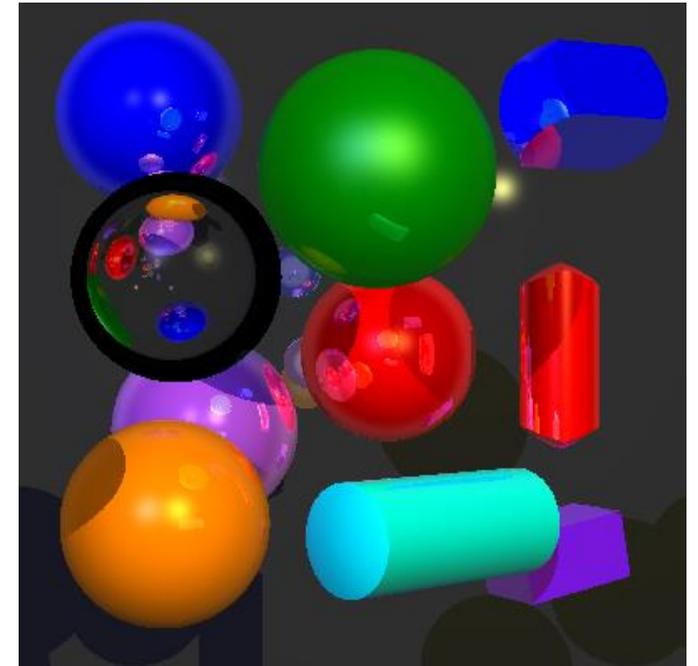


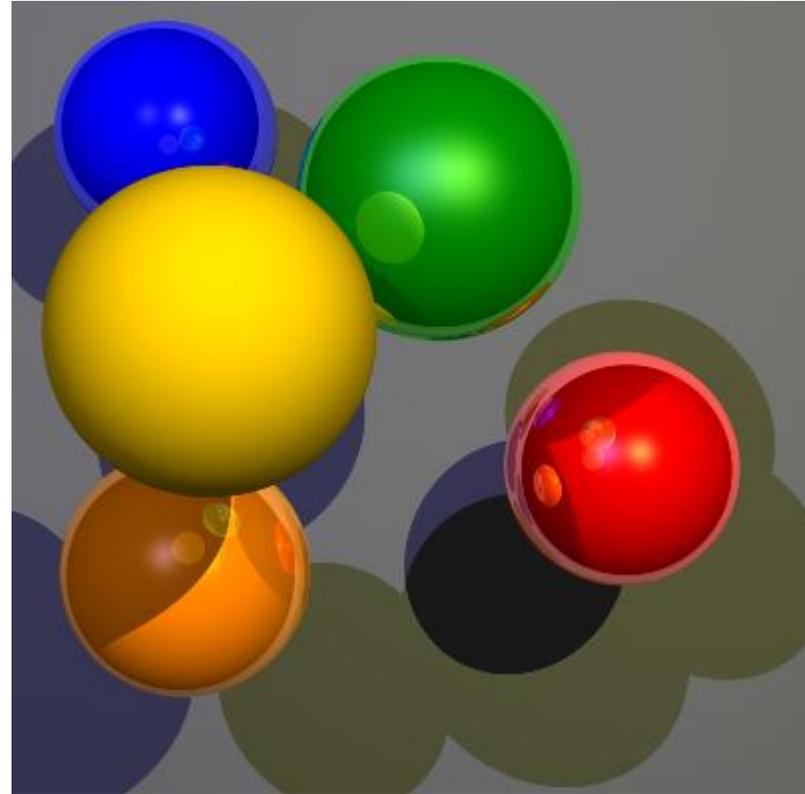
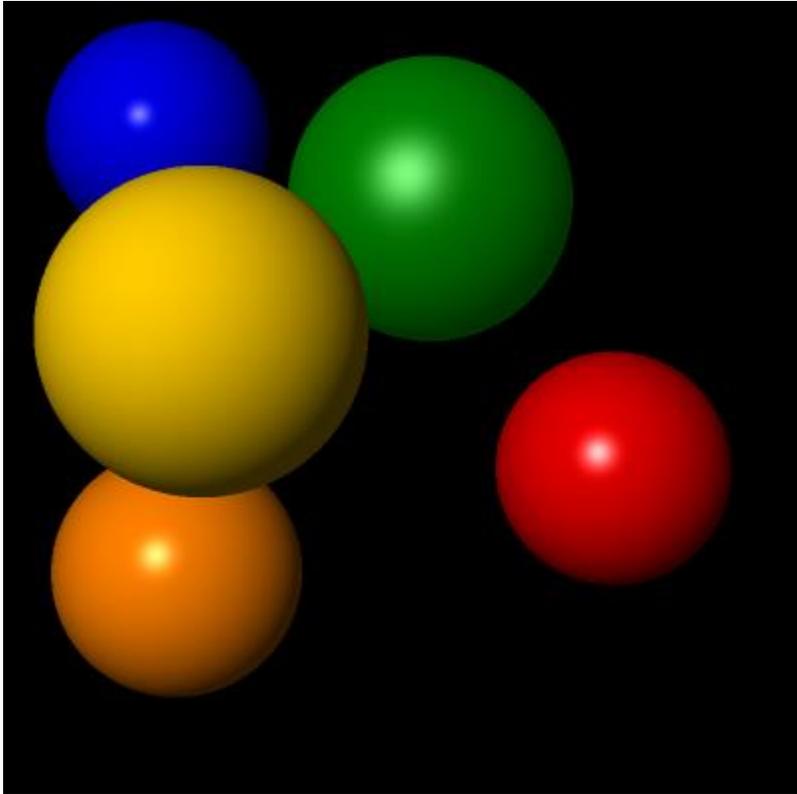
Lab Sessions

Photorealistic Rendering (Advanced Computer Graphics)

