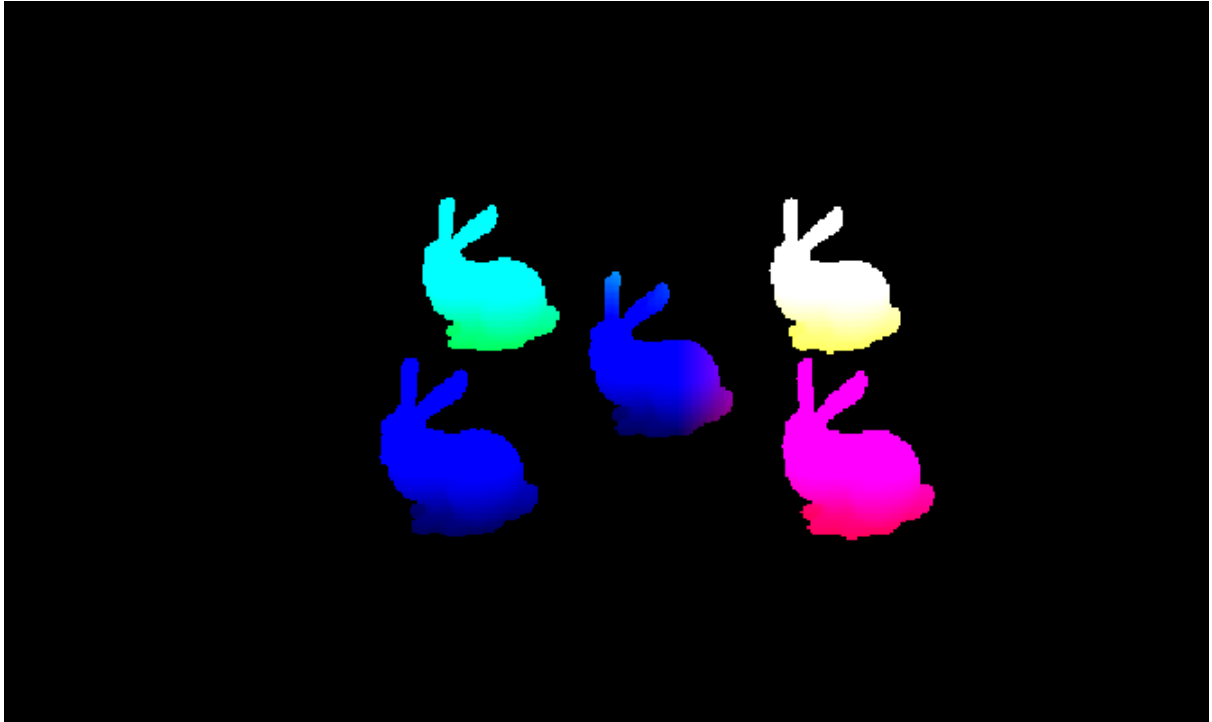


Project1

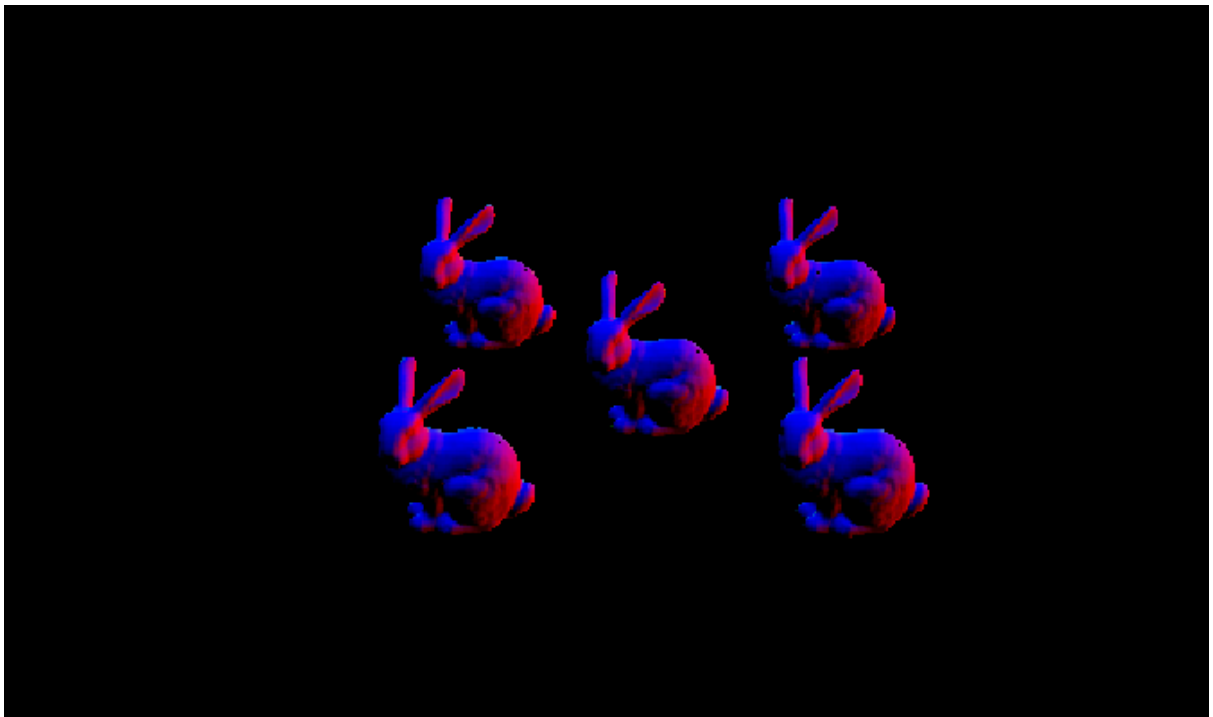
Jaewoo.choi

1.layout of g-buffer(using Render doc)

