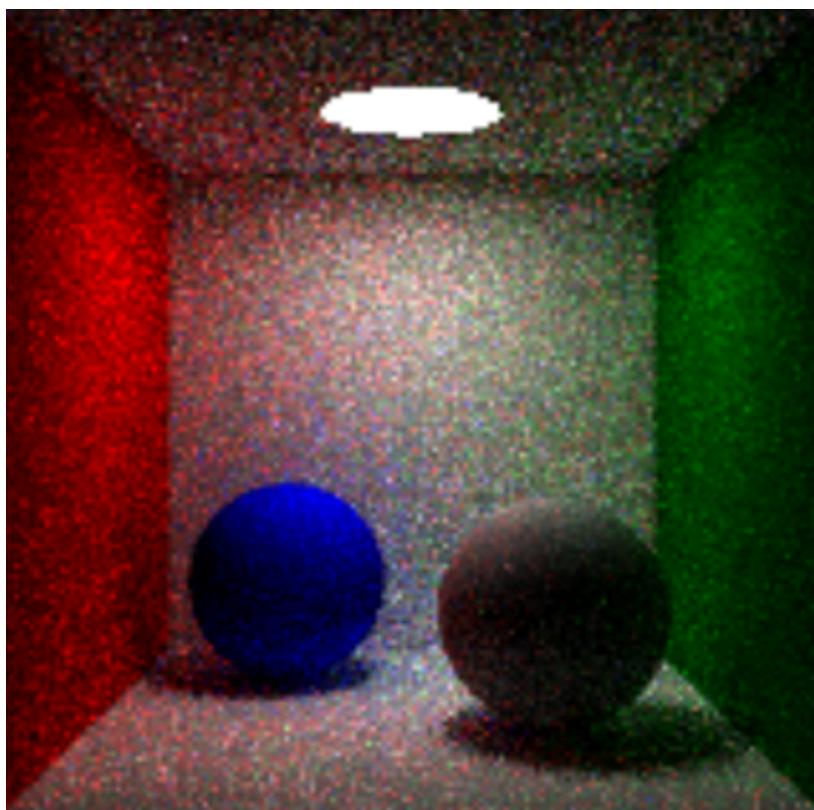


Advanced computer graphics - Physically based rendering

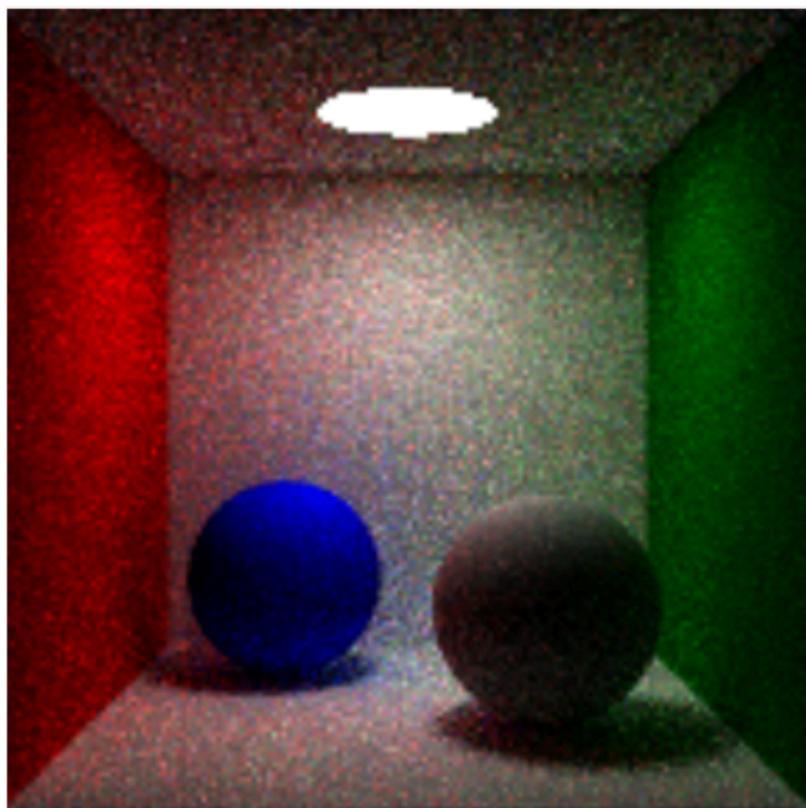
Jakob Mrak

Rendering for implemented path tracing with material using the standard Lambertian and Oren-Nayar microfacet reflection model:

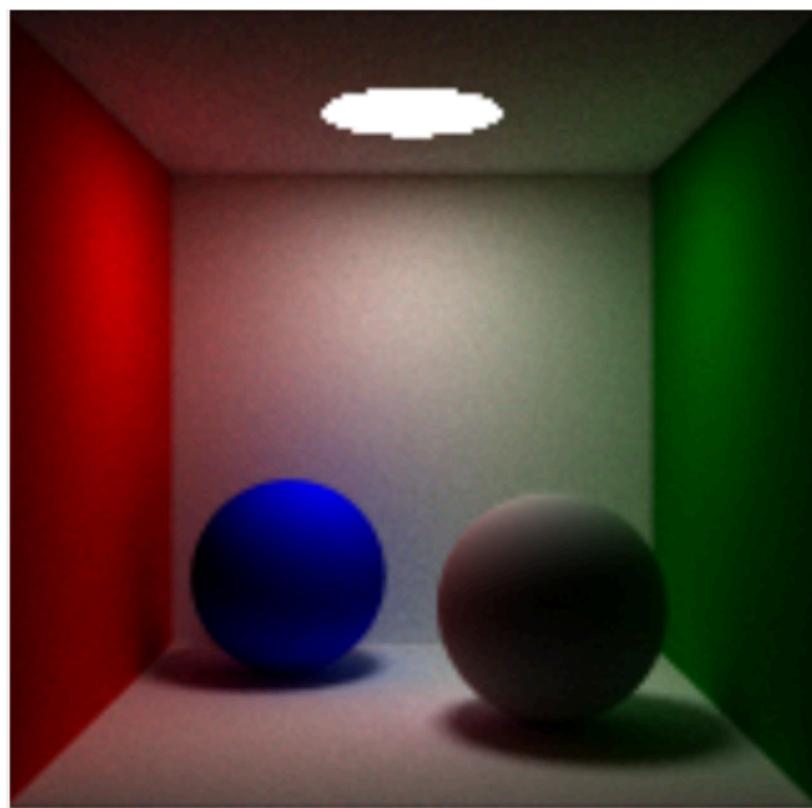
- Blue sphere (left) with Lambertian, white sphere (white) sphere with Oren-Nayar after 10 SPP



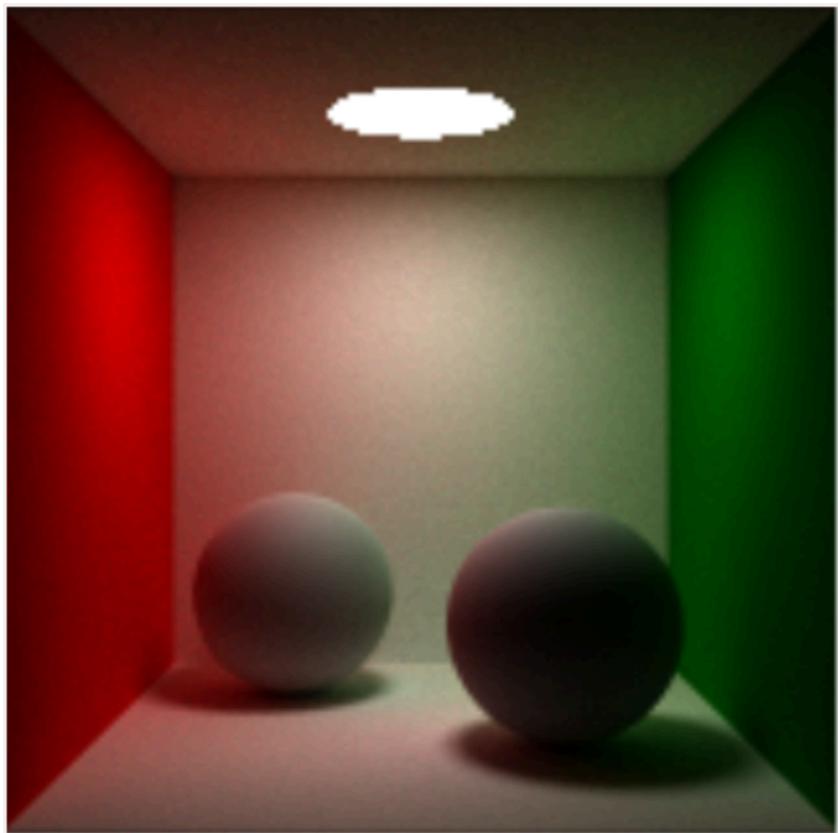
- Blue sphere (left) with Lambertian, white sphere (white) sphere with Oren-Nayar after 20 SPP



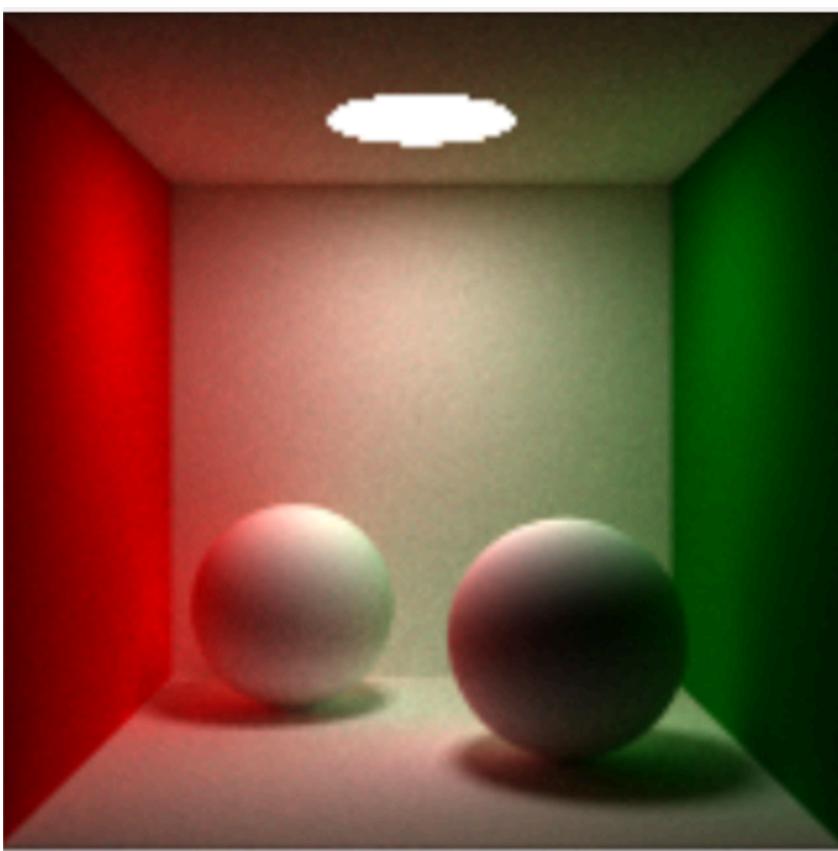
- Blue sphere (left) with Lambertian, white sphere (white) sphere with Oren-Nayar after 657 SPP



