

Ronald: A Multithreaded Path Tracing Renderer

SENG 475 Final Project

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<https://github.com/jayden-chan/ronald>

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What is Path Tracing?

- ▶ Computer graphics technique for creating photo realistic renderings

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- ▶ Monte Carlo integration

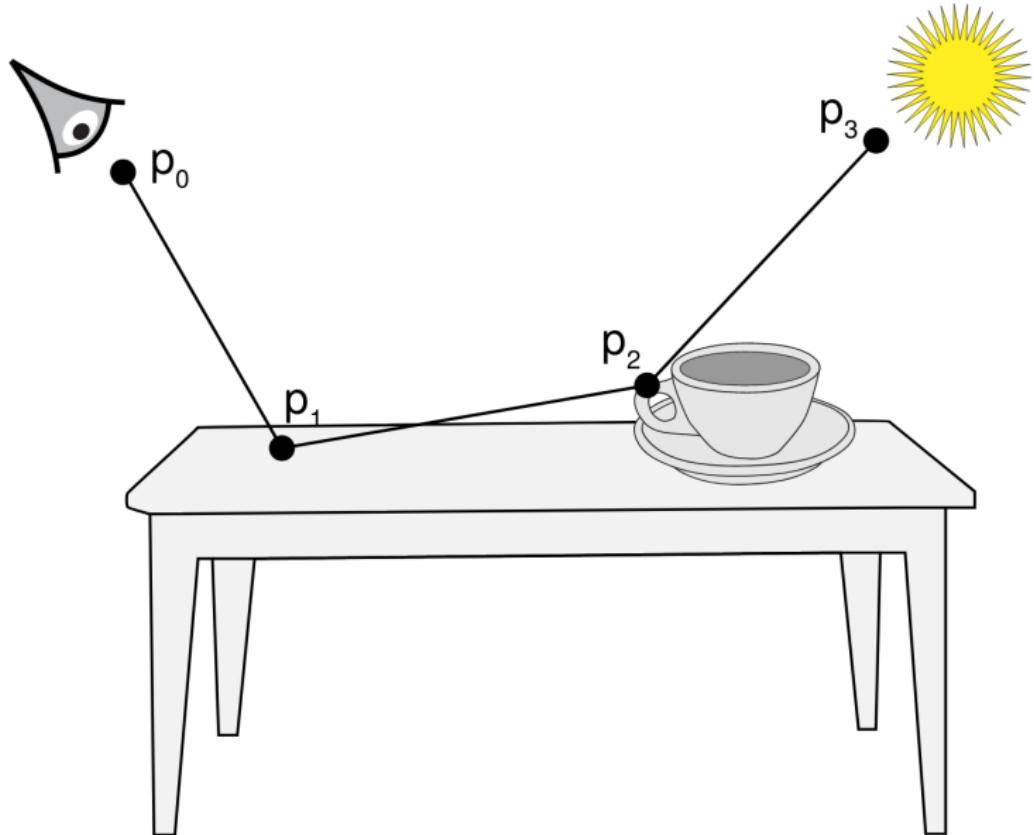
What is Path Tracing?

- ▶ Computer graphics technique for creating photo realistic renderings
- ▶ Monte Carlo integration
- ▶ Based on the physical characteristics of light and the world (PBR)

What is Path Tracing?

