Lecture 15: Ray Tracing II – Review Questions

- There is a large class of refinements to the standard ray tracing algorithm that fall under the general term distributed ray tracing. The main idea is to convert a single ray from the standard algorithm into a collection of jittered rays that are then averaged to compute an intensity (i.e., a color). Using this idea of distributed ray tracing, how would you achieve or approximate the following effects?
  - Good antialiasing
  - Soft shadows
  - Gloss (blurred reflections on a mirror-like surface)
  - Translucency (indistinct views of objects viewed through another object)
  - Depth of field (where only a single distance from the camera is in focus)
  - Motion blur (the blurring effect that would be achieved with a real camera by leaving the shutter open for a time while an object in the scene is in motion)