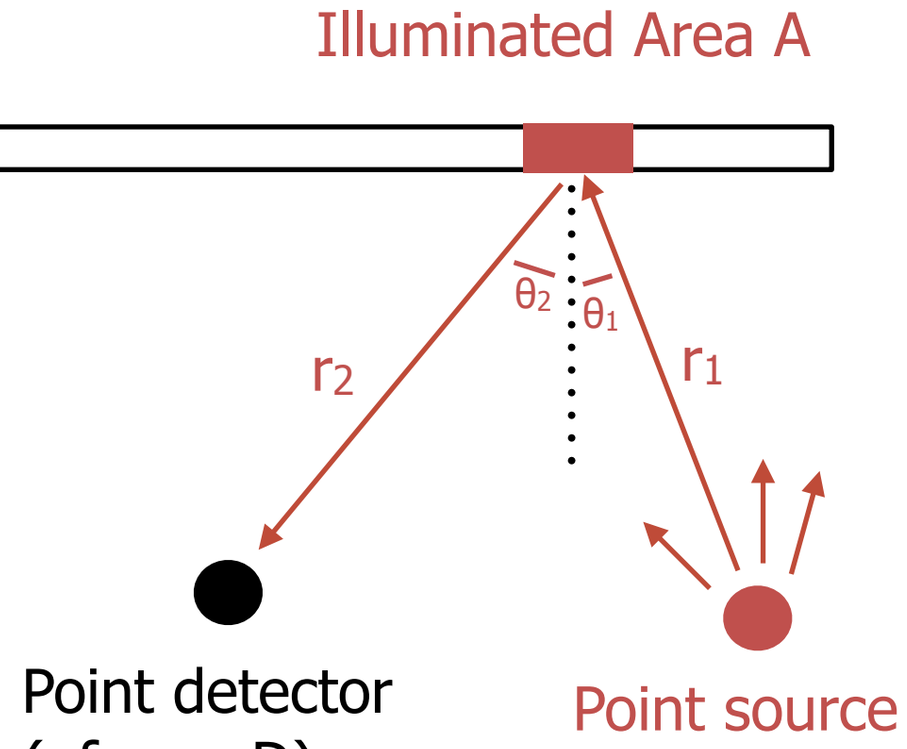
Strip-based Rendering

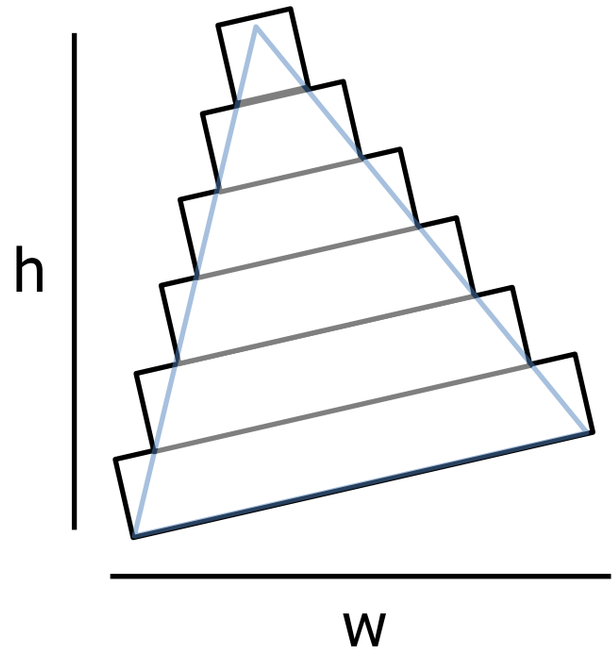
- Measuring the temporal response of a thin strip is easy
  - During a small time period, only a small area (measure-0) on the strip is illuminated
  - This means that the temporal response I(t) can be concisely represented by:

$$I(t) = \frac{AD\cos(\theta_1)\cos(\theta_2)}{4\pi^2 r_1^2 r_2^2}$$

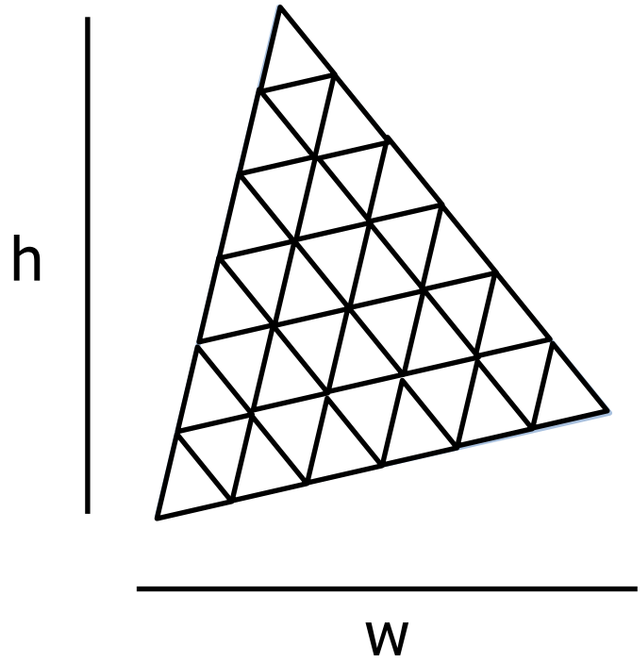


Strip-based Rendering

- This means that we can render any 2D manifold efficiently by breaking it down into strips
  - The traditional approach of breaking it down into small patches or triangles is less efficient because it must be broken down into more small pieces



Strip-based approach: O(min(h,w))



Standard approach: O(hw)