

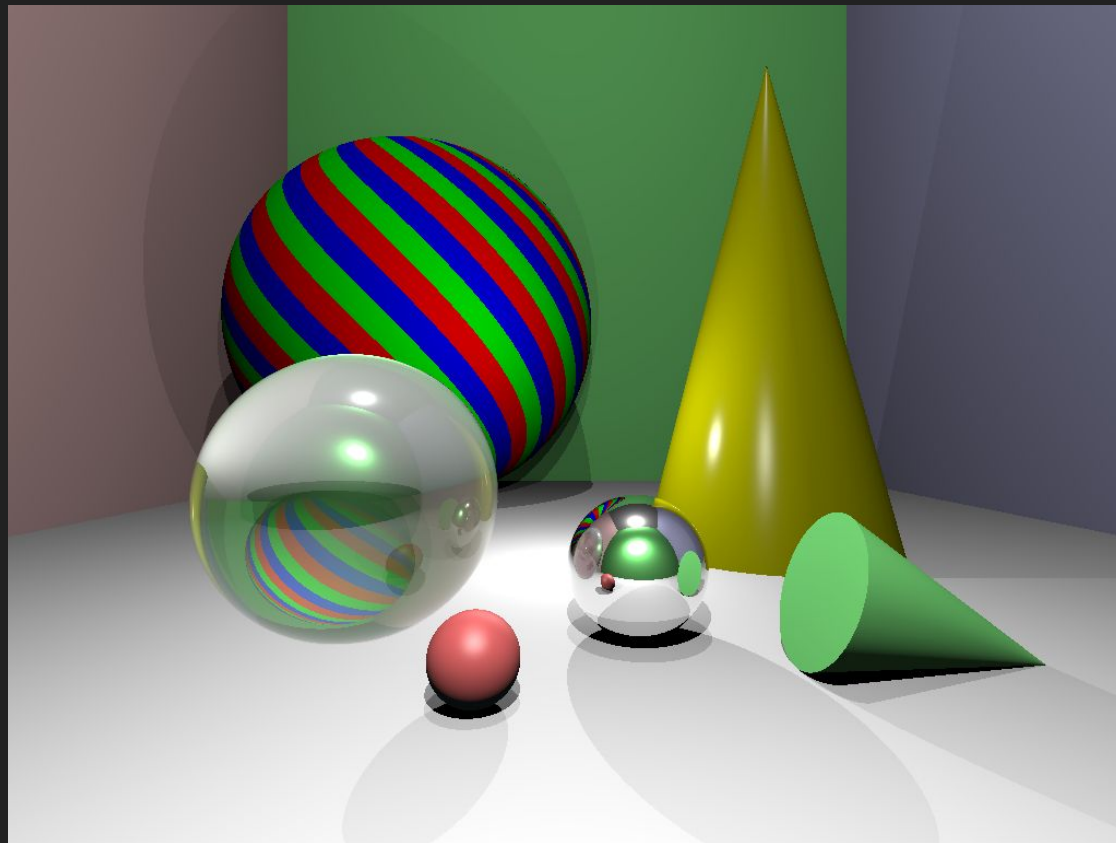
Computer Graphics Rendering Competition

Maragliano Gianluca, Masutti Cristiano

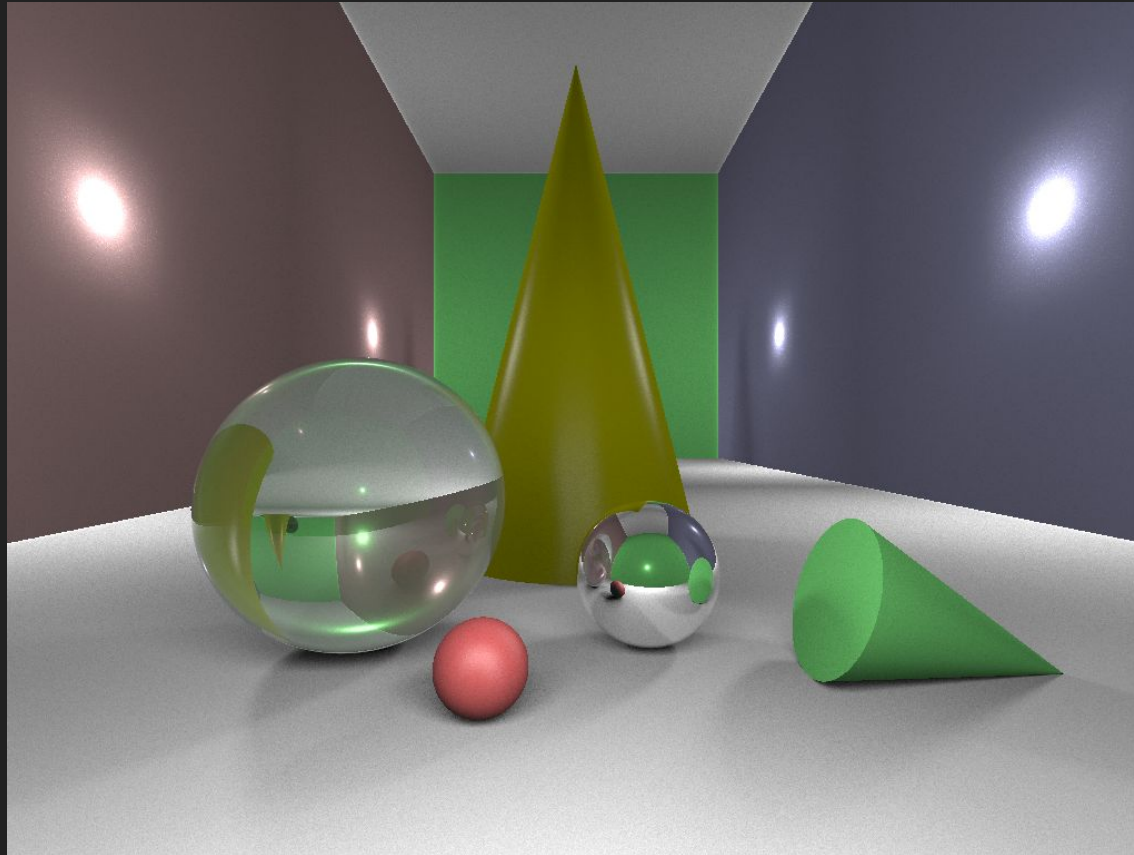
Our Expanded Ray-Tracer:

- Area Light Sources and soft shadows
- Anti-aliasing with stochastic super sampling
- Depth of Field
- Participation Media

Where we started:

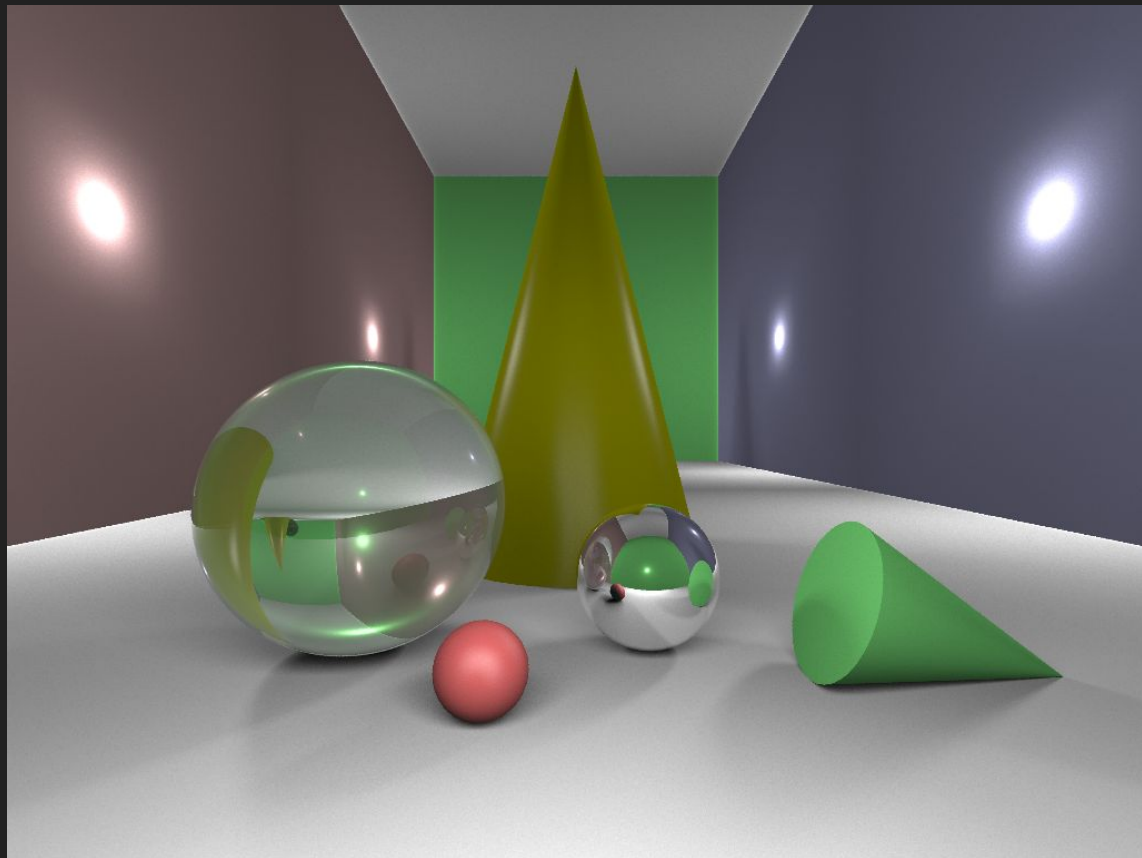


Area Light Source:

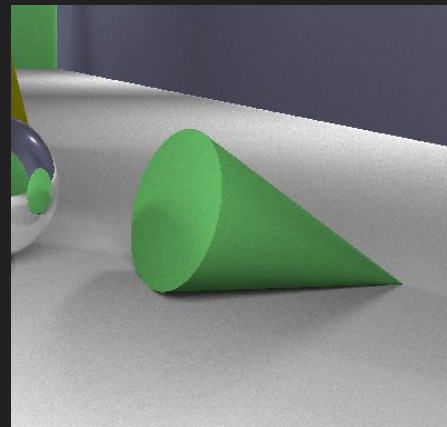


Too much noise!

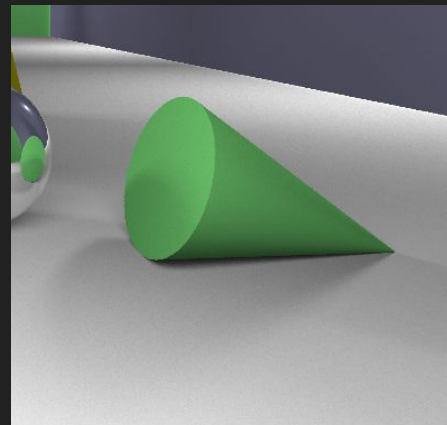
Anti-Aliasing:



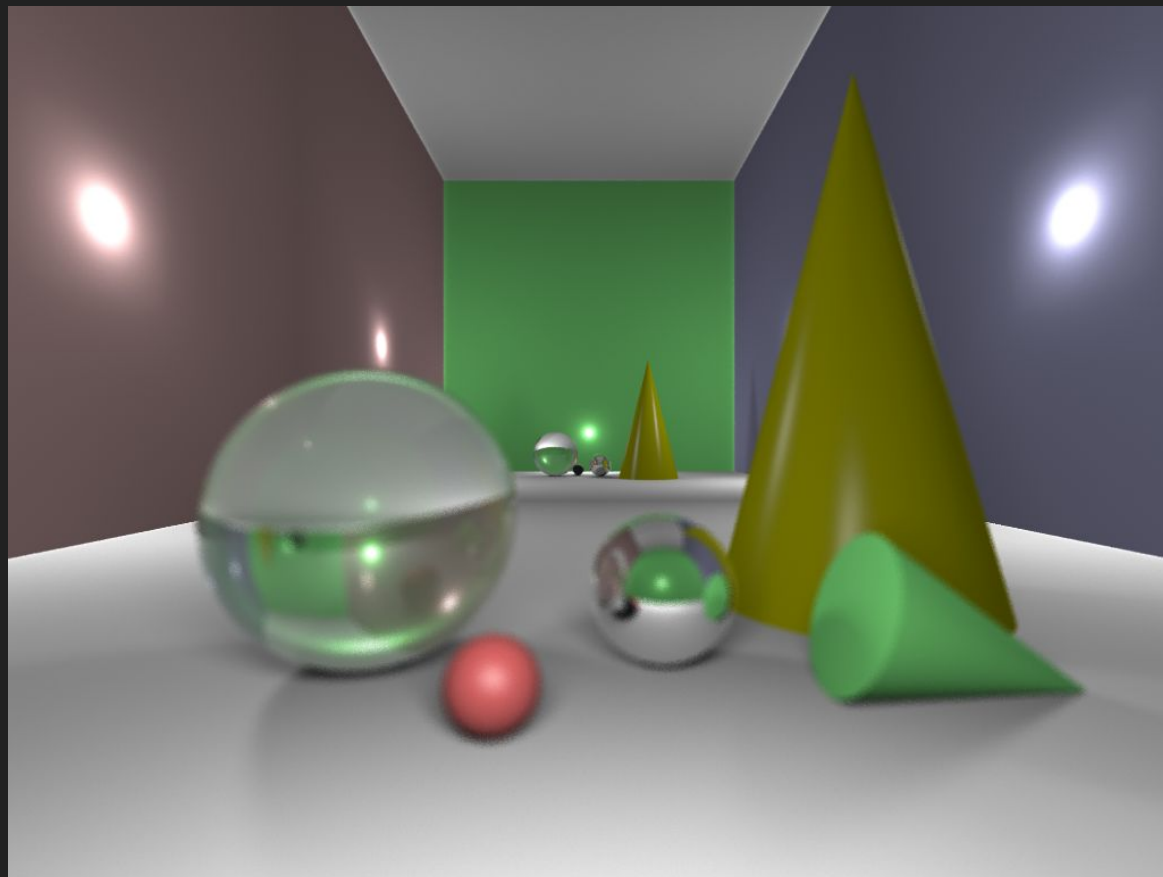
Without:



With:



Depth of Field



Fog Participation Media:

