

California State University San Bernardino
School of Computer Science and Engineering

CSE 595 Independent Study Presentation

Date

December 4, 2015

Time

2:00 PM

Place

JB 359

Title

Dynamic lighting and shadows dropping in WebGL

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Abstract

Compared to other graphics libraries such as DirectX or OpenGL, the API of WebGL is so limited that one needs to consider several problems to implement flexible and reusable light shading and shadow dropping. I will describe one way that I developed to solve these problems. I will also demonstrate a prototype that demonstrates my technique to render dynamic lighting and shadows with multiple types of lighting using deferred rendering in WebGL.