



GRAPHICS PROJECT

TEAM TOWER EXPERT

OUR GOAL

- Physically Based Rendering
- Cascaded Shadow Map
- Particles & Emission
- Post-Processing: Bloom
- Post-Processing: Screen Space Ambient Occlusion

FINAL PRODUCT

- Physically Based Rendering
- Cascaded Shadow Map
- Real-Time Refraction
- Post-Processing: Bloom
- Post-Processing: Screen Space Ambient Occlusion
- Experiment: Screen Space Indirect Lighting



CONTRIBUTION

- Yiyian Wang: Game Porting / PBR with IBL
- Jiayi Jiang: Game Porting / Cascaded Shadow Mapping
- Victor Shu: Pipeline Design / SSAO / SSIL
- Weihao Yan: Pipeline Design / Bloom
- Yun Jiang: Real-Time Refraction

POST MORTEM

- ✓ The plan goes well and not over-scaled
- ✓ Implemented most intended features
- ✓ Cooperated effectively and efficiently
- ✗ Some effects not looking good/correct
- ✗ Don't have a plan before working on the pipeline
- ⇒ Design the pipeline more carefully
- ⇒ Other cool effects?



DEMO