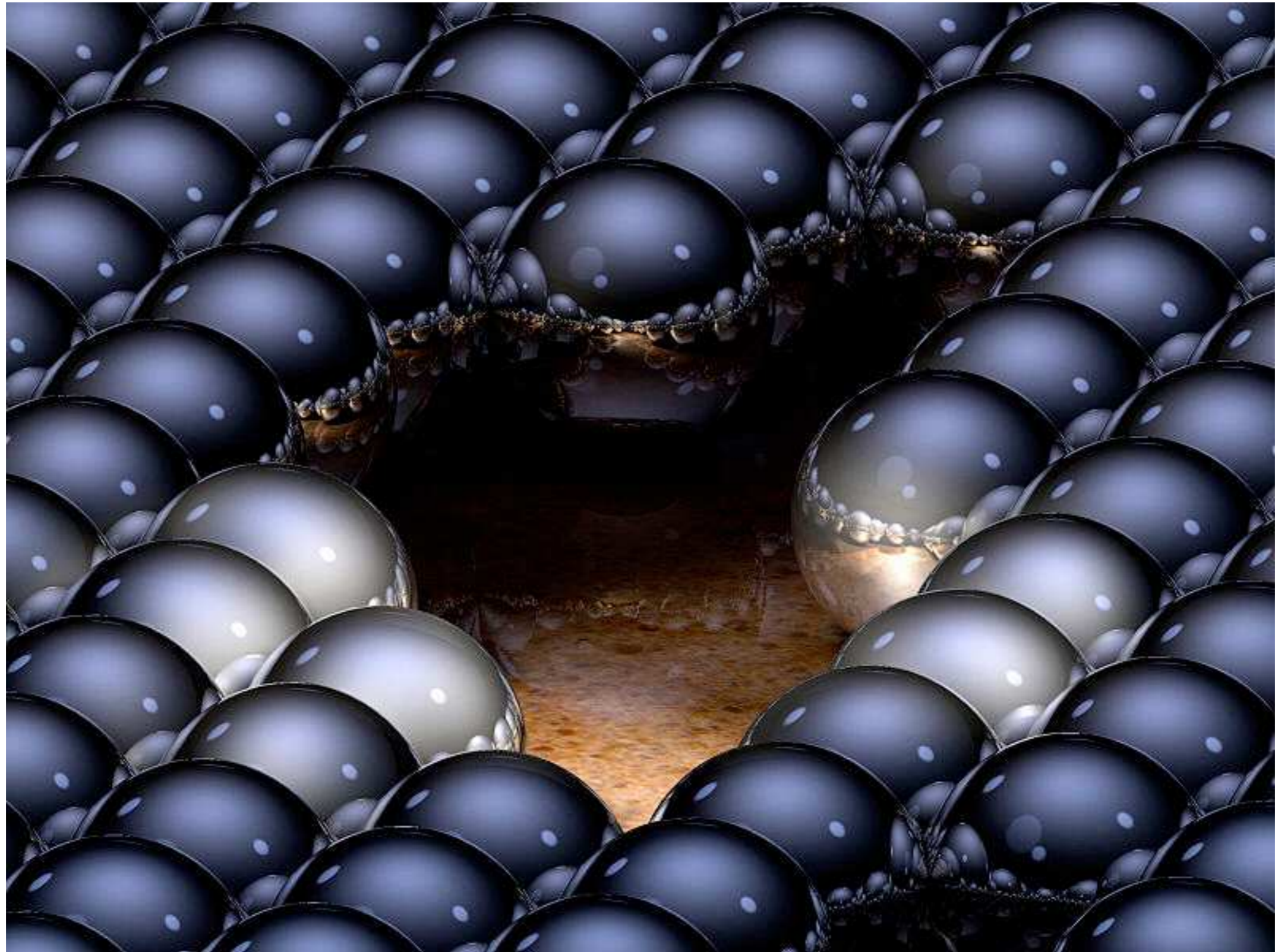


Raytracing

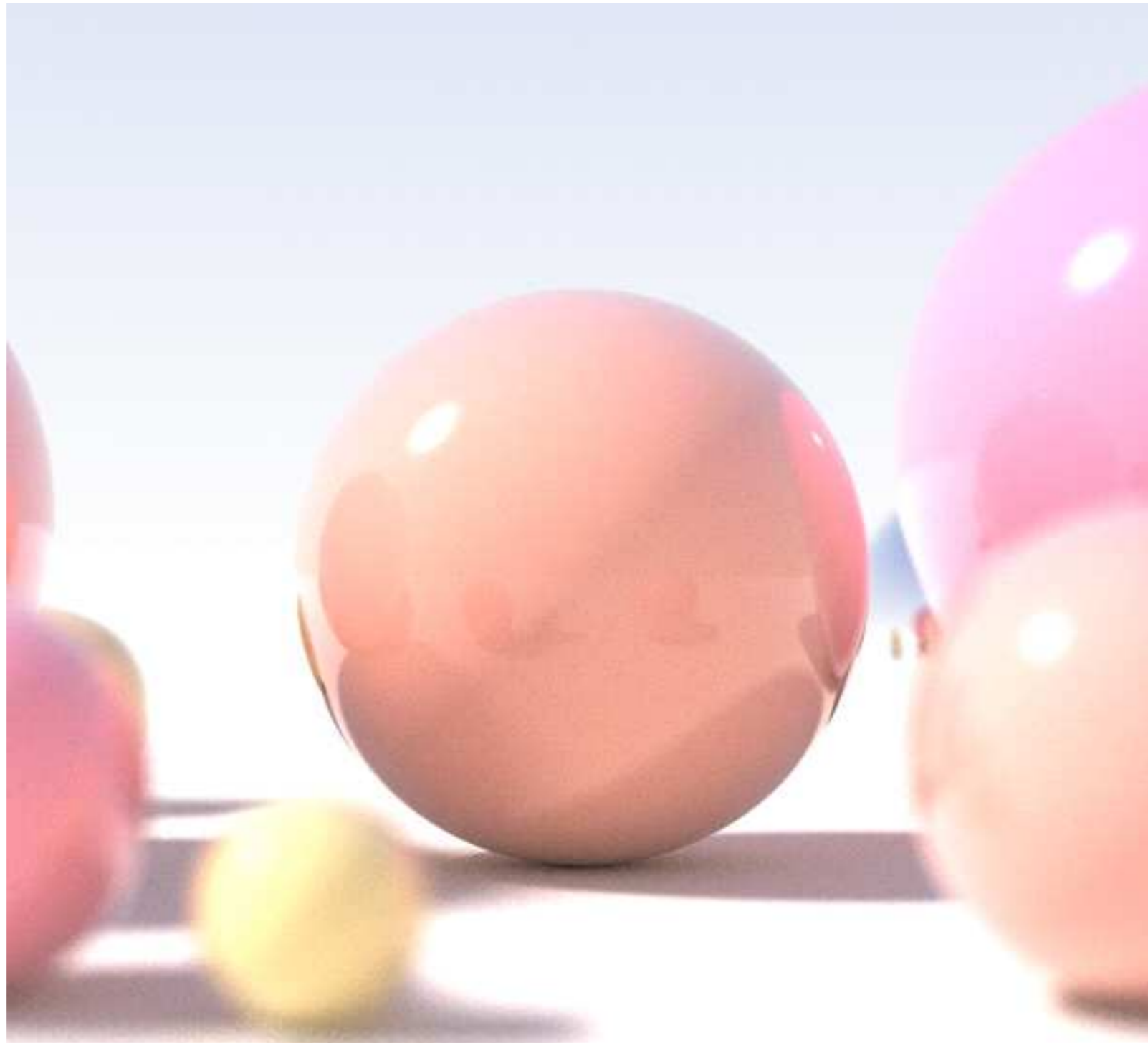


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up to 16 reflections per ray

