

A Brief Introduction to Casting Shadows in OpenGL



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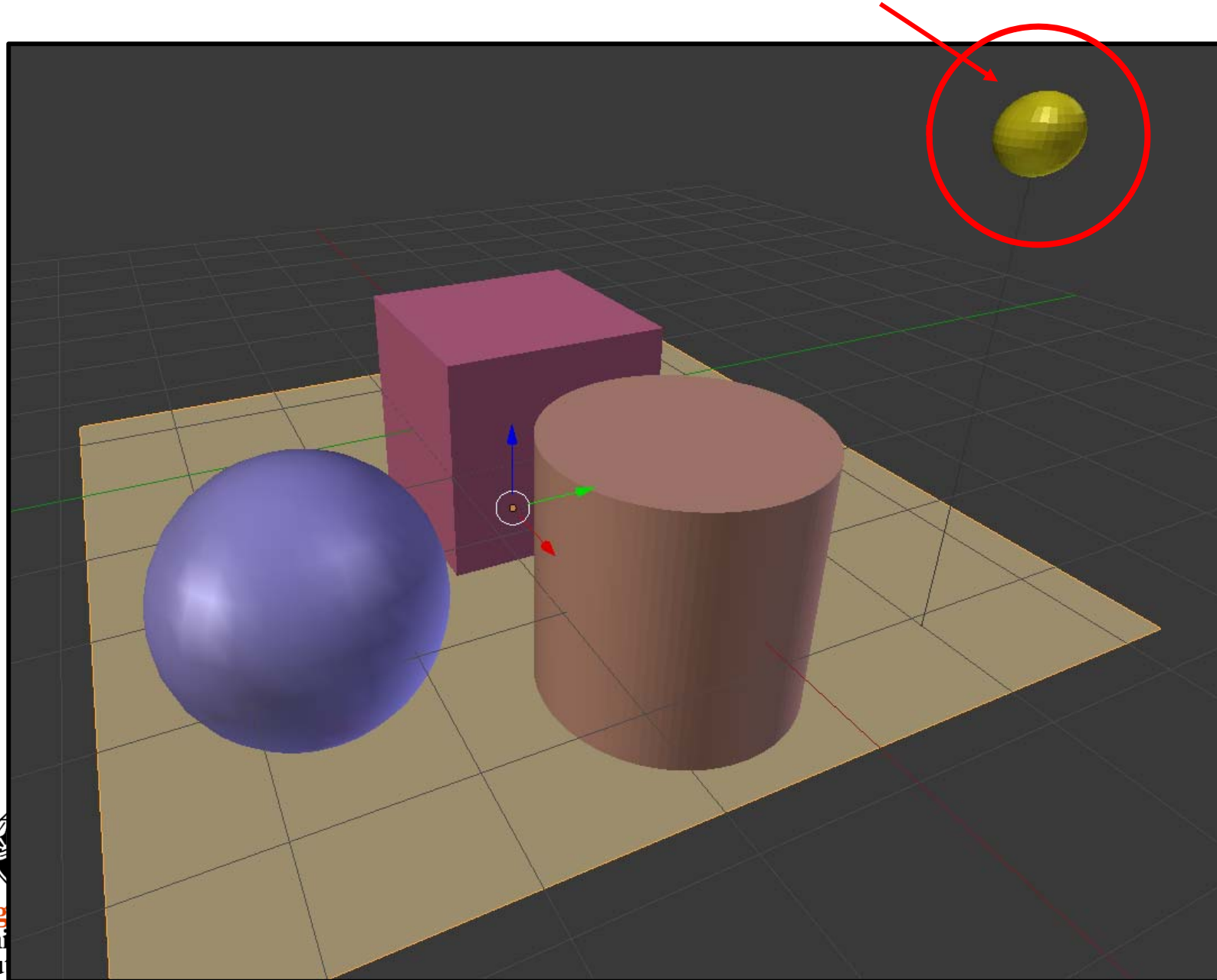


