

Checkpoint 1.1: Diffuse Direct

The first pass looks like that because it incorporates diffuse which means lighting is from diffuse, and direct, which means the illumination is direct, which means lighting is coming from the light sources after a single reflection.

Checkpoint 1.2: Diffuse Indirect

The second pass looks like that because it incorporates diffuse which means lighting is from diffuse, and indirect which means the illumination is indirect, which means lighting is coming from the light sources after more than one reflection.

Checkpoint 1.3: Diffuse Color

The third pass looks like that because it incorporates diffuse which means lighting is from diffuse, and color, which means color weights of the corresponding BSDF.

Checkpoint 1.4: Glossy Direct

The fourth pass looks like that because it incorporates glossy which means it is the same as diffuse but uses glossy (specular) BSDF, and direct, which means the illumination is direct, which means lighting is coming from the light sources after a single reflection.

Checkpoint 1.5: Glossy Indirect

The fifth pass looks like that because it incorporates glossy which means it is the same as diffuse but uses glossy (specular) BSDF, and indirect which means the illumination is indirect, which means lighting is coming from the light sources after more than one reflection.

Checkpoint 1.6: Glossy Color

The sixth pass looks like that because it incorporates glossy which means it is the same as diffuse but uses glossy (specular) BSDF, and color, which means color weights of the corresponding BSDF.

Checkpoint 1.7: Transmission Direct

The seventh pass looks like that because it incorporates transmission which means it is the same as diffuse but uses transmission BSDF, and direct, which means the illumination is direct, which means lighting is coming from the light sources after a single reflection.

Checkpoint 1.8: Transmission Indirect

The eighth pass looks like that because it incorporates transmission which means it is the same as diffuse but uses transmission BSDF, and indirect which means the illumination is indirect, which means lighting is coming from the light sources after more than one reflection.

Checkpoint 1.9: Transmission Color

The ninth pass looks like that because it incorporates transmission which means it is the same as diffuse but uses transmission BSDF, and color, which means color weights of the corresponding BSDF.

Checkpoint 2:

The small cube has been blurred at by adding keyframe at 1 and 3.

Checkpoint 3:

The depth of field here focuses on the front object with the small cube and the sphere on top.

Checkpoint 4:

The rendered cube is foggy and cloudy and the cube cannot be seen.