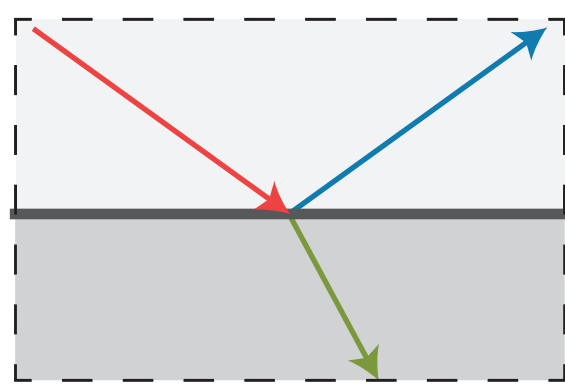
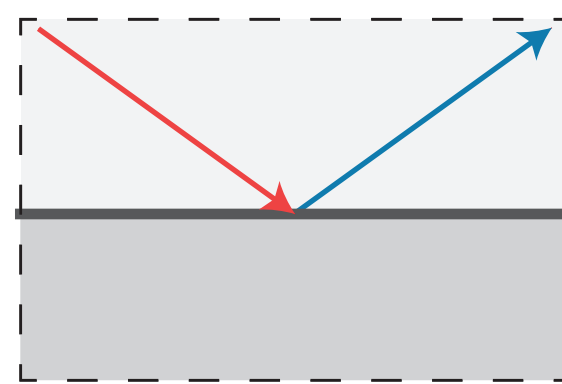


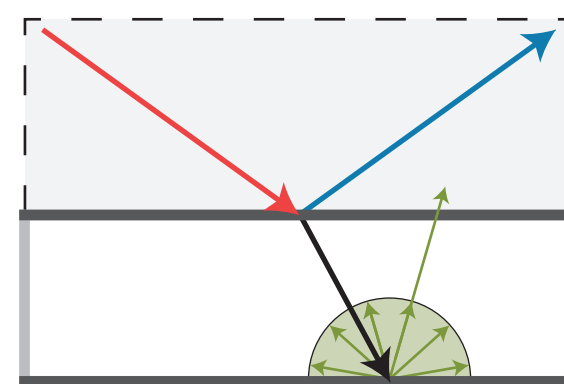
Smooth diffuse material (diffuse)



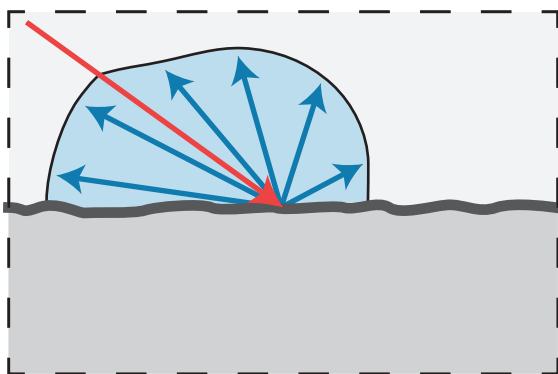
Smooth dielectric material (dielectric)



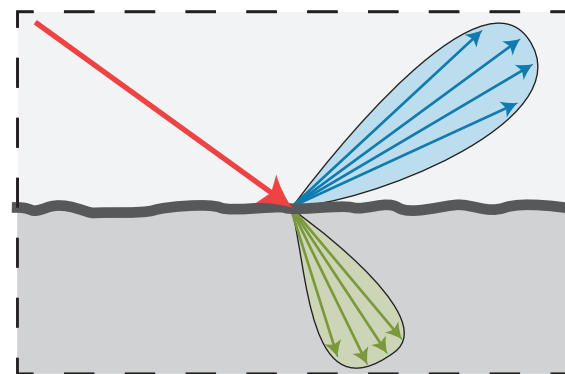
Smooth conducting material (conductor)



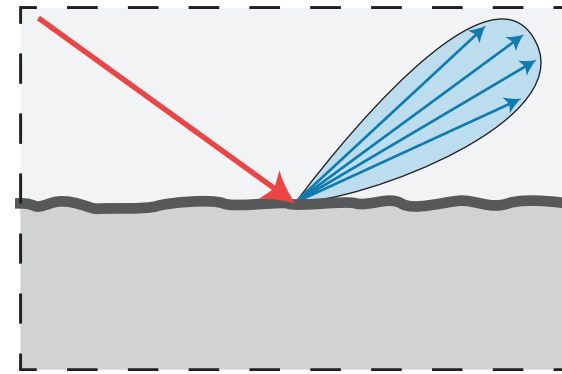
Smooth plastic material (plastic)



