

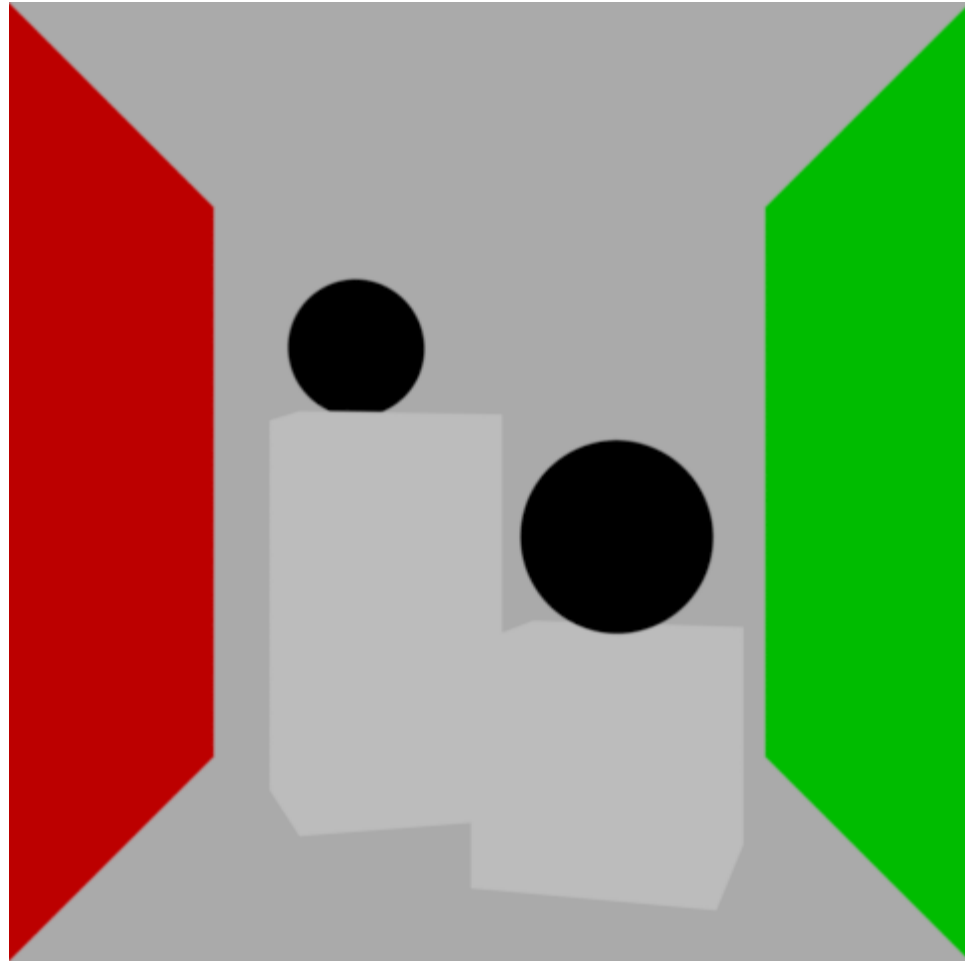
Diffuse Indirect:

Diffuse lighting is lighting that is spread out over an area. Indirect lighting falls outside of the directed scope of the light. This pass shows only this type of lighting. Notice the spheres are black.



Diffuse Direct:

