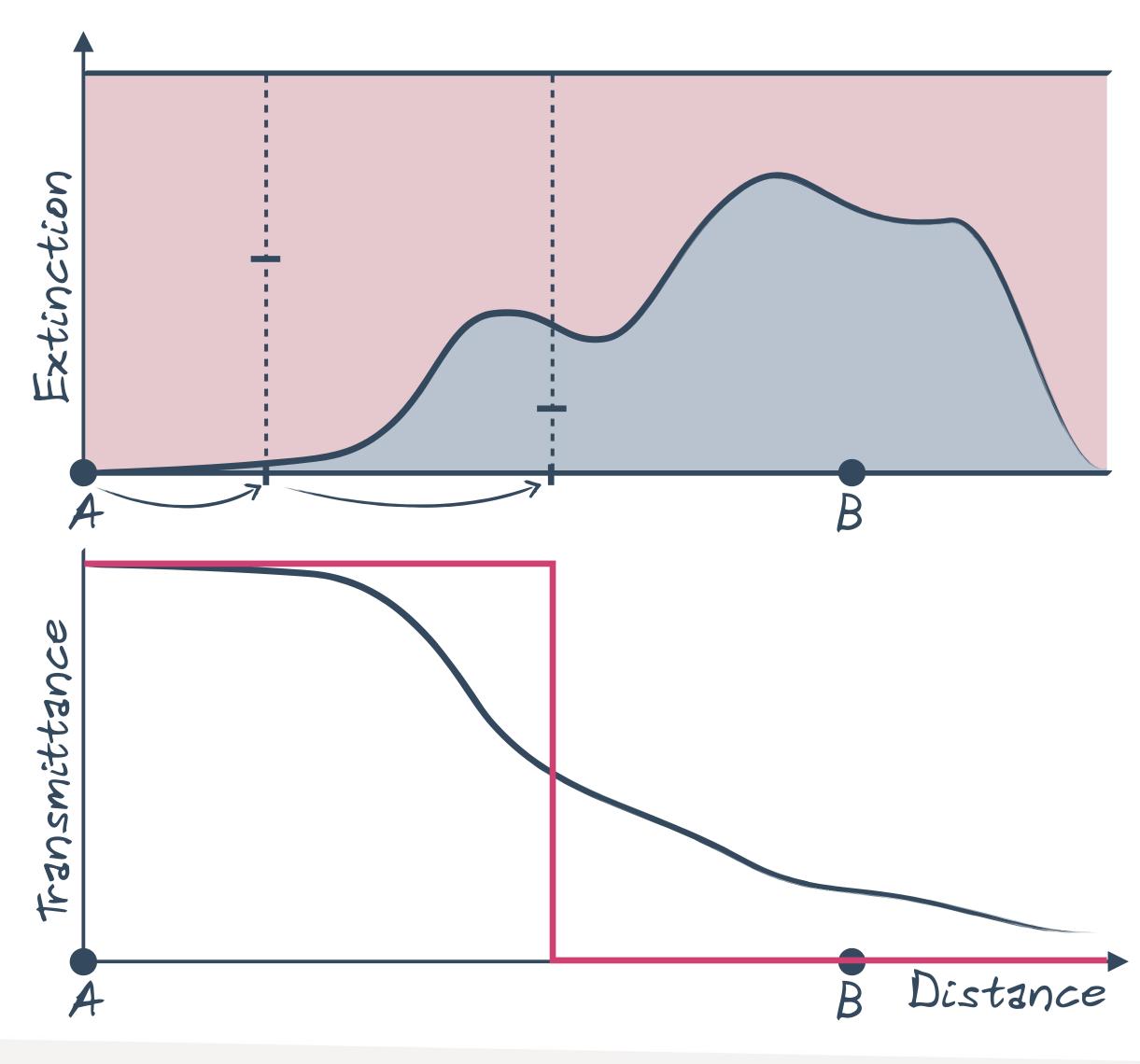
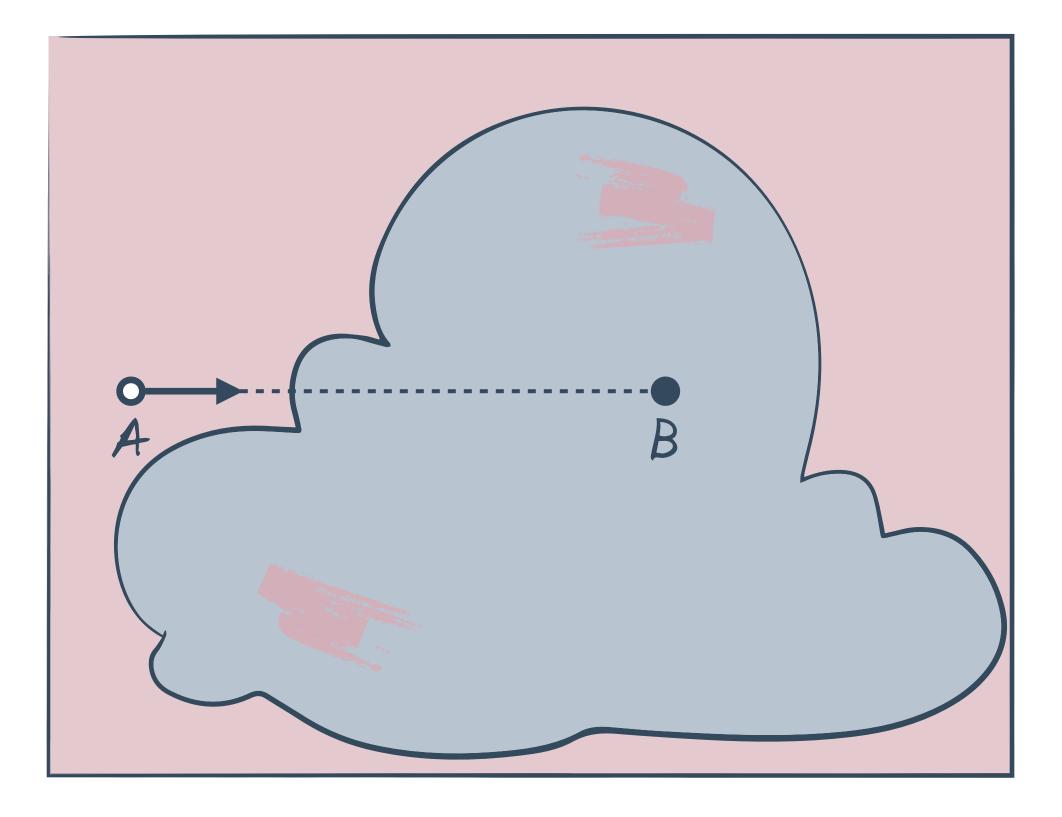


