

Light Beam Tracing for Multi-Bounce Specular and Glossy Transport Paths

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Keywords

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ABSTRACT

This paper describes a new extension to light beam tracing that includes glossy multi-bounce transport paths for more realistic rendering of caustics. A spherical Gaussian approximation of the glossy scatter distribution as well as Gauss' divergence theorem is used to develop an efficient solution that replaces the irradiance surface integral with a boundary.