

CS 130 : Computer Graphics

Lecture 22: Ray Tracing (cont.)

Tamar Shinar

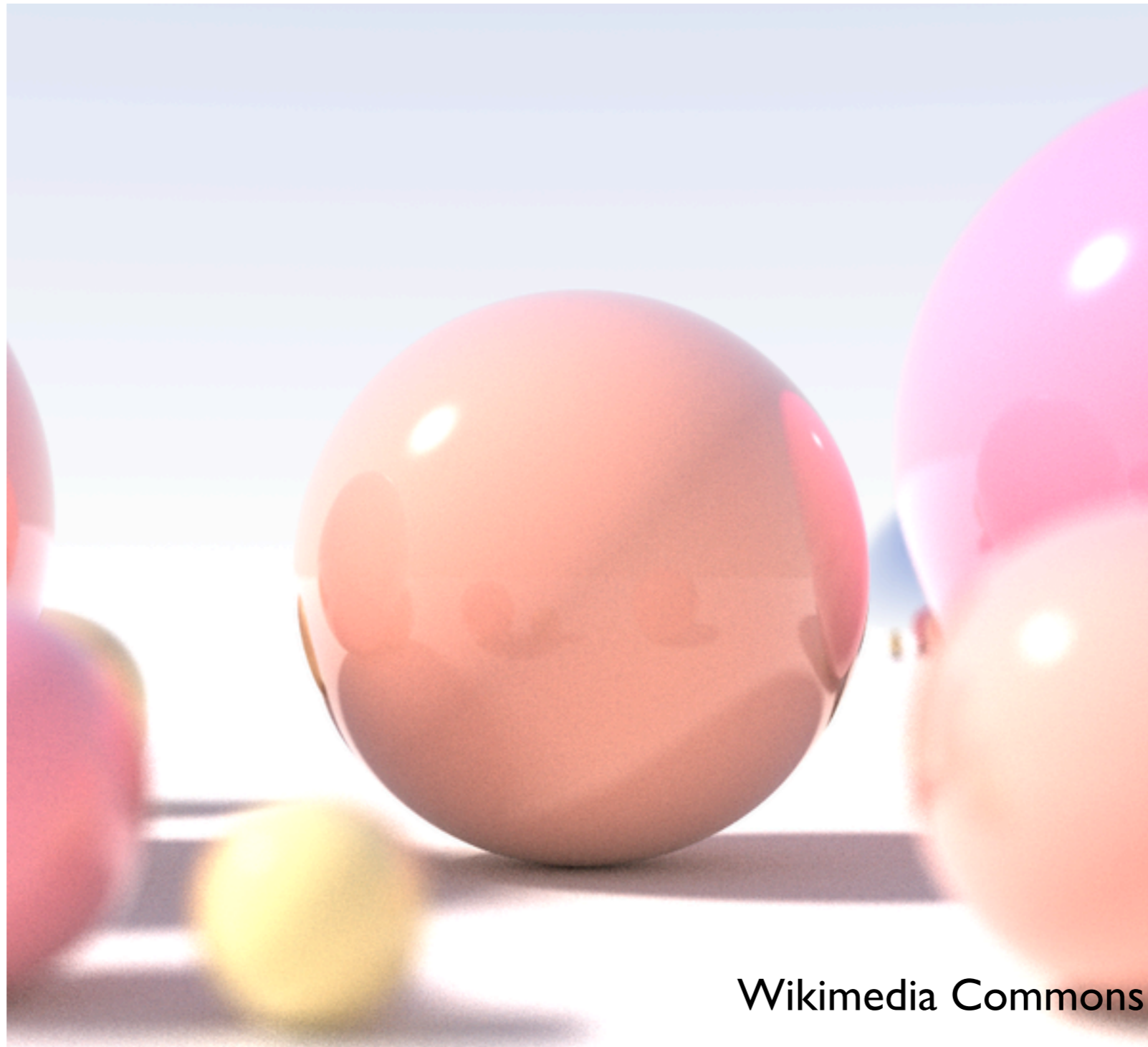
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Ray Tracing



