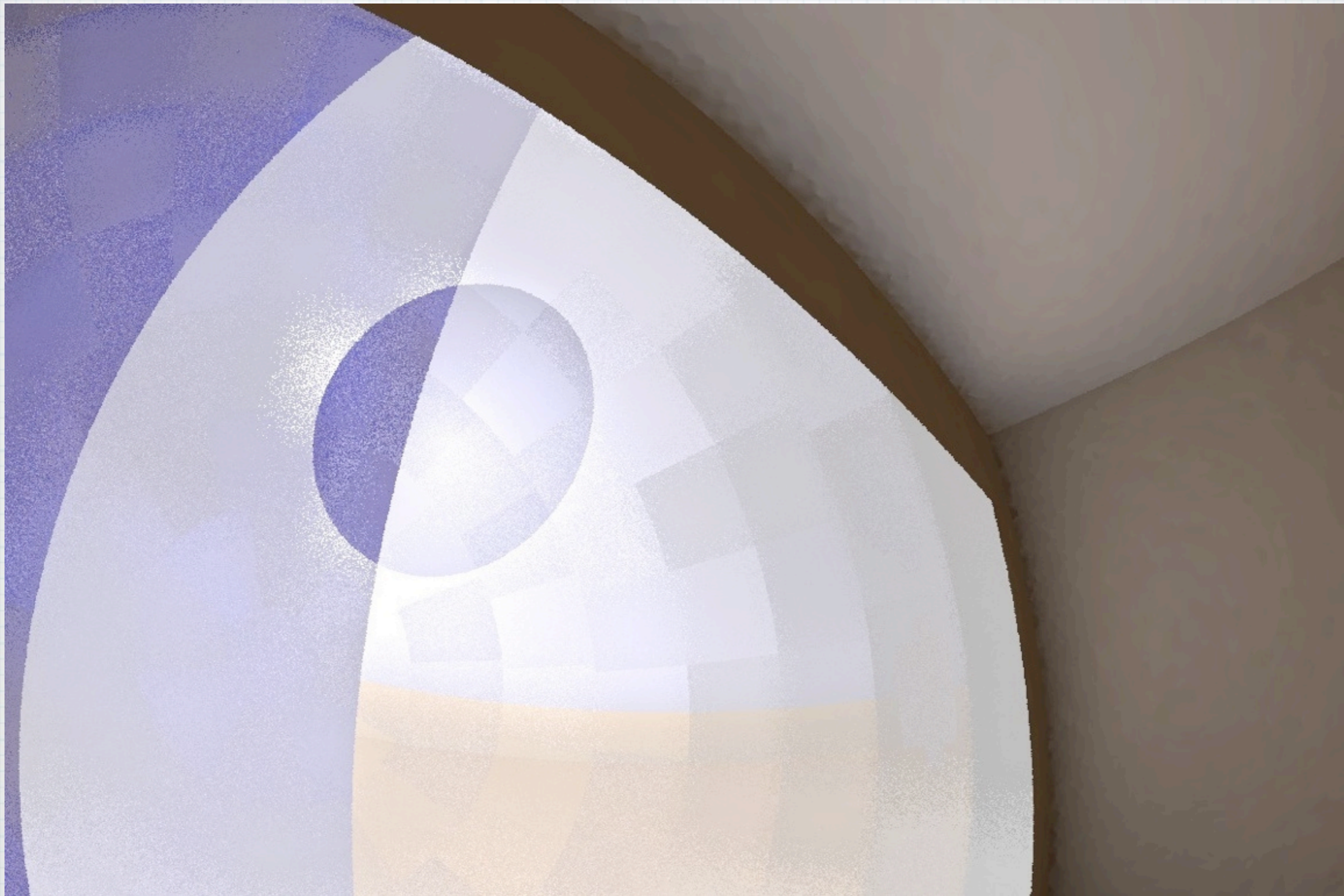




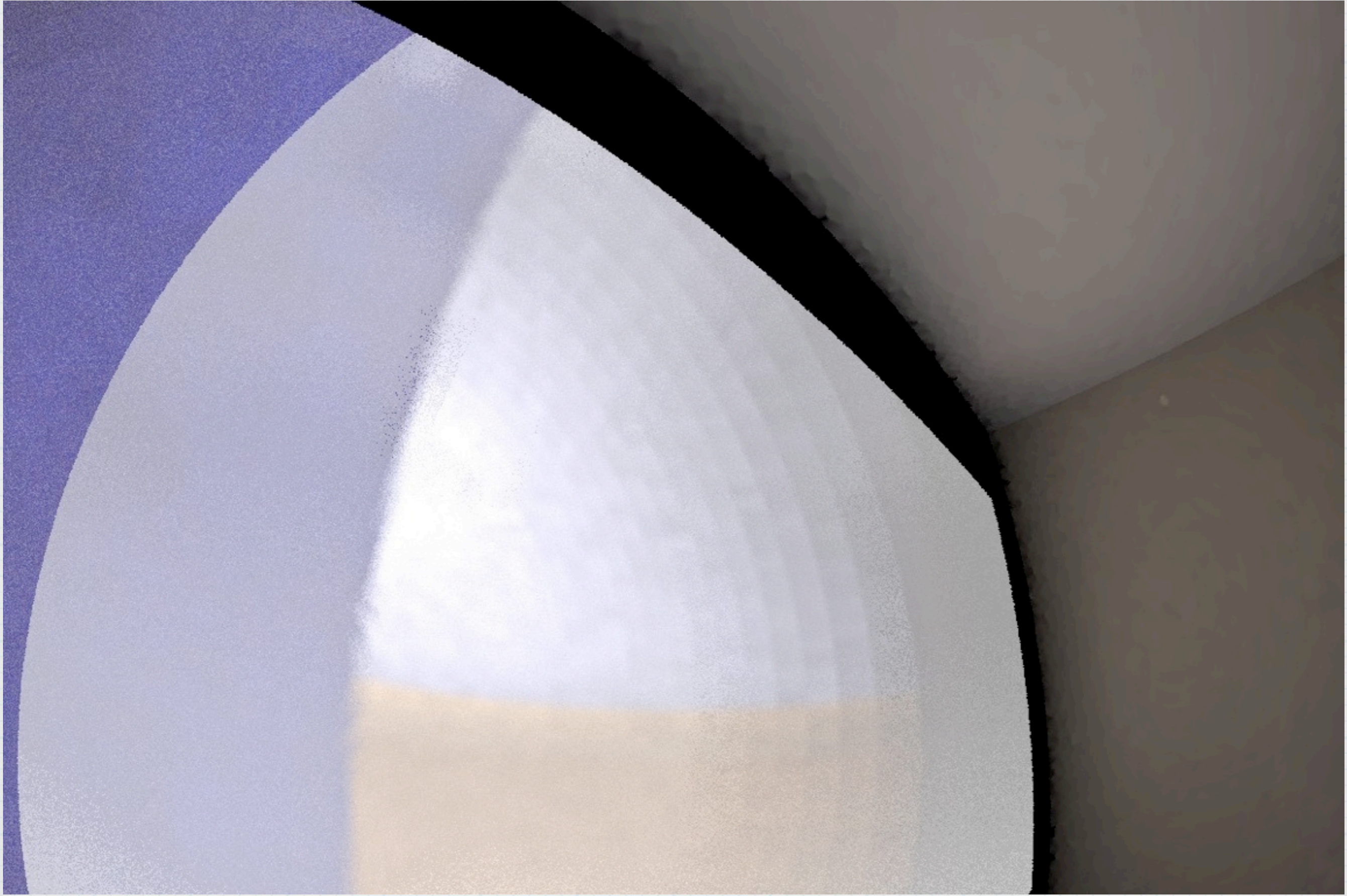
# BSDF using Klems



# aBSDF using Klems



# BSDF using tensor tree



# aBSDF using tensor tree

