

Fig 8.1

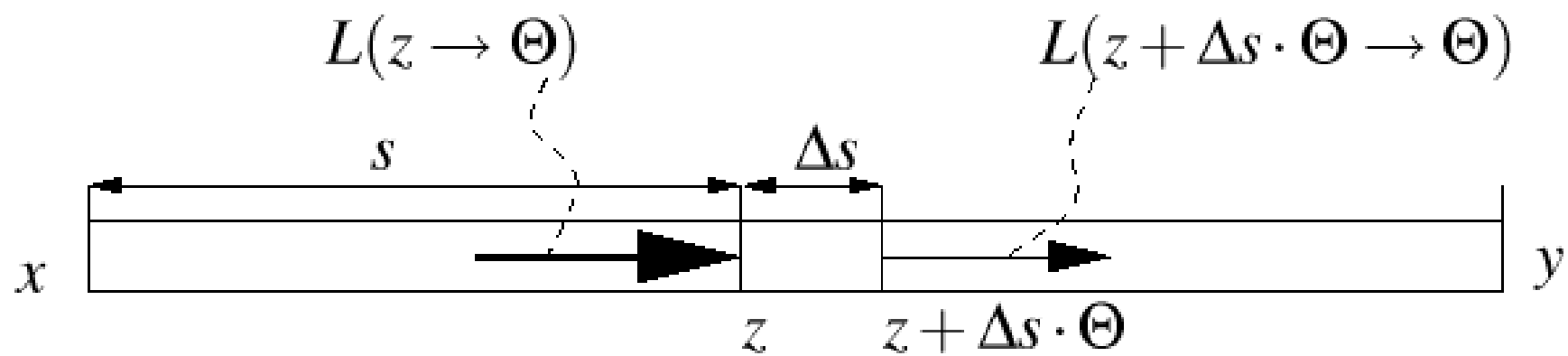


Fig 8.2

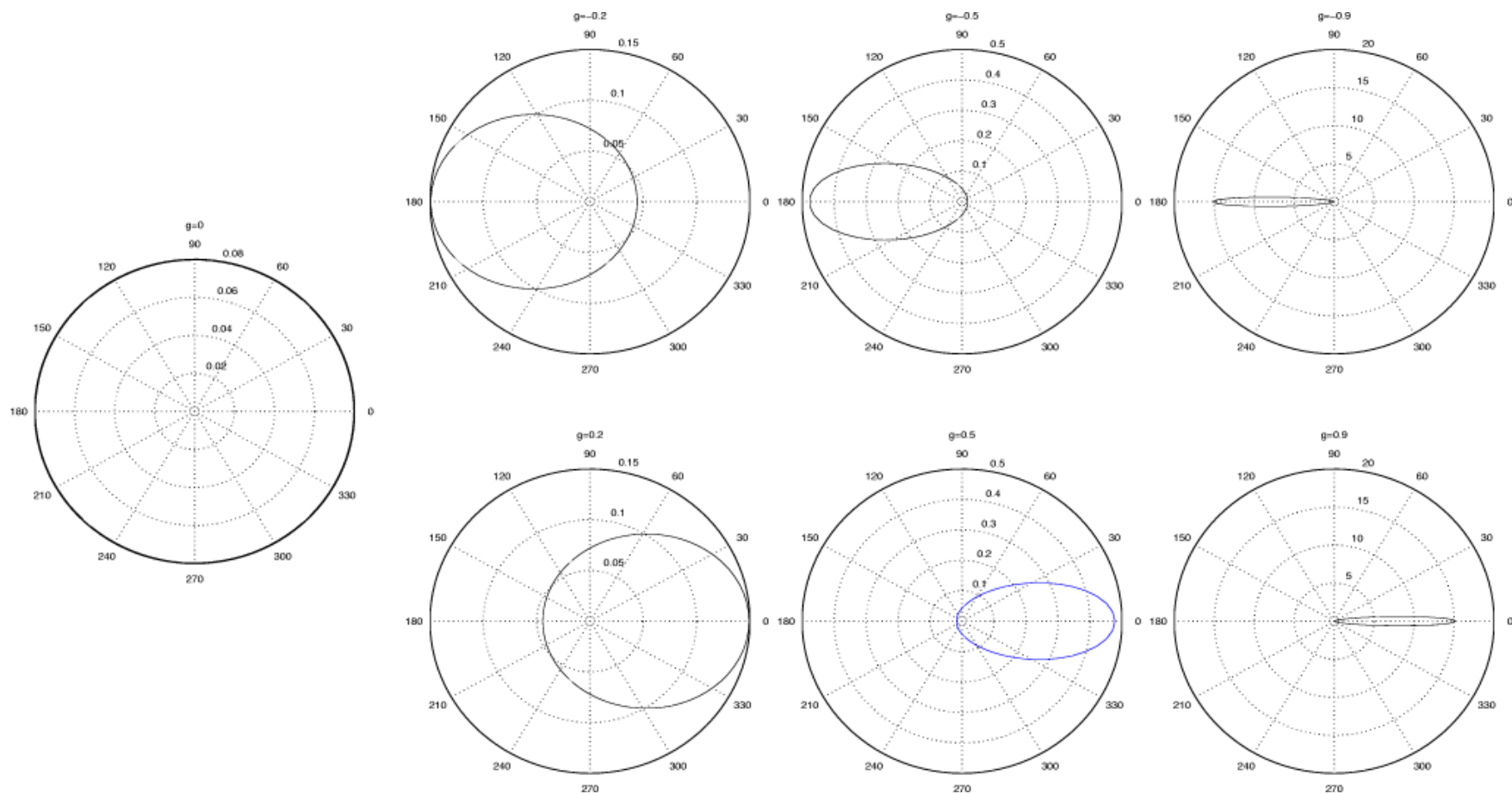


