







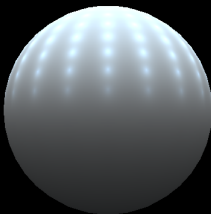











Dipole	Simulated on CPU	Vertex shaded on GPU	Pixel shaded on GPU
Jensen's dipole			
Better dipole			
Directional dipole			

Dipole	Simulated on CPU	Vertex shaded on GPU	Pixel shaded on GPU
Jensen's dipole			
Better dipole			
Directional dipole			

Dipole	Vertex shaded on GPU	Pixel shaded on GPU
Jensen's dipole		
Better dipole		
Directional dipole		

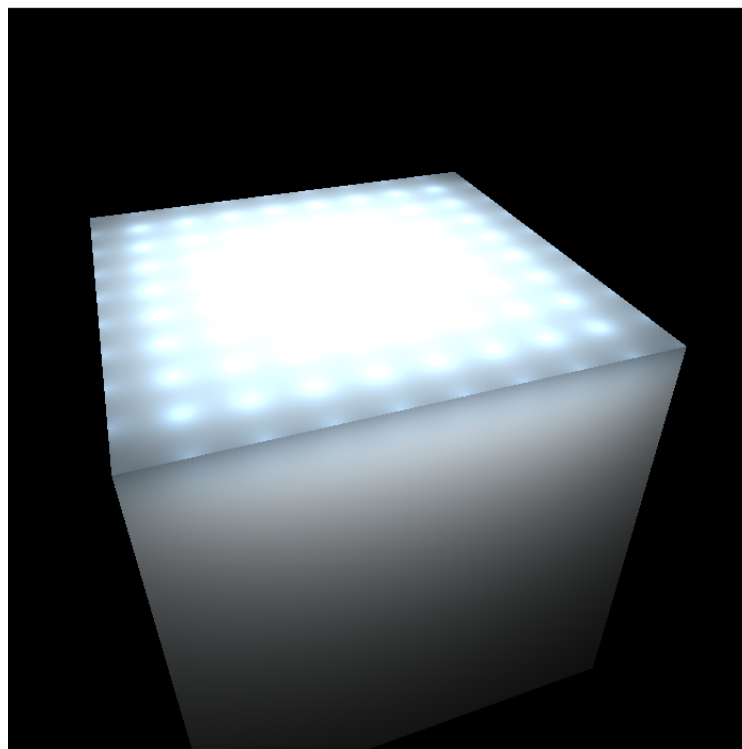


Figure 1: Artifacts on directional dipole pixel shading of a cube due to undersampling.



Figure 2: Artifacts on directional dipole pixel shading of a bunny due to undersampling.