

Computer Graphics II

- Deferred Shading (Questions)

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Possible Questions

What is the idea of deferred shading?

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Idea to defer or postpone most of the heavy rendering (like lighting) to a later stage

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State two examples of G-buffers.

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- 3D position vector to calculate the (interpolated) fragment position variable used for lightDir and viewDir
- RGB diffuse color vector (aka albedo)
- 3D normal vector (for surface's slope)
- Specular intensity float

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State a disadvantage of deferred shading.

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- Not possible to do blending (values from single fragments in the G-buffer, blending combination of multiple fragments)

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How is the attenuation function defined?

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$$F_{att} = \frac{I_{max}}{K_c + K_l \cdot d + K_q \cdot d^2}$$