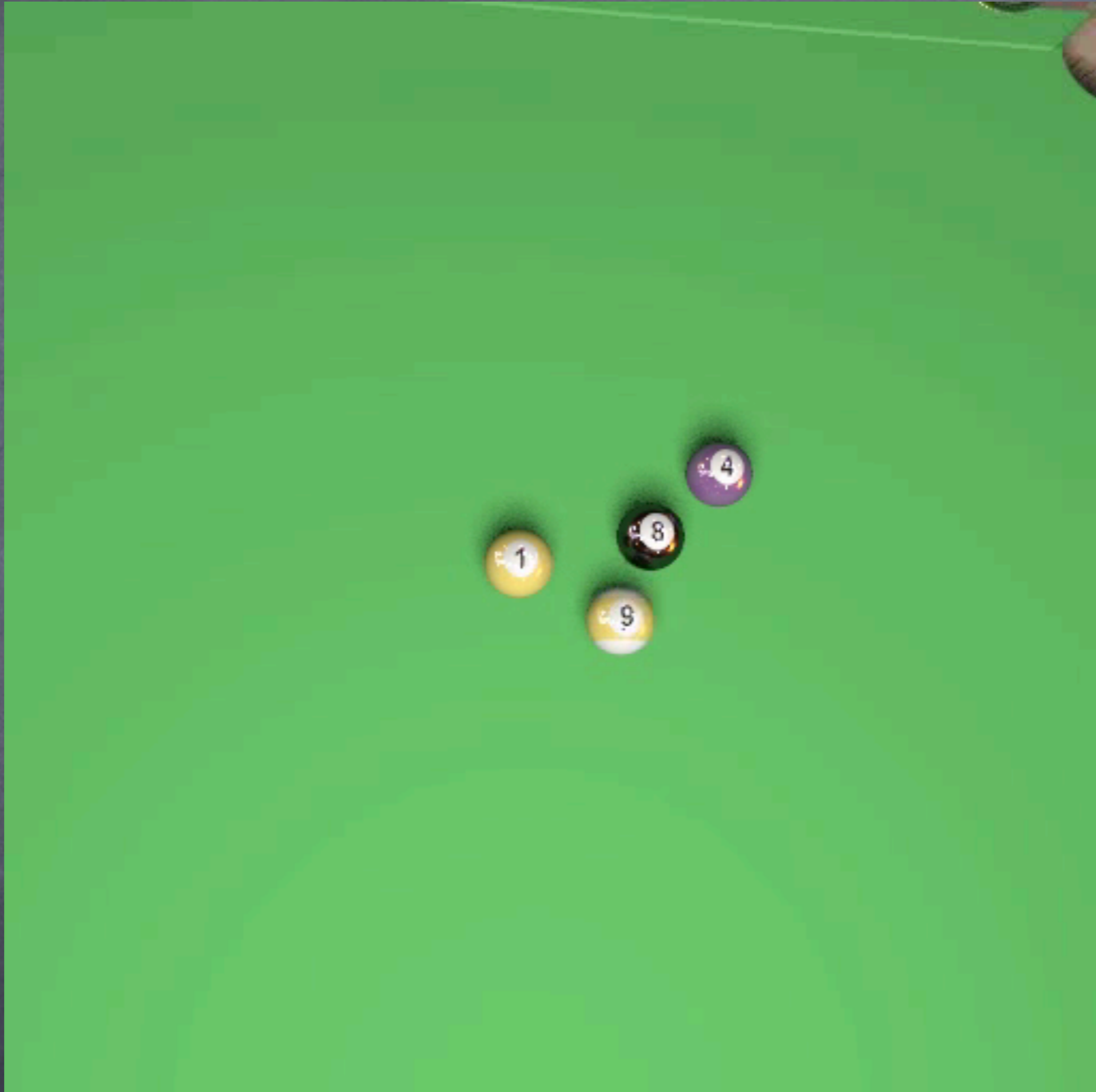


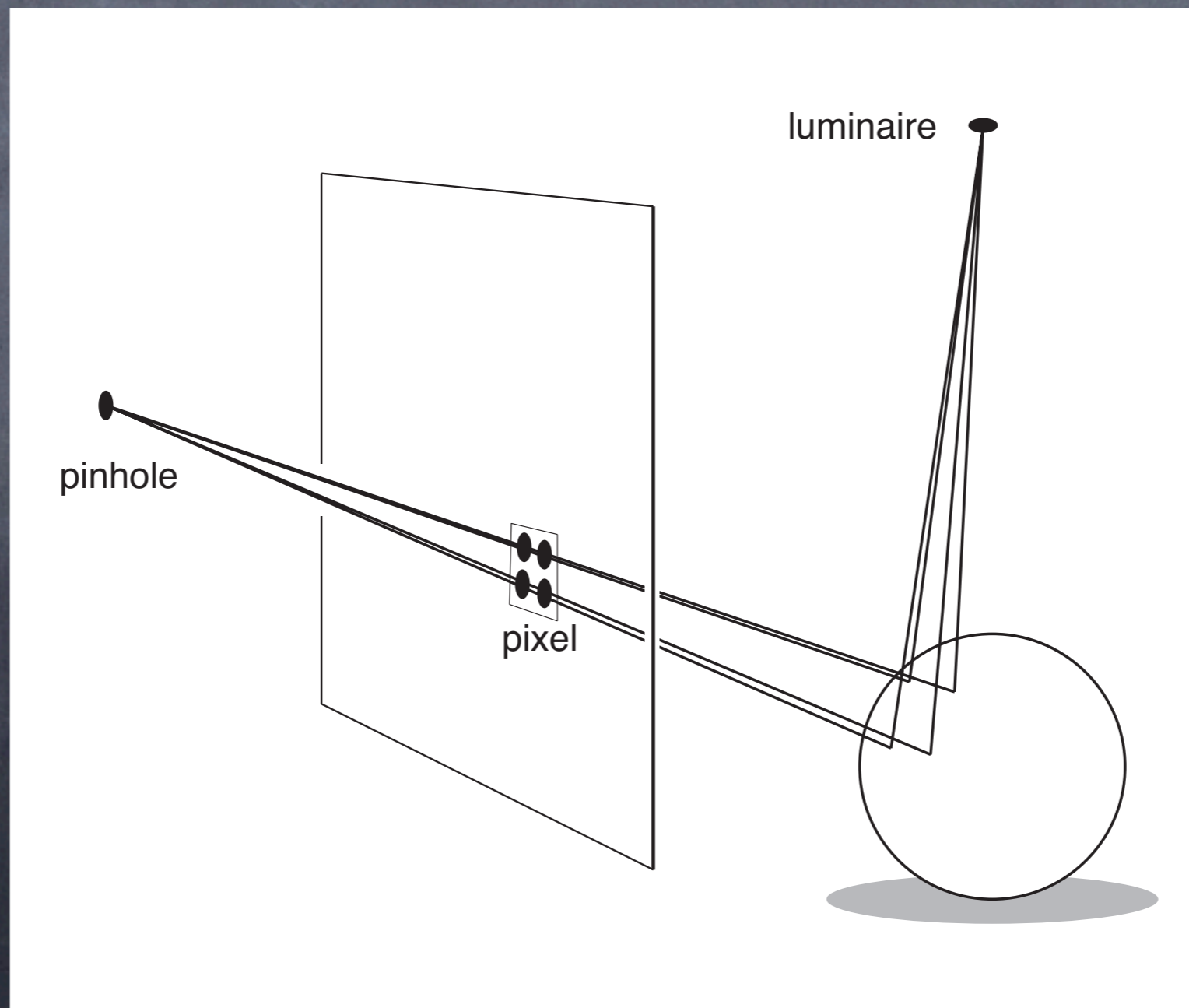
Interactive Distribution Ray Tracing

