

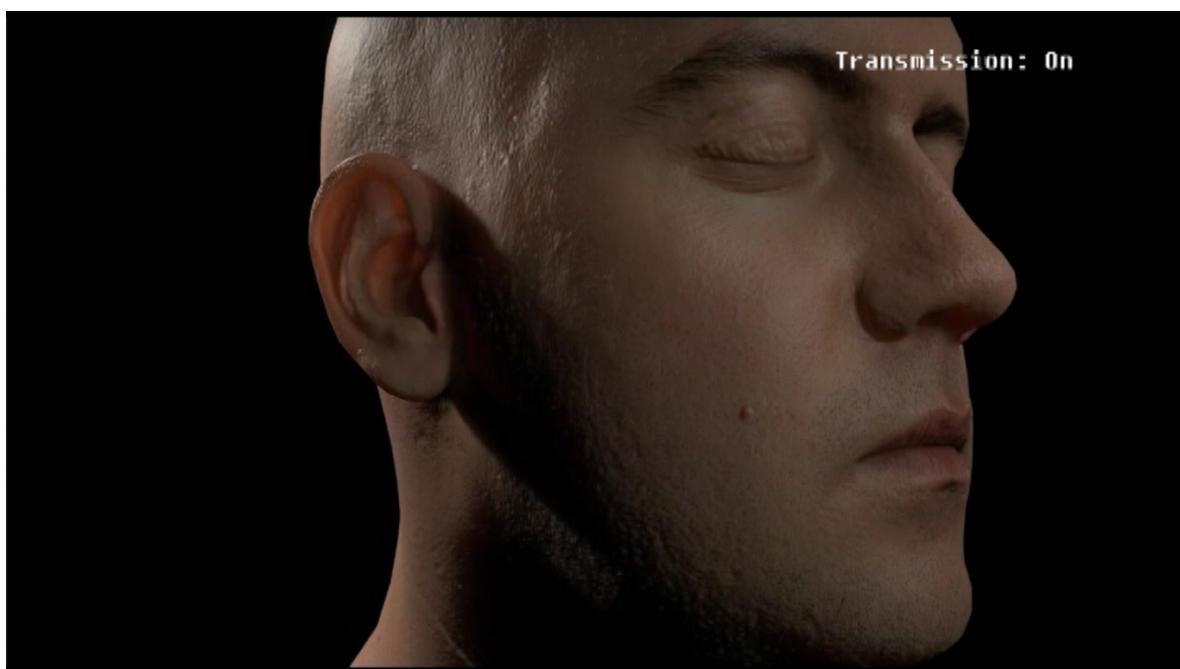
## 成果展示

基于虚拟视点的实时半透明材质渲染  
峨眉山实时渲染  
VR照片墙  
Shadertoy Shaders  
Mini Games

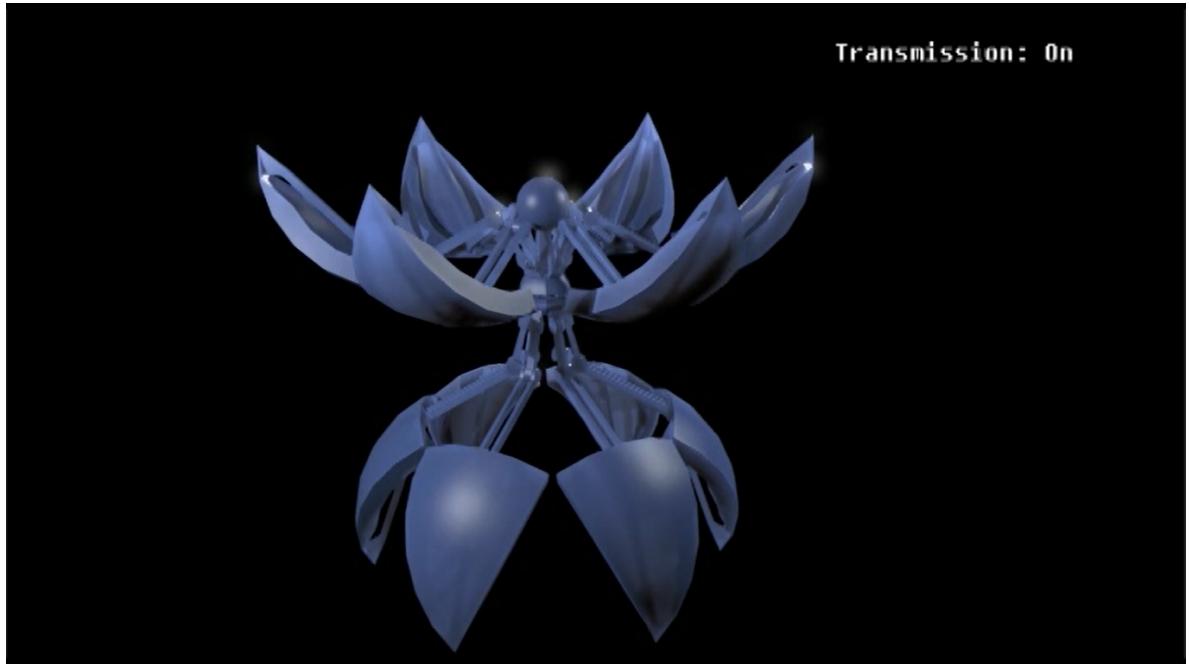
# 成果展示

## 基于虚拟视点的实时半透明材质渲染

效果截图：



Transmission: On



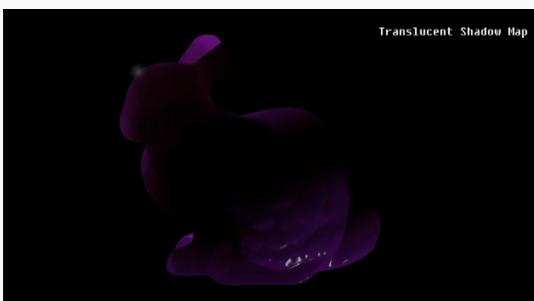
### 效果对比：



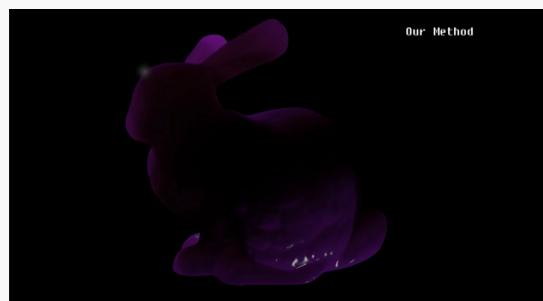
Transmission Off



Transmission On



Translucent Shadow Map



Our Method



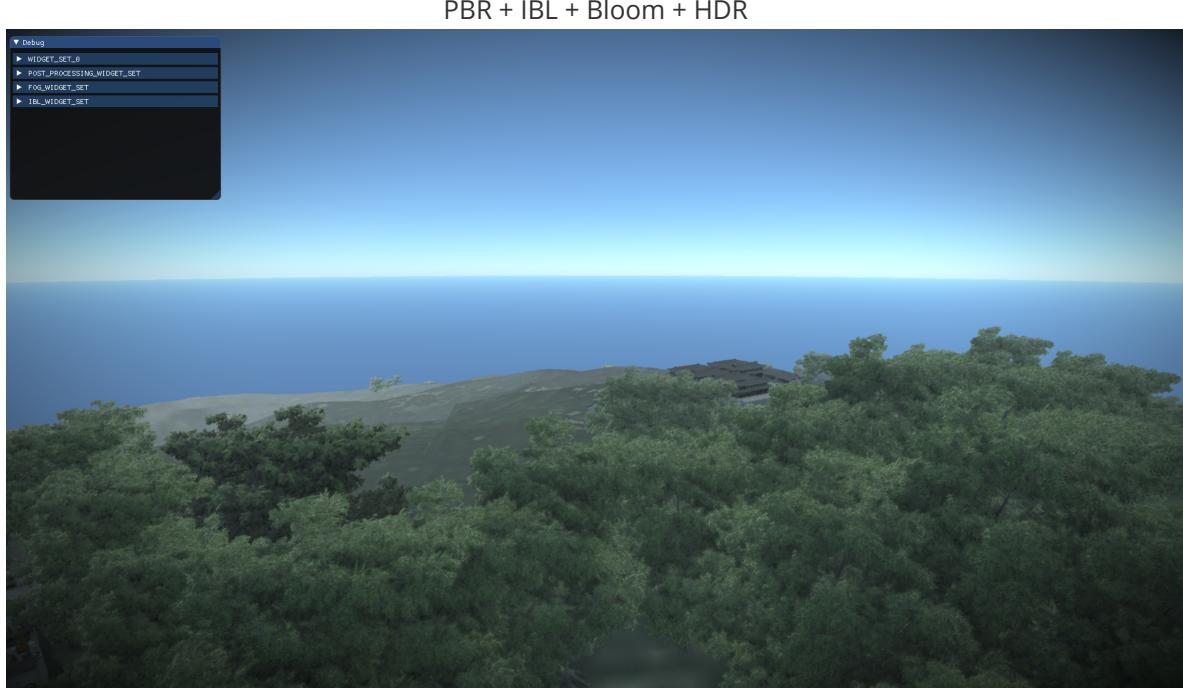
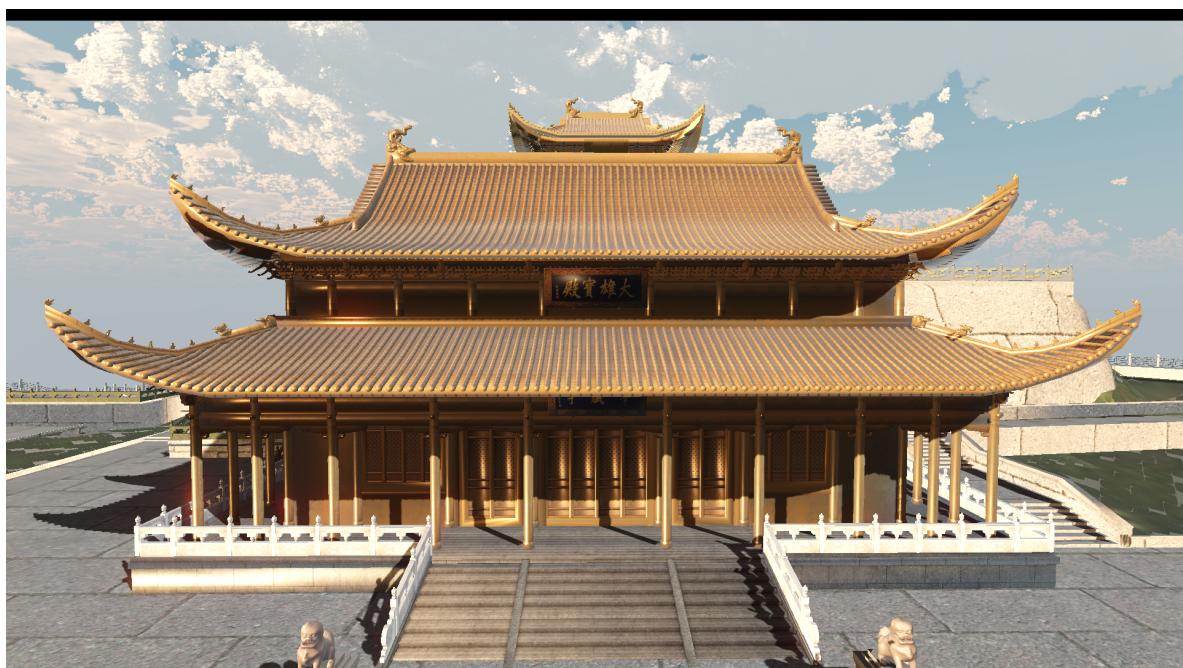
Translucent Shadow Map

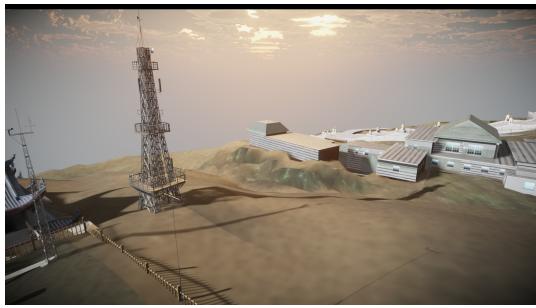


Our Method

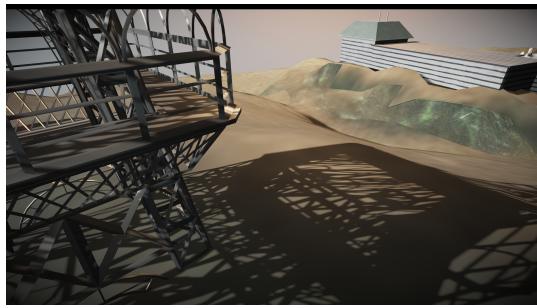
# 峨眉山实时渲染

效果截图：

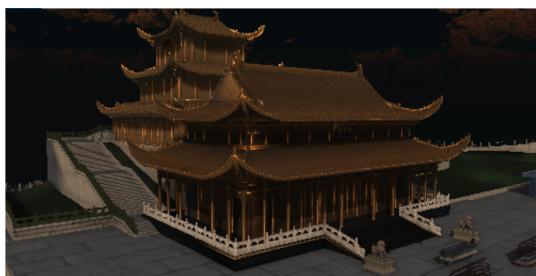




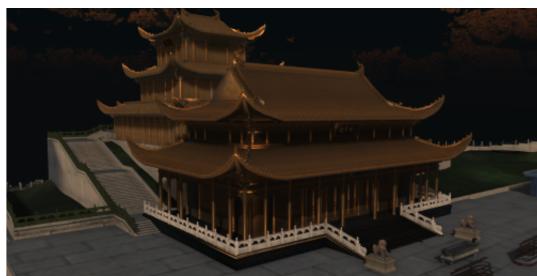
Cascaded Shadow Map (far)



Cascaded Shadow Map (near)



No AA



TAA



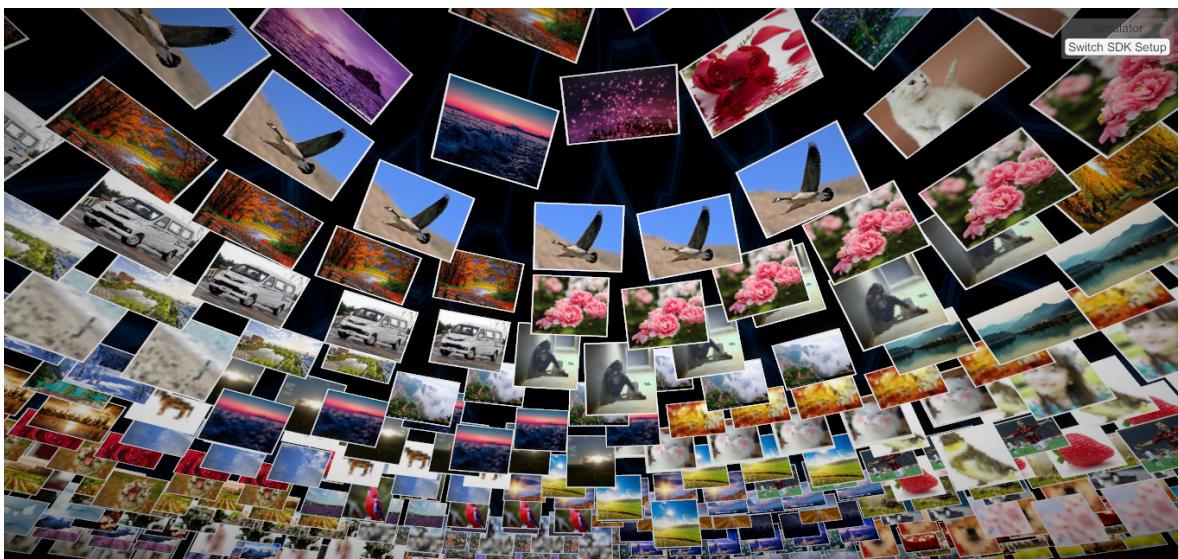
No AO



SSAO

## VR照片墙

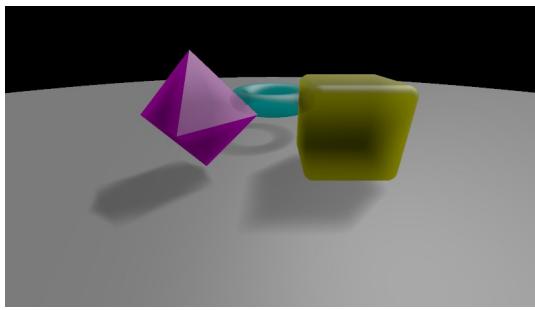
效果截图：



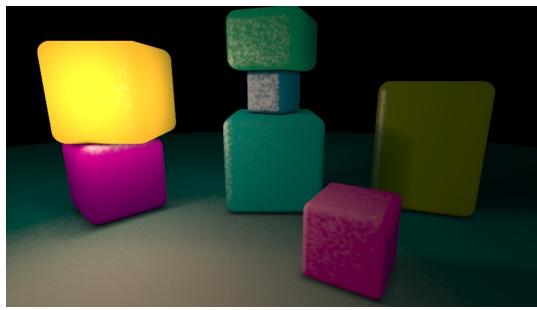
## Shadertoy Shaders

我的shadertoy主页: <https://www.shadertoy.com/user/ikuto>

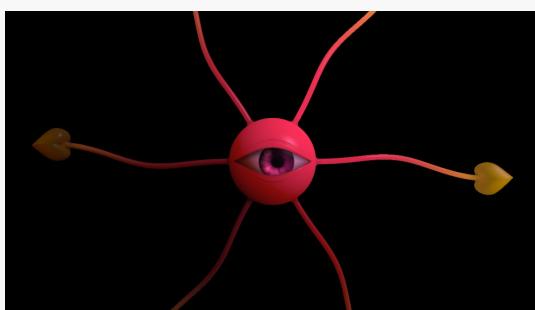
All effects below are generated using procedural modeling, shading and animation.



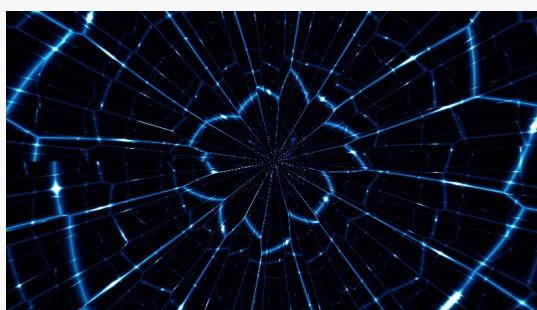
transparency+translucency



translucency



eye rendering + subsurface scattering



voronoi noise



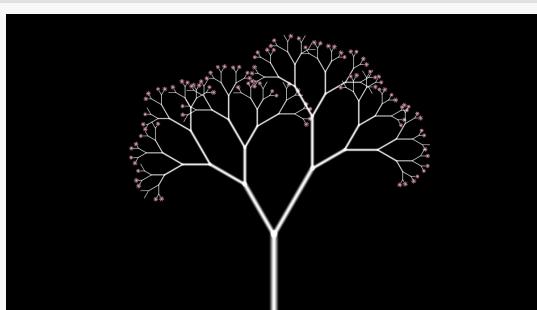
toon shading



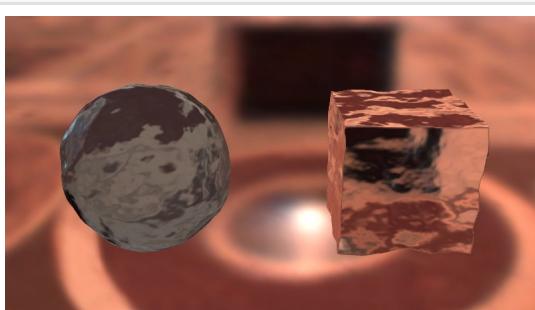
clouds using 3d perlin noise



volumetric + translucent



fractal tree



simple water



physically based shading

## Mini Games