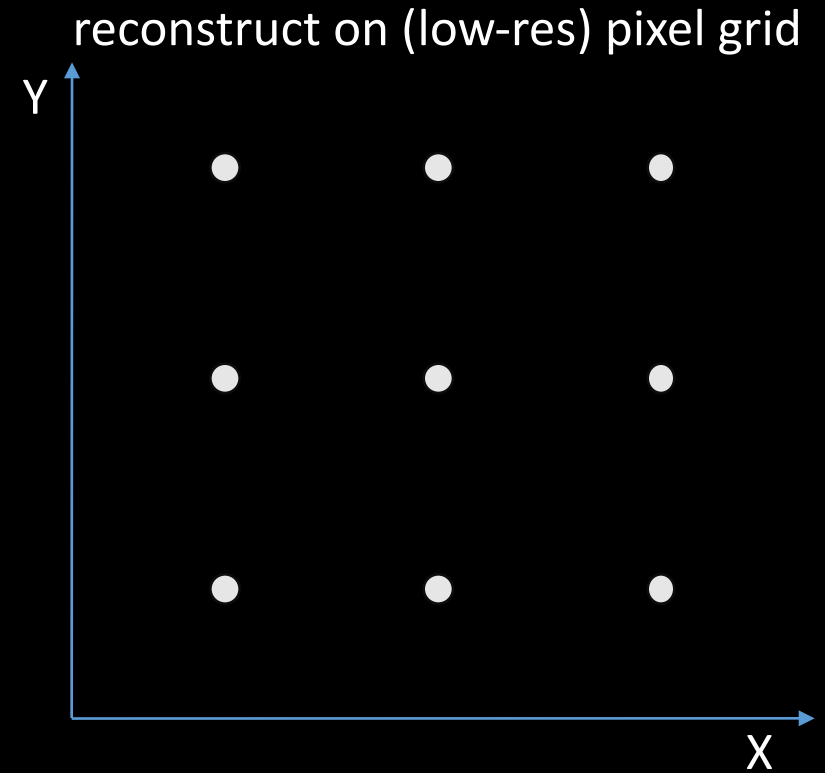
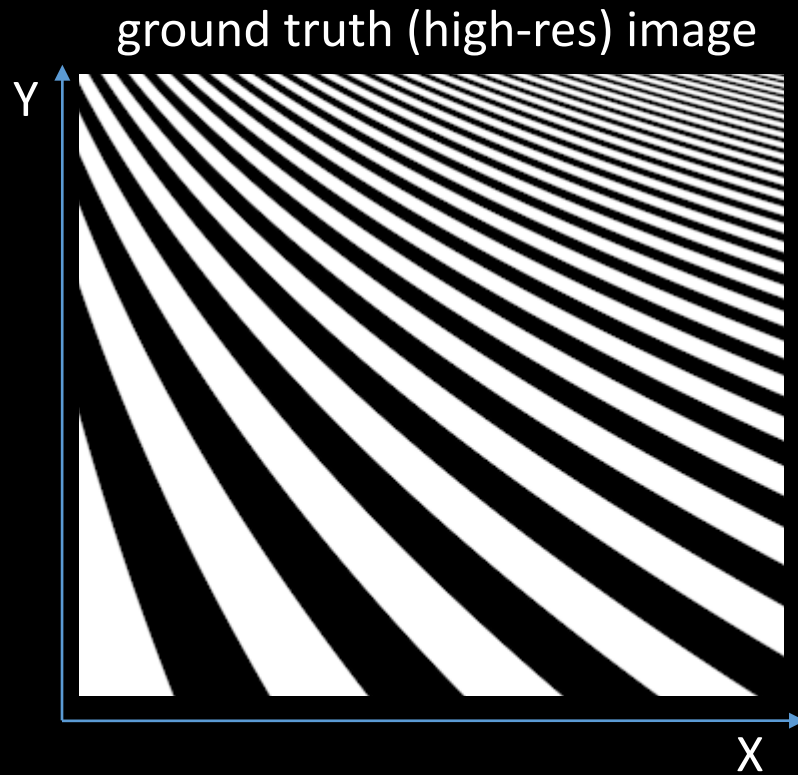