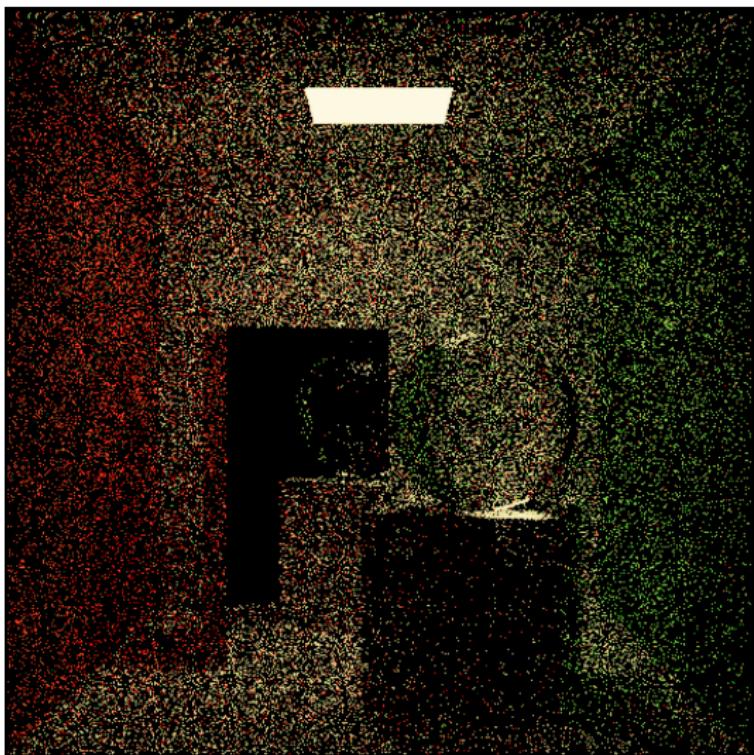
- ▶ Computer graphics technique for creating photo realistic renderings
- ▶ Monte Carlo integration
- ▶ Based on the physical characteristics of light and the world (PBR)
- ▶ Very slow

What is Path Tracing?



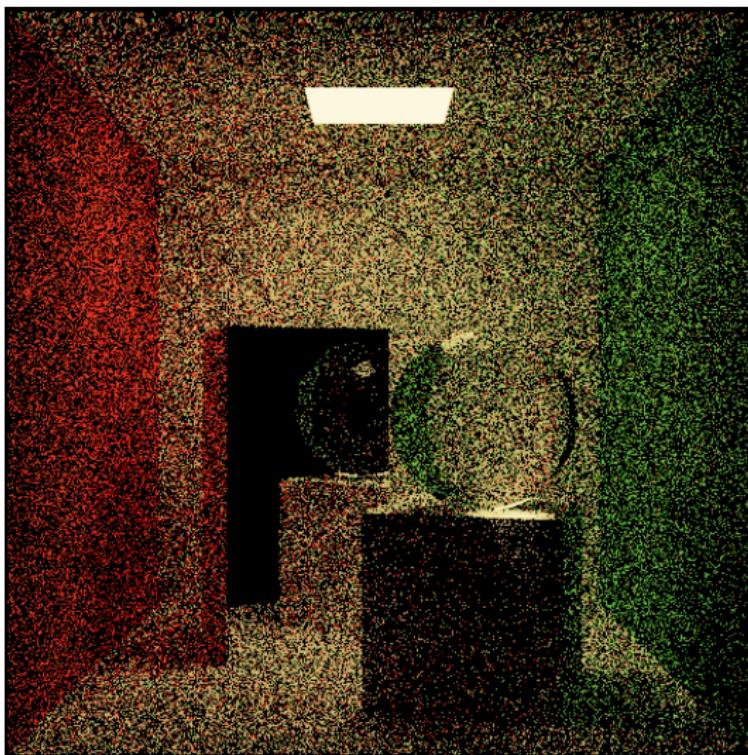
Example: Monte Carlo Integration Convergence

Samples: 10



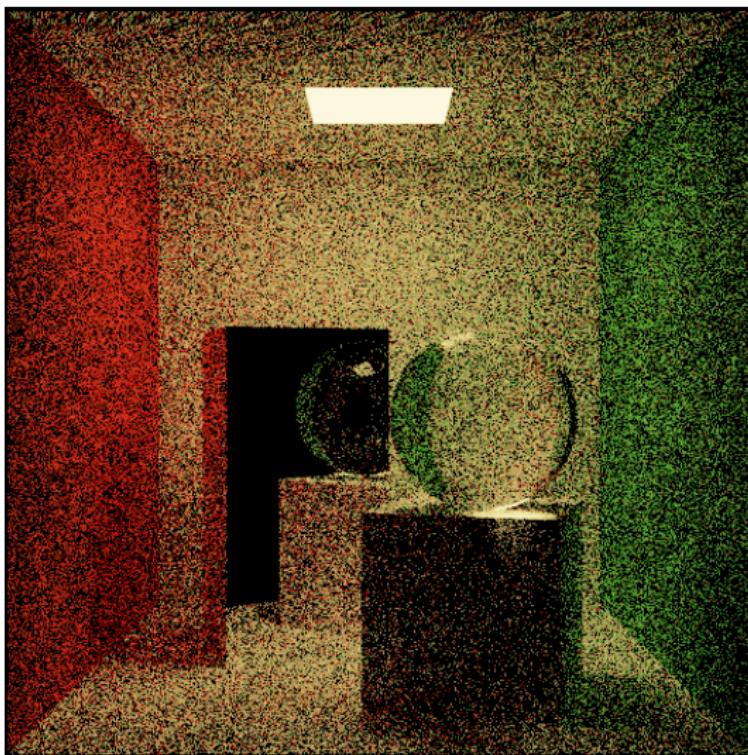
Example: Monte Carlo Integration Convergence