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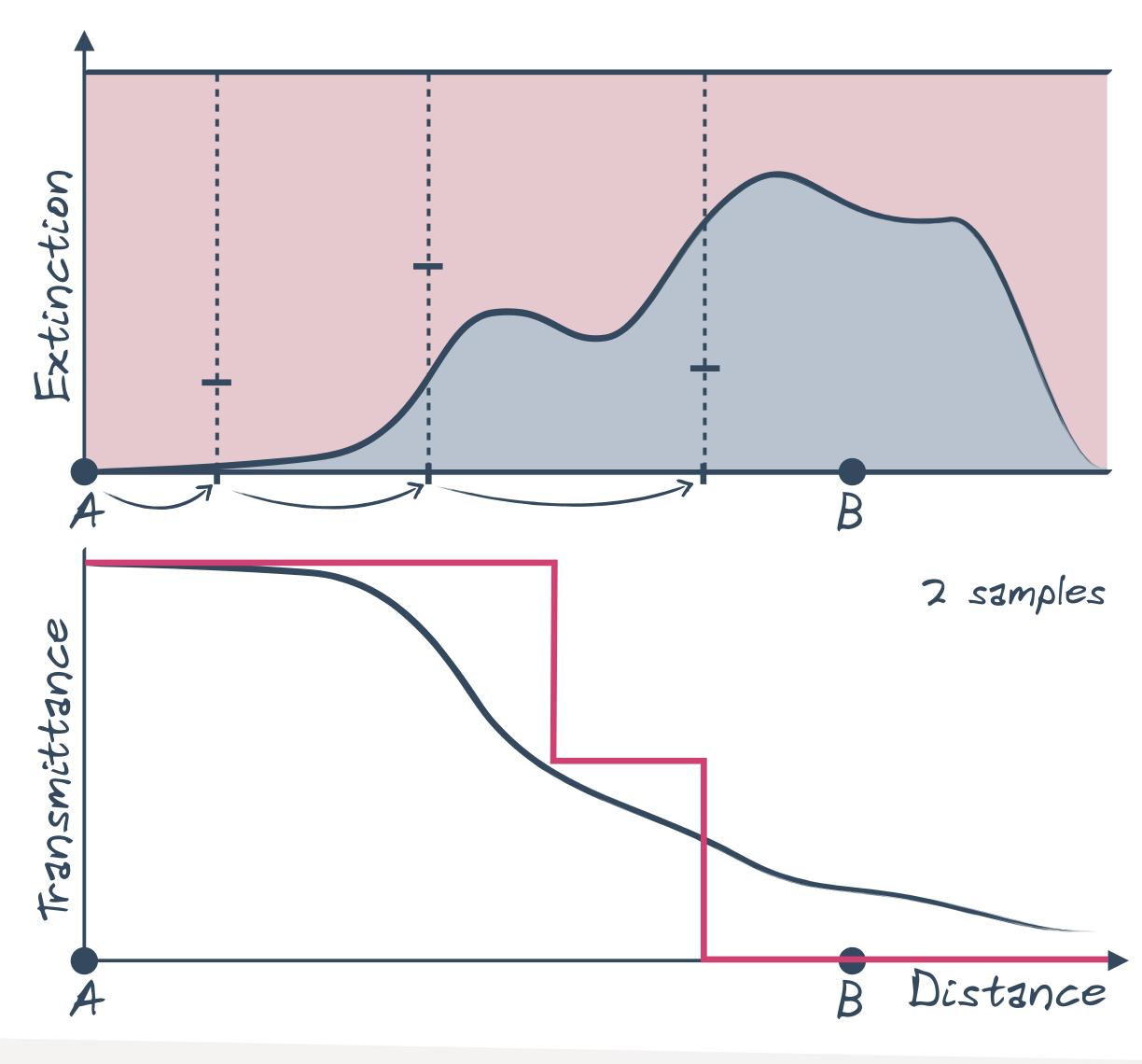




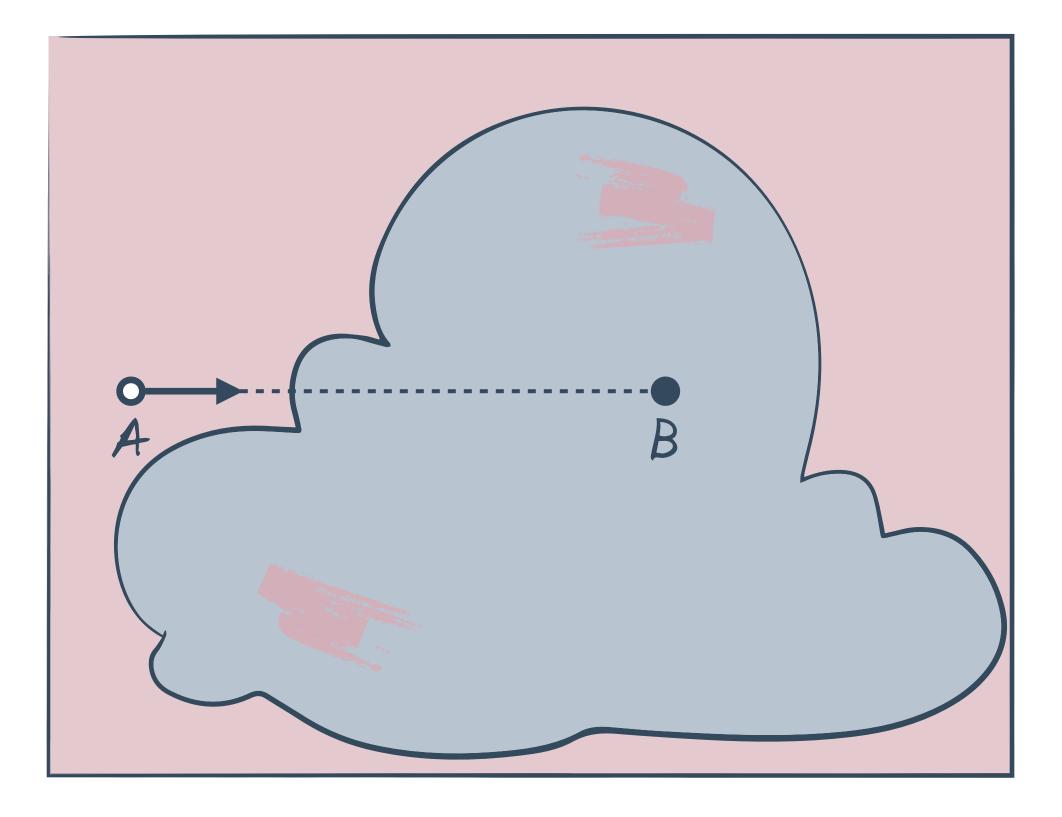


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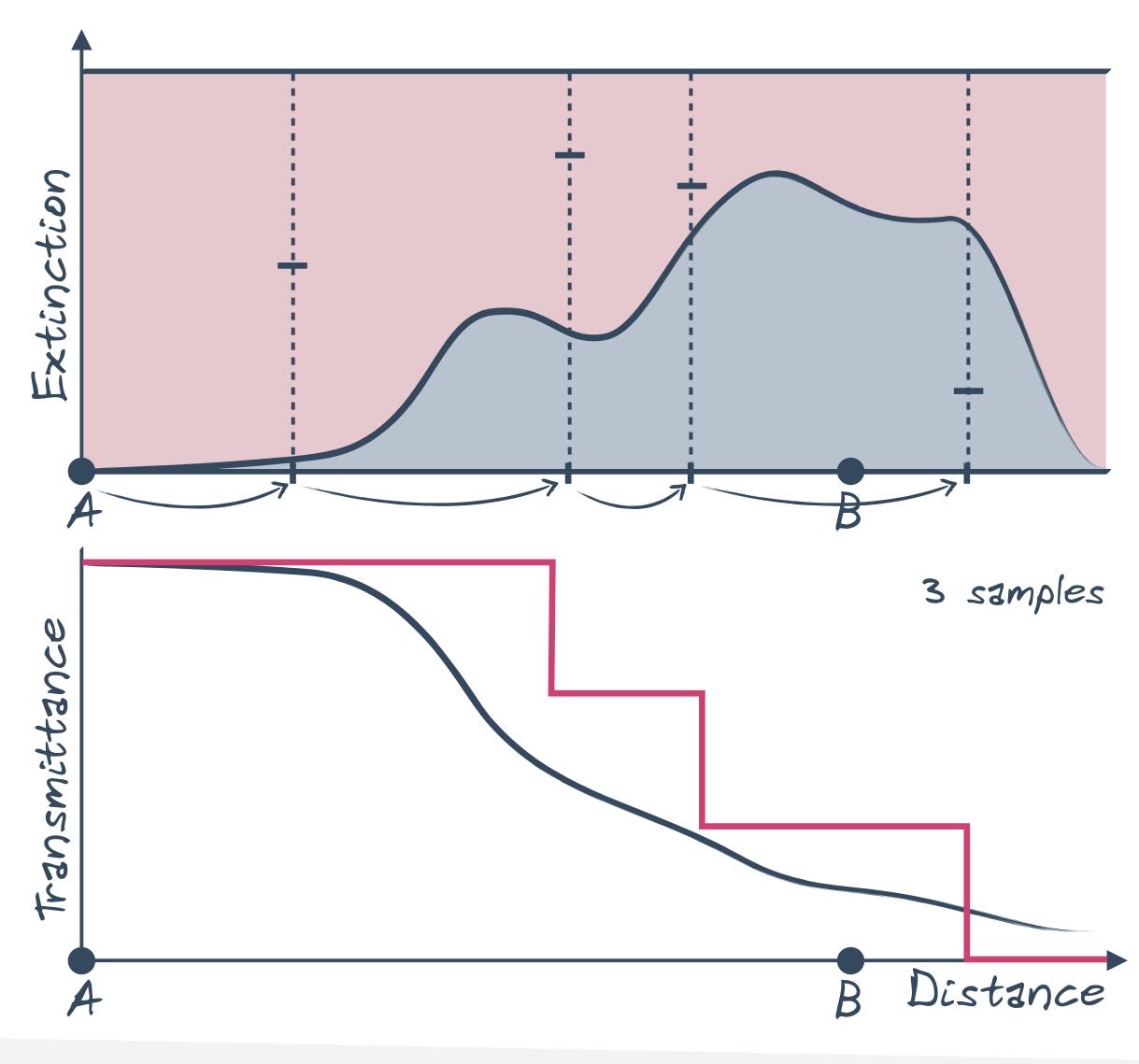