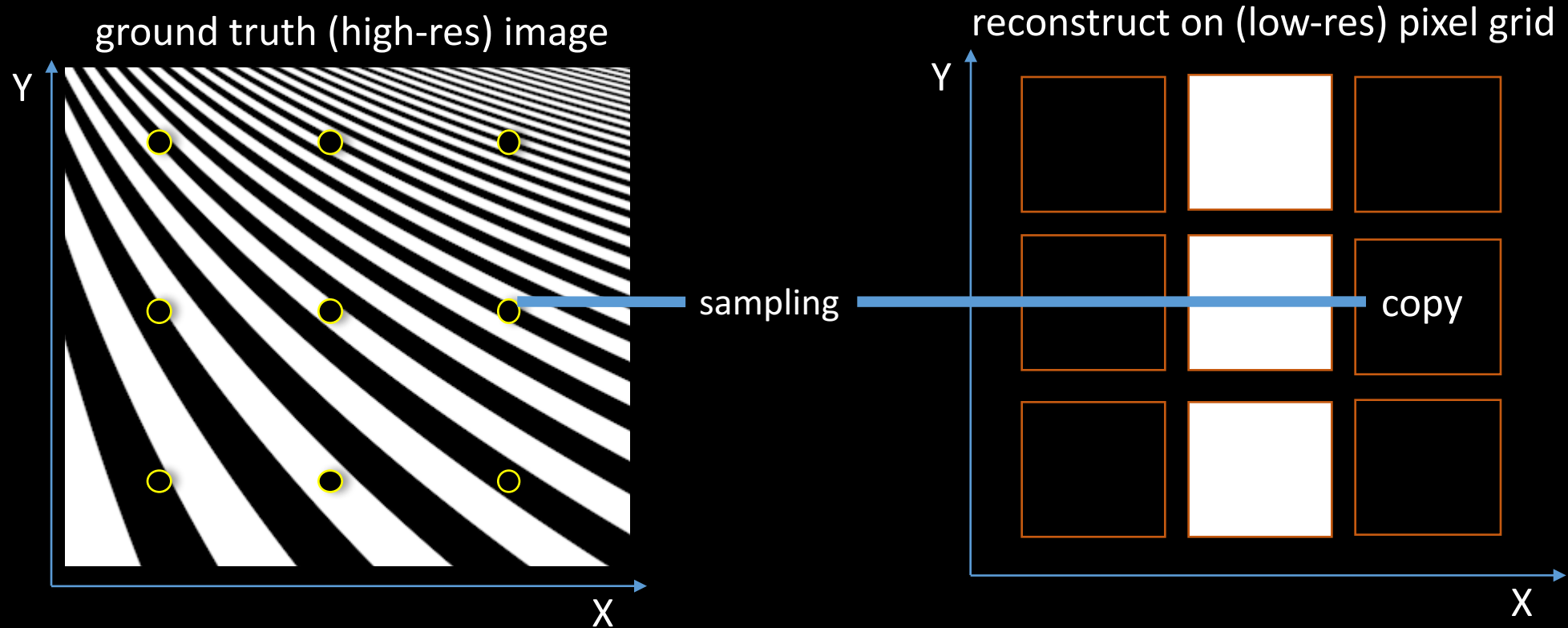


