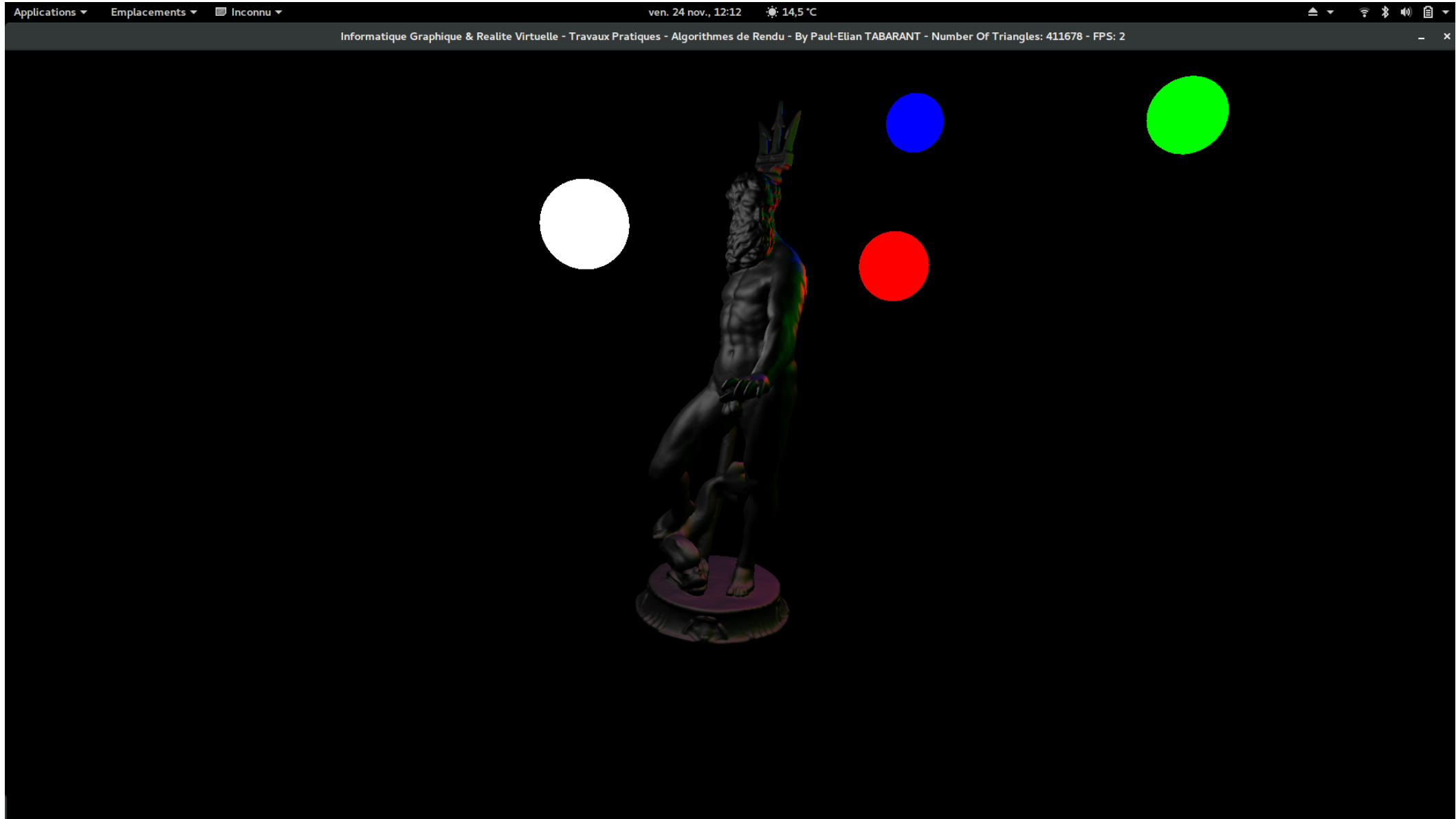
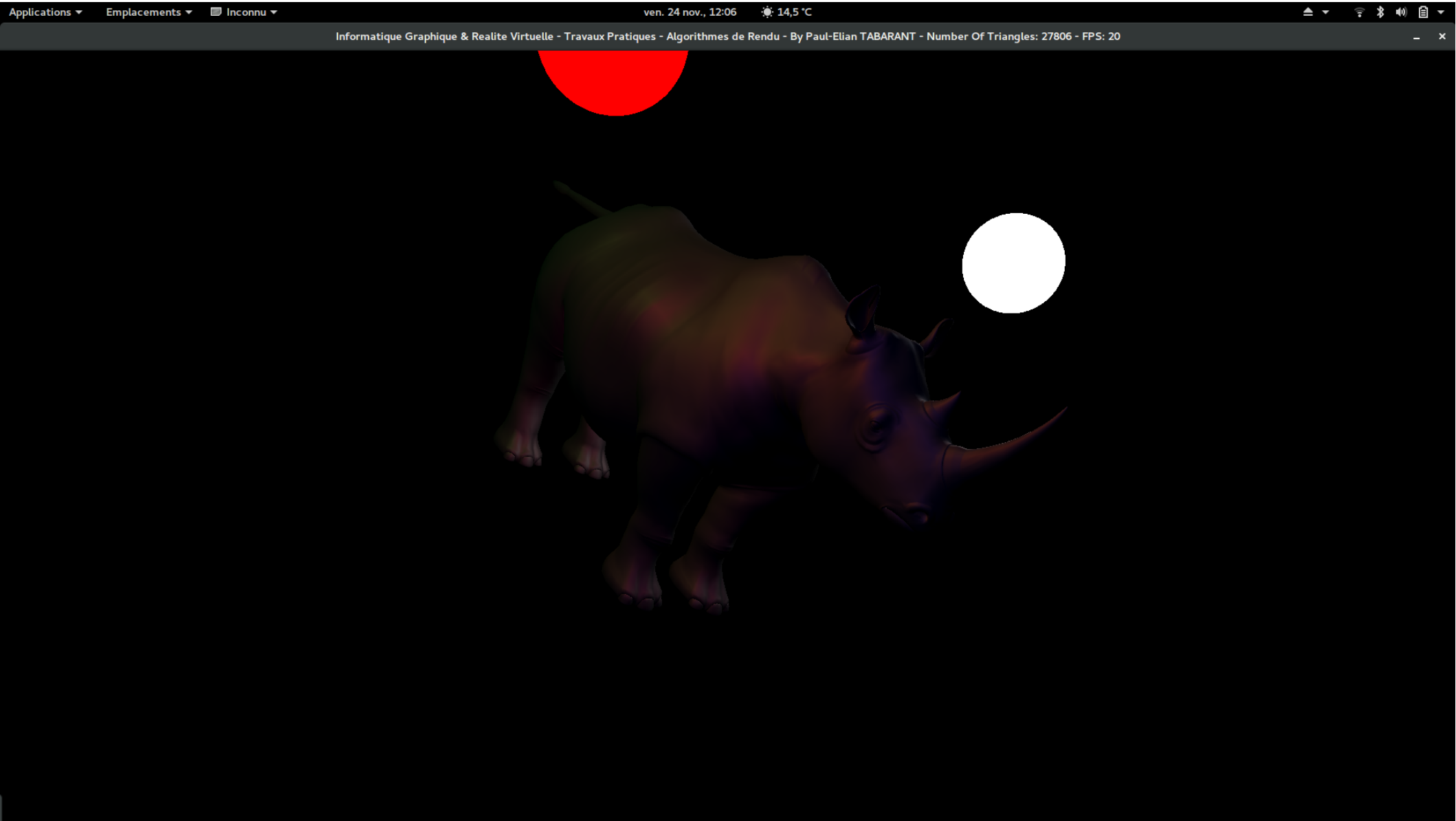


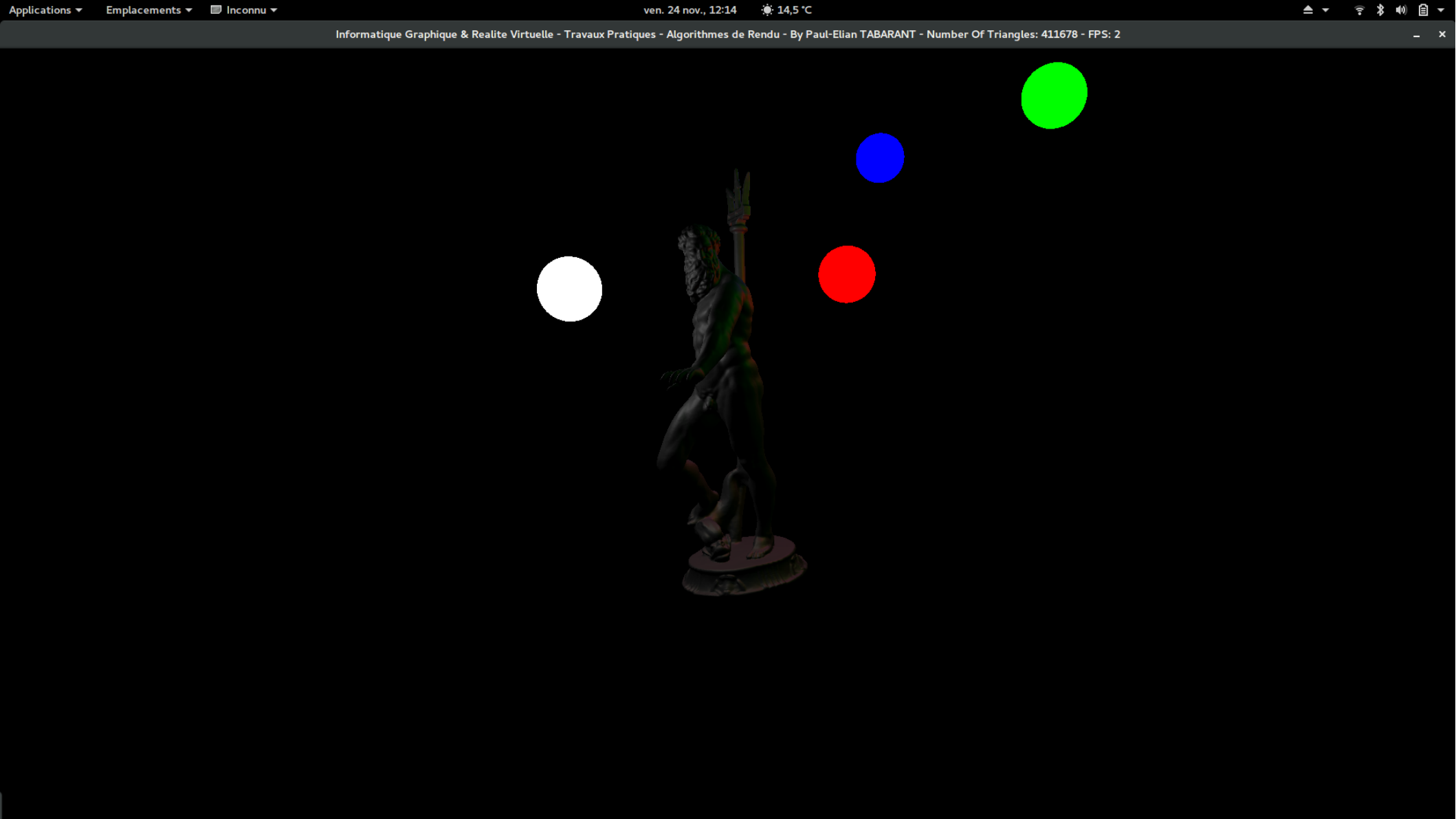
Light rendering using a Cook-Torrance model



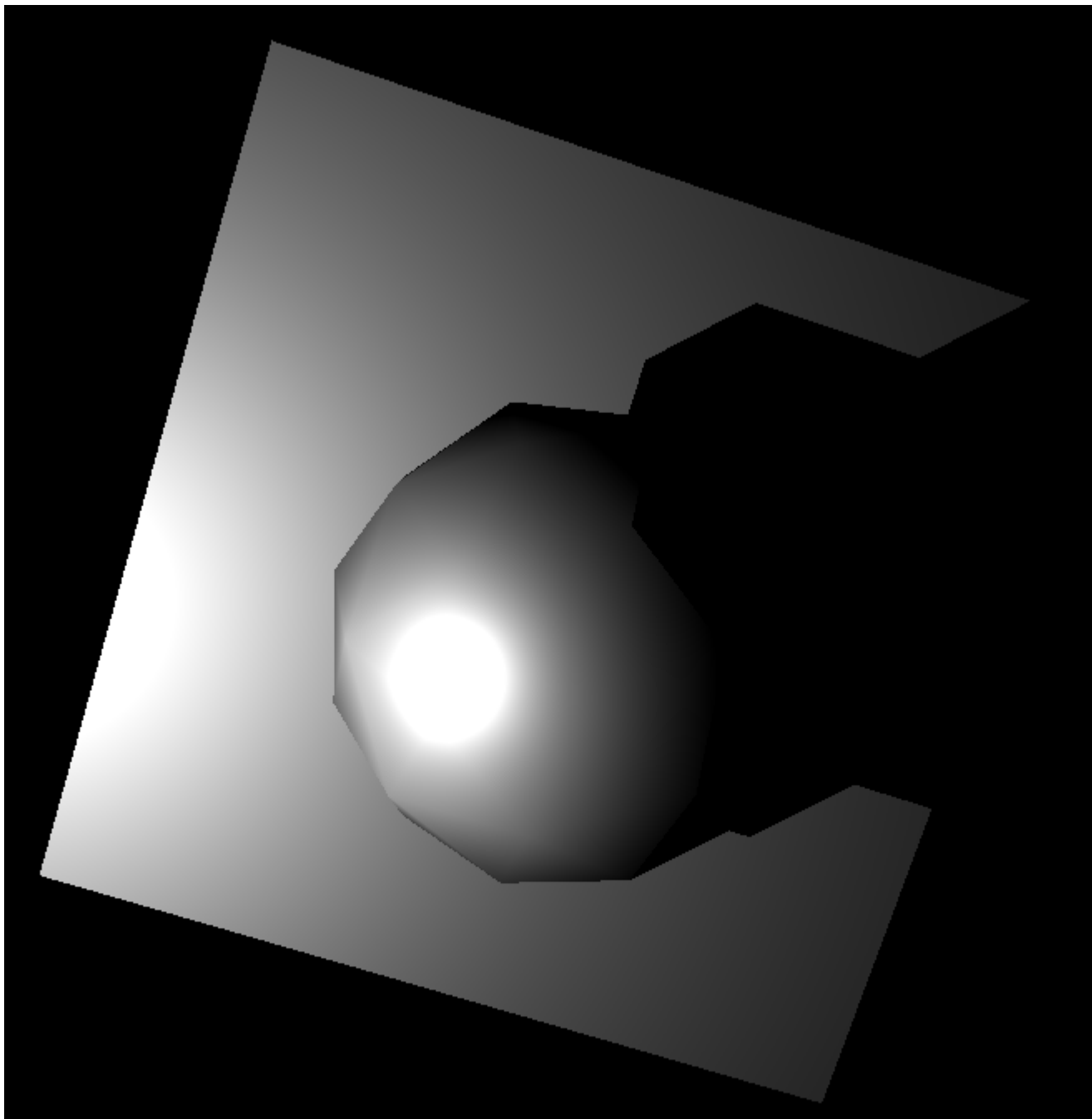
Light rendering using a Cook-Torrance model



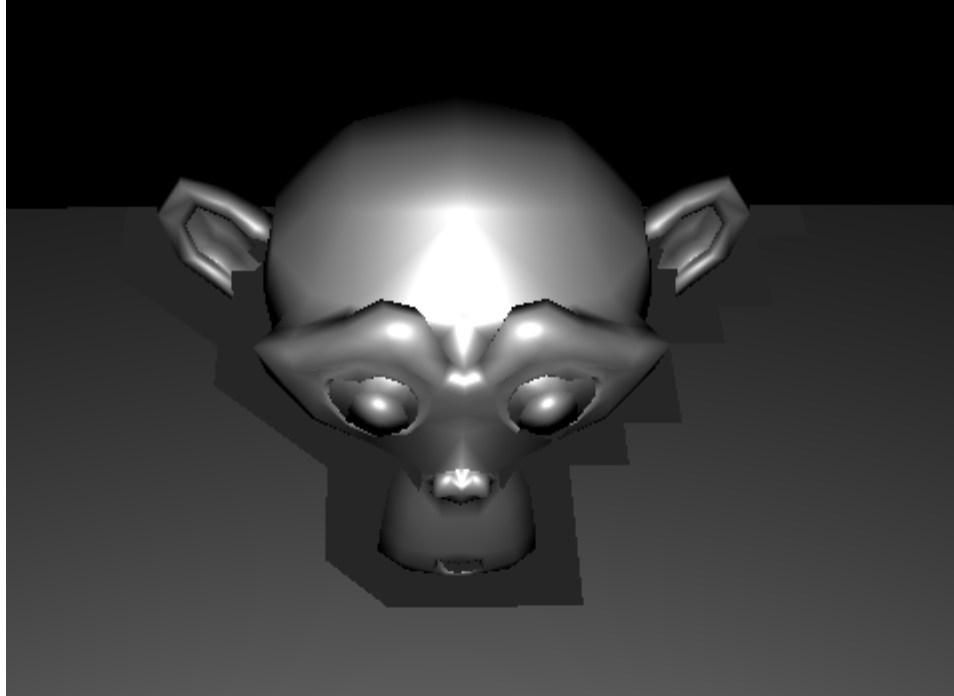