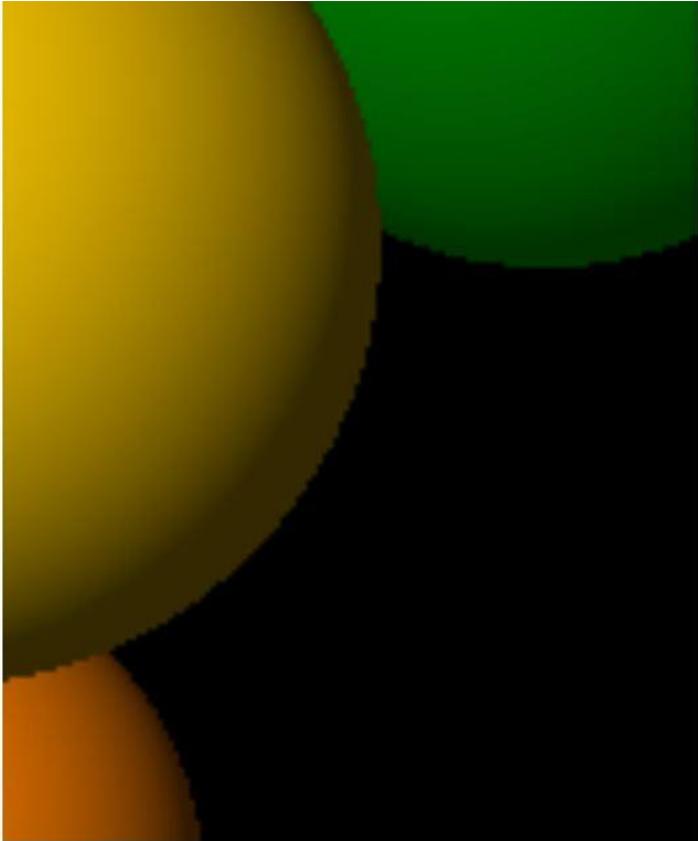
Tobias Isenberg



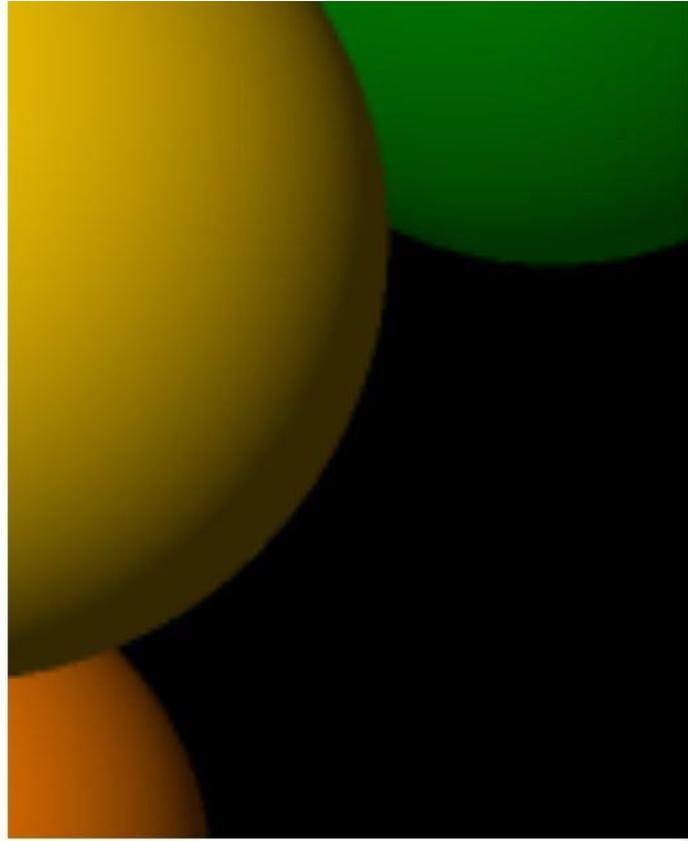
Results



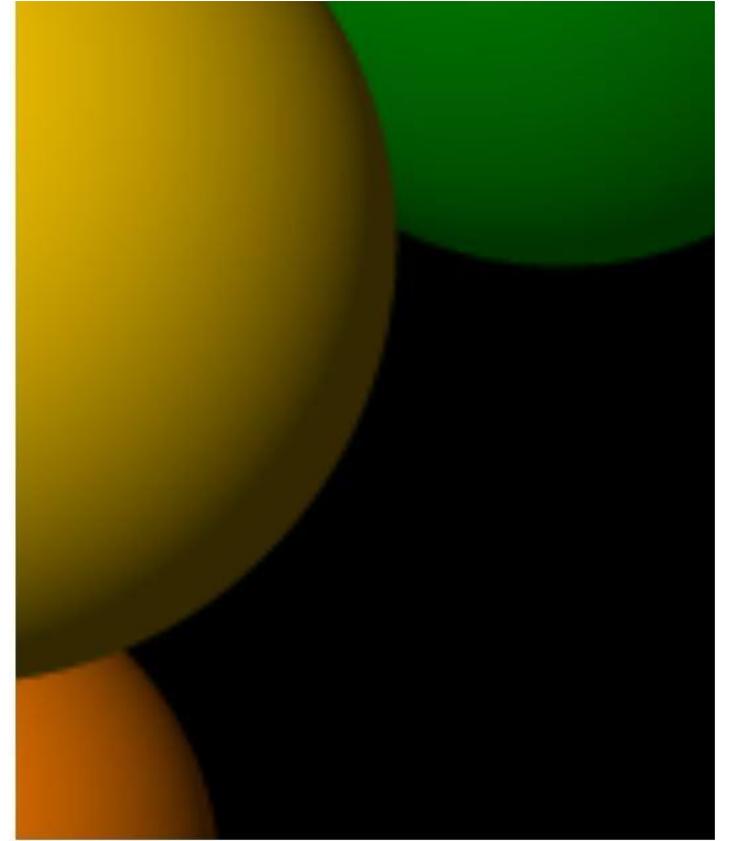
Results



NO SUPER SAMPLING

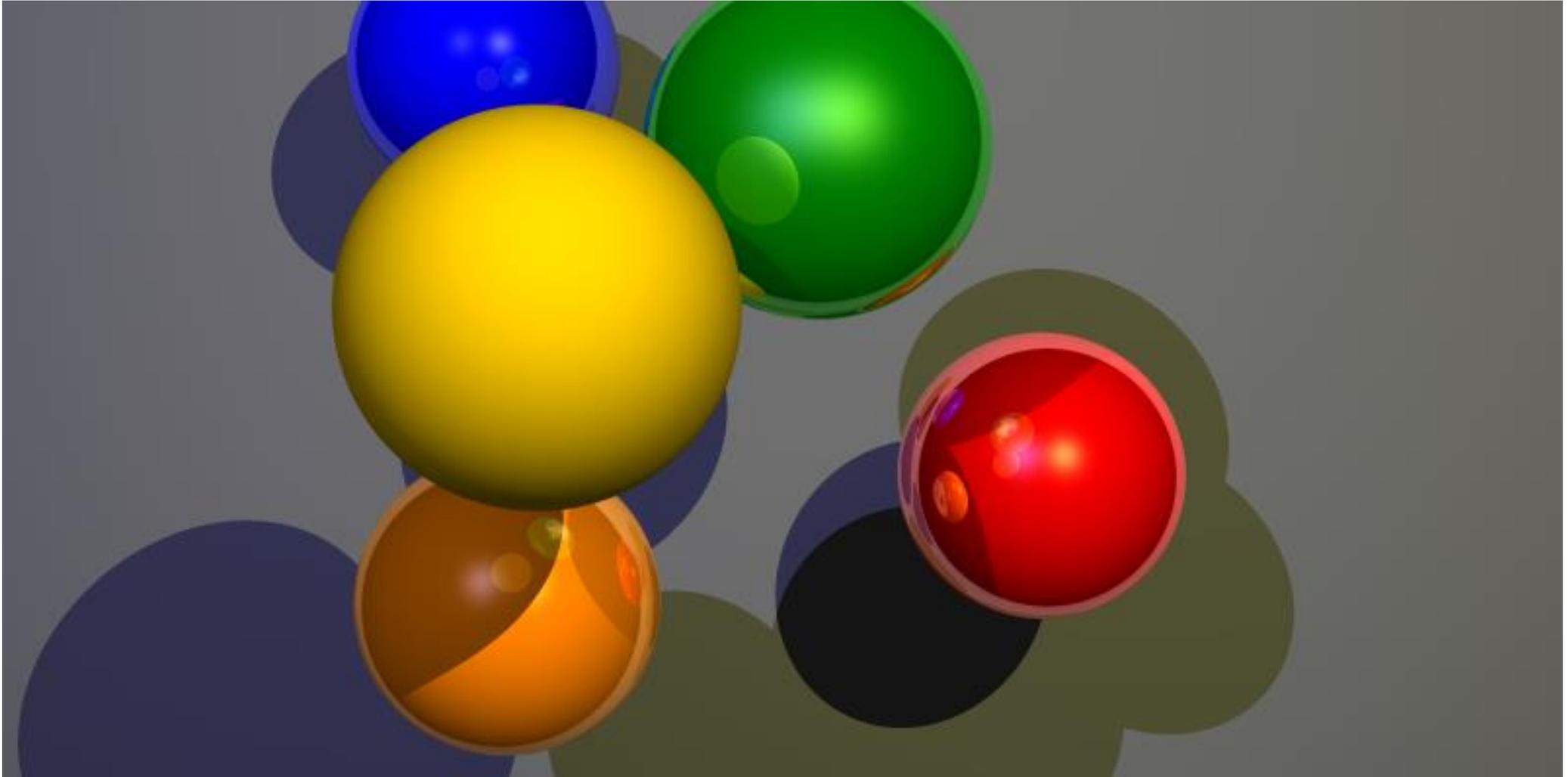


2x2 SUPER SAMPLING

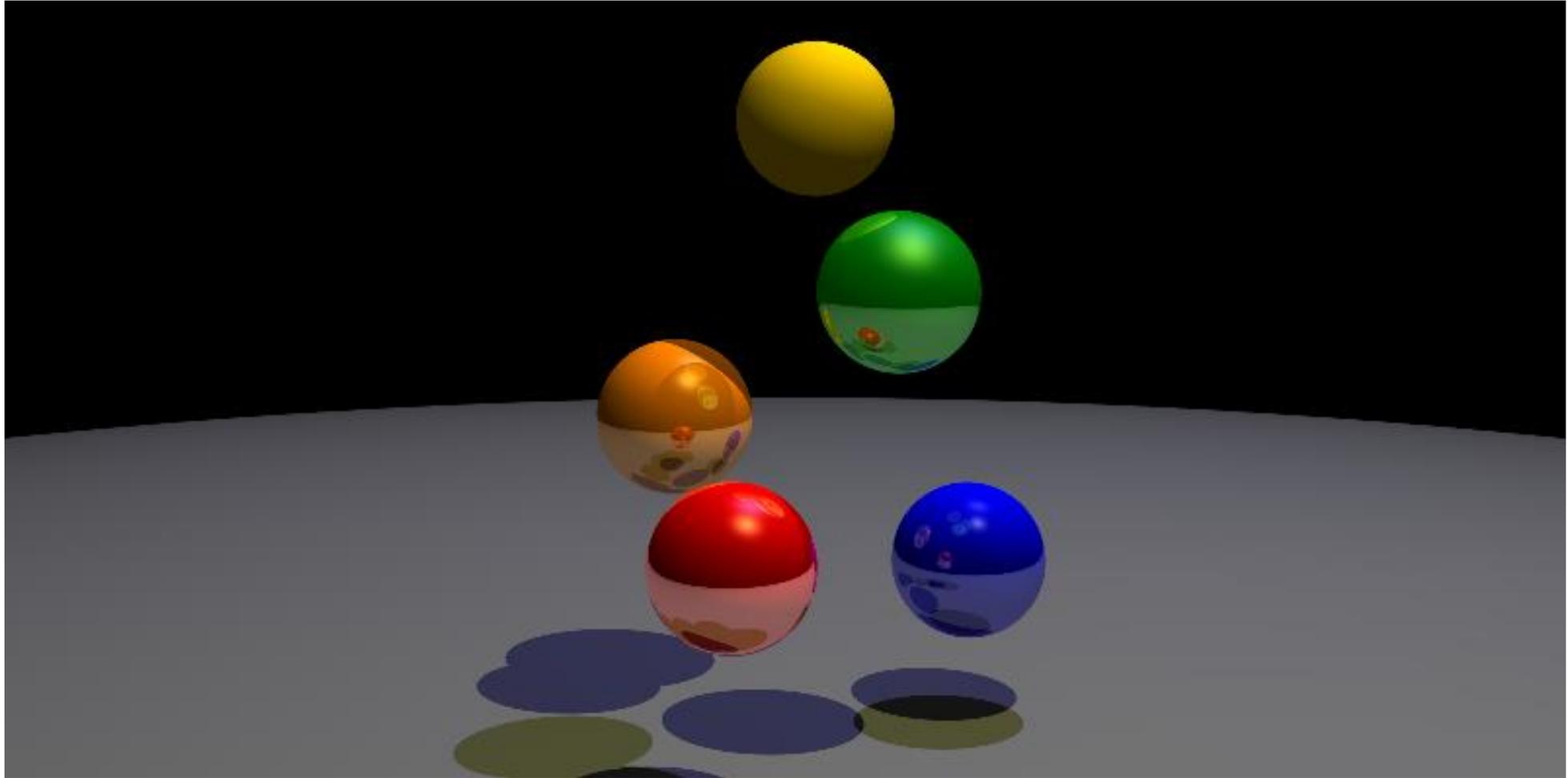


4x4 SUPER SAMPLING