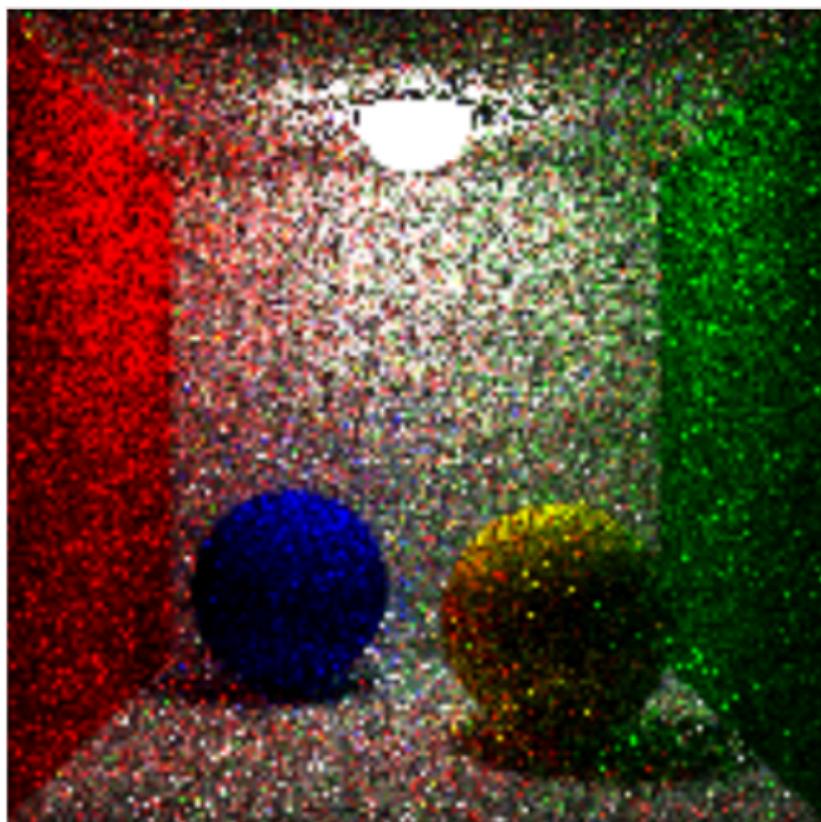
- Both spheres with Oren-Nayar after 1426 SPP



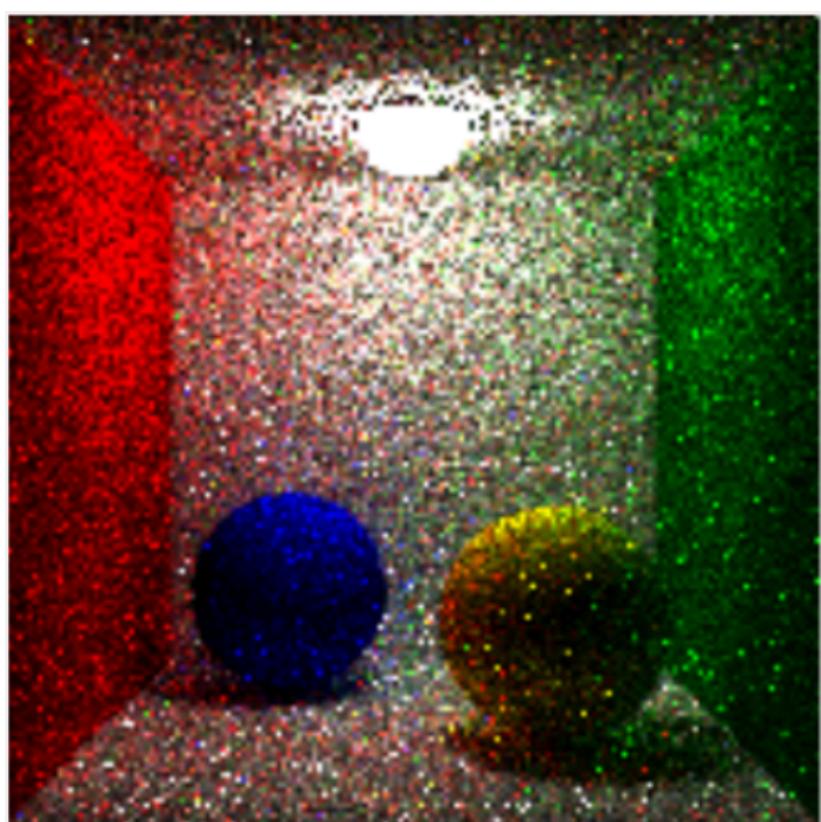
- Both spheres with Lambertian after 1146 SPP



