

Slides

Materials & Reflectance

[Flexible SVBRDF Capture with a Multi-Image Deep Network](#)

Valentin Deschaintre, Miika Aittala, Frédo Durand, George Drettakis, Adrien Bousseau

[On-Site Example-Based Material Appearance Acquisition](#)

Yiming Lin, Pieter Peers, Abhijeet Ghosh

[Glint Rendering Based on a Multiple-Scattering Patch BRDF](#)

Xavier Chermain, Frédéric Claux, Stephane Merillou

[Microfacet Model Regularization for Robust Light Transport](#)

Johannes Jendersie, Thorsten Grosch

Industry Track Session

[Implementing One-Click Caustics in Corona Renderer](#)

Martin Šik and Jaroslav Křivánek

Render Legion

[De-lighting a high-resolution picture for material acquisition](#)

Rosalie Martin, Arthur Meyer, Davide Pesare

Adobe

[The challenges of releasing the Moana Island Scene](#)

R. Tamstorf and H. Pritchett

Disney

[Presentation of the Academy Software Foundation](#)

Daniel Heckenberg

Animal Logic

High Performance Rendering

Ray Classification for Accelerated BVH Traversal

Jakub Hendrich, Adam Pospíšil, Daniel Meister, Jiří Bittner

Scalable Virtual Ray Lights Rendering for Participating Media

Nicolas Vibert, Adrien Gruson, Heine Stokholm, Troels Mortensen, Wojciech Jarosz, Toshiya Hachisuka, Derek Nowrouzezahrai

Real-Time Hybrid Hair Rendering

Erik Sven Vasconcelos Jansson, Matthäus Chajdas, Jason Lacroix, Ingemar Ragnemalm

Adaptive Temporal Sampling for Volumetric Path Tracing of Medical Data

Jana Martschinke, Stefan Hartnagel, Benjamin Keinert, Klaus Engel, Marc Stamminger

Spectral Effects

Real-time Image-based Lighting of Microfacet BRDFs with Varying Iridescence

Tom Kneiphof, Tim Golla, Reinhard Klein

Wide Gamut spectral upsampling with fluorescence

Alisa Jung, Alexander Wilkie, Johannes Hanika, Wenzel Jakob, Carsten Dachsbacher

Analytic Spectral Integration of Birefringence-Induced Iridescence

Shlomi Steinberg

Spectral Primary Decomposition for Rendering with sRGB Reflectance

Ian Mallett, Cem Yuksel

Light Transport

Quantifying the Error of Light Transport Algorithms

Adam Celarek, Wenzel Jakob, Michael Wimmer, Jaakko Lehtinen

Adaptive BRDF-Aware Multiple Importance Sampling of Many Lights

Yifan Liu, Kun Xu, Lingqi Yan

Progressive Transient Photon Beams

Julio Marco, Ibón Guillén, Wojciech Jarosz, Diego Gutierrez, Adrian Jarabo

Adaptive Multi-View Path Tracing

Basile Fraboni, Jean-Claude Iehl, Vincent Nivoliors

Sampling

Orthogonal Array Sampling for Monte Carlo Rendering

[\[Project website\]](#) [\[Presentation, Keynote\]](#) [\[Presentation, PDF\]](#) [\[Presentation, Video\]](#)

Wojciech Jarosz, Afnan Enayet, Andrew Kensler, Charlie Kilpatrick, Per Christensen

Distributing Monte Carlo Errors as a Blue Noise in Screen Space by Permuting Pixel Seeds Between Frames

[\[Project website\]](#)

Eric Heitz, Laurent Belcour

Fourier Analysis of Correlated Monte Carlo Importance Sampling

Gurprit Singh, Kartic Subr, David Coeurjolly, Victor Ostromoukhov, Wojciech Jarosz

Combining Point and Line Samples for Direct Illumination

[\[Project website\]](#) [\[Presentation, Keynote\]](#) [\[Presentation, PDF\]](#) [\[Presentation, Video\]](#)

Katherine Salesin, Wojciech Jarosz

Interactive & Real-Time Rendering

Impulse Responses for Precomputing Light from Volumetric Media

Adrien Dubouchet, Peter-Pike Sloan, Wojciech Jarosz, Derek Nowrouzezahrai

Tessellated Shading Streaming

Jozef Hladky, Hans-Peter Seidel, Markus Steinberger

Foveated Real-Time Path Tracing in Visual-Polar Space

Matias Koskela, Atro Lotvonen, Markku Mäkitalo, Petrus Kivi, Timo Viitanen, Pekka Jääskeläinen

Global Illumination Shadow Layers

François Desrichard, David Vanderhaeghe, Mathias Paulin

Deep Learning

Learned Fitting of Spatially Varying BRDFs

Sebastian Merzbach, Max Hermann, Martin Rump, Reinhard Klein

Puppet Dubbing

Ohad Fried, Maneesh Agrawala

Deep-learning the Latent Space of Light Transport

Pedro Hermosilla, Sebastian Maisch, Tobias Ritschel, Timo Ropinski