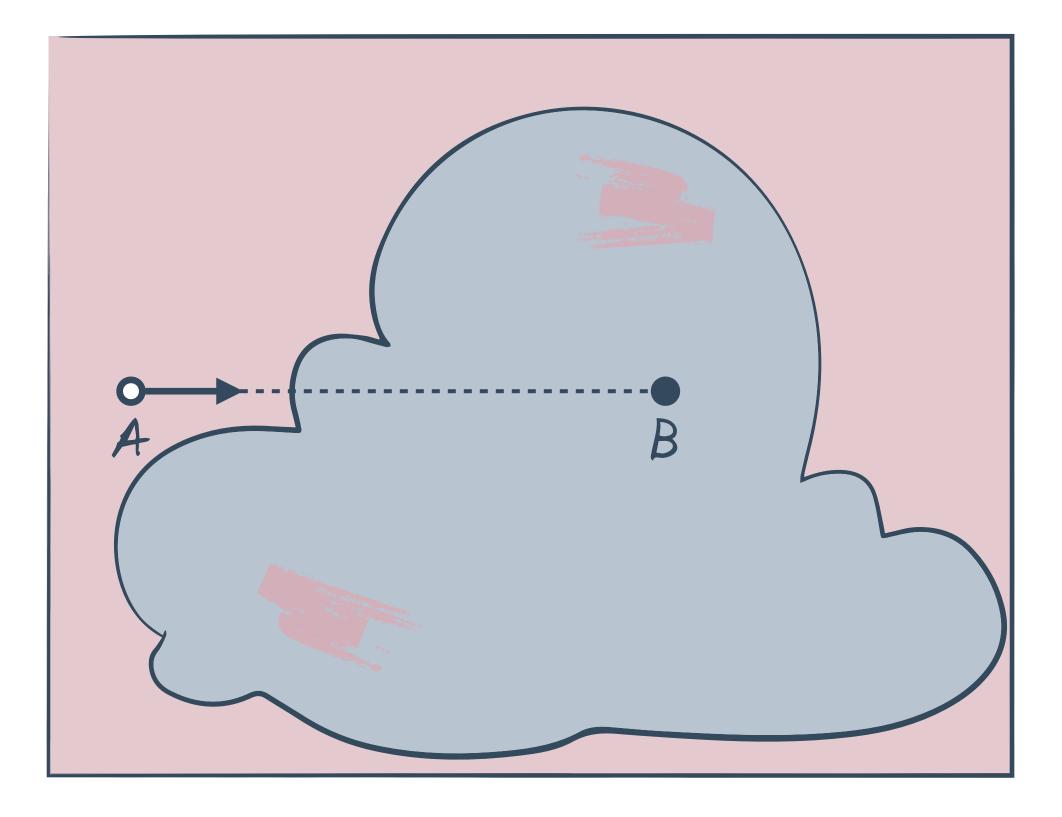


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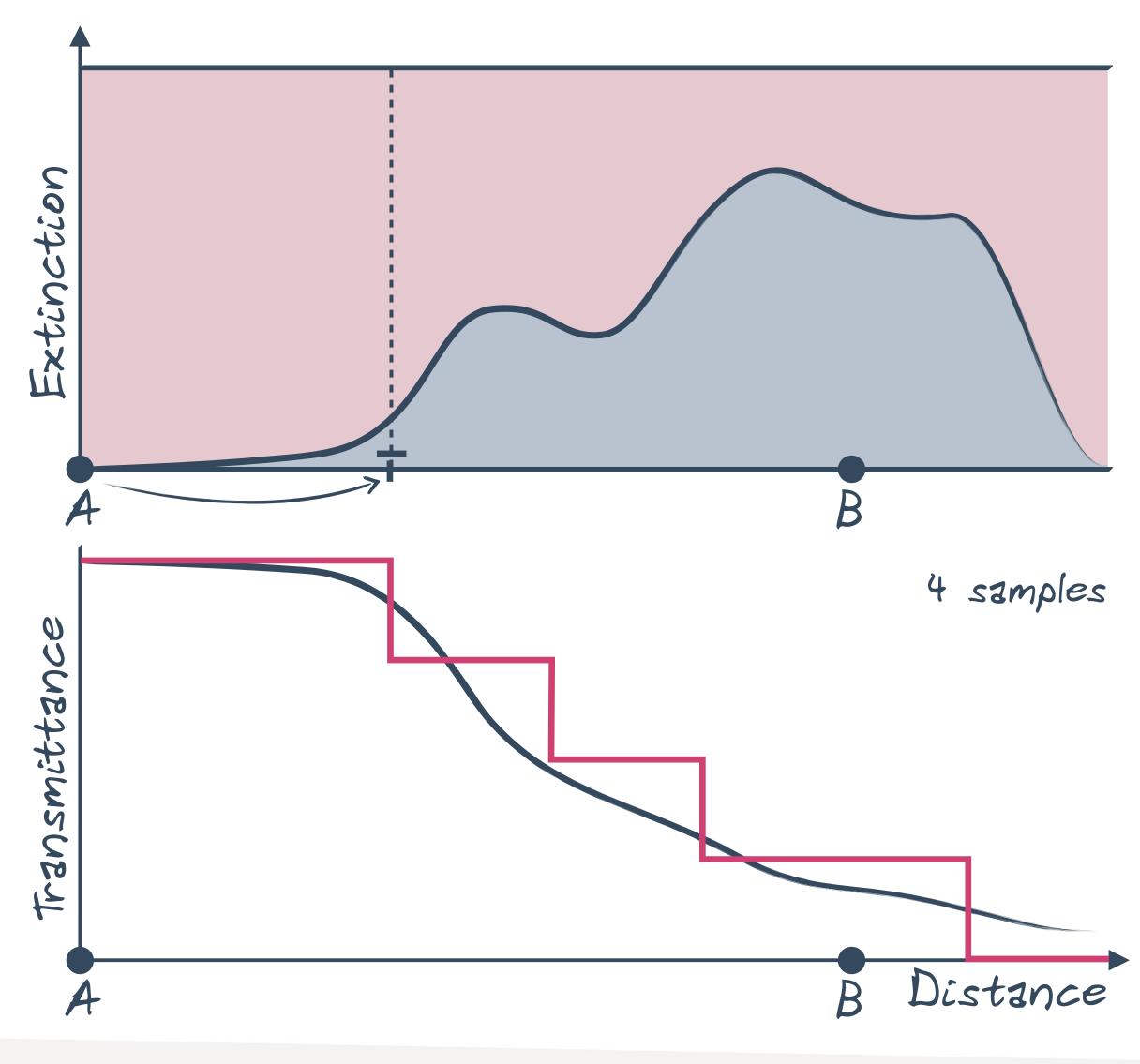




