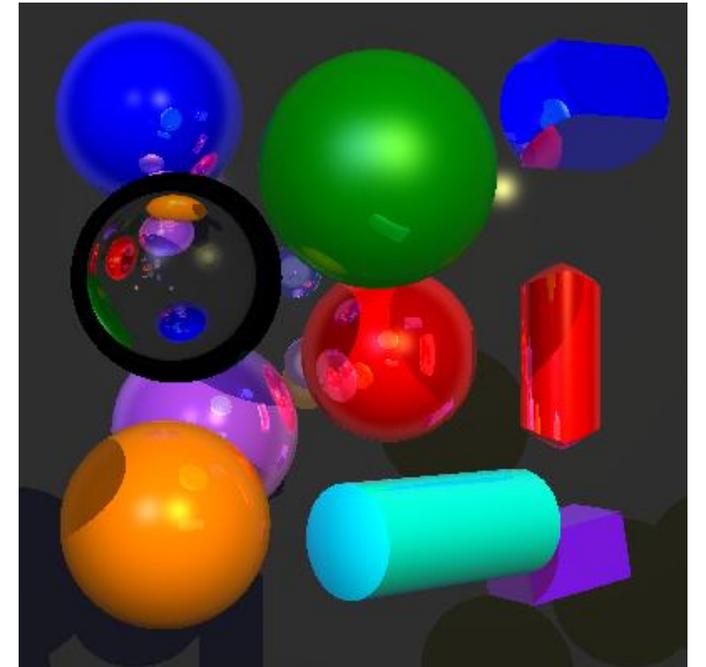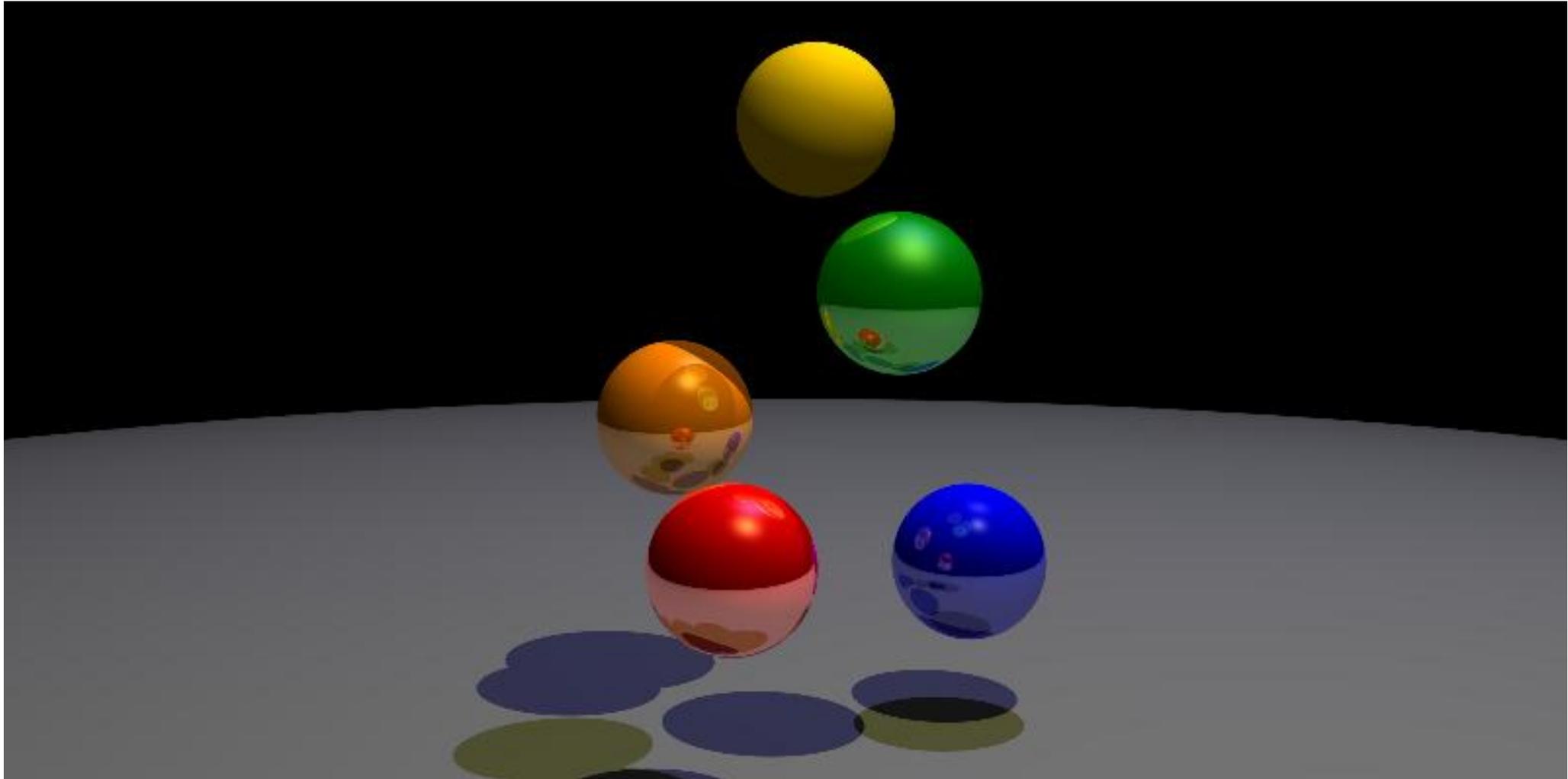**Lab Sessions**

Photorealistic Rendering (Advanced Computer Graphics)
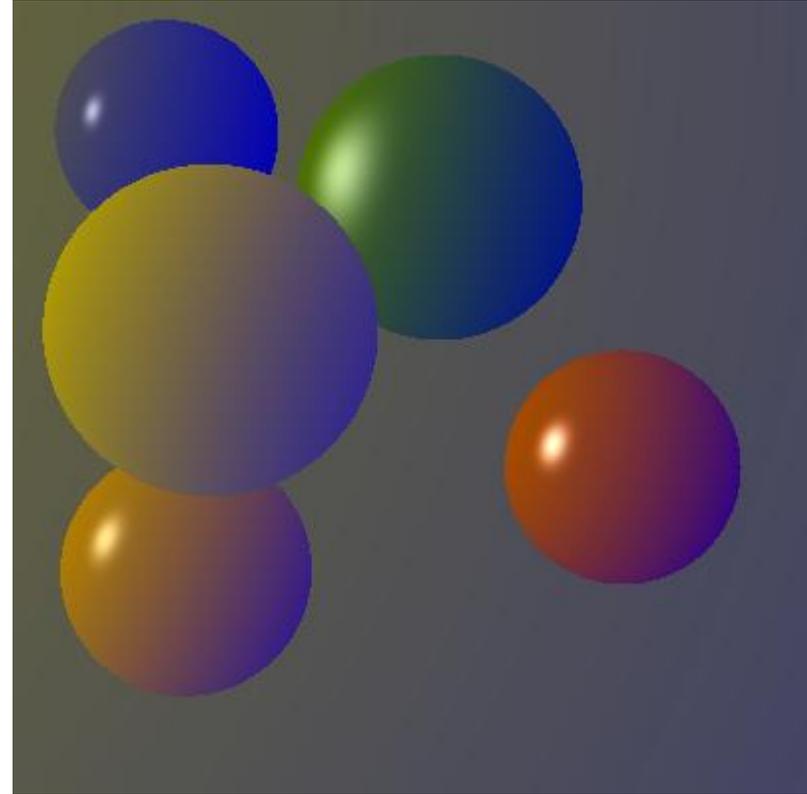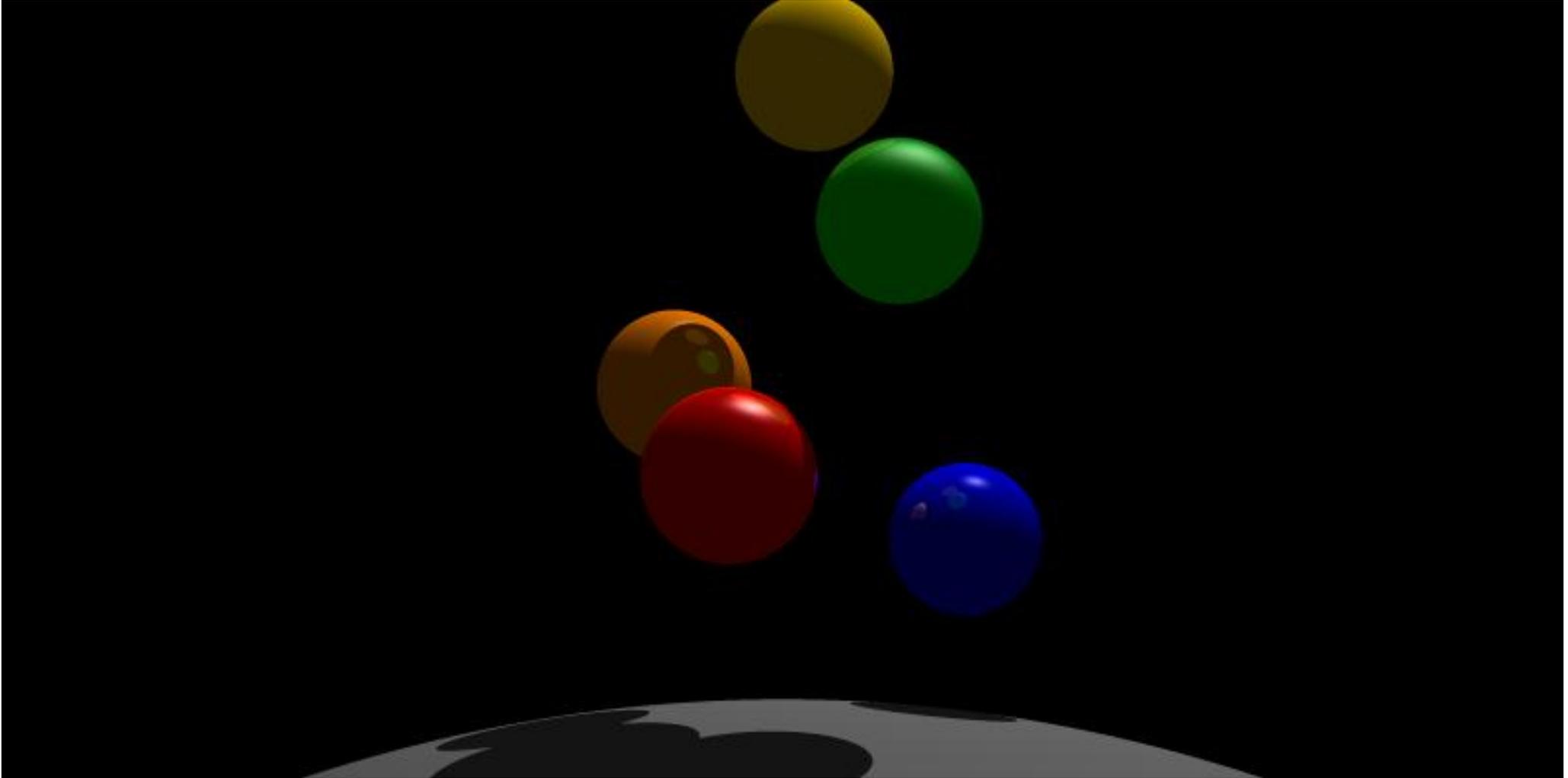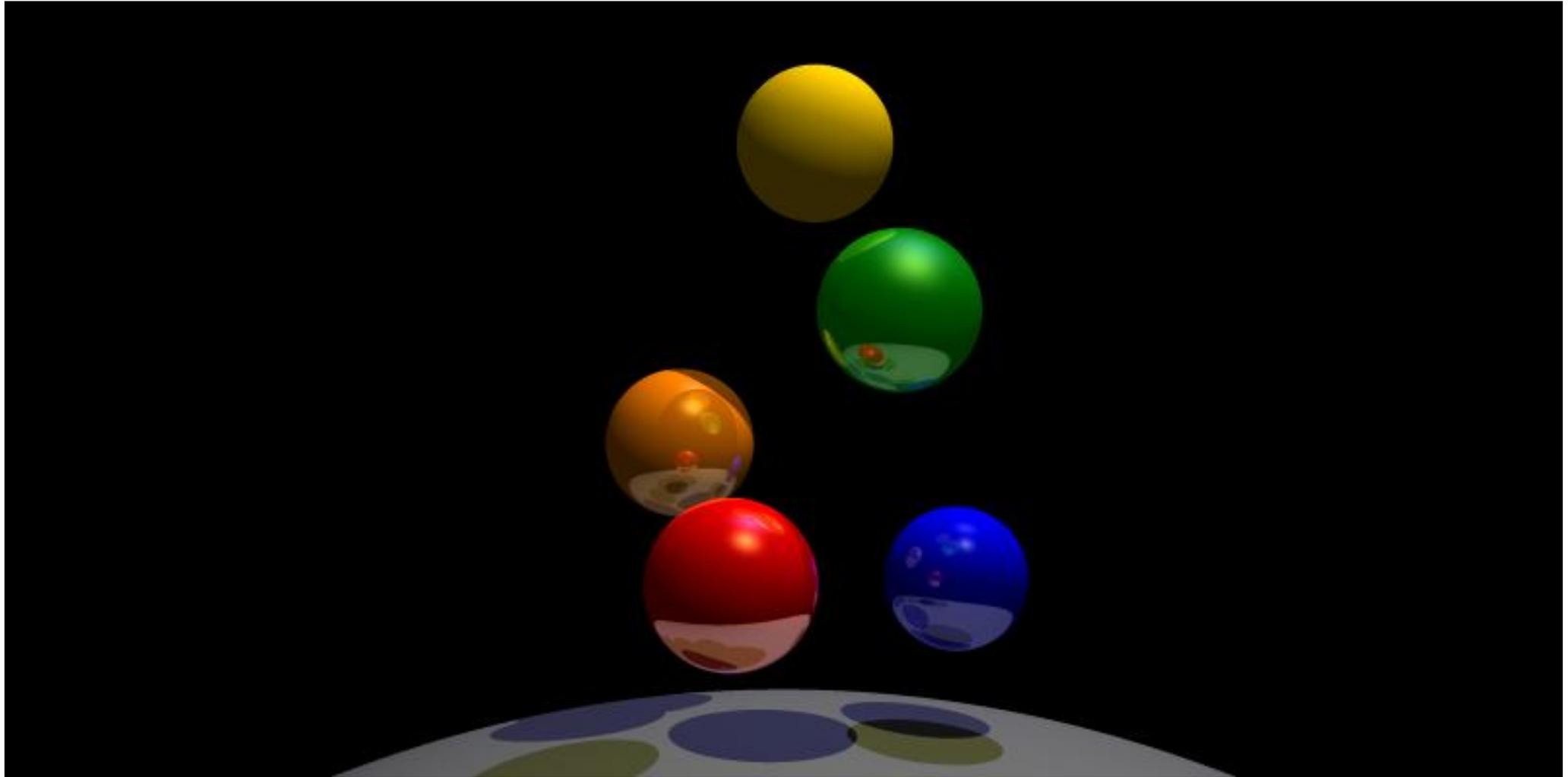
Tobias Isenberg

