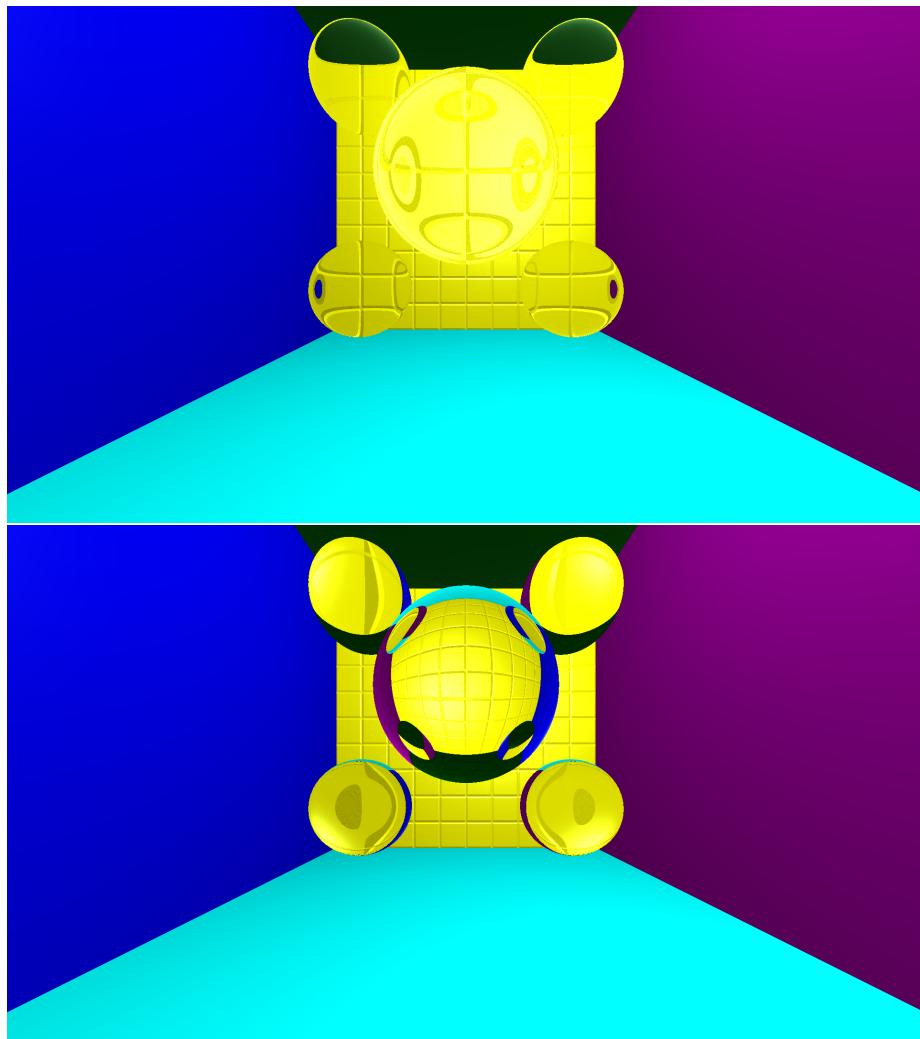


CS 488 project demo