Light rendering using a GGX model



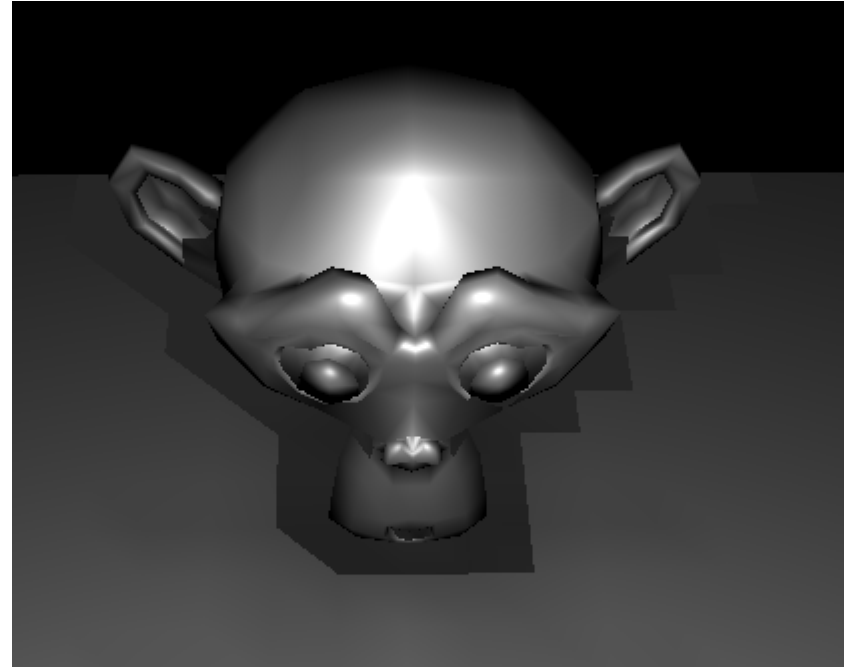