Expected results

Expected results

Results

Results
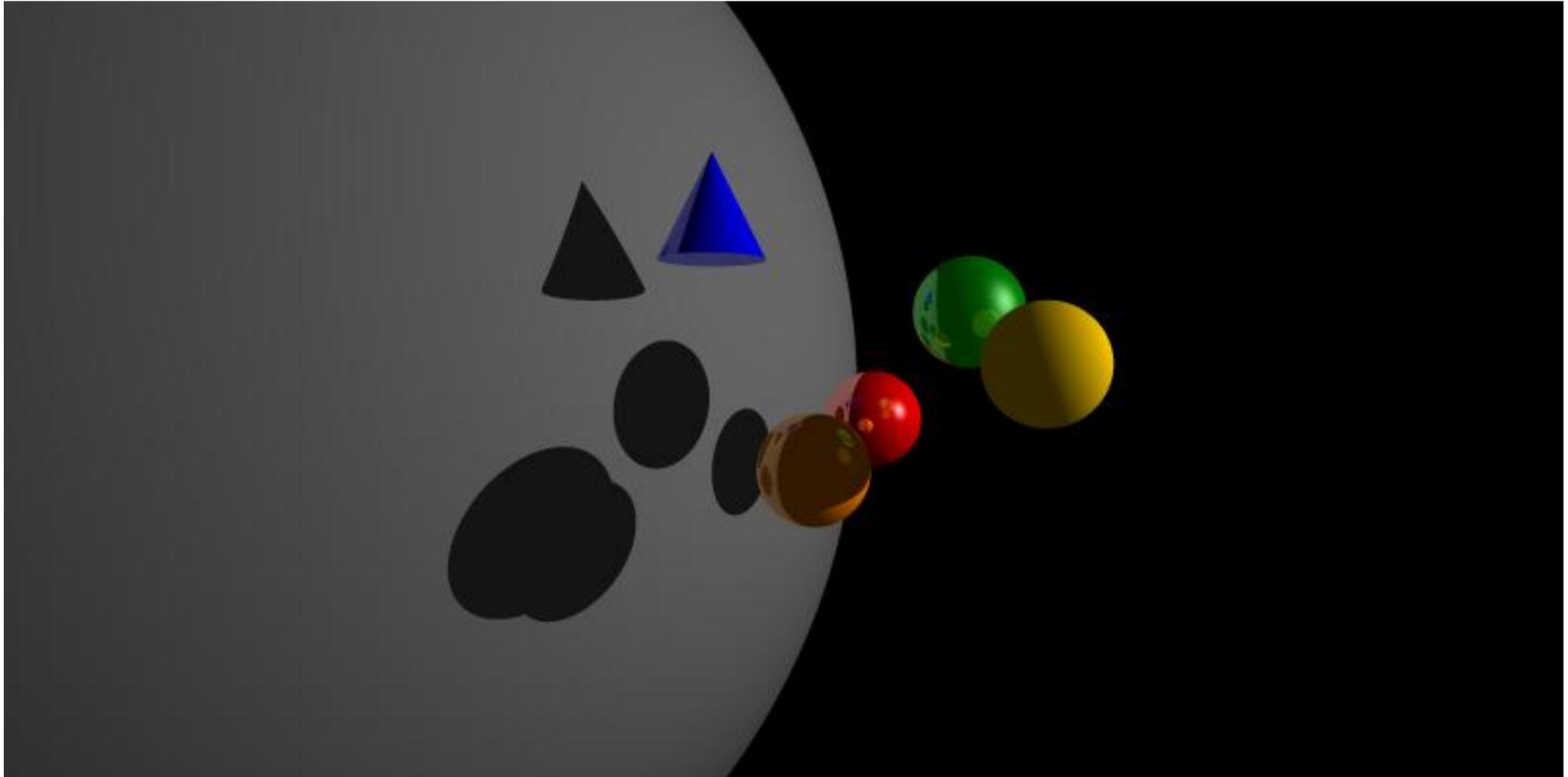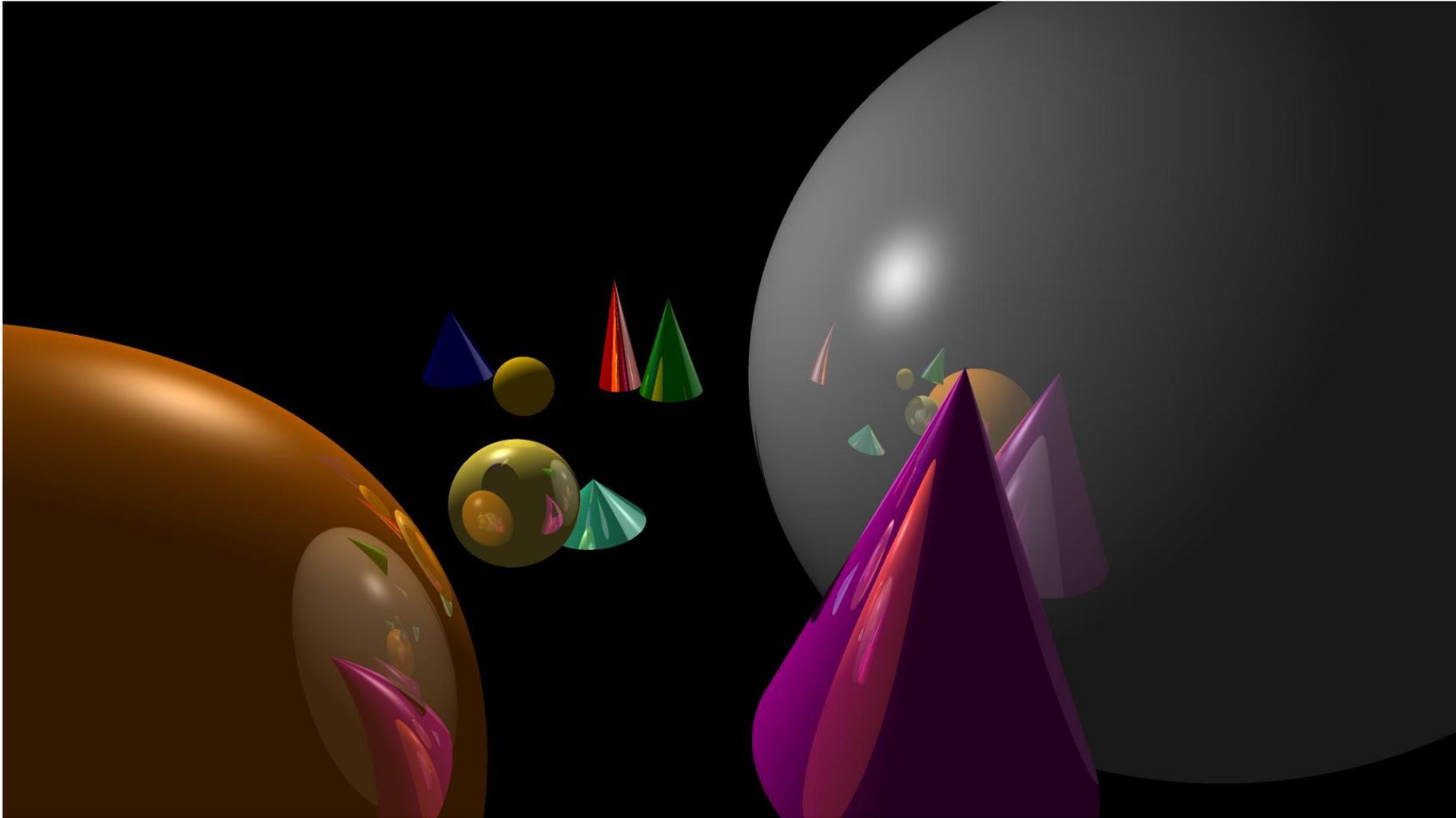
Results