Samples: 25



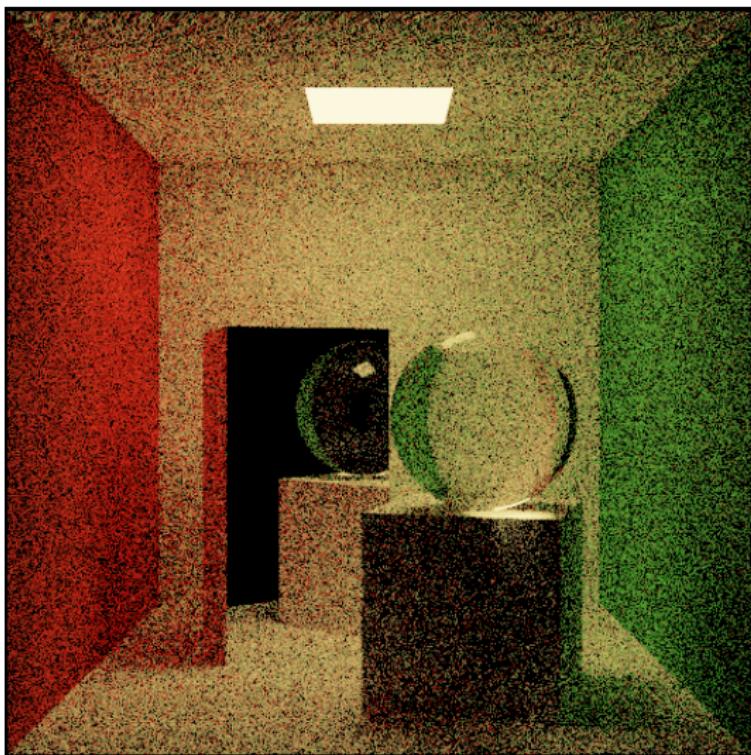
Example: Monte Carlo Integration Convergence

Samples: 50



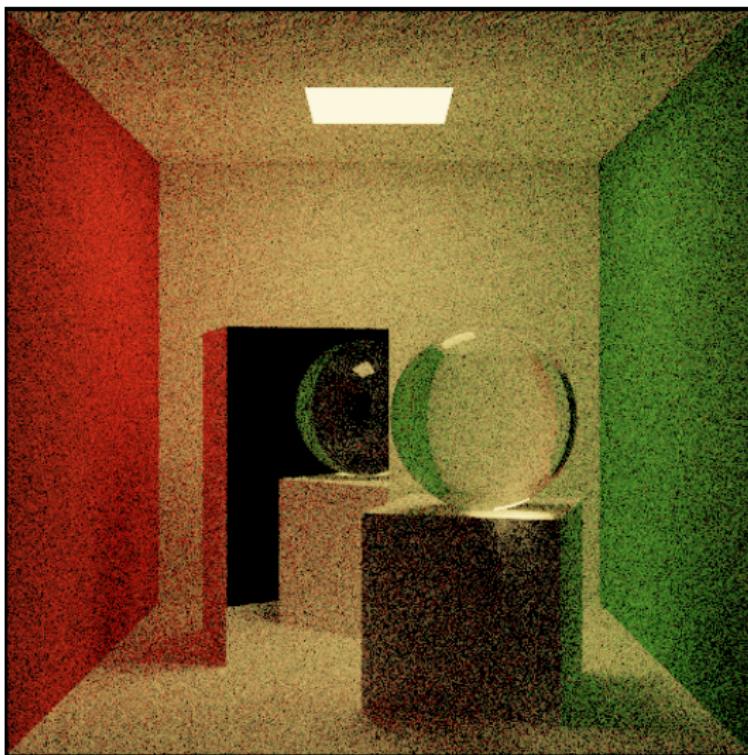
Example: Monte Carlo Integration Convergence

