



SIGGRAPH2004

Real-Time Shadowing Techniques

Course #26, Tuesday, Full Day

Schedule



- **Introduction**
 - 8:30 Introduction (Kautz)
- **Shadow Mapping**
 - 8:45 Introduction to Shadow Maps (Stamminger)
 - 9:15 Perspective Shadow Maps (Stamminger)
 - 10:00 Silhouette Maps (Chan)
 - 10:15 – 10:30 Break
 - 10:55 Linear Light Sources (Heidrich)
 - 11:35 Smoothies (Chan)
 - 12:15 – 13:45 Break
- **Shadow Volumes**
 - 13:45 Shadow Volumes (Kilgard)
 - 14:45 Soft Shadow Volumes (Akenine-Moeller)
 - 15:30 – 15:45 Break
- **Radiance Transfer**
 - 16:00 Radiance Transfer with Shadows (Kautz)
- **Conclusions**
 - 17:00 Conclusions (Kautz)