

An Evaluation of Deferred Shading Under Changing Conditions

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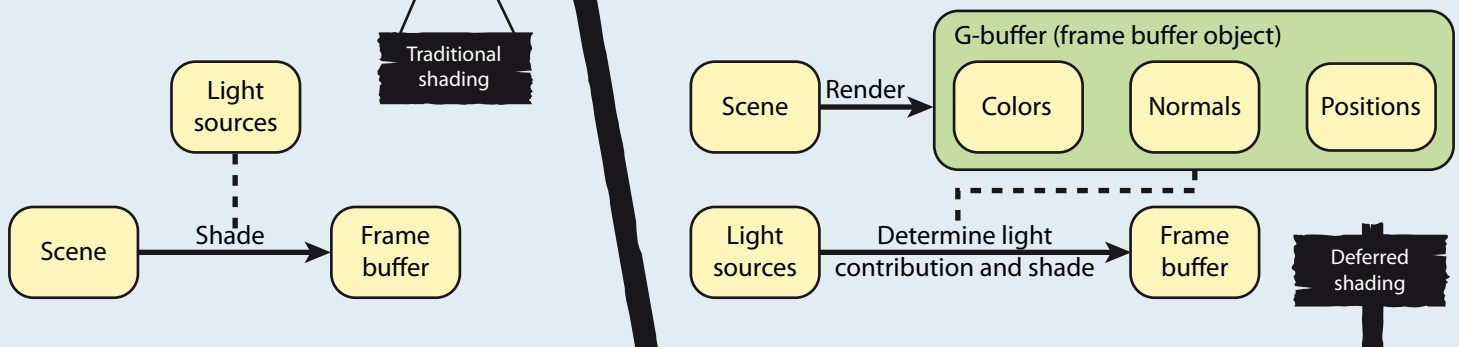
Where to go?

Few light sources
Relatively low scene complexity

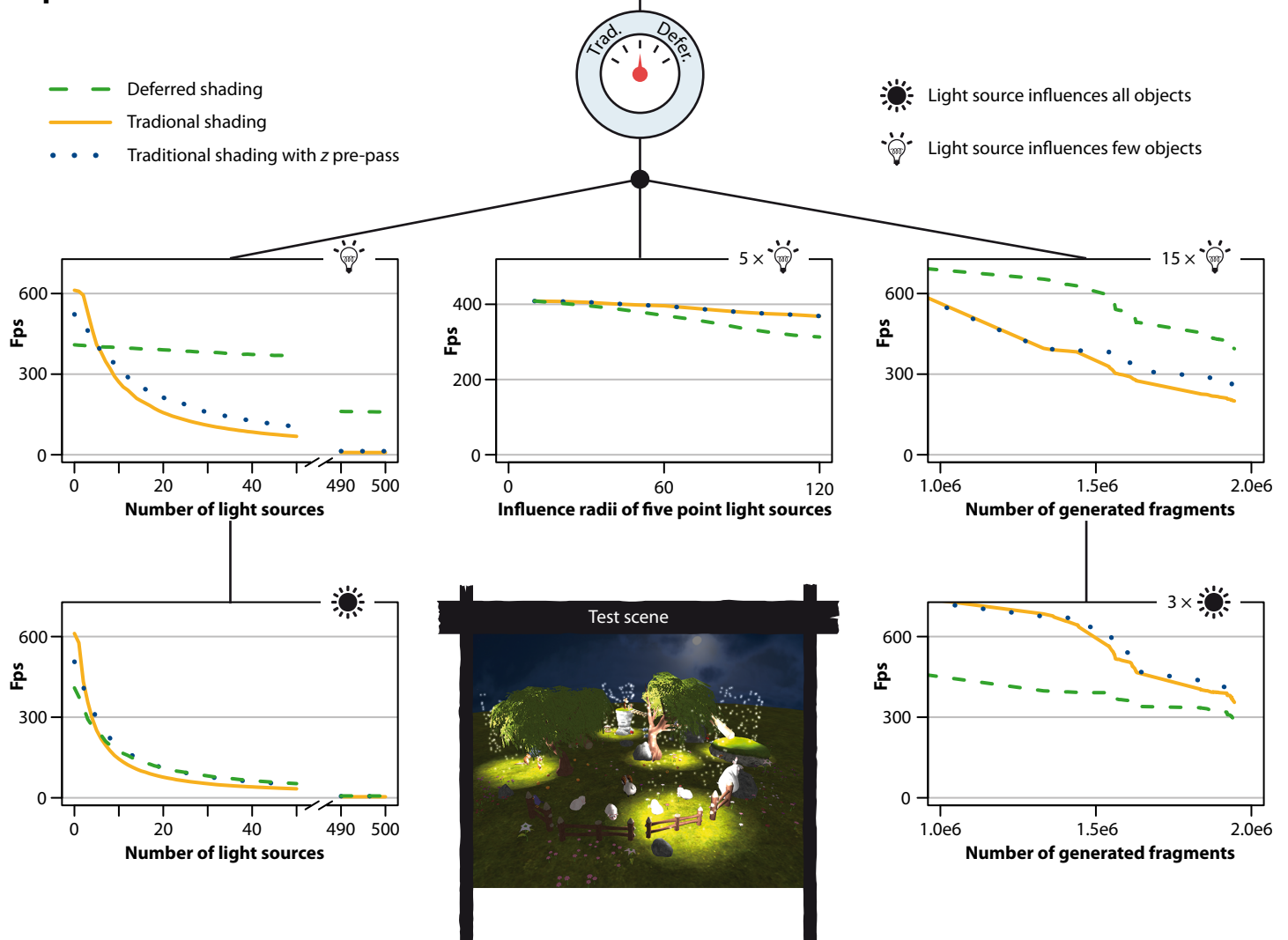


Many light sources with a small influence range
Relatively high scene complexity
Computationally expensive illumination models

Two shading techniques



Important results



Contact

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