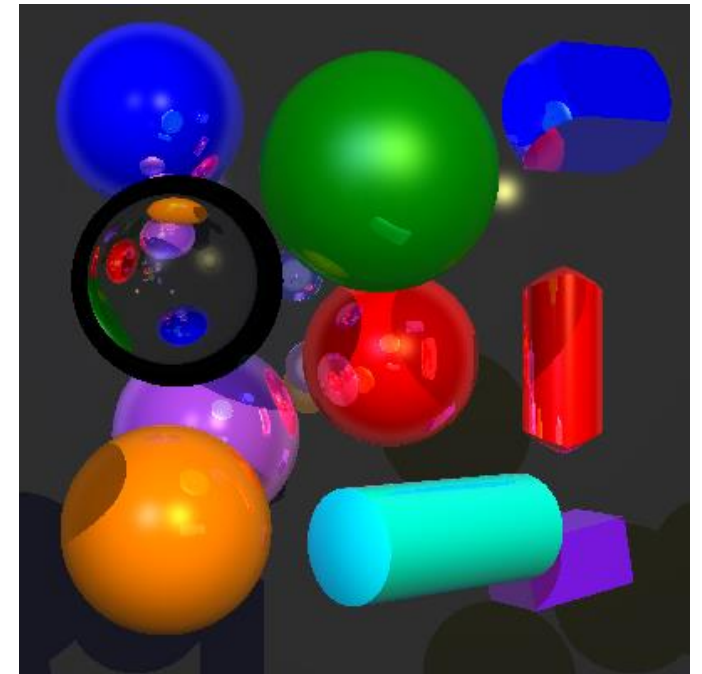


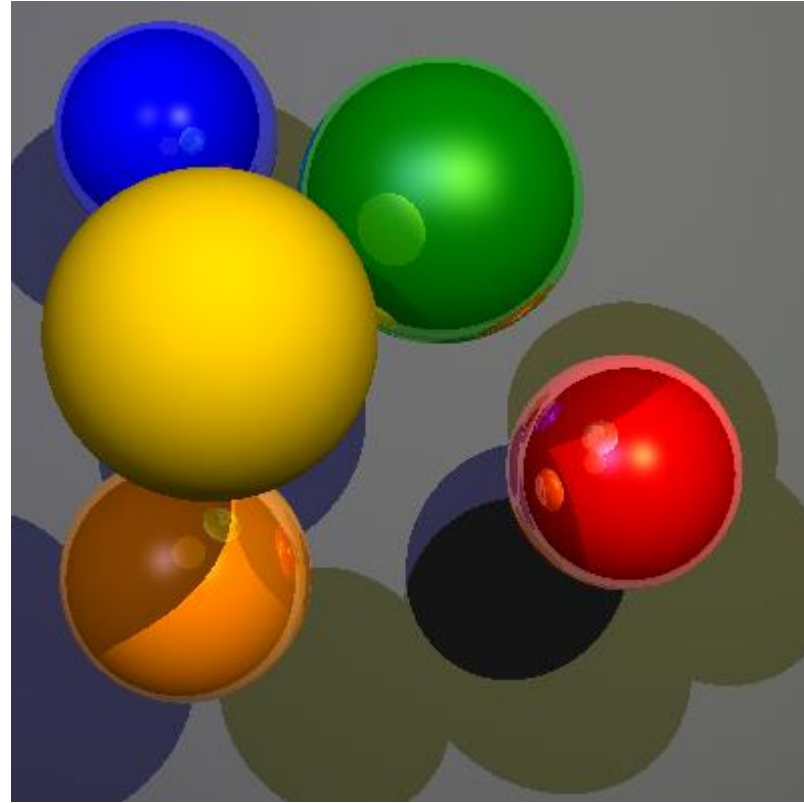
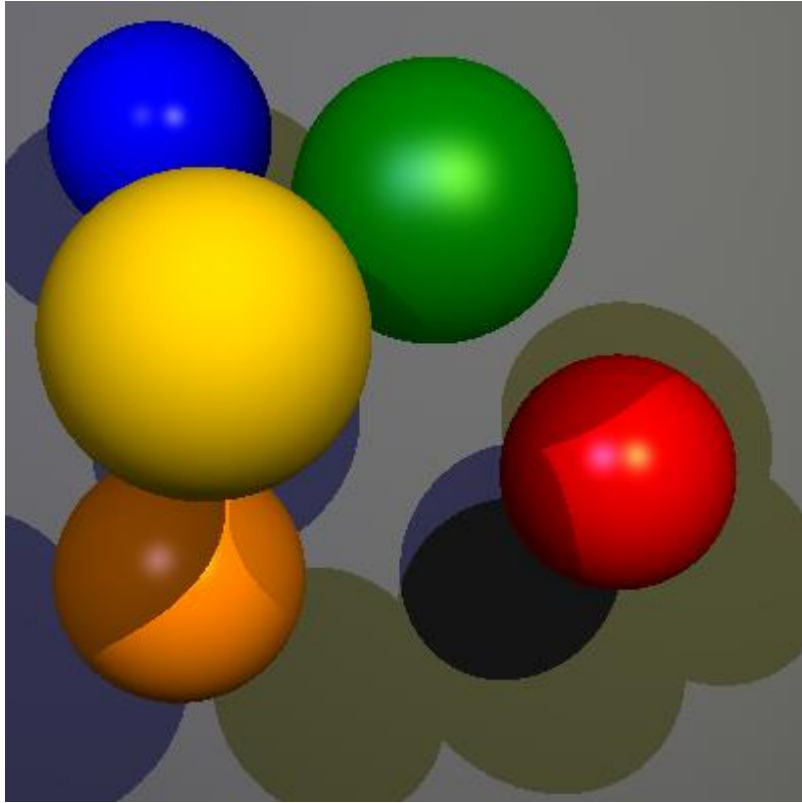
Lab Sessions

# Photorealistic Rendering (Advanced Computer Graphics)

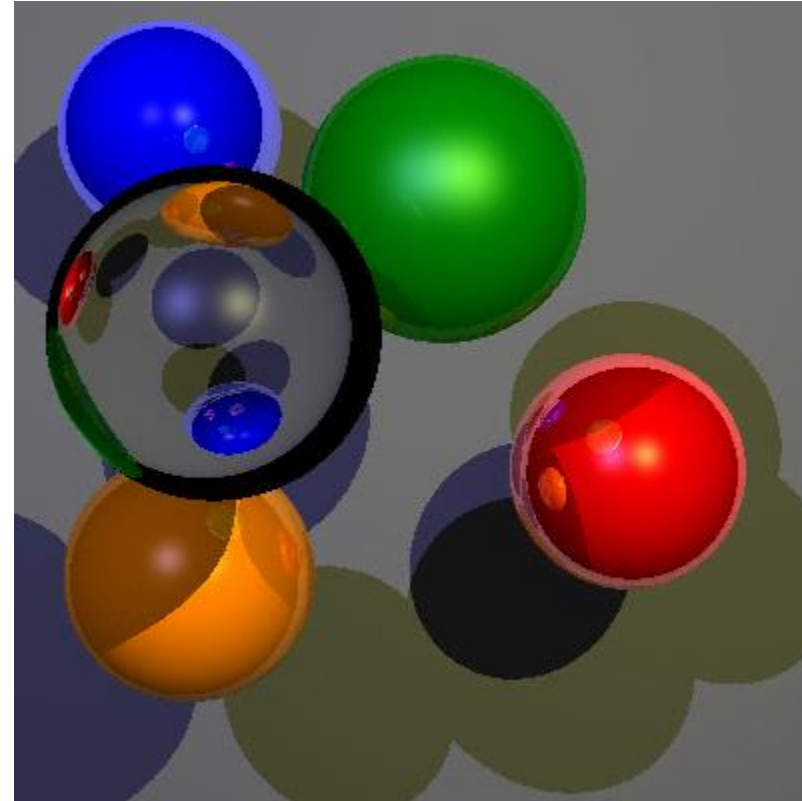
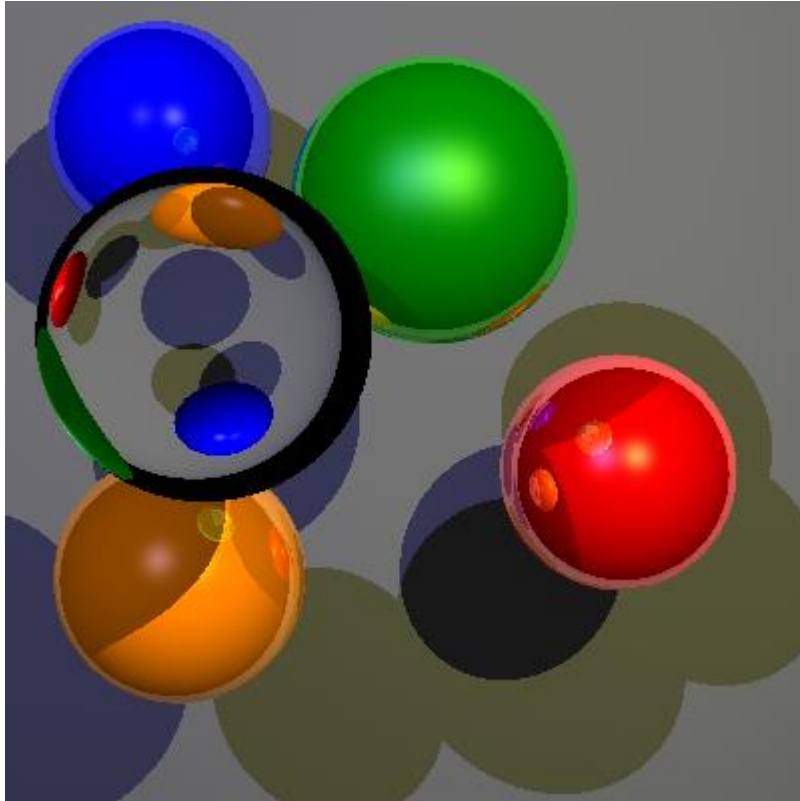
Tobias Isenberg



