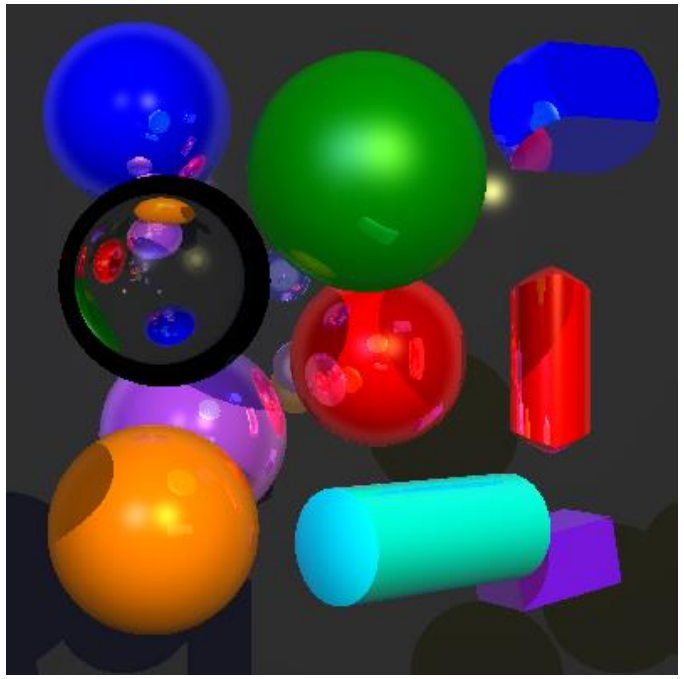
Lab Sessions

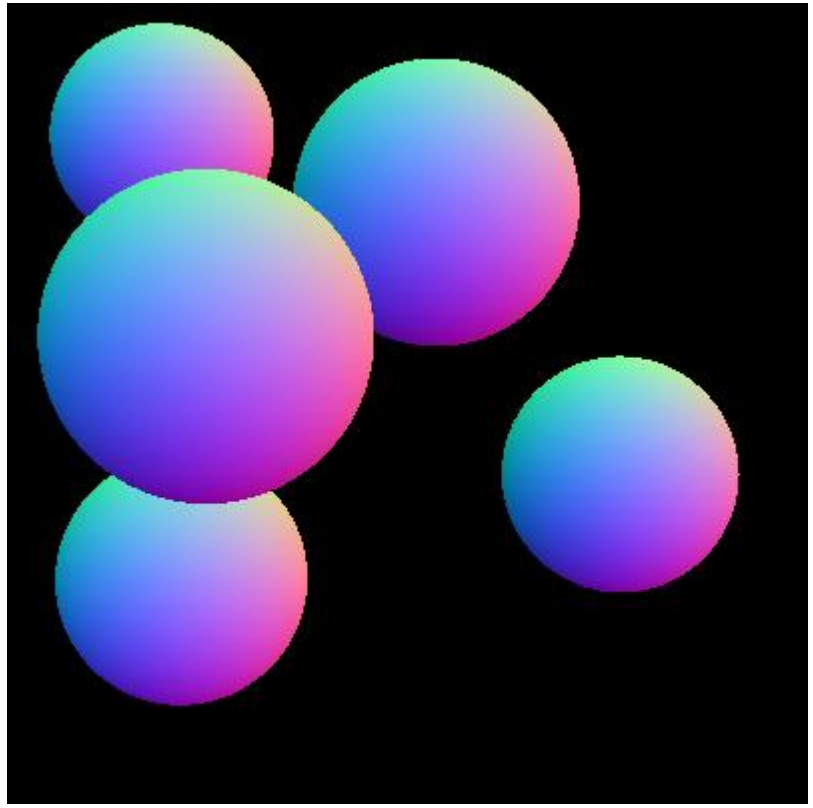
Photorealistic Rendering (Advanced Computer Graphics)

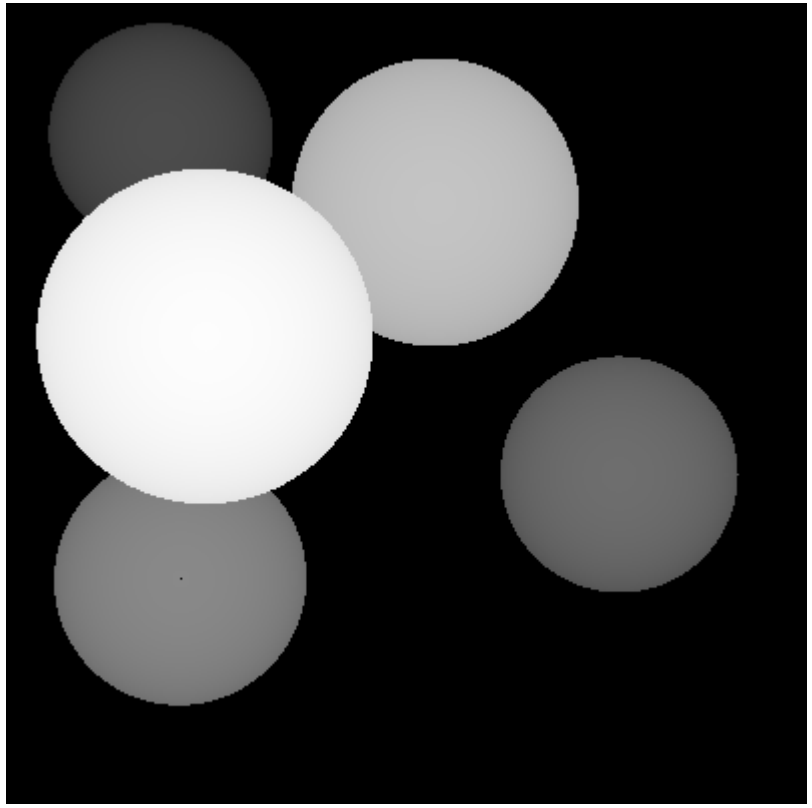
Tobias Isenberg

informatics mathematics Inria



Results second assignment





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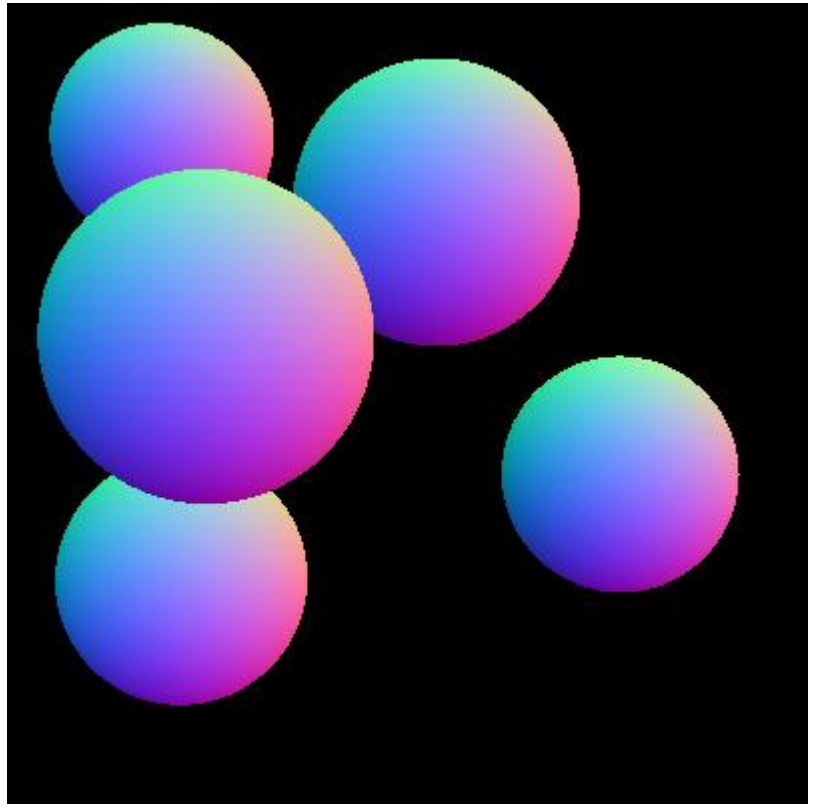

