

# CS 130 : Computer Graphics

## Lecture 14: Ray Tracing

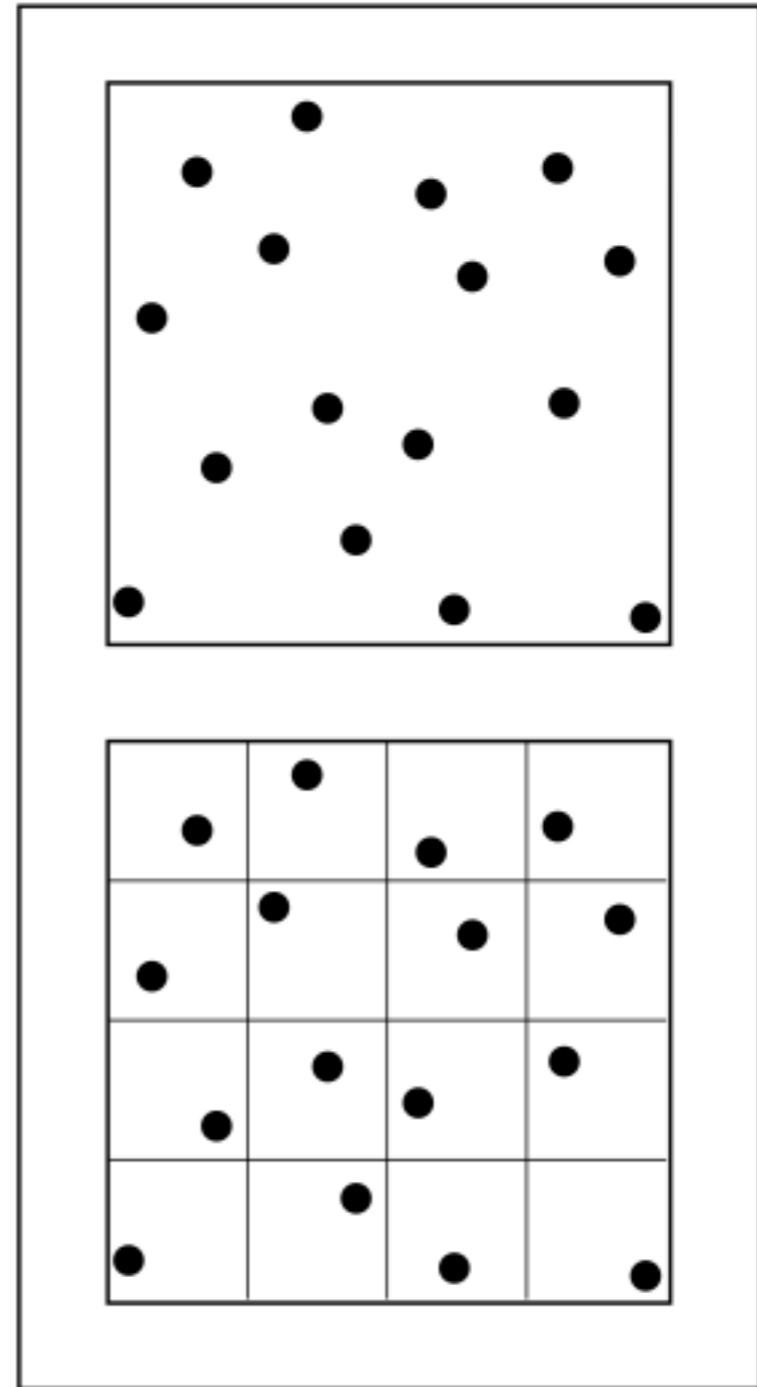
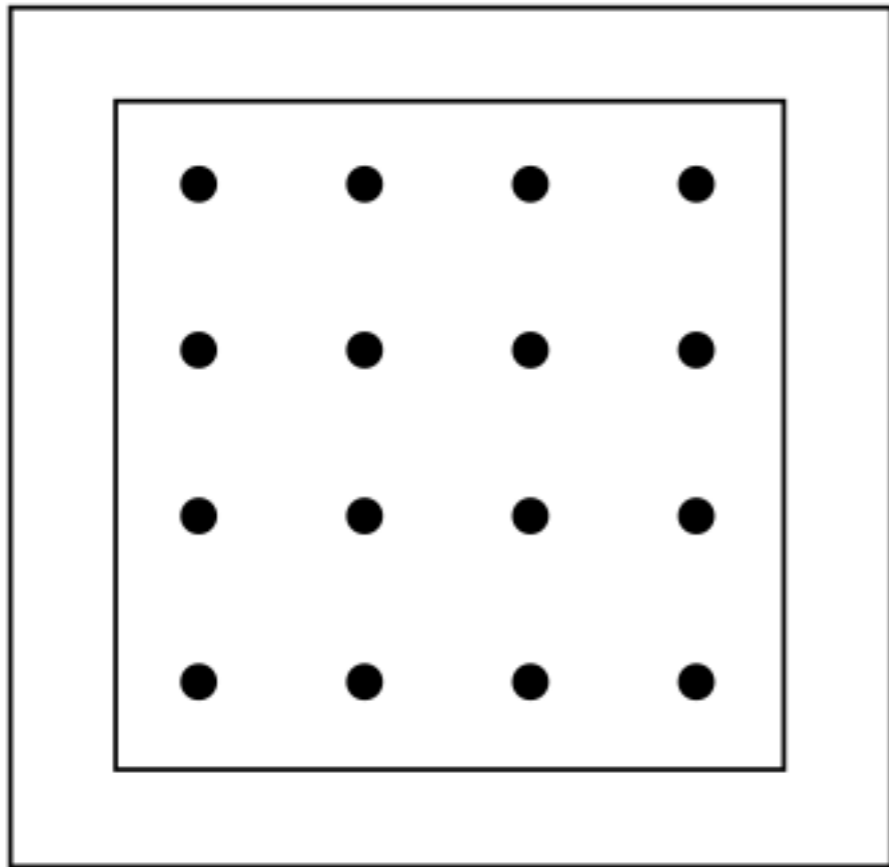
Tamar Shinar

