Spatial Image Based Lighting  
Supplementary Material Overview

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This document gives a short introduction to the videos submitted as supplementary material.

1 Light capture setup

The scene is a hallway with light entering from open doorways. Tracking markers were placed on a wall hidden from the camera. Fifteen light field samples were captured along the length of the hallway.

![Hallway light capture setup](image)

(a) Capture camera on tripod (b) Reverse photo of the capture setup

Figure 1: Hallway light capture setup
2 Captured light fields

Two light fields were captured one in the daylight and one at night.

(a) Hallway daylight

(b) Hallway night (incandescent and florescent)

Figure 2: Captured light fields

3 Rendered animations

The following animations (as supplementary material) show the results of rendering with spatial image based lighting. Objects were rendered with global illumination while shadows were generated using the direct lighting model.
(a) Stanford Happy Buddha in daylight hallway demonstrating the difference between Spatial IBL and traditional IBL

(b) Sine wave Stanford Bunnys in night hallway

(c) Specular Happy Buddha model in night hallway

Figure 3: Spatial image based lighting renders