

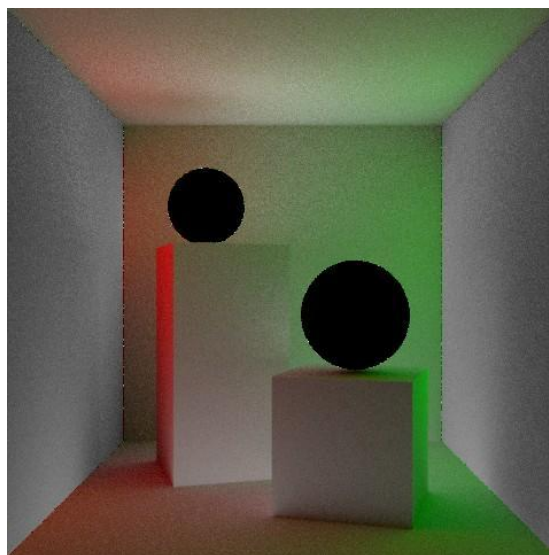
Rhea Roxy
CSC 322
12/7/2022

Activity 4

Checkpoint 1:

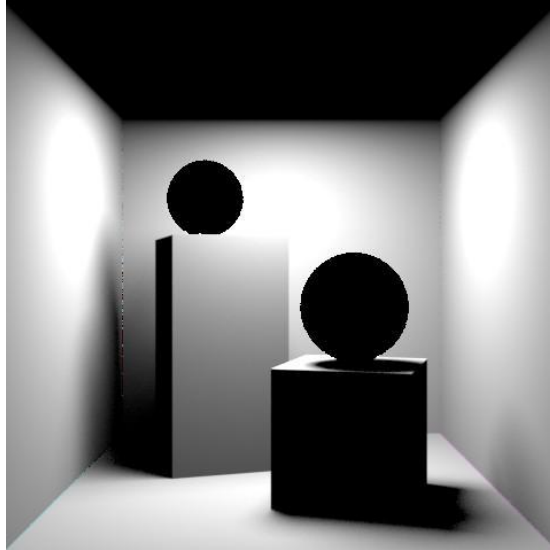
Diffuse Indirect:

Diffuse lighting is spread out over an area. Indirect lighting falls outside of the scope of the light. The lighting in this image is really dark and there. 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.



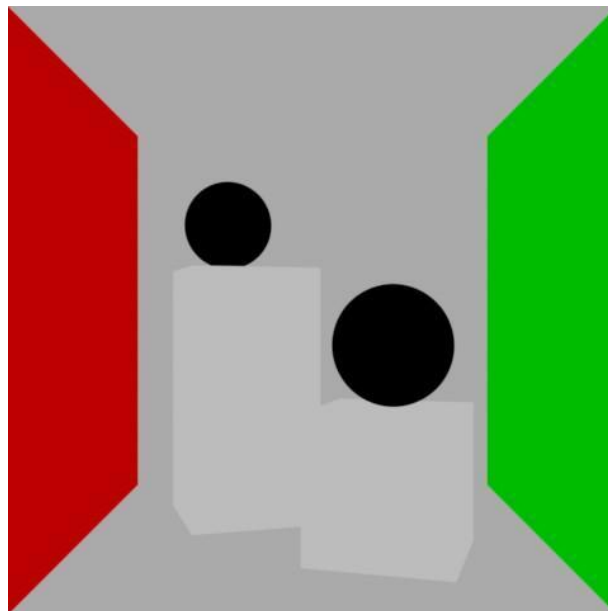
Diffuse Direct:

This image 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. Diffuse lighting is spread out over an area and the direct path of the rays from the light source.



