

CMPM 163
Assignment 3 - Part C
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For the group project I am with 3 other classmates who are also on the same 170 series team as myself. We figured we could use this as something that could possibly make its way into the game we are currently working on. It won't be necessarily essential, so there isn't a huge concern to have it be incorporated perfectly, but it does provide a better goal for us since it may see practical use. With this in mind, we are still trying to coordinate with the team to see what could possibly be looked into, but for now we are just writing part C about what we think may help. I chose ambient occlusion from the list after a quick skim of the topics. (had to look them to get a brief understanding of each concept, sorry)



I find that ambient occlusion may be a topic that could be a nice touch to add to our game if at all possible. To my basic understanding, the idea behind ambient occlusion is a more detailed methodology to calculating shadows and shadow density (not sure if that's the write way to put it). Essentially, with more "accurate" looking shadows being cast on our game objects this can provide a more visceral feeling to the game despite it being something that we might had overlooked otherwise. I am unsure on even where to begin thinking about the subject in regards to how it would function, but my guess is that it takes into account what it NOT being exposed to light. From the word, "occlusion", I would like to think that it calculates shadows based on how far or how hidden something is from a light source.

