



Contents

Acknowledgments	xvii
Web Materials	xix
I Geometry Manipulation	1
Wolfgang Engel, editor	
1 Terrain and Ocean Rendering with Hardware Tessellation	3
Xavier Bonaventura	
1.1 DirectX 11 Graphics Pipeline	4
1.2 Definition of Geometry	7
1.3 Vertex Position, Vertex Normal, and Texture Coordinates	10
1.4 Tessellation Correction Depending on the Camera Angle	12
1.5 Conclusions	14
Bibliography	14
2 Practical and Realistic Facial Wrinkles Animation	15
Jorge Jimenez, Jose I. Echevarria, Christopher Oat, and Diego Gutierrez	
2.1 Background	17
2.2 Our Algorithm	18
2.3 Results	23
2.4 Discussion	25
2.5 Conclusion	26
2.6 Acknowledgments	26
Bibliography	26
3 Procedural Content Generation on the GPU	29
Aleksander Netzel and Pawel Rohleder	
3.1 Abstract	29
3.2 Introduction	29
3.3 Terrain Generation and Rendering	30



3.4 Environmental Effects	32
3.5 Putting It All Together	34
3.6 Conclusions and Future Work	35
Bibliography	37
II Rendering	39
Christopher Oat, editor	
1 Pre-Integrated Skin Shading	41
Eric Penner and George Borshukov	
1.1 Introduction	41
1.2 Background and Previous Work	42
1.3 Pre-Integrating the Effects of Scattering	42
1.4 Scattering and Diffuse Light	44
1.5 Scattering and Normal Maps	47
1.6 Shadow Scattering	48
1.7 Conclusion and Future Work	51
1.8 Appendix A: Lookup Textures	52
1.9 Appendix B: Simplified Skin Shader	53
Bibliography	54
2 Implementing Fur Using Deferred Shading	57
Donald Revie	
2.1 Deferred Rendering	57
2.2 Fur	59
2.3 Techniques	61
2.4 Fur Implementation Details	68
2.5 Conclusion	74
2.6 Acknowledgments	74
Bibliography	74
3 Large-Scale Terrain Rendering for Outdoor Games	77
Ferenc Pintér	
3.1 Introduction	77
3.2 Content Creation and Editing	79
3.3 Runtime Shading	84
3.4 Performance	90
3.5 Possible Extensions	91
3.6 Acknowledgments	93
Bibliography	93

4 Practical Morphological Antialiasing	95
Jorge Jimenez, Belen Masia, Jose I. Echevarria, Fernando Navarro, and Diego Gutierrez	
4.1 Overview	97
4.2 Detecting Edges	98
4.3 Obtaining Blending Weights	100
4.4 Blending with the Four-Neighborhood	105
4.5 Results	106
4.6 Discussion	110
4.7 Conclusion	111
4.8 Acknowledgments	112
Bibliography	112
5 Volume Decals	115
Emil Persson	
5.1 Introduction	115
5.2 Decals as Volumes	115
5.3 Conclusions	120
Bibliography	120
III Global Illumination Effects	121
Carsten Dachsbaecher, editor	
1 Temporal Screen-Space Ambient Occlusion	123
Oliver Mattausch, Daniel Scherzer, and Michael Wimmer	
1.1 Introduction	123
1.2 Ambient Occlusion	124
1.3 Reverse Reprojection	126
1.4 Our Algorithm	127
1.5 SSAO Implementation	134
1.6 Results	137
1.7 Discussion and Limitations	140
1.8 Conclusions	140
Bibliography	141
2 Level-of-Detail and Streaming Optimized Irradiance Normal Mapping	143
Ralf Habel, Anders Nilsson, and Michael Wimmer	
2.1 Introduction	143
2.2 Calculating Directional Irradiance	144
2.3 \mathcal{H} -Basis	146
2.4 Implementation	149
2.5 Results	155

2.6	Conclusion	155
2.7	Appendix A: Spherical Harmonics Basis Functions without Condon-Shortley Phase	157
	Bibliography	157
3	Real-Time One-Bounce Indirect Illumination and Shadows using Ray Tracing	159
	<i>Holger Gruen</i>	
3.1	Overview	159
3.2	Introduction	159
3.3	Phase 1: Computing Indirect Illumination without Indirect Shad- ows	161
3.4	Phase 2: Constructing a 3D Grid of Blockers	165
3.5	Phase 3: Computing the Blocked Portion of Indirect Light . . .	168
3.6	Future Work	170
	Bibliography	171
4	Real-Time Approximation of Light Transport in Translucent Homogenous Media	173
	<i>Colin Barré-Brisebois and Marc Bouchard</i>	
4.1	Introduction	173
4.2	In Search of Translucency	174
4.3	The Technique: The Way Out is Through	175
4.4	Performance	179
4.5	Discussion	181
4.6	Conclusion	182
4.7	Demo	183
4.8	Acknowledgments	183
	Bibliography	183
5	Diffuse Global Illumination with Temporally Coherent Light Propagation Volumes	185
	<i>Anton Kaplanyan, Wolfgang Engel, and Carsten Dachsbacher</i>	
5.1	Introduction	185
5.2	Overview	186
5.3	Algorithm Detail Description	187
5.4	Injection Stage	189
5.5	Optimizations	199
5.6	Results	200
5.7	Conclusion	202
5.8	Acknowledgments	203
	Bibliography	203

IV Shadows	205
Wolfgang Engel, editor	
1 Variance Shadow Maps Light-Bleeding Reduction Tricks	207
Wojciech Sternal	
1.1 Introduction	207
1.2 VSM Overview	207
1.3 Light-Bleeding	209
1.4 Solutions to the Problem	210
1.5 Sample Application	213
1.6 Conclusion	213
Bibliography	214
2 Fast Soft Shadows via Adaptive Shadow Maps	215
Pavlo Turchyn	
2.1 Percentage-Closer Filtering with Large Kernels	215
2.2 Application to Adaptive Shadow Maps	218
2.3 Soft Shadows with Variable Penumbra Size	221
2.4 Results	223
Bibliography	224
3 Adaptive Volumetric Shadow Maps	225
Marco Salvi, Kiril Vidimčík, Andrew Lauritzen, Aaron Lefohn, and Matt Pharr	
3.1 Introduction and Previous Approaches	225
3.2 Algorithm and Implementation	227
3.3 Comparisons	234
3.4 Conclusions and Future Work	239
3.5 Acknowledgments	240
Bibliography	241
4 Fast Soft Shadows with Temporal Coherence	243
Daniel Scherzer, Michael Schwärzler and Oliver Mattausch	
4.1 Introduction	243
4.2 Algorithm	244
4.3 Comparison and Results	252
Bibliography	254
5 Mipmapped Screen-Space Soft Shadows	257
Alberto Aguado and Eugenia Montiel	
5.1 Introduction and Previous Work	257
5.2 Penumbra Width	259
5.3 Screen-Space Filter	260
5.4 Filtering Shadows	263

5.5 Mipmap Level Selection	265
5.6 Multiple Occlusions	268
5.7 Discussion	271
Bibliography	272

V Handheld Devices 275

Kristof Beets, editor

1 A Shader-Based eBook Renderer 277	
Andrea Bizzotto	
1.1 Overview	277
1.2 Page-Peeling Effect	278
1.3 Enabling Two Pages Side-by-Side	283
1.4 Improving the Look and Antialiasing Edges	285
1.5 Direction-Aligned Triangle Strip	286
1.6 Performance Optimizations and Power Consumption	287
1.7 Putting it Together	287
1.8 Future Work	288
1.9 Conclusion	288
1.10 Acknowledgments	289
Bibliography	289
2 Post-Processing Effects on Mobile Devices 291	
Marco Weber and Peter Quayle	
2.1 Overview	291
2.2 Technical Details	294
2.3 Case Study: Bloom	296
2.4 Implementation	298
2.5 Conclusion	304
Bibliography	305
3 Shader-Based Water Effects 307	
Joe Davis and Ken Catterall	
3.1 Introduction	307
3.2 Techniques	307
3.3 Optimizations	318
3.4 Conclusion	325
Bibliography	325

VI 3D Engine Design	327
Wessam Bahnassi, editor	
1 Practical, Dynamic Visibility for Games	329
Stephen Hill and Daniel Collin	
1.1 Introduction	329
1.2 Surveying the Field	329
1.3 Query Quandaries	330
1.4 Wish List	333
1.5 <i>Conviction</i> Solution	333
1.6 <i>Battlefield</i> Solution	340
1.7 Future Development	342
1.8 Conclusion	345
1.9 Acknowledgments	346
Bibliography	346
2 Shader Amortization using Pixel Quad Message Passing	349
Eric Penner	
2.1 Introduction	349
2.2 Background and Related Work	349
2.3 Pixel Derivatives and Pixel Quads	350
2.4 Pixel Quad Message Passing	352
2.5 PQA Initialization	353
2.6 Limitations of PQA	354
2.7 Cross Bilateral Sampling	356
2.8 Convolution and Blurring	357
2.9 Percentage Closer Filtering	359
2.10 Discussion	365
2.11 Appendix A: Hardware Support	366
Bibliography	366
3 A Rendering Pipeline for Real-Time Crowds	369
Benjamín Hernández and Isaac Rudomin	
3.1 System Overview	369
3.2 Populating the Virtual Environment and Behavior	371
3.3 View-Frustum Culling	371
3.4 Level of Detail Sorting	377
3.5 Animation and Draw Instanced	379
3.6 Results	379
3.7 Conclusions and Future Work	382
3.8 Acknowledgments	383
Bibliography	383

VII GPGPU	385
Sebastien St-Laurent, editor	
1 2D Distance Field Generation with the GPU	387
Philip Rideout	
1.1 Vocabulary	388
1.2 Manhattan Grassfire	390
1.3 Horizontal-Vertical Erosion	392
1.4 Saito-Toriwaki Scanning with OpenCL	394
1.5 Signed Distance with Two Color Channels	402
1.6 Distance Field Applications	404
Bibliography	407
2 Order-Independent Transparency using Per-Pixel Linked Lists	409
Nicolas Thibieroz	
2.1 Introduction	409
2.2 Algorithm Overview	409
2.3 DirectX 11 Features Requisites	410
2.4 Head Pointer and Nodes Buffers	411
2.5 Per-Pixel Linked List Creation	413
2.6 Per-Pixel Linked Lists Traversal	416
2.7 Multisampling Antialiasing Support	421
2.8 Optimizations	425
2.9 Tiling	427
2.10 Conclusion	430
2.11 Acknowledgments	431
Bibliography	431
3 Simple and Fast Fluids	433
Martin Guay, Fabrice Colin, and Richard Egli	
3.1 Introduction	433
3.2 Fluid Modeling	434
3.3 Solver's Algorithm	436
3.4 Code	440
3.5 Visualization	441
3.6 Conclusion	442
Bibliography	444
4 A Fast Poisson Solver for OpenCL using Multigrid Methods	445
Sebastien Noury, Samuel Boivin, and Olivier Le Maître	
4.1 Introduction	445
4.2 Poisson Equation and Finite Volume Method	446
4.3 Iterative Methods	451

4.4 Multigrid Methods (MG)	457
4.5 OpenCL Implementation	460
4.6 Benchmarks	468
4.7 Discussion	470
Bibliography	470

Contributors**473**