

Advanced Graphics Programming

Luna overview
2015-2016

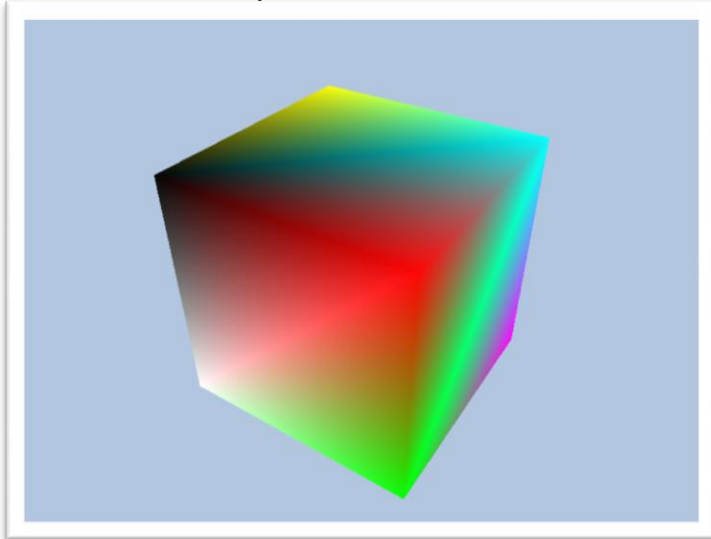
Alexander Bonnee,
Richard de Koning,
Jurriaan Mulder,
Reggie Schildmeijer.

CREATING TOMORROW

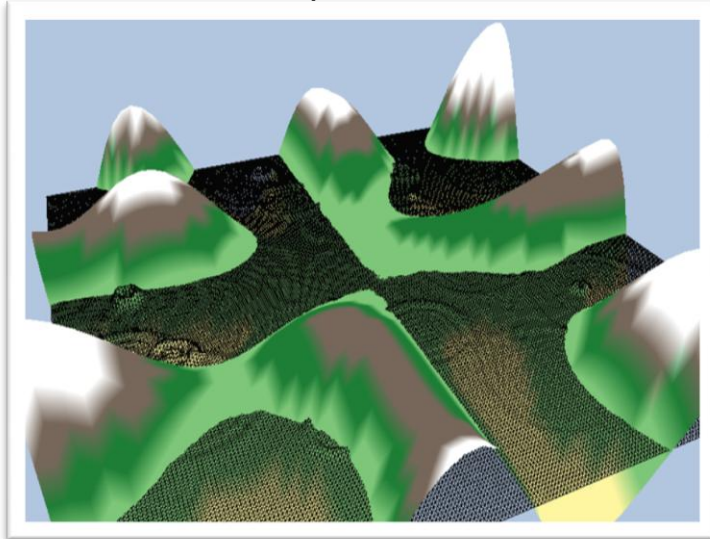


Primitives & Meshes

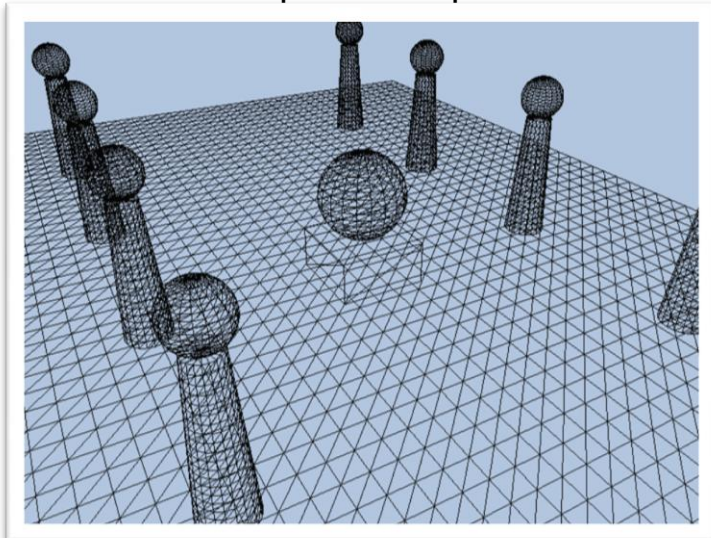
Chapter 6 Box Demo



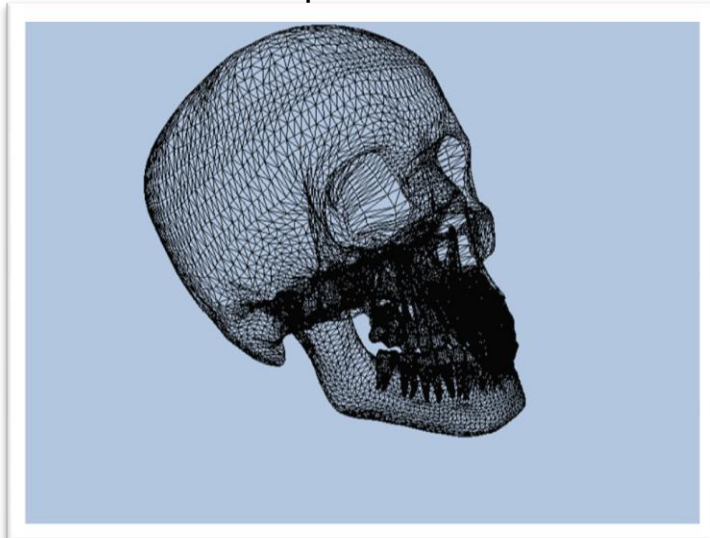
Chapter 6 Hills



Chapter 6 Shapes

