Voxel Cone Tracing
Graphics Project

Team 2
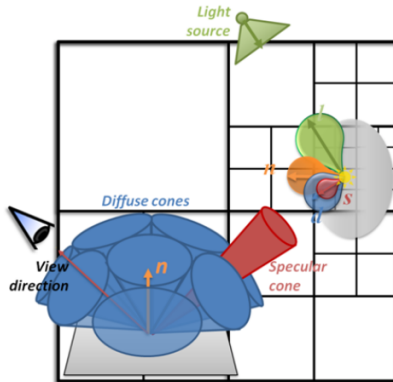P. Kögel, B. Mattes, J. Dörntlein

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LGDV
COMPUTER GRAPHICS · ERLANGEN

Overview

"Interactive indirect illumination using voxel cone tracing"

- global illumination approach for game engines in realtime
- fast approximation through voxelization
- rays are bundled to cones — intersection test with scene voxels

Voxelization

Octree

Compositing

- ambient occlusion
- indirect diffuse phong
- indirect specular phong

Live Demonstration