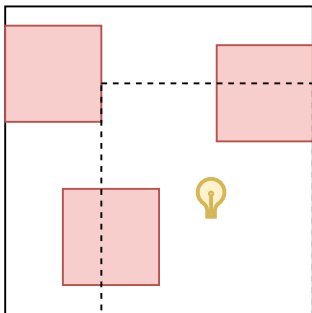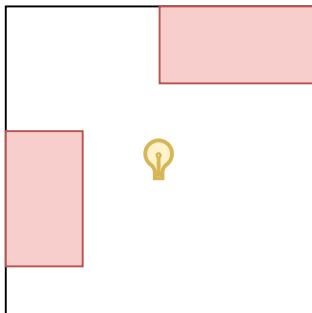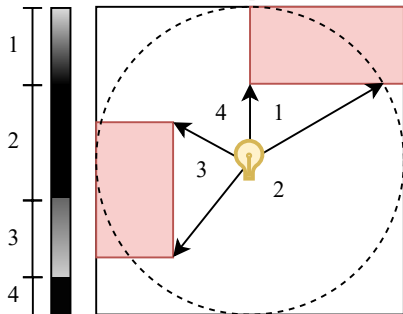**Step 1**

Occluding objects rendered

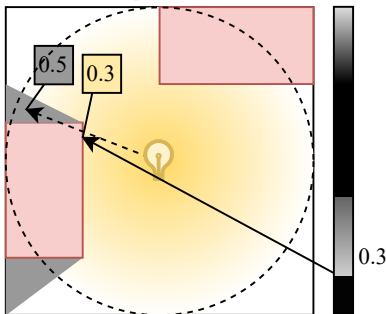**Step 2**

Texture cropped to light center

Step 3

1D depth map: a lower value represents further distance

Steps 4 & 5

0.5

0.3

0.3

After additive blending: shadow is drawn if distance is greater than the depth map value referenced for that angle