

# **Geforce SDK Shadow Lib**



# Regular PCF -

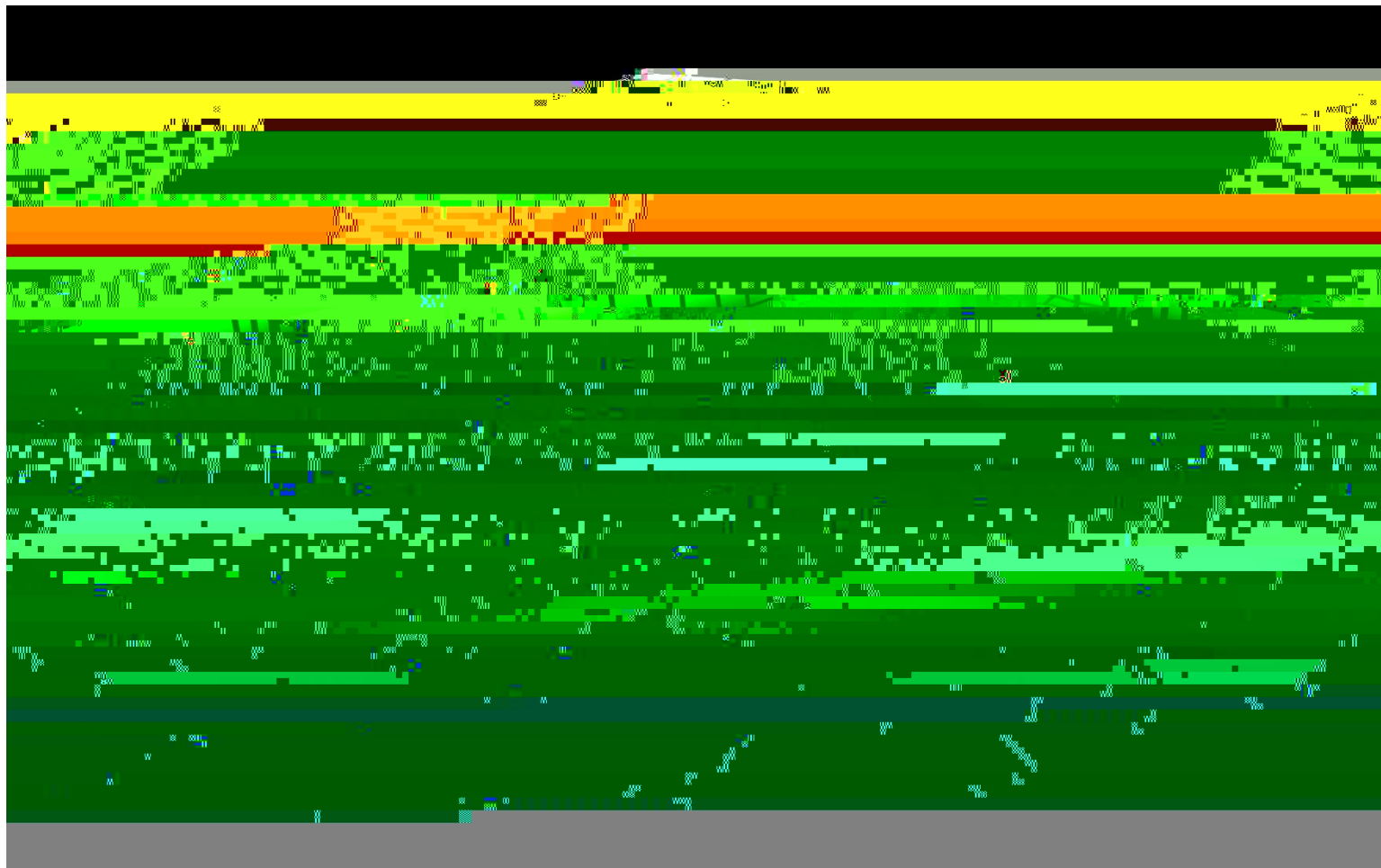








# PCSS+







# PCSS+ - Reduced Aliasing

