



# 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](https://www.youtube.com/watch?v=Qj_tK_mdRcA&ab_channel=SimonDev)
- Volumetric rendering in ray-tracing environments.

# Enhanced rasterization-based rendering

- Deferred shading
- Shadows

# NPR

- Toon
- Outline
- Storke
- Lines