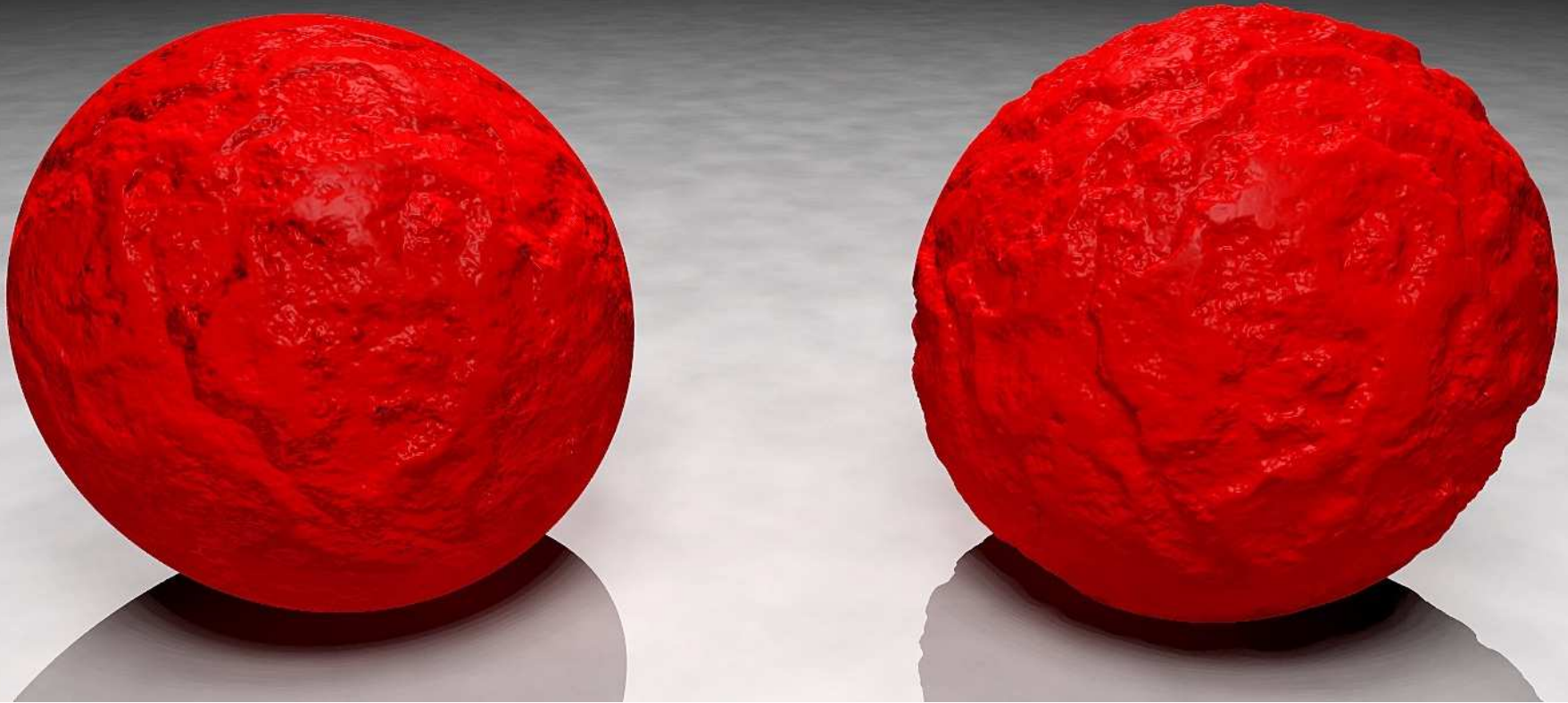


Which will render faster ?