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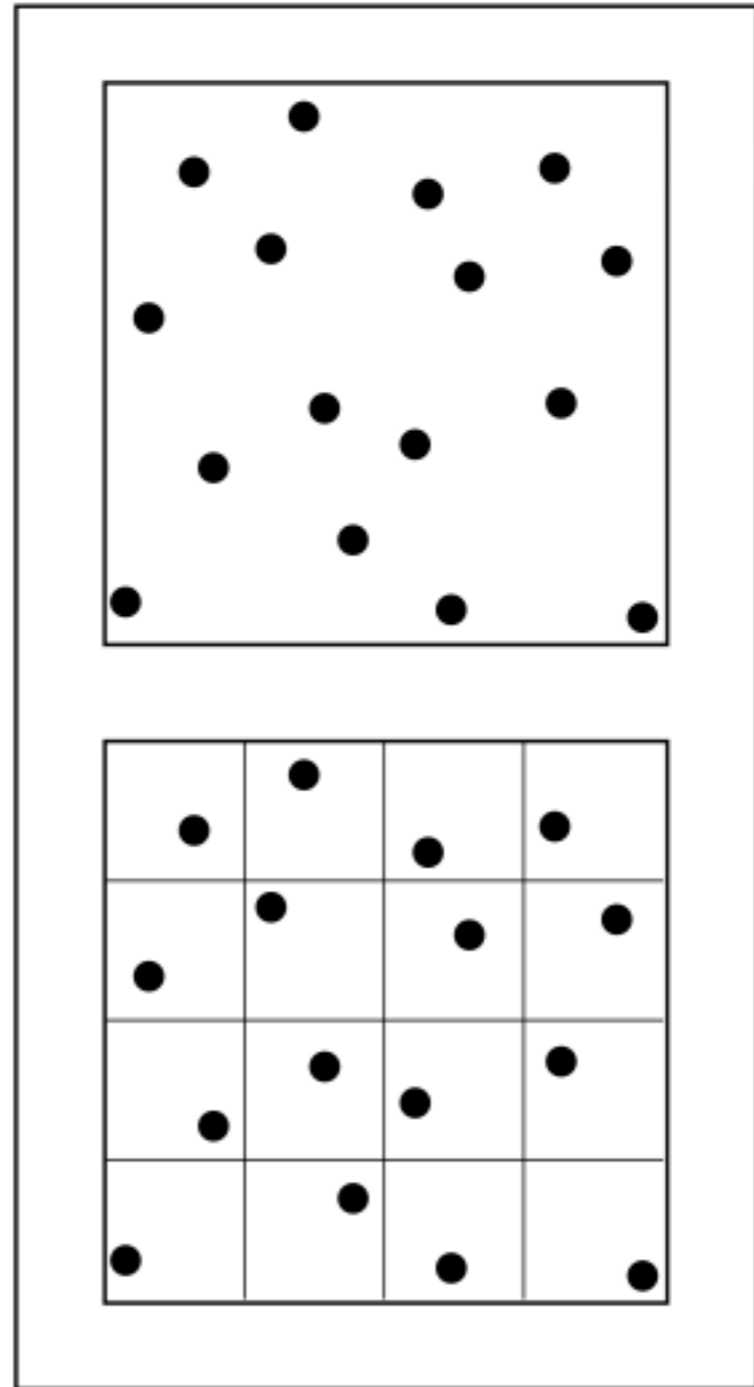
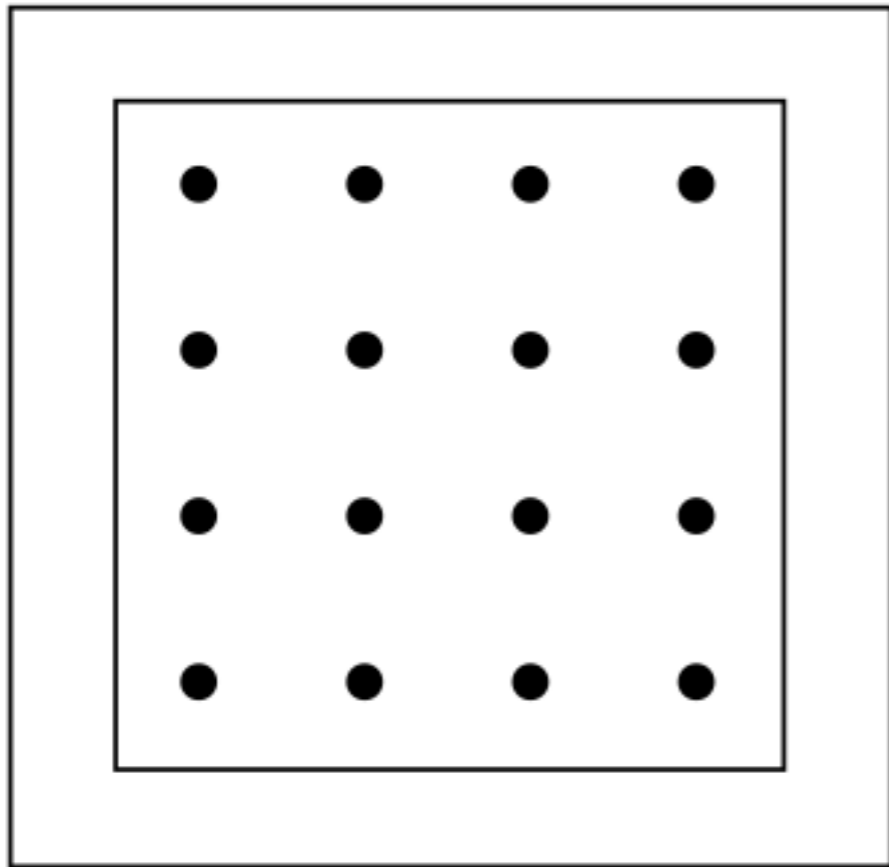


