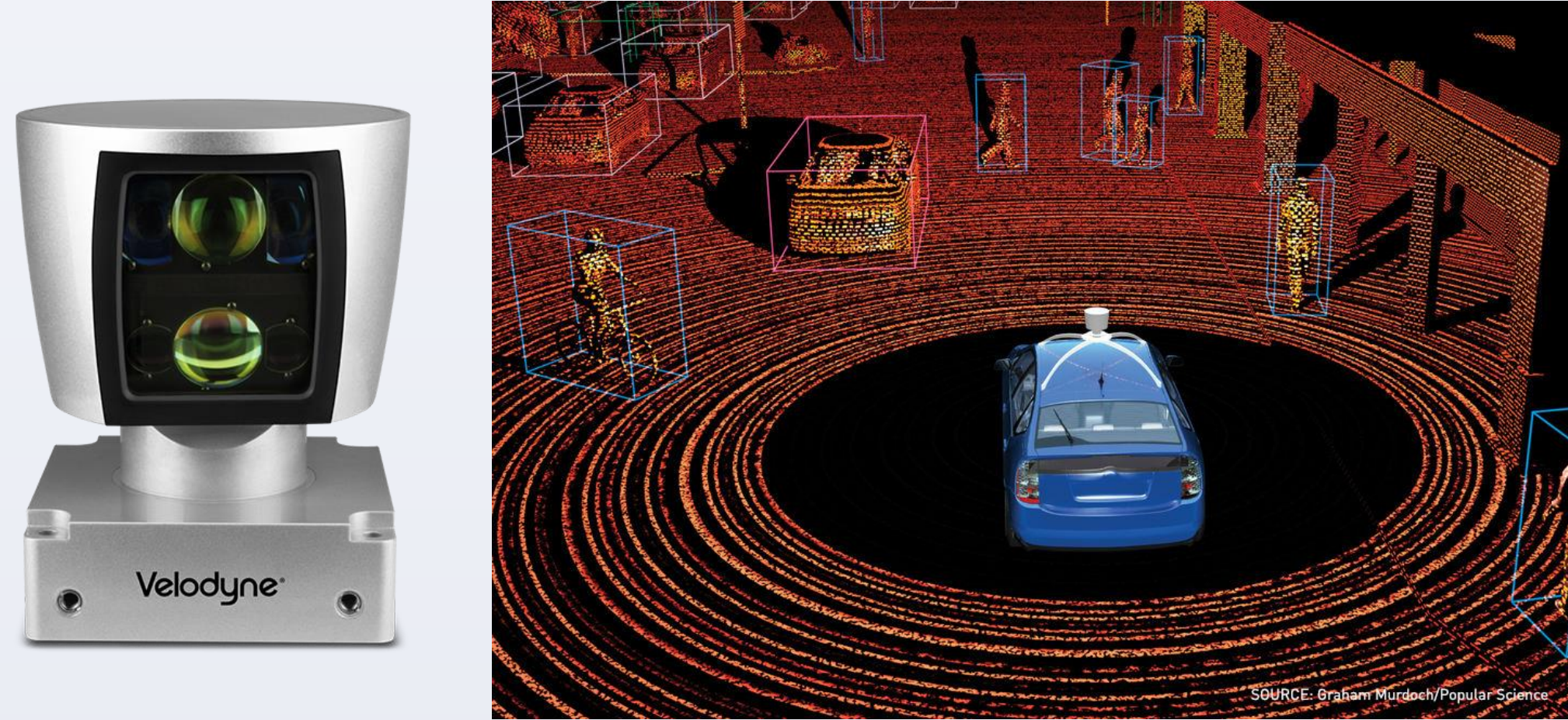


TOF RENDERING TASKS

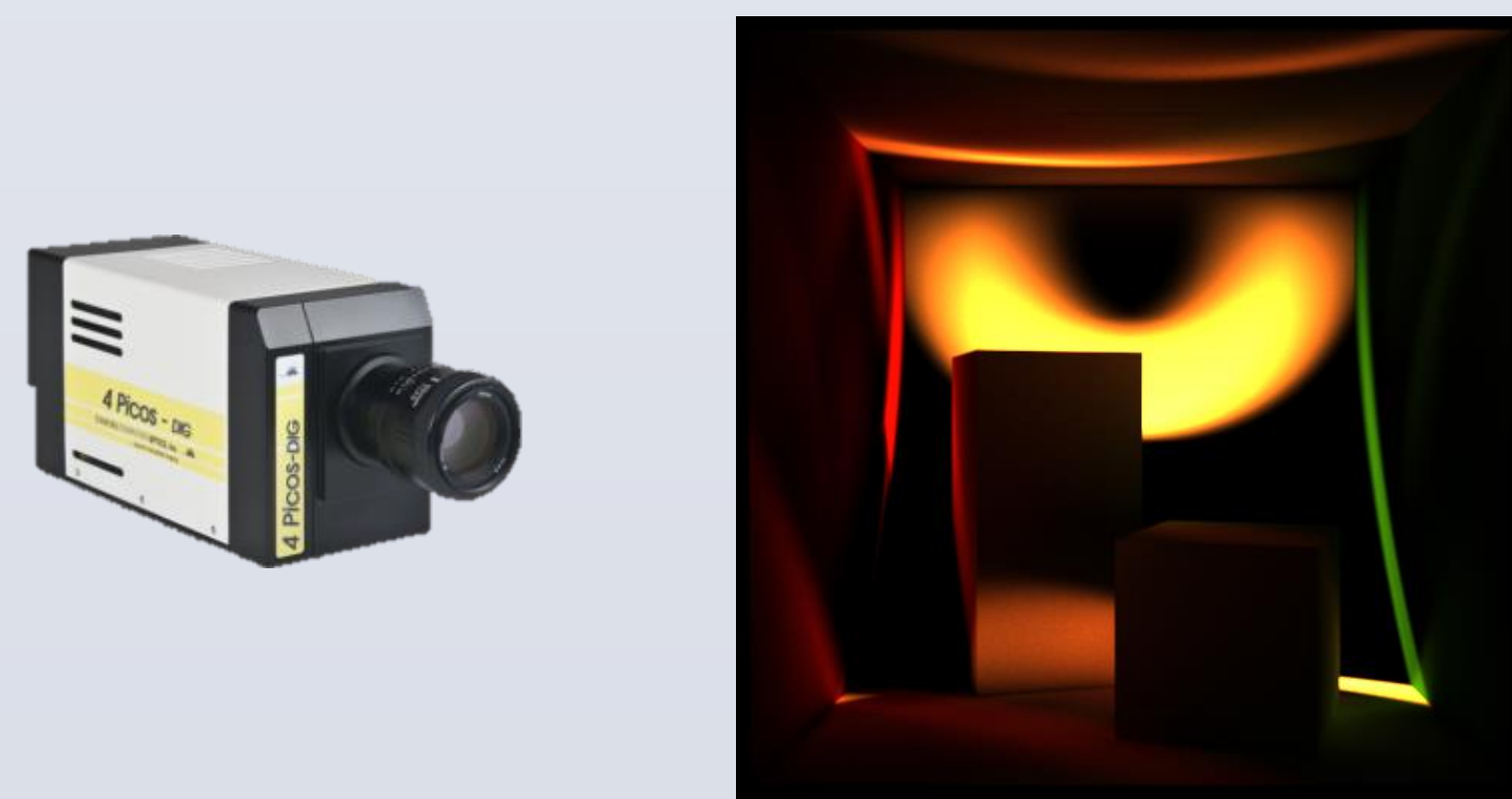
• LIDAR



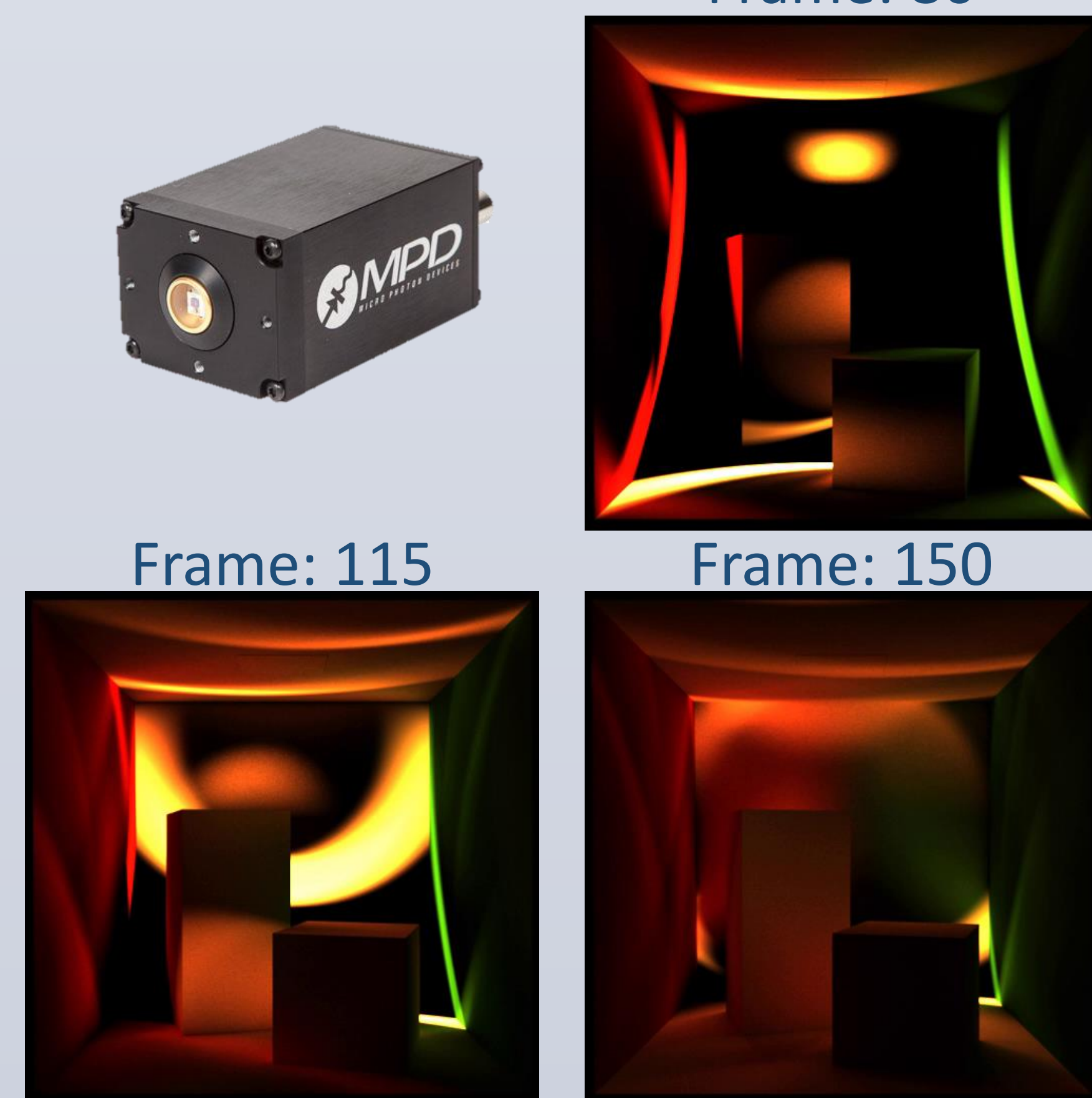