Computer Science & Engineering

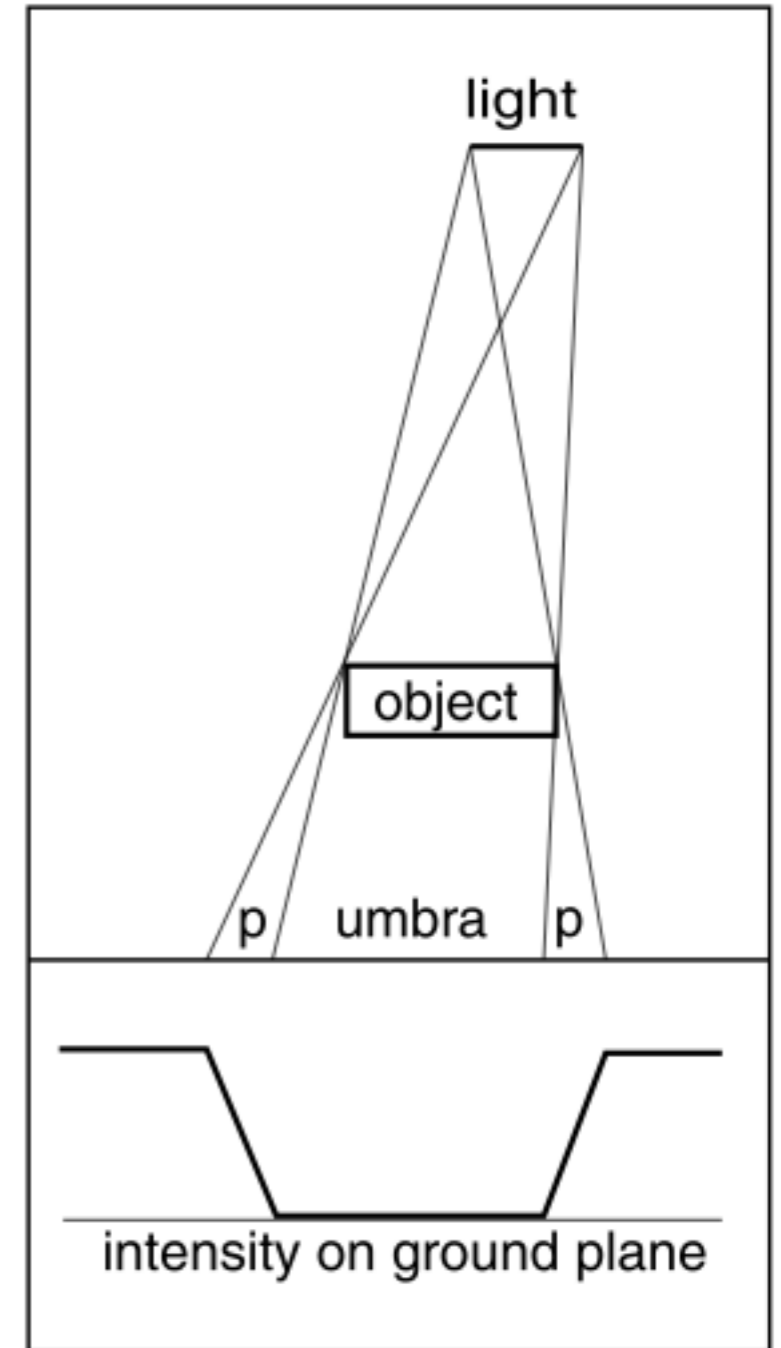
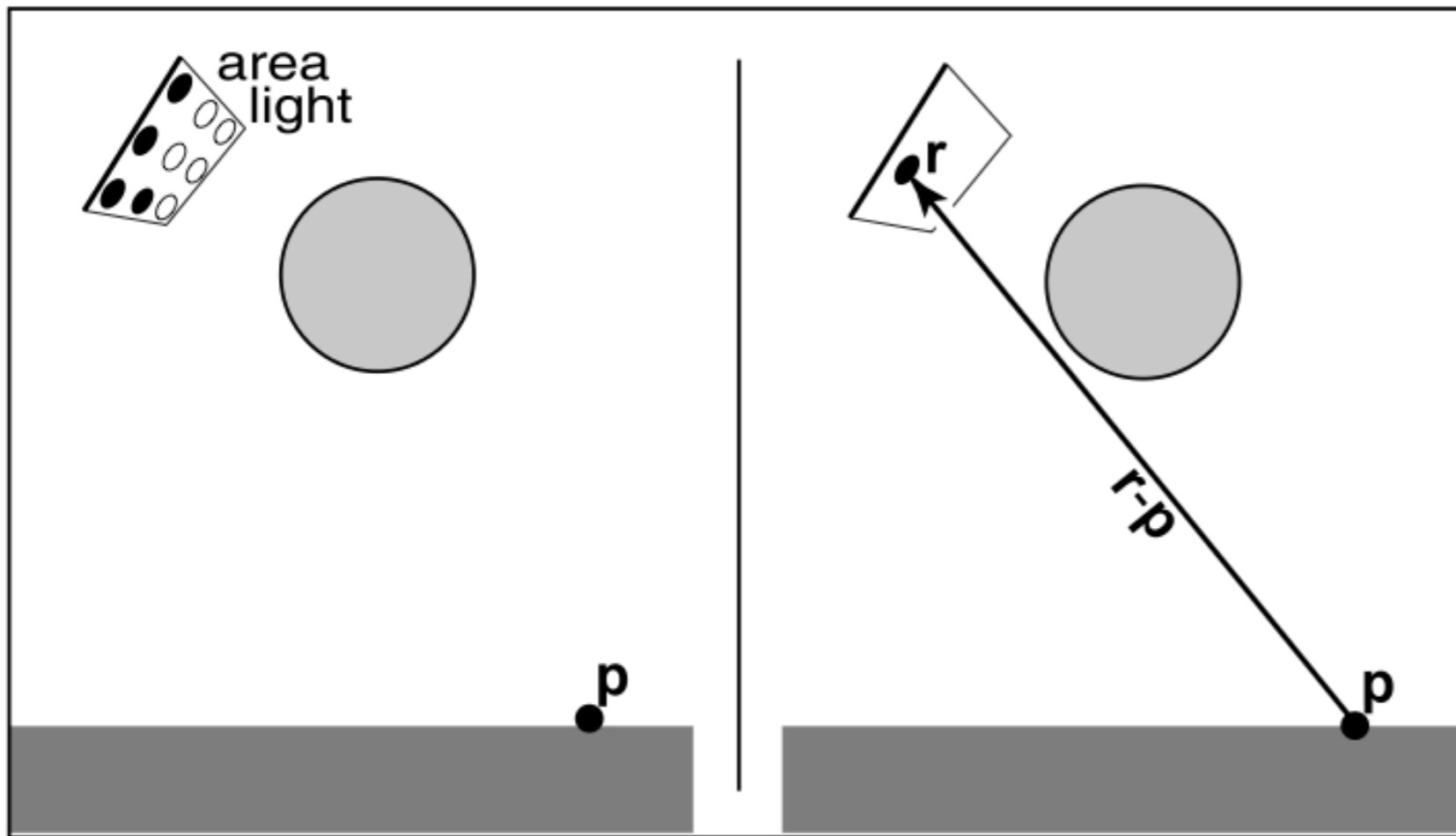
UC Riverside