Shadow Maps

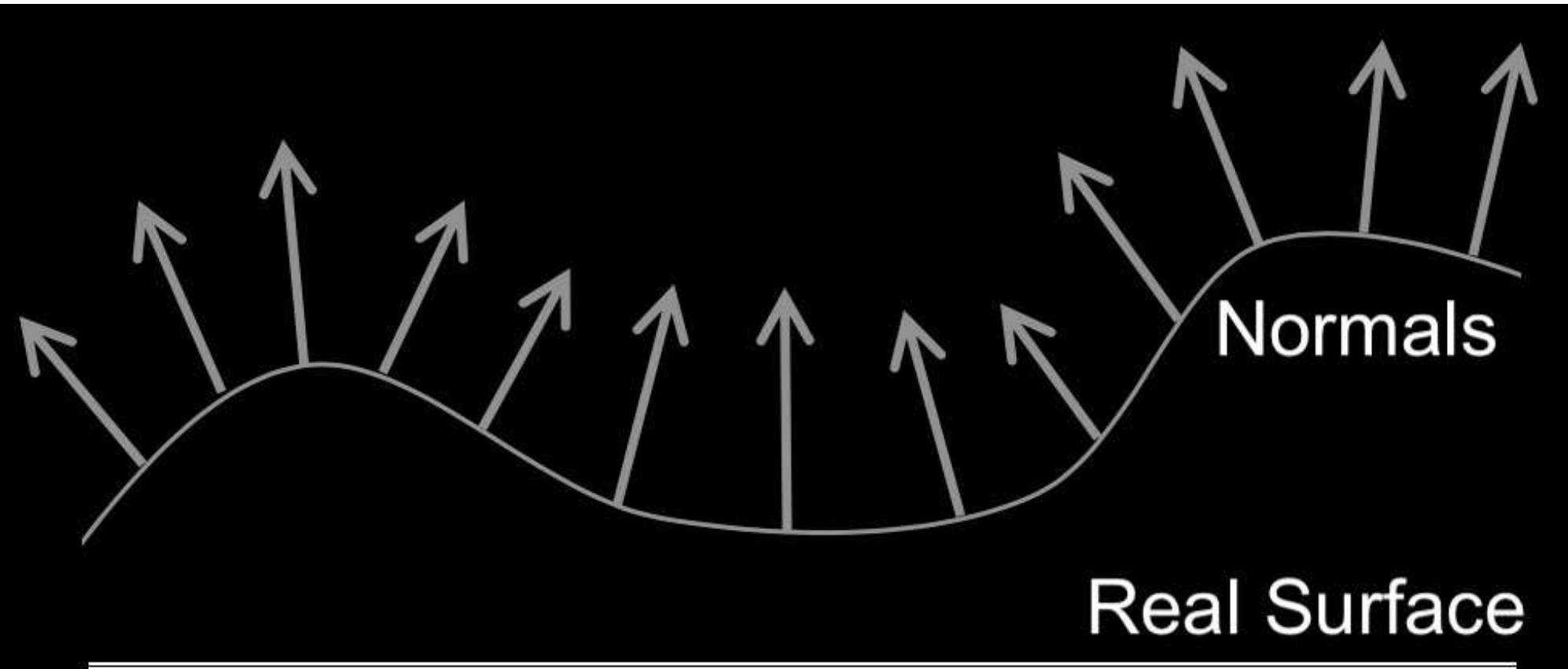
Determining closest intersections is costly
Especially with complex models (many triangles)

But what if we were able to cheat a bit ?

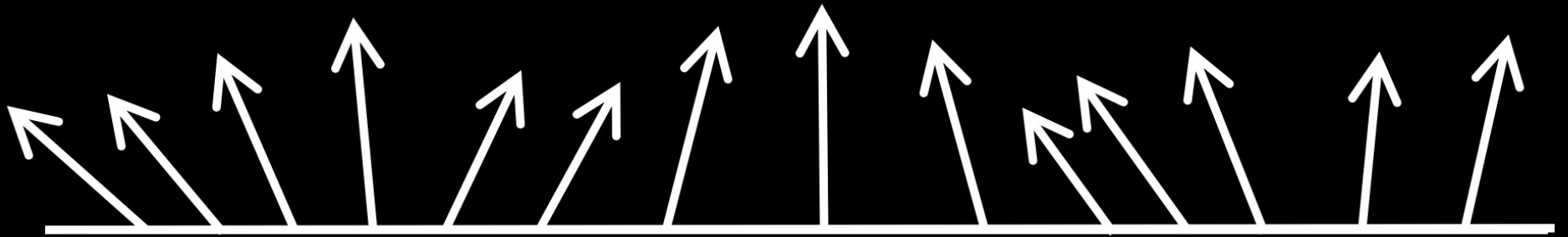
Fake complex geometry with just "light & shadows"
Without adding any additional primitives !

Rather than just a single normal for a surface
What if we had a whole bunch of them ?

"Fake" Geometry



Single Surface, Many Normals



2D Normal Field

