

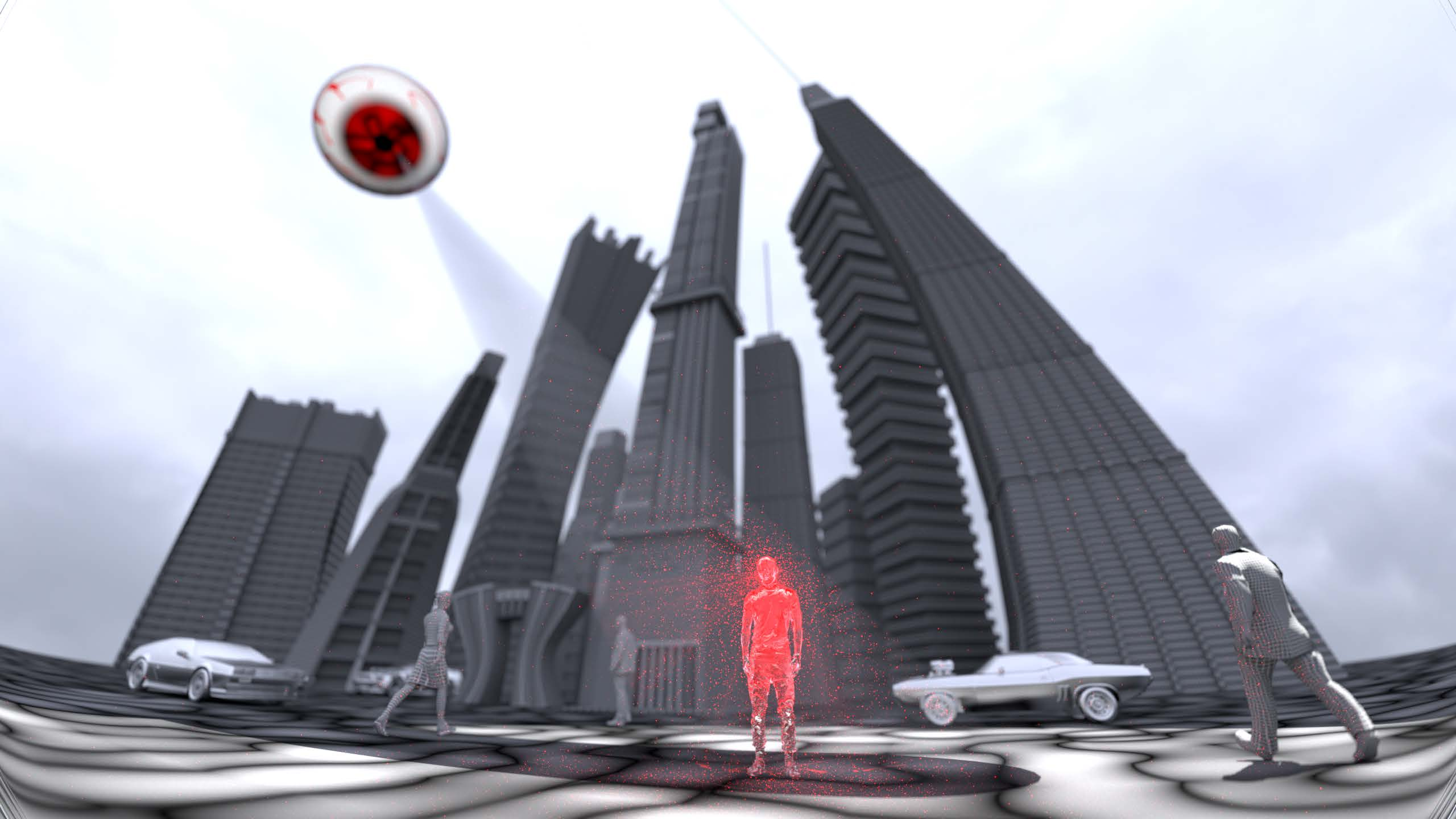


CG AS19 Rendering Competition

Minchao Li & Lixin Xue



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BSDF:

Rough conductor

Procedural Texture:

Perlin noise texture

Grid texture

Eye texture

Emitter:

Spot light

Environment map emitter

Participating media:

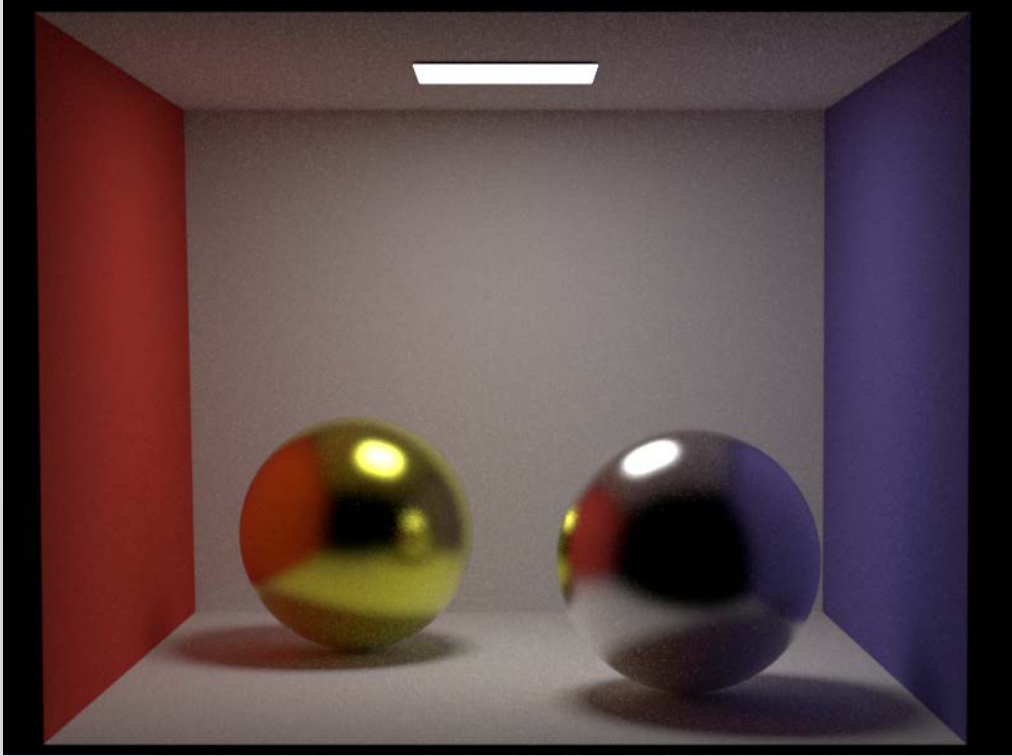
Homogeneous

Camera:

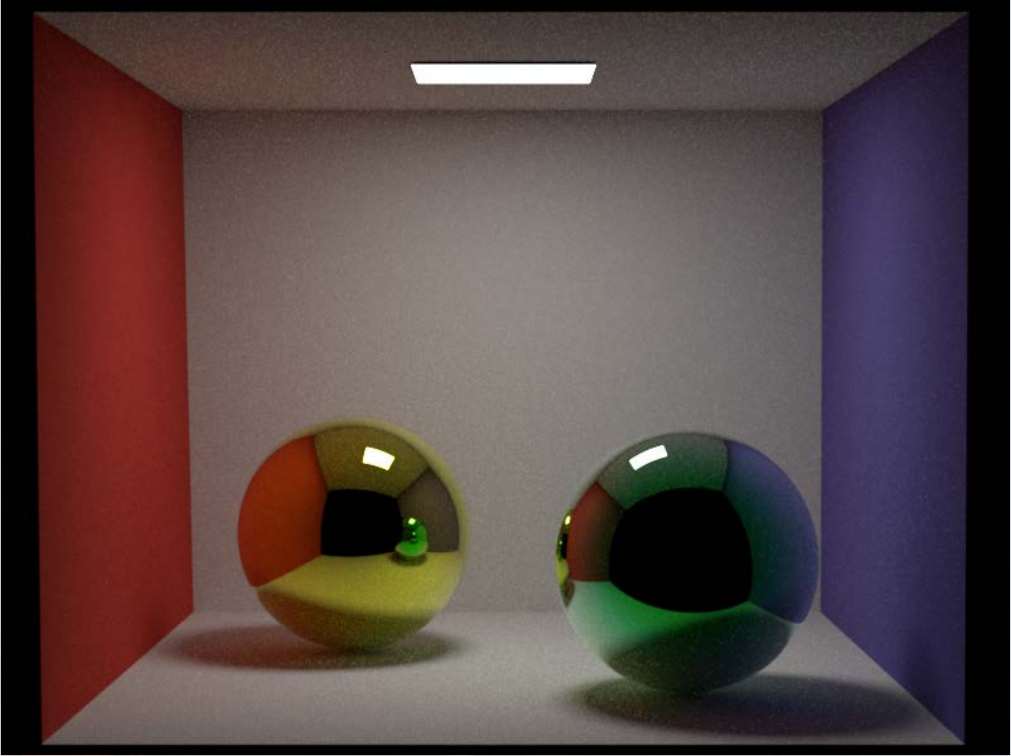
Radial distortion

Depth of field

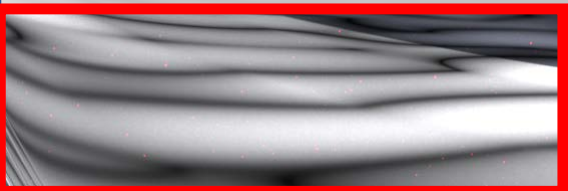
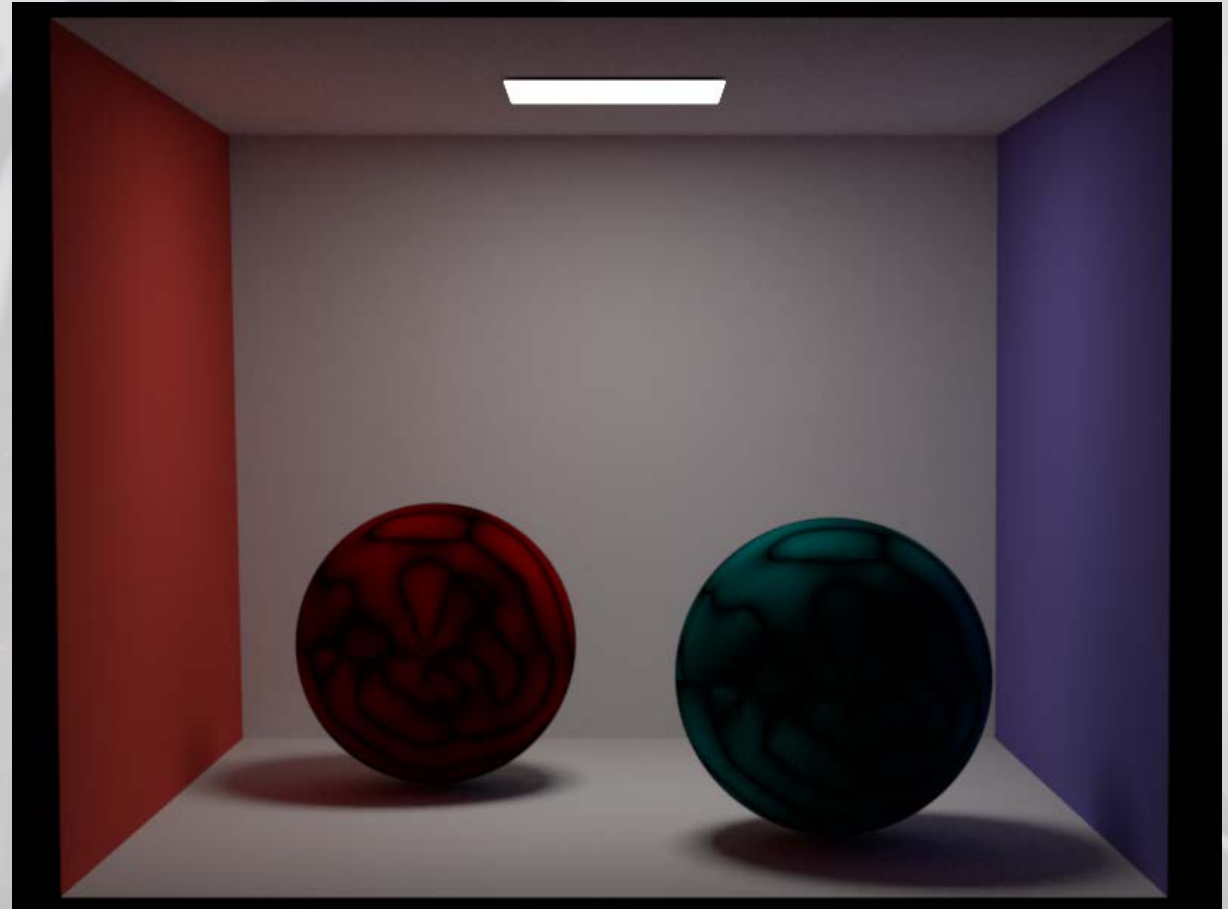
Rough Conductor



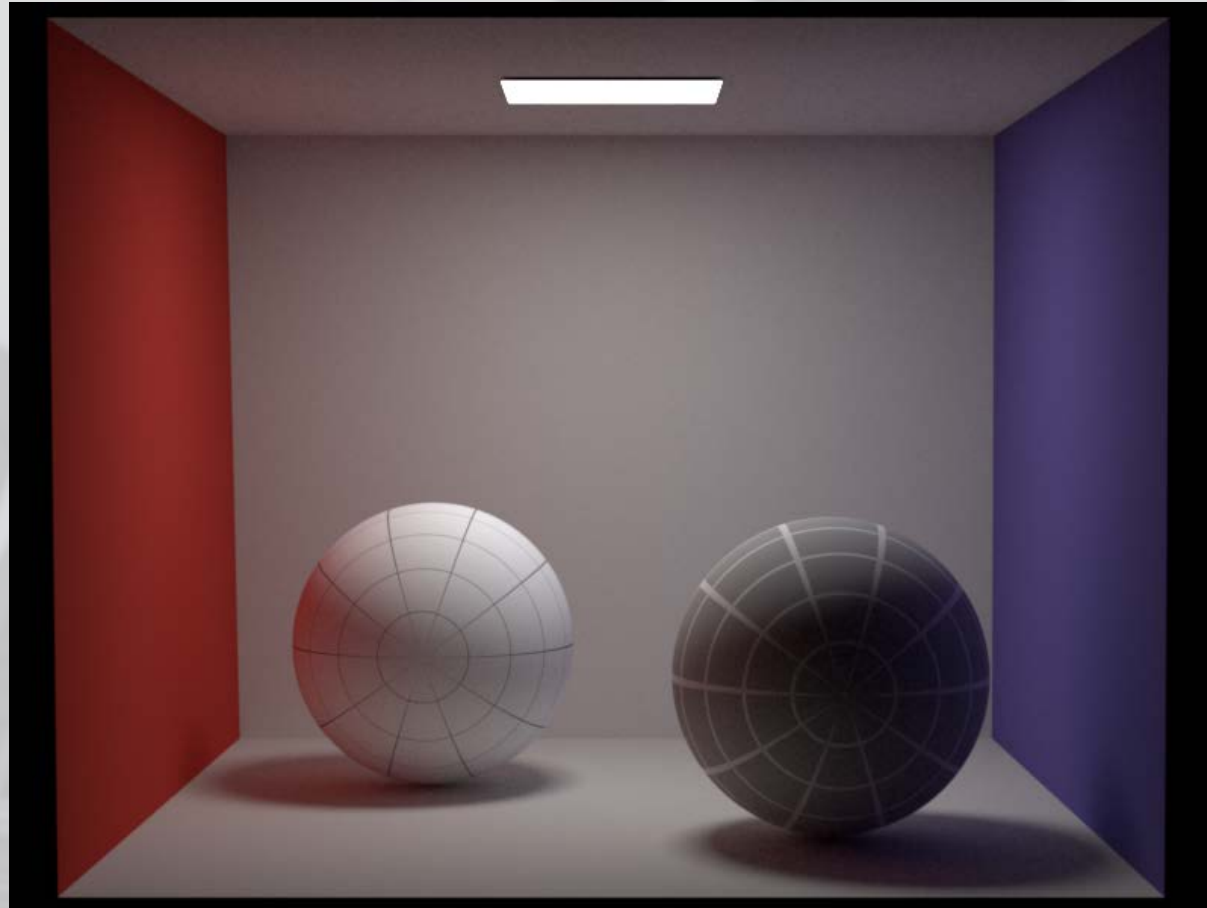
Smooth Conductor

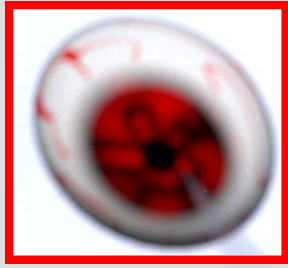


Perlin noise texture

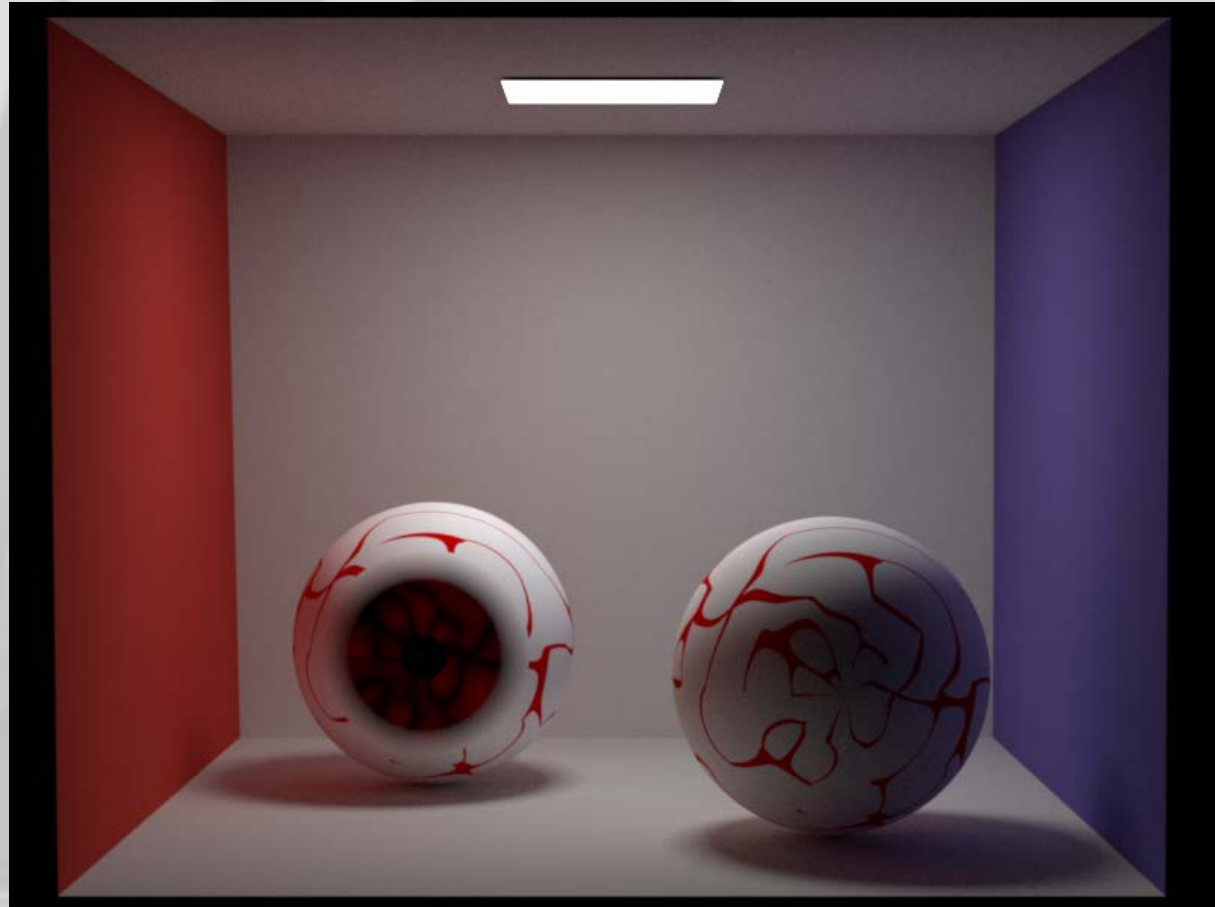


