Project 4 Assignment Report

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For this assignment, I mainly Changed Shape.h, Shape.cpp, StaticRayTrace.h, StaticRayTrace.cpp, CalculationHelper.h files
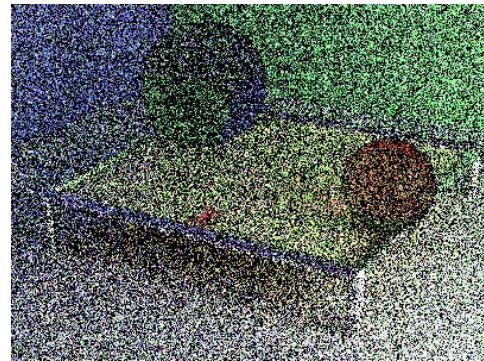
This assignment mainly implements the transmission with ray tracing.
The most important function is "TracePath" with changes three functions which are SampleBrdf, PdfBrdf, and EvalScattering.
I implemented two cases which are normal transmission and MISweights

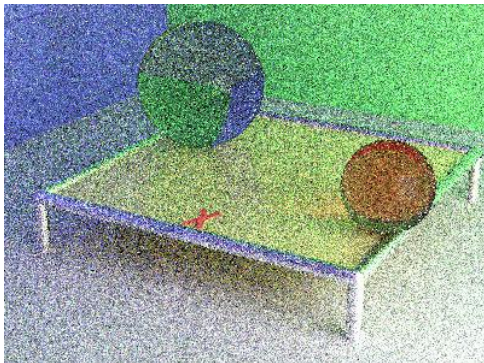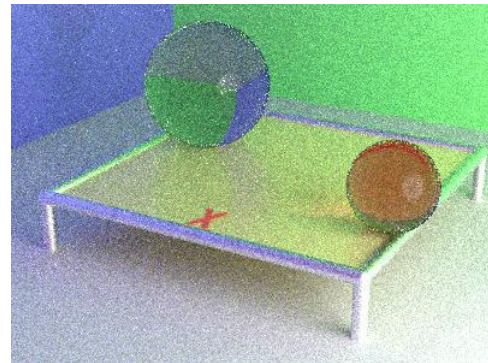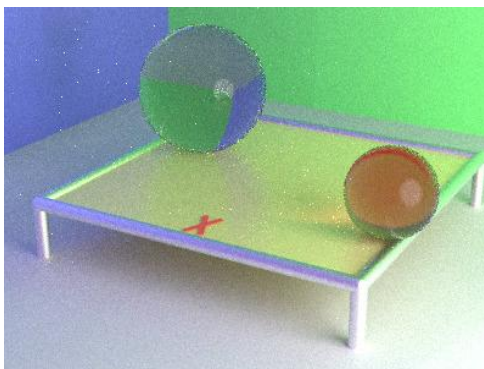## Result of Transmission (base Phong):

pass 1:
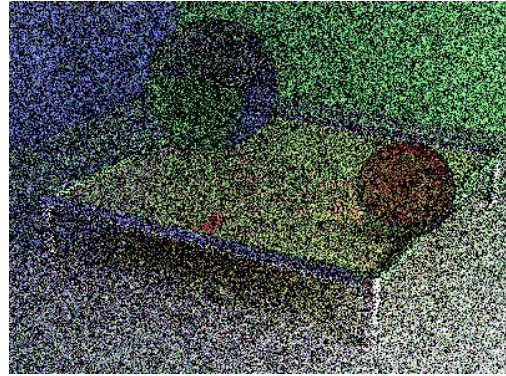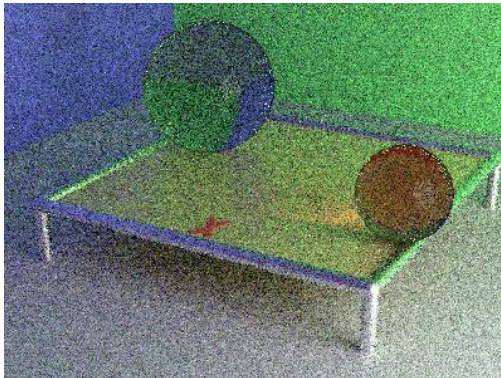