Fig 8.3

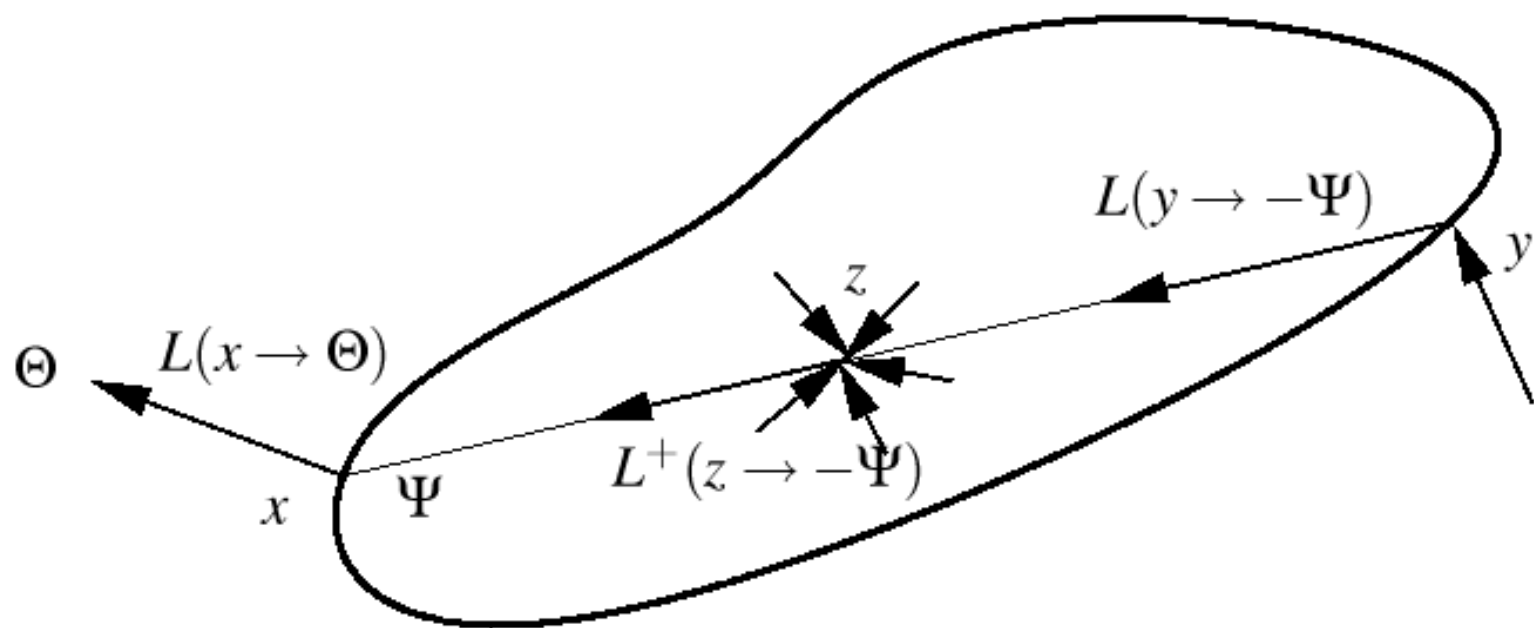
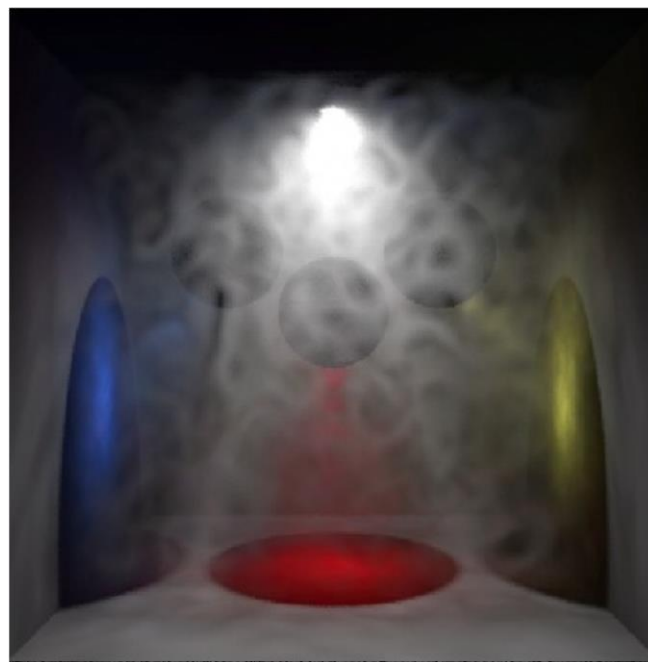