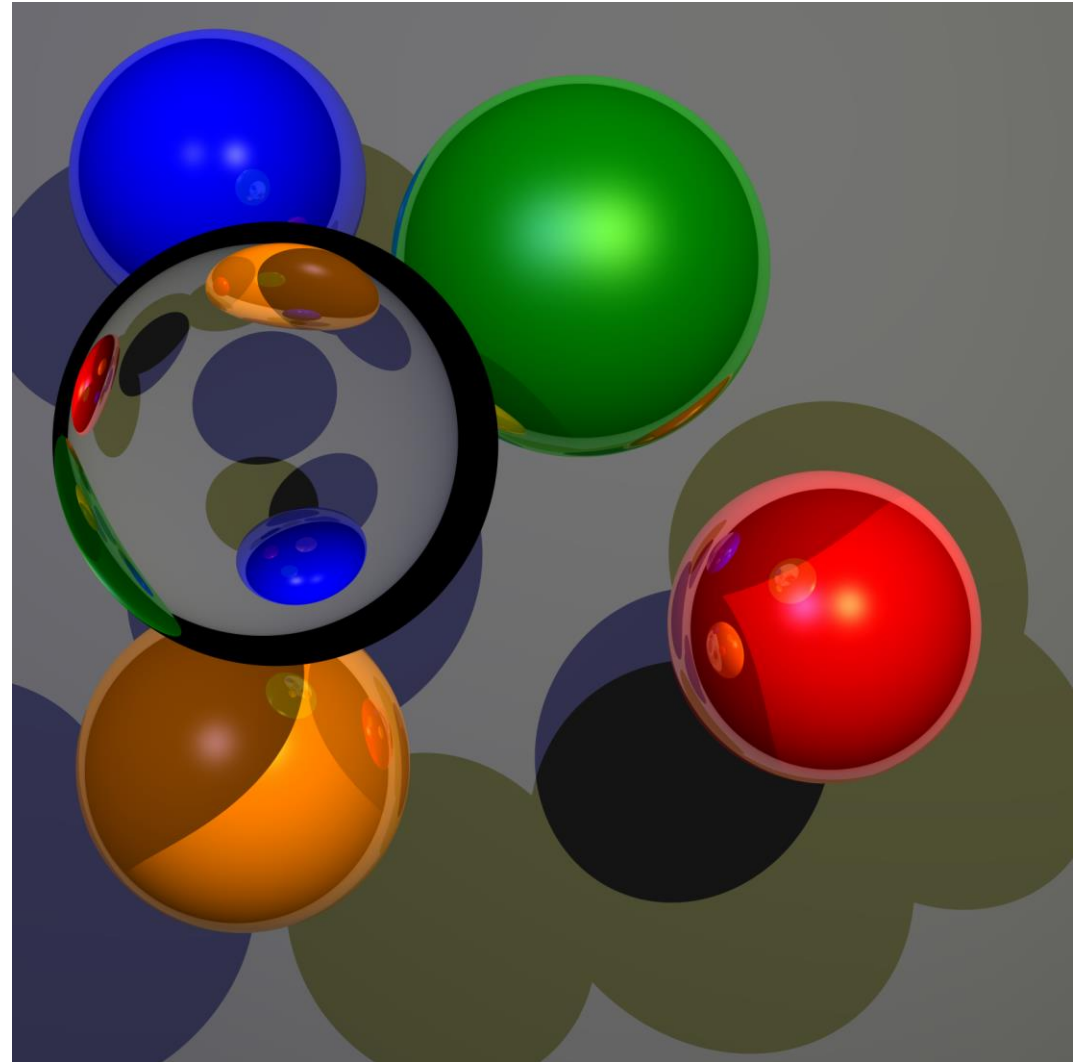
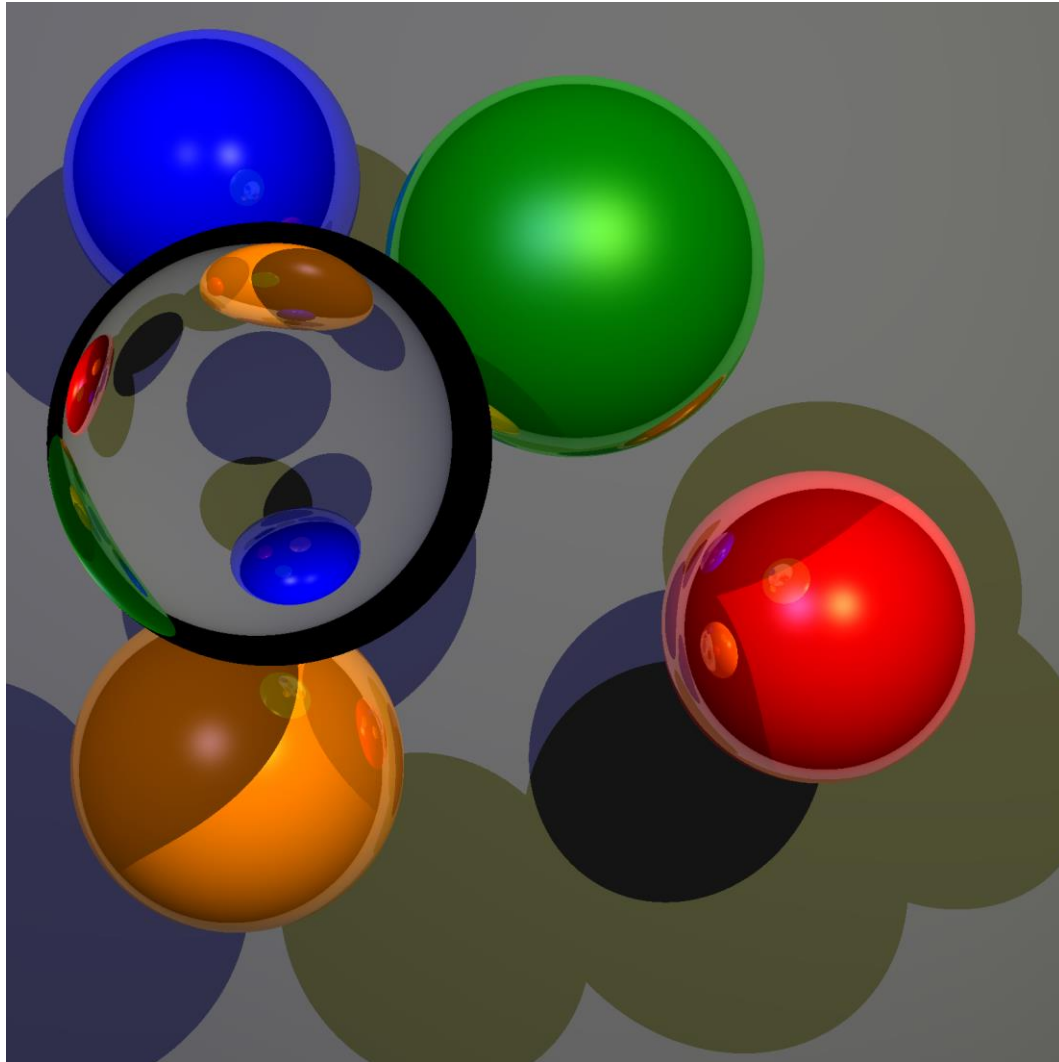
# Results



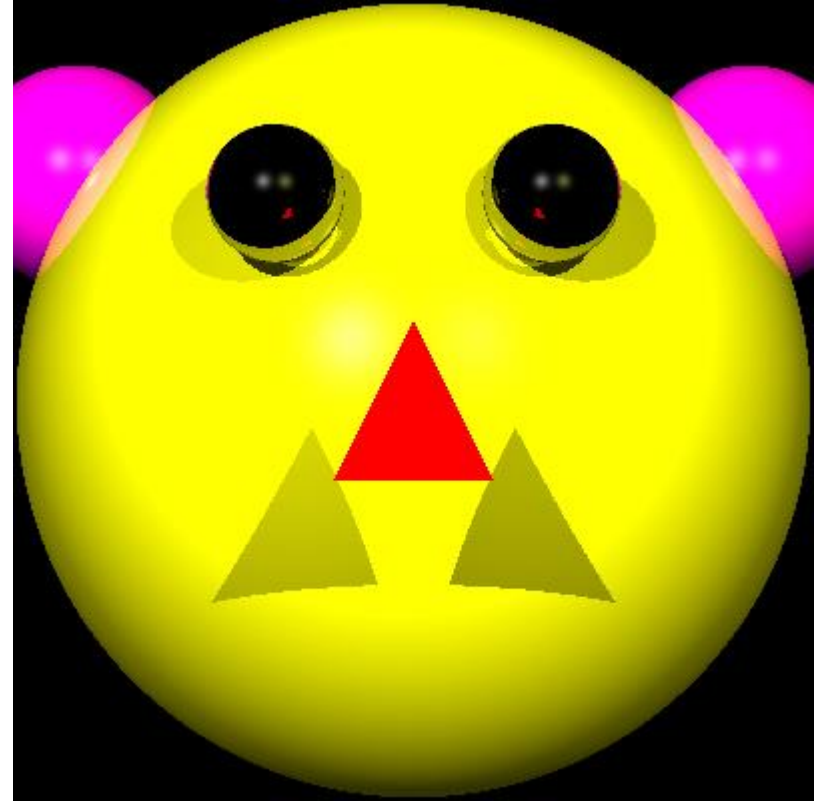
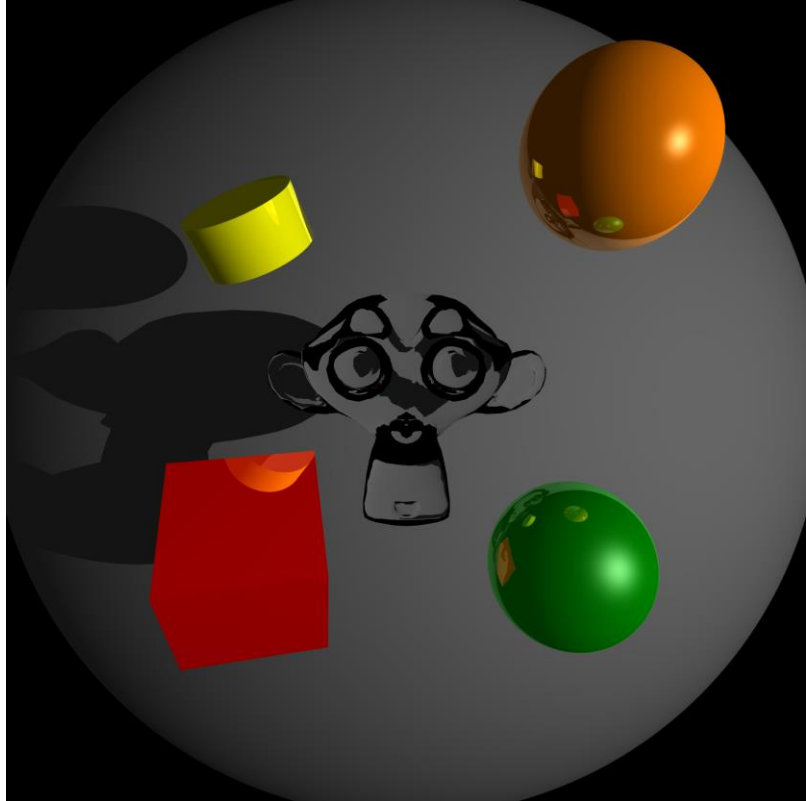
# Results



