

# Deep G-Buffers for stable Global Illumination Approximation

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- Global illumination
  - Pathtracing
  - Radiosity
- Forward rendering
- Deferred rendering (with G-Buffers)
- Visual effects
  - Ambient occlusion
  - Color bleeding
  - Soft shadows
  - Transparency
  - Reflections
- Deferred rendering (with Deep G-Buffers)

# Global illumination

# Pathtracing

# Radiosity

# Forward rendering

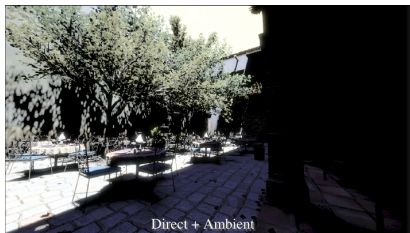
# Deferred rendering (with G-Buffers)

# Visual effects



# Deferred rendering (with Deep G-Buffers)

# Results



- using NVIDIA GeForce 980
- image was generated in 10.8ms (92 FPS)