Fig 8.4



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Fig 8.6

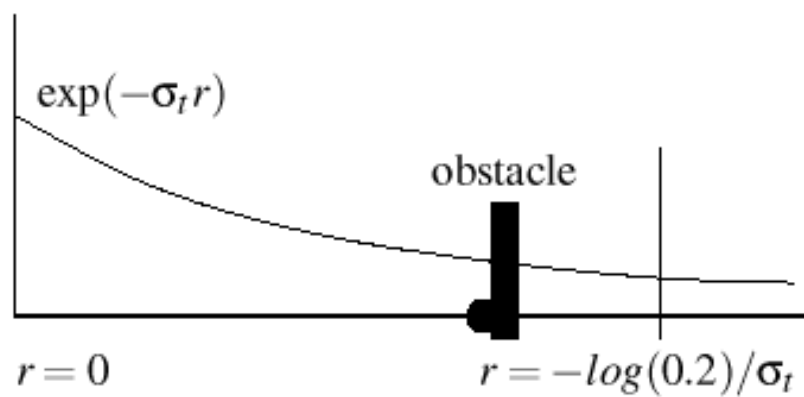
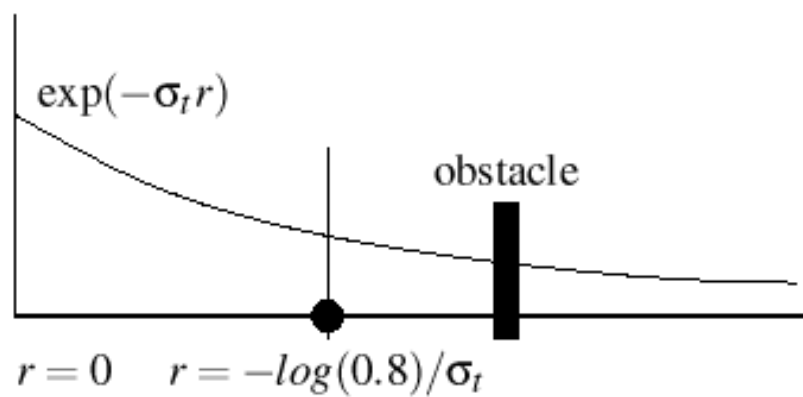


Fig 8.7

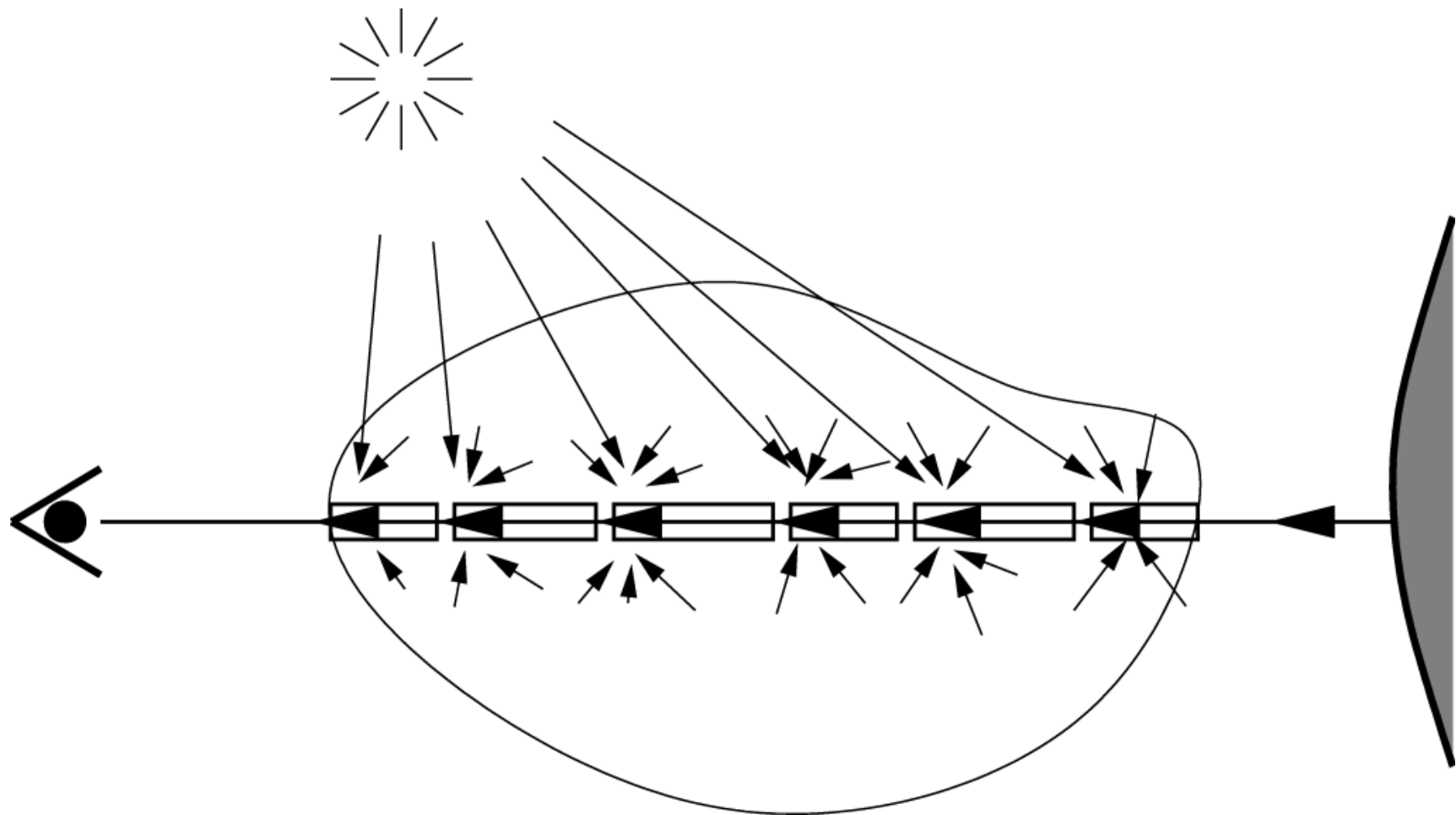
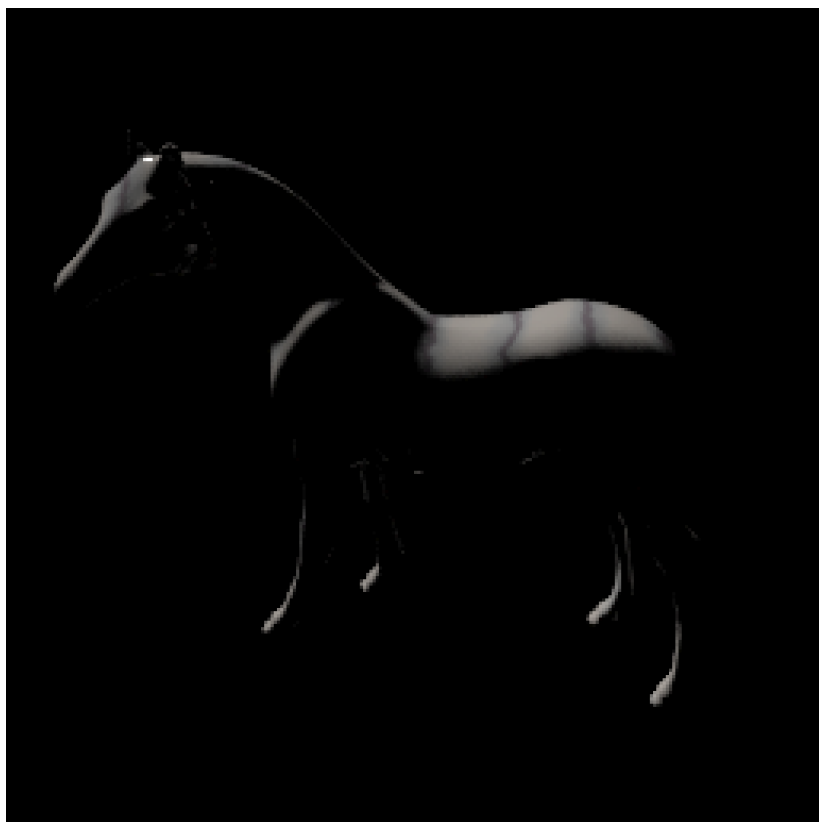


