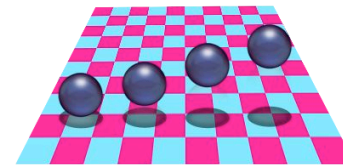
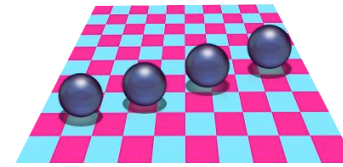


## Shadows

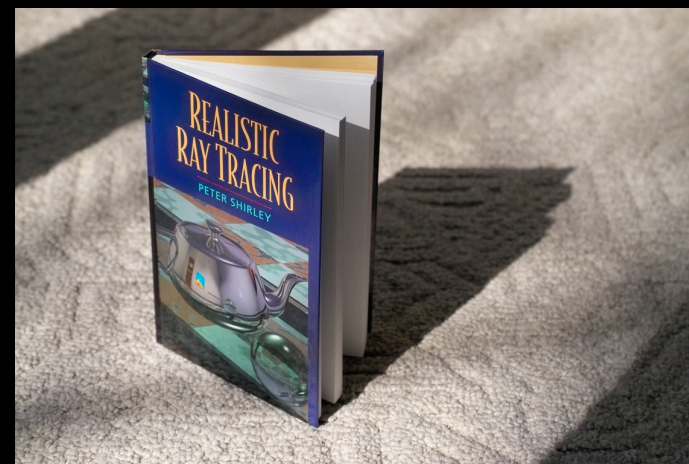
### Lecture 7

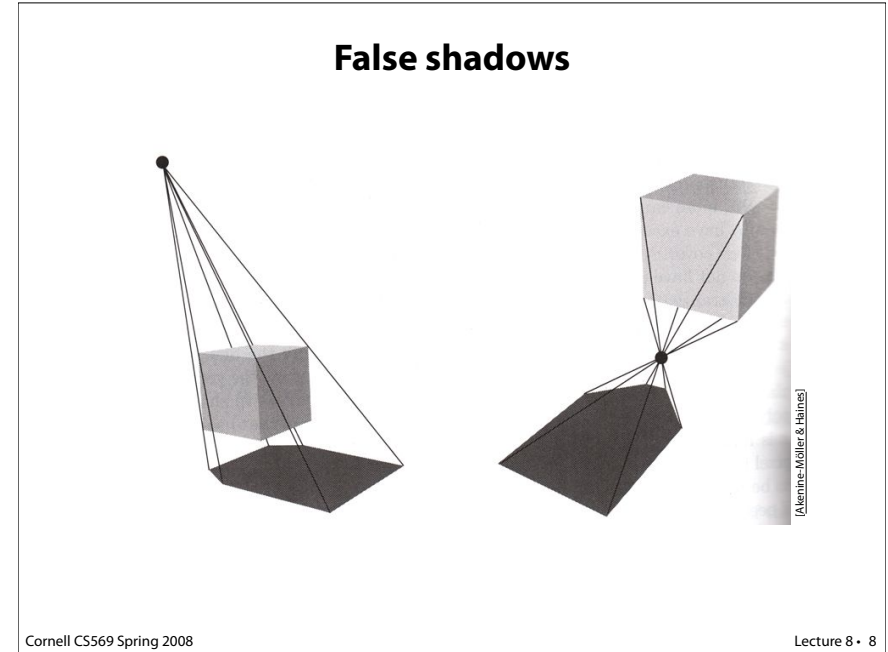
