

This is a description of the rendered images:

image1: ran without changing anything

image2: the regular sampler

image3: the random sampler

image4: the stratified sampler

image5: dragon but it looks a bit gray

image6: the correct dragon (hopefully). I had a problem with it first because the shaders were wrong. I made the fork and after that, files were updated so it didn't show up correctly

image7: Try at glossiness but it didn't work