

DESARROLLO DE VIDEOJUEGOS Y REALIDAD VIRTUAL CON UNITY 3D

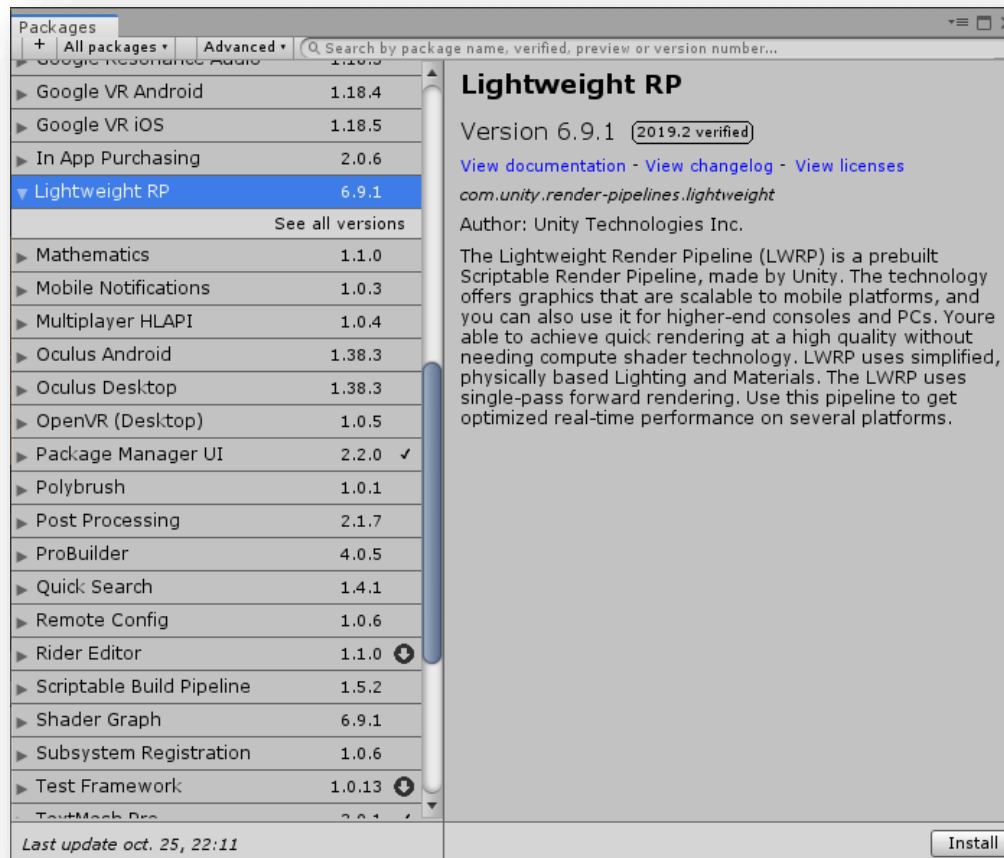
Tema 8: Iluminación 2D

1



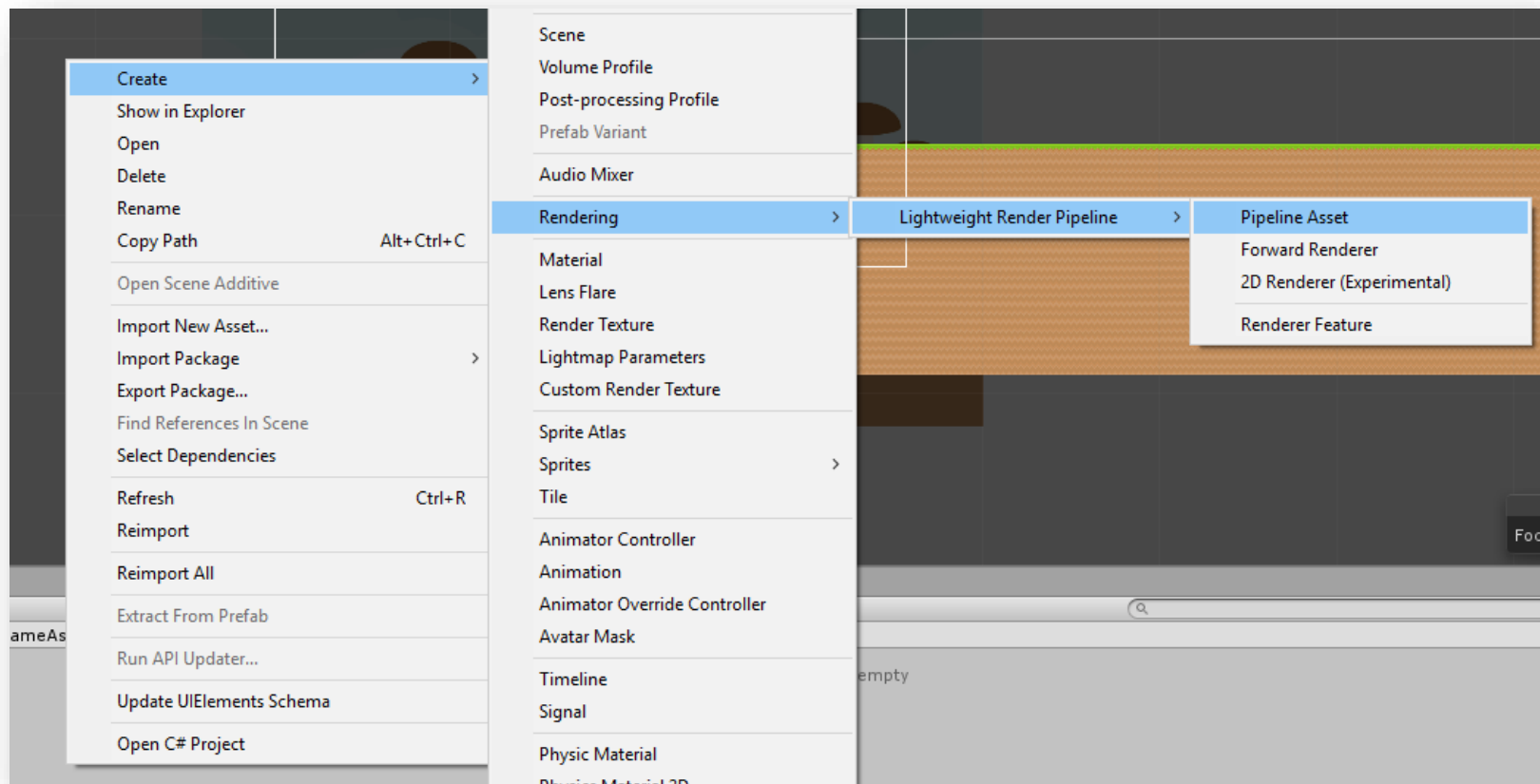
TEMA 8. ILUMINACIÓN 2D