Samples: 100



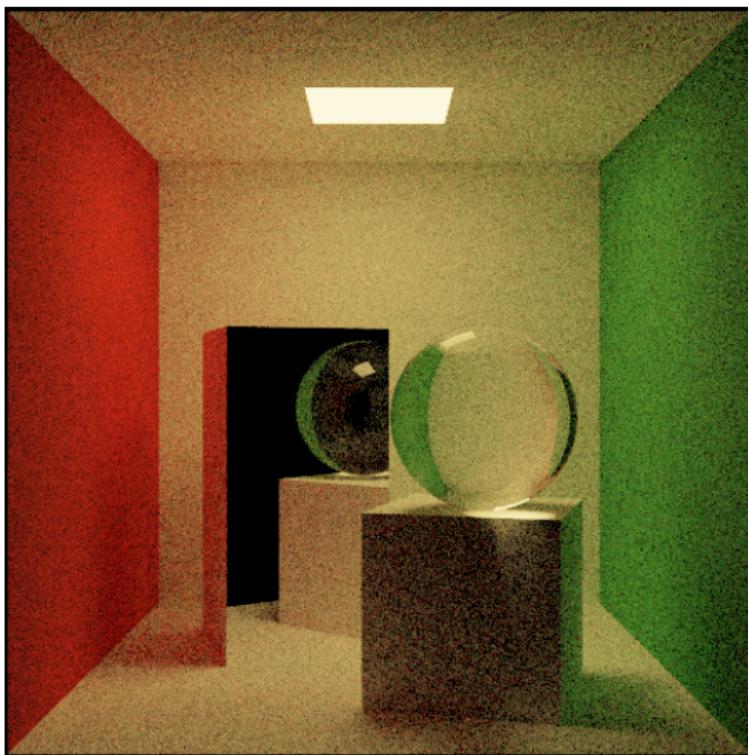
Example: Monte Carlo Integration Convergence

Samples: 200



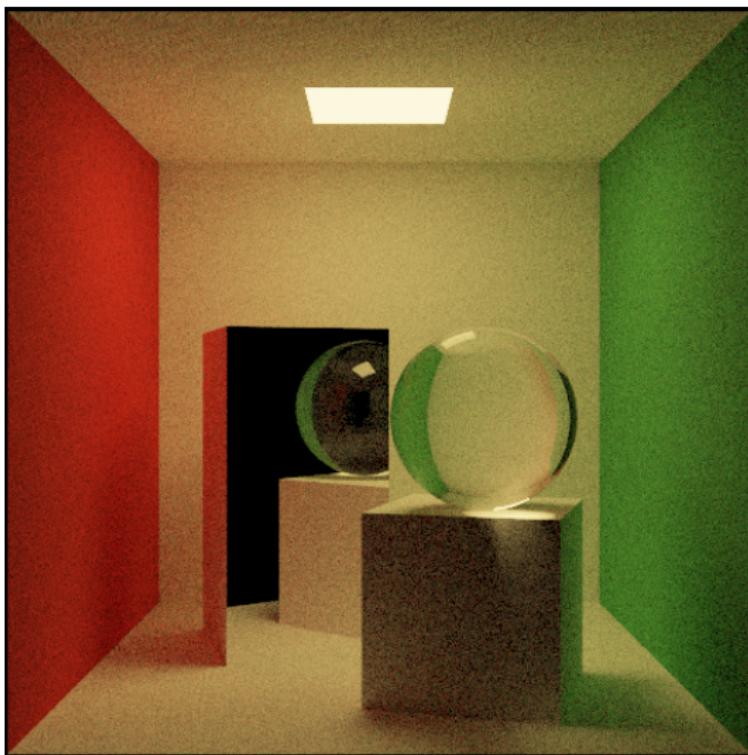
Example: Monte Carlo Integration Convergence

