California State University San Bernardino
School of Computer Science and Engineering

CSE 595 Independent Study Presentation

Date

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Time

2:00 PM

Place

JB 359

Title

Efficacy of Deferred Rendering in WebGL

Student

Kakeru Ishii

Advisor

Dr. David Turner

Abstract

A typical game or application built with WebGL currently relies only on forward shading, which provides a lot of flexibility for creating different types of effects but performs poorly when there are many light sources. Deferred shading, on the other hand, is a rendering method that solves this problem. However, deferred shading is normally implemented with graphics API features that are not yet a part of WebGL. This presentation will discuss these limitations and will demonstrate one method of using deferred shading in a WebGL context.