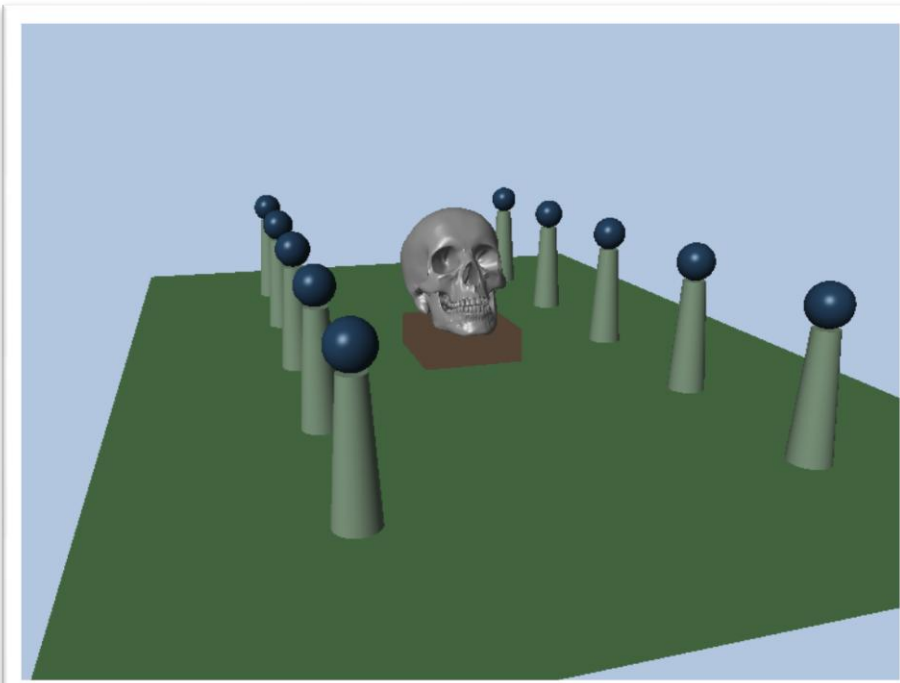


Chapter 6 Skull

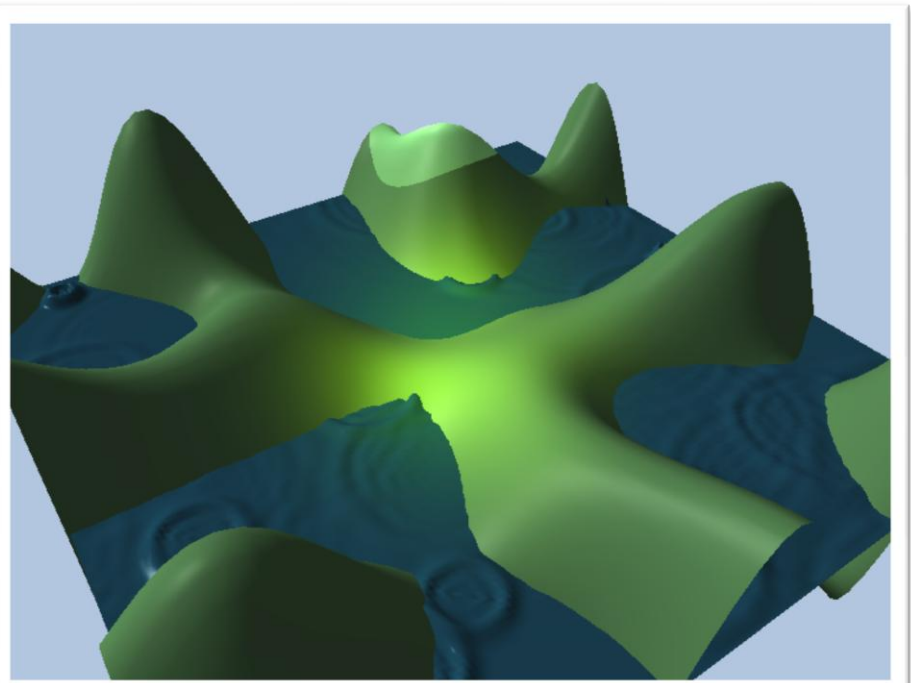


Lighting

Chapter 7 Litskull



Chapter 7 Lighting

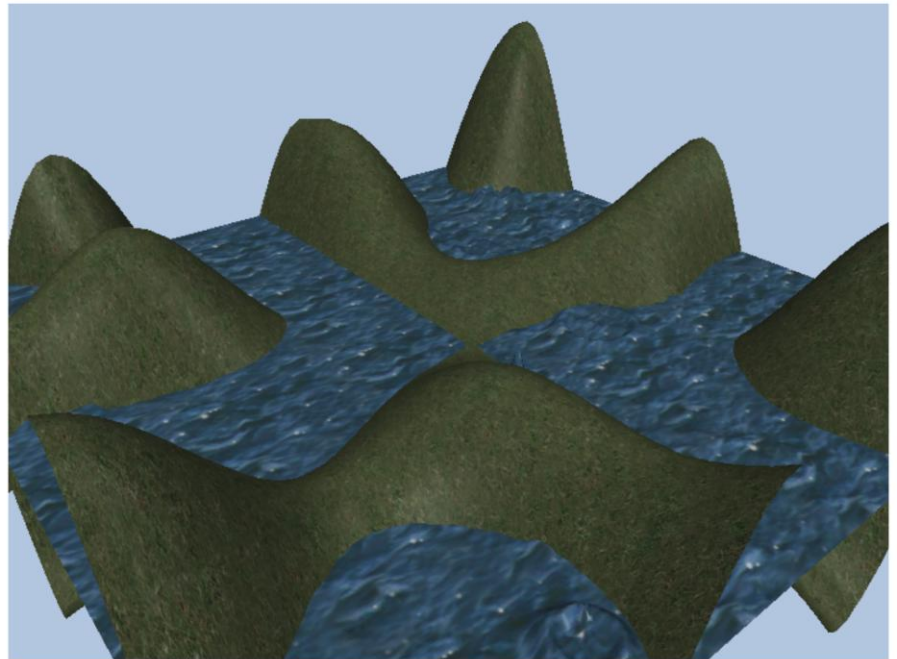


Texturing

Chapter 8 Crate