Solomon Boulos
University of Utah



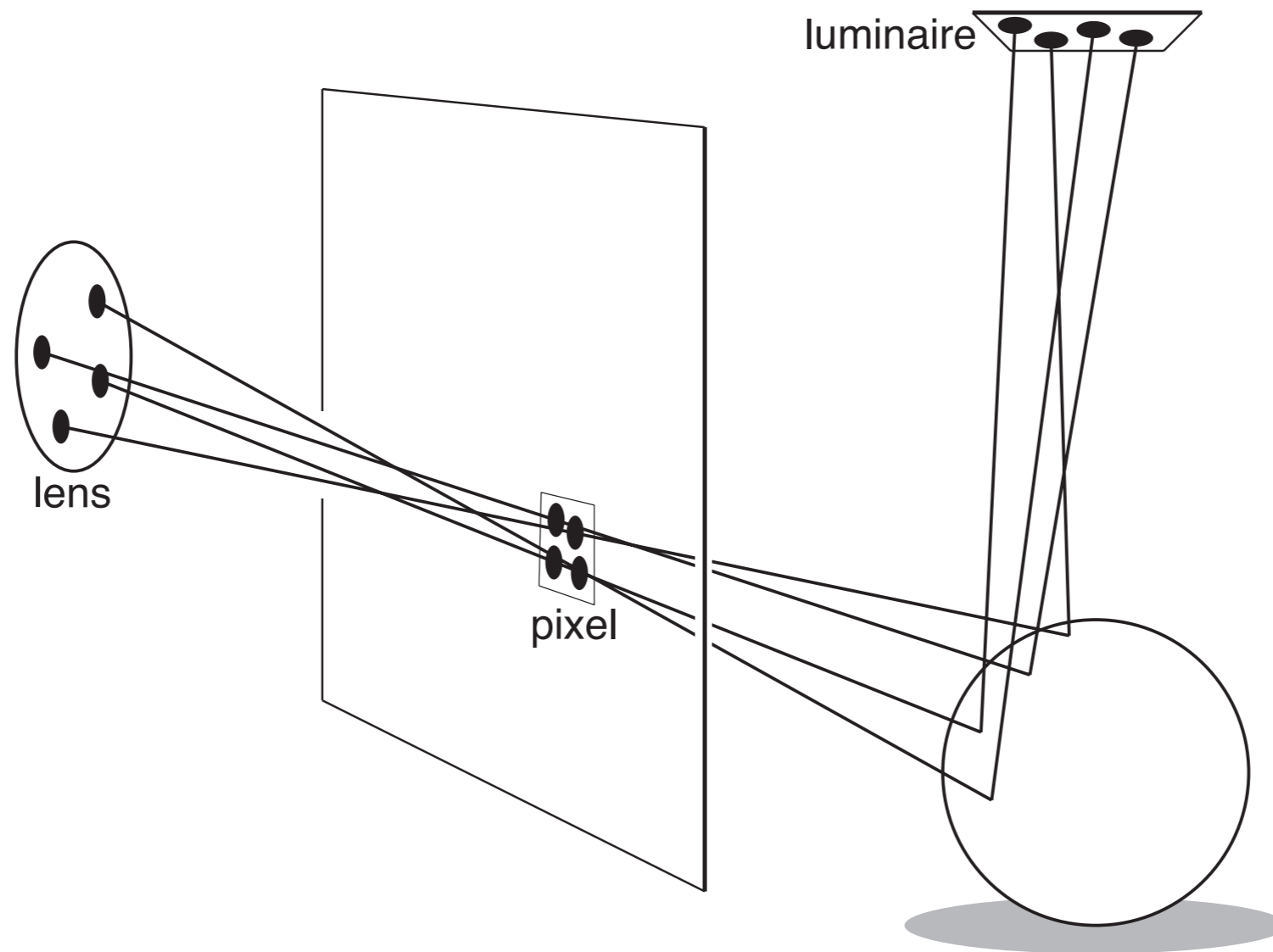
Interactive Ray Tracing