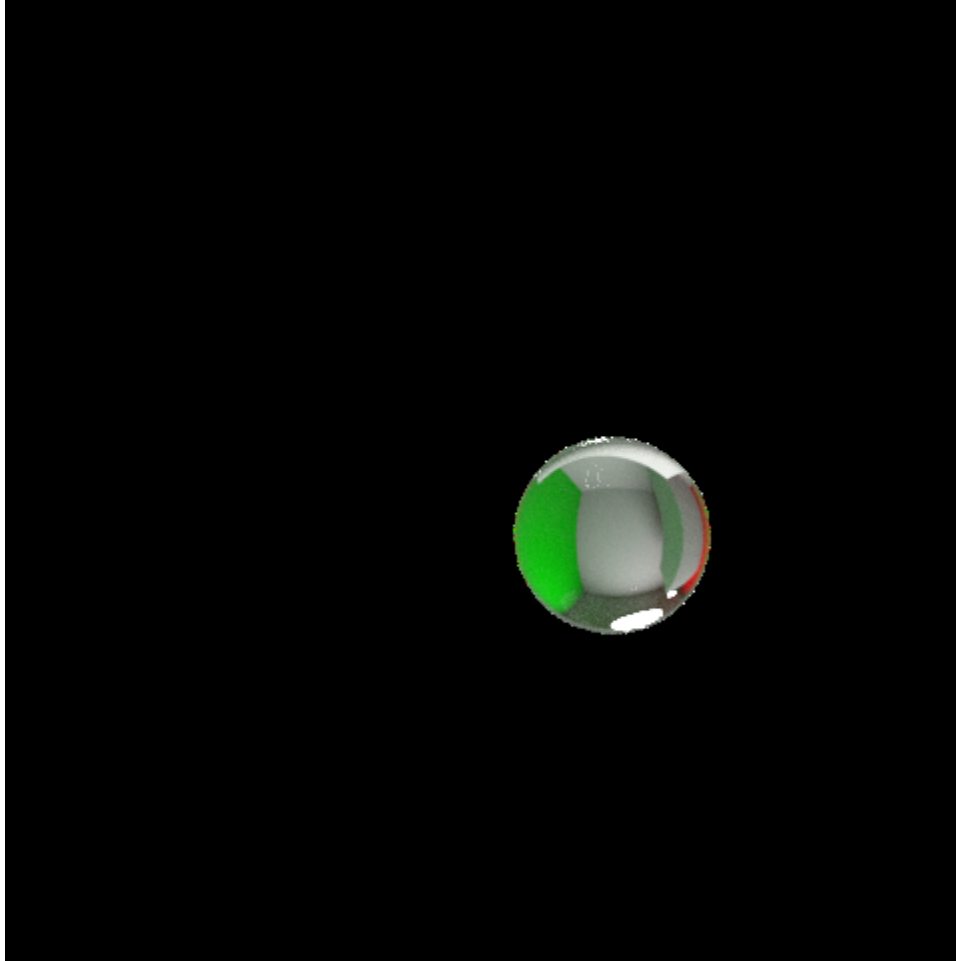
Diffuse lighting is lighting that is spread out over an area. Direct lighting falls in the direct path of the rays from the light source. This pass shows only this type of lighting.



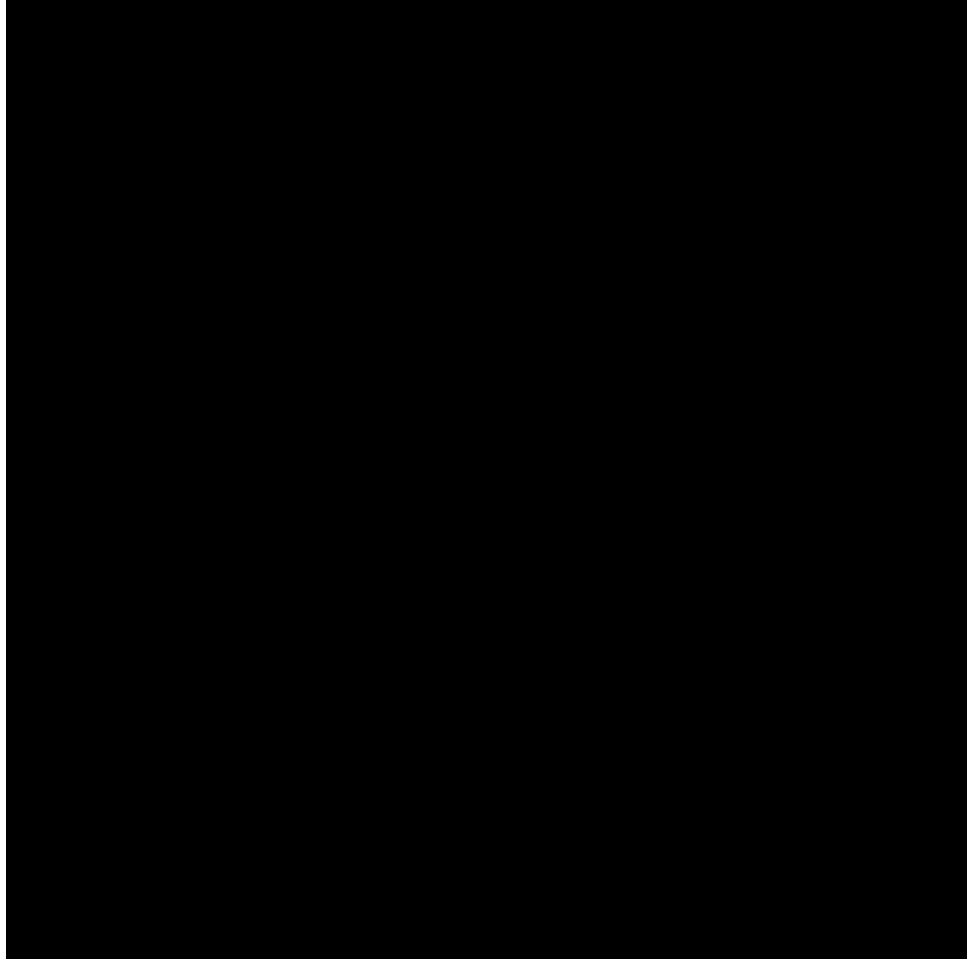
Diffuse Color:

Diffuse color is the basic color of the object. The spheres are black. The left wall is red. The right wall is green. Everything else is grey.

Transmission Indirect:

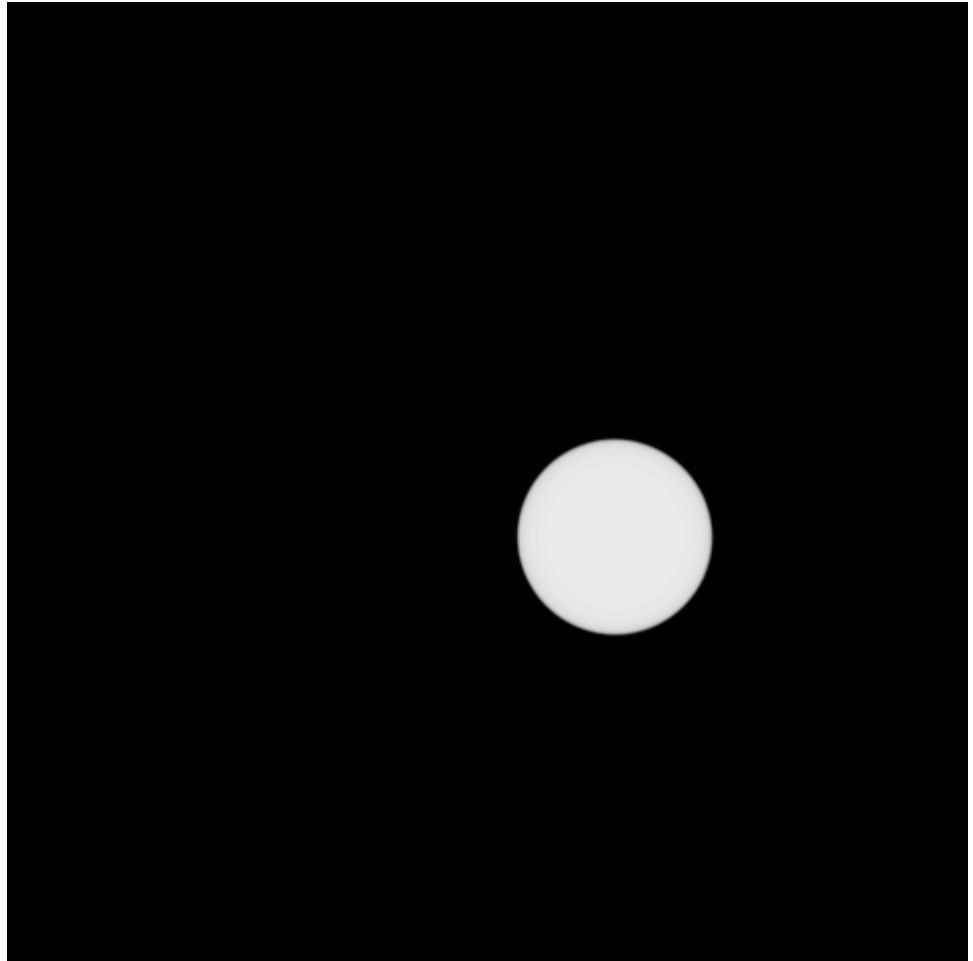


Transmission light is light that passes through