

# GameWorks SDK Shadow Lib v3.0

# Features - Overview



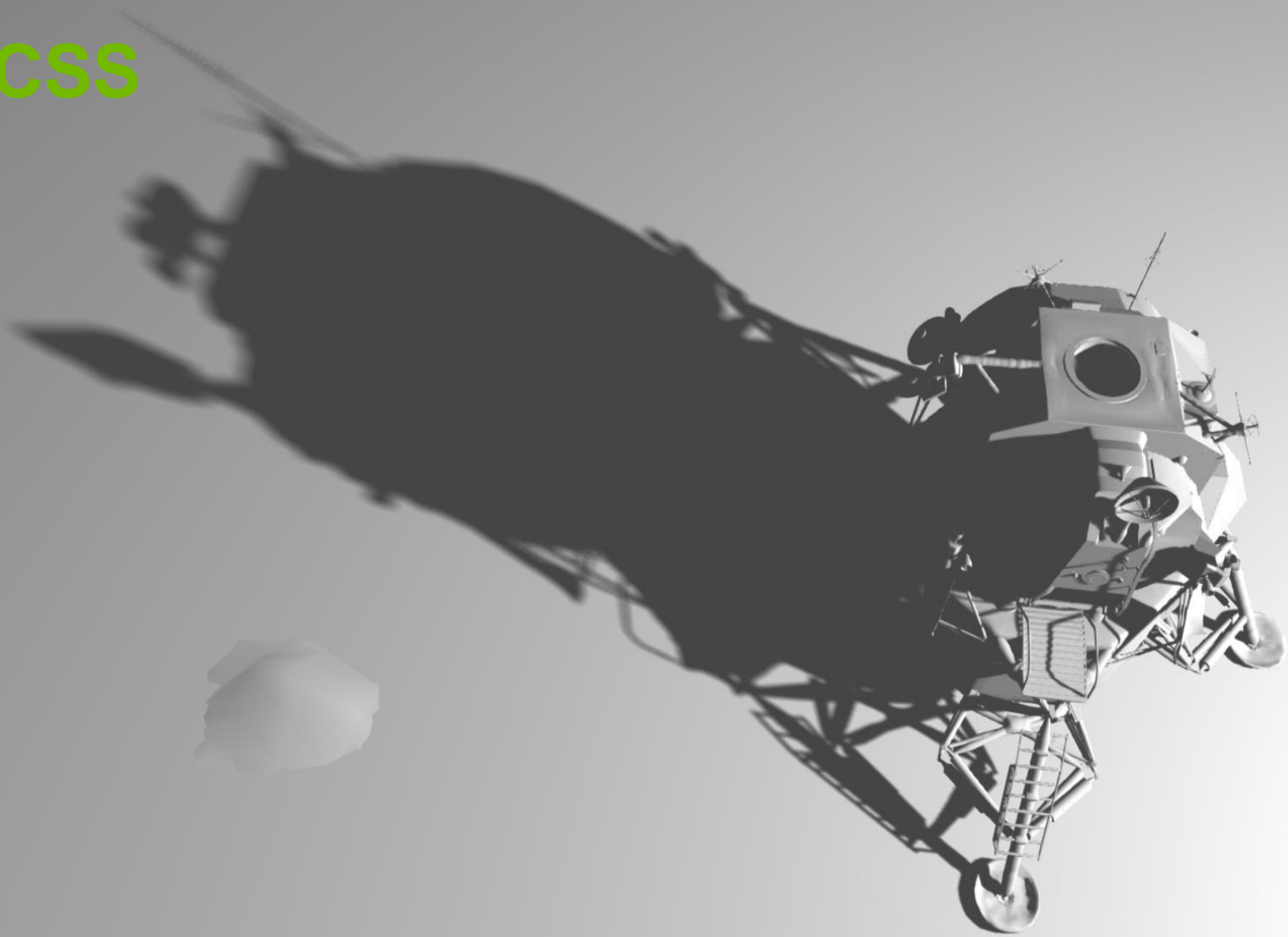
- **Renders various light space maps**
  - Depth, Ray Trace, Frustum Trace
  - Insert Begin()/End() hooks in engine
- **Cascades**
  - SDSM
  - User defined
- **Supported light types:**
  - Spot
  - Directional (with cascades)
- **Renders shadow buffer**
  - Application provides depth buffer
  - Supports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