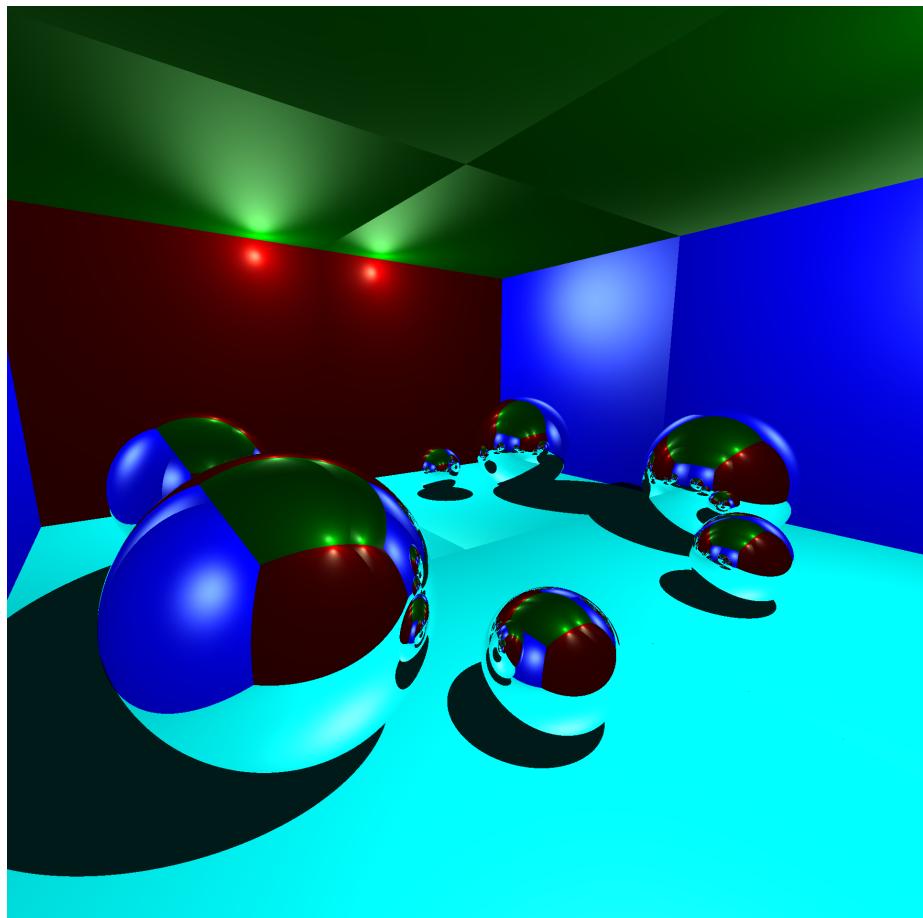
Mingrui Zou

December 5, 2017

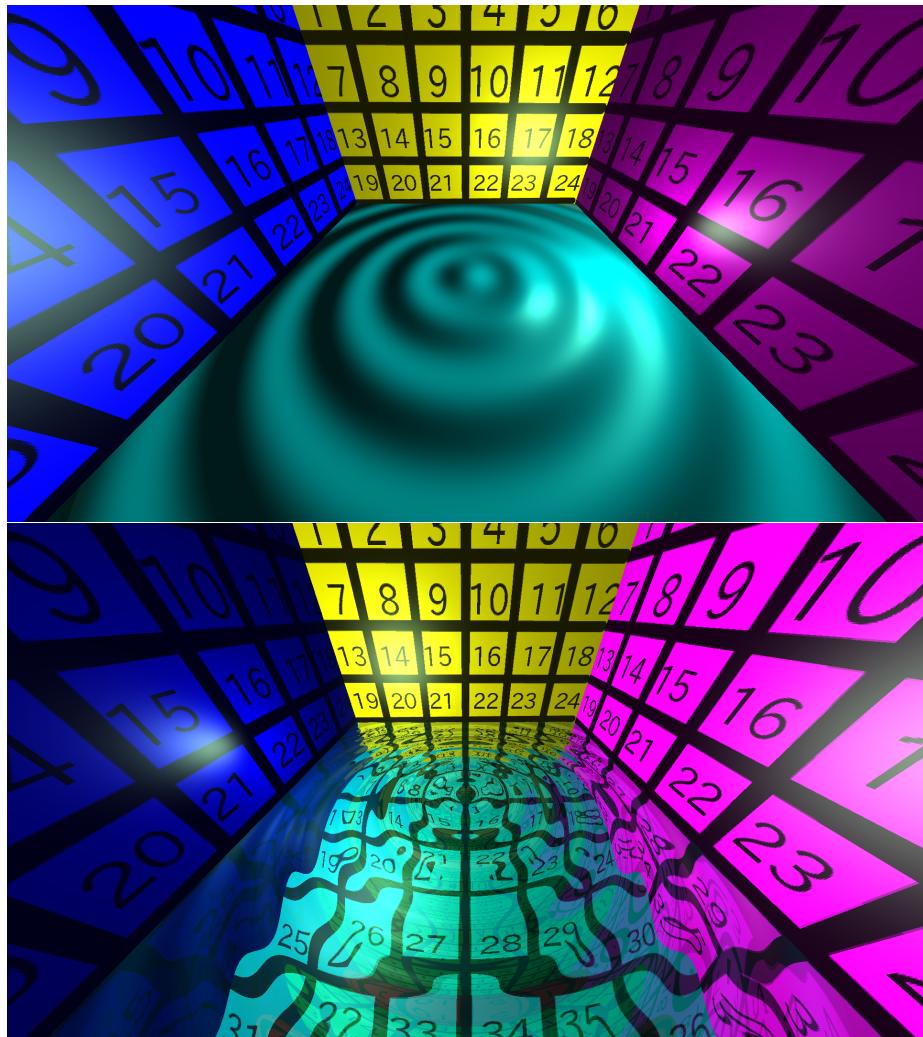
