

2.5: Surfaces - Normal Albedo

If a lossless (conservative) Lambertian reflector ($\varpi_0 = 1$) is irradiated normally with flux density F , then its radiance in any direction will be F/π . The **normal albedo** p_n of a point on a surface is the ratio of the normally observed radiance to that of the Lambertian surface, so that

$$p_n = \pi f_r (\mu = \mu_0 = 1). \quad (2.5.1)$$

The author has found two definitions of normal albedo in the literature. In one, the surface must be radiated normally and observed normally ($\mu = \mu_0 = 1$) and the other in which it can be irradiated from any direction, in which case p_n is a function of μ_0 .

This page titled [2.5: Surfaces - Normal Albedo](#) is shared under a [CC BY-NC 4.0](#) license and was authored, remixed, and/or curated by [Max Fairbairn & Jeremy Tatum](#) via [source content](#) that was edited to the style and standards of the LibreTexts platform.