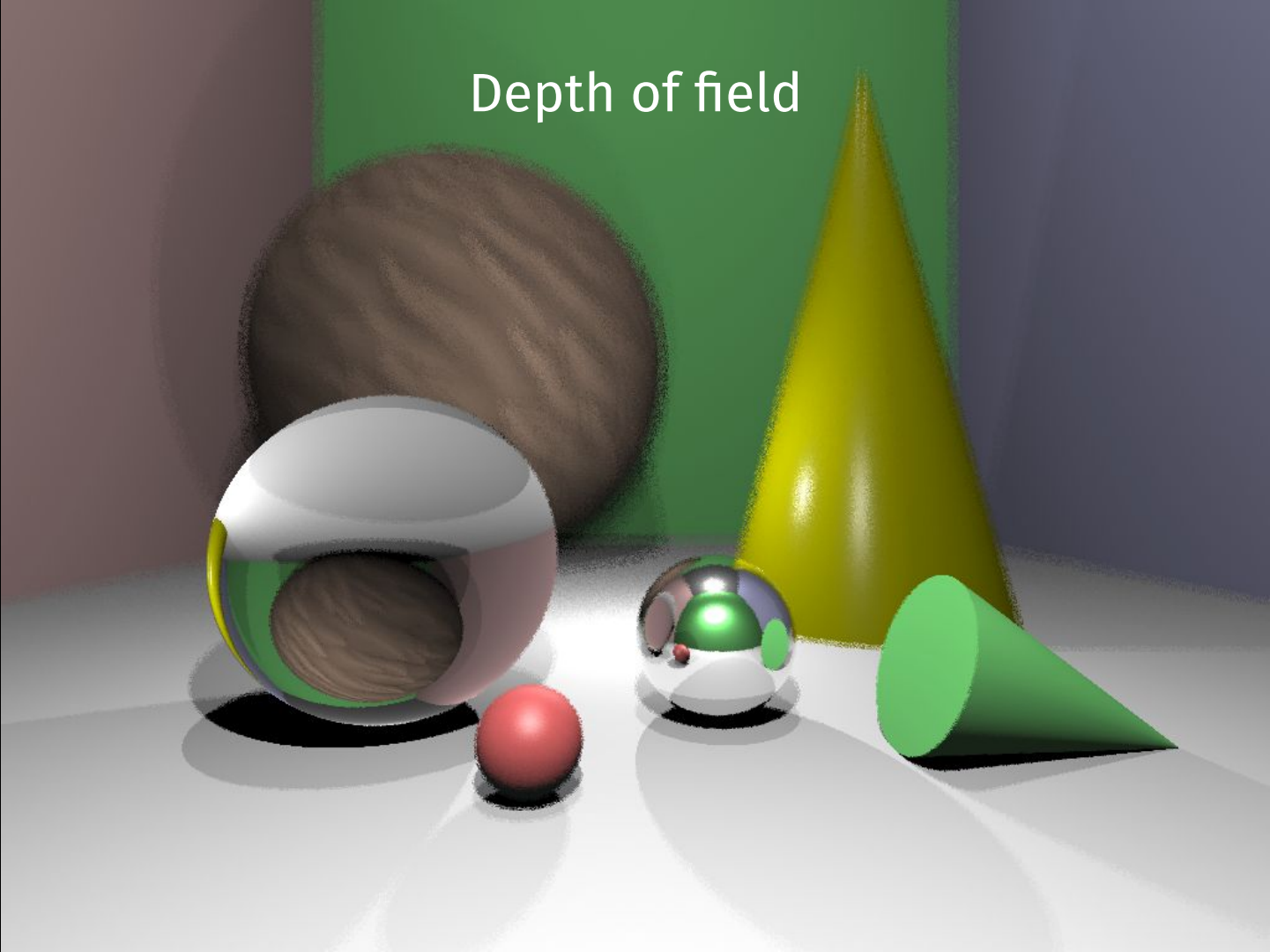


Antialiasing



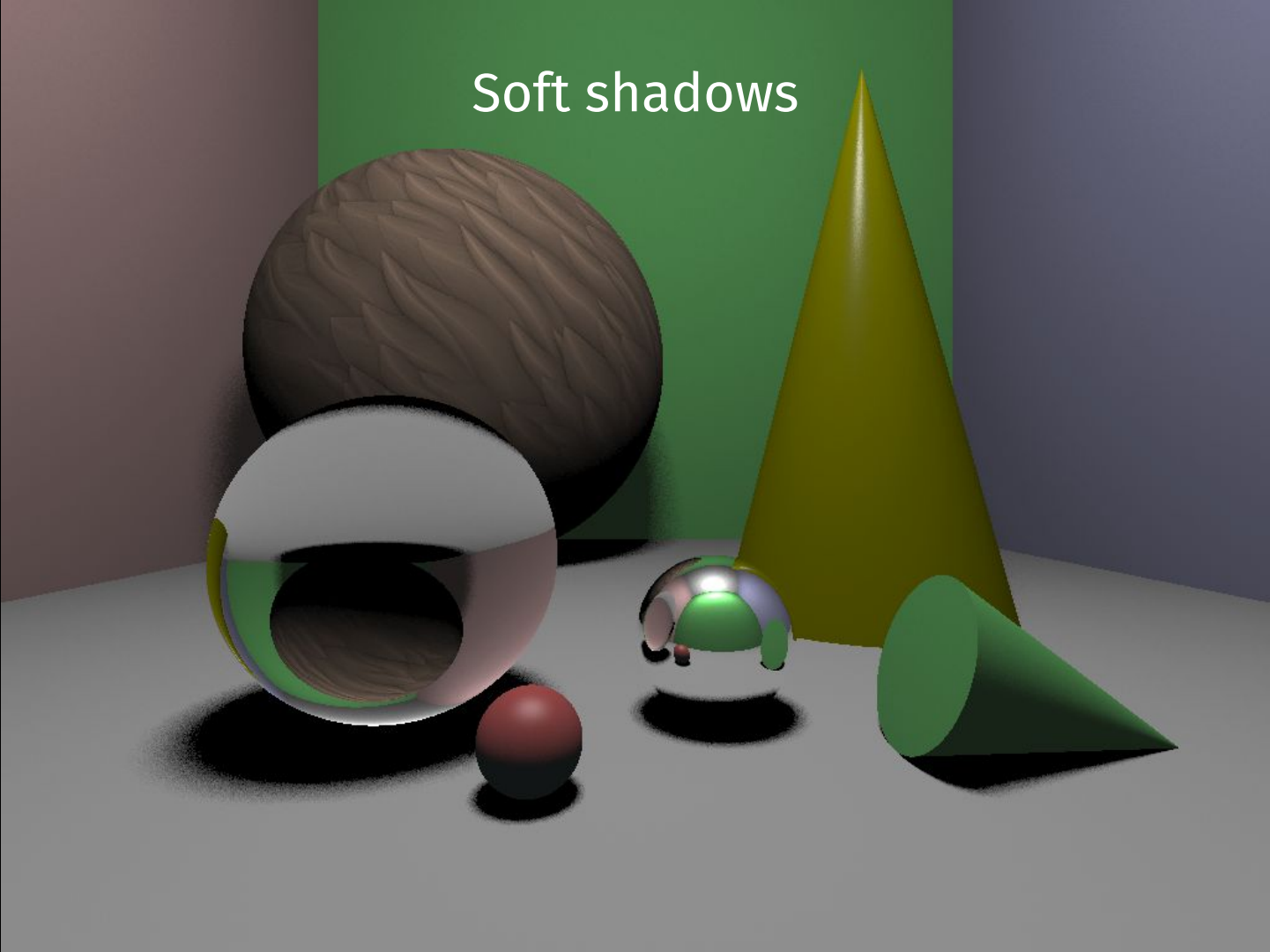
# Depth of field



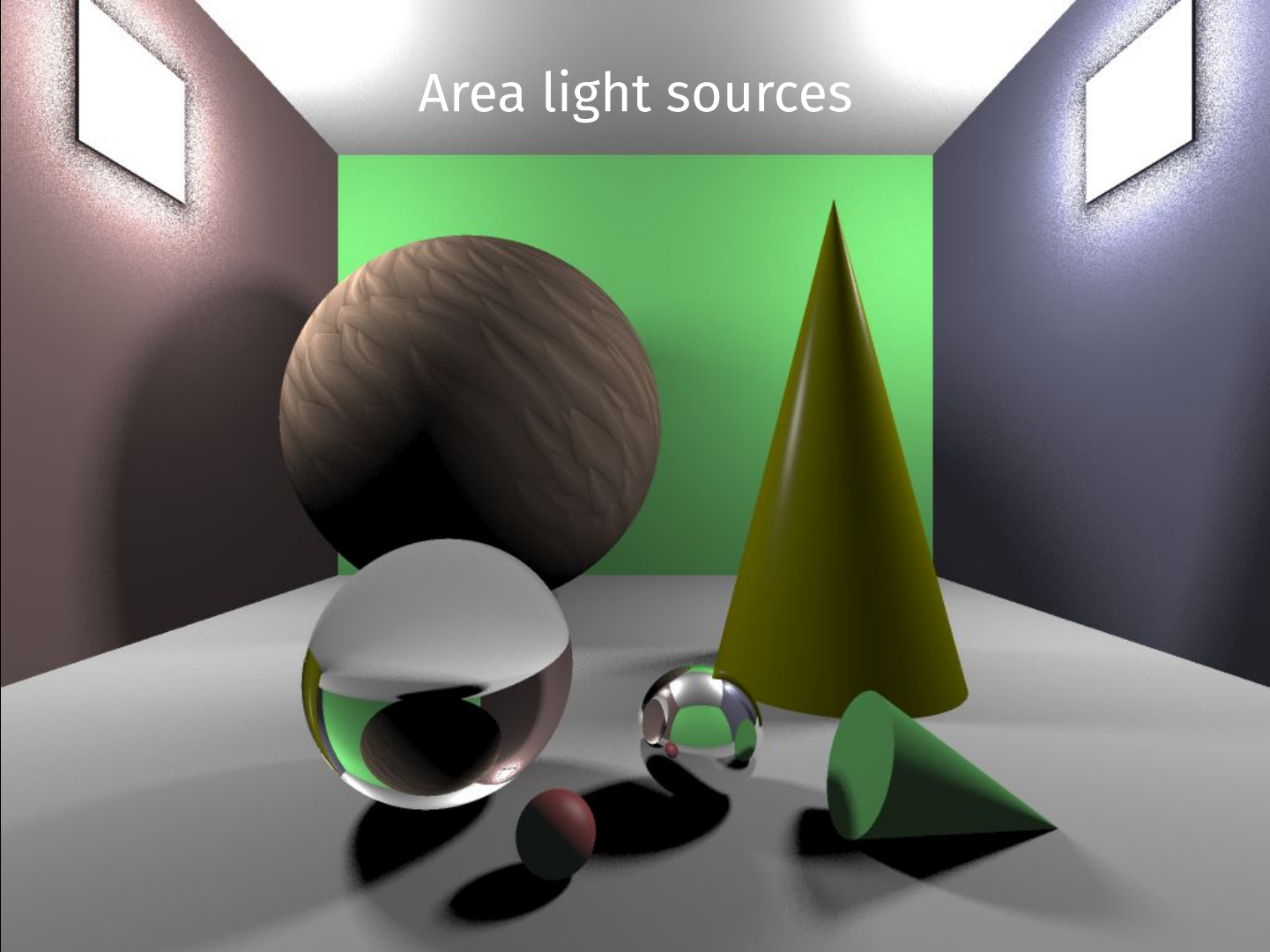
# Triangle meshes



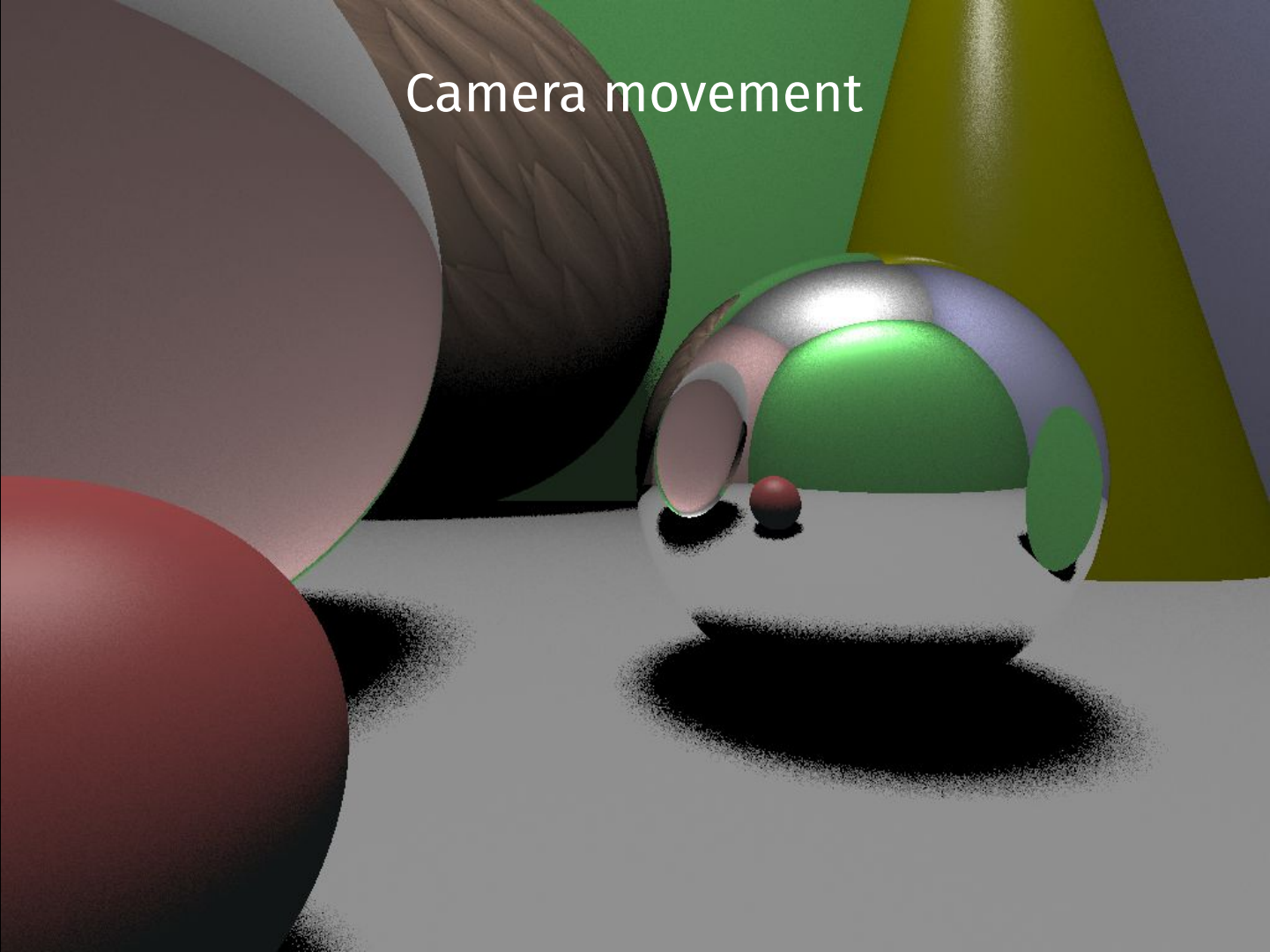
Soft shadows



# Area light sources



Camera movement





# Scene ideas





# And after 13 hours 49 minutes 7 seconds...

```
97.168 % rendered, will finish in approx. 23:32
97.266 % rendered, will finish in approx. 22:43
97.363 % rendered, will finish in approx. 21:54