1 Refraction



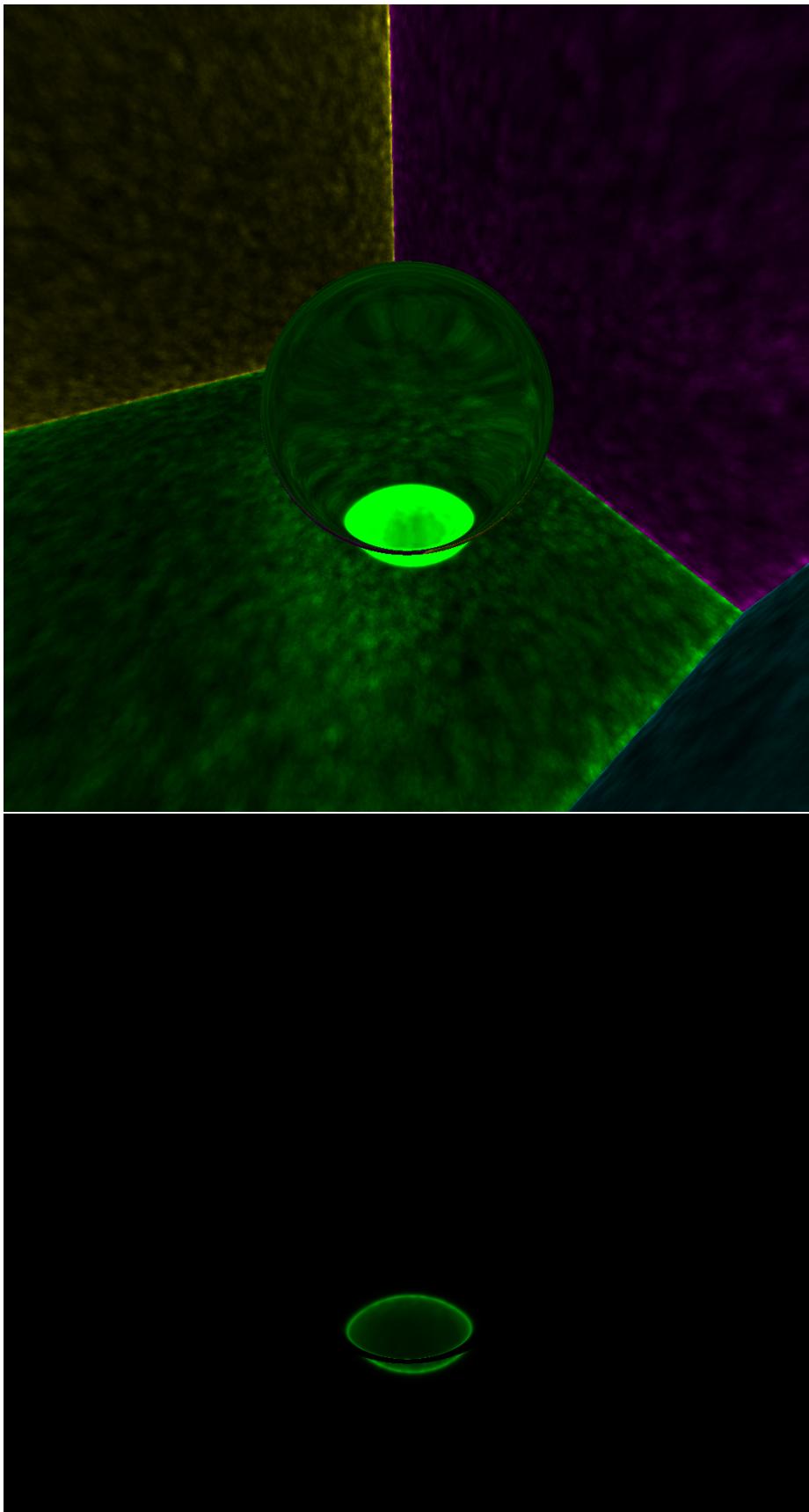
