SURVEY OF SAMPLING METHODS FOR BM3D DE-NOISING IN MONTE CARLO RAY TRACERS
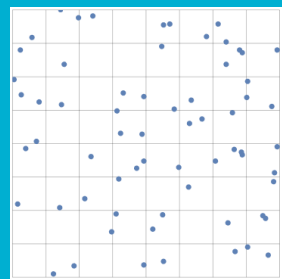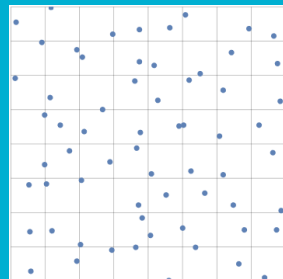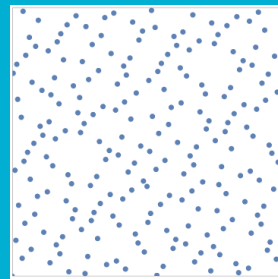

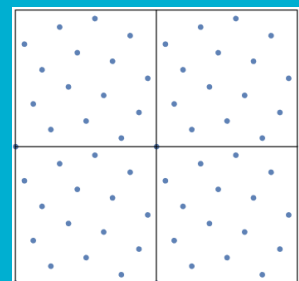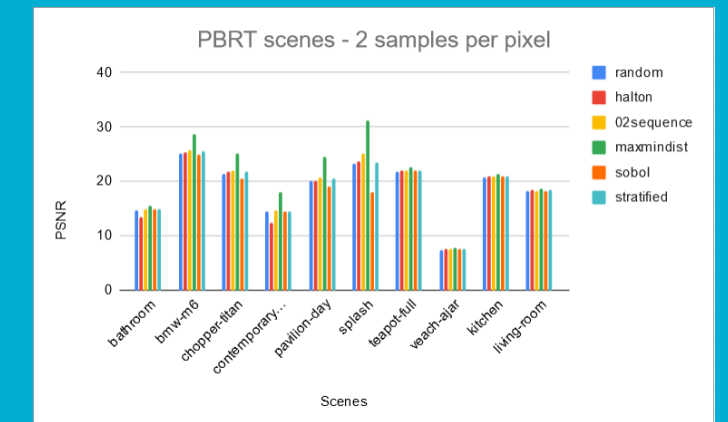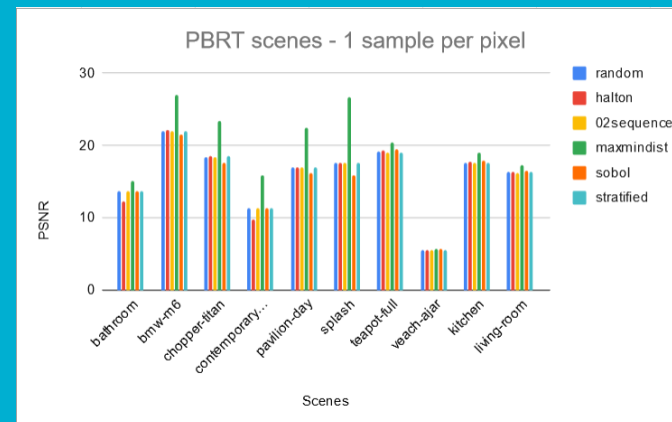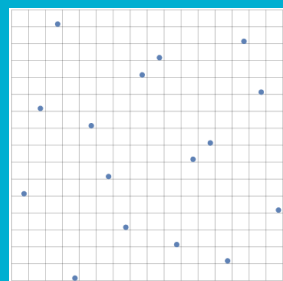**Random**

Stratified

Halton

Min-Max Distance

(0,2) Sequence

Sobol

PBRT scenes - 1 sample per pixel

PBRT scenes - 2 samples per pixel
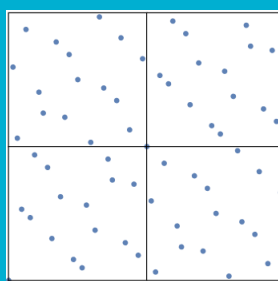
PBRT scenes - 4 samples per pixel
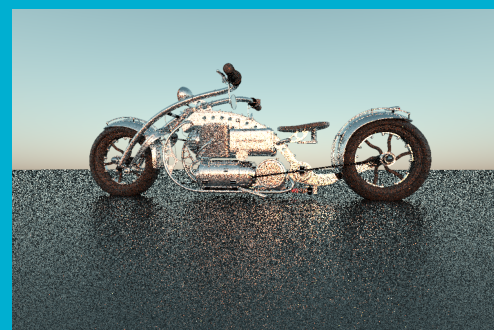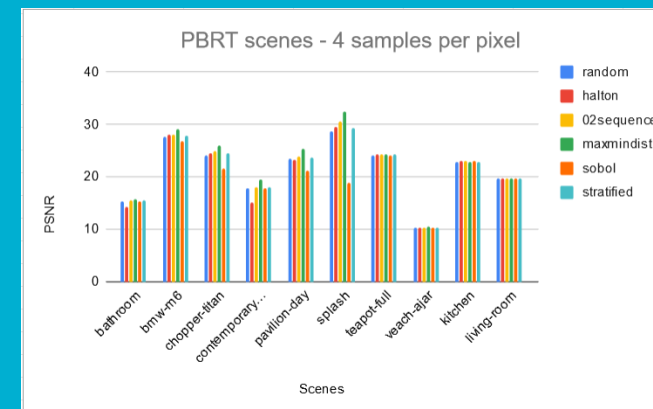
Ray traced 1 spp

BM3D Denoised