# 计算机图形学中的阴影算法

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## I. 摘要

在计算机合成的图片中，提倡用阴影来提升感知性，增强现实感。 一种对于阴影算法的分类方式描述了三种途径：扫描时进行阴影计算；在移除隐藏表面前先将物体表面分为有阴影区域和无阴影区域；在物体数据中加入阴影量。 这些类别关联到已经存在的阴影算法，并且各个类别的实现都有概述。 一次对于这三类途径的简要比较表明最后一种途径有最吸引人的特征。

## II. 关键词

计算机图形学， 隐藏表面移除， 阴影， 描影法，光栅显示器

## III. 介绍

## IV. 为光源建模

## V. 第一类：扫描时进行阴影计算

## VI. 第二类：两遍的方式

## VII. 第三类：投射阴影多边形

## VIII. 三类方法间的比较

## IX. 鸣谢

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