Features:

Path Tracing with spp=16
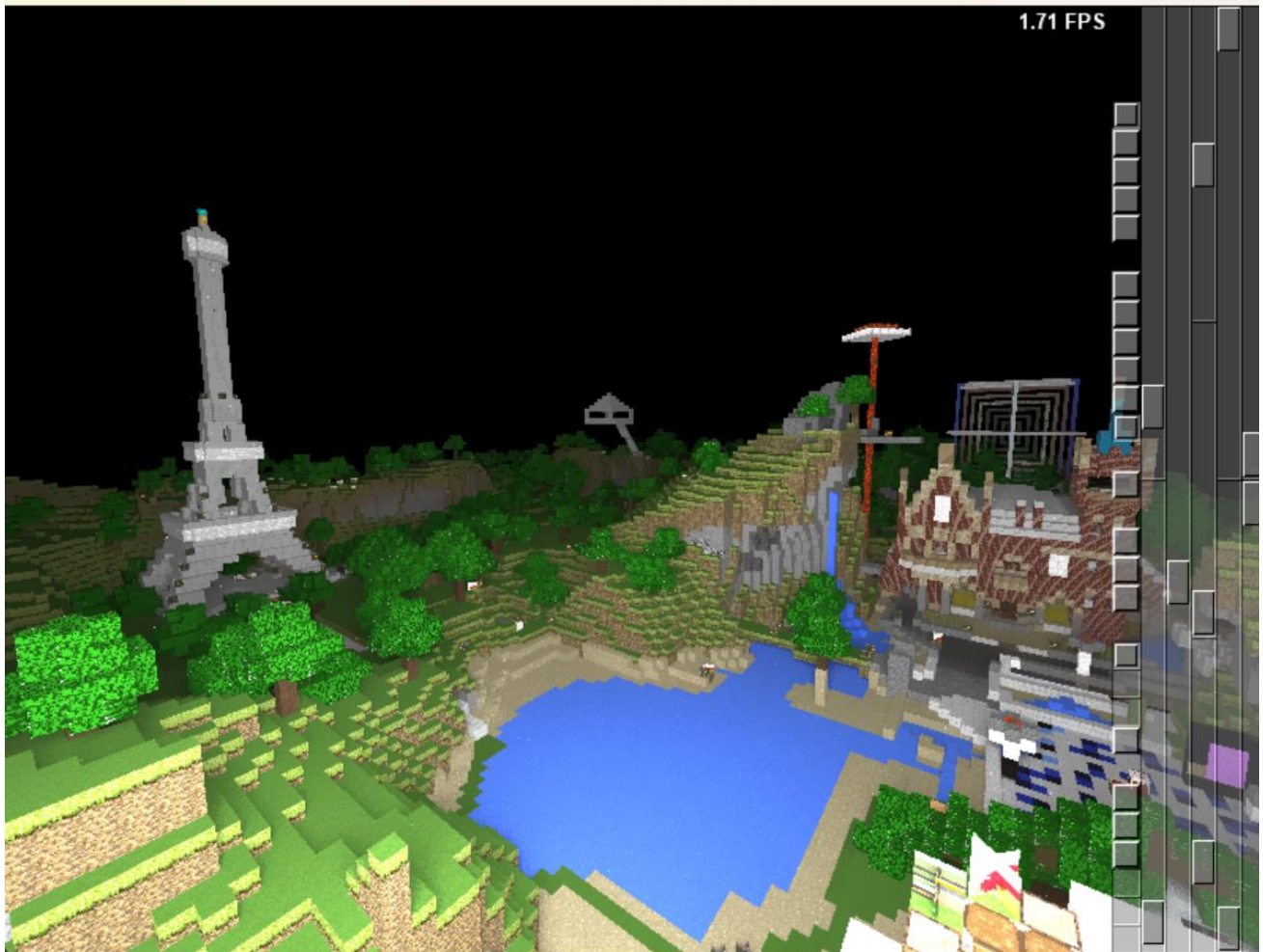
Joint bilateral filtering with filter kernel radius=8

Frostbite BRDF(diffuse + specular)

Model: Low poly hause

Author: alexandr3unity,

https://3dexport.com/free-3dmodel-low-poly-hause-356663.htm

Features:

Path Tracing with spp=8

Joint bilateral filtering with filter kernel radius=8

Frostbite BRDF(diffuse + specular)

Scene: Vokselia Spawn

Created by the authors of the Vokselia Minecraft world (mostly SIGGRAPH contributors and engineers). Exported from Minecraft using Mineways by Eric Haines.

https://casual-effects.com/data/

Features:

Path Tracing with spp=8

Joint bilateral filtering with filter kernel radius=8

Frostbite BRDF(diffuse + specular)

