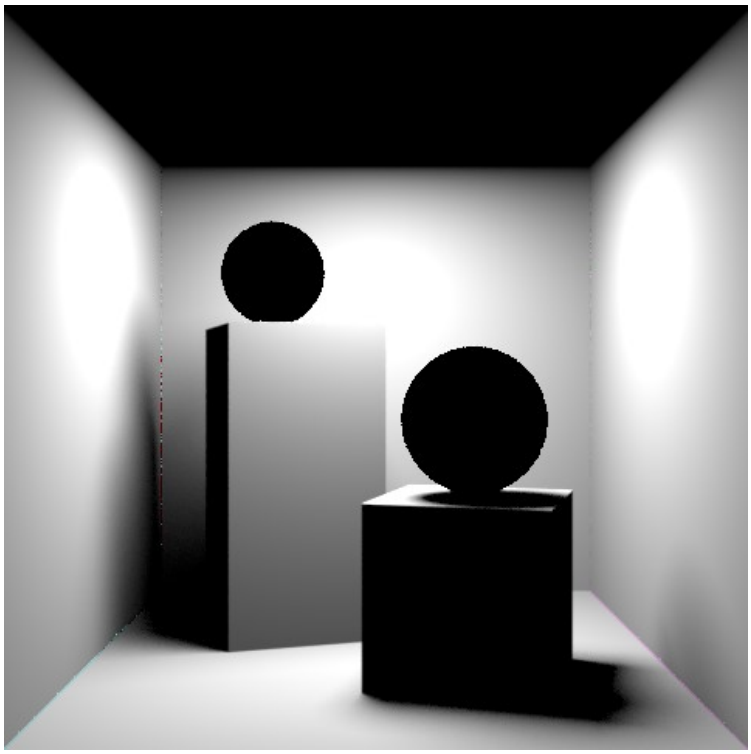
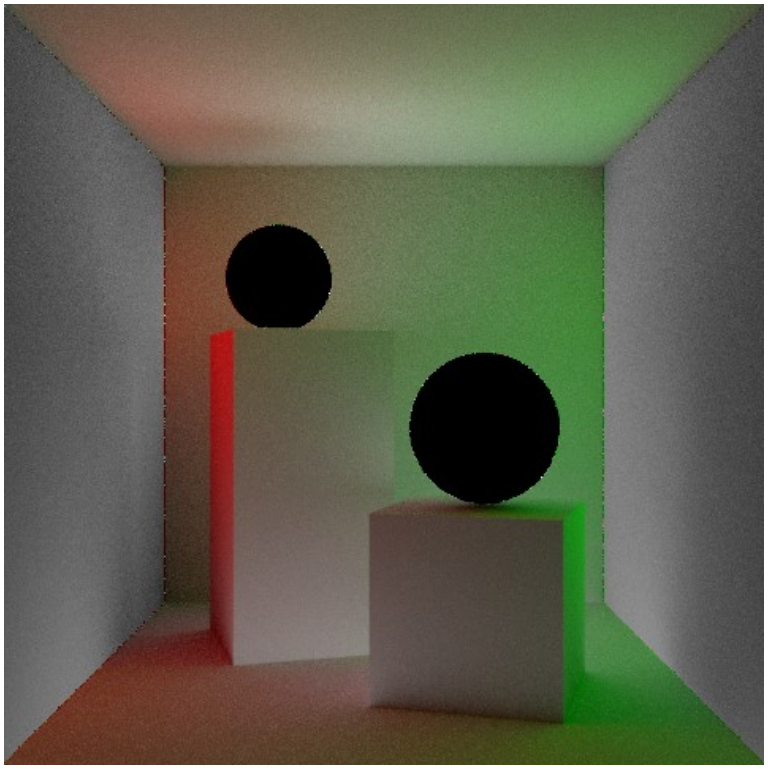
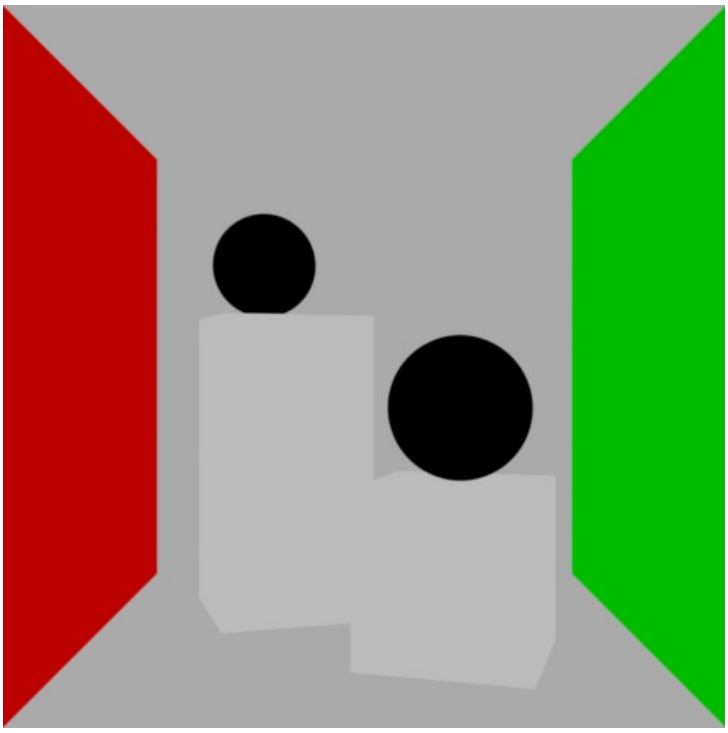
Checkpoint 1.1: Diffuse Direct



