(6b)	(6 points) In path tracing, we discussed two types of importance sampling: sampling over the surface of light sources, or sampling the BRDF in the directions where it is large.
	GLaDOS is considering a point on the surface of a material at which there is a very shiny BRDF and light source that subtends a large solid angle. To obtain a more accurate image, would it be better for GLaDOS to importance sample the lights or the BRDF, and why?
` '	(1 point) If we switch the incident and outgoing directions, an anisotropic BRDF will give us different values.
(m)	(1 point) Total internal reflection can only happen when light approaches a material with a smaller index of refraction.
` ′	(1 point) With the microfacet BRDF model, the surface will appear more shiny if the microfacet normal distribution function is more concentrated about the surface normal. (1 point) An anisotropic BRDF is effectively a three-dimensional function.
(4c)	(6 points) In path tracing, we discussed two types of importance sampling: sampling over the surface of light sources, or sampling the BRDF in the directions where it is large.
	Your friend is considering a point on the surface of a material at which there is a diffuse BRDF and light source that subtends a very small solid angle. To obtain a more accurate image, would it be better for your friend to importance sample the lights or the BRDF, and why?
(1r)	T \bigcirc F \bigcirc A microfacet BRDF with a concentrated normal distribution function will appear matte.