Lecture 11:

Modern Rendering Techniques Using the Graphics Pipeline

Interactive Computer Graphics
Stanford CS248, Winter 2021

Screenshot: Red Dead Redemption

Screenshot: Far Cry 5

Screenshot: Battlefield V

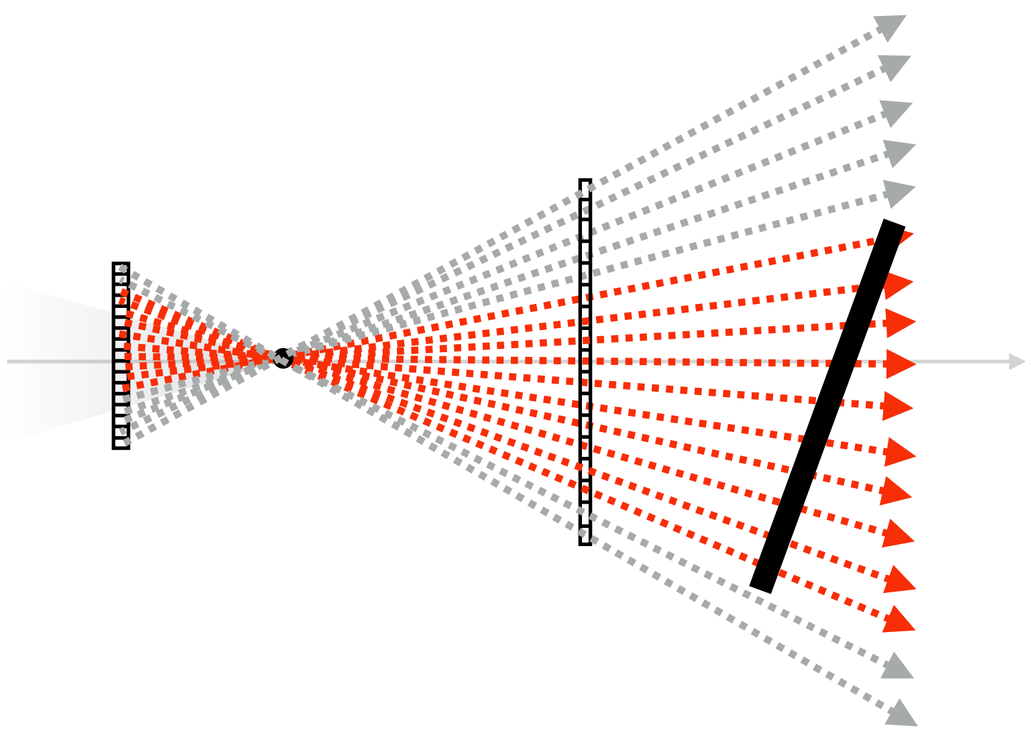
Theme of this part of the lecture:

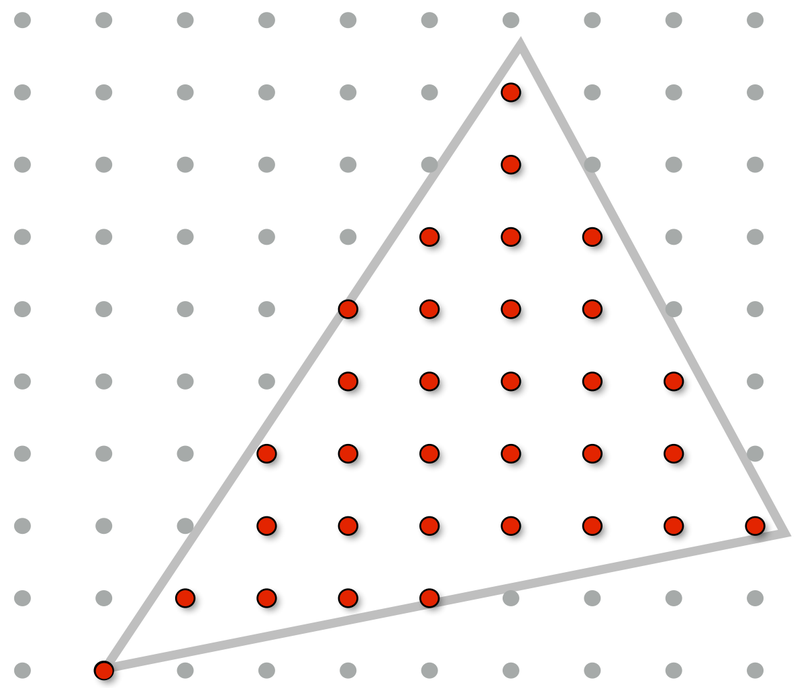
A surprising number of advanced lighting effects can be efficiently approximated using the basic primitives of rasterization pipeline, without the need to actually ray trace the scene geometry:

- **Rasterization**
- **Texture mapping**
- **Depth buffer for occlusion**

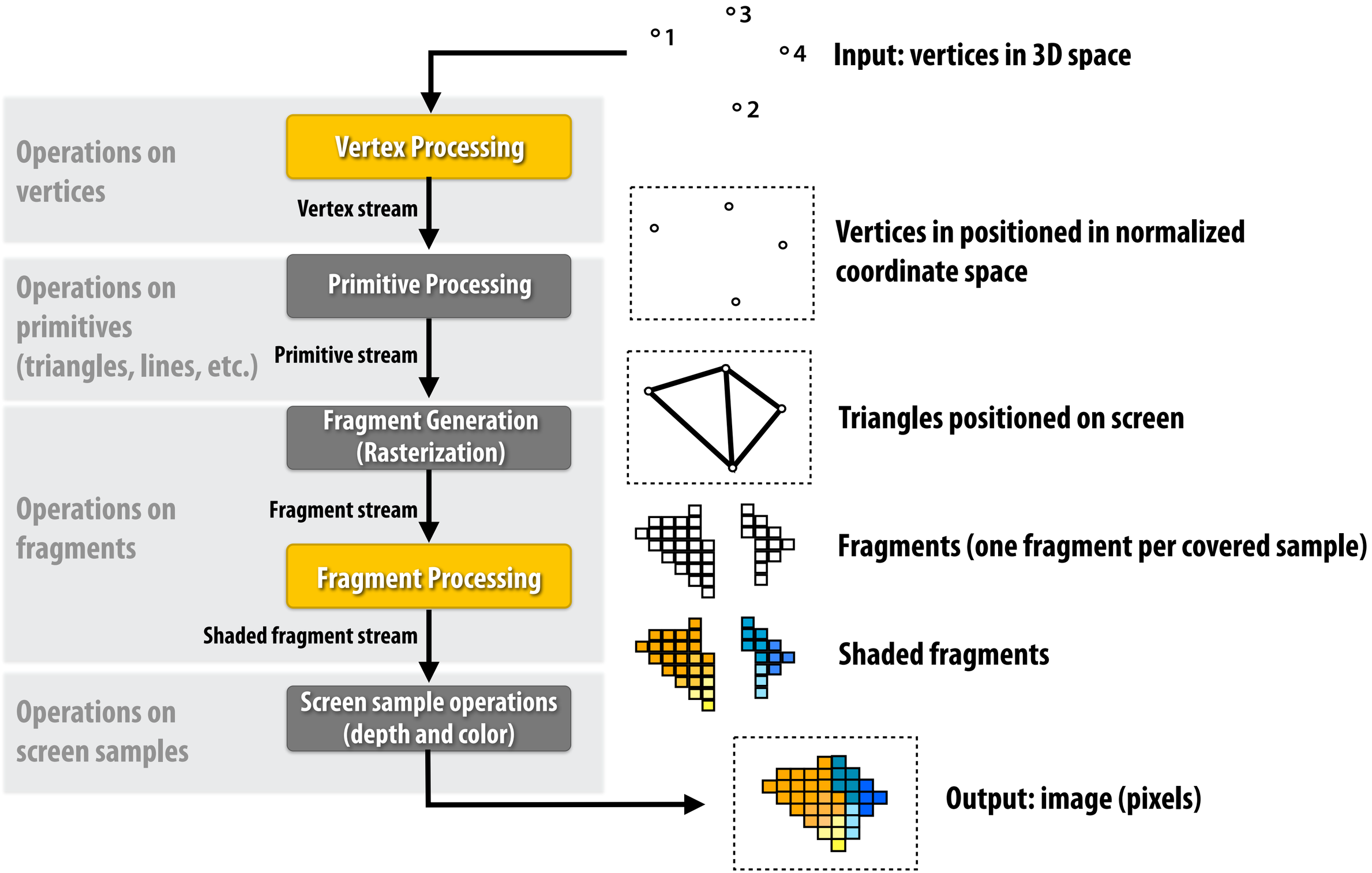
Rasterization algorithm for triangle visibility

- Rasterization is a efficient implementation of ray casting where:
  - Ray-scene intersection is computed for a batch of rays
  - All rays in the batch originate from same origin
  - Rays are distributed uniformly in plane of projection
    (Note: not uniform distribution in angle… angle between rays is smaller away from view direction)





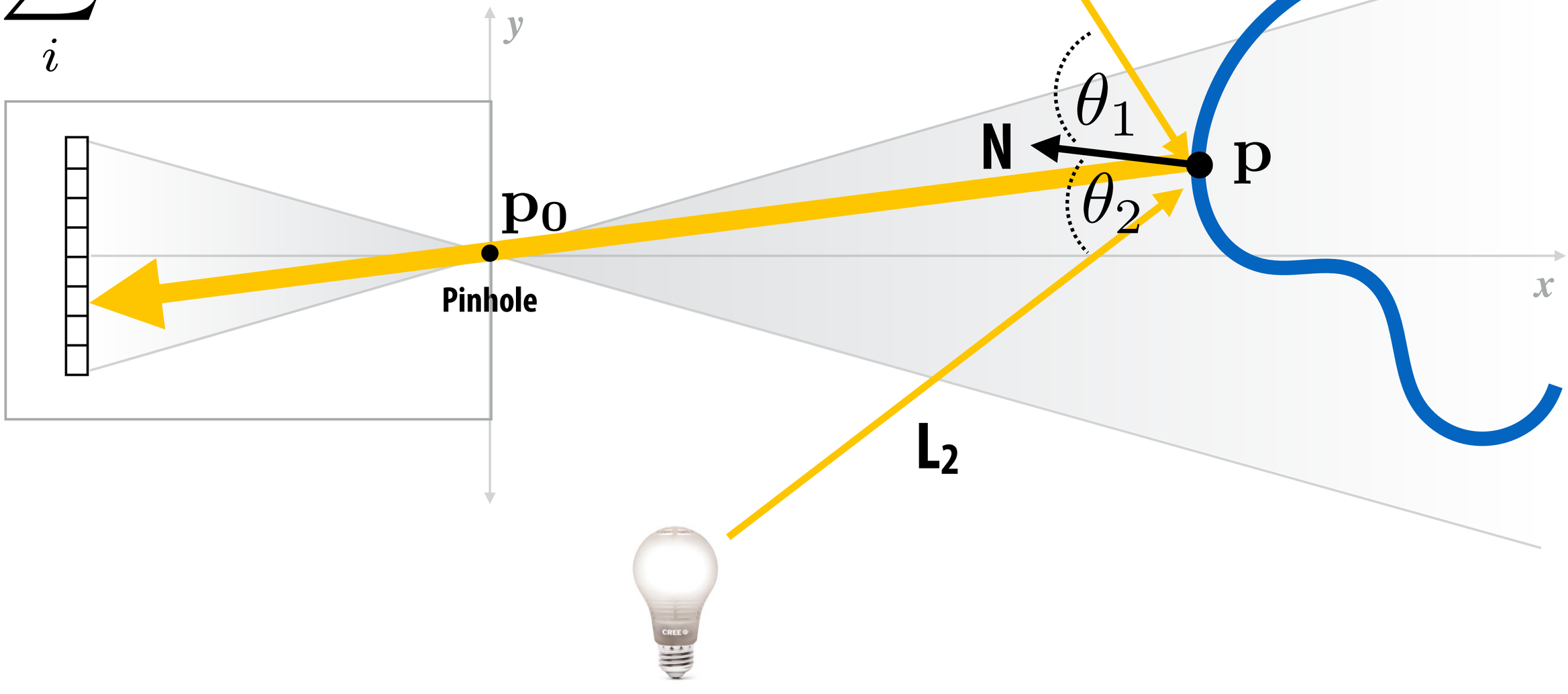
Recall: OpenGL/Direct3D graphics pipeline



Review: how much light (per unit area) hits the surface at point p

(irradiance at point P1)

