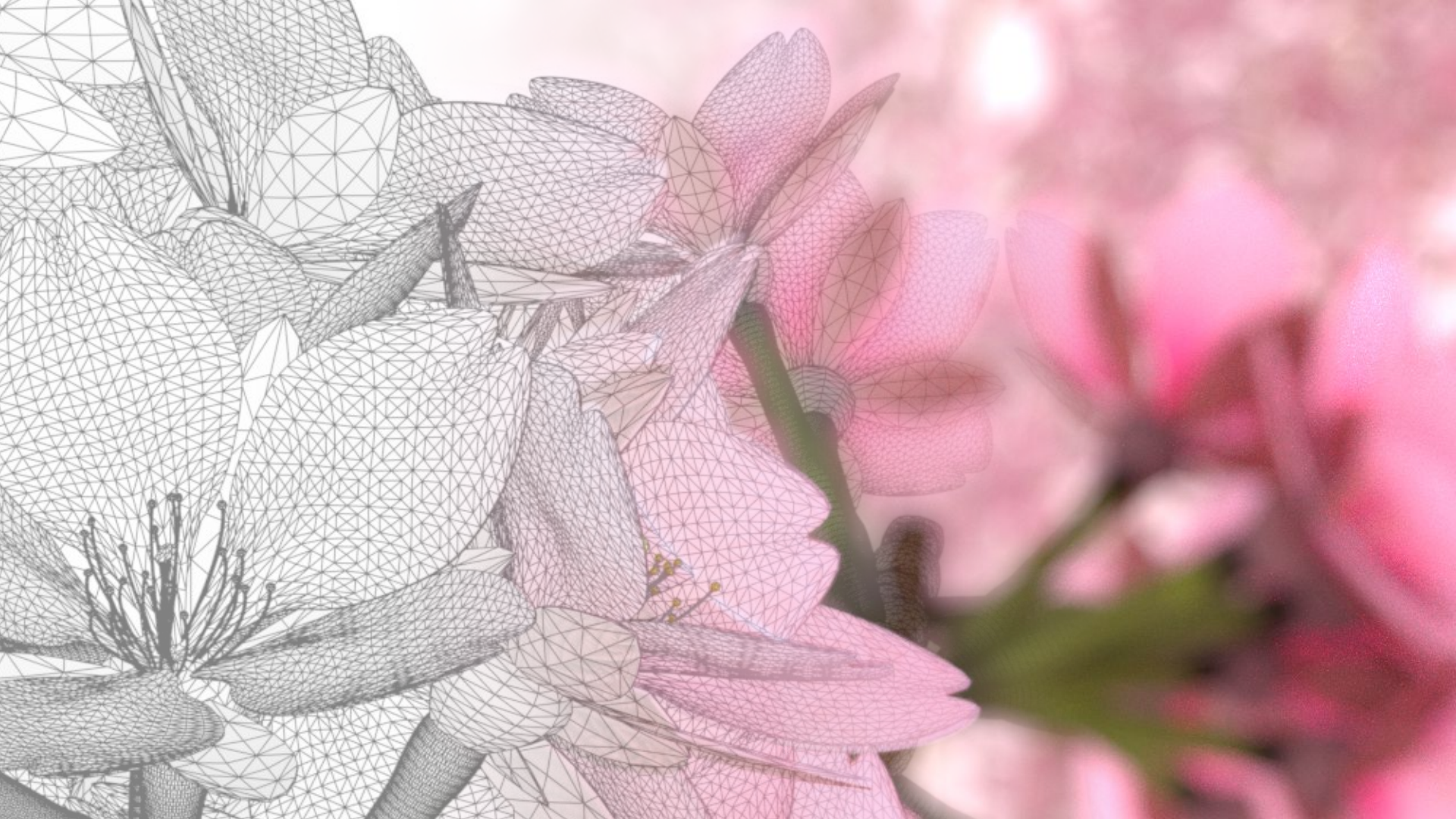


Bokeh Bouquet

CS348B: Pramod Kotipalli and Zack Cini



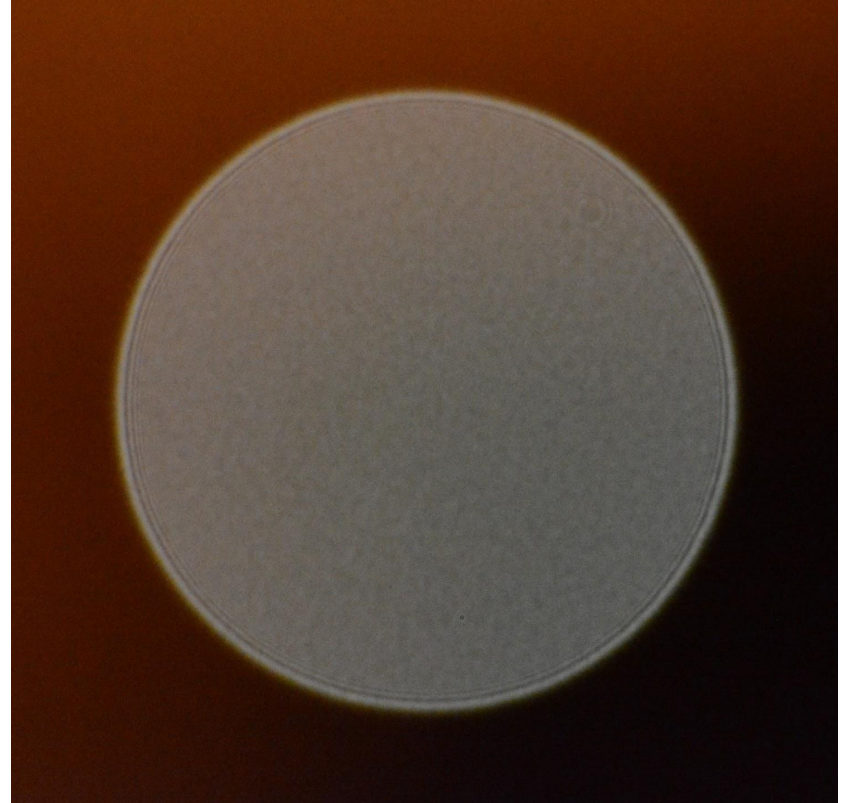


Real cameras: non-uniform circle of confusion

In focus



Out of focus

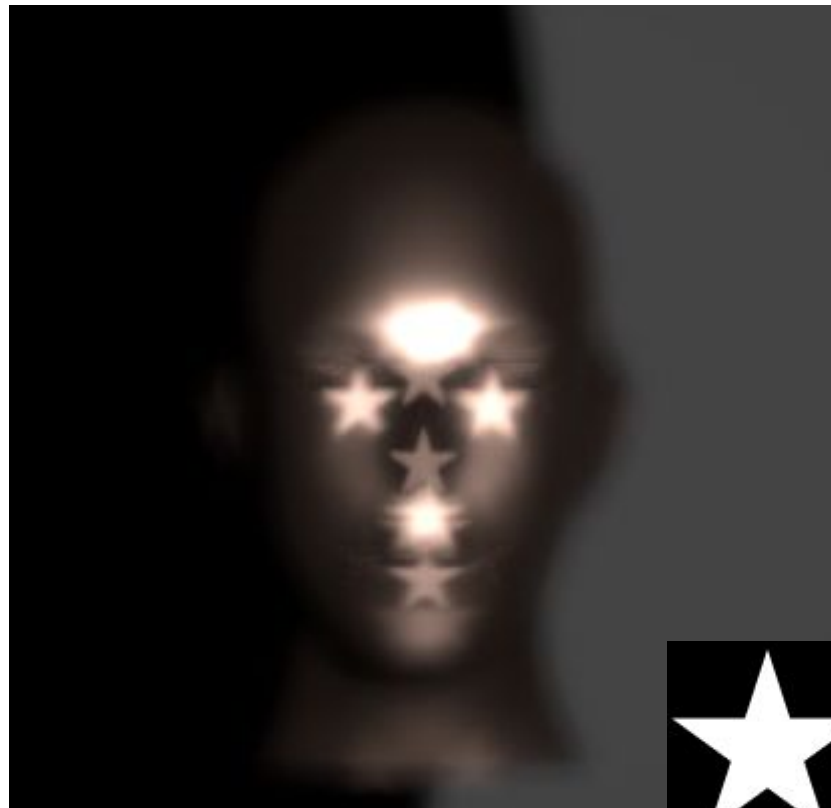


In pbrt: bias distribution of lens samples

In focus

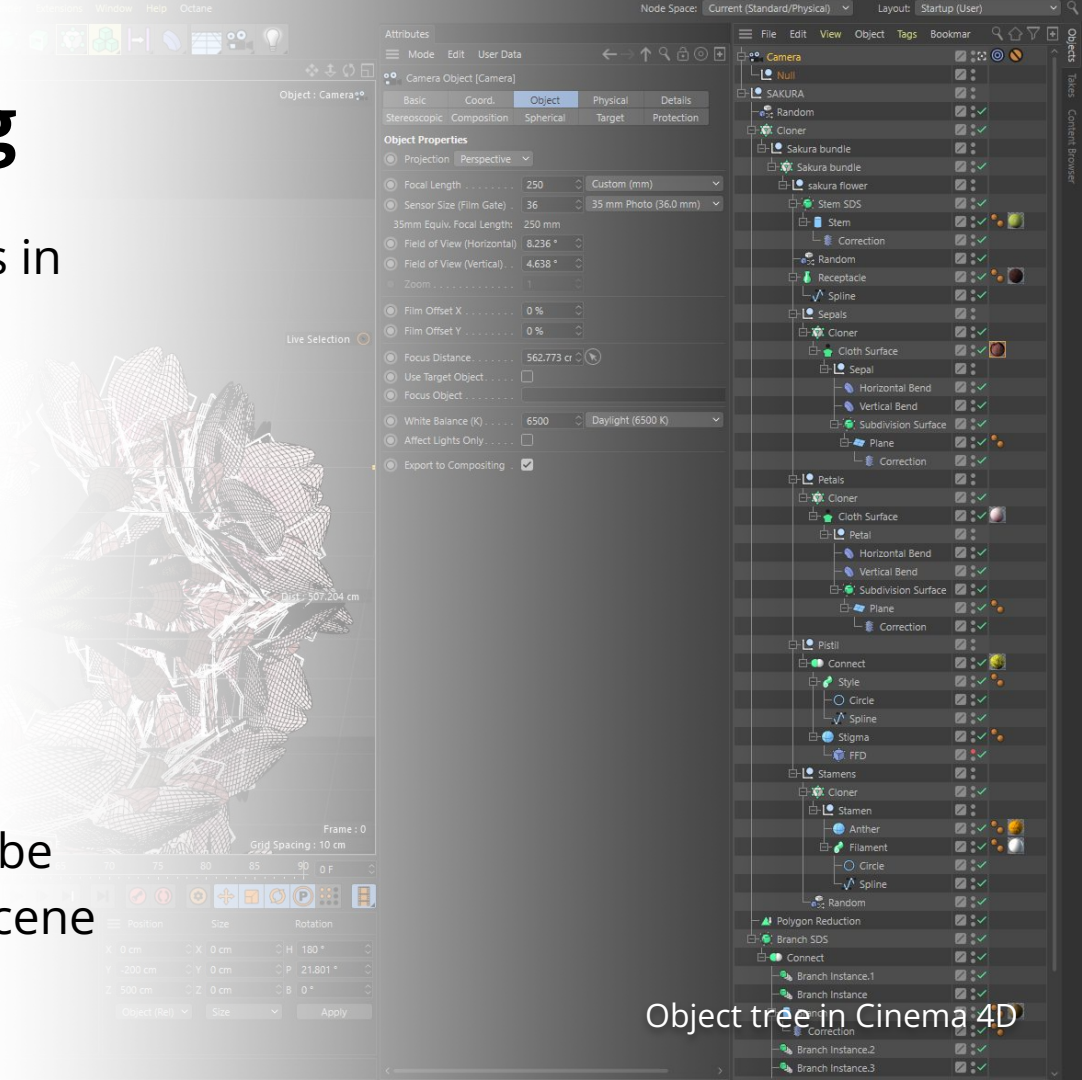


Out of focus

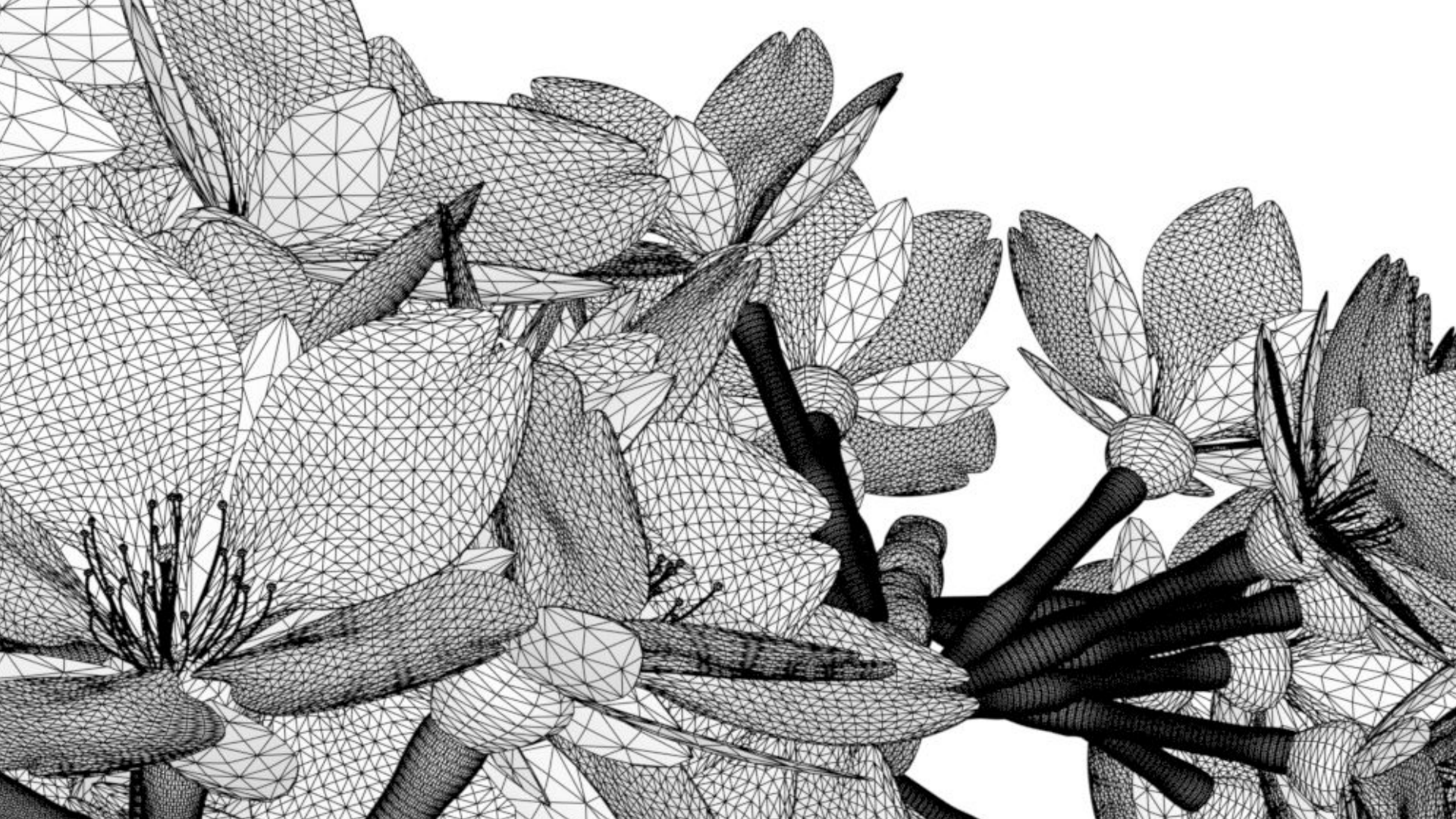


Procedural Modeling

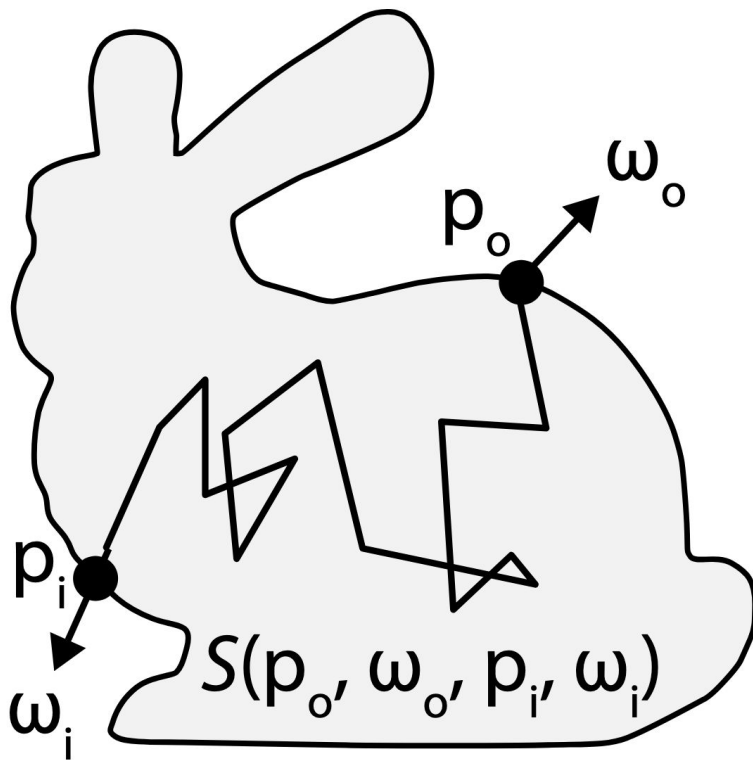
- Procedurally modeled flowers in Cinema 4D
- Created base geometry using primitives
- Used “Cloners” to create five petals and 20 flowers
- Used deformers to add randomness
- Allows for editing of base geometry/properties once to be propagated throughout the scene



Object tree in Cinema 4D



Thin tissue modeled with subsurface scattering





Bokeh Bouquet
pbrt 1280x720, 4096 spp