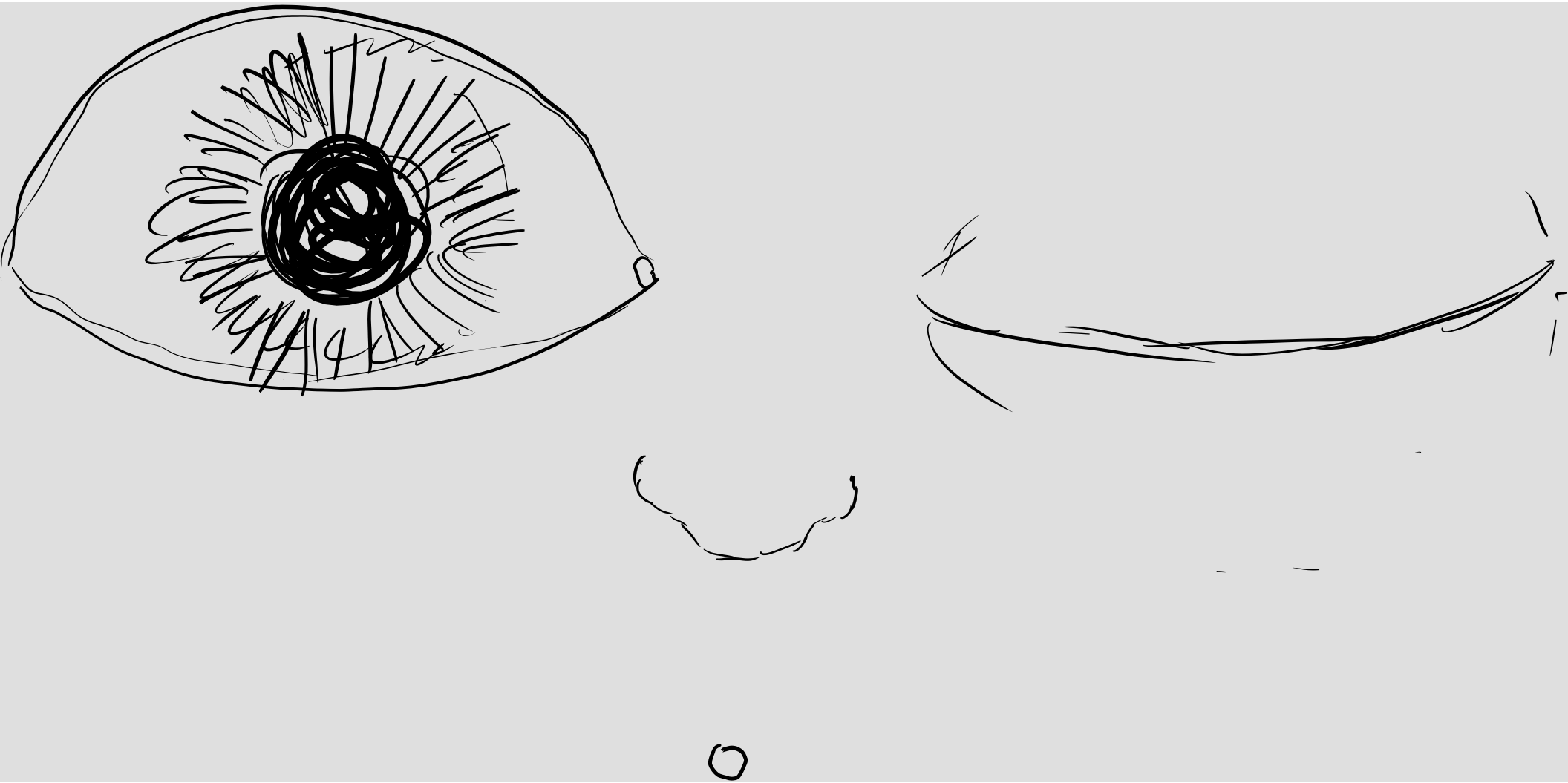
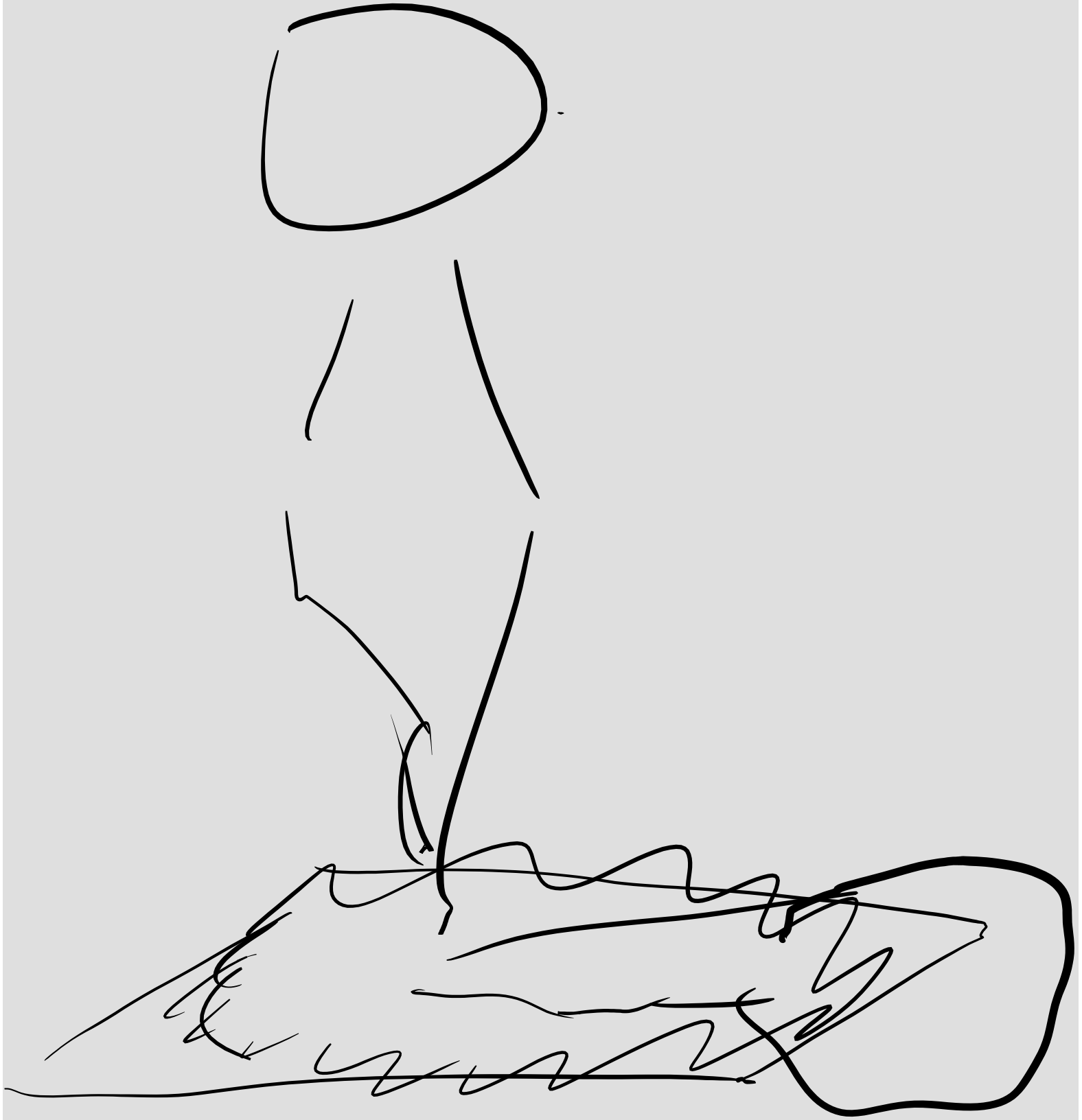
