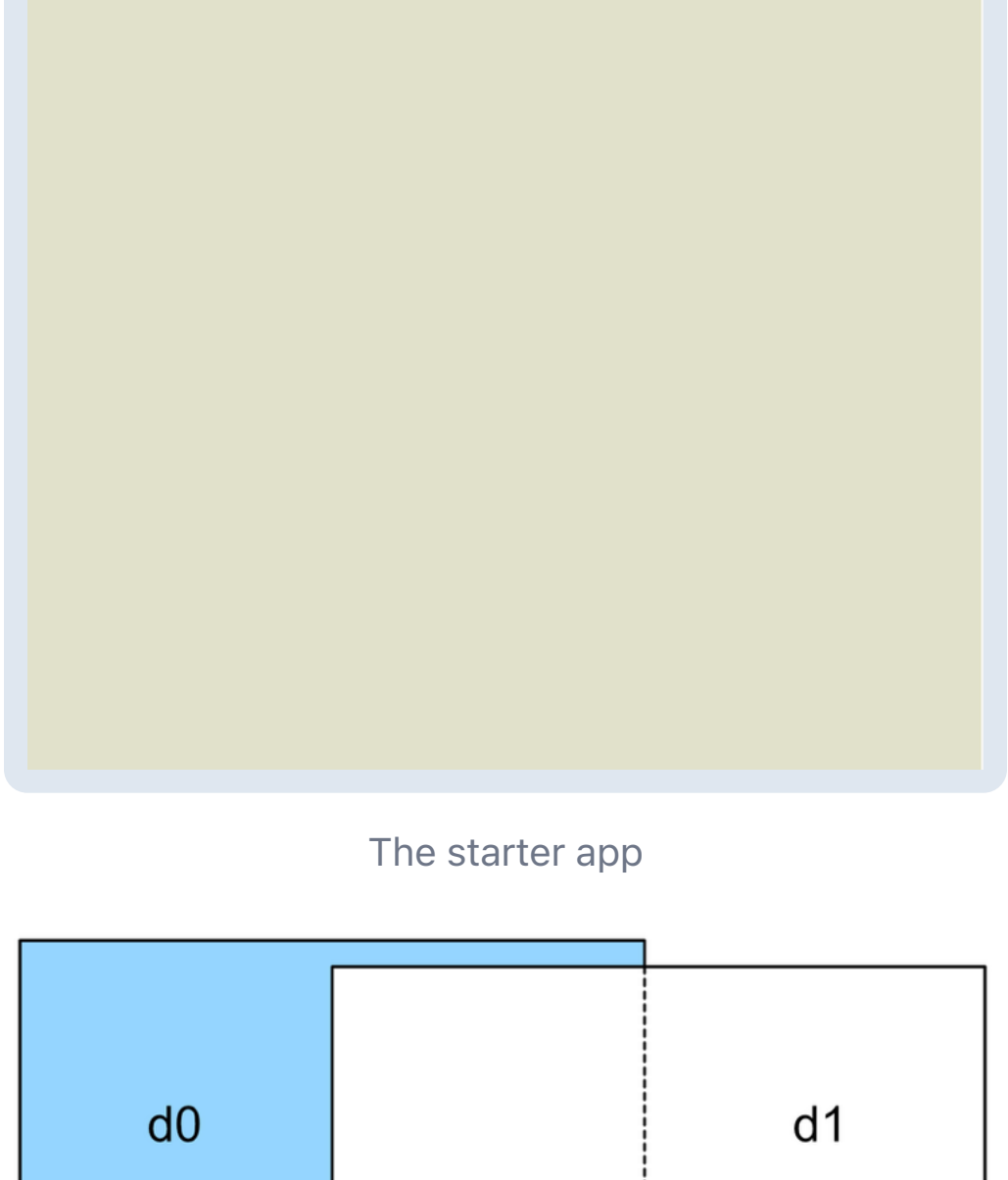


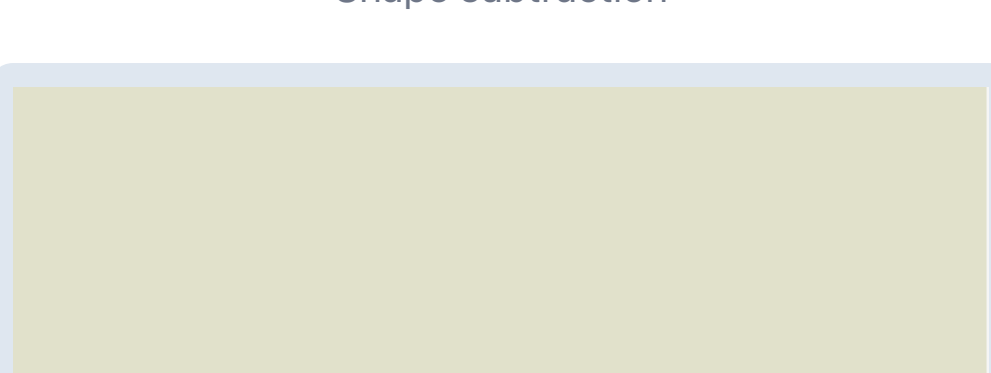
28 Advanced Shadows

Hard Shadows

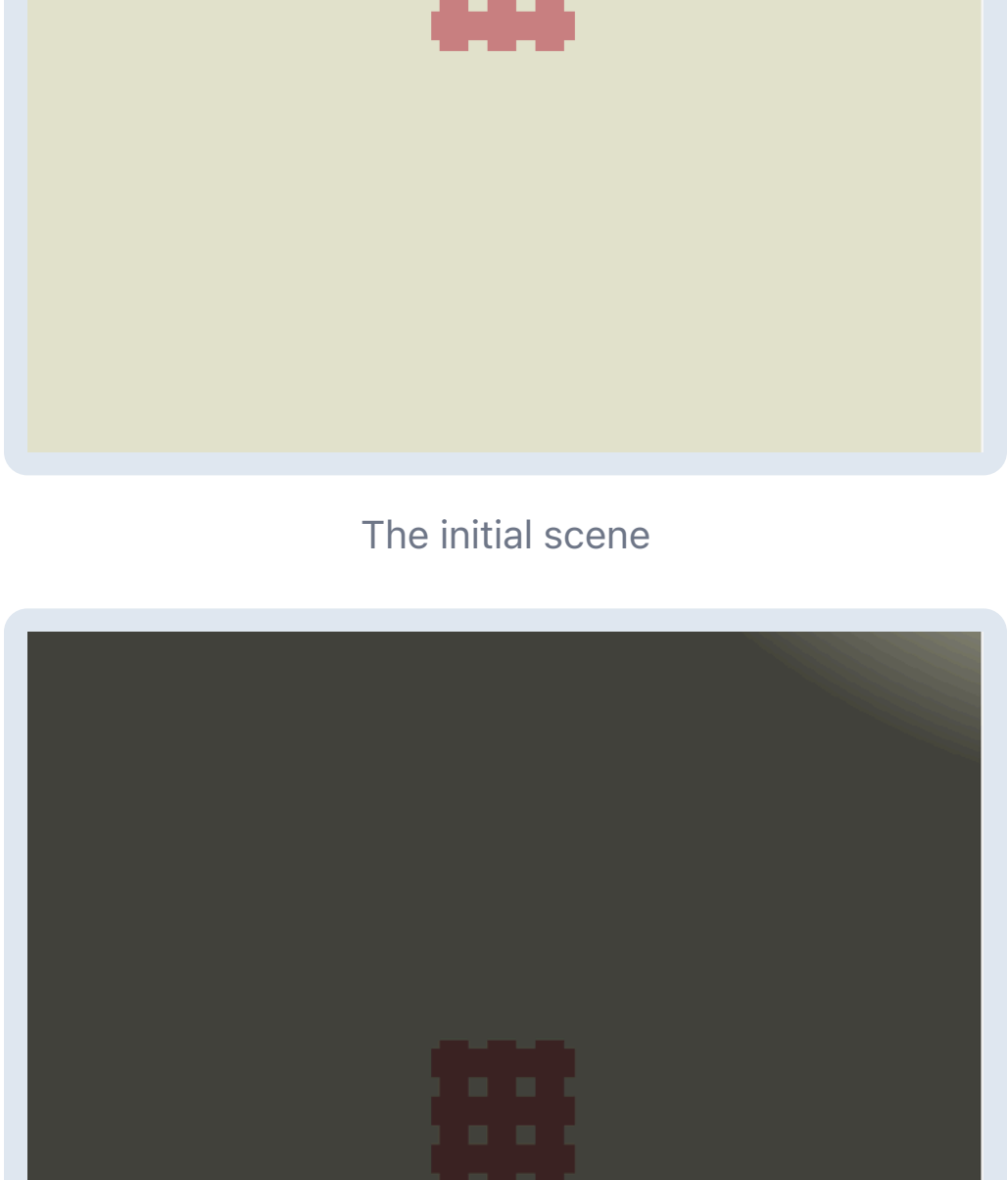
The Starter App



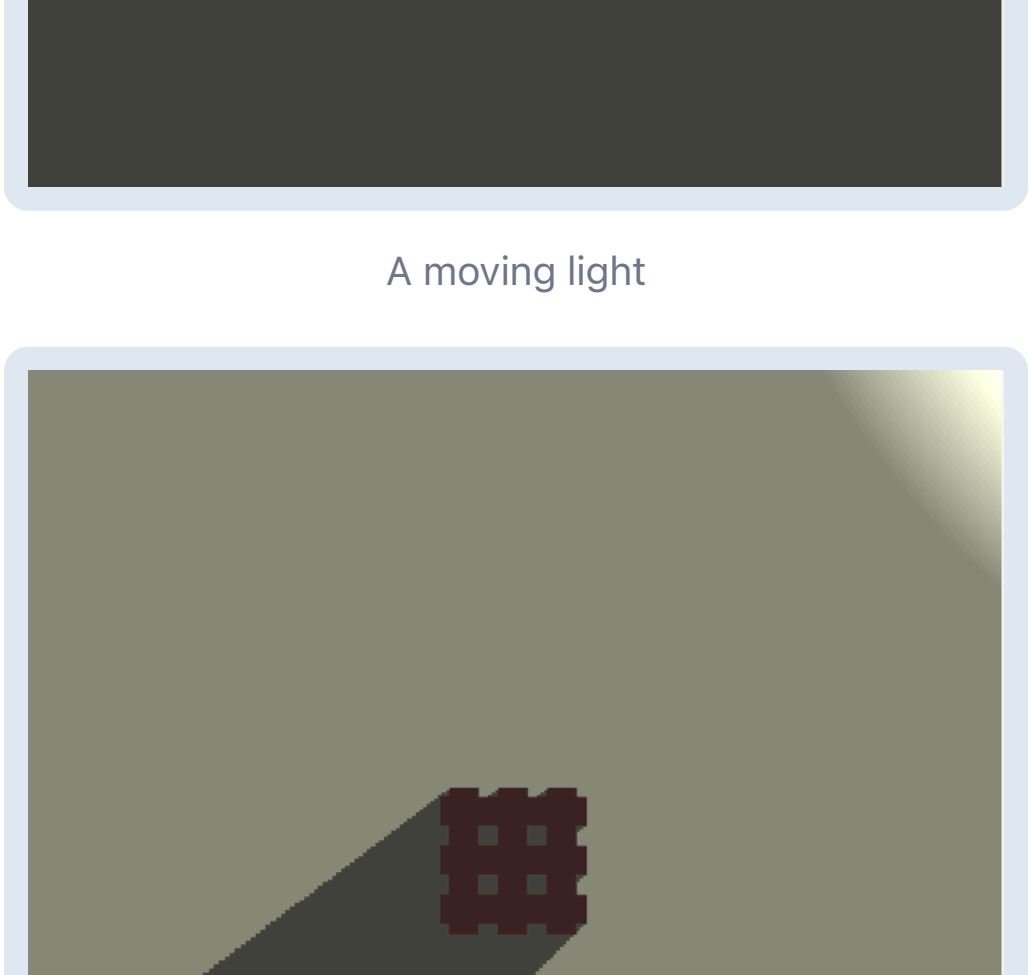
The starter app



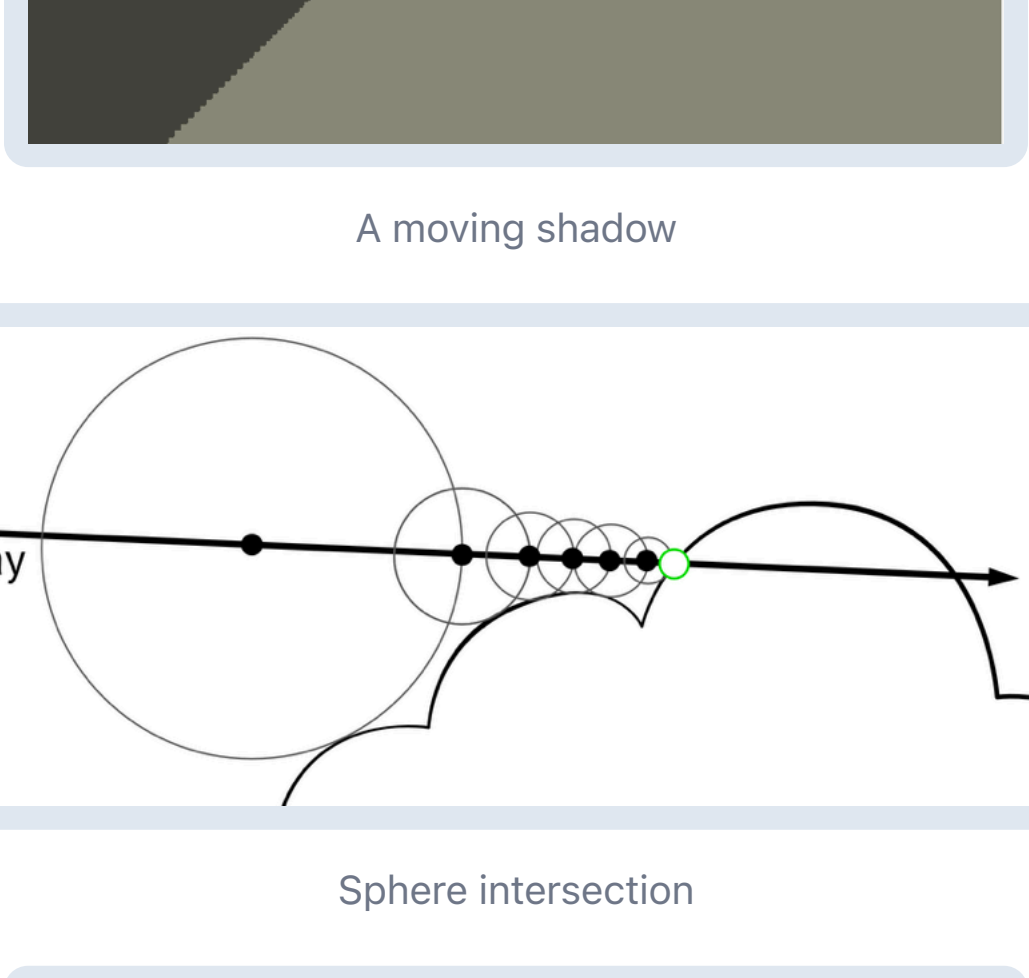
Shape subtraction