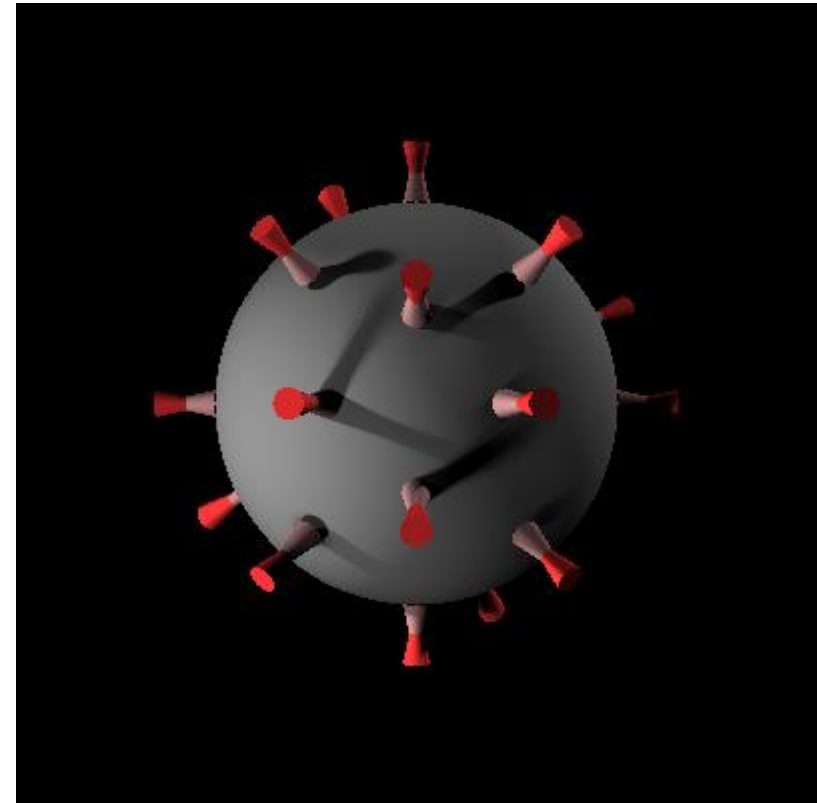
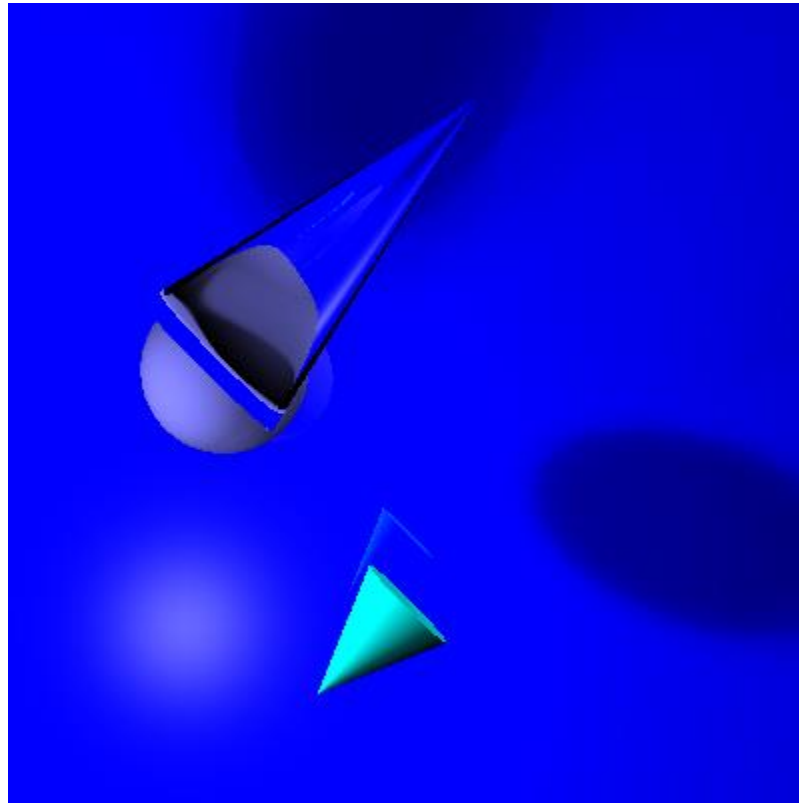
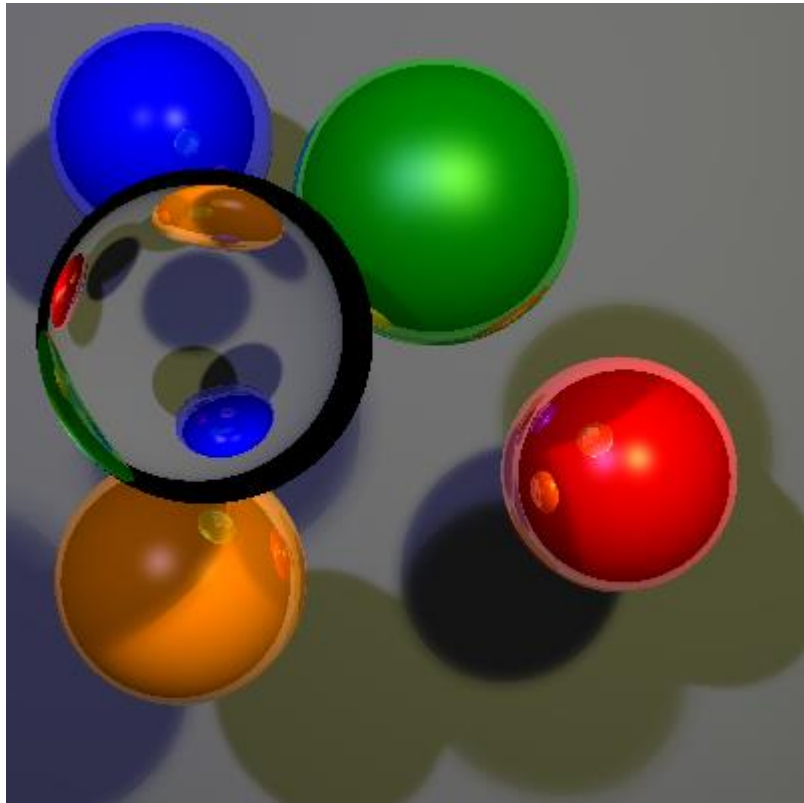
# Results



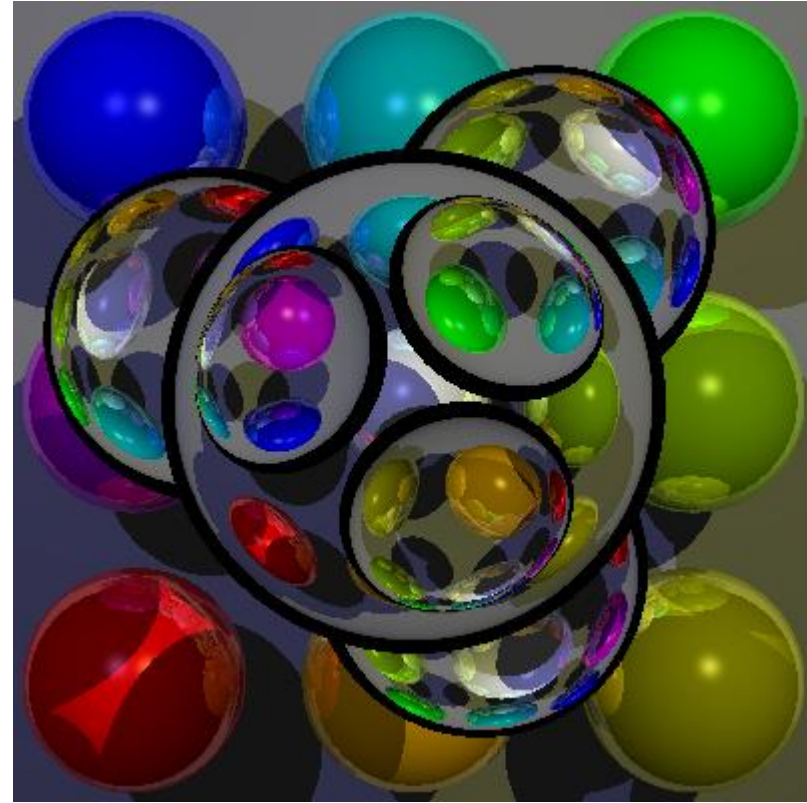
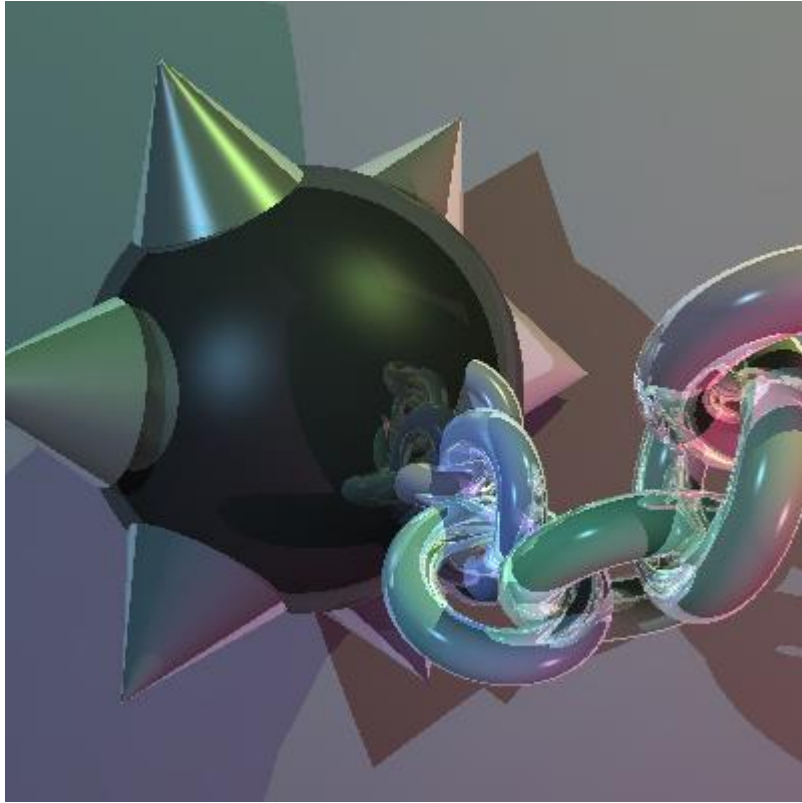
# Results



