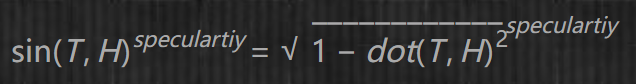
AO

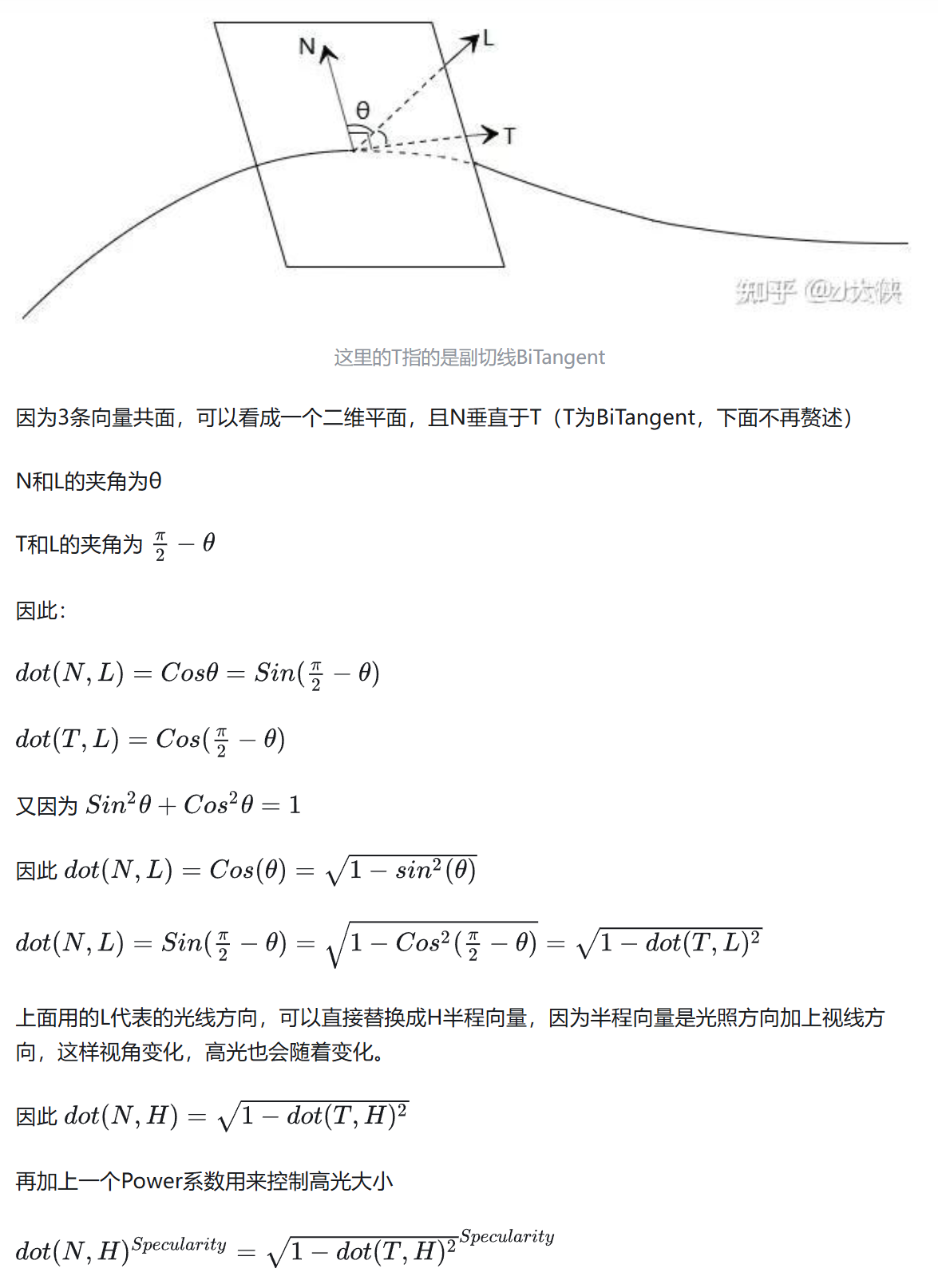
Ambient Occlusion的细分种类有：

* SSAO-Screen space ambient occlusion
* SSDO-Screen space directional occlusion
* HDAO-High Definition Ambient Occlusion
* HBAO+-Horizon Based Ambient Occlusion+
* AAO-Alchemy Ambient Occlusion
* ABAO-Angle Based Ambient Occlusion
* PBAO
* VXAO-Voxel Accelerated Ambient Occlusion