# Distribution Ray Tracing

# Anti-aliasing

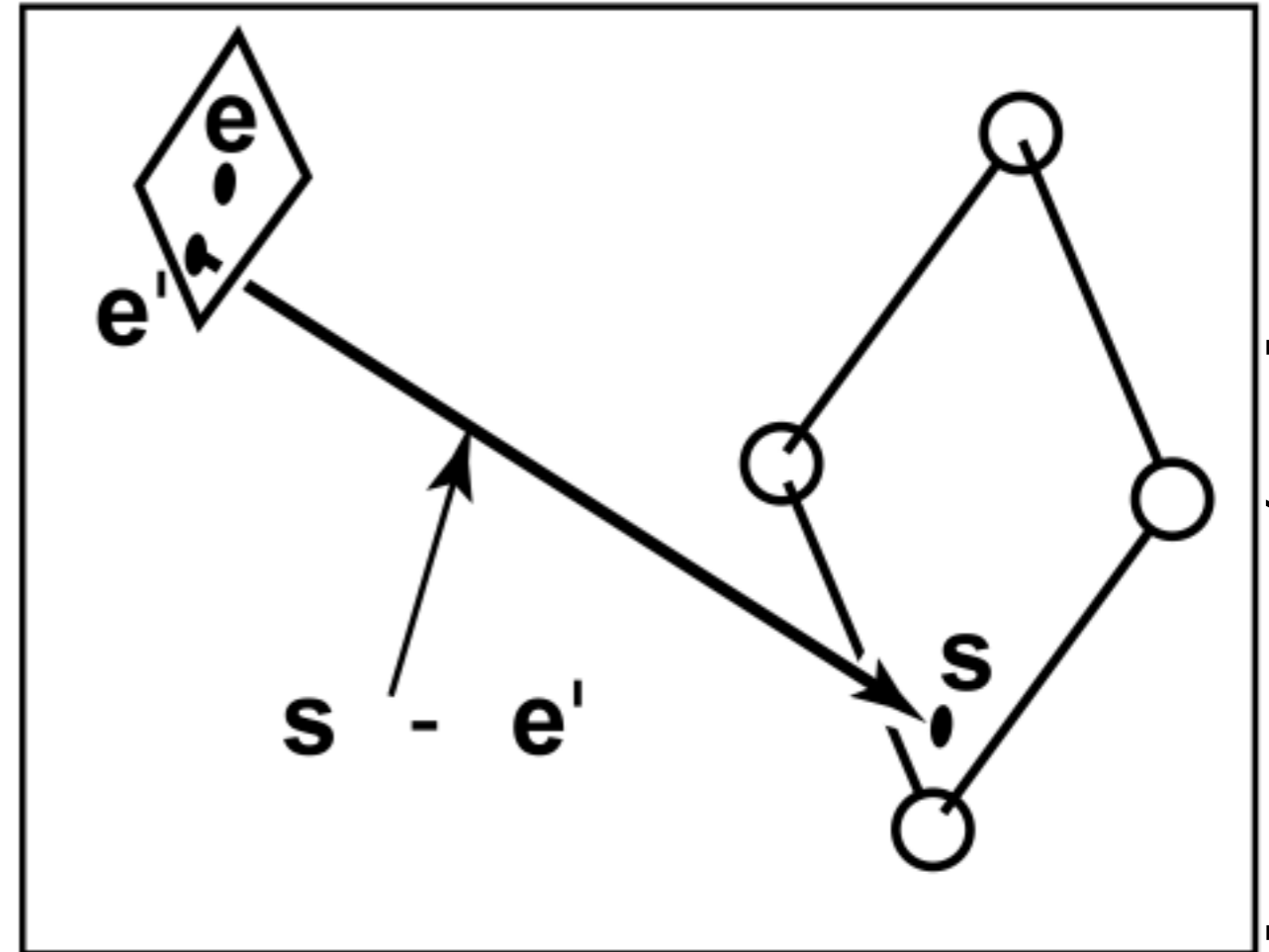
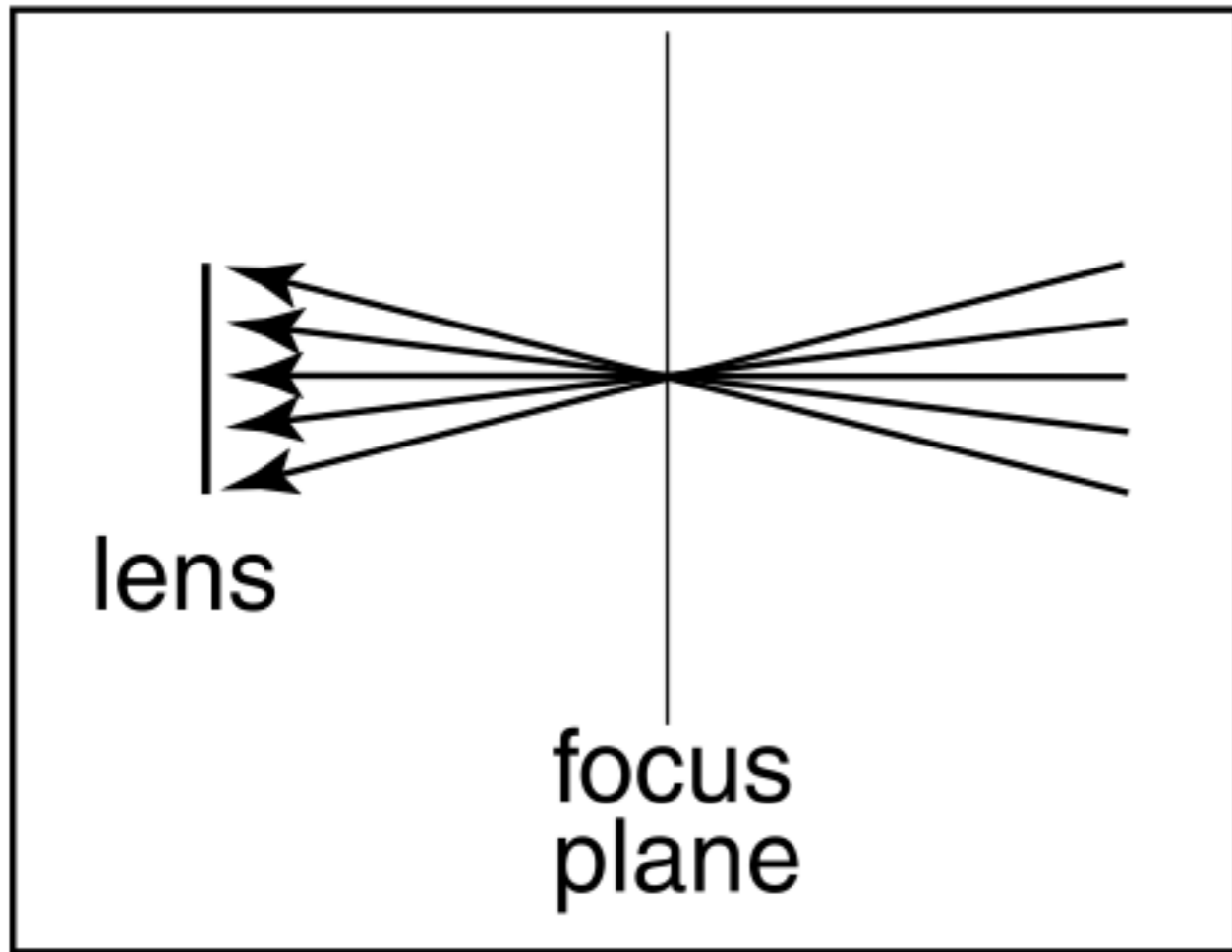