Scene: Vokselia Spawn

Created by the authors of the Vokselia Minecraft world (mostly SIGGRAPH contributors and engineers). Exported from Minecraft using Mineways by Eric Haines.

https://casual-effects.com/data/

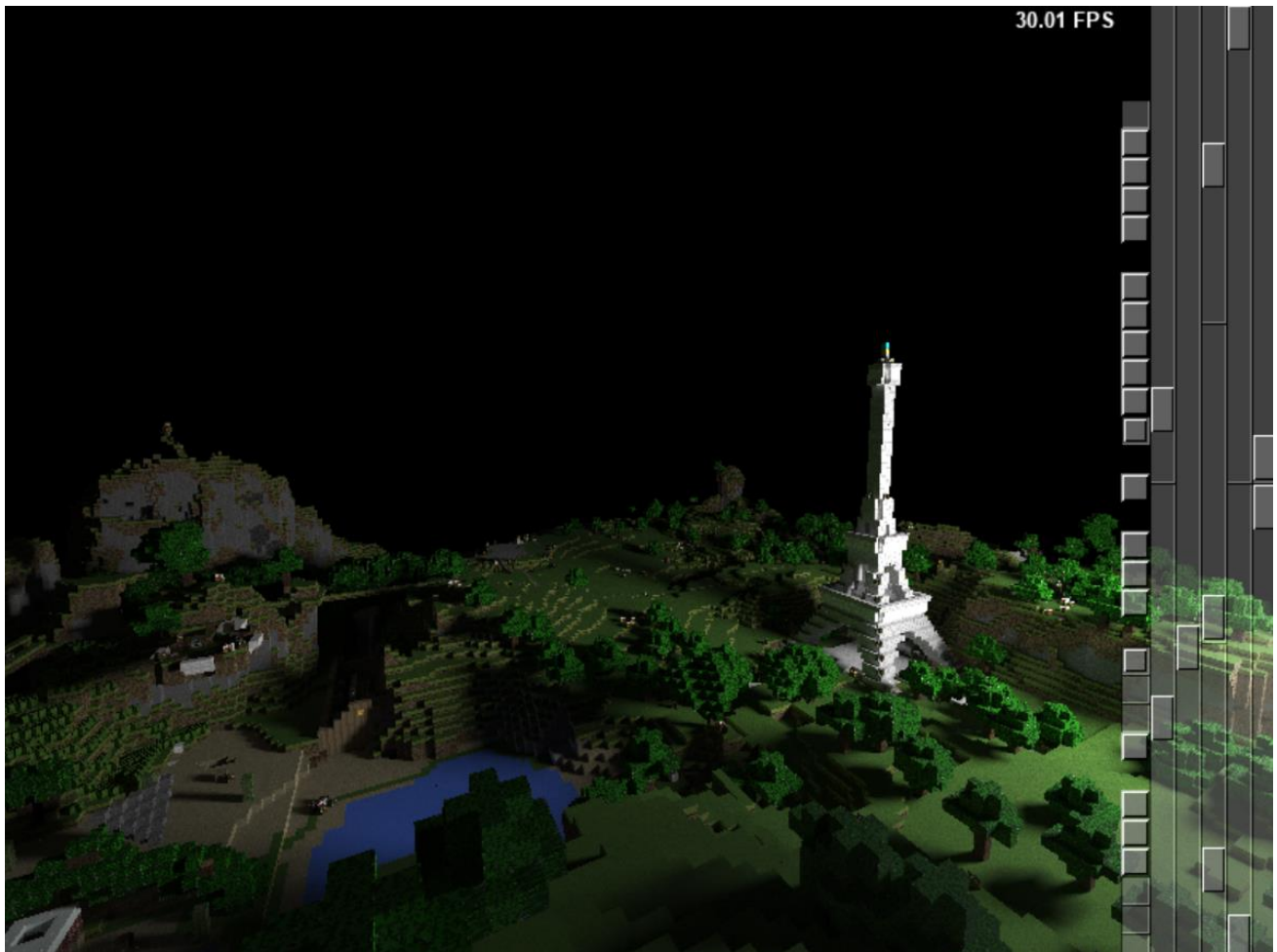Features: (for comparison with previous image)

Path Tracing with spp=256

Joint bilateral filtering(disabled)

Frostbite BRDF(diffuse + specular)

Scene: Vokselia Spawn

Created by the authors of the Vokselia Minecraft world (mostly SIGGRAPH contributors and engineers). Exported from Minecraft using Mineways by Eric Haines.

https://casual-effects.com/data/

Features:

Path Tracing with spp=256

Joint bilateral filtering(disabled)

Frostbite BRDF(diffuse + specular)

Scene: Vokselia Spawn

Created by the authors of the Vokselia Minecraft world (mostly SIGGRAPH contributors and engineers). Exported from Minecraft using Mineways by Eric Haines.

https://casual-effects.com/data/