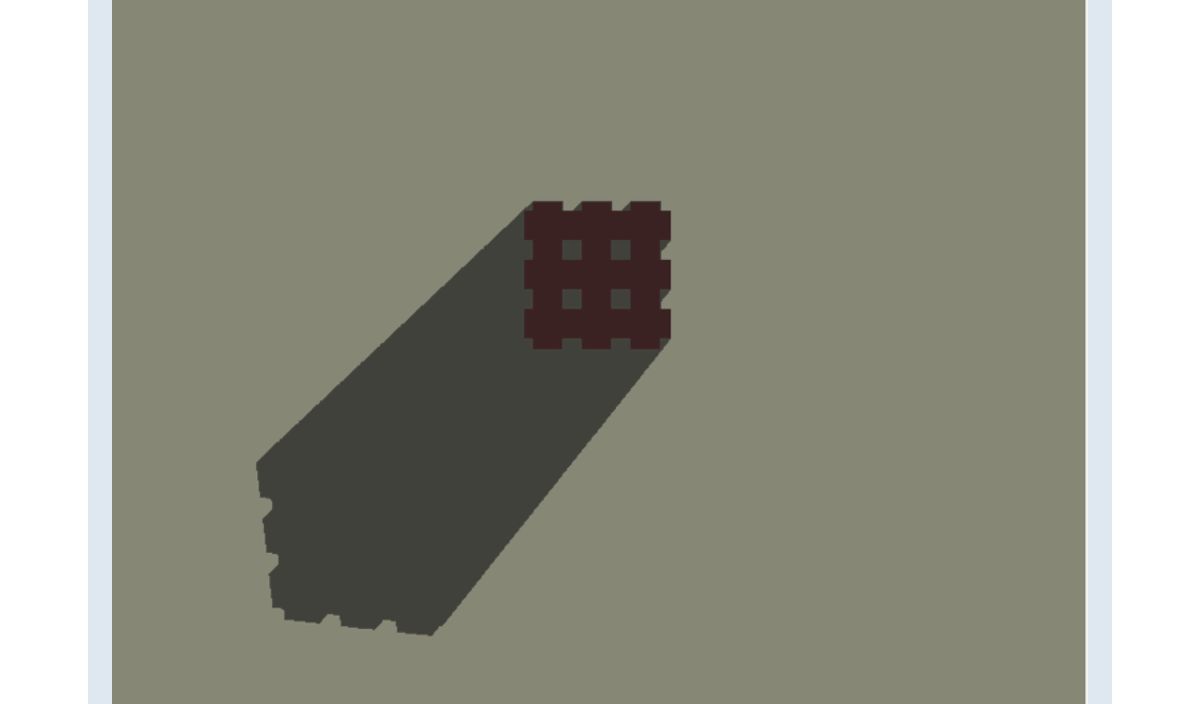
The initial scene



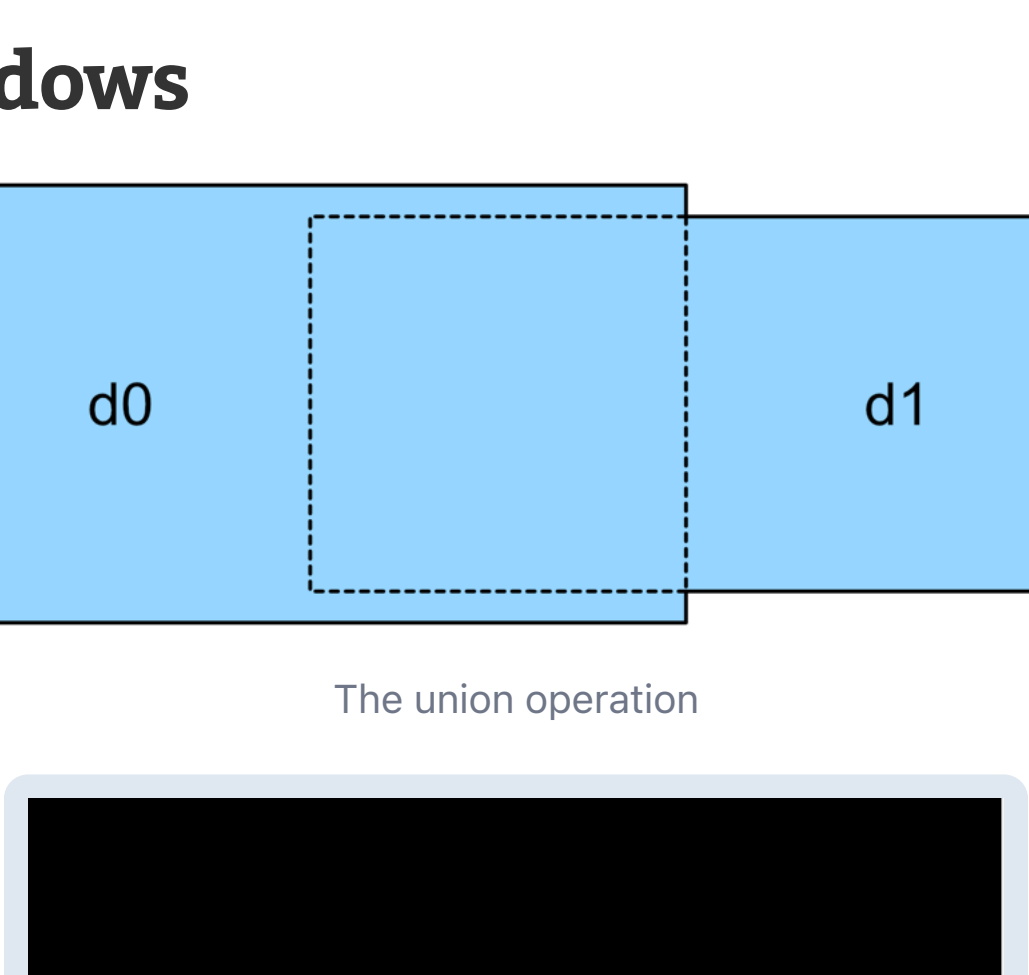
A moving light



A moving shadow