2 Reflection



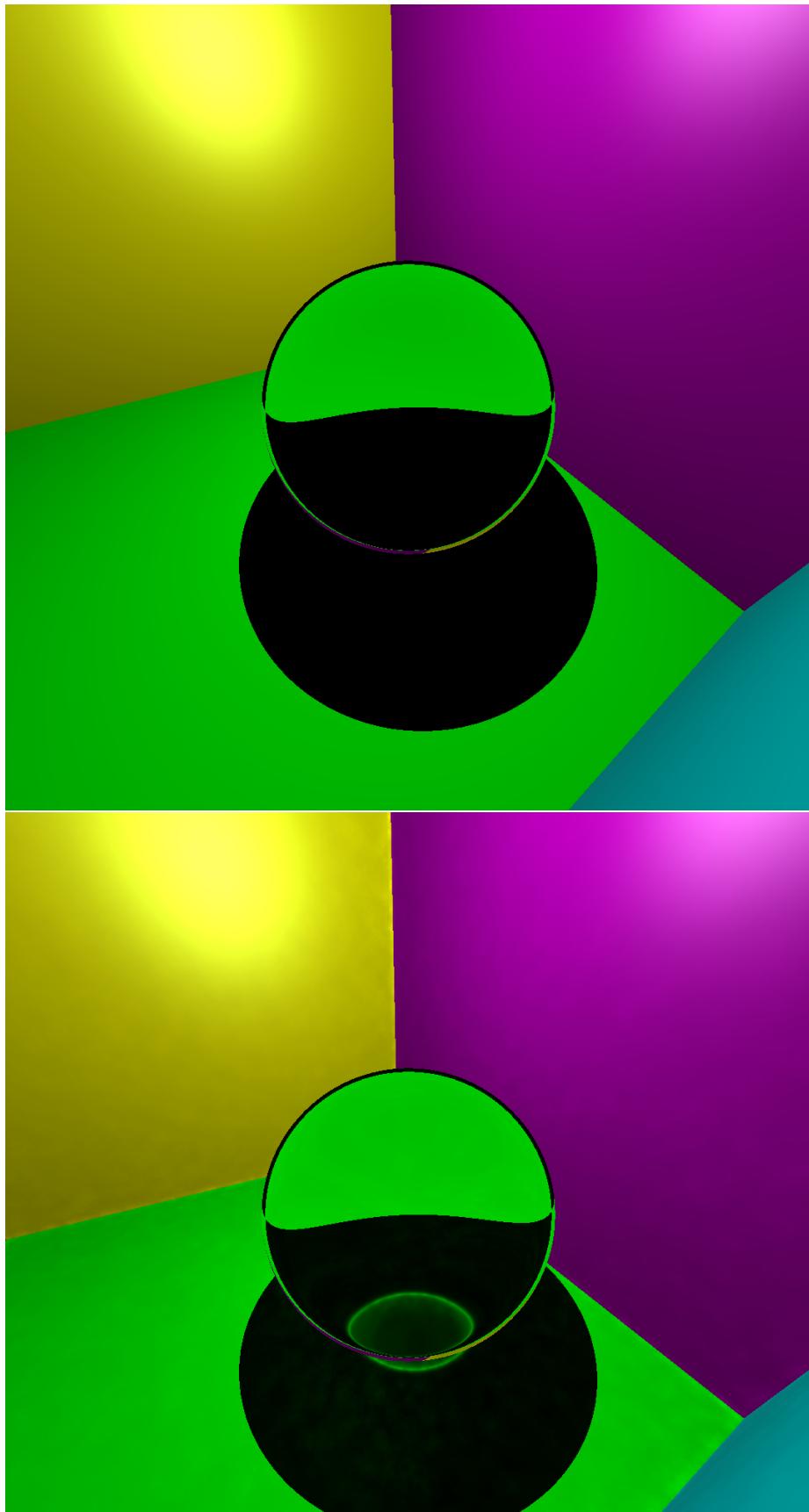
3 Water Ripples