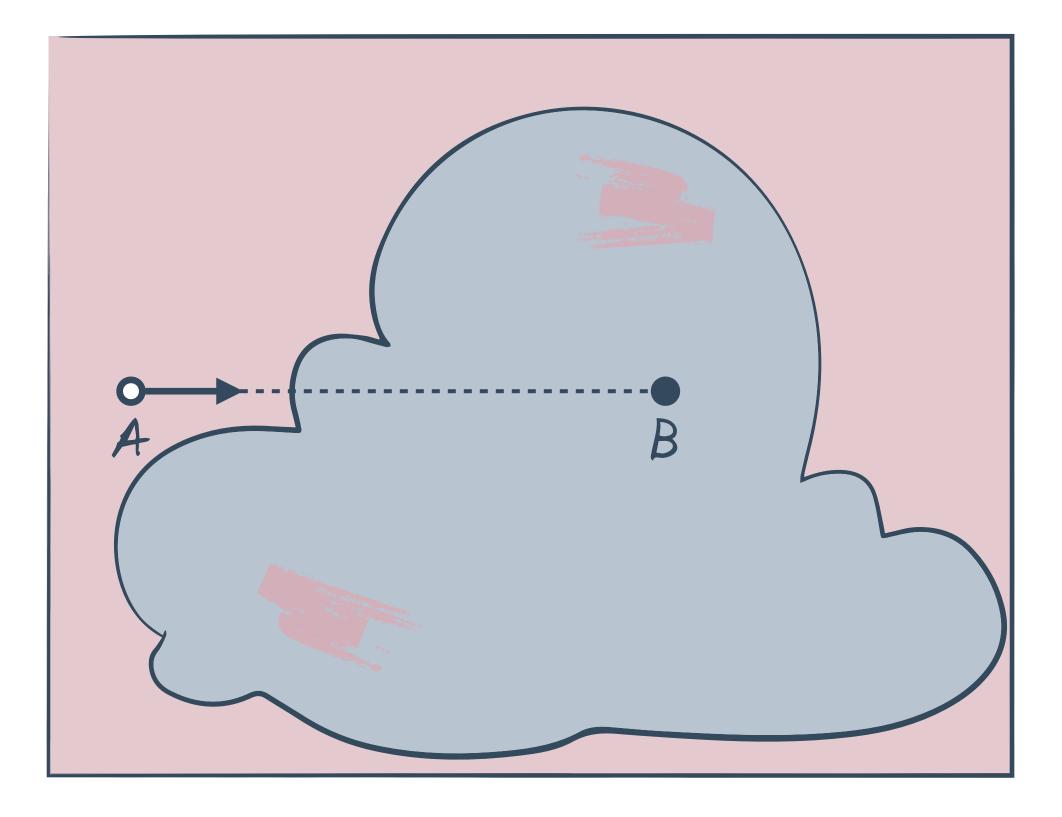


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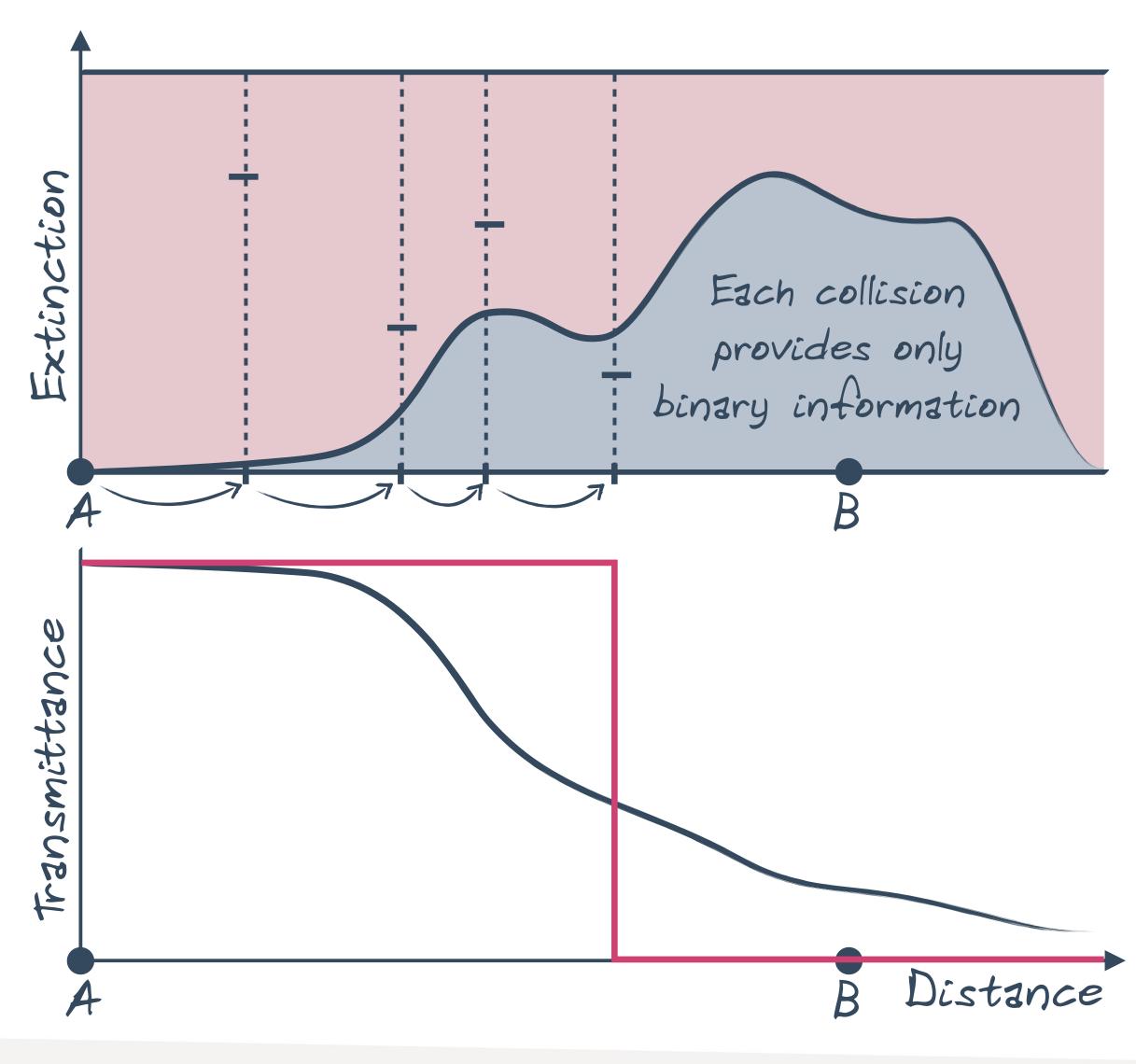






