

Realtime Graphics

# Project 4: Interactive Museum

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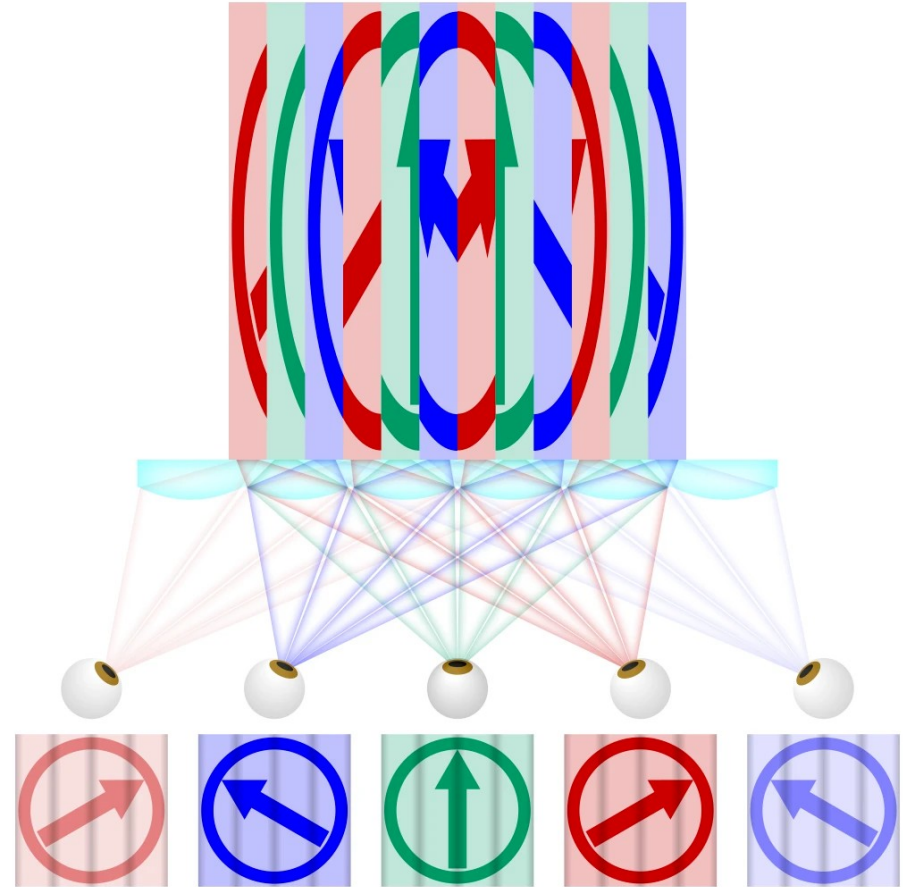
# Exhibit 1: SDF (Image-based Rendering)

- Ray marching
- Interaction with the rest of the scene
  - Reflections
  - Occlusion
- Original goal: glass with refraction
  - Godot limitation: No access to reflection probe texture



# Exhibit 2: Lenticular Card (Materials)

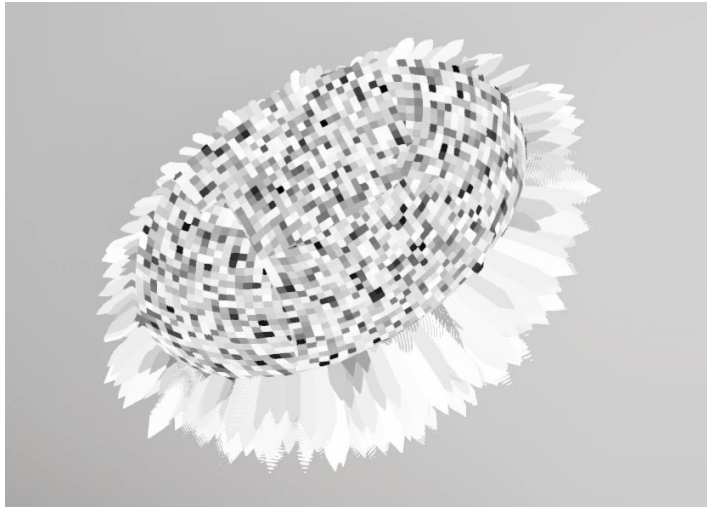
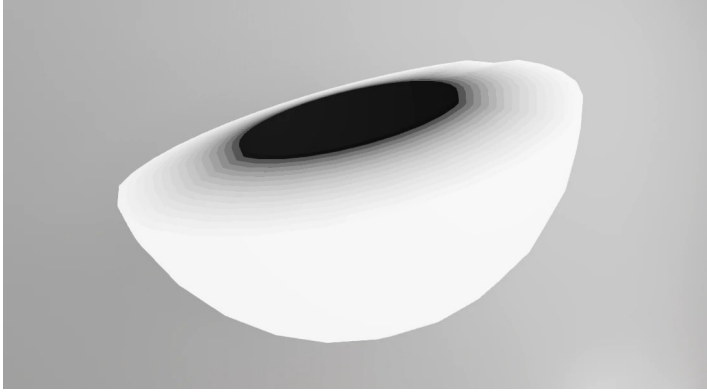
- „Wiggle picture“ / „Wackelkarte“
- Creation
  1. Collect source images
  2. Create interlaced image
  3. Add lenticular sheet



Source: [https://en.wikipedia.org/wiki/Lenticular\\_printing#/media/File:Lenticular\\_printing\\_principle.svg](https://en.wikipedia.org/wiki/Lenticular_printing#/media/File:Lenticular_printing_principle.svg)

# Exhibit 3: Fur with Physics (Animated Geometry)

- Uses established technique: shell texturing



## Exhibit 4: Crepuscular Rays (Volumetric Rendering)