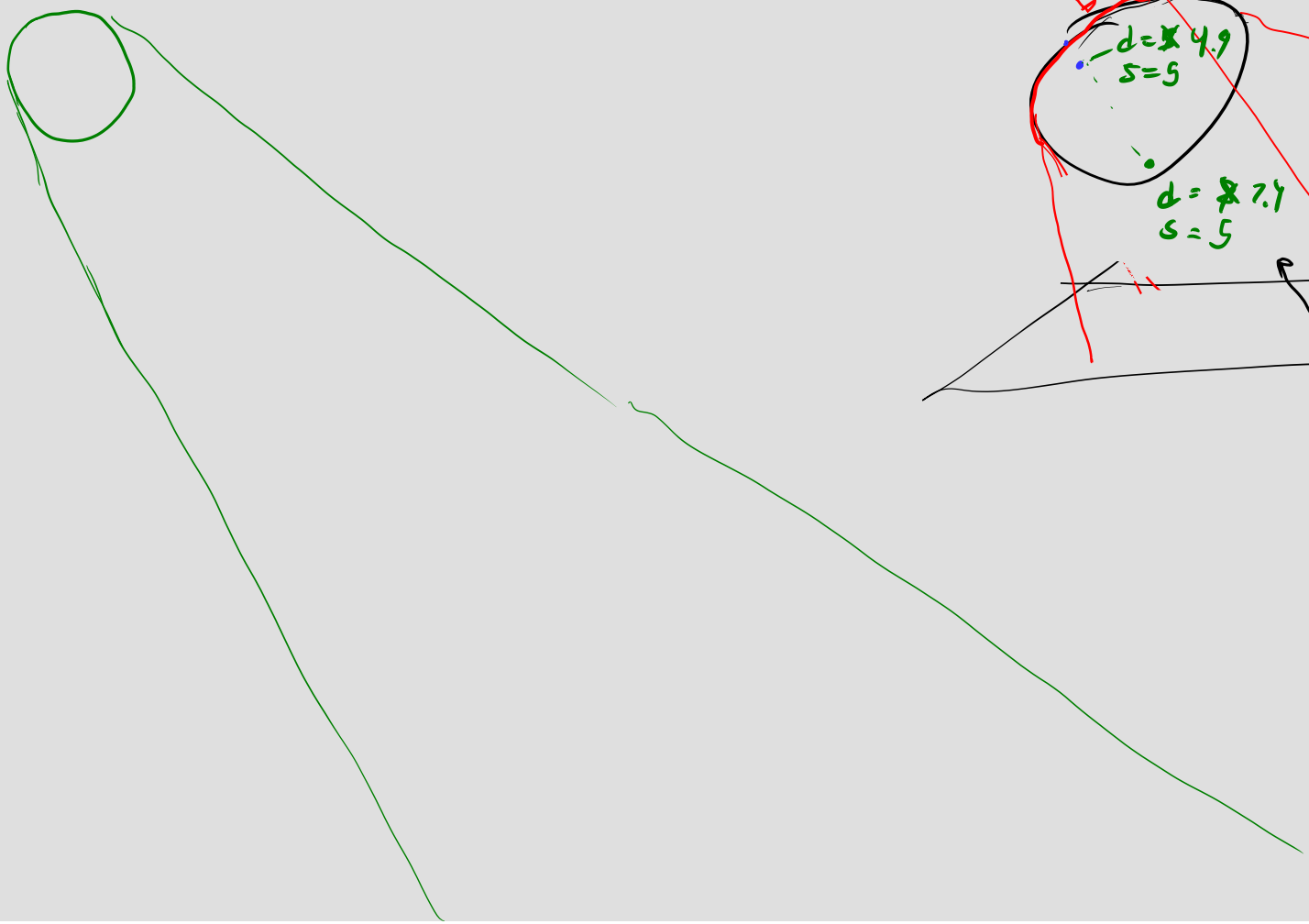
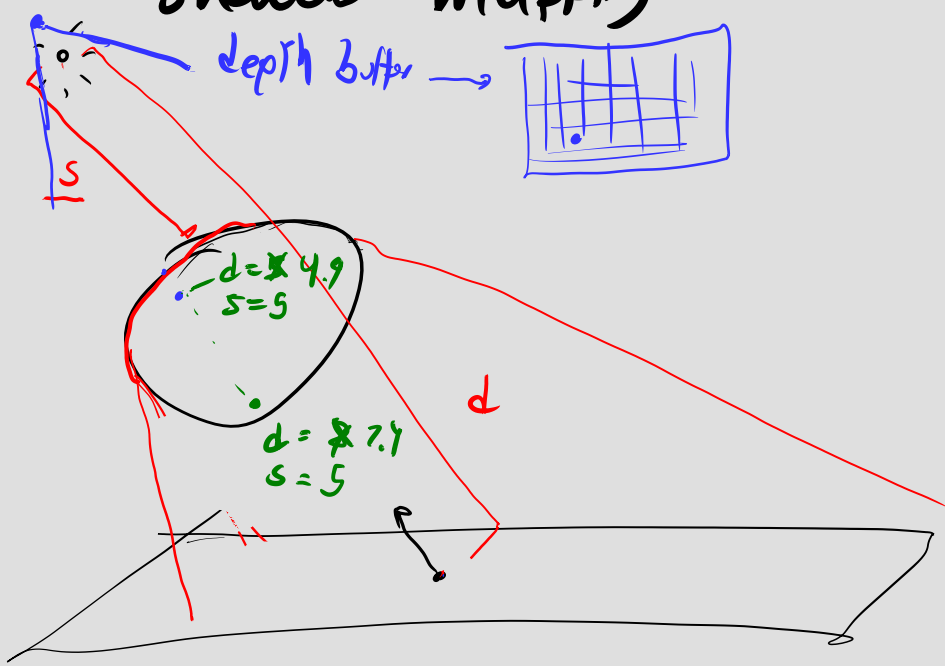


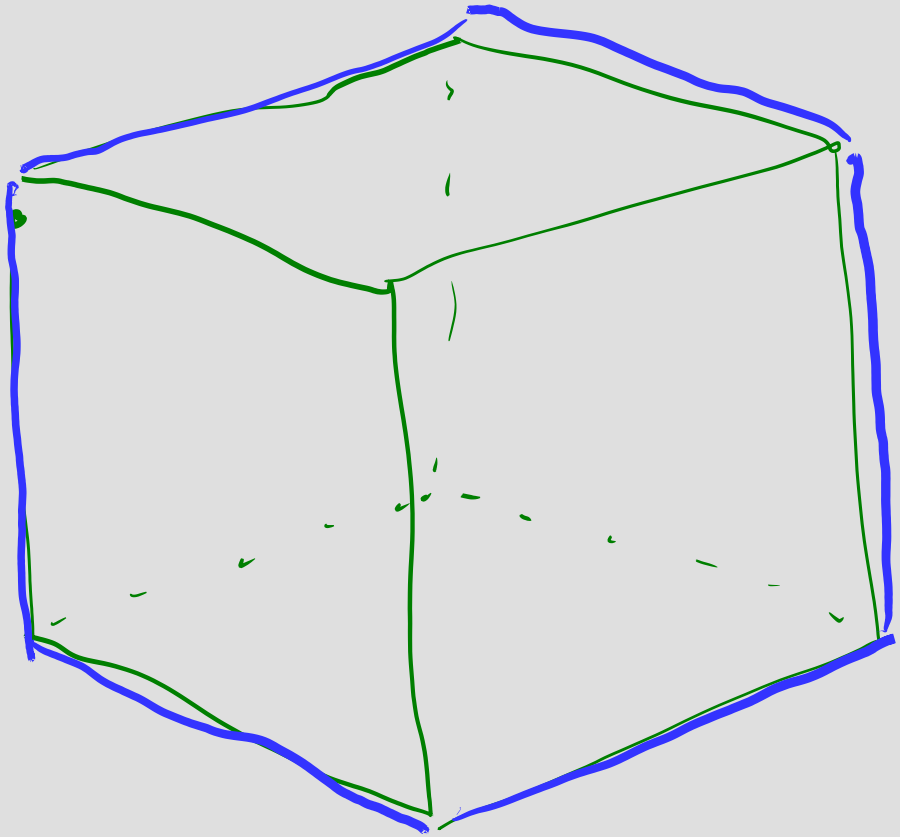


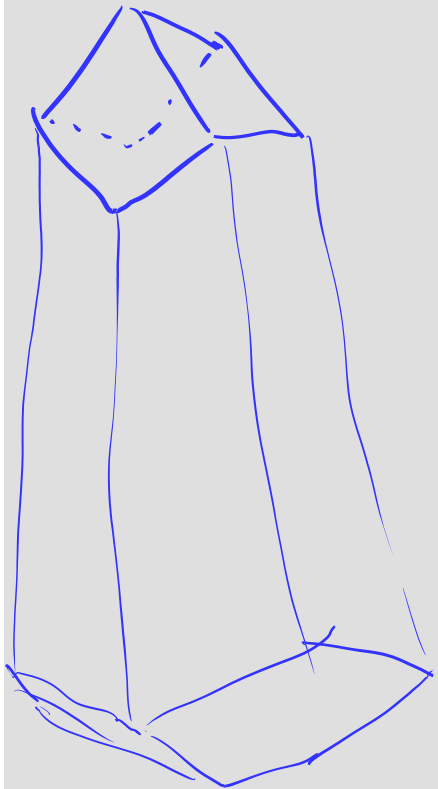
Shadow volums



Shadow mapping

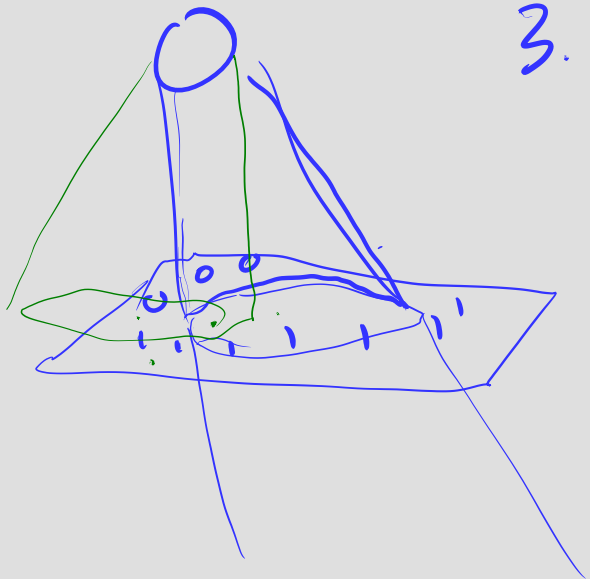




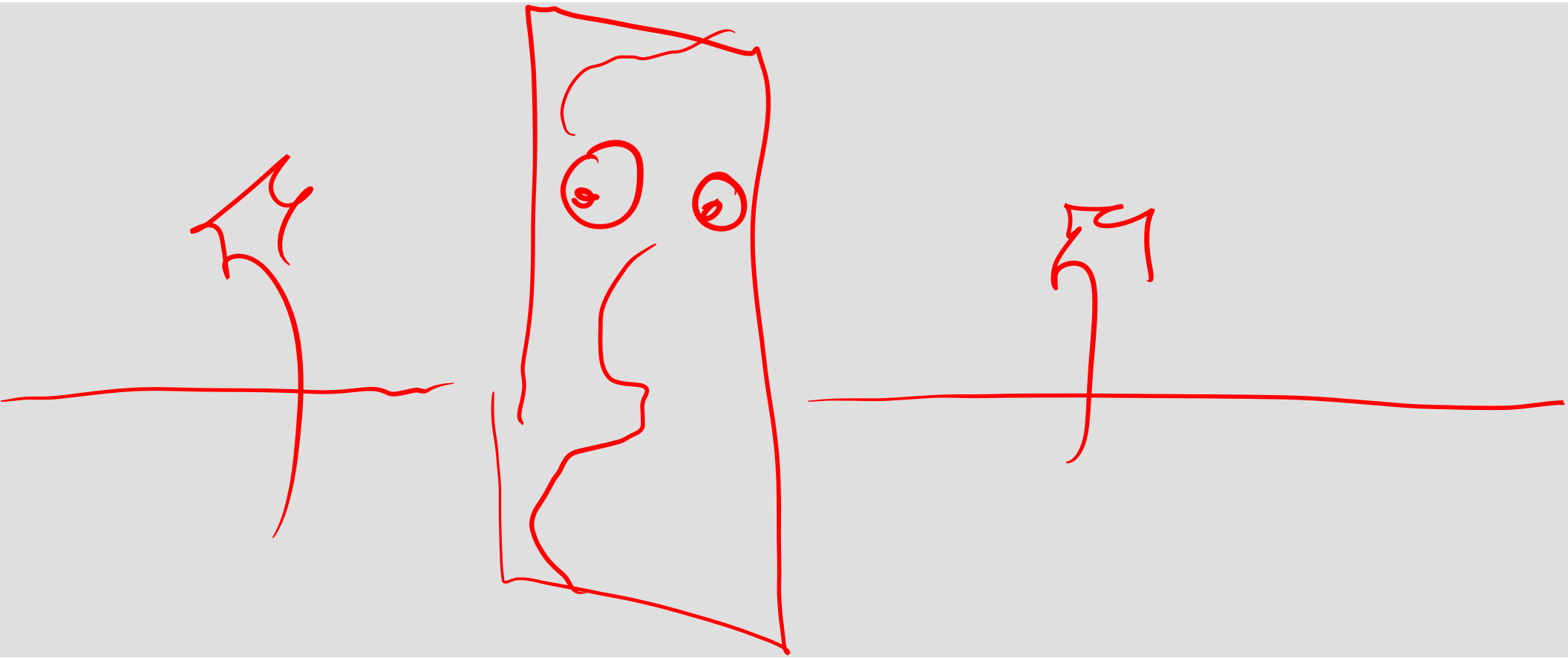


