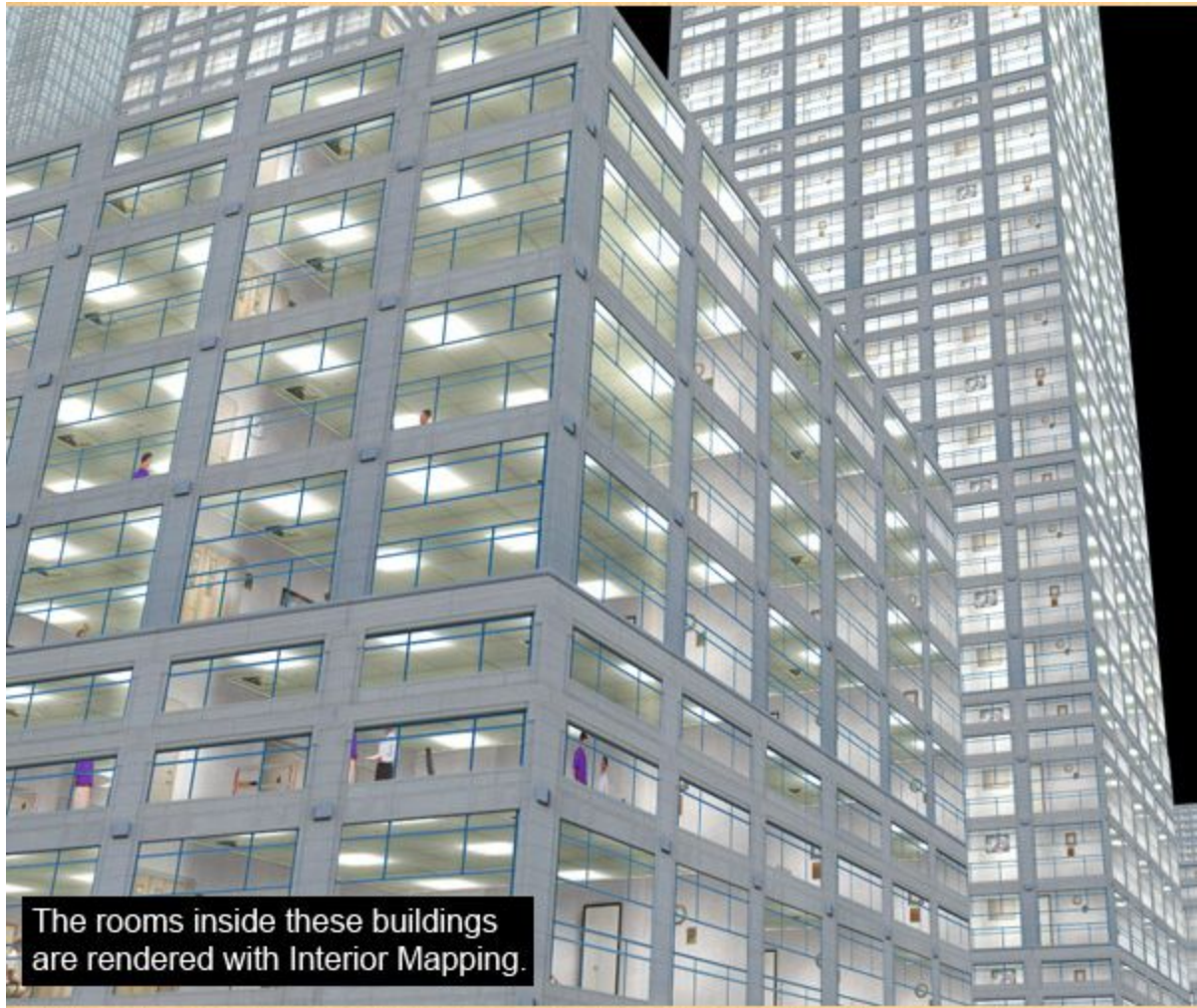


## Part C

### Part 1: Interior Mapping

This technique is used to render the inside of a building while looking at it from the outside. It is a real-time pixel shader technique. The cost to render these extra geometries should be of low cost. By using GLSL we can calculate the different lighting and shapes that are inside the building. This technique would be very useful for games like Grand Theft Auto, Saints Row, or Superman Returns. We can probably use ray marching with the origin being at the eyes of the main character being used. That will determine what the geometry that will be able to be seen through the window, doors, or cracks. It can also be randomized what can be seen based on lighting whether the sun is out or not. I feel with interior mapping by using raycasting in the pixel shader we can calculate all the geometries inside the building. It will be a render within a render.





## Part 2: Nicholas Forester and Sam Barish