# Reconstruction and integration in rendering

# Reconstruction: estimate image samples



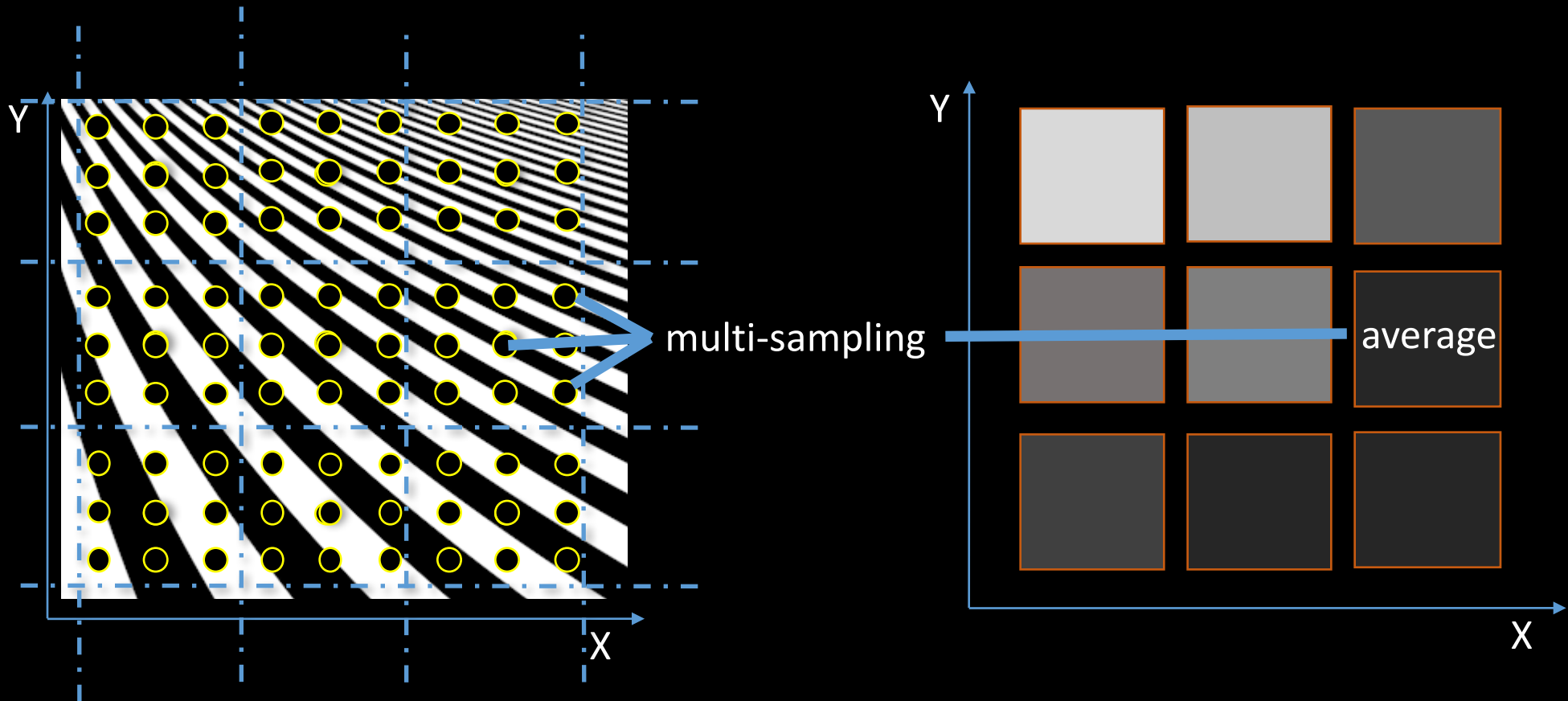
# Naïve method: sample image at grid locations



