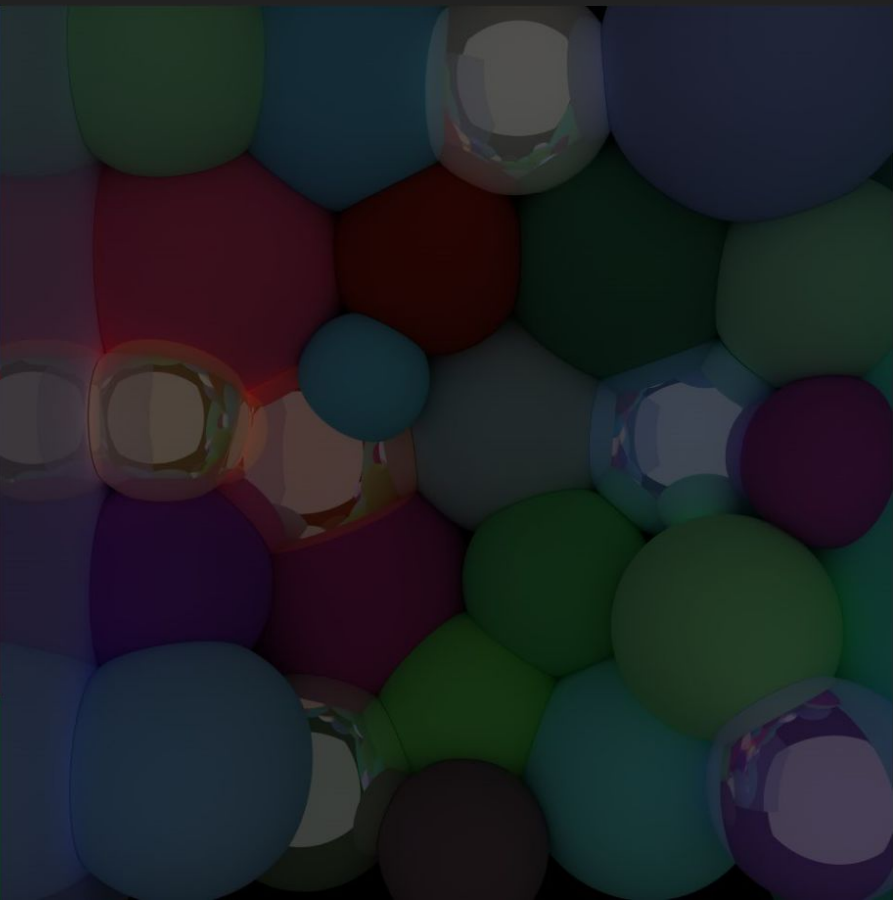
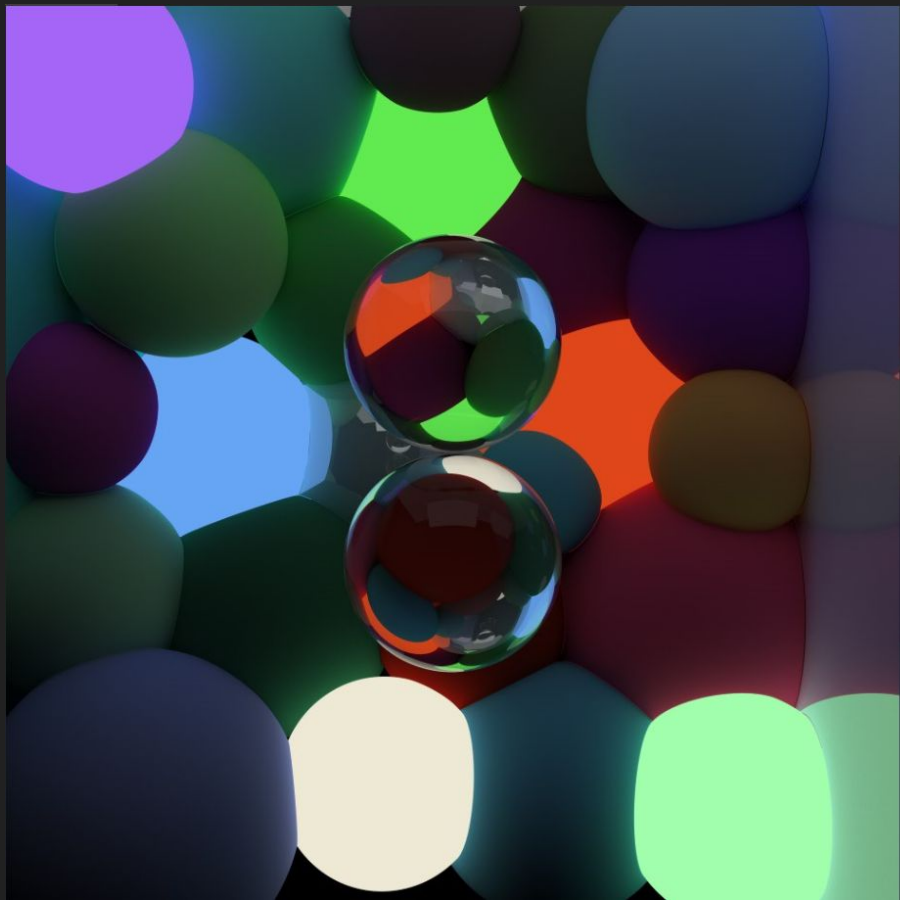


