Notes

# Blimp

Textured, tessellated, model loaded, spot light from underneath

# Terrain

Textured, tessellated, plane with height map

# Explosion

Animated from heightmap texture & colour ramp texture, point light inside, normals reversed, lights scene

# Puddle

Removed from shadow calculations

# Skybox

Directional light

# Shadows

Cascade maps,

# Post Processing