

# Result

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Bunny

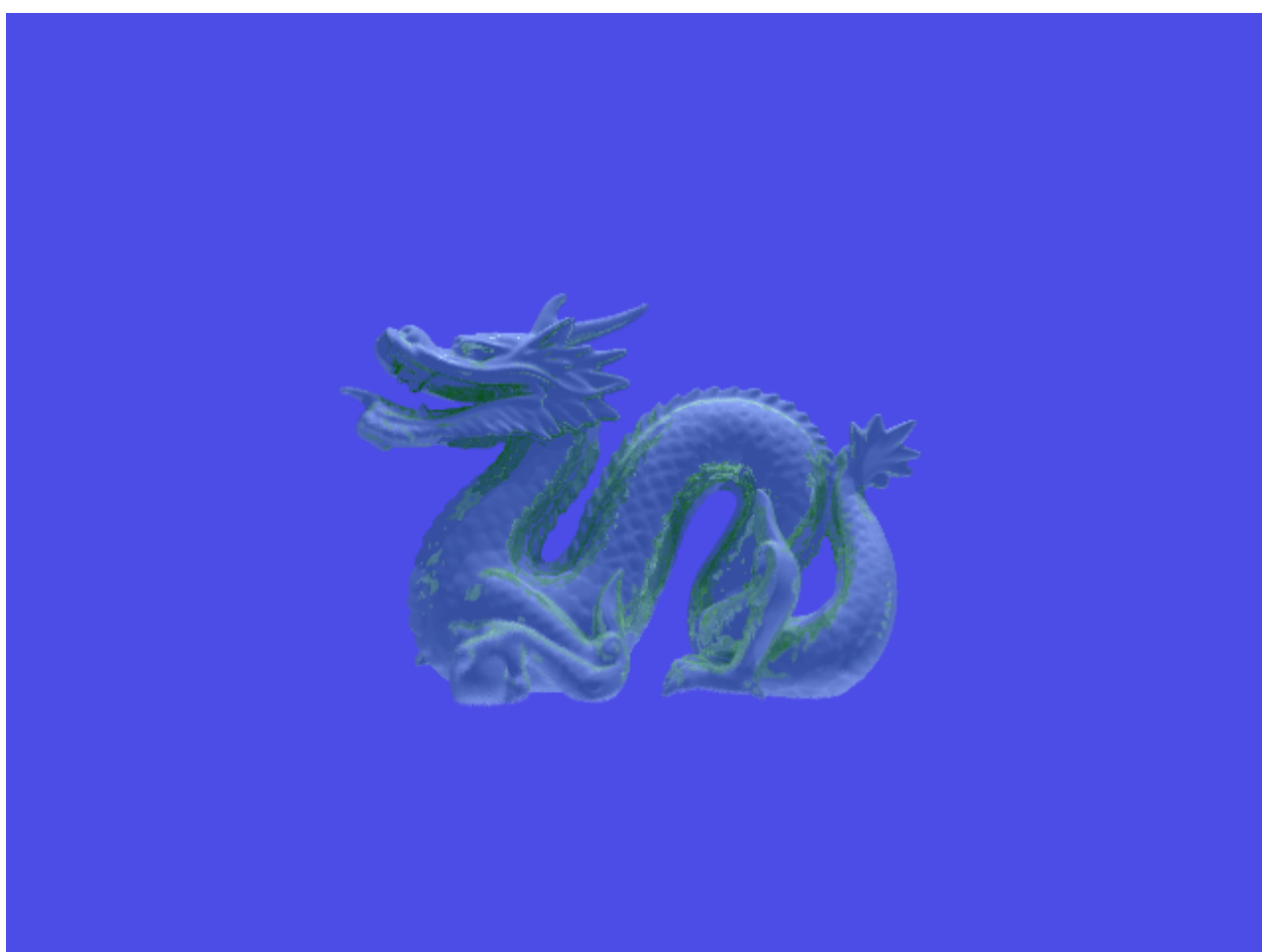


This bunny looks blurry because LensRadius is set as 0.08, if we shrink it to 0.008, then it looks clearer as the dragon rendered below.





Dragon





## Finding

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1. BVH can boost rendering drastically
2. Everytime AABB split space, better change axis in turn. (Fix axis brings longer running time)