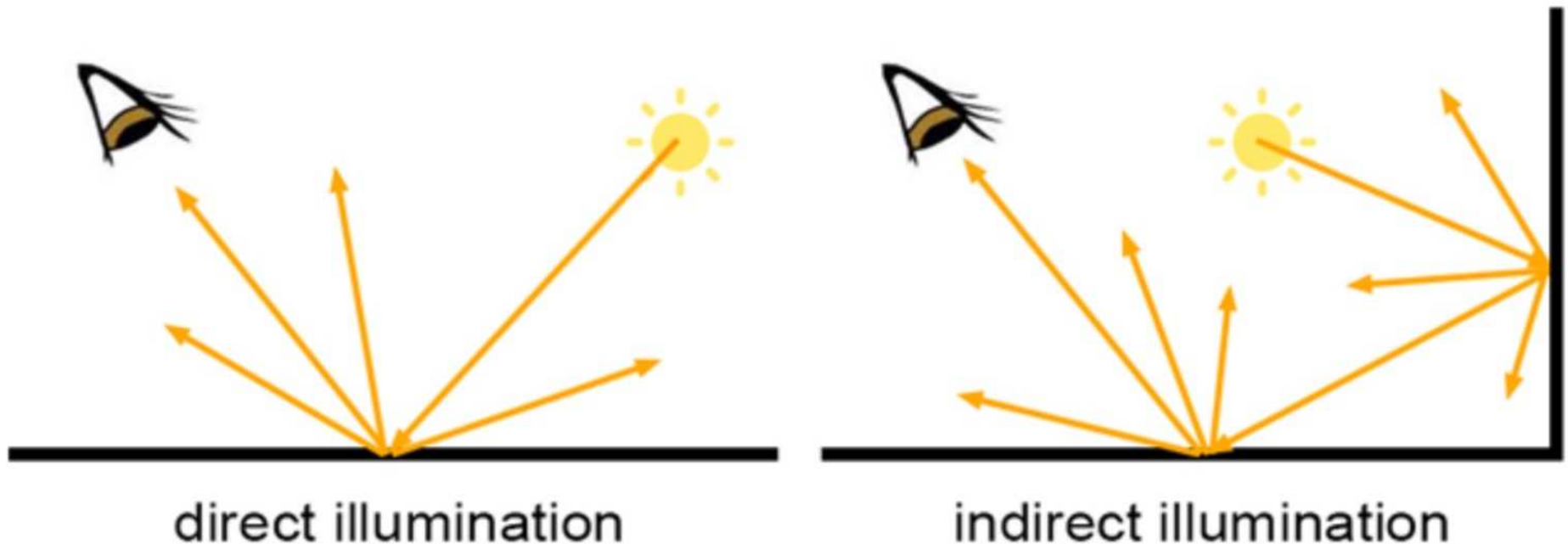


# Indirect Illumination

In the real world, light bounces off other objects  
Ray bounces many times before reaching a surface  
Imagine trying to calculate this !



# Faking Indirect Illumination

We could try to calculate bouncing light

There are approaches we might consider later ?

These can be VERY computationally expensive

"Ambient lighting" is a quick & dirty way to fake this

Basically like a "background" level of lighting

All surfaces have the same minimal threshold