

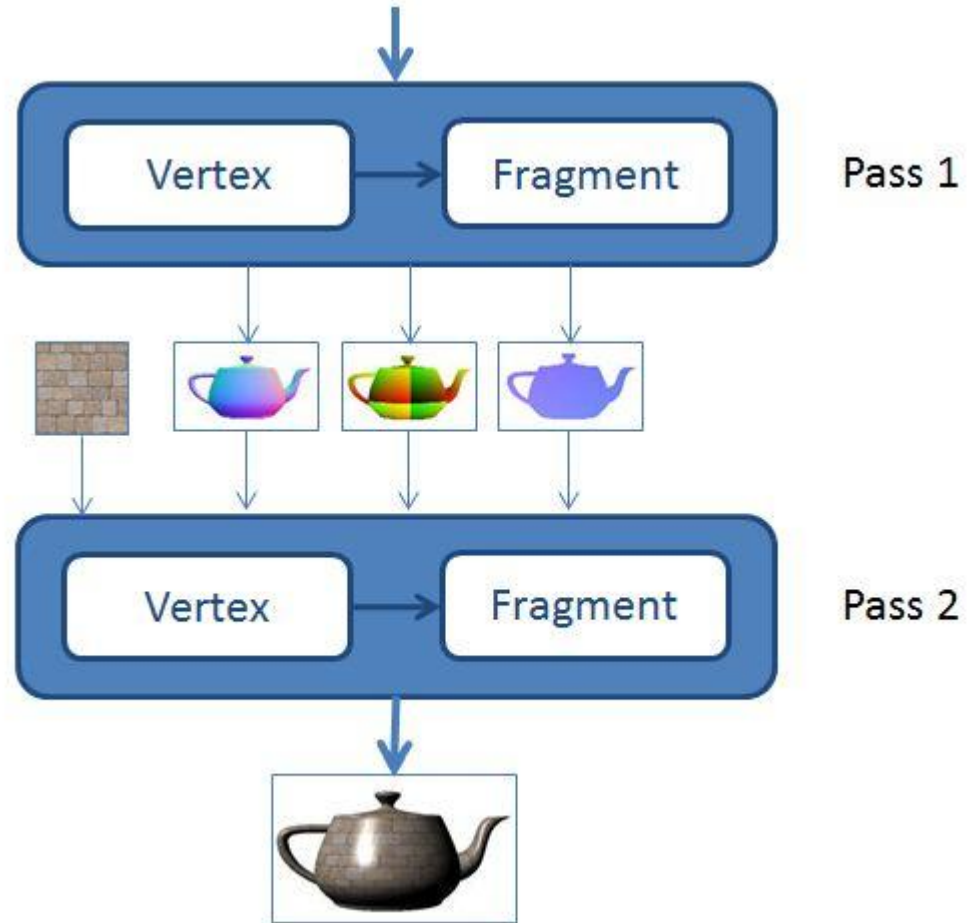
# OpenGL 3

Daniel Haitink and Robin Entjes

# Framebuffer

Multiple passes of shaders

Distribute tasks

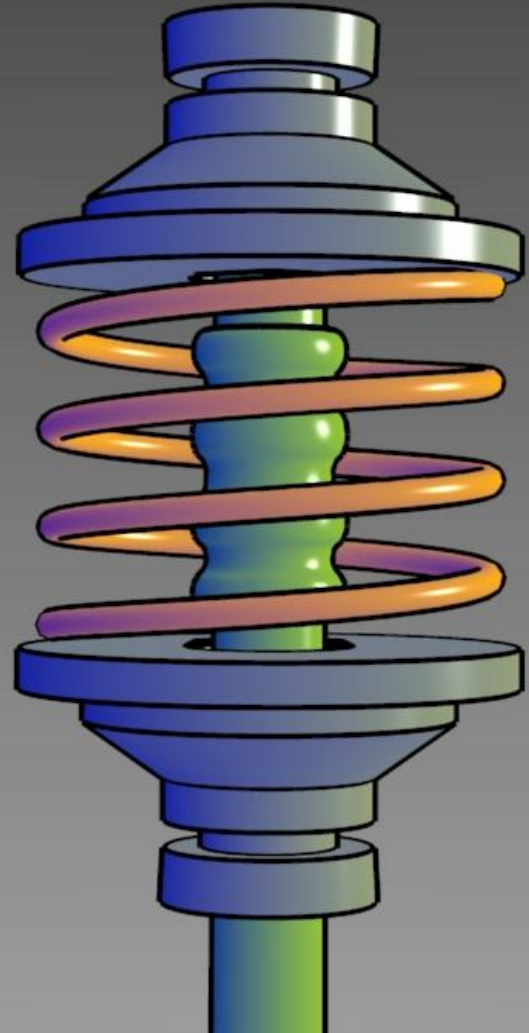


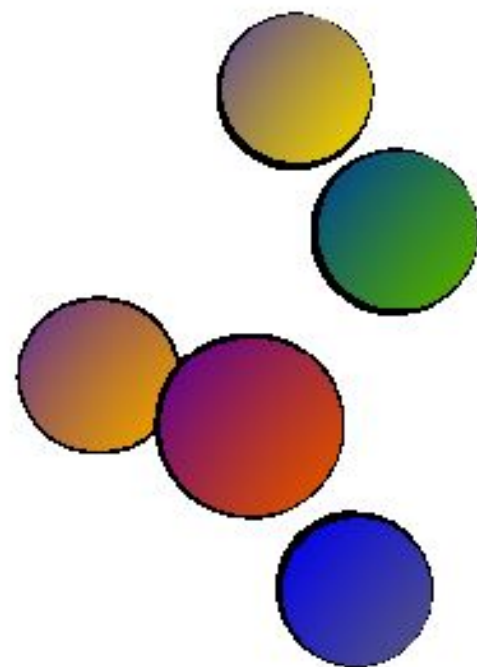
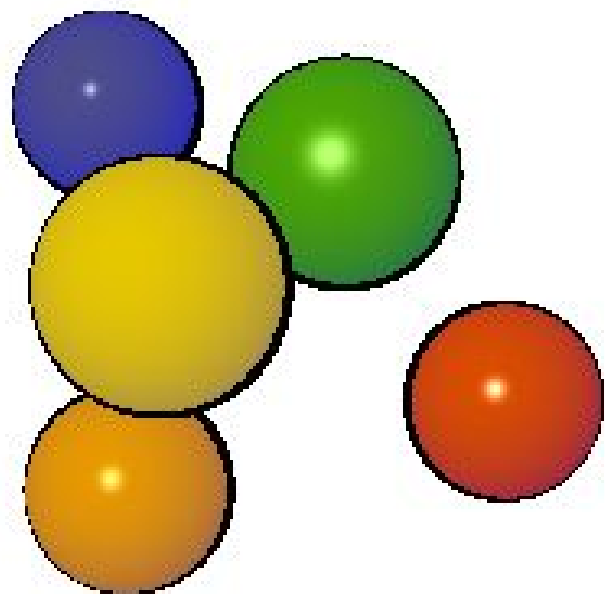
# Gooch Shading

$$k_{cdiff} = k_{cool} + \alpha k_{diffuse}$$

$$k_{wdiff} = k_{warm} + \beta k_{diffuse}$$

$$k_{final} = \left(\frac{1 + N \cdot L}{2}\right) k_{cdiff} + \left(1 - \frac{1 + N \cdot L}{2}\right) k_{wdiff}$$





## Blurred Shading

