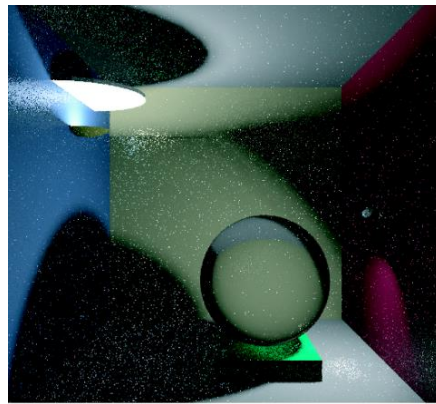
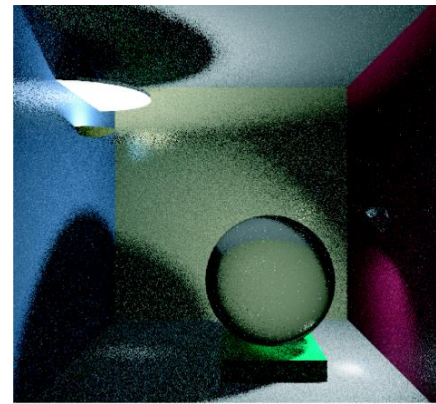


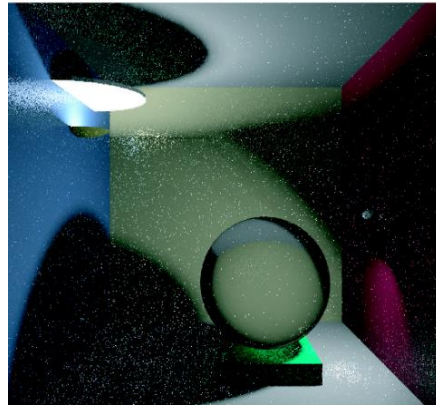
Fig 7.1



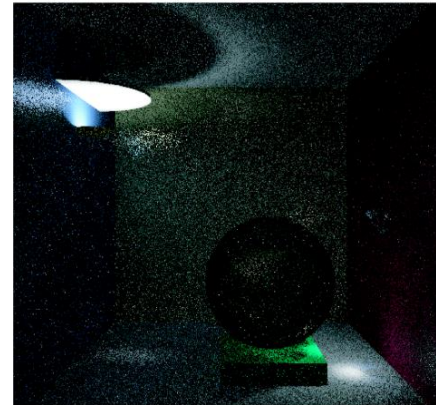