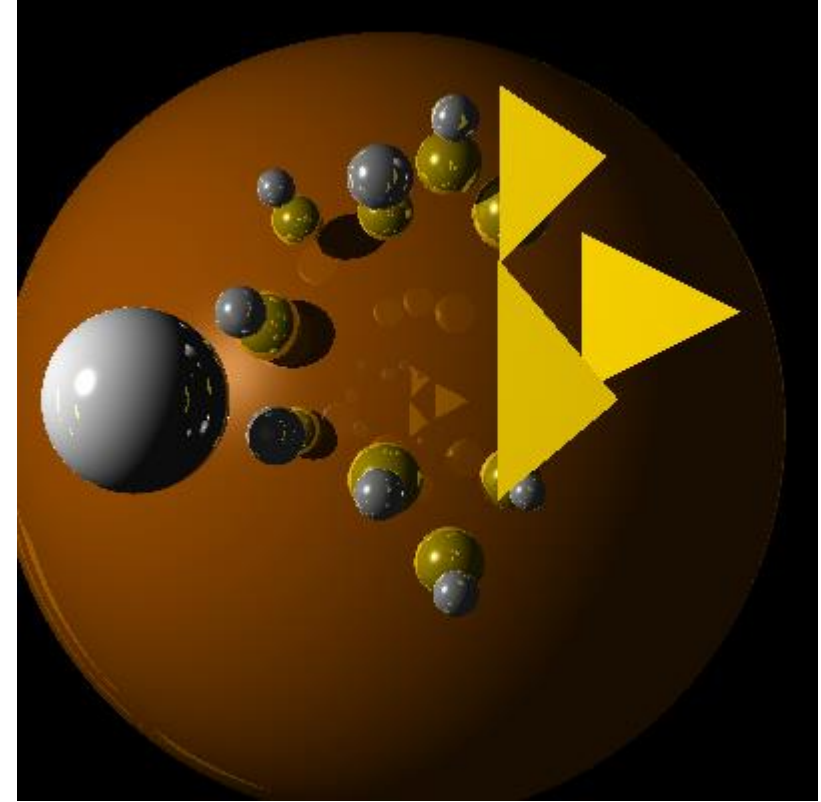
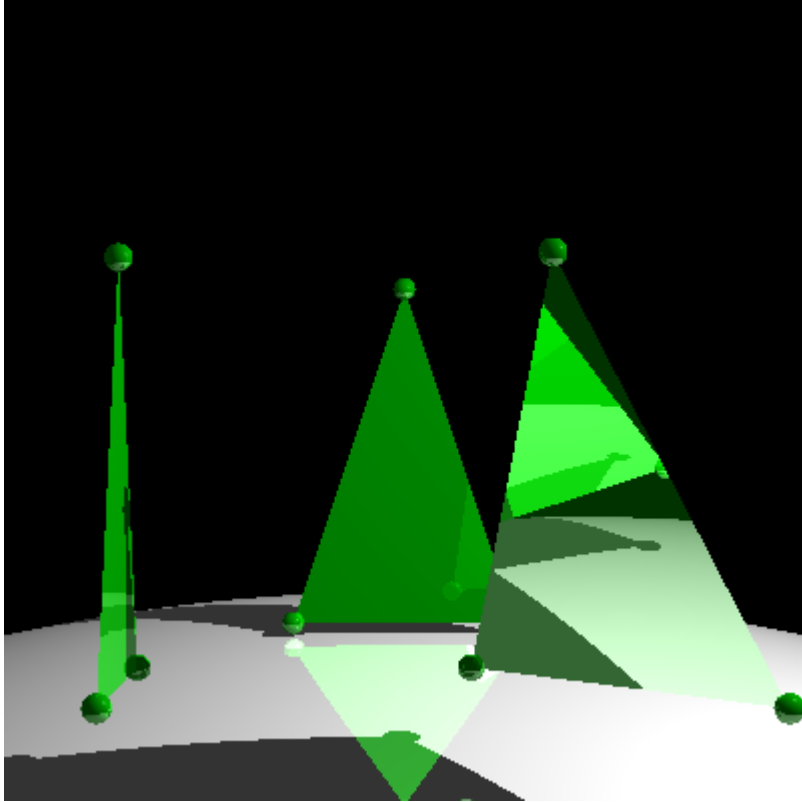
# Results (previous years)



# Results (previous years)

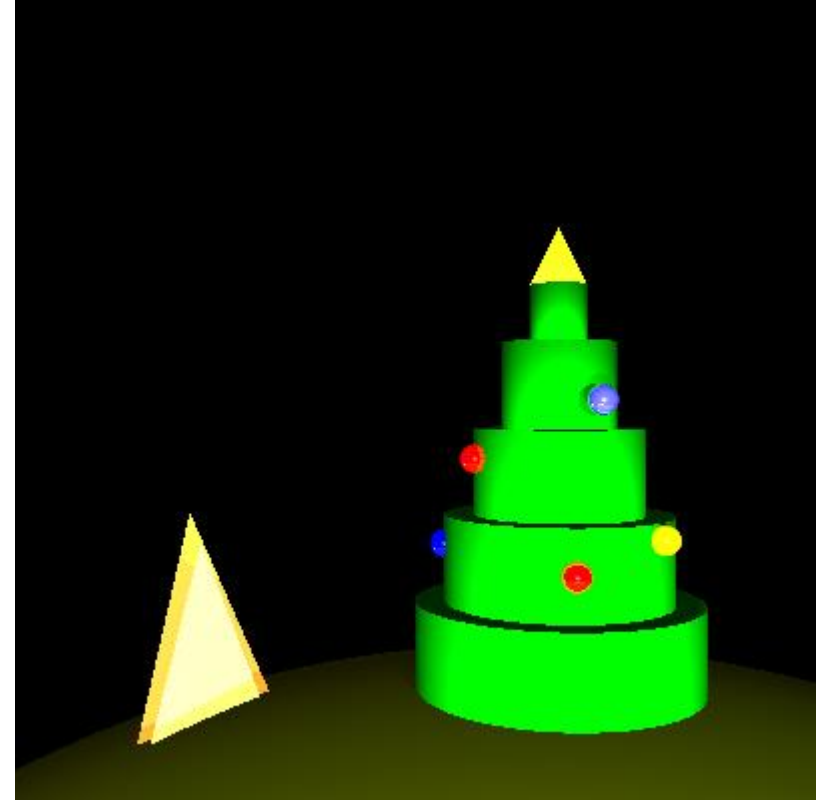
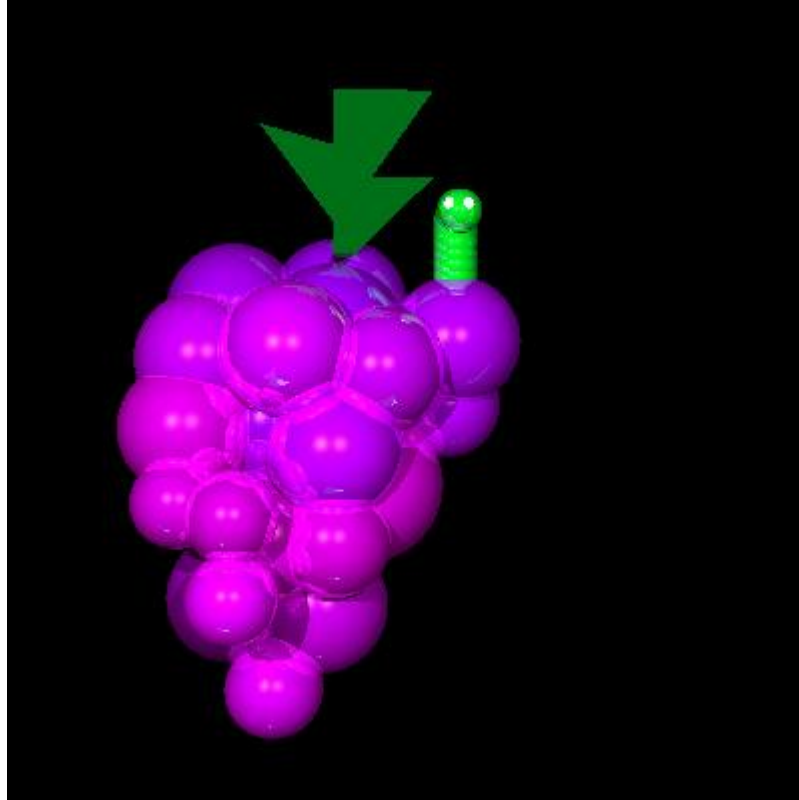


