

DDGIEngine

Engine written in C++ and DirectX 12. This project depends on DirectX12 with support for DXGI shaders. Runs well on Windows with NVIDIA graphic cards.

The project template is an open source DirectX 12 based engine from which I have superimposed the raytracing and DDGI work.

Features

- Deferred Rendering
- Compute based raytracer
- DDGI
- Skybox
- preliminary HDR exposure control

Dependencies

- [glm](#)
- [ImGui](#)
- [rapidjson](#)