This was a shaders project for university, I wanted to create a pixelated landscape effect, I think largely it was a success, you can read through the shaders to see how it was done, if you want to try the demo, just unpack the ZIP, and go for the EXE.  
Controls:

EQ – up and down camera movement

WASD – directional movement

The rest of the control is in the debug menu.

For best results ive found activating shadow map, and the pixel effect at 0.004