# Results (previous years)

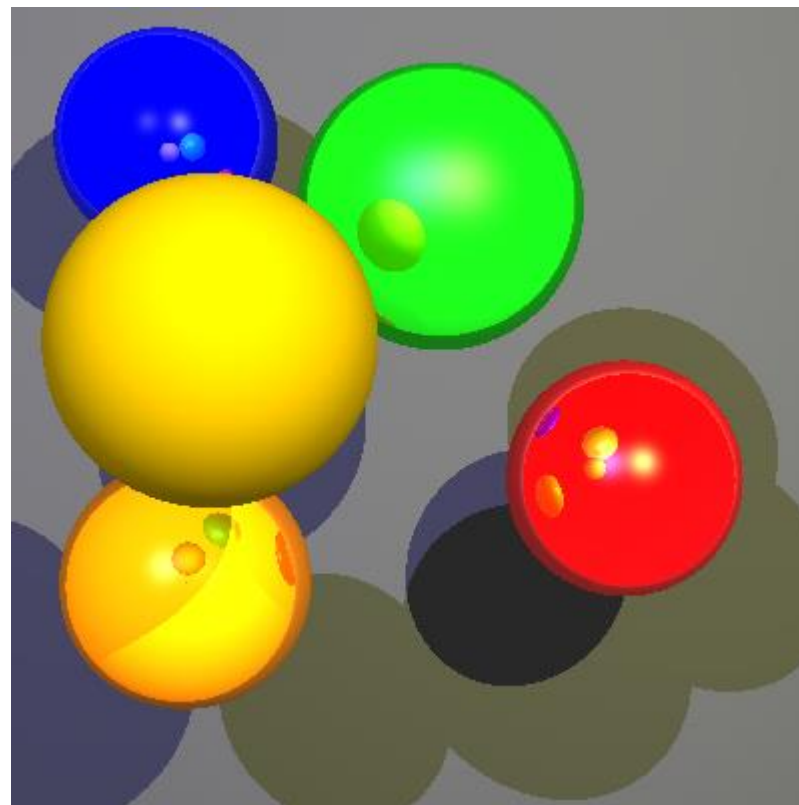
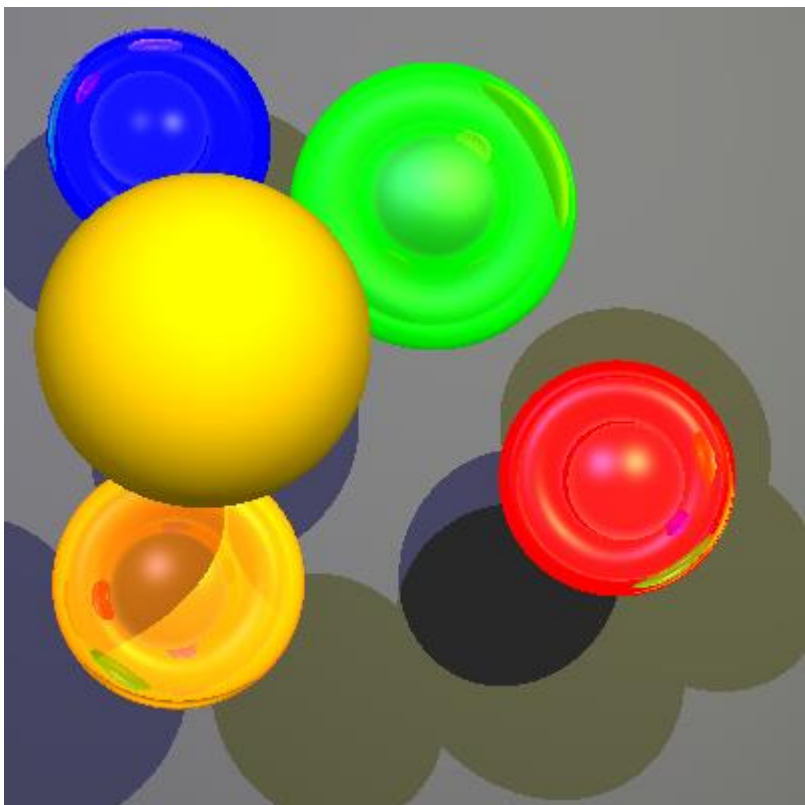




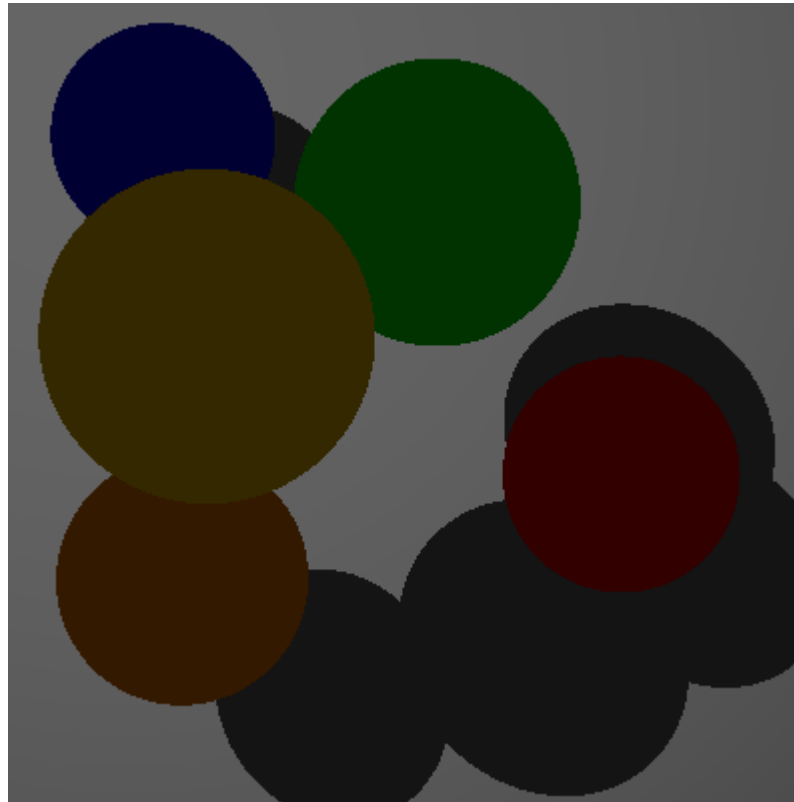
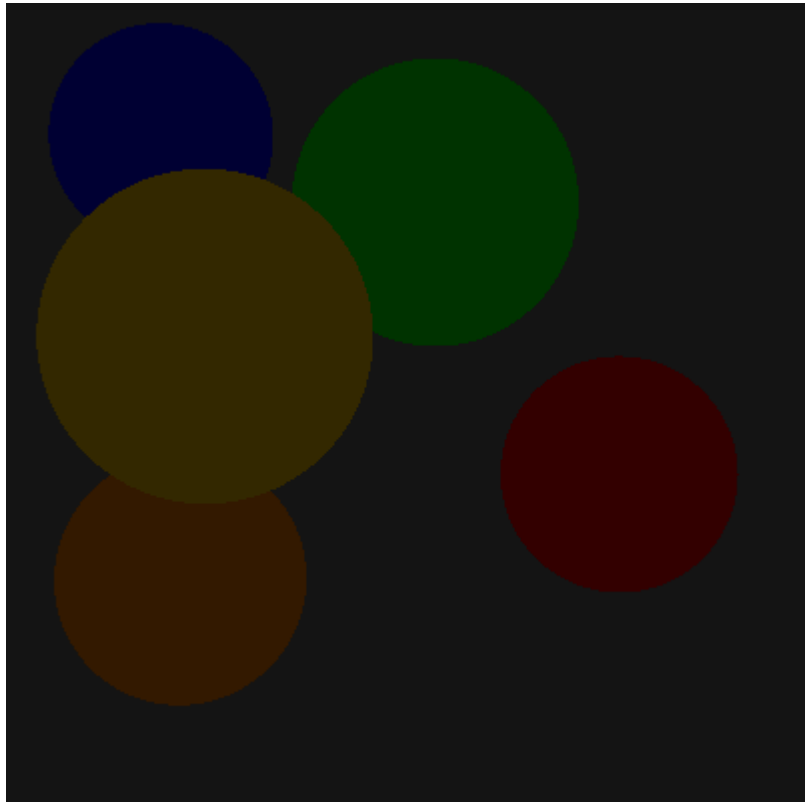
# Results (previous years)