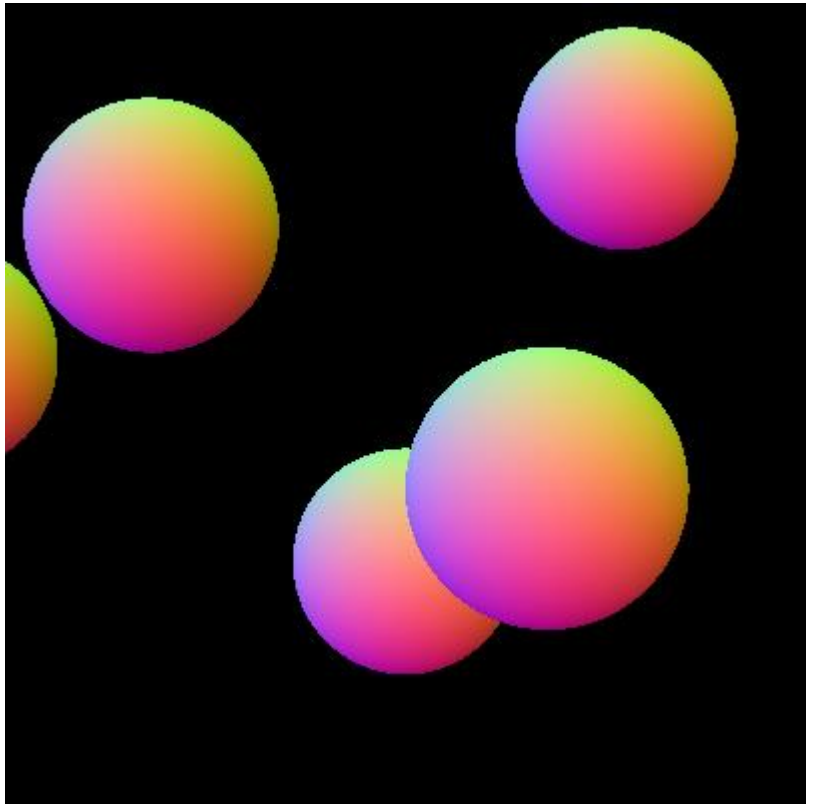

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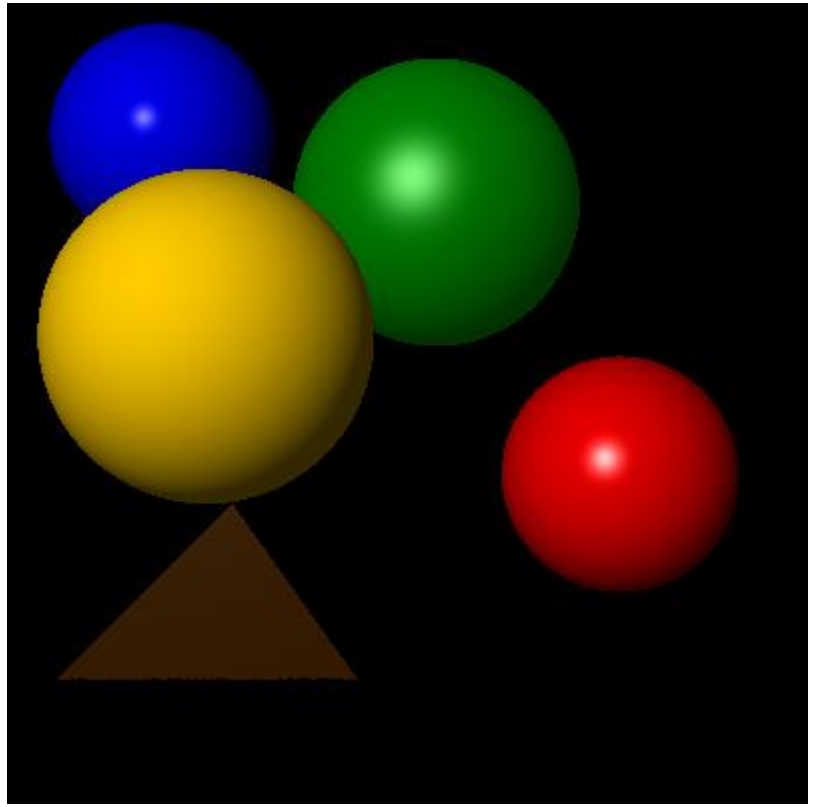