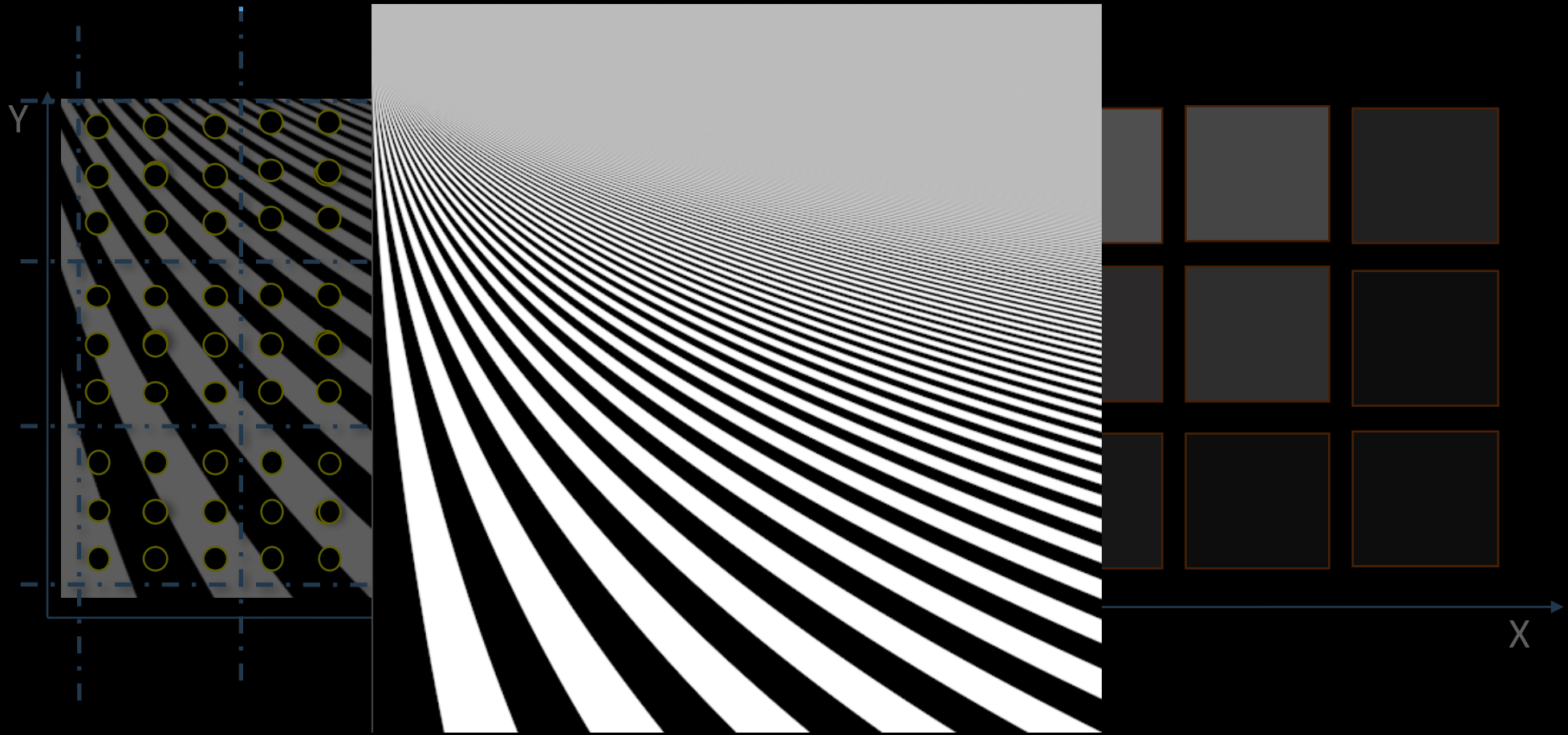
# Naïve method: when sampling is increased



