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RTR Abgabe 2 – Doku

Effekte:

- Deferred Renderer
- Tessellated Displacement Mapping
- Dynamic Level of Detail (mit Tessellation)
- Screen Space Ambient Occlusion (SSAO)
- High Dynamic Range-Mapping (HDR-Mapping)
- Omni-Directional-Shadow Mapping
- Partikelsystem

Grafikkarte: Nvidia

Tastaturbelegung:

- ESC ... Quit
- O ... SSAO ON/OFF
- H ... HDR-Toggle ON/OFF
- N ... Auto-Kamera vs. Freefly-Kamera
- T ... Tessellation ON/OFF
- C ... Capture Mouse ON/OFF
- G ... Shadows ON/OFF
- WASD ... Bewegung (bei Freefly-Kamera)
- R/F ... UP/DOWN in y-direction
- M ... Textures ON/OFF (for Debug)
- P ... Wireframemode ON/OFF (to see dynamic LoD in action)

Referenzen:

- Deferred Rendering:
<http://learnopengl.com/#!AdvancedLighting/DeferredShading>
<http://ogldev.atspace.co.uk/www/tutorial35/tutorial35.html>
- SSAO:
<http://learnopengl.com/#!Advanced-Lighting/SSAO>
<https://mtnphil.wordpress.com/2013/06/26/know-your-ssao-artifacts/>
- Tessellation:
<http://ogldev.atspace.co.uk/www/tutorial30/tutorial30.html>
<http://prideout.net/blog/?p=48>
<http://in2gpu.com/2014/07/12/tessellation-tutorial-opengl-4-3/>
- Pointslights & Distance Falloff:
<http://ogldev.atspace.co.uk/www/tutorial36/tutorial36.html>
- HDR:
<http://www.learnopengl.com/#!Advanced-Lighting/HDR>
<http://filmicgames.com/archives/75>
- Partikelsystem:

<http://ogldev.atSPACE.co.uk/www/tutorial28/tutorial28.html>

- Shadow Mapping: RTR-VO-Folien