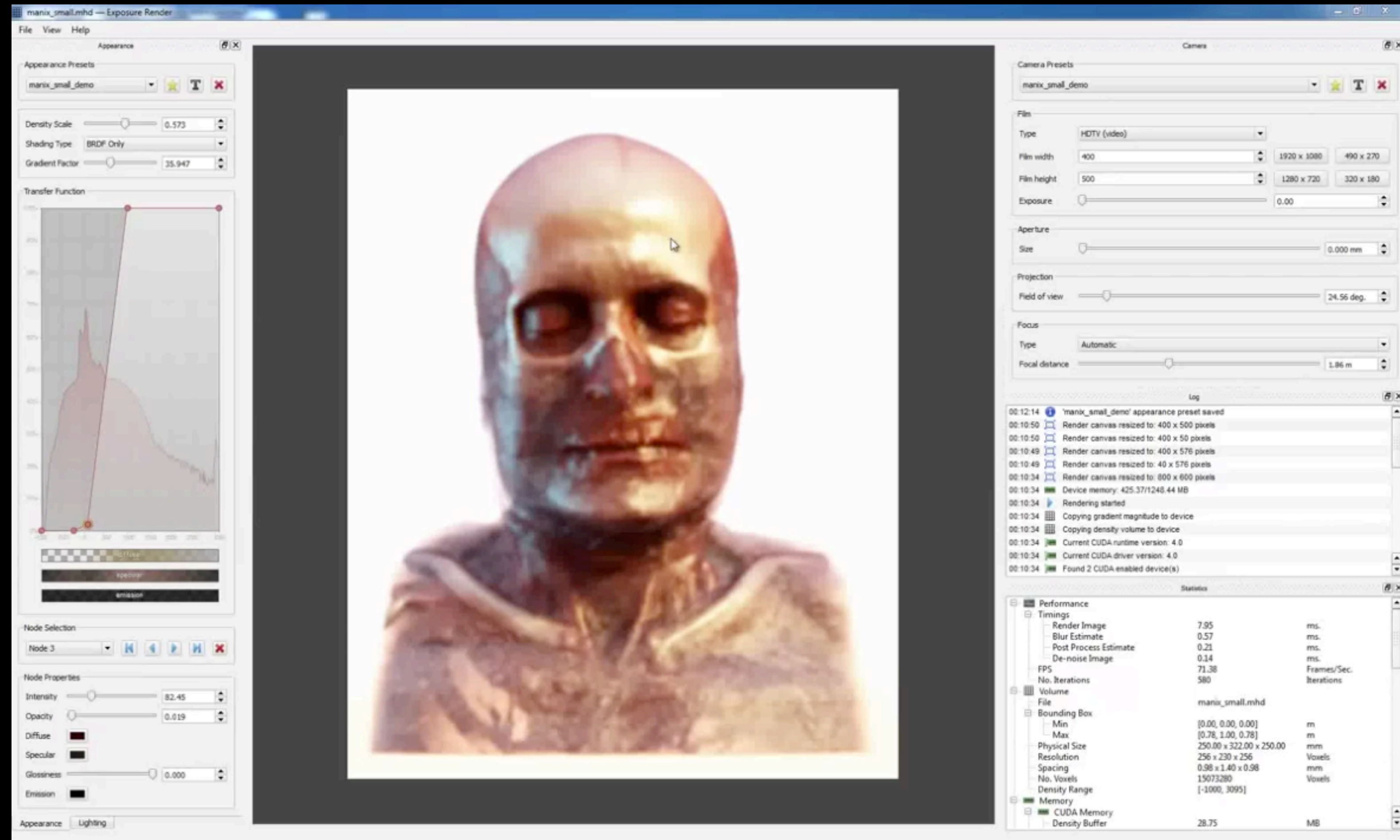




NYU

STOCHASTIC SAMPLING

- Instead of creating a ray for each pixel, stochastically determine a subset of pixels to render per frame



ITERATIVE REFINEMENT