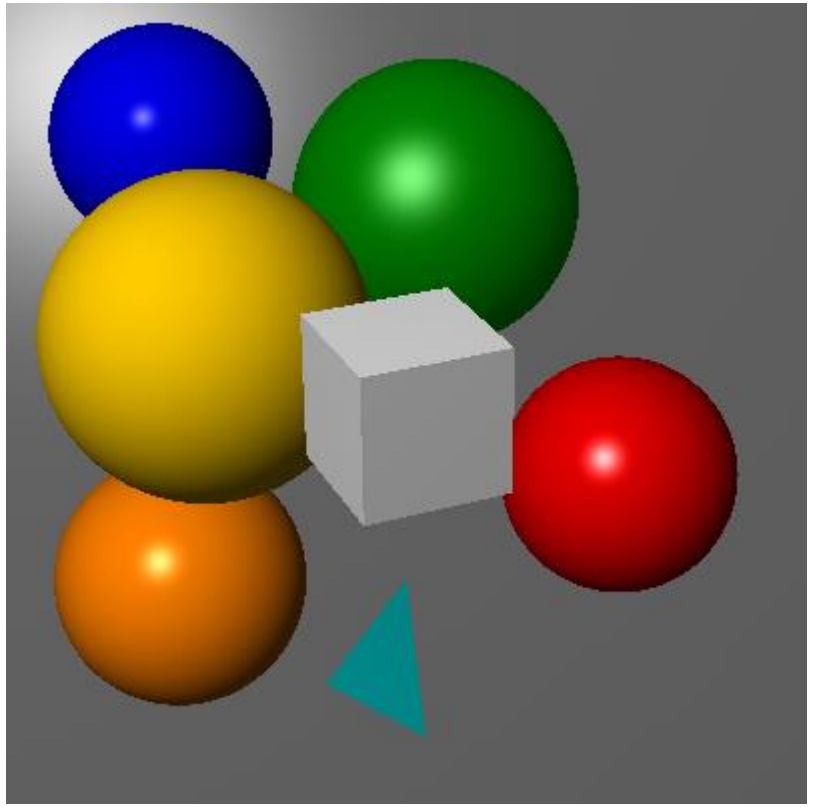

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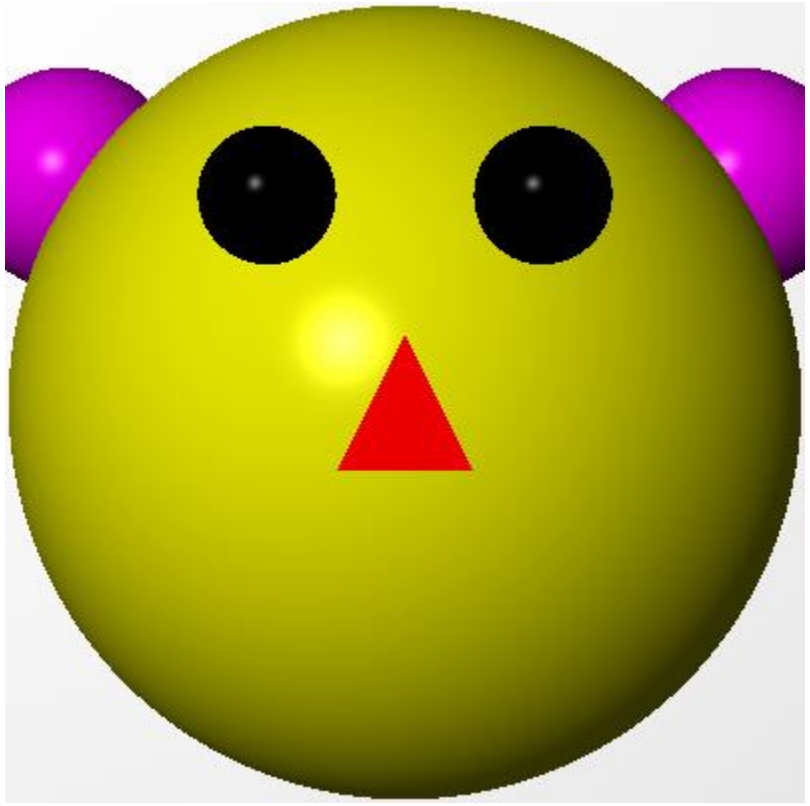
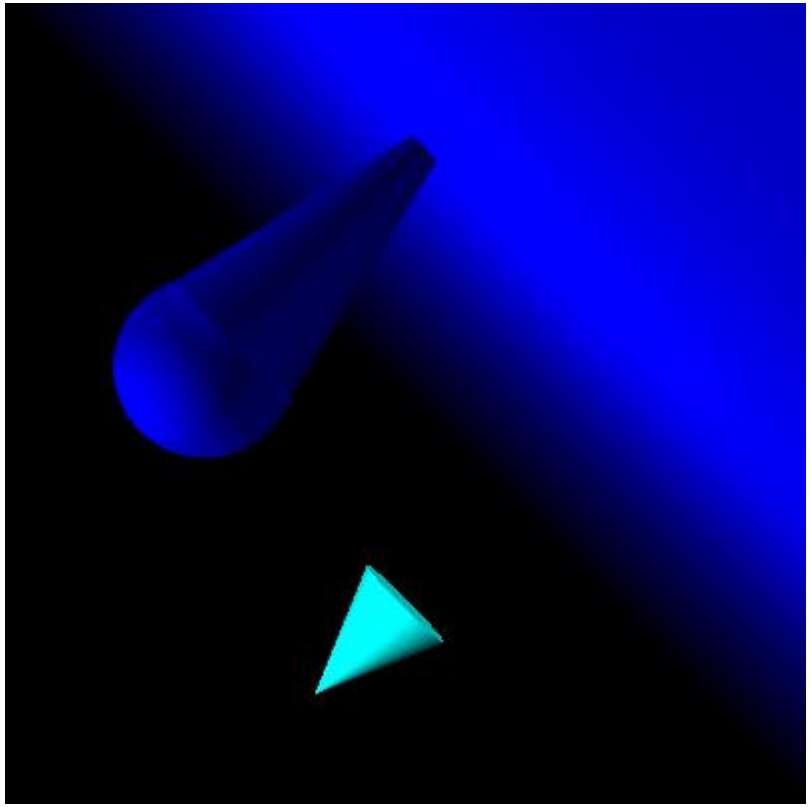
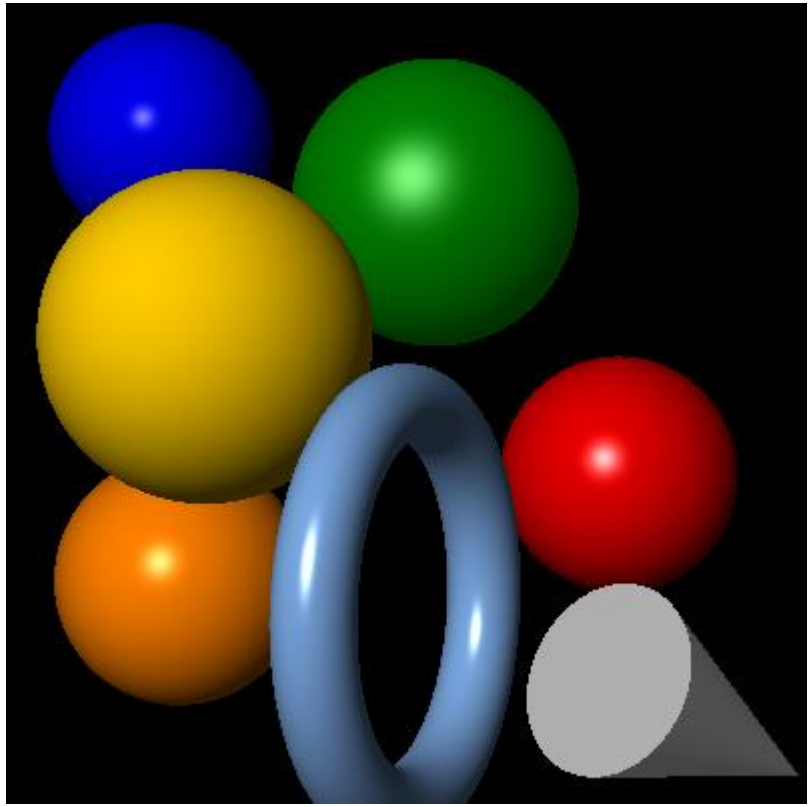
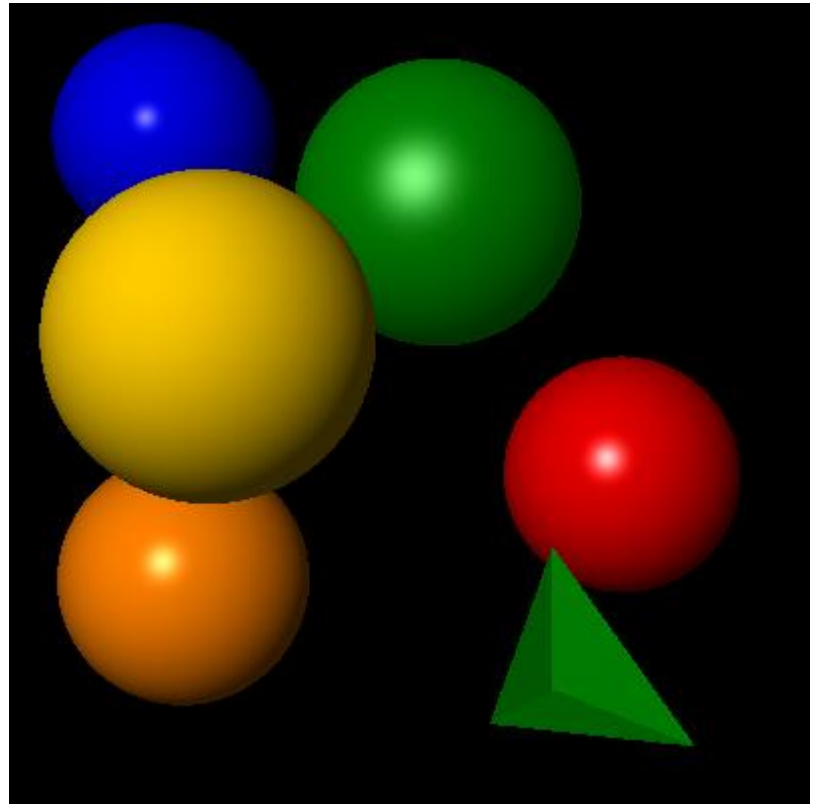


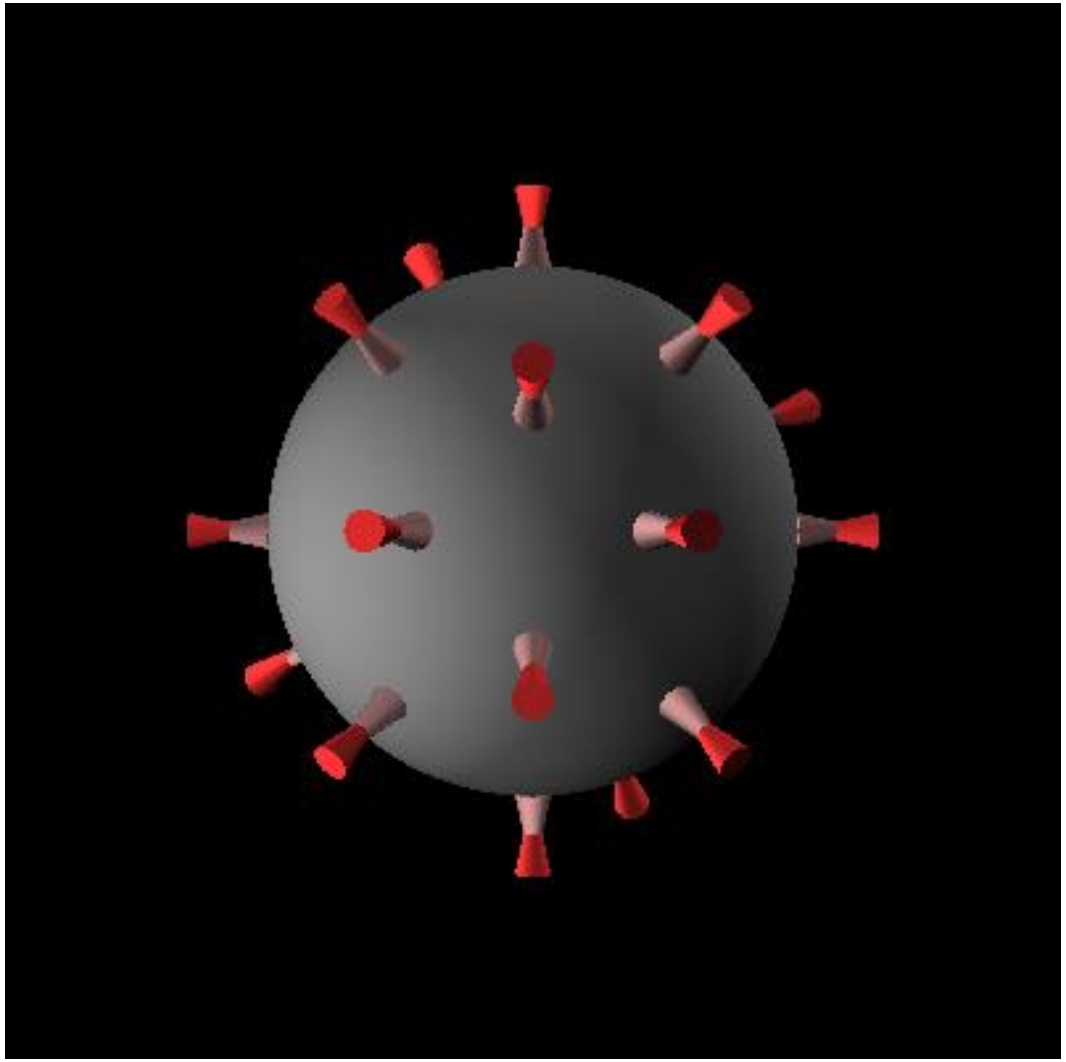
Results second assignment (prev. years)







