NPR Tile Based Deferred Shader WebGL

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Progress to Date

Deferred Shader on WebGL

- with Multiple Render Target (MRT)
- with pre G-Buffer

Live Demo

Problems

Enable extension in WebGL

- WEBGL_draw_buffer extension
  - turn on D3d11 and webgl draft extensions
  - discrete graphic card
- WEBGL_depth_texture
- OES_texture_float

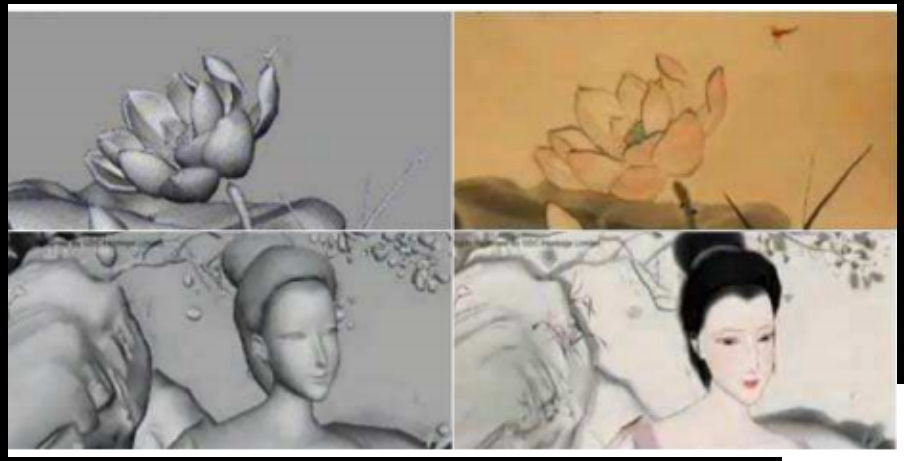
Next Step

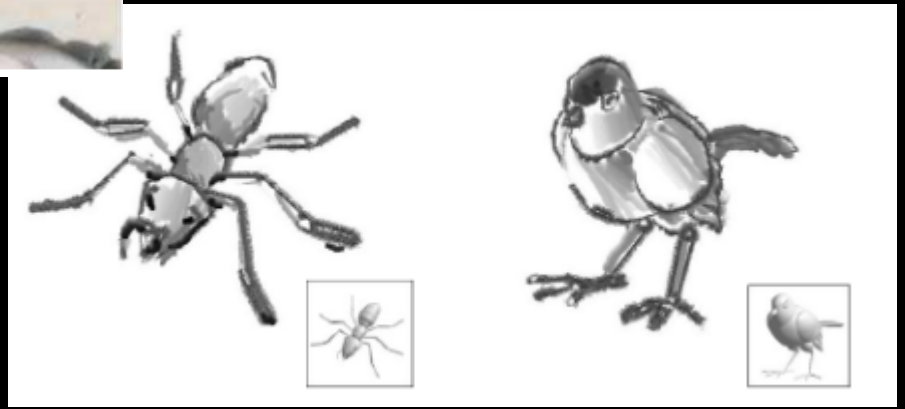
1. Tile Based Deferred Shader

   ref: http://goo.gl/yvDngA
2. Non-photorealistic rendering(Chinese Painting Effects)

   ref: http://goo.gl/CoVZ40

Non-photorealistic Rendering





Ref: http://goo.gl/CoVZ40

Non-Photorealistic Rendering in Chinese Painting

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Abstract
In this paper, I mainly characterize the features of Chinese painting and show how it can be simulated by using non-photorealistic rendering technique. I mainly take Jun-Wei Yeh and Ming Ouhyoung's work [1] as instance to explain how it works by using NPR to simulate Chinese painting animals. In the end of the paper, I will give a short introduction of the application of using 3D NPR for Chinese painting animation.

Keywords: Chinese artistic conception, ink diffusion, non-photorealistic rendering, Silhouette edge, interior shading

1. Introduction

Chinese painting, also known as Chinese ink and water painting, is the one of the oldest artistic customs in the world. It has been developed for more than one