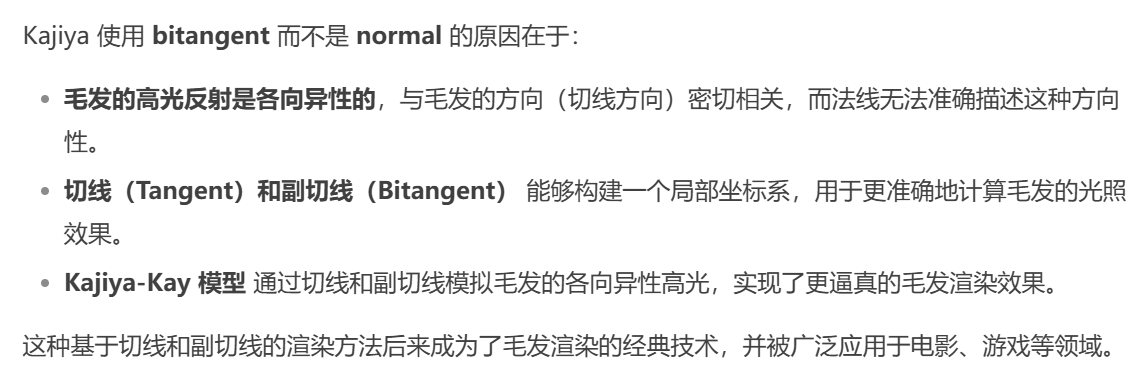
Hair

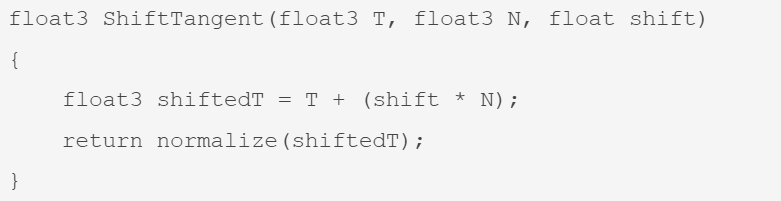
**Kajiya-Kay Model**

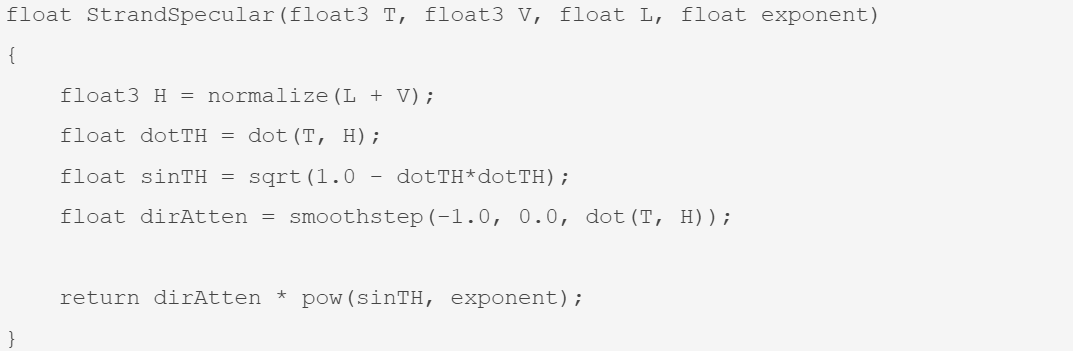