Light rendering using a GGX model



Low-res direct shadow processing

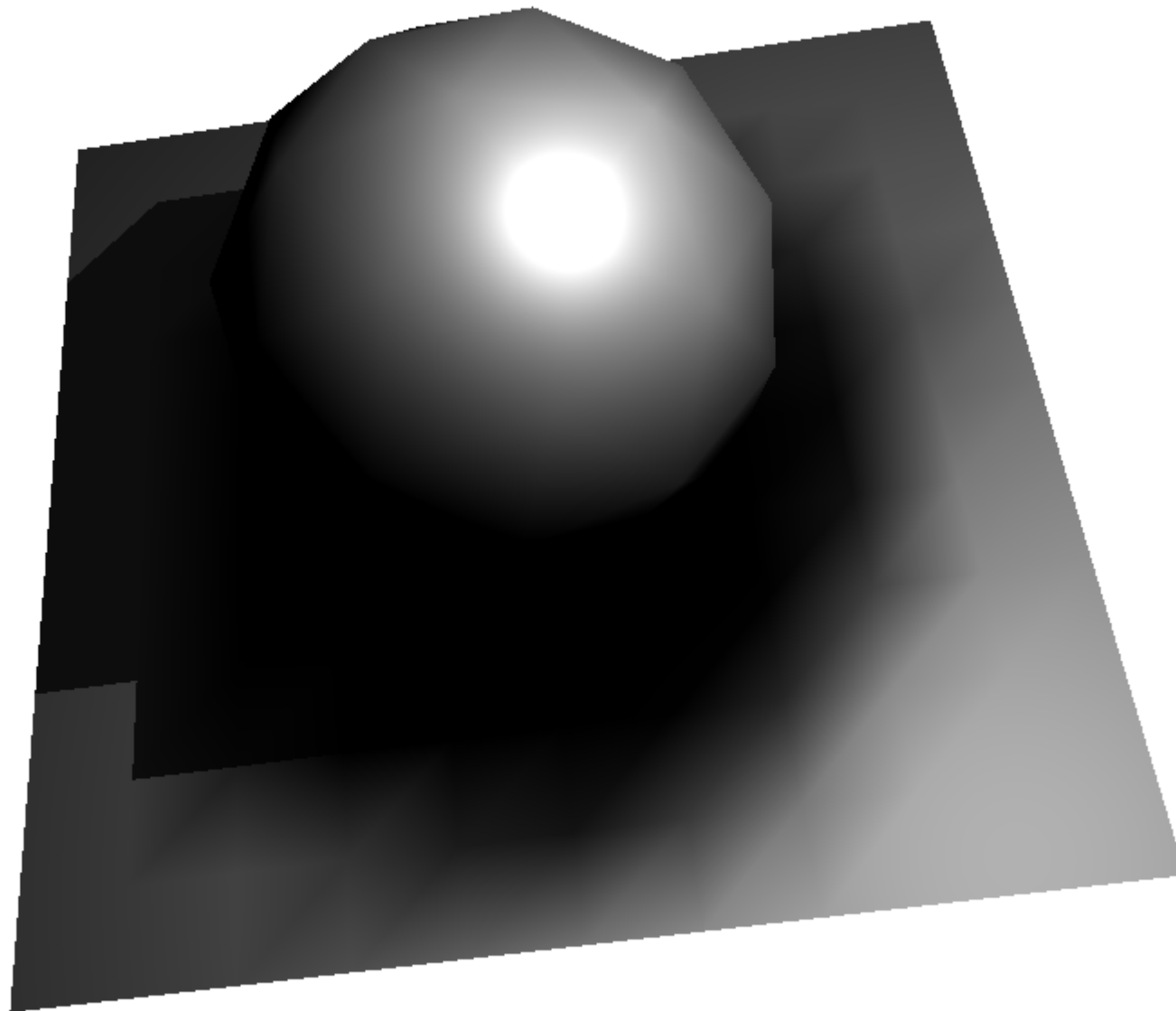