# Soft Shadows

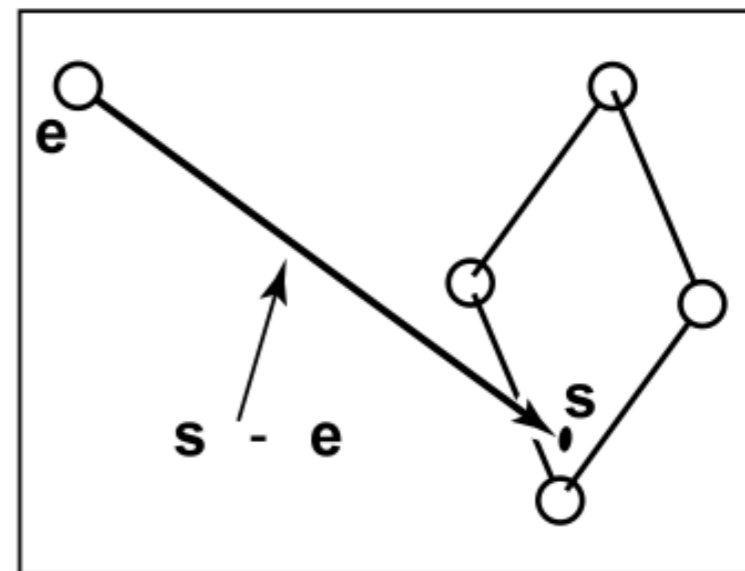


[Shirley and Marschner]

# Soft Focus



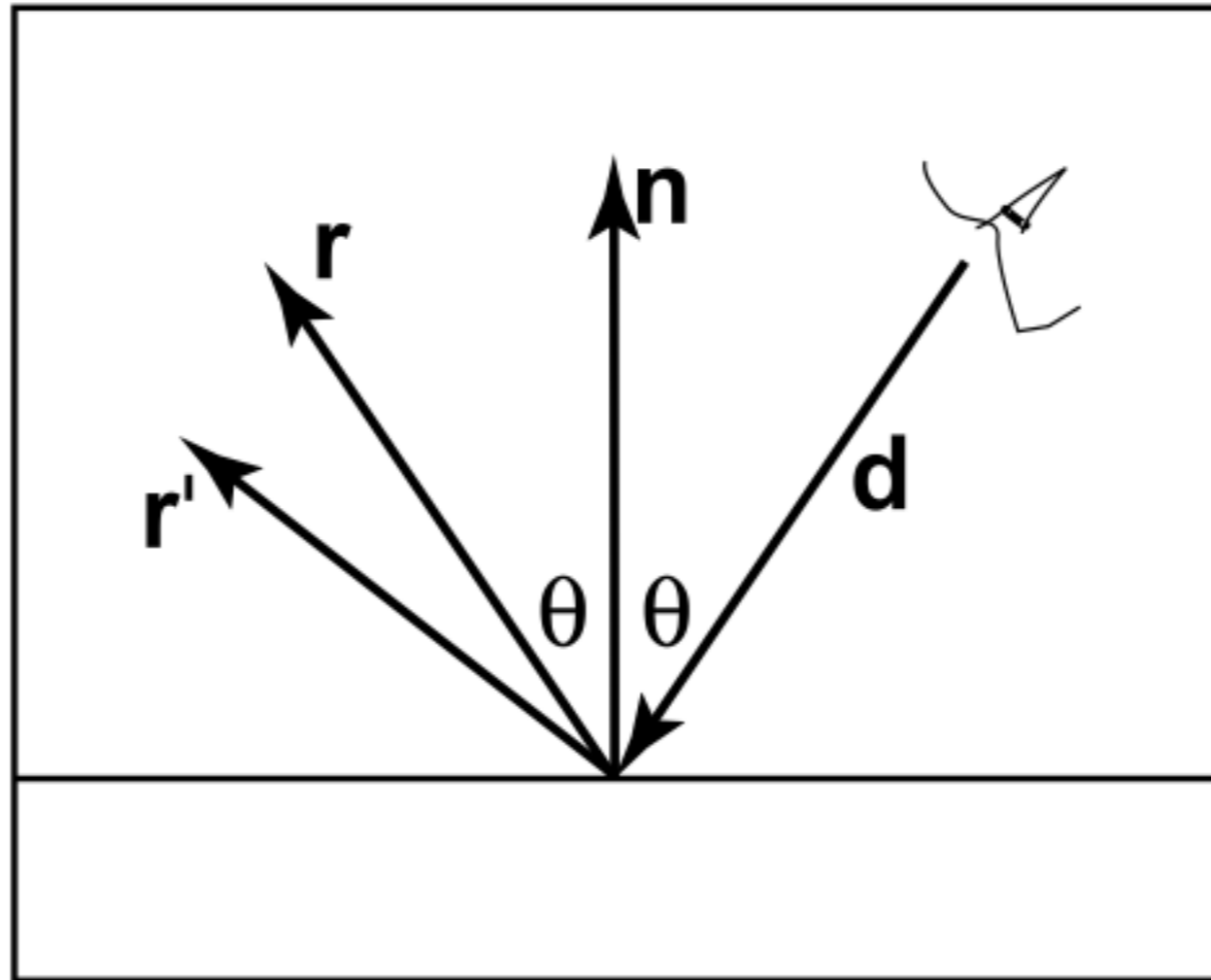
[Shirley and Marschner]



