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

Scene
Light sources
Frame buffer
Shade

Traditional shading

Scene
Light sources
Frame buffer

G-buffer (frame buffer object)
Colors
Normals
Positions

Render

Determine light contribution and shade

Deferred shading

Important results

Deferred shading
Tradional shading
Traditional shading with z pre-pass

Light source influences all objects
Light source influences few objects

Important results

Deferred shading
Tradional shading
Traditional shading with z pre-pass

Light source influences all objects
Light source influences few objects

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