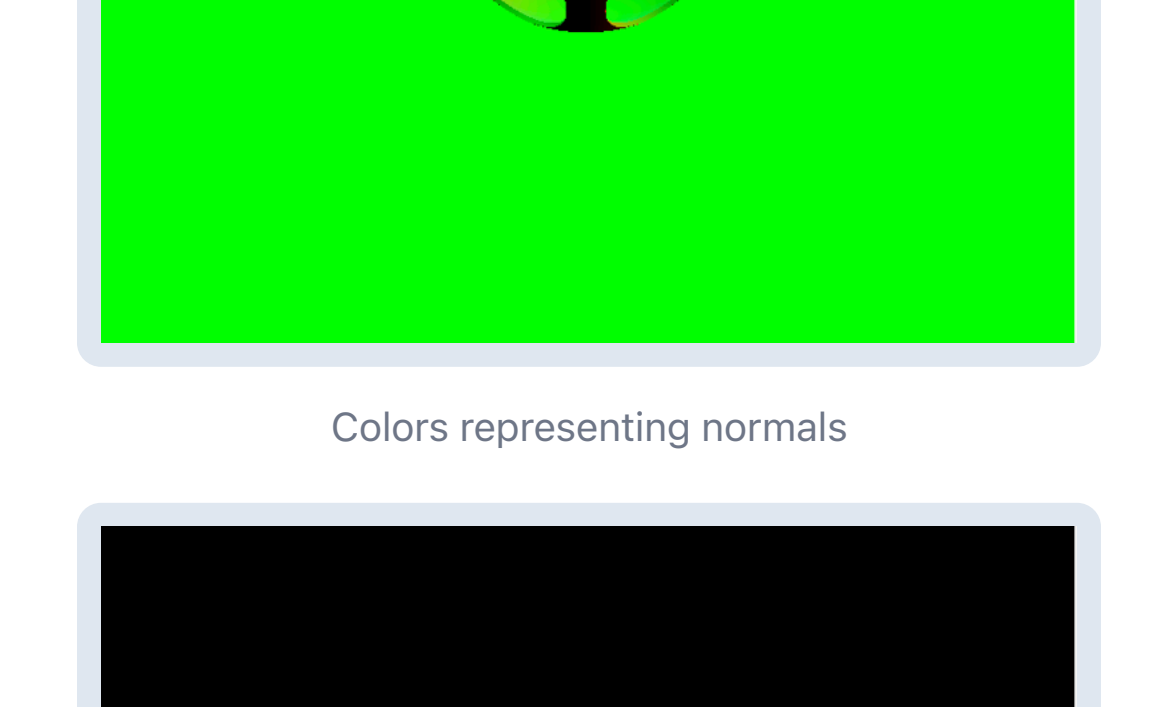


Sphere intersection

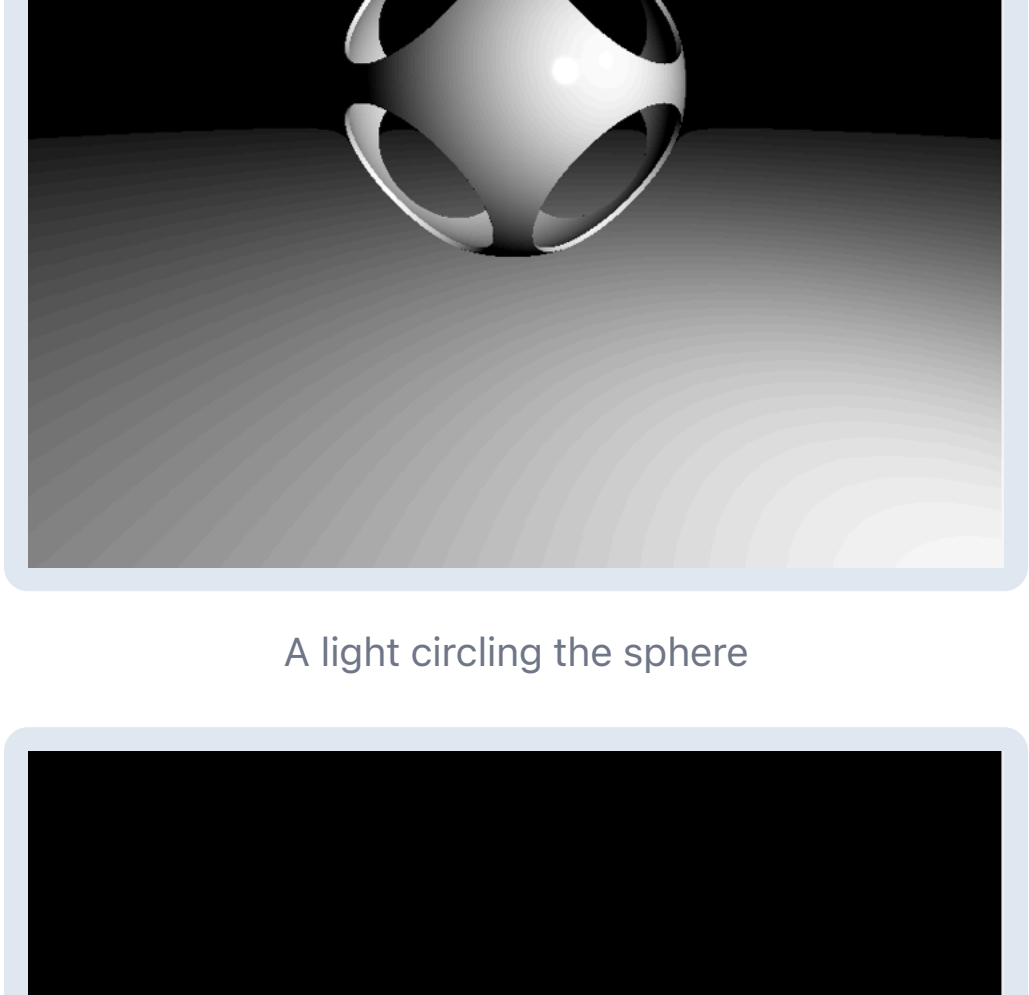


A more accurate shadow