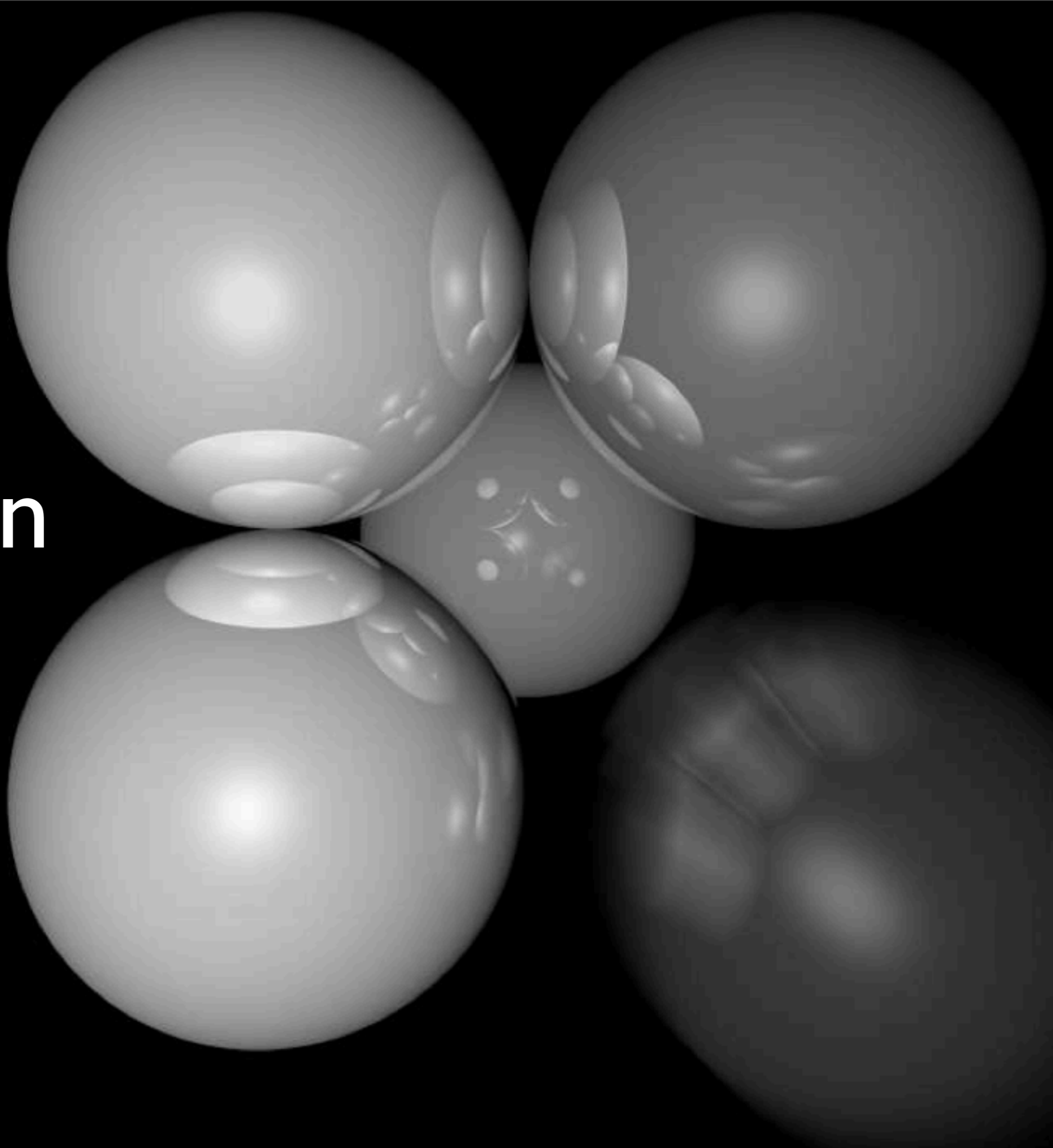


[Shirley and Marschner]