a.World Position



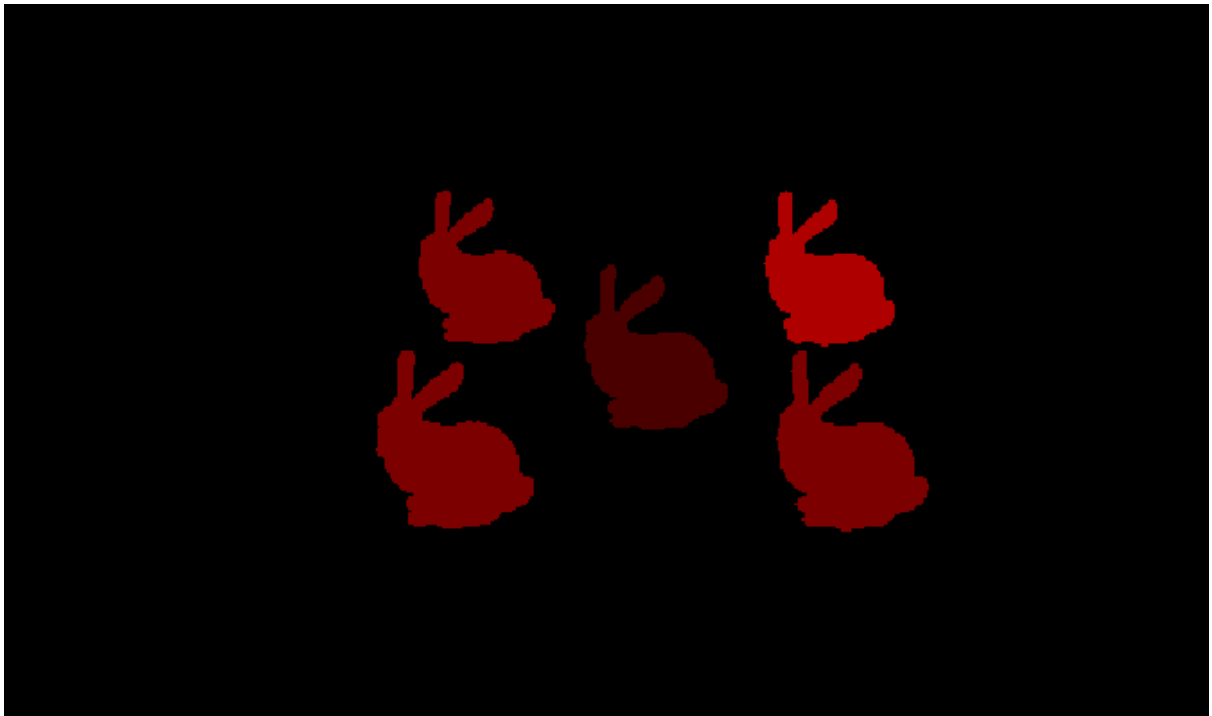
b.Normal



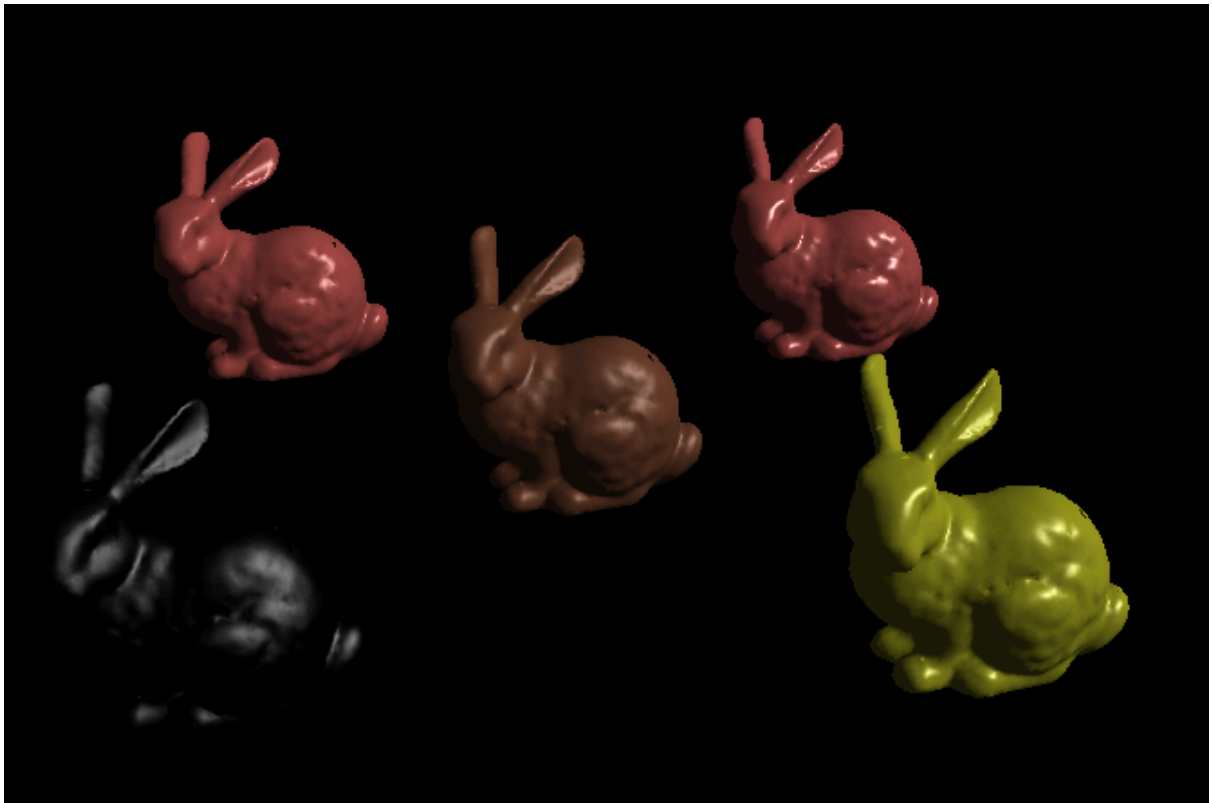
c.Diffuse



d.Specular



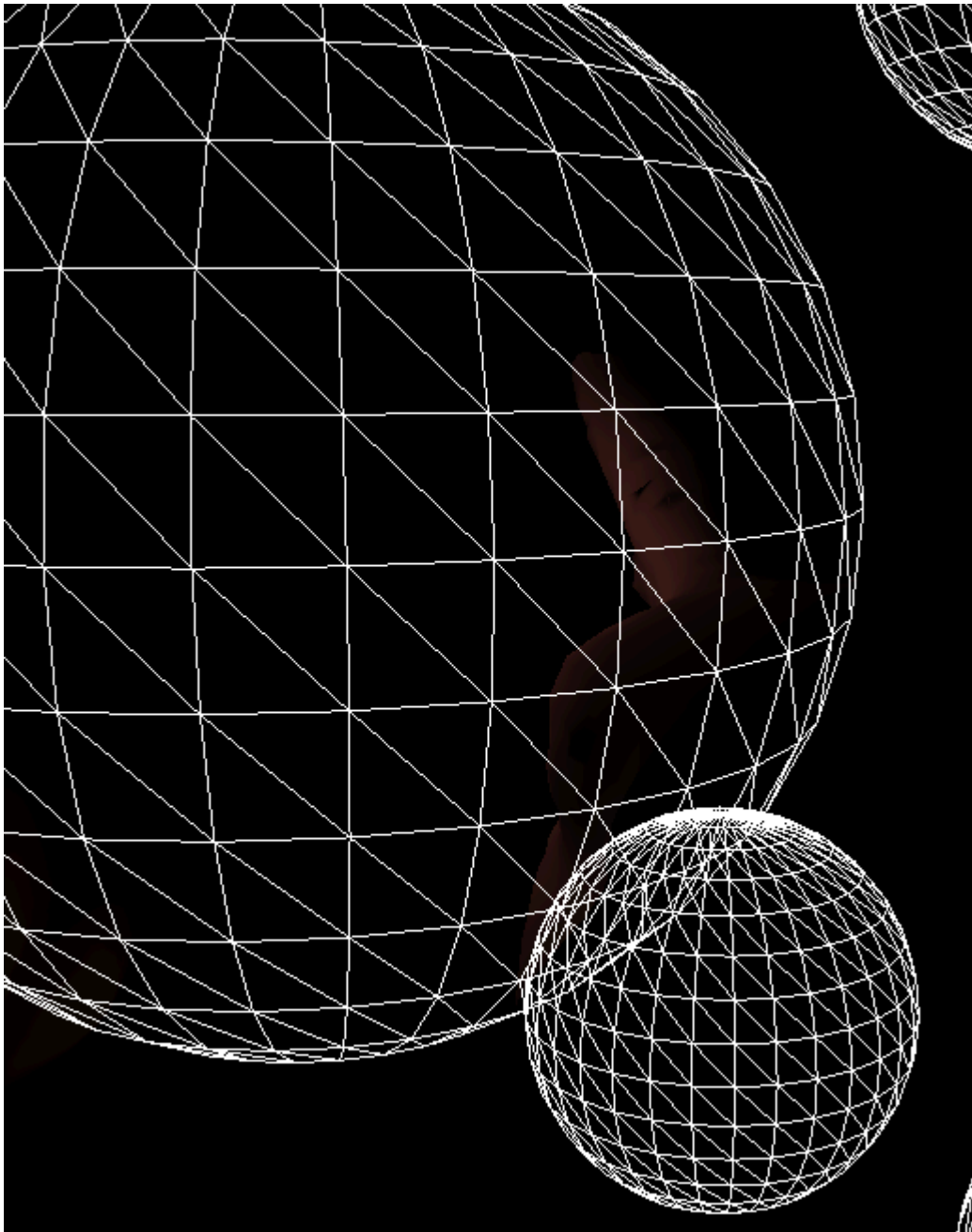
Without Deferred Shading - they have color,diffuse,specular and expensive light calculation every loop



When apply G-buffer pass and one global light.



layout many local lights, only draw bunnies where lights overlap.



Bug: When I turn on the blend at g-buffer drawing moment, the layout of the g-buffer in ImGui comes out. but in the instructions said turn off blending. so I submitted turn off version.

below image is blending turn off version