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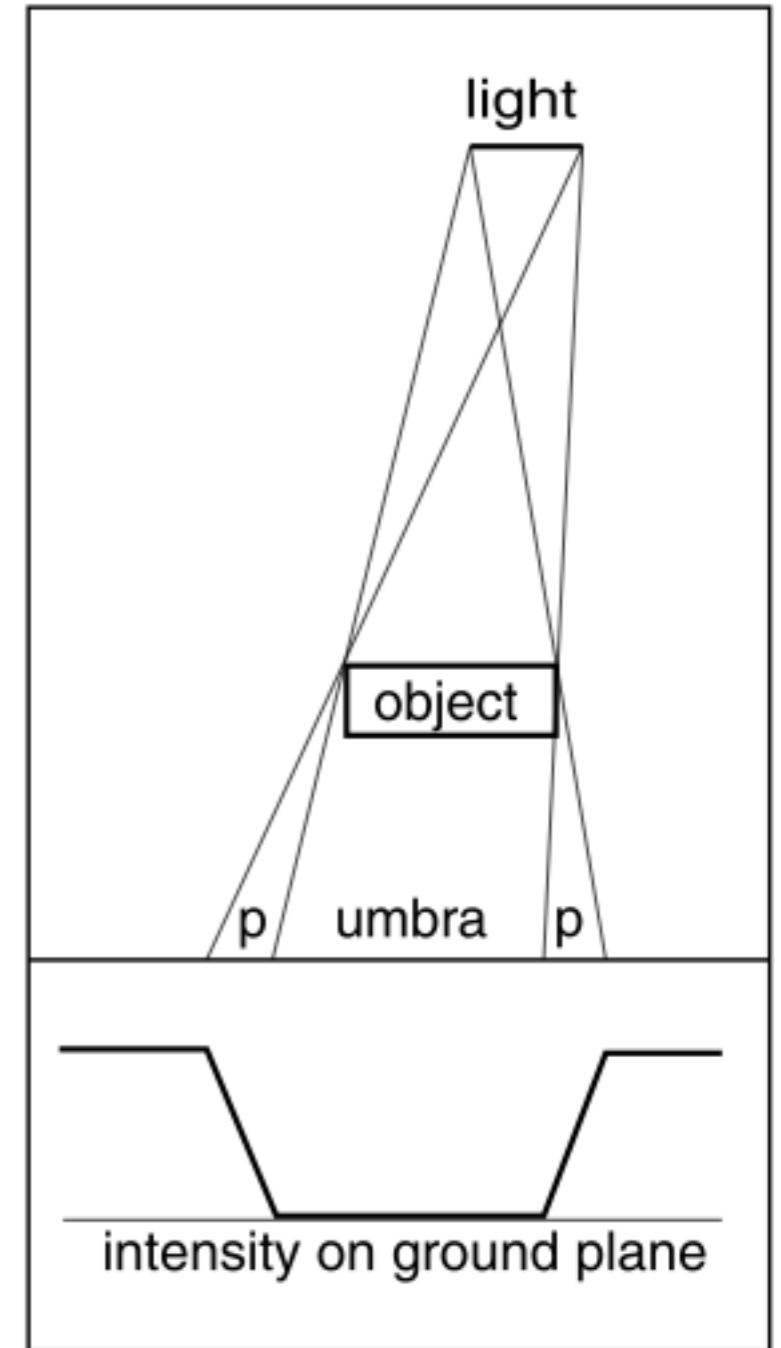
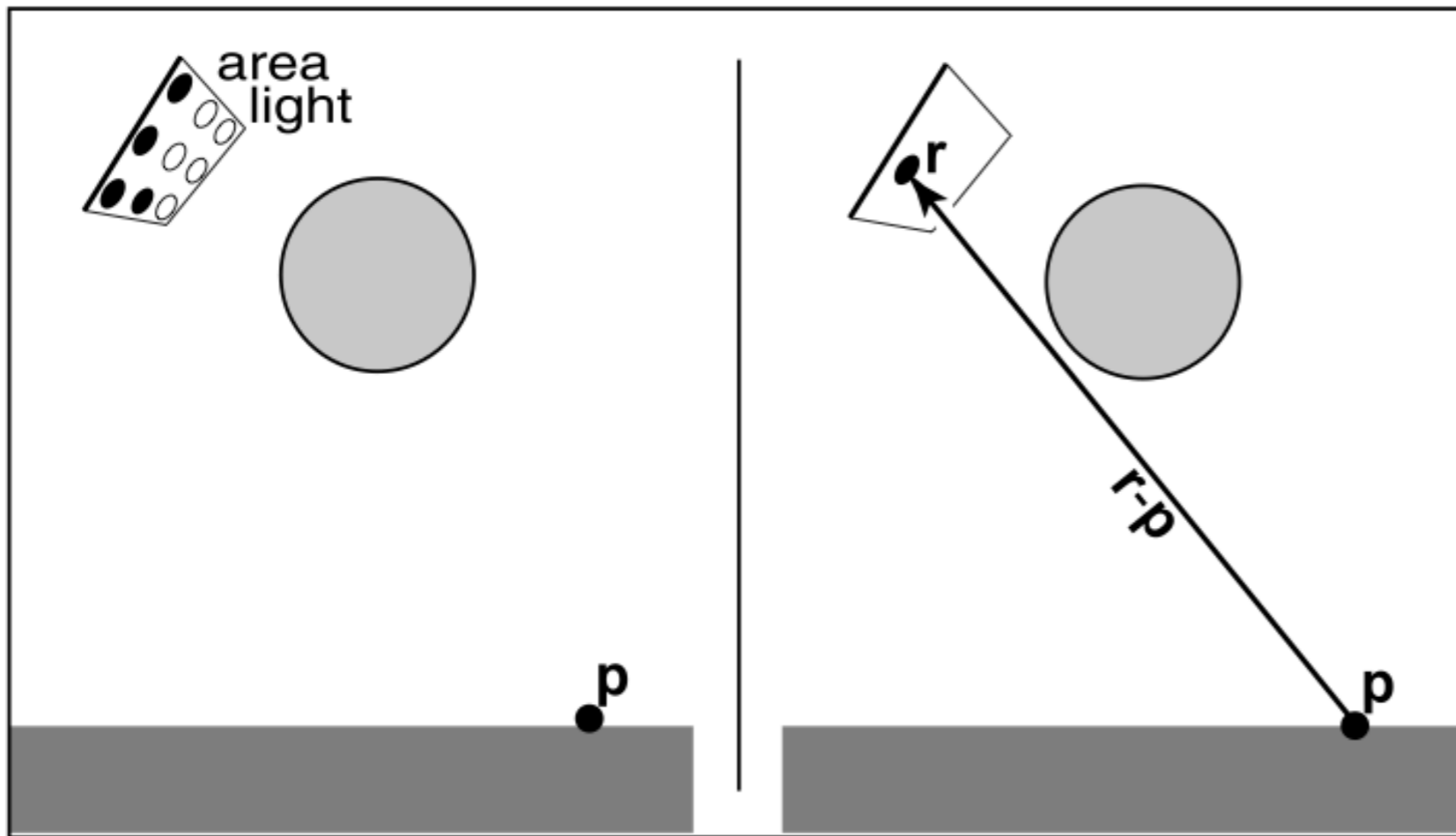
shallow depth of field, area light sources, diffuse interreflection

