

Global illumination

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

Volumetric rendering

- Translucent
- Sub-surface

Enhanced rasterization-based rendering

- Deferred shading

NPR

- Toon
- Outline
- Storke
- Lines