Results
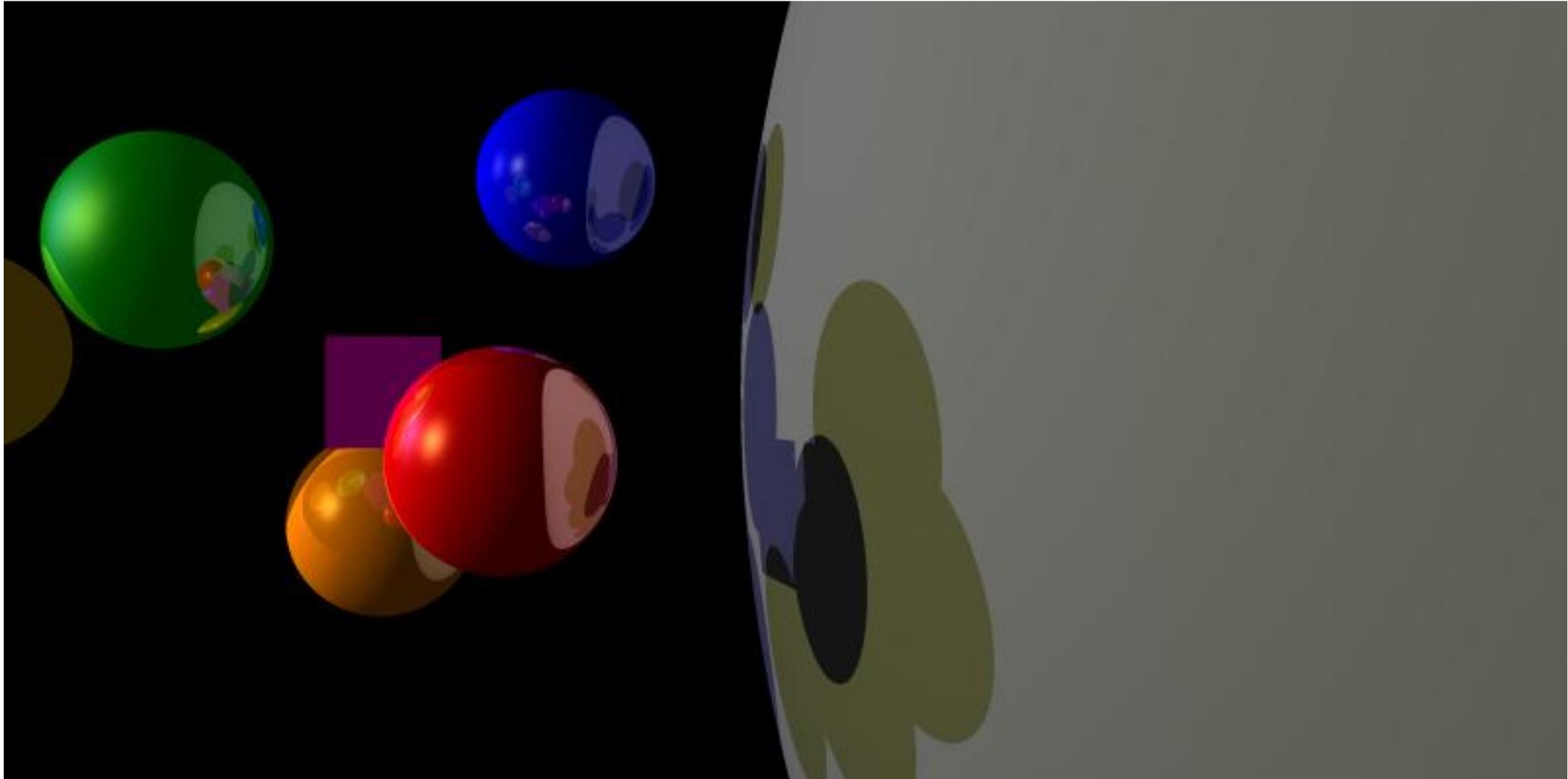
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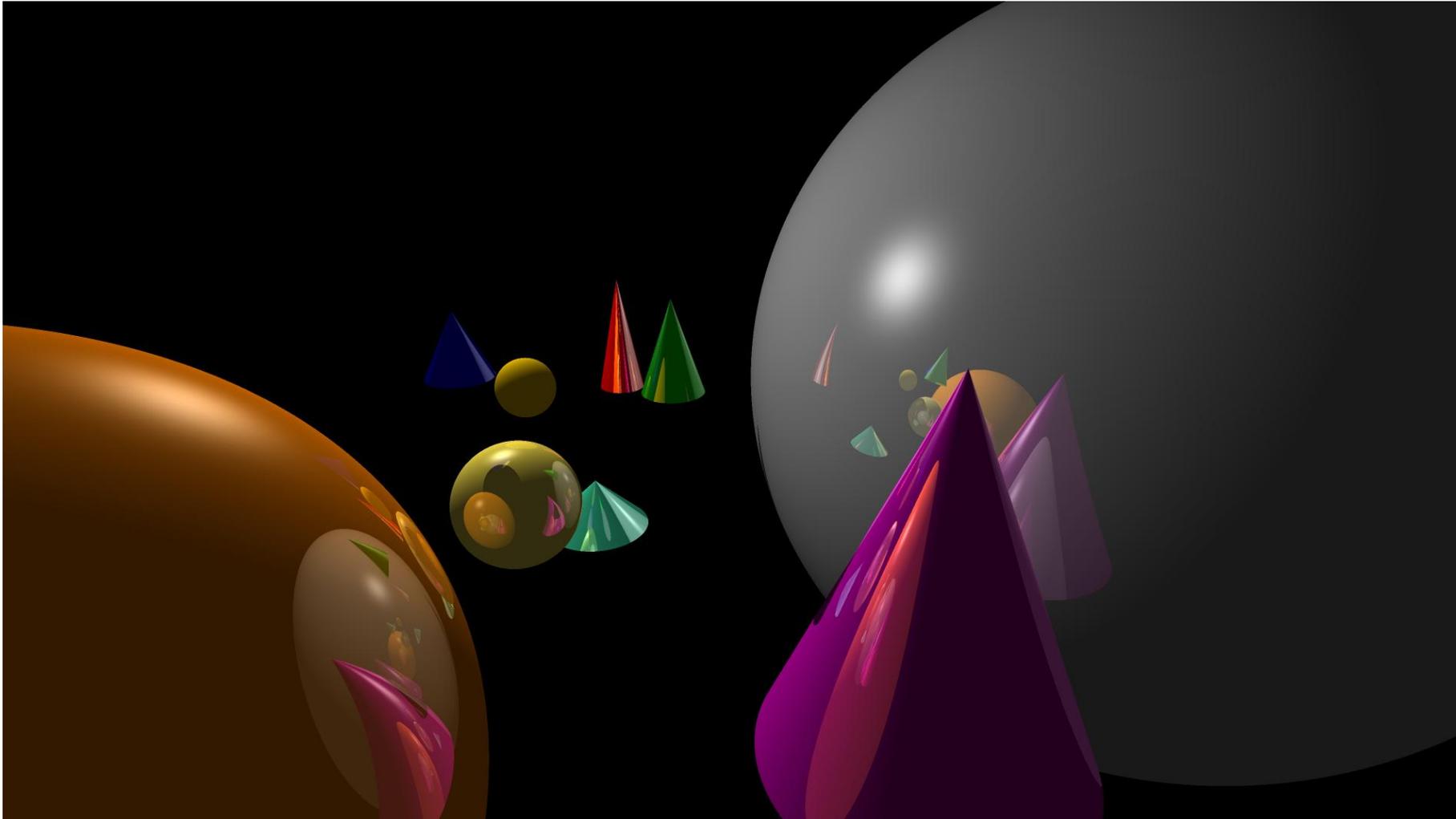
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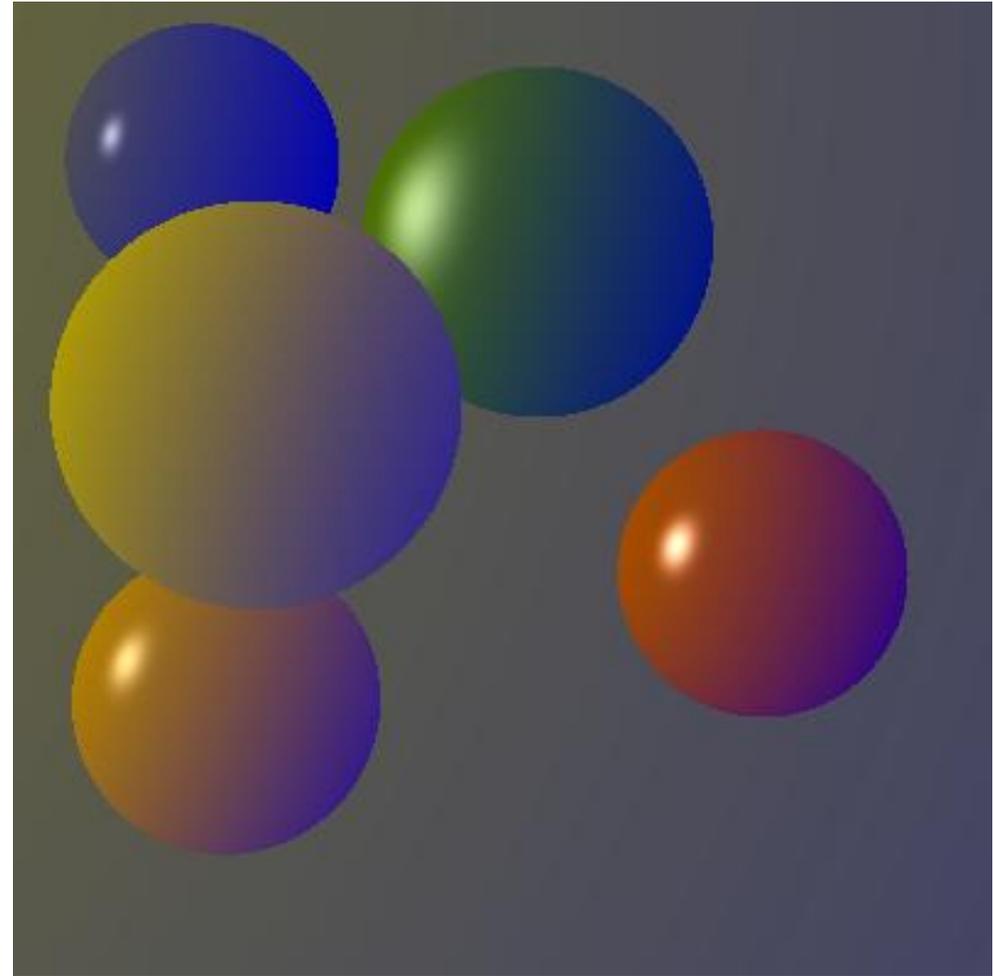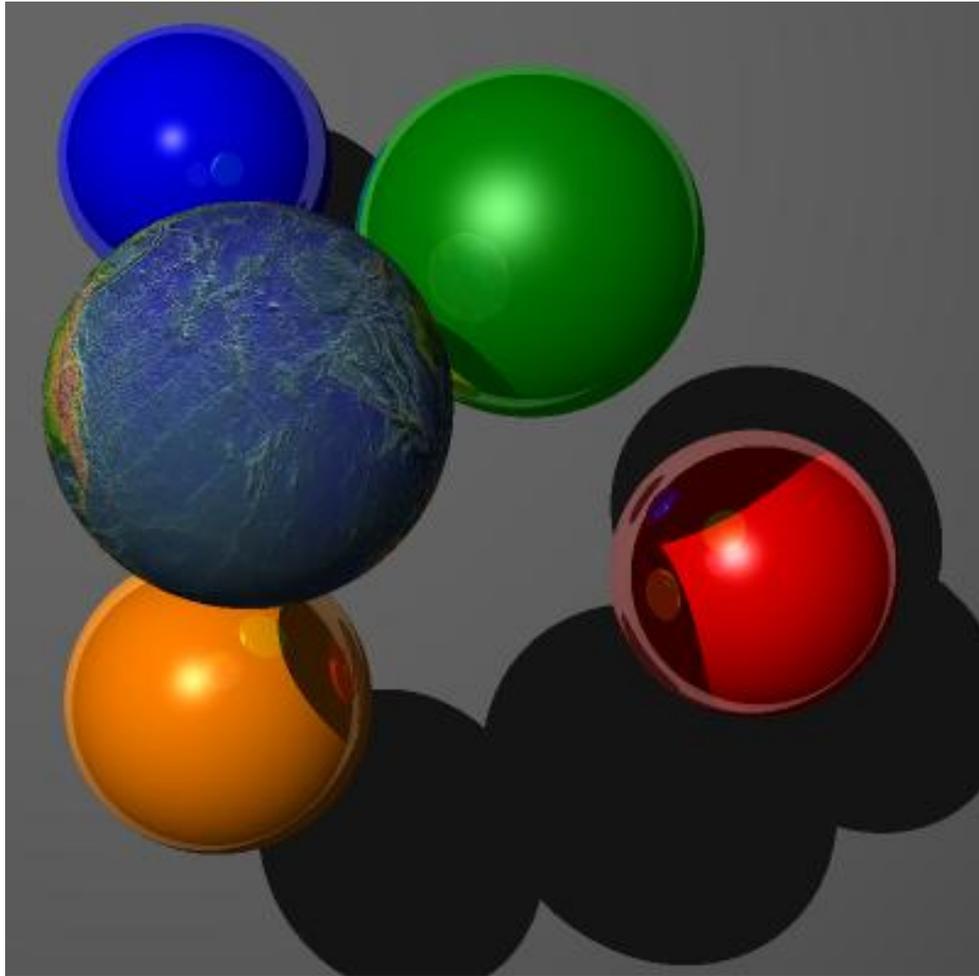
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