an object. Notice that only one sphere is lit here. This is also indirect, so the light passes indirectly through the sphere.



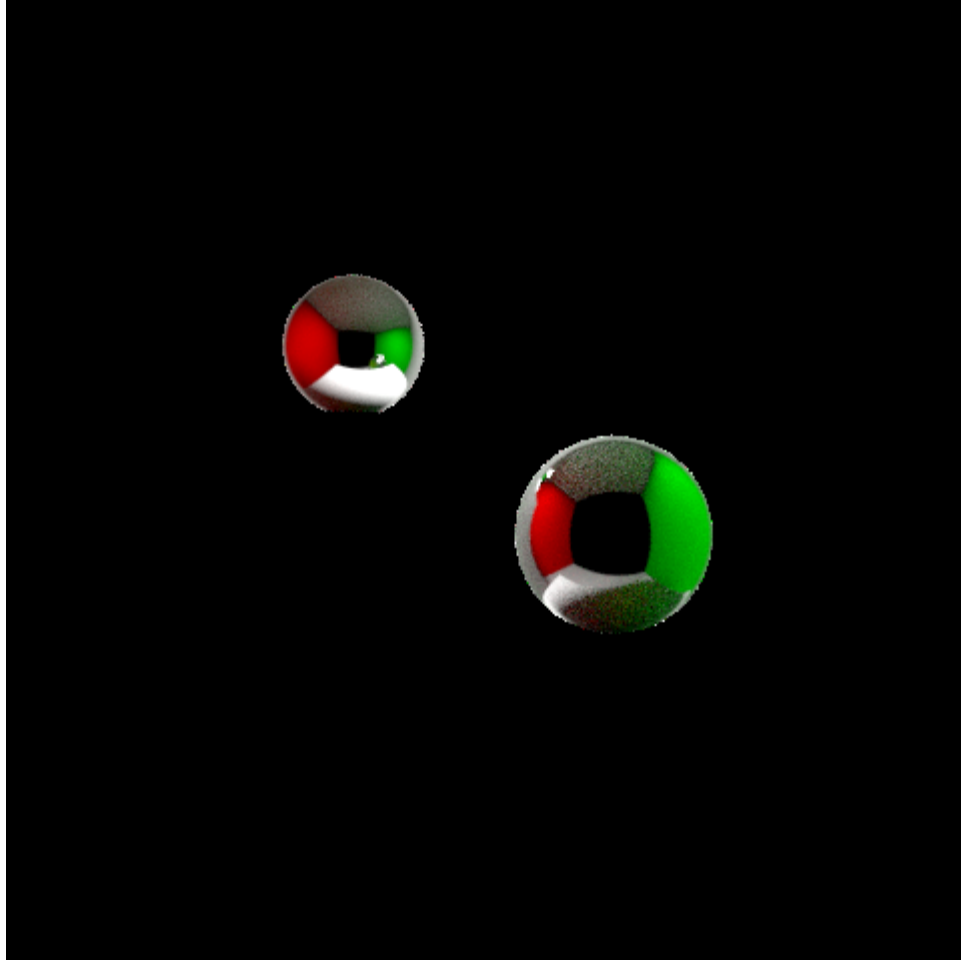
Transmission Direct:

It appears that no light passes directly through any objects.



