

✓ When ser pixel?

✓ Why sphere black?

✓ Raytraced pipeline overview

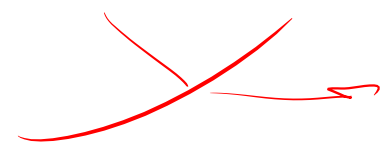
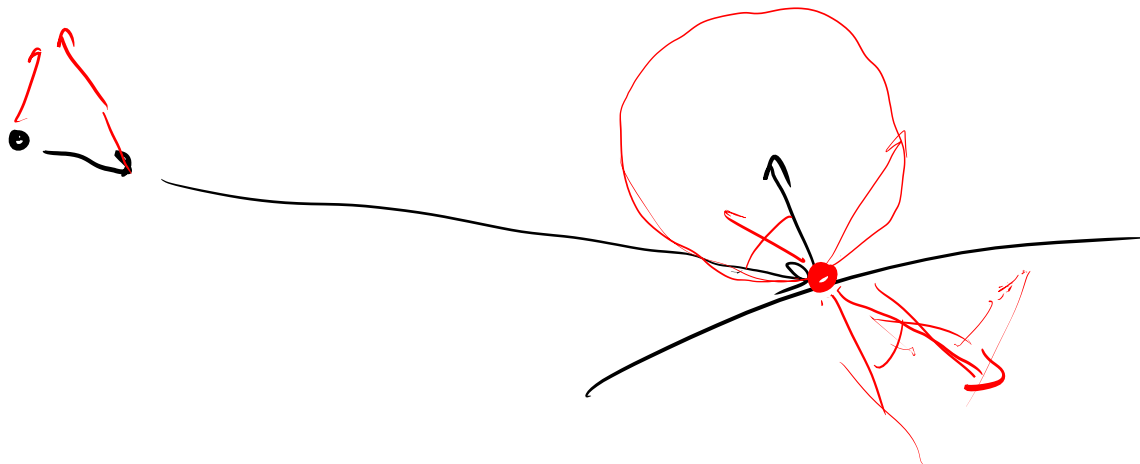
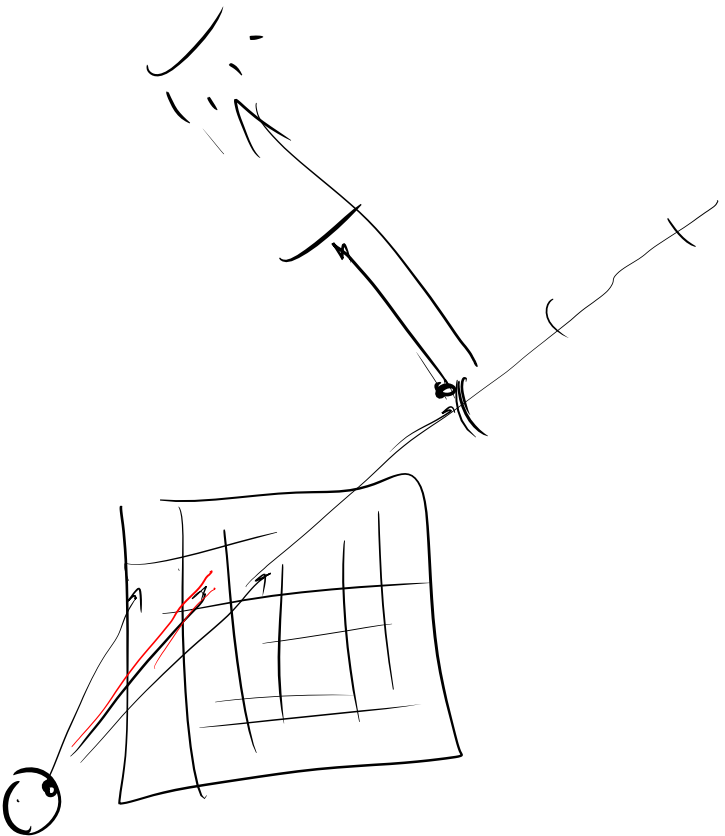
✓ Global illum