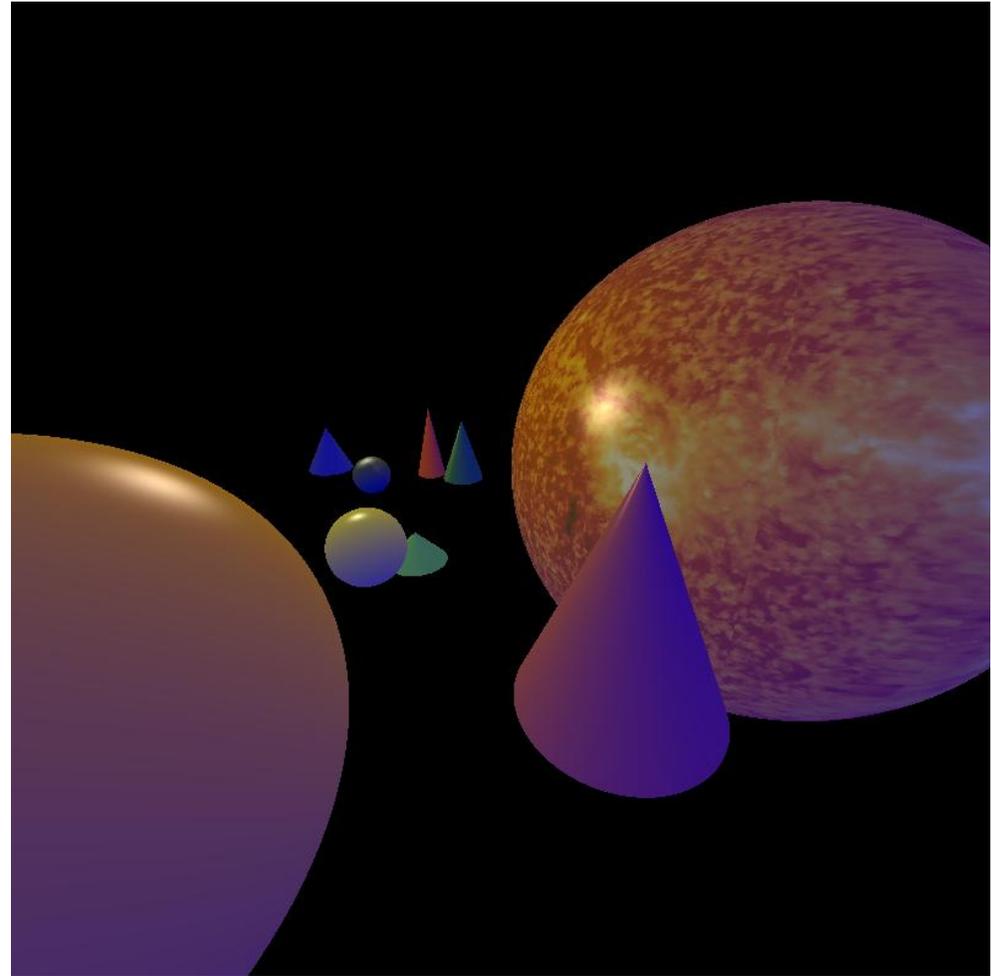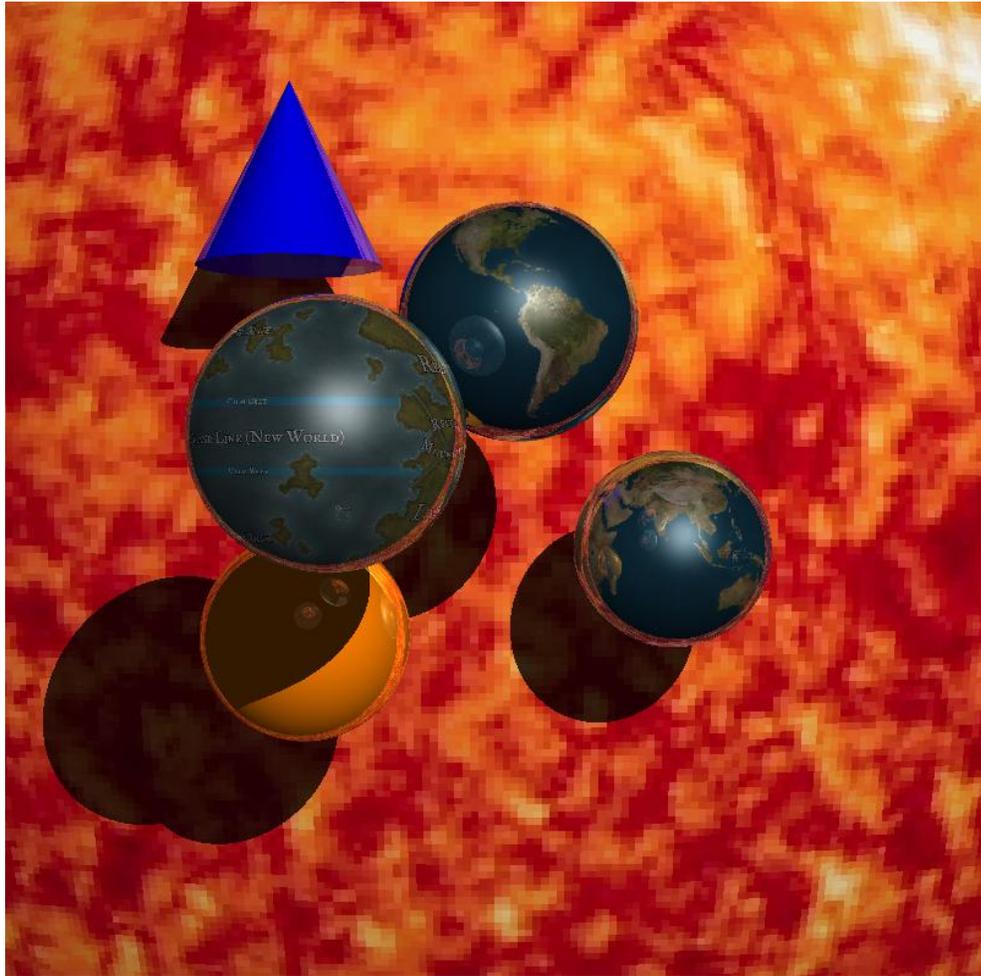
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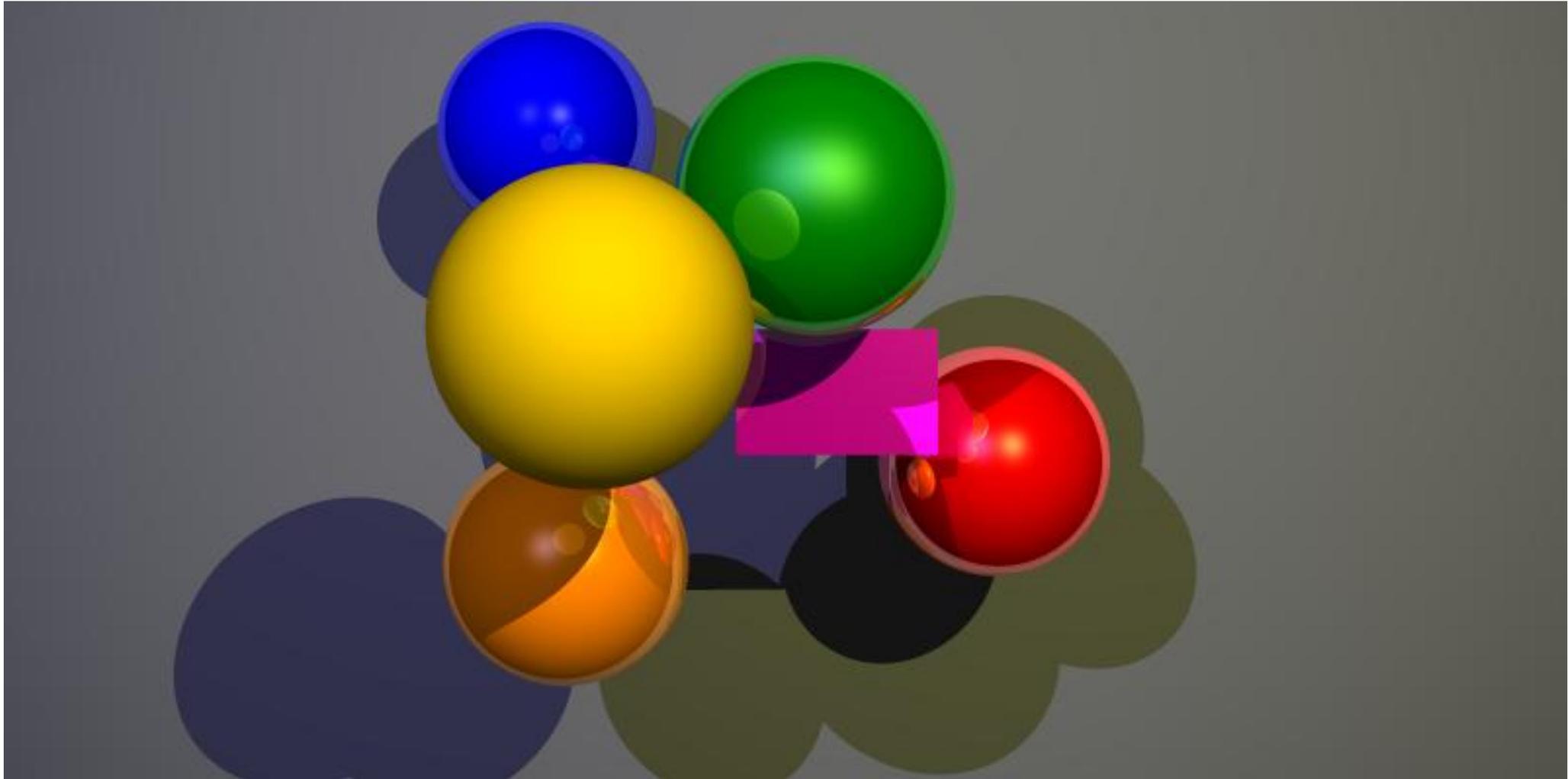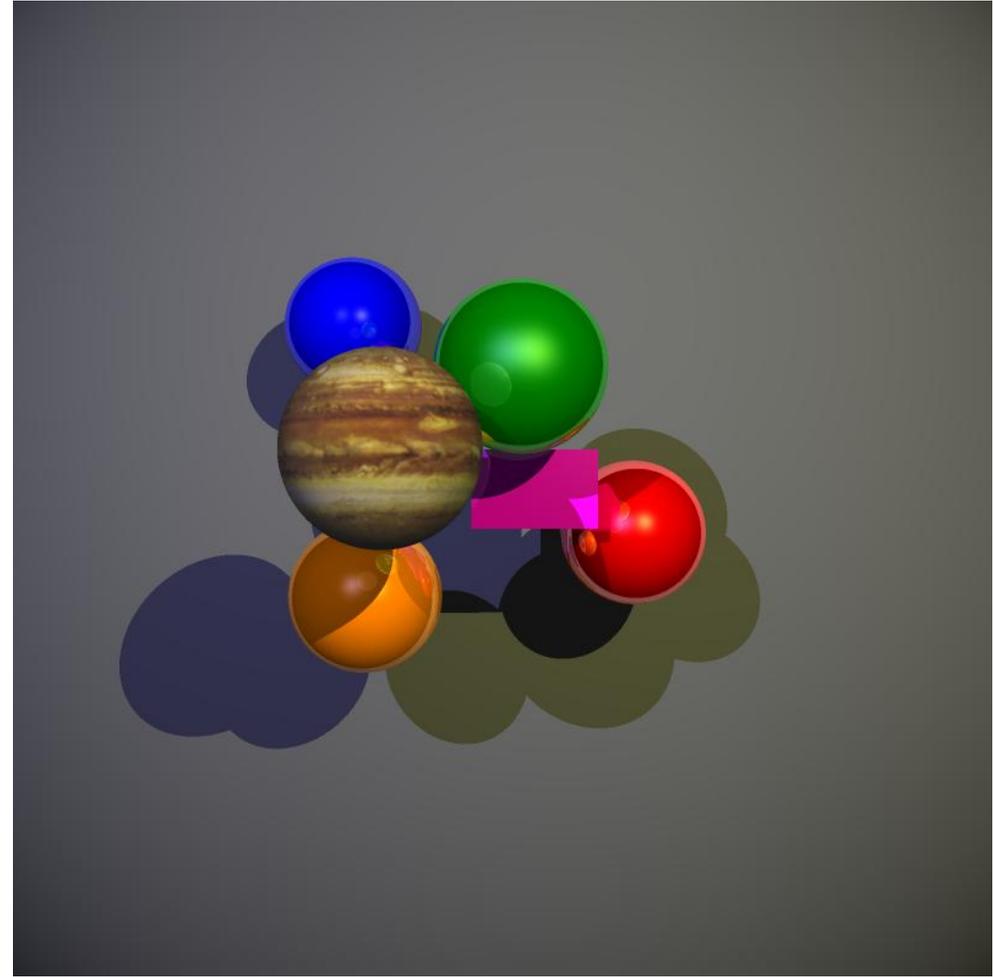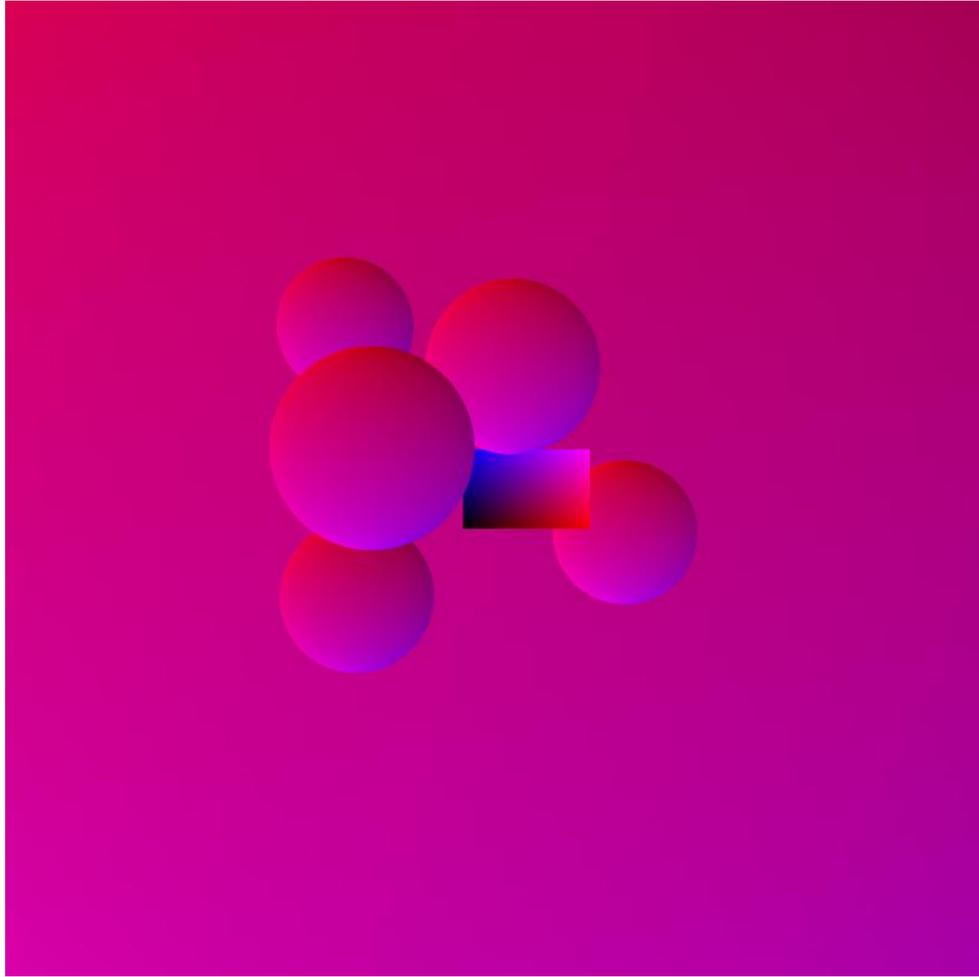# Results
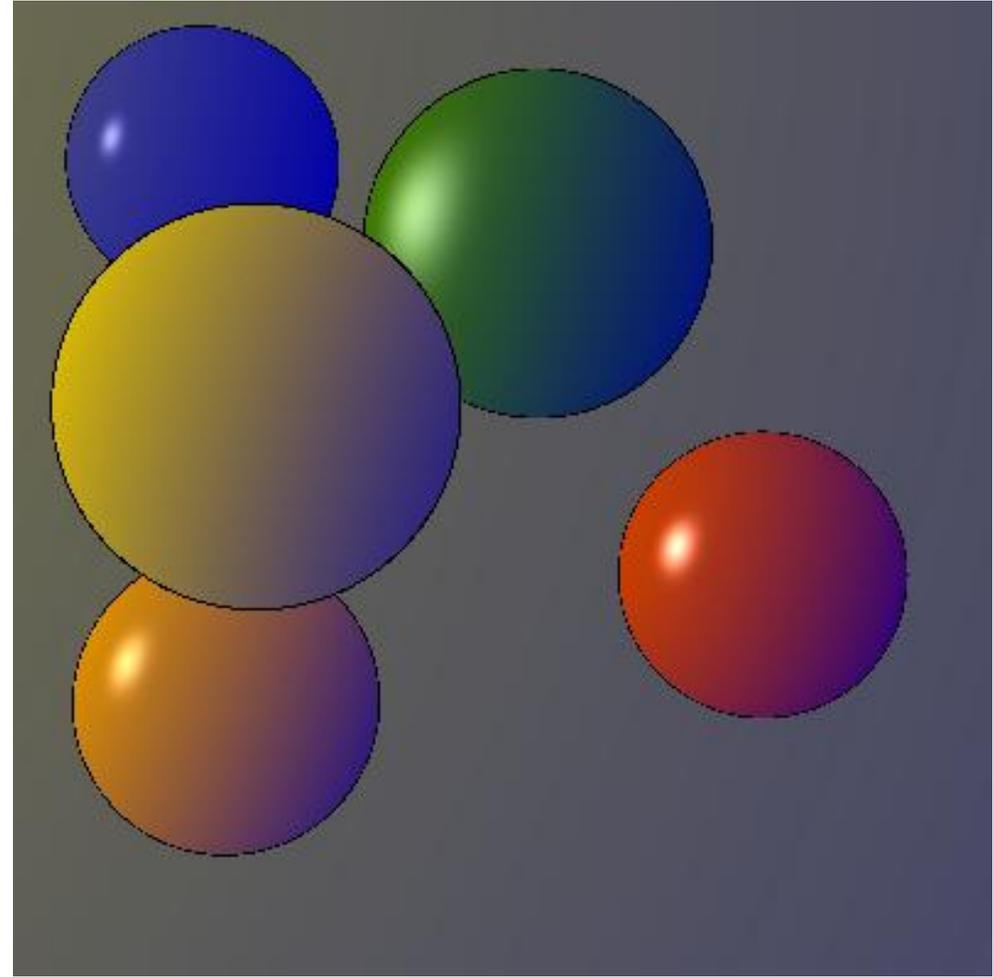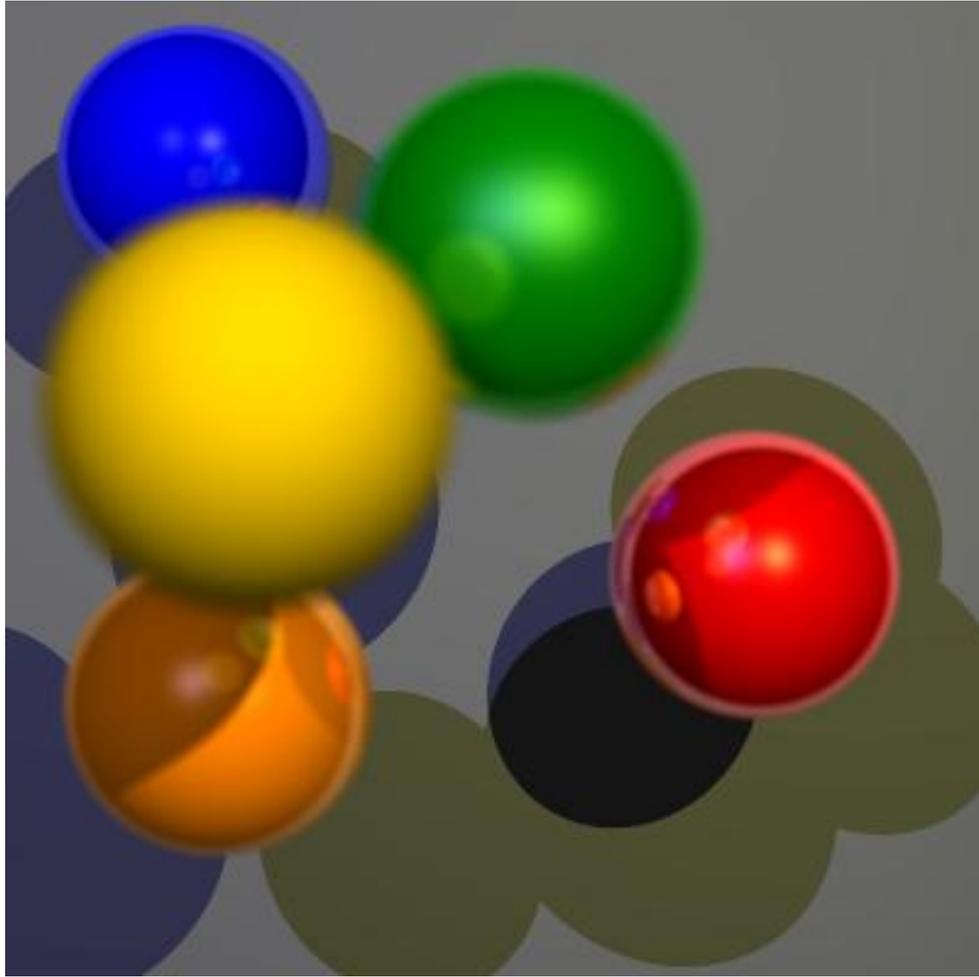
Results

