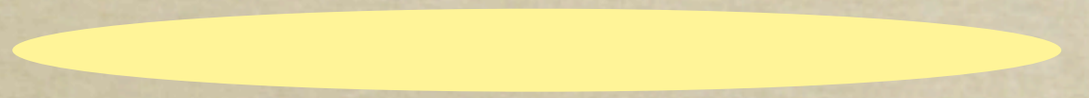
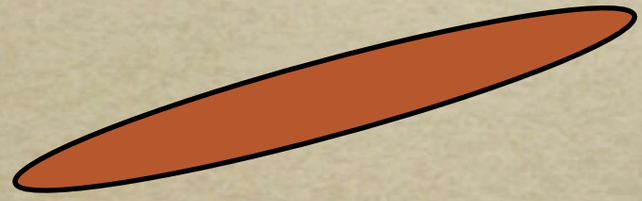
Just the beginning…

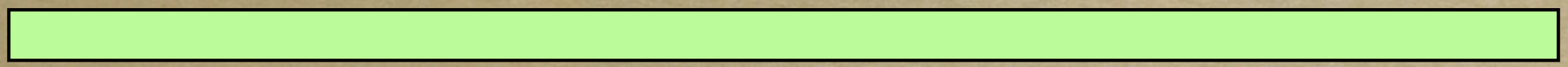
- *Aliasing artefacts*
- *No surface/surface illumination*
- *No caustics*
- ***Real shadows are soft***
- *Colour problems*
- *Very slow*

