

Recent Advances in Adaptive Sampling and Reconstruction for Monte Carlo Rendering

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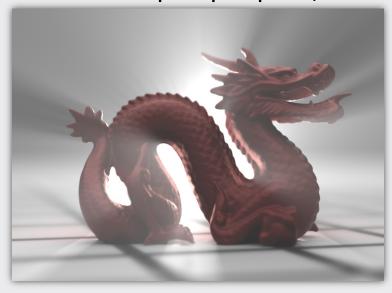
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Introduction

- Monte Carlo path tracing
 - Physically based
 - Very general
 - Guaranteed convergence (except pathological cases)
- Disadvantages
 - Noise, slow convergence

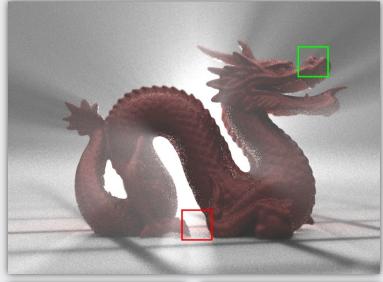
32000 samples per pixel, 12h



Introduction

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32 samples per pixel, 42s

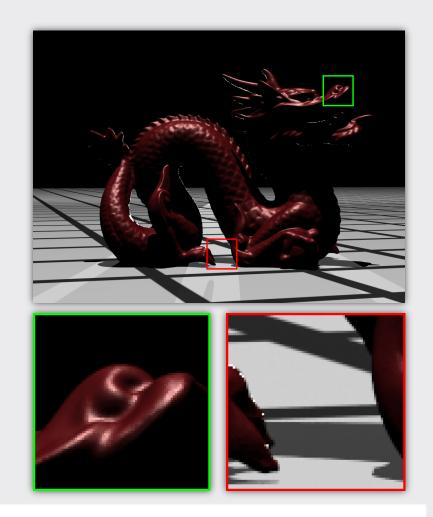






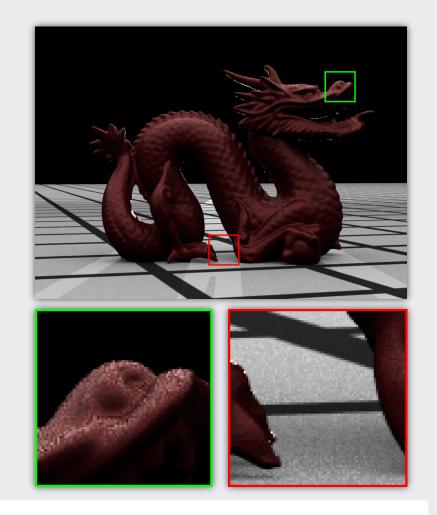


→ Anti-aliasing – 2D

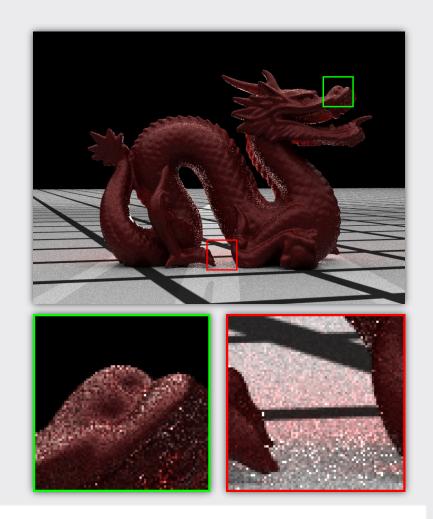




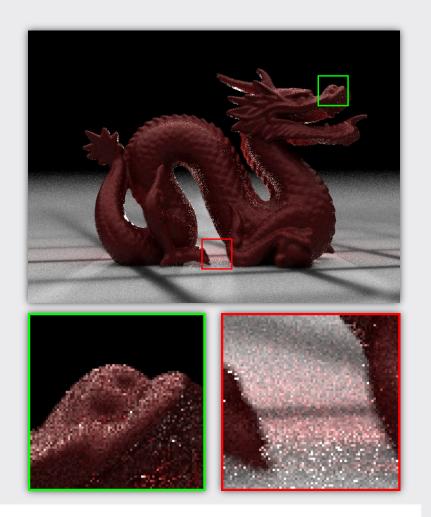
- → Anti-aliasing 2D
- → Area-lighting 2D



- → Anti-aliasing 2D
- → Area-lighting 2D
- → Single-bounce indirect illumination 2D

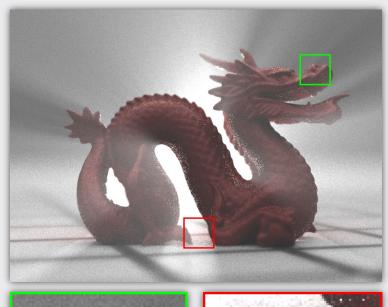


- → Anti-aliasing 2D
- → Area-lighting 2D
- → Single-bounce indirect illumination 2D
- → Depth-of-field 2D



- → Anti-aliasing 2D
- → Area-lighting 2D
- → Single-bounce indirect illumination 2D
- → Depth-of-field 2D
- → Single-scattering participating media 1D

Total: 9D



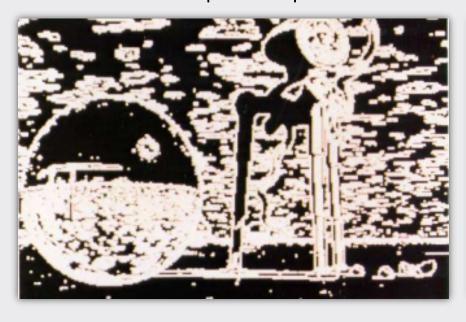




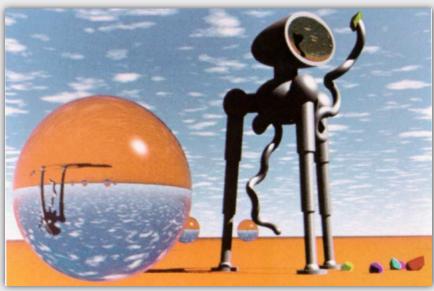


Early approaches

Sample map



Output image



[Mitchell 1987]

Recent advances

Path tracing, 55s



Rousselle et al. 2013, 57s



Adaptive sampling and reconstruction

Locally analyze error (variance)

- 1. Adapt sampling density to error
- 2. Reconstruct image by aggregating data over several pixels

Outline

A priori

- Analyze light transport equations around individual samples
- Estimate sampling rates, reconstruction filters based on analysis

A posteriori

- **Ignorant** of light transport effects
- Estimate sampling rates, reconstruction based on empirical statistics from sets of acquired samples

Outline

A priori

- Frequency analysis (Cyril)
- Light field structure (Matthias)
- Derivatives (Wojciech)

A posteriori

• Fabrice