## www.debevec.org/MedianCut/





(c) 64 regions

(d) 256 regions

Figure 1: The Grace Cathedral light probe subdivided into 4, 16, 64, and 256 regions of equal light energy using the median cut algorithm.



(c) 64 lights

(d) 256 lights

Figure 2: The Grace Cathedral light probe represented as 4, 16, 64, and 256 light sources chosen as the energy centroids of each region; each light is approximately equal energy.

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(c) 64 lights

(d) 256 lights

Figure 3: Noise-free renderings in the Grace Cathedral environment approximated by 4, 16, 64, and 256 light sources.



(a) 64 lights

(b) 4096 ray samples

Figure 4: (a) Noise-free rendering in the Grace Cathedral approximated by 64 light sources, compared to (b) a not quite noise-free Monte Carlo rendering using 4096 randomly chosen rays per pixel.