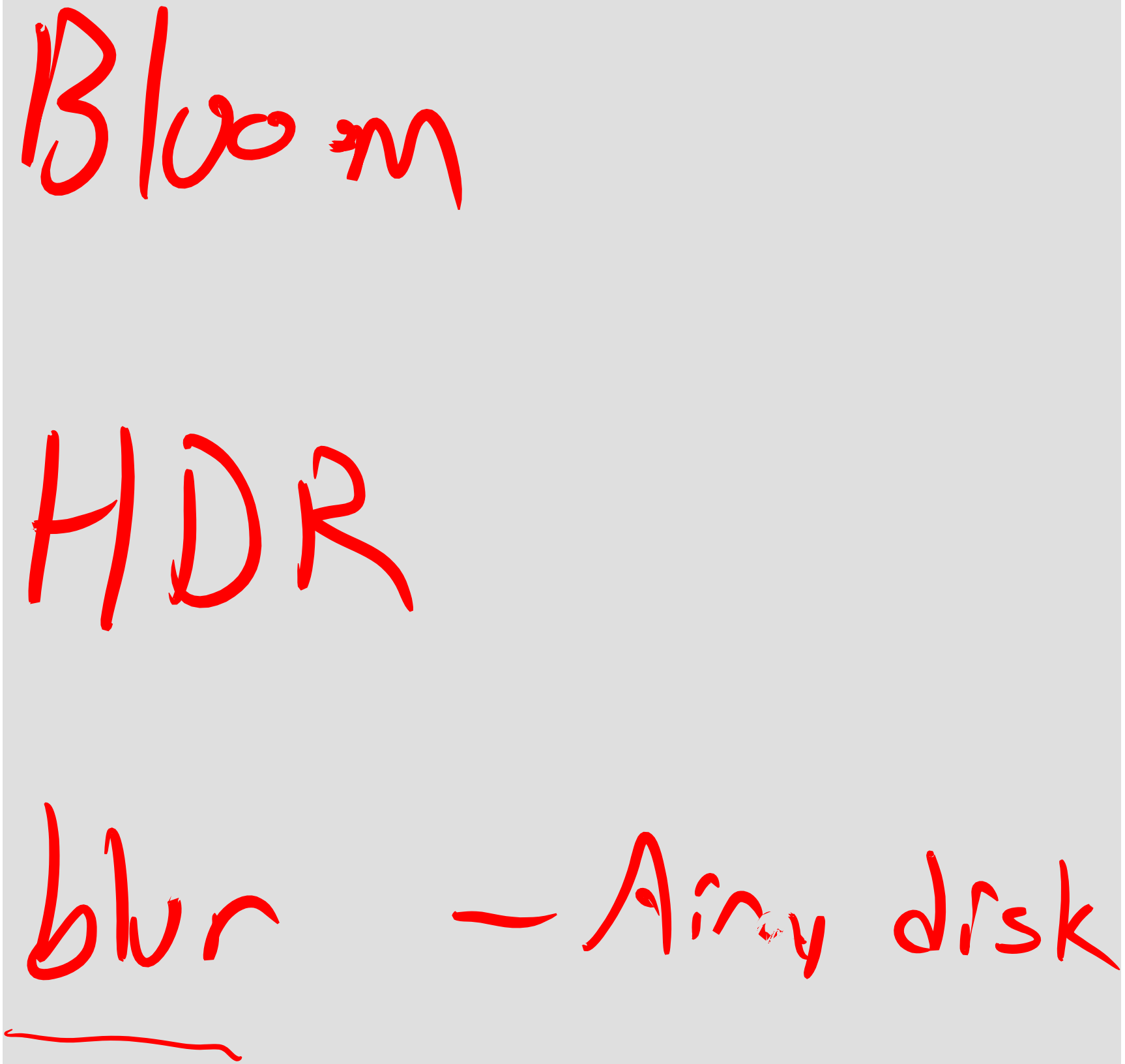
Stencil buffer

1. render back-side shadow volumes
   → depth
2. render geom → stencil
3. rend front shad-volum
   → toggle stencil



