

# Quiz - ECS 275A

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**Q:** What is the purpose of a final one eye bounce Monte Carlo final gathering of a radiosity solution?

**A:** To wash away (smooth out) the artifacts appear in the radiosity solution due to using mesh.

**Q:** What is the purpose of a final one eye bounce Monte Carlo final gathering of a diffuse photon map?

**A:** To compute the remaining of indirection illumination (after computing direct illumination, specular reflection and caustics).

**Q:** How are the set of point sources for instant radiosity determined?

**A:** The point sources are placed at the locations where a number of simulated photon trajectories hit the surface of objects.

**Q:** What is the meaning of the phase function for volume scattering?

**A:** The phase function  $p(z, \Psi \leftrightarrow \Theta)$  at  $z$  describes the probability of scattering from direction  $\Psi$  into  $\Theta$  and usually depends on the angle between the two directions  $\Psi$  and  $\Theta$ .