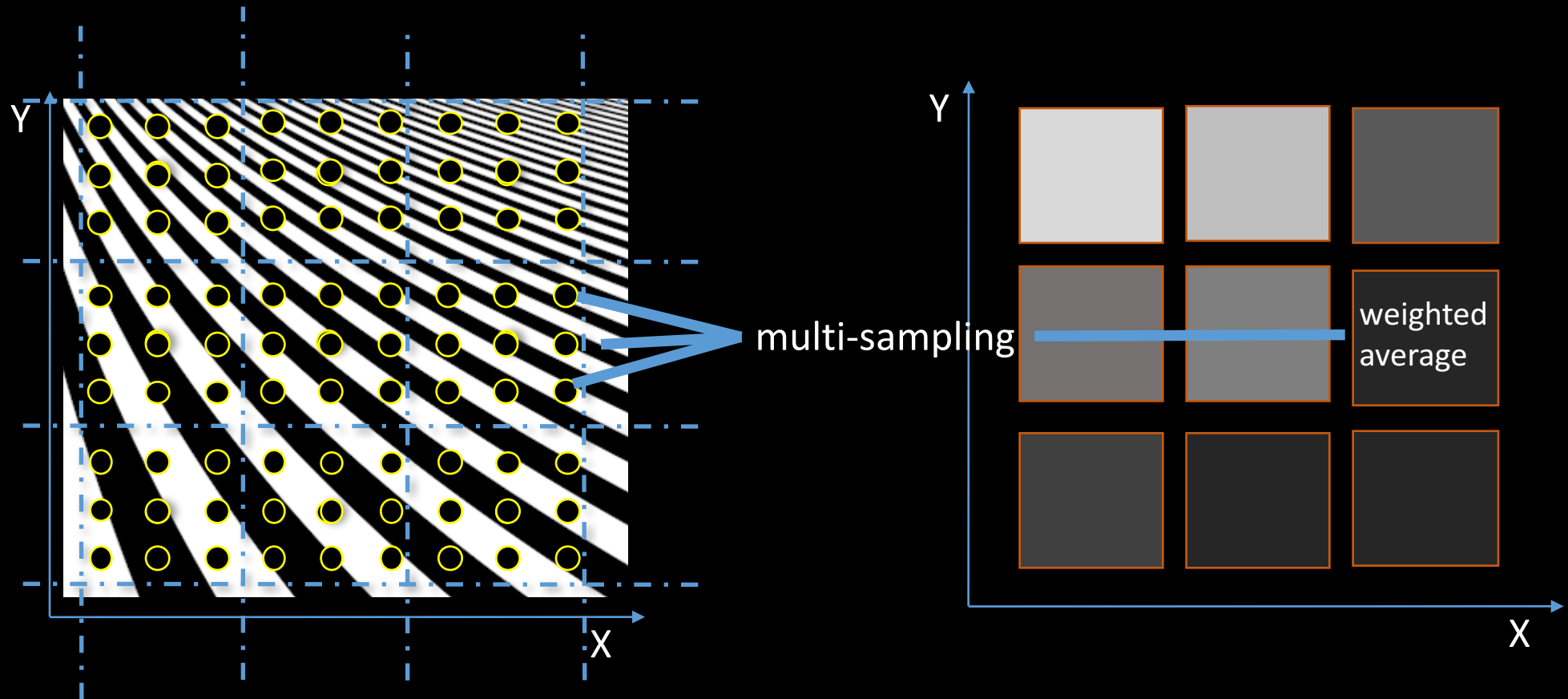
# Antialiasing: assuming 'square' pixels



