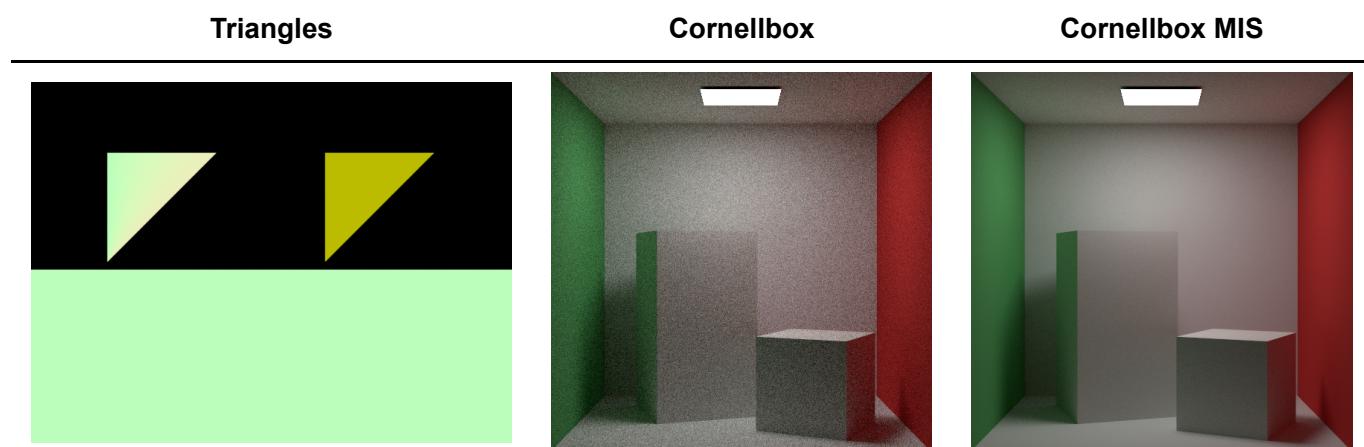
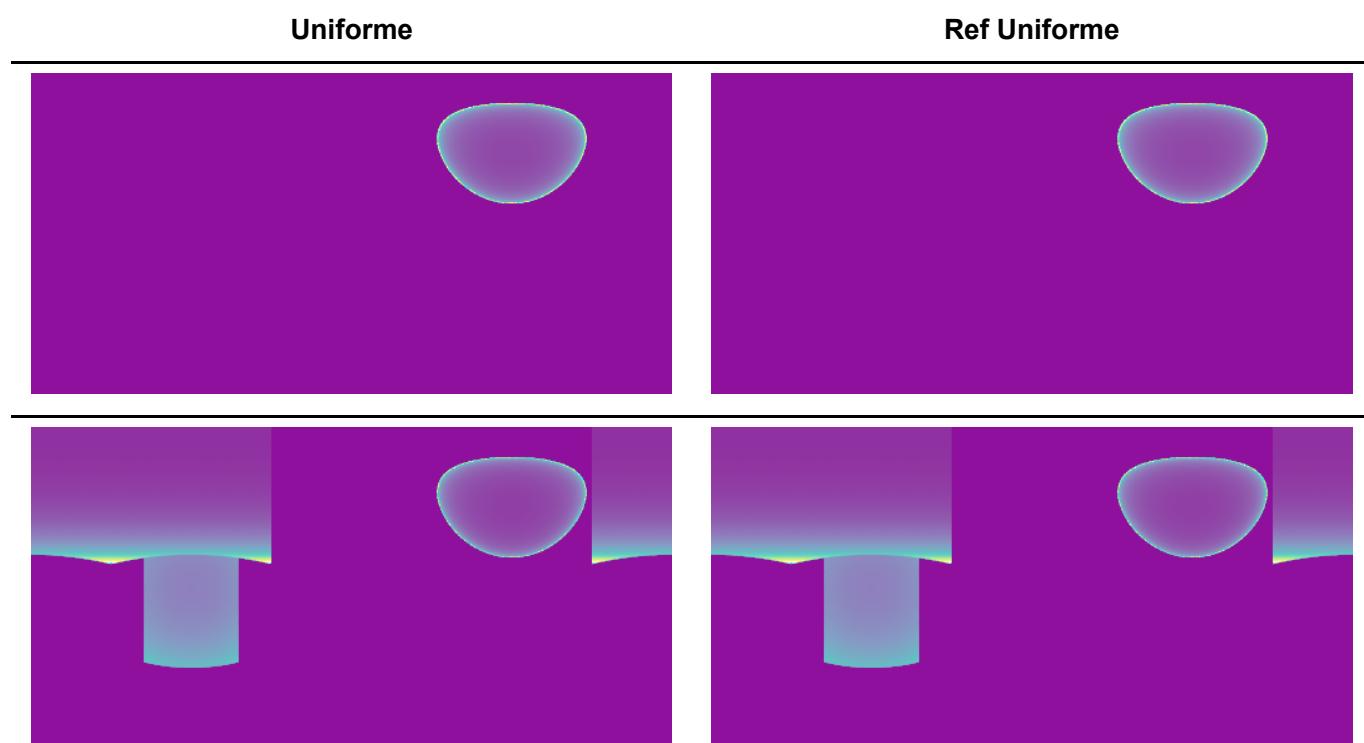


# Rapport devoir 3

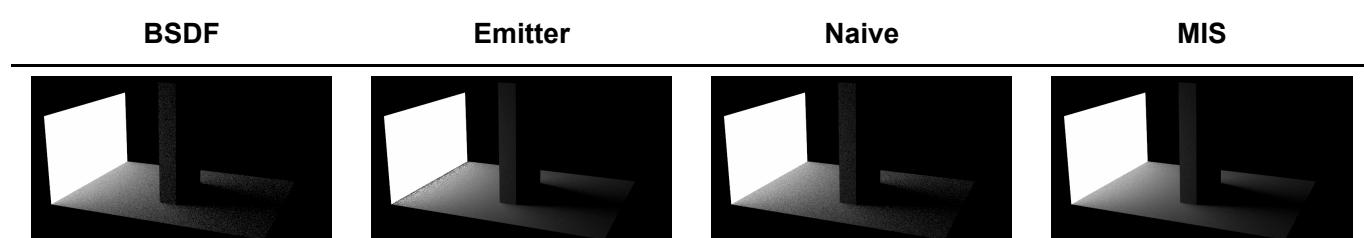
## Intersection Rayon Triangle



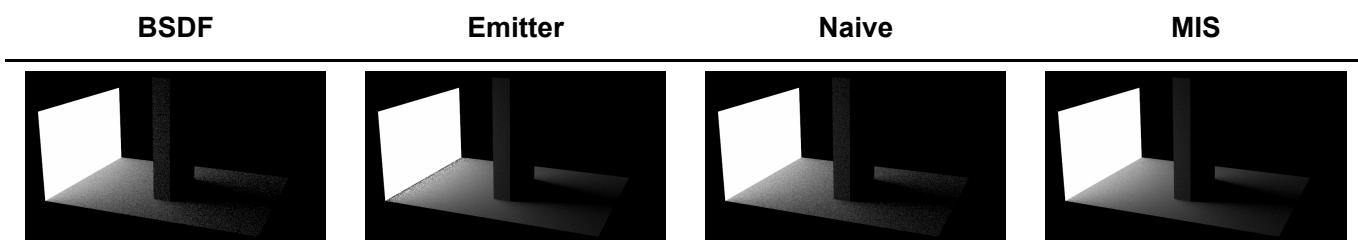
## Sampling



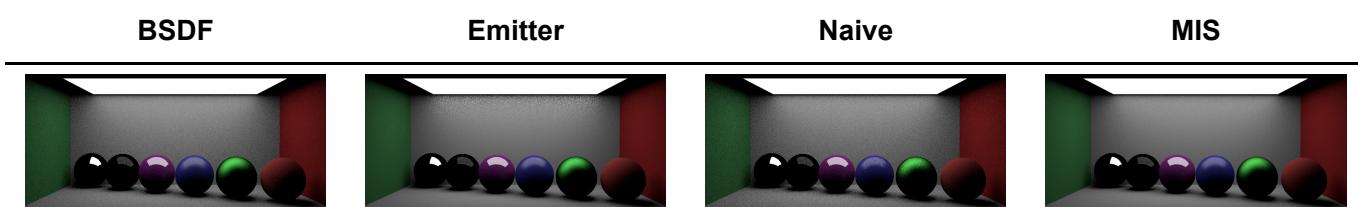
## Odyssey\_mats Direct Strategies



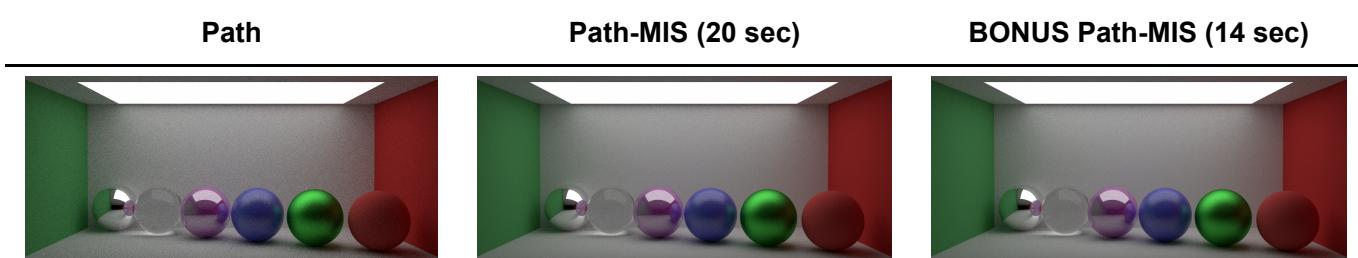
## Odyssey\_triangle\_mats Direct Strategies



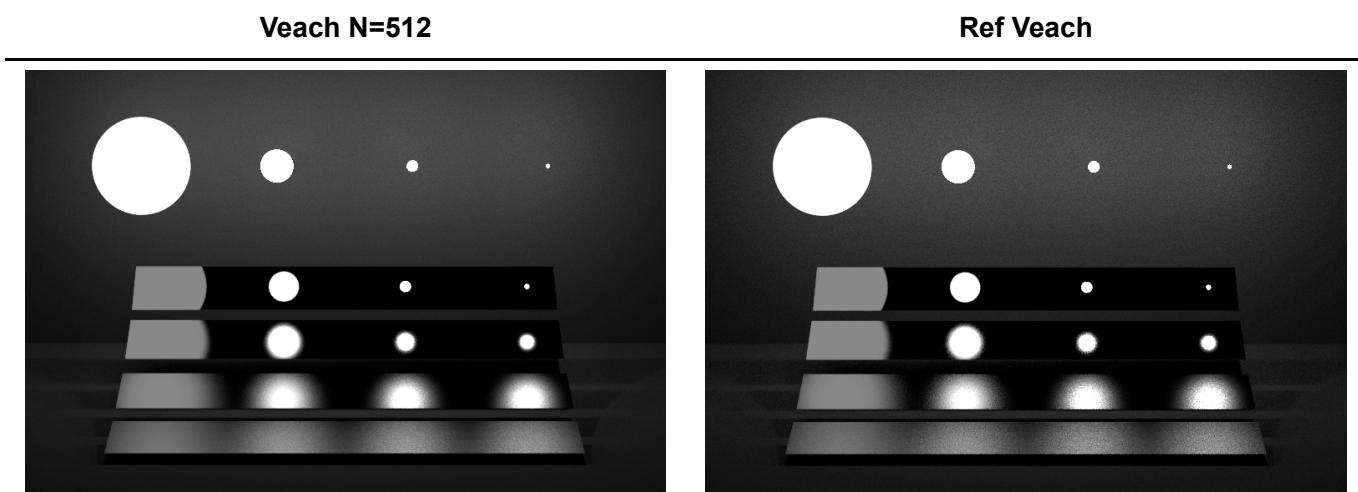
## All mats Direct Strategies



## All mats Path vs Path MIS vs Bonus Path MIS

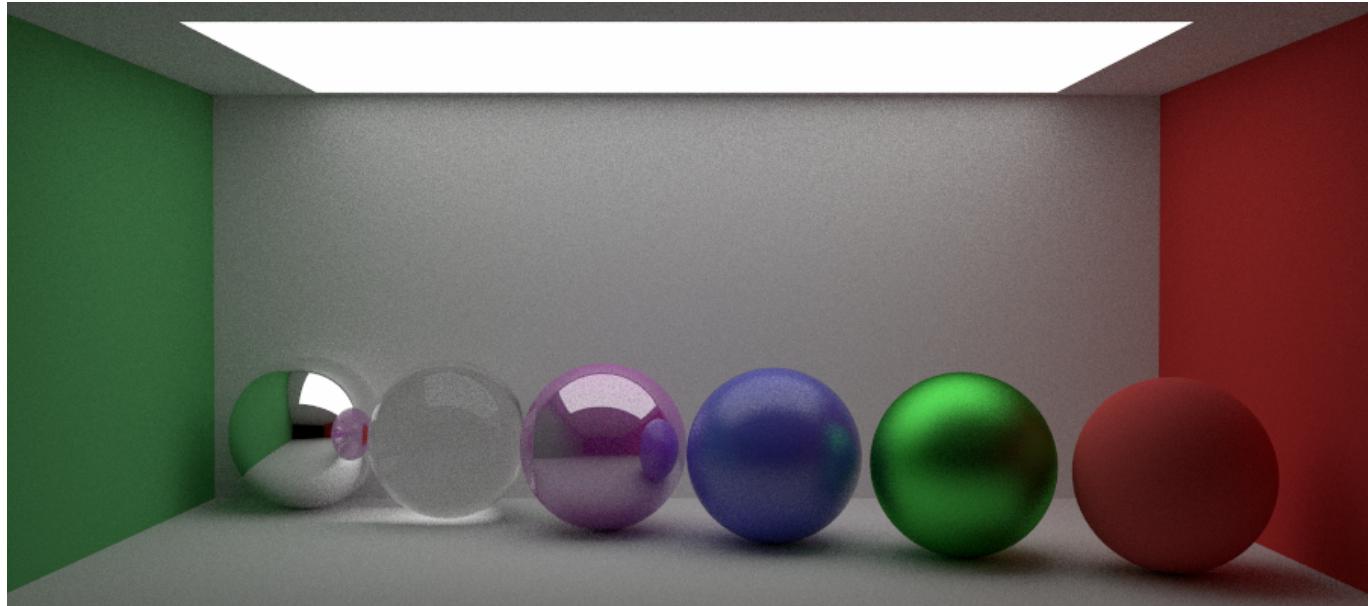


## Veach Direct MIS

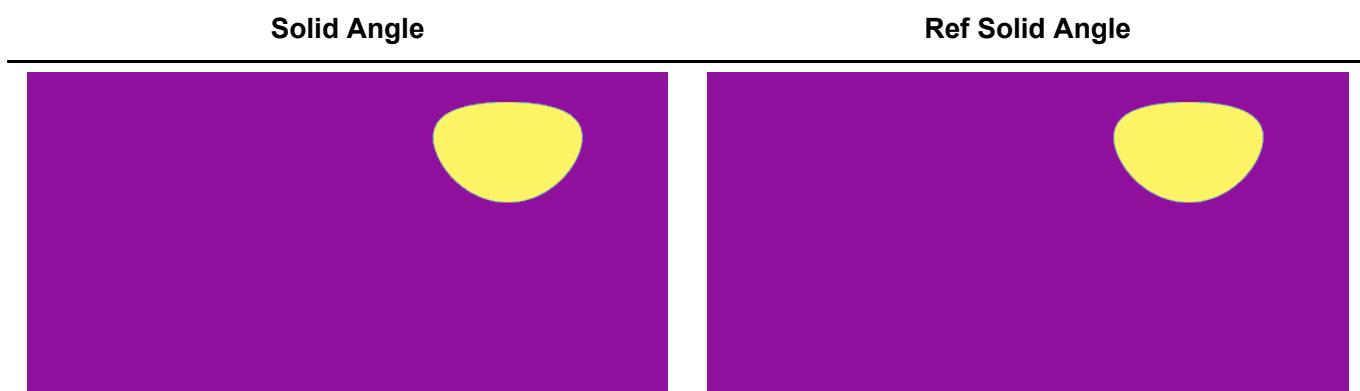


## Bonus

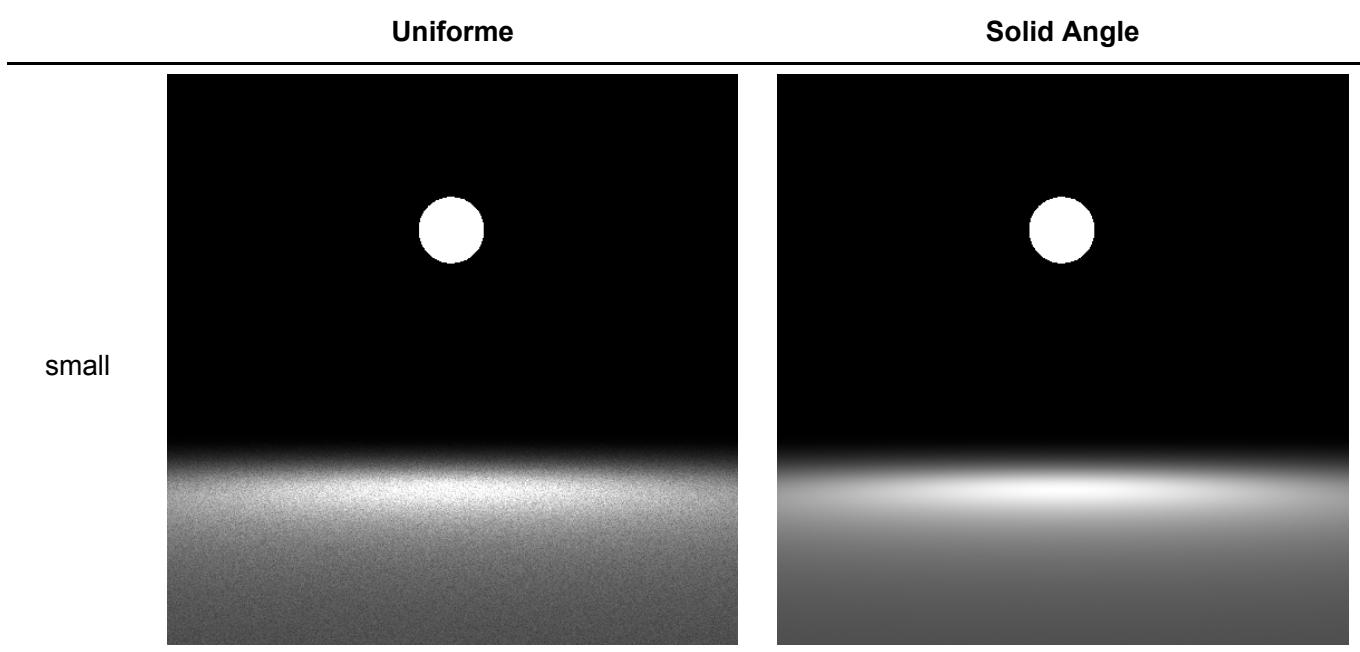
BONUS Path-MIS (14 sec)



BONUS Amélioration de l'échantillonnage de la sphère