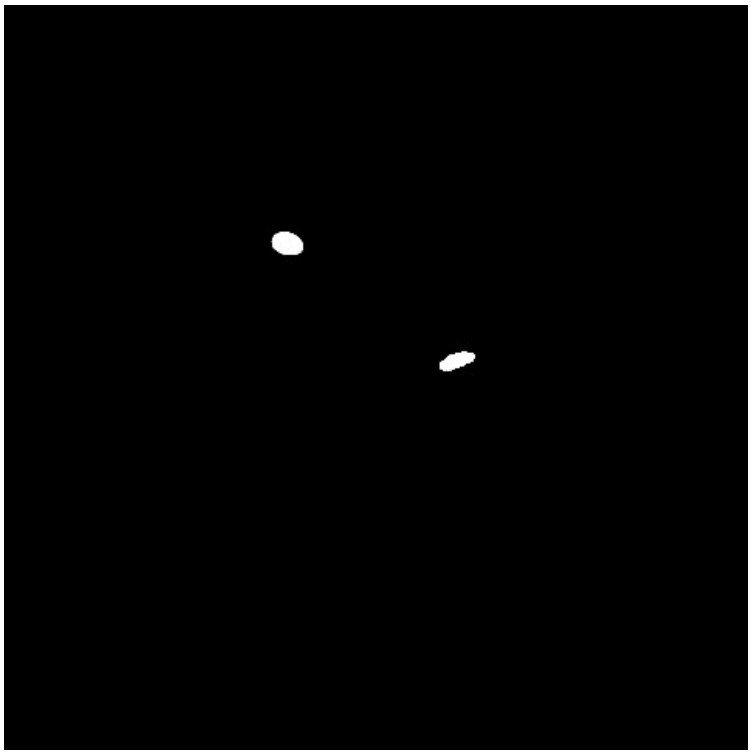
Checkpoint 1.2: Diffuse Indirect



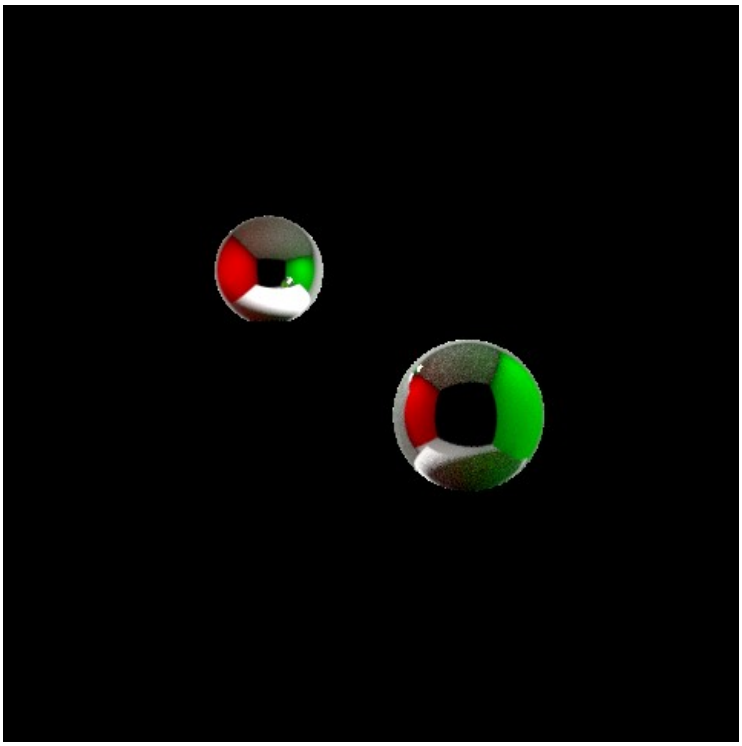
Checkpoint 1.3: Diffuse Color



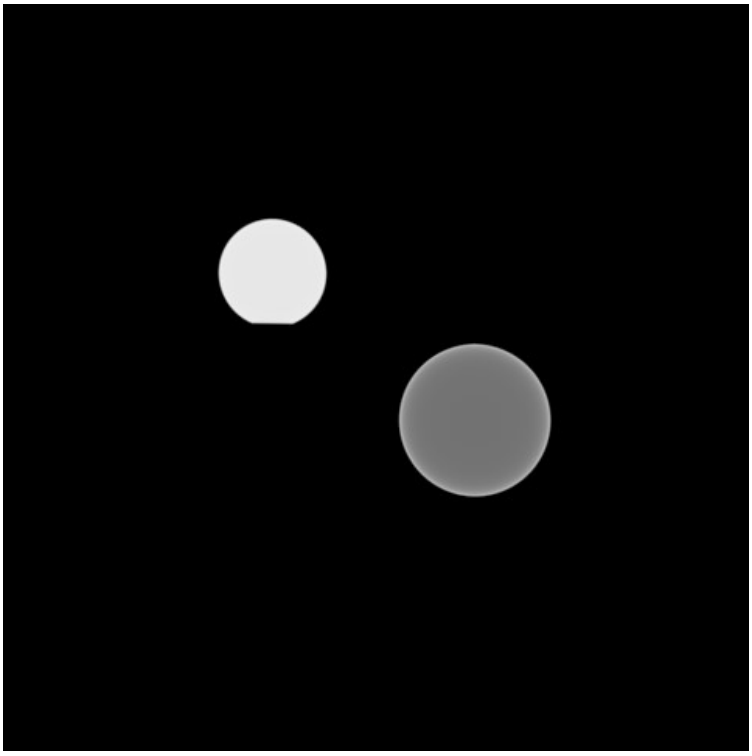
Checkpoint 1.4: Glossy Direct



