

I'm currently working on a project that is using pixel art and I want to use a simple shader technique of raycasting from the camera's perspective to see what color should be applied over a varying sized grid and passed to the screen. I'm curious to see what techniques produce the best results ranging from: raycasting from the center of the grid, a random point, averaging multiple. Extending on this concept I think it would be cool to apply outlines or lighting effects onto a render buffer of the result.

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