Reflections on reflections
-part I-
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Reflections are an important effect in computer graphics. Besides their intrinsic aesthetic value, reflections also make tangible contributions to scene understanding such as revealing surface properties and the relative position of objects. Rendering reflections accurately and quickly remains an open research problem. In this talk I will overview the main approaches for interactive reflection rendering pointing out their strengths and weaknesses and sketching paths for improvement. In today's first part of the talk I will cover image-based rendering and feed-forward methods for rendering reflections. The second part of the talk, yet to be scheduled, will cover rendering reflections by approximating the reflected scene.