# Fuzzy Reflections



# Motion Blur

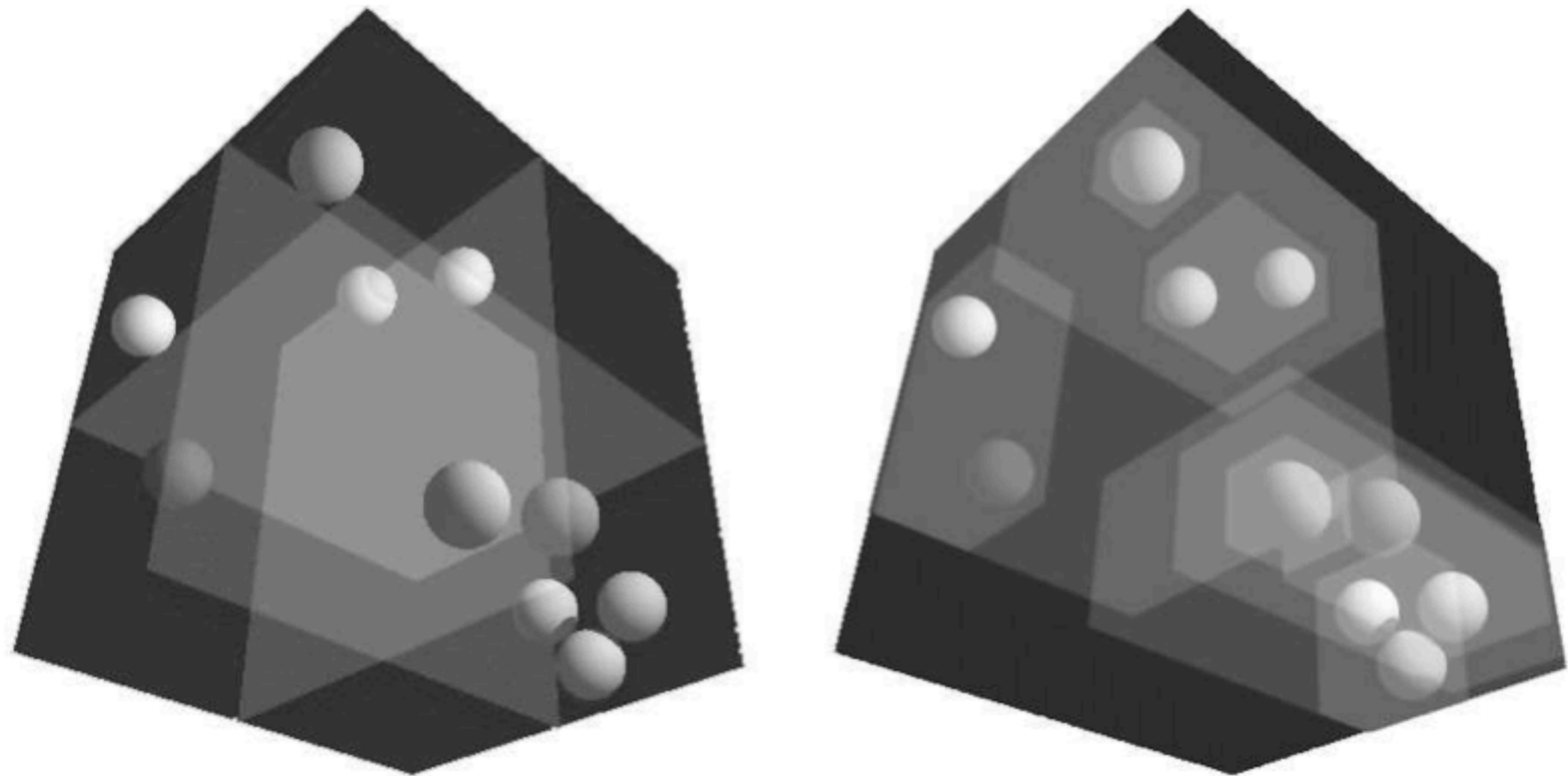


[Shirley and Marschner]