• Amplitude modulated continuous wave



• Gated Cameras



• Transient Cameras



THEORY

Path integral for physically-based rendering

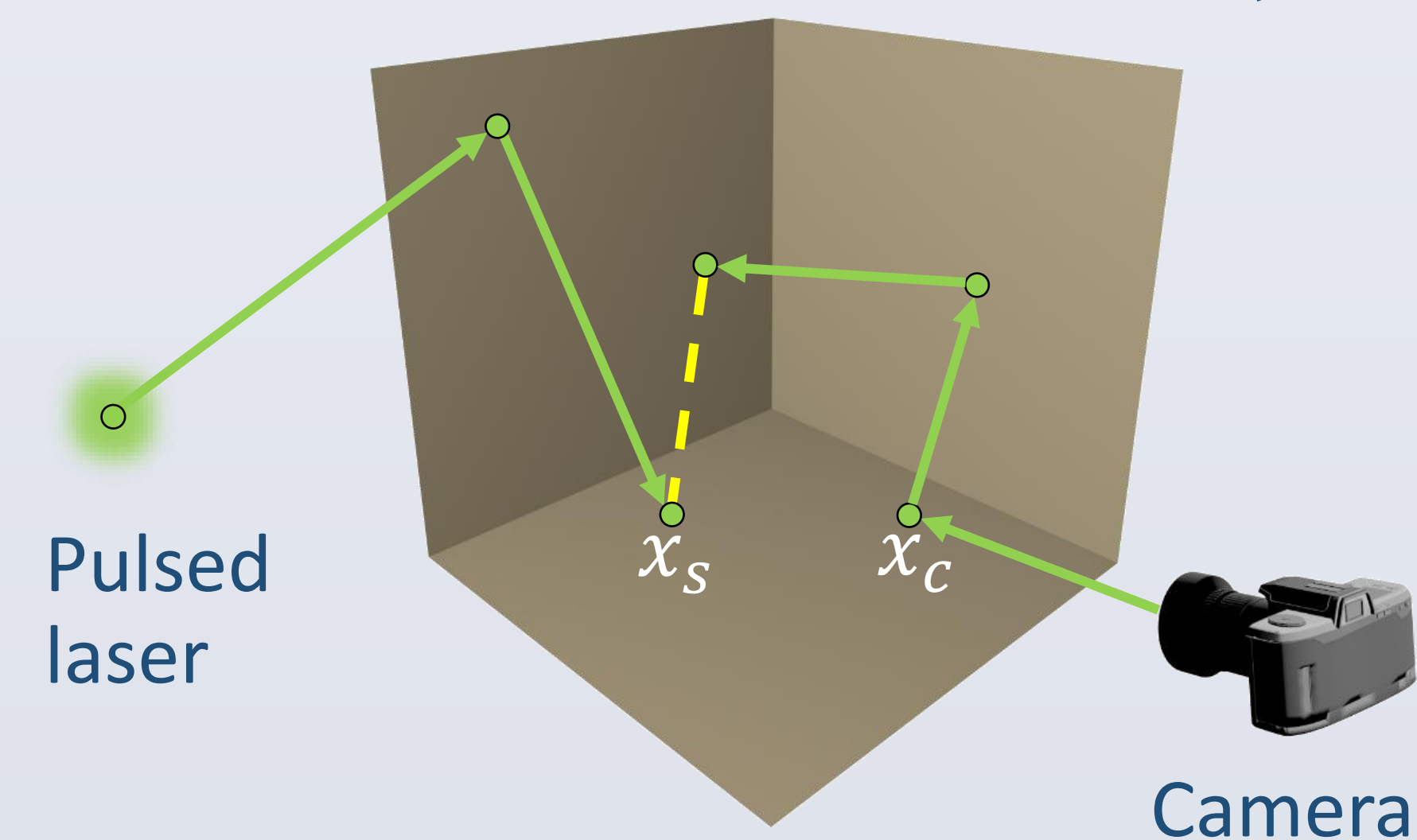
$$\text{Steady state rendering: } I_j =: \int_p \varphi(\bar{x}) d\mu(\bar{x}), \\ \approx \frac{1}{n} \sum_{i=1}^n \frac{\varphi(\bar{x}_i)}{p(\bar{x}_i)}$$