- Packets to amortize constants



Distribution Ray Tracing

- Remove constants



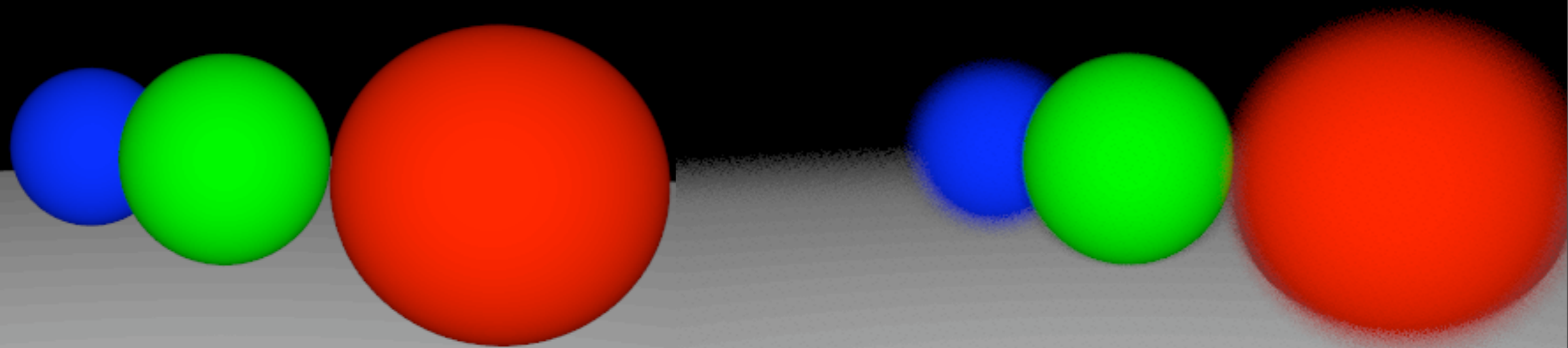
"Coherence"

- Popular Buzzword
- Example: Primary rays are highly coherent
- Belief: Secondary rays are not

