## http://kesen.realtimerendering.com/

## 2022 SIGGRAPH

1. Towards Practical Physical-Optics Rendering

走向实用的物理光学渲染

1. Active Exploration for Neural Global Illumination of Variable Scenes

可变场景的神经全局照明的主动探索

1. Unbiased Inverse Volume Rendering with Differential Trackers

使用差分跟踪器的无偏逆体积渲染

1. Efficiency-aware multiple importance sampling for bidirectional rendering algorithms

双向渲染算法的效率感知多重重要性采样

1. Scalable Neural Indoor Scene Rendering

可扩展的神经室内场景渲染

1. Self-Distilled StyleGAN: Towards Generation from Internet Photos

从互联网照片中生成:自提风格GAN

1. Neural 3D Reconstruction in the Wild

神经网络 3D 重建室外场景

## 2021 SIGGRAPH

1. A Generic Framework for Physical Light Transport

物理光传输的通用框架

1. Interactive Monte Carlo Denoising using Affinity of Neural Features

使用神经网络特征的亲和力的交互式蒙特卡罗去噪

1. Neural Light Transport for Relighting and View Synthesis

用于重新照明和视图合成的神经光传输

1. Weakly-Supervised Contrastive Learning in Path Manifold for Monte Carlo Image Reconstruction

用于蒙特卡罗图像重建的路径流形中的弱监督对比学习

1. Learning Meaningful Controls for Fluids

基于有意义学习的流体控制

1. BRDF Importance Sampling for Polygonal Lights

多边形灯光的 BRDF 重要性采样

## 2021 SIGGRAPH Asia

1. Learning to Cluster for Rendering with Many Lights

基于学习聚类的方法渲染多光源

## 2022 SIGGRAPH Asia

1. Correlation-aware multiple importance sampling for bidirectional rendering algorithms

双向渲染算法的相关感知多重重要性采样

1. Stochastic Volume Rendering of Multi-Phase SPH Data

多相 SPH 数据的随机体积渲染

## 2022 Symposium on Interactive 3D Graphics and Games

1. Scaling Probe-Based Real-Time Dynamic Global Illumination for Production
2. Collimated Whole Volume Light Scattering in Homogeneous Finite Media
3. Investigating the Performance of Various Deep Neural Networks-based Approaches Designed to Identify Game Events in Gameplay Footage
4. Real-time Shading with Free-form Planar Area Lights using Linearly Transformed Cosines

## Symposium on Interactive 3D Graphics and Games

1. Real-Time Geometric Glint Anti-aliasing with Normal Map Filtering
2. Guided Visibility Sampling

## 2021 High Performance Graphics

1. BRDF Importance Sampling for Linear Lights