Grid texture

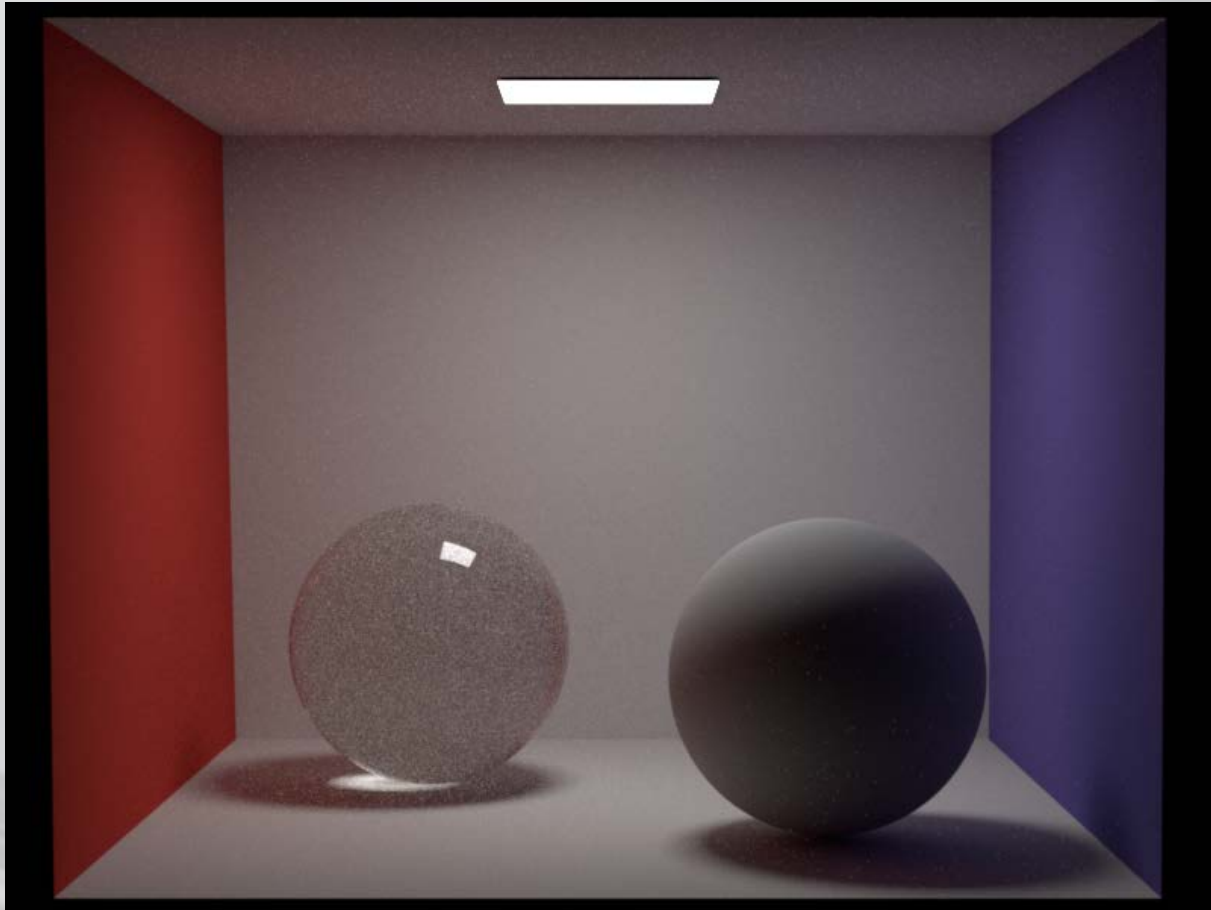




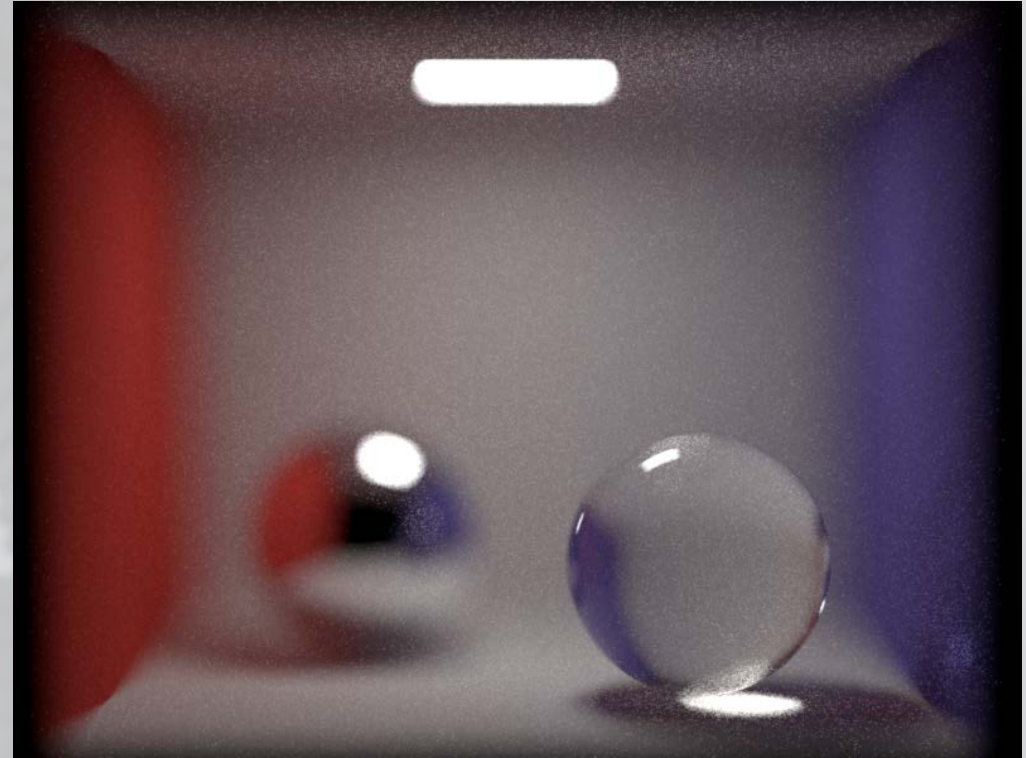
Procedural eye texture



Homogeneous media



