

Assignment 3

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1 Tasks Implemented

I implemented the following (24 points in total):

- Sample Warping (5 points)
 - squareToTent (1 point)
 - squareToUniformDisk (1 point)
 - squareToUniformSphere (1 point)
 - squareToCosineHemisphere (2 points)
- Light surface sampling (6 points)
 - I implemented surface sampling for both mesh and parallelogram lights.
- Materials (3 points)
 - Mirror BSDF (3 points)
- Importance Sampling (10 points)
 - Cosine-weighted sampling of diffuse BSDFs (1 point)
 - Next Event Estimation with diffuse materials (4 points)
 - Next Event Estimation with discrete PDF BSDFs (5 points)