**Development document – By Archana,10-02-2023**

**Anti Aliasing:**

TAA anti aliasing is used in the demo, among all the anti aliasing types this one gives better performance.

**Reflections:**

Reflections on the floor was created with ground reflector and on the mirror created with using vertical mirror, without post processing effect.

**Ambient Occlusion:**

Ambient Occlusion was created using post processing with SSAO Pass.

**Shadows:**

Shadows are implemted using casteShadow and receiveShadow properties. And also used shadowmap.