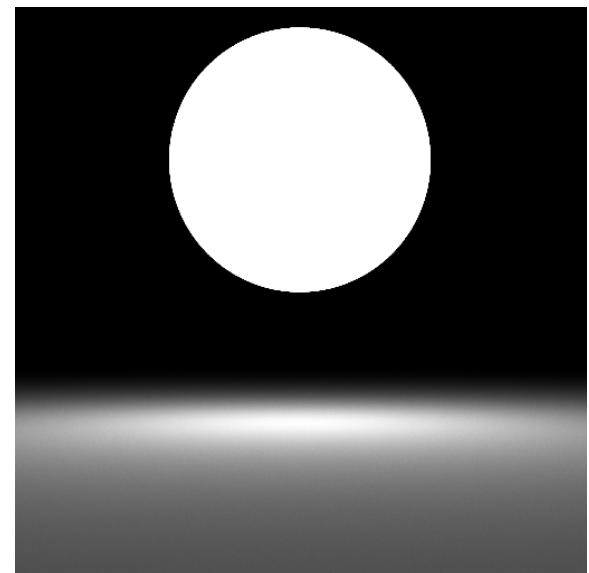
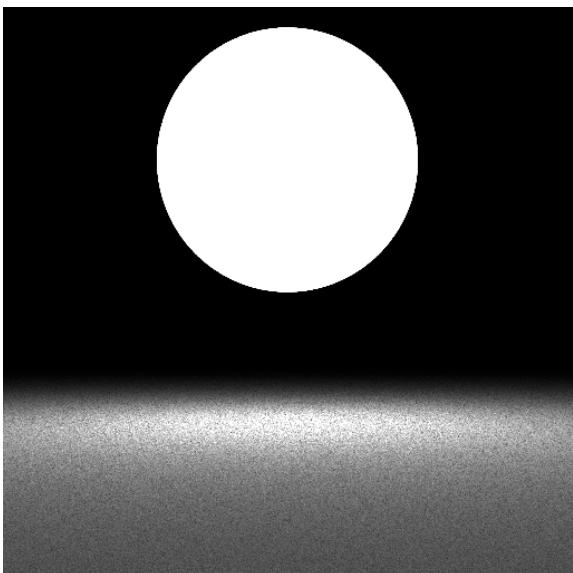


using Direct Emitter



**Uniforme****Solid Angle**

medium



big