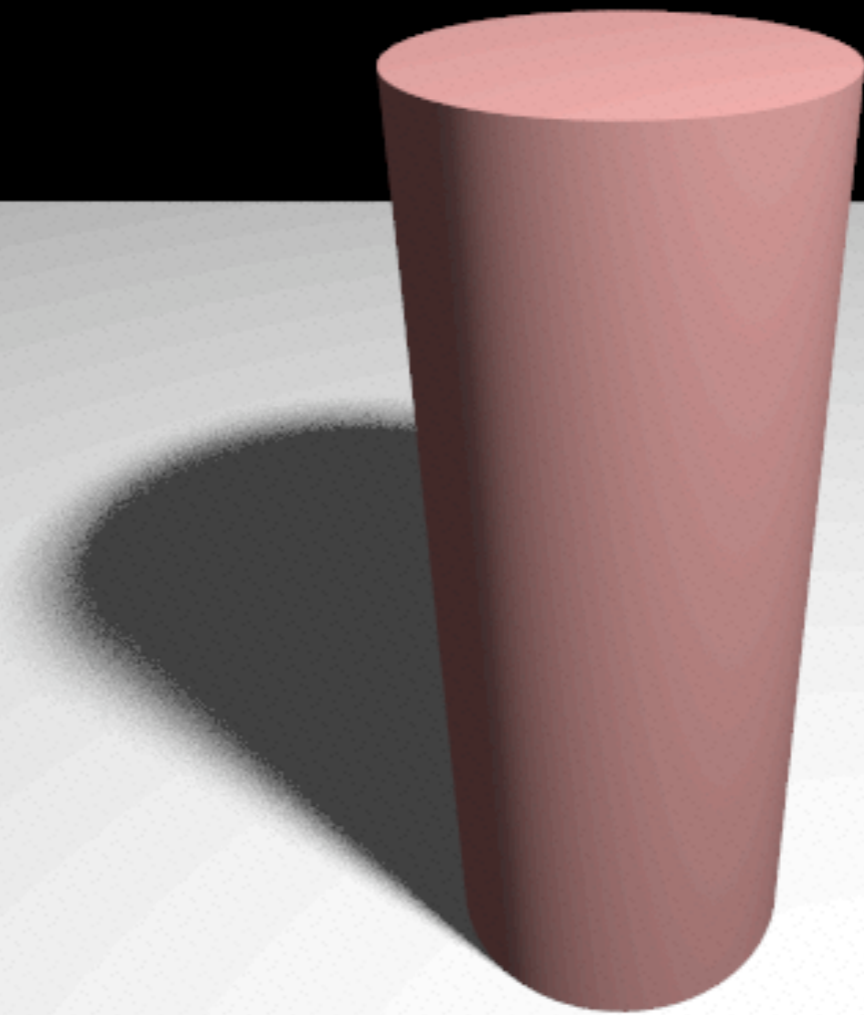
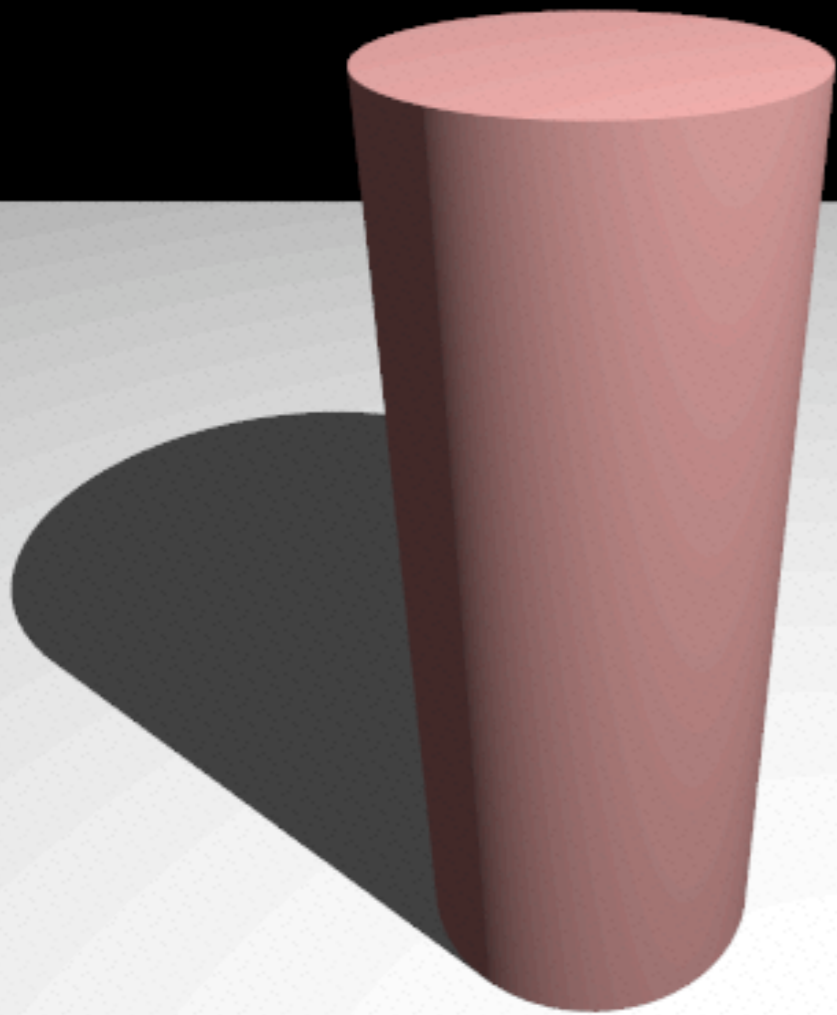
Temporal Aliasing

