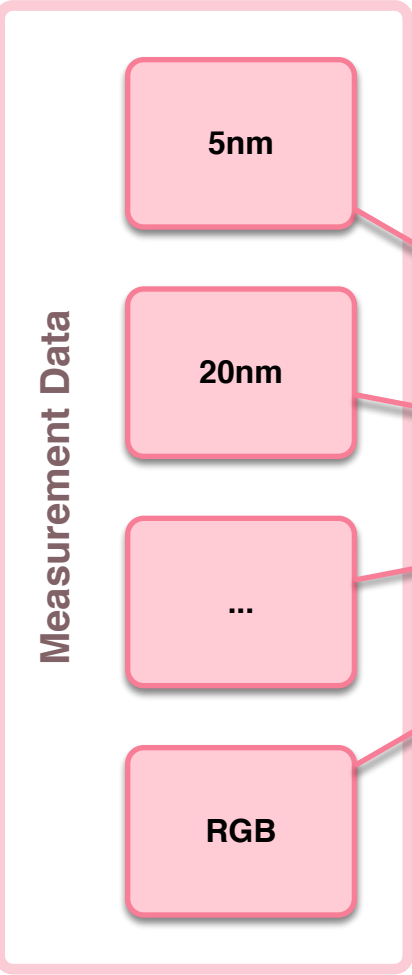
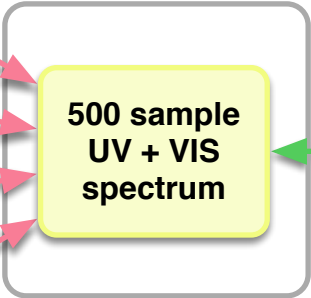


Pre-Process



High-Quality Conversion / Splatting

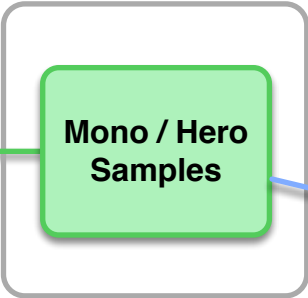
Scene Data
used during
Rendering



ArSpectrum500

Core Rendering
Algorithm

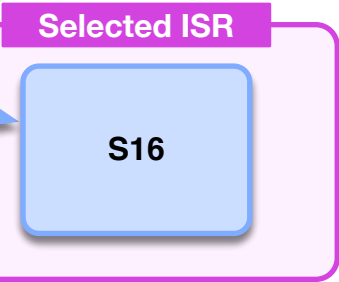
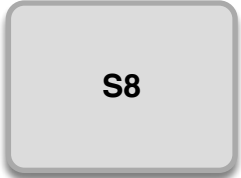
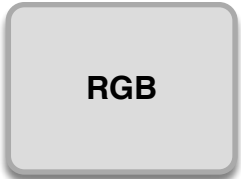
Direct Look-up



ArSpectralSample
ArWavelength

Splatting

ARTRAW
Image on Disk



ArSpectrum

