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An abstraction is a process that transforms a source thing into a less concrete sign thing of the source thing. It also predicts edges to previous nodes as the new node is added. In this work, we propose a new utilisation of the machine, integrating it at the core of a human creative process. The most immediate way to apply Machine Learning to graphics and ray tracing is to operate on the final rendered image level. 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. Our key observation is that the motion (moving clouds) and appearance, time-varying colors in the sky) in natural scenes have different time scales.