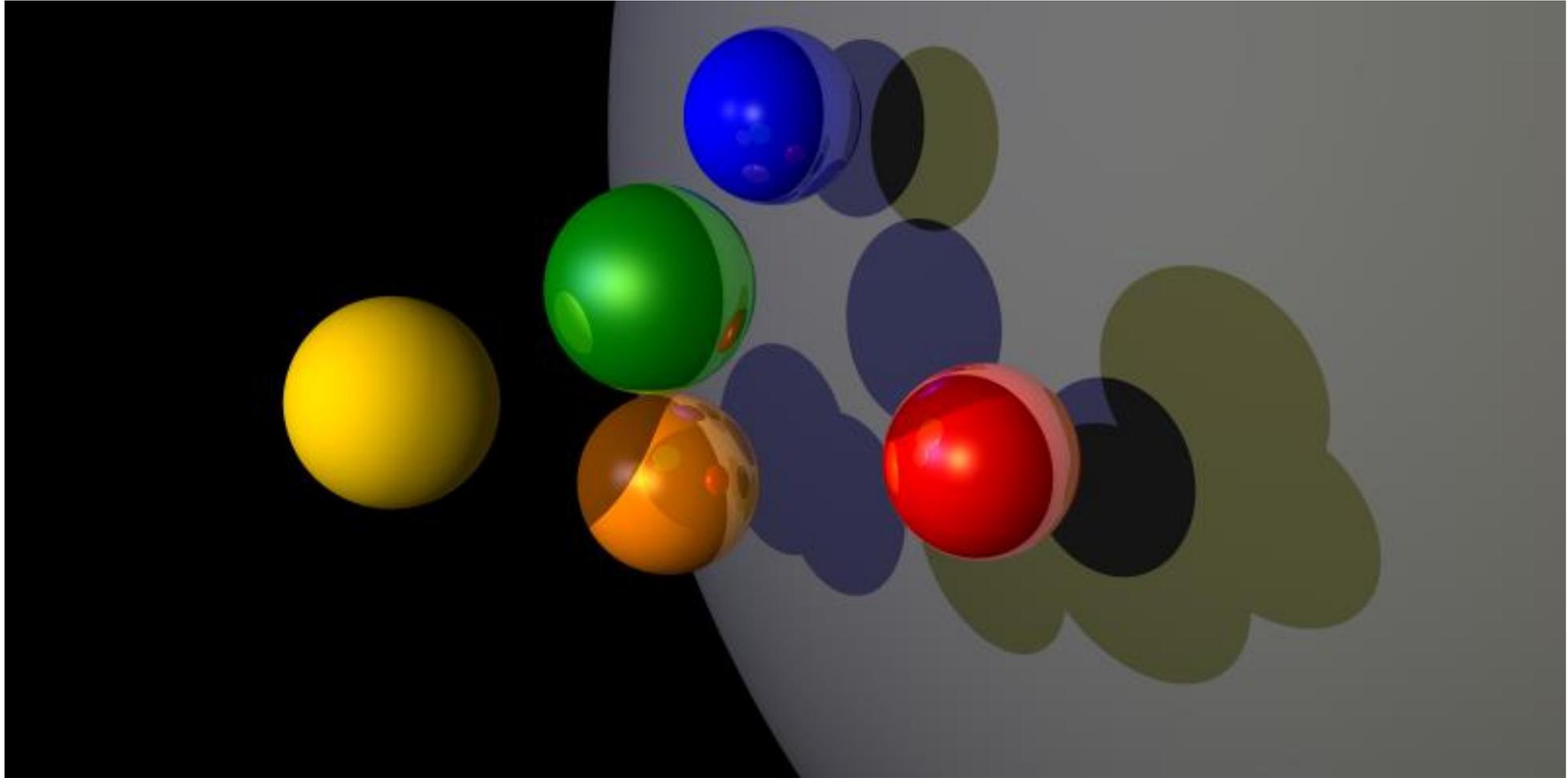
Results



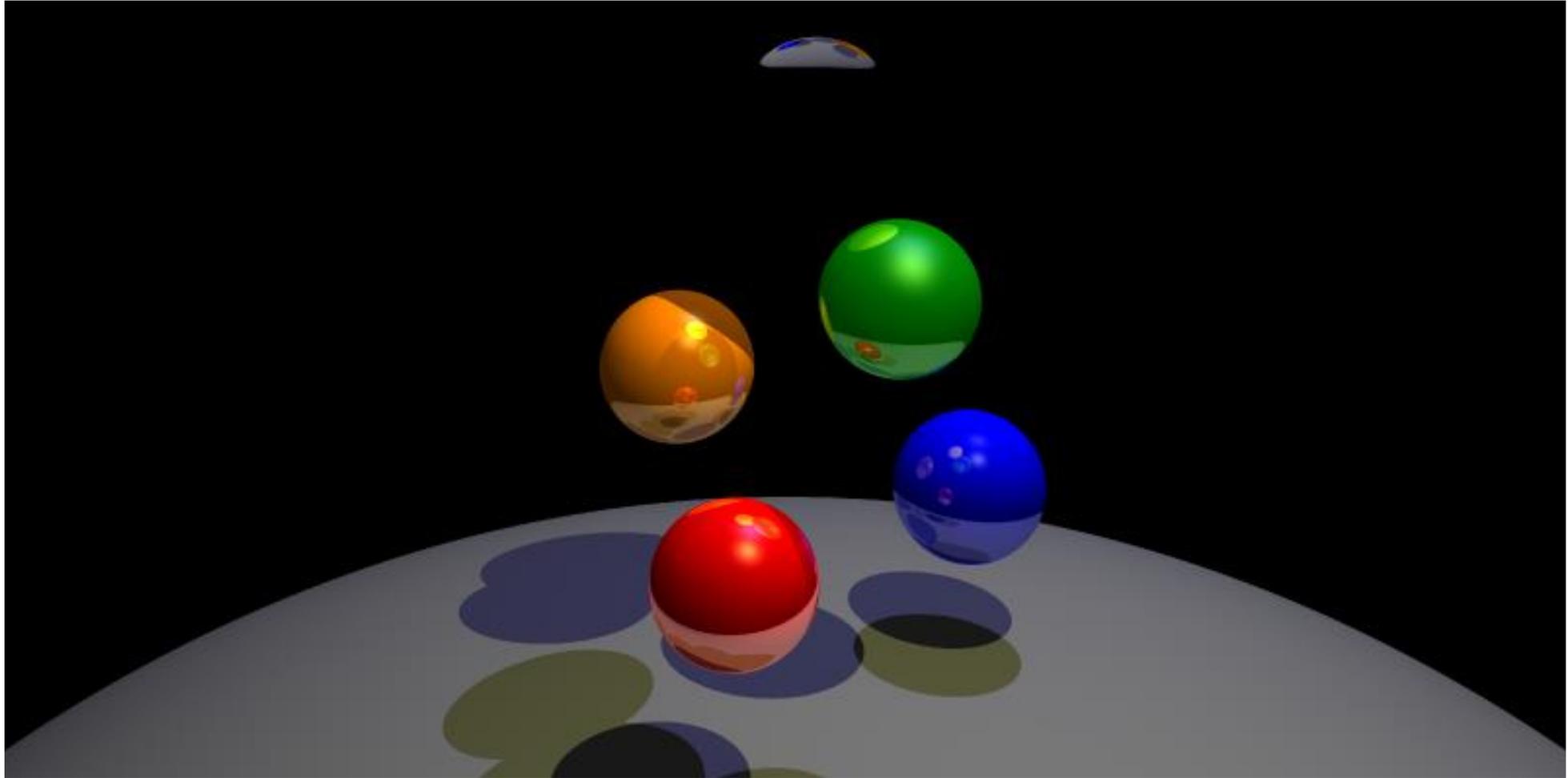
Results



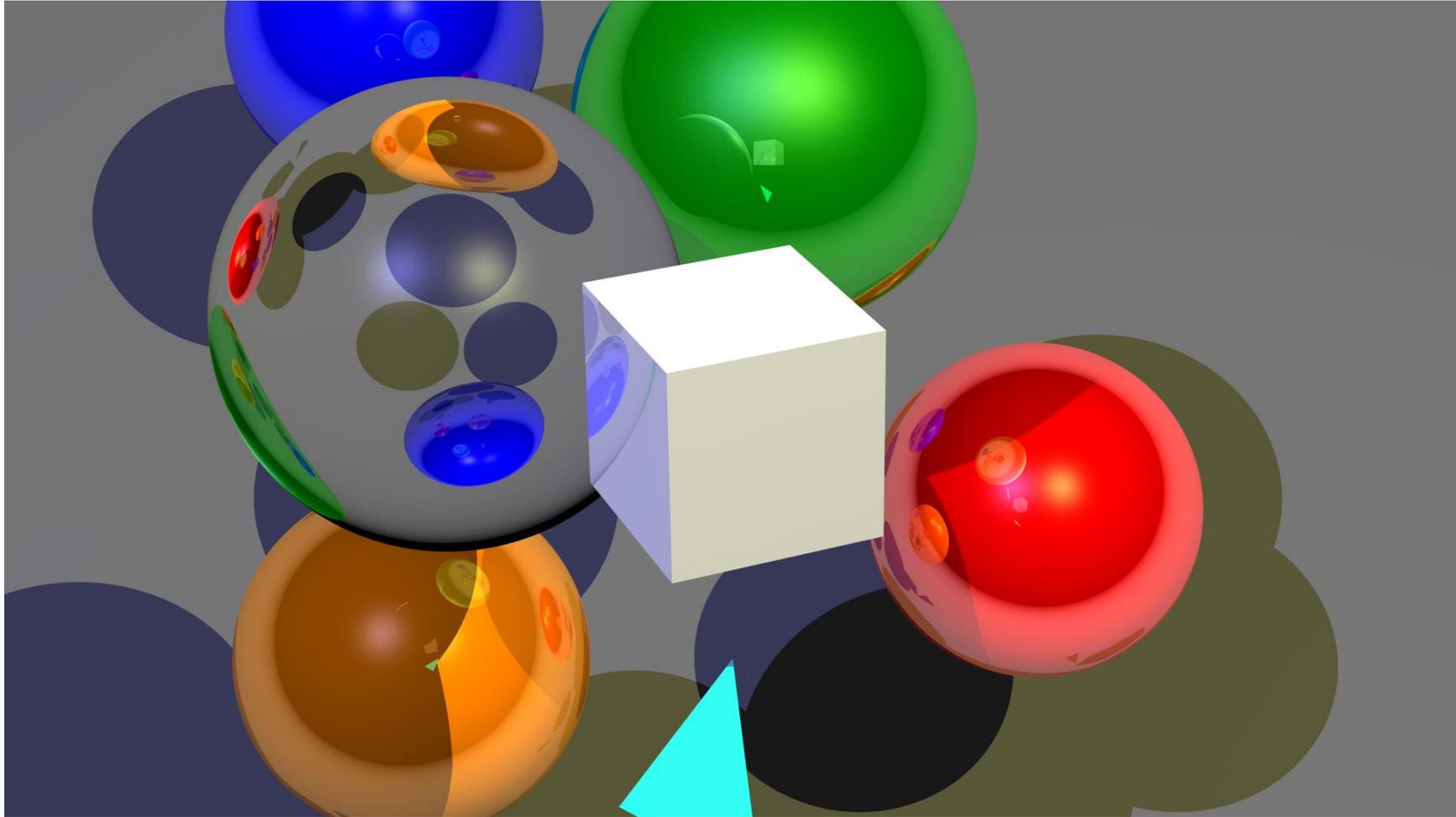
Results



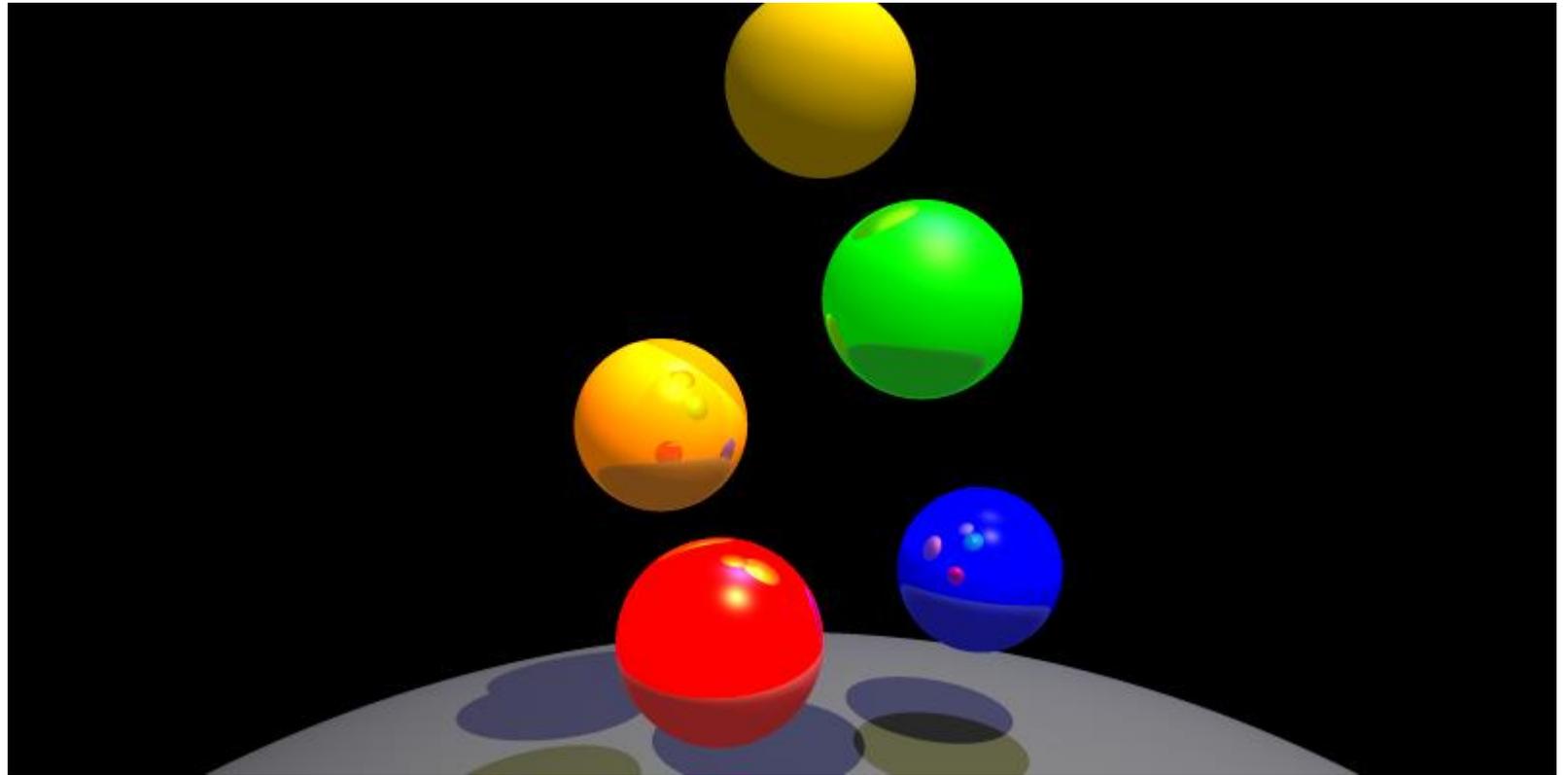
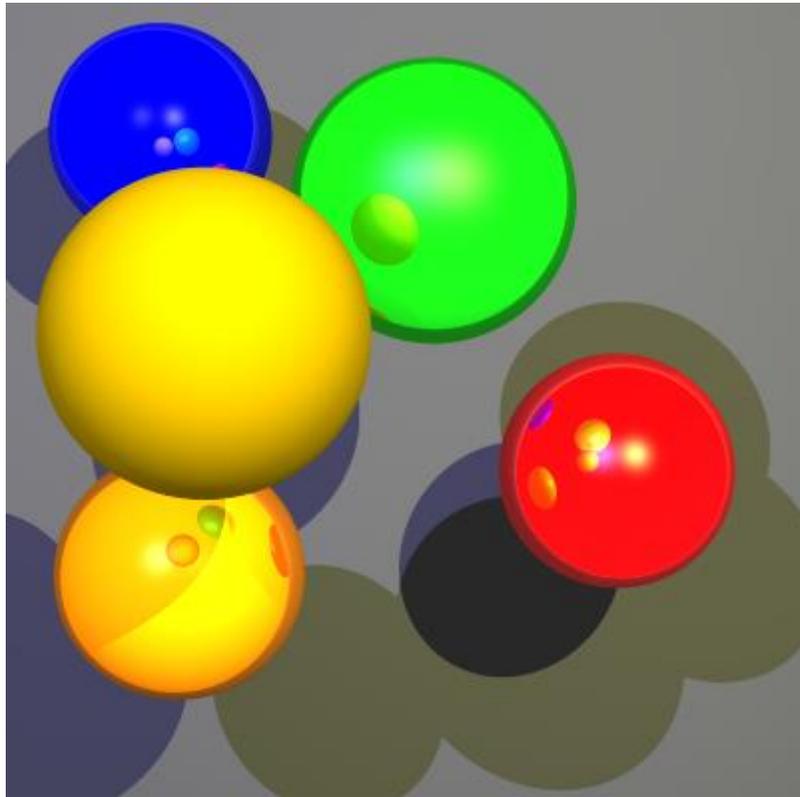
Results



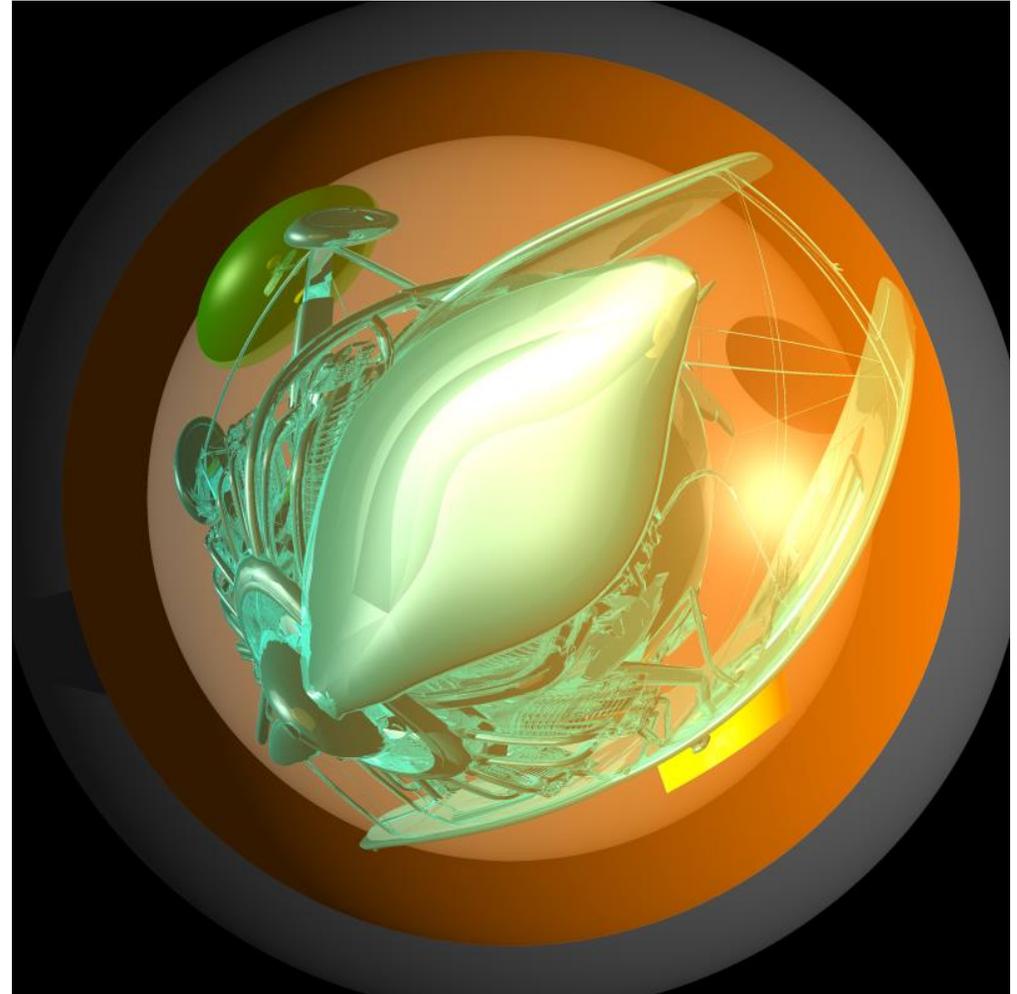
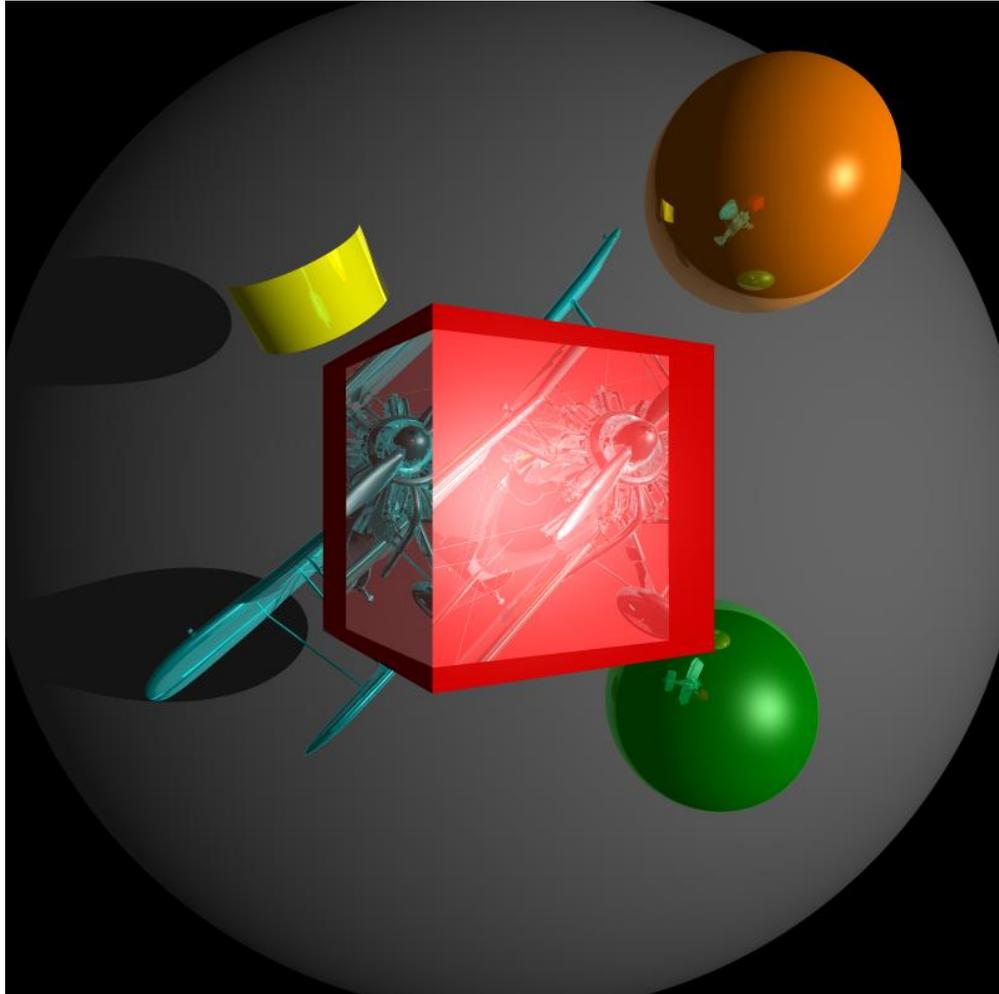
Results



