

GameWorks SDK Shadow Lib v3.0



- **Renders various light space maps**
 - Depth, Ray Trace, Frustum Trace
 - Insert Begin()/End() hooks in engine
- **Cascades**
 - SDSM
 - User defined
- **Supported light types:**
 - Spot
 - Directional (with cascades)
- **Renders shadow buffer**
 - Application provides depth buffer
 - Supports MSAA
- **Array of techniques:**
 - Hard, PCF, PCSS, RT, HRTS, FT, HFTS



HRTS / HFTS