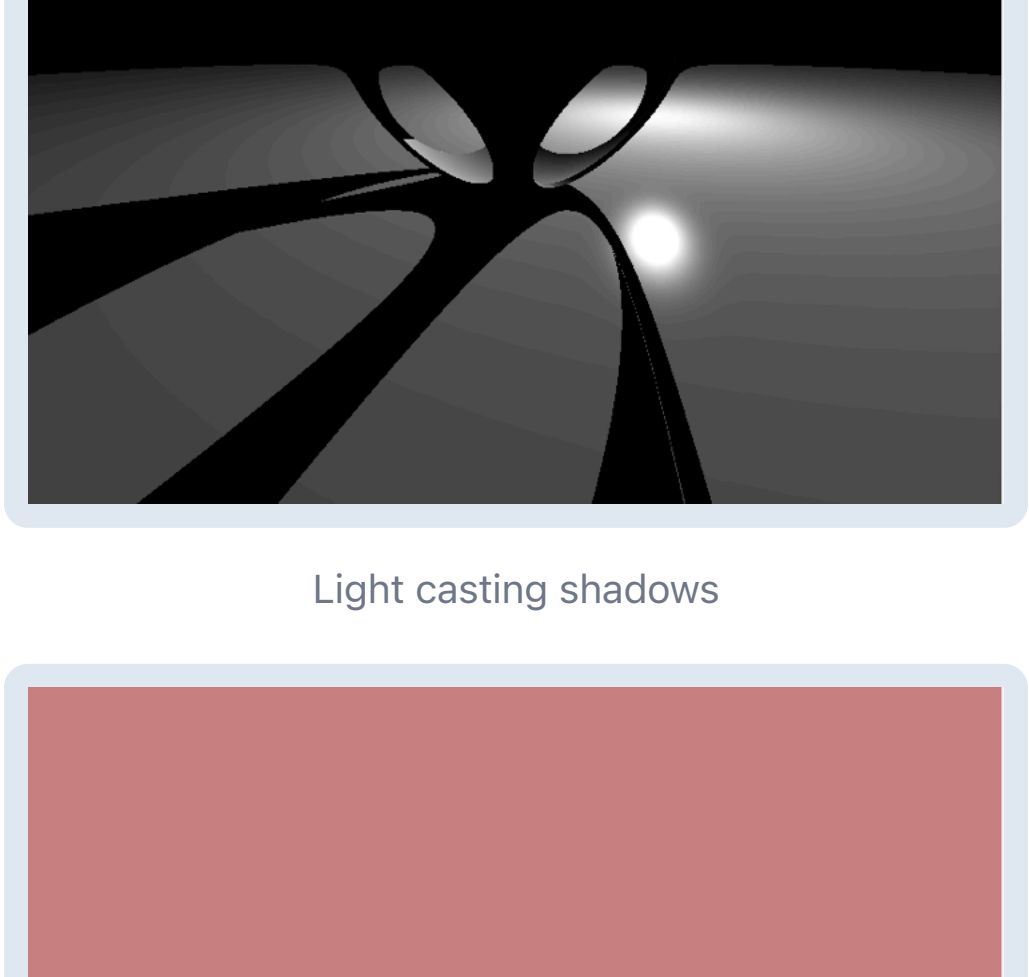
Soft Shadows



The union operation



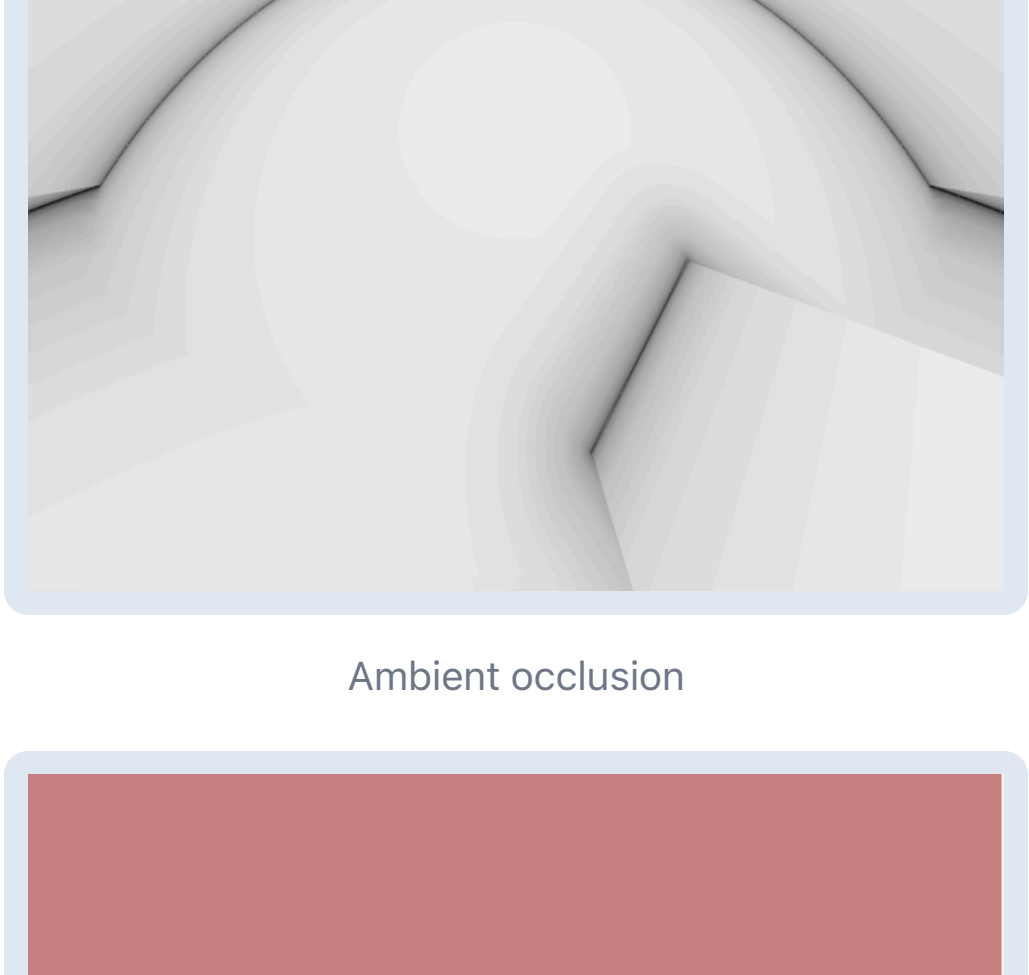
Colors representing normals



A light circling the sphere

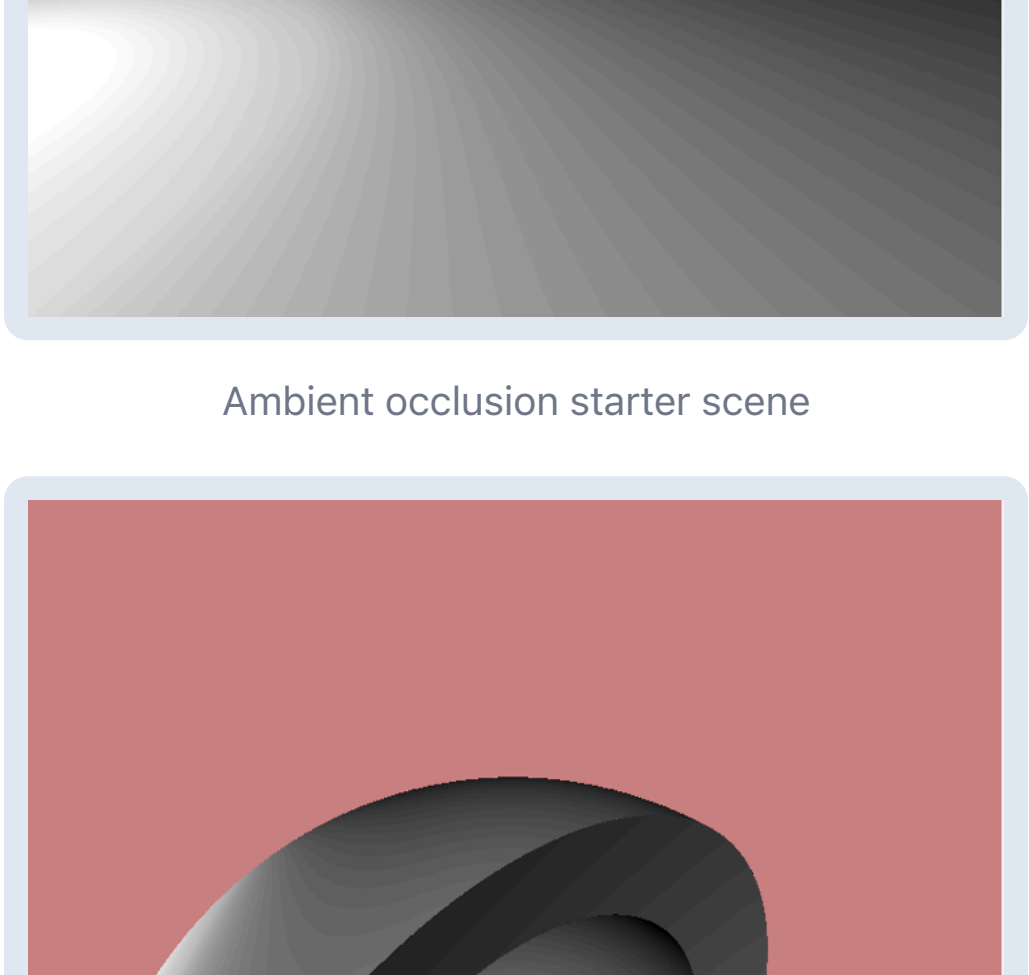


Light casting shadows

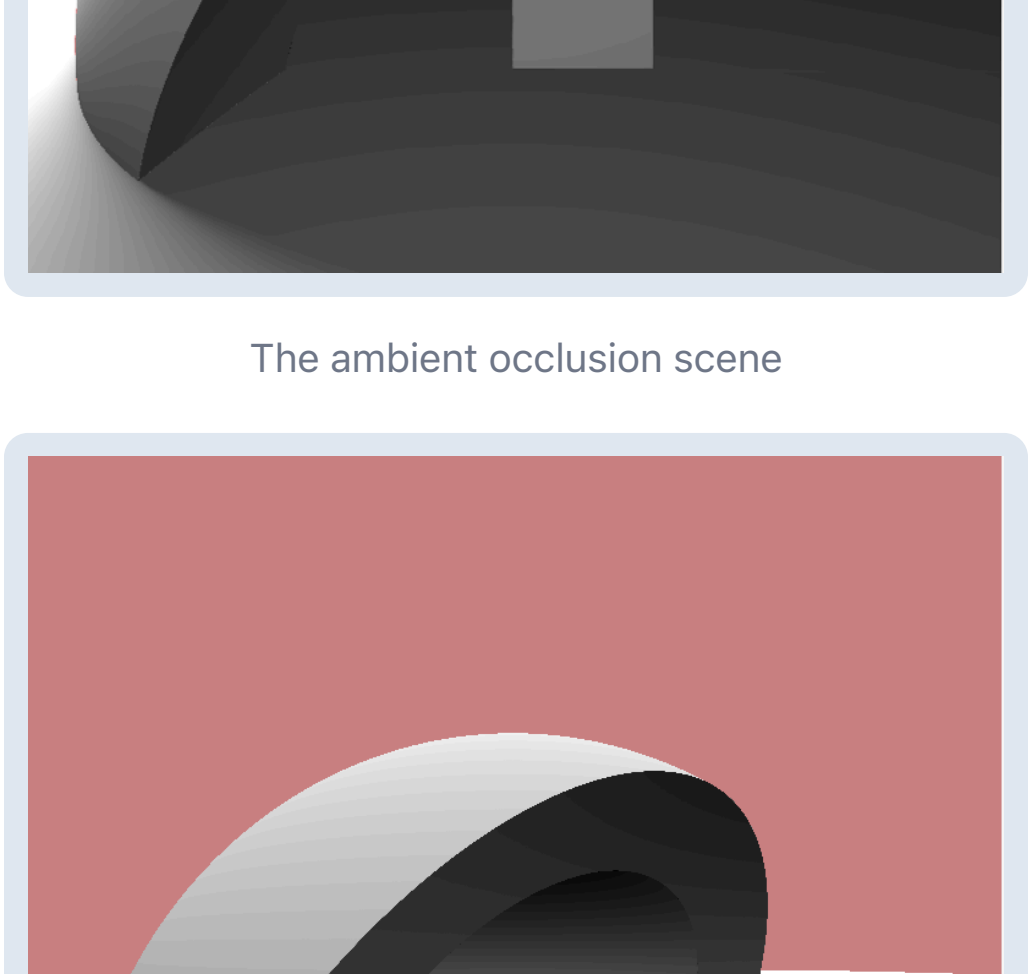


Shadow Tones

