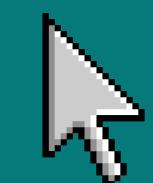
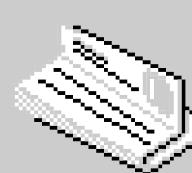
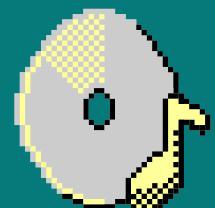
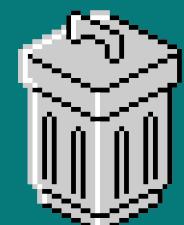
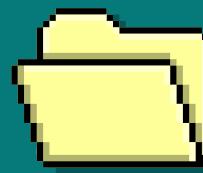
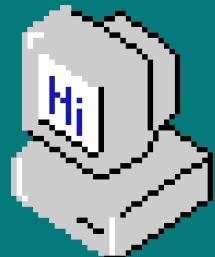


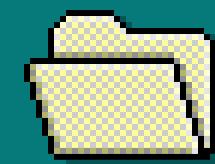
# Parallax Mapping



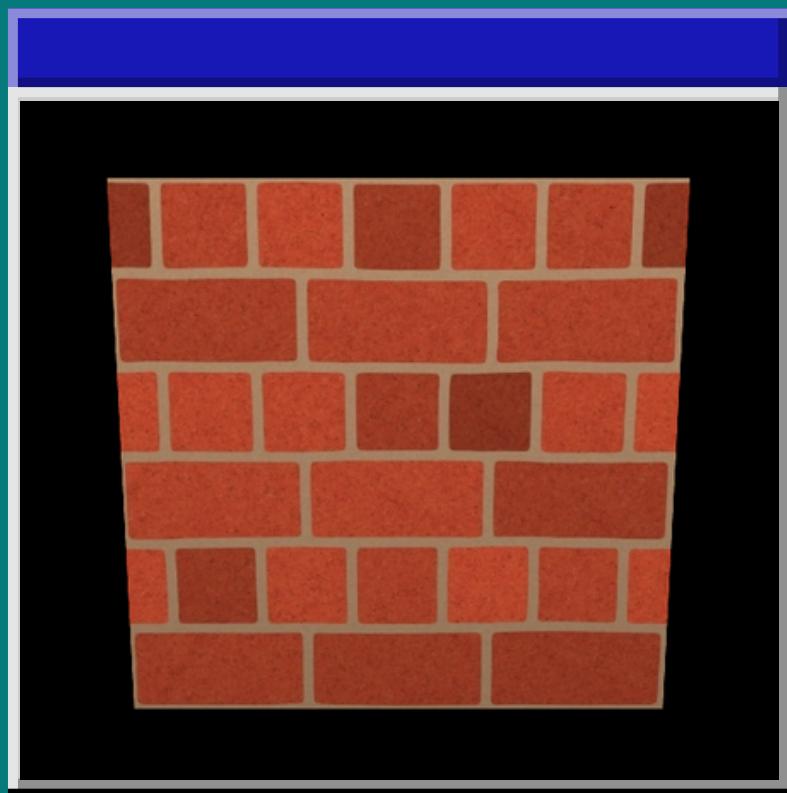
Una forma de trucar  
geometría



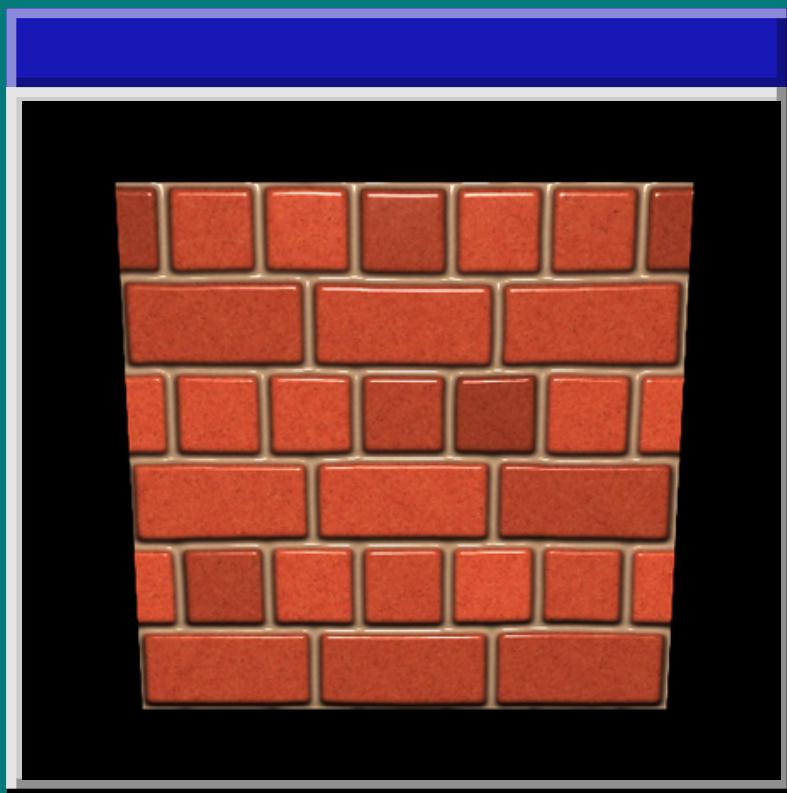
14:30  
PM



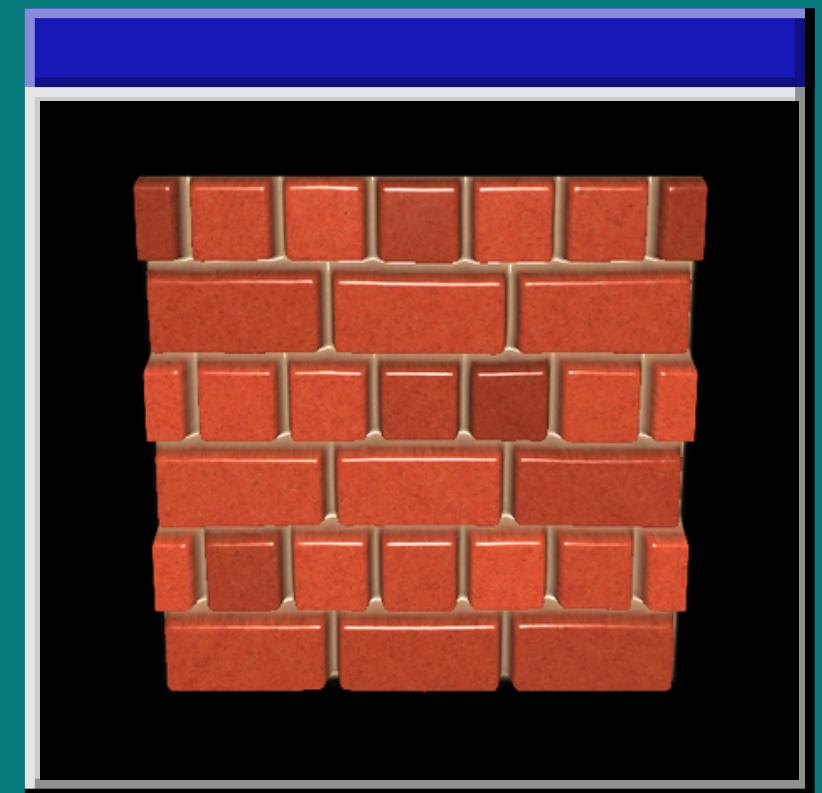
# Texturas, Normal mapping y parallax



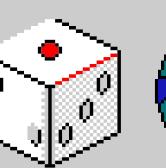
Textura



Normal Map



Parallax



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# PROS Y CONTRAS DEL PARALLAX MAPPING



**PROS**

- Buena aproximación del displacement mapping.
- Puede usarse como un sustituto para geometría adicional.
- Compatible con y buen complemento para otros tipos de mapping (por ej. normal).

# PROS Y CONTRAS DEL PARALLAX MAPPING

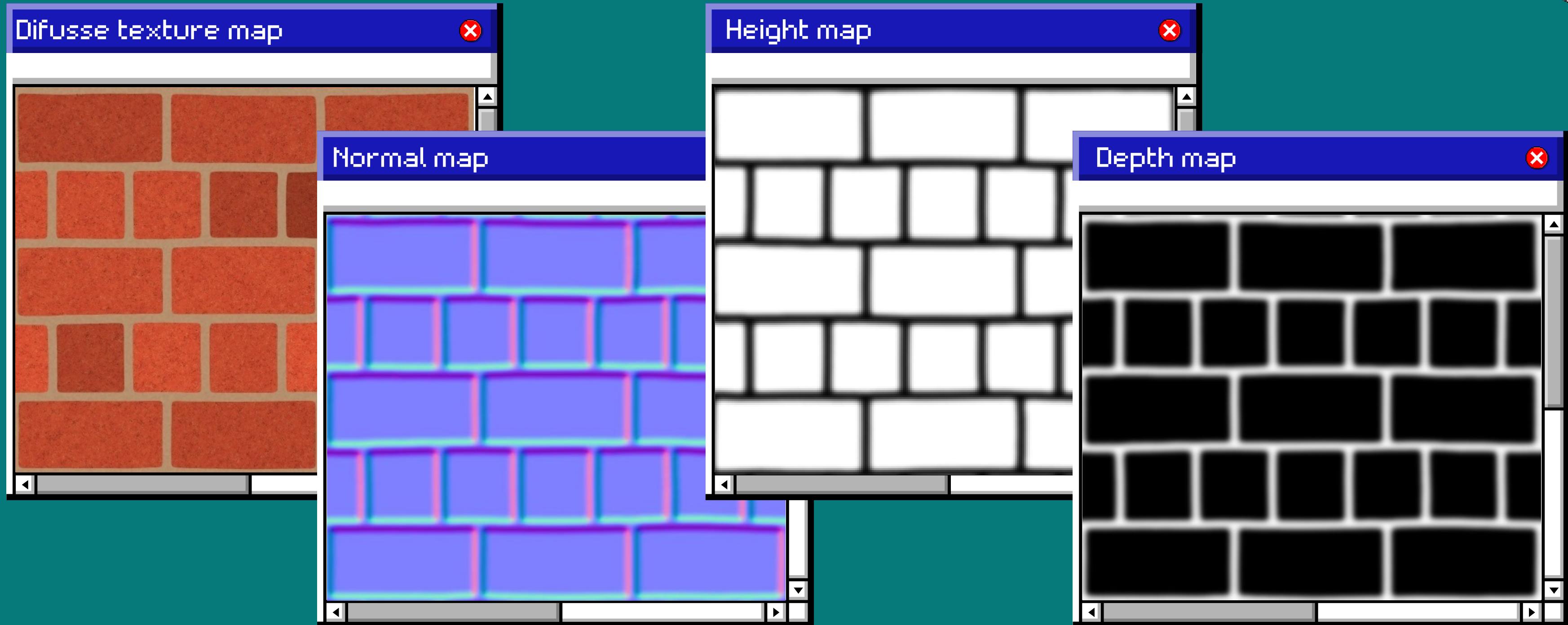


**CONTRAS**

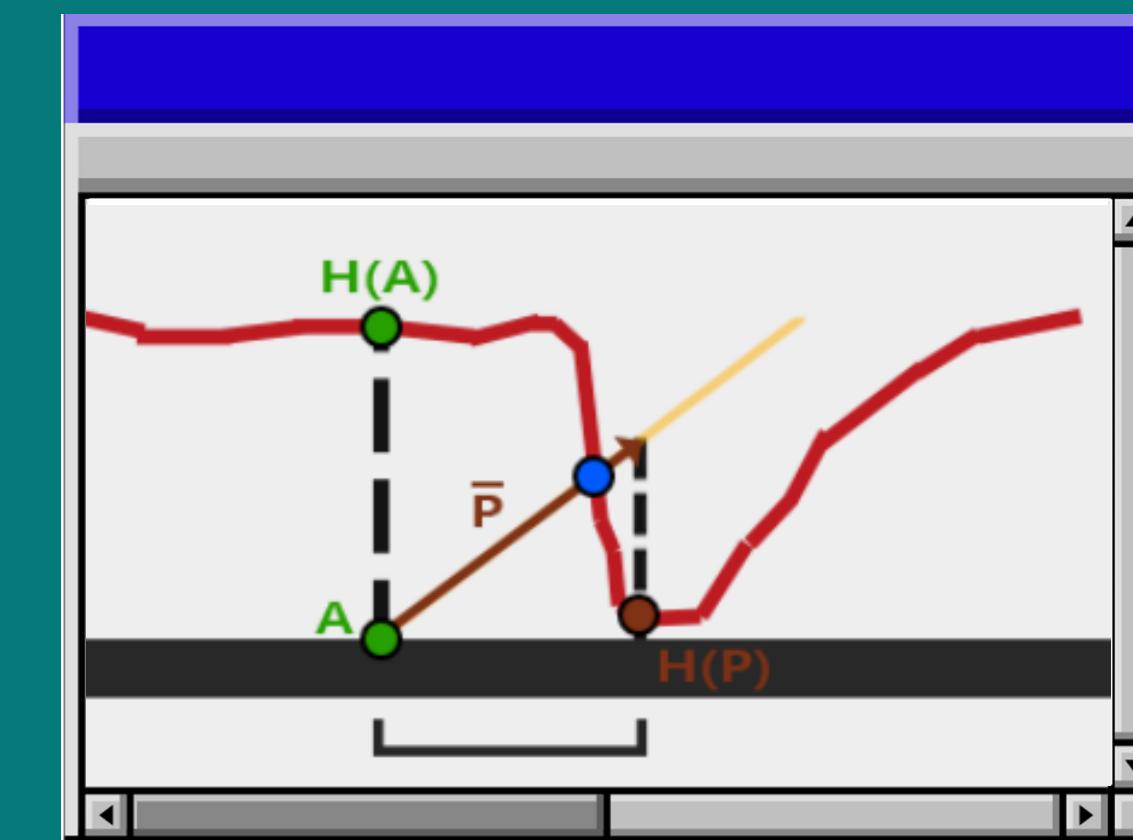
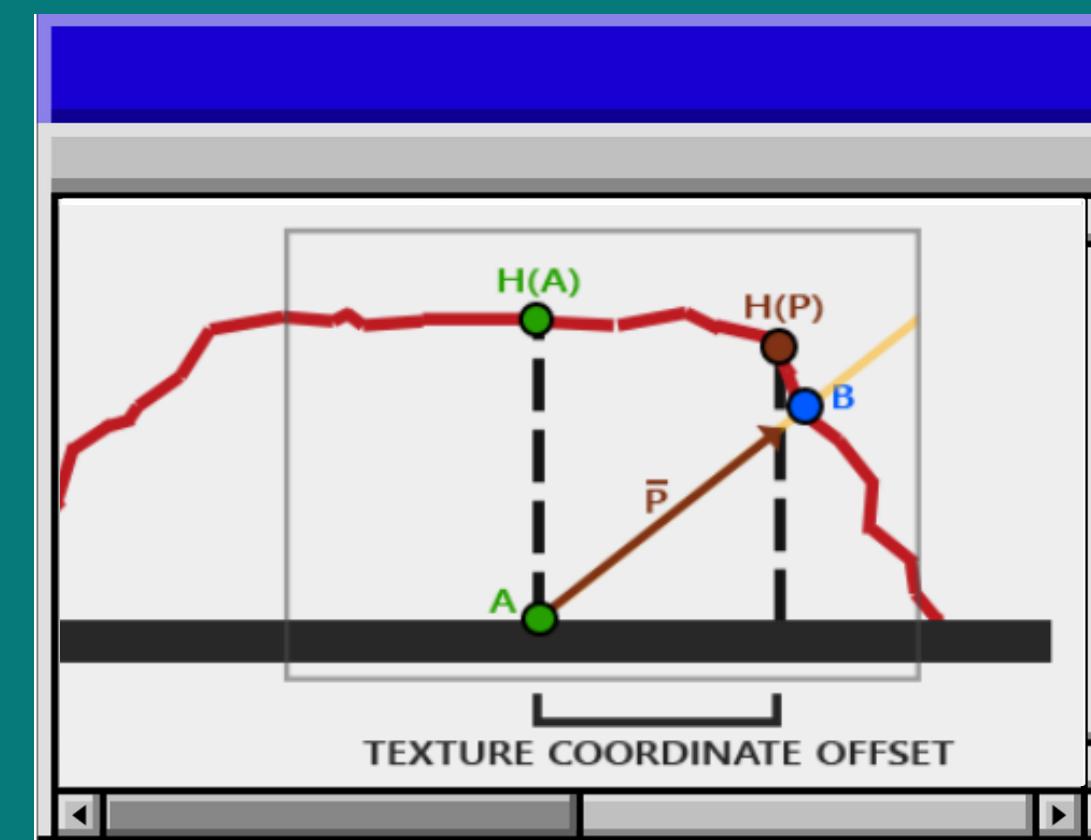
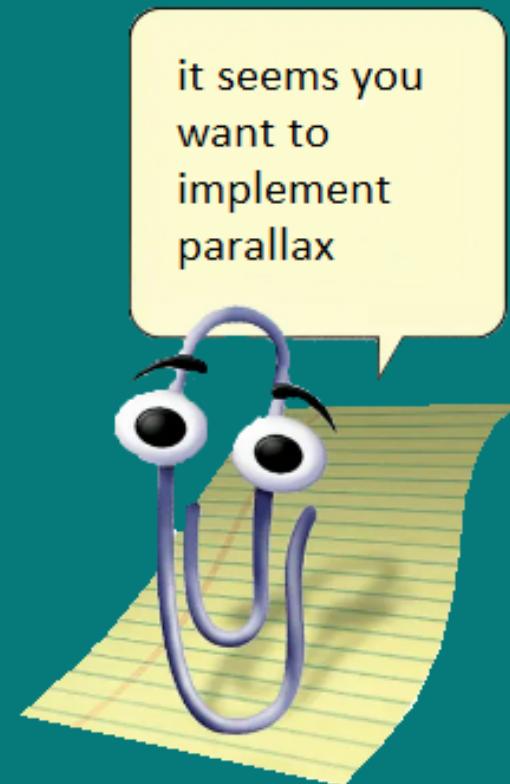
- Cambio bruscos en la geometría no se ven bien.
- Puede estropearse desde puntos de vista casi tangentes al plano.

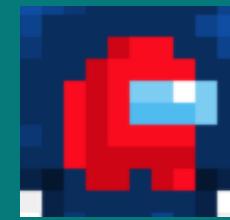


# ¿Qué se necesita?



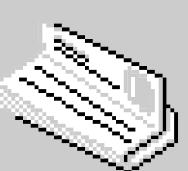
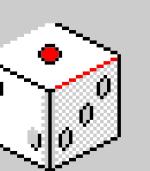
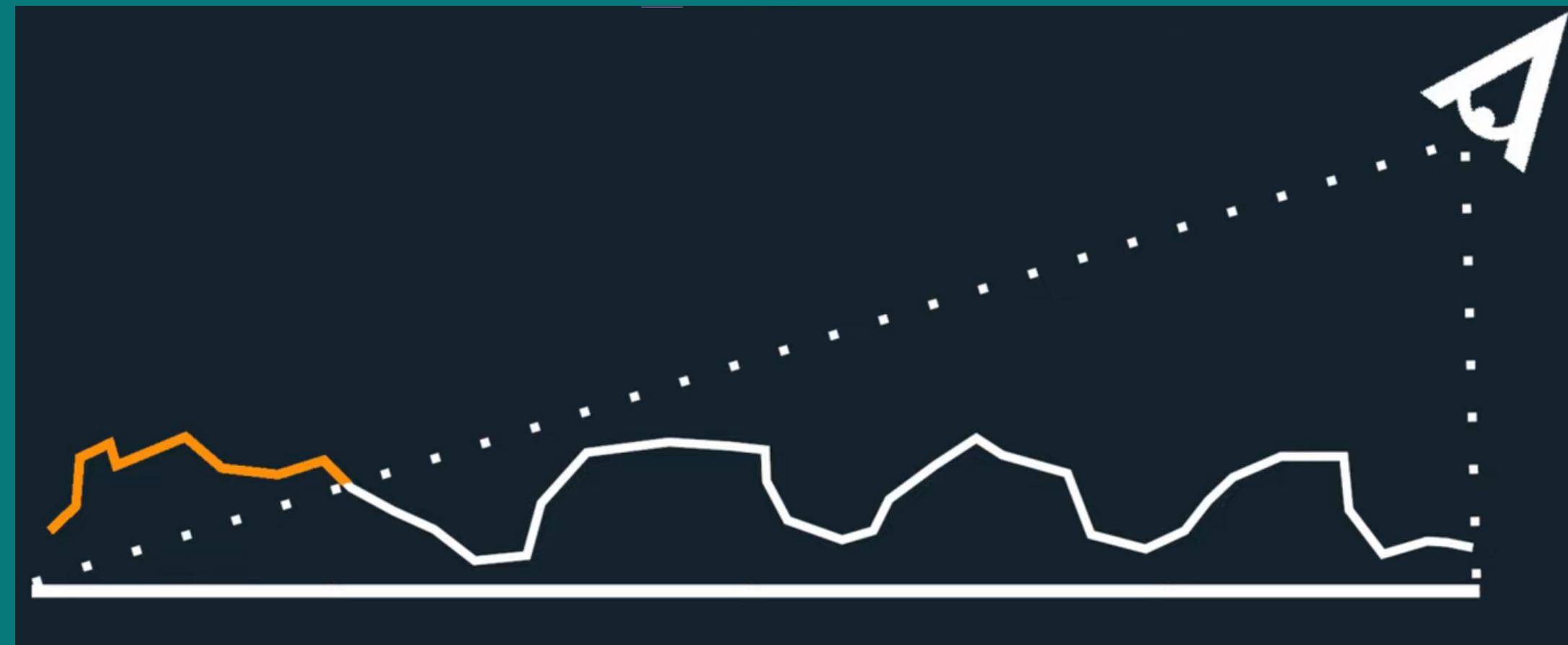
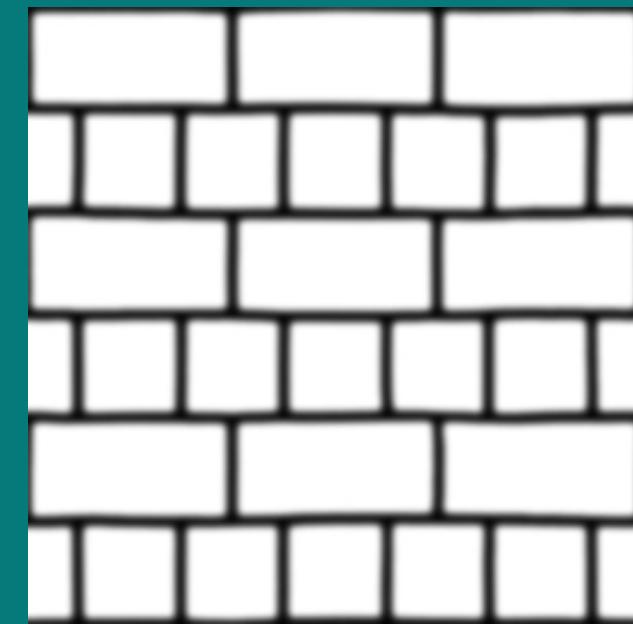
# Parallax con heightmap



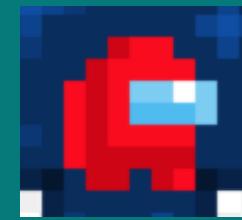


# Displacement map

¿Por qué es mejor usar el mapa de alturas invertido?

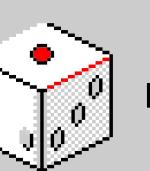
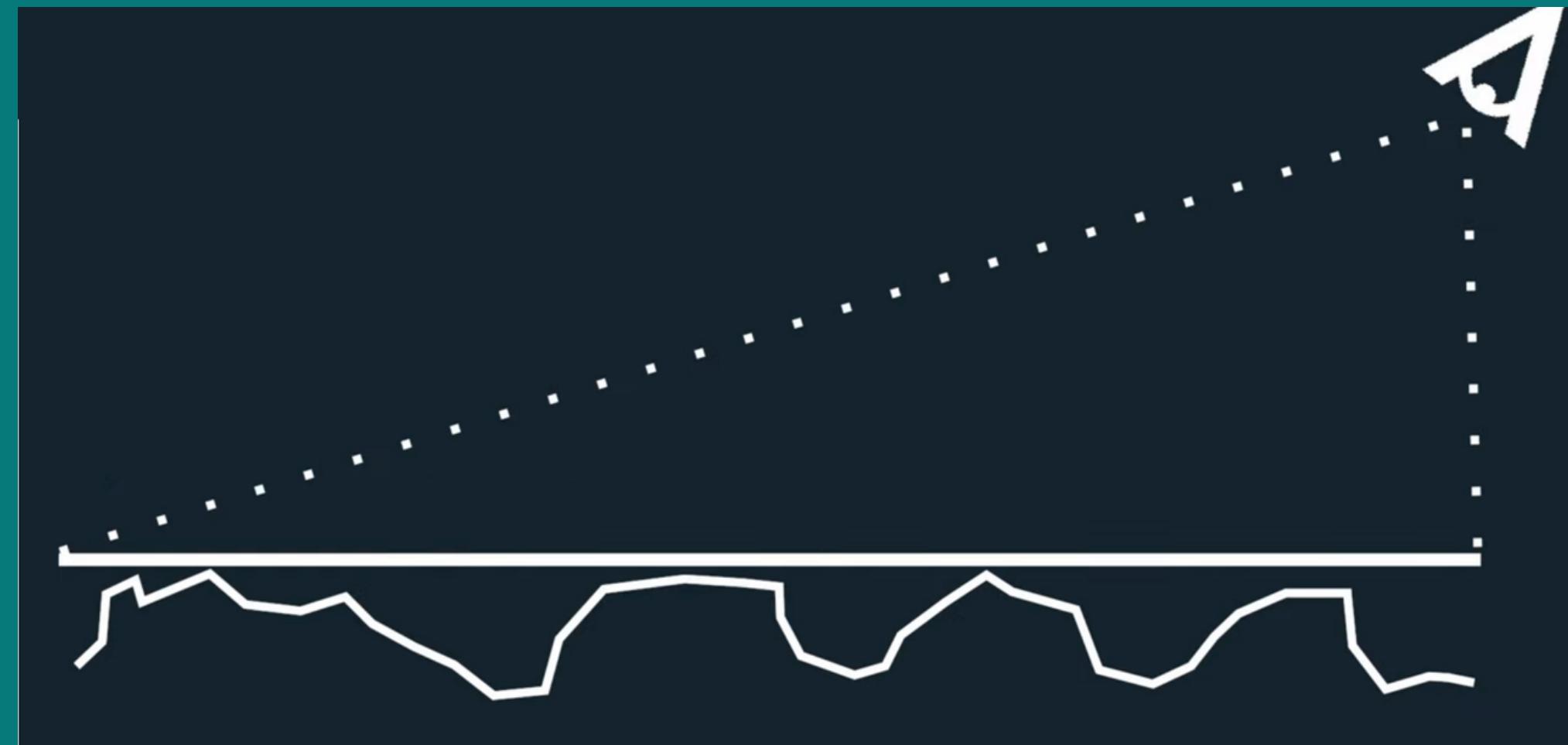
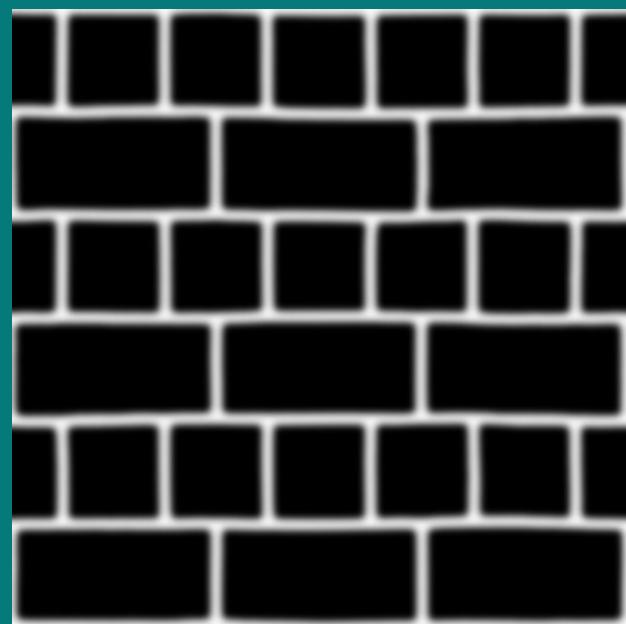


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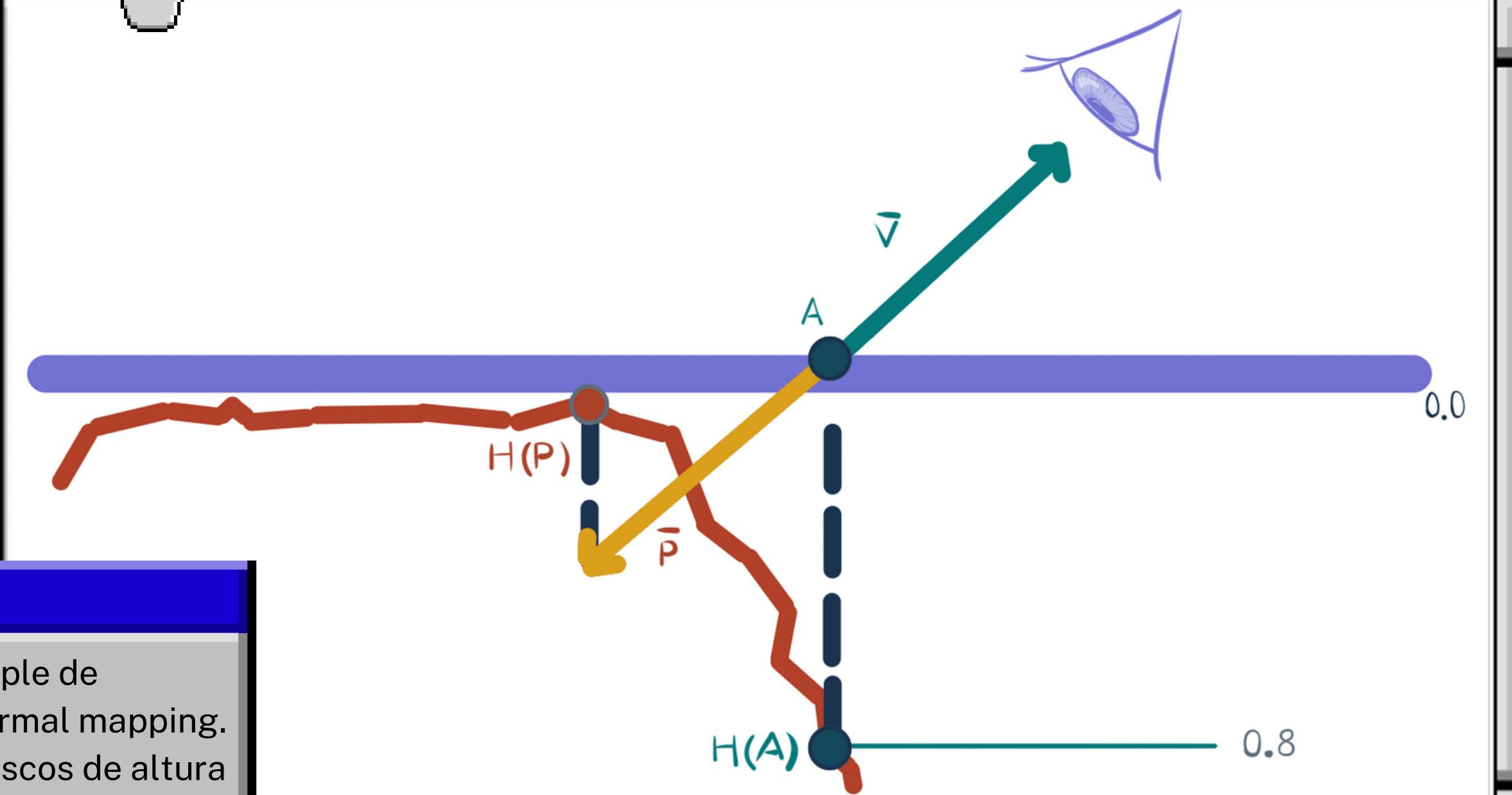
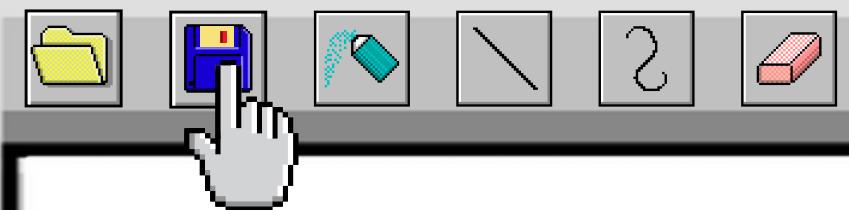
# Displacement map

¿Por qué es mejor usar el mapa de alturas invertido?



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# Parallax Mapping

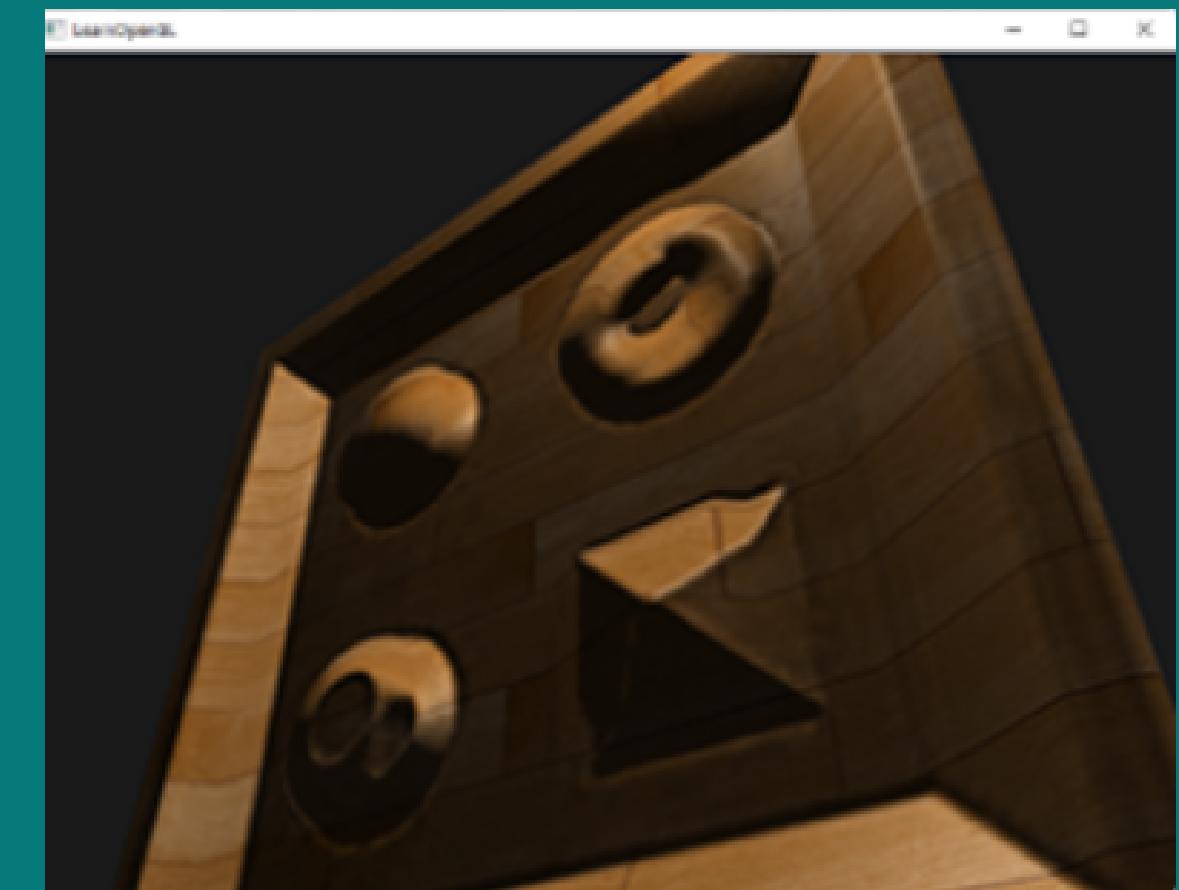
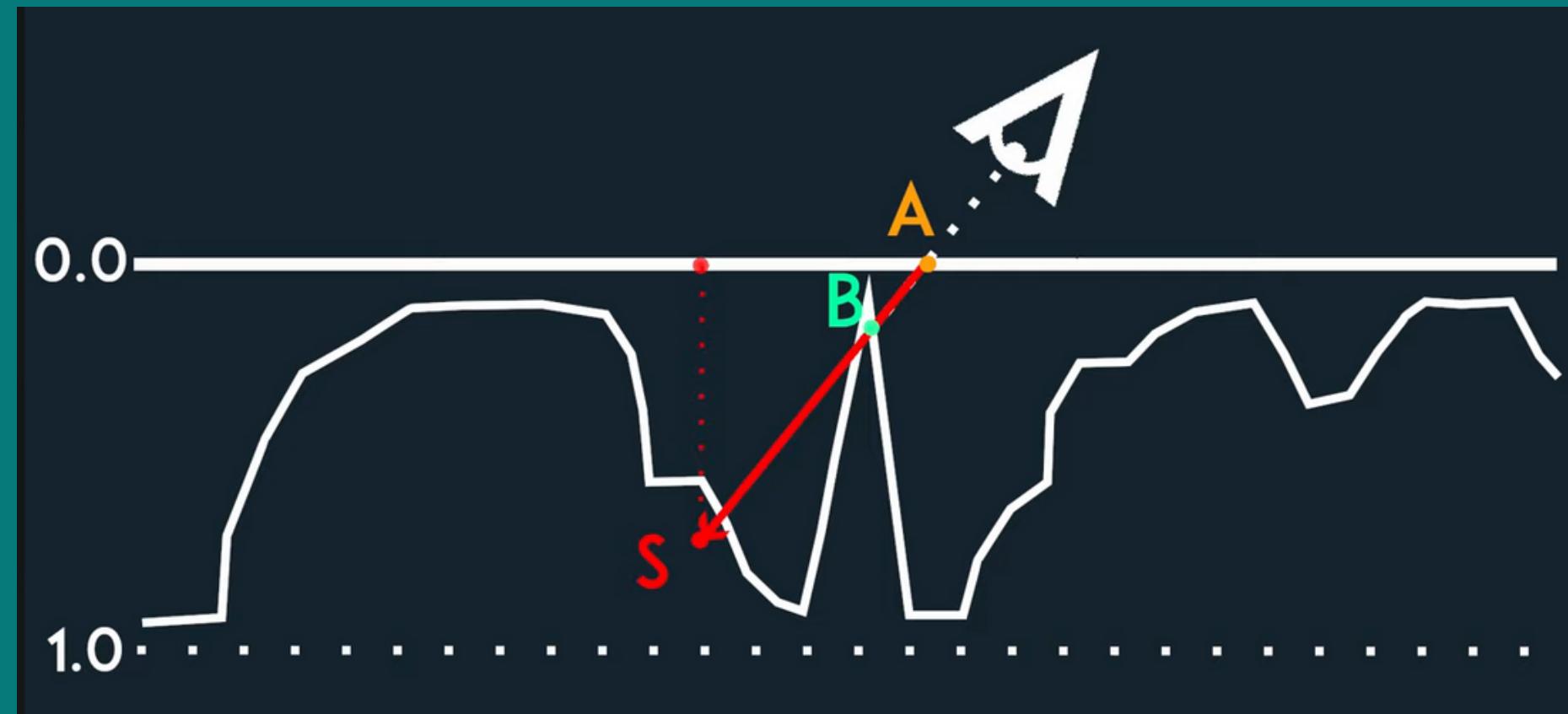


## Características

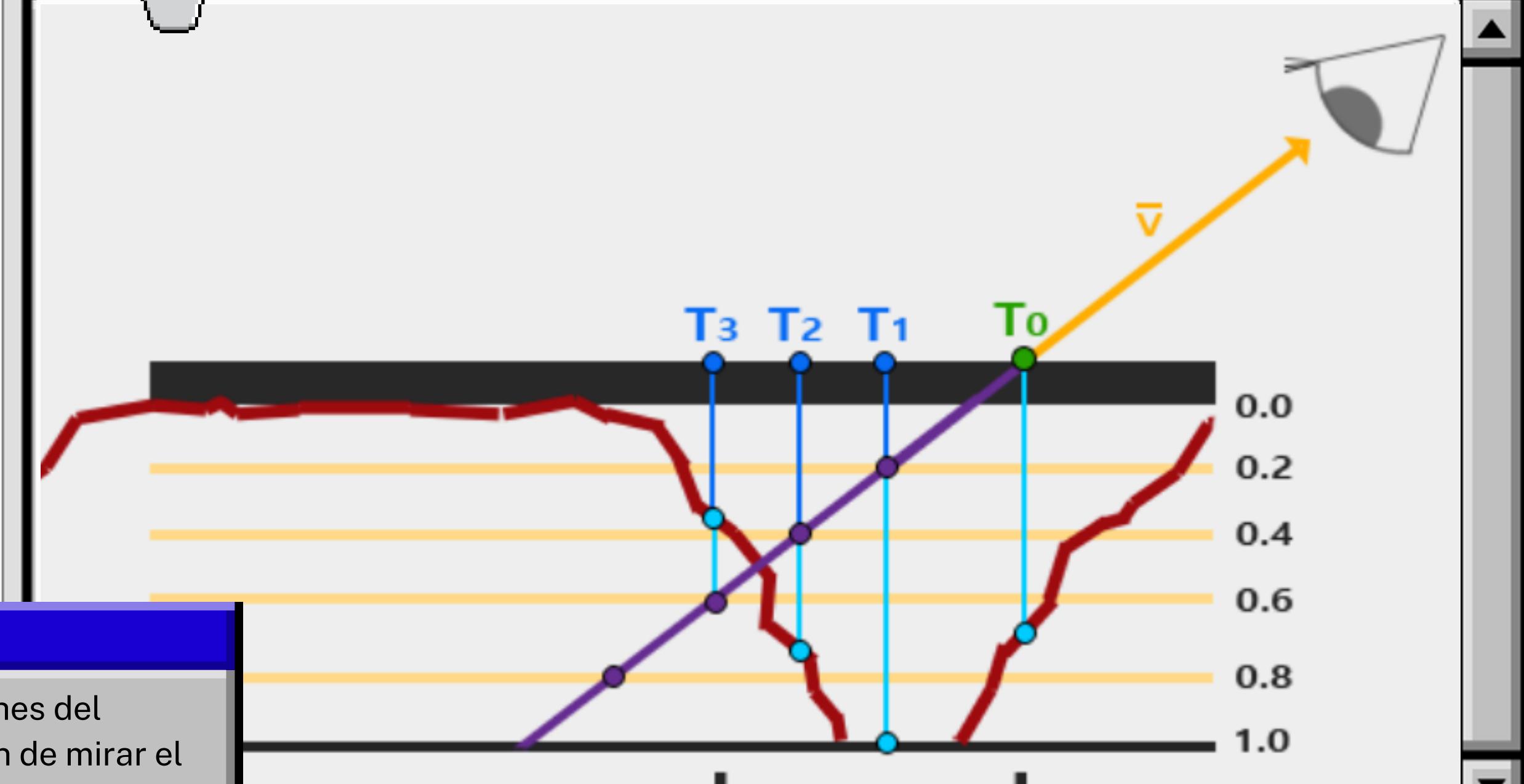
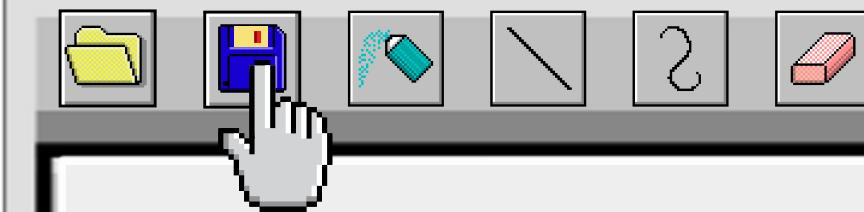
- Implementación más simple de Parallax mapping con normal mapping.
- Glitches por cambios bruscos de altura o ángulos de visión pequeños son muy notables.