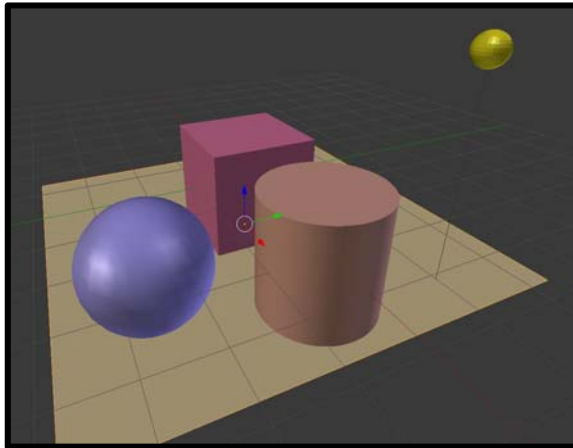
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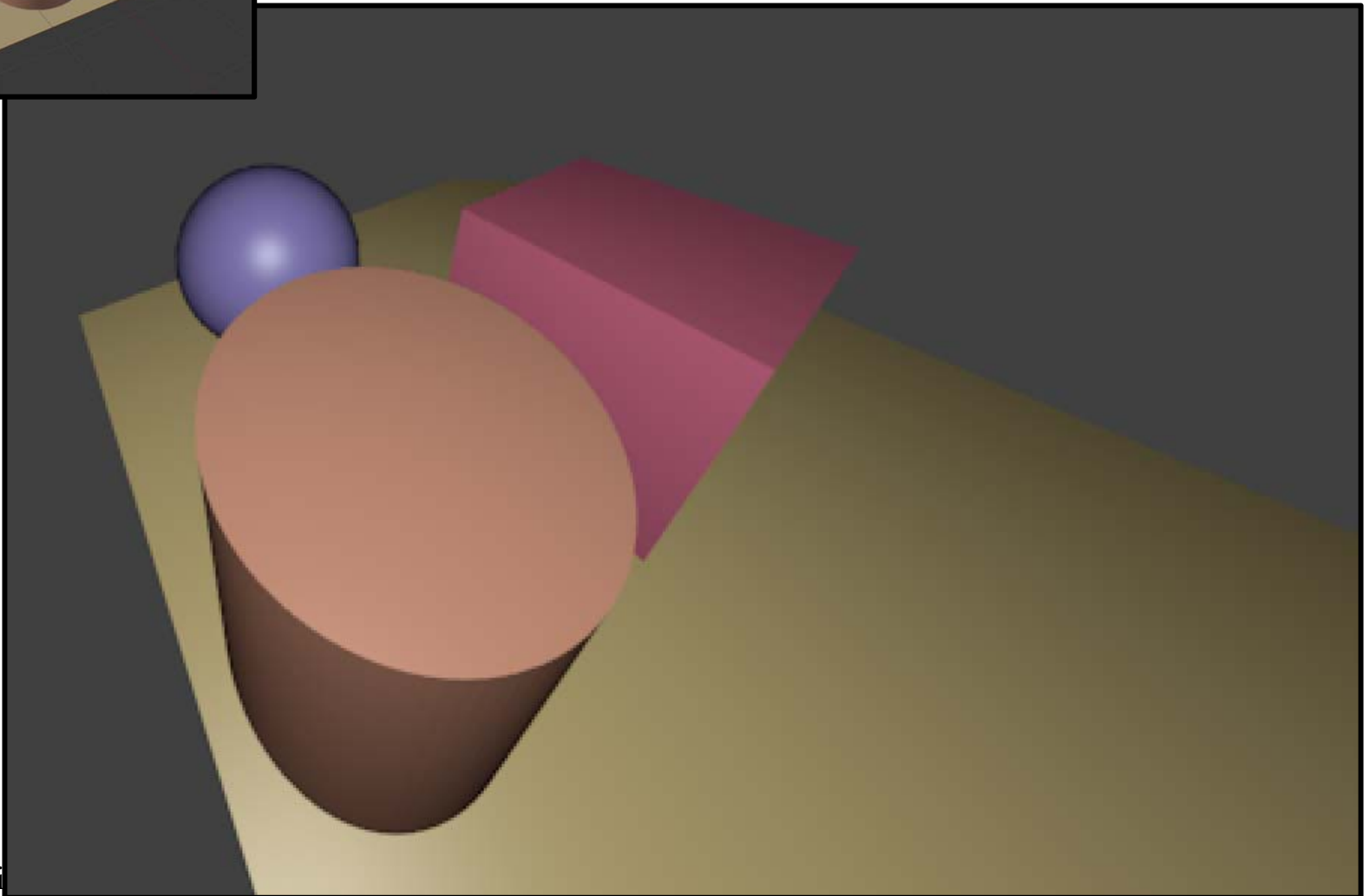
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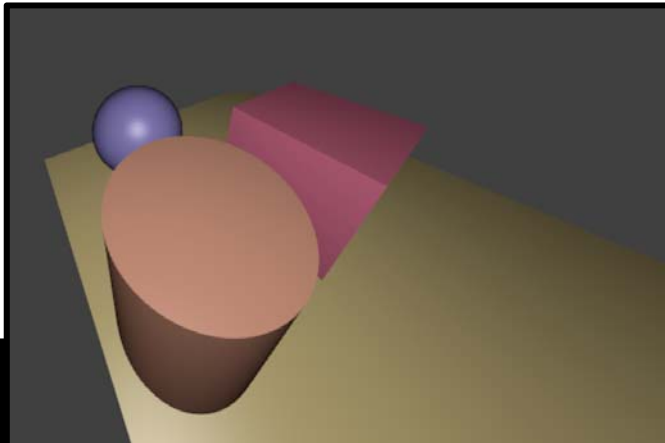
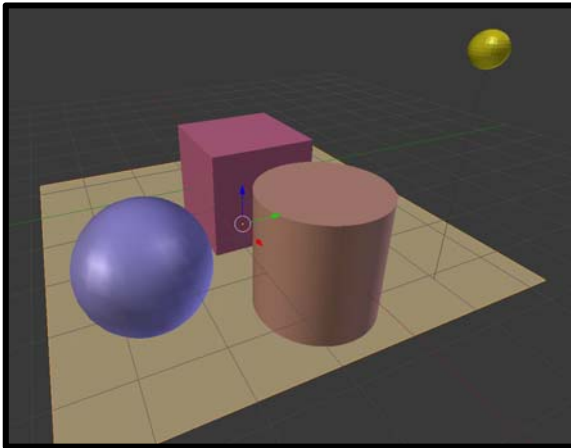
Light Source casting the shadows



