- Geometric Modeling

  - Mesh R-CNN

  - Deep Signed Distance Function

- Volume Rendering / Light Fields

  - Differentiable Volumetric Rendering

  - Neural Radiance Fields

- Physics Based Rendering

  - Differentiable Monte Carlo Ray Tracing

  - Radiative Backpropagation

- Applications

  - Practical Path Guiding in Production

Mesh R-CNN

- GitHub Project

- Paper (arXiv)