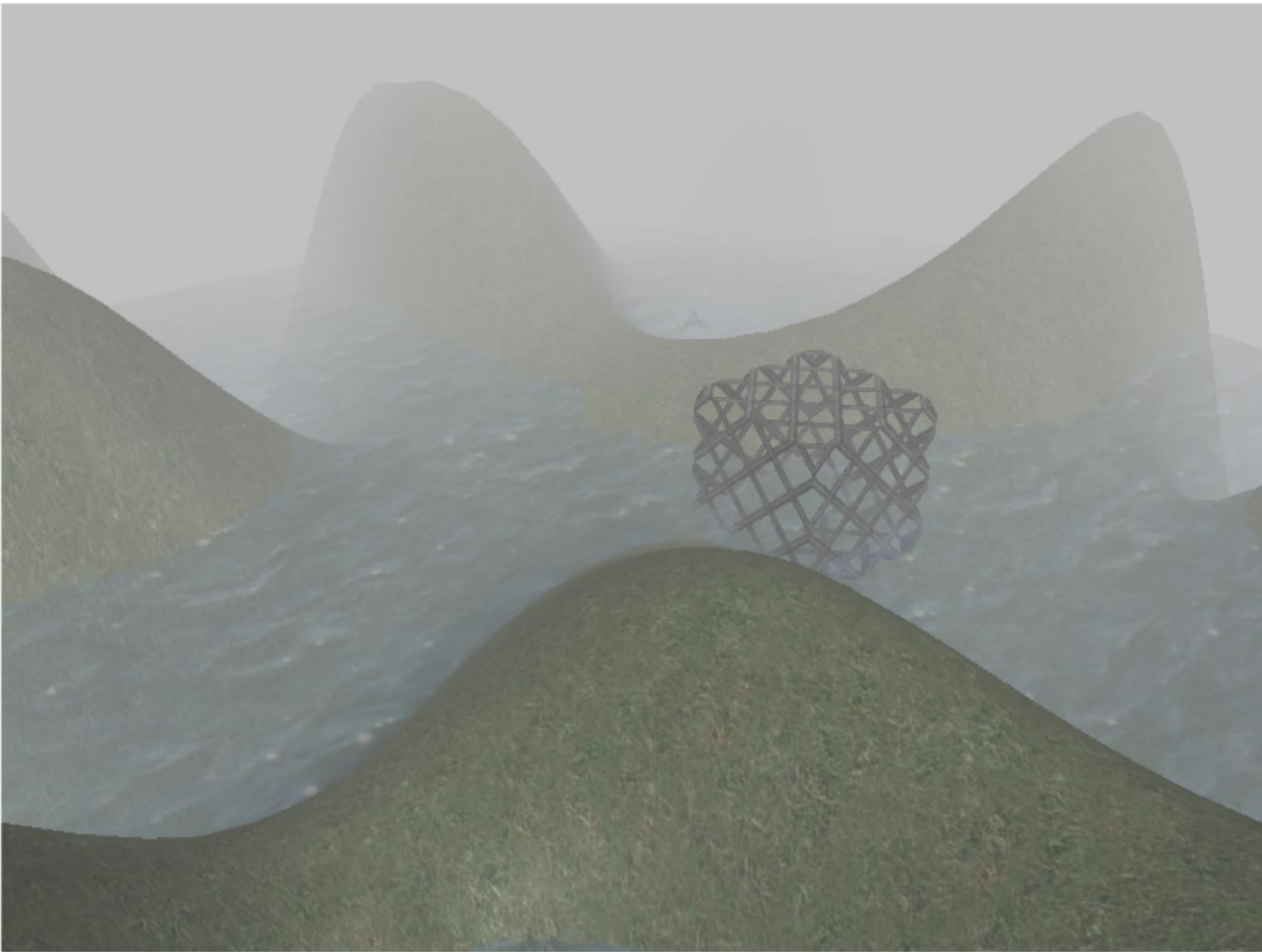


Chapter 8 Textured Hills & Waves



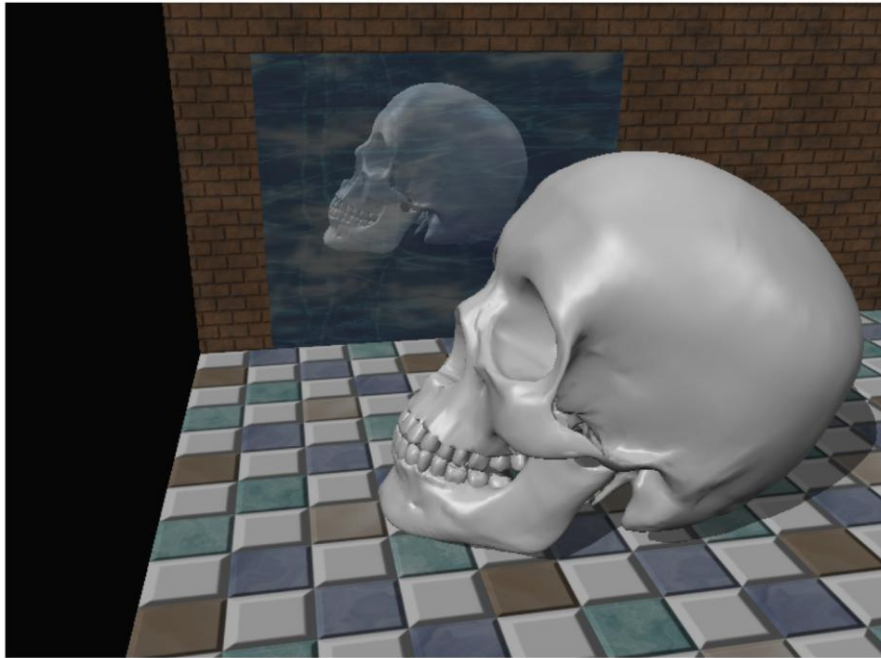
Blending

Chapter 9 Blend Demo

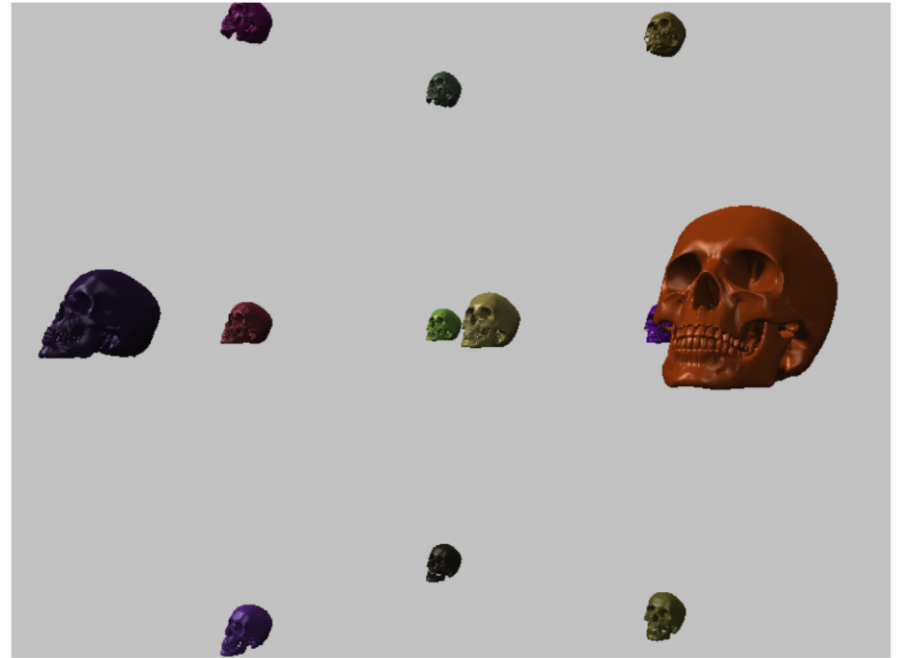


Mirror & Instancing