# Problemas del Parallax Mapping

Glitches en ángulos de visión muy pequeños o cambios bruscos en las profundidades

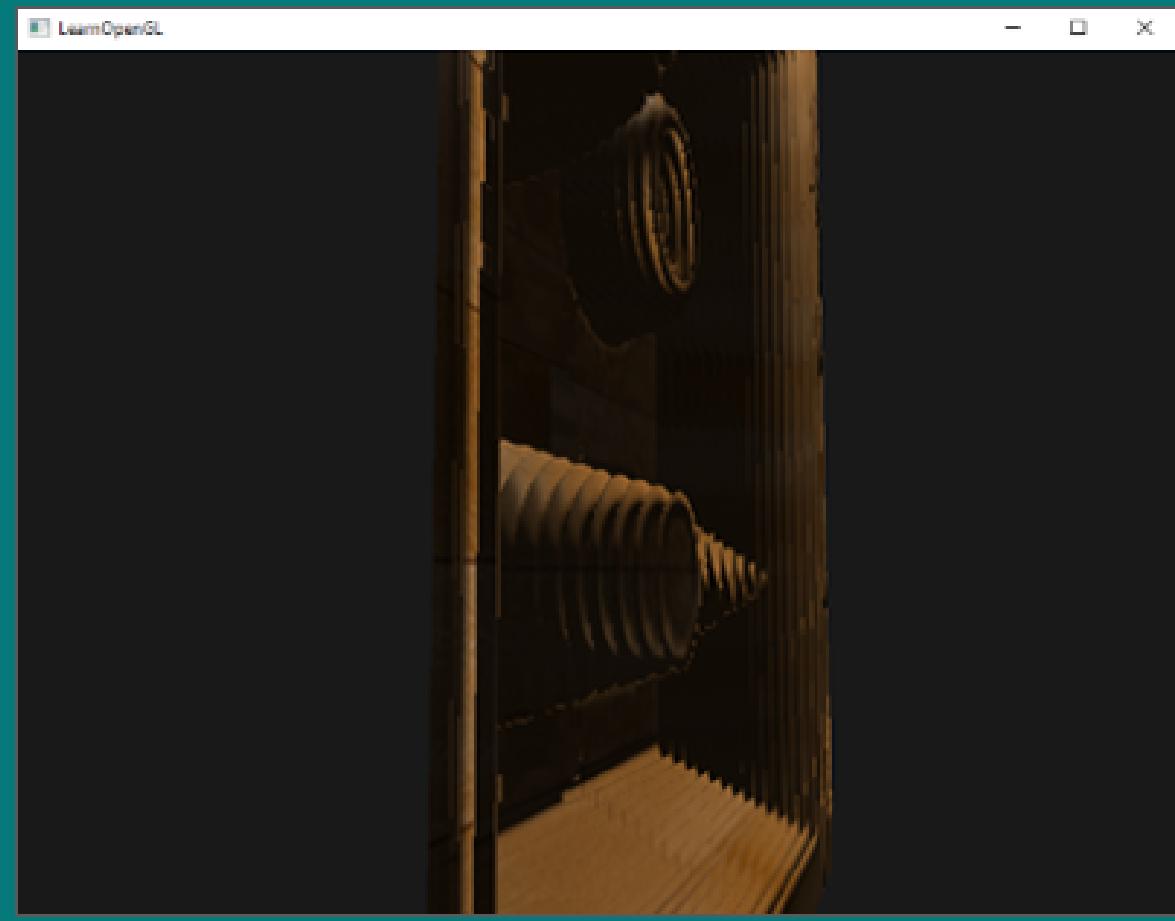


# Steep Parallax Mapping



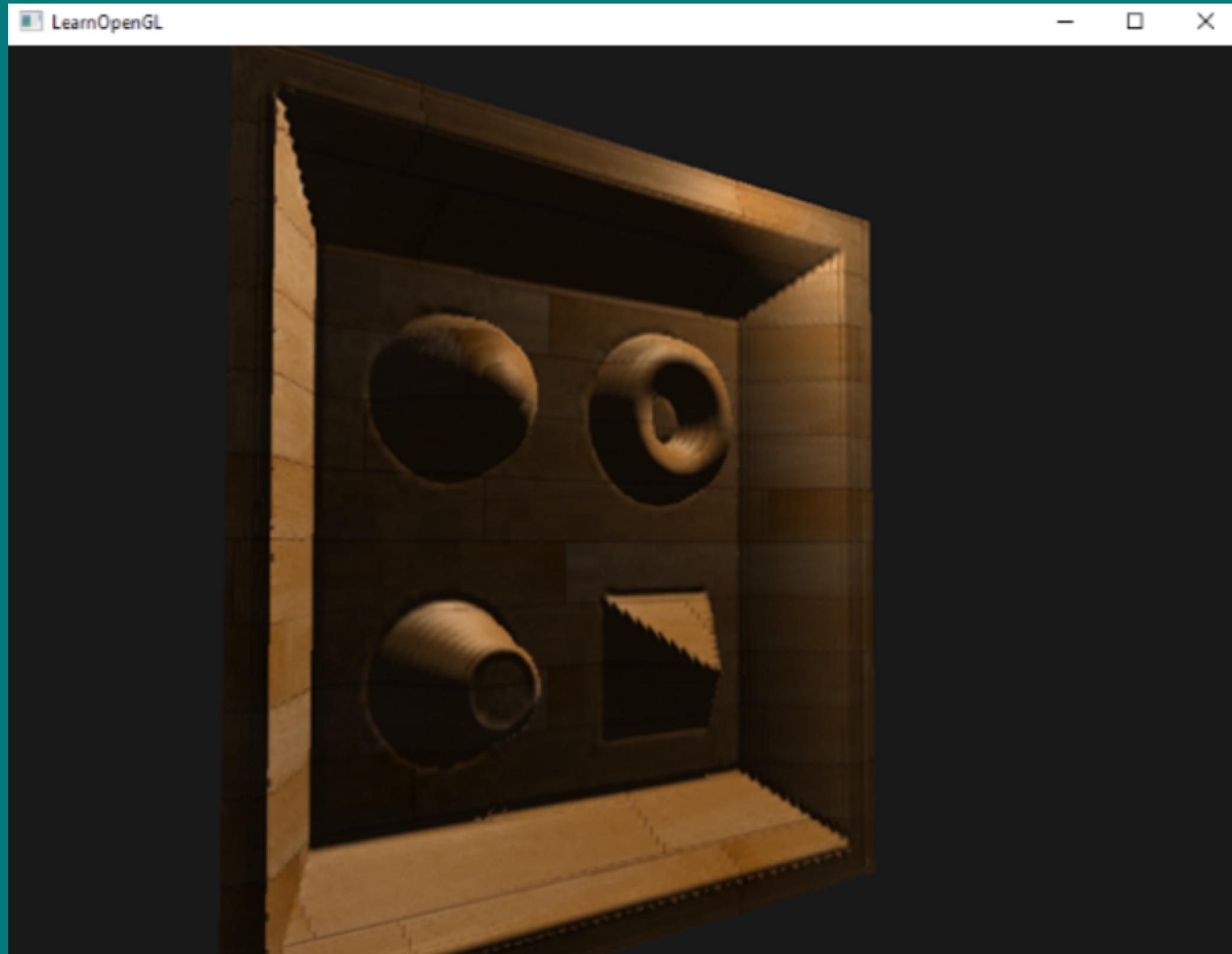
## Características

- Disimula mejor los glitches del Parallax que se obtienen de mirar el plano desde ángulos pronunciados.
- Tiene problemas de aliasing por el número finito de capas.

