

Re: Deep G-Buffers for Stable Global Illumination Approximation

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Abstract

*G-Buffers can be used to efficiently render images with an **absurd** amount of light sources - **compared to other global illumination methods like pathtracing**. This is possible thanks to a process called "deferred rendering". By using Deep G-Buffers we can speed up the whole process by approximating global illumination instead.*

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

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- add a conclusion / outlook- look up some other rendering effects that could profit from deep g-buffers and present ho

1 Deferred Rendering

TODO

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1.2 Why they are inefficient (but pretty)

1.3 How deferred rendering handles lighting more efficiently

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