

Figure 5: Diffuse scene path-buffer traced with depth 1 using 1024 paths/pixel. (direct illumination only)

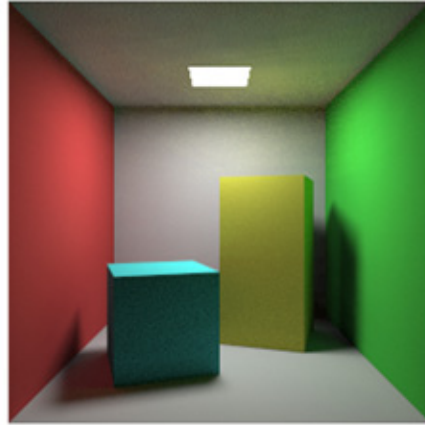


Figure 6: Diffuse scene path-buffer traced with depth 2 using 1024 paths/pixel.



Figure 7: Diffuse scene path-buffer traced with depth 3 using 1024 paths/pixel.

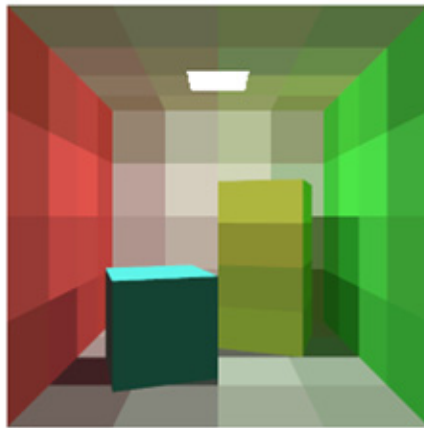


Figure 8: Monte Carlo radiosity solution for diffuse box scene.



Figure 9: Path-buffer gather from radiosity solution using 1024 paths/pixel.



Figure 10: Scene with brushed yellow metal box. Path-buffer traced with depth 3 using 1024 paths/pixel.



Figure 11: Monte Carlo radiosity solution on diffuse complex room scene.



Figure 12: Path-buffer gather from radiosity solution using 4096 paths/pixel.



Figure 13: Room with direct lighting only.