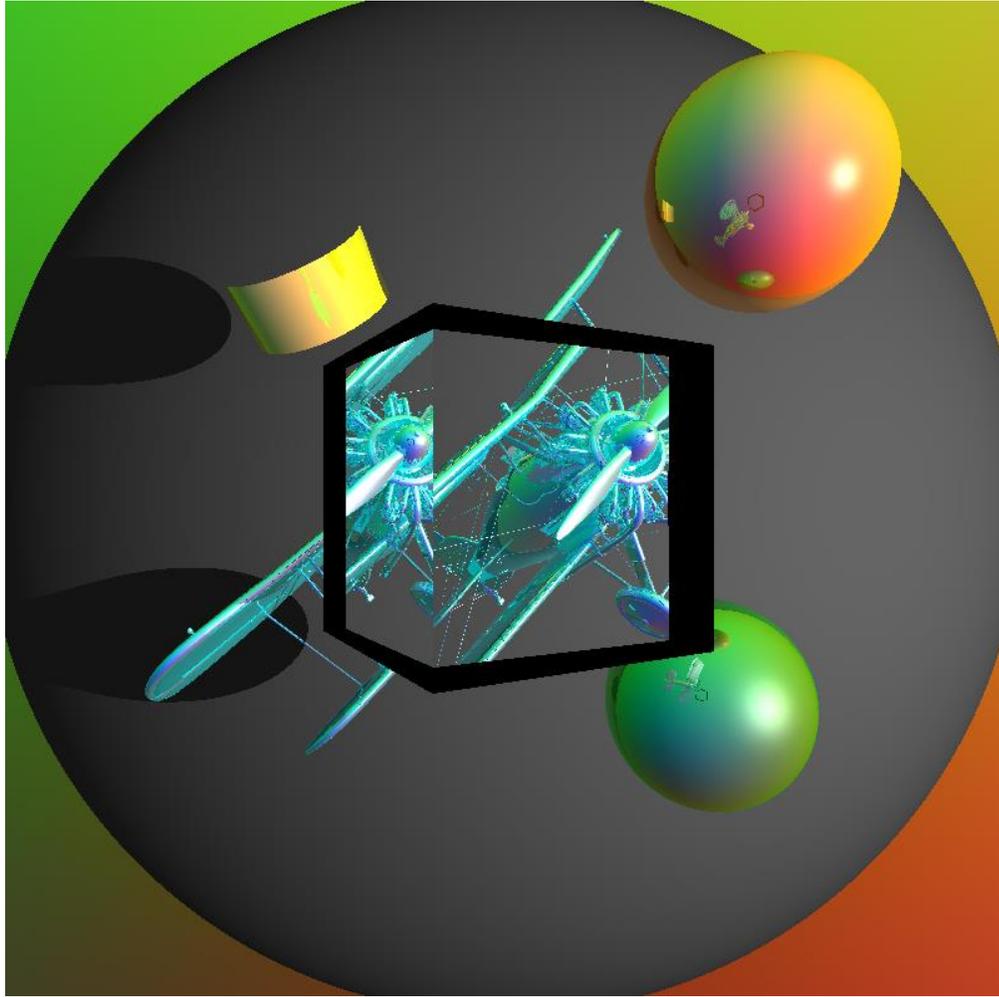
Results



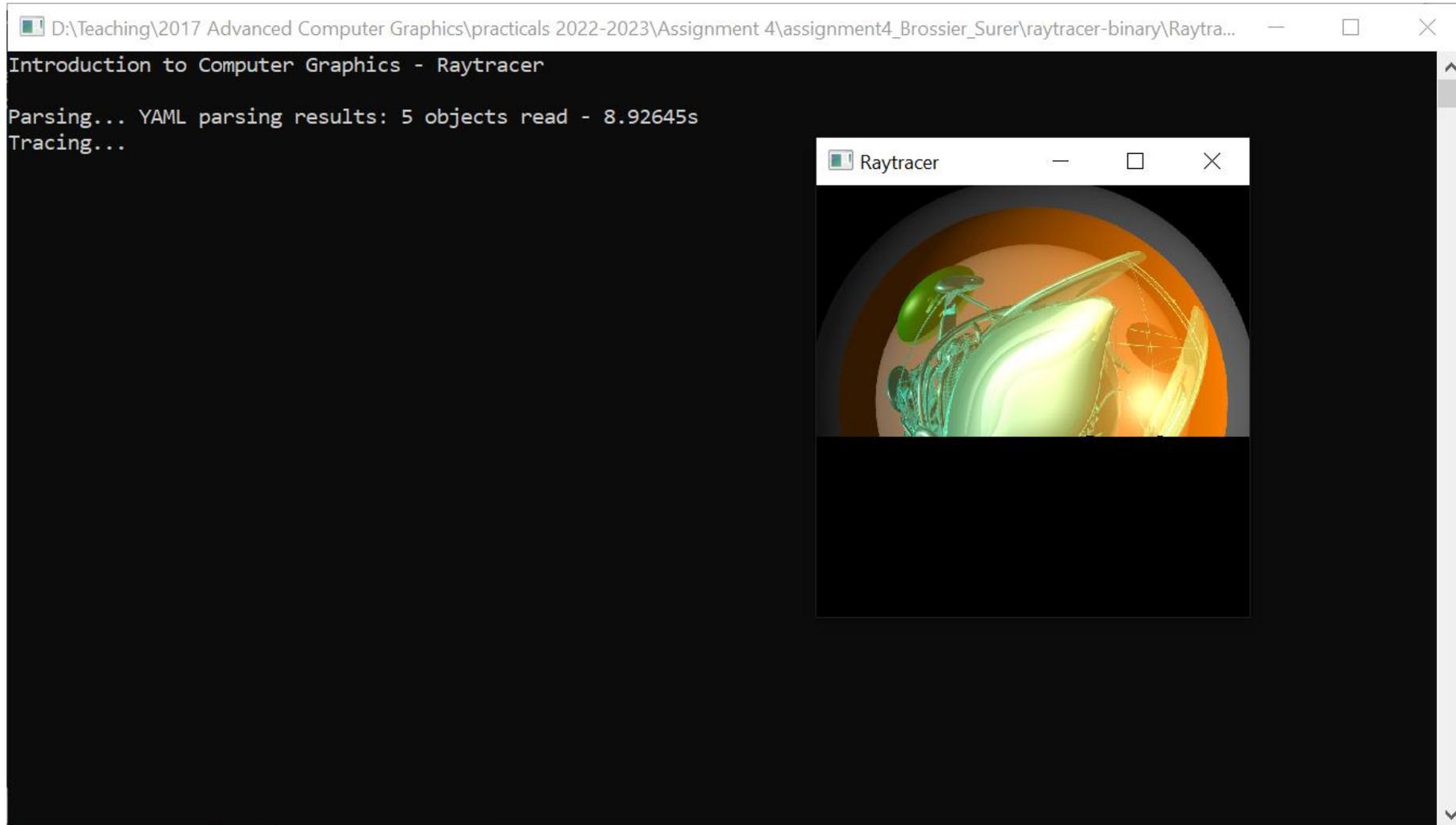
Results



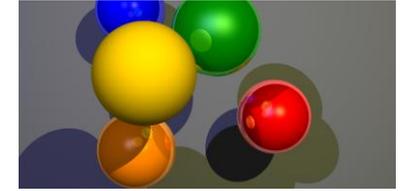
Results



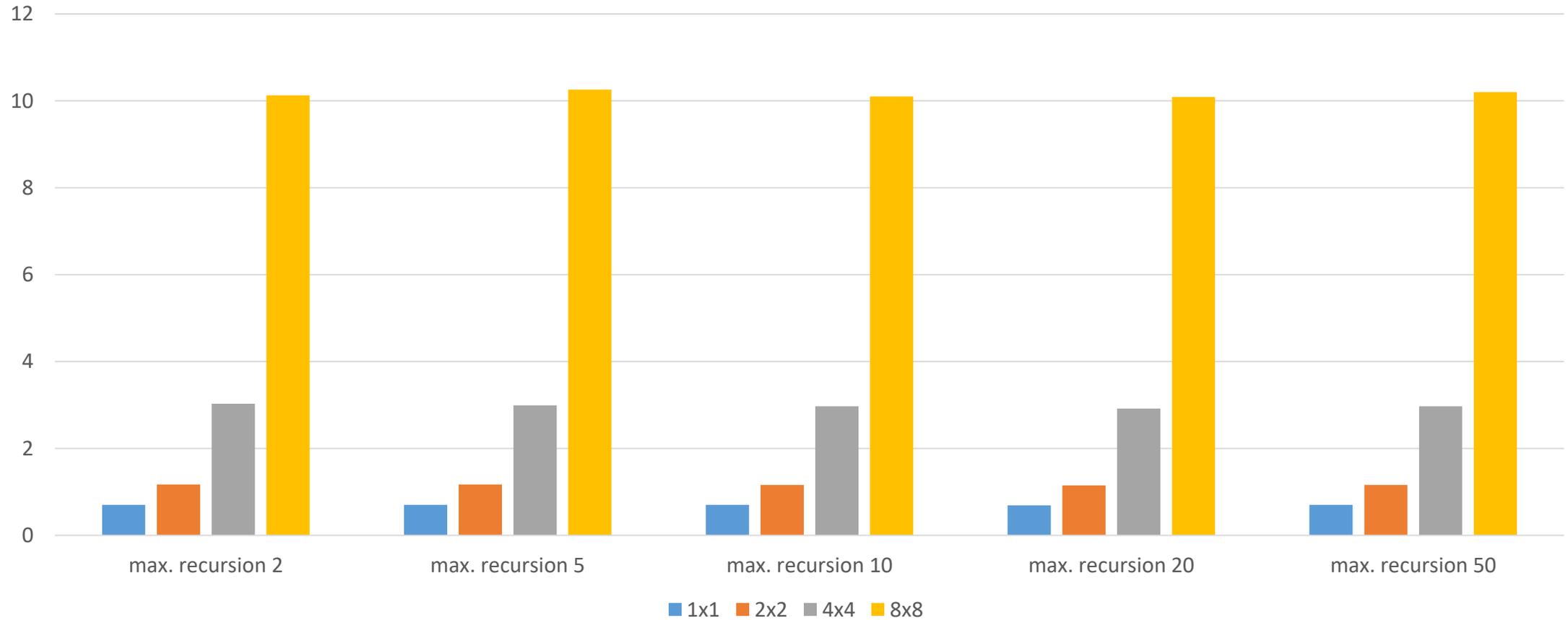
Results: Render preview



Results: Timing

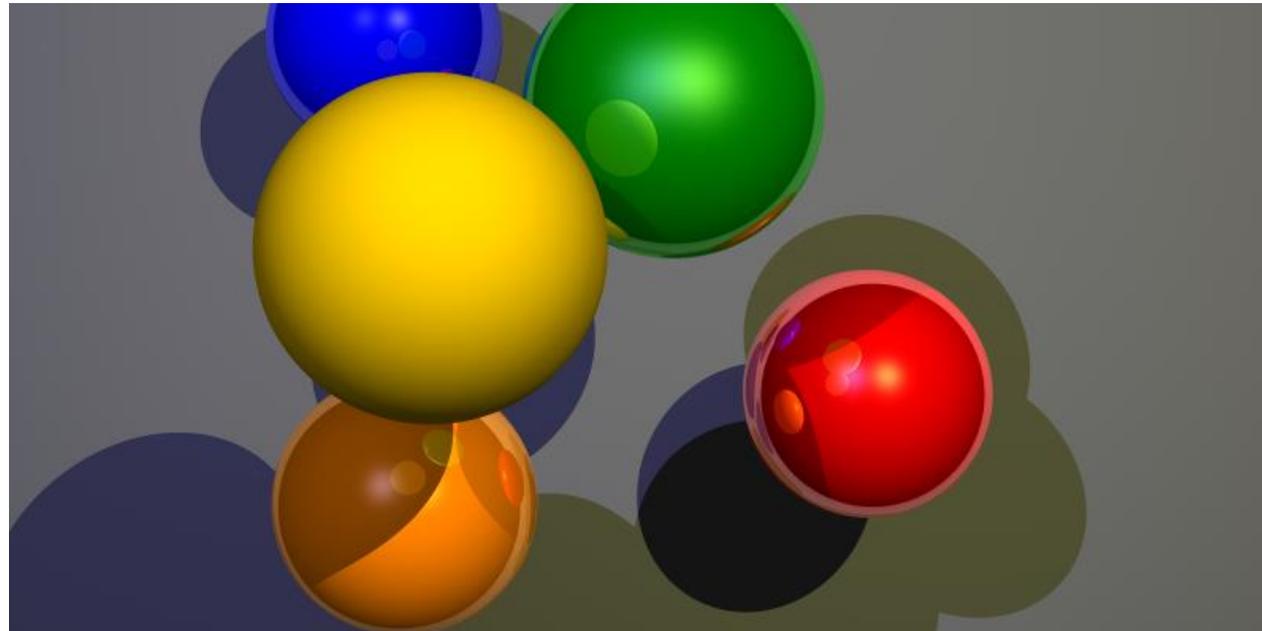


render time in seconds

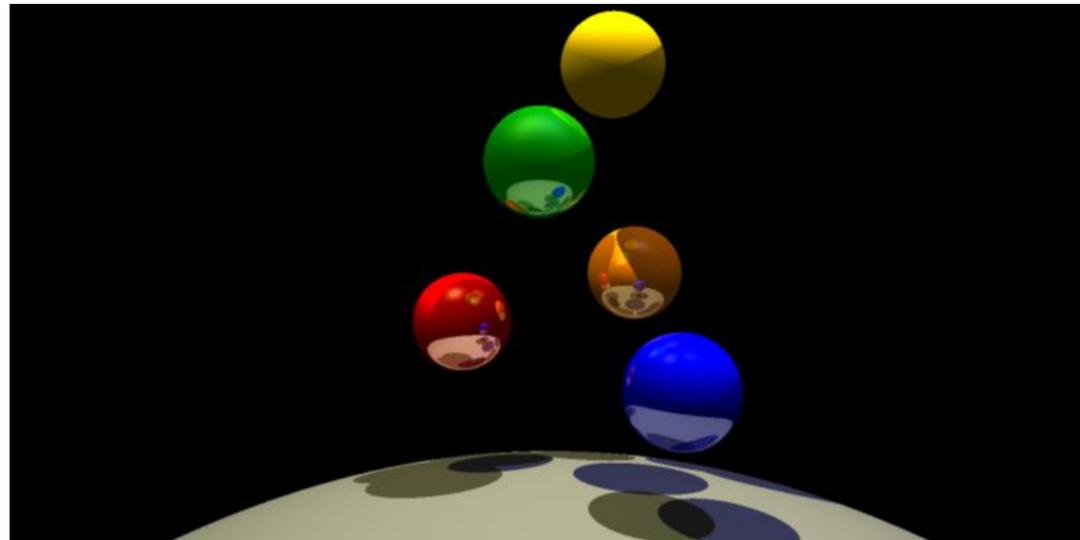