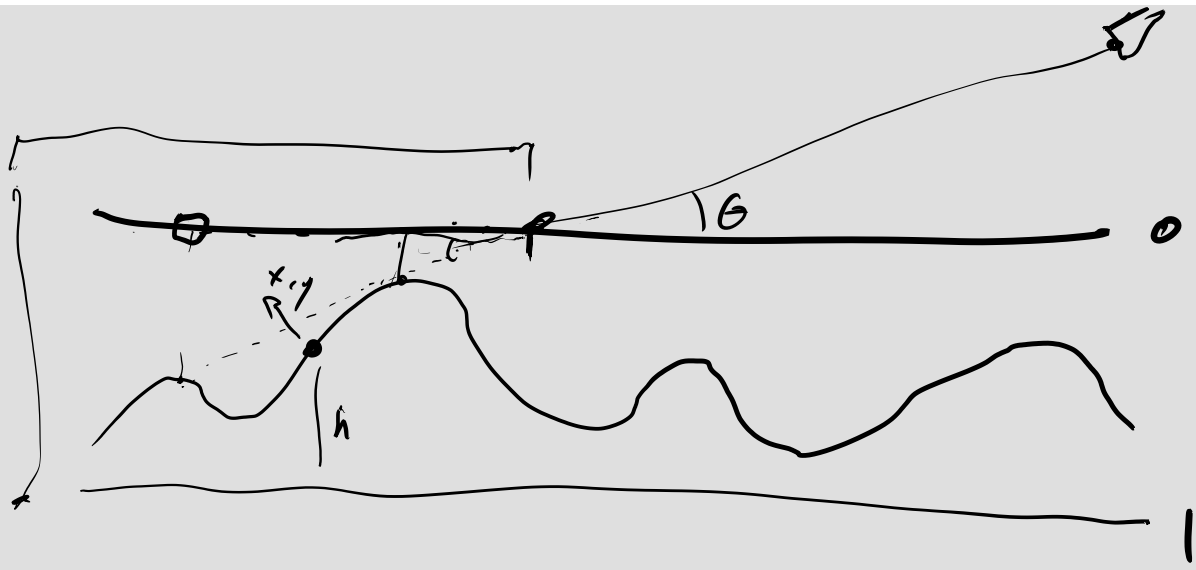
					0	0	0	0	0	6	2			
					0	0	1	1	1	1	5			
					6	1	1	1	1	0	0			
					0	5	0	0	0	0	0			

