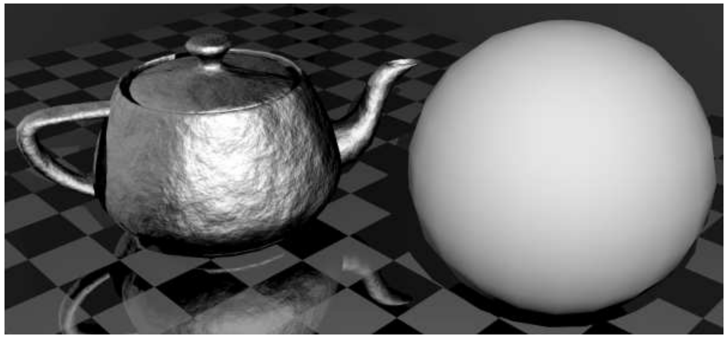
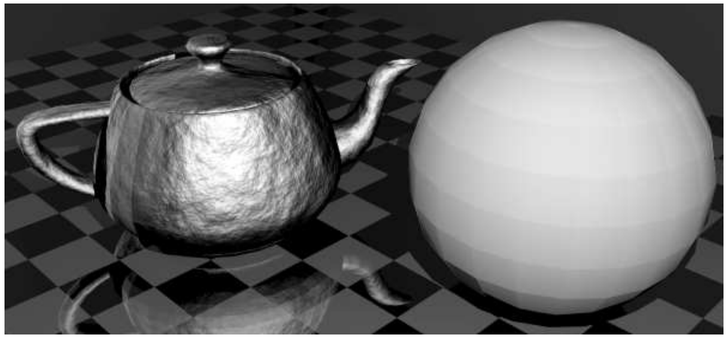
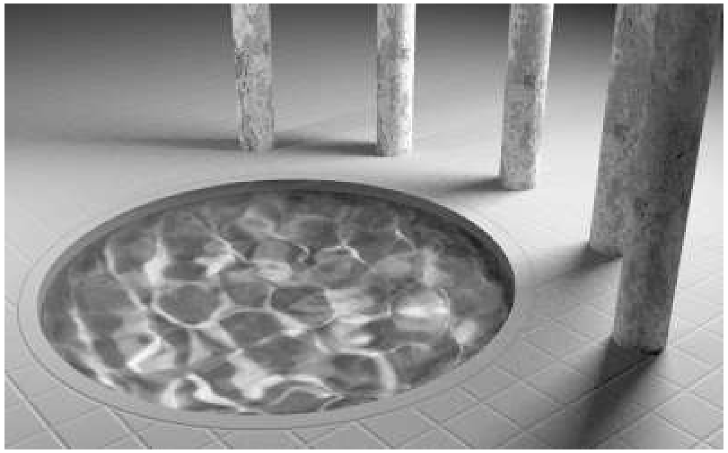


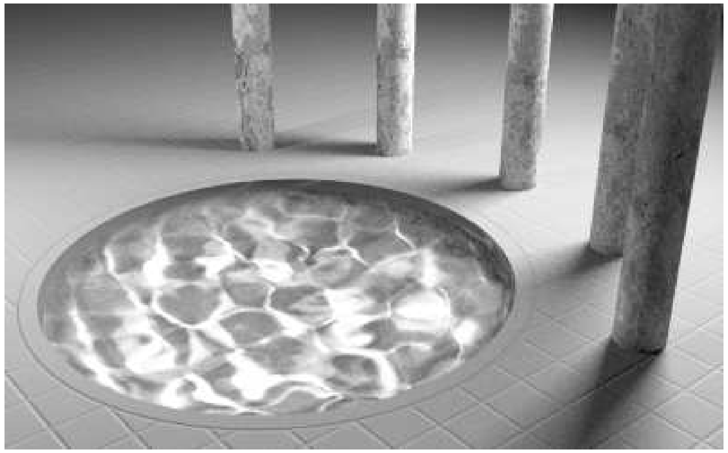
Bump mapping and Phong interpolation, reference image. Shows direct lighting as it would be computed by particle tracing. (Veach, Plate 1a)



The same model, with errors caused by assuming that shading normals do not affect the symmetry of BRDF's. (Veach, Plate 1b)



A pool of water with caustics, reference image. Simulated using a particle tracing algorithm. (Veach, Plate 2a)



Incorrect caustics (too bright), caused by assuming that refraction between air and water is modeled by a symmetric BTDF. (Veach, Plate 2b)