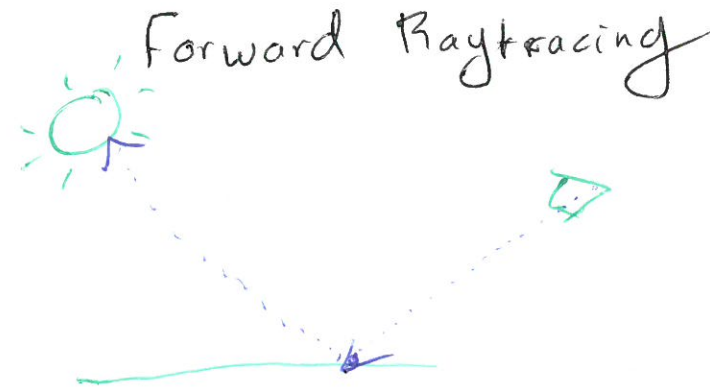
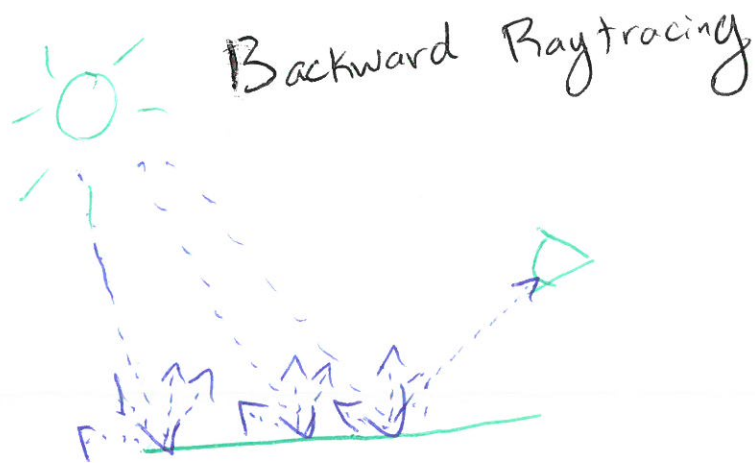


Rendering I

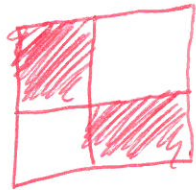


2 probabilities

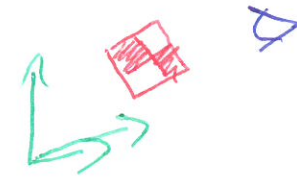
- Probability the light ray would have hit the surface at that point
- Probability the light ray would have bounced to my camera.

Rendering II

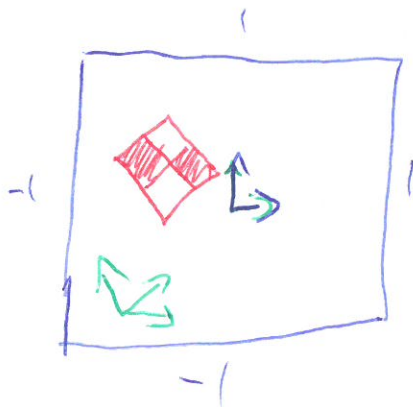
Model Space
(object Space)



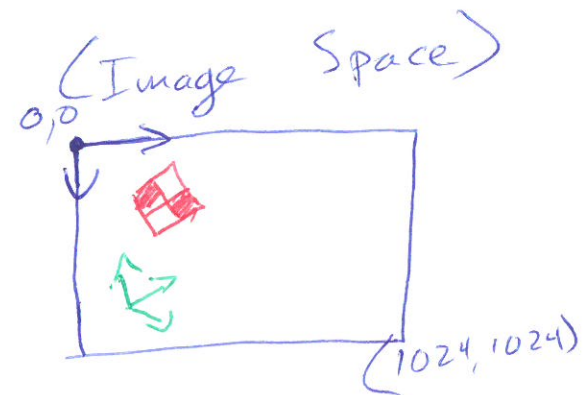
World Space



Camera Space

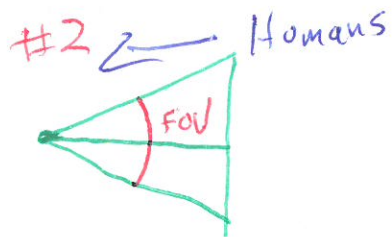
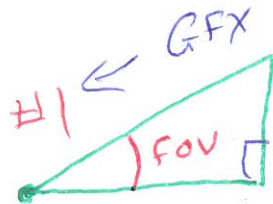
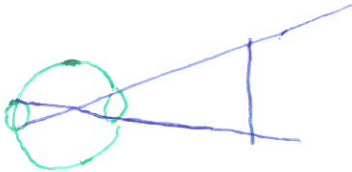
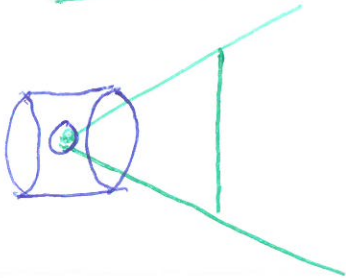


Screen Space



Cameras & Field of View

Perspective



Orthographic