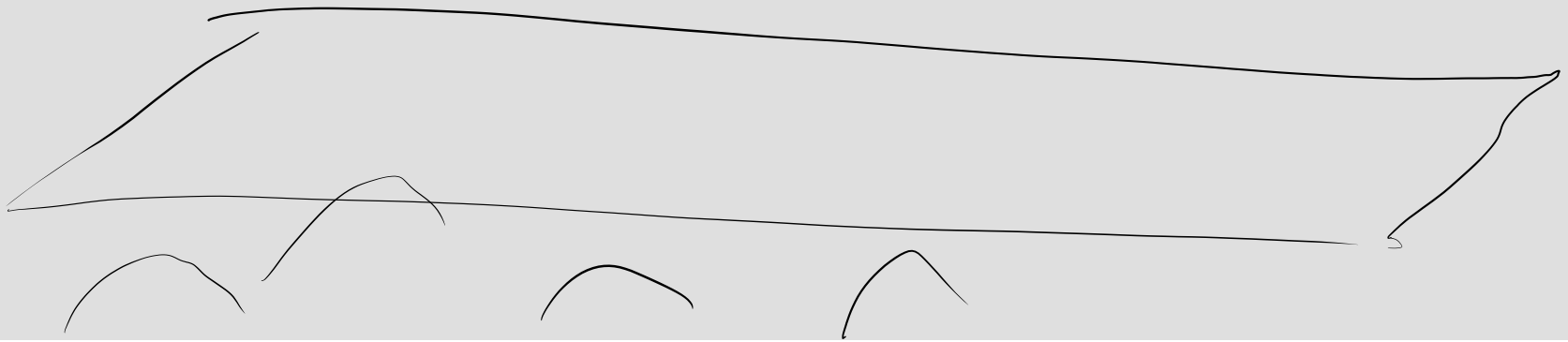



Bloom
HDR
blur — Airy disk

~~height~~ map
~~depth~~
height

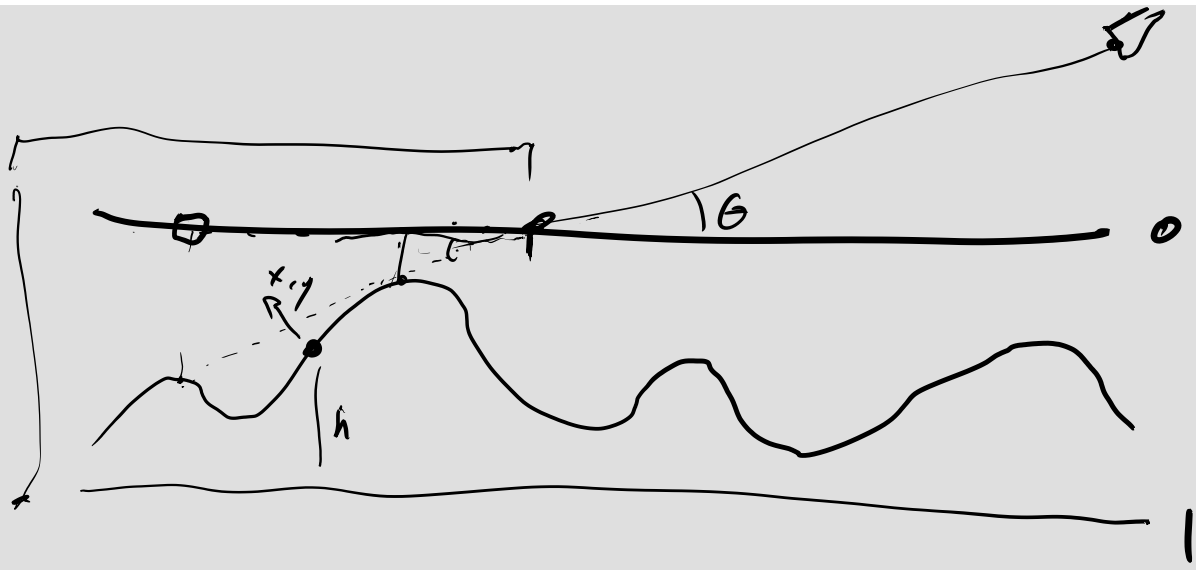
