
CMPM 163 Notes

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Winter 2019 — April 25, 2019

Shader Case Studies

- It is possible to reconstruct the world coordinates of a particular fragment in Unity by querying the depth buffer.
- To create a gradient from within a shader, simply use the `lerp()` function between two `float4`.
- A common technique is to encode operational data into a texture, sampling that texture within the shader using `tex2D()`. For instance, querying the `r` and `g` values for use as an offset for fragments.
- When using a lookup texture for screen-space effects, there is the risk that screens with different aspect ratio will cause stretching. Correcting for this may involve platform-specific scripting code.
- Check out “Makin’ stuff look good: Stealth games’ XRay Vision” and “Beyond Turing - Ray Tracing and the Future of Computer Graphics”