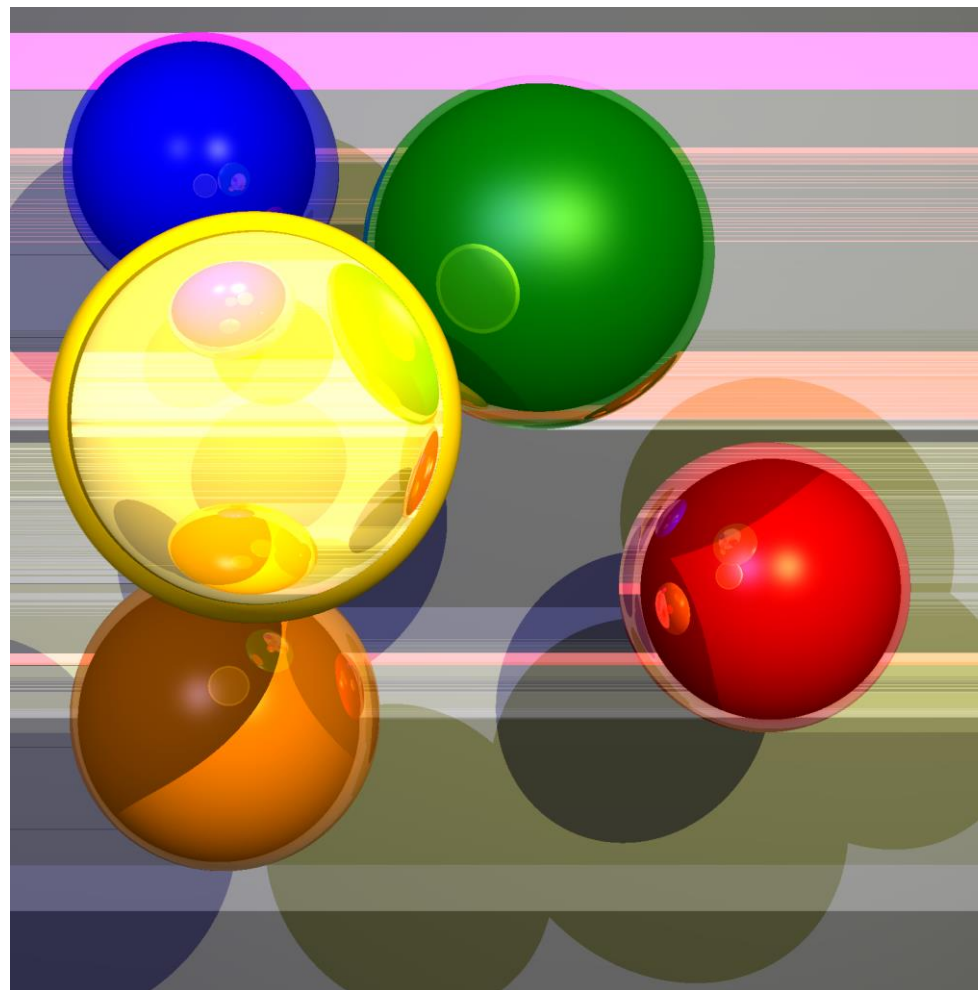
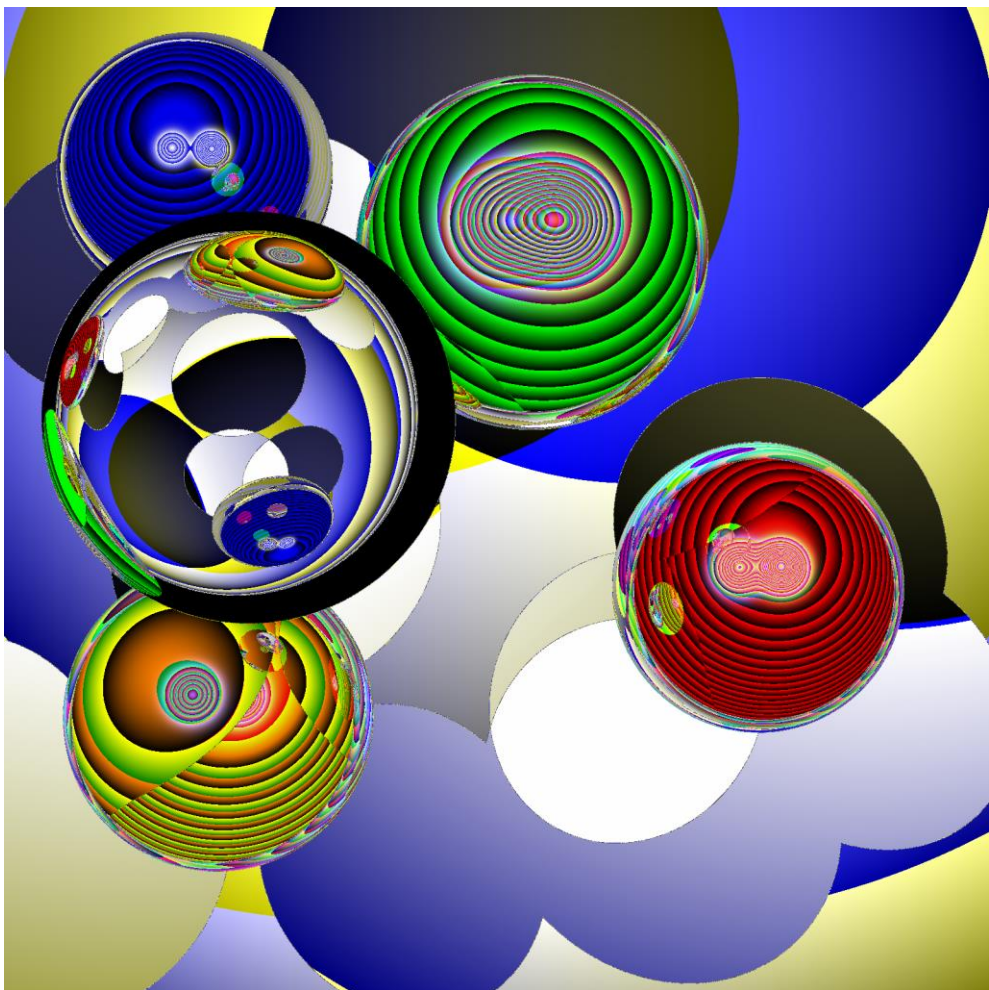
# Interesting errors



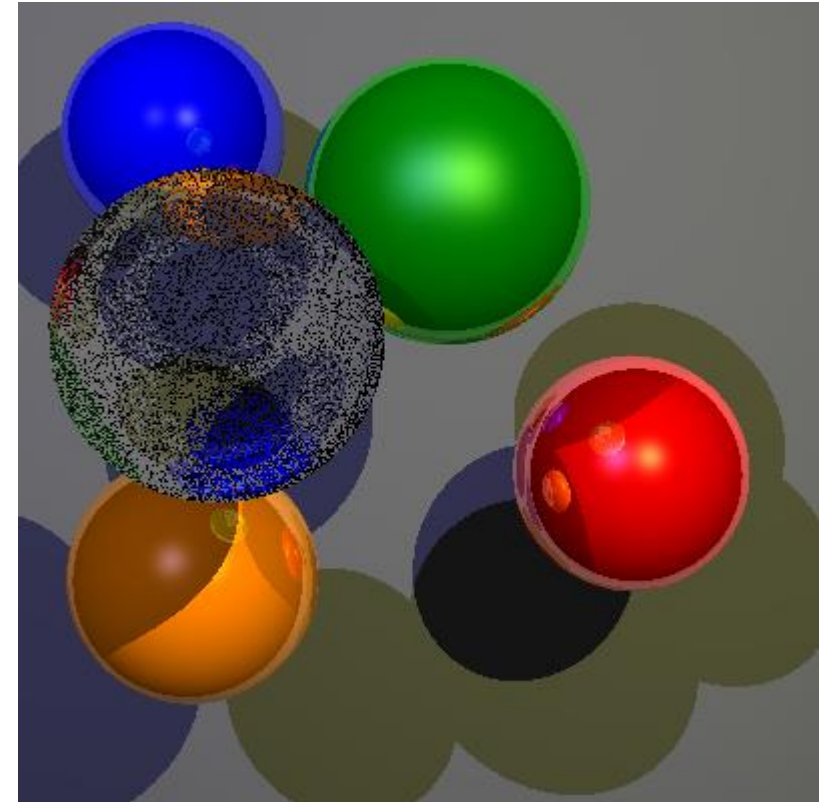
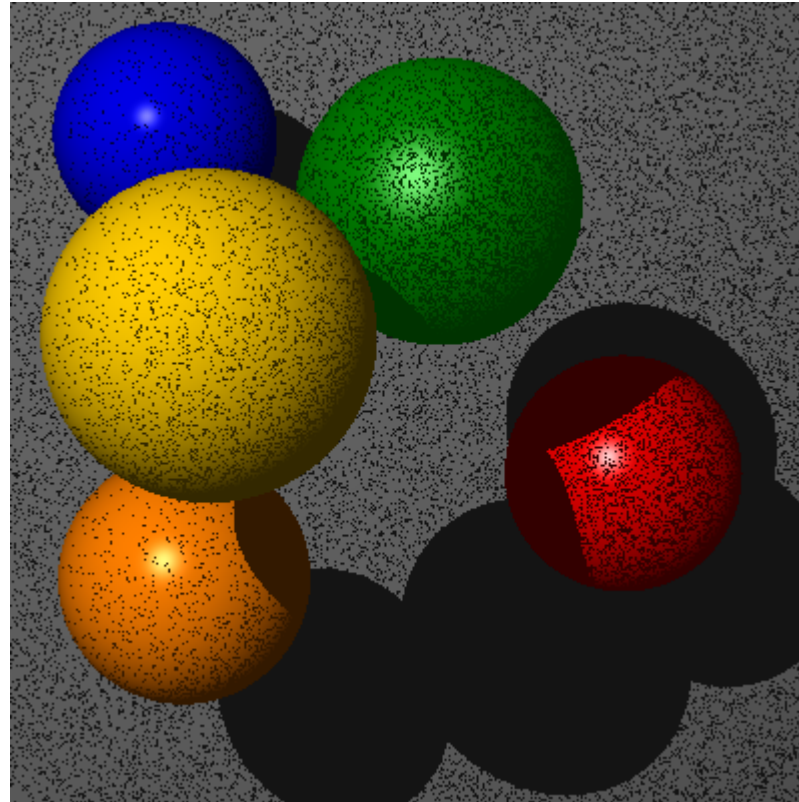
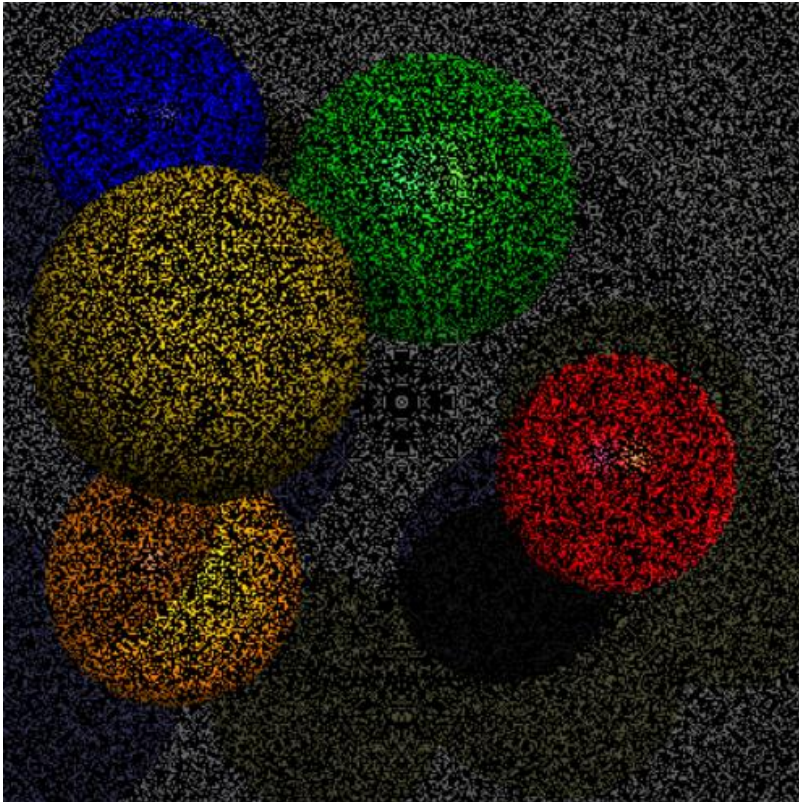
# Interesting errors