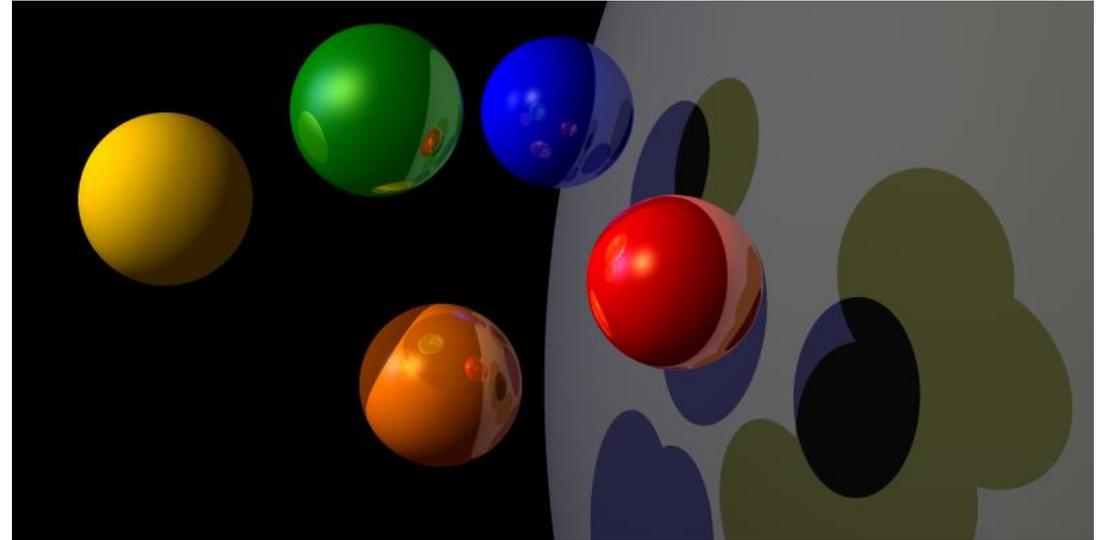


Results: Parallelization

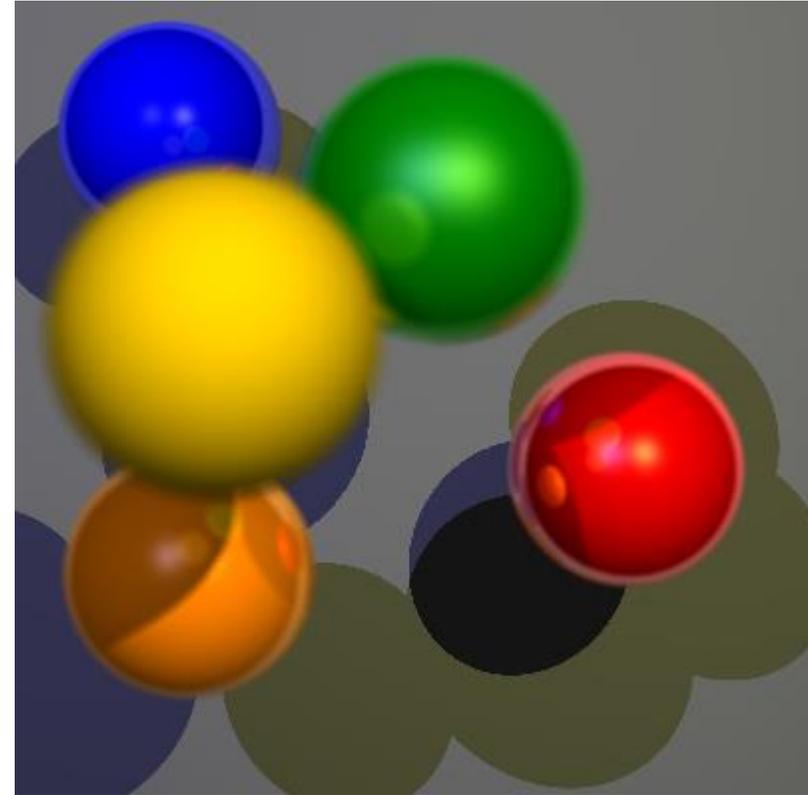
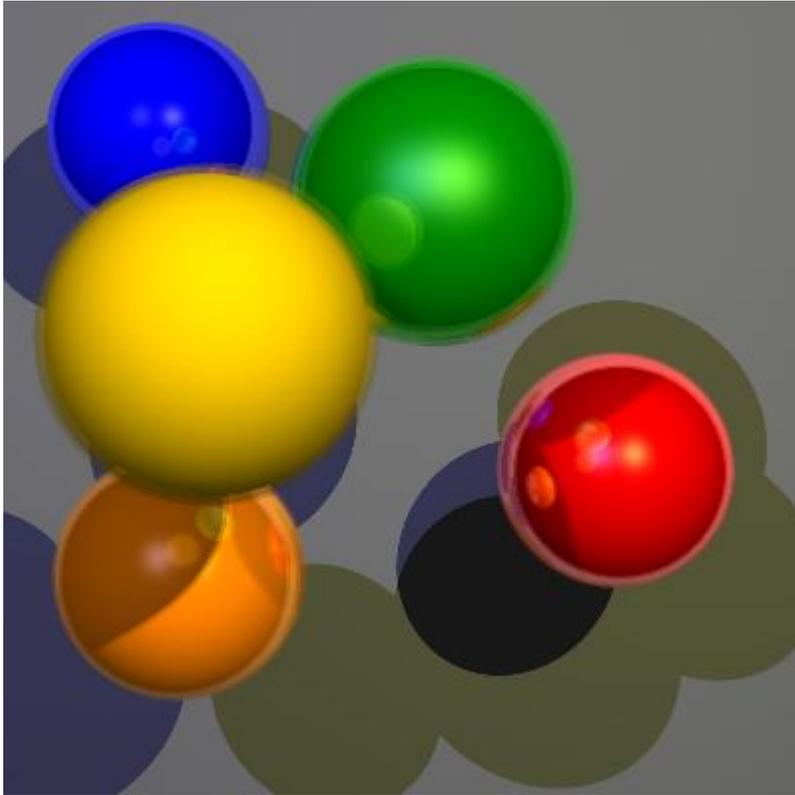
- implemented by two teams
- use of OpenMP
- drastic reduction in rendering times: e.g., 18s instead of 100s



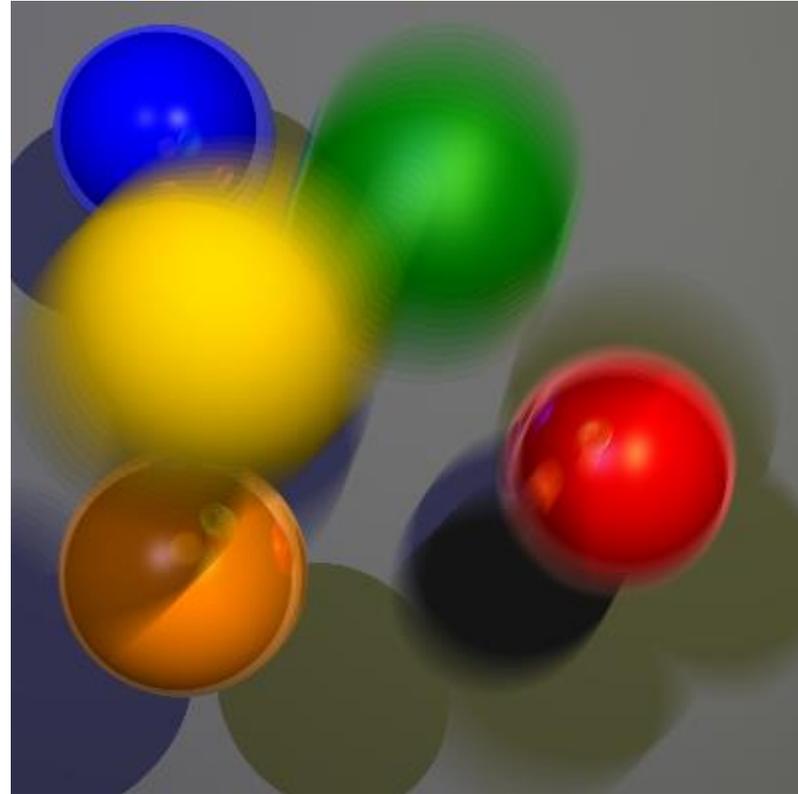
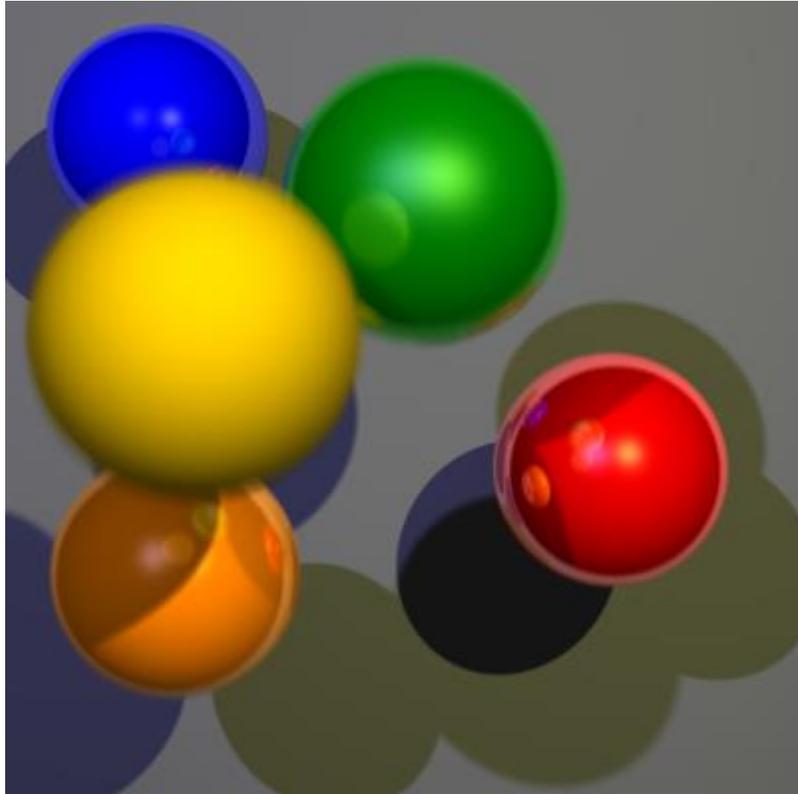
Results (last years)



