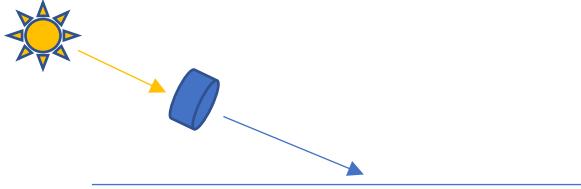


Part C: Crepuscular(God) Rays

I believe the Crepuscular Rays that are created are made using mainly the fragment shader. Light Sources can raycast towards certain objects and possibly by using signed distance functions calculations can be made to mimic a certain lighting effect which can create the God Ray effect.



I believe a way to implement God Rays is by rendering the scene in two basic steps. The first step would be to render the light source on its own and the second is to render the objects that would be blocking the light source. When rendering the objects that block light we measure a ray from the source to the object and based on how close to the center of the object we can change the light coming out to the other side as well as other parameters.