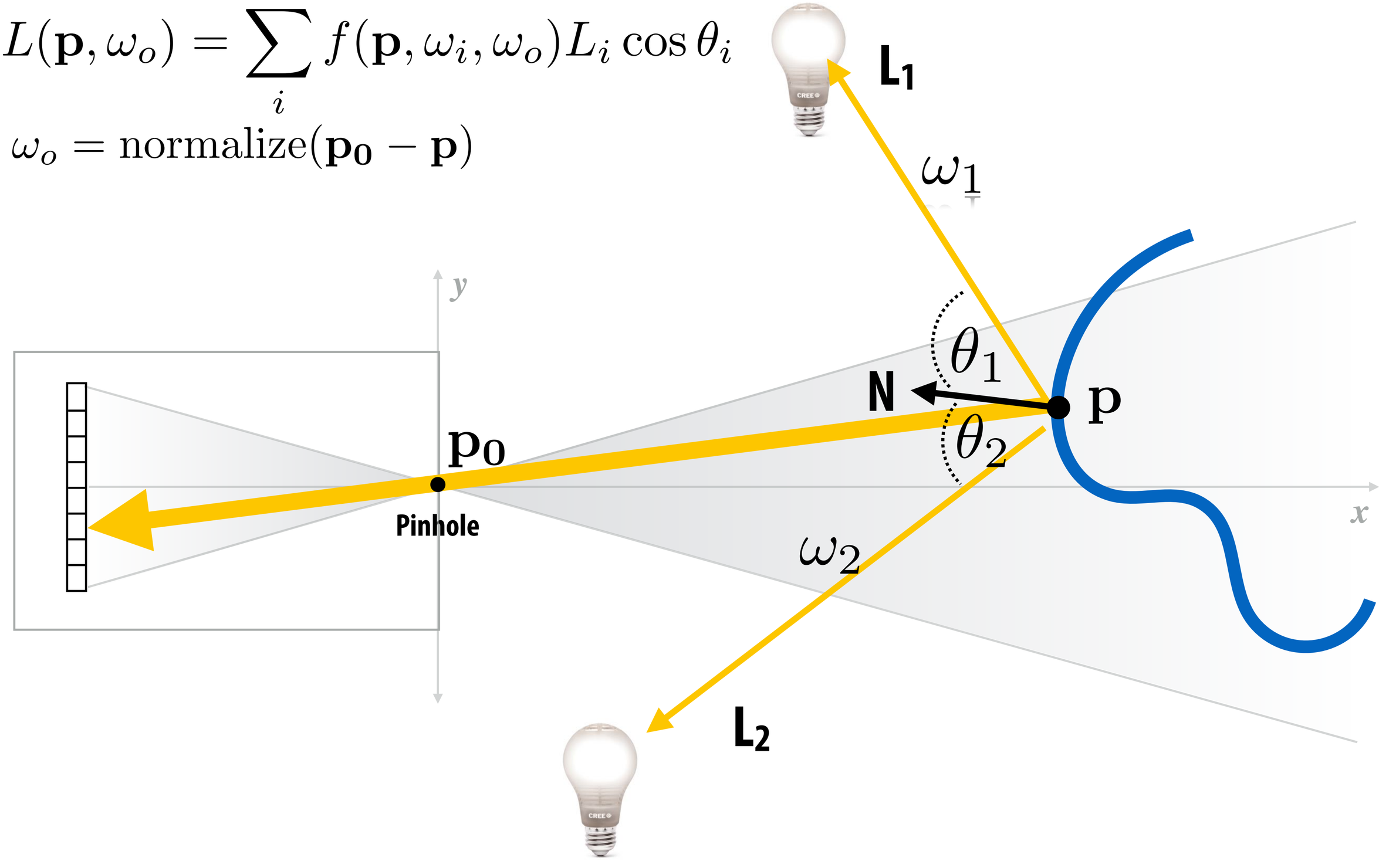
$$\sum_i L_i \cos\theta_i$$



How much light is REFLECTED from p toward p_0

$$L(\mathbf{p}, \omega_o) = \sum_i f(\mathbf{p}, \omega_i, \omega_o) L_i \cos\theta_i$$

$$\omega_o = \text{normalize}(\mathbf{p_0} - \mathbf{p})$$



Shadows

Shadows

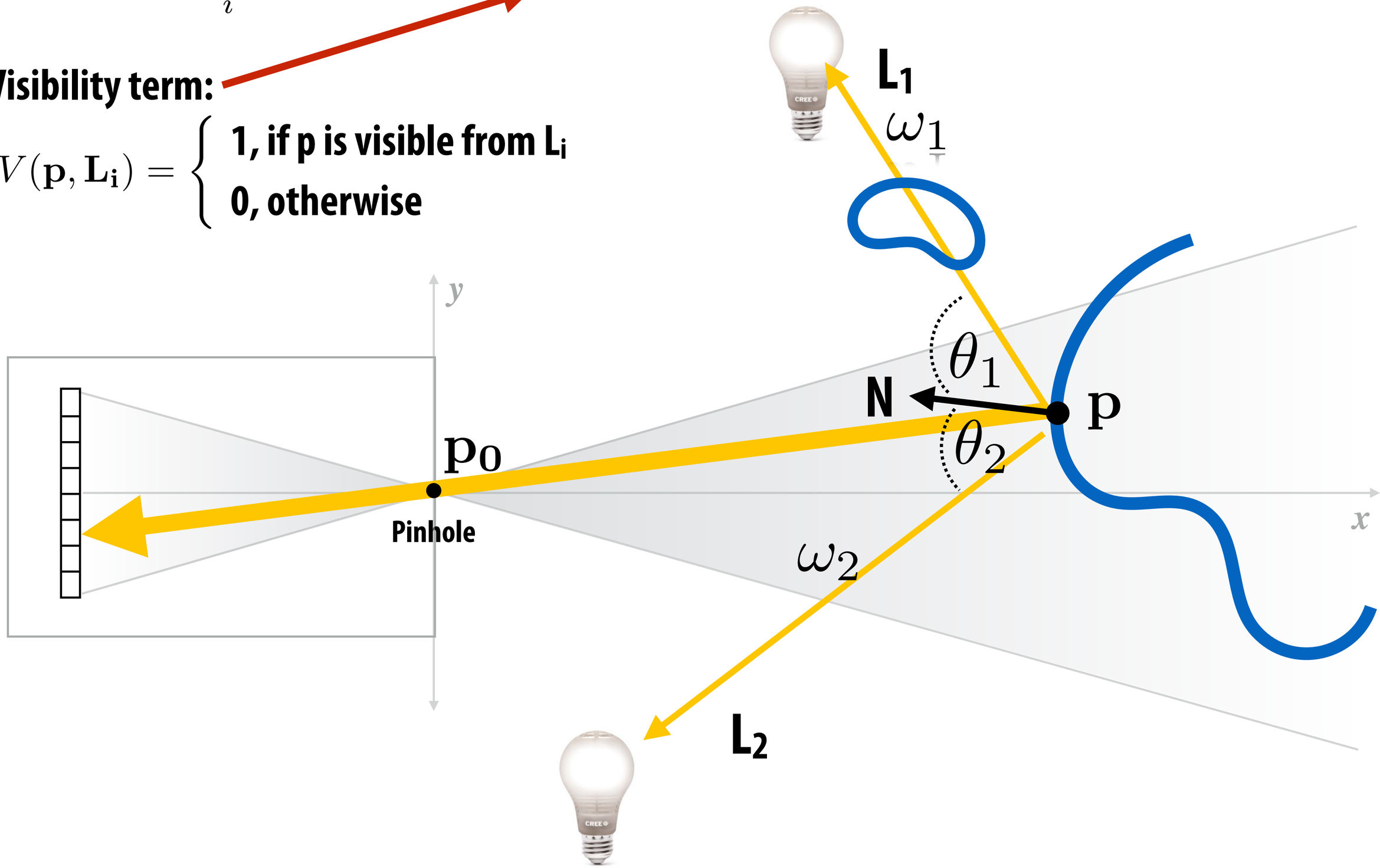
Image credit: Grand Theft Auto V

How much light is REFLECTED from p toward p_0

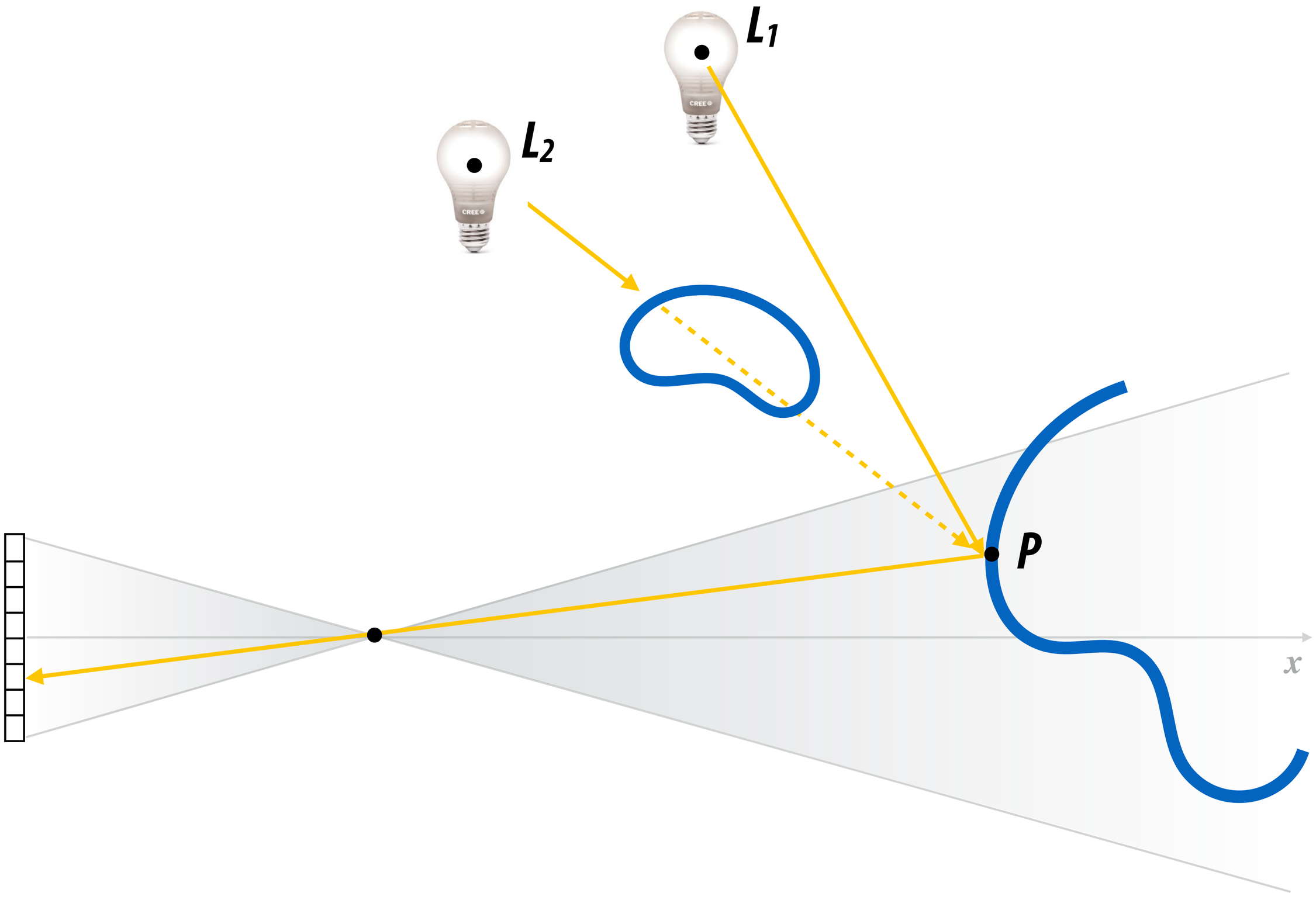
$$L(\mathbf{p}, \omega_o) = \sum_i f(\mathbf{p}, \omega_i, \omega_o) V(\mathbf{p}, \mathbf{L_i}) L_i \cos\theta_i$$

Visibility term:

$$V(\mathbf{p}, \mathbf{L_i}) = \begin{cases} \textbf{1, if p is visible from } \mathbf{L_i} \\ \textbf{0, otherwise} \end{cases}$$

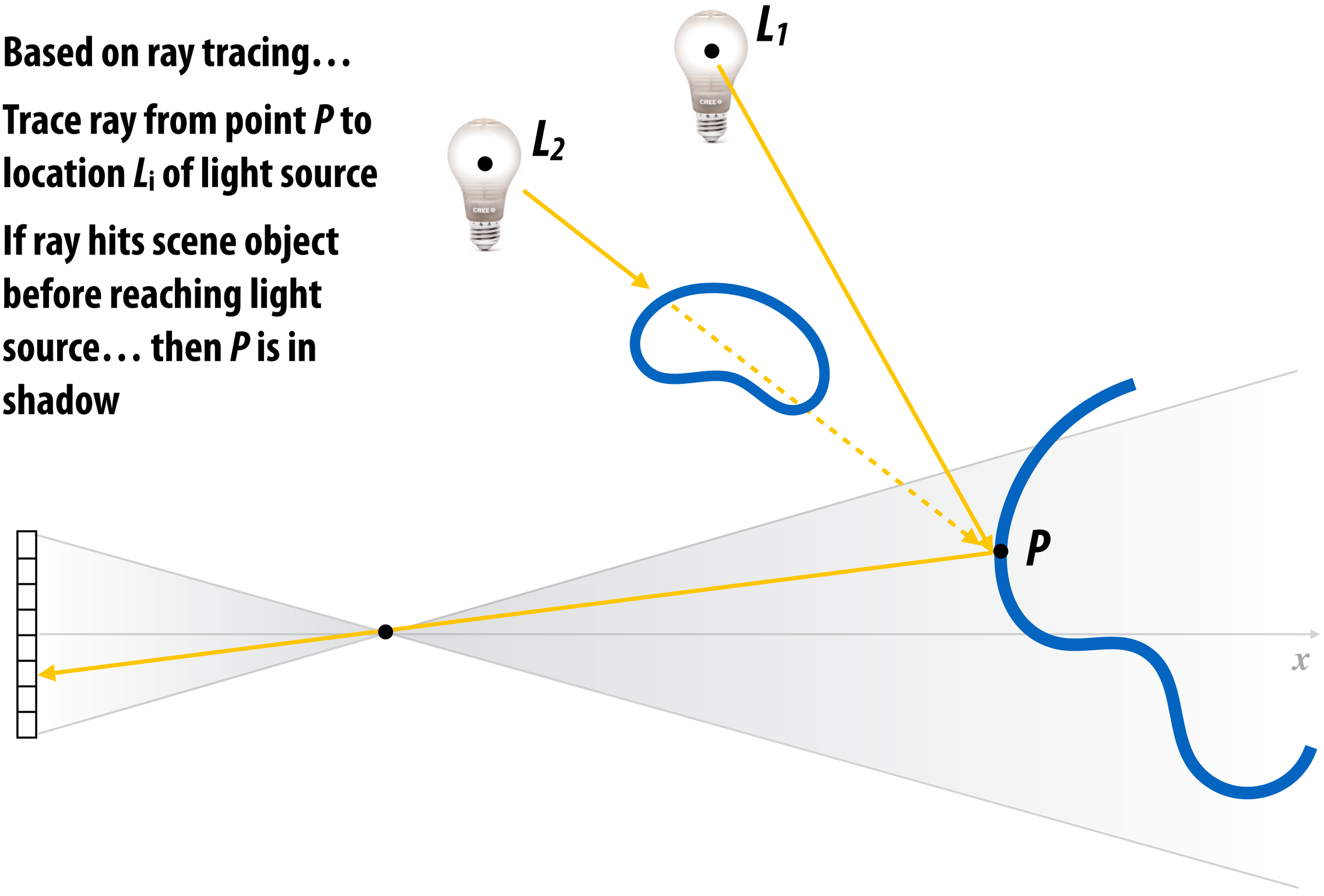


Review: How to compute if a surface is in shadow?



Review: How to compute $V(\mathrm{p}, \mathrm{L_i})$

- Based on ray tracing…
- Trace ray from point *P* to location L_i of light source
- If ray hits scene object before reaching light source… then *P* is in shadow



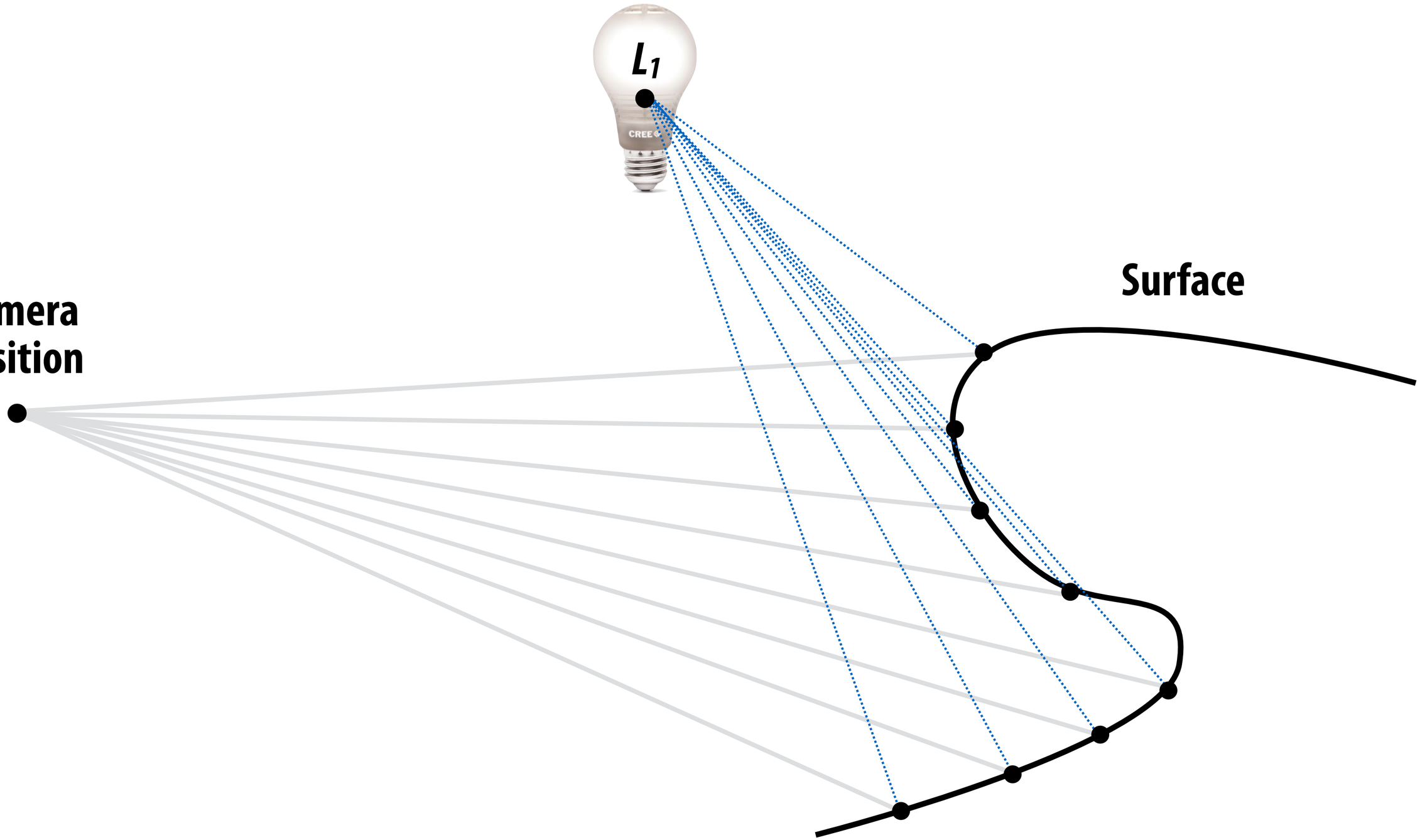
Convince yourself this algorithm produces “hard shadows” like these (what you’d see on a sunny day)

Image credit: Grand Theft Auto V

What if you didn't have a ray tracer, just a very fast rasterizer?

You want to shade these points (aka fragments)

What "shadow rays" do you need to compute shading for this scene?

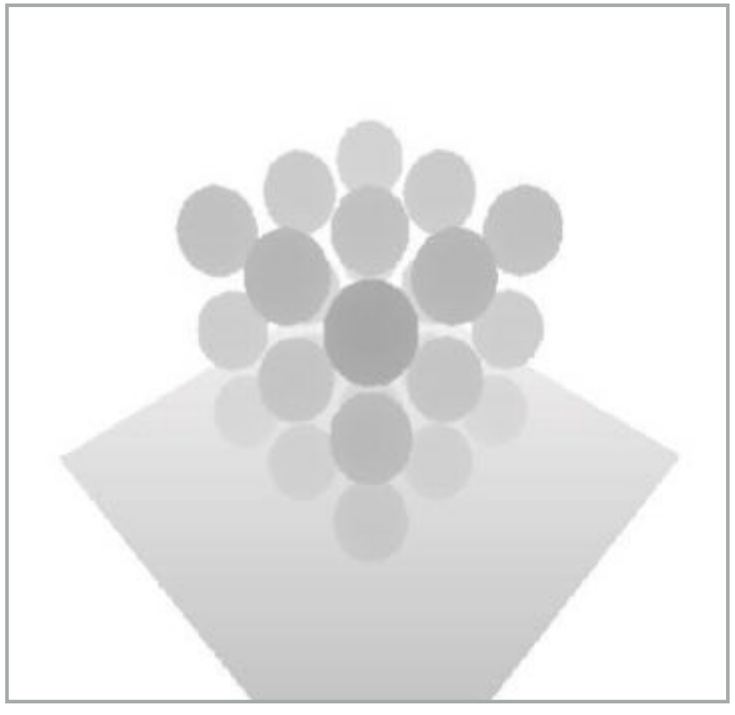


Shadow mapping (part of assignment 3)

[Williams 78]

1. Place camera at position of a point light source
2. Render scene to compute depth to closest object to light along uniformly distributed "shadow rays" (note: answer is stored in depth buffer after rendering)
3. Store precomputed shadow ray intersection results in a texture (copy depth buffer to single channel "shadow map")

"Shadow map" = depth map from perspective of a point light.
(Stores closest intersection along each shadow ray in a texture)



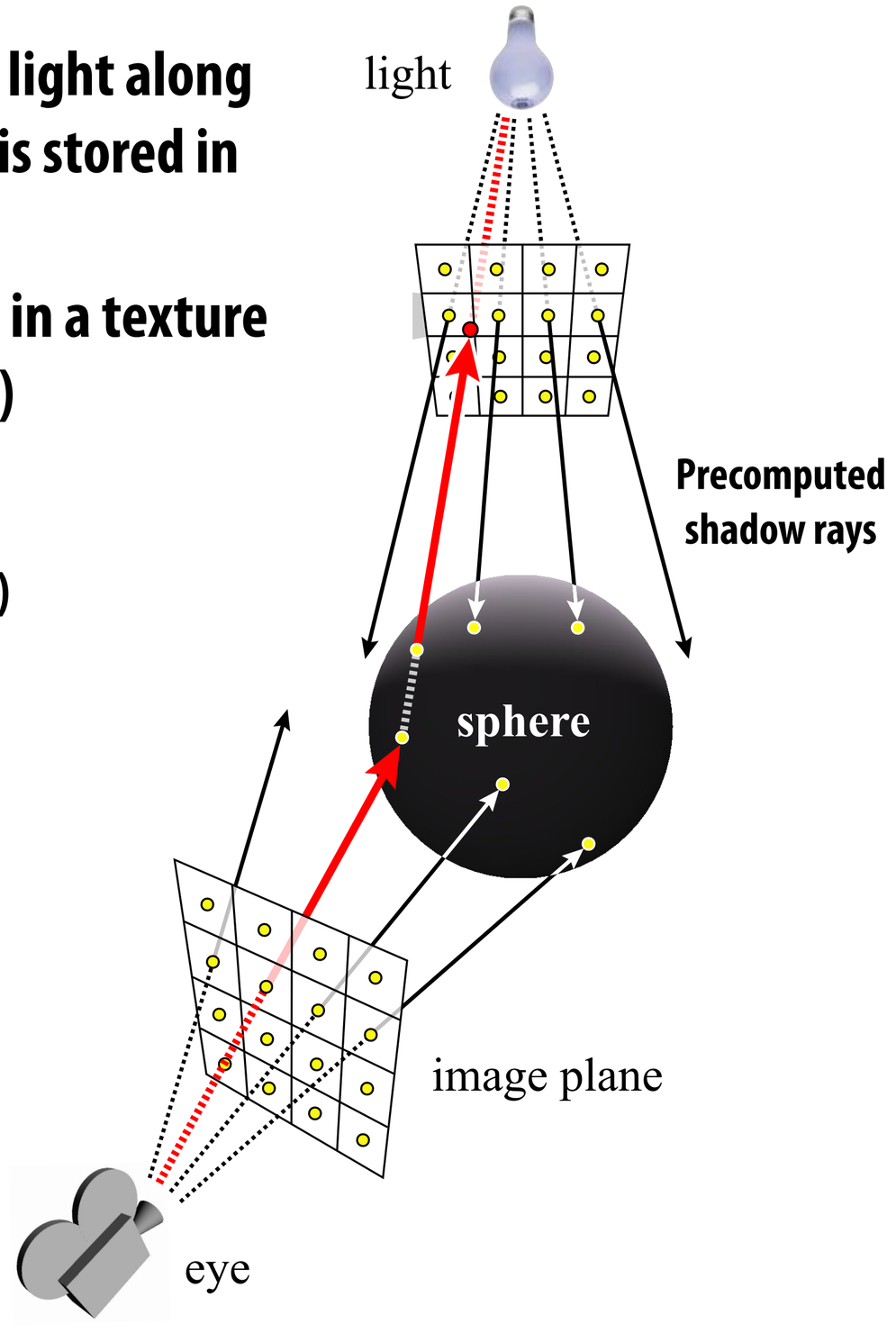
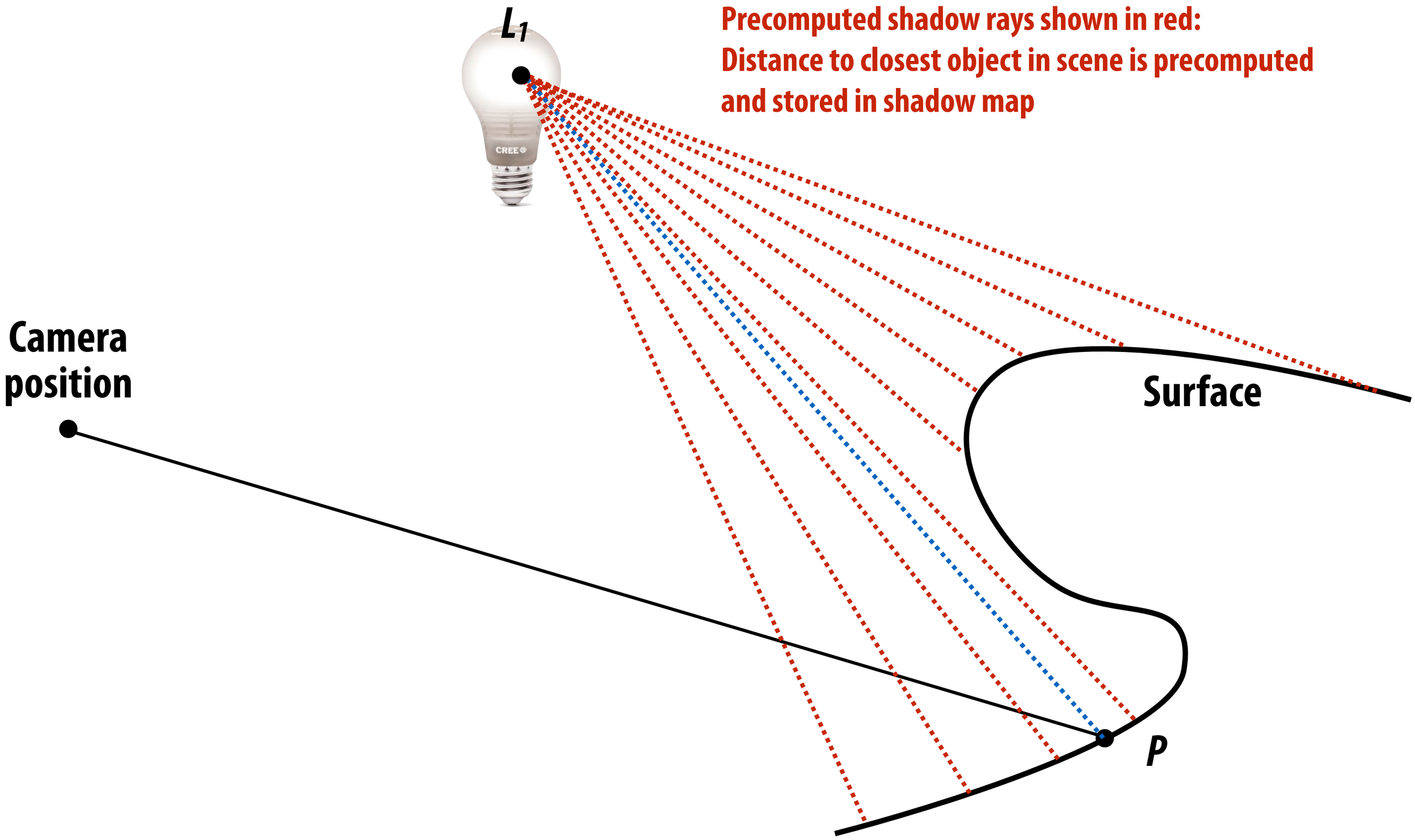


