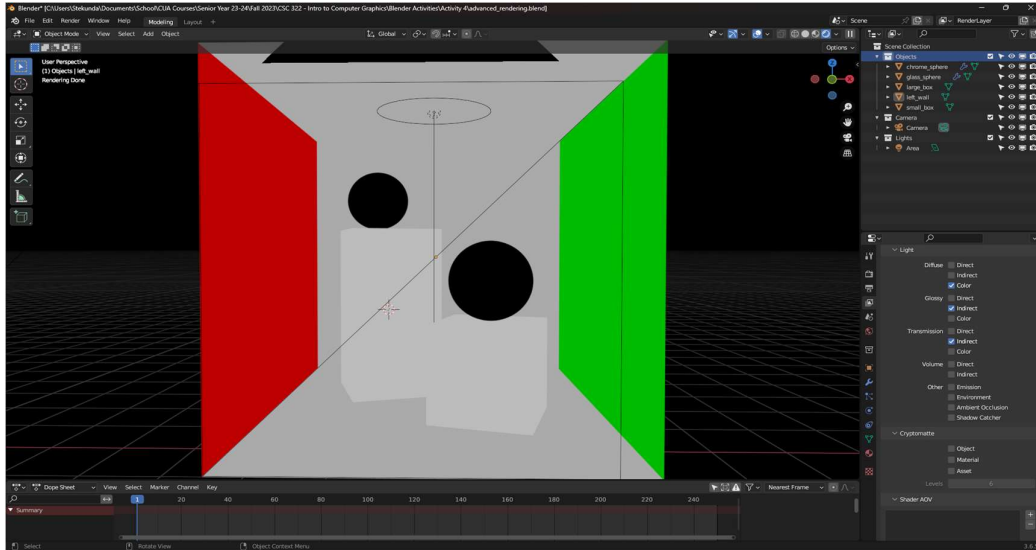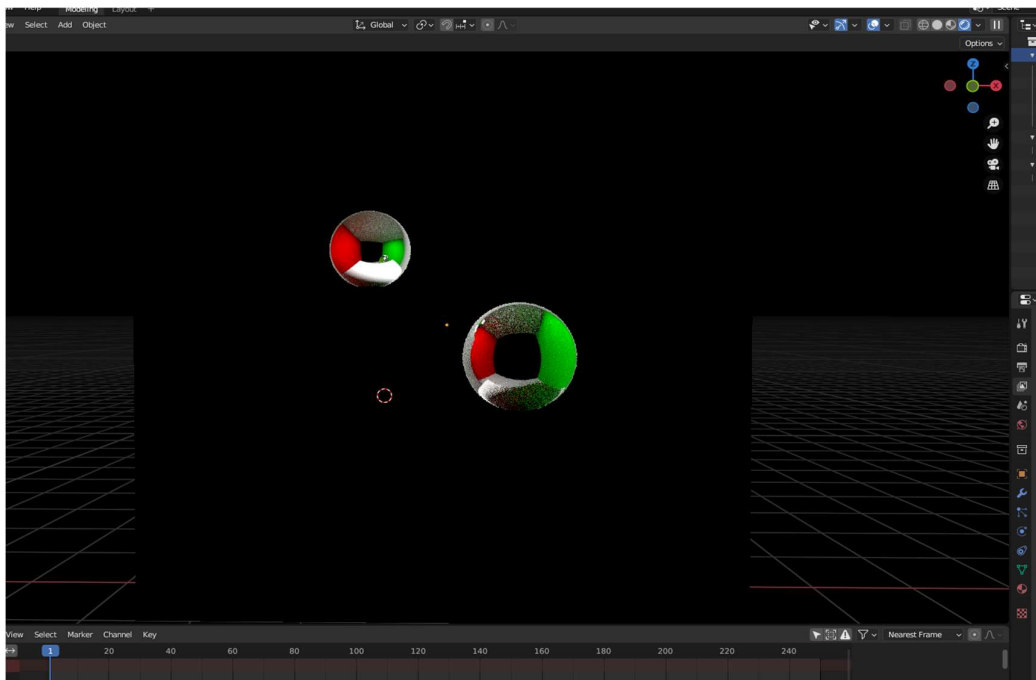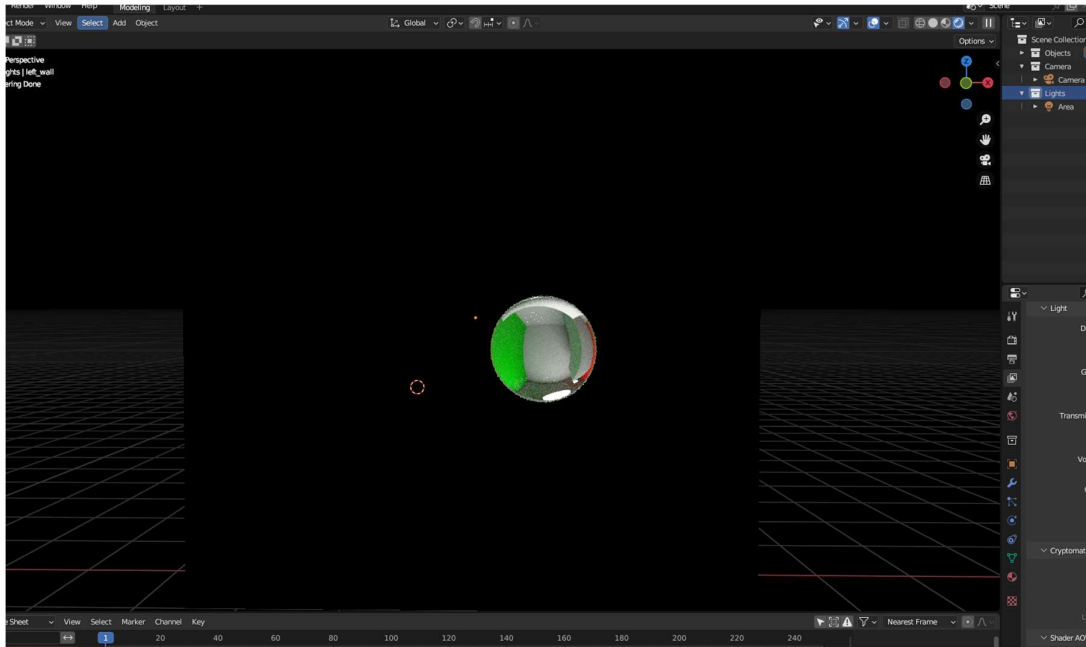Checkpoint 1:

Render Pass: Diffuse Color

This pass represents the base color of an object and takes into account the interaction of the objects' surface with incoming light. This pass only captures only info related to the diffuse color of a scene.

Render Pass: Glossy Indirect

This pass focuses on capturing the indirect lighting coming from specular reflections within a certain scene. This pass mainly captures info obtained from indirect lighting and glossy reflections.

Render Pass: Transmission Indirect

This pass focuses on capturing the indirect refraction of light through transparent or translucent surfaces within a scene. This pass mainly captures info obtained from transmission or refraction and indirect lighting.
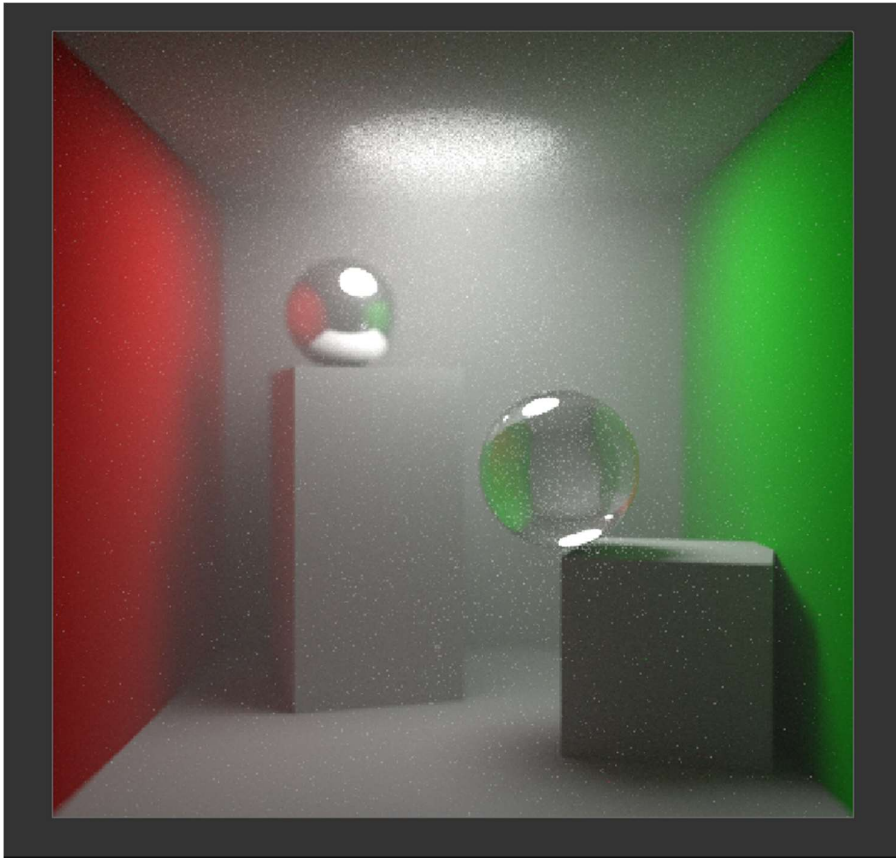
Checkpoint 2:
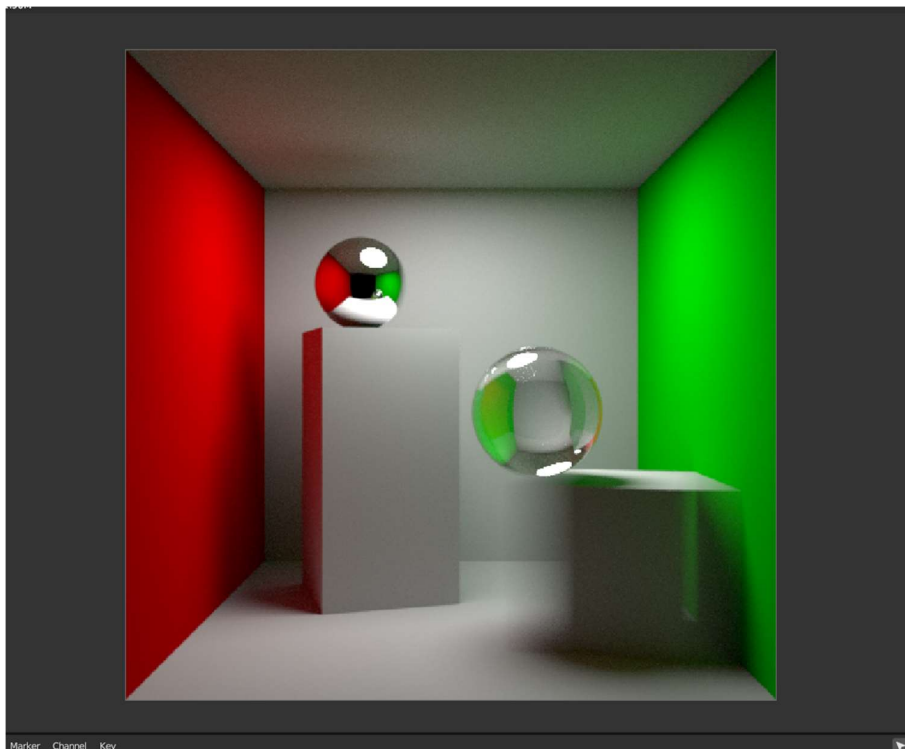
You can see the very blurred out left side of the cube as it was at keyframe 1. You can also see the cube in keyframe 2 on the way to keyframe 3. The motion blur makes it clearer the path in which the cube is going.