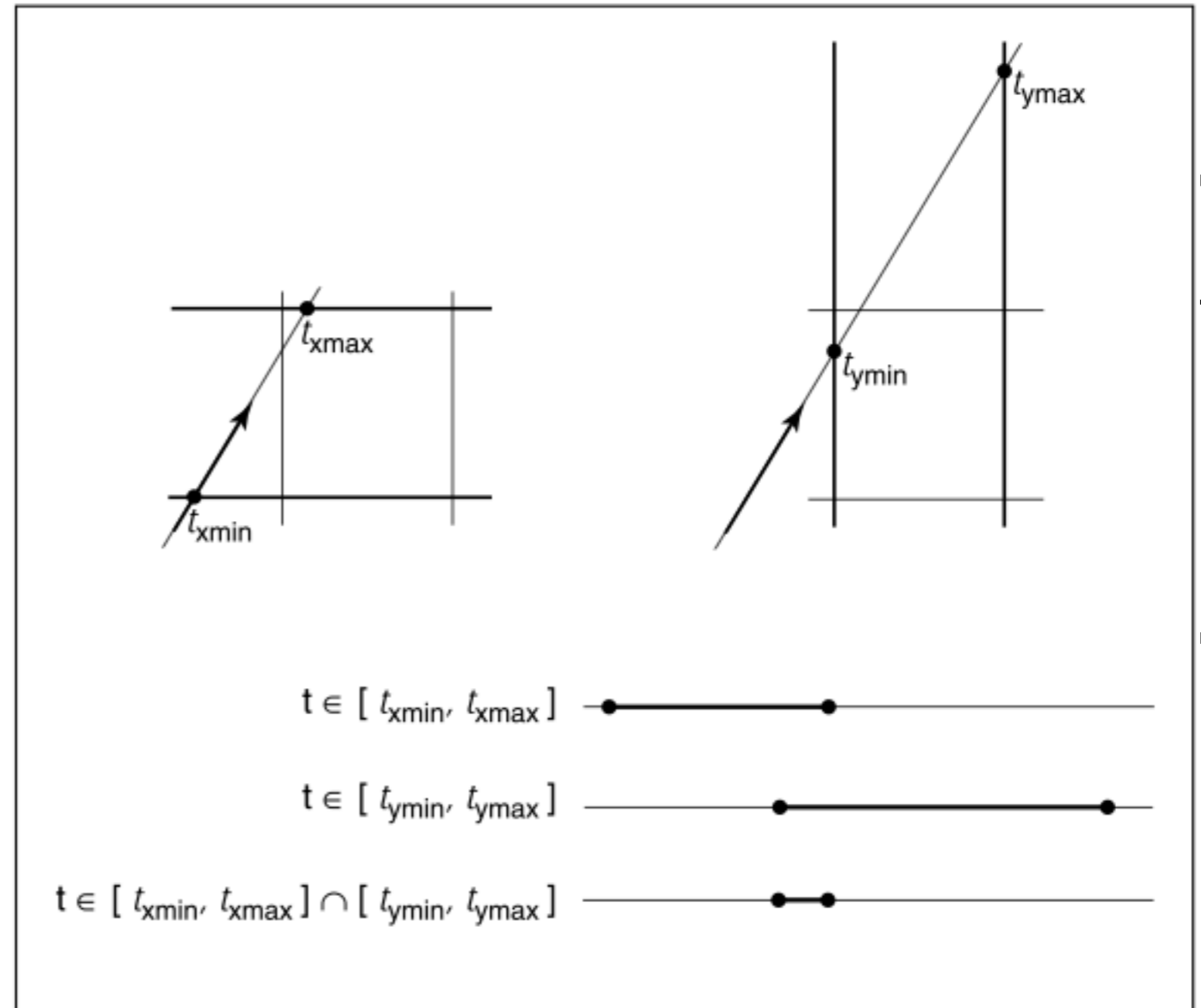
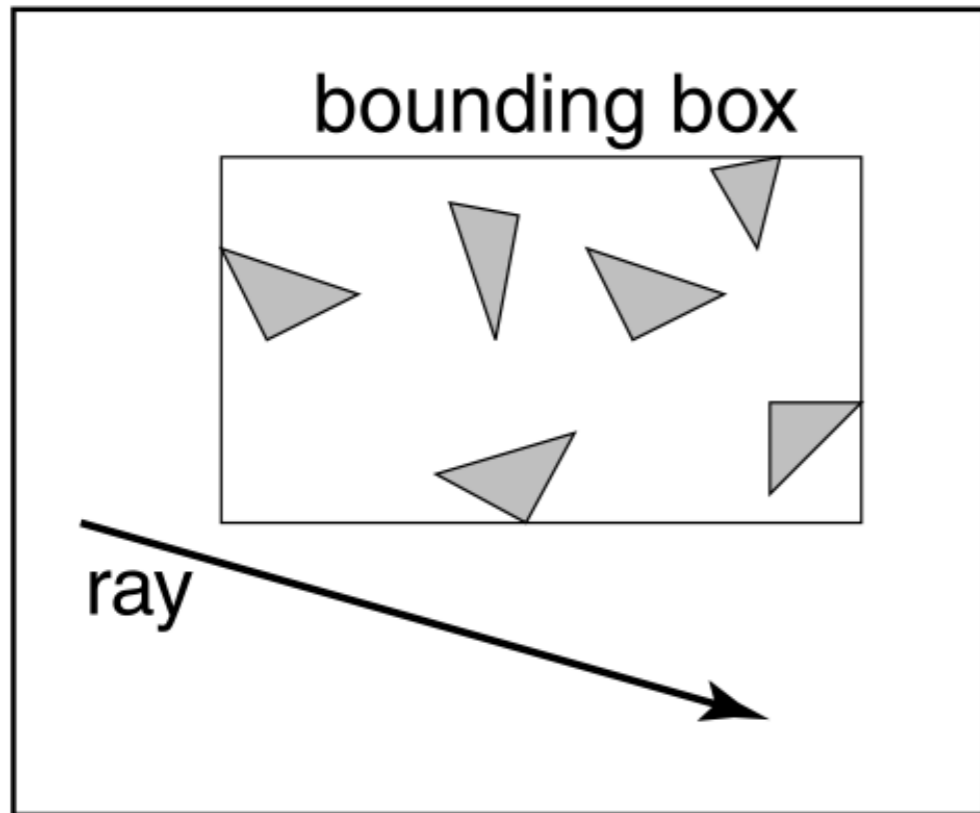
# Acceleration Structures

# Acceleration Structures

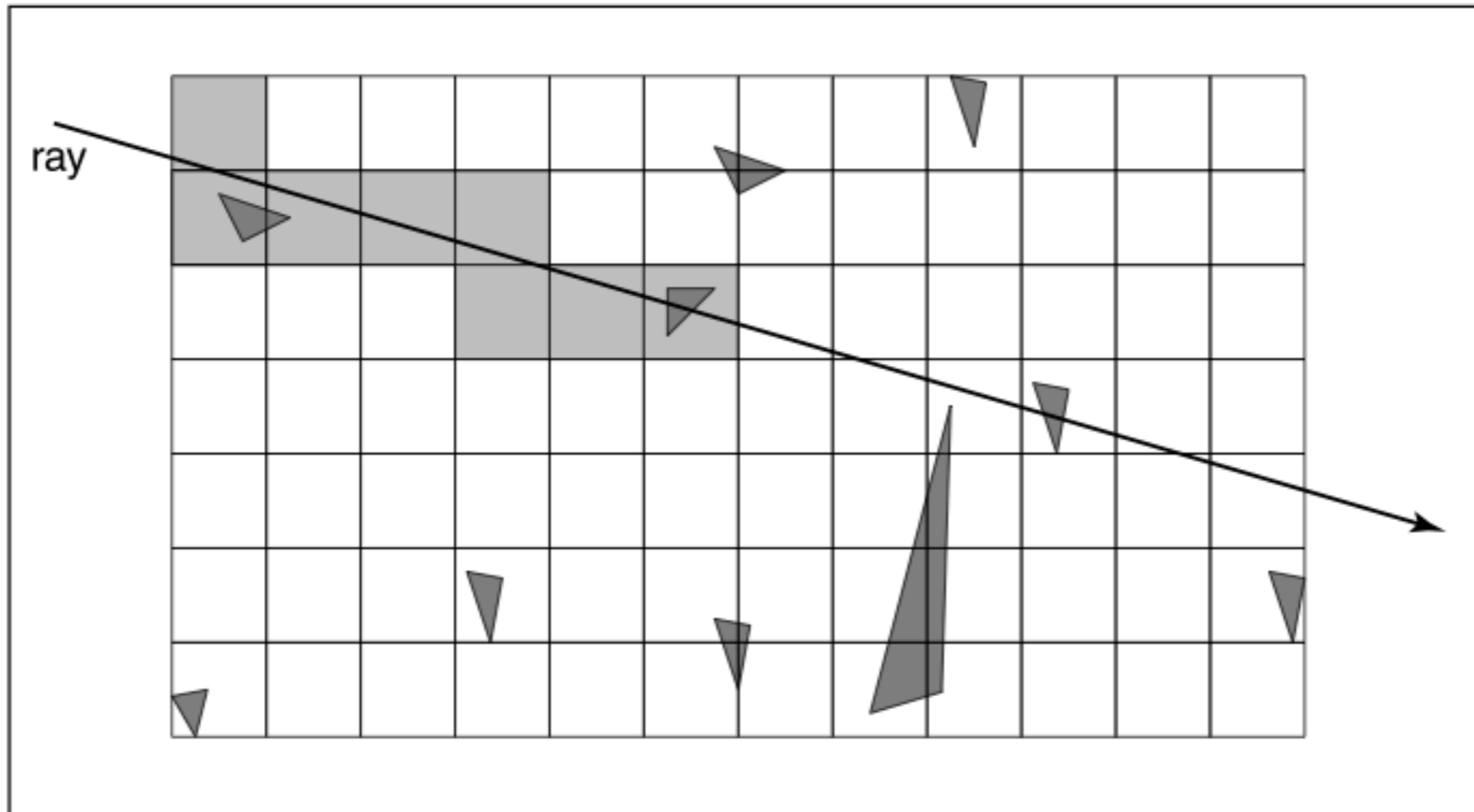


[Shirley and Marschner]

# Bounding boxes

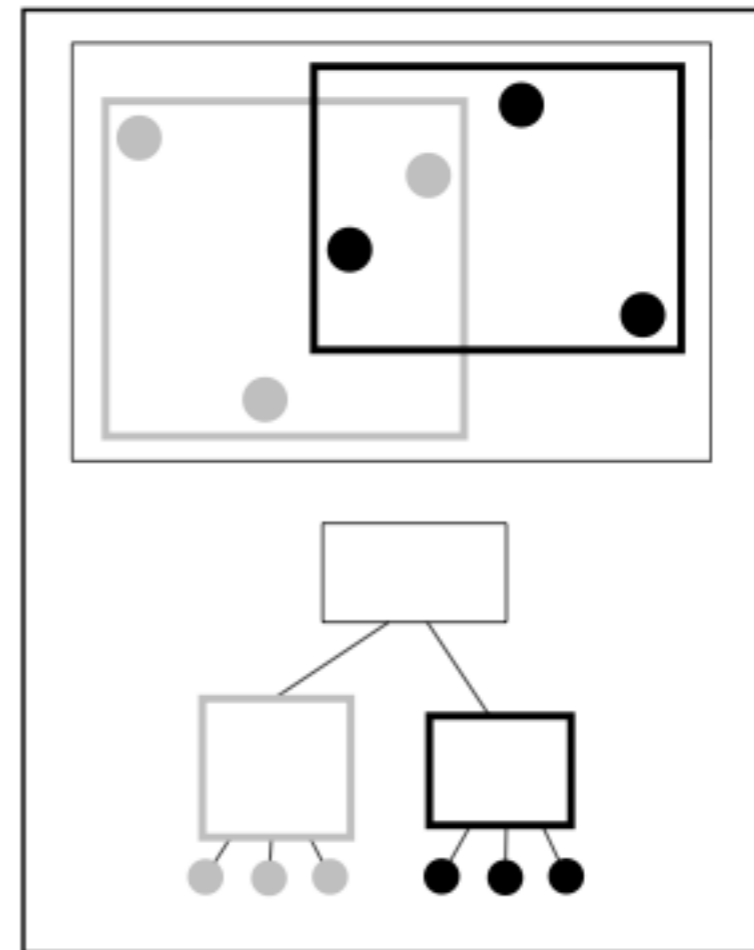
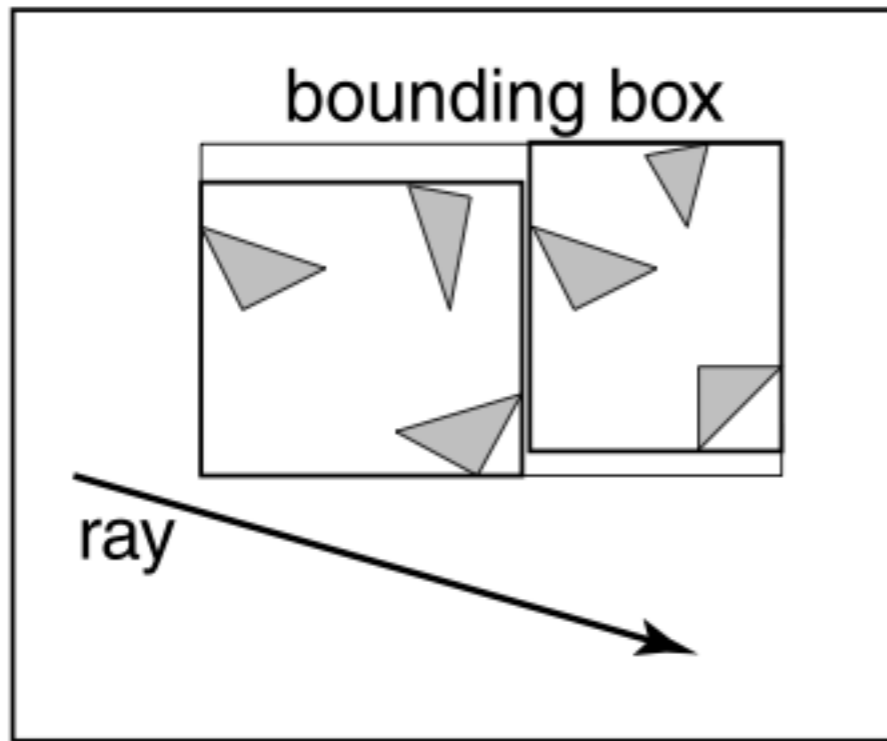


# Uniform Spatial Partitioning



[Shirley and Marschner]

# Bounding Volume Hierarchy



[Shirley and Marschner]