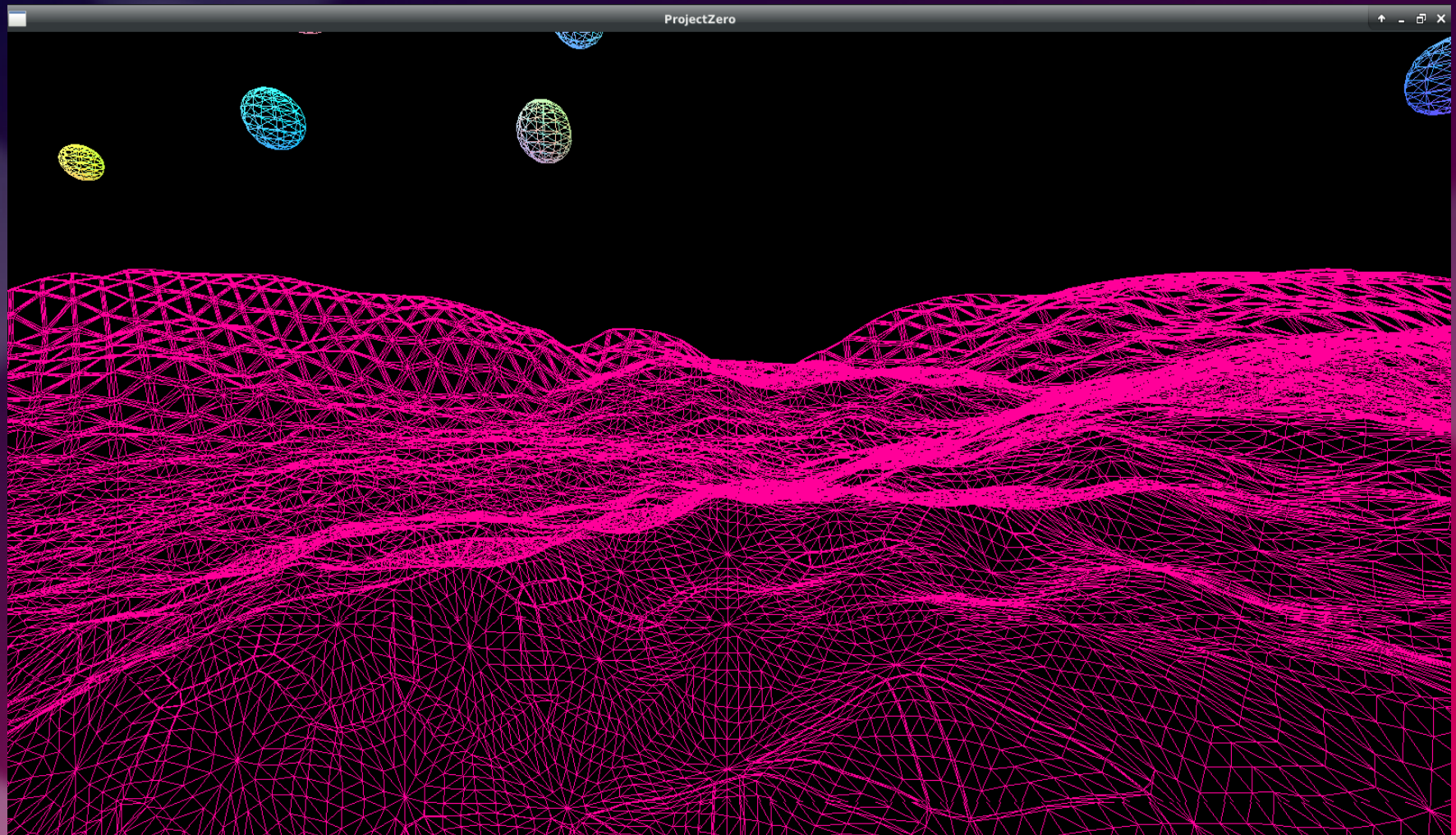# Implementation of deferred snow deformation