Bidirectional Path Tracing



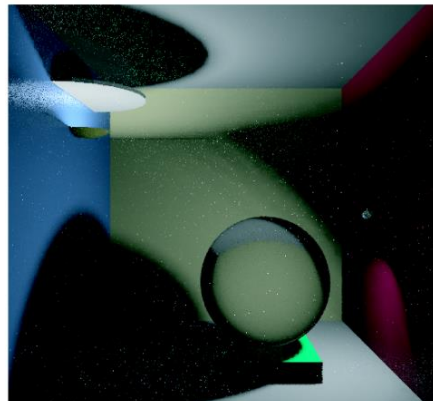
Radiosity + Stochastic Ray Tracing



Weighted Bidirectional Path Tracing



Weighted Radiosity + Stochastic Ray Tracing



Combined Solution

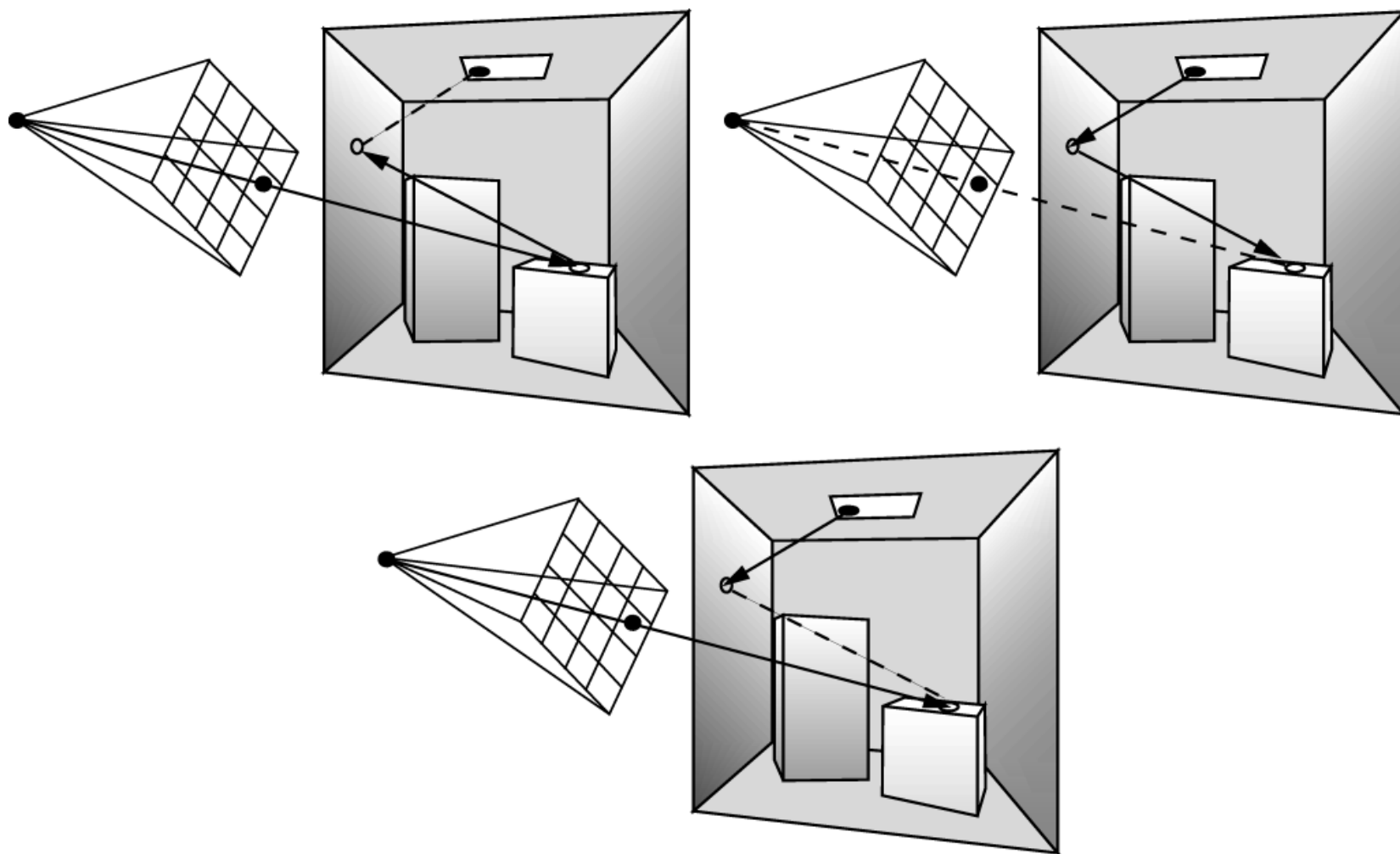


Fig 7.3

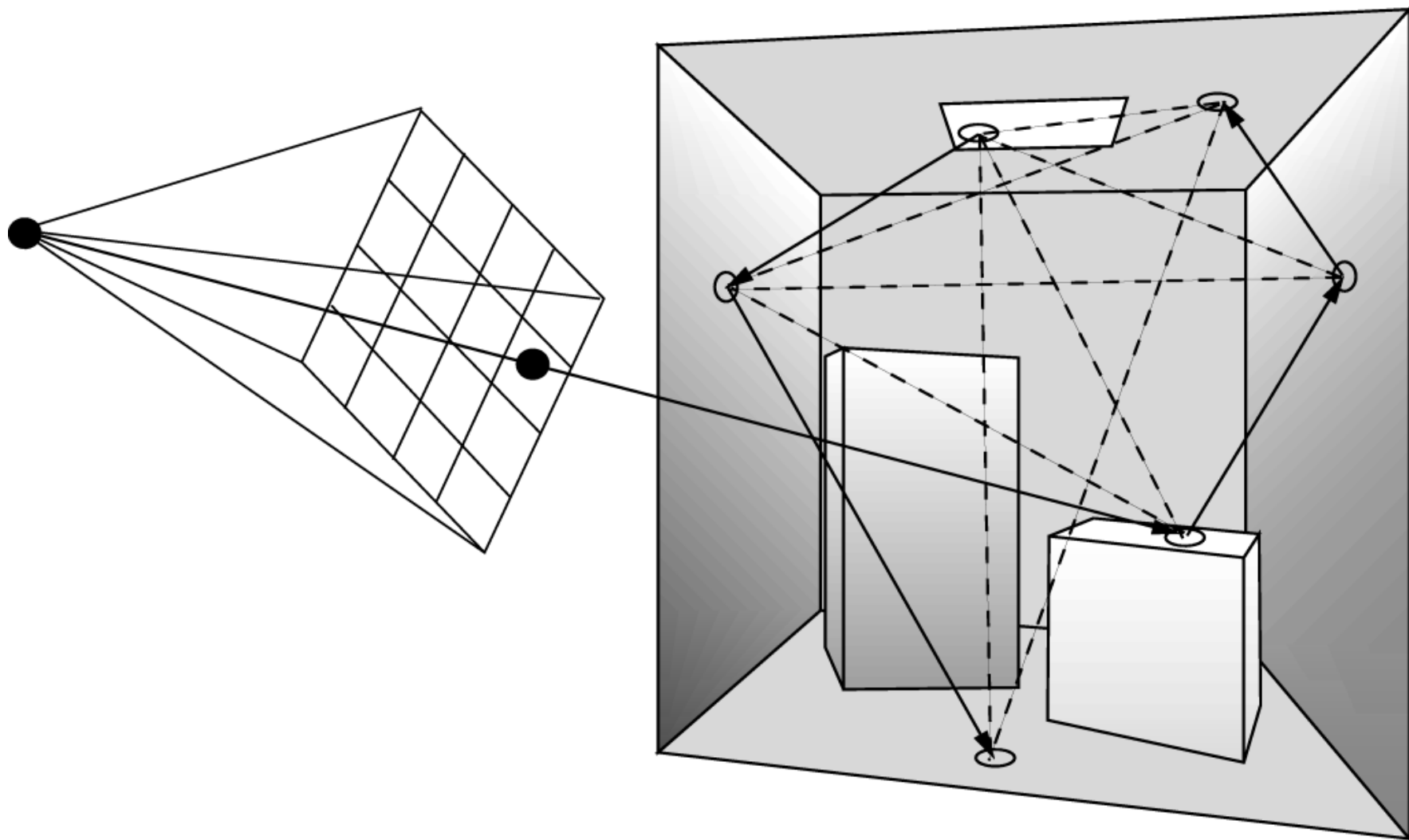


Fig 7.4

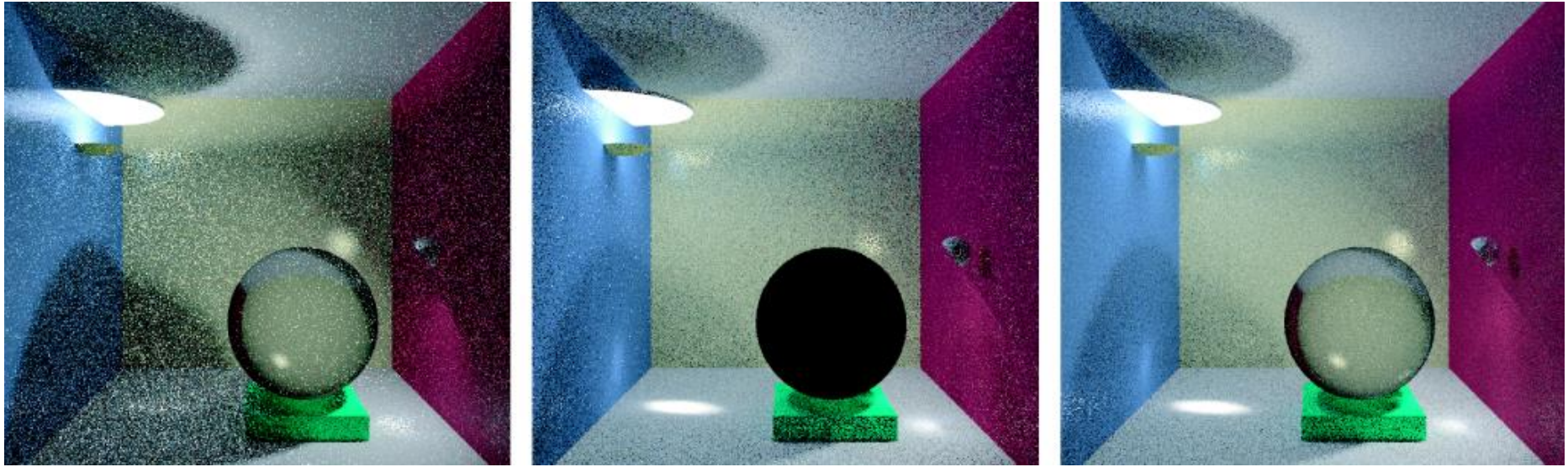


Fig 7.5



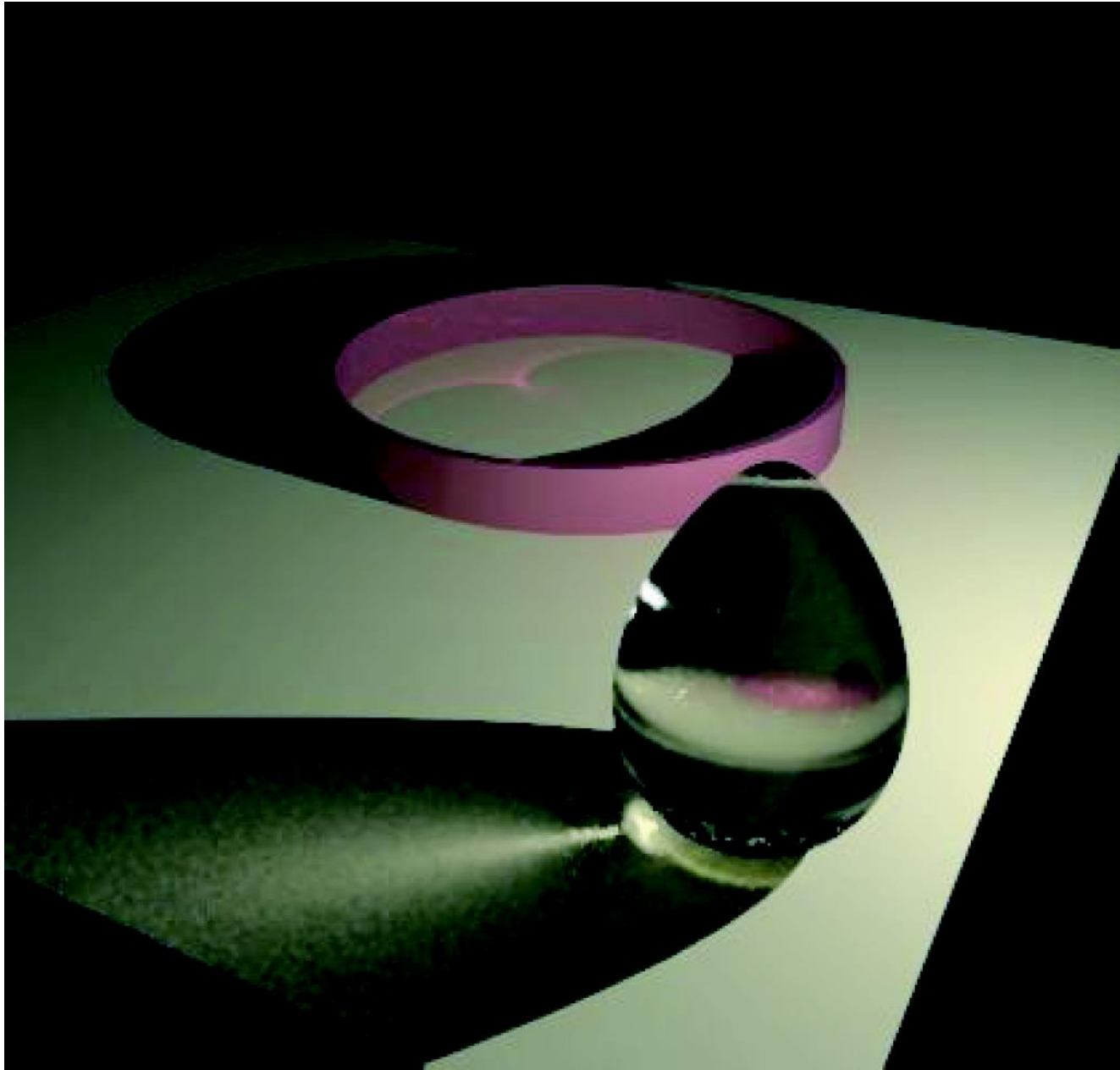


Fig 7.6

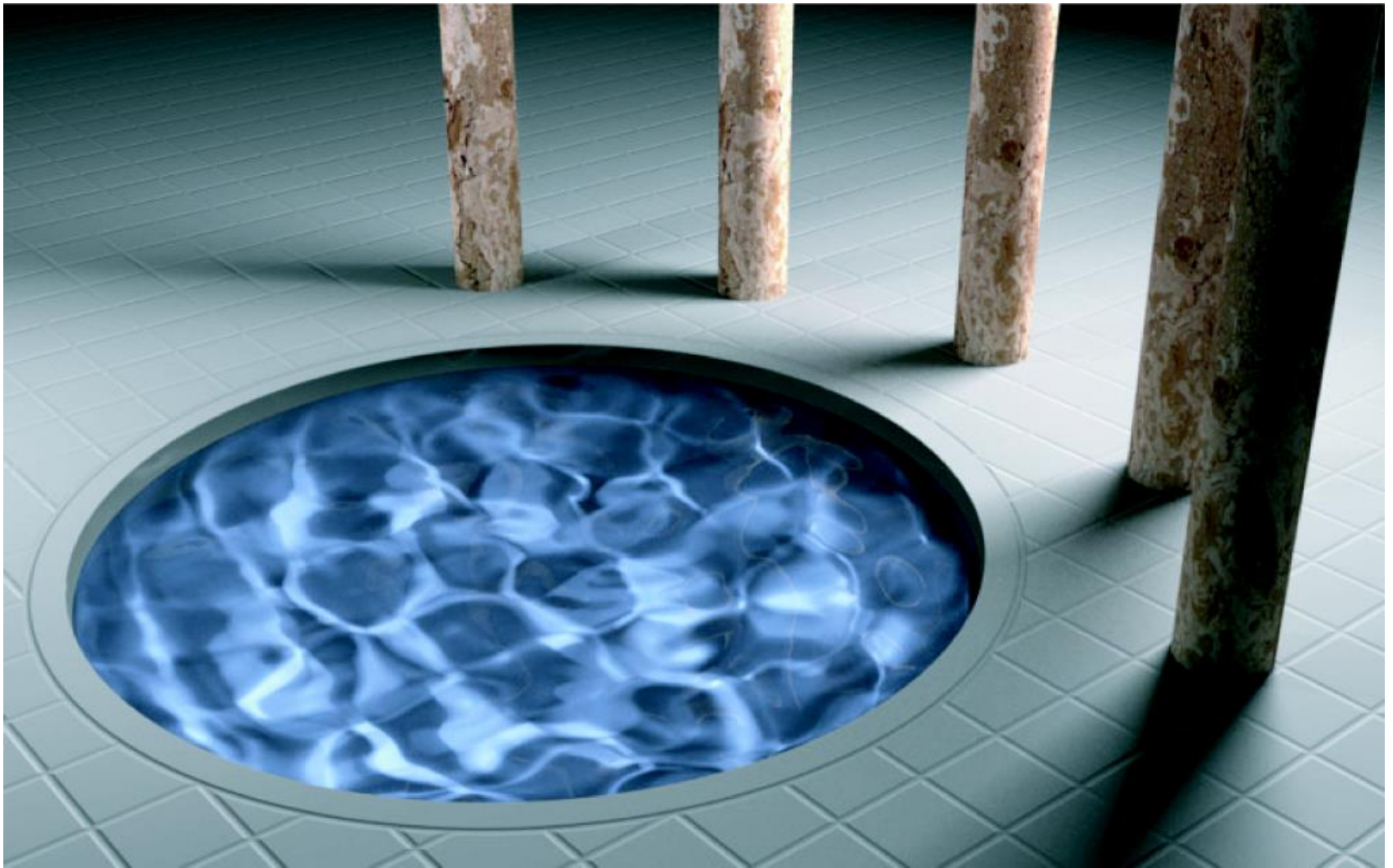


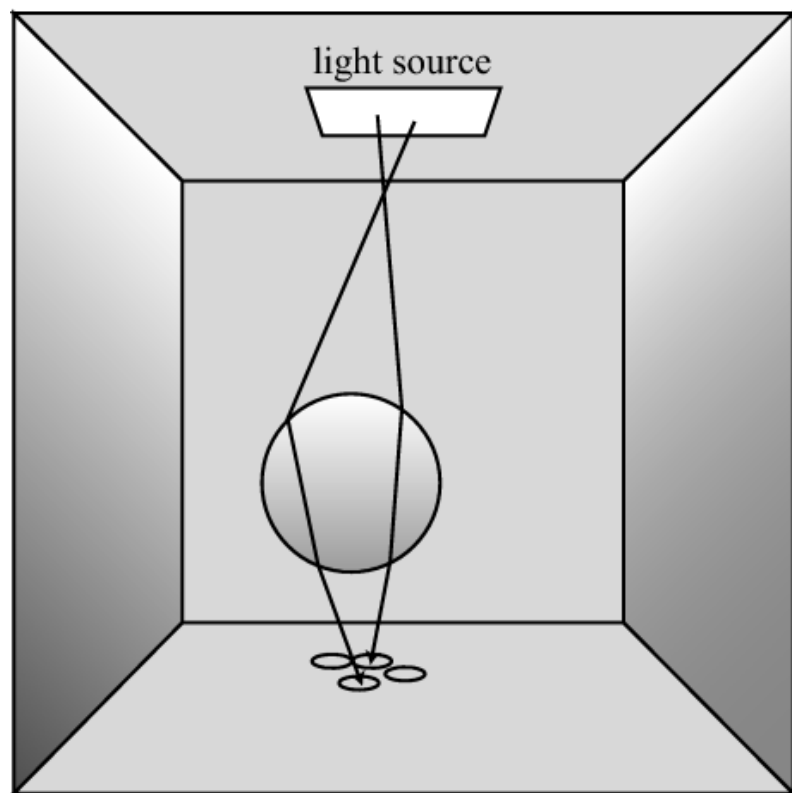