- `drand48()` won't work

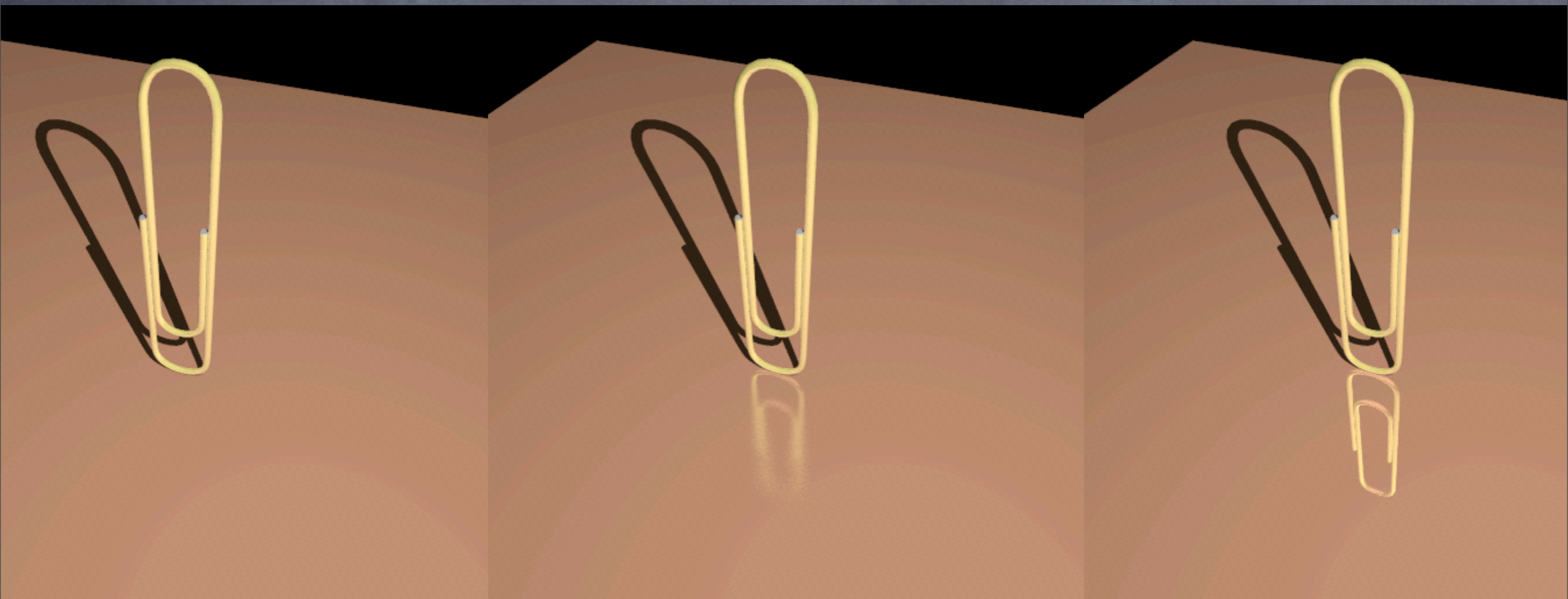
Depth of Field



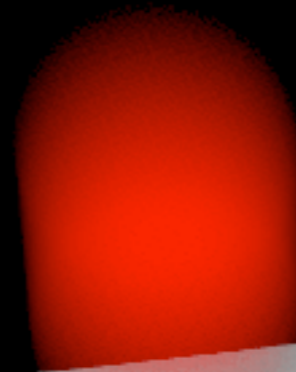
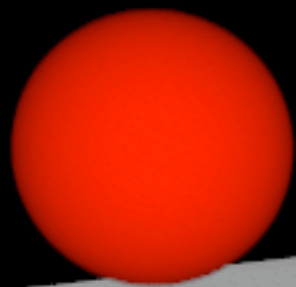
Area Light Sources