Results from last years



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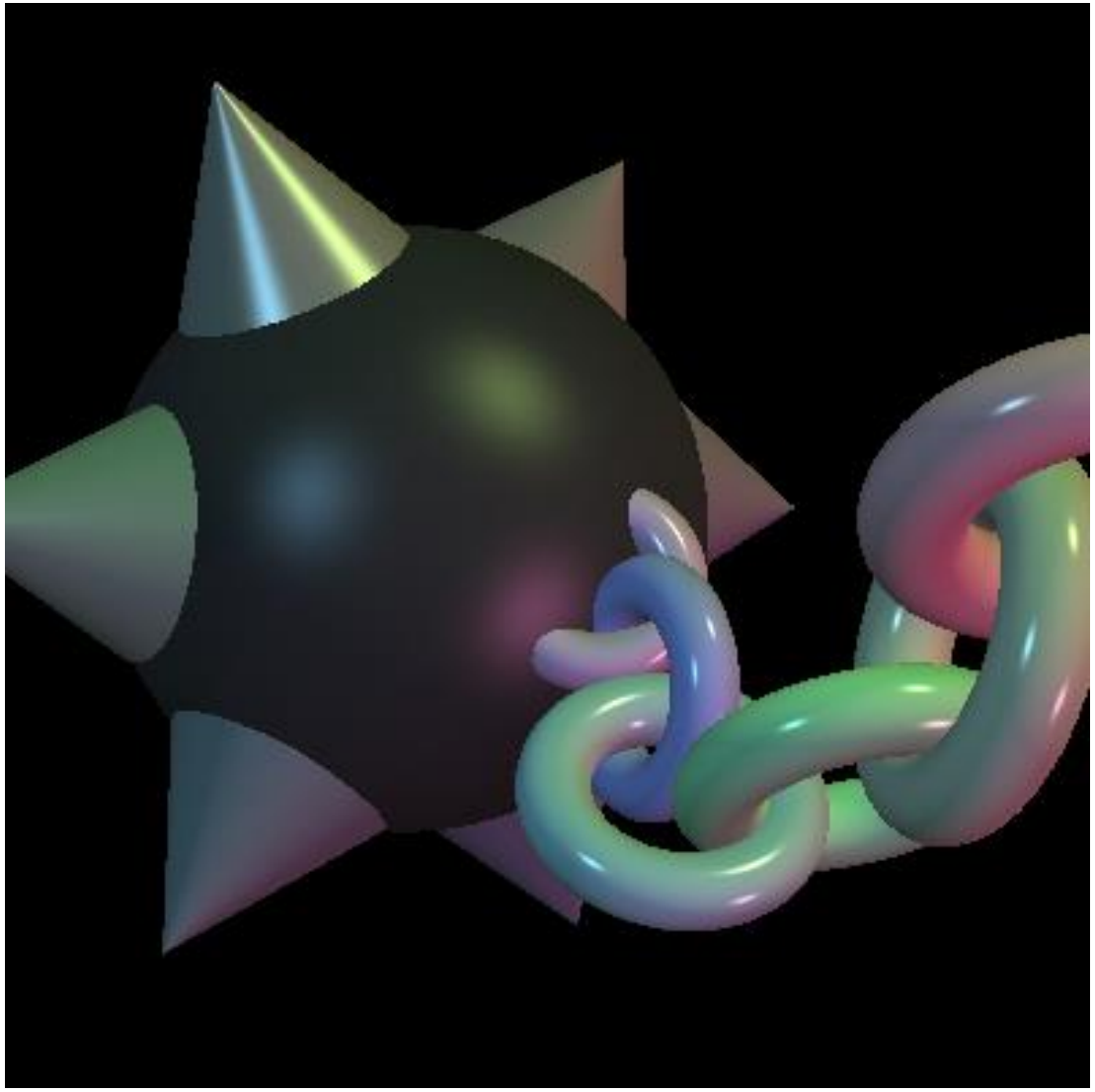