Shadows

Light

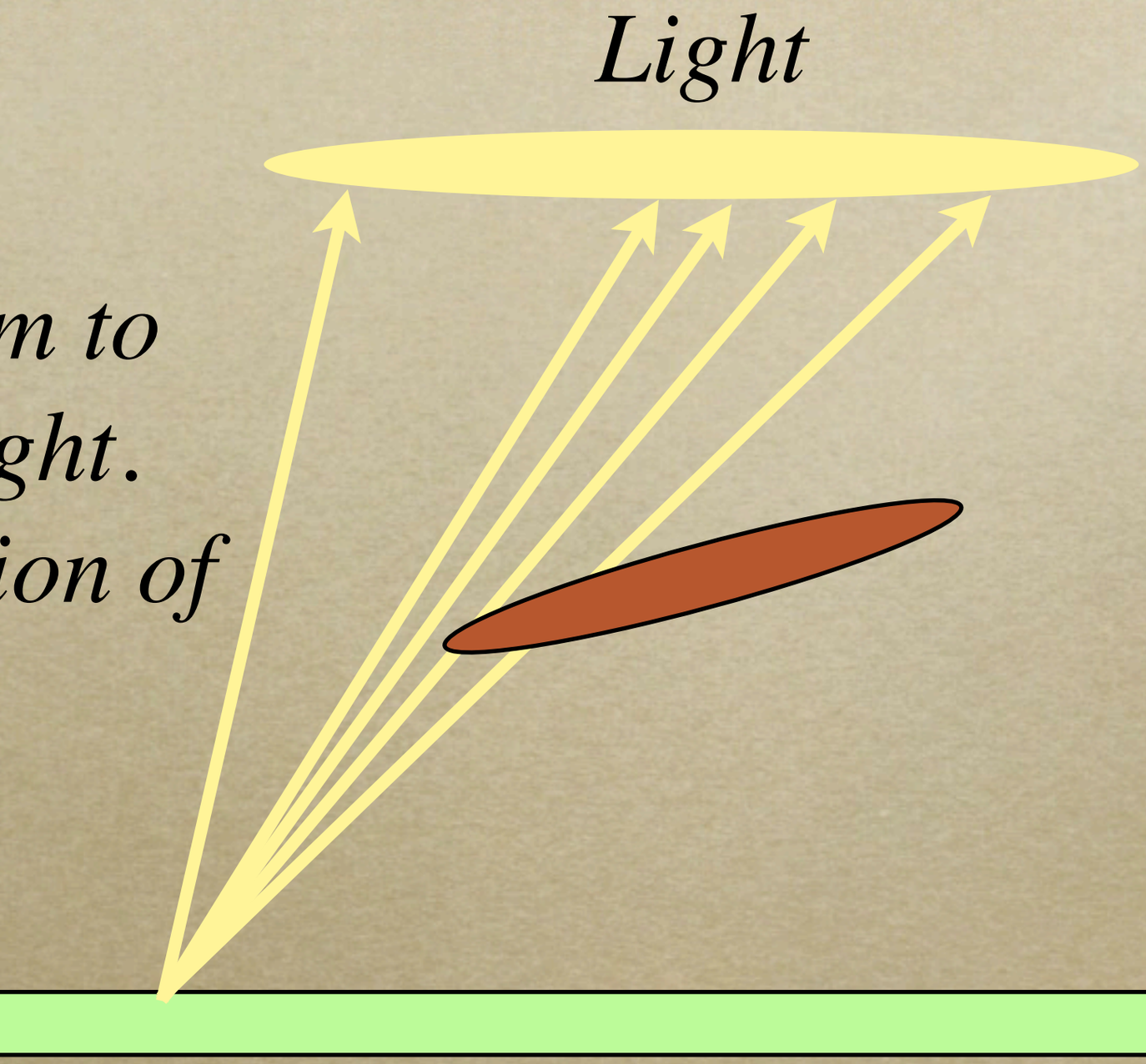




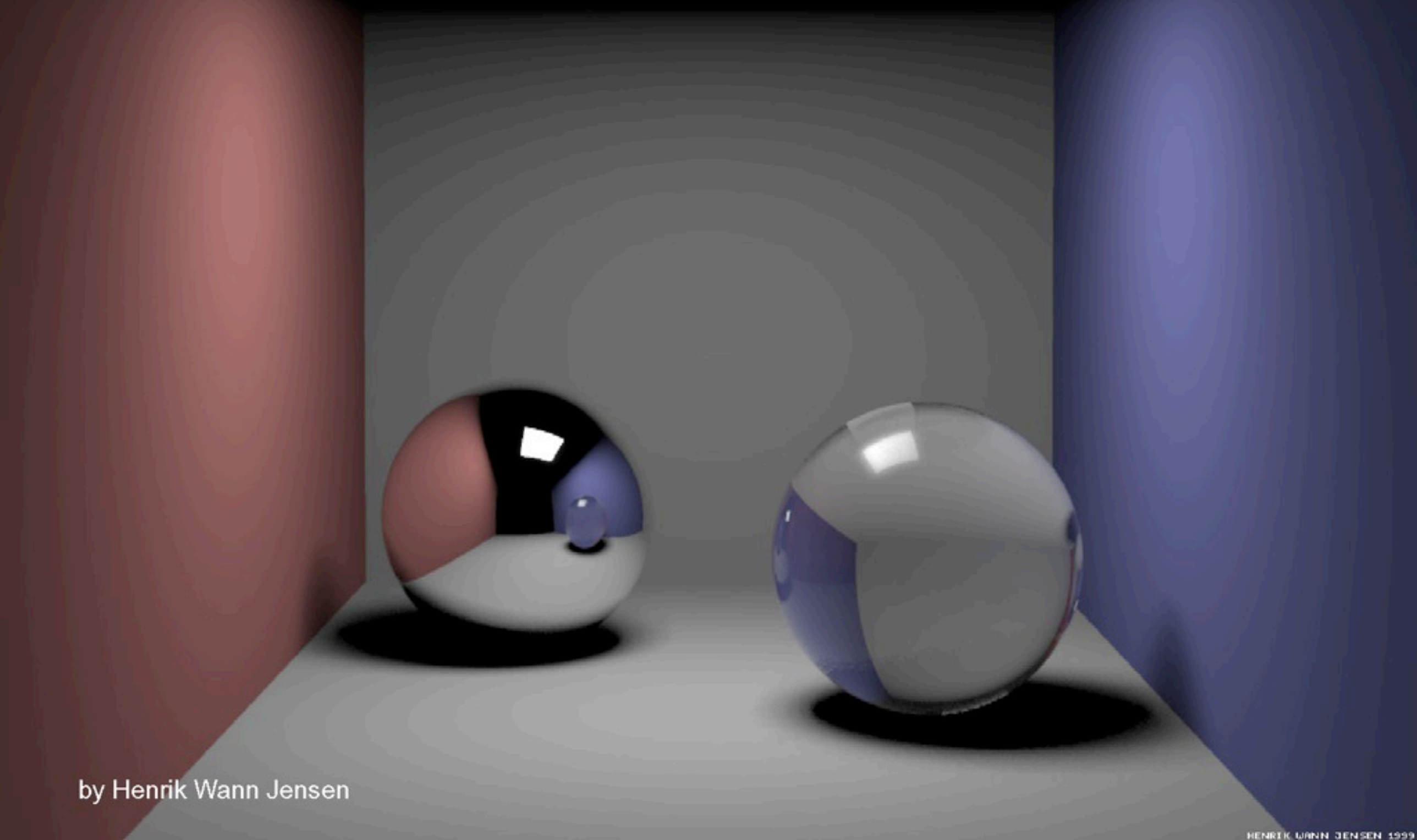


Stochastic Approach

Cast rays at random to different parts of light. Average is proportion of light visible.



Soft Shadows



Soft Shadows

Soft Shadows

More distributed raytracing: motion blur

If an object is moving it has a different position as a function of time.

Add random increments to the time at which a ray is cast.

The average approximates the effect of the blur.

