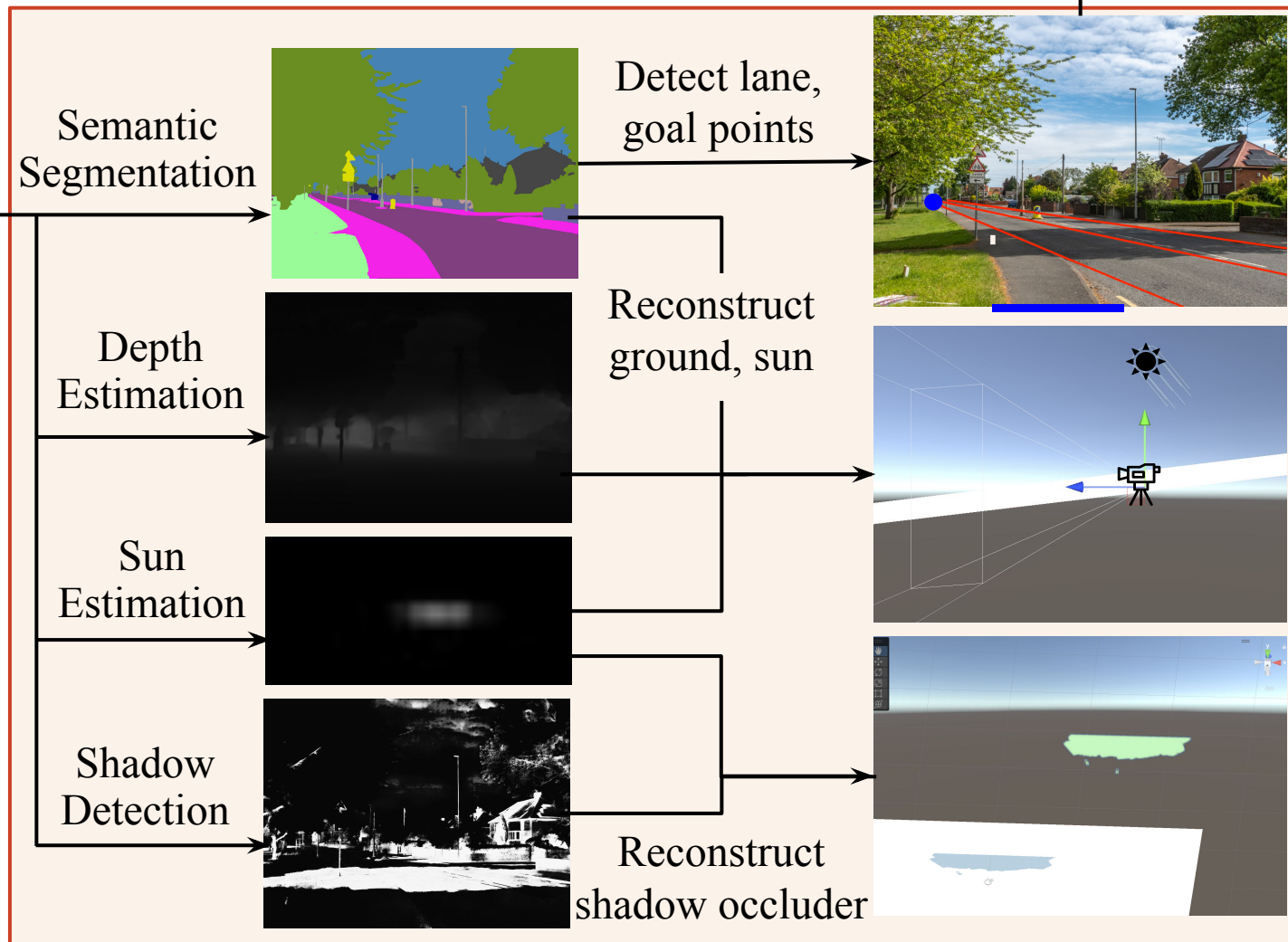


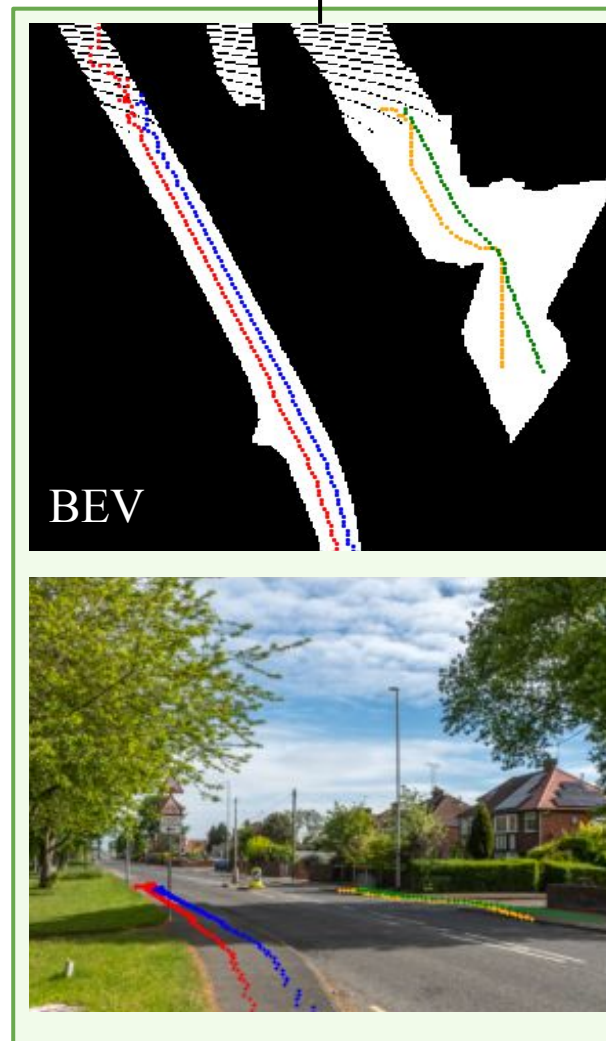
Input: scene image



Composite shadow and occlusion

Stage 1: Reconstruction

Render with simulated path and reconstructed geometry



Stage 2: Simulation



Stage 3: Rendering

Output: scene video frame