Fig 7.7



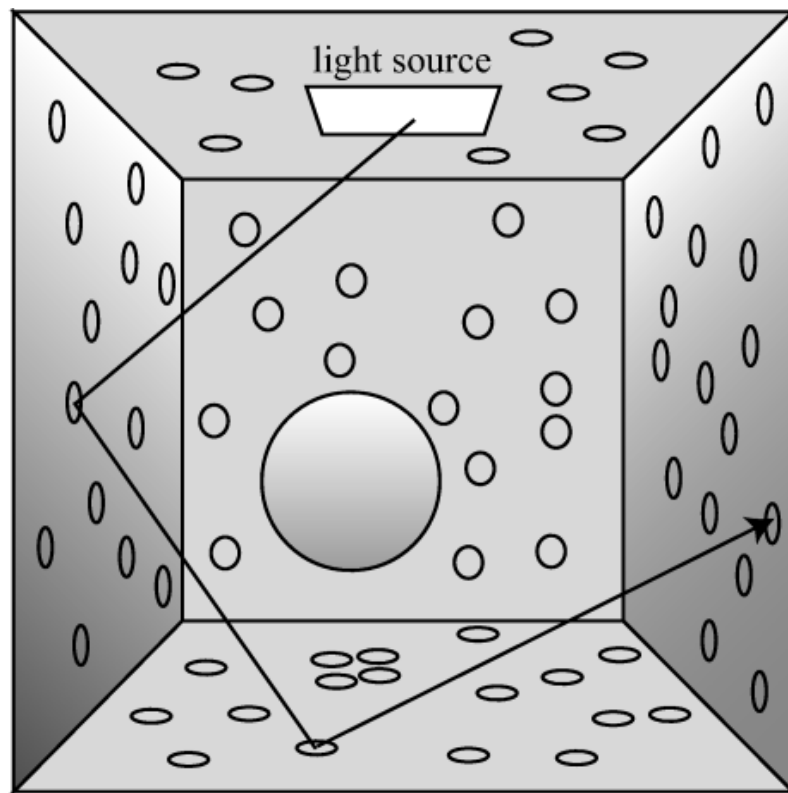
Fig 7.8

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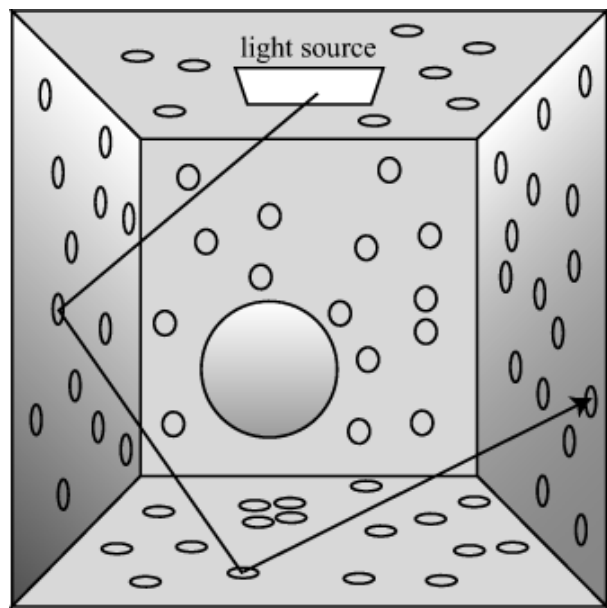