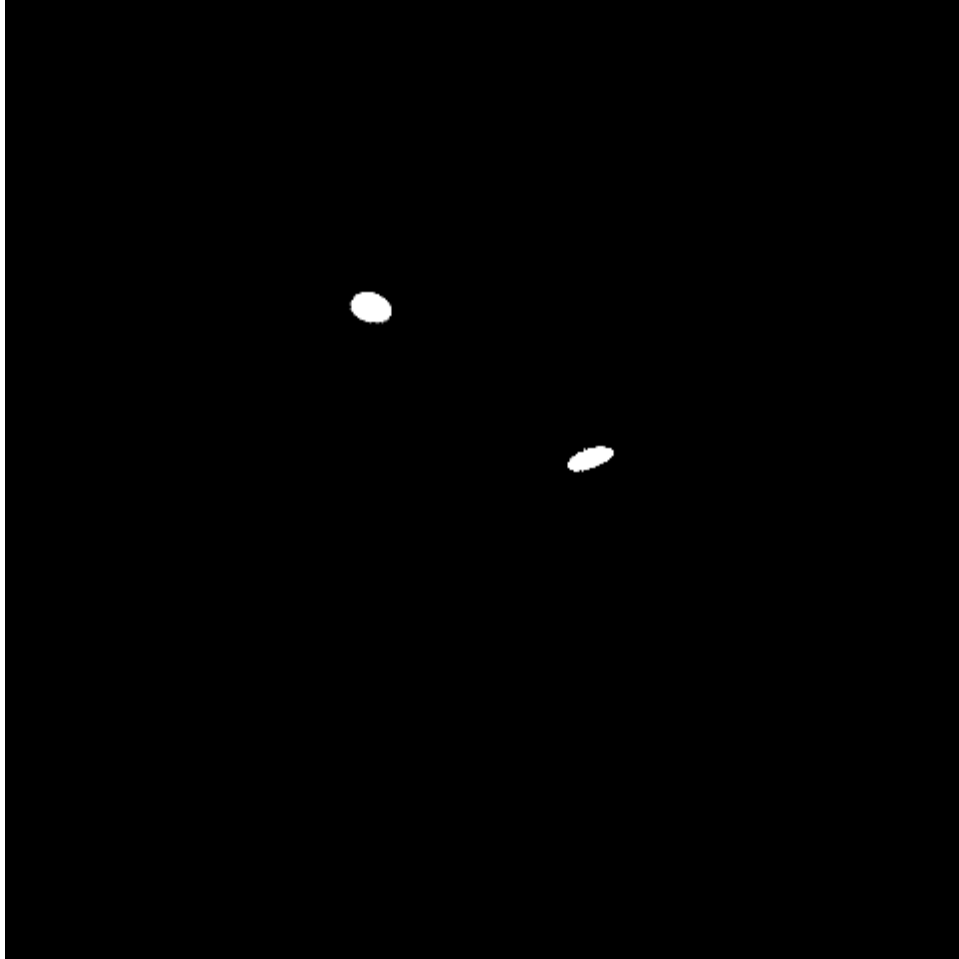
Transmission Color:

This sphere appears to transmit the color grey.



Gloss Indirect:

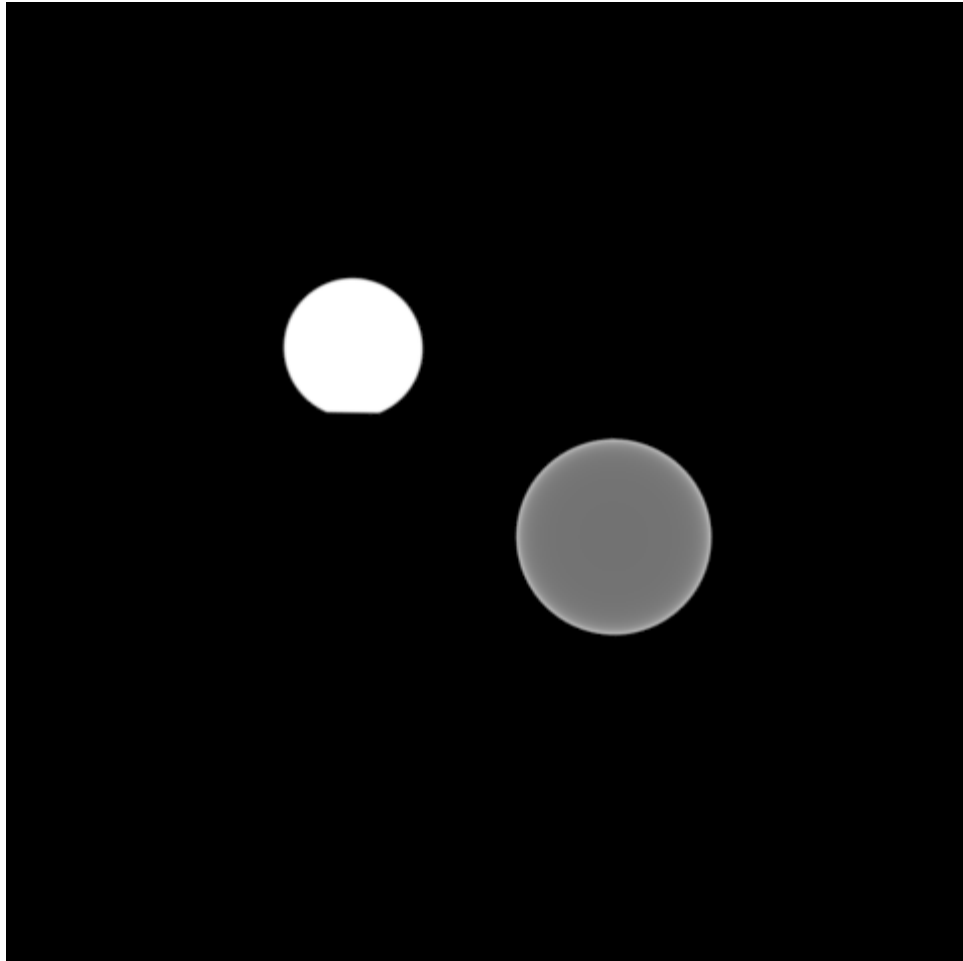
Gloss light is light that is reflected off of a surface. Those reflections can be sharp or blurry. Only the 2 spheres reflect light. This light is also indirect.



Gloss Direct:

This is the light that is directly reflecting off of the spheres.

