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Progressive refinements on rendering algorithms, such as Bi-Directional Path tracing and Metropolis Light Transport have increased the efficiency of rendering engines in scenarios in which light paths are difficult to evaluate due to the high amount of indirect lighting and Global Illumination. In professional industries such as visual effects and video games, trained modelers are still required to meticulously create non-realistic geometric assets. Our key observation is that the motion (moving clouds) and appearance, time-varying colors in the sky) in natural scenes have different time scales. We finally synthesize an animation where each event type and timing correspond with the soundtrack. Neural Turtle graphics is a sequential generative model parameterized by a neural network. An abstraction is a process that transforms a source thing into a less concrete sign thing of the source thing.