✓ barycentric

✓ Raytrace reflections

✓ BVH

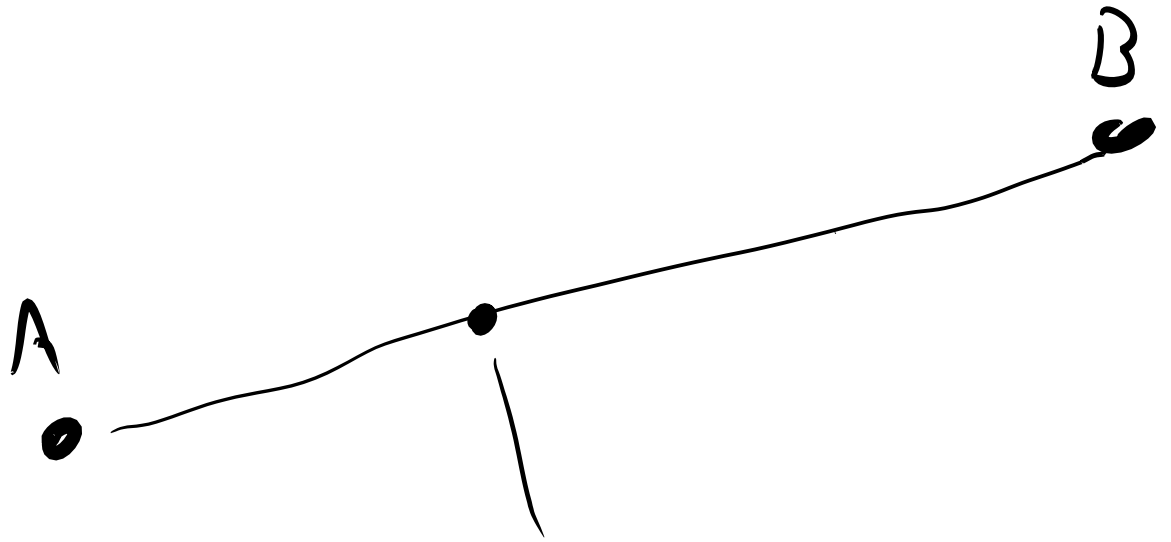
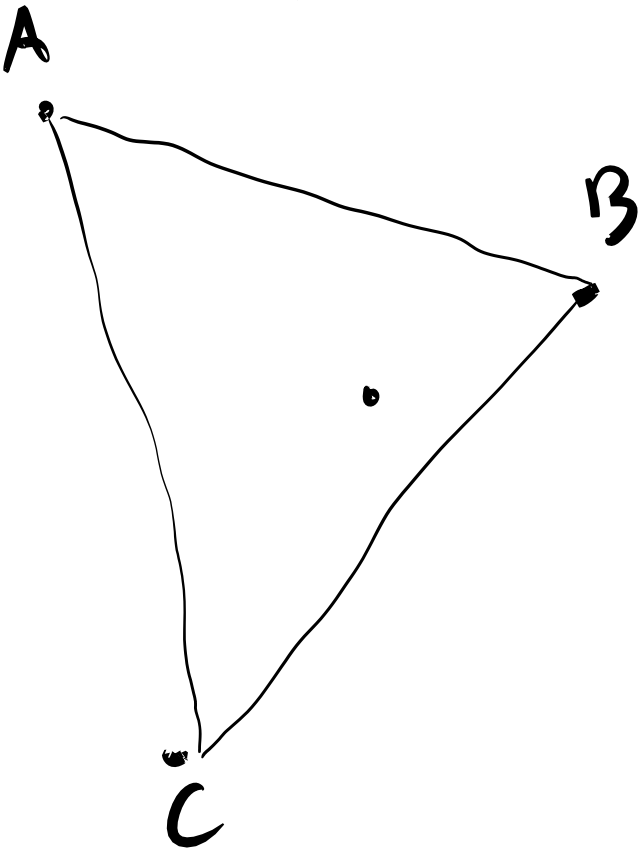
✓ SRGB



$$t_a = .2$$

$$t_c = .3s$$

$$t_b = .4s$$



$$t_a A + t_b B$$

$$t_a = \frac{2}{3}$$

$$t_b = \frac{1}{3}$$

Speed:

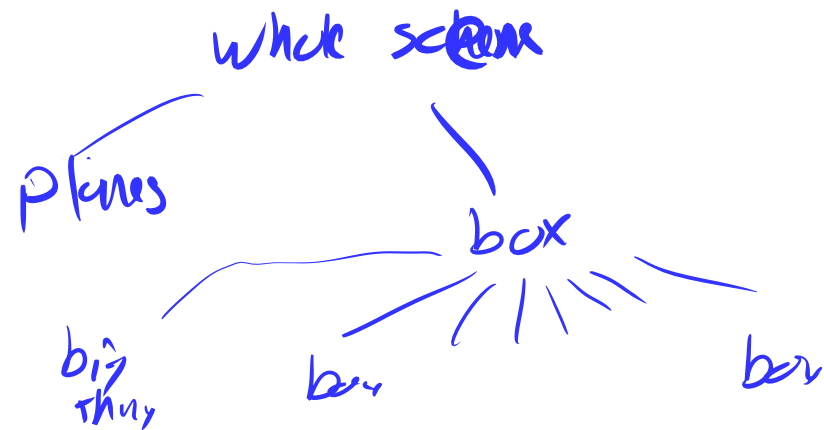
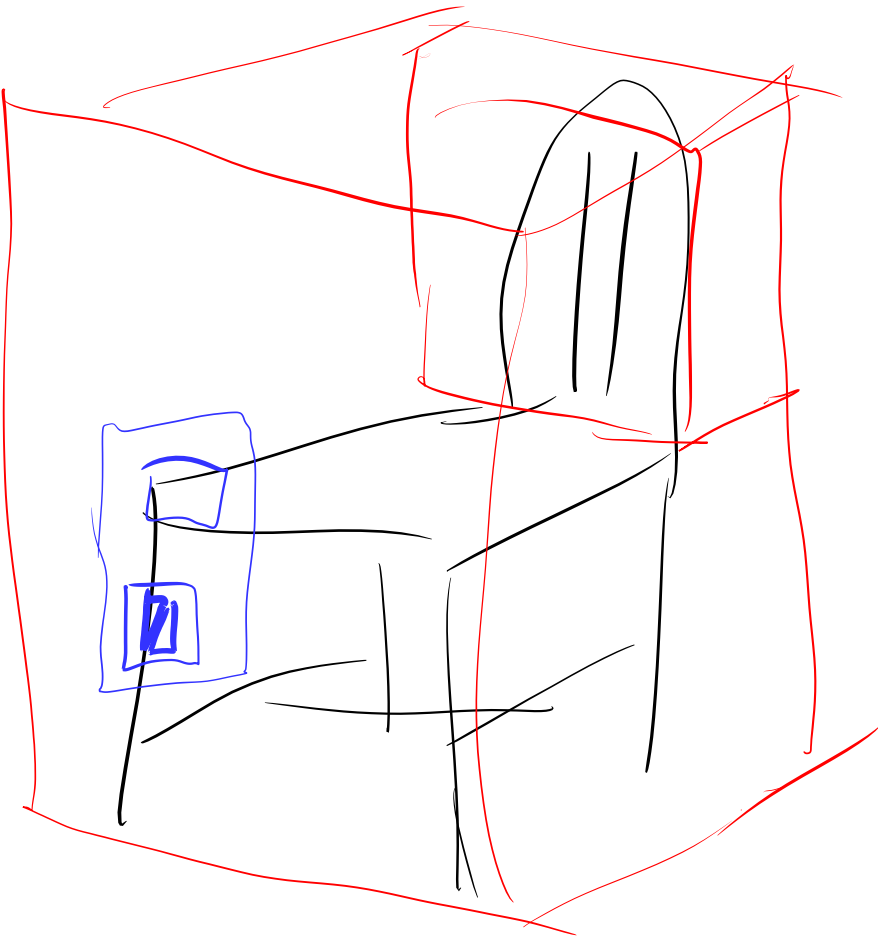
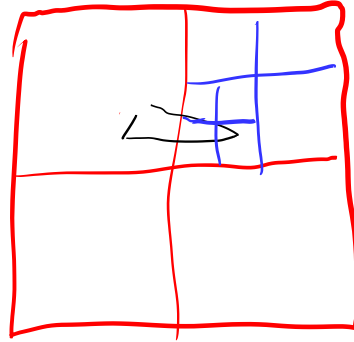
1. BVH

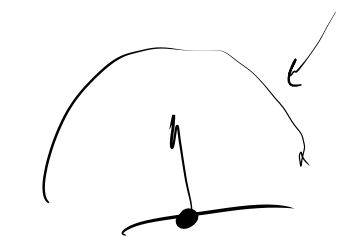
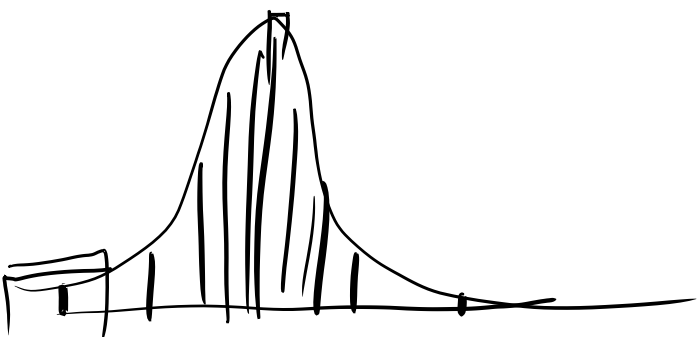
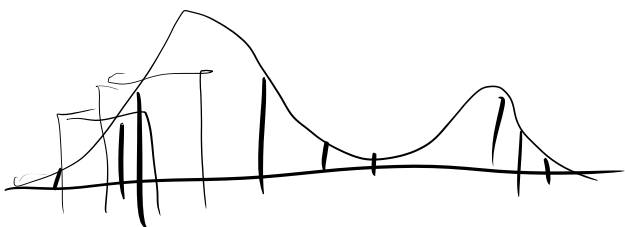
2. Importance Sampling

3. Coherence

Bandwidth Volume Hierarchy

Octree





$$\frac{f(x)}{P(x)}$$

$$\iint_A \ell(\vec{a}) \cdot \hat{i}(\vec{a}) \, d\vec{a}$$