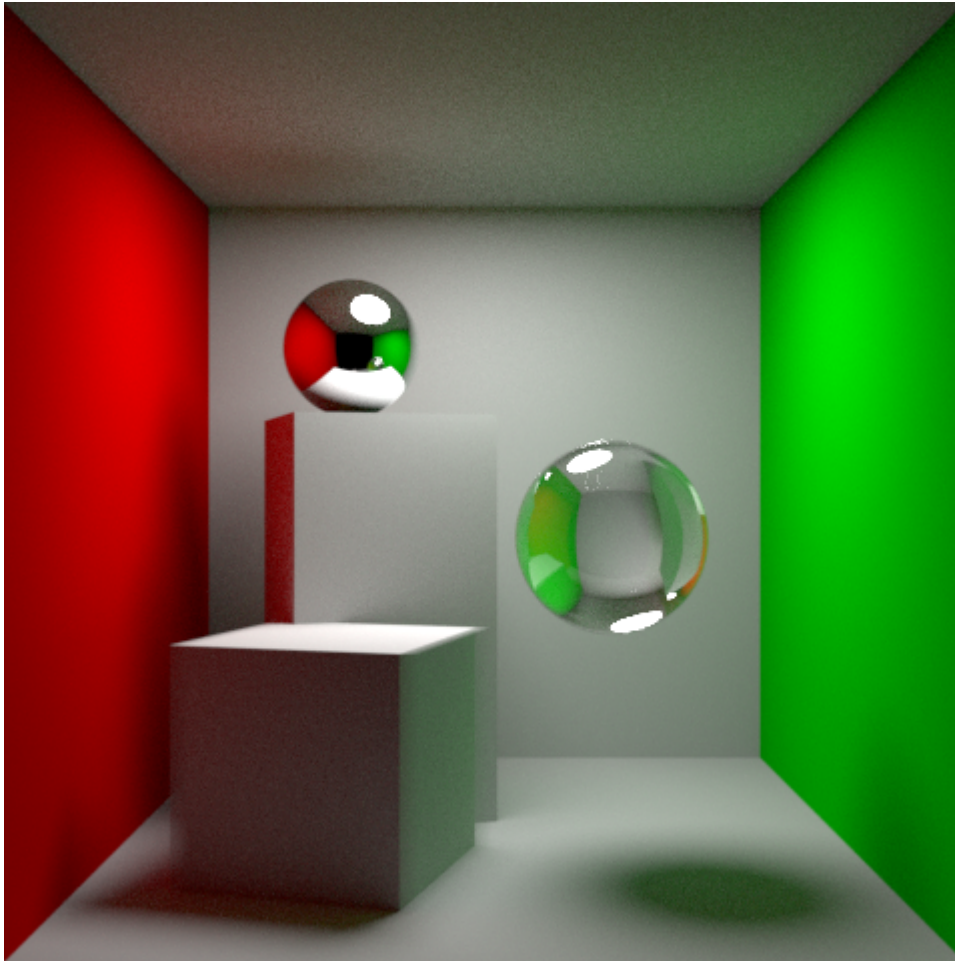




Gloss Color:

The spheres have 2 different colors. One a bright white, the other a medium grey.

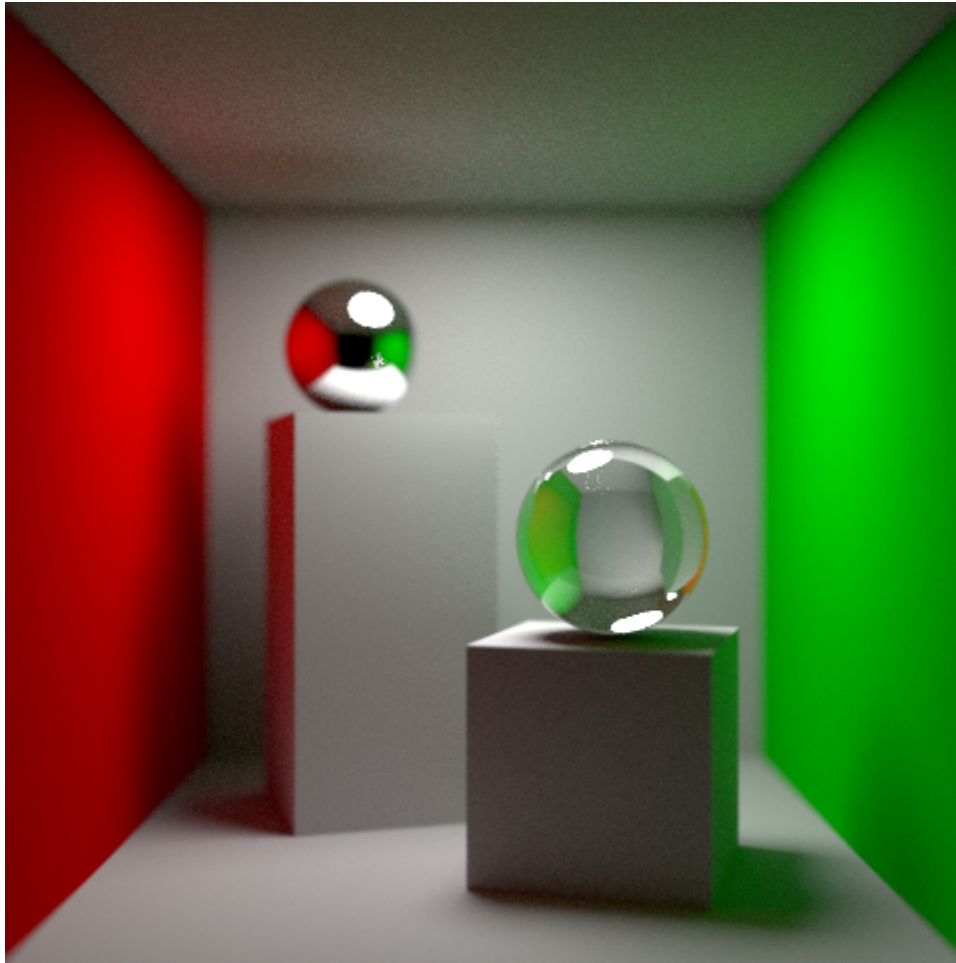
Checkpoint 2:



Blur:

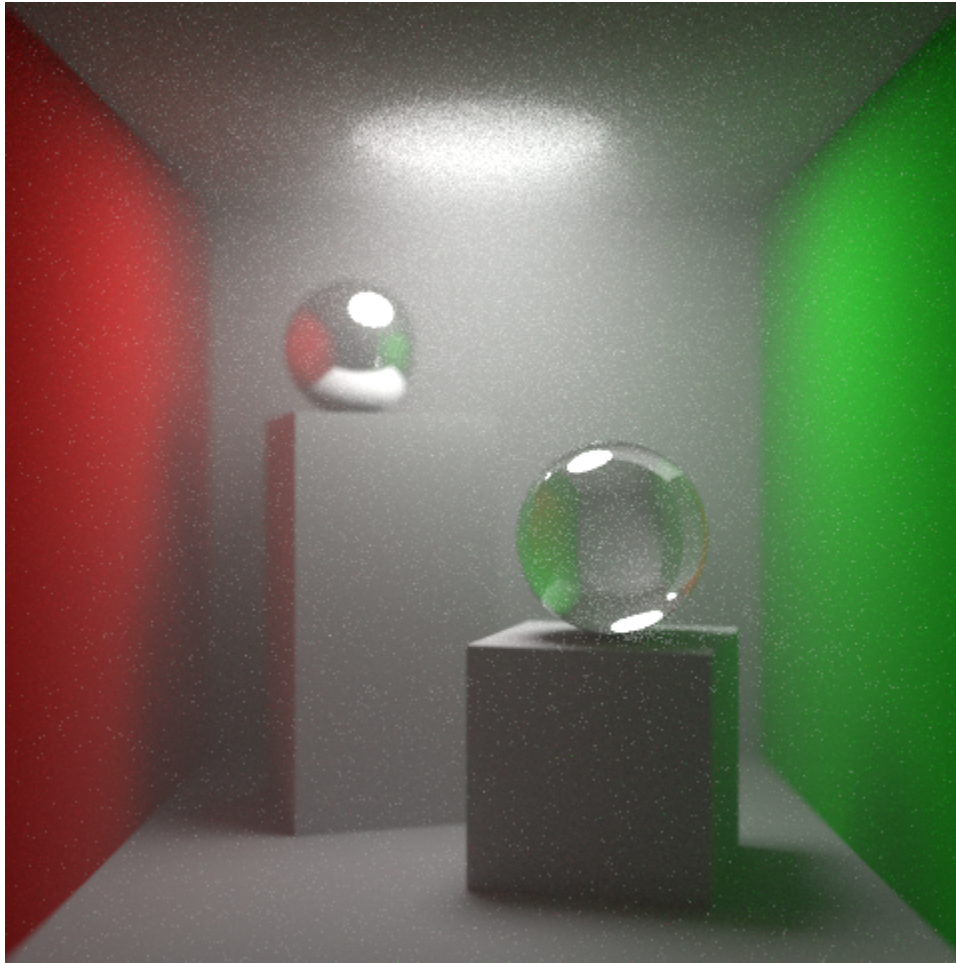
The motion blur has made the edges of the box blurry, particularly the trailing (left) edge. The box is moving to the right.

Checkpoint 3:



The camera has focused onto the frontmost sphere. The aperture is set to .1 making the majority of the sphere appear sharp in detail.

Checkpoint 4:



The volumetric absorption makes the scene appear entirely different. Light is absorbed as it passes through the material of the cube. This makes for a foggy effect.