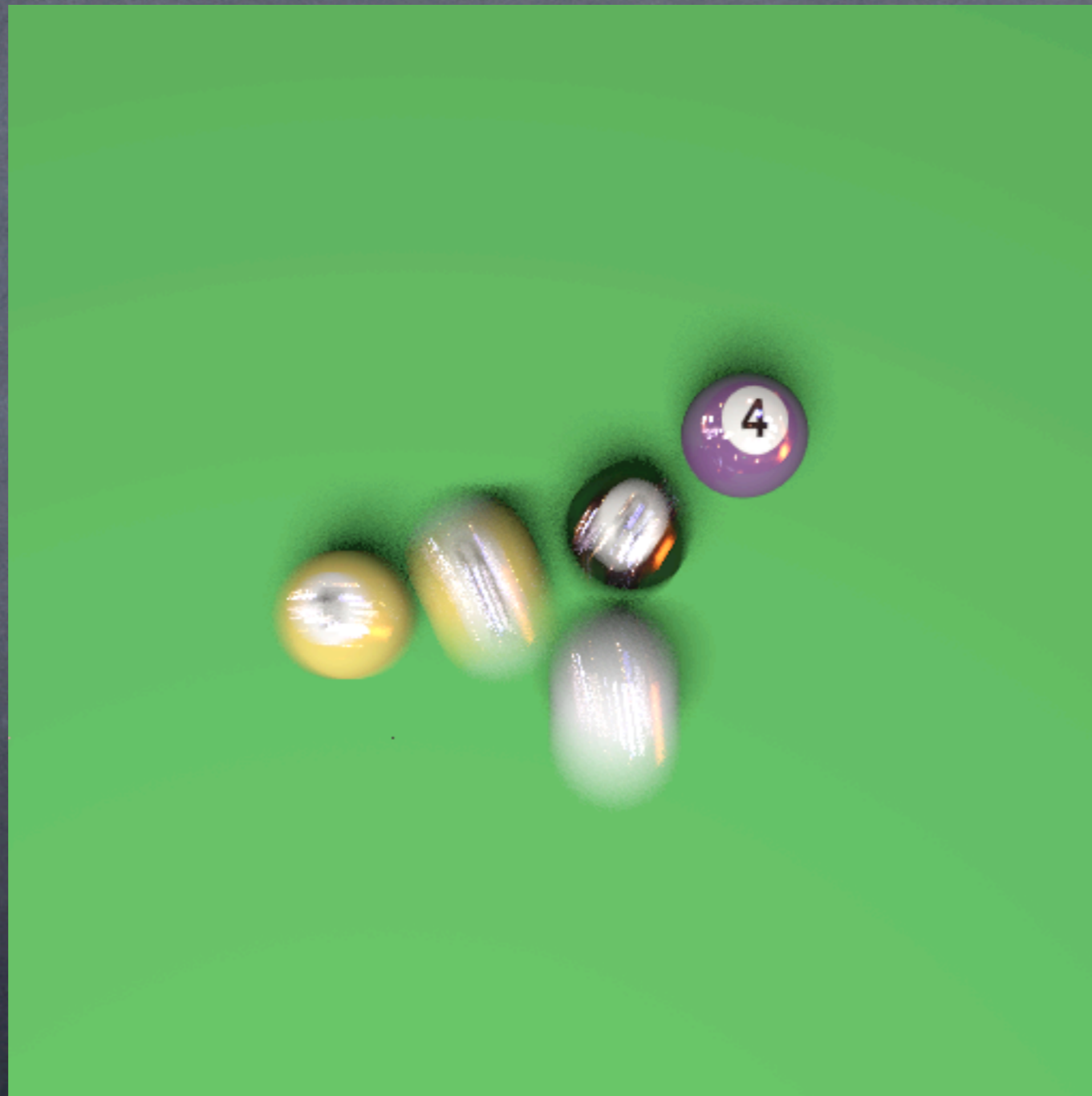
Glossy Reflection



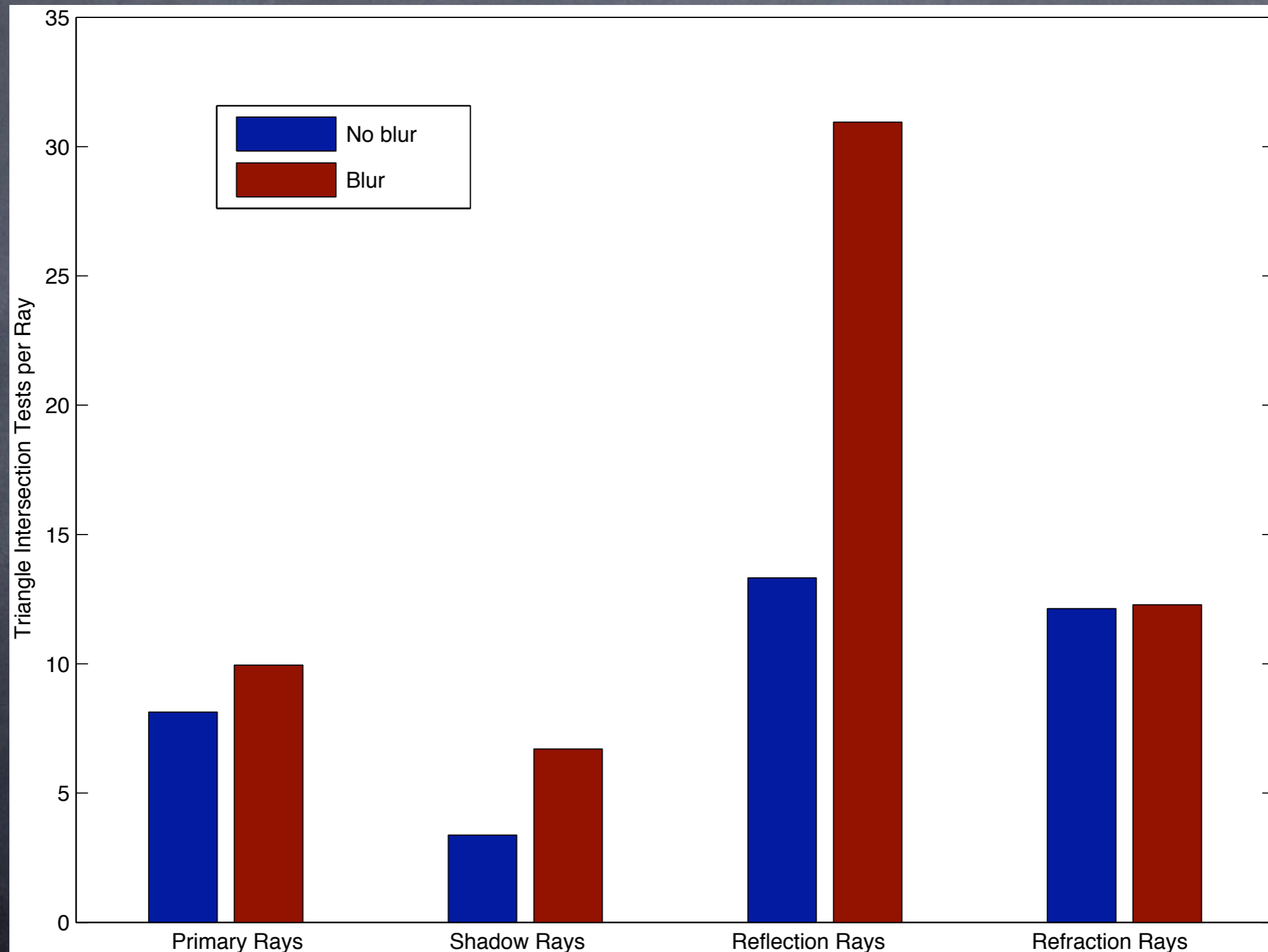
Motion Blur



All together



Combined Effect



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Questions?

- For more information see my research page:
- <http://www.cs.utah.edu/~boulos/research.htm>
- Or the course webpage:
- <http://www.cs.utah.edu/~shirley/irt/>