Distribution Ray Tracing

Anti-aliasing

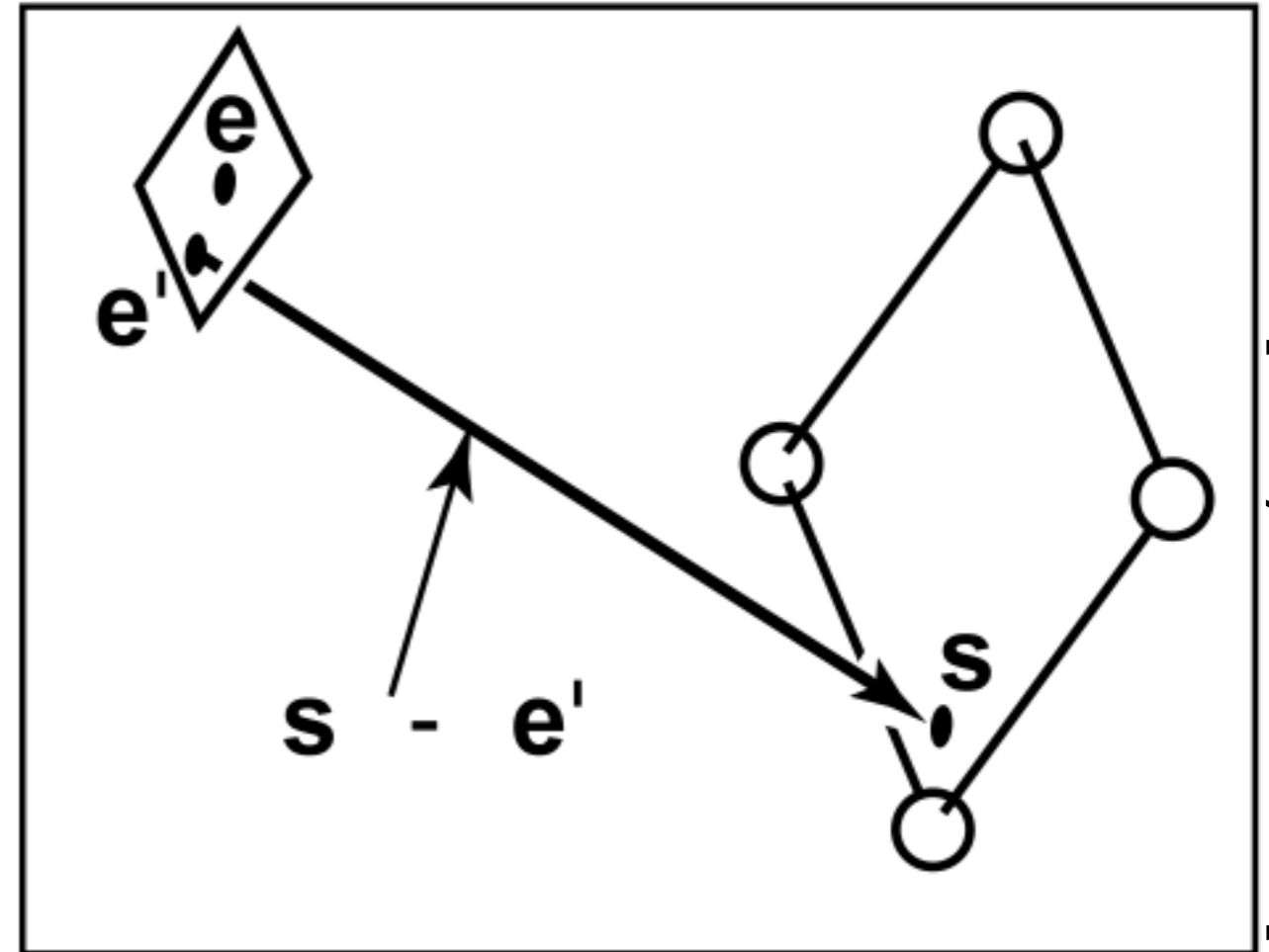
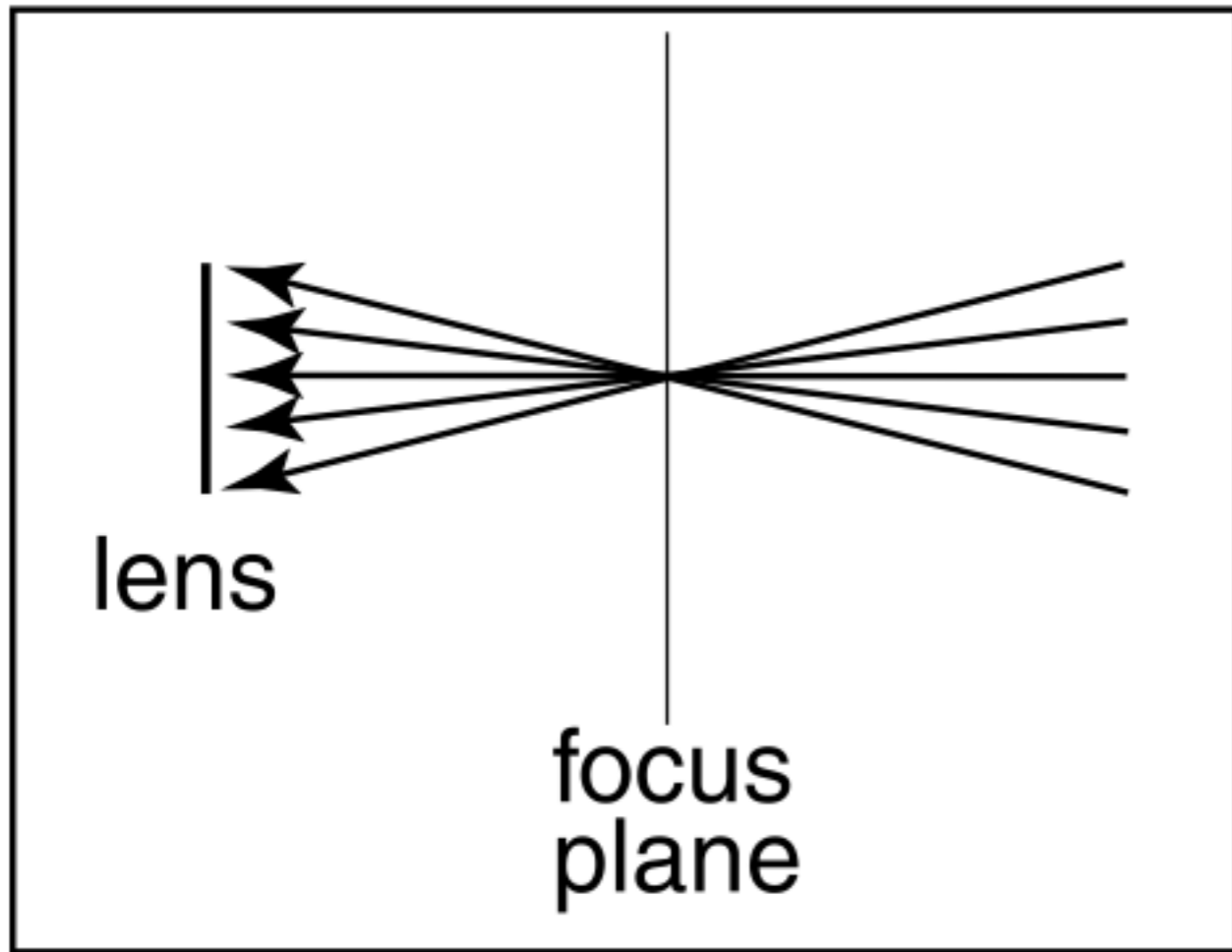


Soft Shadows

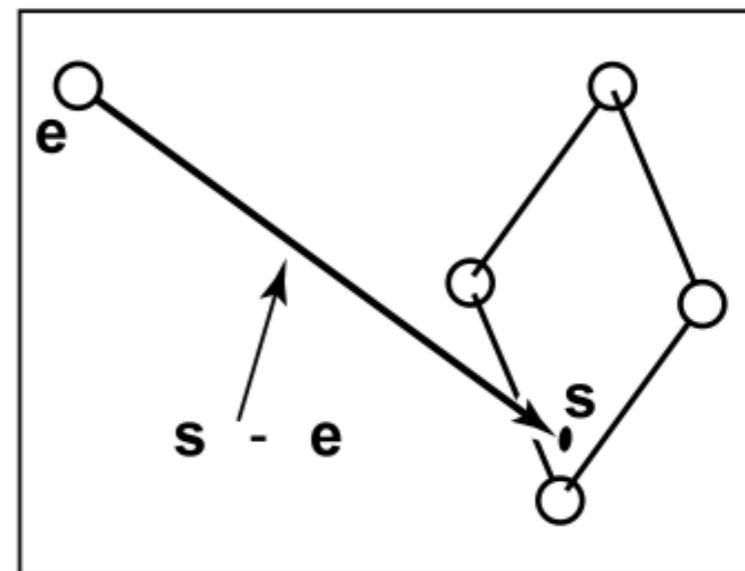


[Shirley and Marschner]

Soft Focus



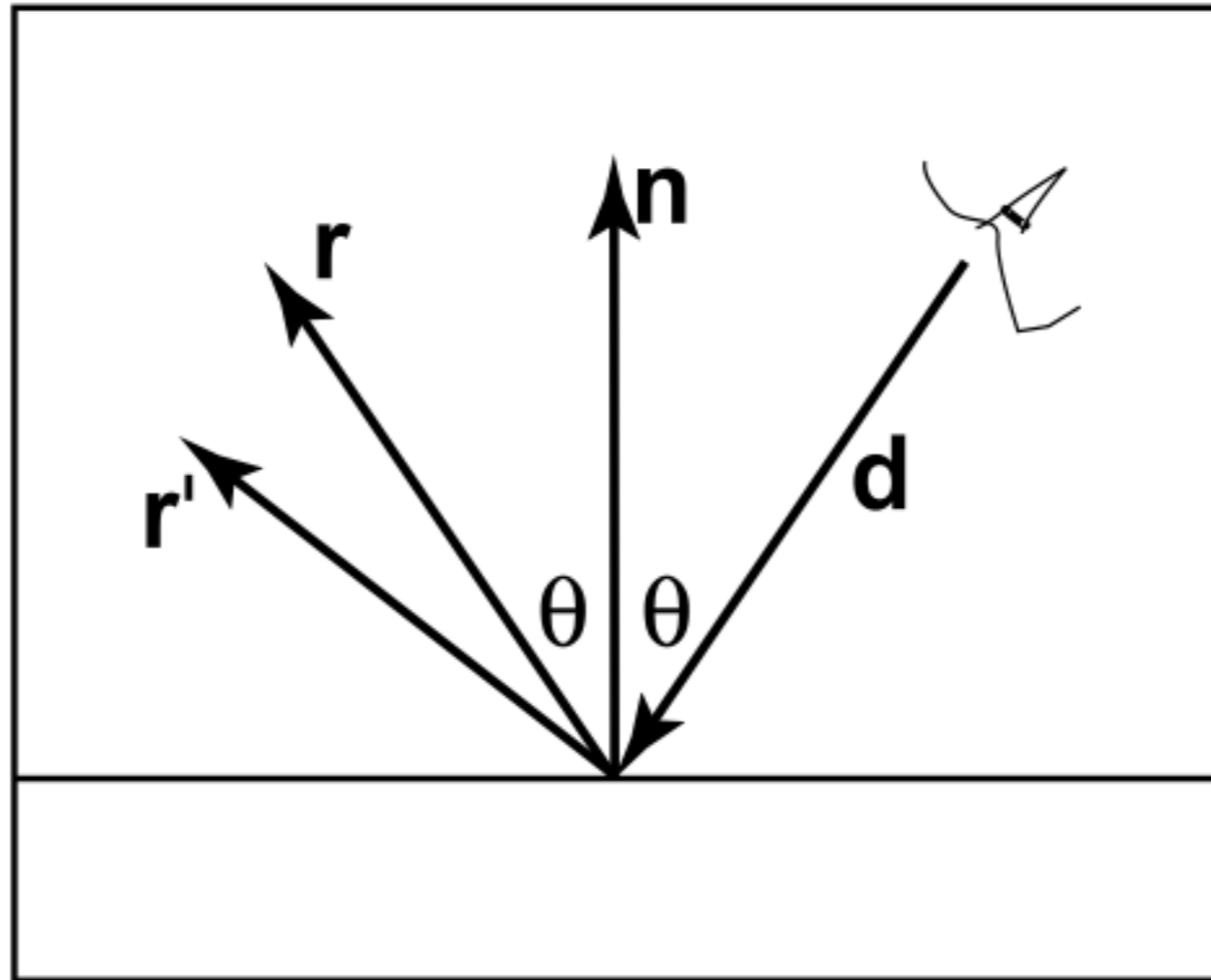
[Shirley and Marschner]





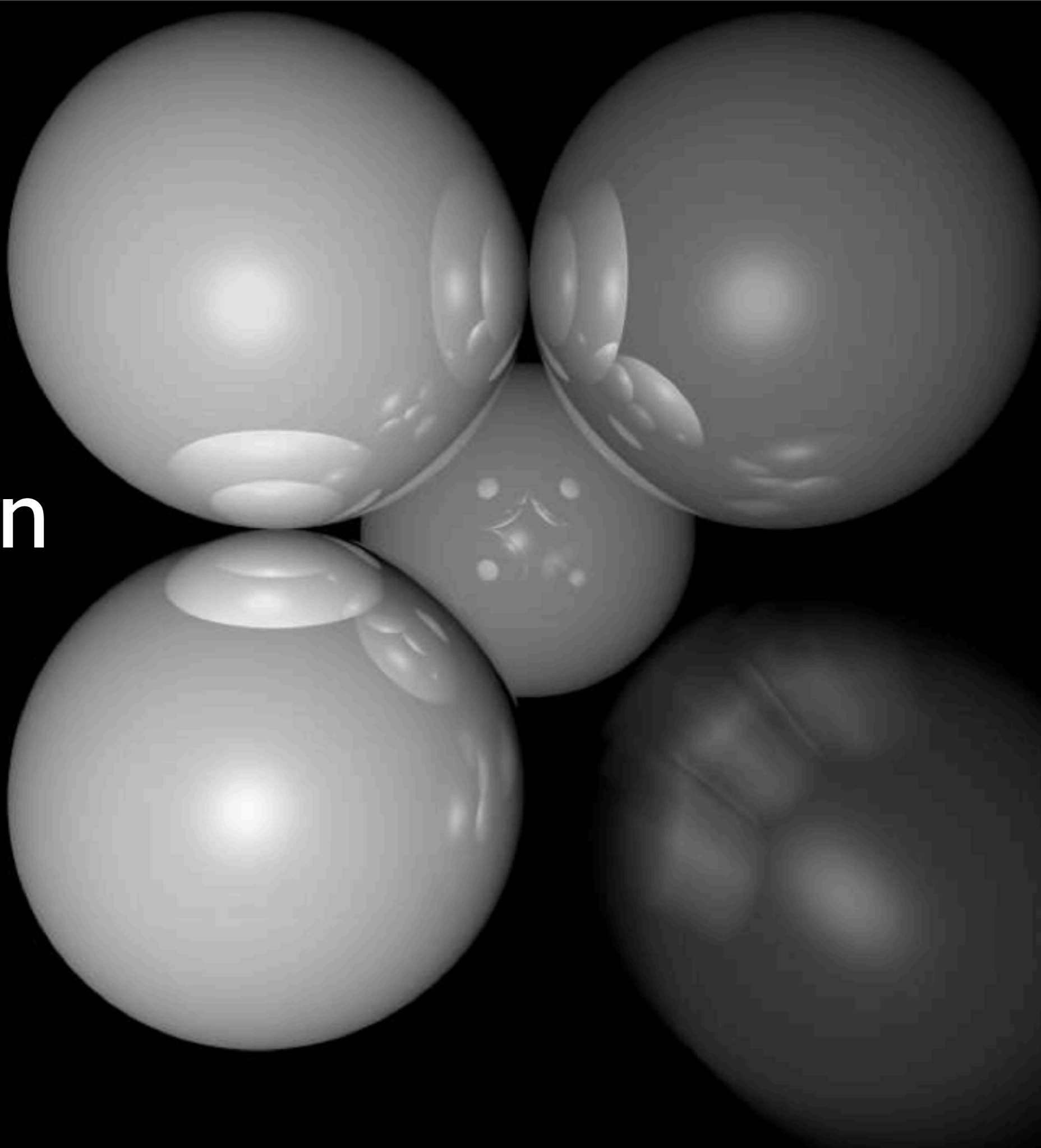
[Shirley and Marschner]