$\bar{x} \rightarrow$ Path, set of ordered vertices

$\varphi \rightarrow$ Radiance of the path, includes photometric and geometric light loss

$\mu \rightarrow$ Path Measure (area or volumetric)

$p(\bar{x}_i) \rightarrow$ Probability of path \bar{x}_i that depends on sampling strategy and the measure (μ)



Time-of-flight (TOF) renderer

Unified ToF Renderer:

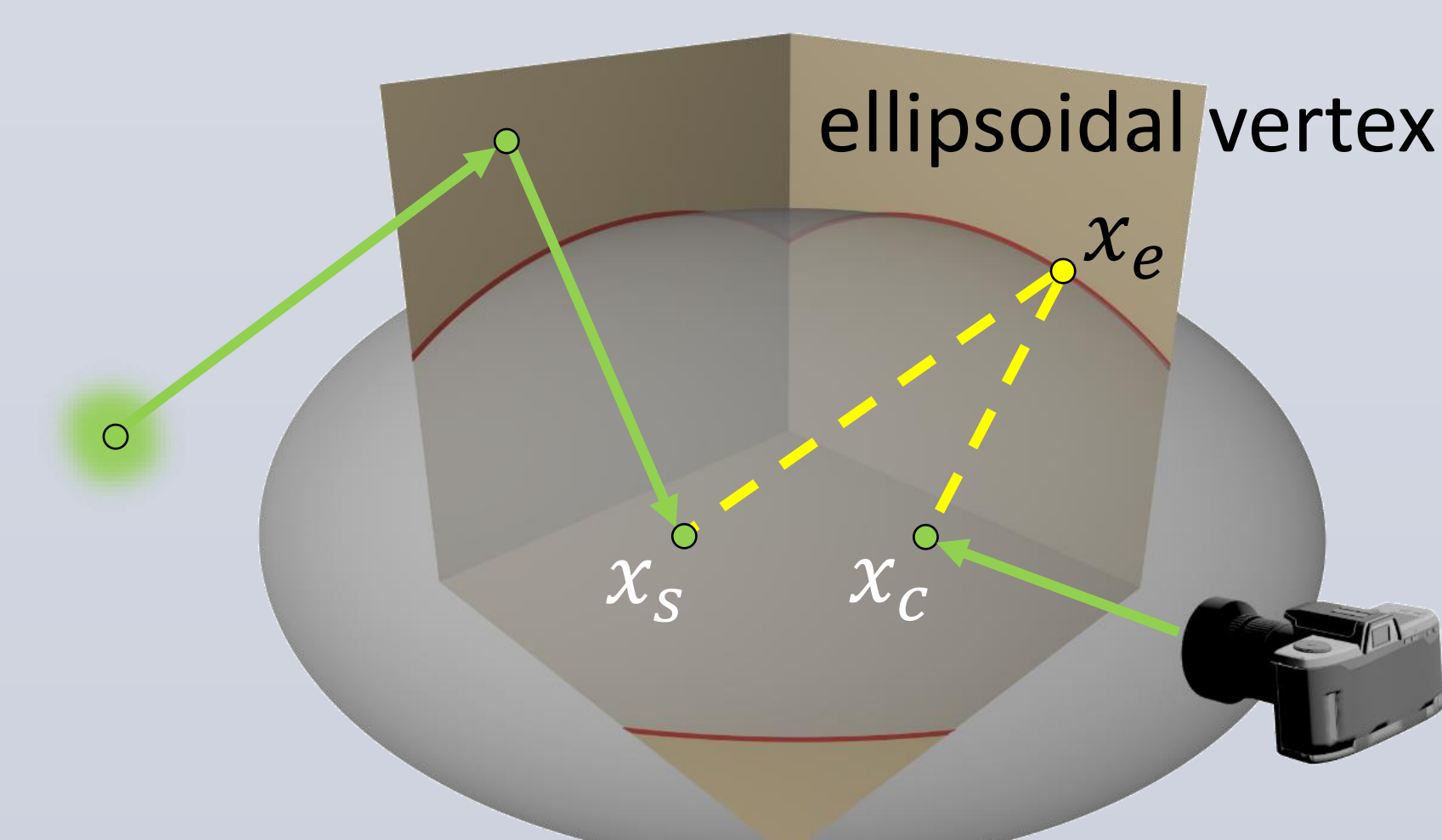
$$I_j(f) := \int_p f(|\bar{x}|) \varphi(\bar{x}) d\mu(\bar{x}); |\bar{x}| : \text{path length}$$