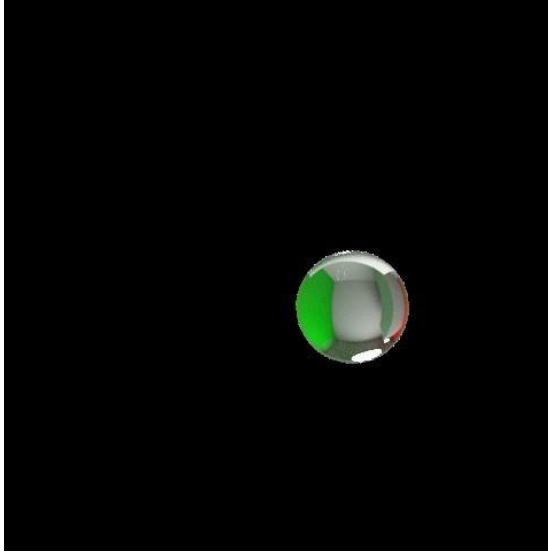
Diffuse Color:

Diffuse color is the basic color of the object. Hence it shows the basic colors of the objects as can be seen in the image with the gray, black red and green/It incorporates diffuse which means lighting is from diffuse, and color, which means color weights of the corresponding BSDF.



Transmission Indirect:

Transmission light is light that passes through an object. Only one sphere is lit here. This is also indirect, so the light passes indirectly through the sphere.



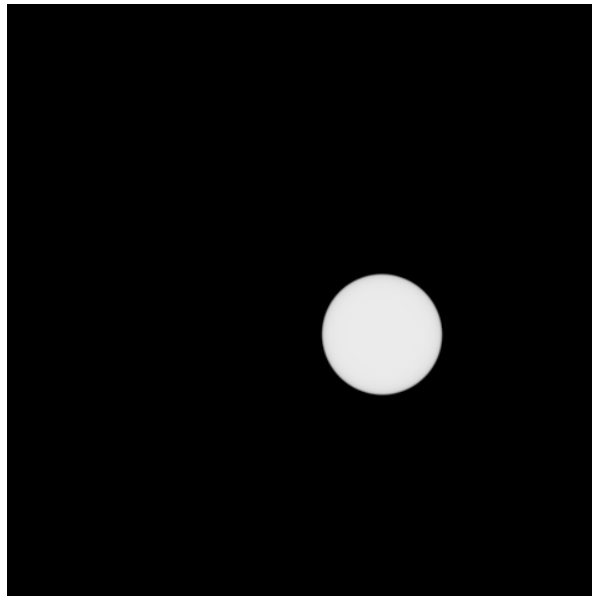
Transmission Direct:

No light passes directly through any of the objects.



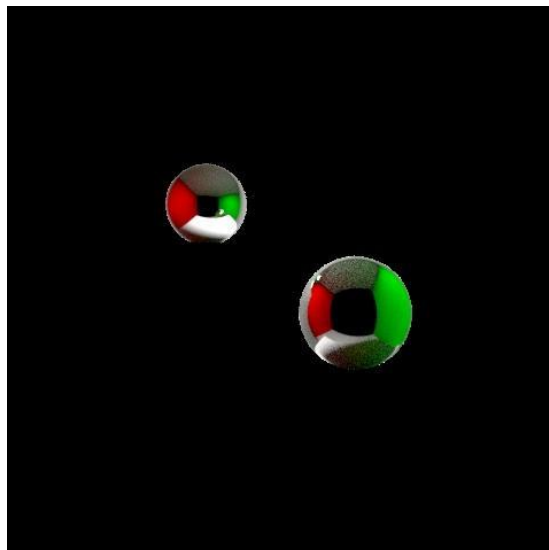
Transmission Color:

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. This shows as a gray color



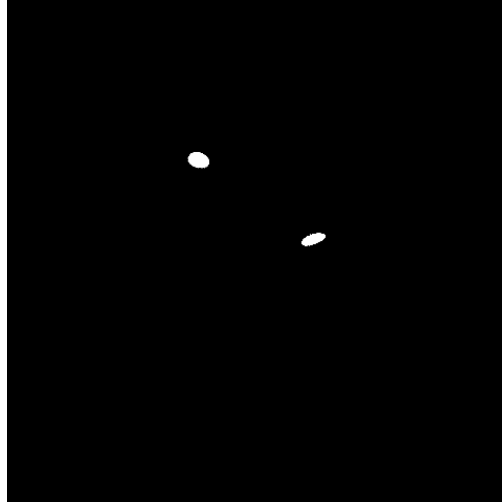
Gloss Indirect:

Gloss light is light that is reflected off a surface. Those reflections can be sharp or blurry. Only the 2 spheres reflect light. This light is also indirect.