Fig 8.8



BRDF



BSSRDF



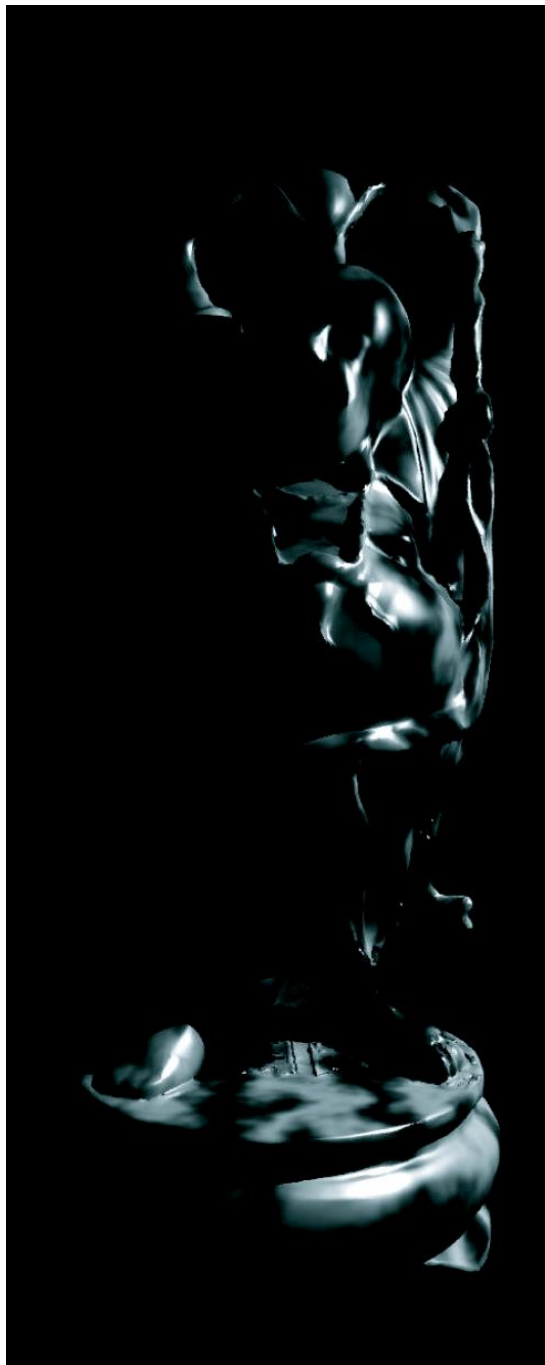


Fig C.12

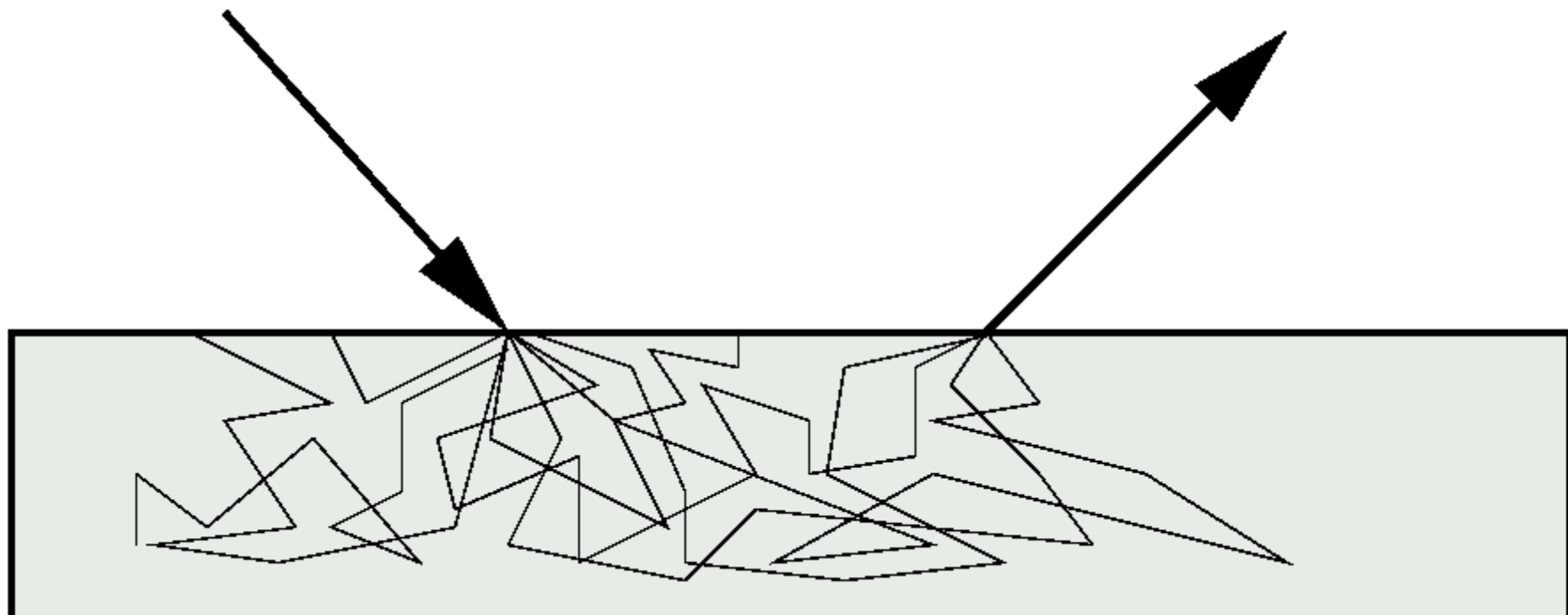


Fig 8.10

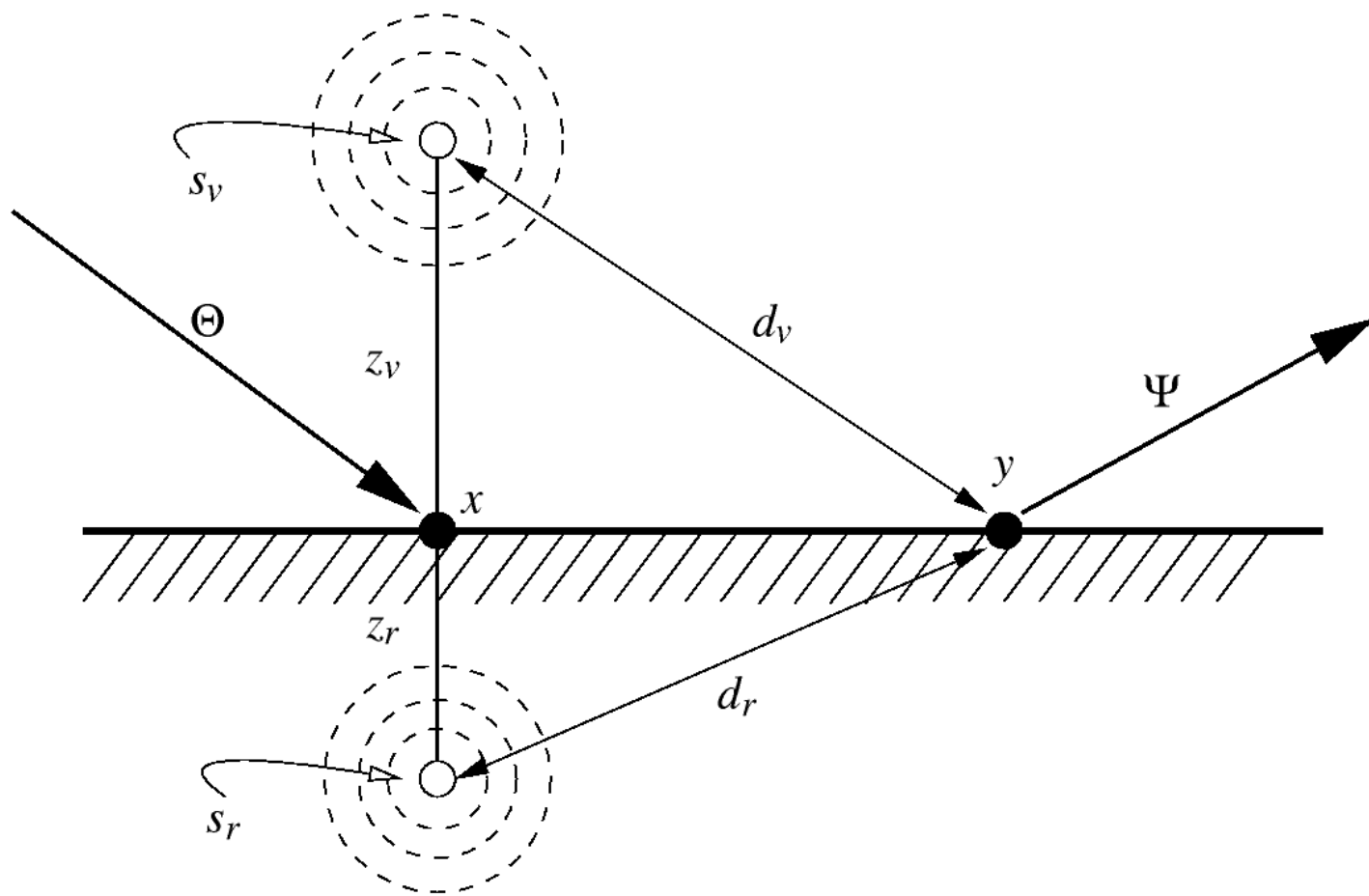


Fig 8.11a