Checkpoint 3:
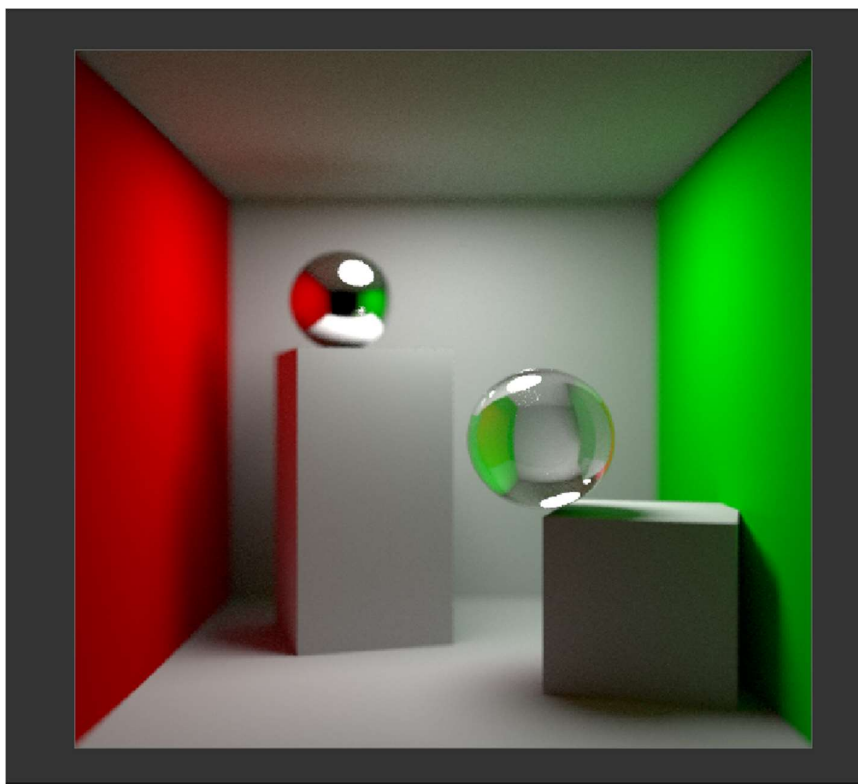
In this image the focus is on the glass sphere on the right side of the rendered image. The other objects in the image aren't focused on as much as the glass sphere. They almost look blurry while the appearance of the glass sphere is very detailed.

Checkpoint 4:

It almost looks like the items are in a glass box, the items are a little pixelated and blurry. They aren't as clear as in the previous checkpoints. The colors aren't as bright either, they look faded out.