Path Tracing y Photon Mapping

Autores:

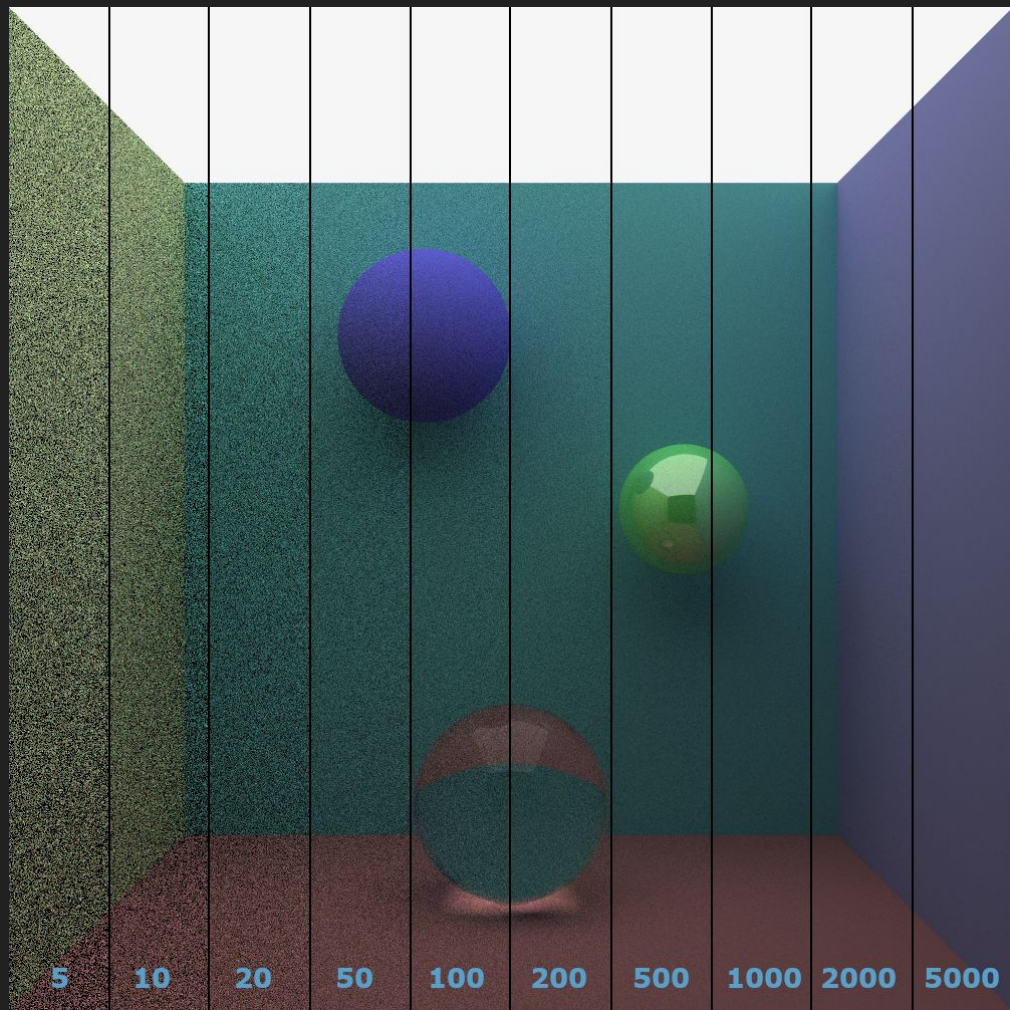
Daniel González Villa
Sergio García Esteban