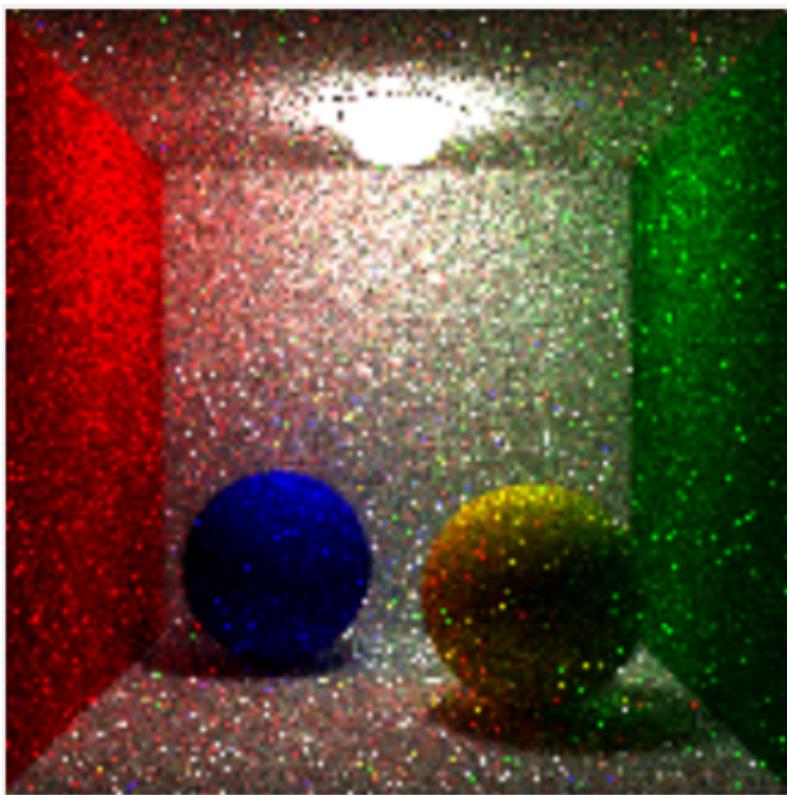
- Both spheres Lambertian, spherical light with a radius of 50 and intensity 30 at 10 SPP



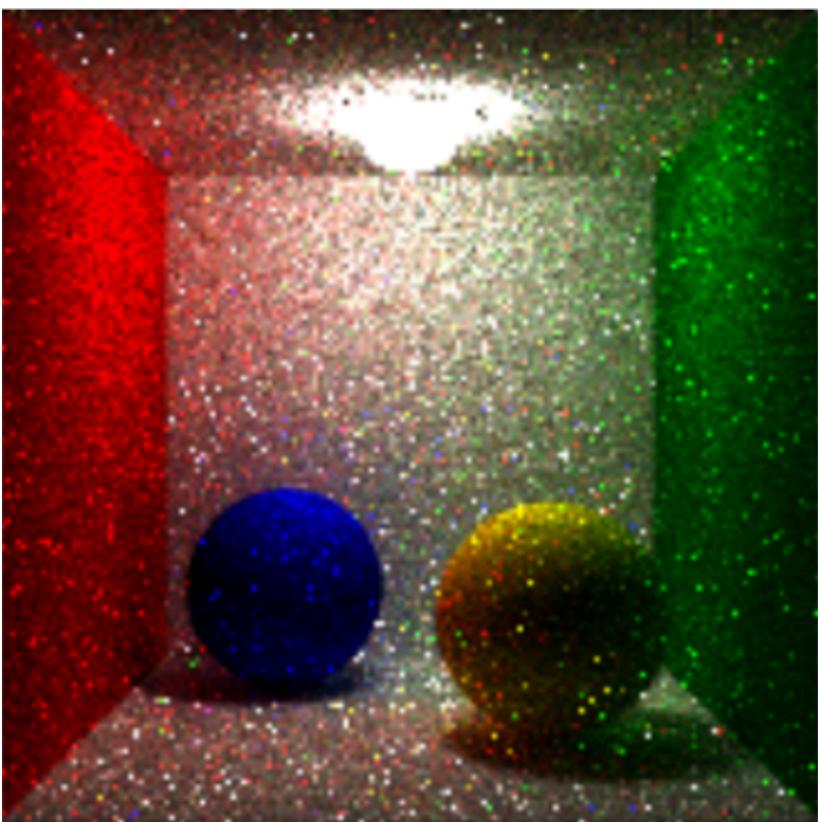
- Both spheres Lambertian, spherical light with a radius of 50 and intensity 30 at 20 SPP



