

Tutorial 03: Shadow Mapping

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
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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](#)

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.