Radiosity

Radiosity Concept

- Global computation of diffuse interreflections among scene objects
- Diffuse lighting changes fairly slowly across a surface
  - Break surfaces up into some number of patches
  - Assume diffuse illumination constant across each patch
- Diffuse reflection independent of viewing direction
  - Interactive rendering possible

Cornell Box

from Sillion and Puech, *Radiosity & Global Illumination, 1994.*