

Deep G-Buffers for Stable Global Illumination Approximation

Supplemental Data

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We include video results and a C++/OpenGL implementation of our layered Deep G-buffer AO and indirect illumination approaches. The ray tracing code used to generate video and static results is included with the demo source, but not directly used in the demo application.

- Mara2016DeepGBufferDemo/ Demonstration application:
 - README.TXT Information on the demo.
 - DeepGBufferRadiosity.exe Demo compiled for 64-bit Windows 7, 8 and 10, tested on NVIDIA Maxwell GPUs.
 - source/ C++/OpenGL demo source, built atop the G3D Innovation Engine.
 - data/shader/reverseReprojection.glsl Reverse reprojection sample code.
 - data/shader/reconstructFromDepth.glsl Position from depth and Deep G-buffer ray tracing sample code.
- Mara2016DeepGBuffer.mp4 Video results.
- higherGammaPaper.pdf The full paper with brighter-than-sRGB gamma, for viewing on monitors that make the original paper's figures too dark.
- supplemental.pdf This file; contains the listing of supplemental material and an additional figure.

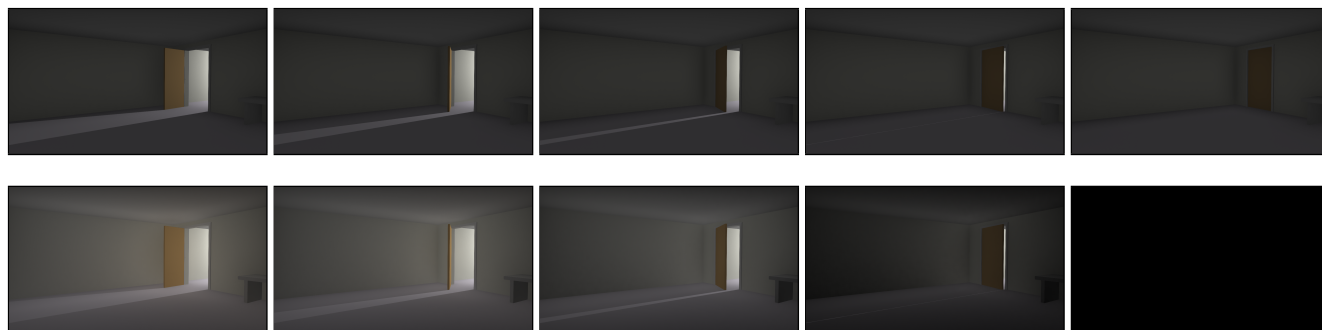


Figure 1: Screen-space radiosity (bottom) can capture simple dynamic illumination phenomena well compared to a static environment map probe (top). We show a completely unlit room with a door to a very bright adjacent door as the door closes through multiple frames of animation.