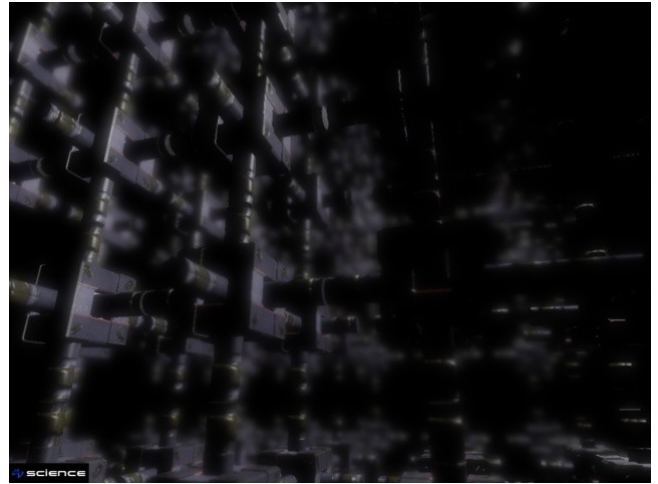
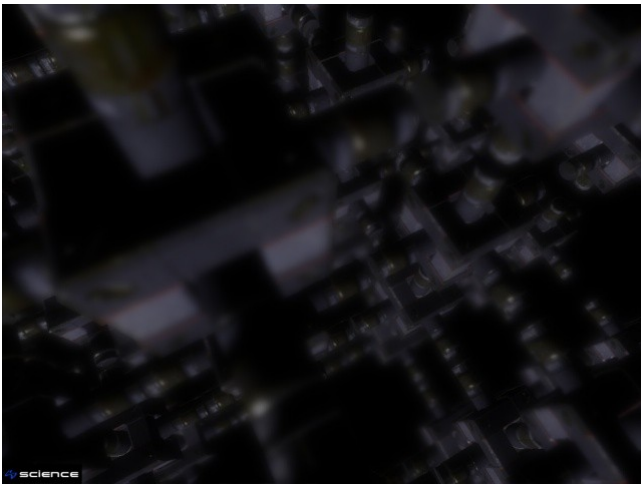
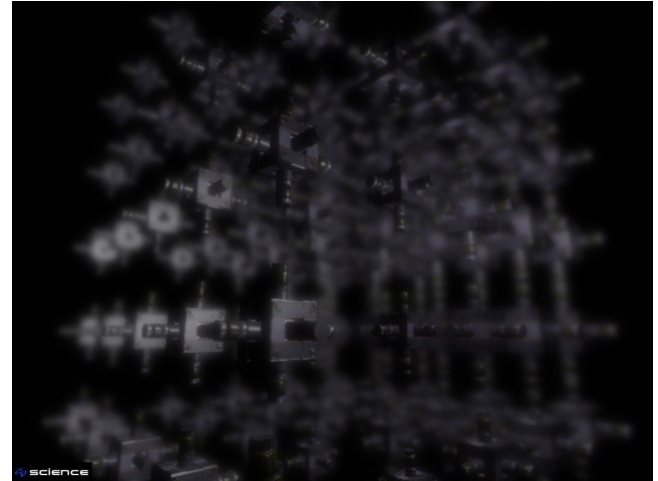
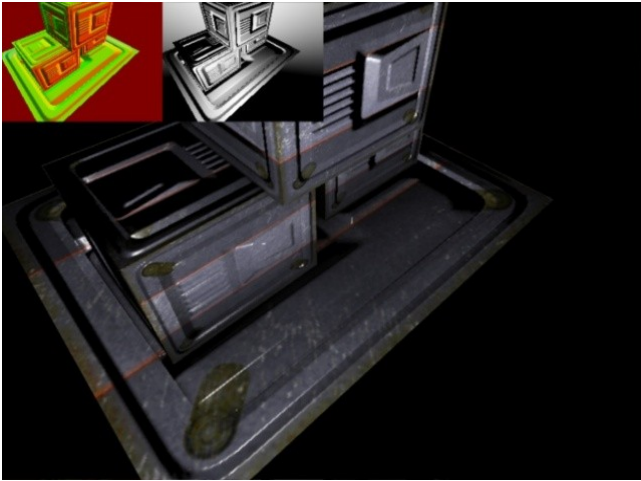


Demos

Armin Jahanpanah
j-ar@gmx.net

Download: <http://science.untergrund.net/portfolio/>

Light Pre-Pass Renderer



- ZN GBuffer (2x ARGB8888)
- HDR (16bit INT), Dynamic Adaptation, Tone Mapping
- Instancing
- DOF Post-Processing
- Normal Maps
- Per-pixel Lighting in linear space

