Fish in Tank

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- Volumetric Photon Mapping
  - Photon mapped with single light behind the camera
  - Modeling of Volume
    - Logarithmic volume slightly denser at the bottom
    - Absorption and scatter probabilities are dependent on the density
  - Shot photons out of the camera
    - 100k for regular map
- 100k for volumetric map
  - Used Gaussian filtering for the walls and the fish.
- Fish
  - Positioned with a random translation which kept them inside the box
  - Started with AI algorithm which positioned the fish but got too complicated to keep them in the tank

*Figure 2 - High Resolution without Volumetrics*
Figure 3 - Low Resolution (10k photons)