Results

Results (previous years)
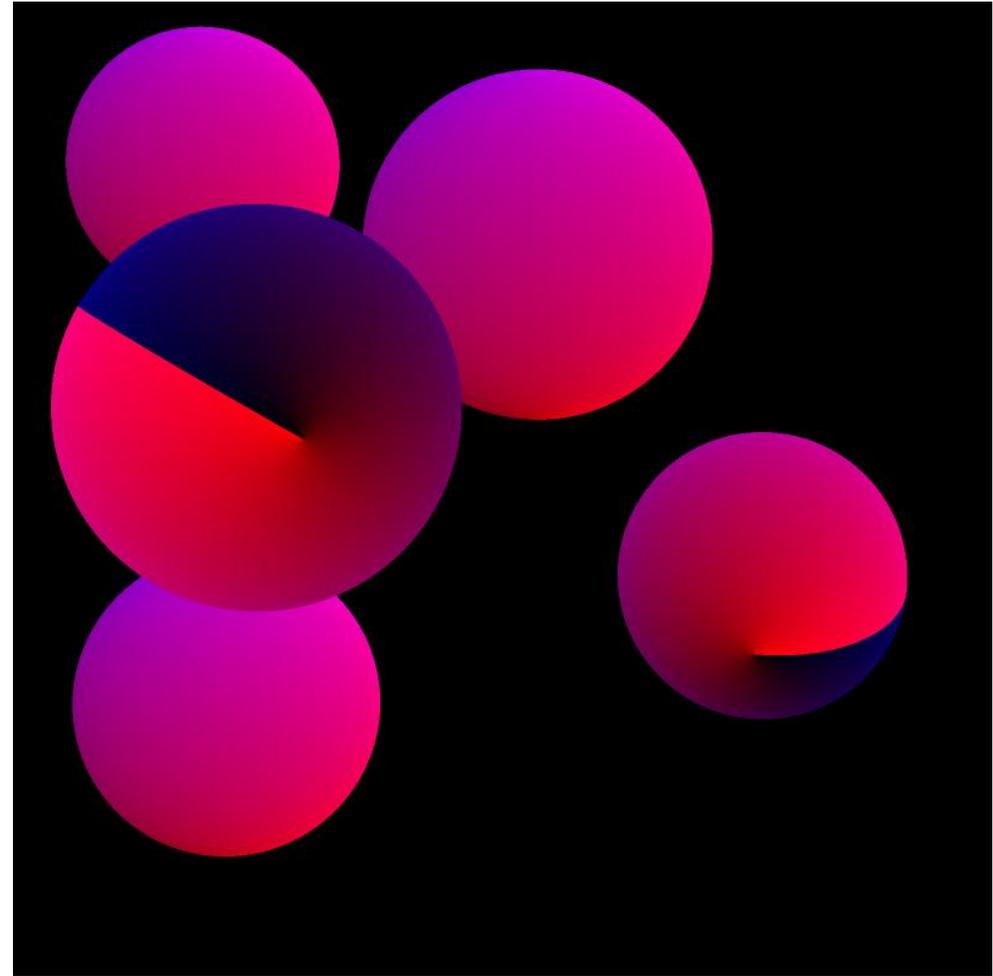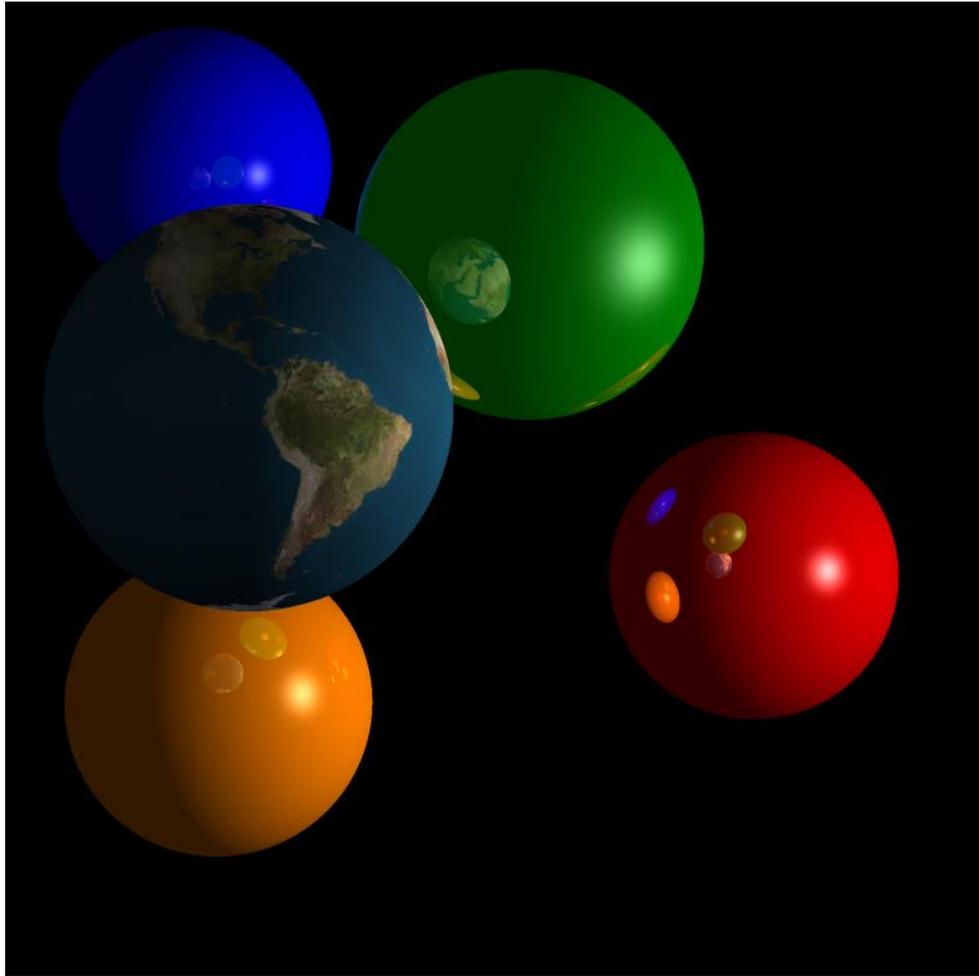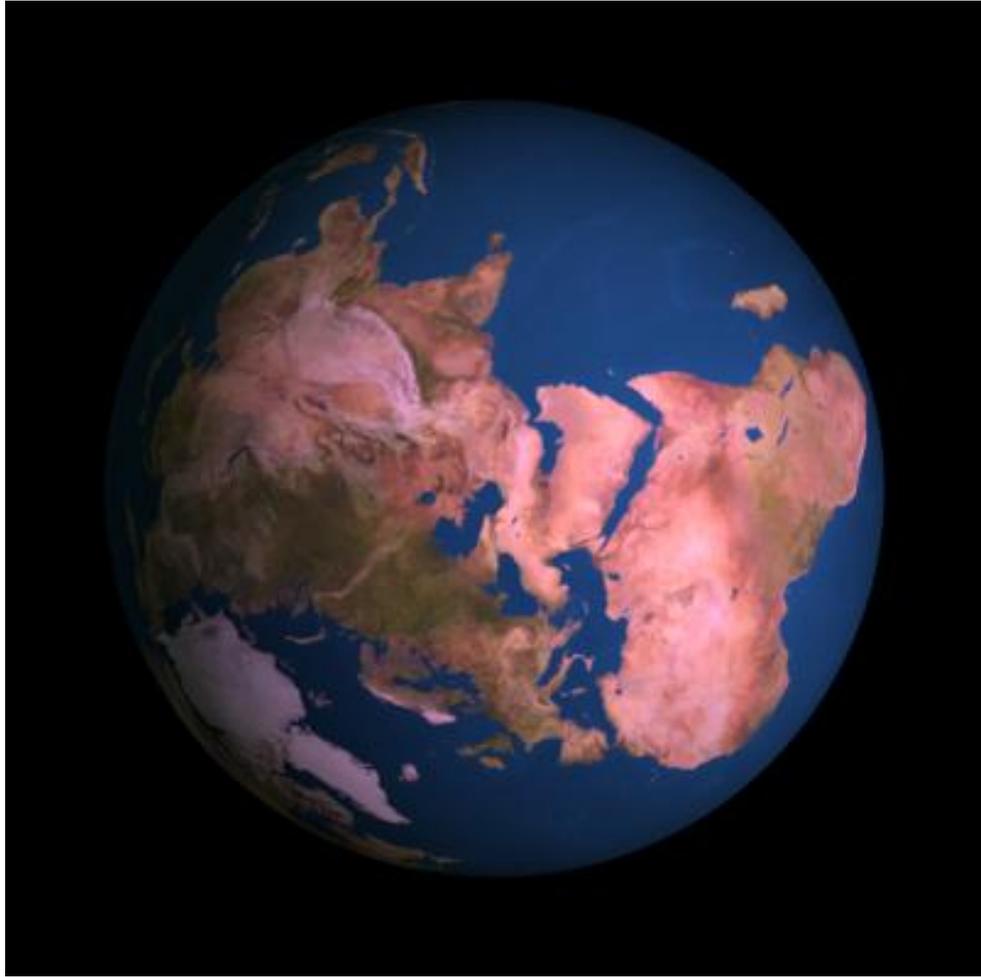
Results (previous years)

Results (previous years)

