Tutorial 03: Shadow Mapping

> **Tip:** It's recommended using the 03_shadow_mapping.html version of this tutorial as copying code works best there regarding padding and formatting.

> **Status:** This tutorial is currently under development.

This tutorial will cover implementing shadow mapping to add realistic shadows to your 3D scenes.

Topics to be covered:

- Shadow map rendering from light perspective
- Depth texture creation and sampling
- Shadow bias and peter-panning artifacts
- PCF (Percentage Closer Filtering) for soft shadows
- Integrating shadows into the lighting pipeline

What's Next?

While this tutorial is being developed, continue to **Tutorial 04** to learn about post-processing:

Next Tutorial: 04_postprocessing.md / 04_postprocessing.pdf / 04_postprocessing.html

In Tutorial 04, you'll learn how to write a custom render pass by implementing post-processing effects like vignette, tone mapping, and color grading.