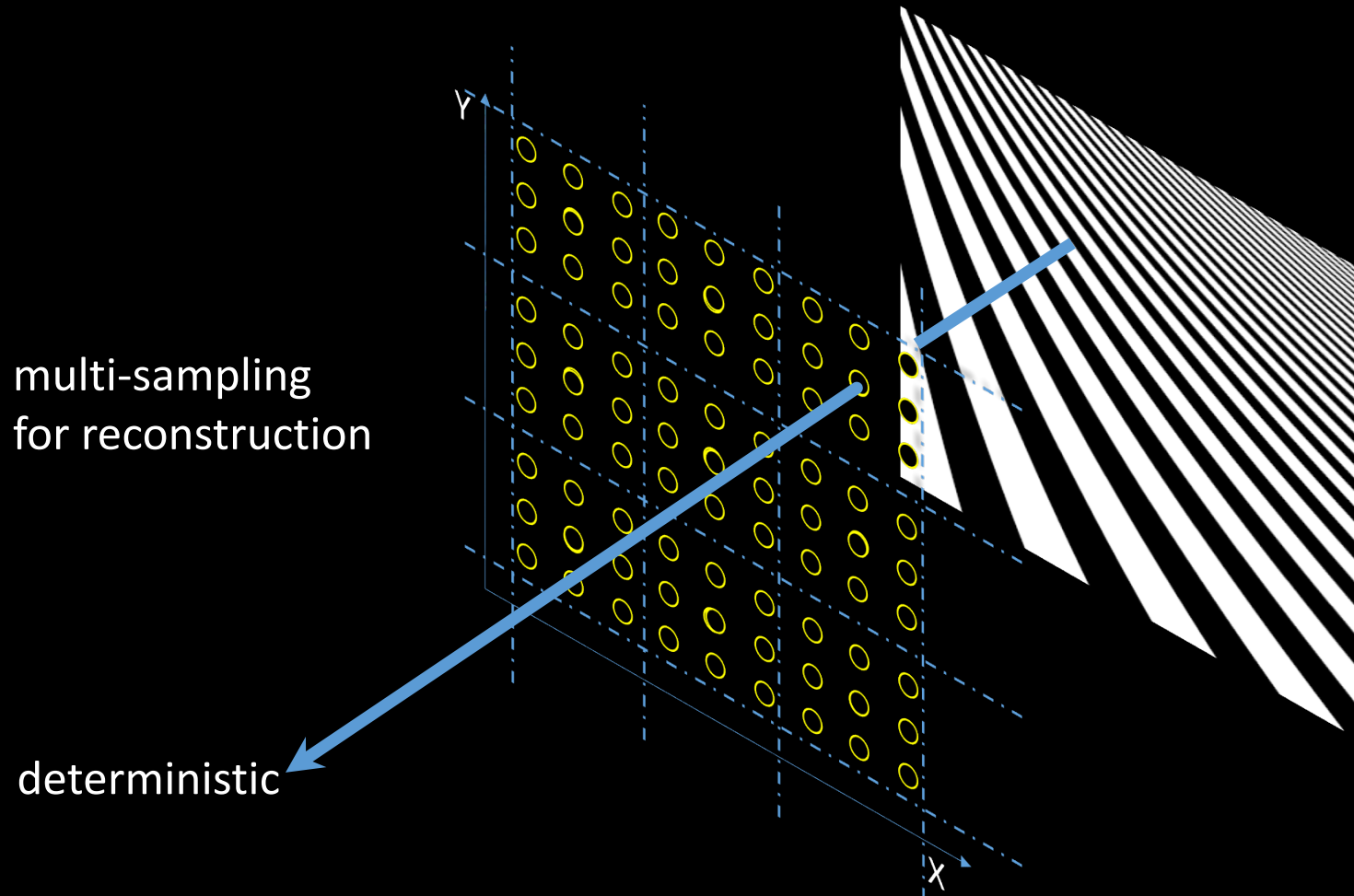
Antialiasing is costly due to multi-sampling