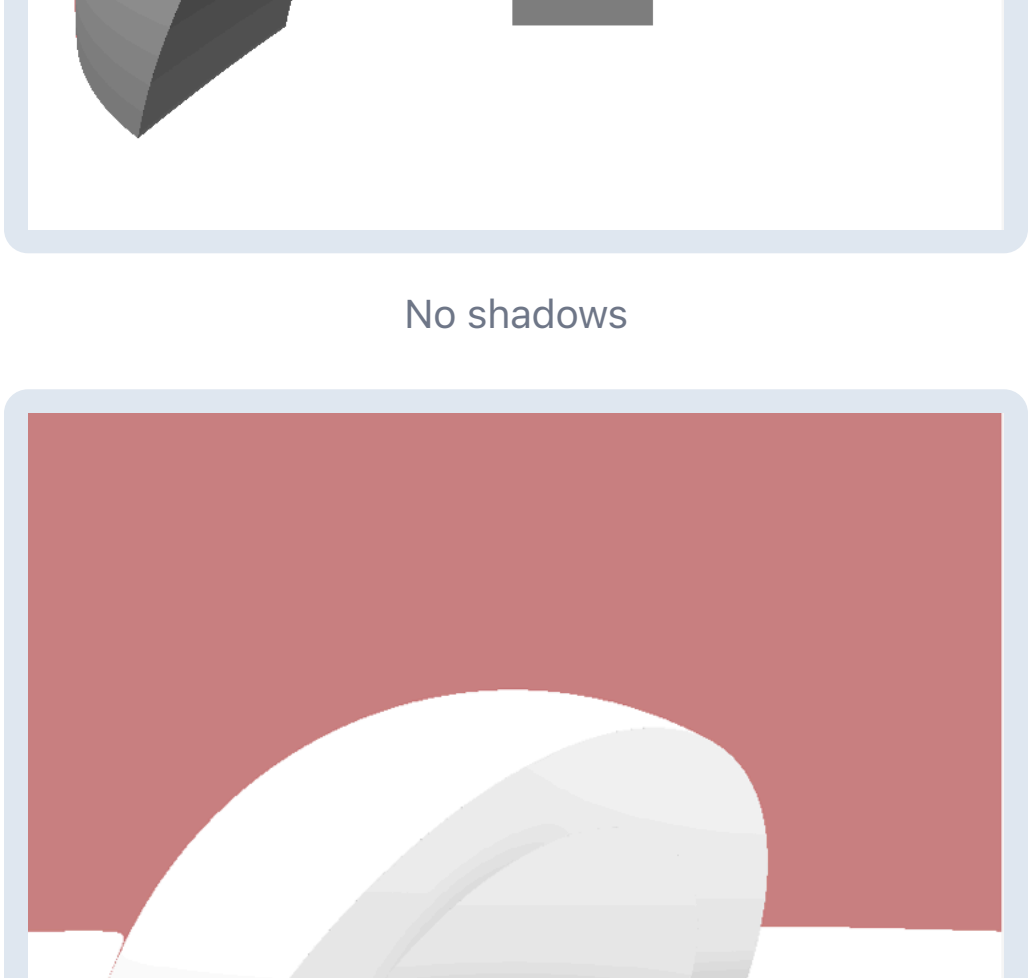
Ambient Occlusion



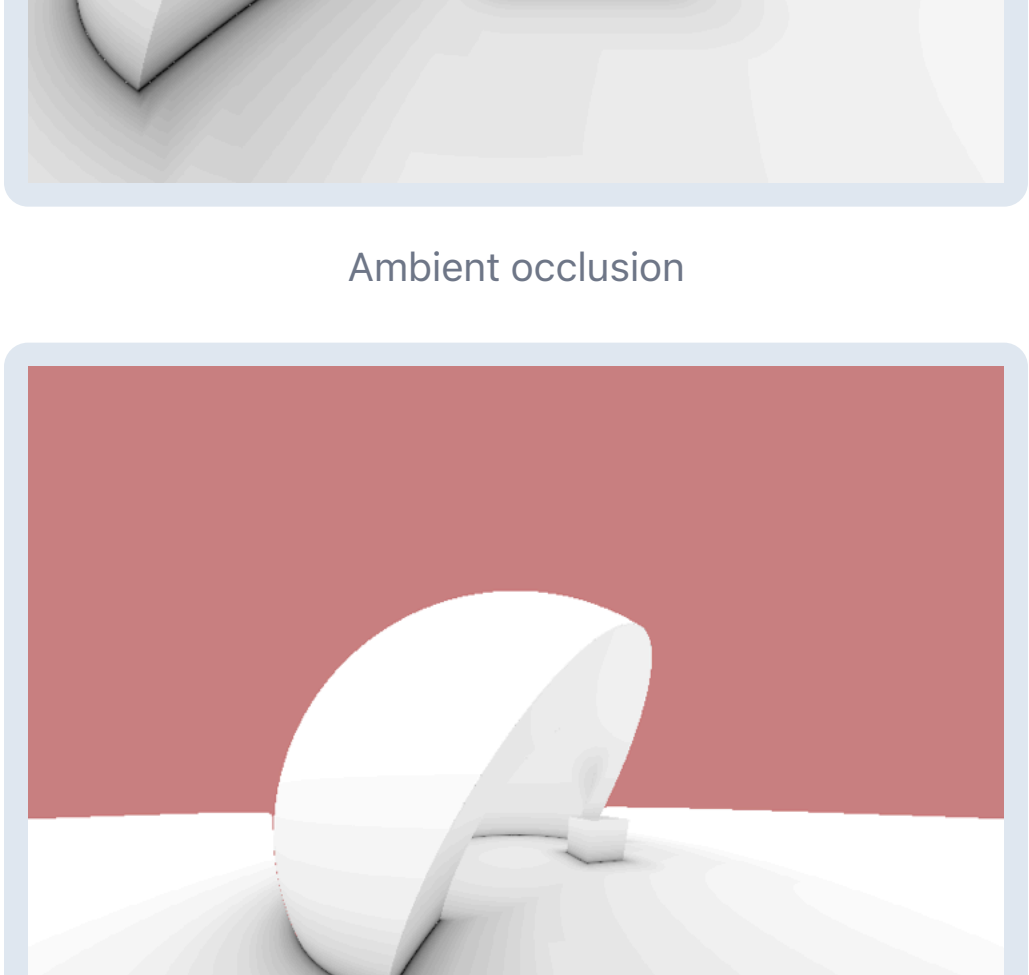
Ambient occlusion



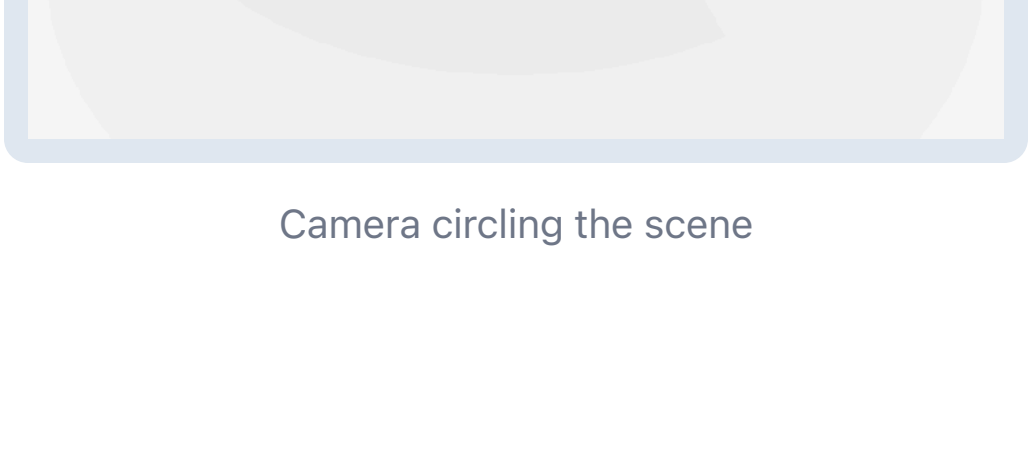
Ambient occlusion starter scene



The ambient occlusion scene



No shadows



Ambient occlusion

Camera circling the scene