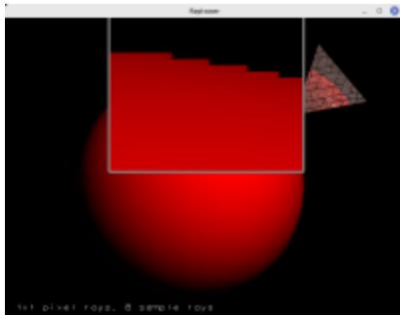
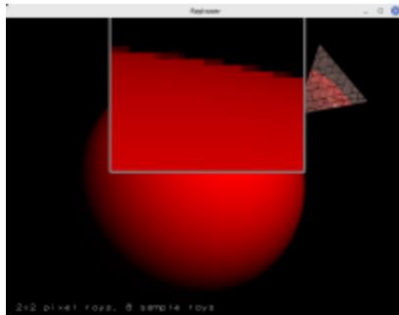


## Jittering Results:

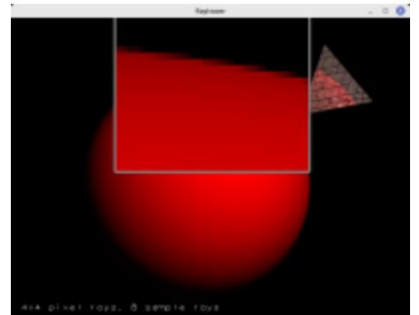
**1x1 no jitter**



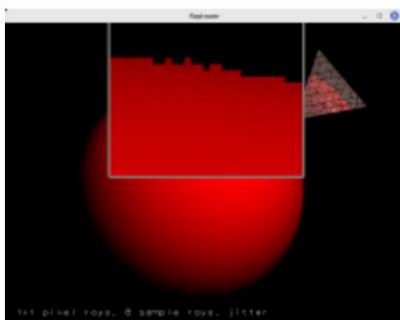
**2x2 no jitter**



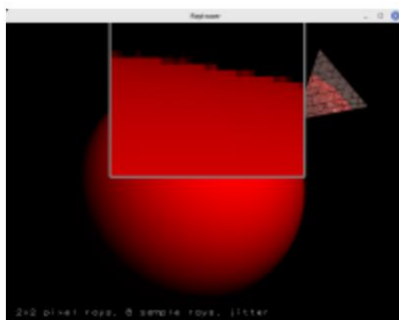