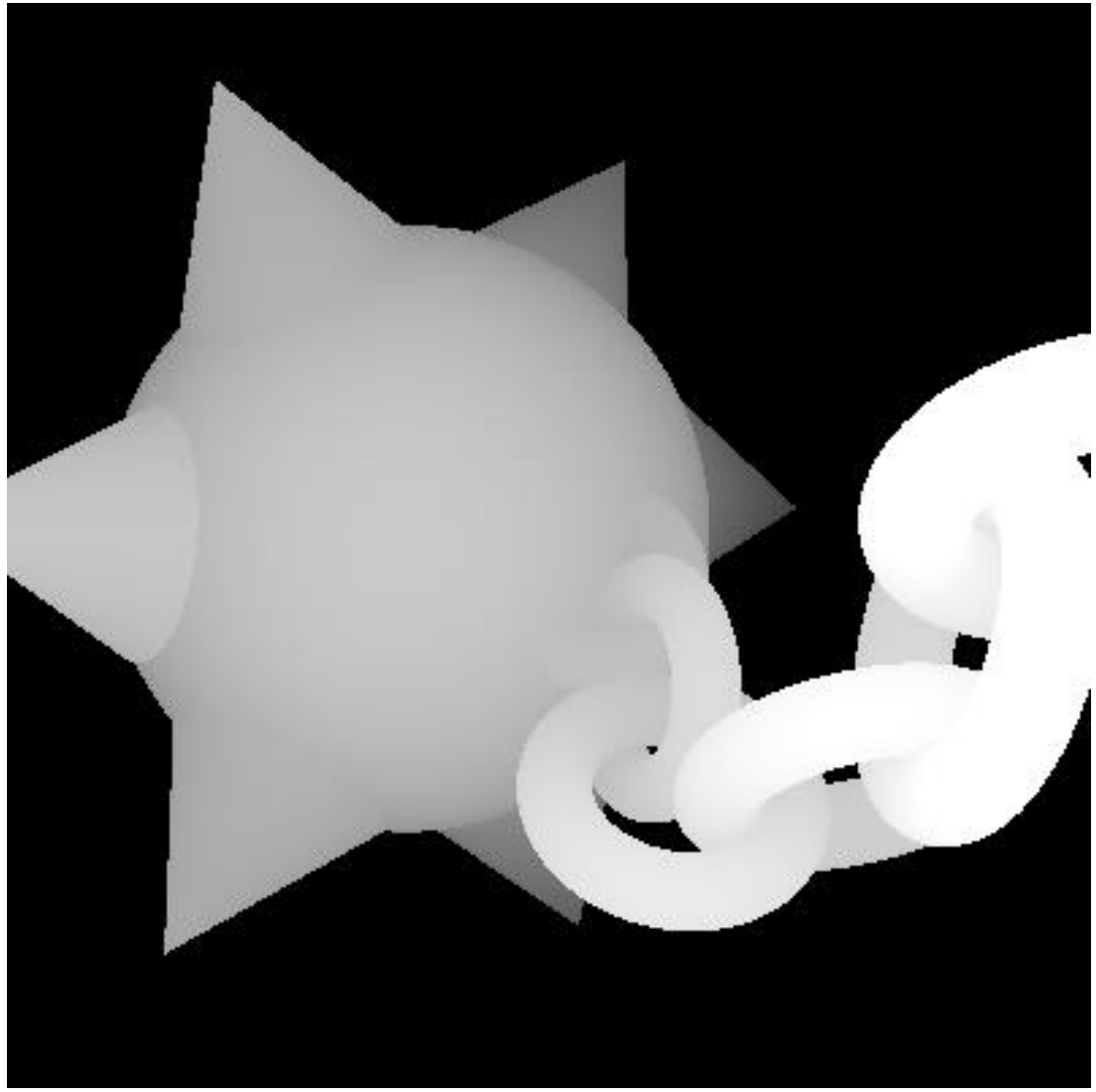

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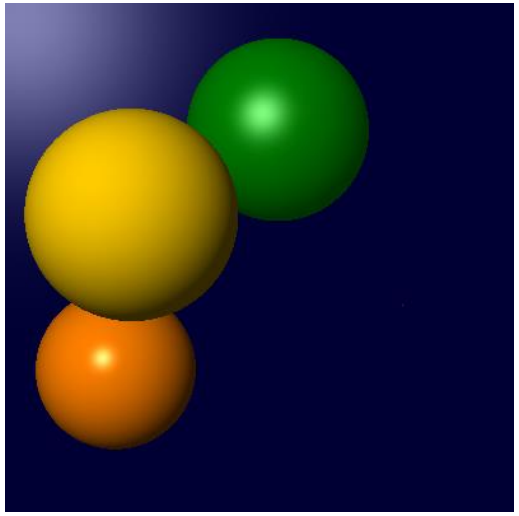
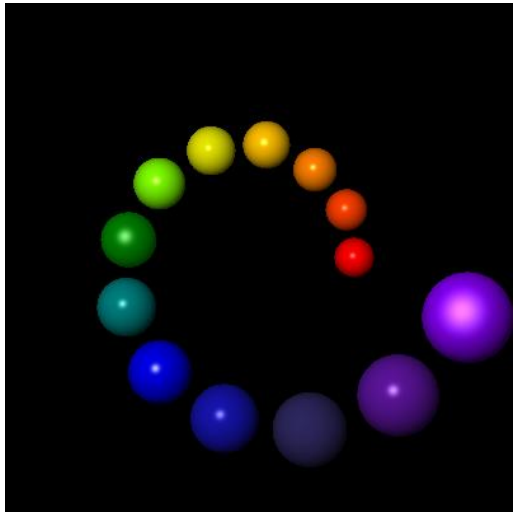
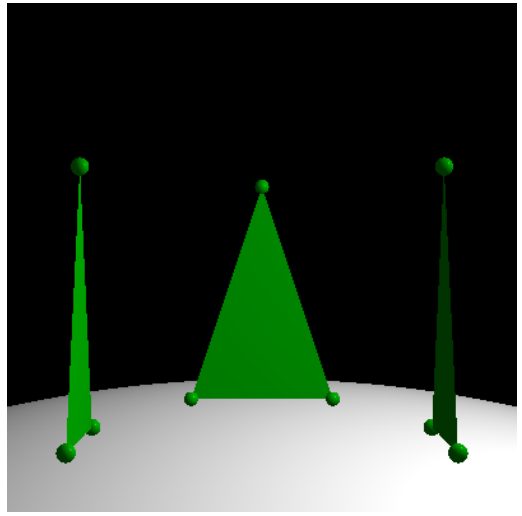
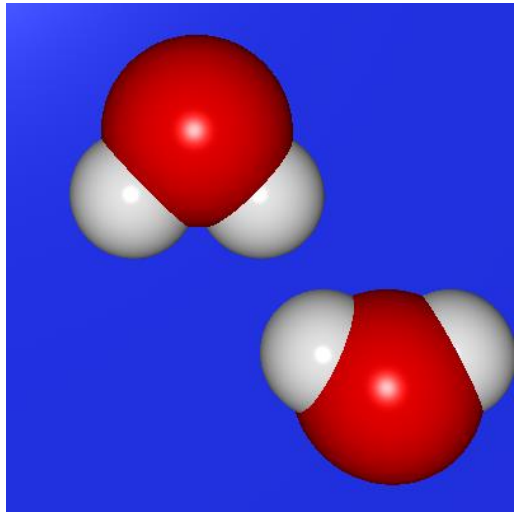