+ normal map

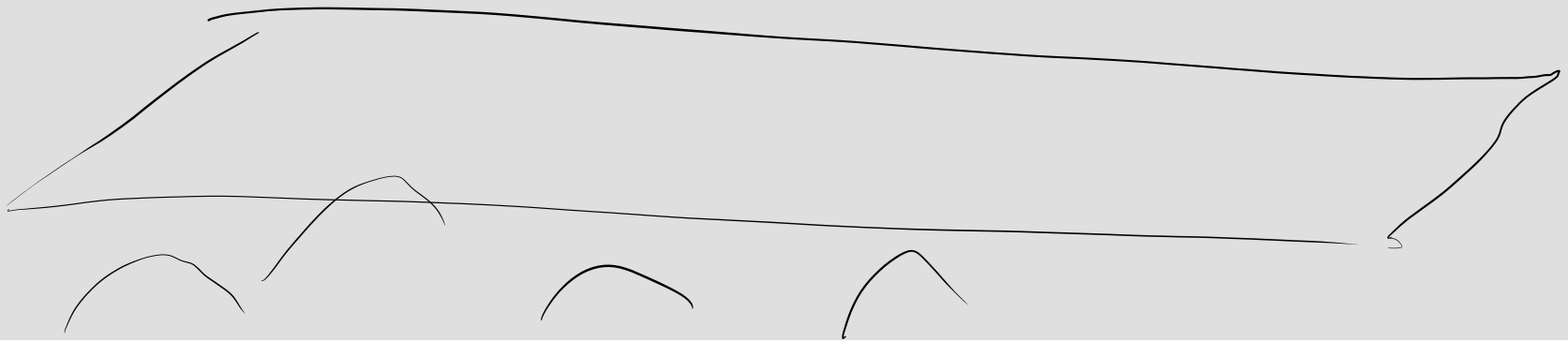


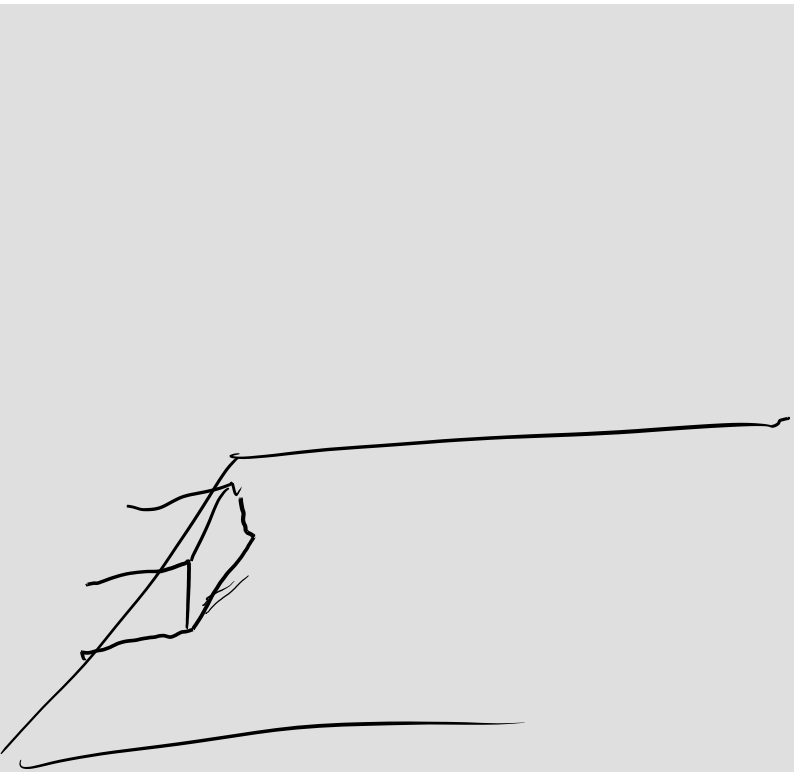


