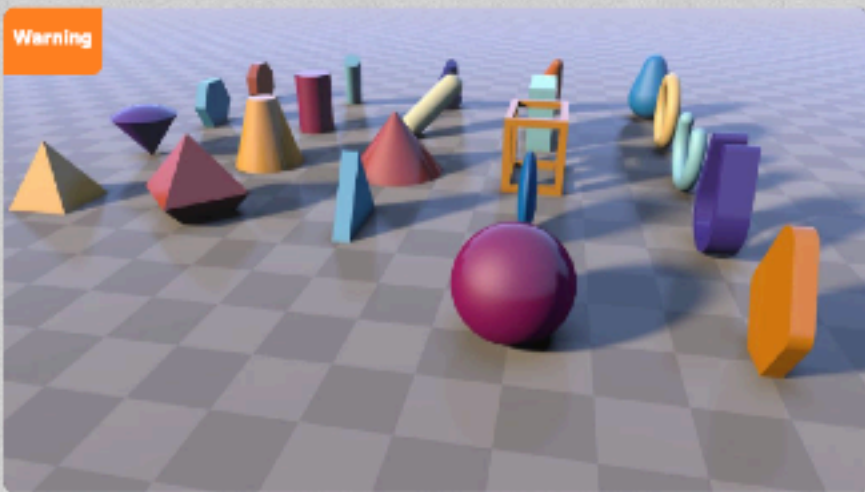


Dynamic Patterns

Post Effects

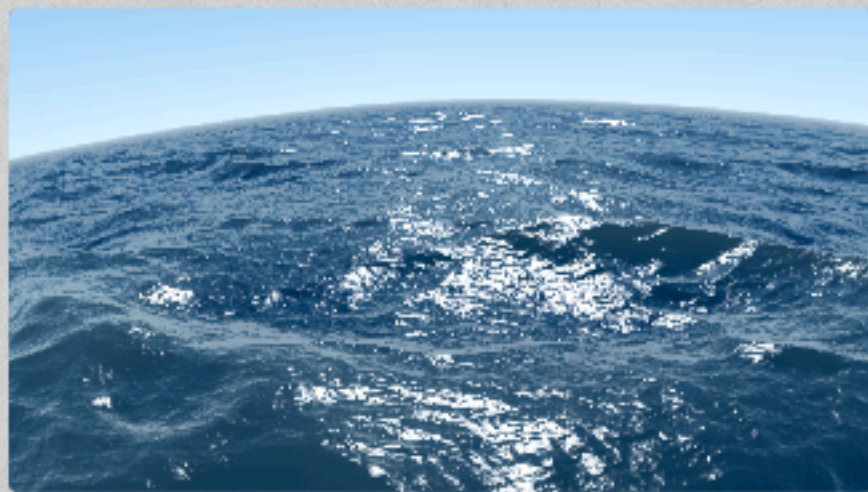


Realization



Raymarching - Primitives by **iq**

👁 849030 ❤ 1552



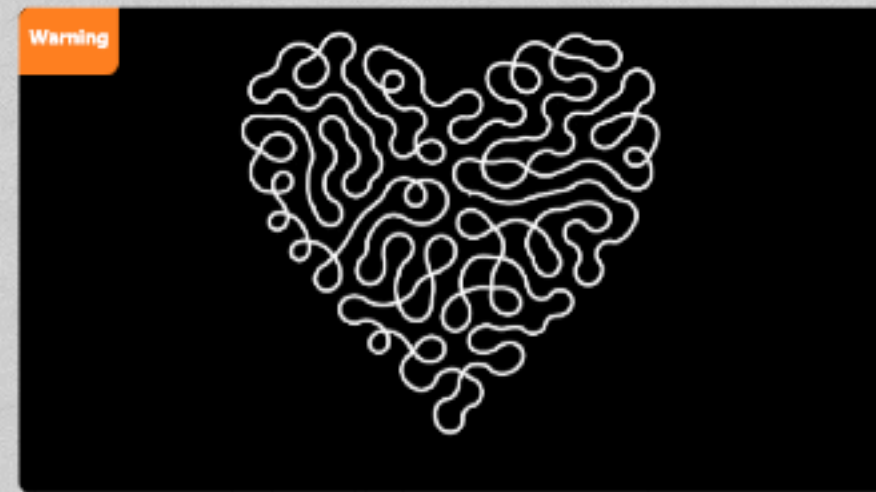
Seascape by **TDM**

👁 689308 ❤ 2806



Creation by Silexars by **Danguafer**

👁 594152 ❤ 1319



Love 2 by **FabriceNeyret2**

👁 480343 ❤ 330



Cyber Fuji 2020 by **kalware007**

👁 366058 ❤ 395



Mystify Screensaver by **Qendolin**

👁 337570 ❤ 90



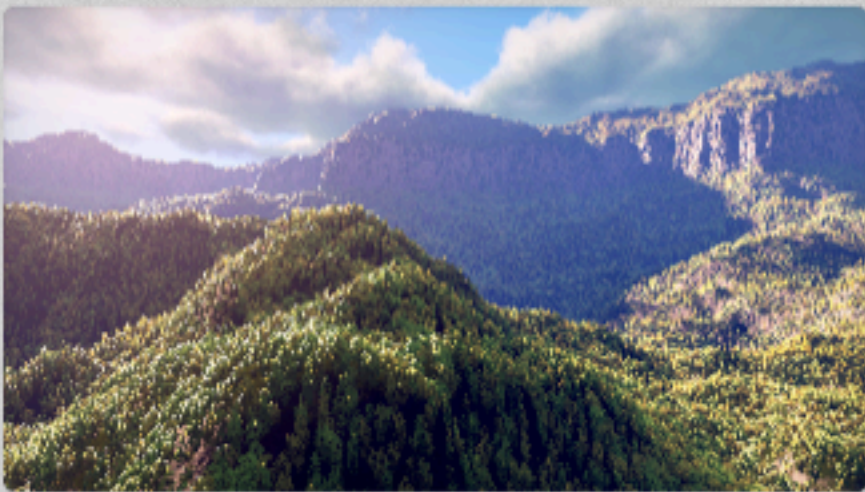
Clouds by **iq**

👁 309200 ❤ 2042



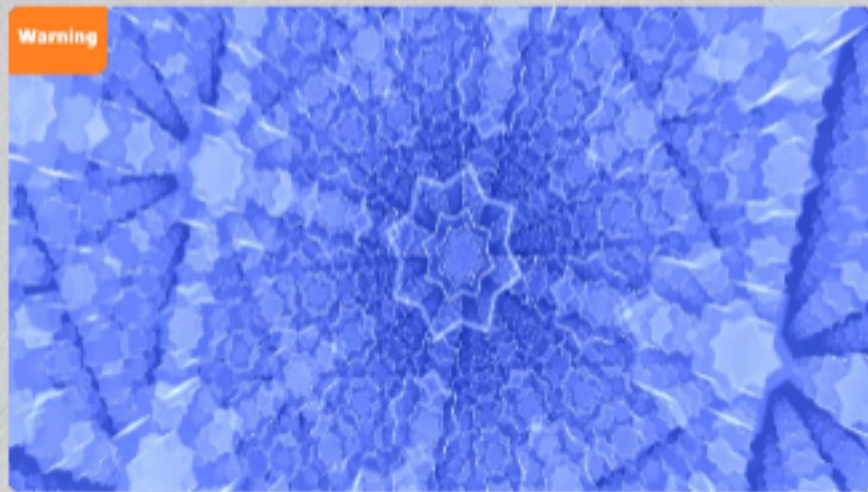
Ray Marching: Part 6 by **jlfwong**

👁 307582 ❤ 159



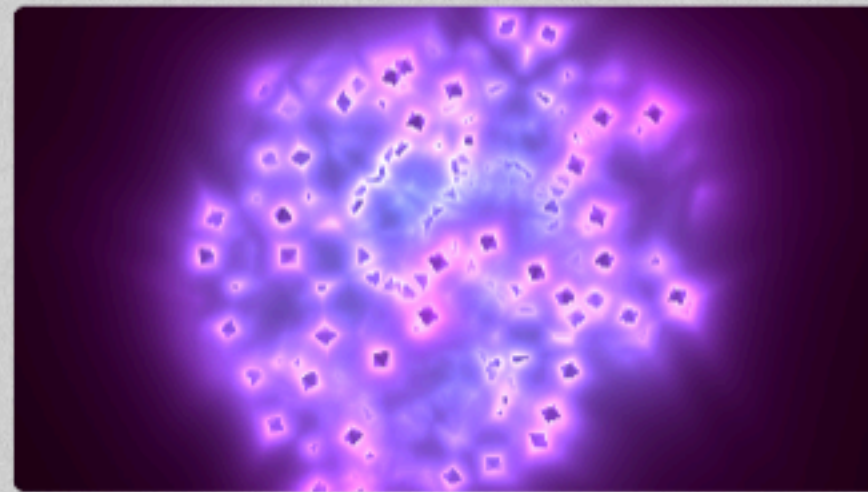
Rainforest by **iq**

👁 300338 ❤ 1344



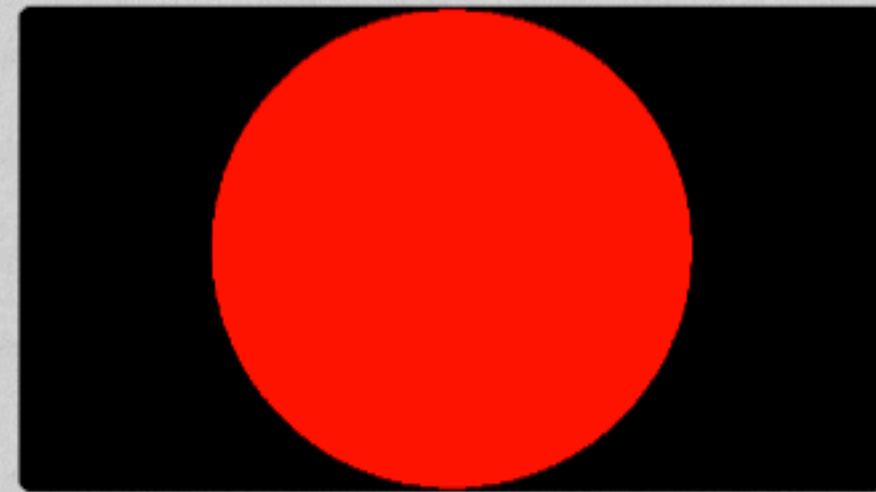
Octagrams by **whisky_shusuky**

👁 285649 ❤ 361



fractal pyramid by **bradjamesgrant**

👁 264684 ❤ 542



Ray Marching: Part 1 by **jlfwong**

👁 250191 ❤ 234

Source: <https://www.shadowy.com/>

$$\bullet + \bullet + \bullet + \bullet + \bullet + \bullet + \bullet = \bullet$$

Typical Blotting Effect Implementation

Posteffect: Render whole scene after the scene is rendered for special

visuaffects

• Blomming: ‘glowing’ over wonderfully bright jets

How to make something while something?

• Posteffect passes apply to whole scene