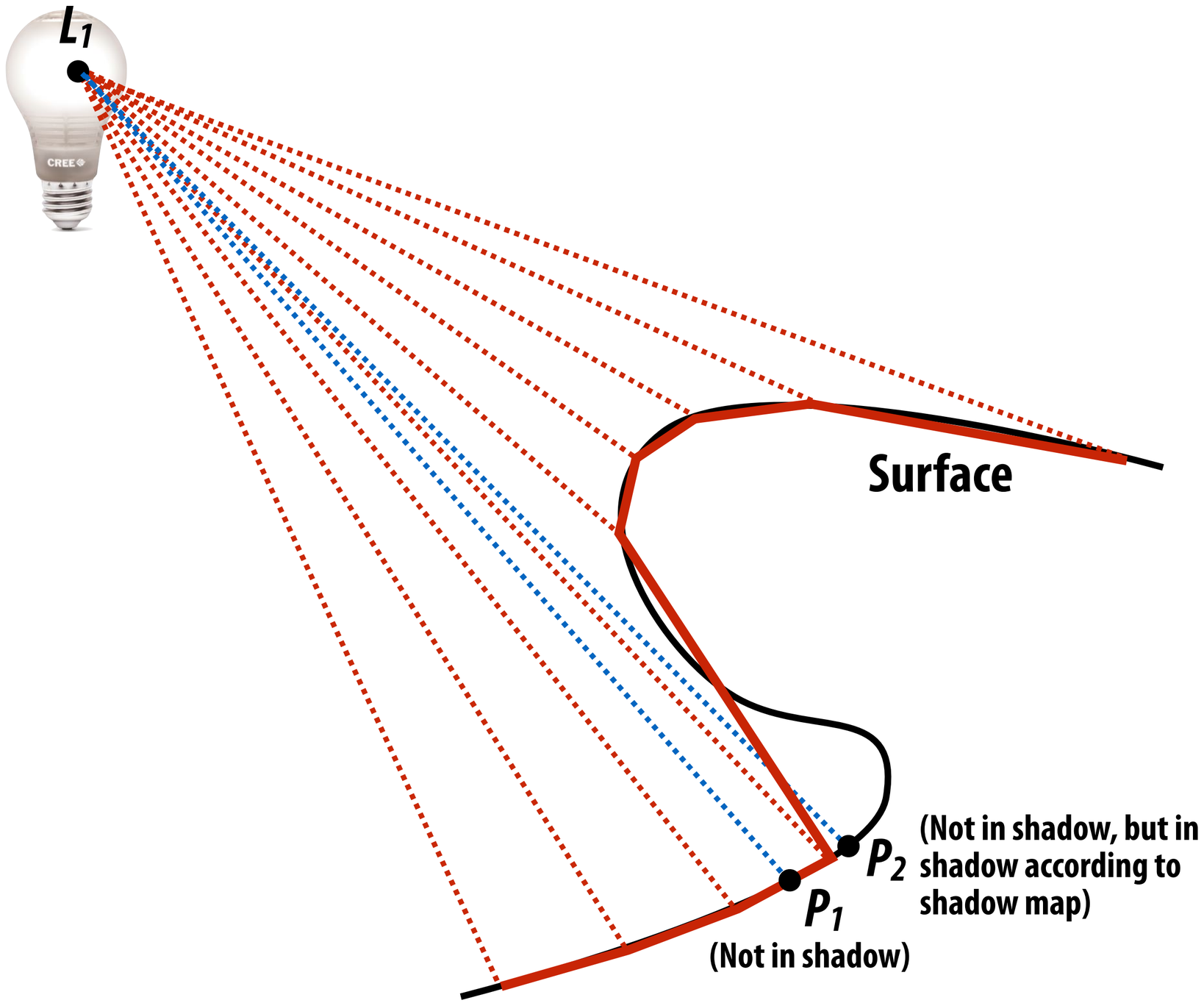
Image credits: Segal et al. 92, NVIDIA

Result of shadow texture lookup approximates visibility result when shading fragment at *P*



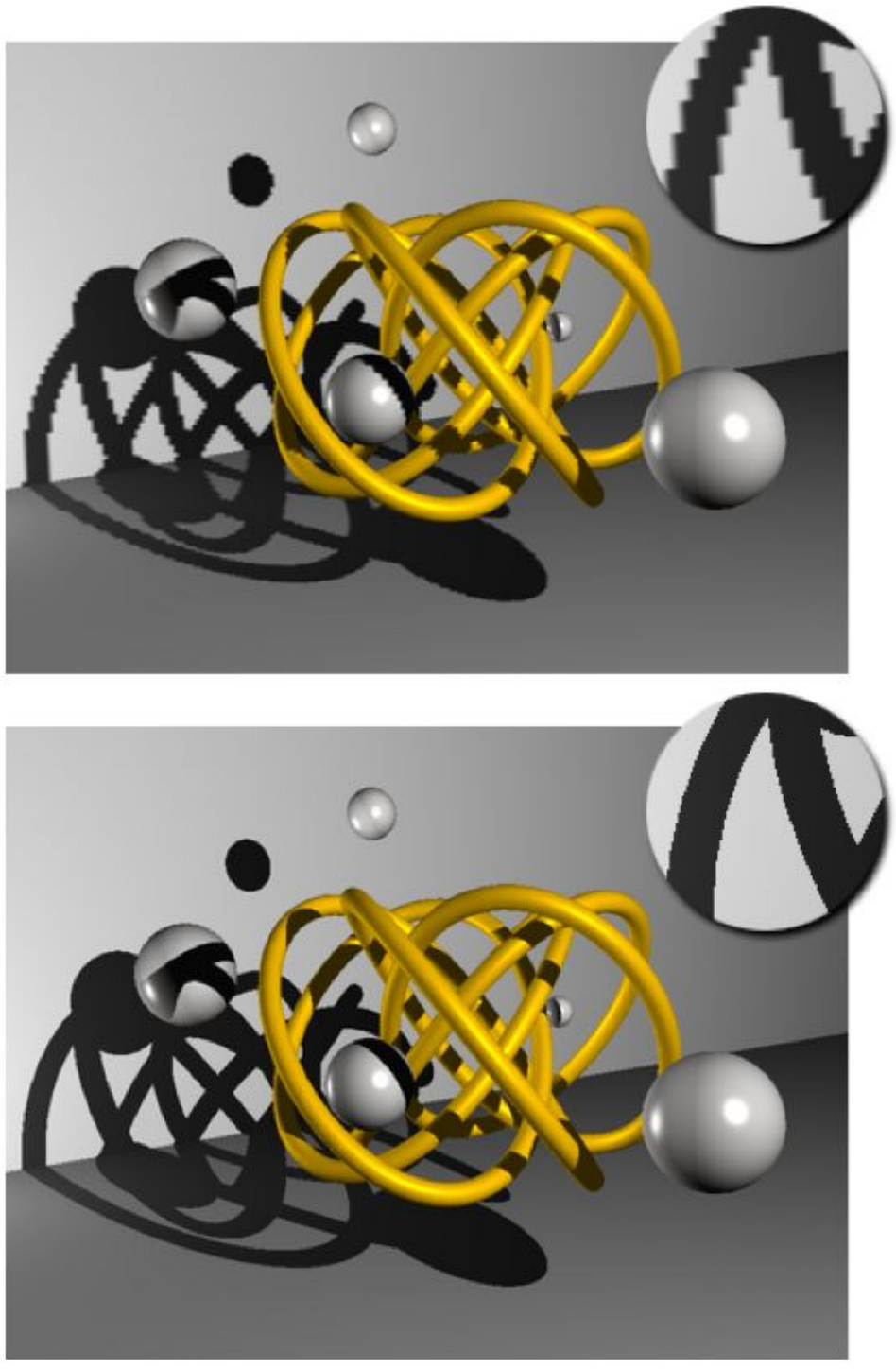
Interpolation error

Bilinear interpolation of shadow map values (red line) only approximates distance to closest surface point in all directions from the camera



Camera position

Shadow aliasing due to shadow map undersampling

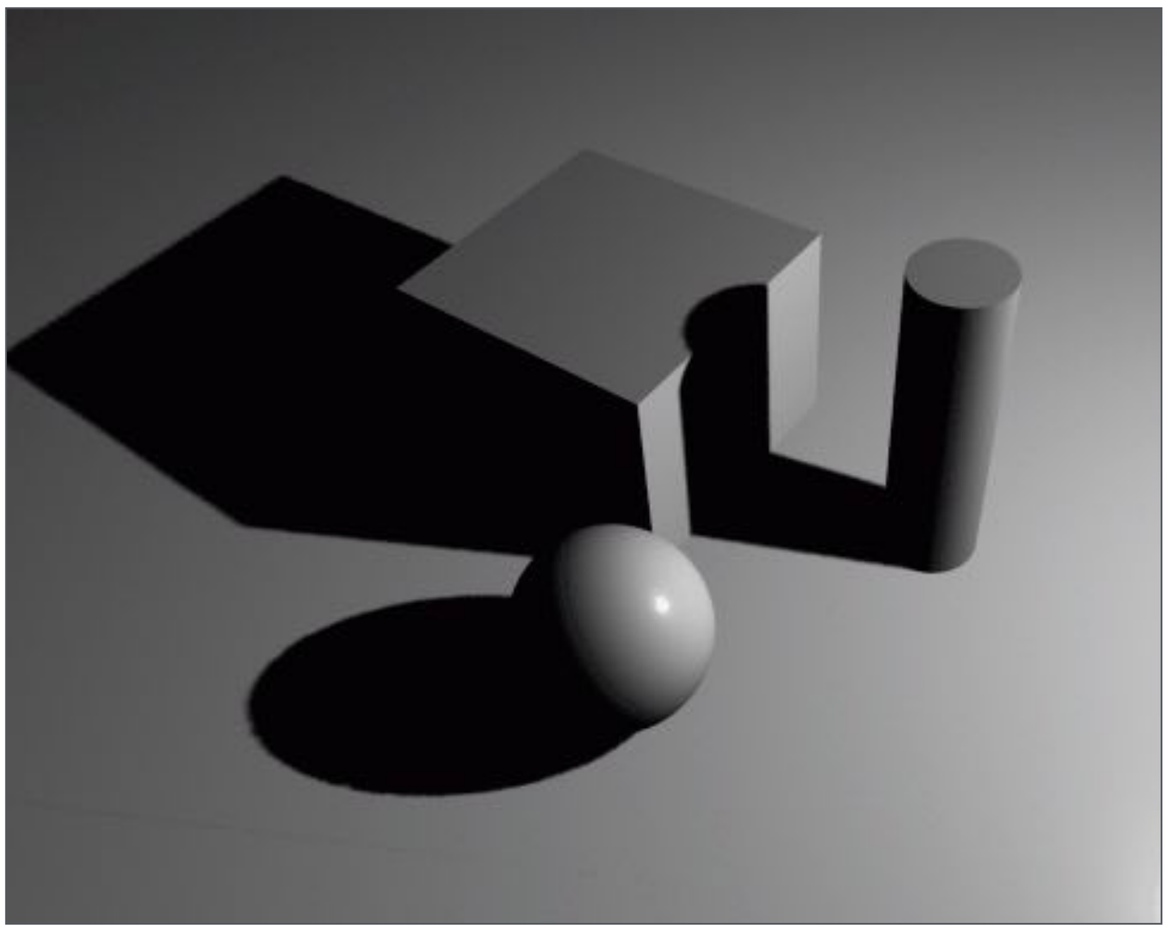


Shadows computed using shadow map

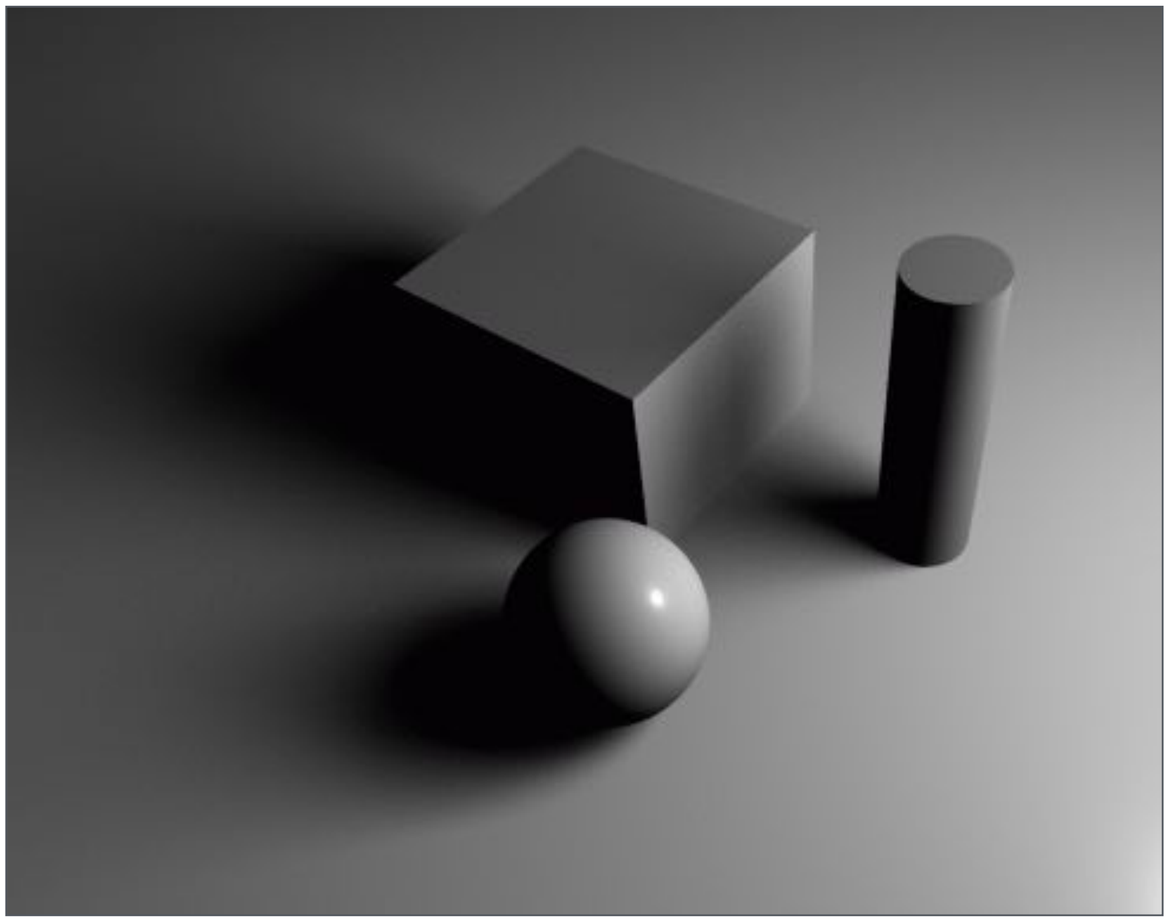
Correct hard shadows
(result from computing visibility along ray between surface point and light directly using ray tracing)