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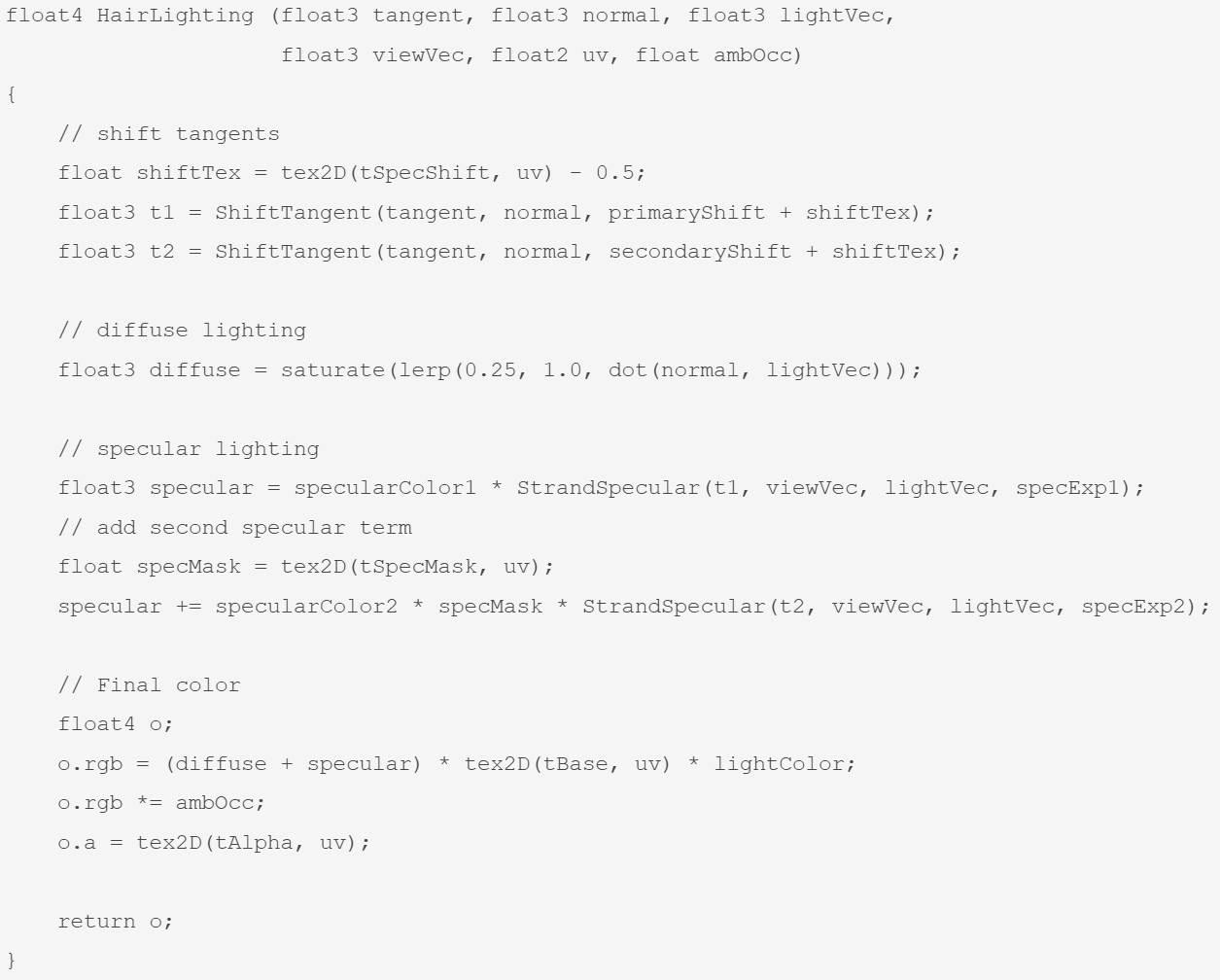
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Why bitangent instead of normal？









水体渲染