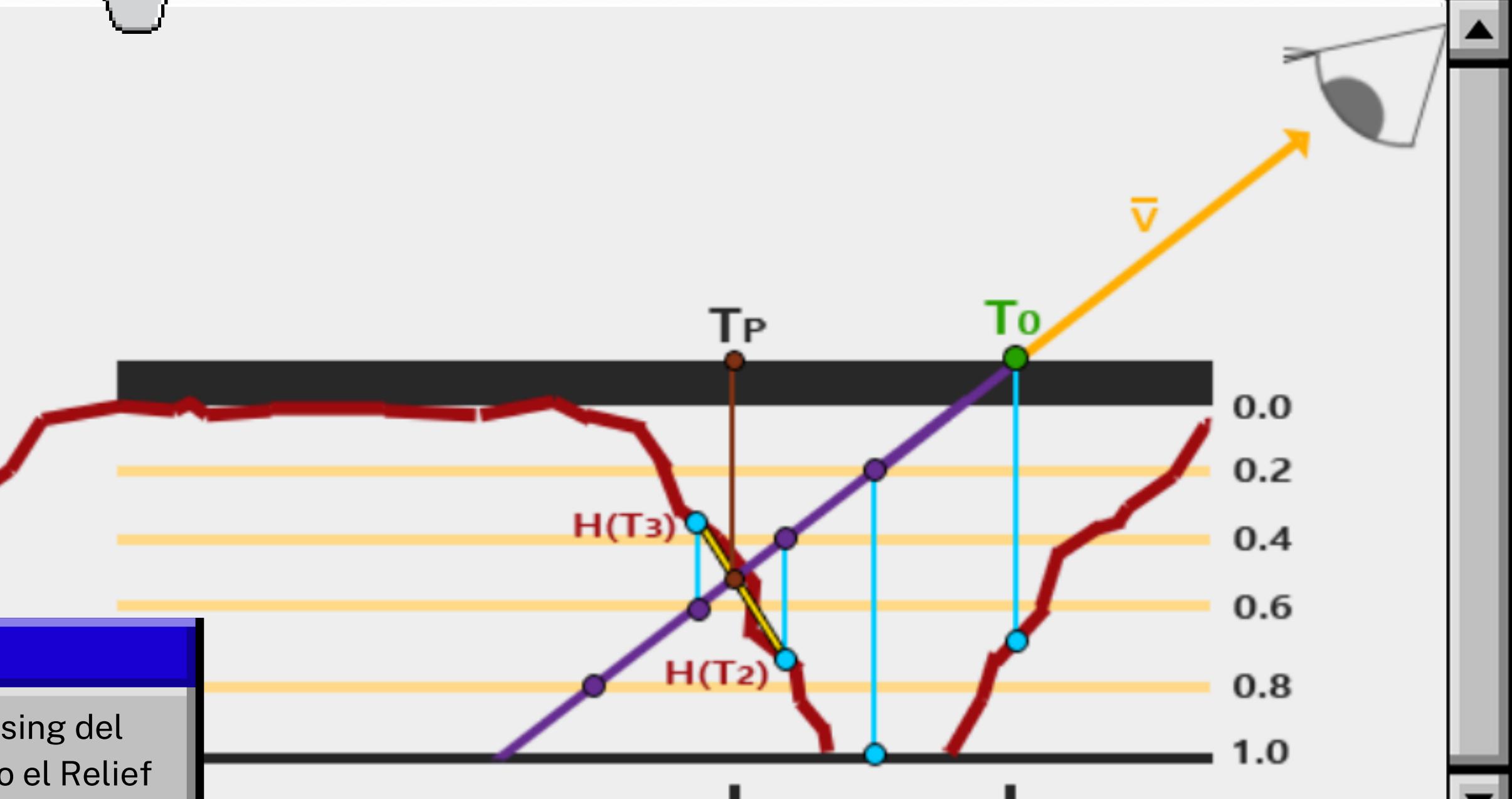


# Problemas del Steep Parallax Mapping

Glitches y aliasing

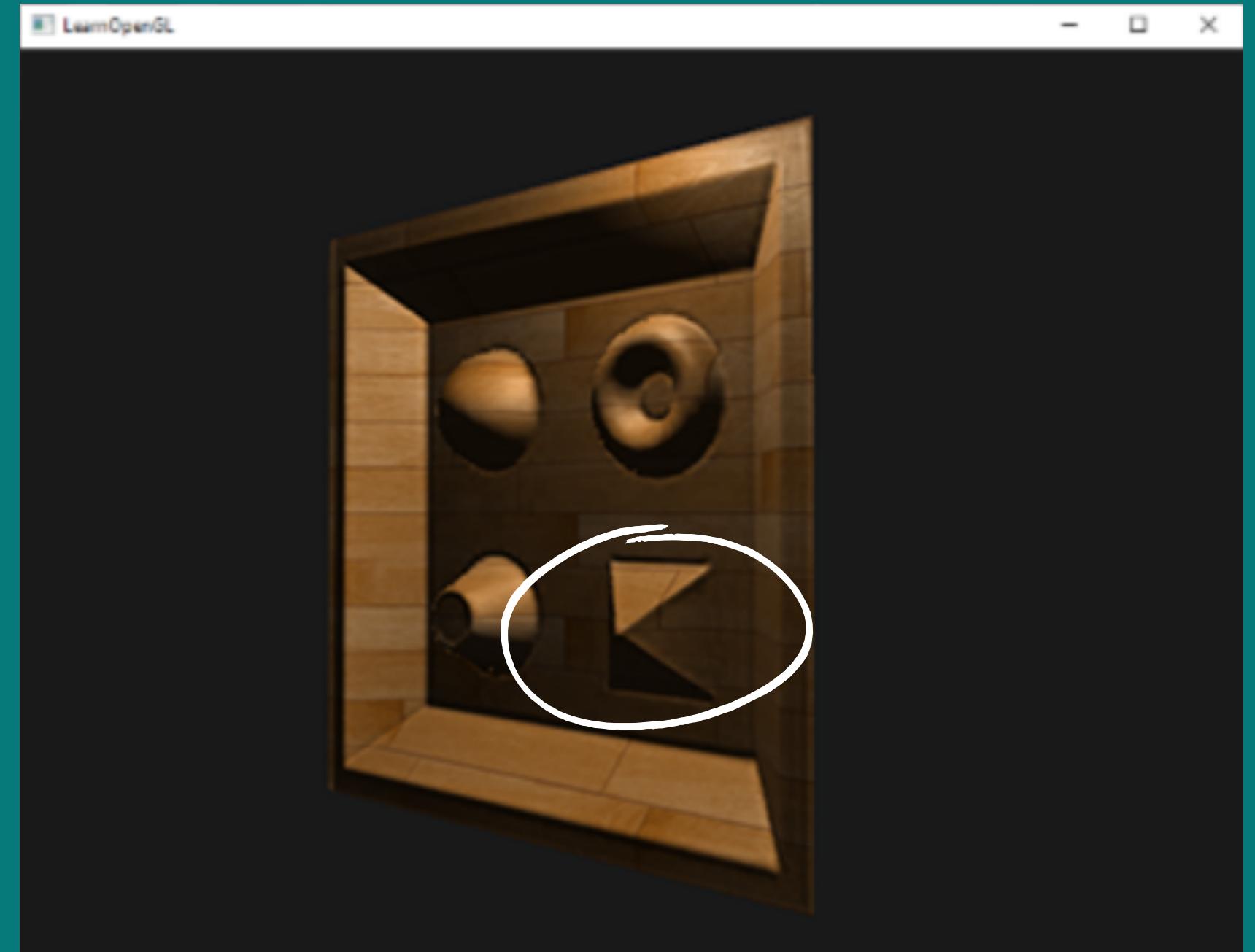
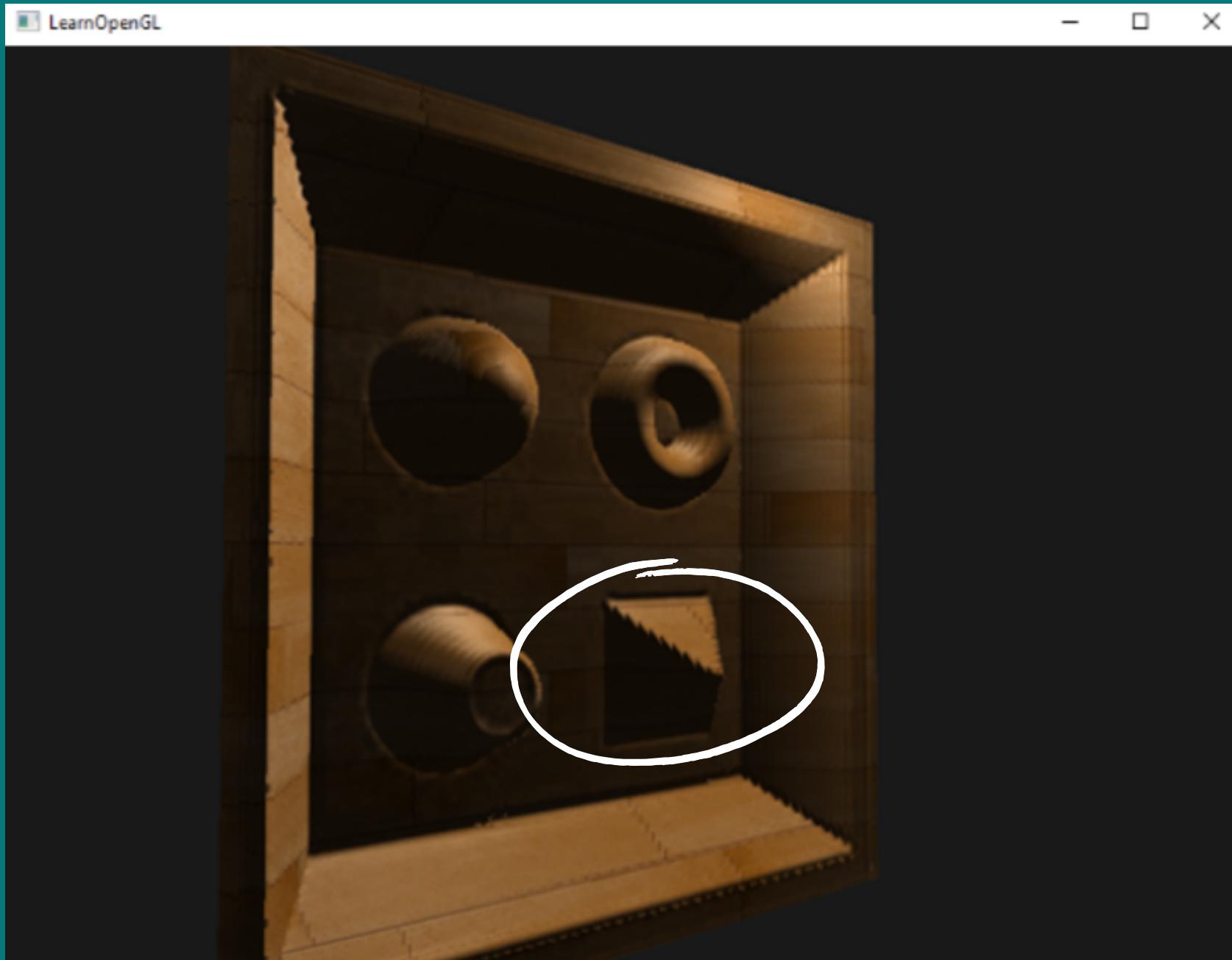