- Lightweight Render Pipeline



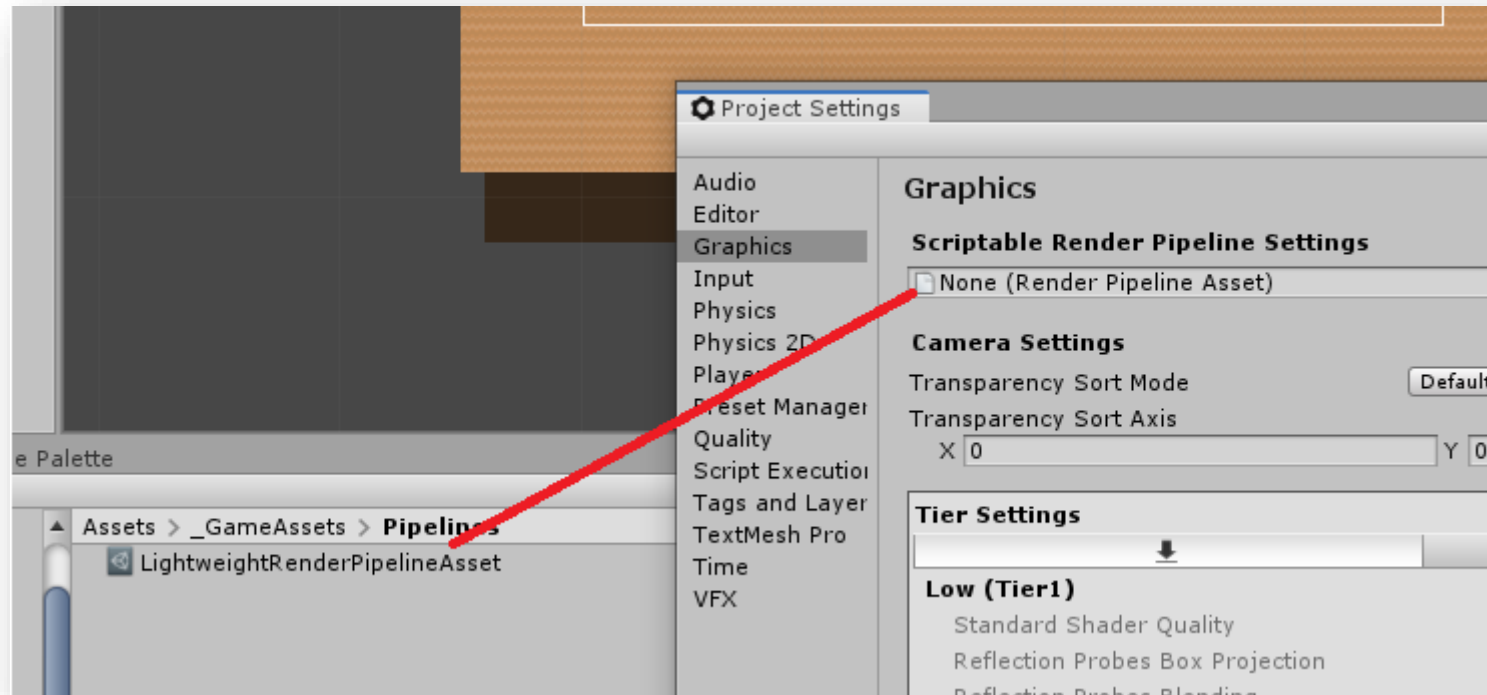
TEMA 8. ILUMINACIÓN 2D

■ Lightweight Render Pipeline



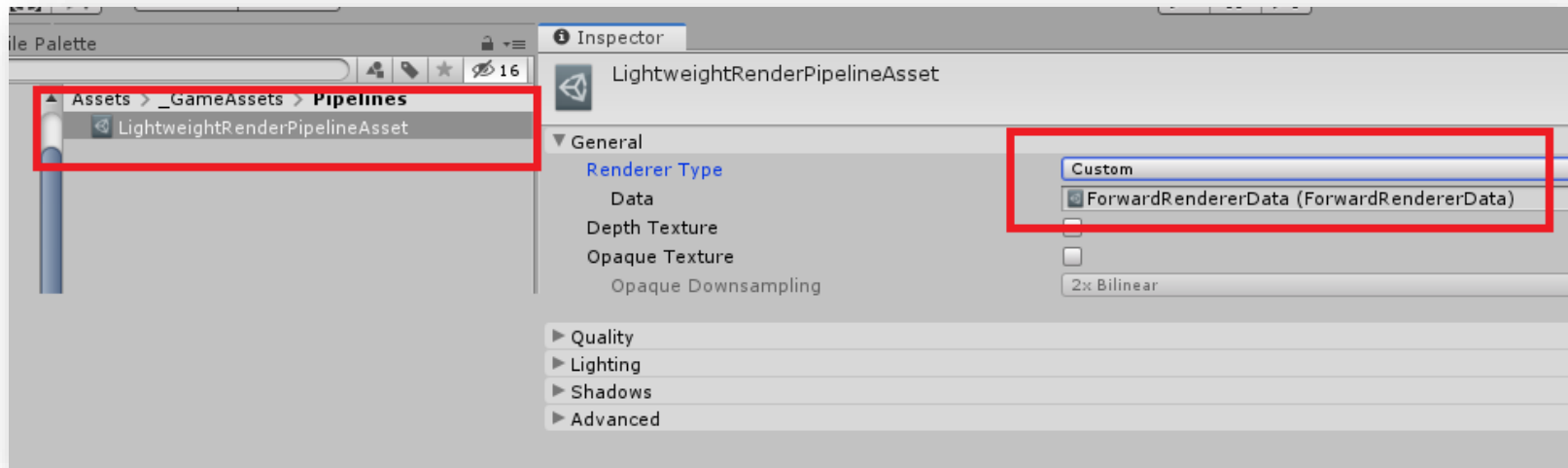
TEMA 8. ILUMINACIÓN 2D

- Lightweight Render Pipeline



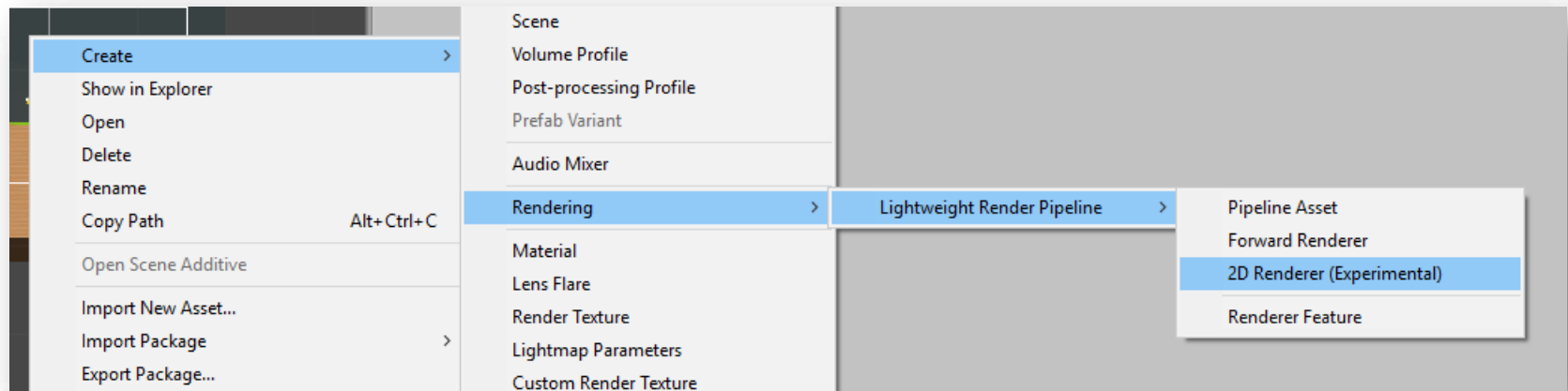
TEMA 8. ILUMINACIÓN 2D

- Lightweight Render Pipeline



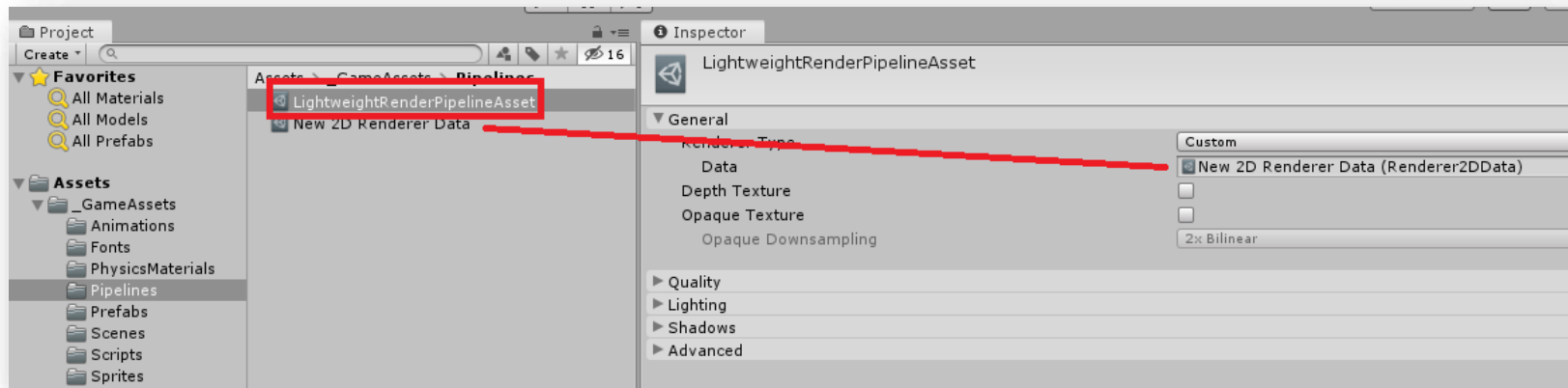
TEMA 8. ILUMINACIÓN 2D

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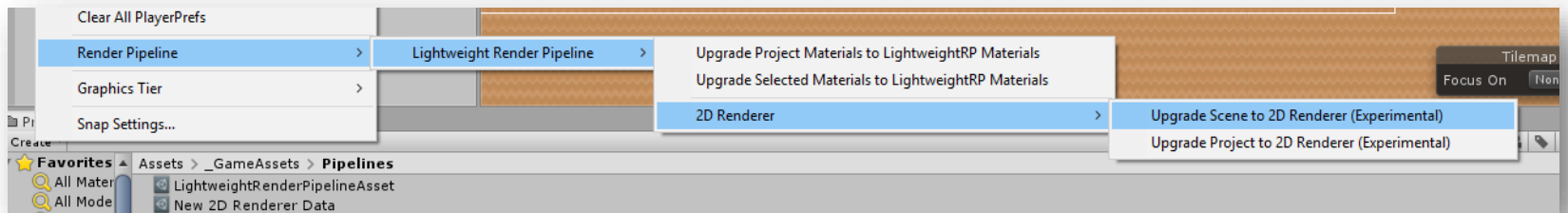
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- Lightweight Render Pipeline