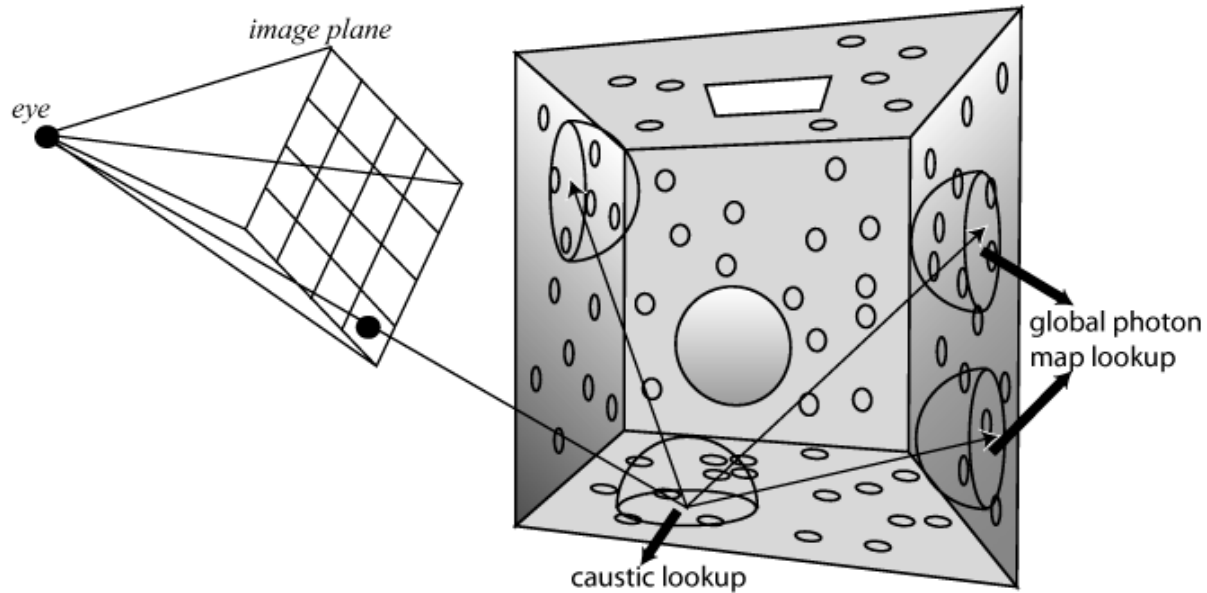
Caustic Map



Global Photon Map



Pass 1: Shoot Photons



Pass 2: Find Nearest Neighbors

Fig 7.10

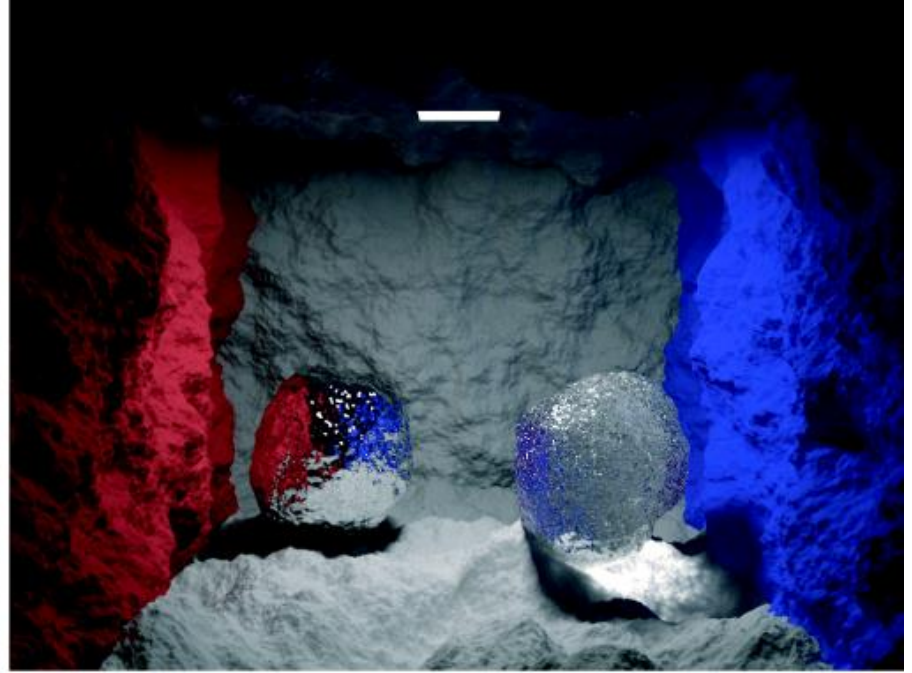


Fig 7.11

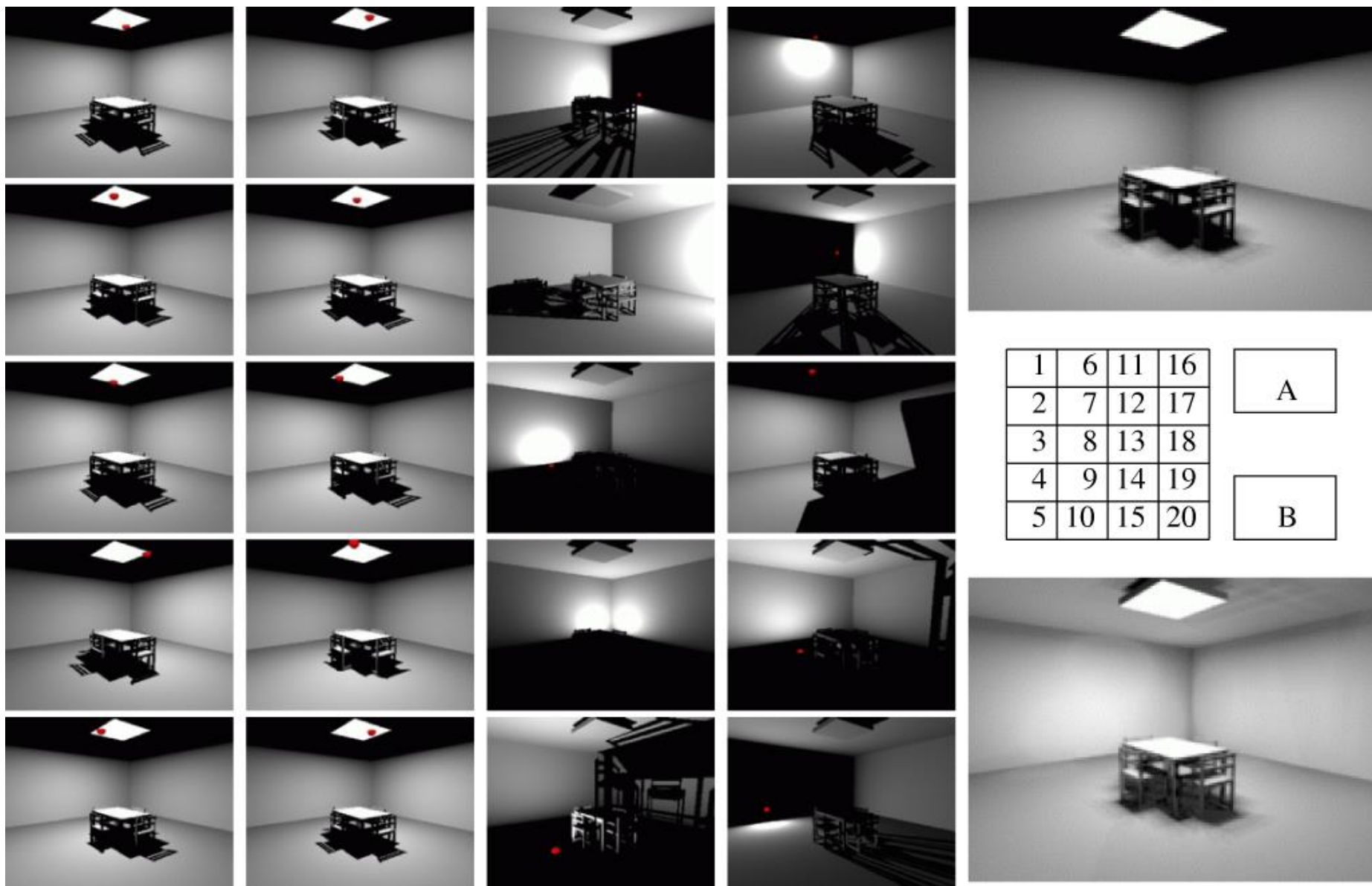