Chapter 10 Mirror

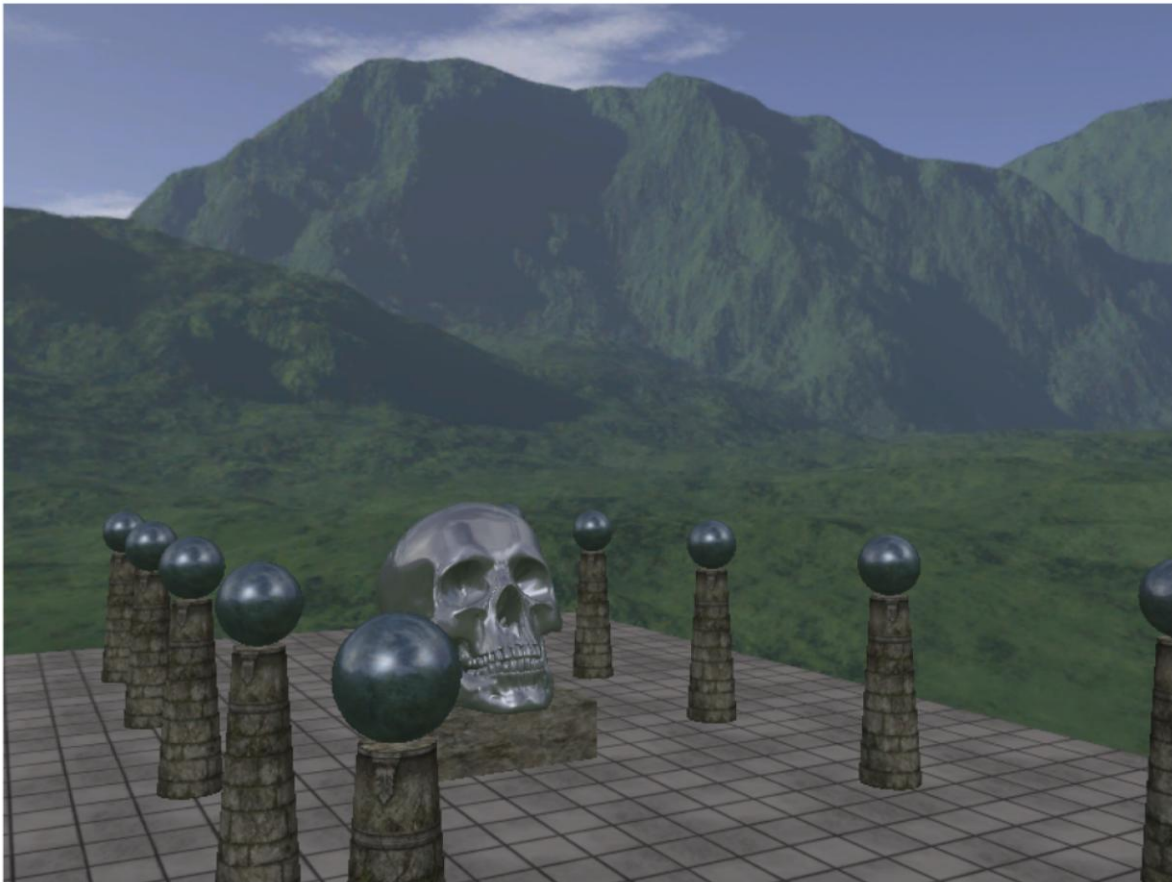


Chapter 15 Instancing



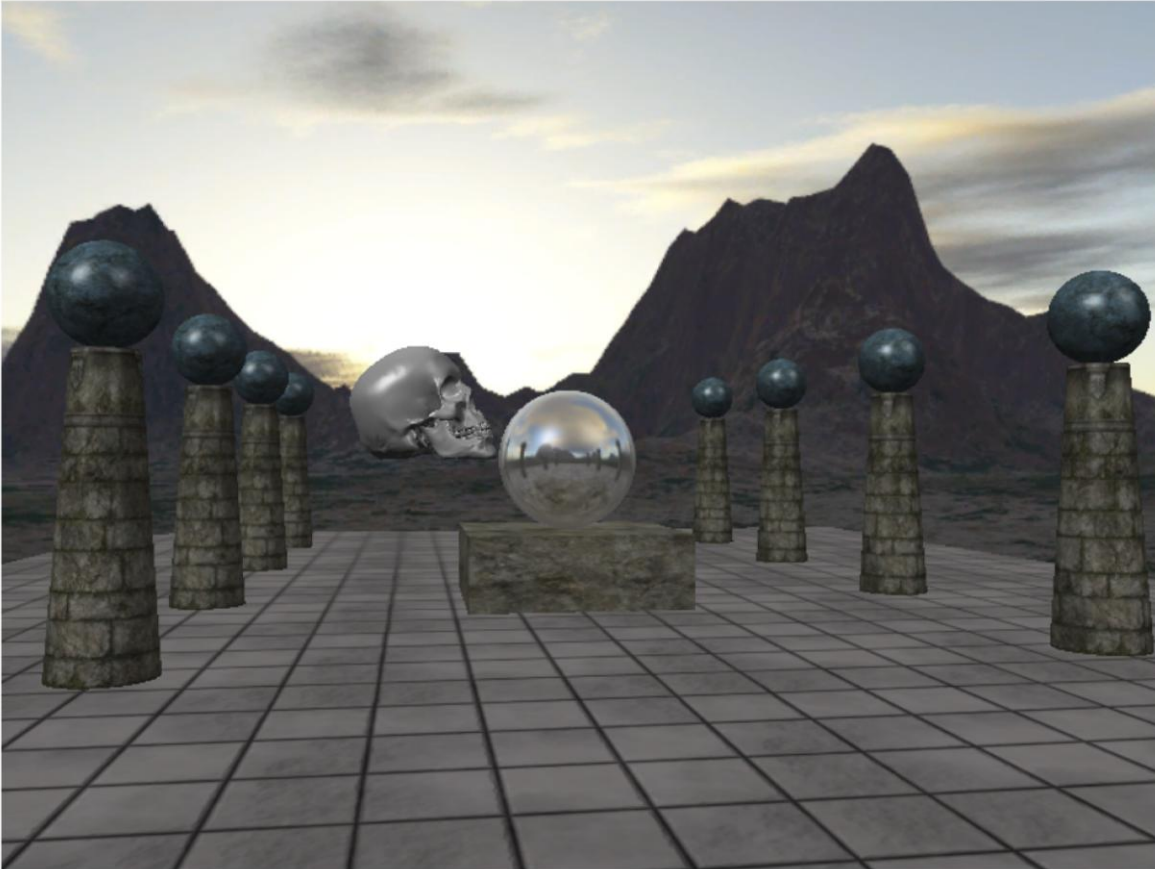
Cubemap

Chapter 17 Cube Mapping



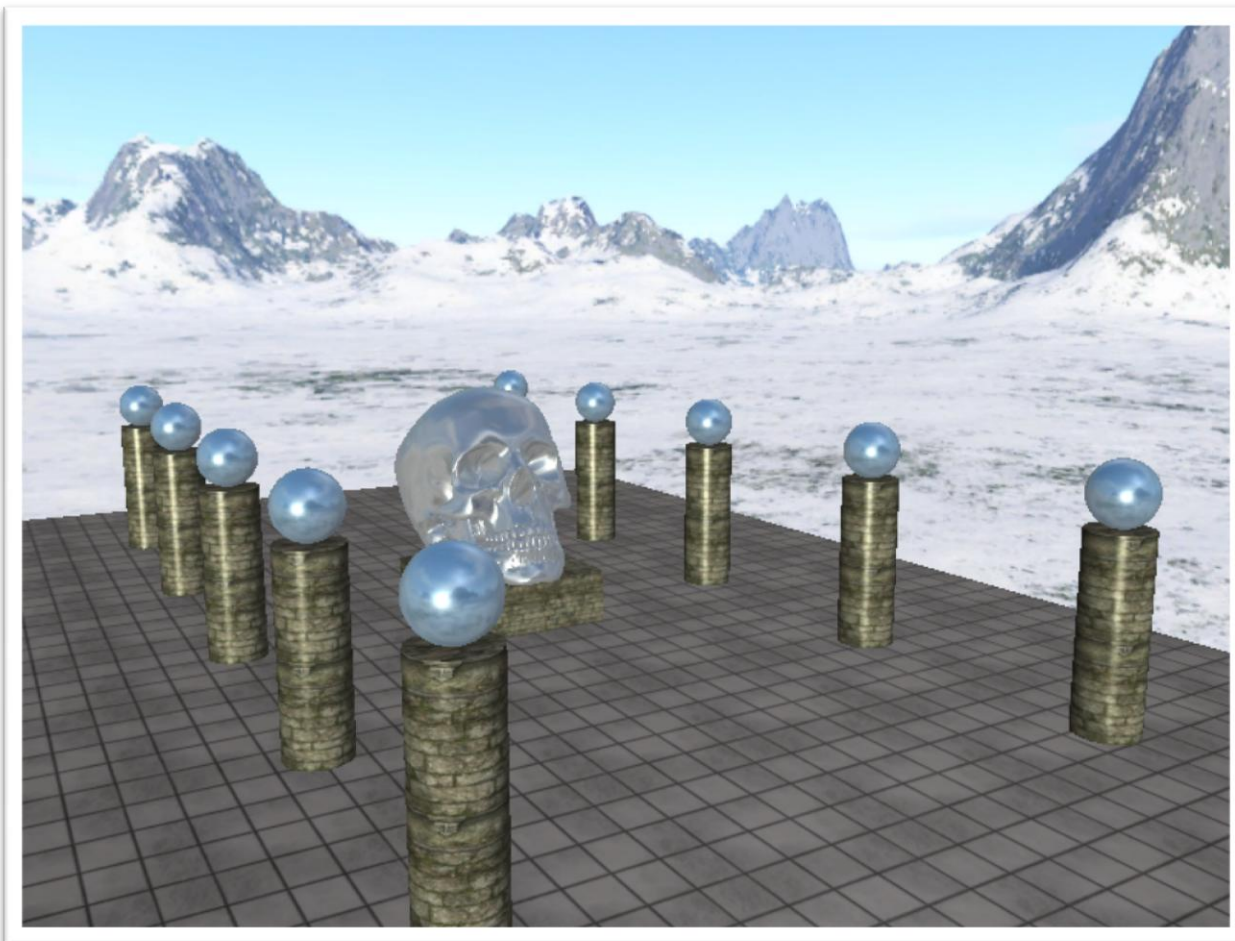
Dynamic Cubemap

