Global Illumination

- For each sample evaluate the occlusion towards the light source

- In the case of *raytracing,* this is done through secondary rays that sample the volume analogous to the primary ray
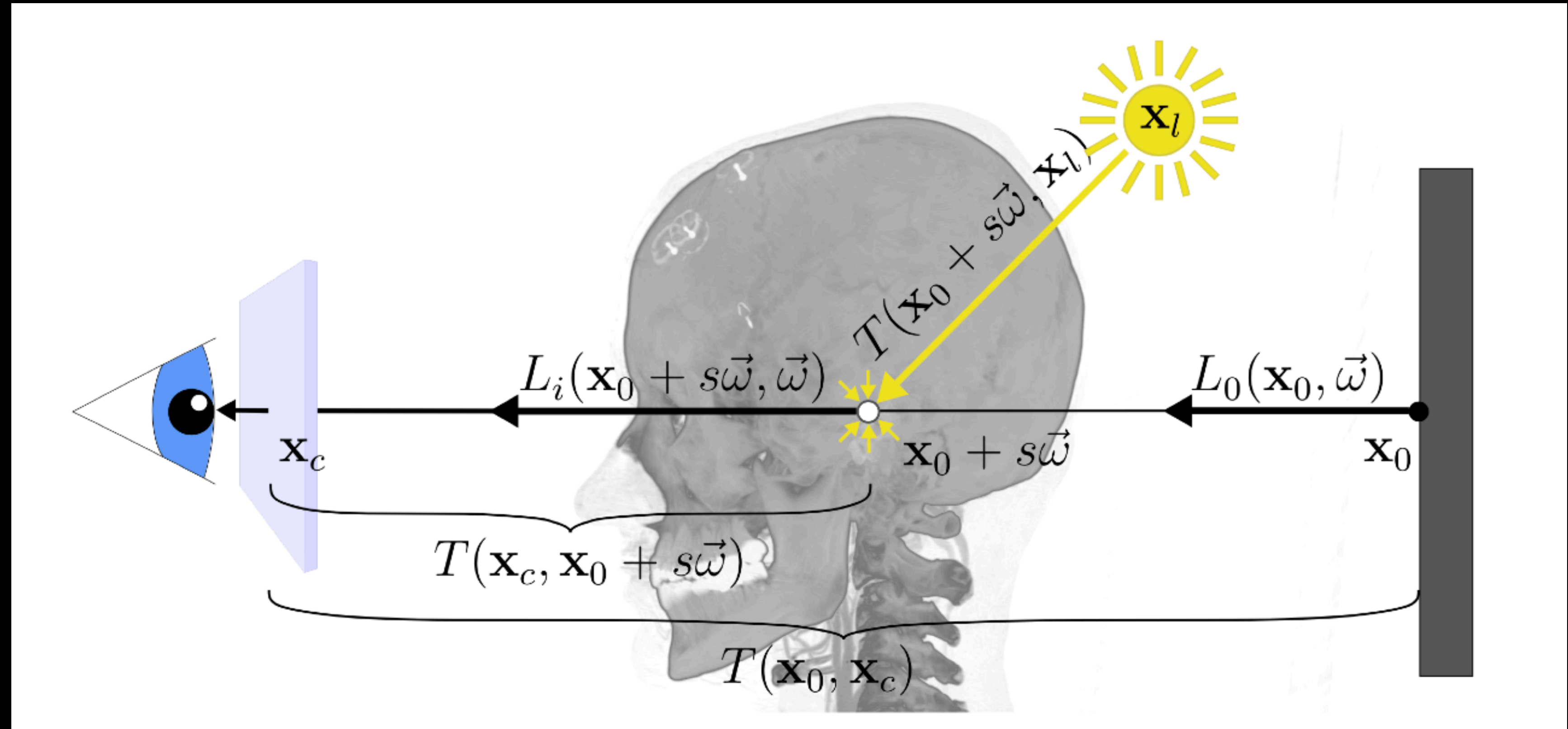

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OBJECT-ORDER METHODS

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