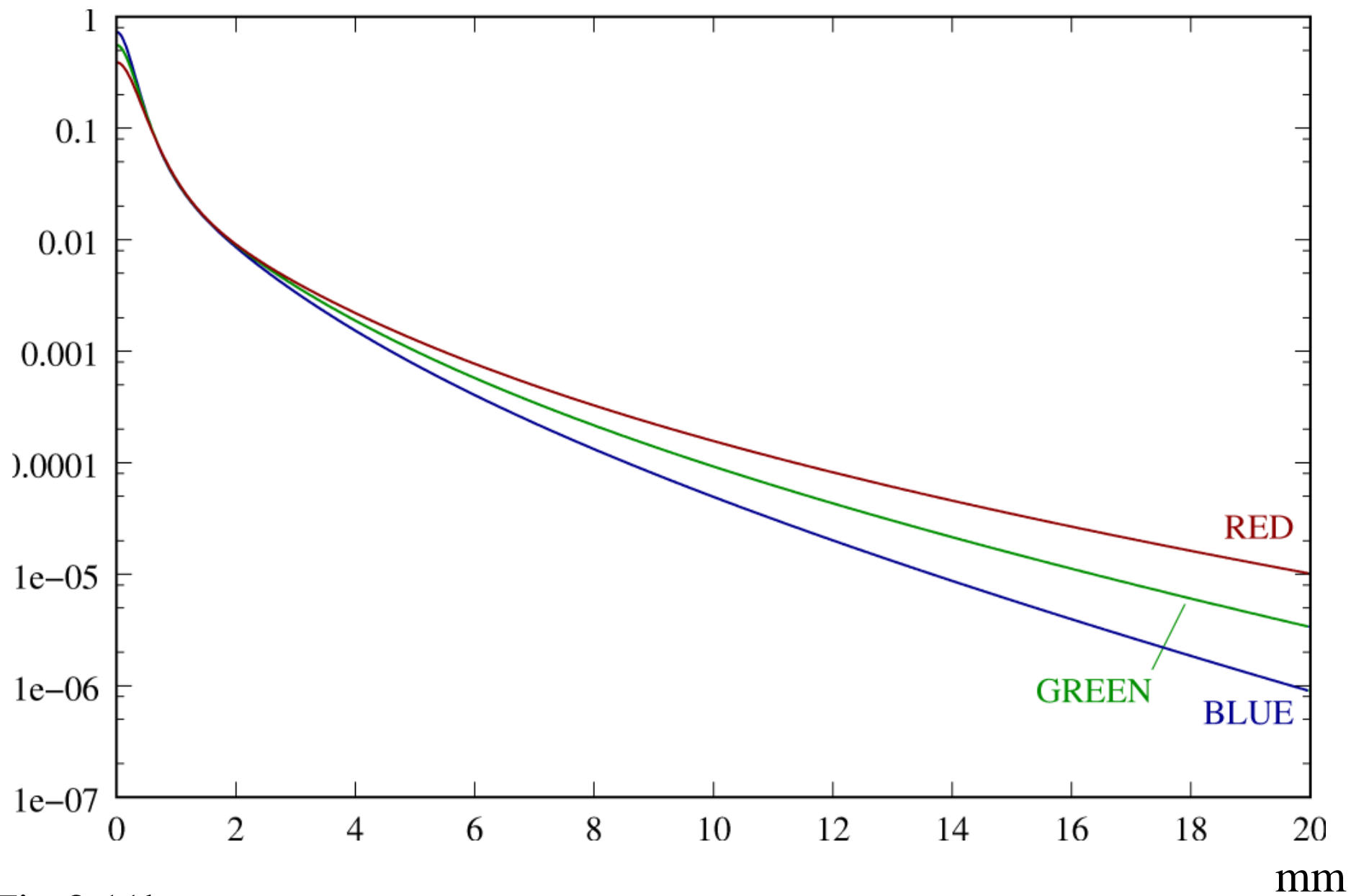


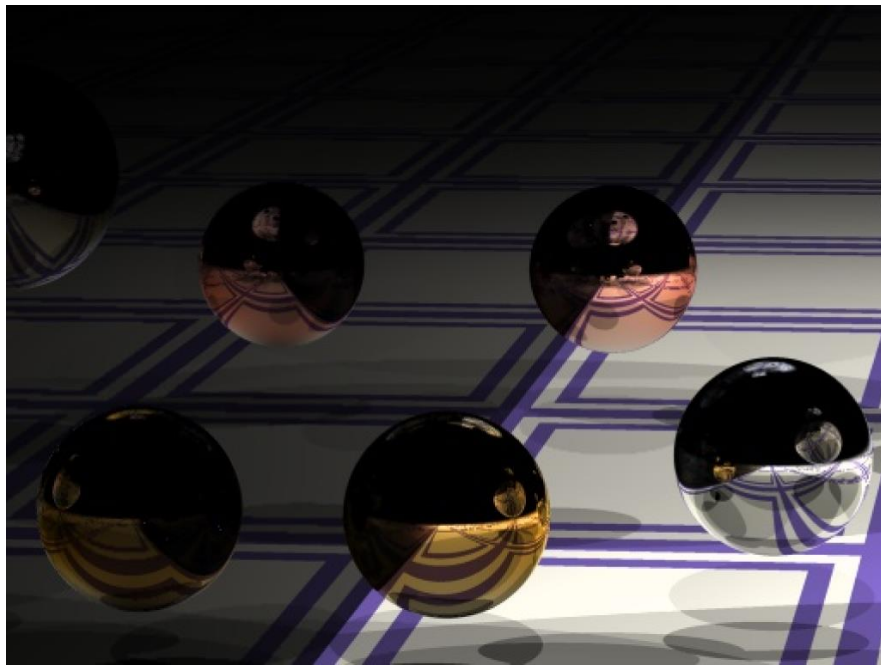
Fig 8.11b



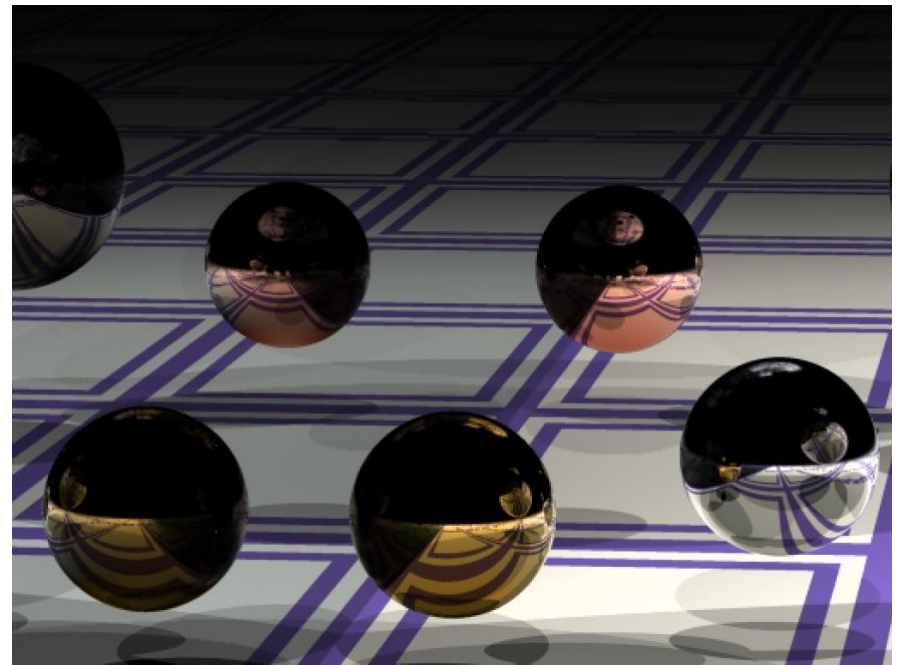
Fig 8.12



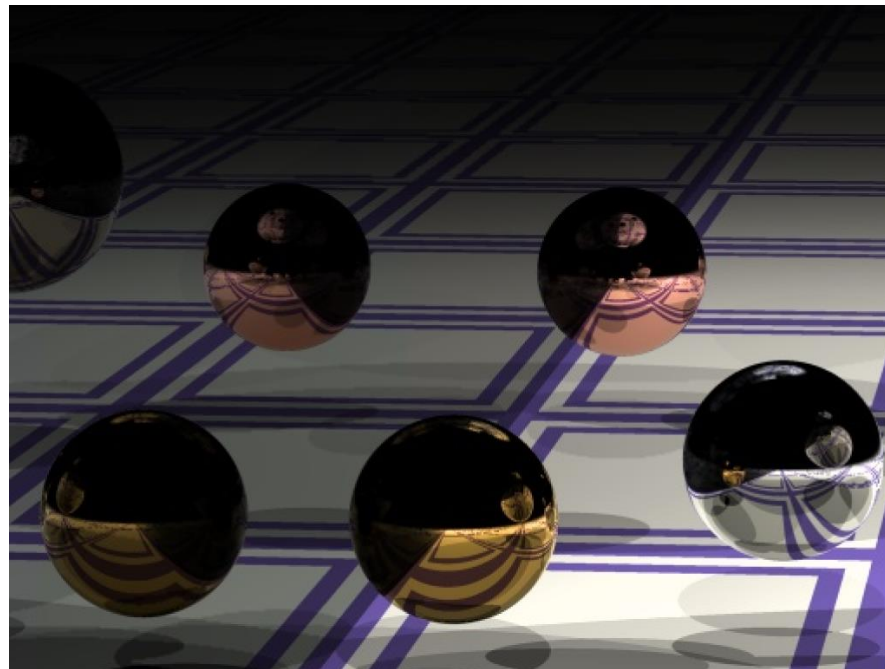
Fig 8.13



Horizontal