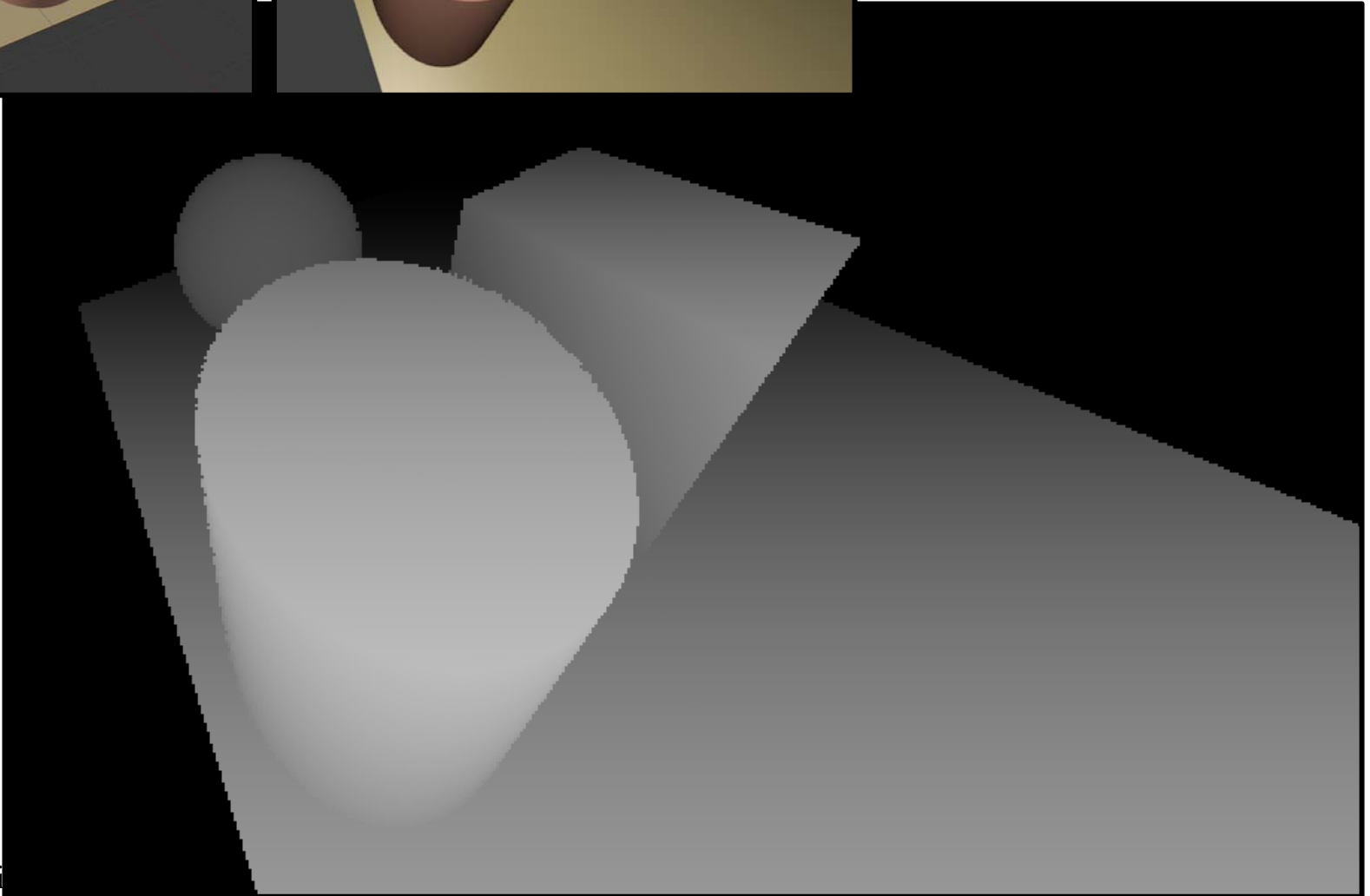


1. Get a view from the light source – everything you cannot see must be in a shadow





2. Generate a depth view from the light source



3. Put the eye back where it really belongs. Generate the view. Every time you create a pixel in the scene, compare its 3D location against the depth map. If the camera could not see it, don't allow lighting to be applied to it.