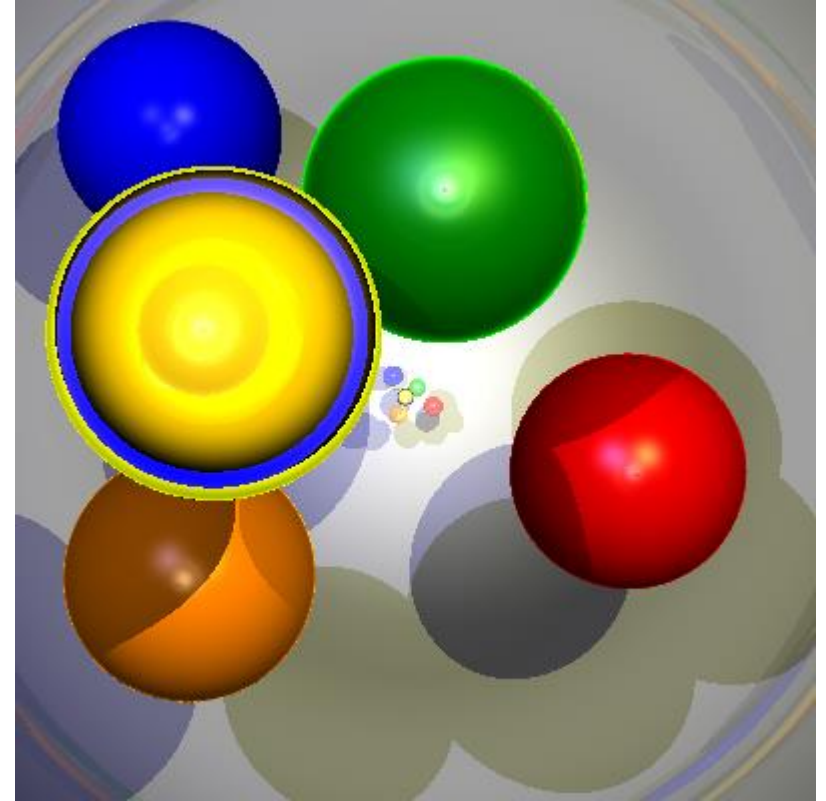
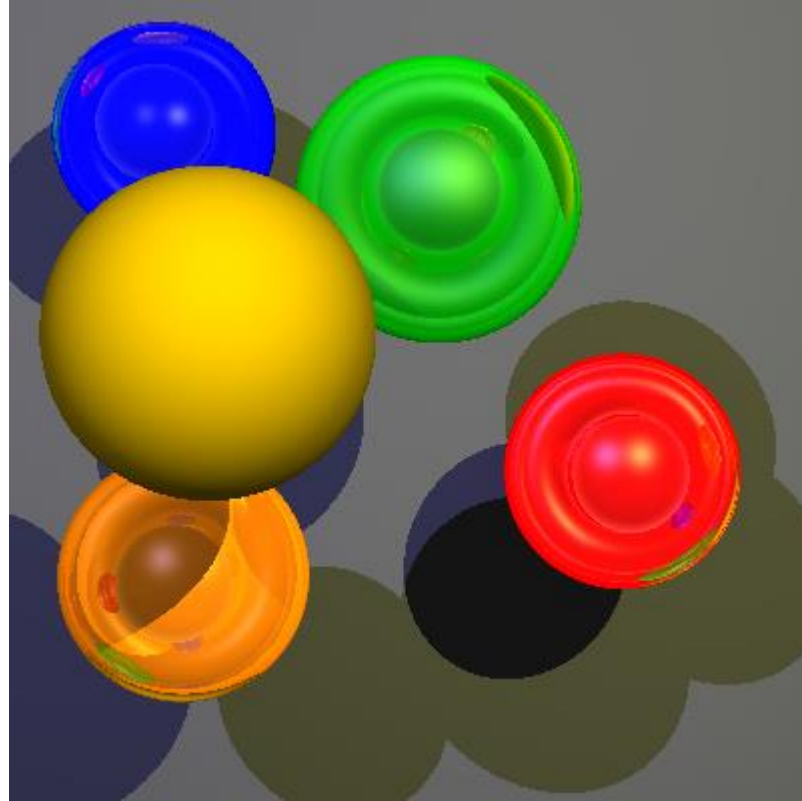
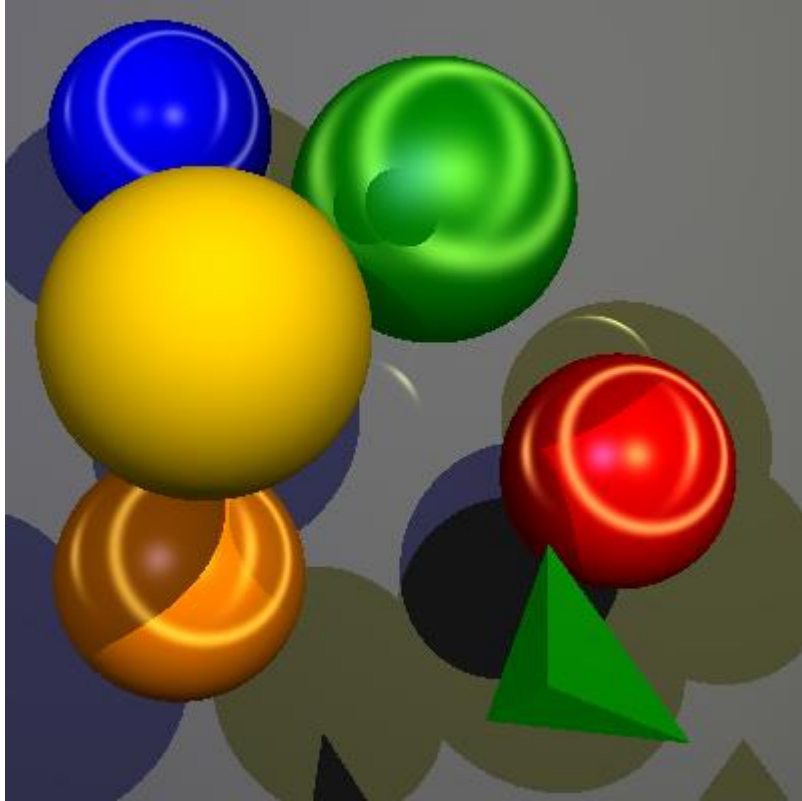
# Interesting errors



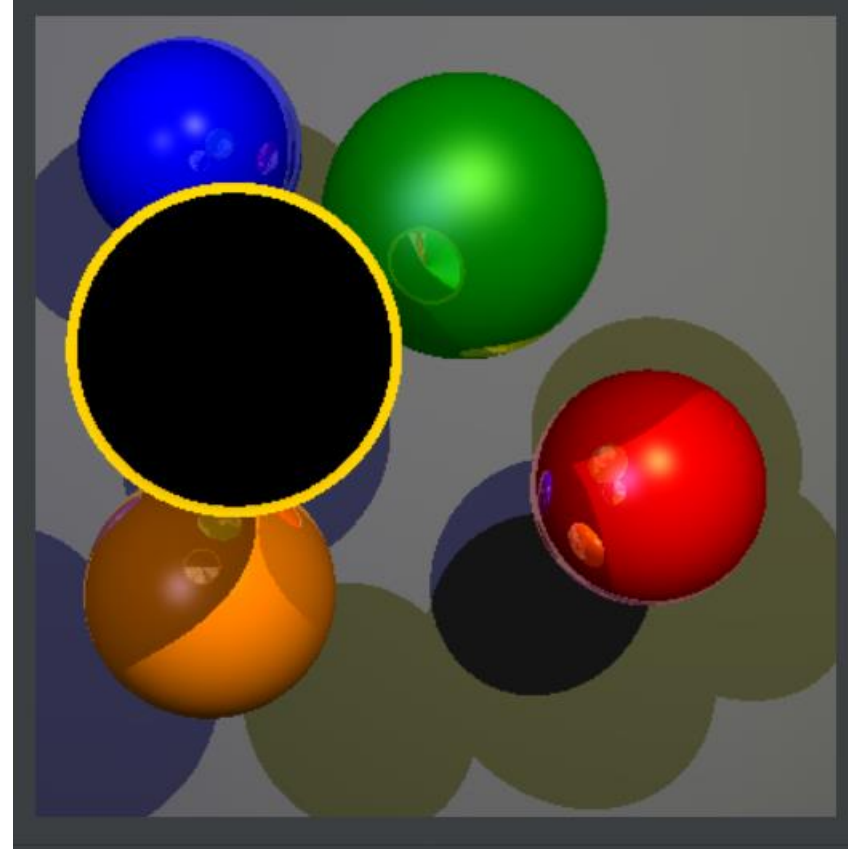
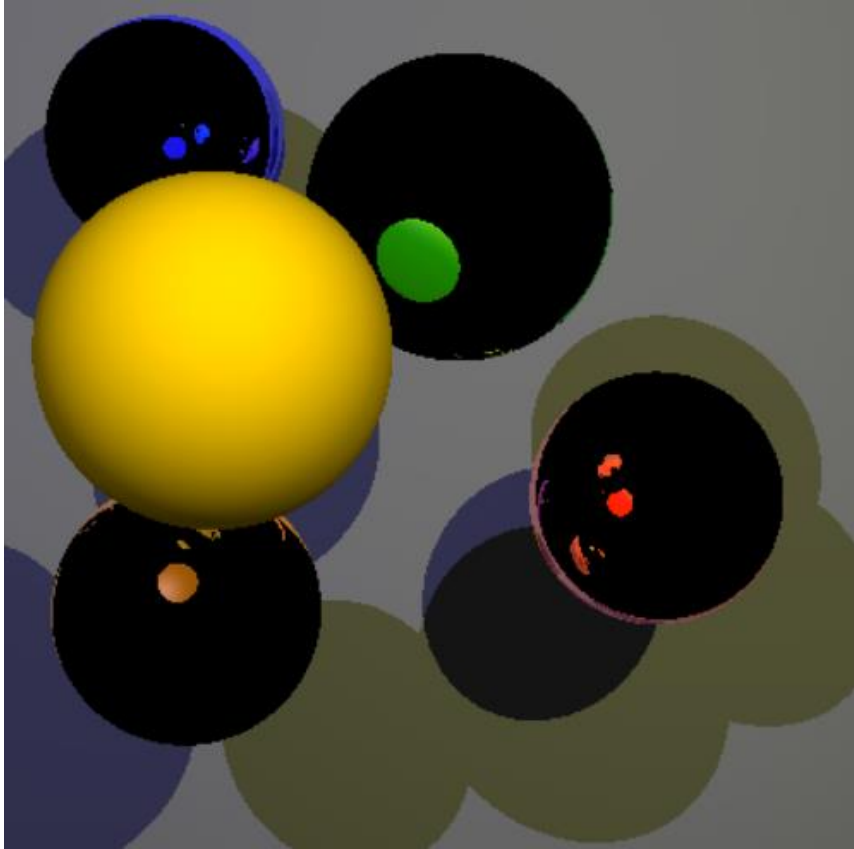
# Interesting errors (previous years)