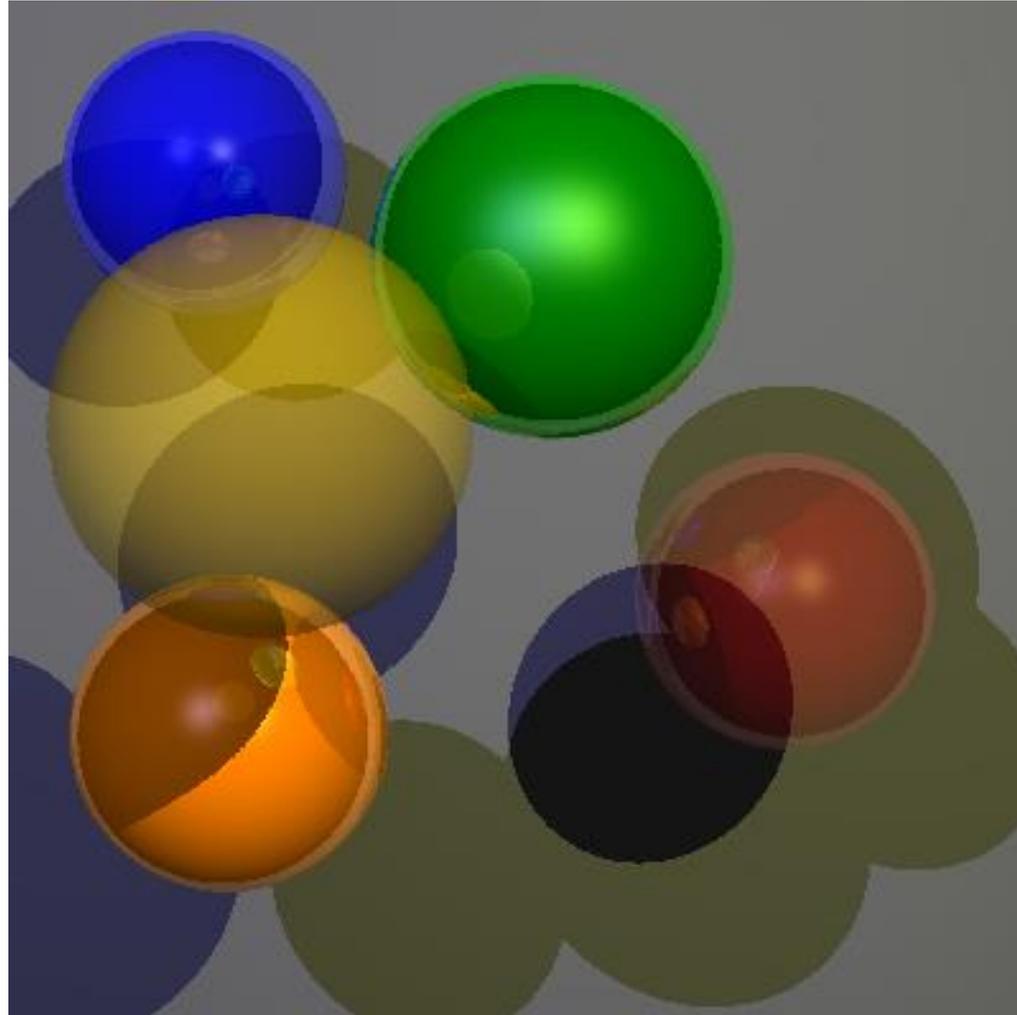
Results: Depth of field (last years)



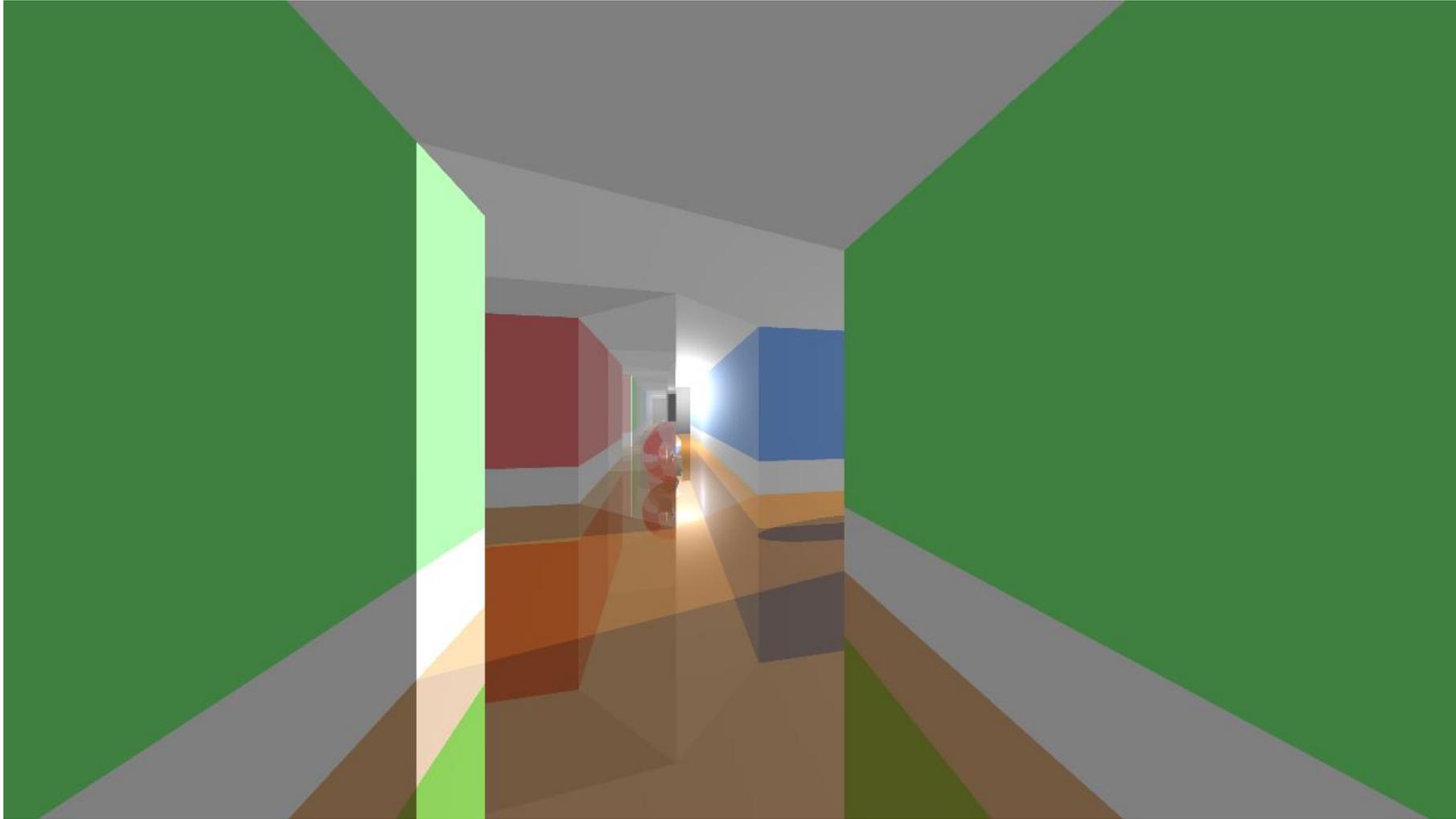
Results: DOF and motion blur (last years)



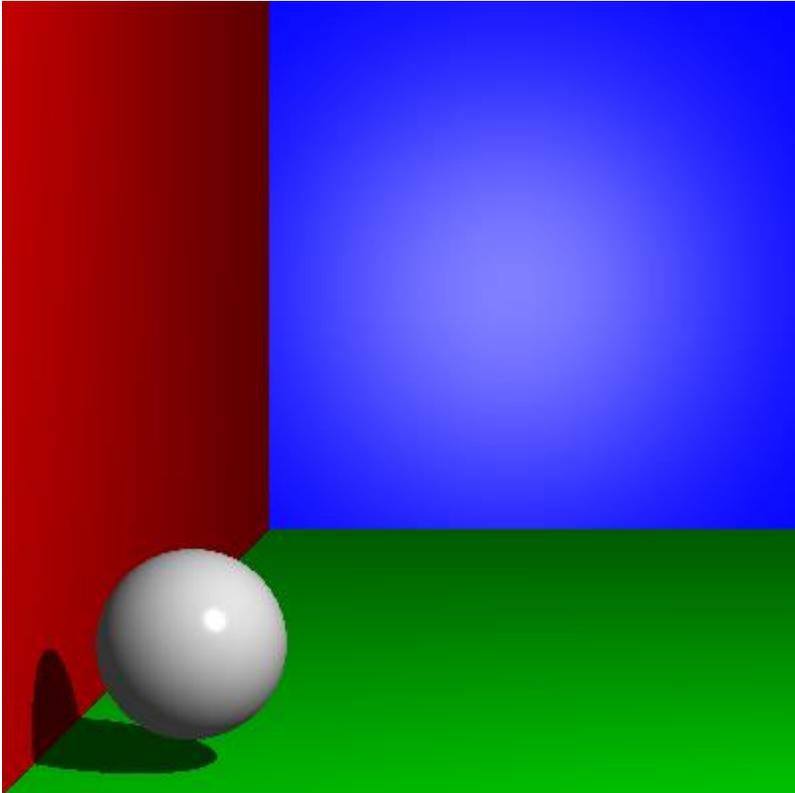
Results: Alpha-blending (last years)



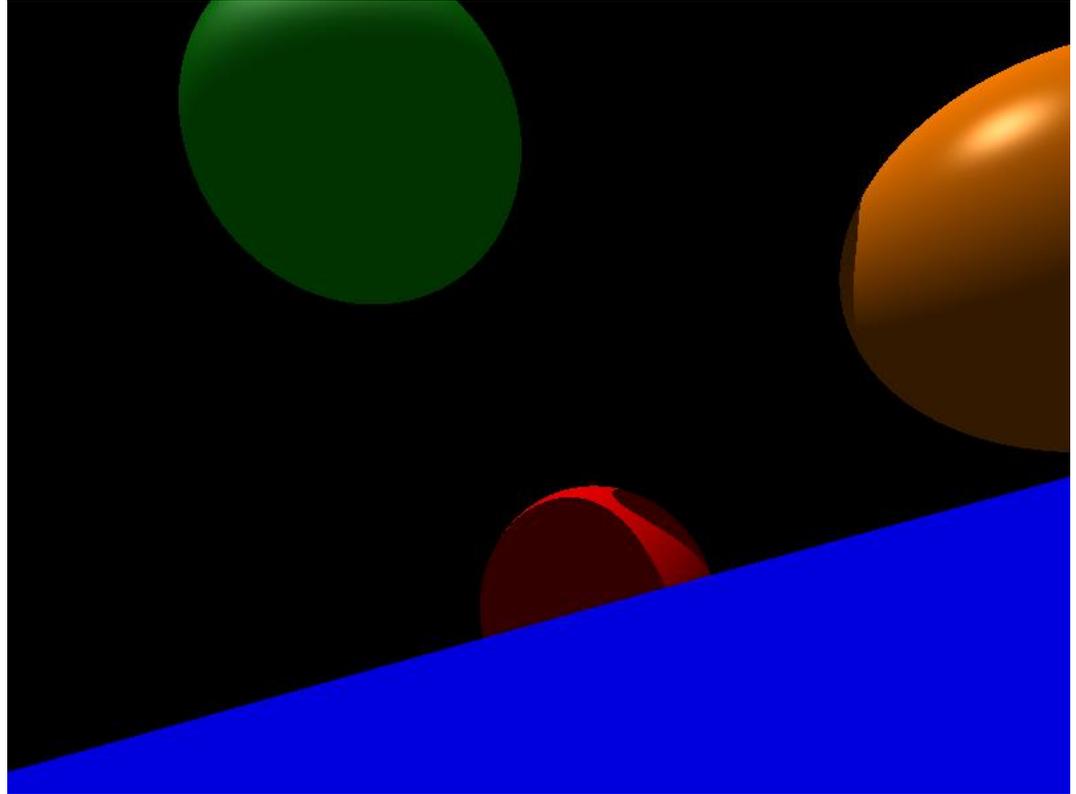
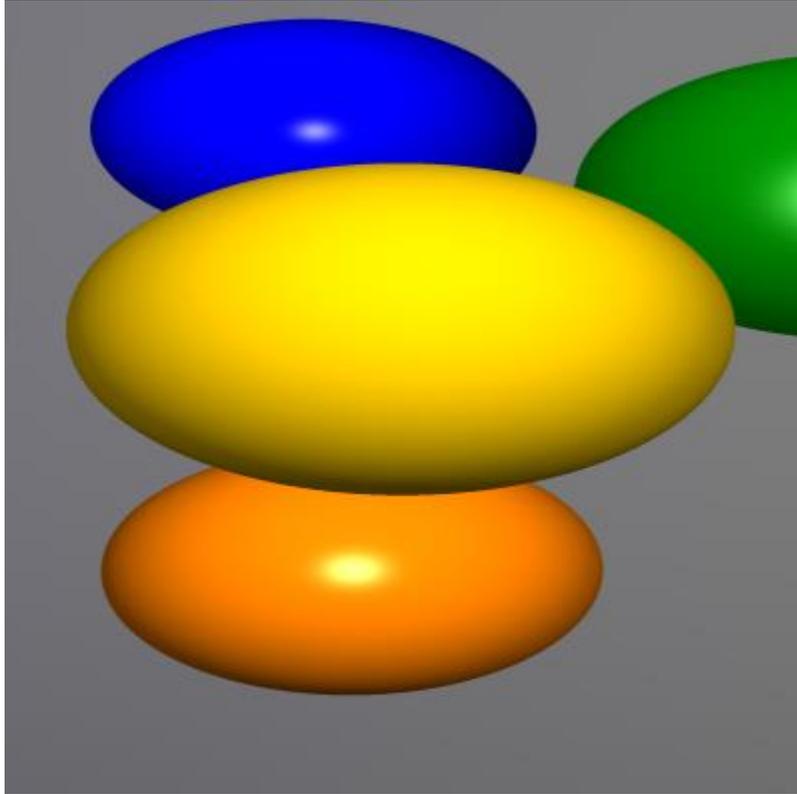
Results (last years)



