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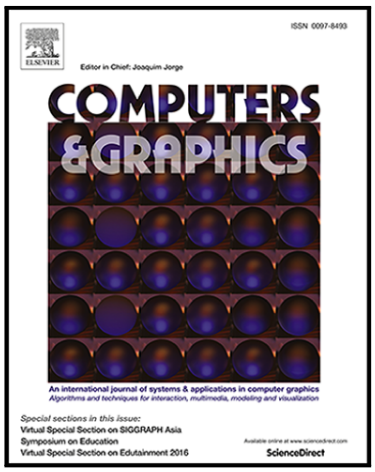

Interactive Rendering of Translucent Materials under Area Lights using Voxels and Poisson Disk Samples

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Highlights

- A Poisson disk sampling solution to allow lighting information from area lights to be injected into a voxel structure for rendering translucent objects.
- A Poisson disk sampling solution to allow lighting information from area lights to be injected into a voxel structure for rendering indirect illumination for diffuse surfaces.
- An interreflection framework for distributing indirect illumination from translucent objects to their nearby diffuse surfaces. This allows translucent objects to be treated as area lights.

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