Chapter 17 Cube Mapping



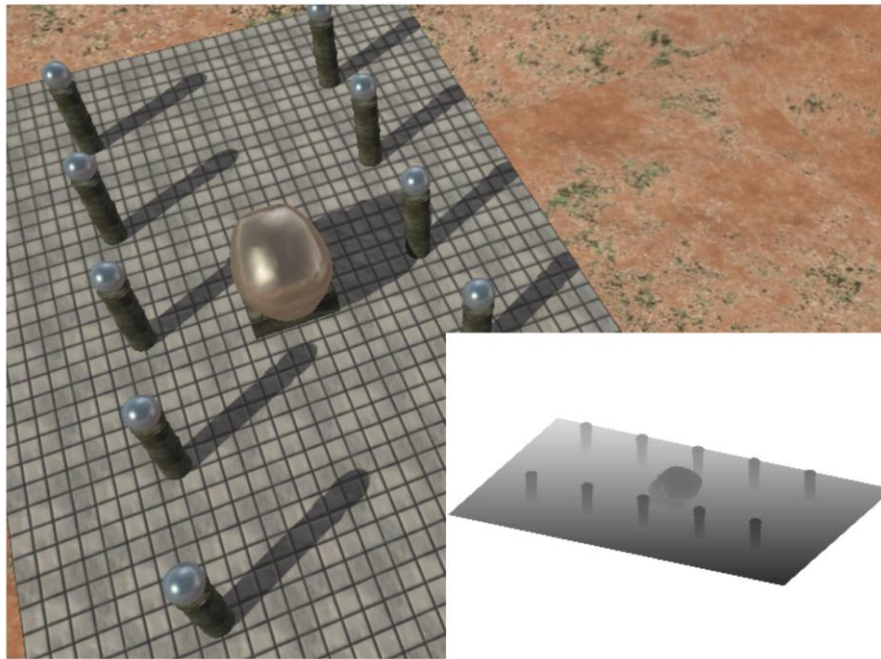
Normal/Displacement Map

Chapter 18 Normal/Displacement Mapping

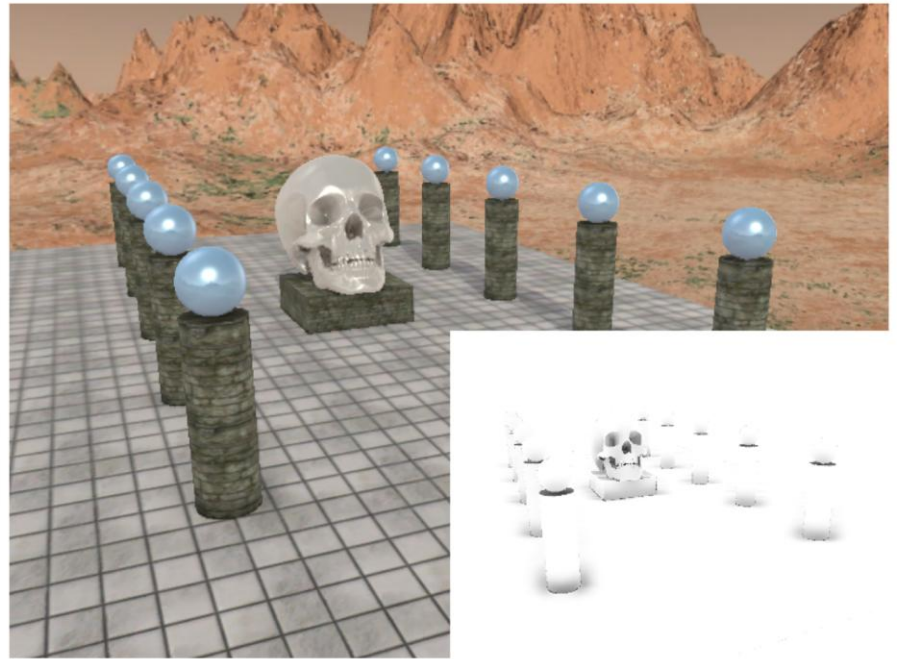


Shadow Mapping & SSAO

Chapter 21 Shadow Mapping