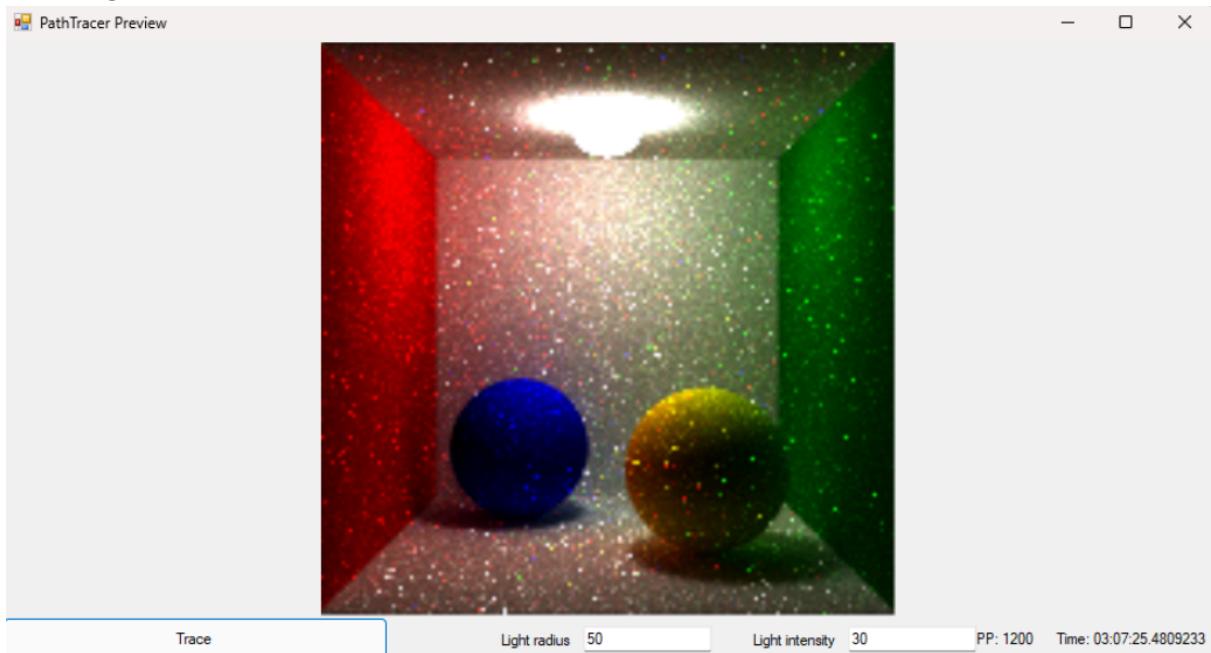
- Both spheres Lambertian, spherical light with a radius of 50 and intensity 30 at 50 SPP



- Both spheres Lambertian, spherical light with a radius of 50 and intensity 30 at 100 SPP



- Both spheres Lambertian, spherical light with a radius of 50 and intensity 30 at 1200 SPP



- User can also control the emission spectrum