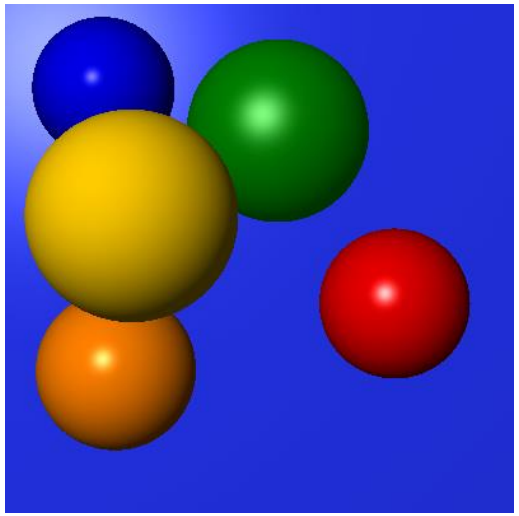
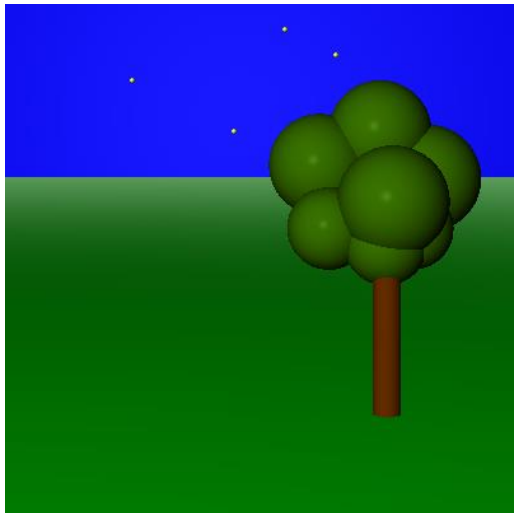
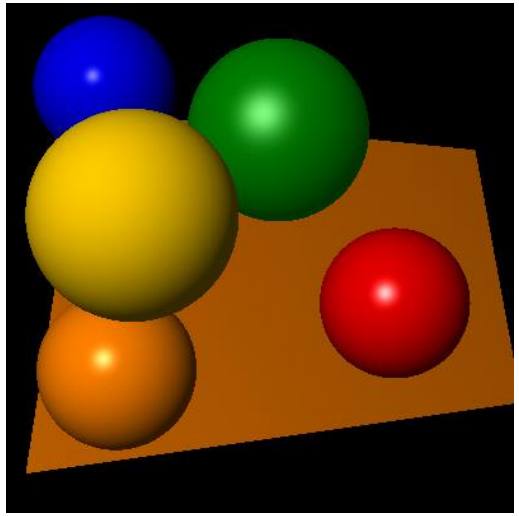
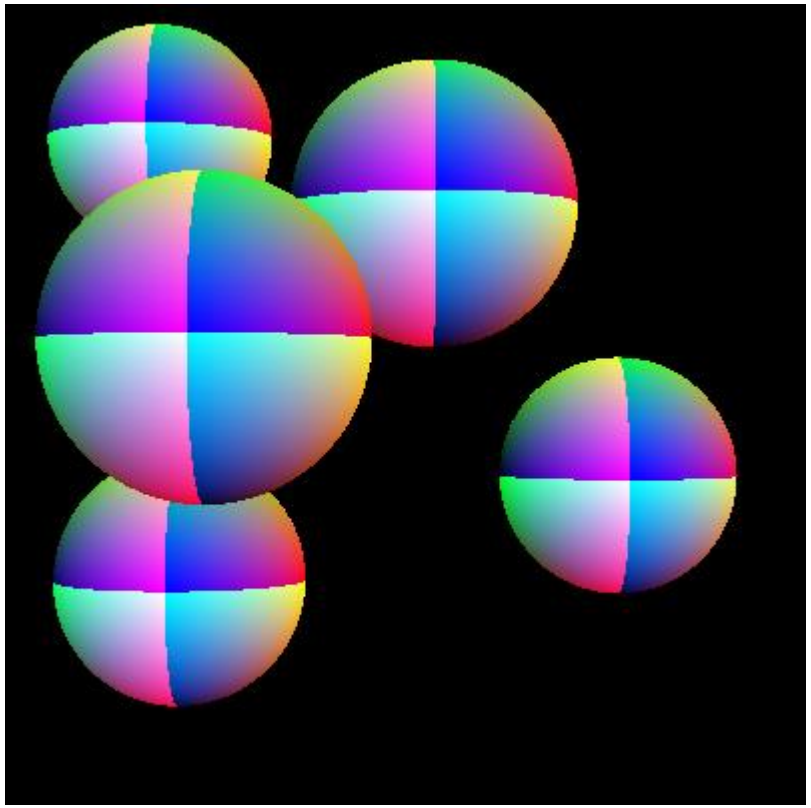
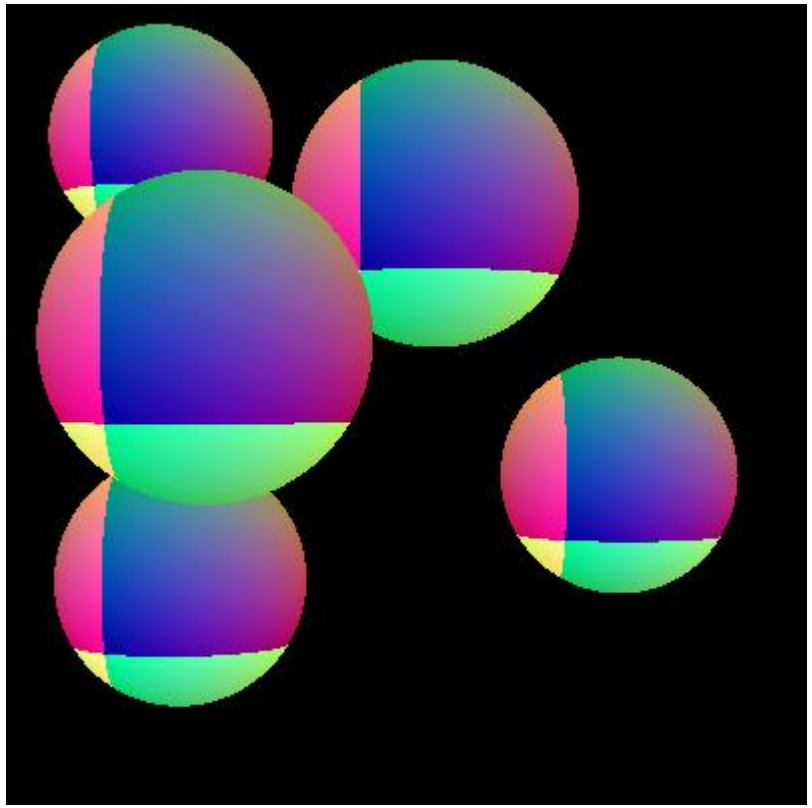
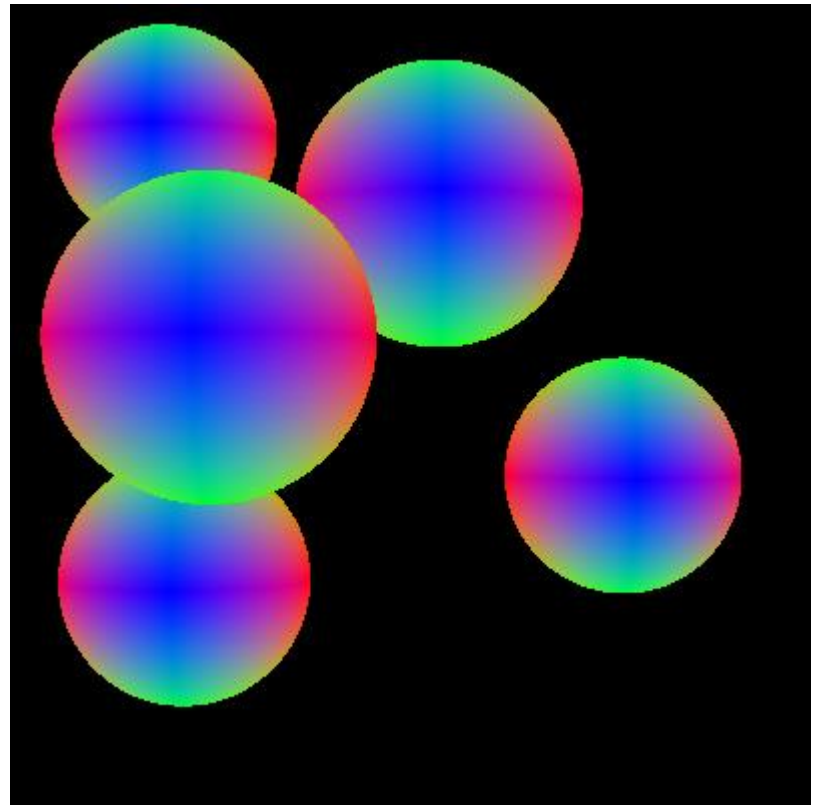








Errors in 2nd assignment







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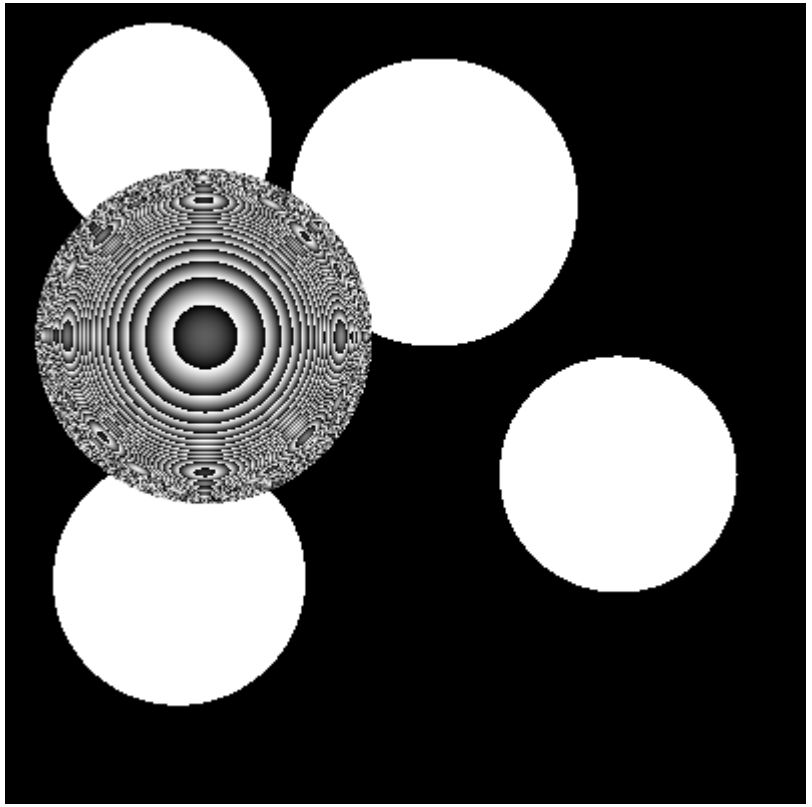
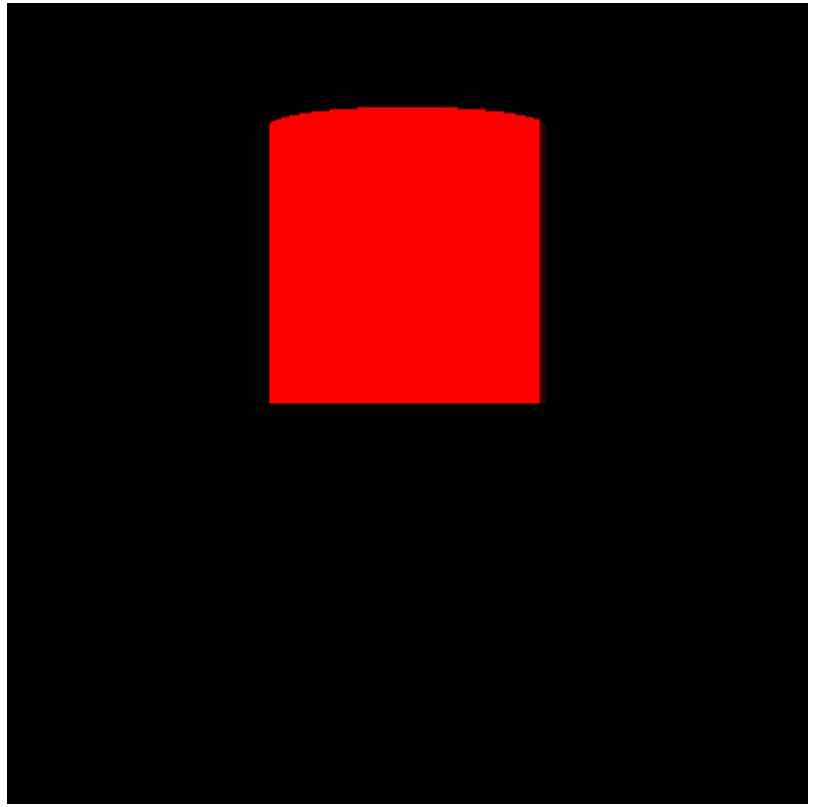
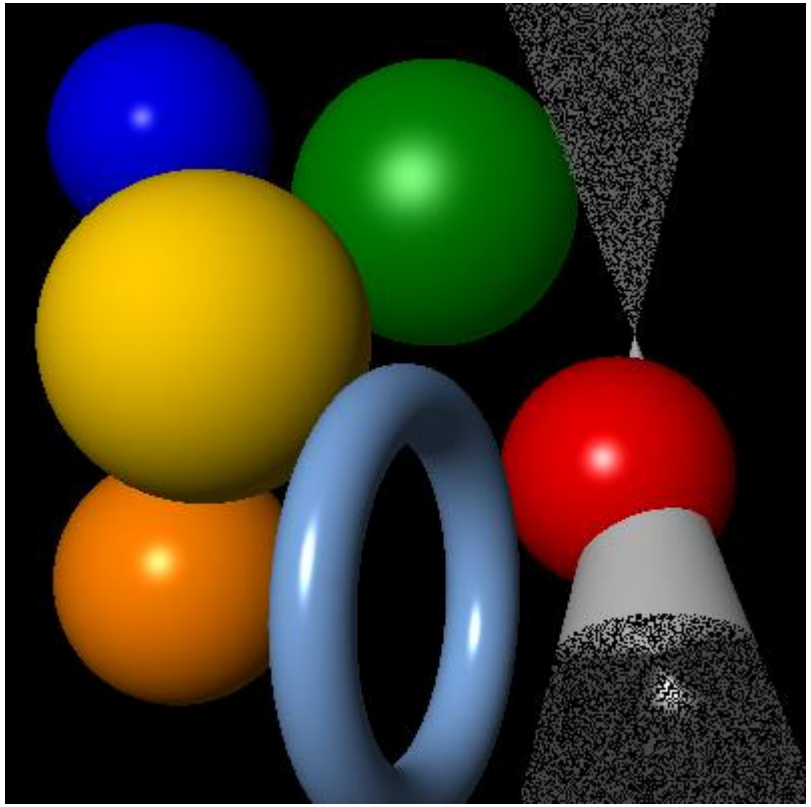
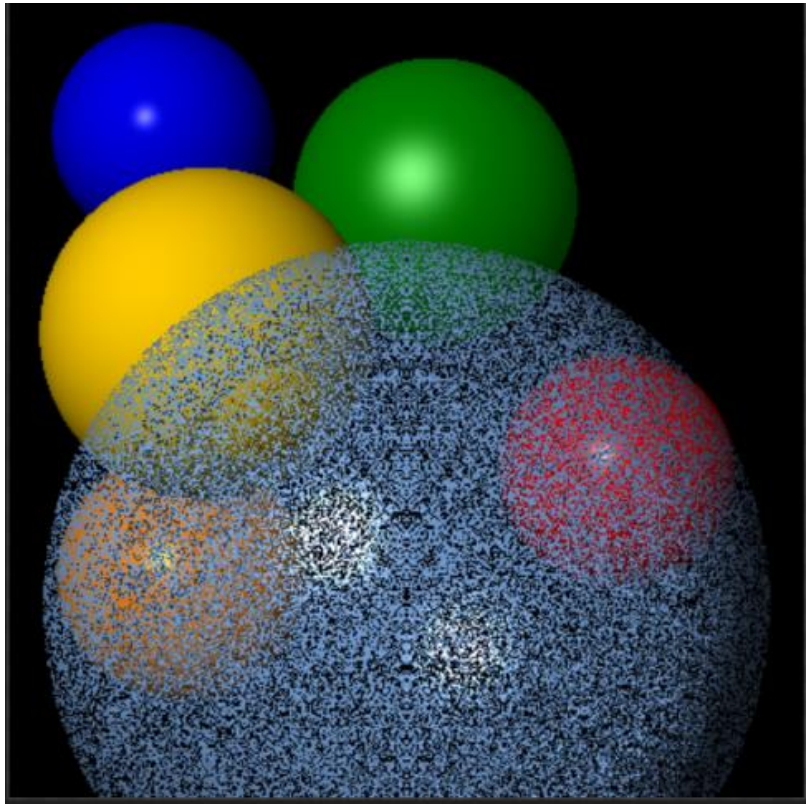




Errors in 2nd assignment (prev. years)





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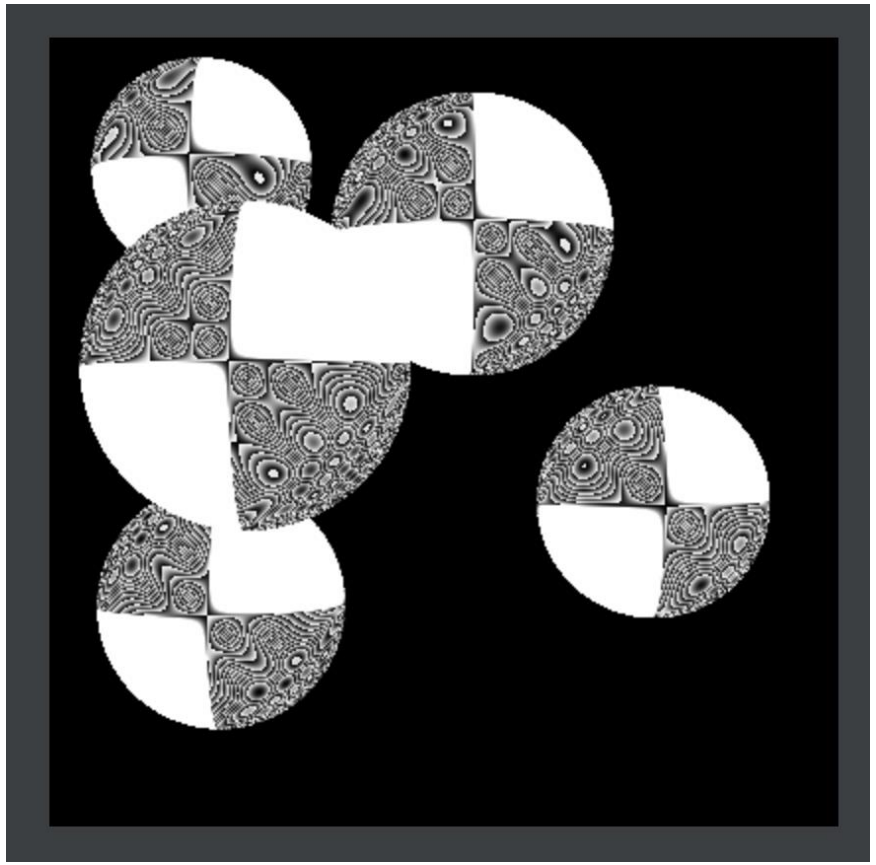
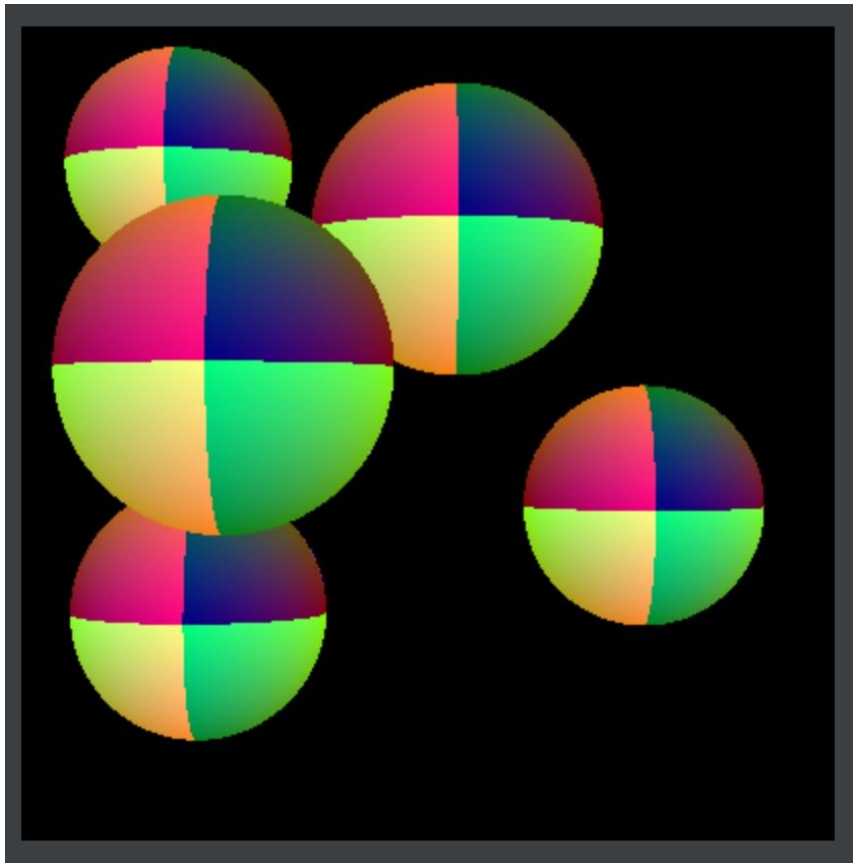
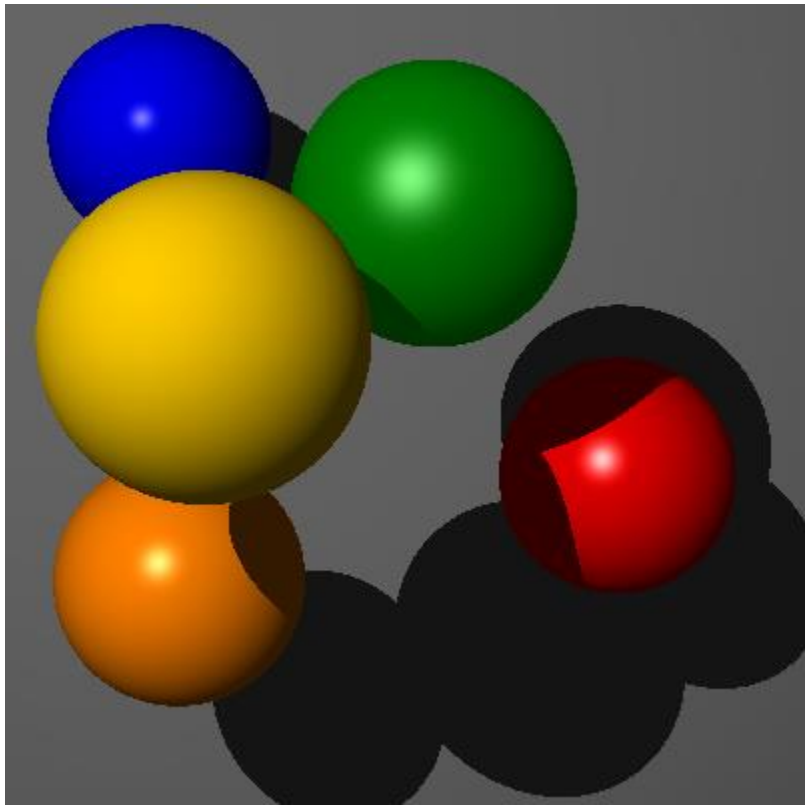




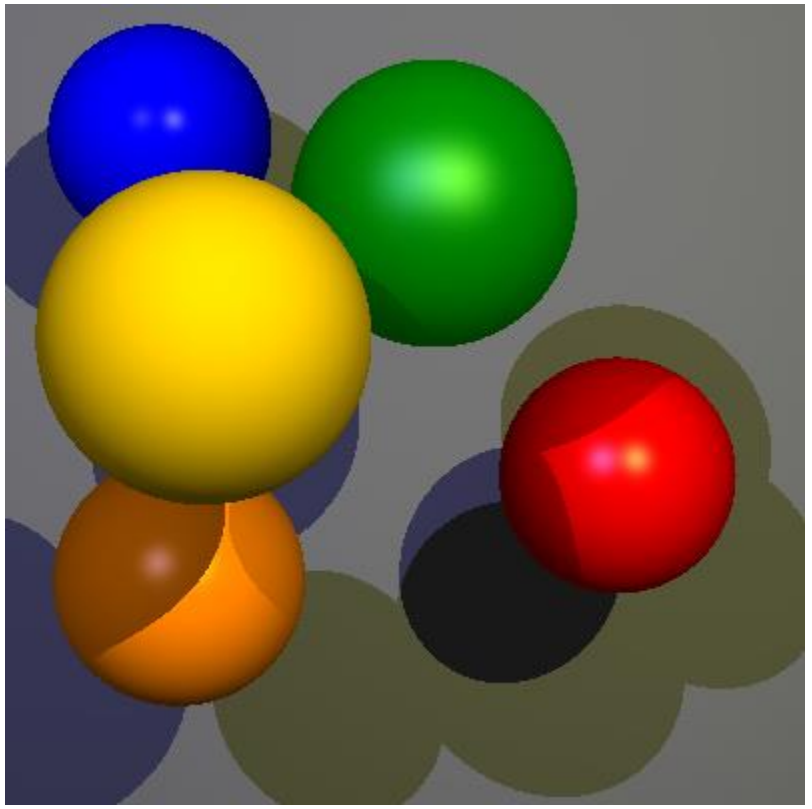
Raytracer: assignment 3

- produce shadows
  - trace rays from intersection point to light source and check for intersections



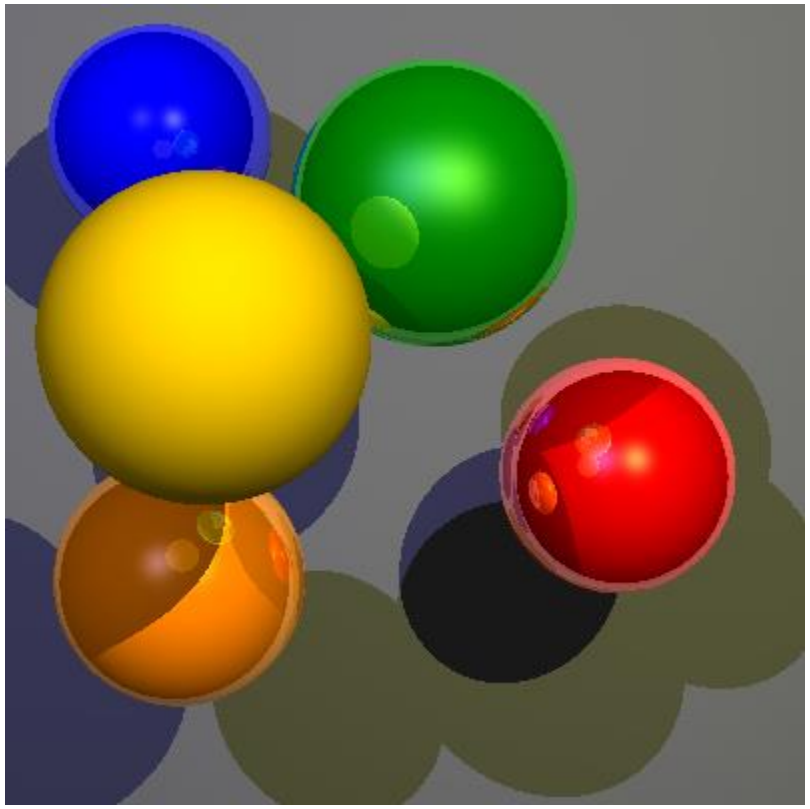
Raytracer: assignment 3

- correctly account for several light sources
  - illumination
  - shadows



Raytracer: assignment 3

- implement reflections
  - **recursion**
  - from raycasting to raytracing:
    - new ray from intersection point in direction of reflected ray
    - limit recursion to maximum number (ray gets another parameter)
    - include the contribution according to specular coefficient



Raytracer: assignment 3

- bonus: implement refractions
- bonus: make reflections of geometry also blurred, like the highlights of the light
- bonus: implement your own (cool) scene