Image credit: Johnson et al. TOG 2005

Soft shadows



Hard shadows
(created by point light source)

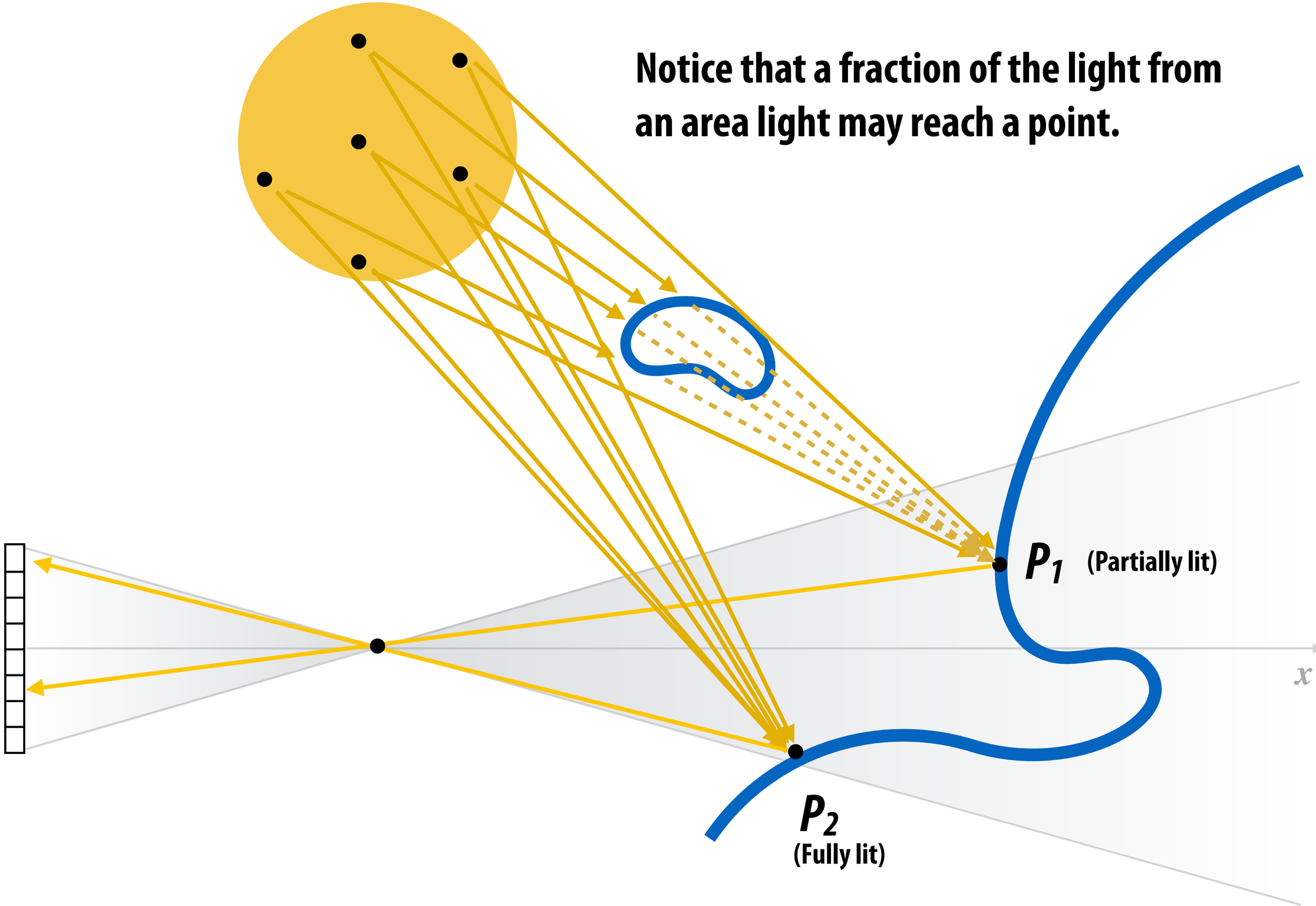


Soft shadows
(created by ???)

Image credit: Pixar

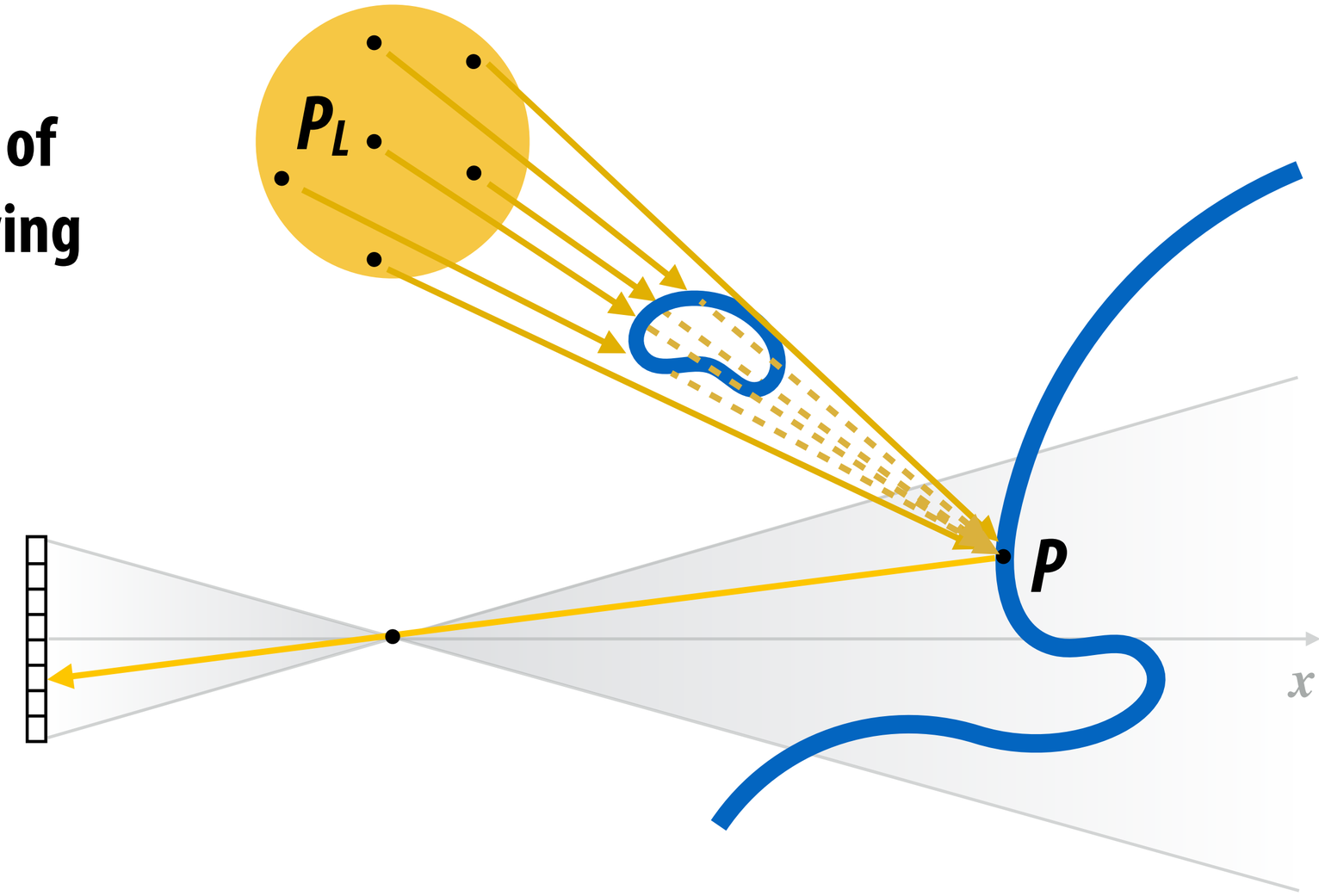
Shadow cast by an area light

Notice that a fraction of the light from an area light may reach a point.



Sampling based algorithm

Goal: estimate the amount of light from area source arriving at a surface point P



- **For all samples:**
  - **Randomly pick a point P_L on the area light:**
  - **Determine if surface point P is in shadow with respect to P_L**
  - **Compute contribution to illumination from P_L**

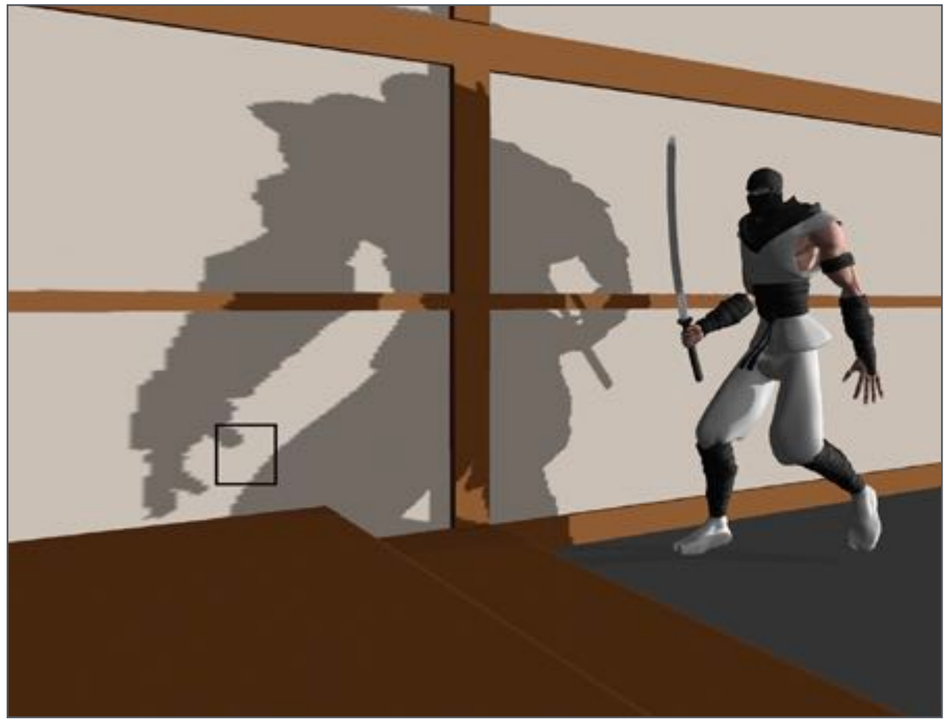
Percentage closer filtering (PCF) — hack!

- Instead of sample shadow map once, perform multiple lookups around desired texture coordinate

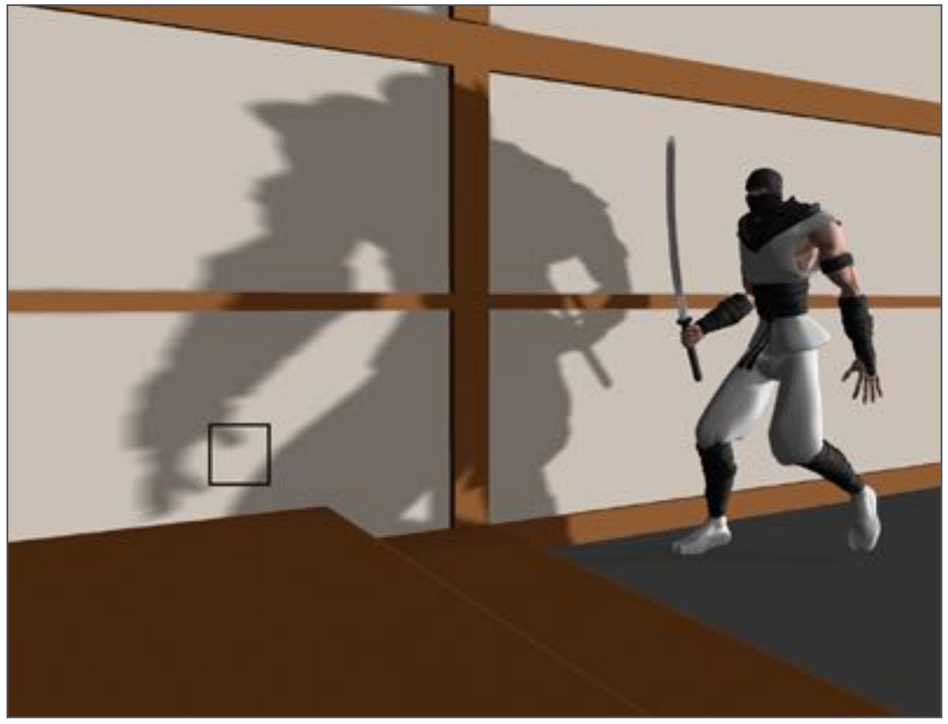
- Tabulate fraction of lookups that are in shadow, modulate light intensity accordingly

shadow map values
(consider case where distance from light to surface is 0.5)