pass 8:

pass 64:

pass 512:

pass 4096:
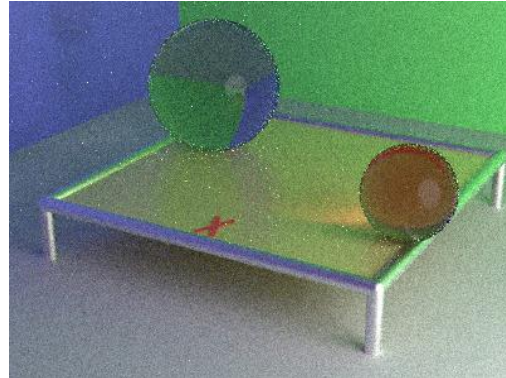
Result of MISweight (base Phong):
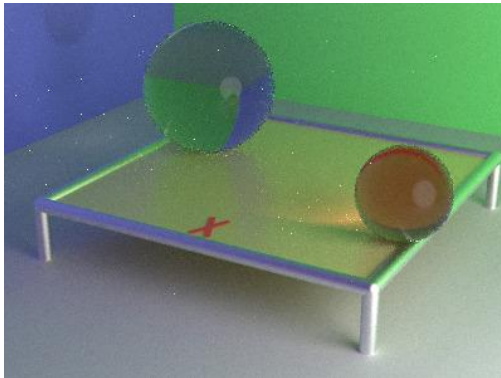
pass 1:

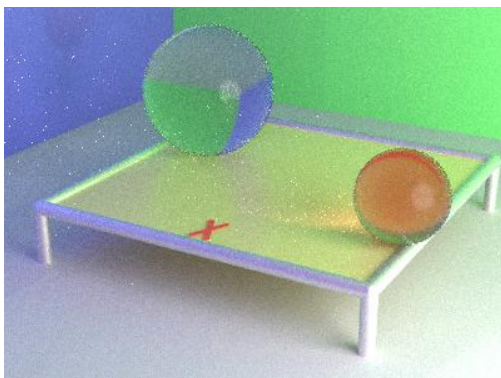pass 8:

pass 64:

pass 512:

pass 4096:

Result of GGX (base pass 4096):
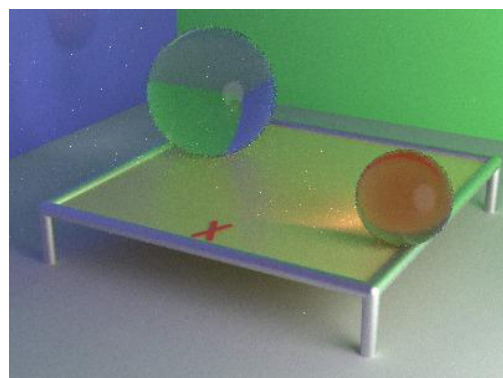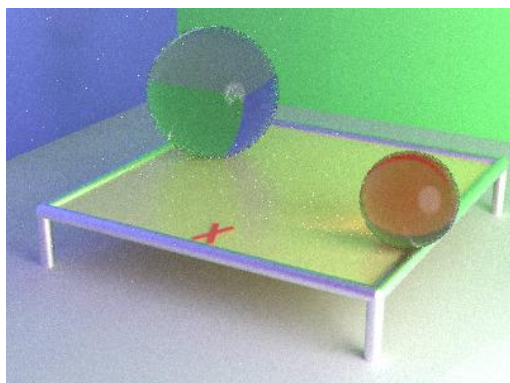
transmission:

MISweights:

Result of Beckman(base pass 4096):

transmission:

MISweights: