

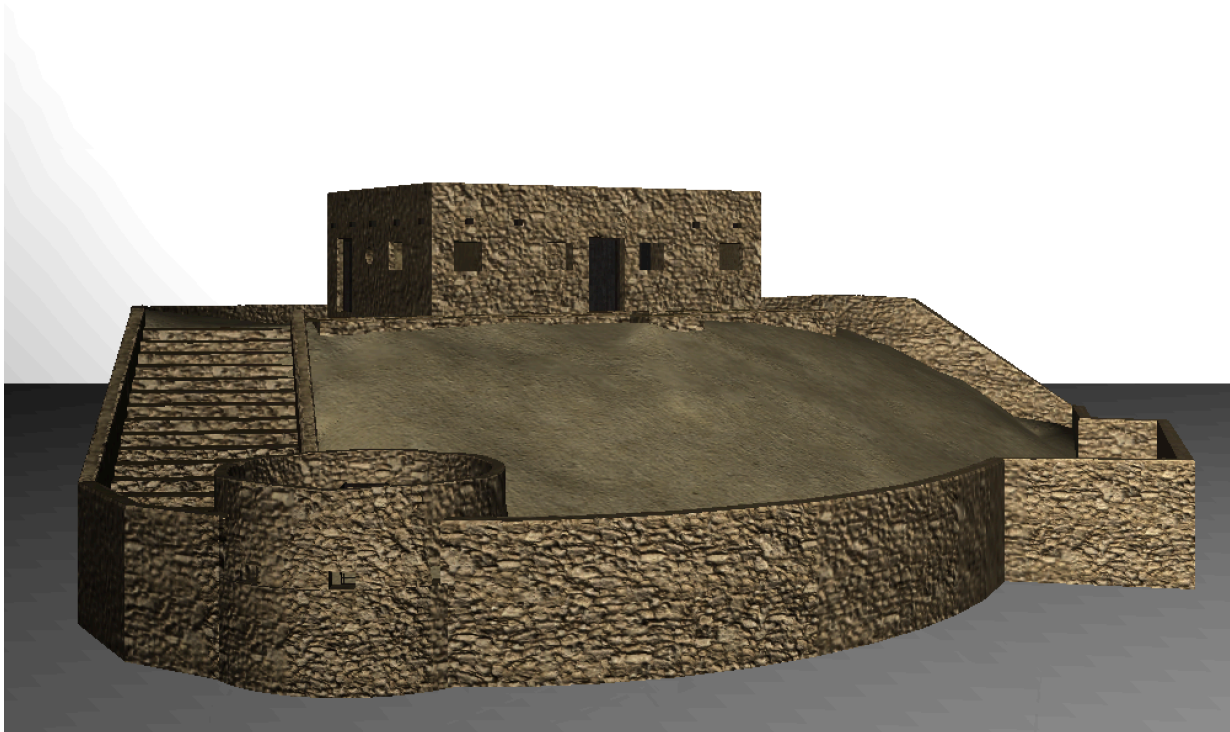
1) Fast_SSAO post processing shader (uses both normal and depth information)

Results

a) Without post-processing



b) After post processing



2) Water effect post processing shader (uses both normal and depth information)
Results

a) Without post-processing



b) After post processing



3) Pencil effect post processing shader (uses both normal and depth information)

Results

a) Without post-processing



b) After post-processing