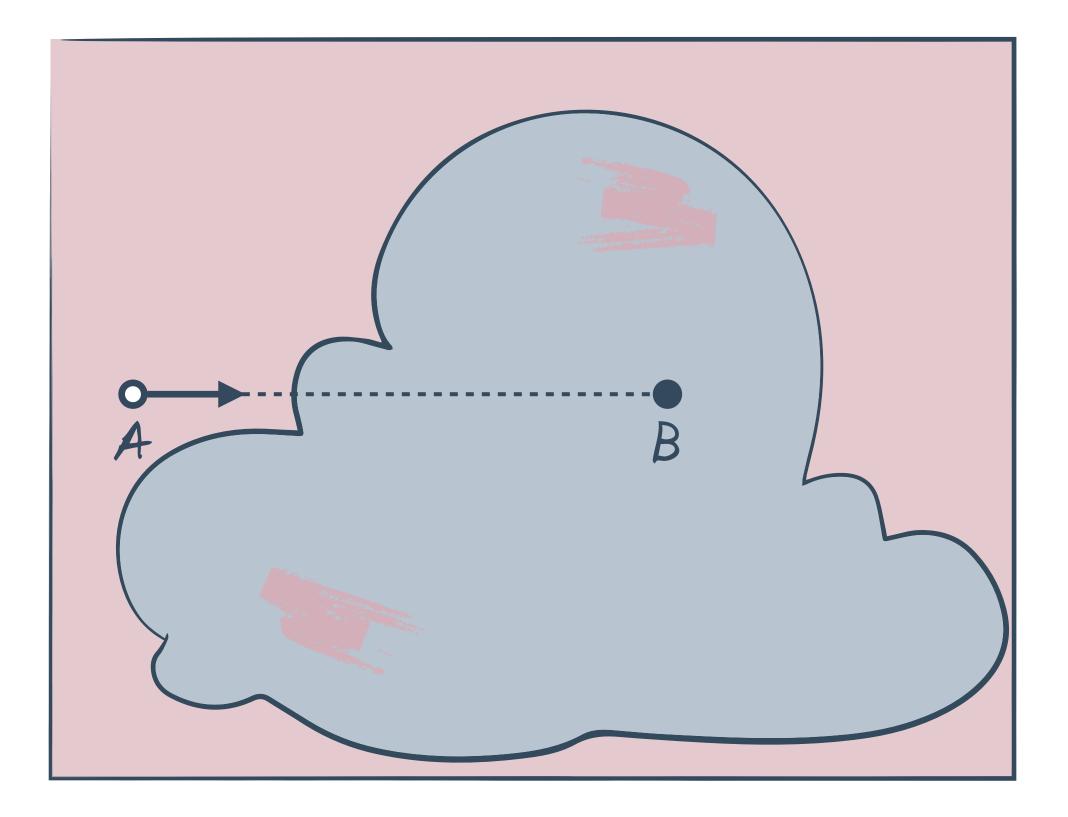
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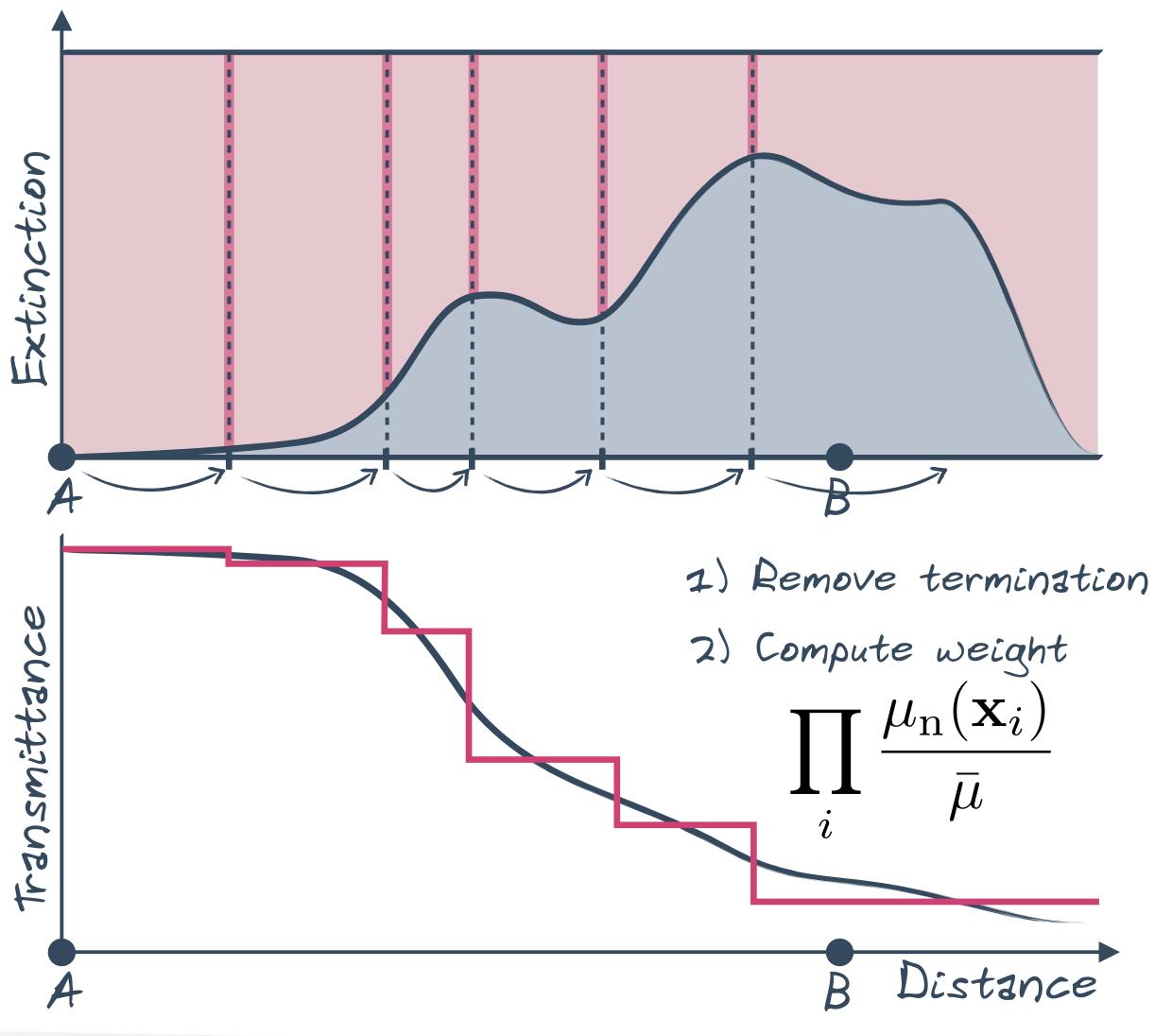


[Cramer 1978, Novák et al. 2014]

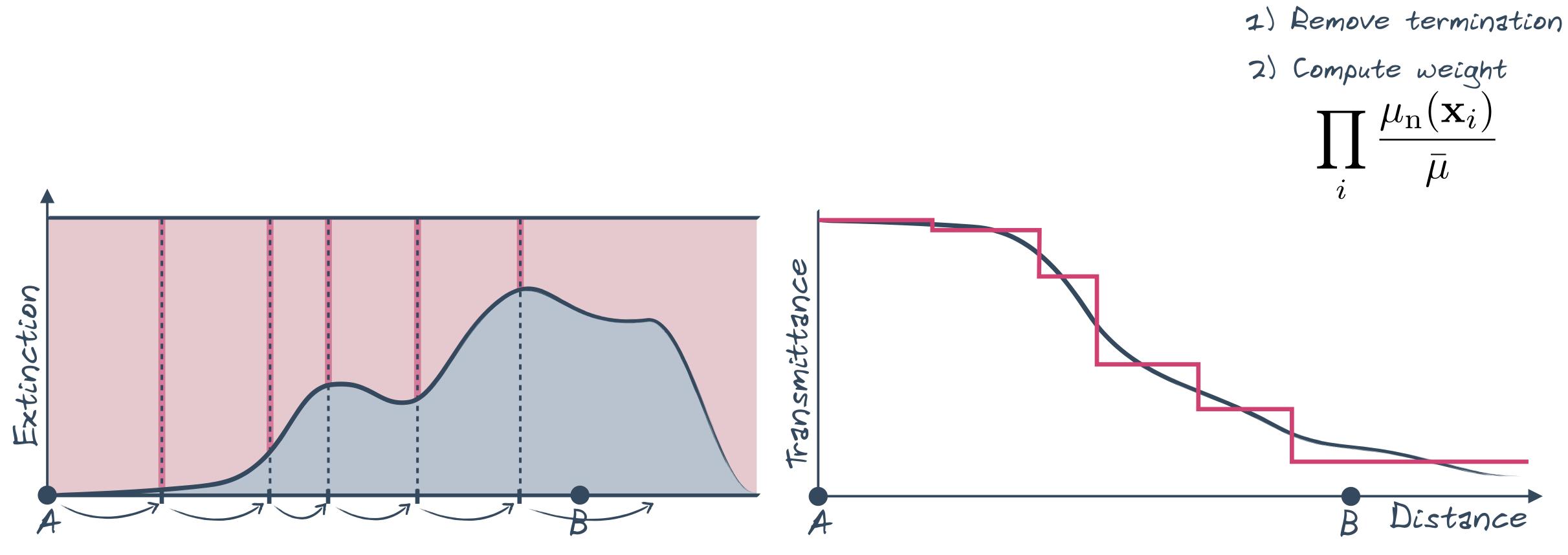


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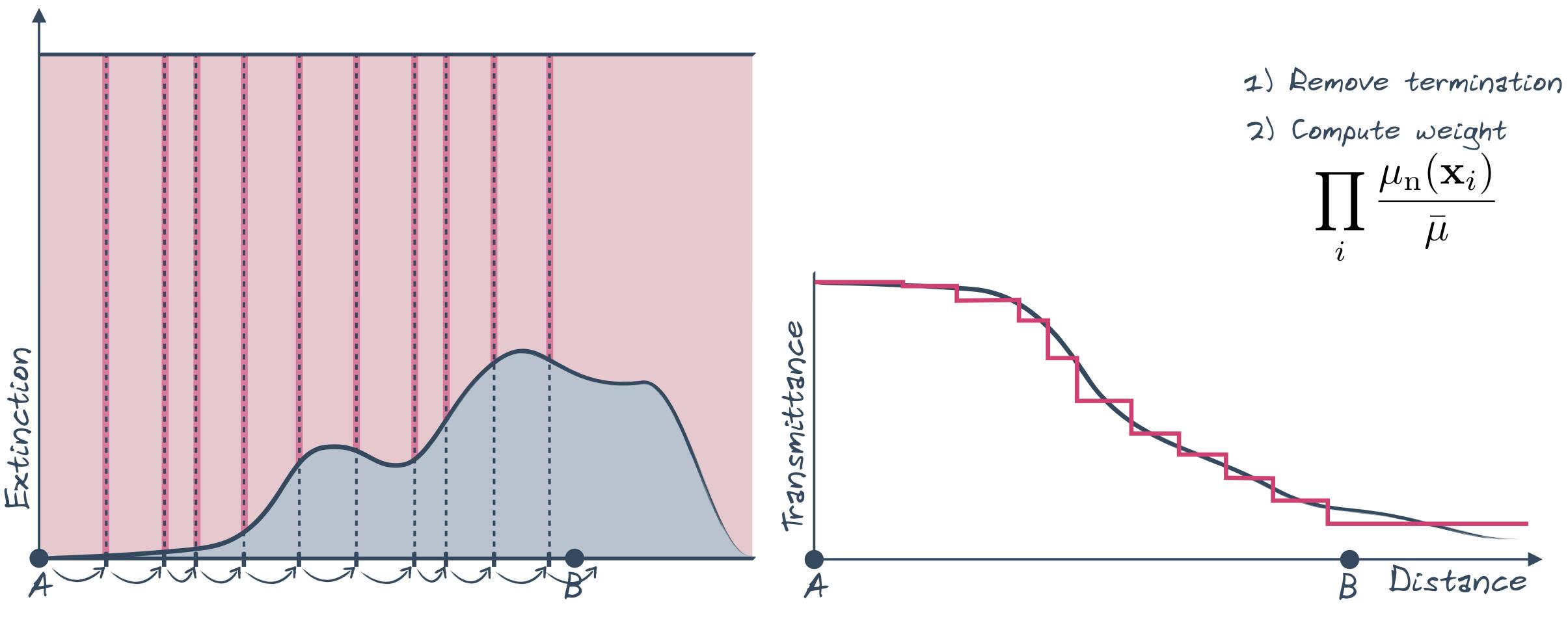




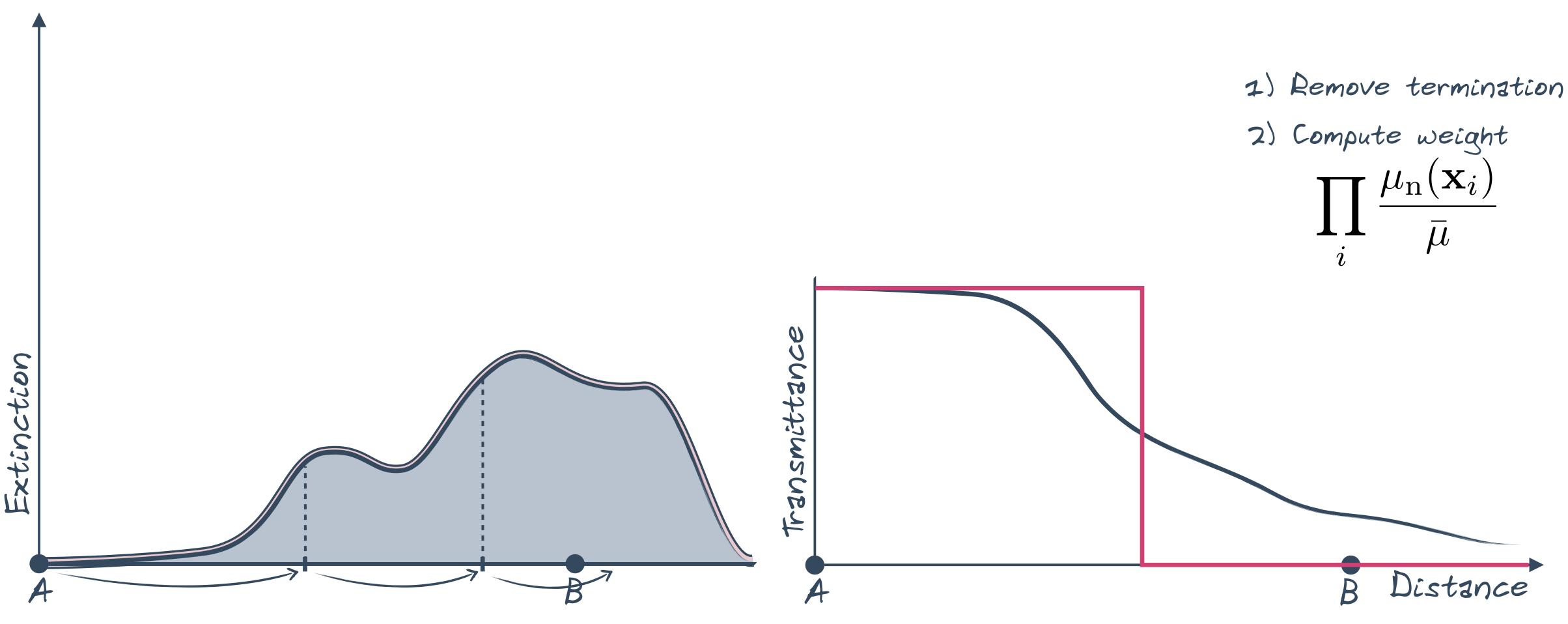


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Extra steps => higher cost than delta tracking





