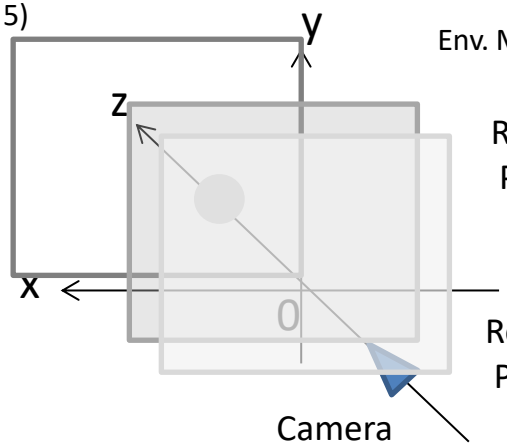
Simple Polar

Checker Board
Pos: (0, 0, 5)



Env. Map lighting

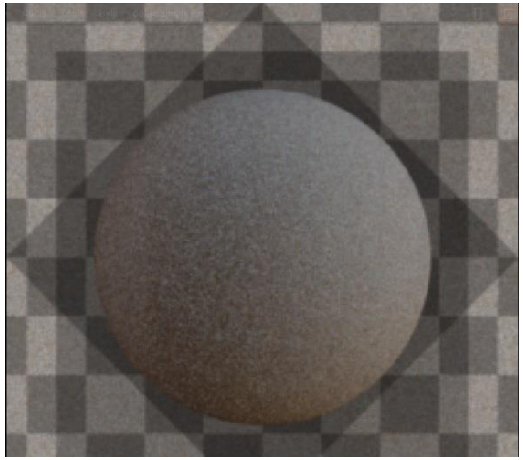
Rectangle:
Pos: (0, 0, 0.5)

BRDF type: Polarizer, theta = 0

Sphere
Pos: (0, 0, 1)
r : 0.6
Material: diffuse

Rectangle:
Pos: (0, 0, -1.0), rotate 45deg , z-axis

Camera
Origin:(0,0,-2)
Target:(0,0,0)
UP: (0, 1, 0)

Fov: 34.5

Rendering result