

PCBEX:
Point-Based Color Bleeding With Volumes
Thesis Defense

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Schedule

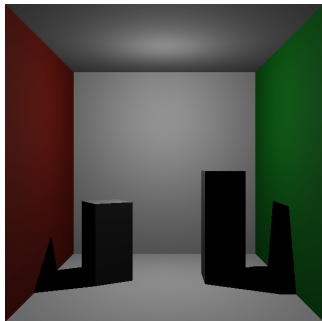
- 1 Introduction
- 2 Background
- 3 Related Work
- 4 PCB Extension Algorithm
- 5 Results
- 6 Conclusion
- 7 References

Outline

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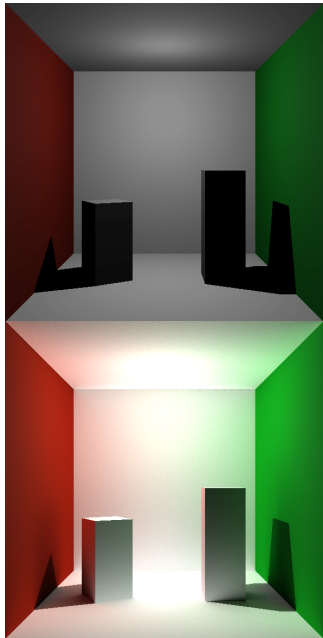
Graphics Intro

Definition of Graphics Graphics and Light



Global Illumination

Definition of Graphics
Graphics and Light



Point-Based Color Bleeding

Oh yea!

Our Contribution

Oh yea!

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Illumination and Light

Radiance

BRDF

BSRDF

Volume Lighting

Oh yea?

Monte Carlo Integration

Oh yea!

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Related Works: Global Illumination

Oh yea!

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Oh yea!

Related Works: Volume Rendering

Oh yea!

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Point-Based Color Bleeding

Oh yea!

Point-Based Color Bleeding

Oh yea!

Point-Based Color Bleeding

Oh yea!

Gathering Light

Oh yea!

Integrating Volume Data

Oh yea!

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Related Works

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