Metropolis Light Transport

Metropolis Light Transport (MLT) is an algorithm for solving global illumination problems. MLT generates a sequence of light-carrying paths through the image and, where each path is found by manipulating the previous path to some degree. MLT consists of two phases. In “phase one”, a bidirectional path tracer is used to generate an initial population of light transport paths. In “phase two”, each initial path is mutated in turn and each manipulation is either accepted or rejected with a probability. The each path’s contribution are then recorded on the image plane.