Results (previous years)
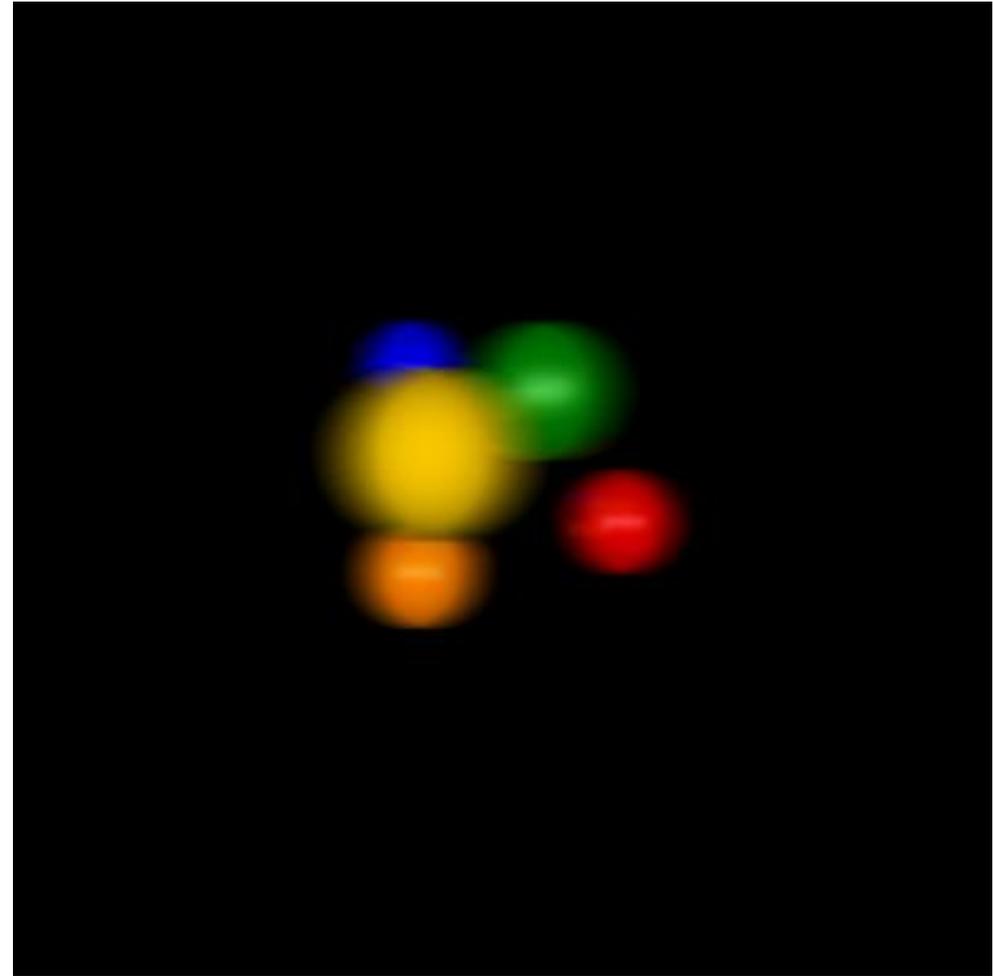
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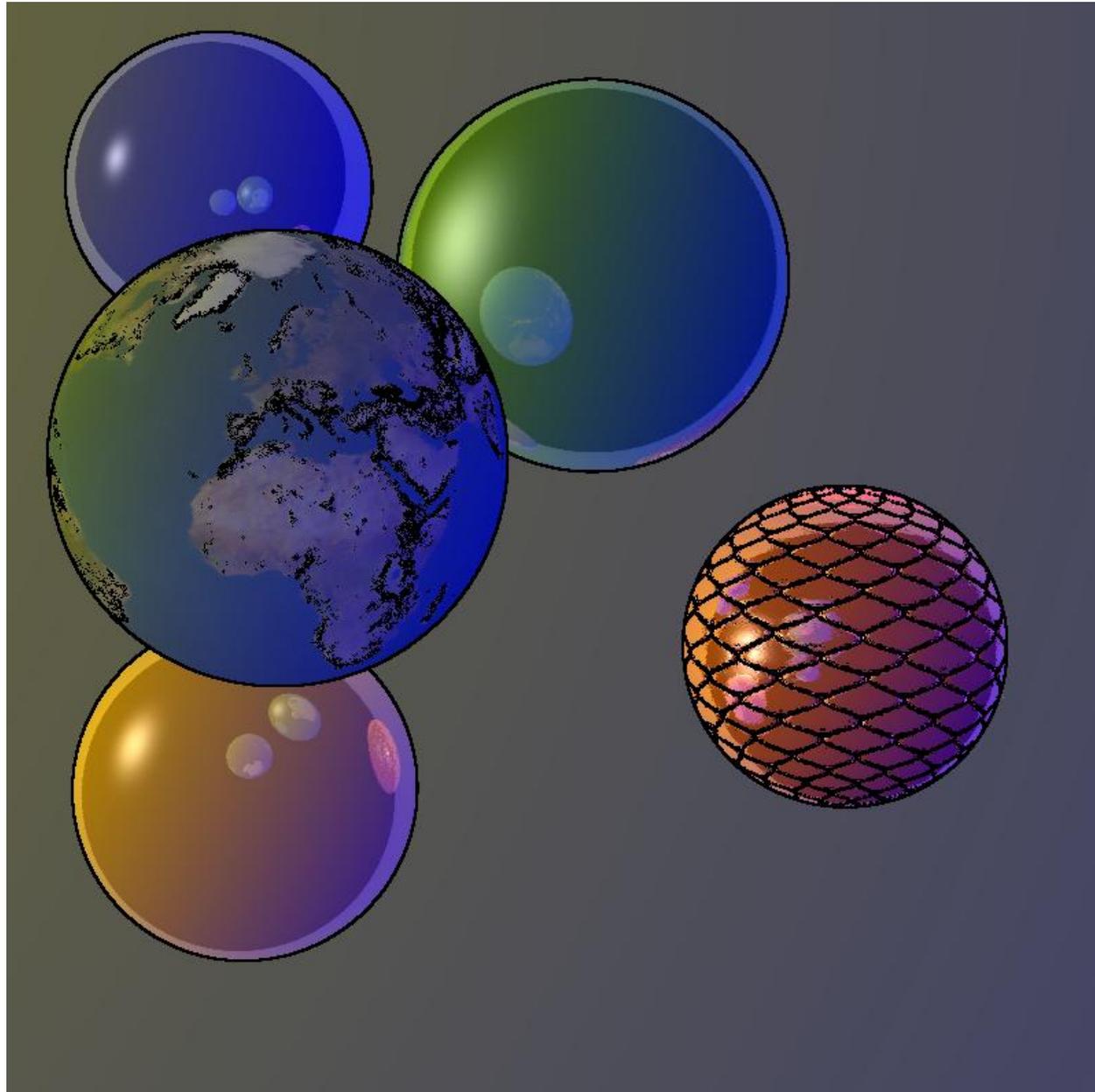
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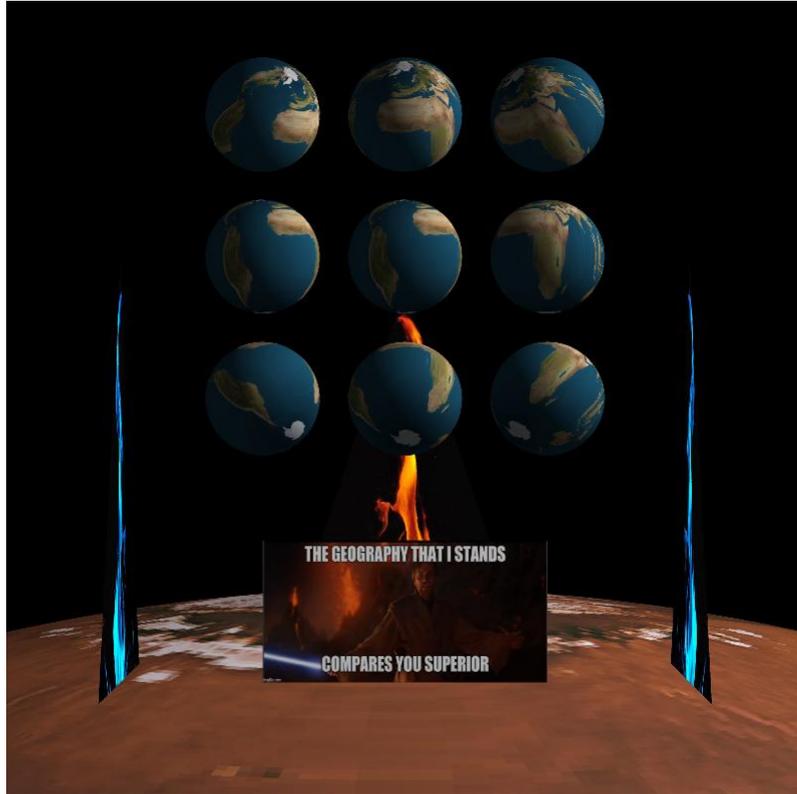
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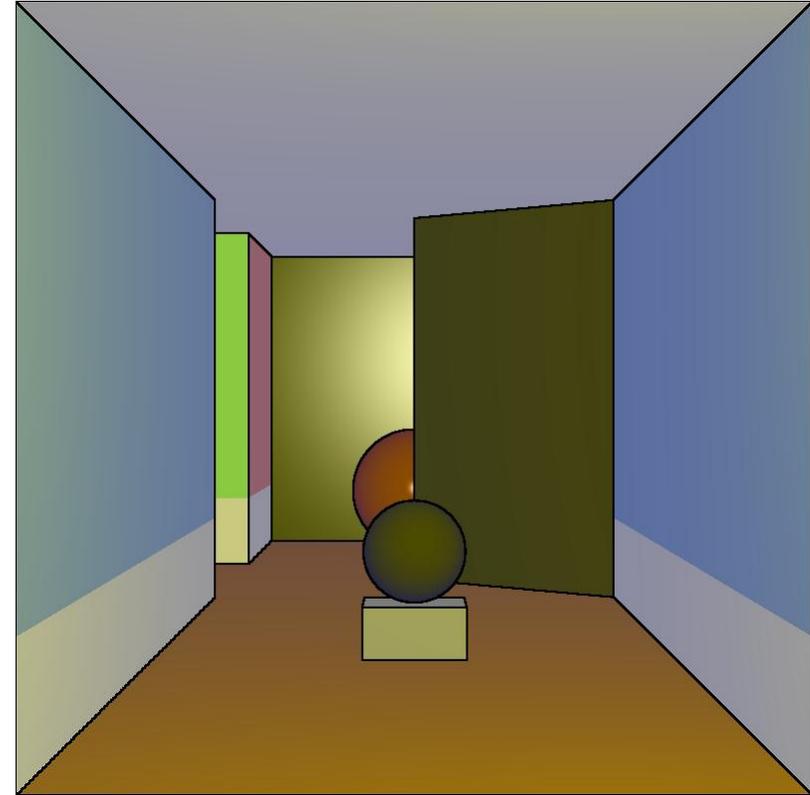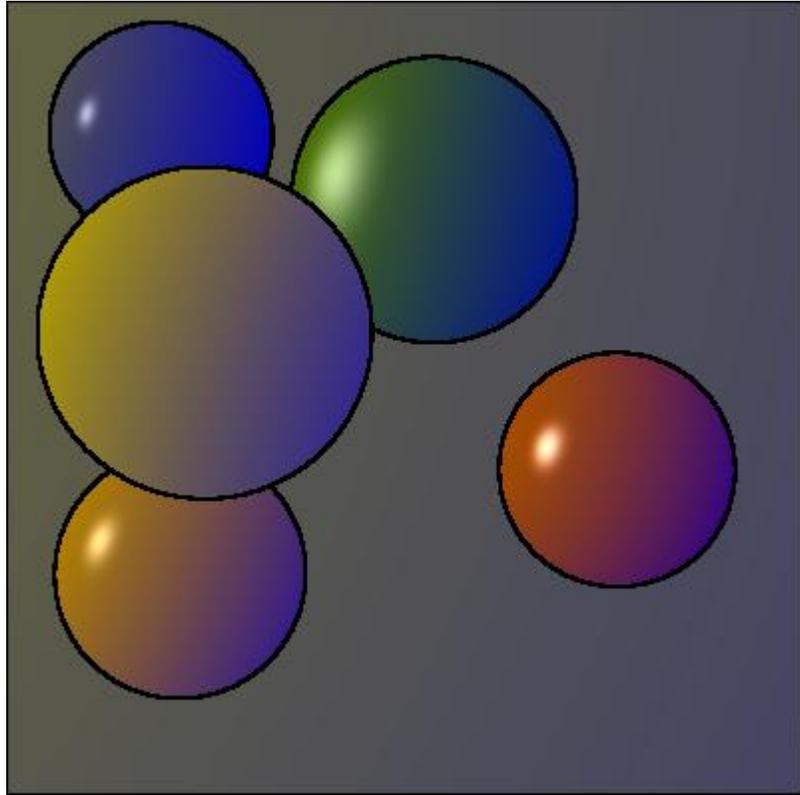
Interesting errors
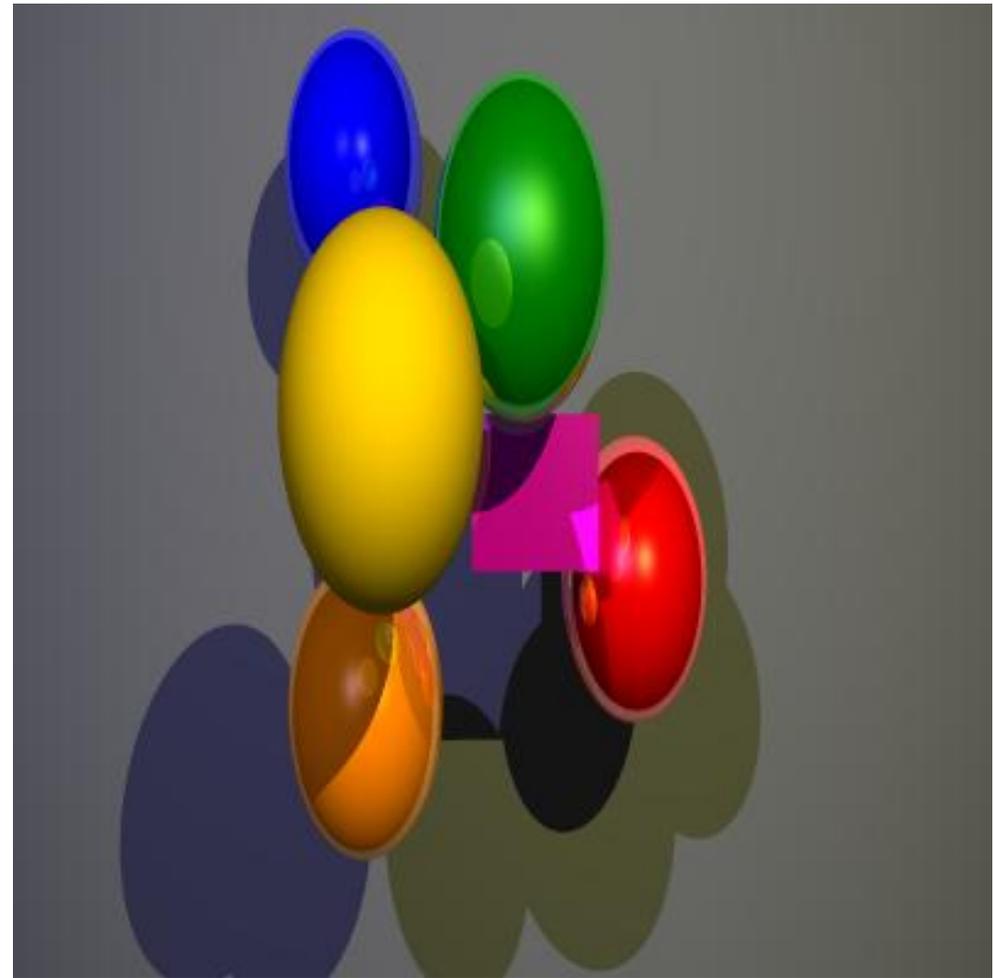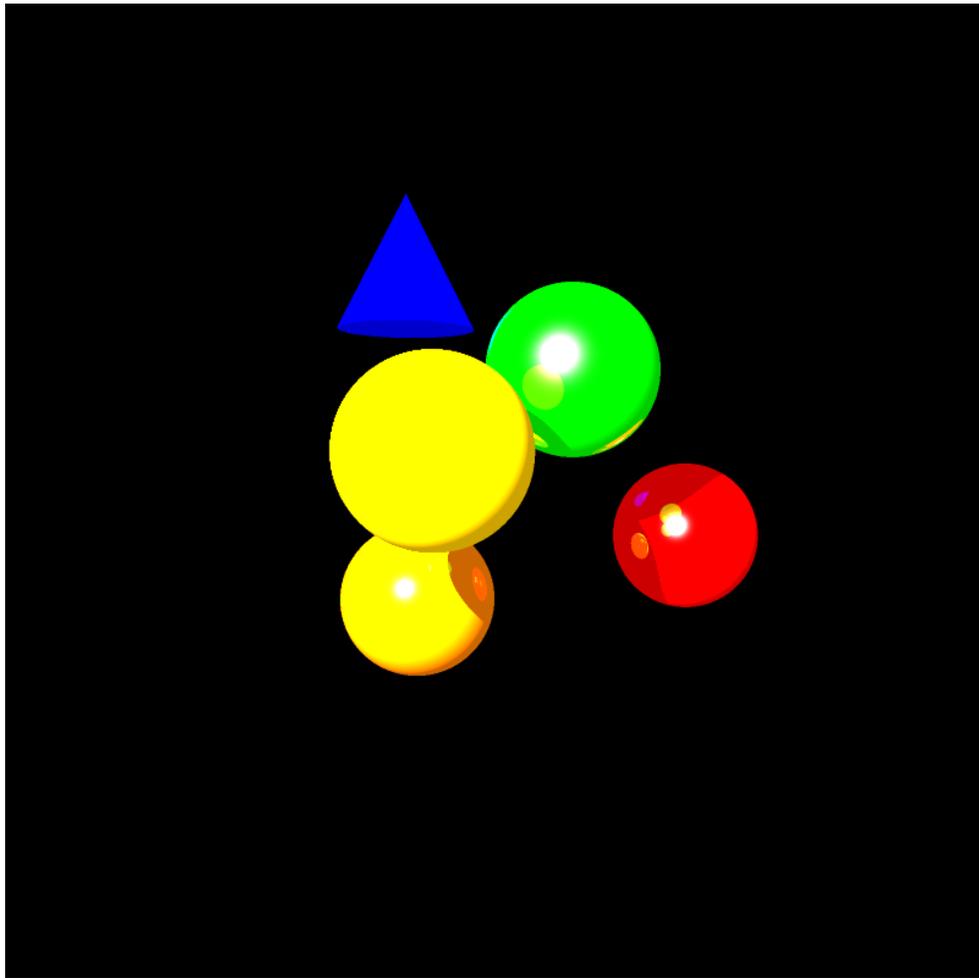
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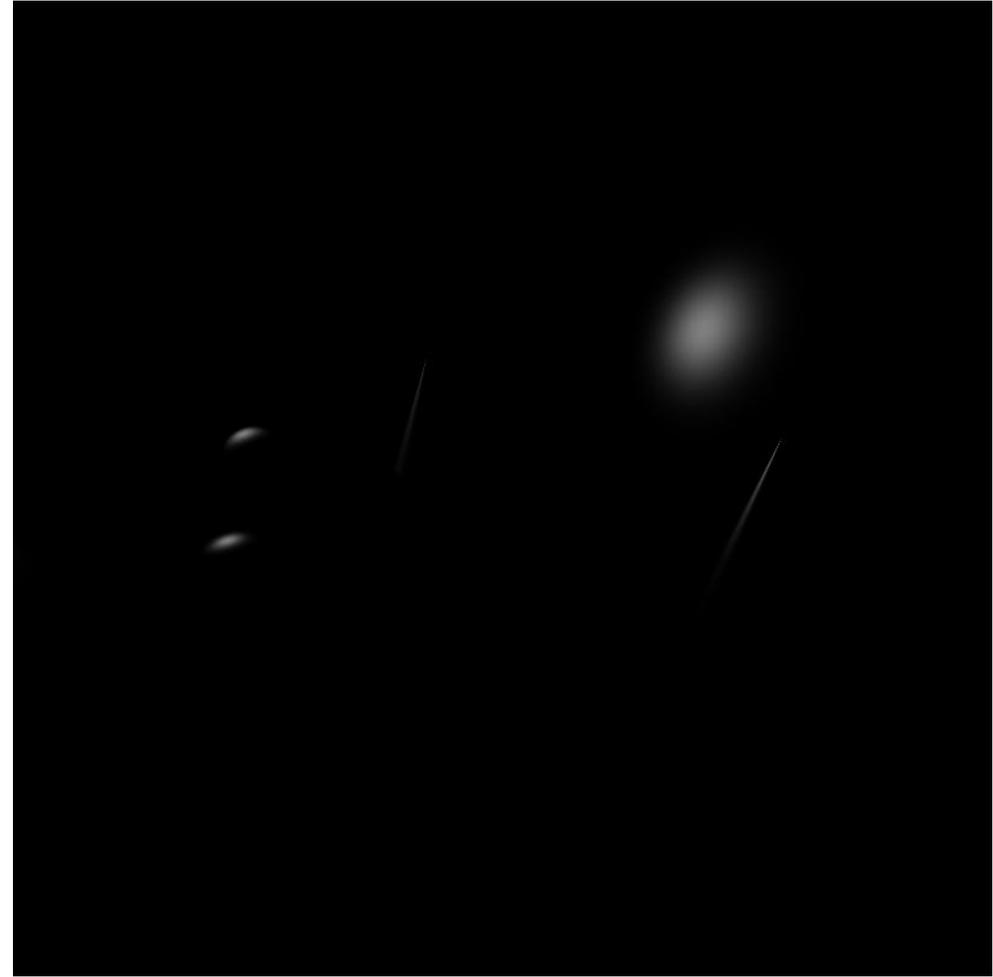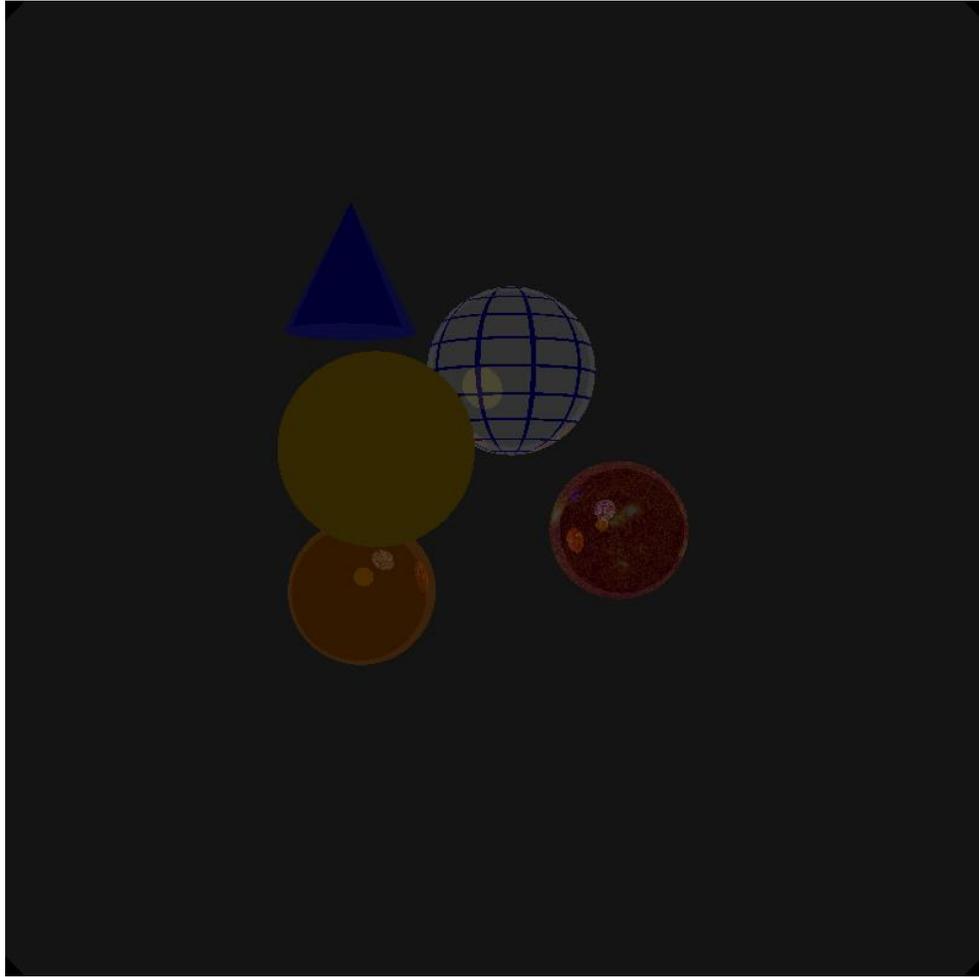
Interesting errors