0	0	0	0	0	0	0	0	1
0	0	0	0	0	0	1	1	1
0	0	0	0	0	1	1	1	1
0	0	0	0	0	1	1	1	1
0	0	0	0	1	1	1	1	1
0	0	0	0	1	1	1	1	1
1	1	1	1	1	1	1	1	1



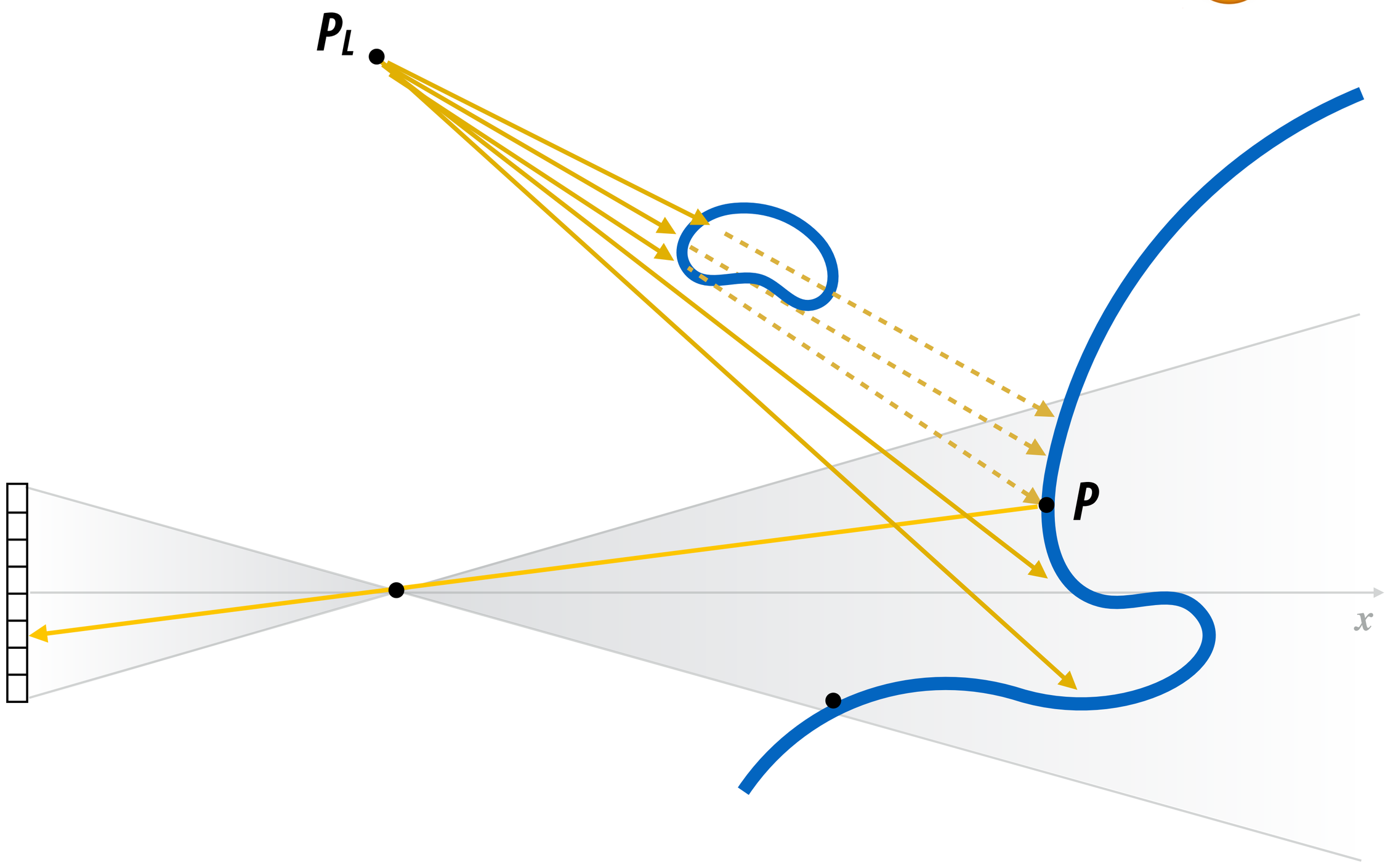
Hard Shadows
(one lookup per fragment)



PCF Shadows
(16 lookups per fragment)

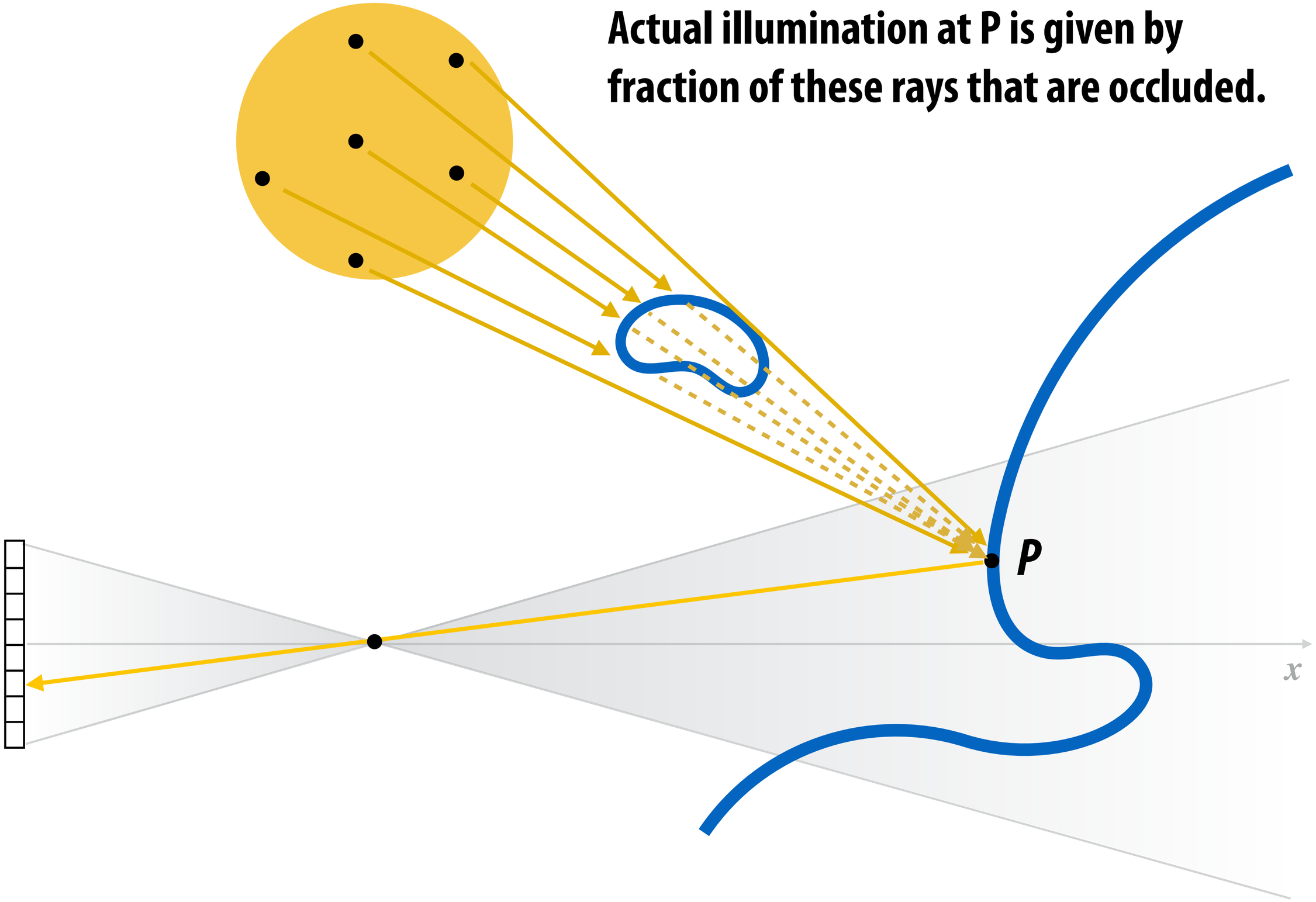
What PCF computes

The fraction of these rays that are shorter than $|P-P_L|$ 😰



Shadow cast by an area light

Actual illumination at P is given by fraction of these rays that are occluded.



Q. Why isn't the surface in shadow completely black?

A. Assumption that some amount of "ambient light" (light scattered from off surfaces) hits every surface. Here… ambient light is just a constant.

Image credit: Grand Theft Auto V

Ambient occlusion

This scene contains an environment light source that has equal illumination from all directions. (overcast day)

All surfaces are diffuse reflectors.

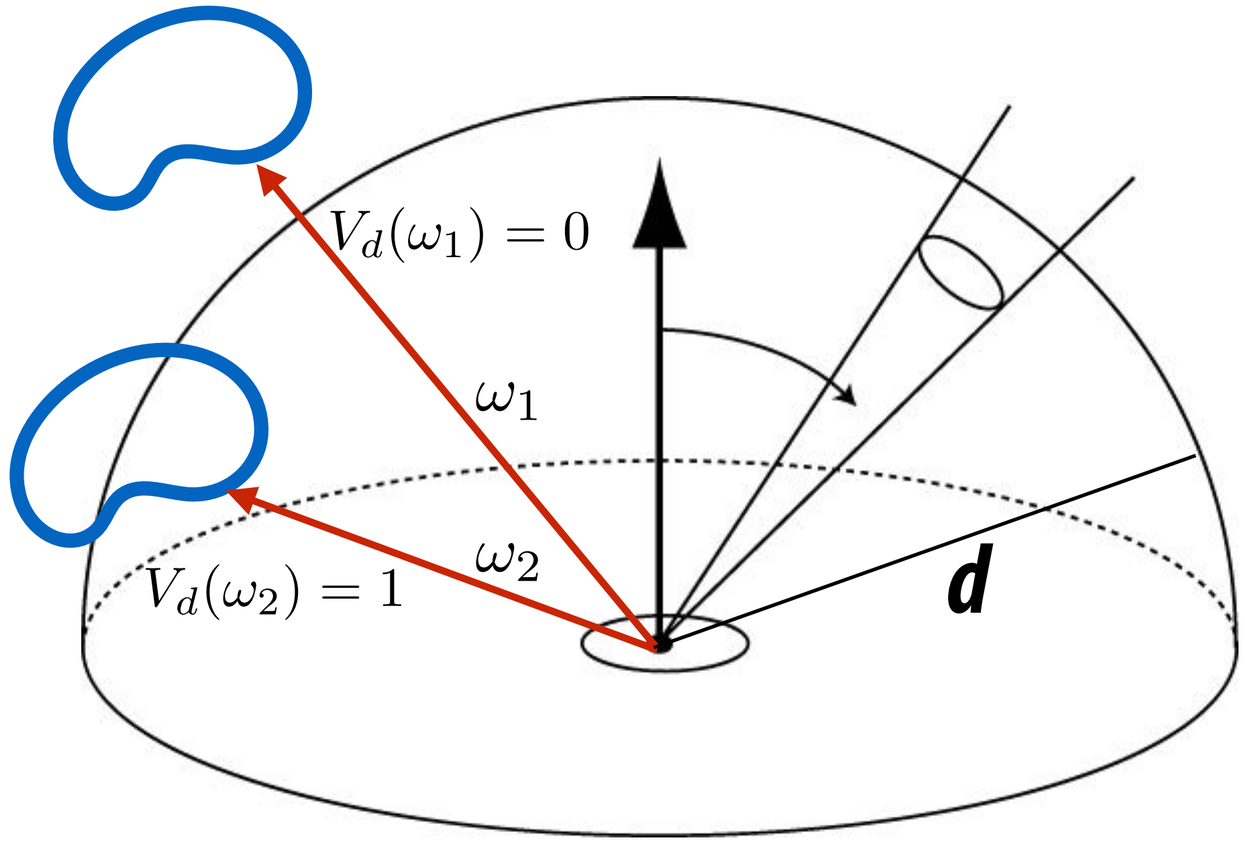
Without accounting for shadows, all surfaces should be the same color.

Hack: ambient occlusion

Idea:

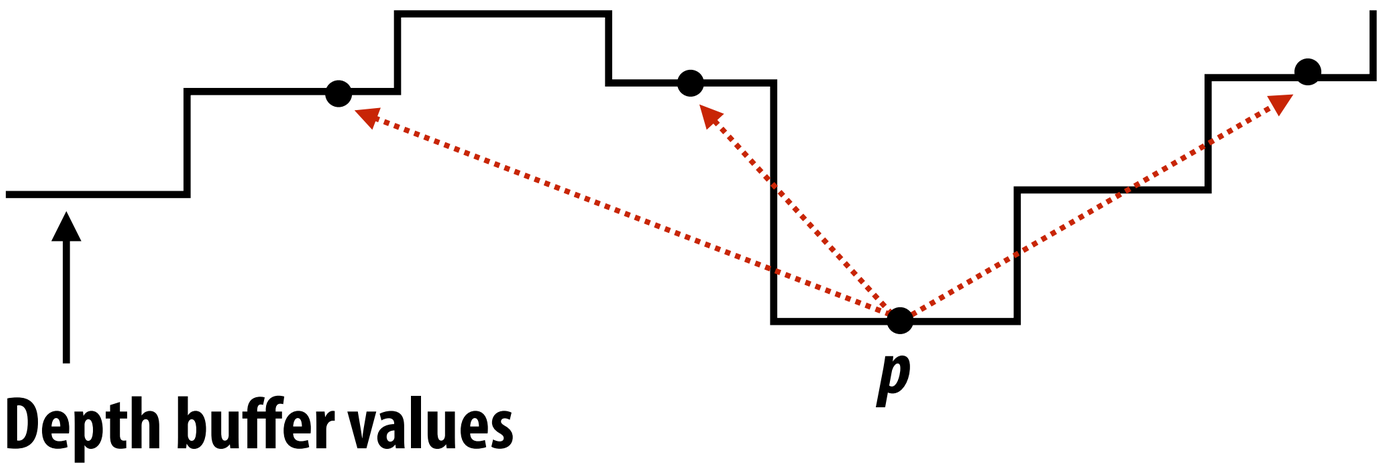
Precompute "fraction of hemisphere" that is occluded within distance *d* from a point.

When shading, attenuate environment lighting by this amount.



"Screen-space" ambient occlusion in games

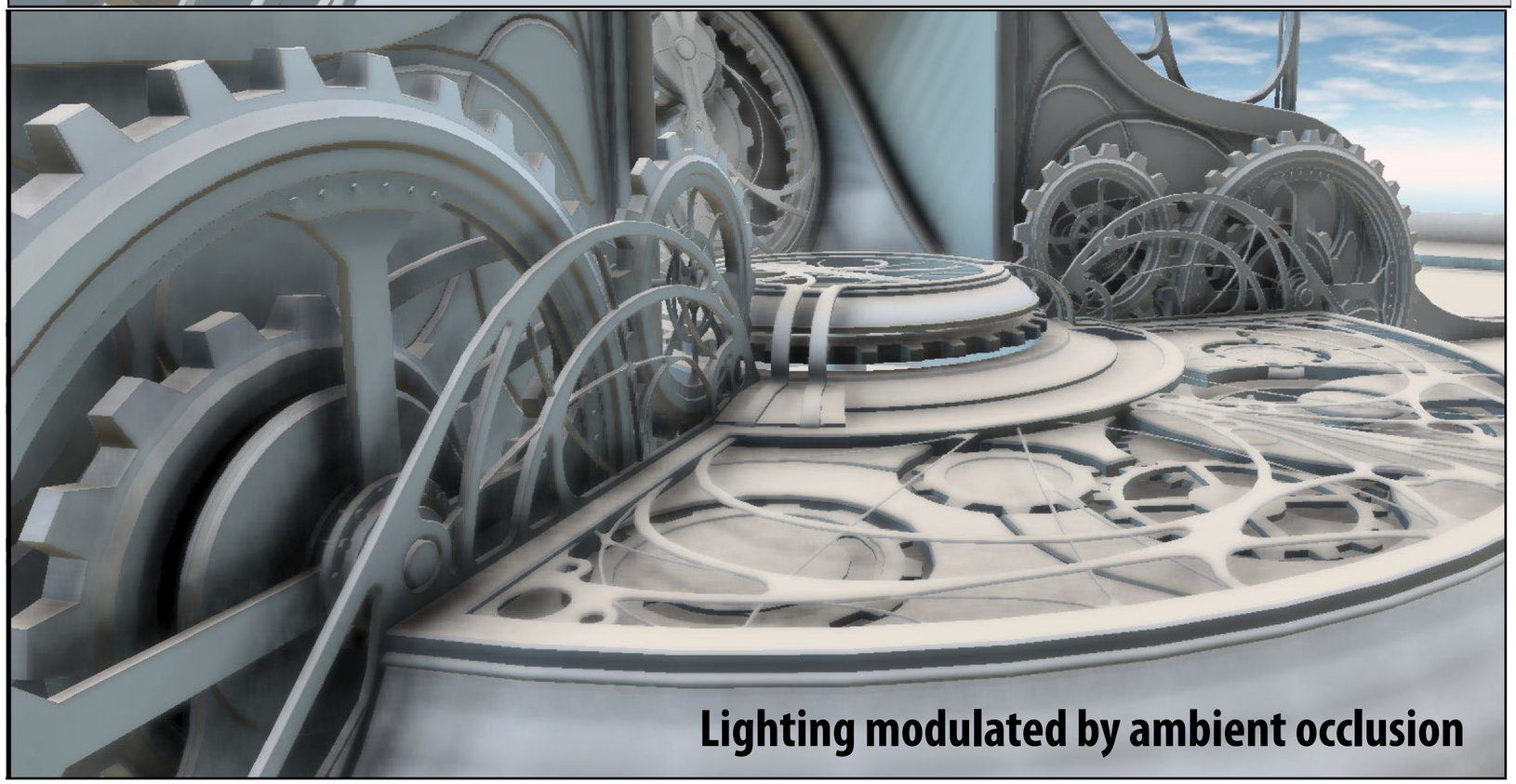
1. Render scene to depth buffer
2. For each pixel *p* ("ray trace" the depth buffer to estimate local occlusion of hemisphere - use a few samples per pixel)
3. Blur the the occlusion map to reduce noise
4. When shading pixels, darken direct environment lighting by occlusion amount



without ambient occlusion

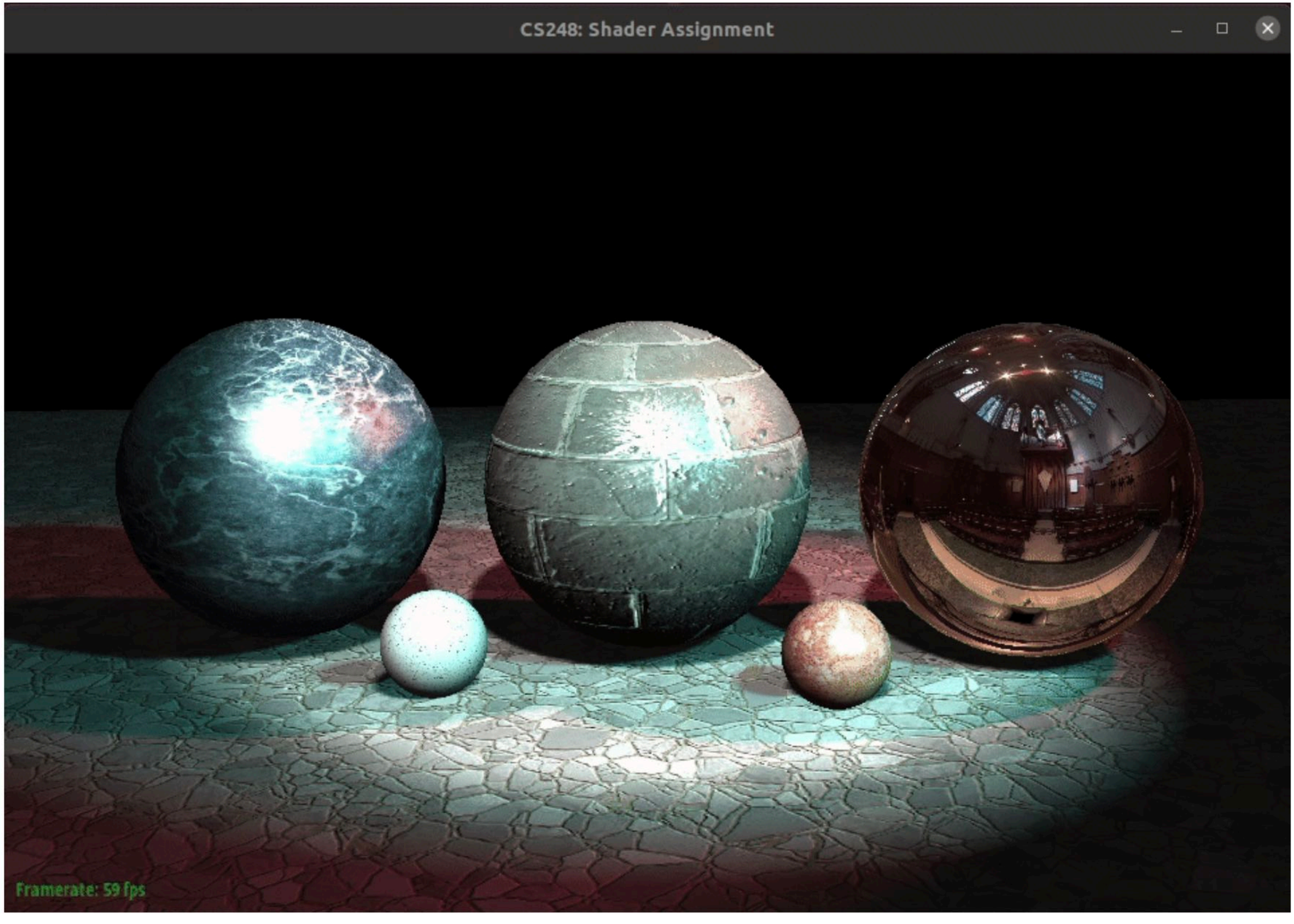
with ambient occlusion

Ambient occlusion



Reflections

What is wrong with this picture?



Reflections

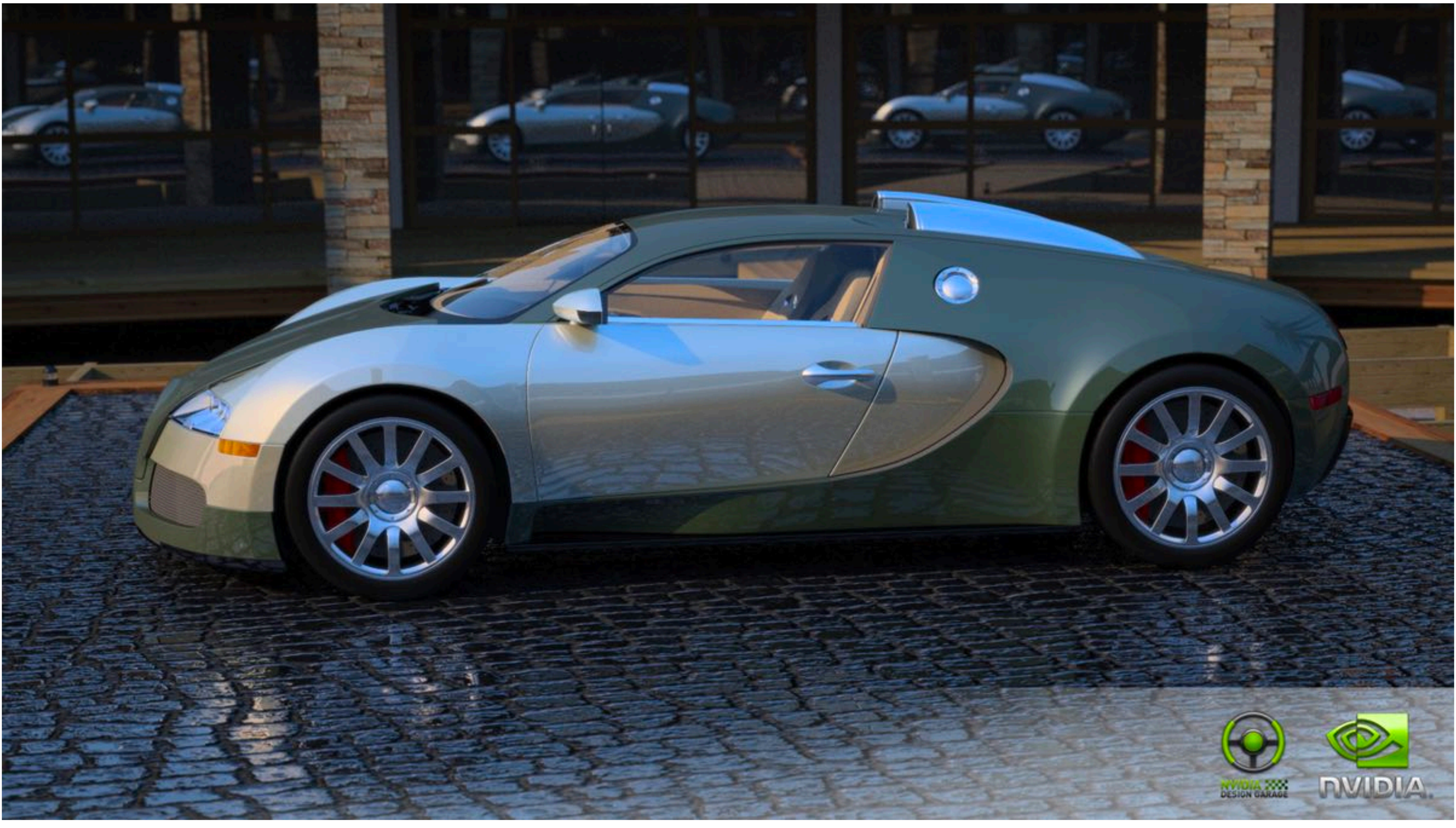
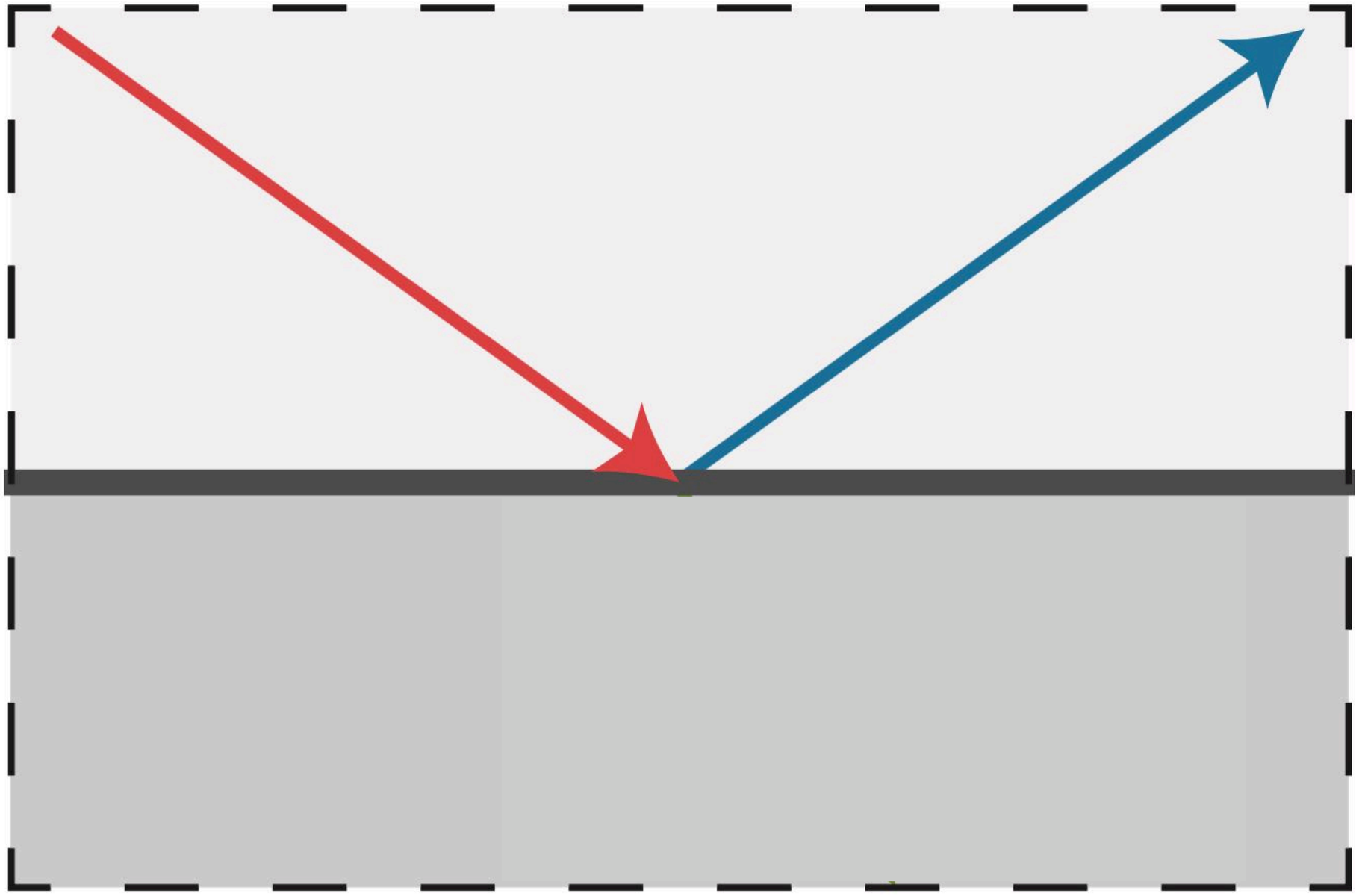