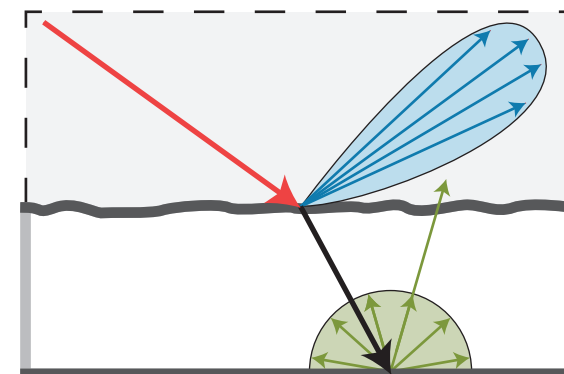
Rough diffuse material (roughdiffuse)



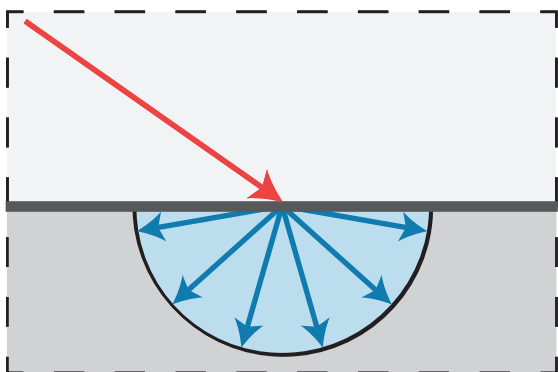
Rough dielectric material (roughdielectric)



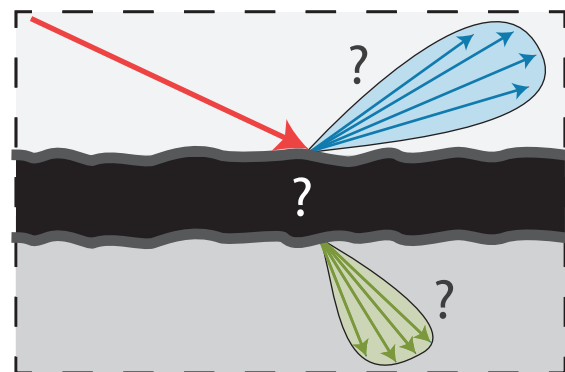
Rough conducting material (roughconductor)



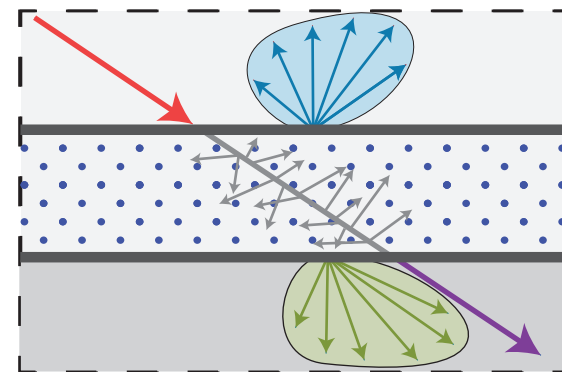
Rough plastic material (roughplastic)



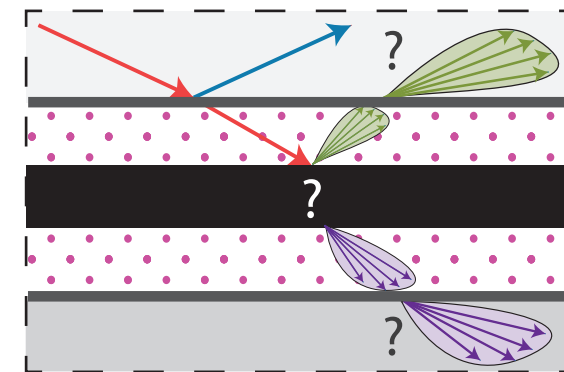
Smooth diffuse transmitter (difftrans)



Bump map modifier (bump)



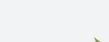
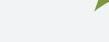



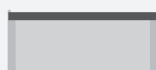
Single-scattering layer (hk)



Smooth dielectric coating (coating)

## Legend

-  Incident illumination
-  Scattered illumination (primary component)
-  Scattered illumination (secondary component)
-  Scattered illumination (tertiary component)
-  Lobe shape/presence is up to the nested model



Smooth surface



Rough/bumpy surface



Diffuse scattering



Exterior (normal-facing side)



Interior-facing side



Clear coating



Tinted layer



Scattering layer



Arbitrary BSDF