Motion blur

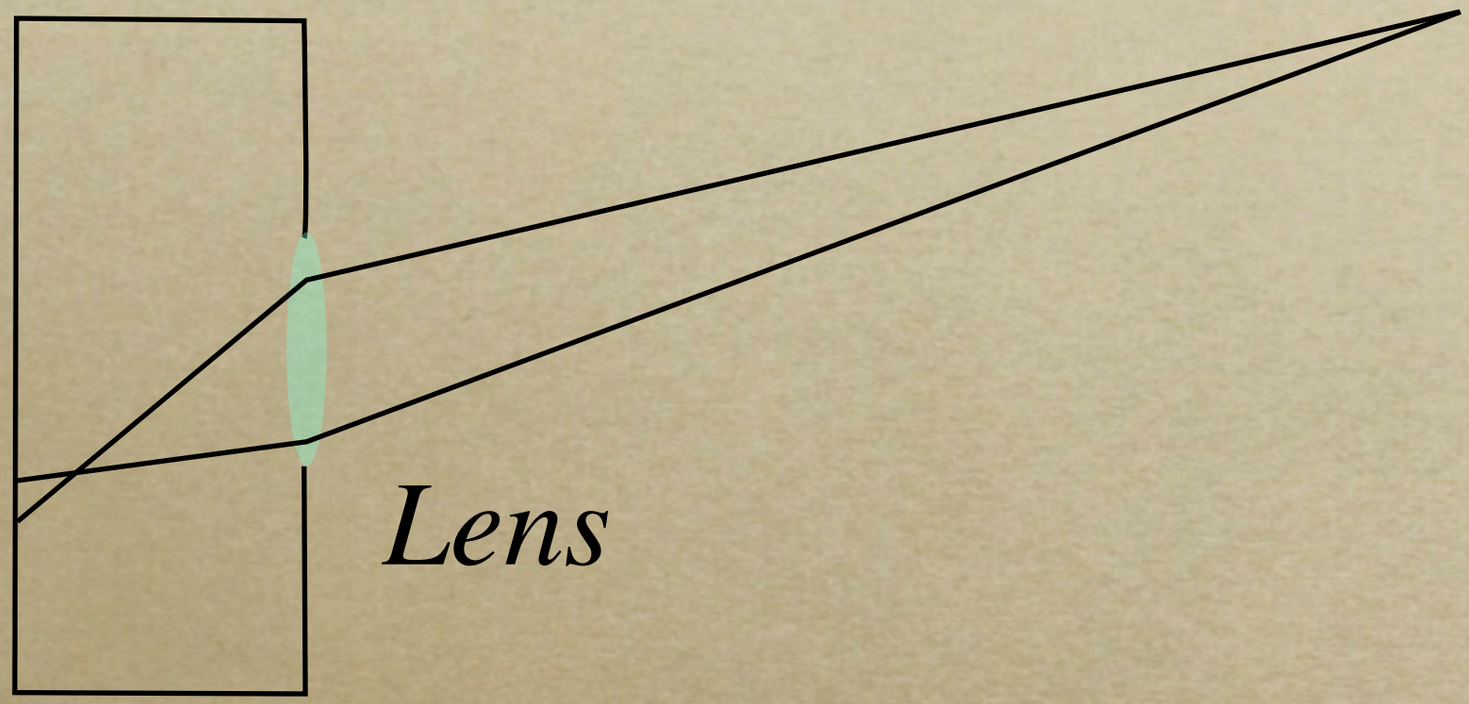
Motion blur

freespace.virgin.net

Motion blur

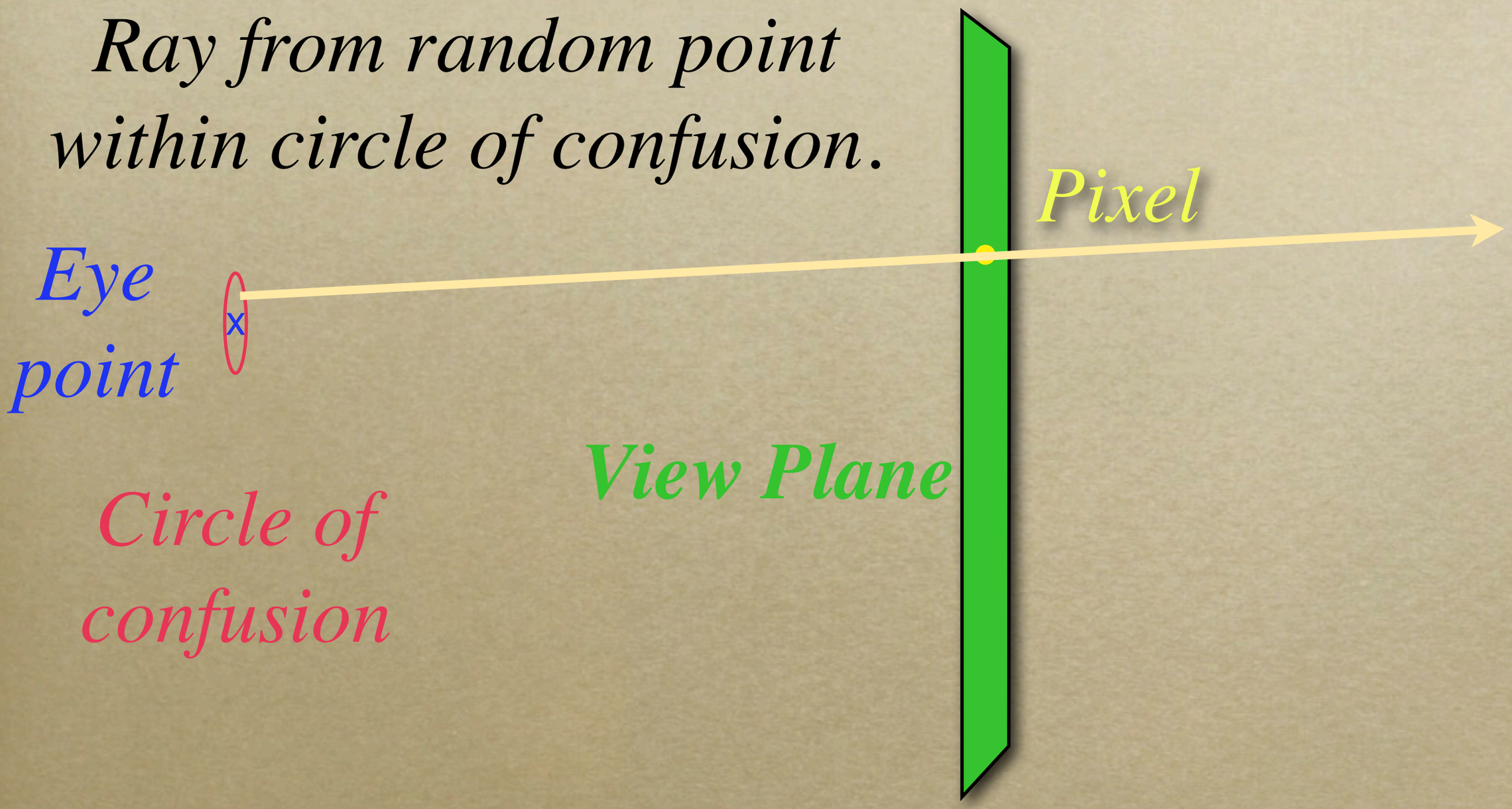
freespace.virgin.net

Depth of field

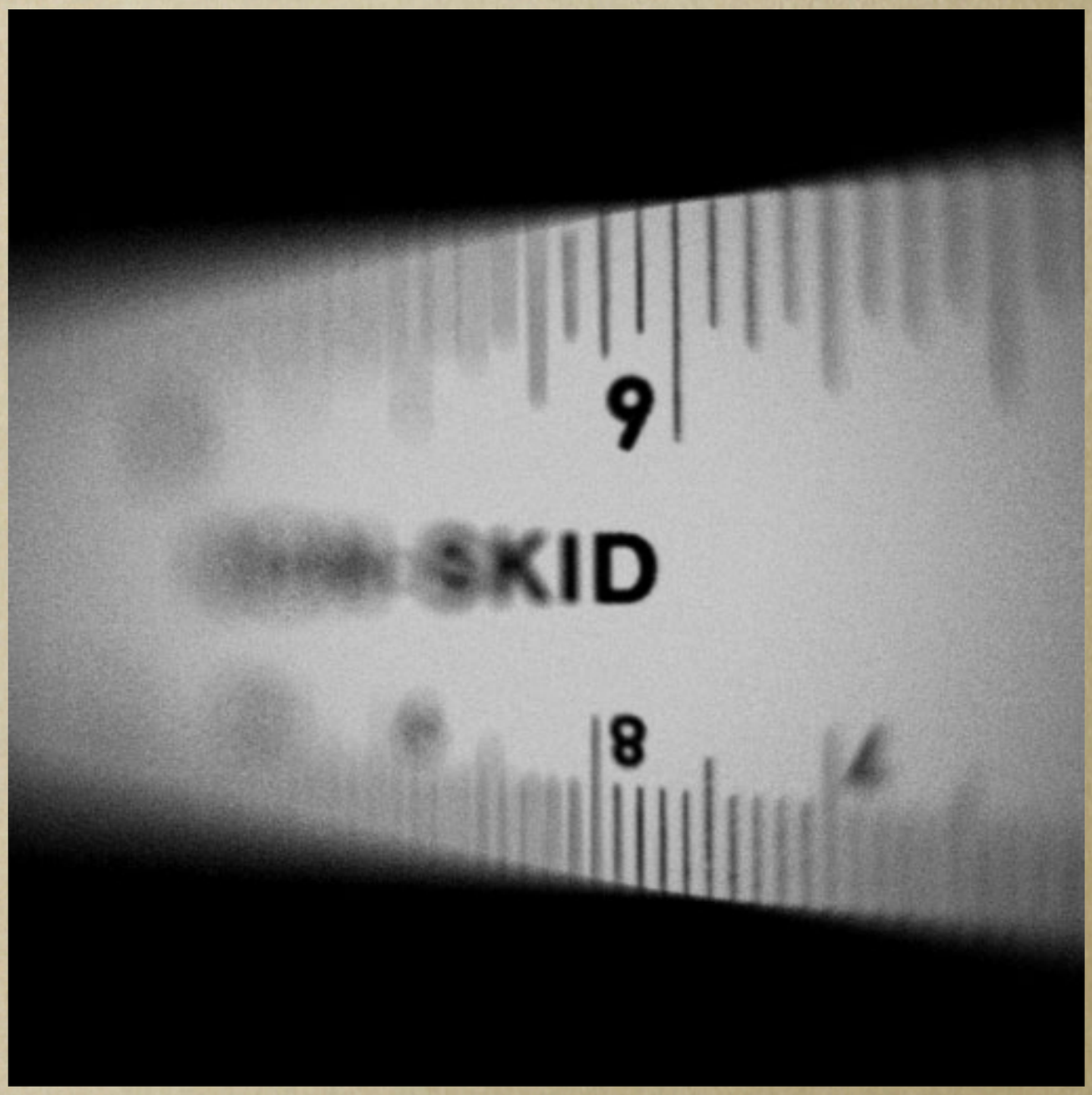


Cheap Approximation

Ray from random point within circle of confusion.



Depth of Field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SKID
8

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Are we ready for colour?

- *Is RGB enough to represent colours?*
- *What does the question on mixing paint tell us? (Any answers yet?)*
- *What colour is a blue coat in sodium light?*
- *What colour is a green coat in sodium light?*