Probabilistic **TERMINATION** replaced by **WEIGHTING**

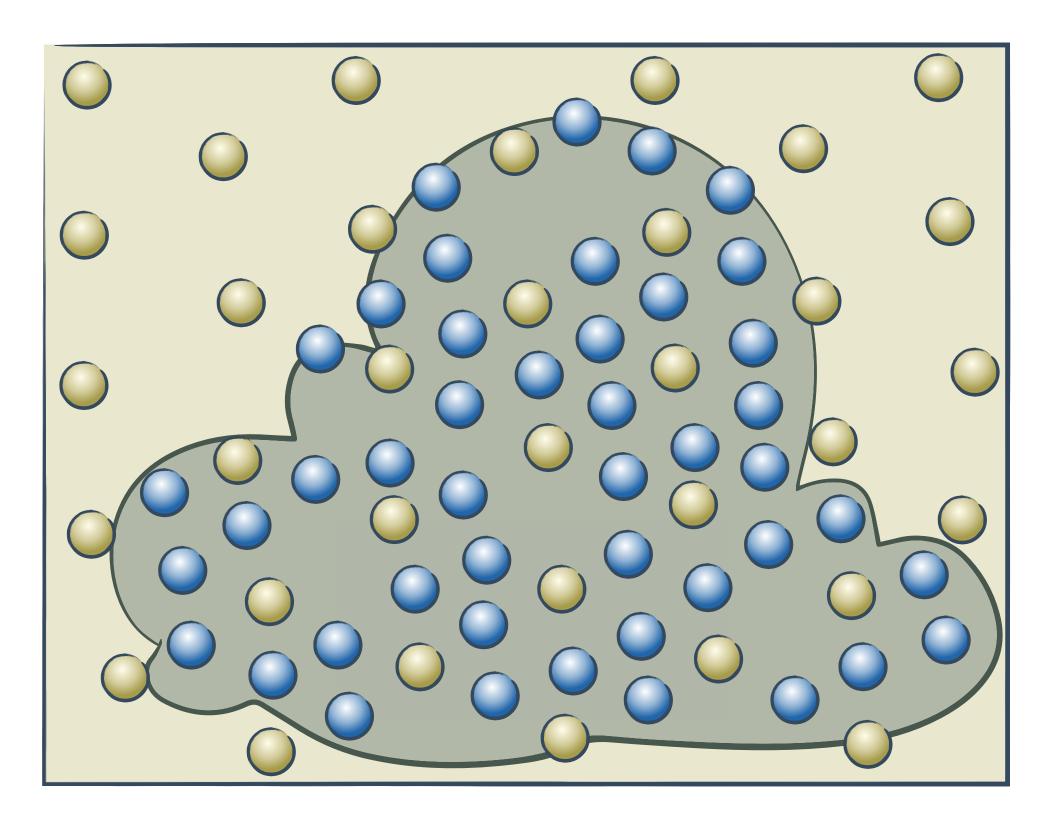
- Rational score instead of binary
- \blacktriangleright Requires more steps than a delta-tracking estimator (must reach *B*)
- Reduces the need for tight majorants
 - Loose majorants produce (more null collisions and therefore) finer estimates





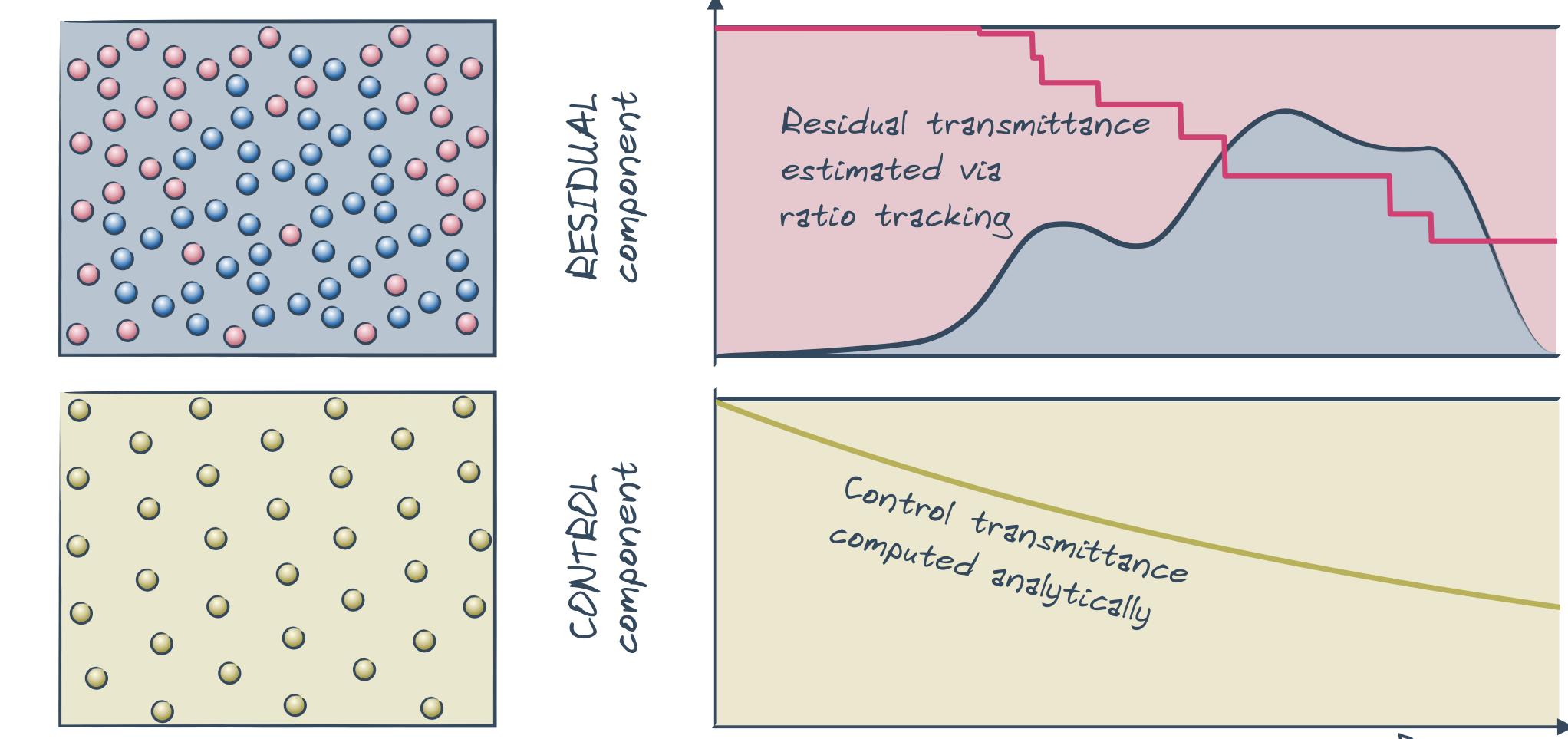
Compute part of the transmittance analytically

[Novák et al. 2014]



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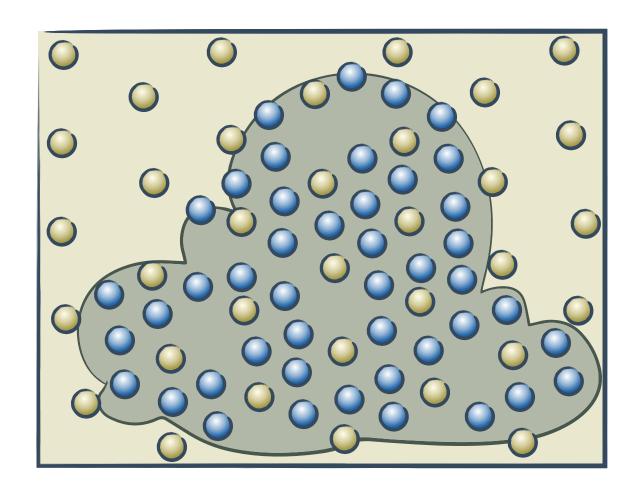




