CMPE 360
Hands-On Activity 8

Name(s):

Shadowing Techniques

1. Check the appropriate boxes to indicate the properties of each technique.

Features / Limitations	Planar Fake Shadows	Projective Texture Shadows	Shadow Maps	Shadow Volumes
Allows objects to cast shadows on themselves (self shadowing)				
Permits shadows on arbitrary surfaces (e.g. curved)				
Generates extra geometric primitives				
Limited resolution of the intermediate shadow representation can result in jaggie shadow artifacts				

2. Draw the diagram of a scene graph for a bicycle. Show the transformations on the figure.