**4x4 no jitter**



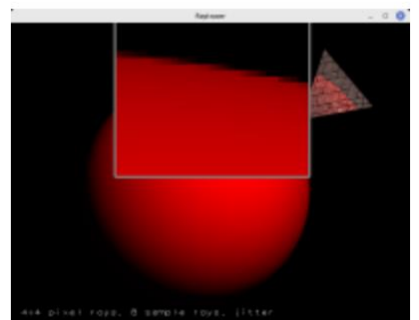
**1x1 jitter**



**2x2 jitter**



**4x4 jitter**



## Glossy Reflection Results:

Raytracer



1x1 pixel rays, 8 sample rays, glossiness 0.99



1x1 pixel rays, 64 sample rays, glossiness 0.99



1x1 pixel rays, 8 sample rays, glossiness 0.999687

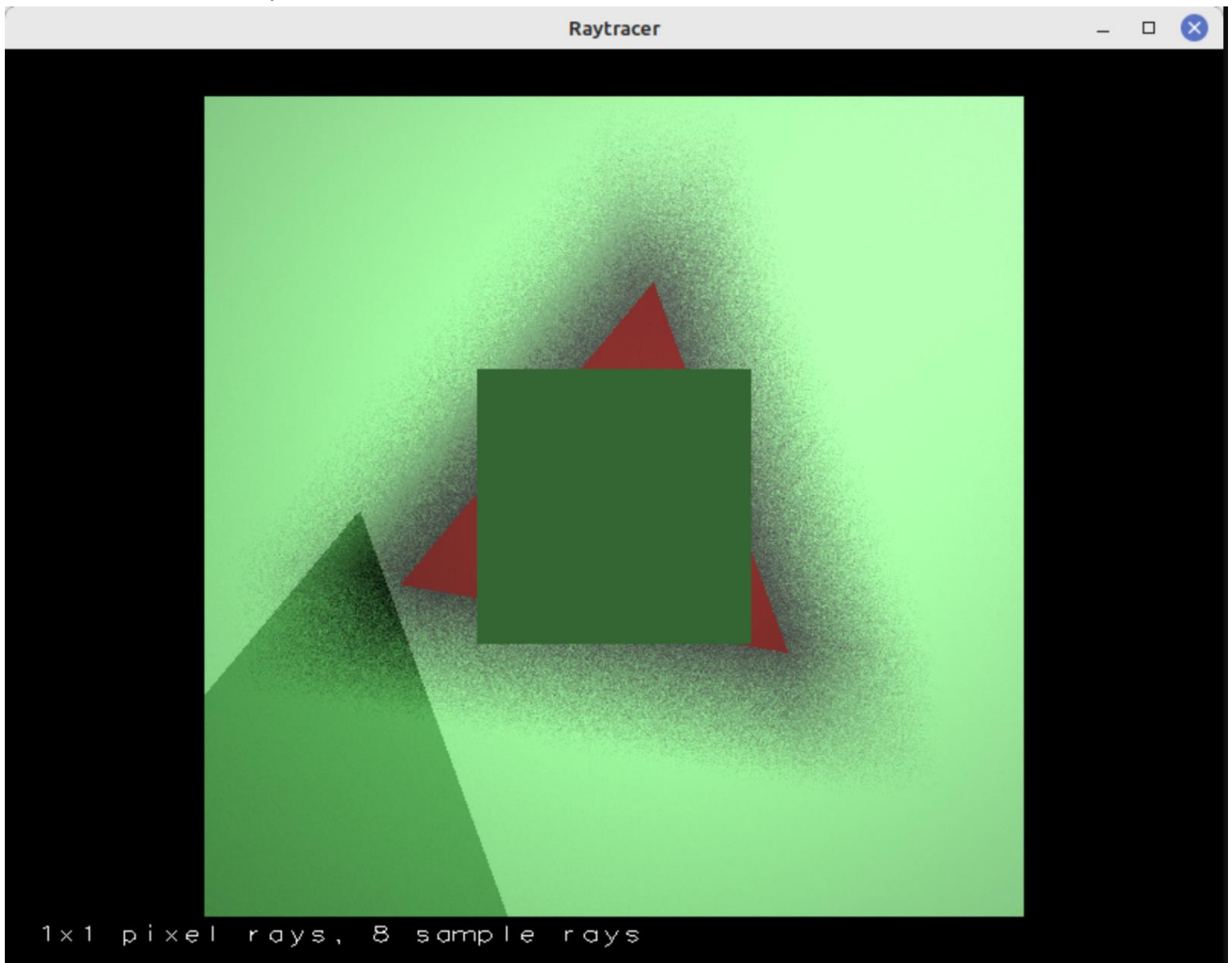


Raytracer

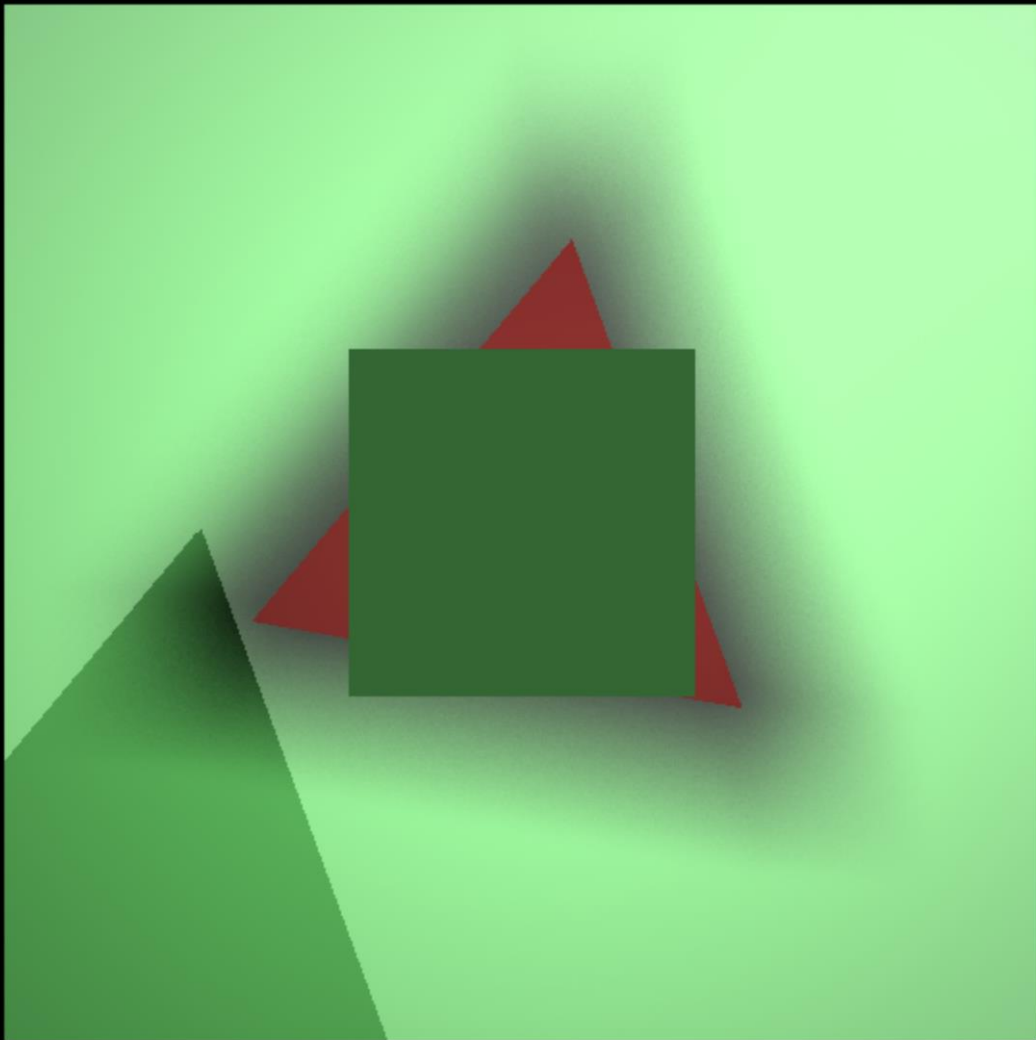


1x1 pixel rays, 64 sample rays, glossiness 0.999687

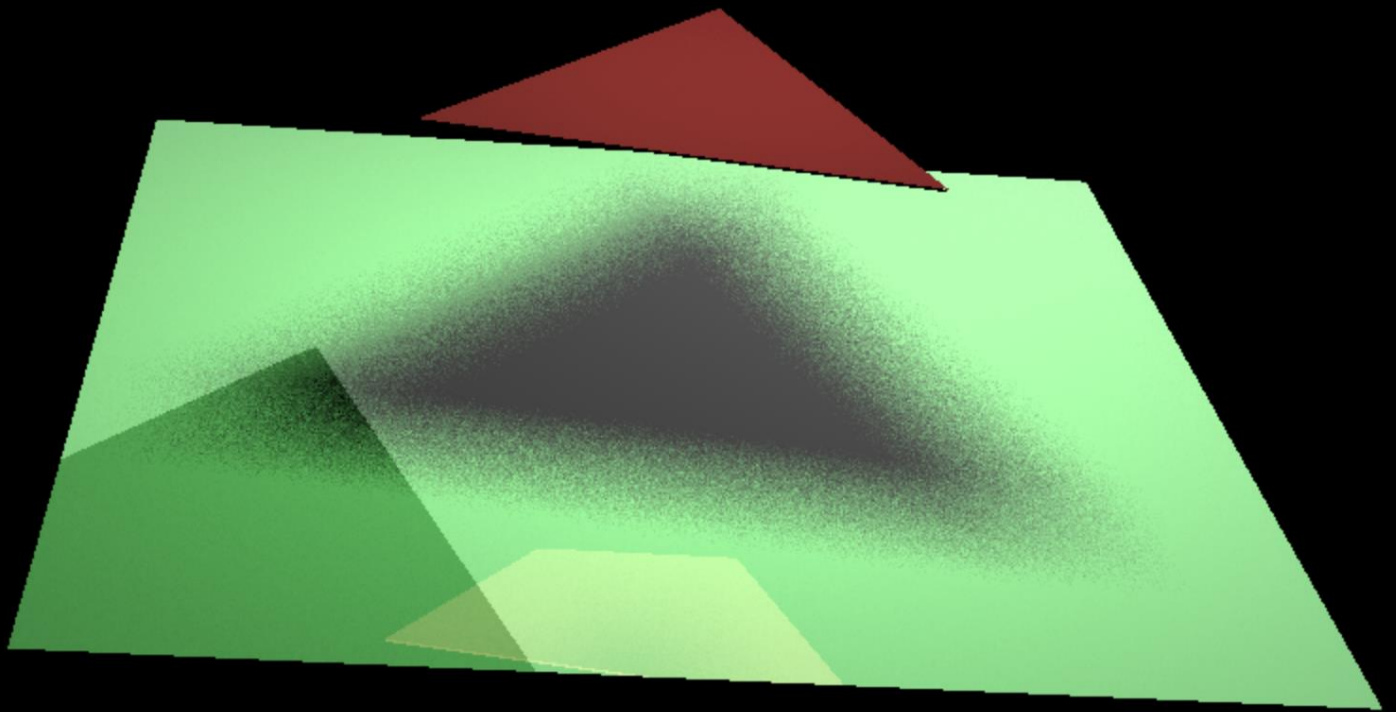
## Shadow Ray Results:



Raytracer

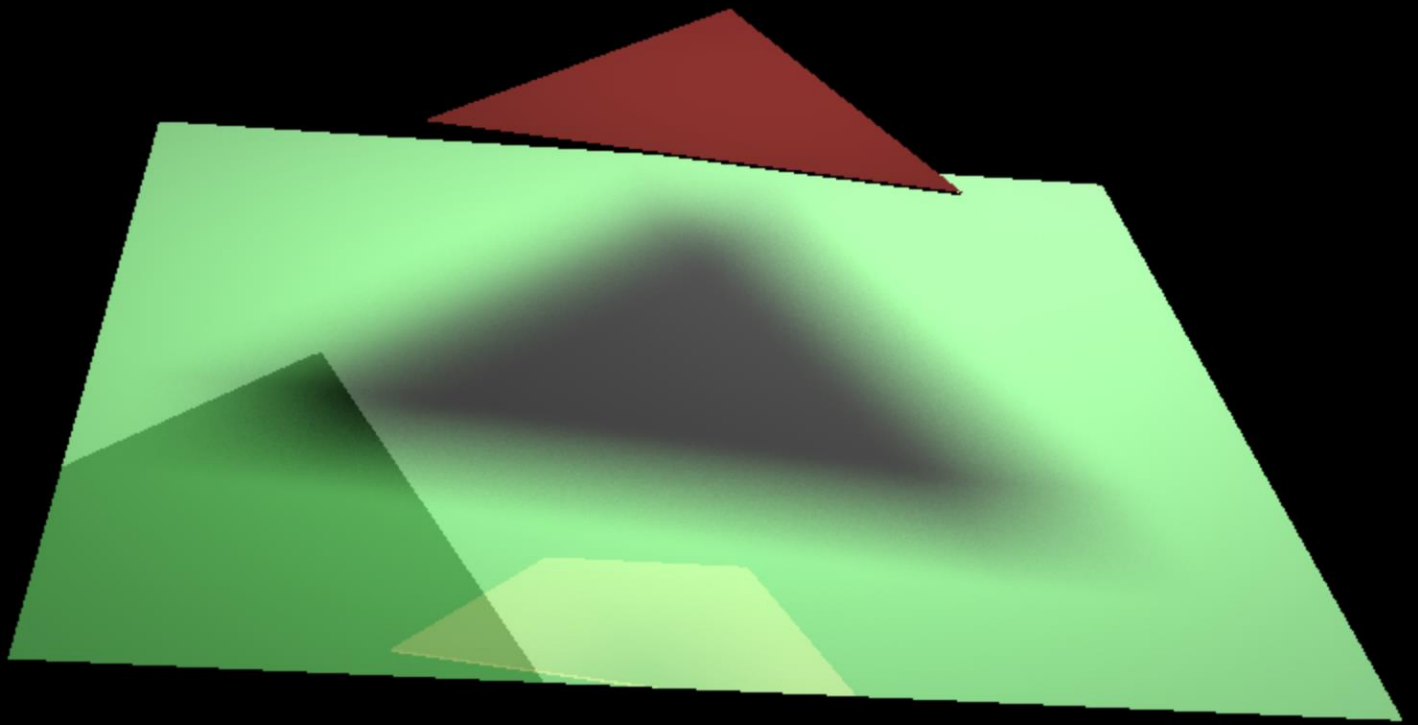


1x1 pixel rays, 512 sample rays



1x1 pixel rays, 8 sample rays





1x1 pixel rays, 512 sample rays