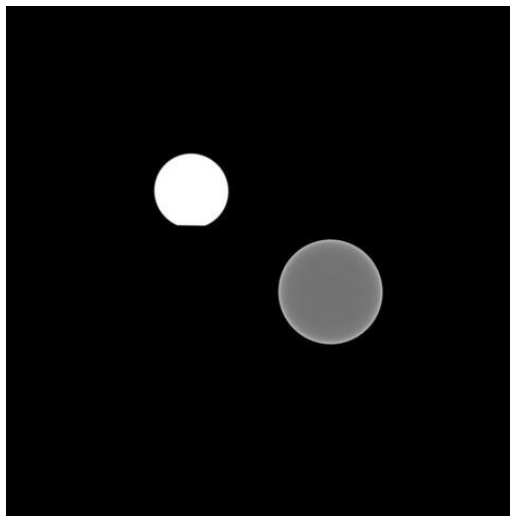
Gloss Direct:

It 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. This image shows the light reflecting off the spheres.



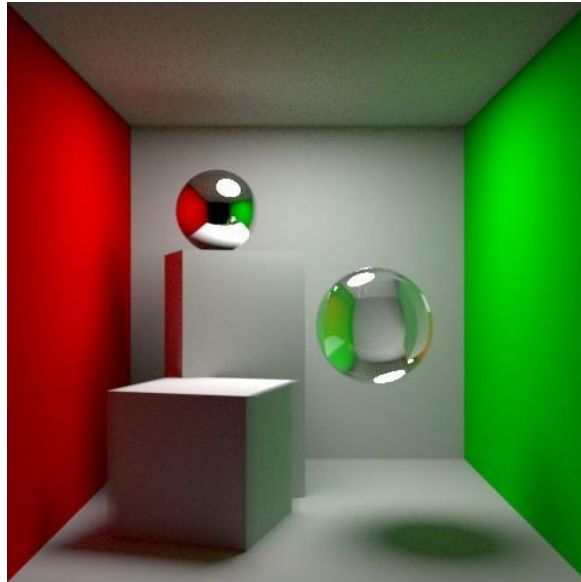
Gloss Color:

Glossy which means it is the same as diffuse but uses glossy (specular) BSDF, and color, which means color weights of the corresponding BSDF. The spheres have white and gray color respectively.



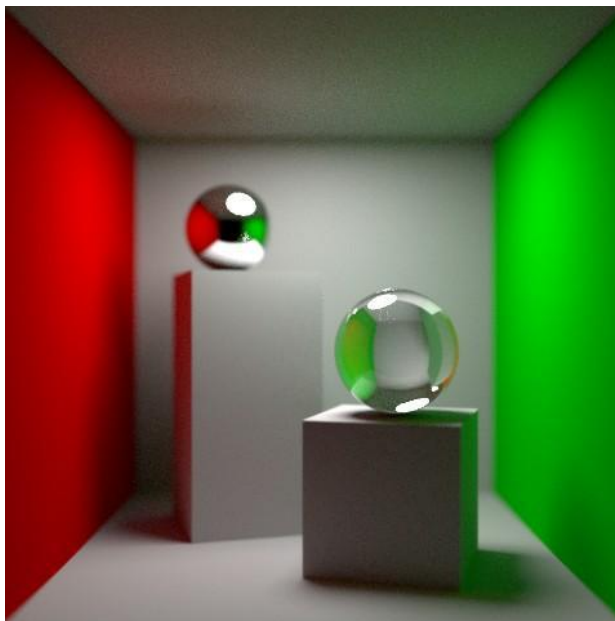
Checkpoint 2:

The motion blur has made the box edges blurry.



Checkpoint 3:

The depth of field here focuses on the front object with the small cube and the sphere on top. The camera has focused onto the frontmost sphere. The aperture is set to .1, making the majority of the sphere appear sharp in detail.



Checkpoint 4:

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

