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CSCI-711-01 Global Illumination
Weekly report for Week #14

Summary:
 HDR imaging attempts to increase the range of luminosity in a scene, and for this scene it is very noticeable. The atmosphere is very "heaven" like with very soft light and a small blur. The soft light is from the windows spread around the cathedral. If we were to be in this building with the same amount of light, i have a feeling it may look similar, but the HRD imaging might have made this image look better. If we entered the scene in the real world, the light on the outside would have to be extremely powerful in order to light up the scene as much as it did.

Tone reproduction is so important for the graphics pipeline because it can take a scene and increase the range of luminosity to a point where it is almost indistinguishable to the human eye. The Fiat Lux scene used the windows as the light source, and allowed the light to bounce around in a way that was very diffuse and soft. Without the soft light in the scene, it would look to complicated and rigid for me to ever believe it was in a church.

Feedback:
Pros:
I loved the semester long project (once i actually began working on it), and i wil i would have started it early to try a number of different things that i do not have time for currently. The ray tracer was also very informative, and i feel like i could recreate one from scratch because the concepts were taught both in the classroom and on my own (my favorite way).

Cons:
Some of the lecture were copies of the Intro to Computer Graphic course with just a few things added (I took the course with you). I feel like if we could do a few more advanced topics, that would be a good substitution, or maybe just a very brief recap on the subject rather than a class.

Overall, i liked this class much more than the intro one, so i can not complain. Thanks for being a great professor, you really know how to present the material.