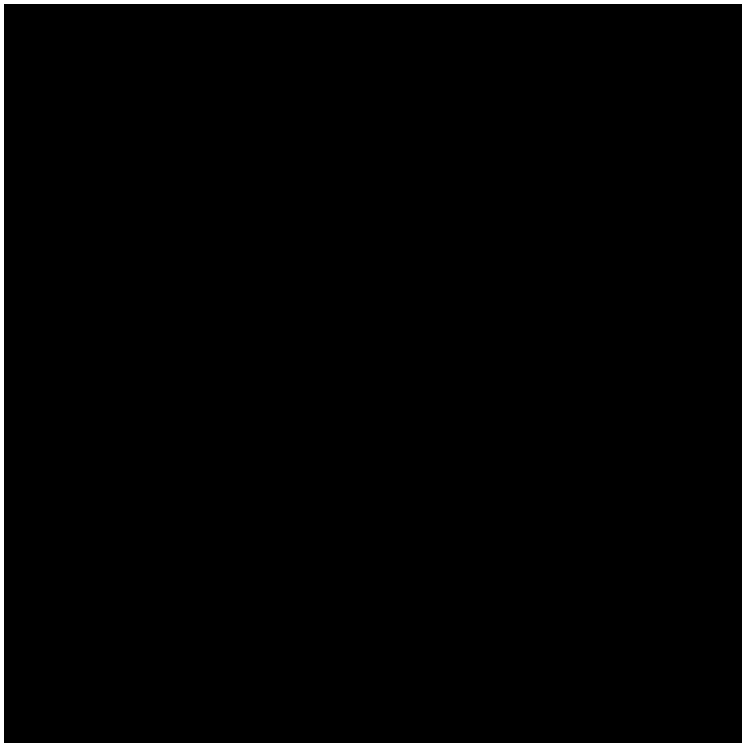
Checkpoint 1.5: Glossy Indirect



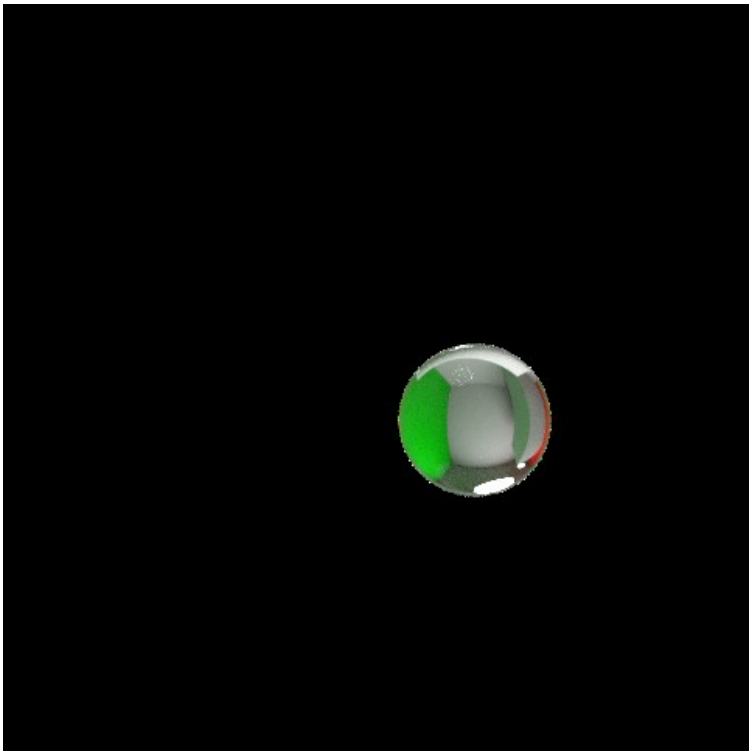
Checkpoint 1.6: Glossy Color



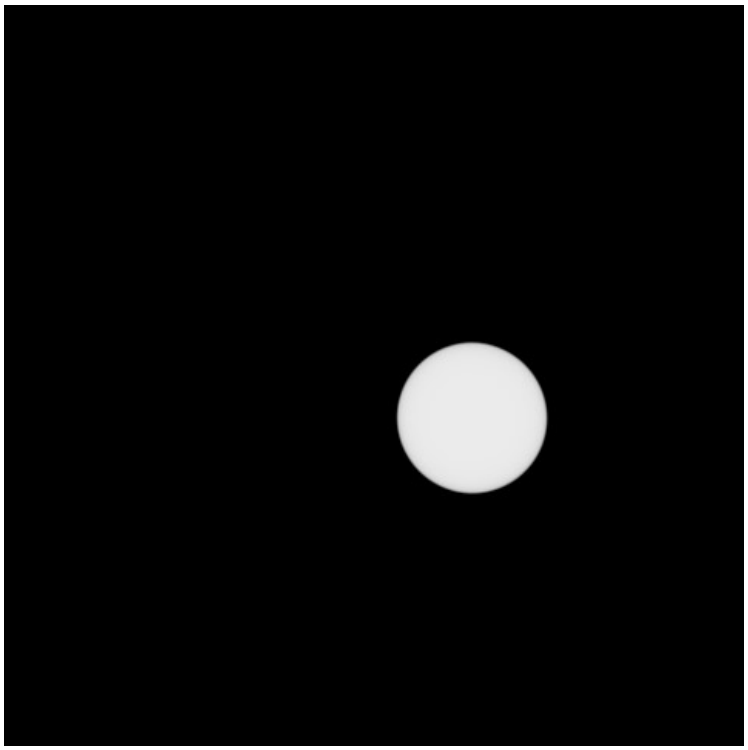