• LIDAR: $f = \delta(|\bar{x}| - \min_{t>0} t)$

• AMCW: $f = C_{\omega, \phi}(|\bar{x}|)$; C : cross-correlation

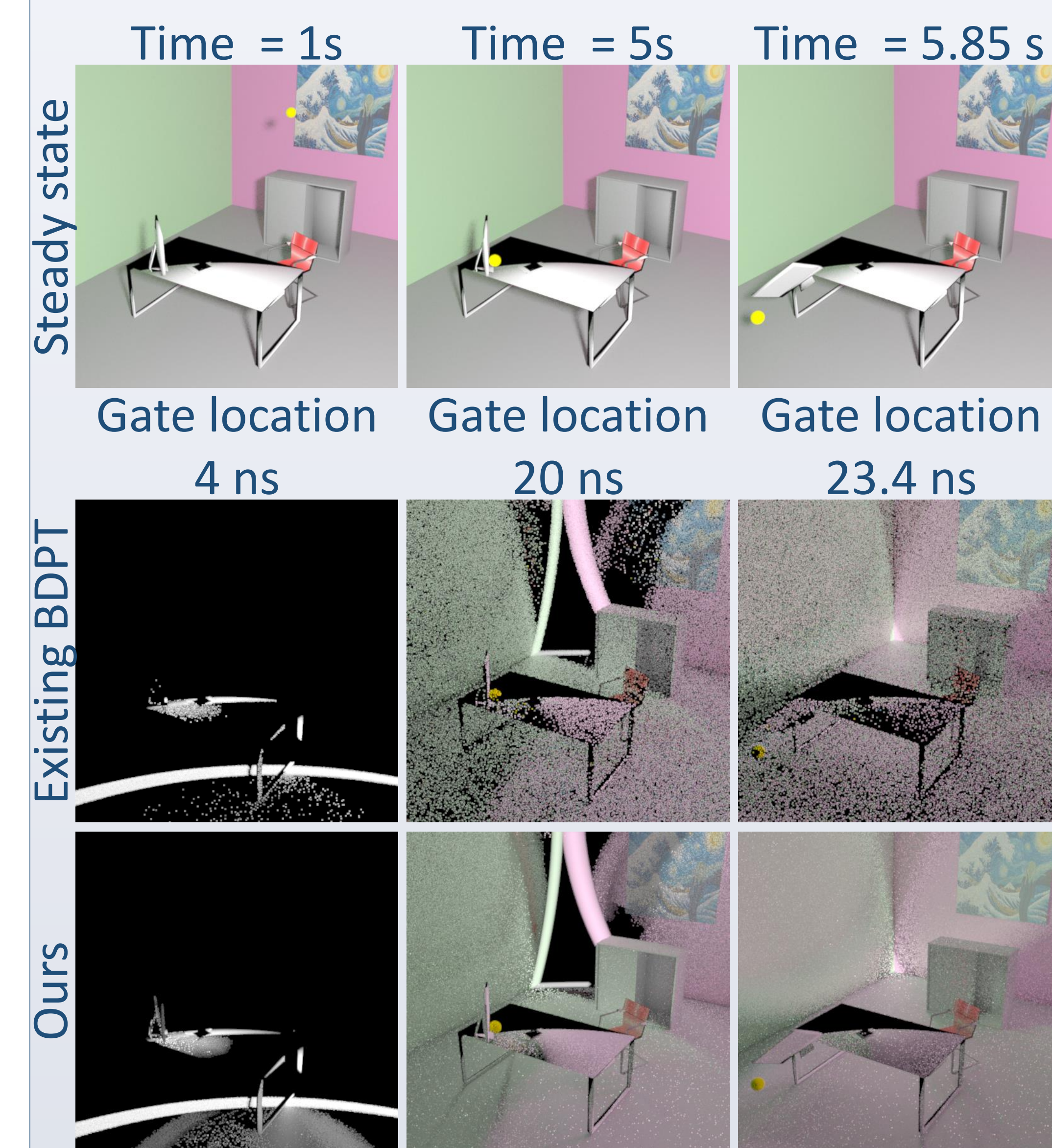
• Gated/Transient Camera: $f = \text{rect}\left(\frac{\tau - |\bar{x}|}{Y}\right)$