# Antialiasing using general reconstruction filter

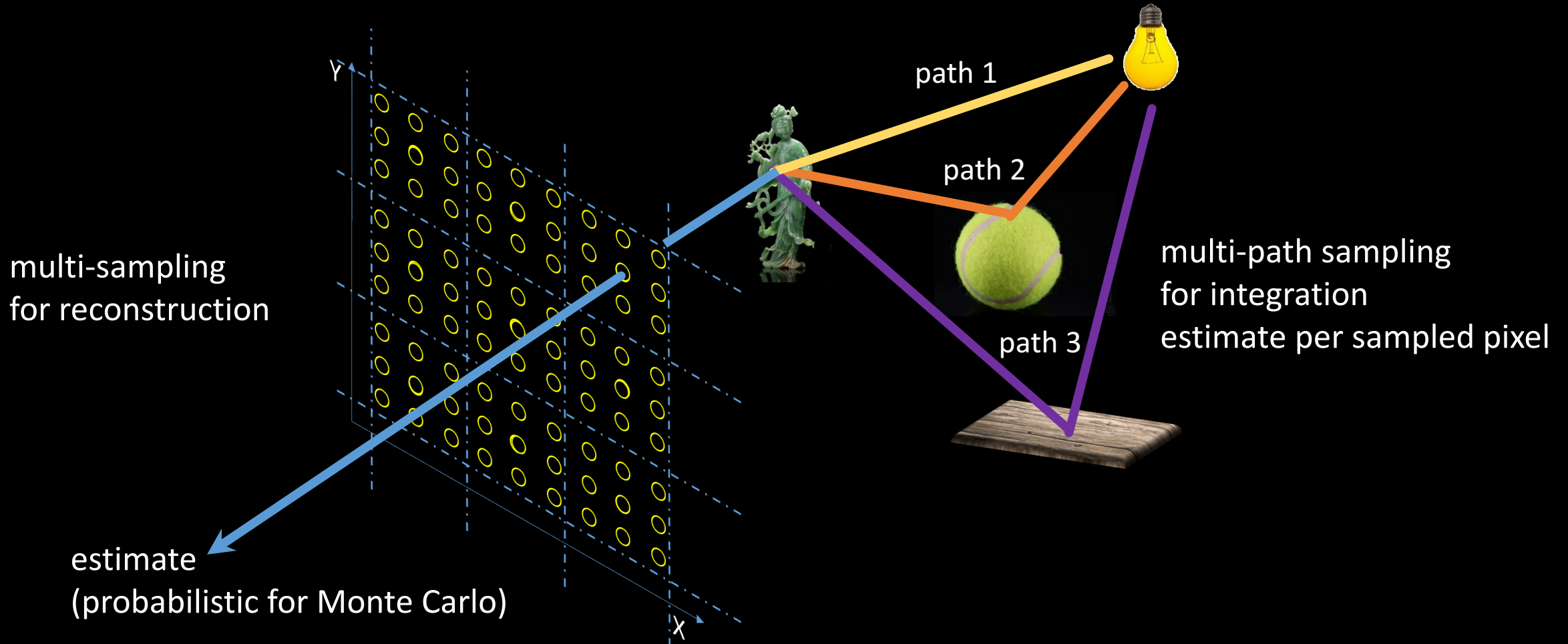


# Rendering: Reconstructing integrals



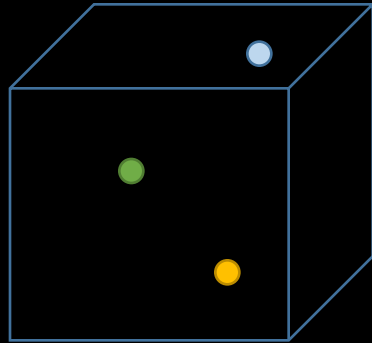


# Rendering: Reconstructing integrals

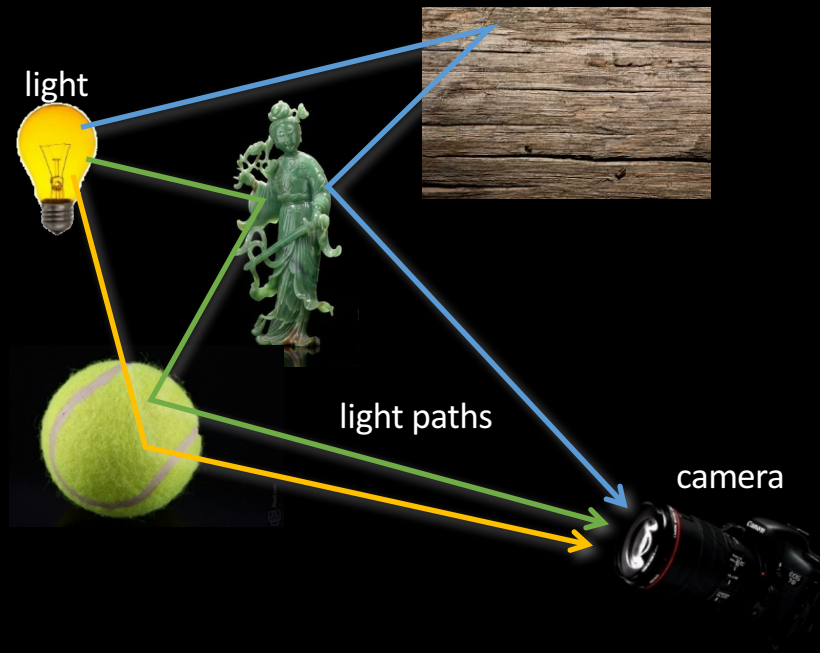


# Function-space view: Sampling in path space

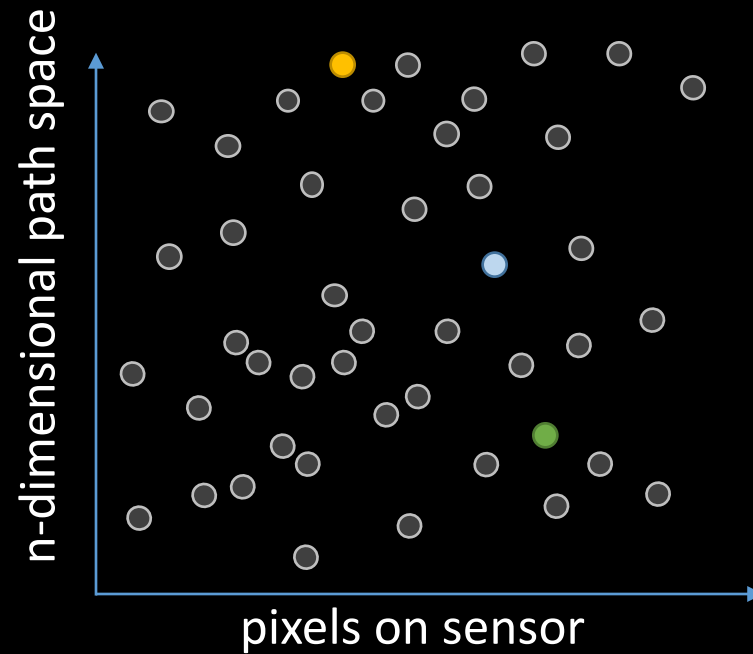
each sample represents a path  
and has an associated radiance value



