Conclusions

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Film vs. game rendering

- Film
  - Fixed quality requirements
  - Performance negotiable

- Games
  - Fixed performance requirements
  - Quality negotiable

(after Larry Gritz @ HPG 2009)

Research challenges

- How about
  - Fixed quality requirements &
  - Fixed performance requirements ?

- What for?
  - Product customization in ecommerce
  - Interactive interior design

Research challenges

- Existing algorithms are inherently bad for some practical scenes

- More work to do for rendering researchers

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Thank you!

Global Illumination
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http://www.graphics.cornell.edu/~jaroslav/gicourse2010