

GLOBAL ILLUMINATION

- Local lighting models cannot represent shadows, caustics, refractions, and other global effects
- *Global Illumination* techniques such as *Photon Mapping*, *Metropolis light transport*, *Radiosity*, and *raytracing* provide higher quality shadows, but are slower to compute

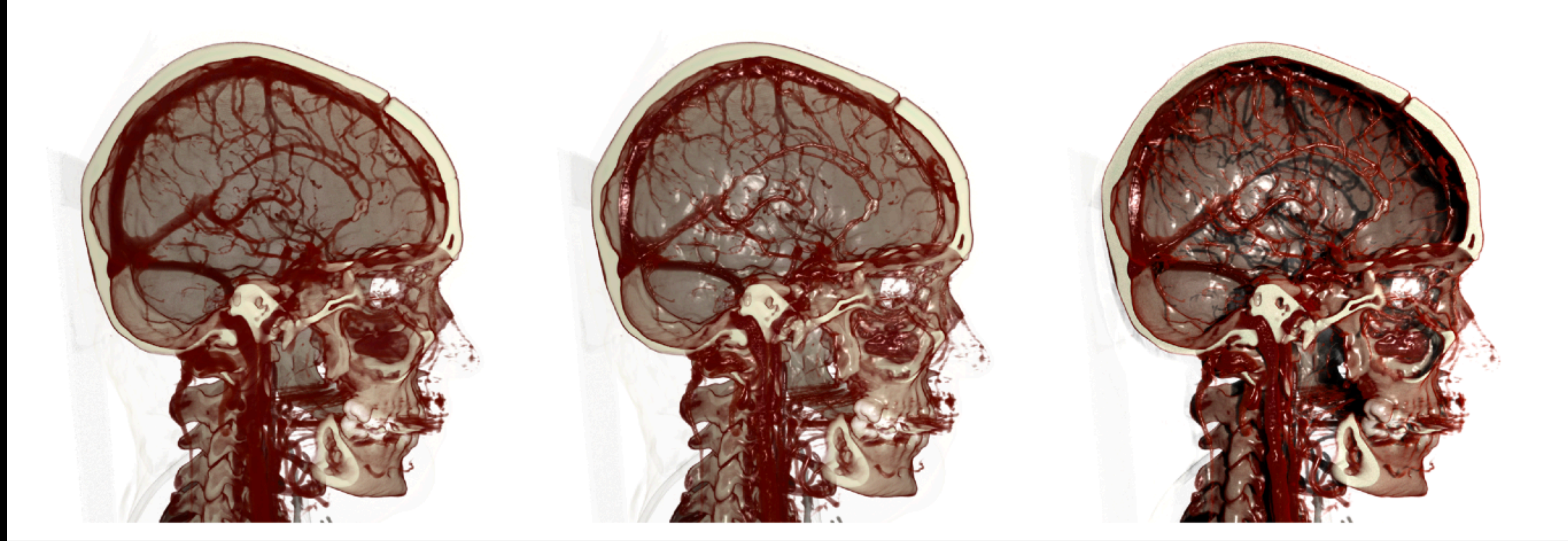


Image © Daniel Jönsson

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

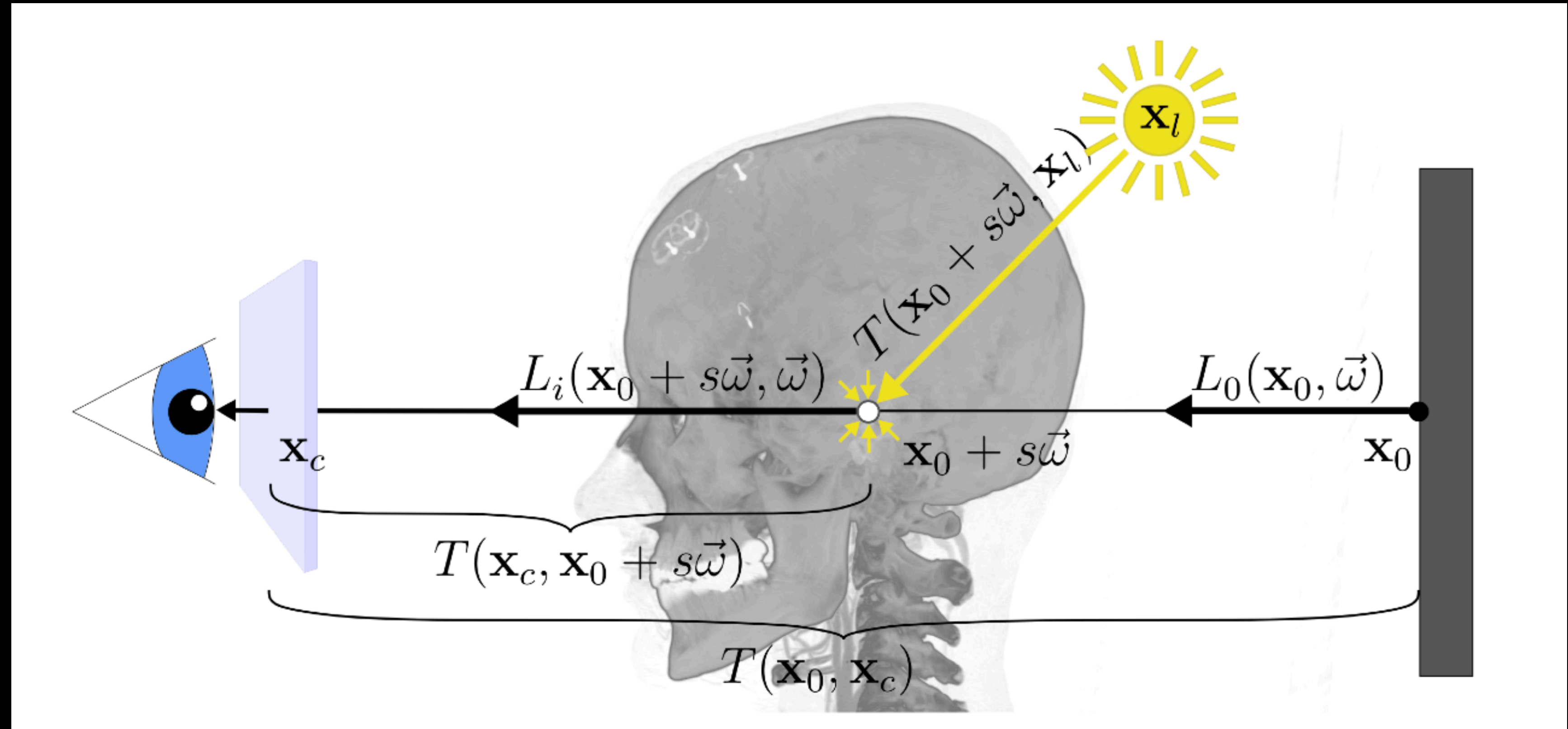


Image © Daniel Jönsson