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 40

 Imposed to Move - What Parameters Will Make Them Do That?
 40











































































 Physically-Based Rendering

 Let light can bounce around the scene, depending on how the different materials behave.





































SIGGRAPH moments will never come again. Well, this is usually true, but through the magic of the 2025 videos, they might reappear. But be aware of what is going to be recorded and archived and what isn't. And, if it is to be archived, how long will you have access to it? Especially take advantage of the not-to-be-archived or not-to-be-archived-forvery-long events because you cannot re-live them forever. Combine what you have just learned here with what else you learn this week at the conference and *relate them to your career and life goals*. Have fun doing it!



Where to Find More Information about Computer Graphics and Related Topics	
Mike Bailey Oregon State University	
1. References	
1.1 General Computer Graphics	
SIGGRAPH Online Bibliography Database: http://www.siggraph.org/learn/computer-graphics-bibliography-database	
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Francis Hill and Stephen Kelley, Computer Graphics Using OpenGL, 3rd Edition, Prentice Hall, 2006.	
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