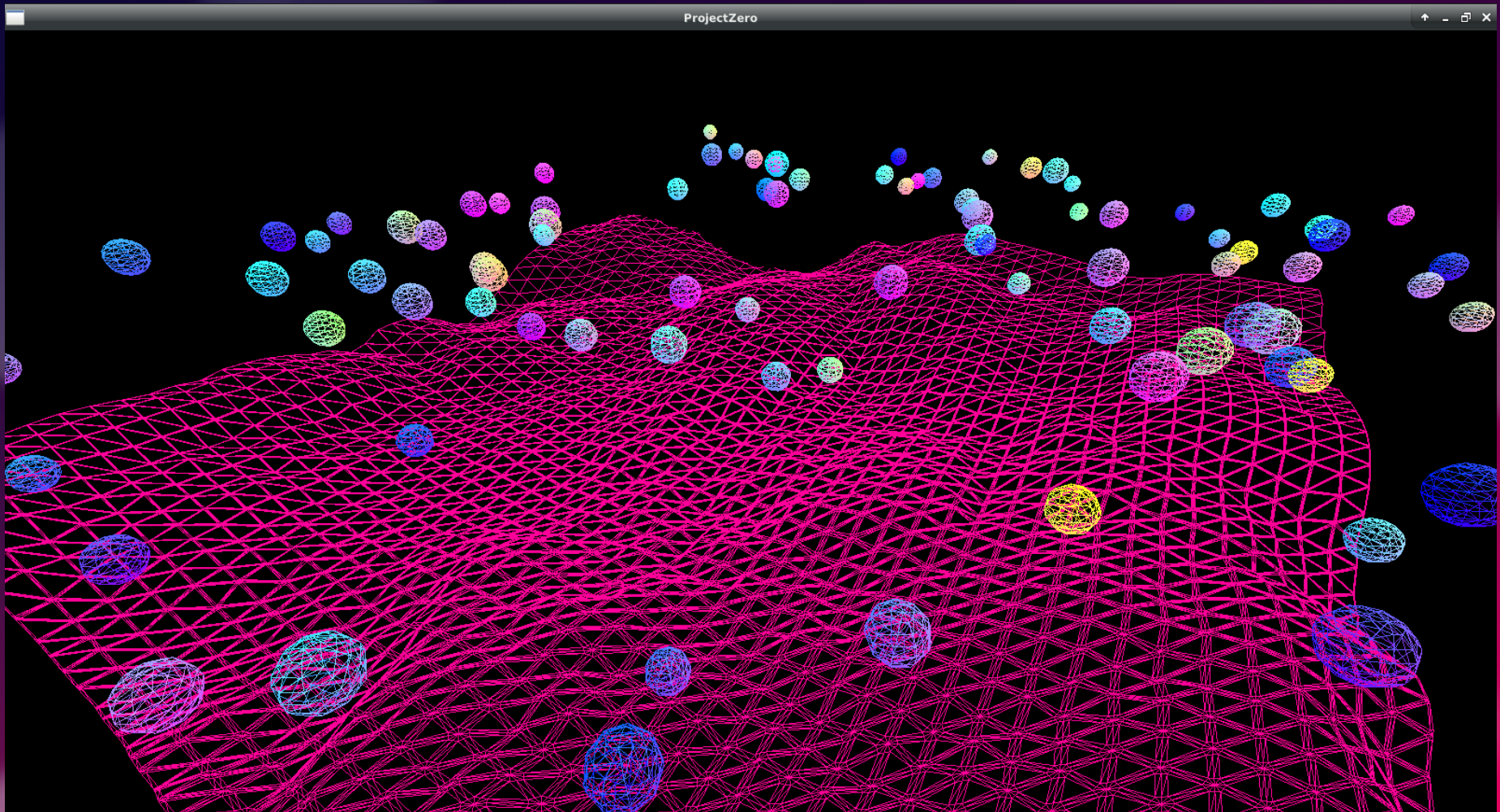## Based on the technique used in the Rise of the Tomb Raider

Terrain

- Implemented using height-map approach
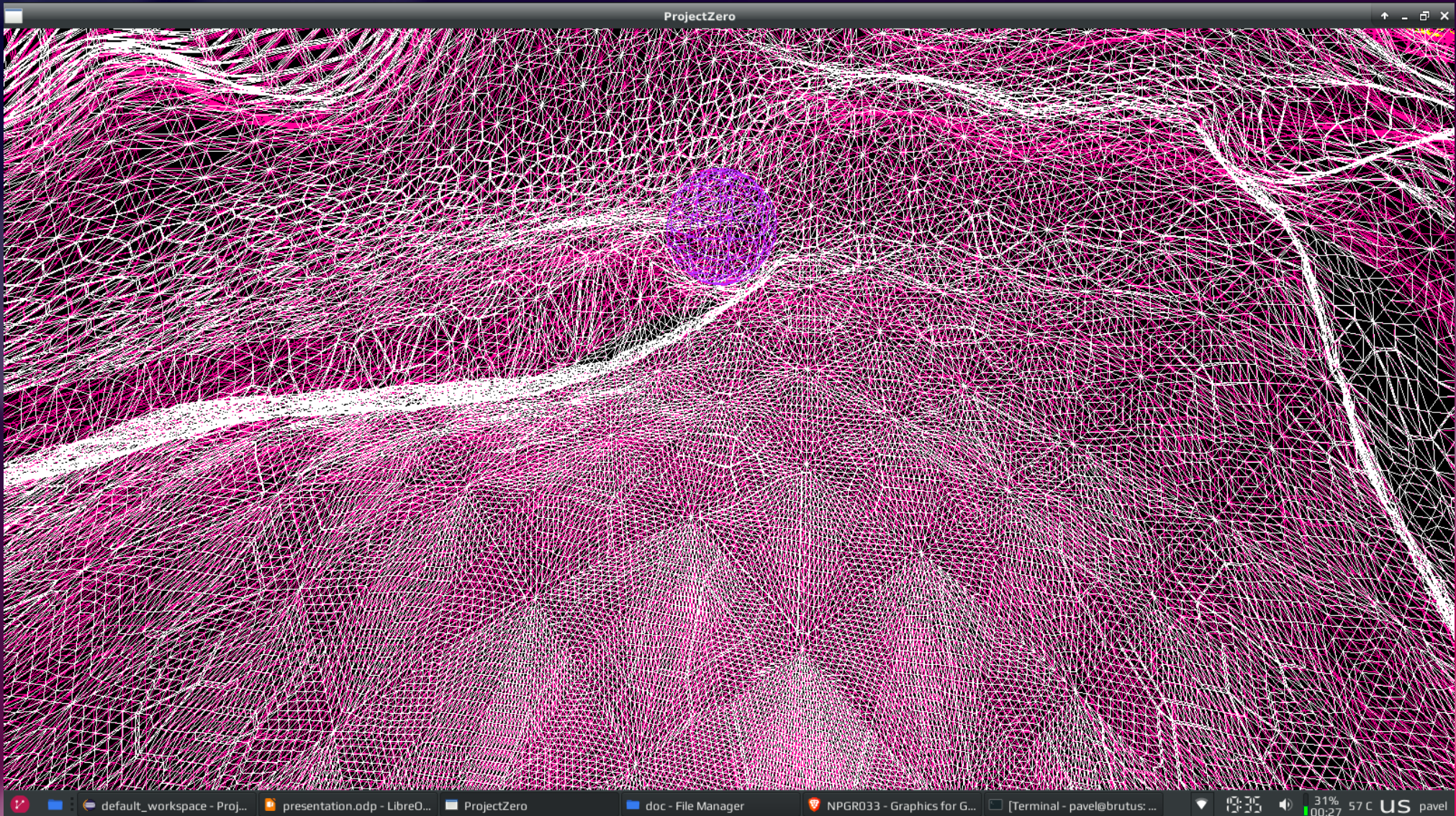- Dynamic tesselation based on distance from camera