Samples: 500



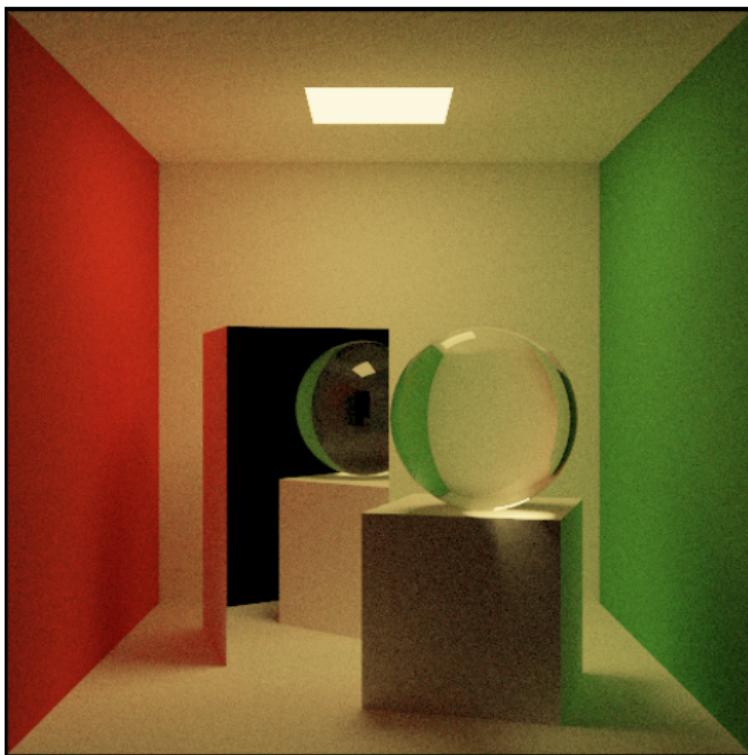
Example: Monte Carlo Integration Convergence

Samples: 1300



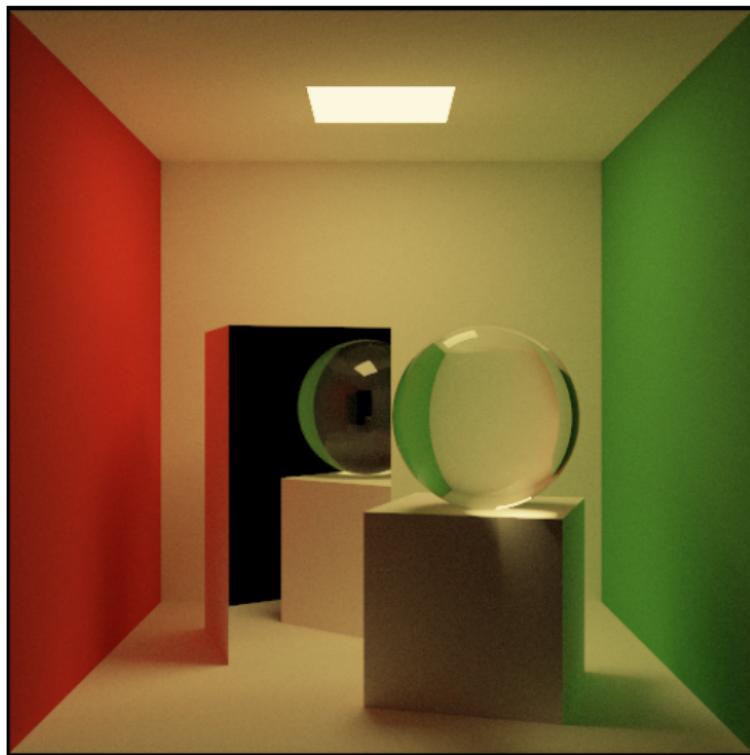
Example: Monte Carlo Integration Convergence

Samples: 3000



Example: Monte Carlo Integration Convergence

Samples: 15000



Example: Monte Carlo Integration Convergence

Samples: 45000