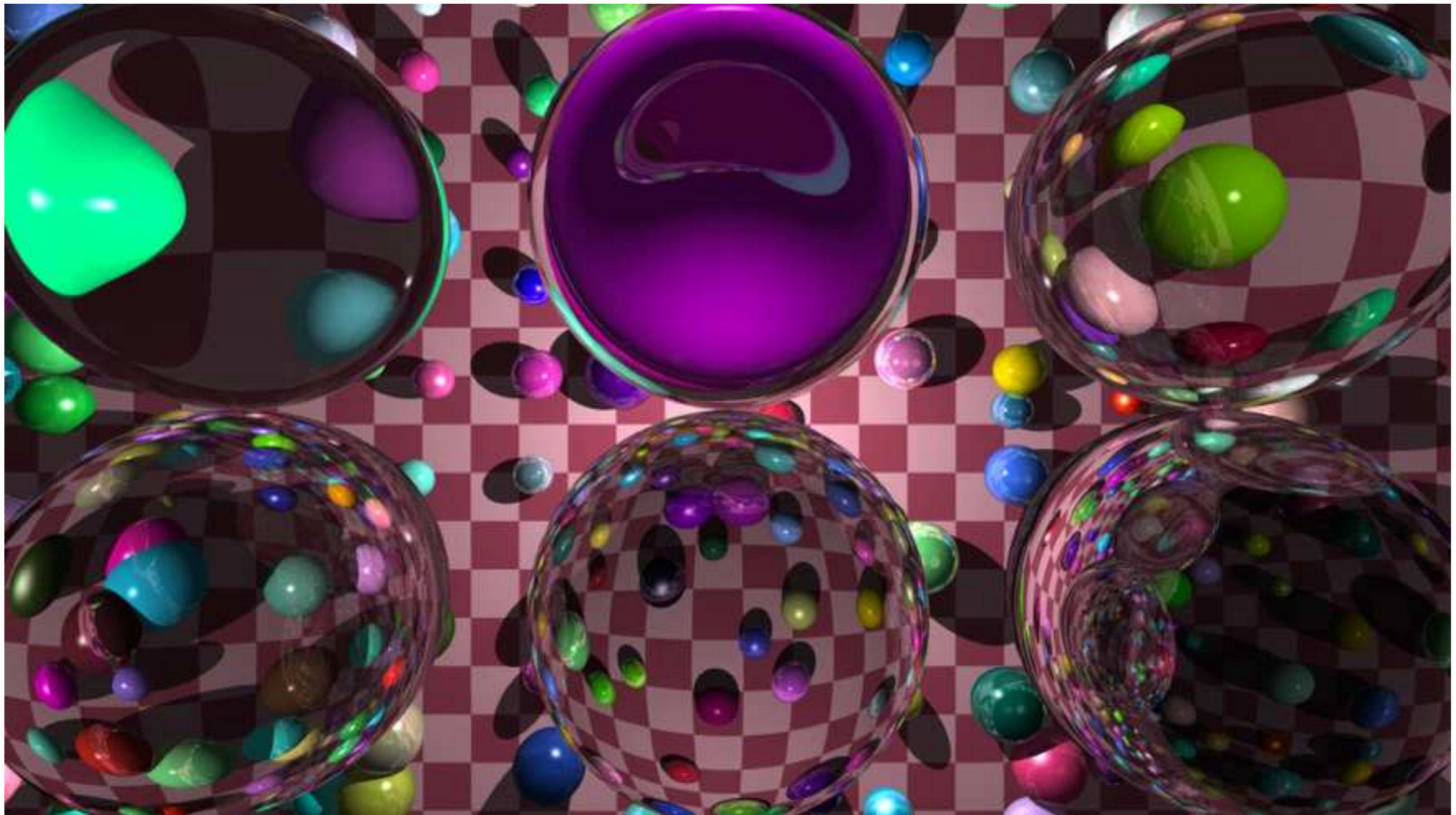
Greg L., Wikimedia Commons



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shallow depth of field, area light sources,
diffuse inter-reflection

Transparency and Refraction



[marczych/github]