Vertical

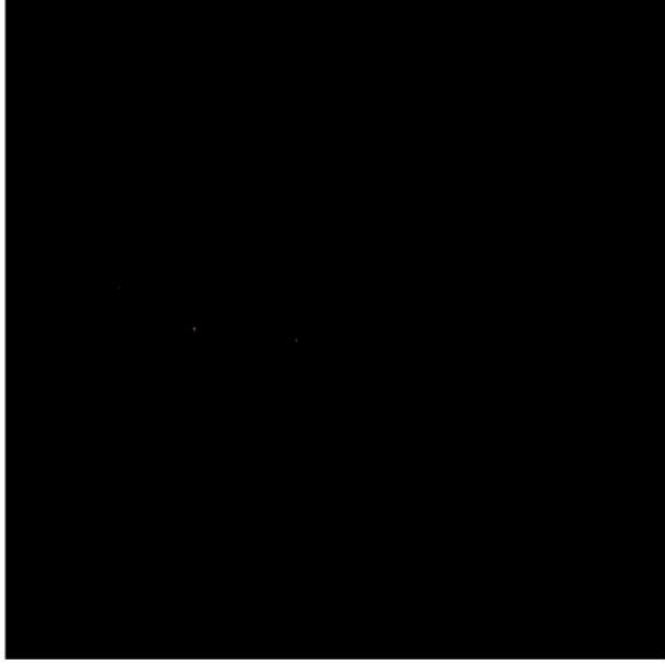


Neutral



linear

a



b



gamma

simple

c



d



Perception  
based

Fig 8.15



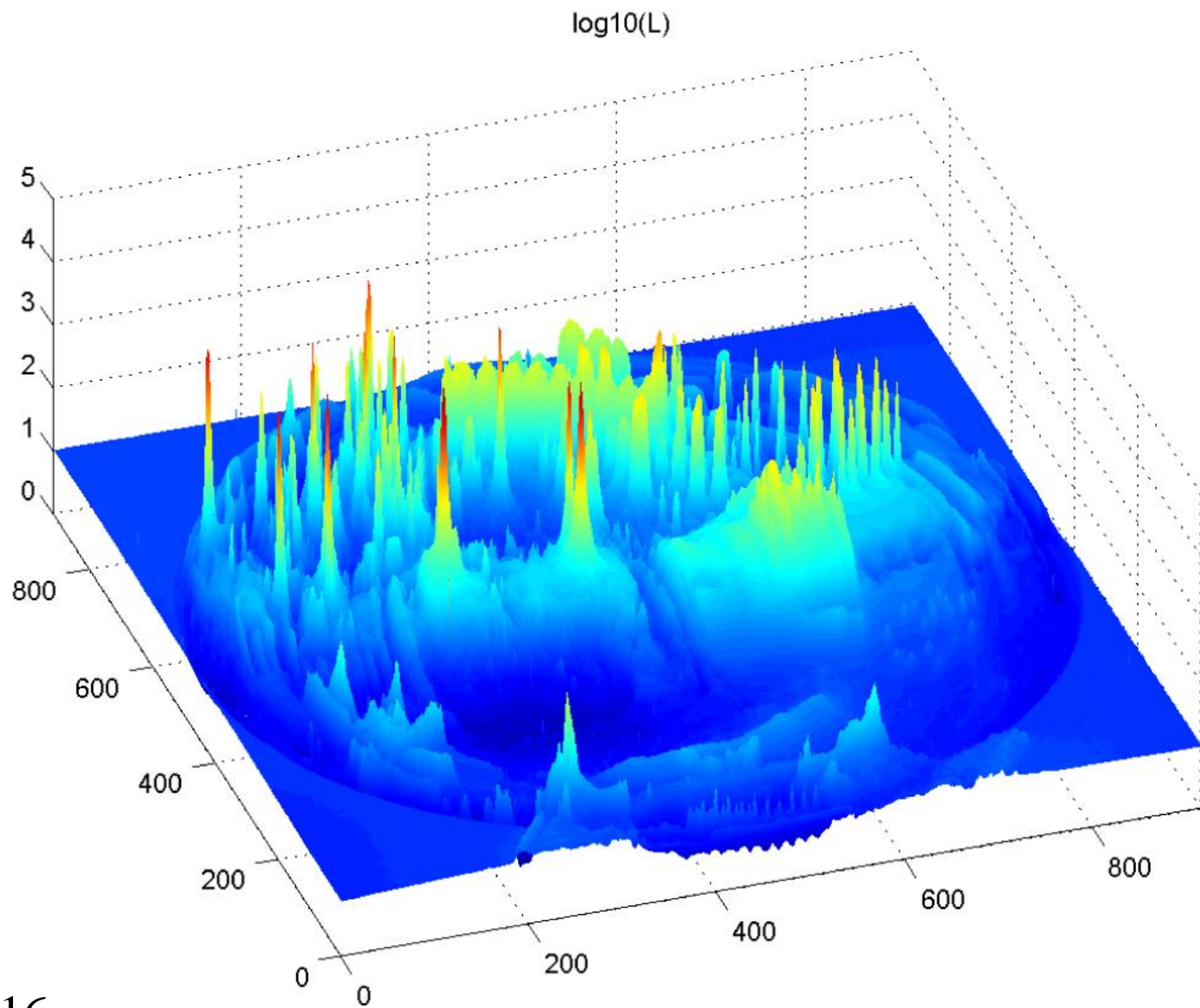
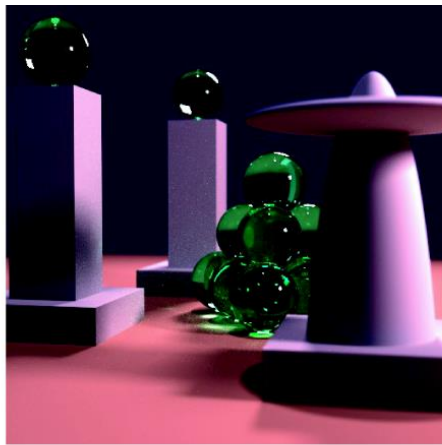


