

Rendering Tutorial 6

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The tutorial material includes all the infrastructure necessary for Multiple Importance Sampling (MIS). There are just three pieces missing that need to be implemented. See the lecture slides for details including code samples.

Assignment 1

Complete the given implementation of `TangentSpace` by implementing the `toWorldSpace()` method.

Assignment 2

Implement all the changes to `MaterialLambertian` that are necessary for Material Importance Sampling and Multiple Importance Sampling (MIS).

Assignment 3

Implement the functions `SurfaceTriangle::direction()` and `SurfaceTriangle::p()` required for MIS.