Ellipsoidal connections for efficient rendering

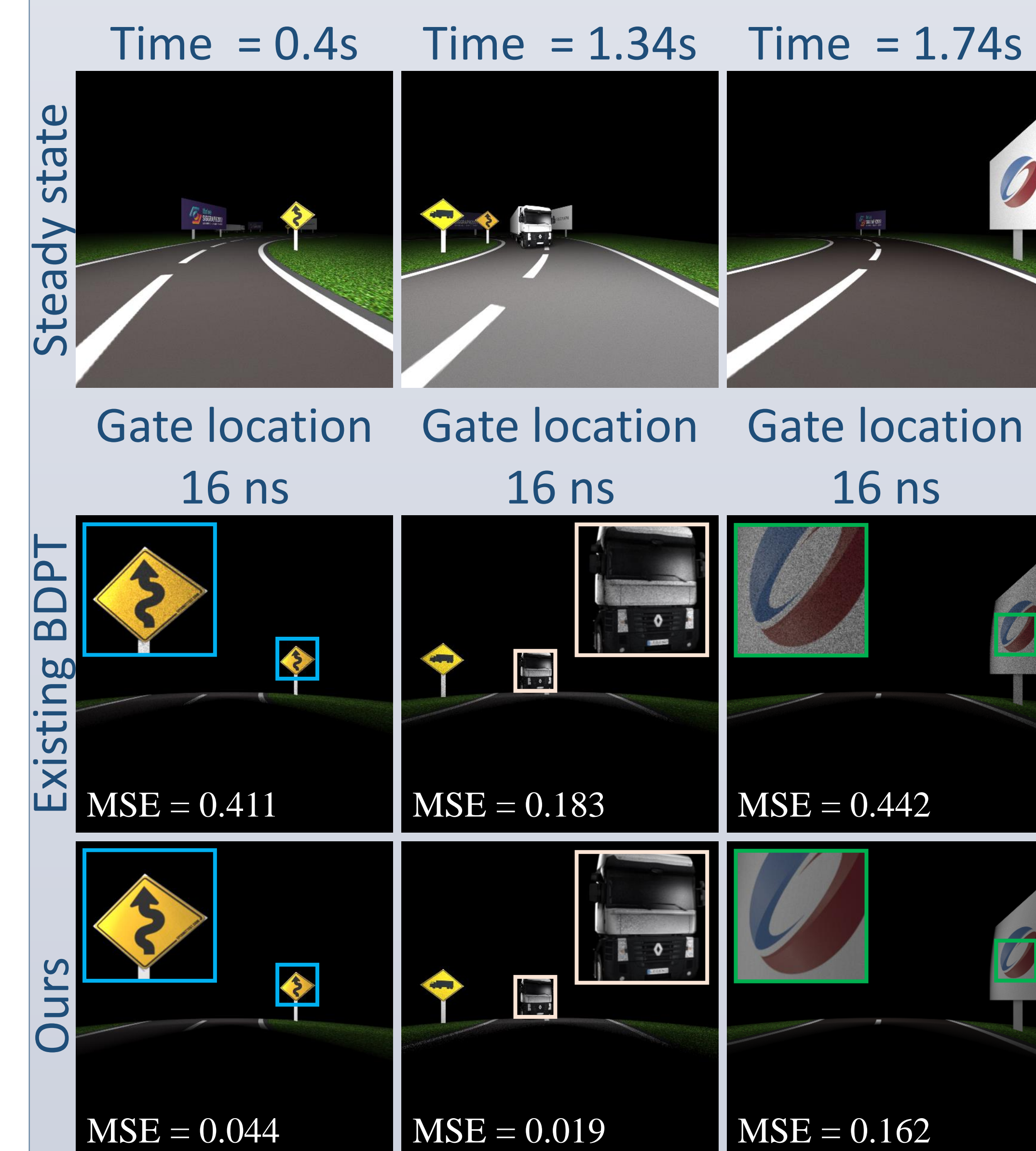


TIME-GATED RENDERING SCENARIOS

Transients for dynamic scenes



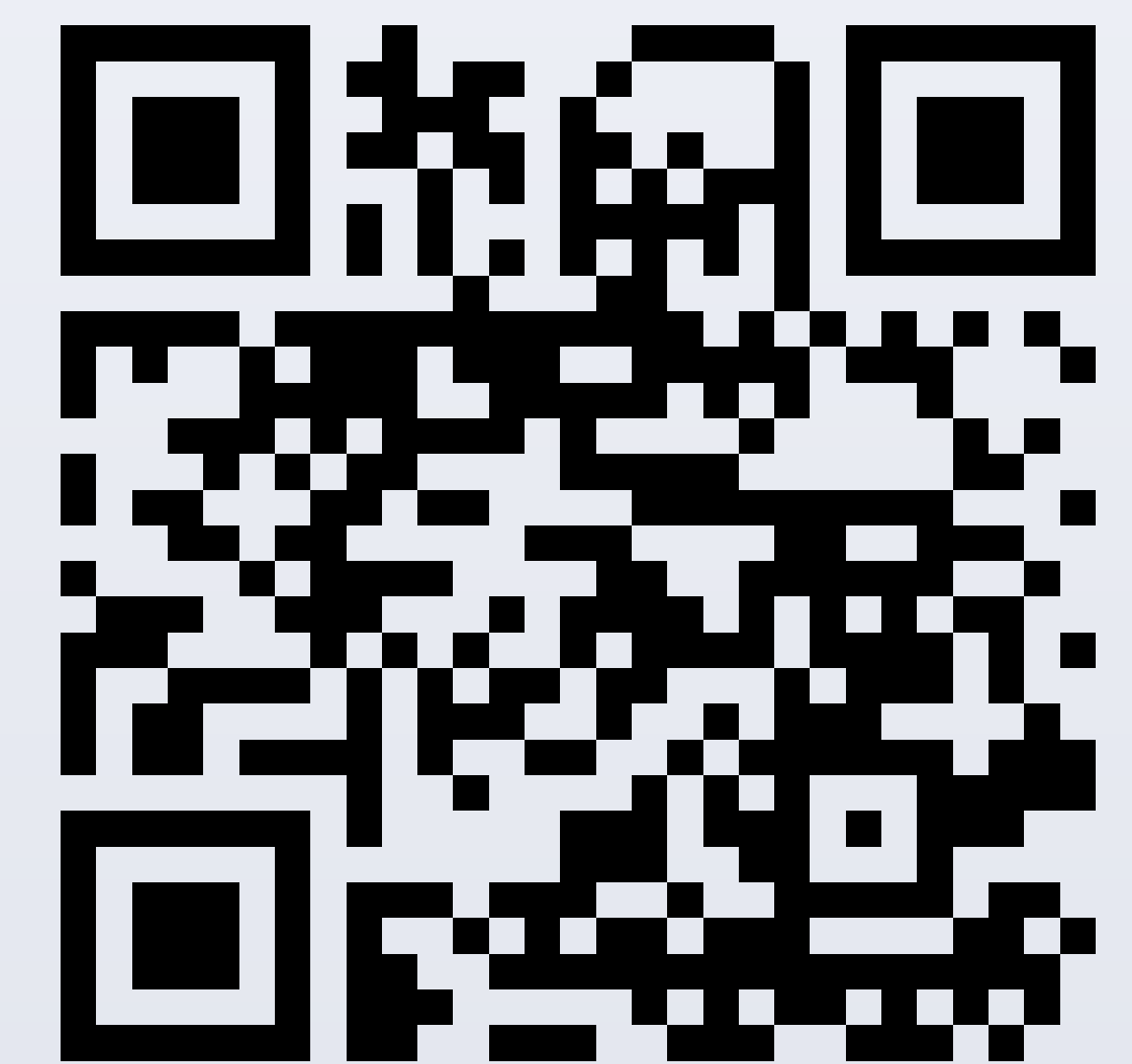
Proximity detection camera



