# CS 5610 Final Project Progress

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I implemented a basic shaderpack in Minecraft. Currently, there is only basic shadow mapping. It causes some flickering and "shadow acne" but I think I can address these issues pretty easily. There is also a performance hit at the current shadow map resolution, but I will fix this with shadow distortion. Then I will implement colored shadows, better clouds, colored lights, and more if I have time!

**Requirements to run:**
- Minecraft 1.21 + Fabric Mod Loader (I use version 0.16.12)
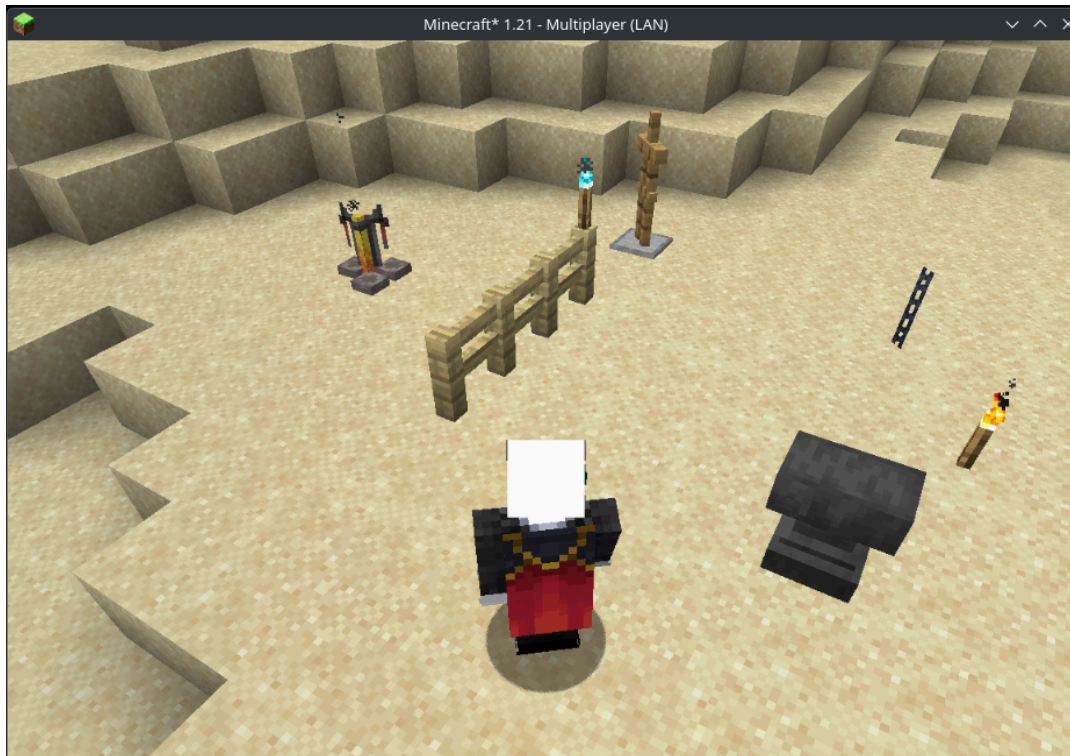- Iris Mod (loads shaderpacks, I use version 1.7.3)

**How to run:**
The zipped source code is, itself, the "compiled" project! Simply drag the zip file into the **shaderpacks** folder of your Minecraft instance, then select the pack from the Iris in-game menu.

Vanilla:
(note Minecraft has some built-in ambient occlusion)



With my shader: