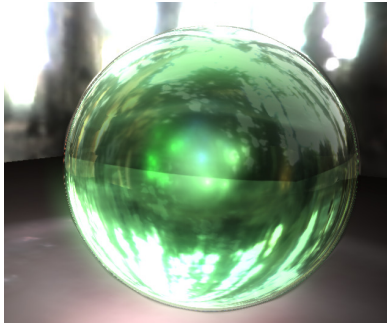


# Effects visible on the objects that are shown in the video



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

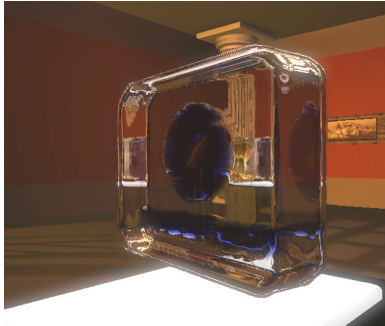


Glass (on table): varying refraction, varying  
attenuation, moving light source,  
moving colored caustic on surface, surface  
reflection, total reflection, Fresnel effect

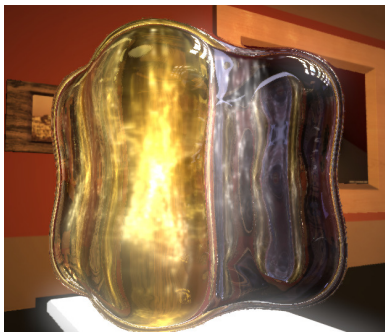
**Slight temporal aliasing:**

**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