97.461 % rendered, will finish in approx. 21:05
97.559 % rendered, will finish in approx. 20:16
97.656 % rendered, will finish in approx. 19:28
97.754 % rendered, will finish in approx. 18:39
97.852 % rendered, will finish in approx. 17:50
97.949 % rendered, will finish in approx. 17:01
98.047 % rendered, will finish in approx. 16:12
98.145 % rendered, will finish in approx. 15:24
98.242 % rendered, will finish in approx. 14:35
98.340 % rendered, will finish in approx. 13:46
98.438 % rendered, will finish in approx. 12:57
98.535 % rendered, will finish in approx. 12:09
98.633 % rendered, will finish in approx. 11:20
98.730 % rendered, will finish in approx. 10:31
98.828 % rendered, will finish in approx. 9:43
98.926 % rendered, will finish in approx. 8:54
99.023 % rendered, will finish in approx. 8:05
99.121 % rendered, will finish in approx. 7:17
99.219 % rendered, will finish in approx. 6:28
99.316 % rendered, will finish in approx. 5:40
99.414 % rendered, will finish in approx. 4:51
99.512 % rendered, will finish in approx. 4:02
99.609 % rendered, will finish in approx. 3:14
99.707 % rendered, will finish in approx. 2:25
99.805 % rendered, will finish in approx. 1:37
99.902 % rendered, will finish in approx. 0:48
```

```
100.000 % rendered, will finish in approx. 0:00
```

```
It took 49747 seconds to render the image.
```

```
tara@wolf ~/repos/usi/raytracer (scene *%=-) $ |
```