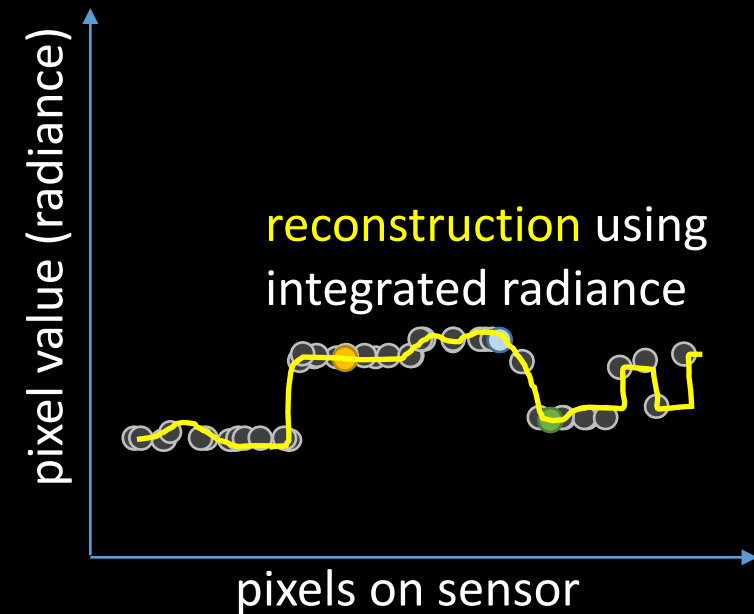
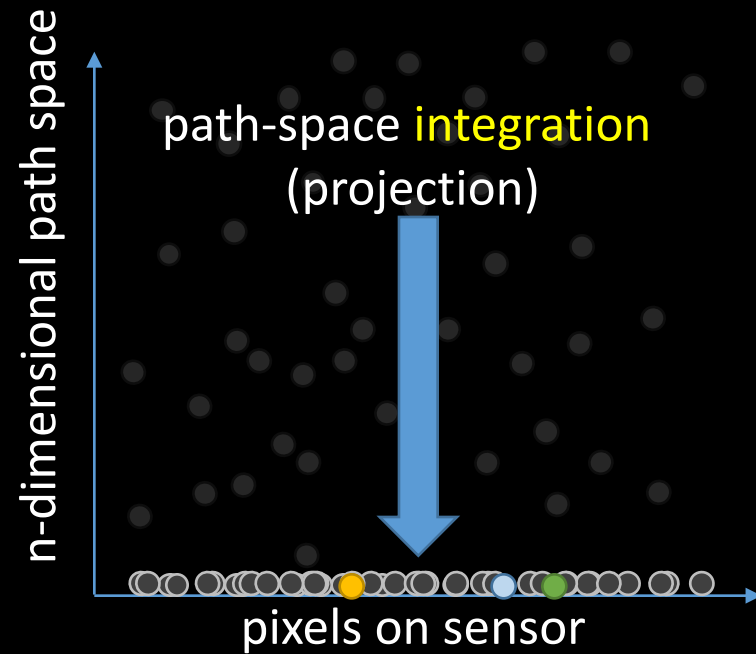
n-dimensional path space



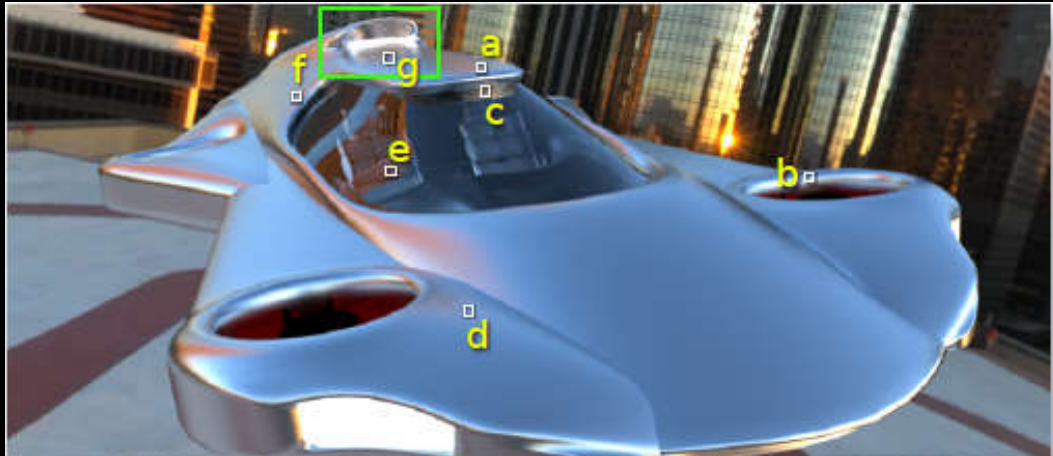
# Sample locations shown in path-pixel space



# Rendering = integration + reconstruction



# Error vs cost plots of rendering methods



[Subr et al 2014]