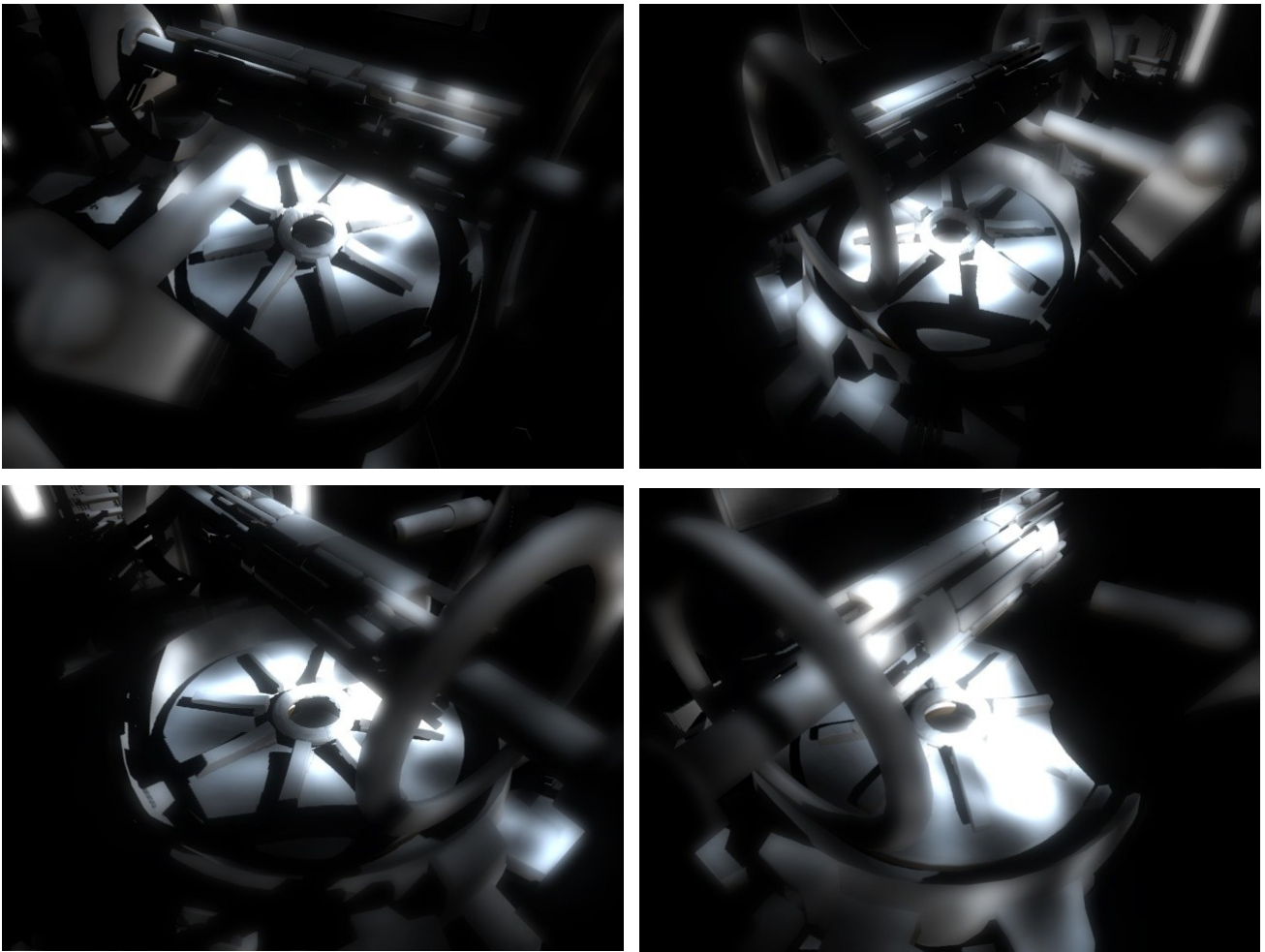
- Full custom 3dsmax exporter
(incl. hierarchy, bones, animation, sub-materials, 2xUV)

- DirectX9, ps3.0/2.0b (ATI)

- Passes: 1) render depth and normals, 2) accumulate lighting values of all lights into a light buffer rendertarget (using the normals stored in the first pass), 3) compose the lighting values with material data (textures, etc.) during forward rendering

- See presentations by Wolfgang Engel for more details

Shadow Mapping



- Shadow mapping (2x2 PCF filtering), Light projector
- Depth-of-Field, Glow
- Per-pixel Phong Lighting
- 3dsmax .ASE importer
(incl. animations + 2nd UV channel for AO/lightmaps)
- DirectX9, ps2.0

GPU Skinning



Model © by Vazquez/DigitalExtremes (www.strangefate.com)

- GPU vertex shader skinning (4 bone weights per vertex)
- Exported from 3dsmax to custom file format
- Character Studio Biped support, Keyframe sampling
- Animation Blender (WIP)