


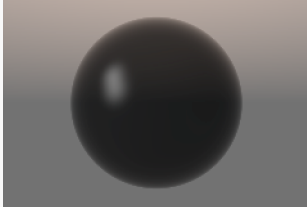
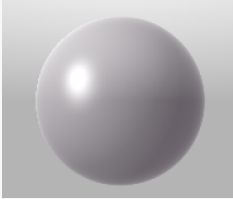
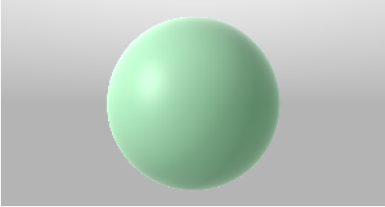
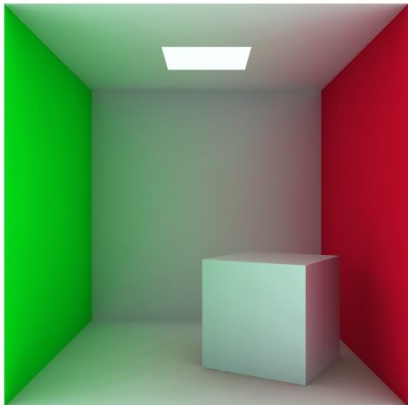
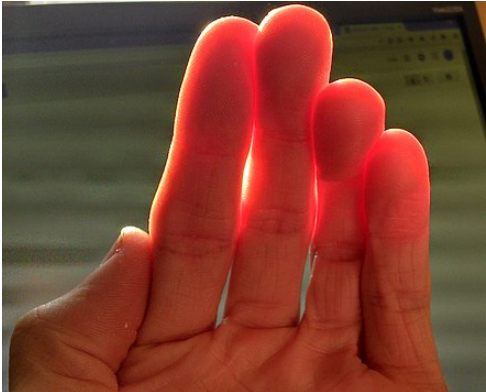


6 Reality check

Can be rendered

	Black Plastic Ball	Chrome Ball	Jade Ball
In reality			
Rendered			
k_d	0.01, 0.01, 0.01	0.4, 0.4, 0.4	0.54, 0.89, 0.63
k_s	0.50, 0.50, 0.50	0.77, 0.77, 0.77	0.32, 0.32, 0.32
n	32.0	16.8	12.8

Cannot be realized

Color Bleeding	Subsurface Scattering
	

The effect of **color bleeding** cannot be rendered because our model doesn't consider the color of light reflected/refracted from one material to another.

Our model also cannot handle **subsurface scattering** which could be seen on some translucent materials, which light would reflect in the materials for sometimes before leaving the material but our model assume that light would leave the surface immediately when reflecting.