Effects visible on the objects that are shown in the video

Sphere (in technical part and museum): refraction, anisotropic scattering, attenuation, surface reflection, emission, total reflection, Fresnel effect

Glass (on table): varying refraction, varying attenuation, moving light source, moving colored caustic on surface, surface reflection, total reflection, Fresnel effect

Slight temporal aliasing:
Note that we perform neither spatial nor temporal smoothing of the lighting data
Effects visible on the objects that are shown in the video

- **Logo**: varying refraction, ink-like attenuation in logo, total reflection, surface reflection, Fresnel effect

- **Rounded cube**: varying refraction, varying attenuation, Volume caustics in interior, anisotropic scattering, surface reflection, total reflection, Fresnel effect

- **Bunny in smoke**: varying refraction, varying attenuation, colored volume caustics in interior and in smoke, anisotropic scattering, surface reflection, total reflection, Fresnel effect