Fig 7.12



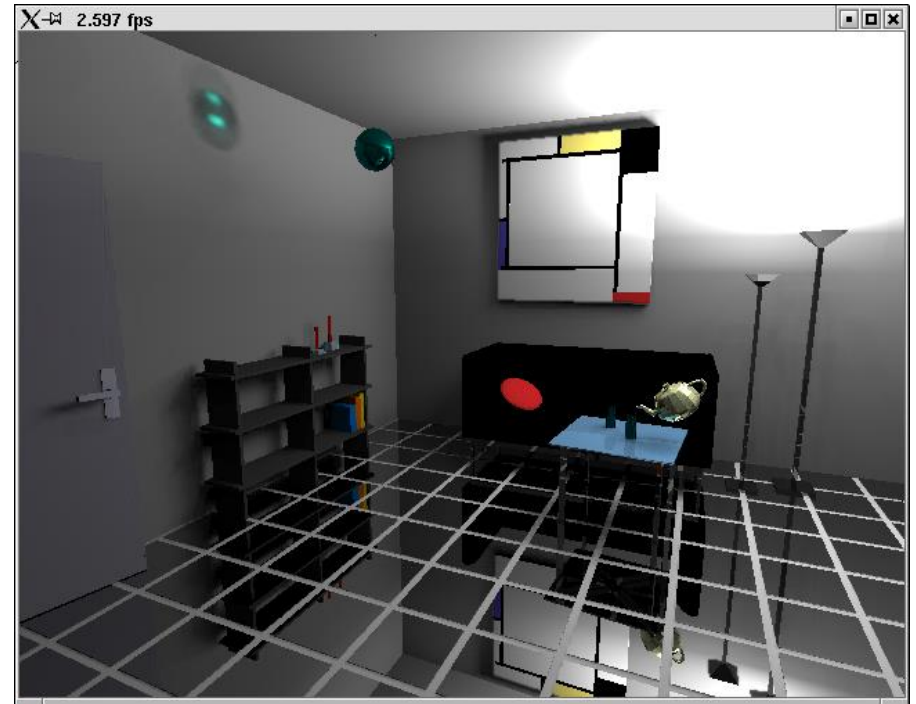
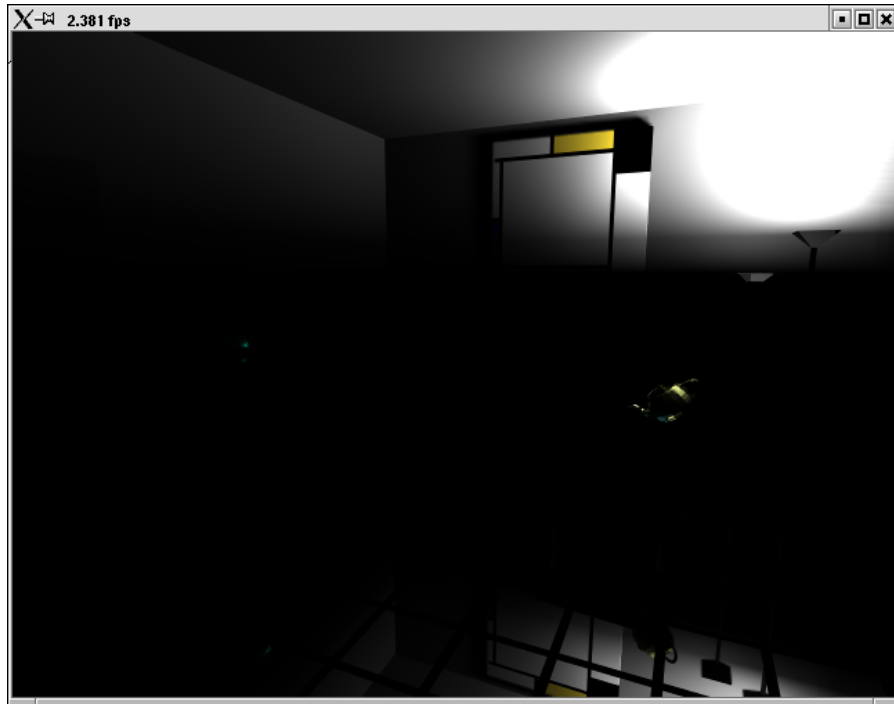


Fig 7.13