PUBLICLY AVAILABLE SOURCE CODE

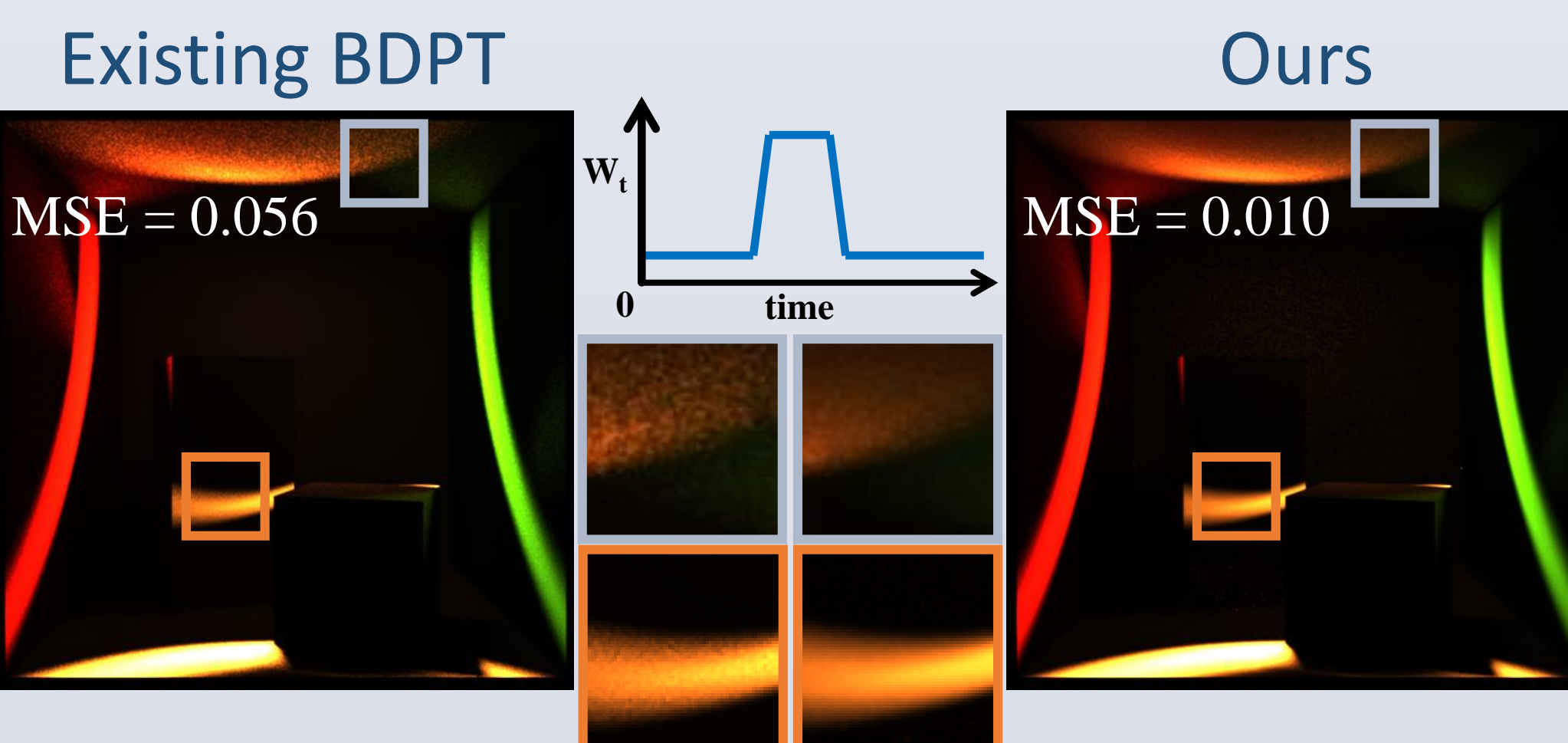
- Launch-and-play image file for Amazon Web Services clouds (ami-28308957).
- Trivially scales on multiple cores, CPUs, cloud clusters