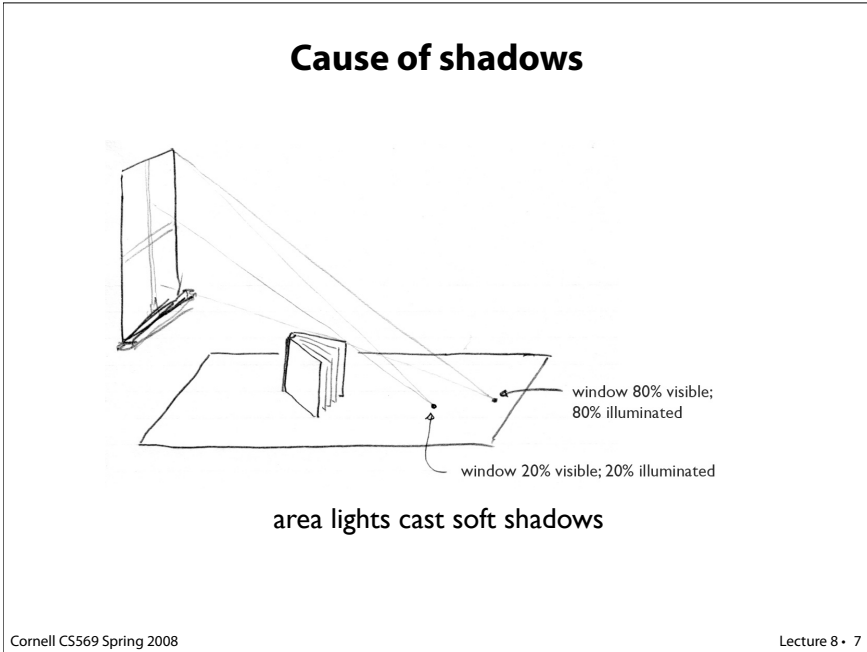
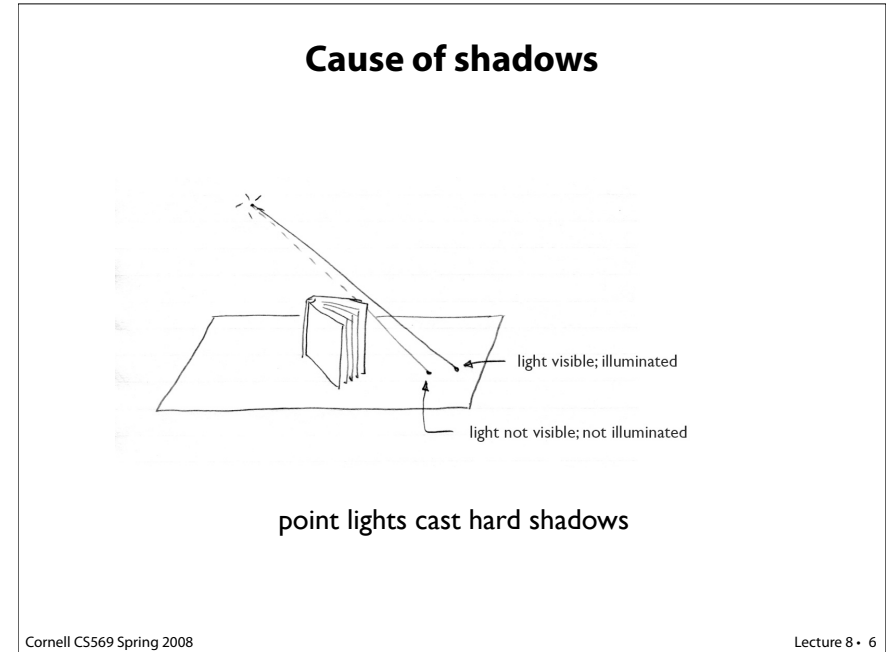
## Shadows as depth cue



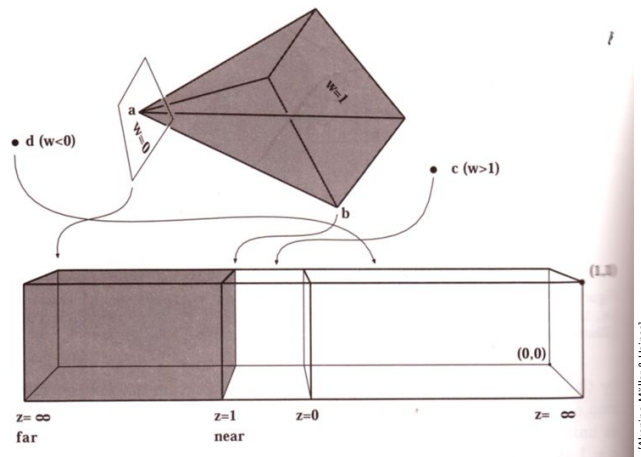
(tricks-and-illusions.com)