Fuzzy Reflections



[Shirley and Marschner]

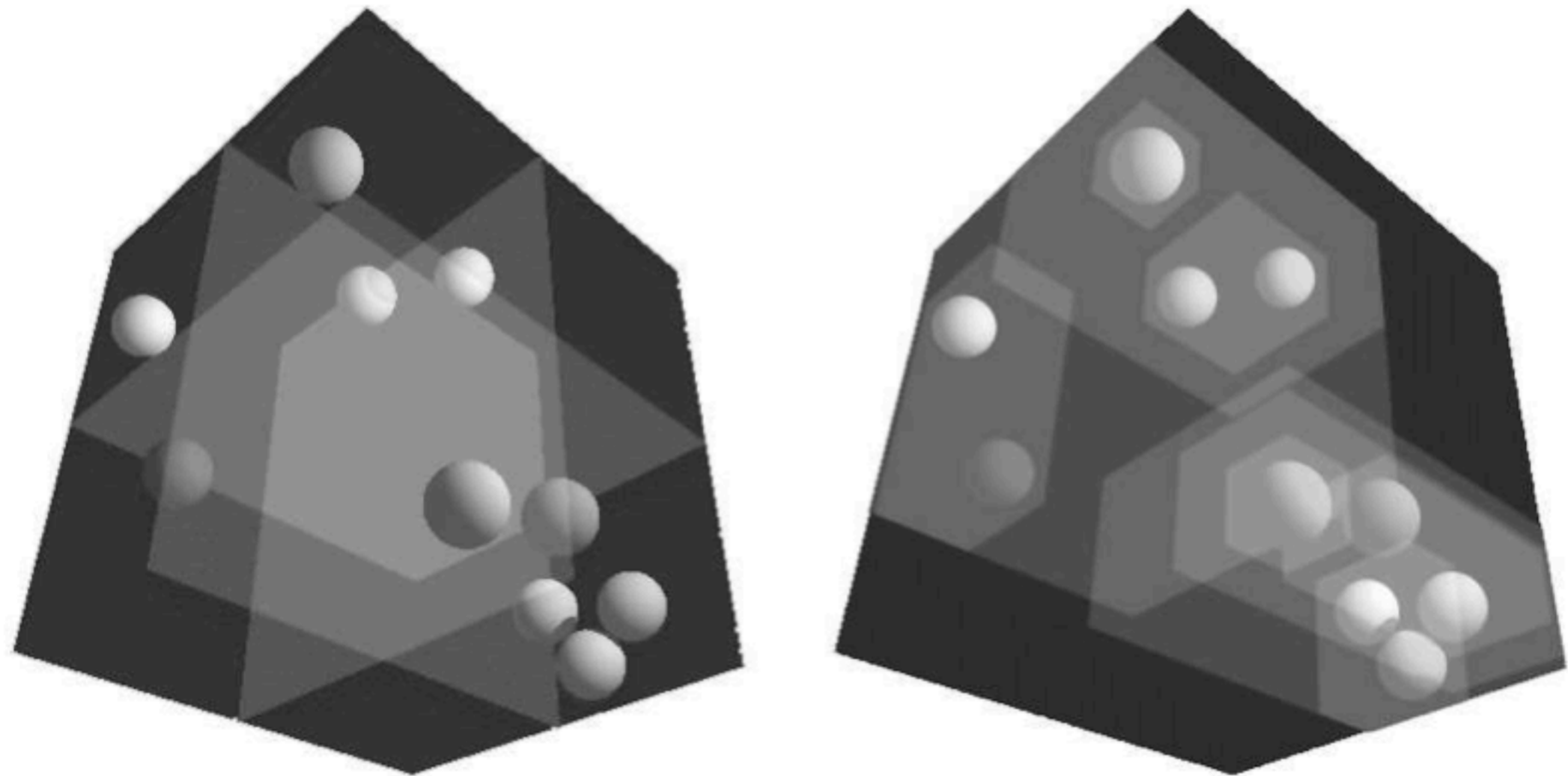
Motion Blur



[Shirley and Marschner]