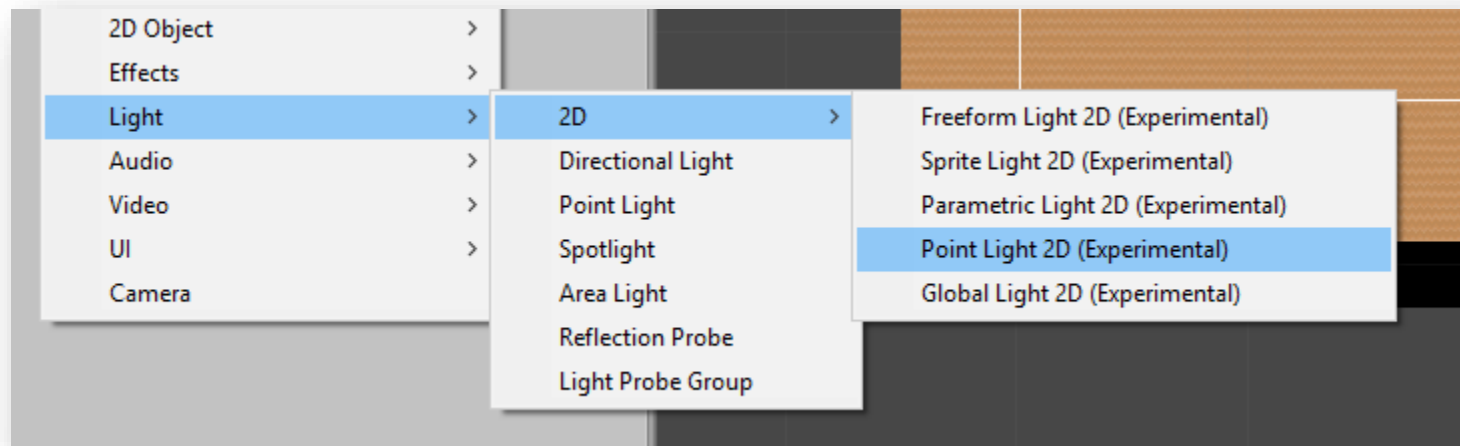
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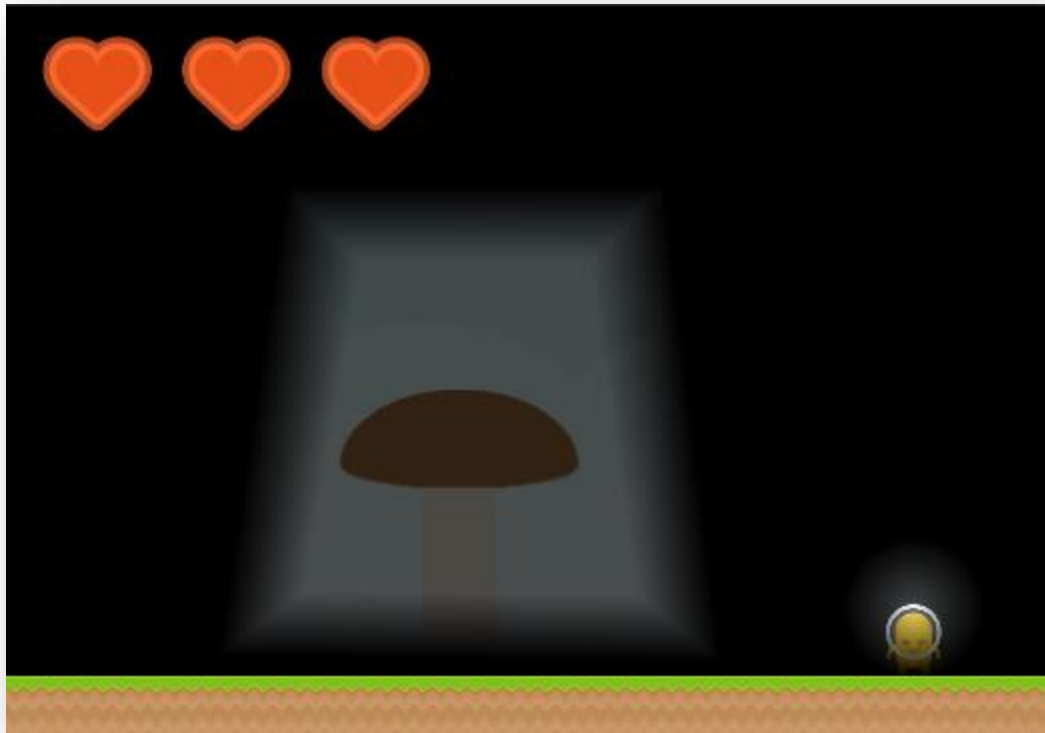