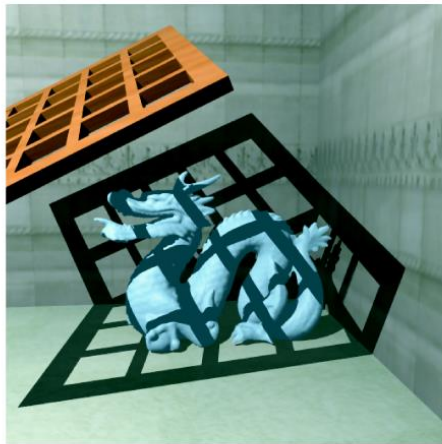
Fig 8.16



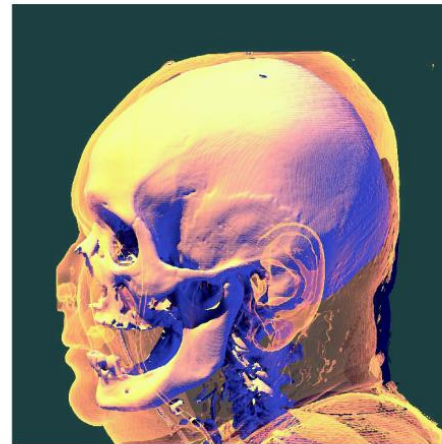
(a) Render Cache [Walter, Drettakis, Parker]



(d) Utah's interactive ray tracing [Martin et al.]



(b) Edges and Points [Bala, Walter, Greenberg]



(e) Utah's rt for visualization [Parker et al.]



(c) 4D Radiance Interpolants [Bala, Dorsey, Teller]



(f) Coherent Ray Tracing [Wald, Slusallek]