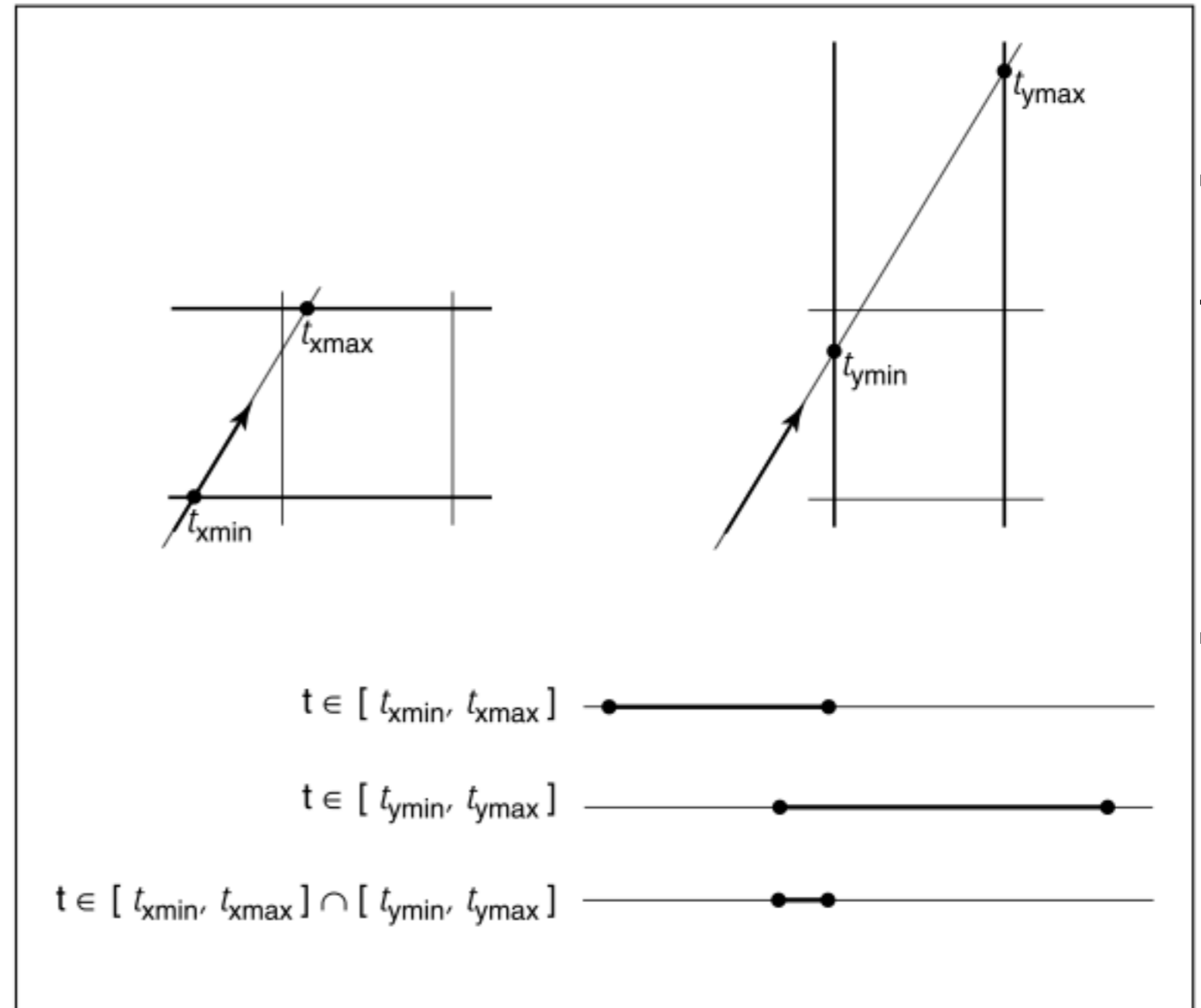
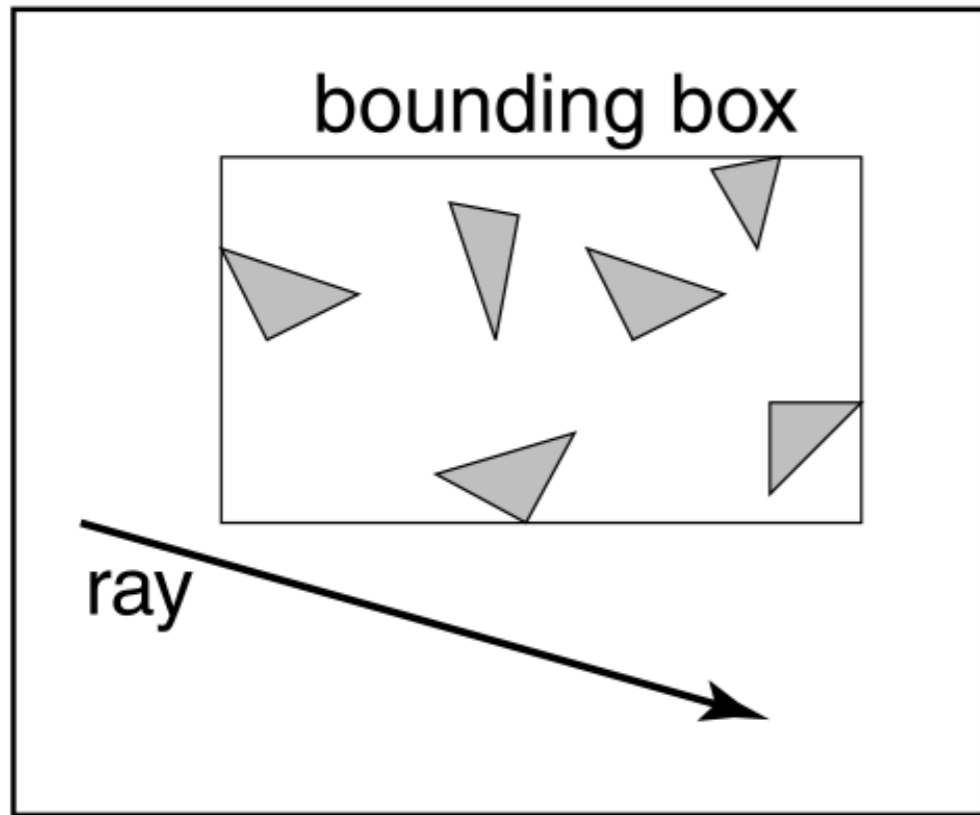
Acceleration Structures