before



after

Ambient occlusion processing

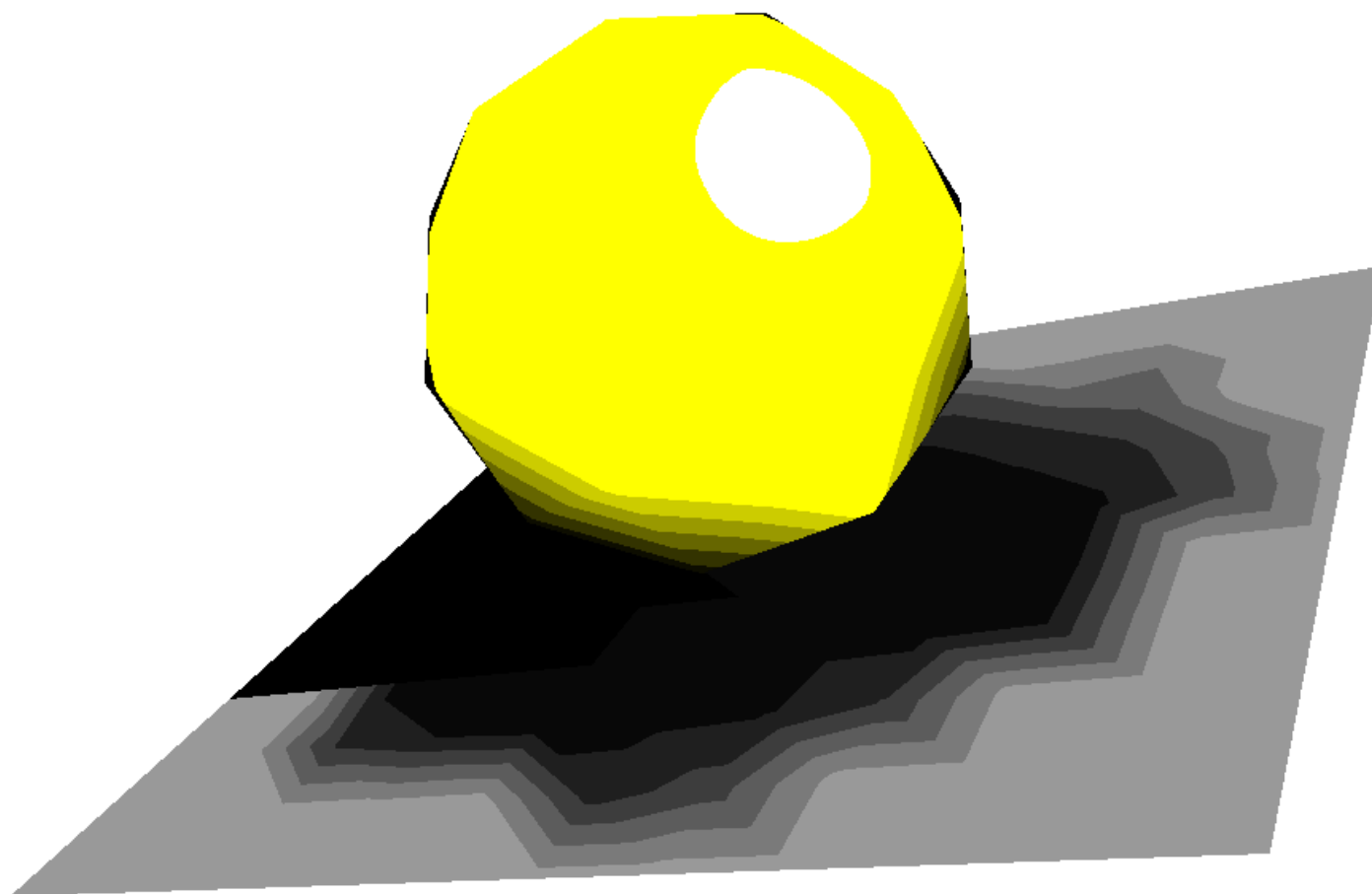


