Checkpoint 1:

I changed the rendered viewpoint from combined to Ambient Occlusion. The Diffuse Direct is in black, white, and grey. There are shadows and light spots, and the chrome and glass spheres are filled in black as well as the face of the small cube we see, while the rectangle has some shades of grey. The Diffuse Indirect has the spheres filled in black. The rest of the scene is the same as it is in the editor but the wall color is lighting the shadows of the cube and rectangle that they face respectively. The Diffuse Color has Just the basic shapes with no lines to define them. The spheres are filled in black while the floor, rectangle, cube, ceiling, and black wall are all grey. The left wall is red and the right wall is green. The Glossy Direct has just the shine/light reflection of the spheres while everything else is filled in black. The Glossy Indirect has both spheres that are reflective so we can see the distorted reflection of what the scene should look like, while the rest of the scene is filled in black. The Glossy Color has just the spheres, the glass sphere is filled with grey while the chrome sphere is a bright white. The Transmission Direct is just the scene filled with black. The Transmission Indirect is the glass sphere reflecting the scenes walls. The Transmission Color only has the glass sphere filled in grey-white while the rest of the scene is filled in black.

Checkpoint 2:

In the motion blur, we see the box glide from the -1 X position to the -2 X position. In the picture we render, we see the point where the small cube is travelling between the position in keyframe 1 and 3, so we see the blurry motion of the cube.

Checkpoint 3:

When we save the rendered image, we see that the depth of field has affected the image by having the glass sphere be the focus of the image so it is much clearer than the background chrome sphere and rectangle, which appears blurry in the background.

Checkpoint 4:

When we render the image with volumetric absorption, the scene looks like it was put through a fuzzy filter. It looks as if you put a cloth over the camera and took the picture of the scene where everything is fuzzy.