



God Rays – Checkpoint

Isak Karlsson and Noah Pitts



God Rays Goals

- ▀ Volumetric Light Rendering
 - ▀ Absorption and Emission Model
 - ▀ In Scatter and Out Scatter
 - ▀ Marching Path Tracing
 - ▀ Probabilistic Ray Scatter / Branching
- ▀ Atmospheric Rendering
 - ▀ Dynamic Lighting
 - ▀ Sun Azimuth / Altitude
 - ▀ Procedural Environment Map



God Rays Progress

- ▀ Volumetric Light Rendering
 - ▀ Absorption and Emission Model (finished)
 - ▀ In Scatter and Out Scatter (half finished)
 - ▀ Marching Path Tracing
 - ▀ Probabilistic Ray Scatter / Branching
- ▀ Atmospheric Rendering
 - ▀ Dynamic Lighting (finished)
 - ▀ Sun Azimuth / Altitude (finished)
 - ▀ Procedural Environment Map (basic version complete, will be updated when nonhomogeneous volumes are introduced)