Checkpoint 1.7: Transmission Direct



Checkpoint 1.8: Transmission Indirect

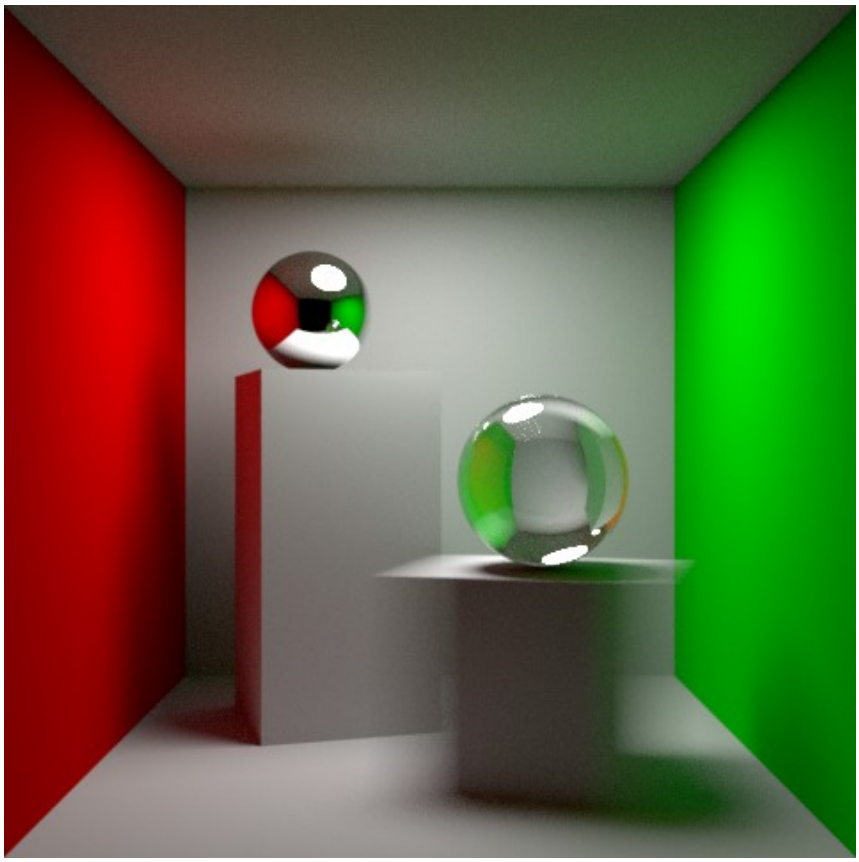


Checkpoint 1.9: Transmission Color



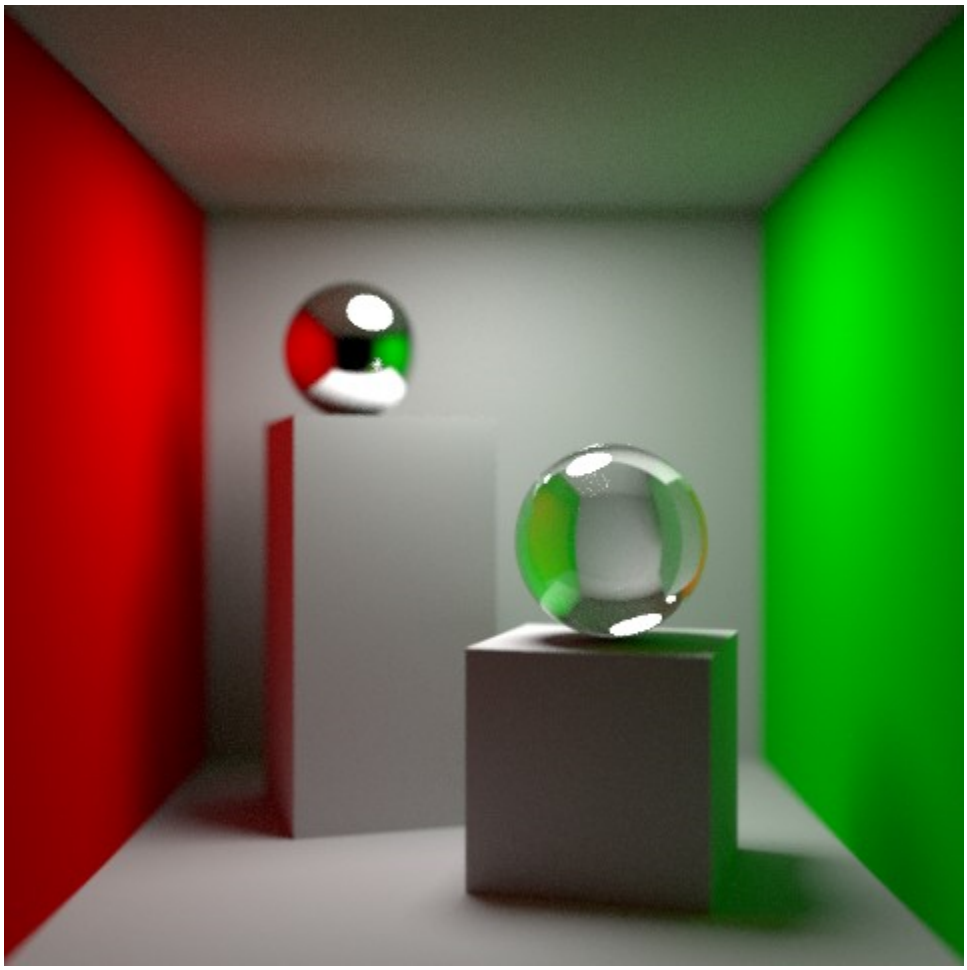
The diffuse images look like that because the light is reflected in all directions equally. With the glossy images, you can only see the spheres. The transmission images refract the light so that you can only see one sphere.

Checkpoint 2: Motion Blur



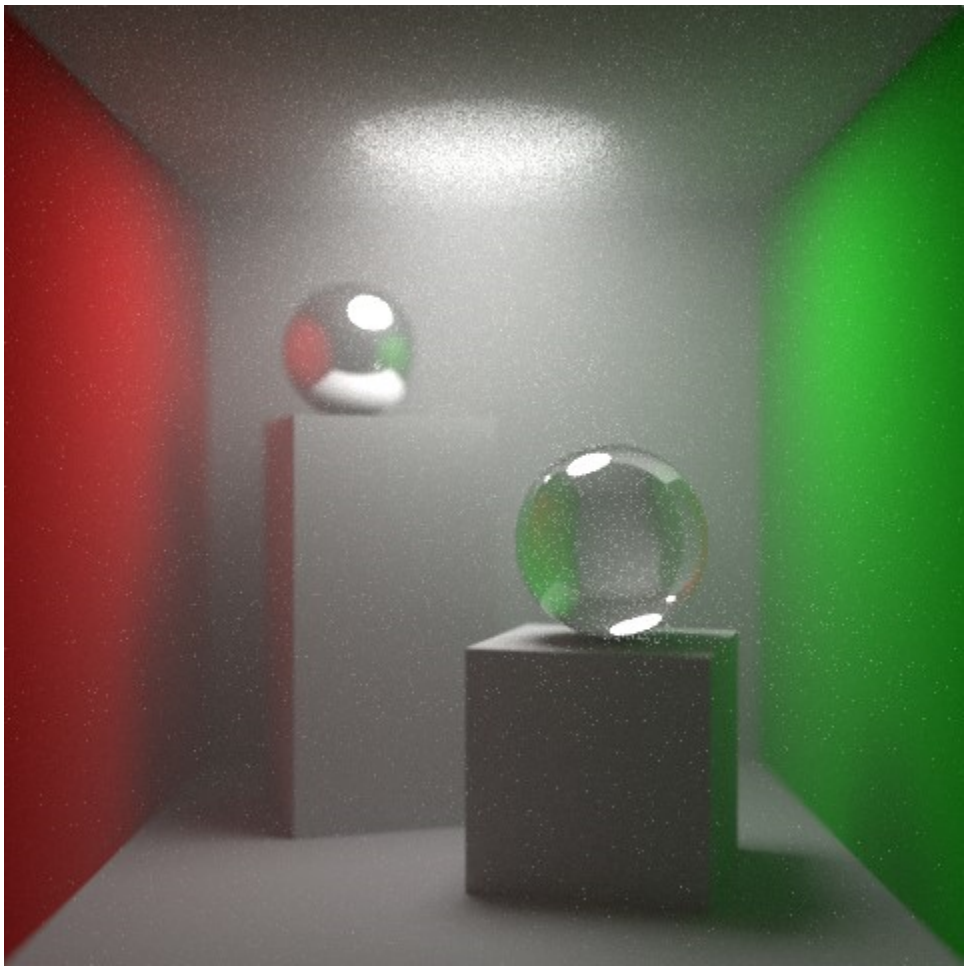
In this image, you can see that the small cube is moving from an x value of -1 to an x value of 2, since the ends of the cube are blurry. This is because the cube is in motion, which is also why it is currently between -1 and 2.

Checkpoint 3: Depth of Field



In this image, you can see that the glass sphere is very clear, while the walls, the boxes, and the other sphere are all blurry. This is because the focus object is the glass sphere, so the further other objects are from it, the more blurry they will be.

Checkpoint 4: Volumetric Absorption



In volumetric absorption, the light in the scene is absorbed as it passes through the cube that contains the scene. You can see the area light very clearly, and the items in the scene all appear to be hazy because of the brightness.