

Real-Time Rendering 2. Submission Used Effects

We want to implement the following effects in our scene:

- Deferred Shading [1][2]
- VSM Shadow Mapping [3] using separable gauss blur and MSAA
- Normal Mapping (like in the slides)
- Glow Shader [4] using separable Gauss Blur
- Particle System [5] using geometry shader
- Using a globe map for the lights as in [2]
- Edge detection filter for AA in Deferred Shading [2]

[1] http://http.developer.nvidia.com/GPUGems2/gpugems2_chapter09.html

[2] http://http.developer.nvidia.com/GPUGems3/gpugems3_ch19.html

[3] http://http.developer.nvidia.com/GPUGems3/gpugems3_ch08.html

[4] http://http.developer.nvidia.com/GPUGems/gpugems_ch21.html

[5] http://www.videotutorialsrock.com/opengl_tutorial/particle_system/home.php