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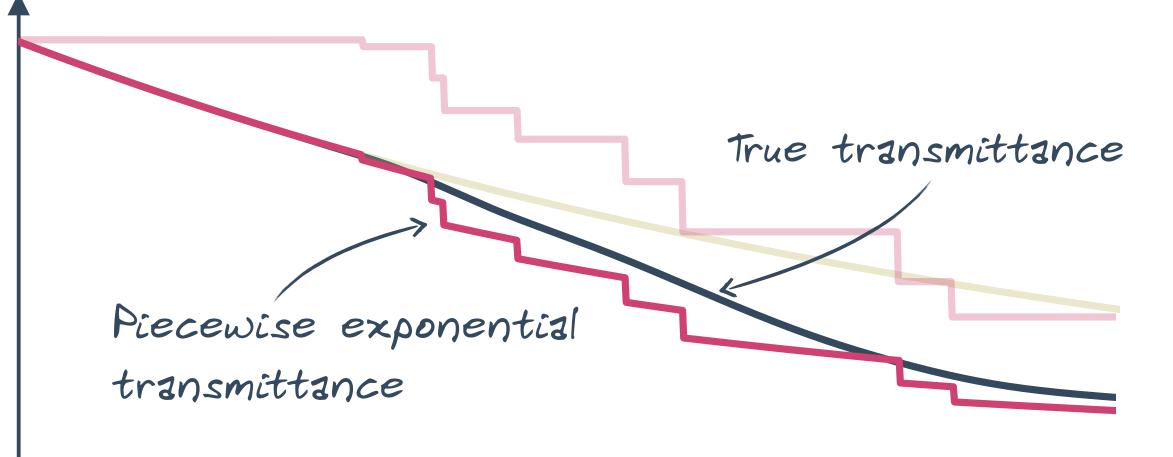






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Distance

$\langle T(t) \rangle = T_{\text{control}}(t) \langle T_{\text{residual}}(t) \rangle$



HOMOGENEOUS and **RESIDUAL HETEROGENEOUS** components

- Reduces noise by handling part of the transmittance analytically
- Requires a space-partitioning data structure (e.g. octree) to be practical
- Can handle negative residual extinctions

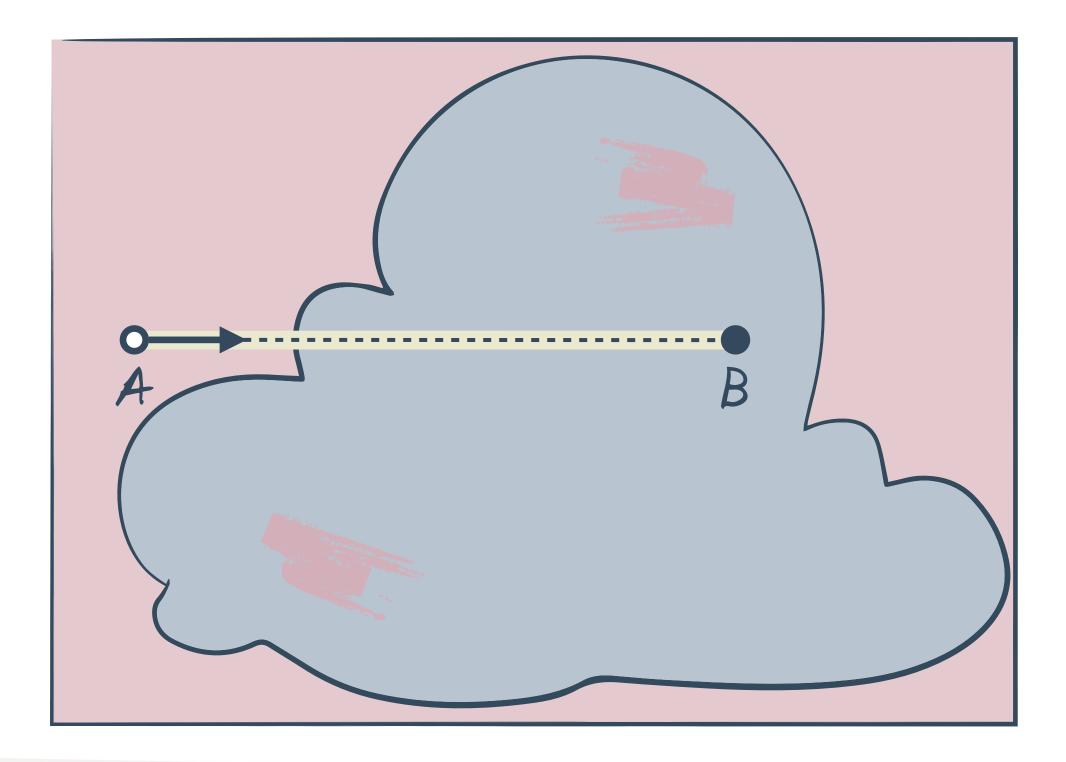
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NEXT-FLIGHT ESTIMATORS

Score a weight at every tentative collision

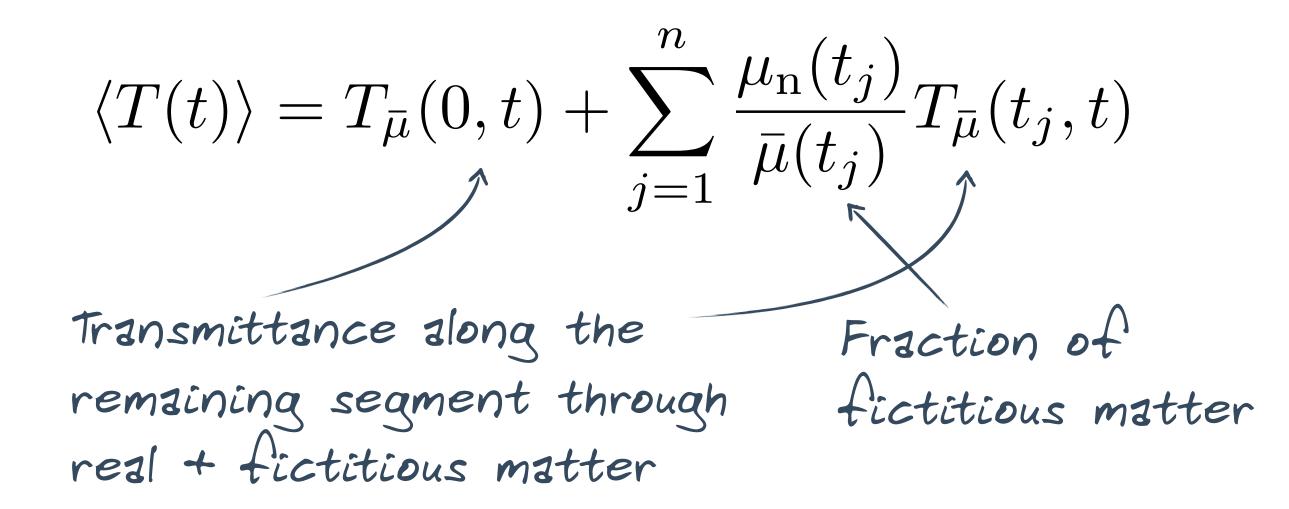
Cramer [1978] combines next-flight estimation with delta and ratio tracking



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NEXT-FLIGHT DELTA TRACKING





SUMMARY

DELTA TRACKING estimator

Relatively cheap but binary, inefficient w/ loose majorants

RATIO TRACKING estimator

More expensive, but also more accurate especially w/ loose majorants

RESIDUAL TRACKING estimators

Reduces variance by employing analytic computation for part of the transmittance function

NEXT-FLIGHT estimators

- Further improve performance by scoring a weight at each step Not fully explored yet in the context of rendering...



ACKNOWLEDGEMENTS

Peter Kutz for tracing down many of the early delta tracking papers Maurizio Nitti for help w/ illustrations



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P I X A R ANIMATION STUDIOS