Raytracer: assignment 6

- at least one additional geometry type
  - make sure triangles are part of the list you have implemented

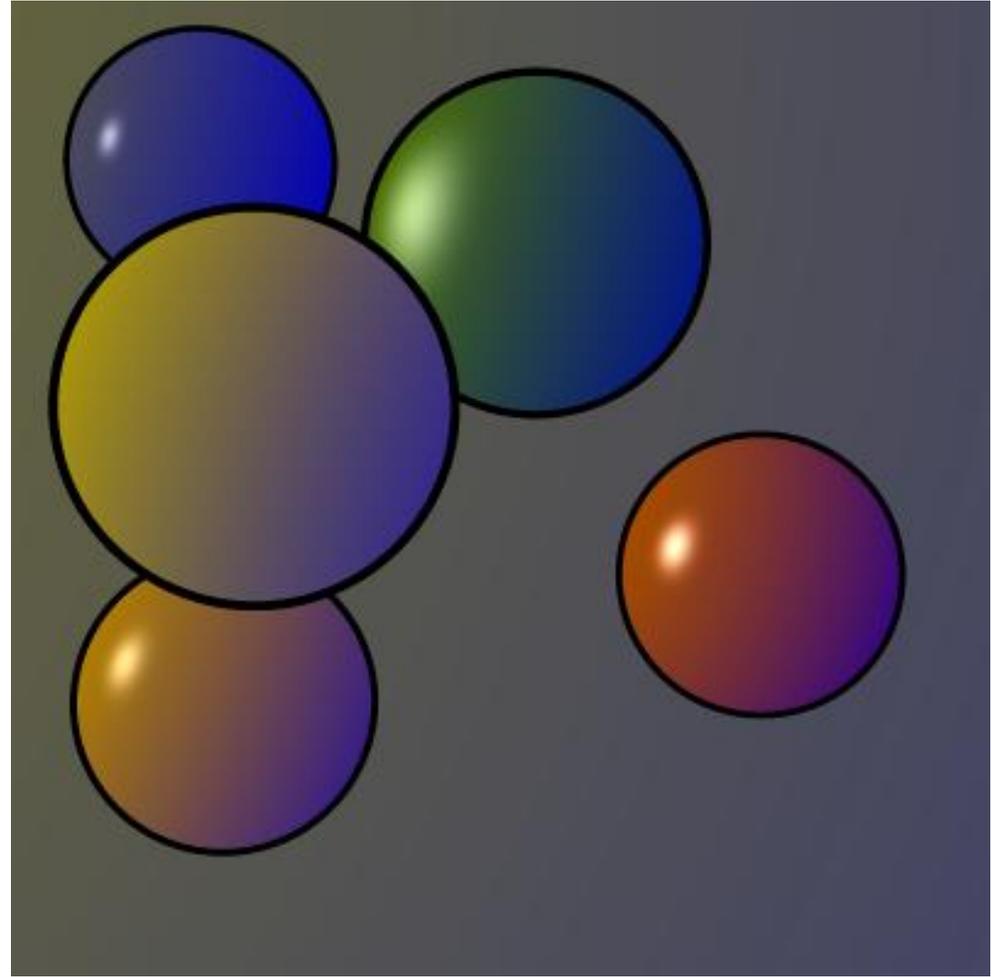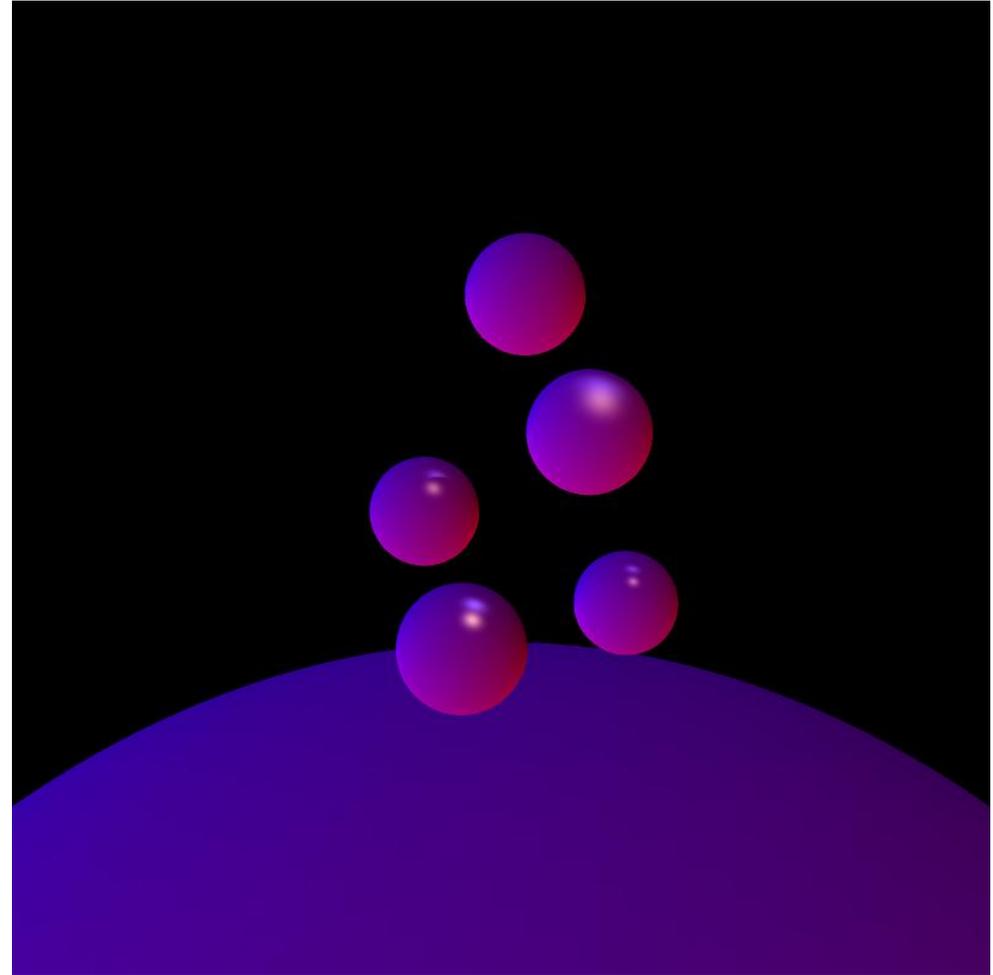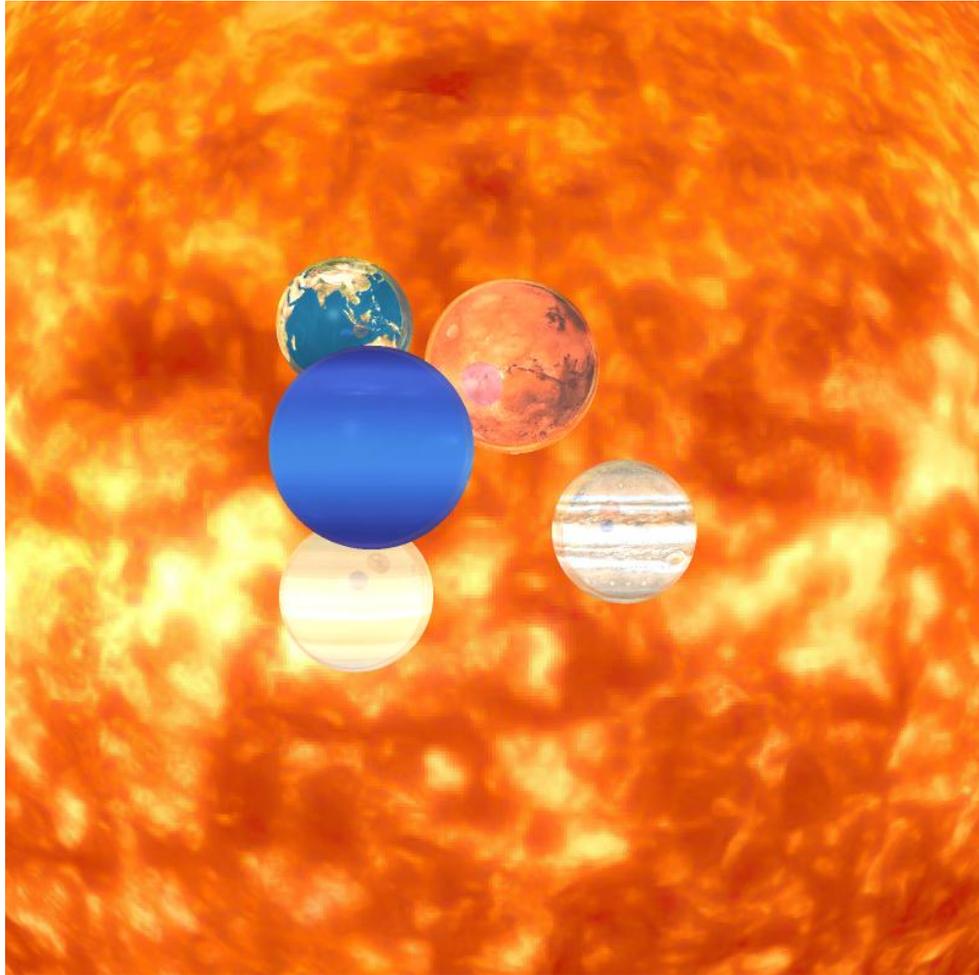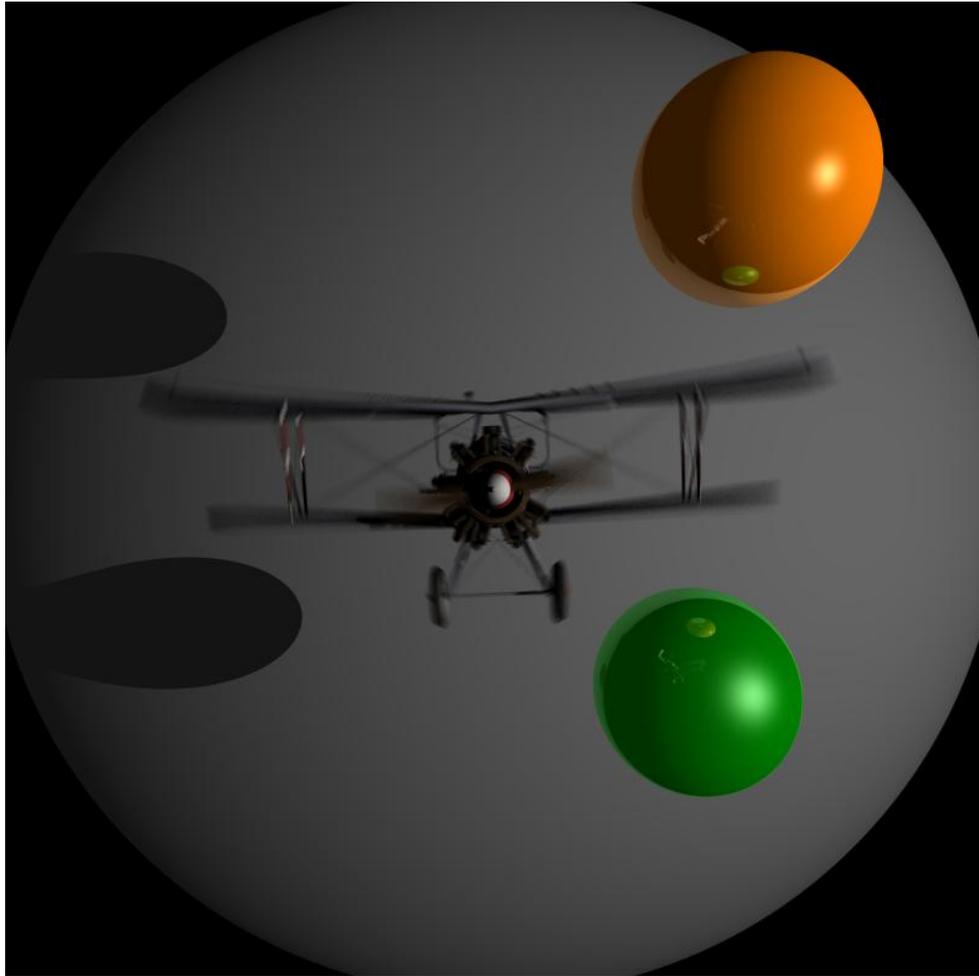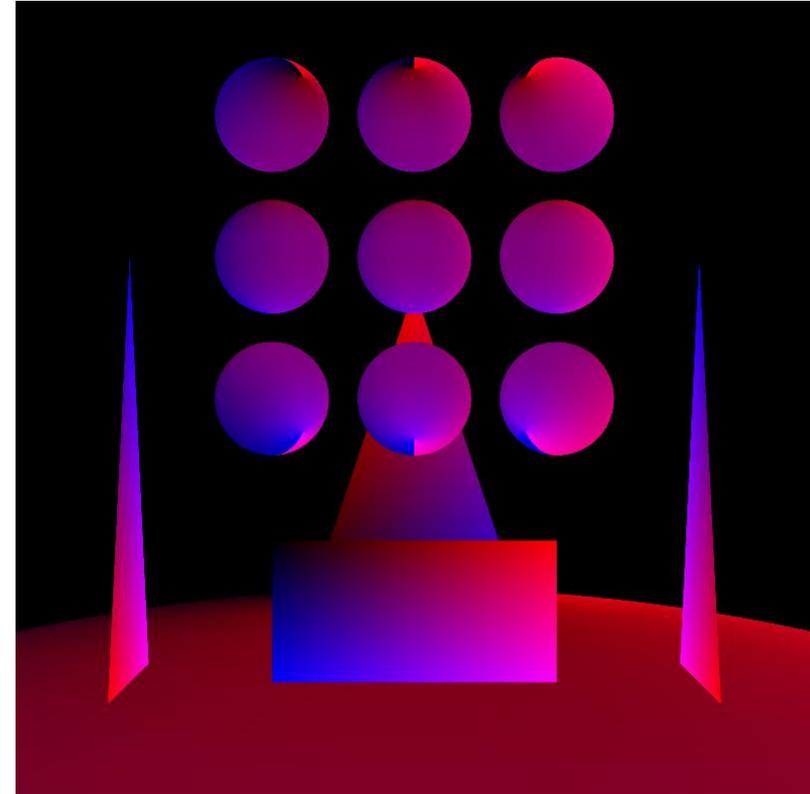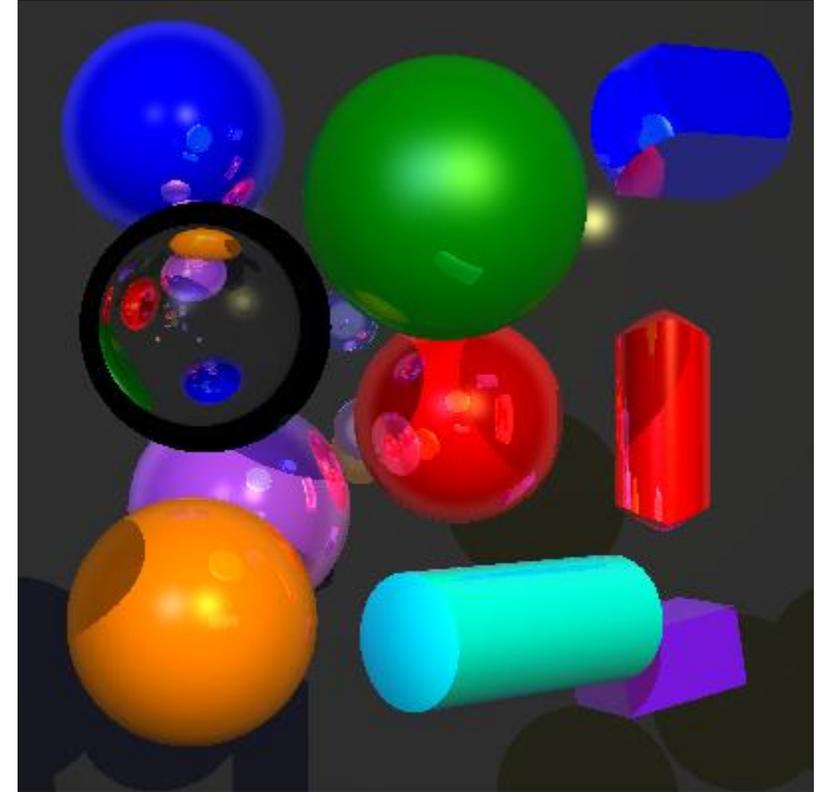# Raytracer: assignment 6

