



I decided to study Ambient Occlusion. Ambient Occlusion mimics how enclosed areas have less ambient light than open areas. This makes objects darker when they are close to each other or inside one another. It is applied to a fragment by first finding the fragment's world coordinate. From there the fragment shader checks around itself for nearby geometry. The more locations that are occluded in that area, the darker it becomes.

I wanted to see what would happen if Ambient Occlusion was used with a toon shader. In order to do this, the output of the Ambient Occlusion pass had to be clamped to specific values. In order to get rid of the spotty coverage from the low number of occlusion tests, I had to first blur the result before clamping it. I got an example of it working at <https://seshelle.github.io/SAO.html>

