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We combine a modern denoising Neural Network with Radiance Caching to offer high performance CPU GI rendering while supporting a wide range of material types, without the requirement of offline pre-computation or training for each scene. 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. Ideally, a generator would accurately represent a distribution over natural images; a recognition model would be the inverse, providing a posterior distribution over interpretations that would approximate human perceptual uncertainty. These parameters are further used in a differentiable rendering layer that is expected to render an image that matches the input frame.