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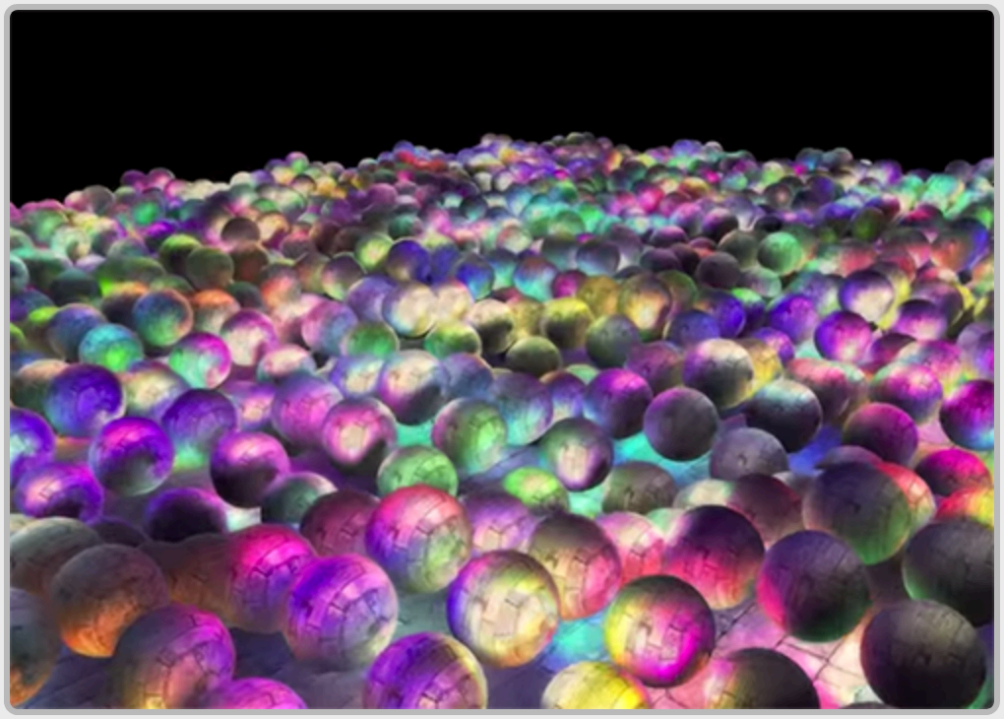
CMPM 163: HW 3C

Part 1: Deferred Shading

In this process, we would have two passes of lighting, one initially, and one later. The first pass would be a “normal” lighting pass to light up object, for example a phong shader. Then, all of the information rendered in the first pass would be stored in what is called the “G-buffer”, which would calculate all shadows and reflection points from the first pass and combine them with the additional light given in the second pass.

We could use this technique to emulate a walkway with torches along it. The mouse could control the user’s movement down the path. The torches could be burning and the walkway would be realistic and gravel-like. We could utilize the deferred shading style, like below, to recreate well-lit gravel.



Sources: https://learnopengl.com/Advanced-Lighting/Deferred-Shading

Part 2: Team Members

My team members are Tayla Rund and Eric Lanini.