Chapter 22 Screen Space Ambient Occlusion



Mesh View

Chapter 23 Mesh View



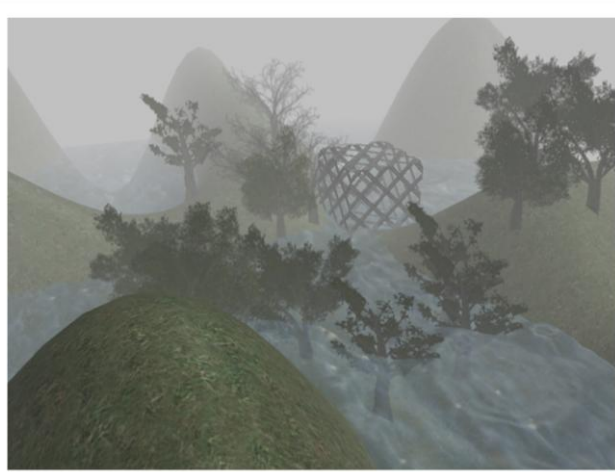
Animation

Chapter 25 Character Animation

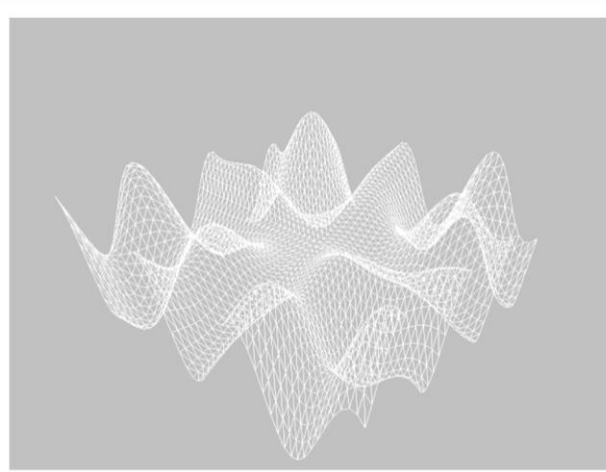


Other topics

