Global illumination

- Rendering equation
- General global illumination
- Approximations: AO, voxel cone ray tracing
- Diffuse global illumination
- Specular global illumination

Volumetric rendering

- Translucent
- Sub-surface
- Volumetric visualization in rasterization-based rendering: https://www.youtube.com/watch?v=Qj_tK_mdRcA&ab_channel=SimonDev
- Volumentric rendering in ray-tracing environments.

Enhanced rasterization-based rendering

- Deferred shading
- Shadows

Physical lights

- Area lights with shape and size
- Techniques:
  - Simulate the softening of edges that result from area light being partly occluded RTR 7.1.2.
  - Simulate effects of area light on surface shading RTR 10.1.

NPR

- Gooch shading
- Toon
- Outline
- Storke
- Lines

Gooch shading

- Stylized shading models may use light in may different ways – depending on application and desired style
- Some stylized models do not have concept of light at all!
  - Gooch model: light is only used as directionaly information