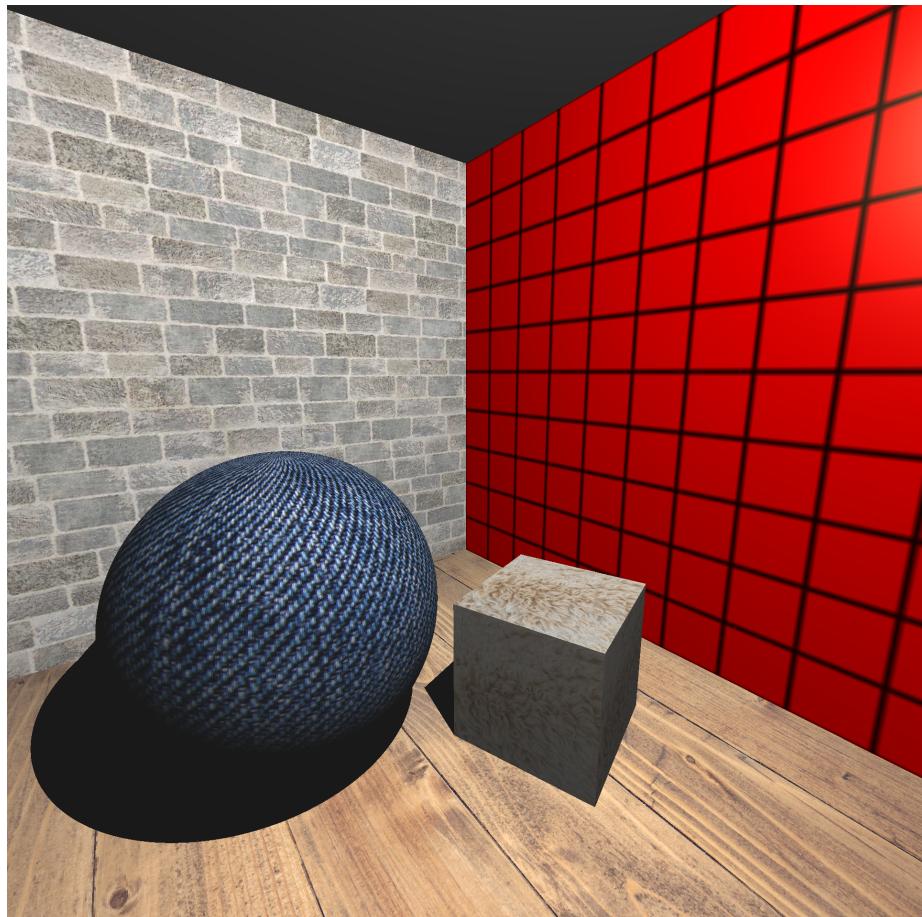
4 Photon Map: Scattering



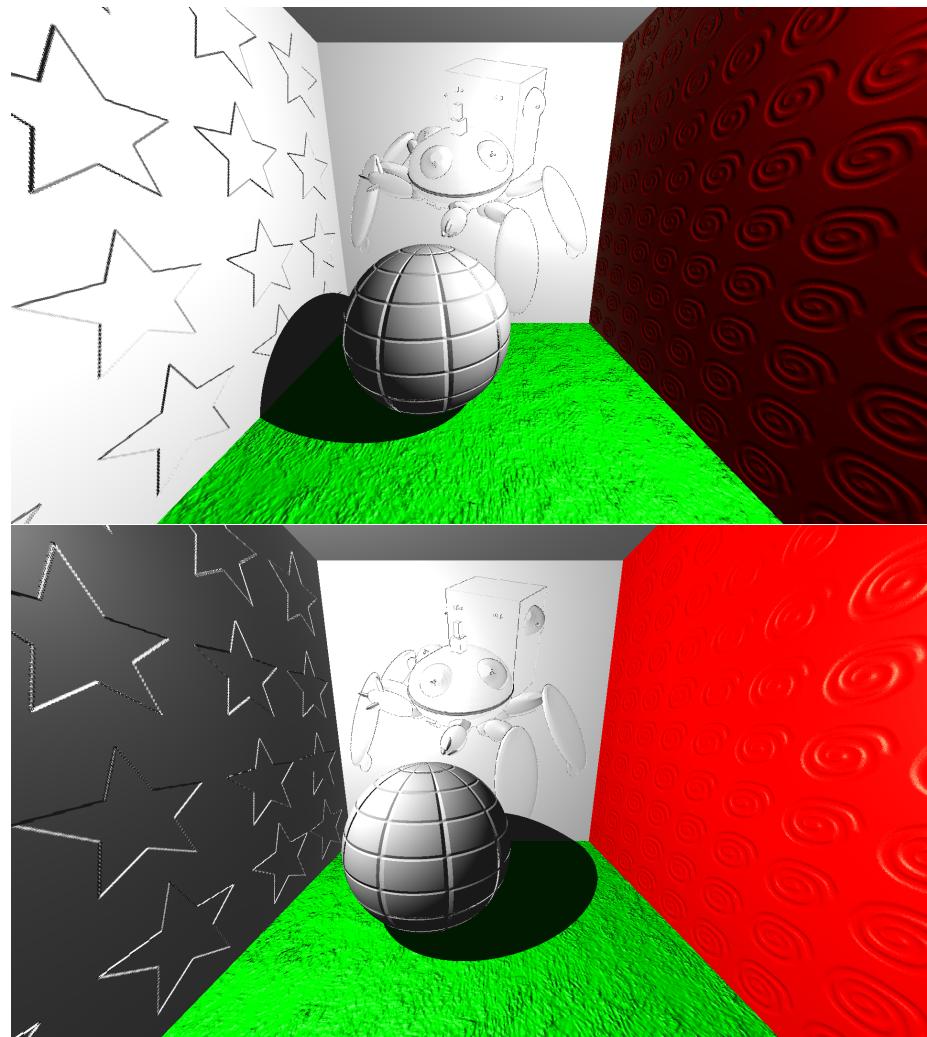