# Parallax Occlusion Mapping

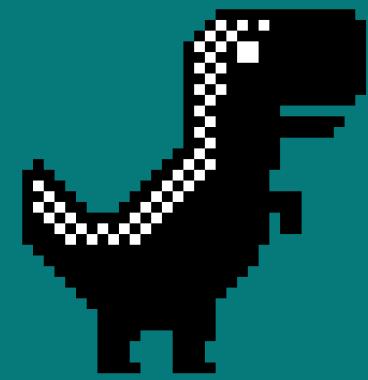


## Características

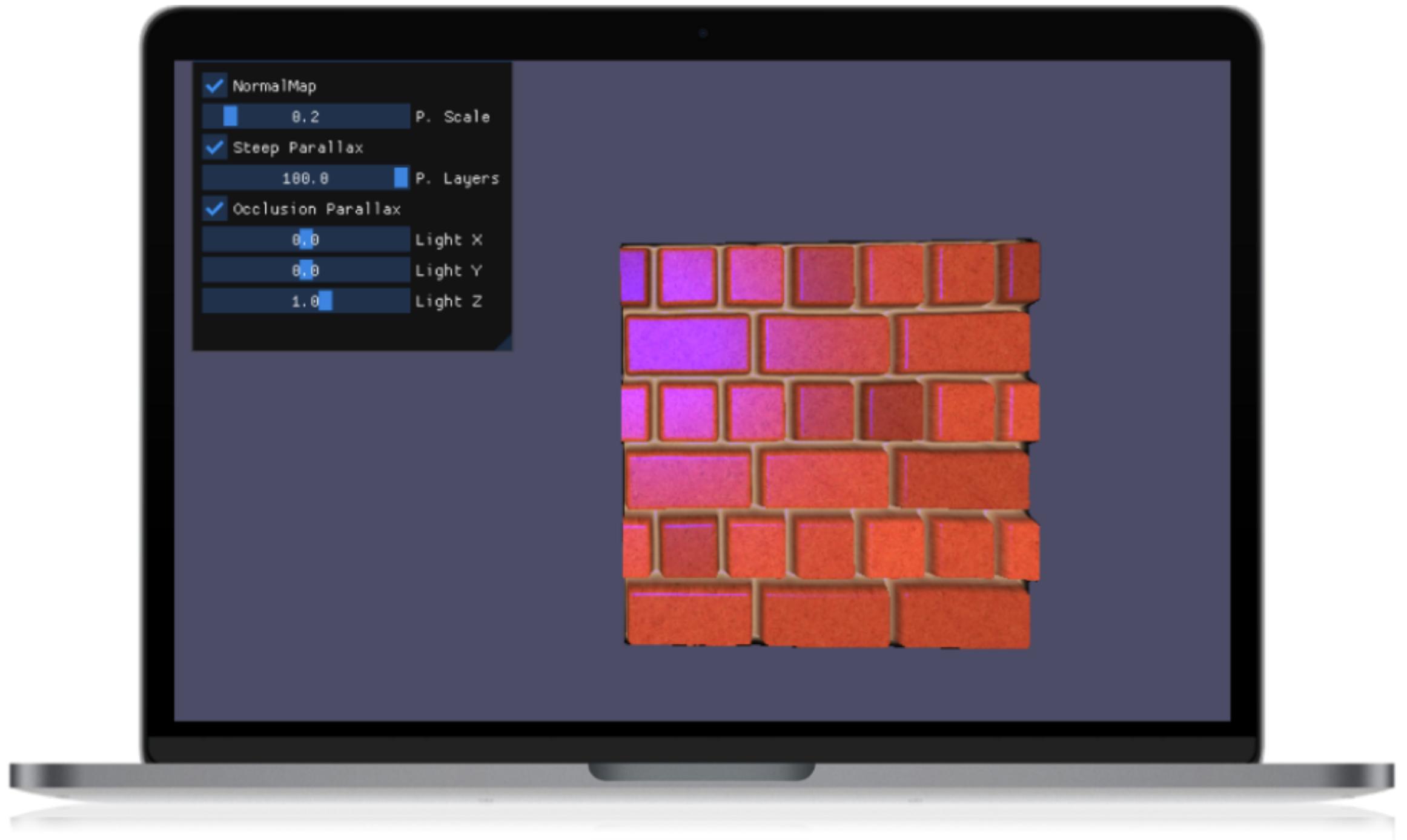
- Mejora el problema de aliasing del Steep sin ser costoso como el Relief Parallax Mapping.
- Los glitches se ven sólo con mucho zoom o con ángulos muy chicos.

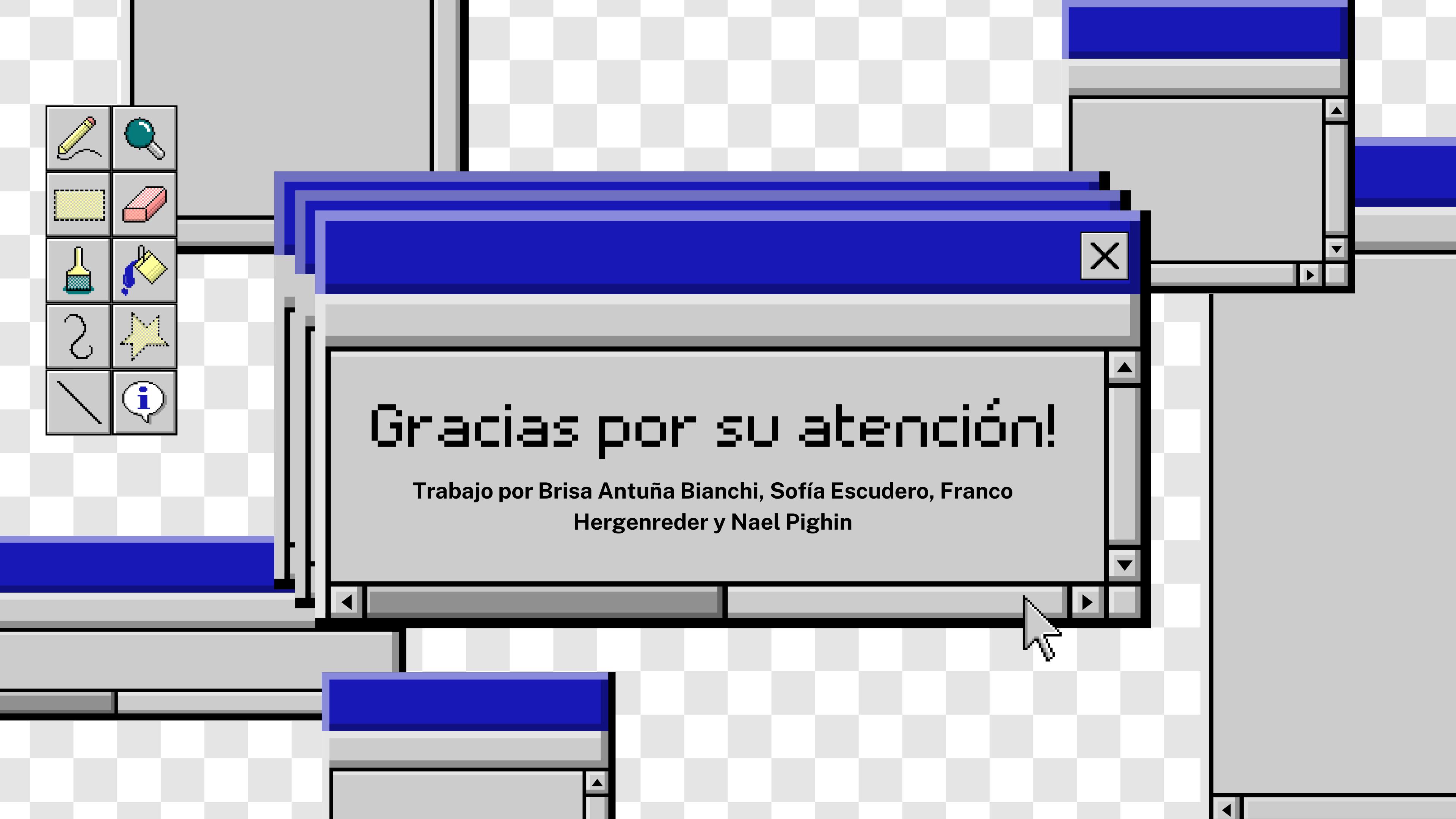


Steep Parallax Mapping → Parallax Occlusion Mapping



# Demo!





# Gracias por su atención!

Trabajo por Brisa Antuña Bianchi, Sofía Escudero, Franco  
Hergenreder y Nael Pighin