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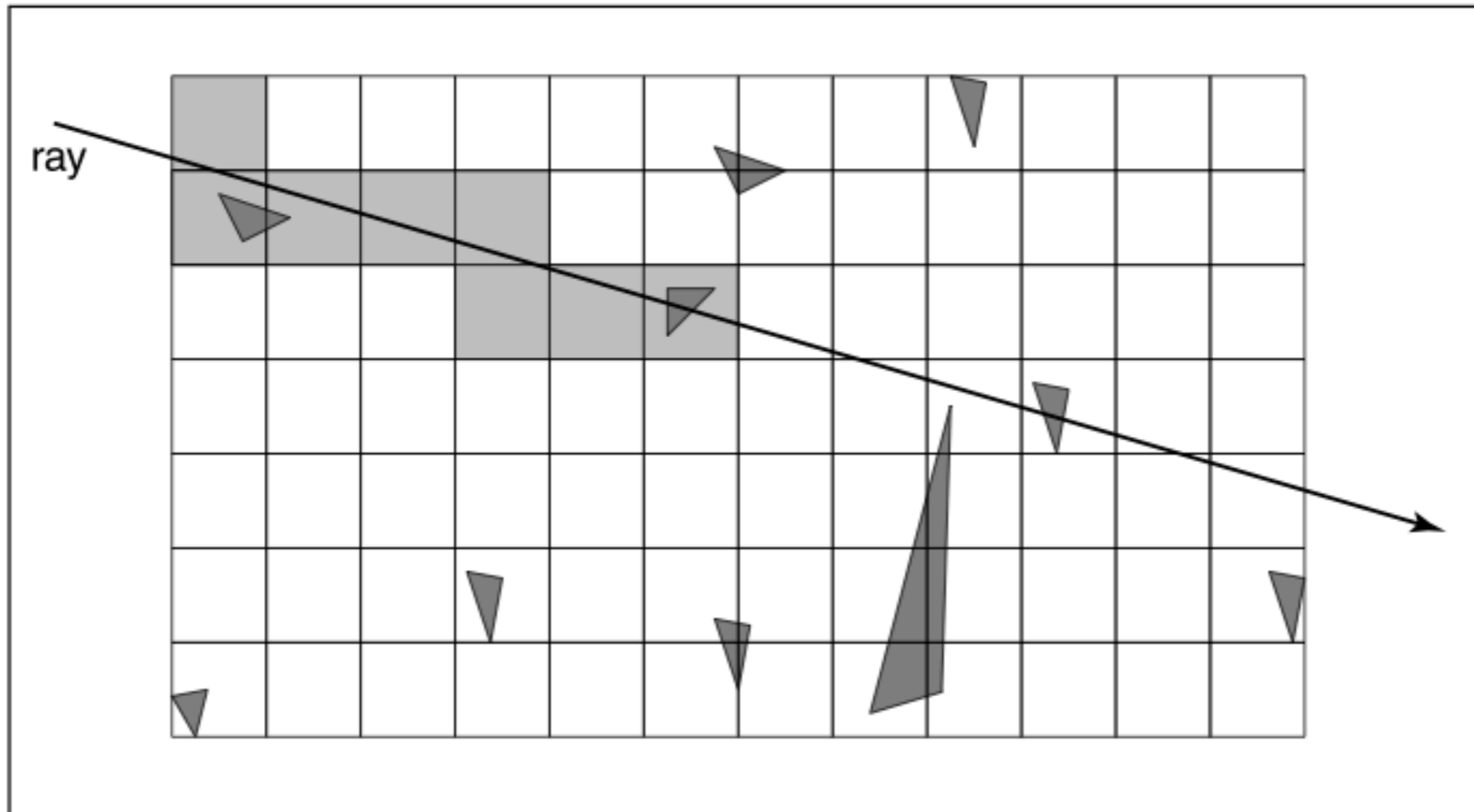


[Shirley and Marschner]

Bounding boxes

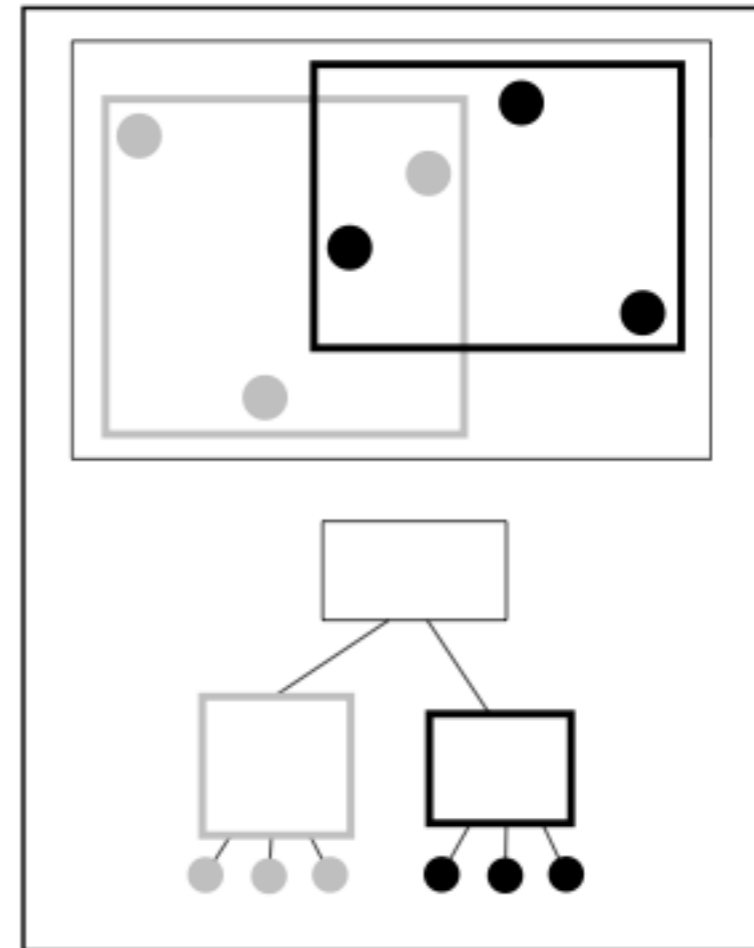
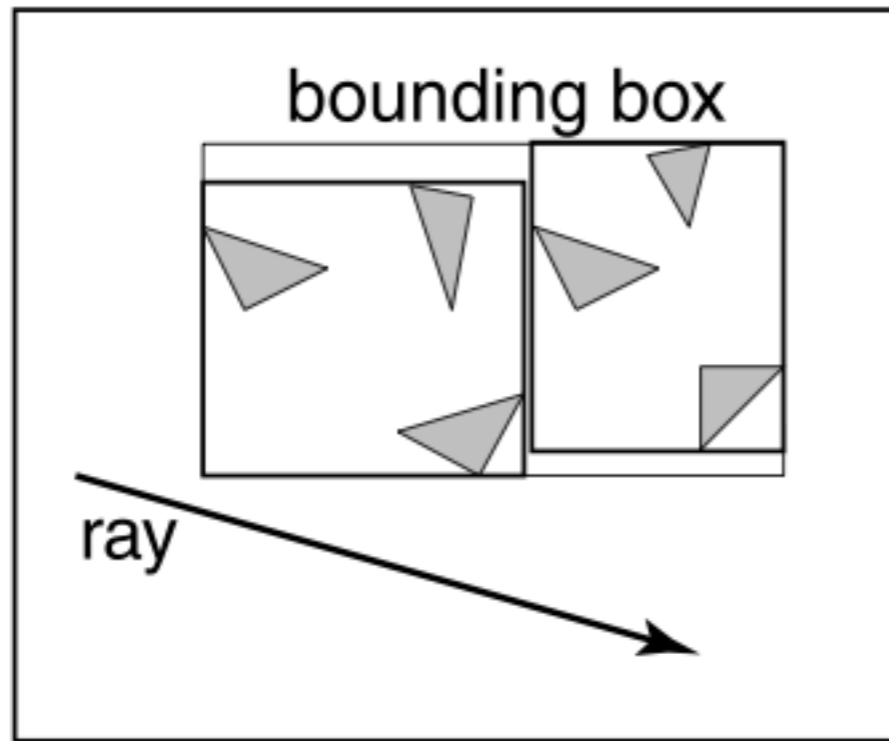


Uniform Spatial Partitioning



[Shirley and Marschner]

Bounding Volume Hierarchy



[Shirley and Marschner]