- at least one additional geometry type
  - make sure triangles are part of the list you have implemented

- mesh loading and rendering
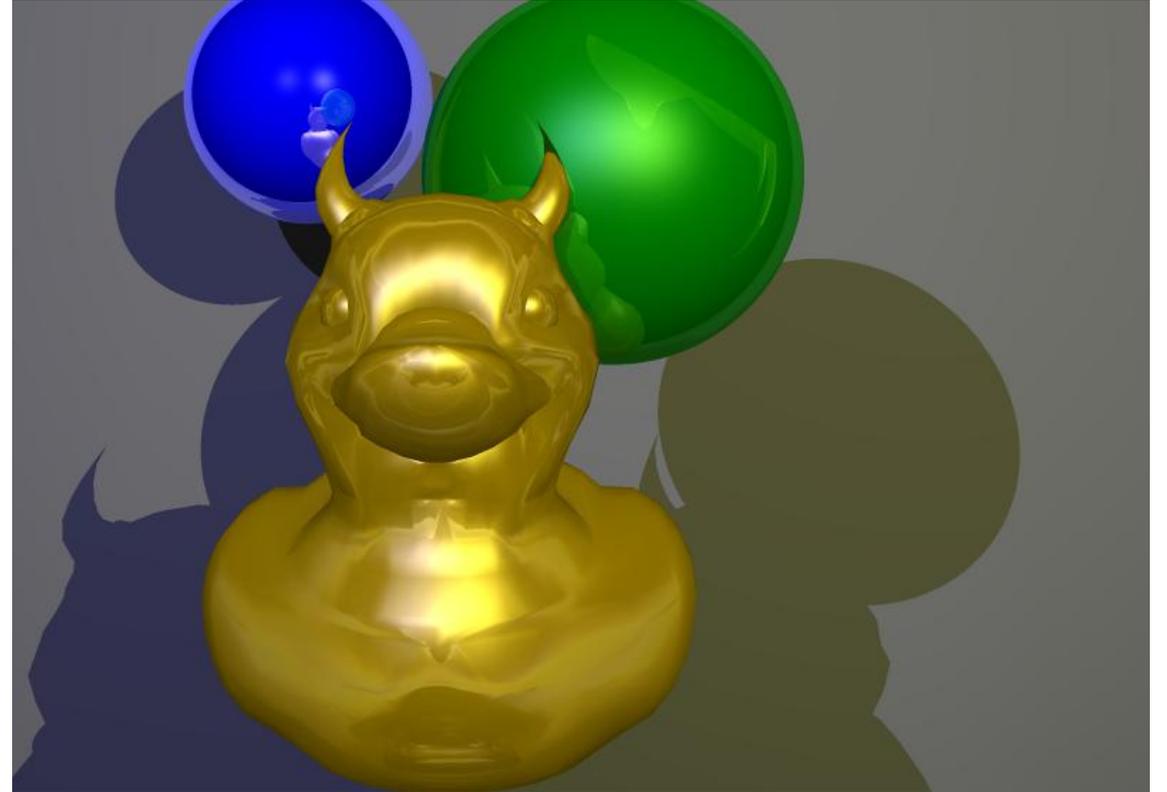
Raytracer: assignment 6

- at least one additional geometry type
    - make sure triangles are part of the list you have implemented

- mesh loading and rendering

- bonus: CSG

Final assignments (10 points each)

- implement refraction
- implement bump-mapping
- change your implementation to process in parallel to speed-up the raytracing computation

- bonus ideas:
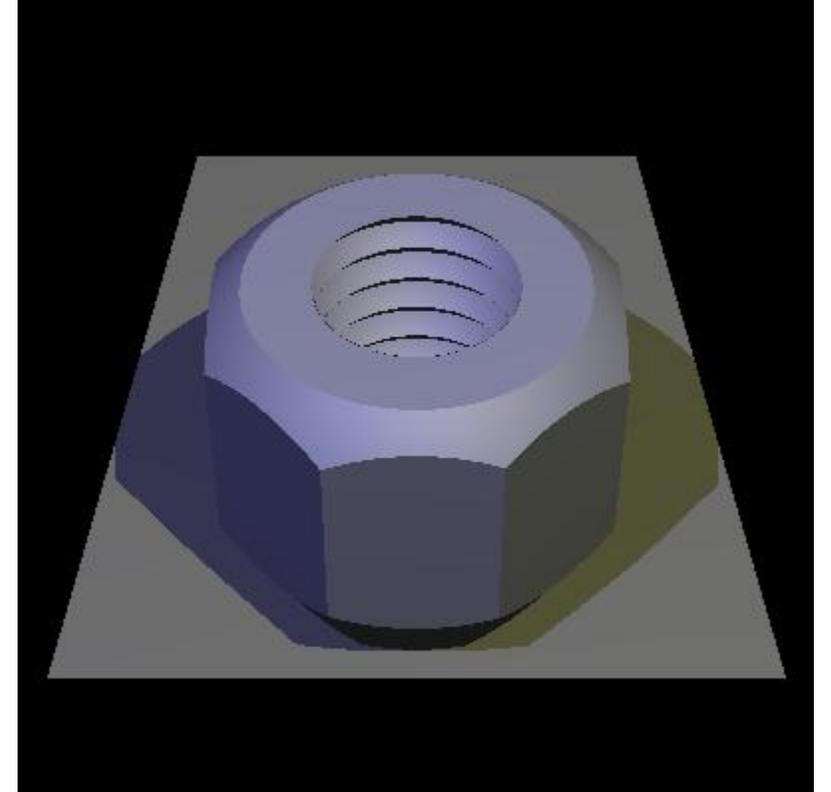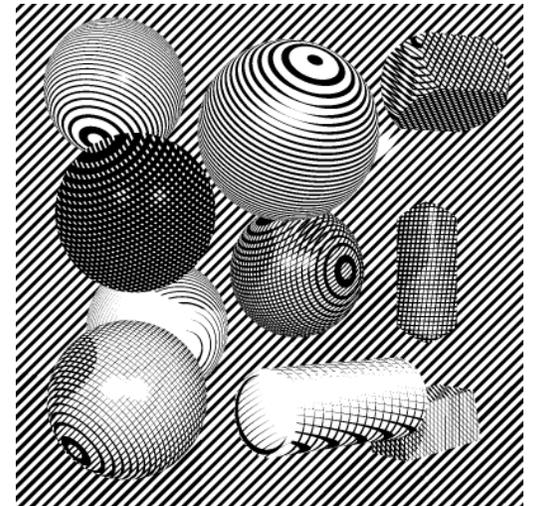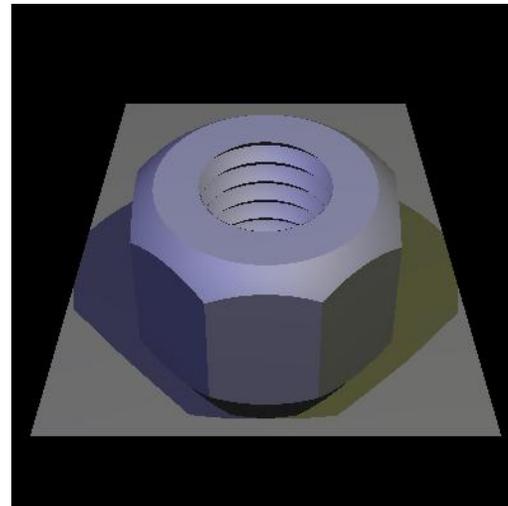 - still possible

- deadline: *(negotiating)* March 20
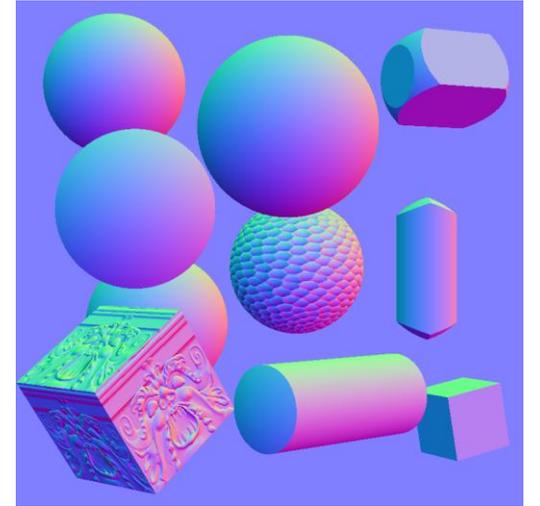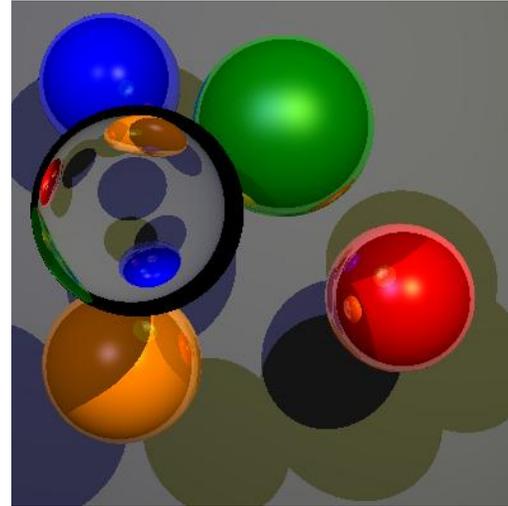
Raytracer: Additional bonus tasks

- Exposure time (motion blur)

- Soft shadows

- Lens flare

- Optimizations (reduction of the number of rays or number of objects to do intersection tests on)

- Parallelization

- Non-Photorealistic Rendering (NPR)

Further meetings

- final practical session: Feb. 27
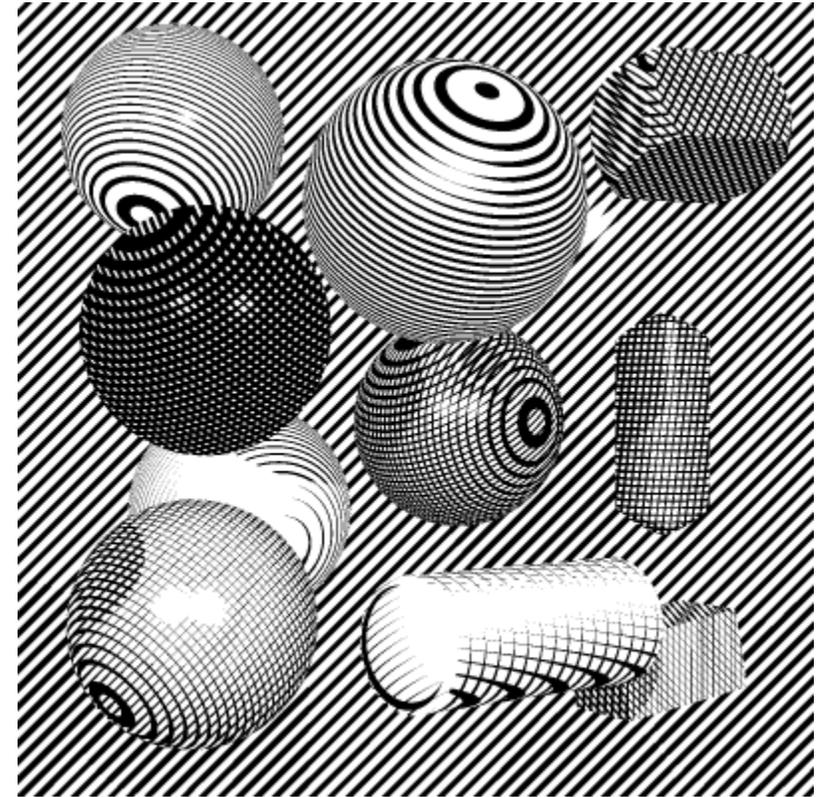- exam: on February 27
- final deadline for assignments (final tasks, bonuses): Mar. 20

Show off cool results

→ please send me the best image or two per group for my gallery page