Re: Deep G-Buffers for Stable Global Illumination Approximation

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Abstract

G-Buffers can be used to efficiently render images with a large amount of light sources compared to other local illumination methods. This is possible thanks to a process called "deferred rendering". By using Deep G-Buffers we can even approximate global illumination more efficiently than traditional methods like pathtracing.

Keywords *g-buffer, deep g-buffer, pathtracing, global illumination, shading*

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Global Illumination is achieved by taking into account direct lighting as well as indirect lighting, which essentially means that we compute reflections to a certain degree. The most popular method to do this in 3D animated movies is pathtracing (source pixar paper).

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