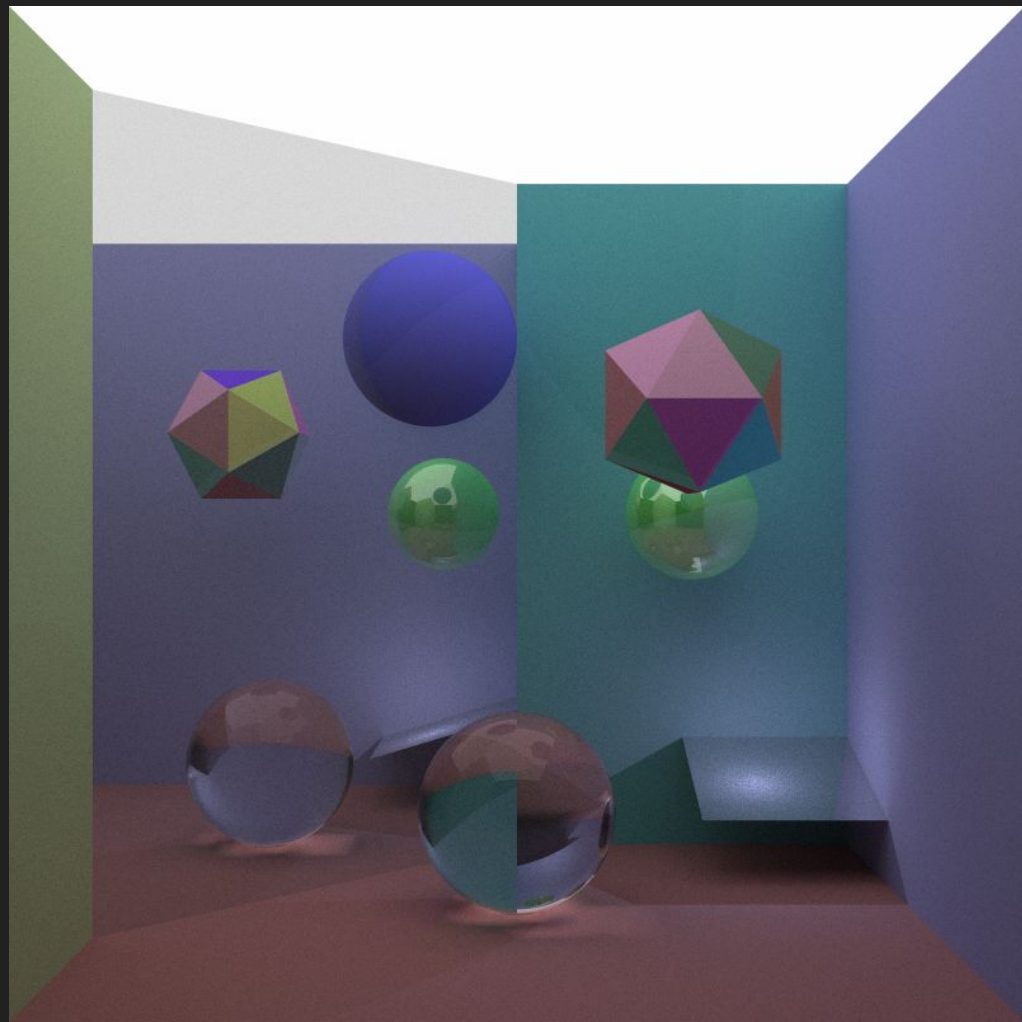


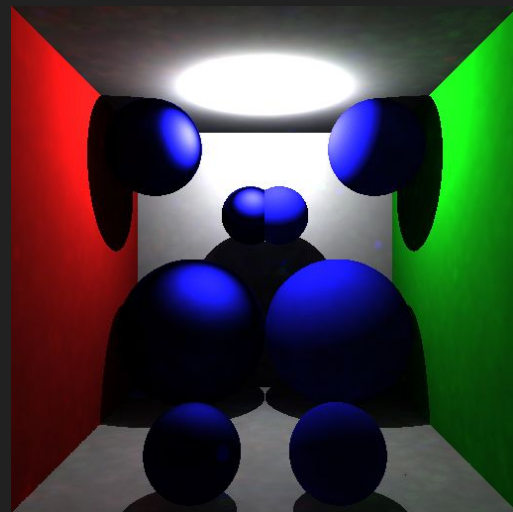
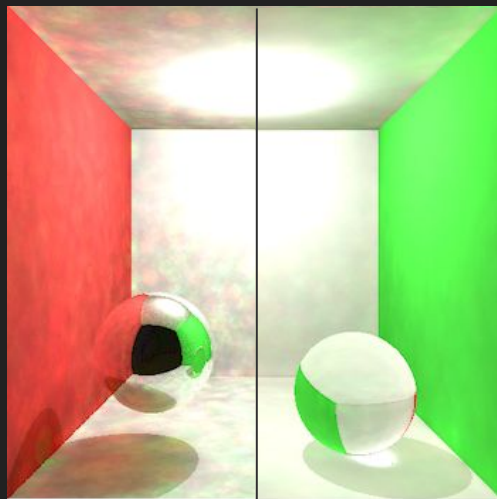
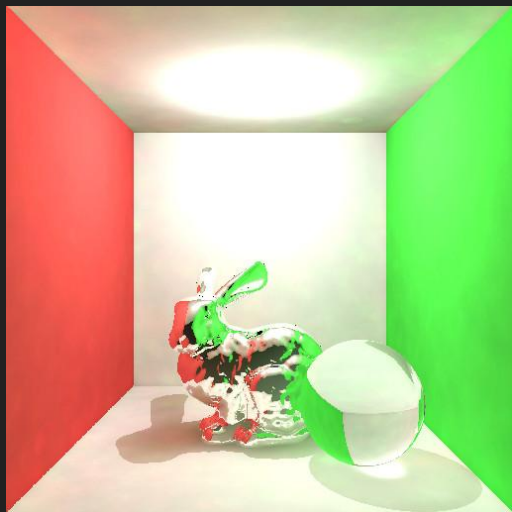
Diferencia entre ecuaciones de render

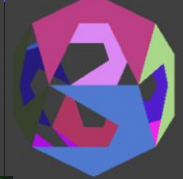
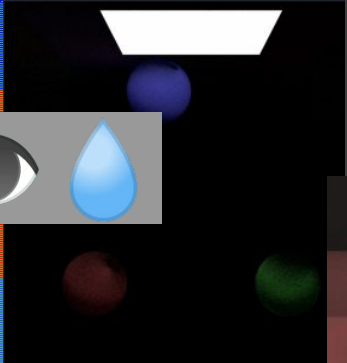
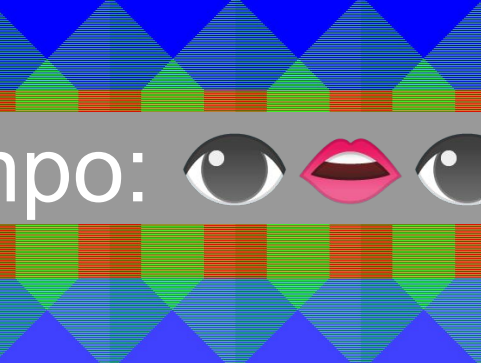
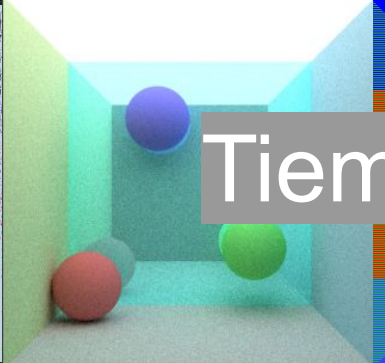
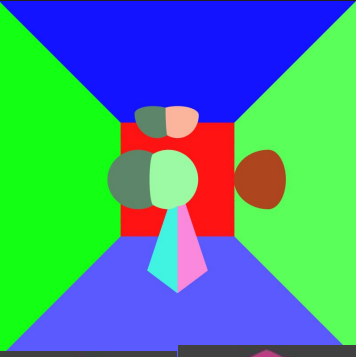
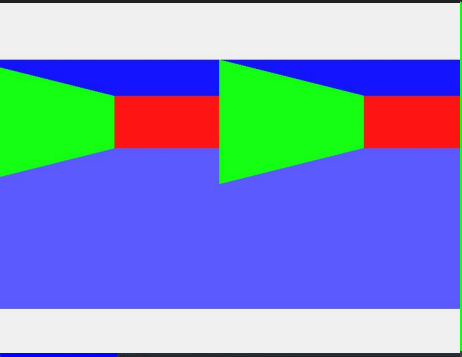
