[12pt]article

[english]babel amsmath graphicx hyperref algorithm2e

 $colorlinks=false, pdfborder=0\ 0\ 0, backref=true, bookmarksnumbered, pdfstartview=FitH, citecolor=blue, \verb|linkcolor|=blue, urlcolor=black, pdfpagemode=UseOutlines|$

Interactive Hard Shadows Overview James Doverspike

document

abstract Visual quality in interactive applications depends on accurate shadowing from light sources. Soft shadows as a result of global illumination are rarely an option due to complexity. This paper analyzes the two popular hard shadowing algorithms of shadow mapping and shadow volumes.