HyperCol Shaders

Structural Analysis

|  |  |
| --- | --- |
| composite0 | Gamma correction  GI  AO  Water Normal  Lighting |
| composite1 | Water Normal |
| composite2 | Shadow  AO blur  GI blur |
| composite3 | Reflection  Refraction  Water Normal texture  Water Parallax  Water Fog, Ice Fog |
| composite4 | Atomspheric Rays  Atomspheric Fog |
| composite5 | TAA (get original color) |
| composite6 | FXAA |
| composite7 | TAA & MXAA |
| composite8 | Bloom & Auto exposure (from robobo) |
| composite9 | Gamma correction (in Tonemap)  Tonemap  Bloom  Auto exposure |

colortex0 (albedo / color) :

gbuffers\_terrain

gbuffers\_textured

gbuffers\_textured\_lit

gbuffers\_water

gbuffers\_hand

gbuffers\_skybasic

gbuffers\_skytextured

gbuffers\_entities

gbuffers\_basic

composite

composite1

composite2

composite3

->

colortex1 (bloom) : composite6 -> composite7

colortex2 (normal texture / lightmap) :

-> all

gbuffers\_terrain

gbuffers\_water

gbuffers\_hand

gbuffers\_entities

-> composite2, 4, 5

colortex3 (previous frame / GI) : composite0,3

colortex4 (roughness / f0 / matID) :

gbuffers\_terrain

gbuffers\_water

gbuffers\_hand

gbuffers\_entities

-> all

colortex5 (TAA color) : composite5

colortex6 (NULL) : NULL

-> all

colortex7 (full mix color / water normal) : composite6

Libs :

lib (robobo) : NULL

libs (original) :

composite.glsl (syntx math algorithm)

noise.glsl (noise)

sky.glsl (atomspheric sky)

uniform.glsl (uniforms)

HyperCol Shaders

By Eplor

Translated by pspupsp

2020.1.28