5 Photon Map: Gathering



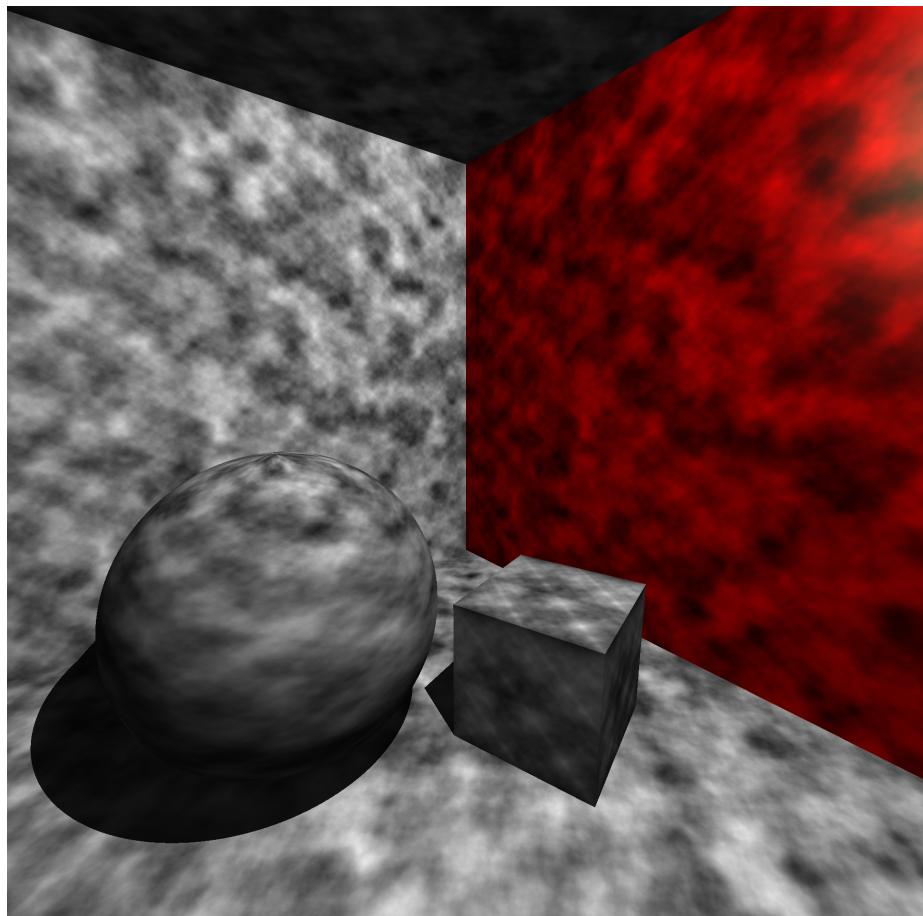
6 Texture Map



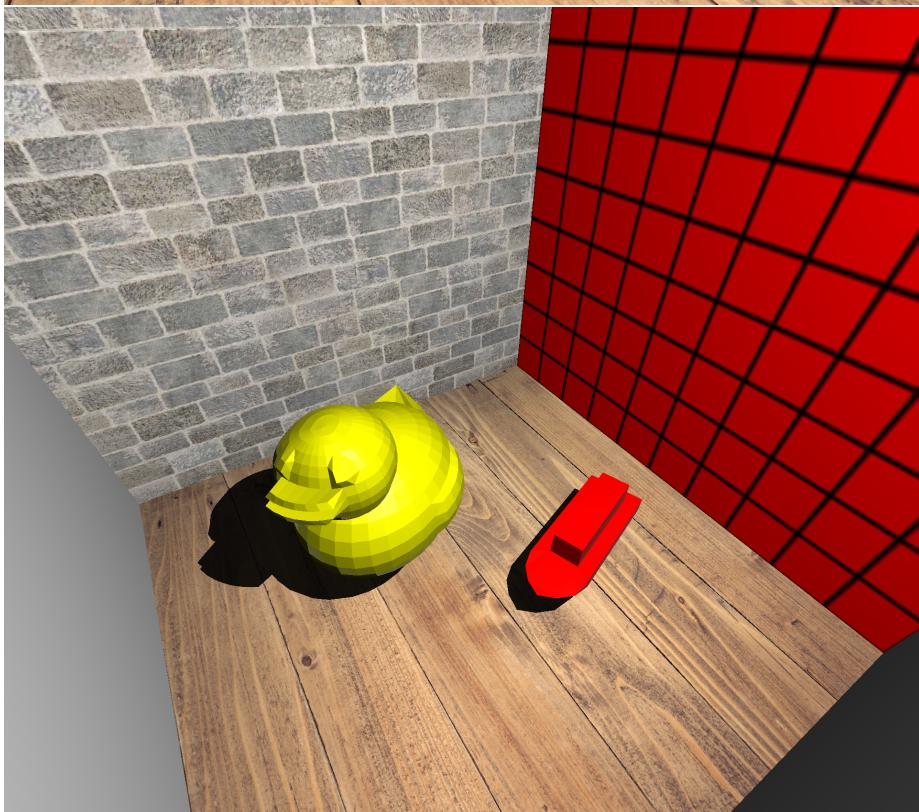
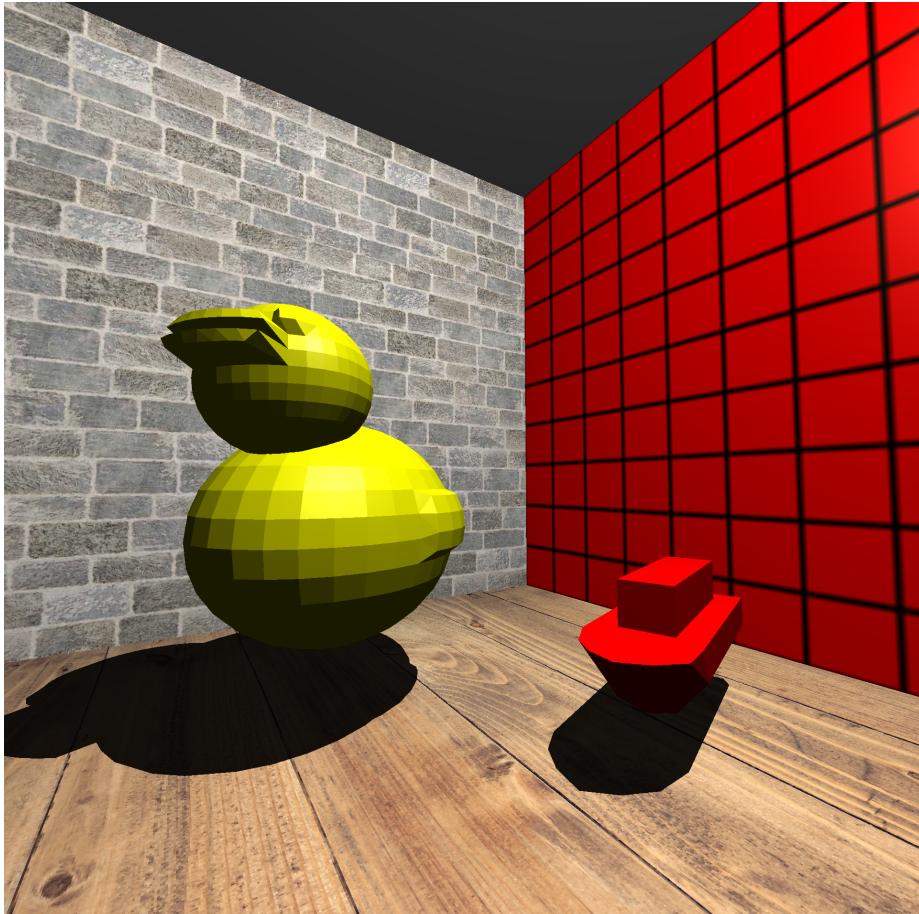
7 Bump Map



8 Marble Noise



9 Models



10 Scene