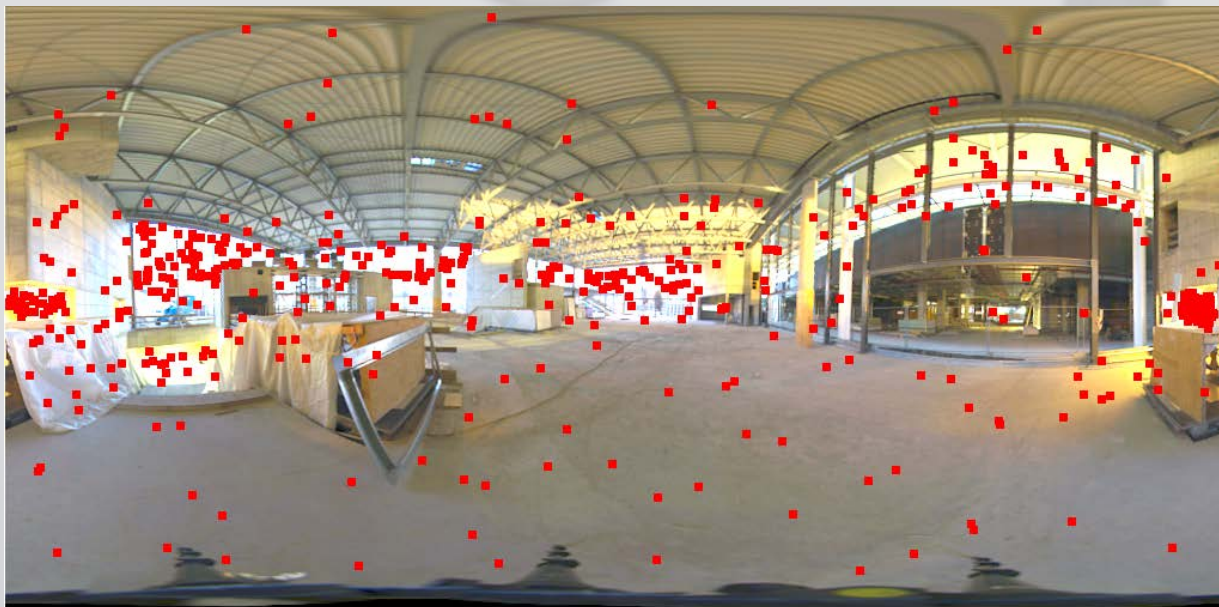
Thinlens

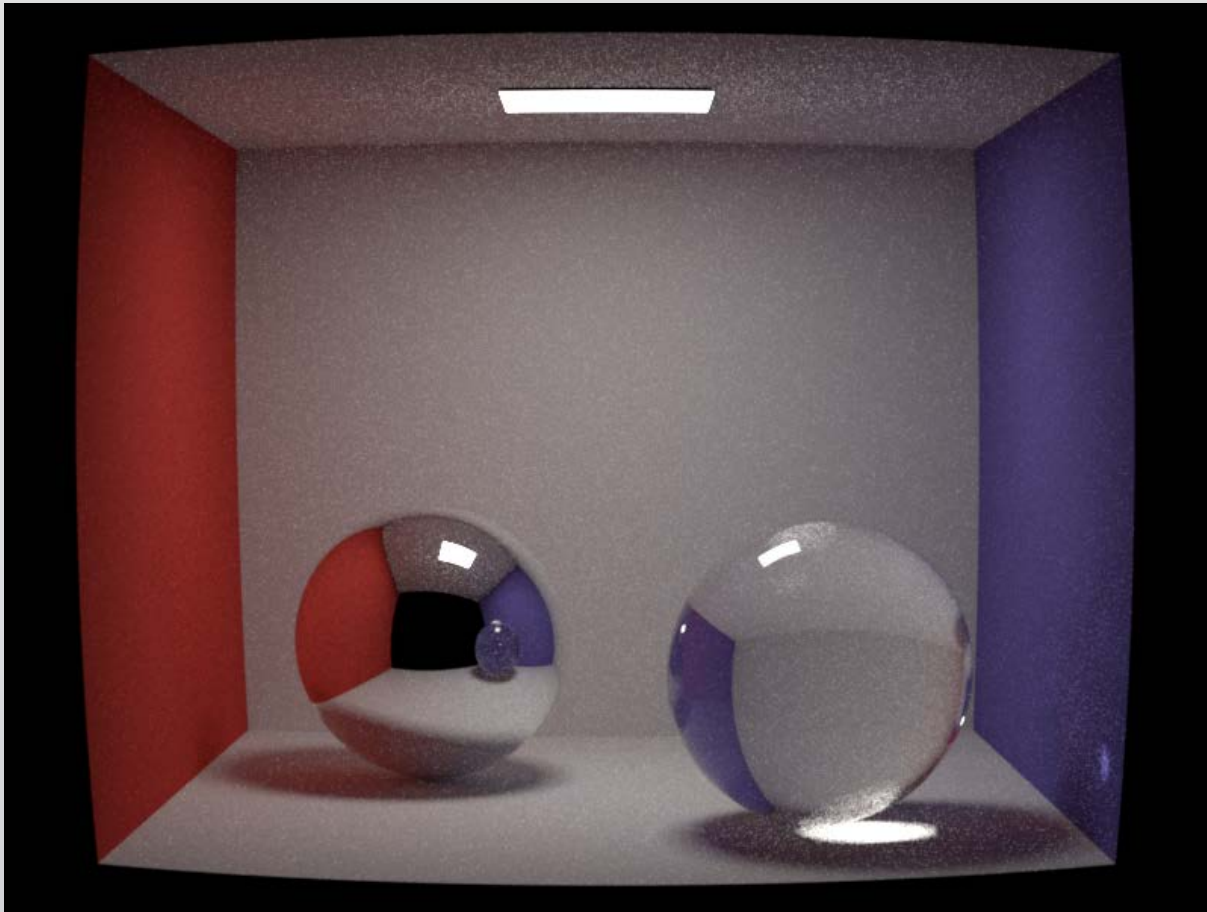


Point light

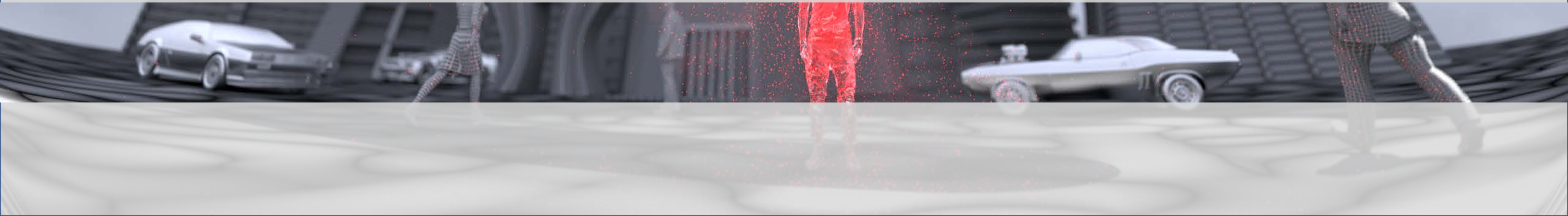
Dielectric BSDF

Environment Map Emitter





Radial distortion





Spot light

The image features a light gray background with intricate, flowing white patterns that resemble smoke or ink splatters. These patterns are most prominent on the left and right sides, with some wispy lines extending towards the center. The overall effect is ethereal and artistic.

Thanks