<https://github.com/cmucilab/MitsubaToFRenderer>

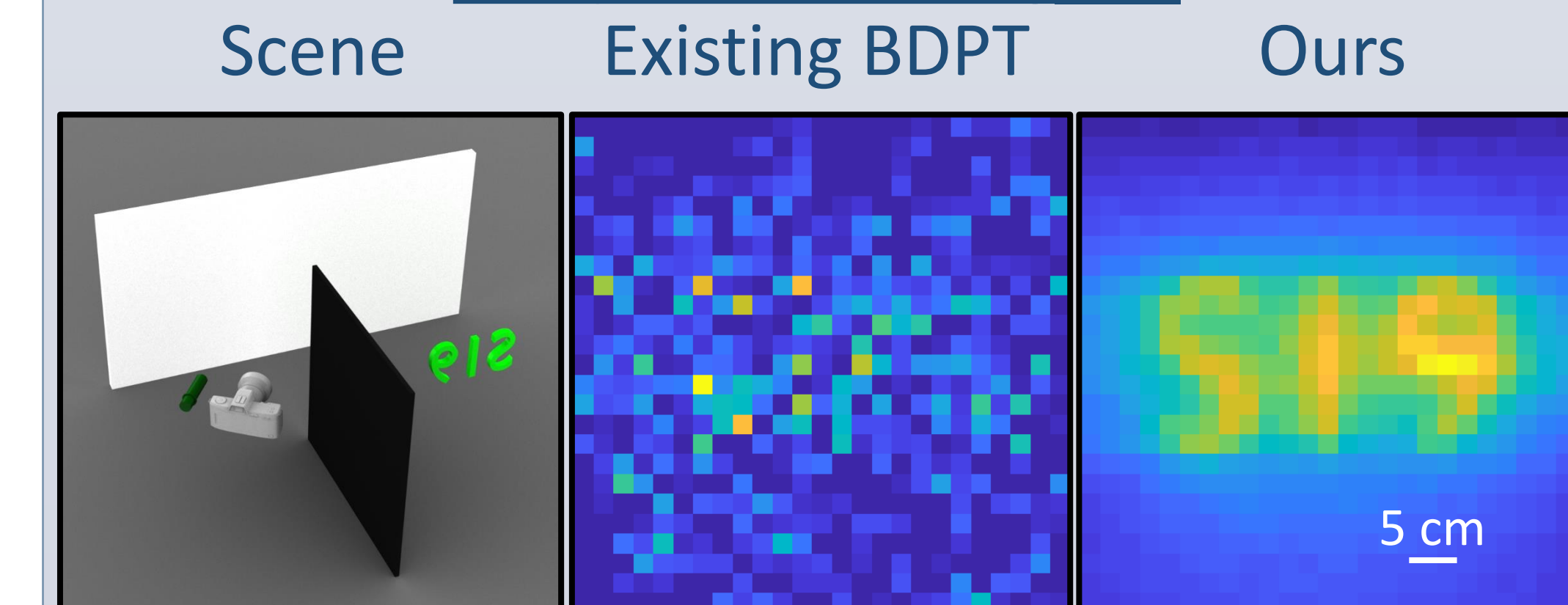


RENDERING CUSTOM TOF CAMERAS

CWAM-ToF with Depth Selective Codes [2]



SNLOS: Non-line-of-sight Scanning through Temporal Focusing [3]



References

- [1] Tadano, R., Kumar Pediredla, A. and Veeraraghavan, A., Depth selective camera: A direct, on-chip, programmable technique for depth selectivity in photography. In *Proceedings of the IEEE International Conference on Computer Vision (ICCV)*, (pp. 3595-3603).
- [2] Pediredla A., Dave A., and Veeraraghavan A. 2019. SNLOS: Non-line-of-sight Scanning through Temporal Focusing. 2019 IEEE International Conference on Computational Photography (ICCP).

Acknowledgments:

