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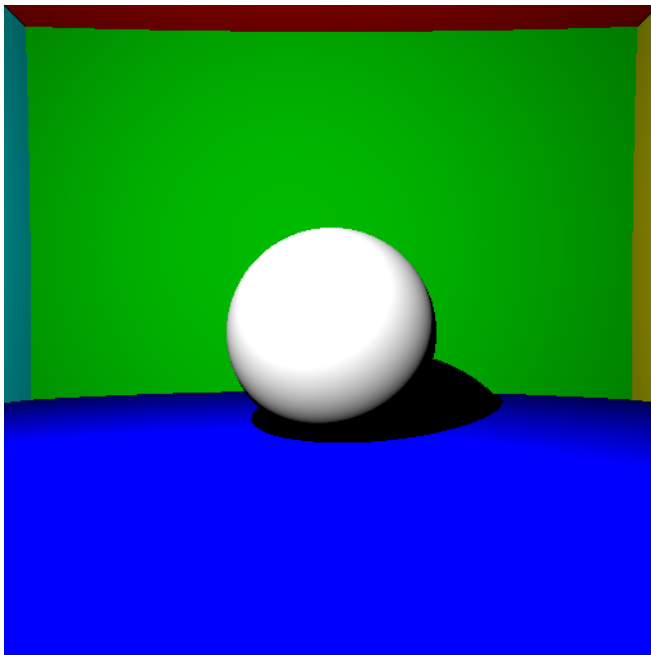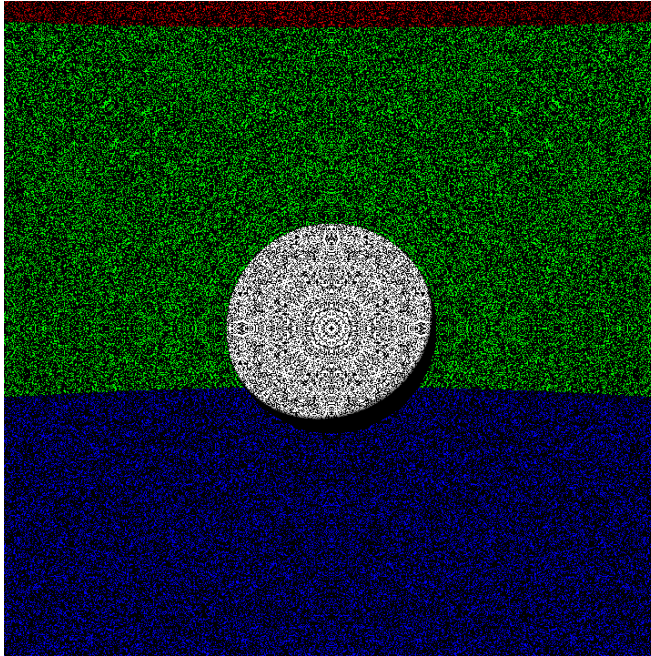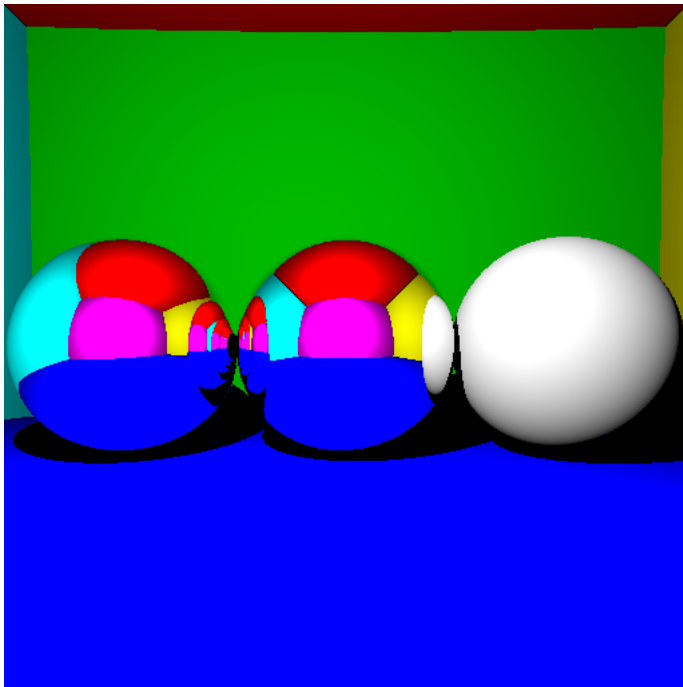# CSE306 report :

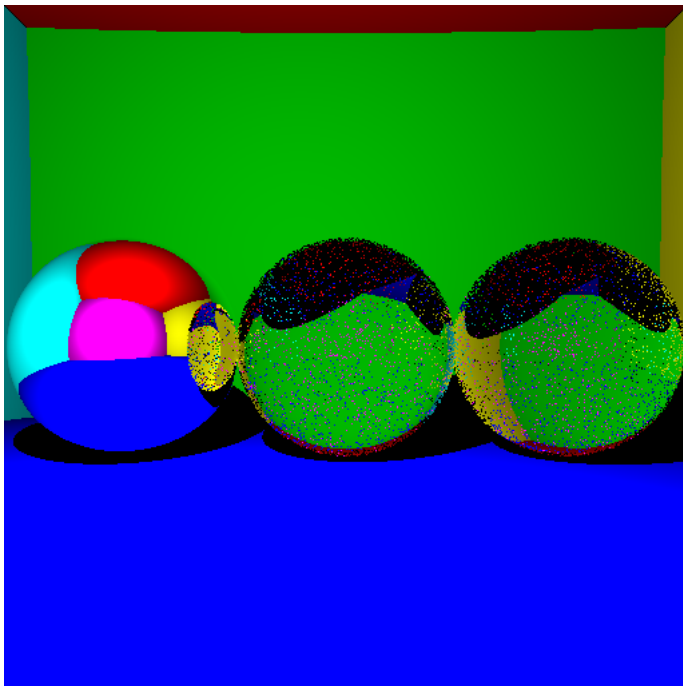Sphere before/after Gamma correction (noisy/clean and with shadows):

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Added mirrored spheres:


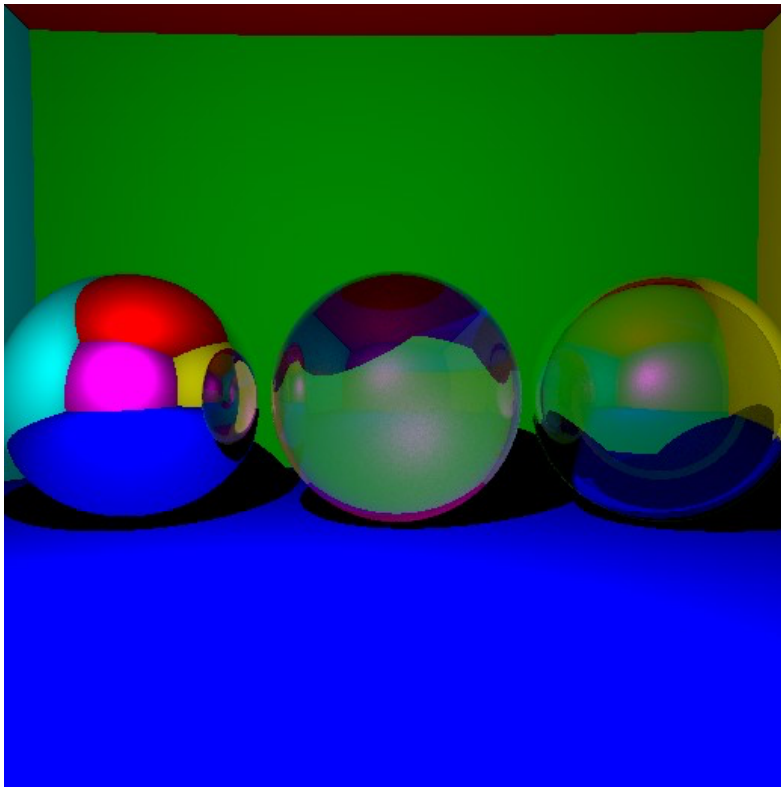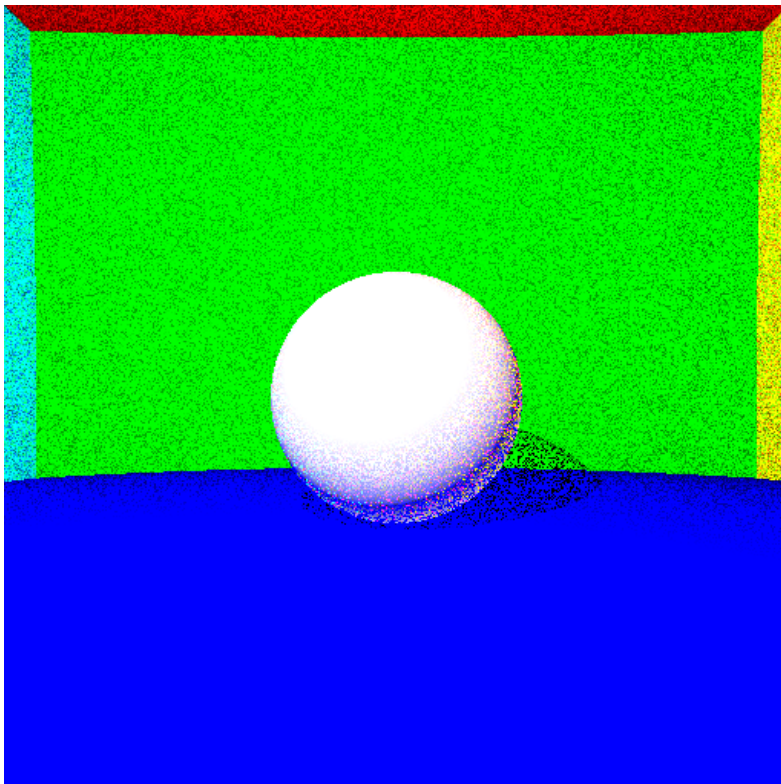
Added transparent spheres :



Until now images have taken < 10 seconds to load.

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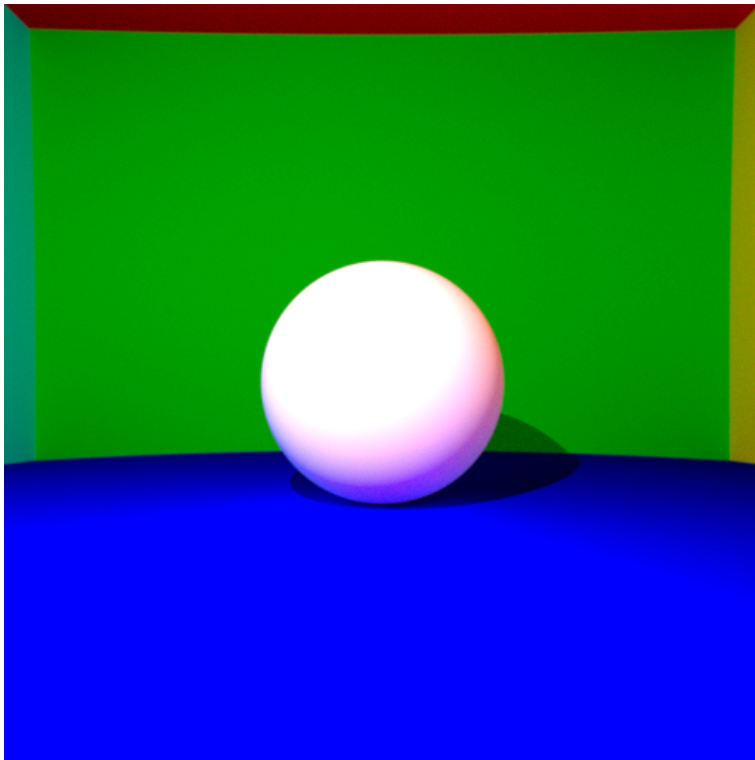Fixed noise with Fresnel Law, K = 1000 (about 60s of loading):



Indirect lighting:

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Indirect lighting fixed and added anti-aliasing (about 2 minutes):



I did not manage to get the triangle meshes to work.