PCF



PCSS



Hard (shadow map)

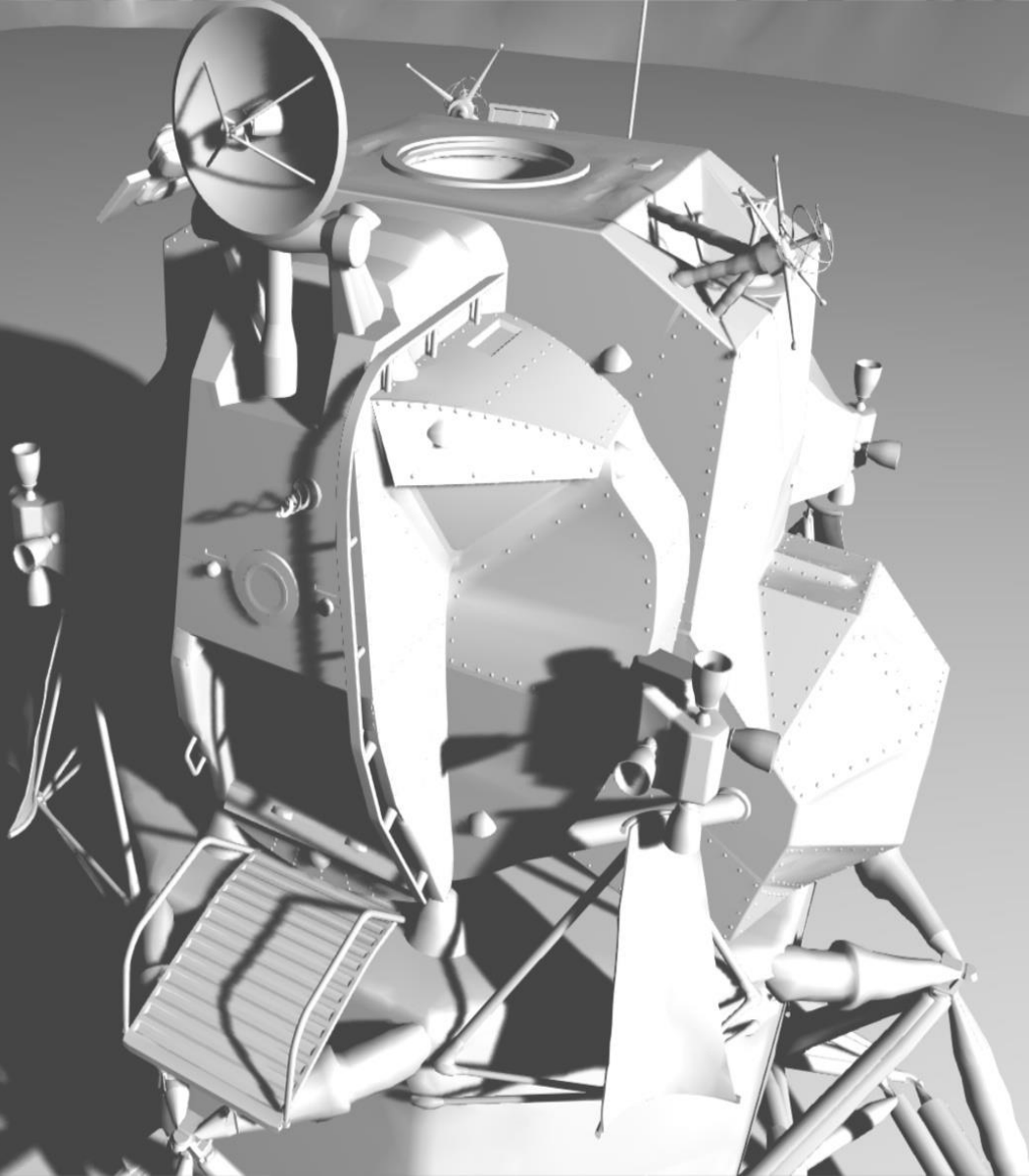


RT / FT





PCSS



HRTS / HFTS