Direct shadows and ambient occlusion combined

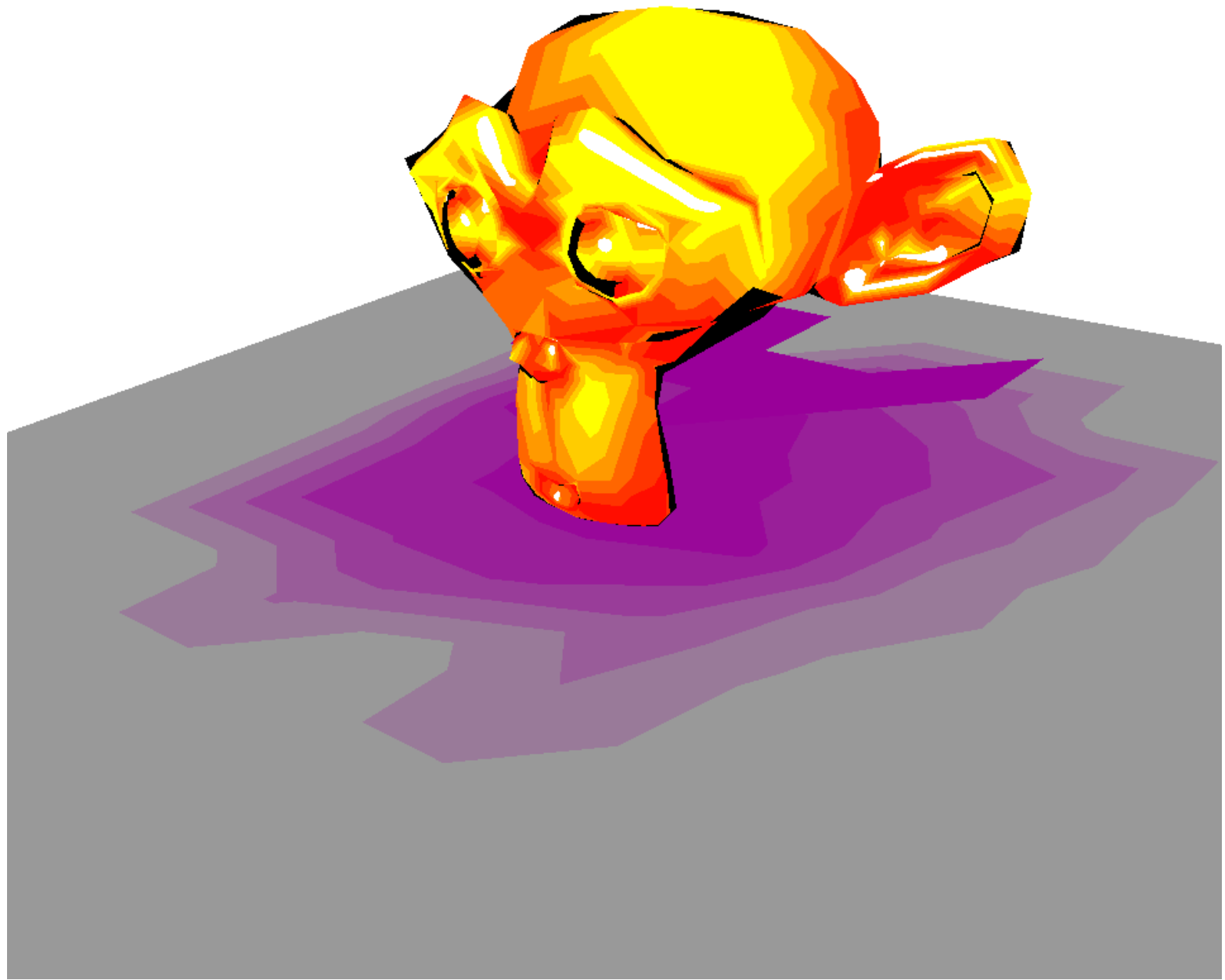


Playing with shaders...





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Playing with shaders...