# Interesting errors (previous years)

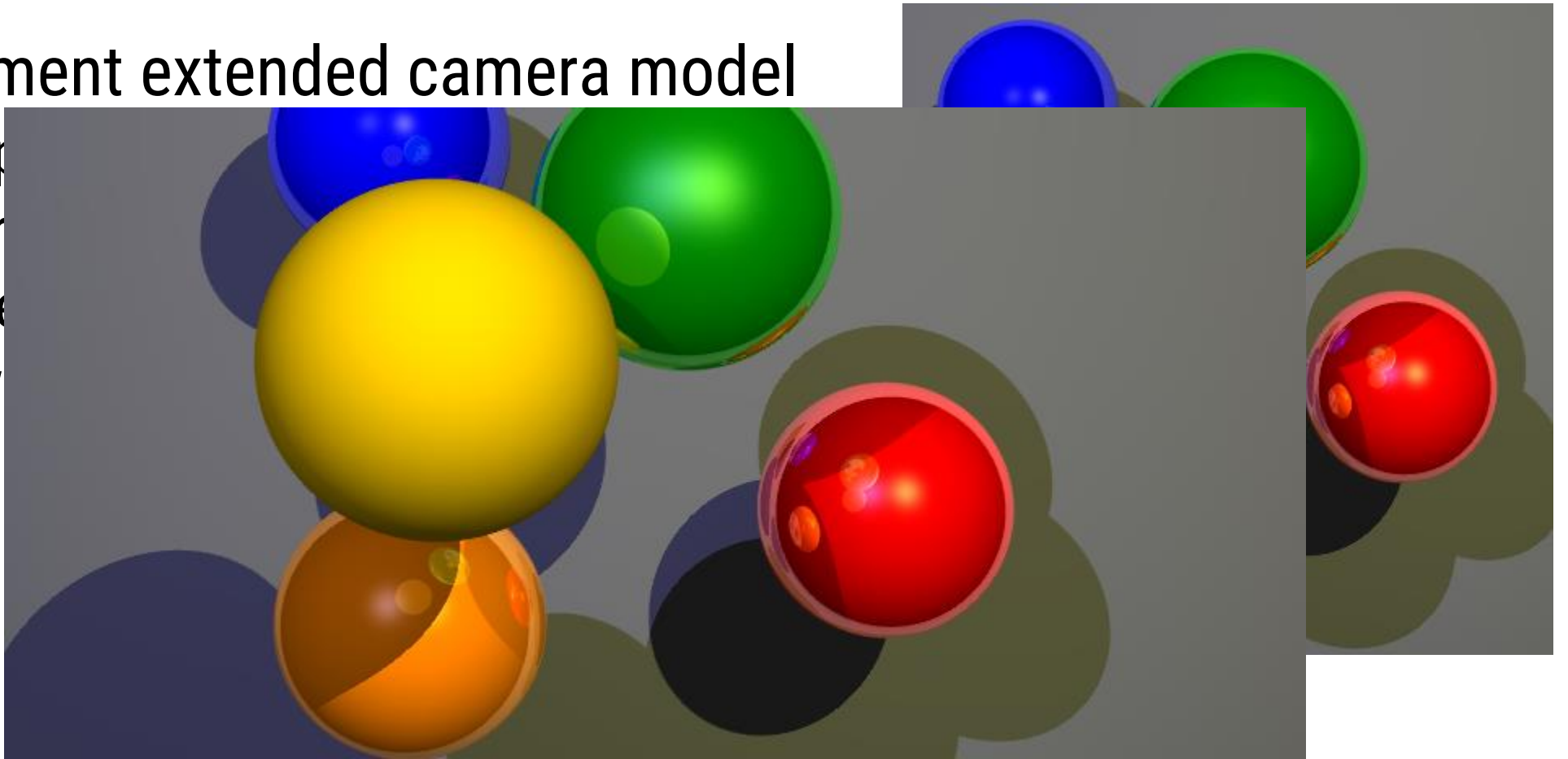


# Interesting errors (previous years)



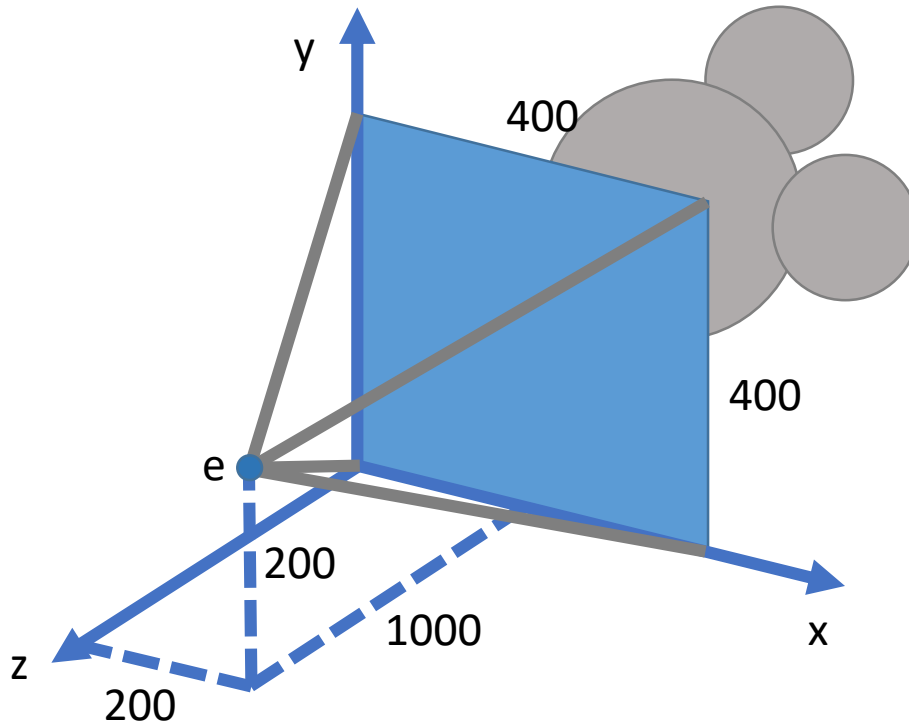
# Raytracer: assignment 4

- implement extended camera model
  - eye p
  - refer
  - up ve
  - view

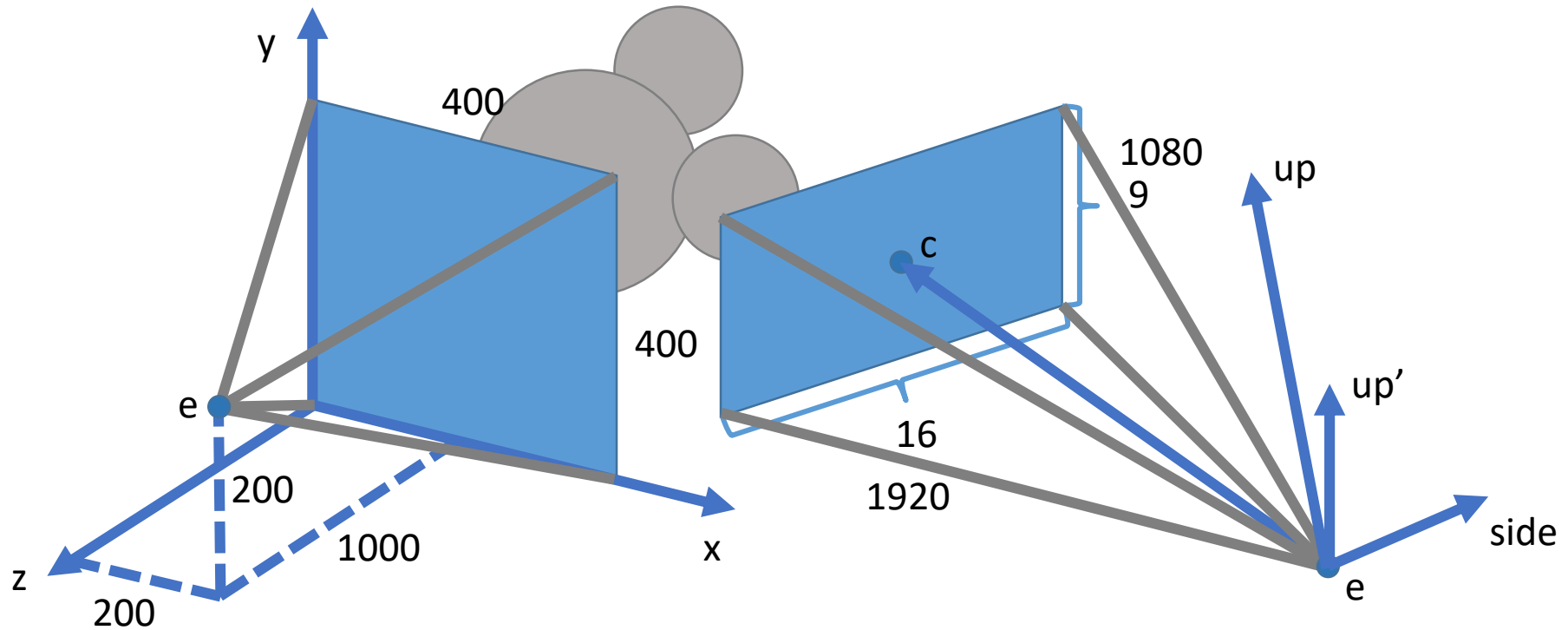




# Raytracer: Current camera model



# Raytracer: New camera model



# Raytracer: assignment 4

- implement anti-aliasing (super-sampling)