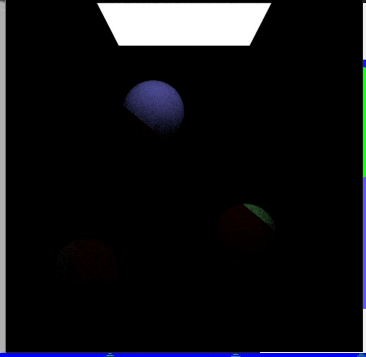
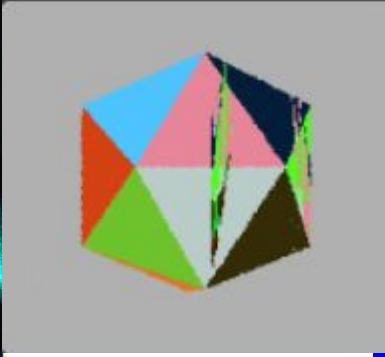
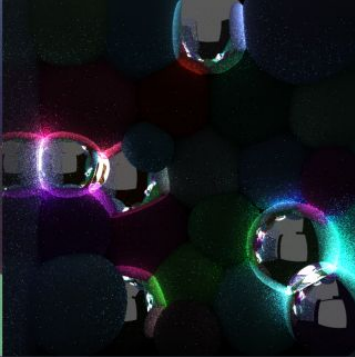
$$L_o(x, \vec{\omega}_o) = L_e(x_N, \vec{\omega}_N) \prod_{j=0}^N \frac{f_r(x_j, \vec{\omega}_{ij}, \vec{\omega}_{oj}) |n_j \cdot \vec{\omega}_{ij}|}{p(\vec{\omega}_{ij})} + \sum_{m=0}^K \sum_{j=0}^N \prod_{z=0}^j \frac{f_r(x_z, \vec{\omega}_{iz}, \vec{\omega}_{oz}) |n_z \cdot \vec{\omega}_{iz}|}{p(\vec{\omega}_{iz})} \frac{L'_m(x_z)}{d_z^2}$$

$$L_o(x, \vec{\omega}_o) = L_e(x, \vec{\omega}_o) + \sum_{photons=1}^N f_r(x, \vec{\omega}_i, \vec{\omega}_o) \frac{\Phi_i}{\pi r_k^2}$$

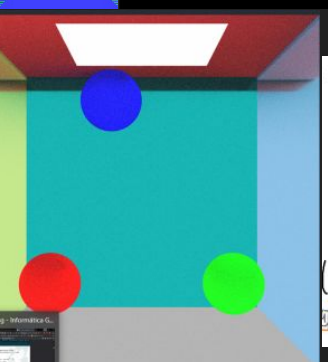
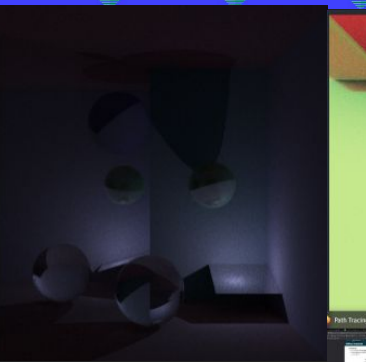
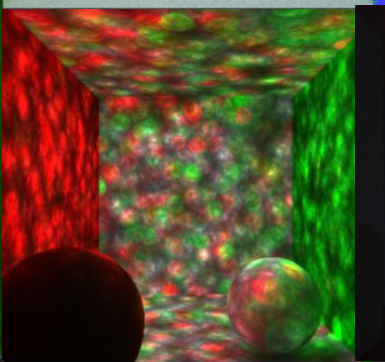
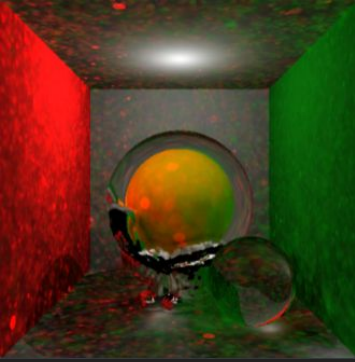








Tiempo:    



$$L_0(r, \omega) = L_e(r, \omega) + \int L_1(r, \omega) \cdot DPDF_0 d\omega$$
$$L_1(r, \omega) = L_e^1(r, \omega) + \int L_1^1(r, \omega) \cdot DPDF_1 d\omega$$
$$L_2(r, \omega) = L_e^2(r, \omega) + \int L_1^2(r, \omega) \cdot DPDF_2 d\omega$$
$$L_3 = L_e^3(r, \omega)$$
$$L_0 \sim L_e(r, \omega) + n \cdot DPDF_0(L_e^1(r, \omega) + \dots + DPDF_{n-1}(L_e^n(r, \omega)))$$

$\left(\prod_{i=0}^{n-1} n \cdot DPDF_i \right) L_e^n \leftarrow \text{through } \text{thru}$

$\frac{d}{dt} = \frac{L_e^1 - L_e^0}{L_e^1 - L_e^0} \leftarrow \text{directa}$

$n = 1$