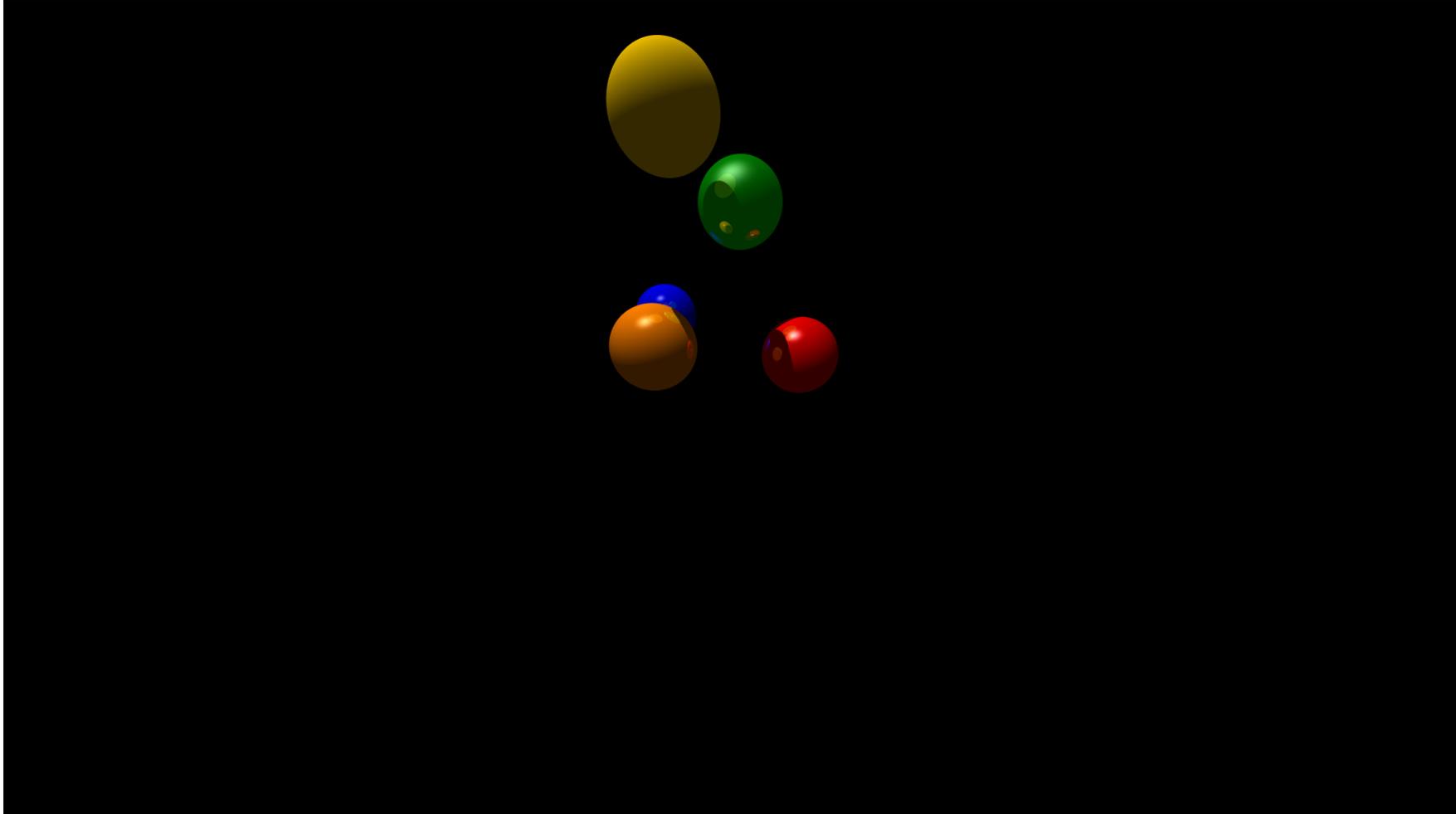
Results (last years)



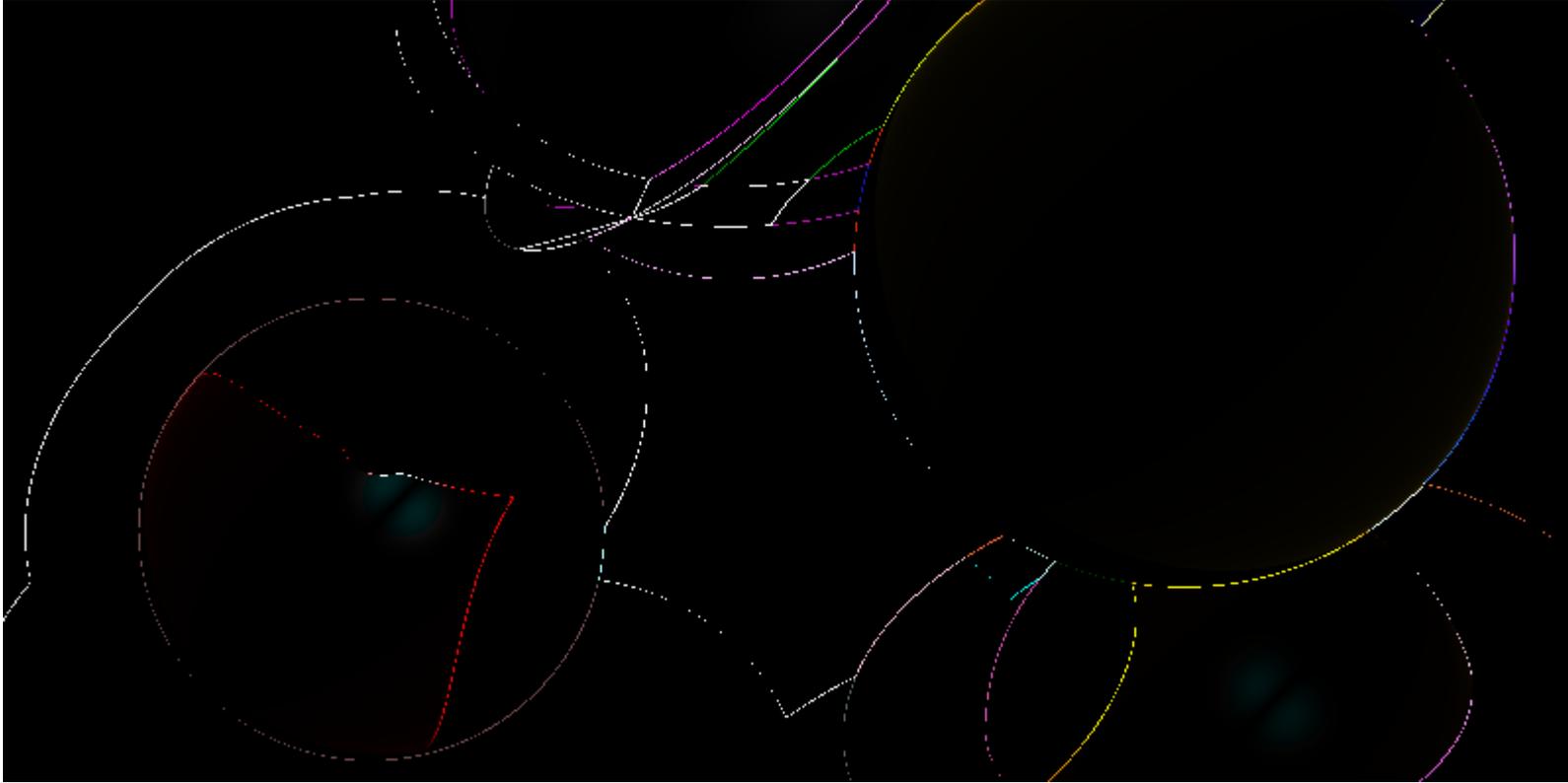
Interesting results:



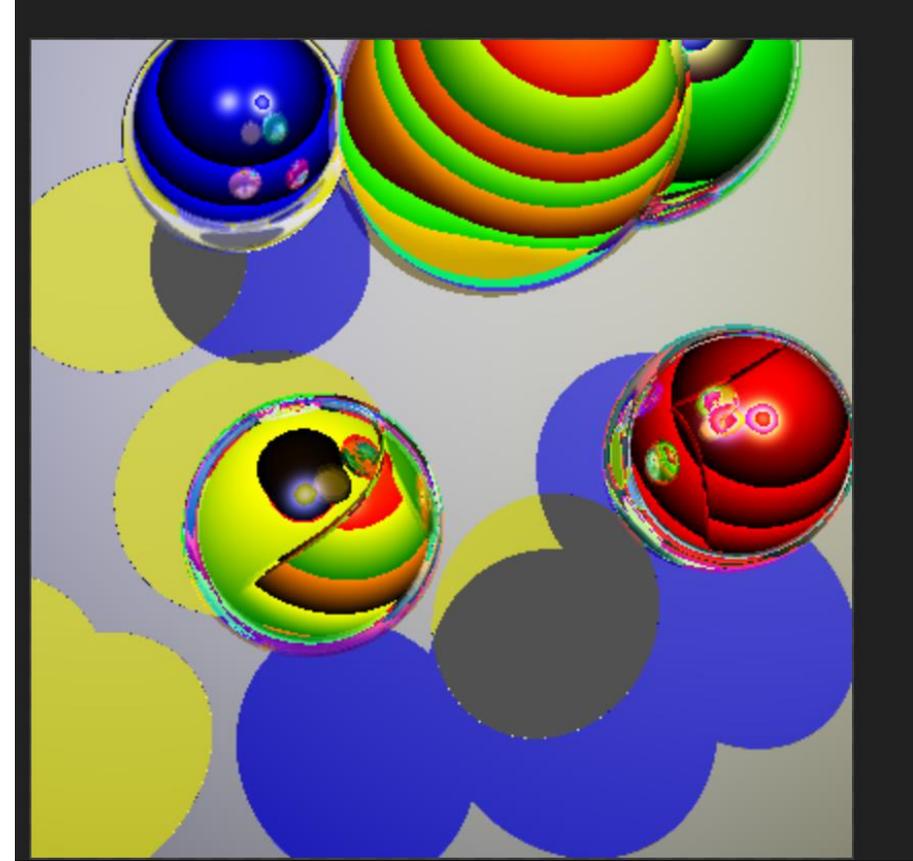
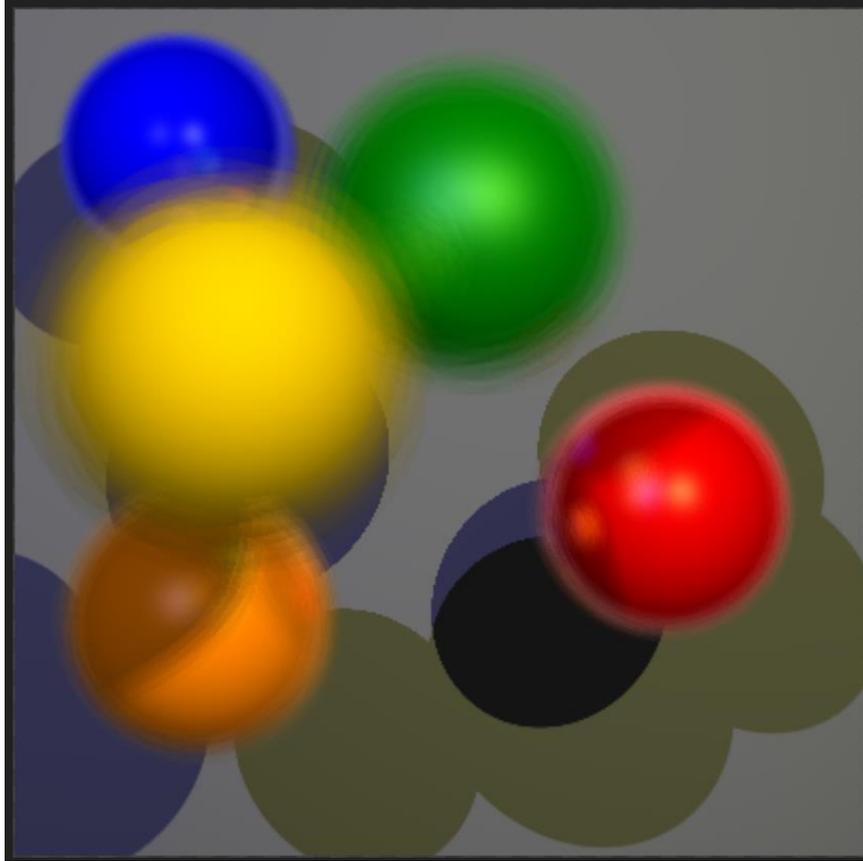
Interesting results:



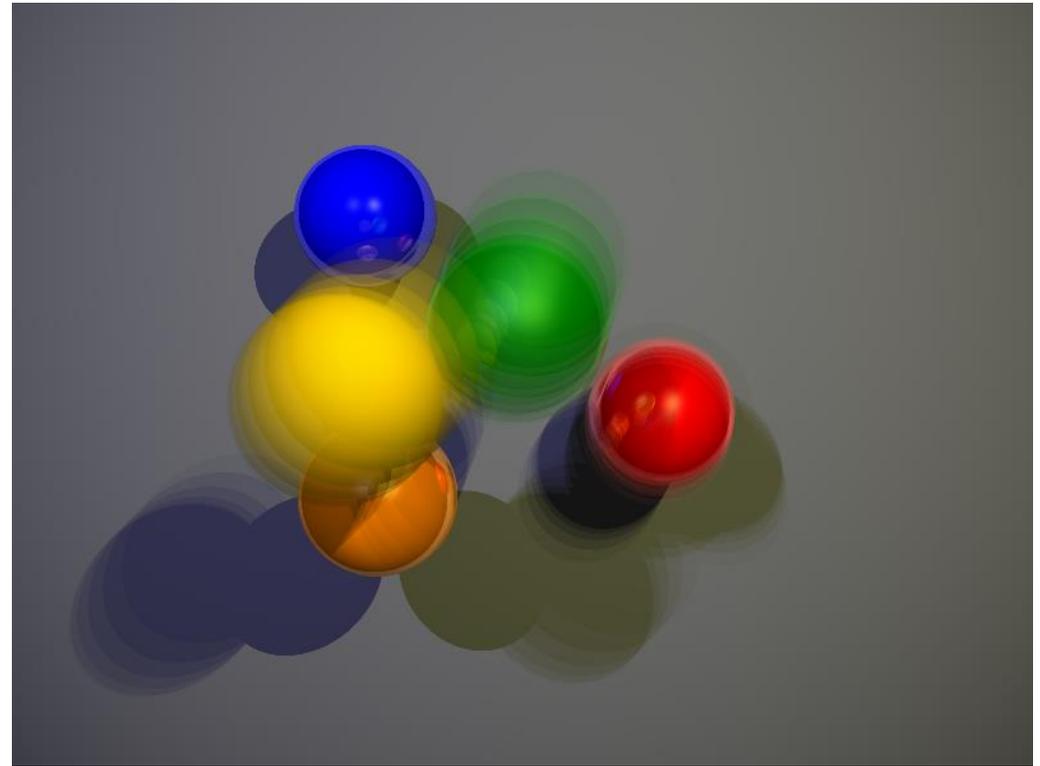
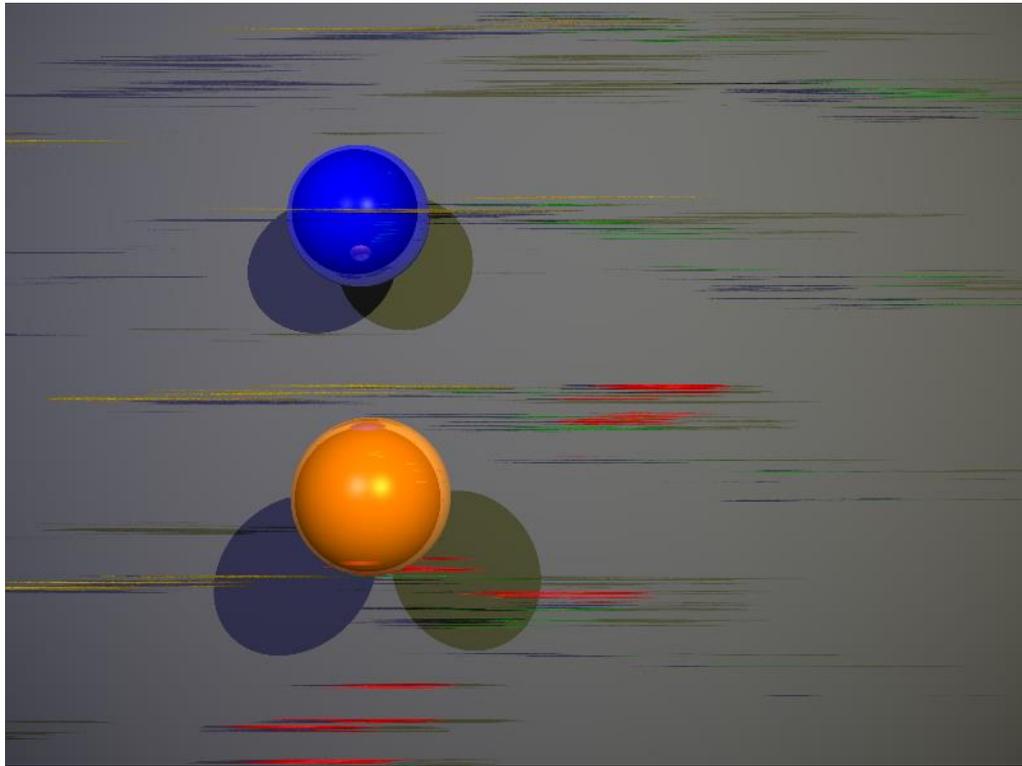
Interesting errors (last years)



Interesting errors (last years)

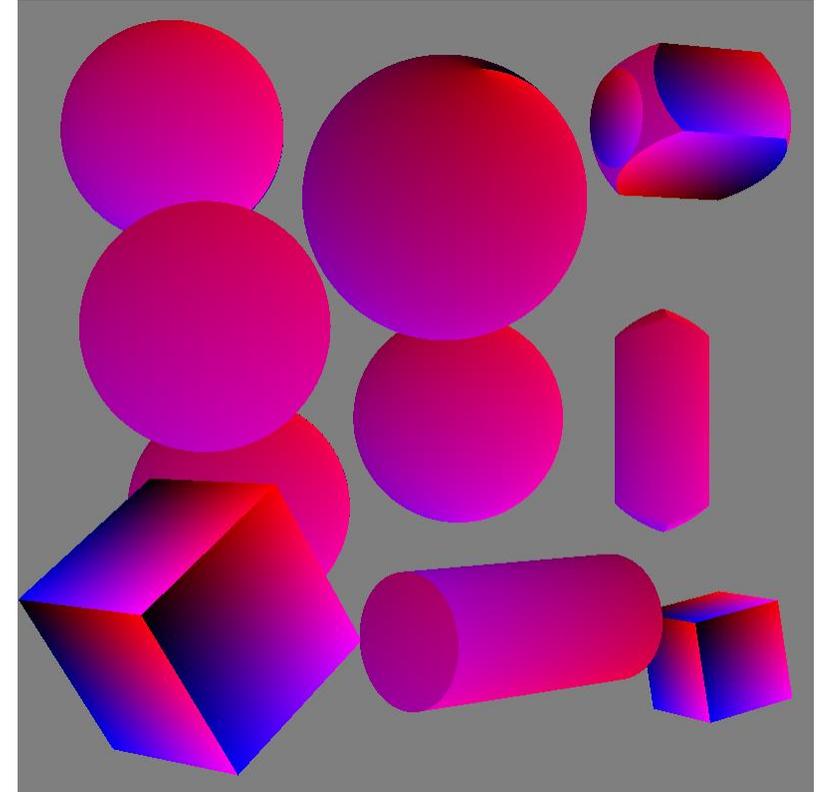


Interesting errors (last years)



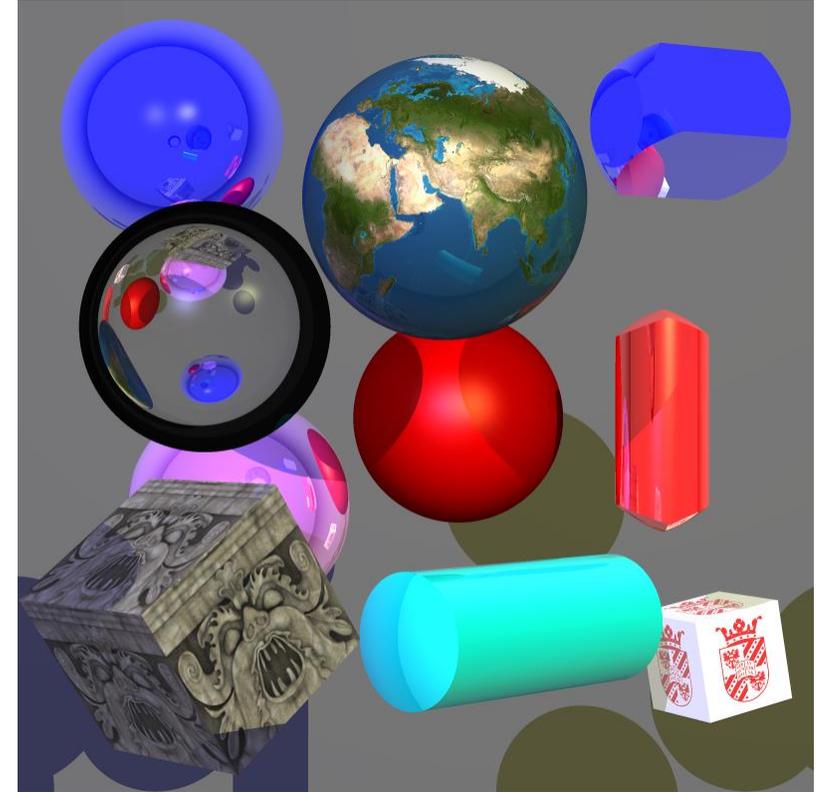
Raytracer: assignment 5

- texture mapping
 - implement texture coordinates



Raytracer: assignment 5

- texture mapping
 - implement (inherent) texture coordinates
 - implement texture mapping using the inherent texture coordinates



Raytracer: assignment 5



Raytracer: assignment 5

- PLEASE, PLEASE, PLEASE, a renaming of a *.jpg to a *.png does **NOT** turn a JPEG file into a PNG file; it stills starts

ÿØÿà.....

while a PNG file should start

‰PNG.....

- just use proper image conversion (Gimp, ImageMagick, ...)

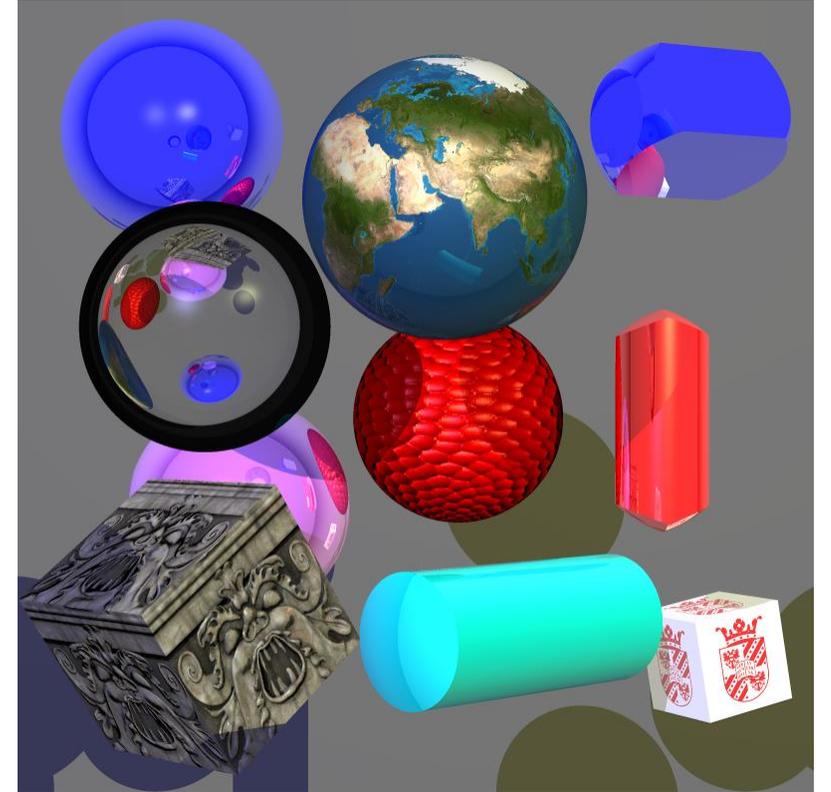
Raytracer: assignment 5

- texture mapping
 - implement (inherent) texture coordinates
 - implement texture mapping using the inherent texture coordinates
- implement sphere rotation



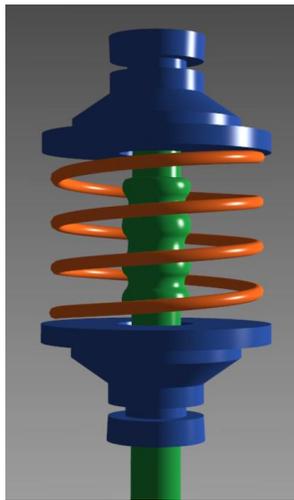
Raytracer: assignment 5

- texture mapping
 - implement (inherent) texture coordinates
 - implement texture mapping using the inherent texture coordinates
- implement sphere rotation
- bonus
 - bump mapping

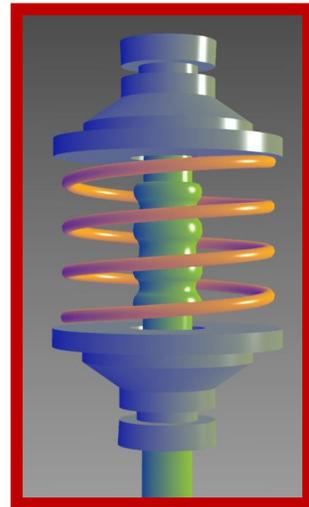


Raytracer: assignment 5

- alternative illumination model
 - Gooch illumination for better illustration of shape
(only cool-to-warm shading, not the outlines)



Phong



Gooch
model



Gooch model
plus lines