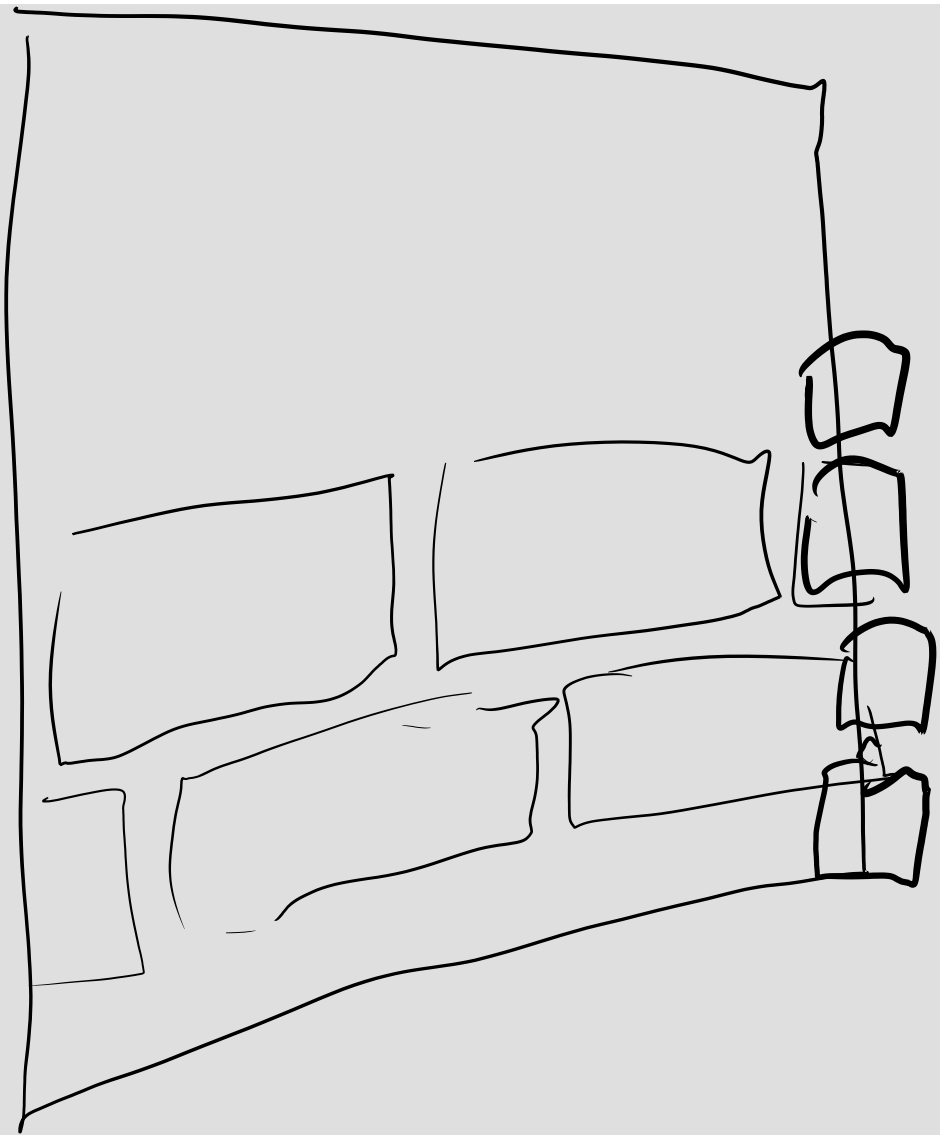
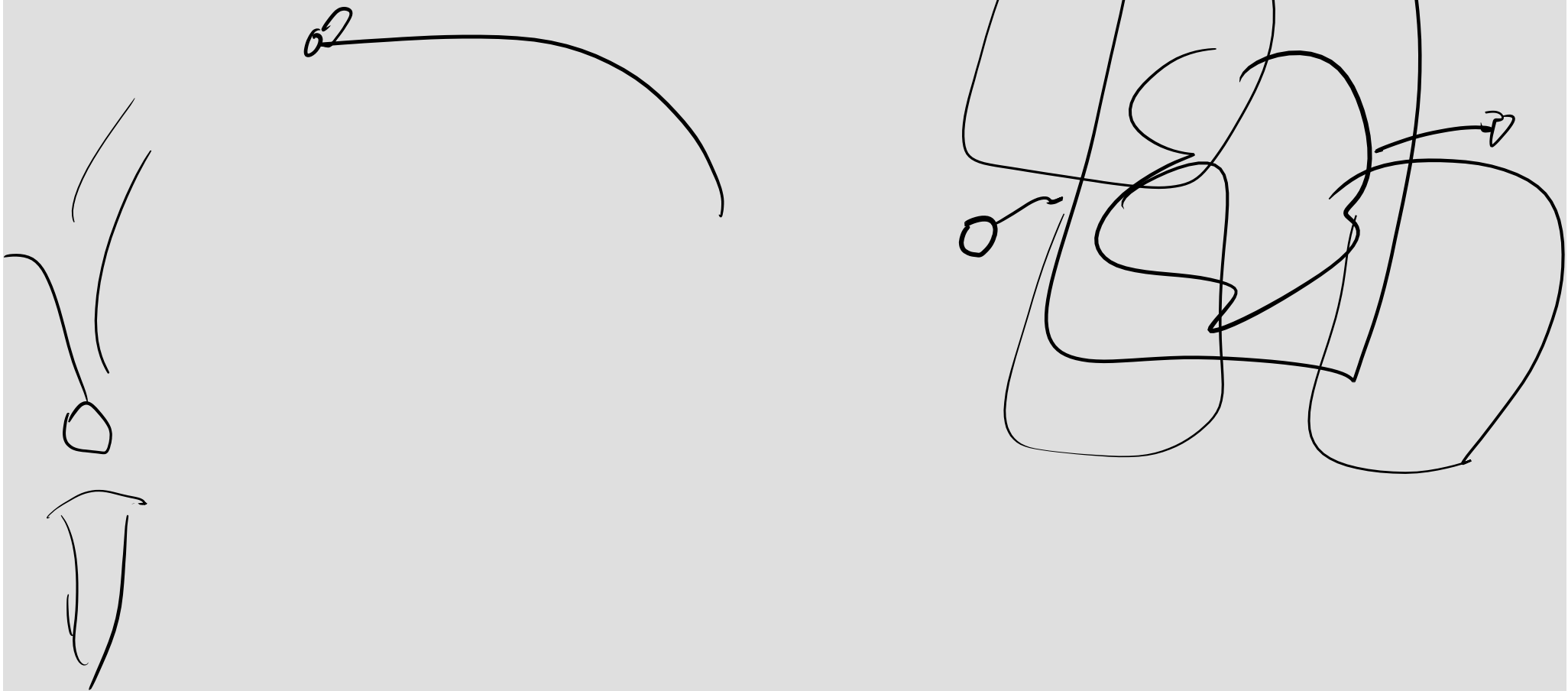
~~height~~ map
~~depth~~
height

+ normal map









Particles