Conclusion

When to **use** many-light rendering

- When performance is important

- Fast, noise-free images

- From approximate GI at interactive rates, to hi-fidelity rendering

When **not to use** M-L rendering

- 100% accurate reference solutions

M-L rendering – Research challenges

- Making M-L rendering 100% accurate
  - Hybrid solutions?

- Improving performance

- Volumetric scattering

(Optimizing) Realistic Rendering with Many-Light Methods

Course materials: google the courses title

Thank you!

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