Spheres

- Instanced draw
- Buffer with info about each sphere
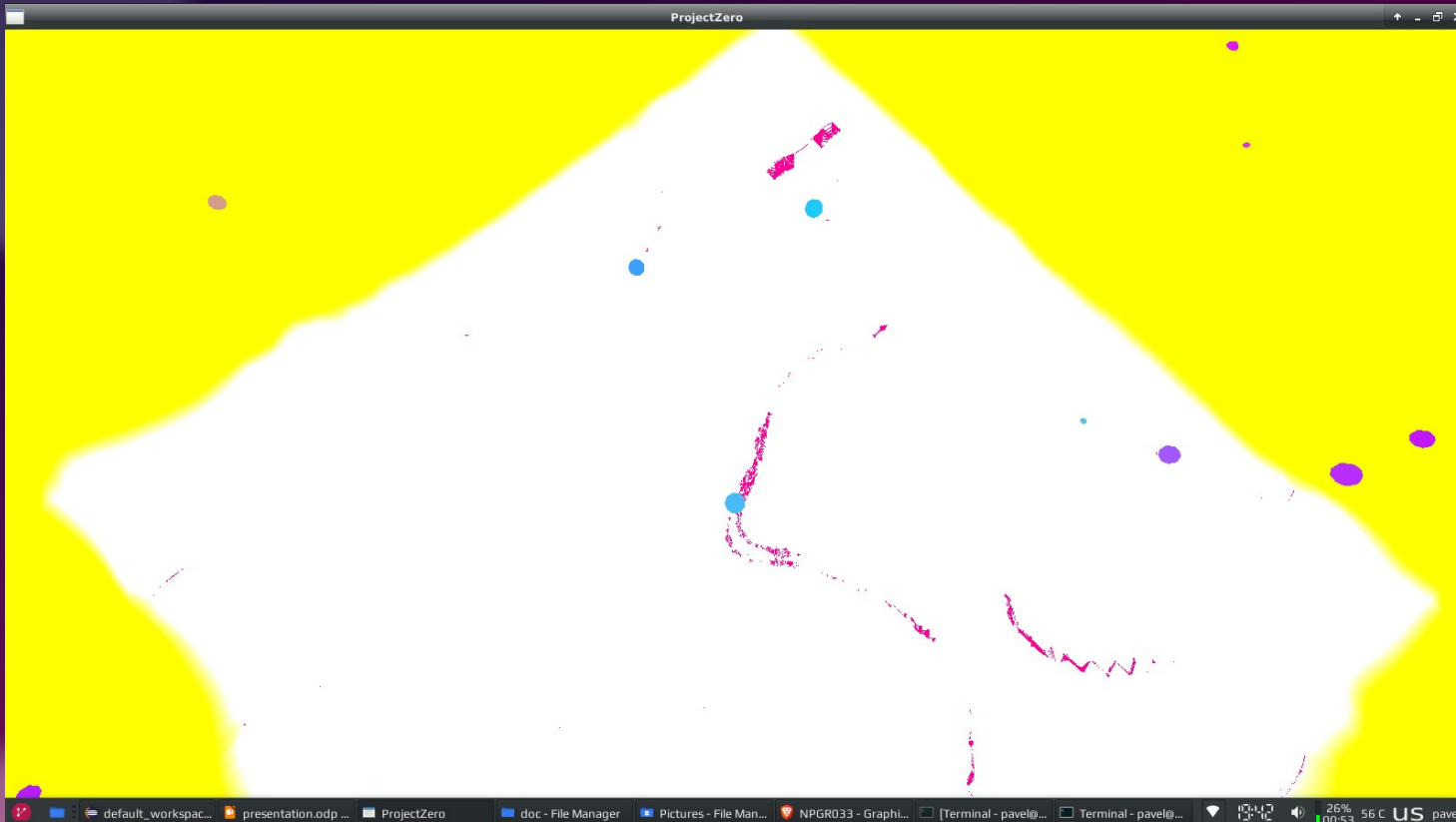- Physics and movement via compute shaders

Snow

- Reused code from the terrain
- Integration with deformation texture

Deformation Texture

- Covers square area centered on the camera
- Written into by atomic operations in compute shaders
- Read from during snow render pass

Deffered Pipeline

- Position, normal and color is written into texture for each fragment

- Possibility of many light sources in the scene