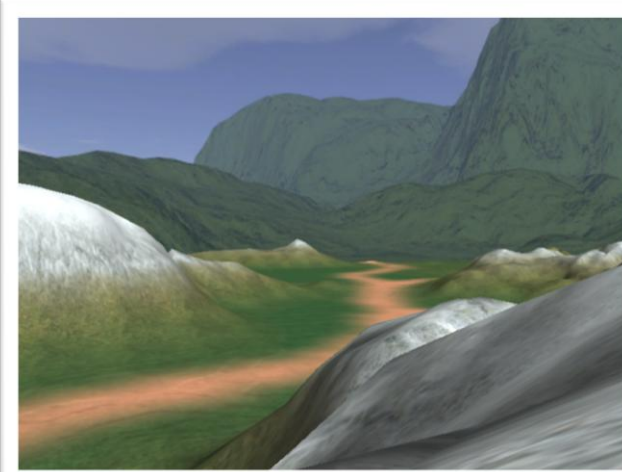
Chapter 11 Tree Billboard



Chapter 13 Basic Tessellation



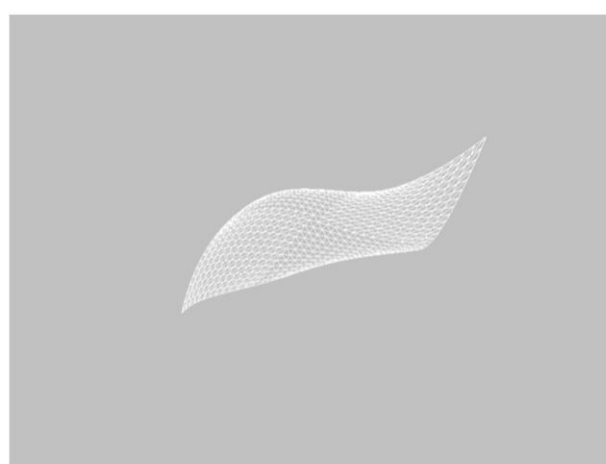
Chapter 19 Terrain



Chapter 12 Blur



Chapter 13 Bezier Surface



Chapter 20 Particles