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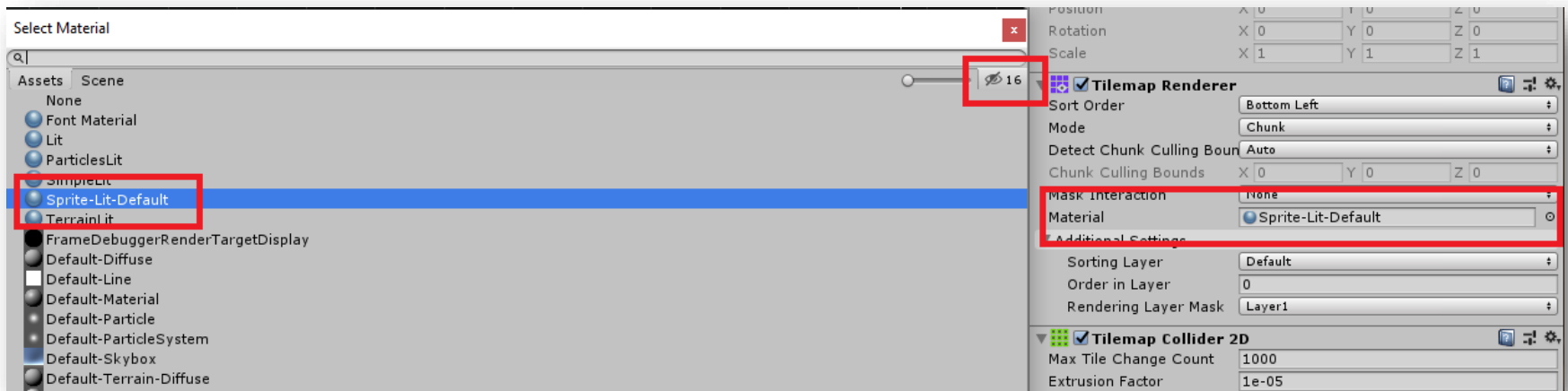
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