## Shadows as anchors

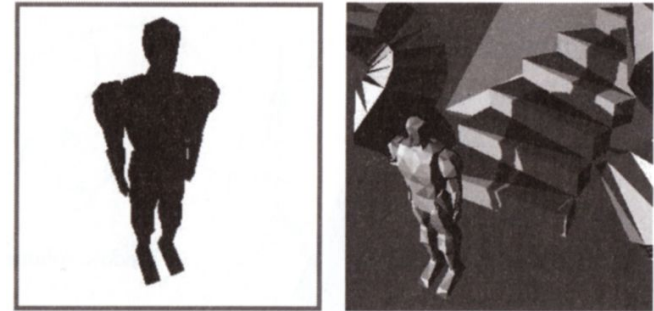




## Retaining depth in shadow projection

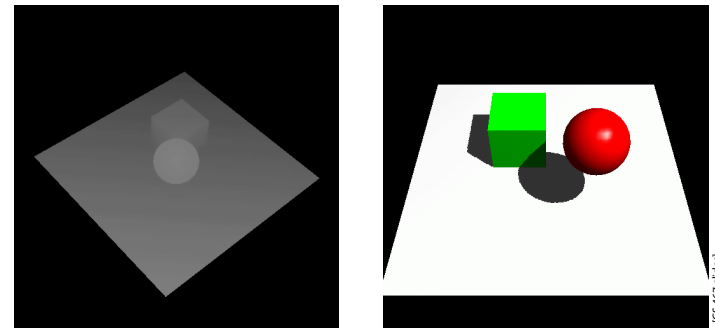


## Projective shadow textures



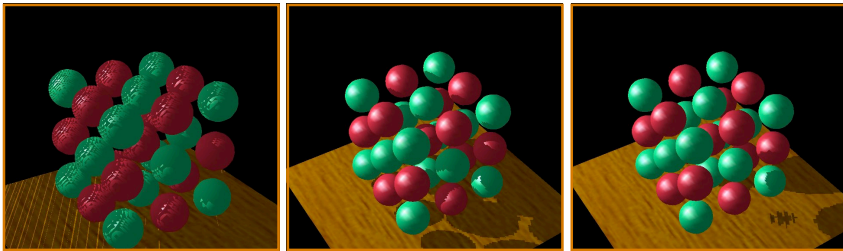
[Akenine-Möller & Haines / Hubert Nguyen]

## Shadow Map



[CS 467 slides]

## Shadow map bias



too little

just right

too much

[CS 467 slides]

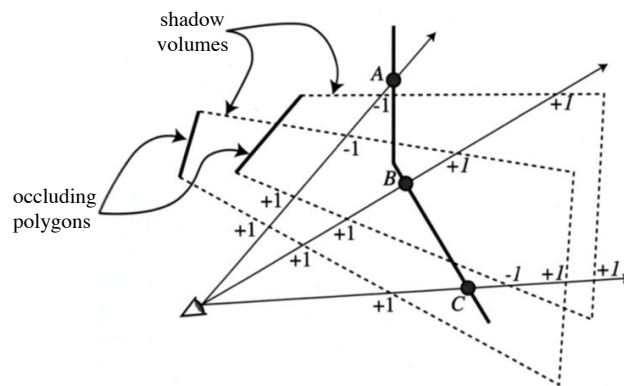
## Shadow map aliasing



[Marrin & Tan 2004]

different choices of projection; same resolution

## Shadow volumes



[Akenine-Möller & Haines]