Image credit: NVIDIA

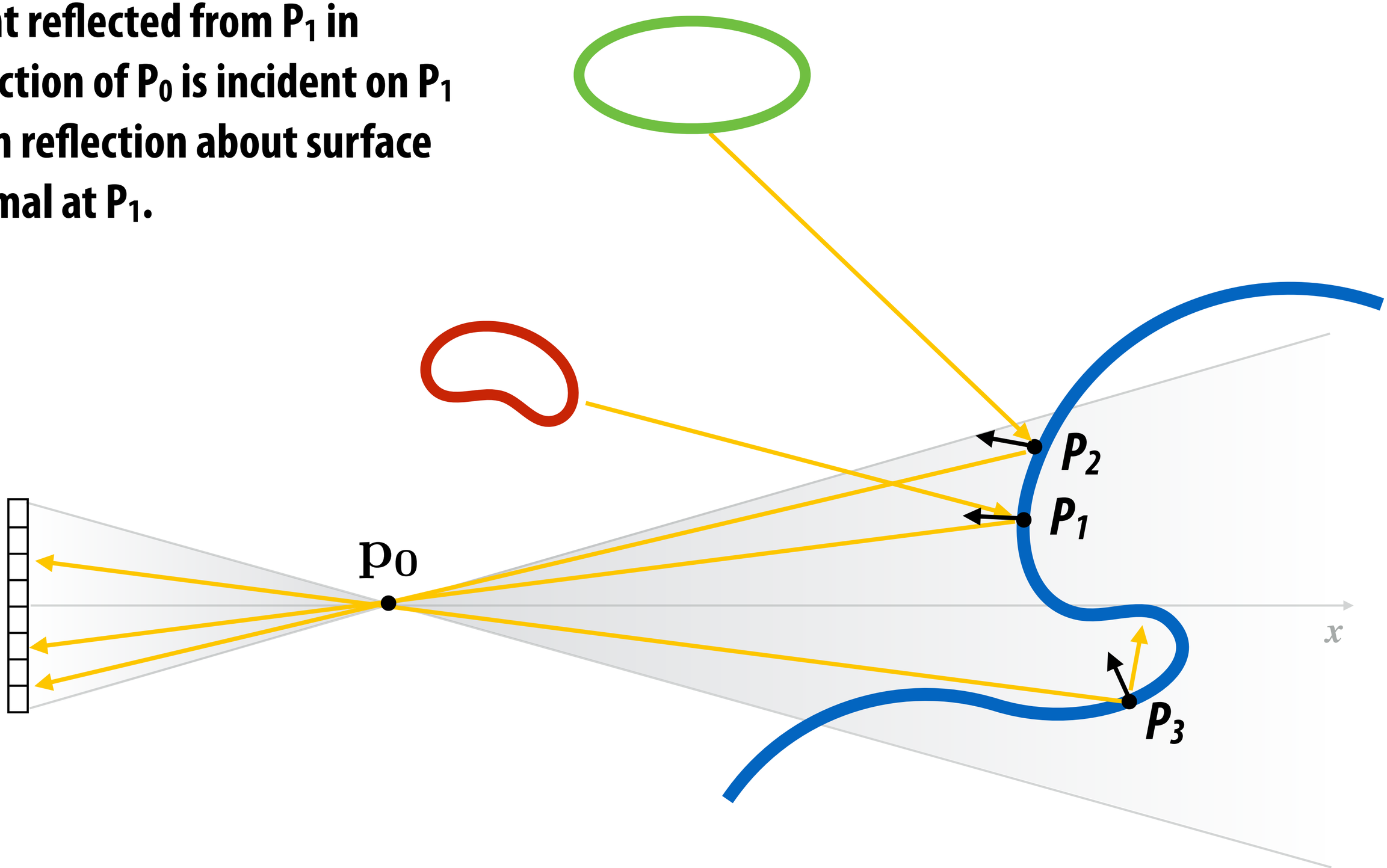
Reflections

Recall: perfect mirror material



Recall: perfect mirror reflection

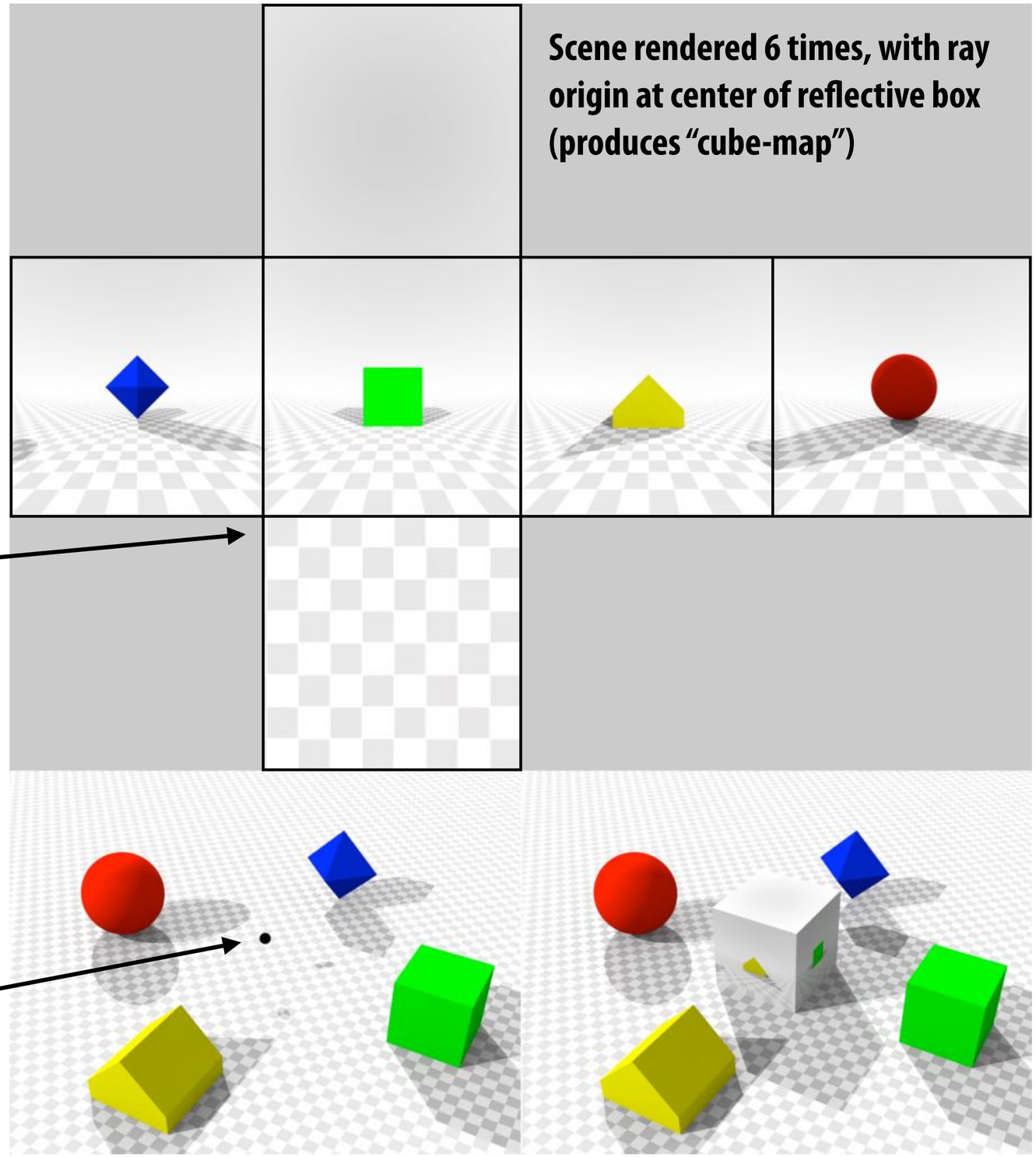
Light reflected from P_1 in direction of P_0 is incident on P_1 from reflection about surface normal at P_1.



Rasterization: "camera" position can be reflection point

Environment mapping:
place ray origin at reflective object

Yields approximation to true reflection results. Why?



Cube map:
stores results of approximate mirror reflection rays

(Question: how can a glossy surface be rendered using the cube-map)

Center of projection

Image credit: http://en.wikipedia.org/wiki/Cube_mapping

Environment map vs. ray traced reflections

https://www.techspot.com/article/1934-the-state-of-ray-tracing/

Image credit: Control

Environment map vs. ray traced reflections

https://www.techspot.com/article/1934-the-state-of-ray-tracing/

Image credit: Control

Interreflections

Diffuse interreflections

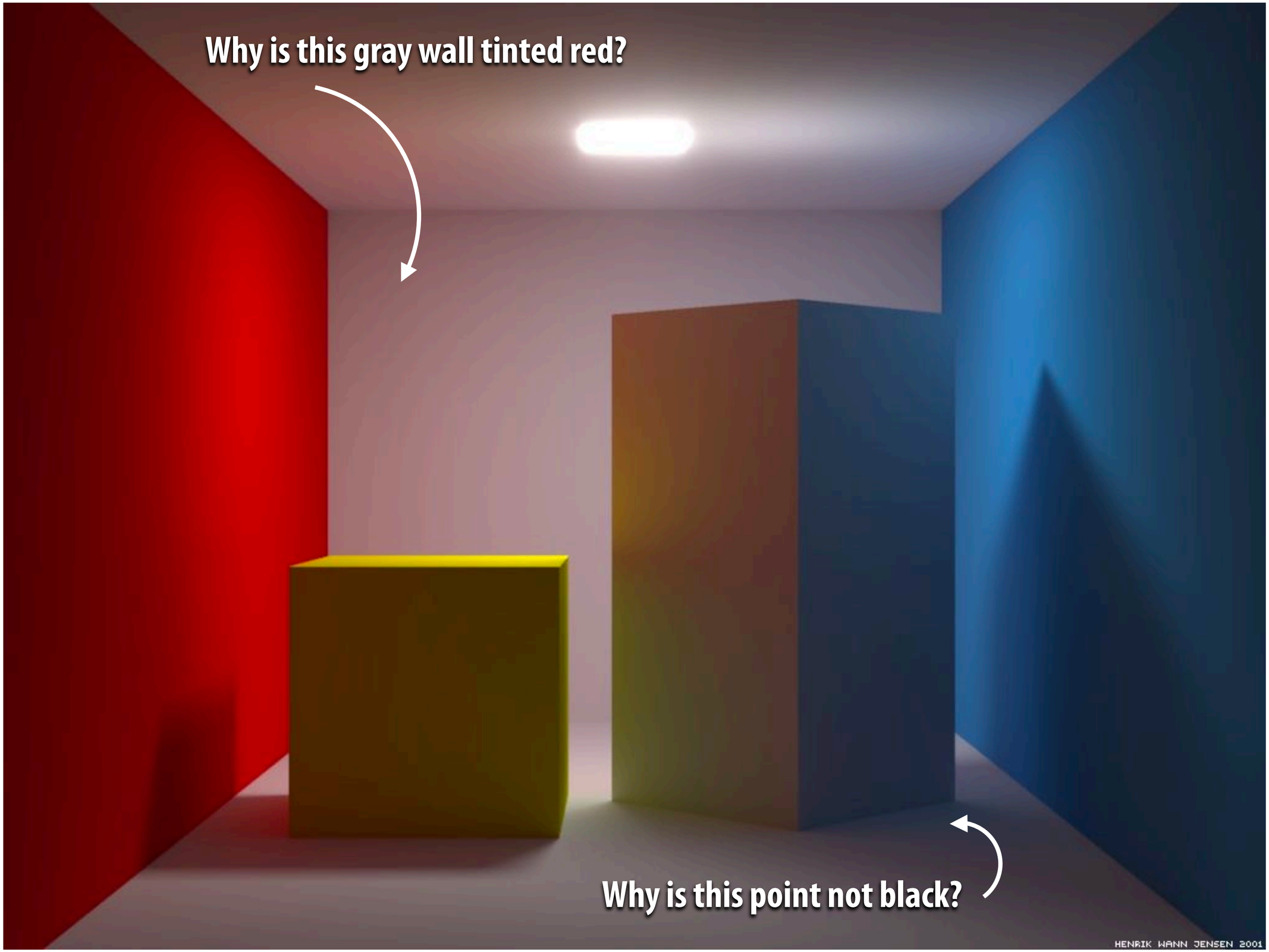
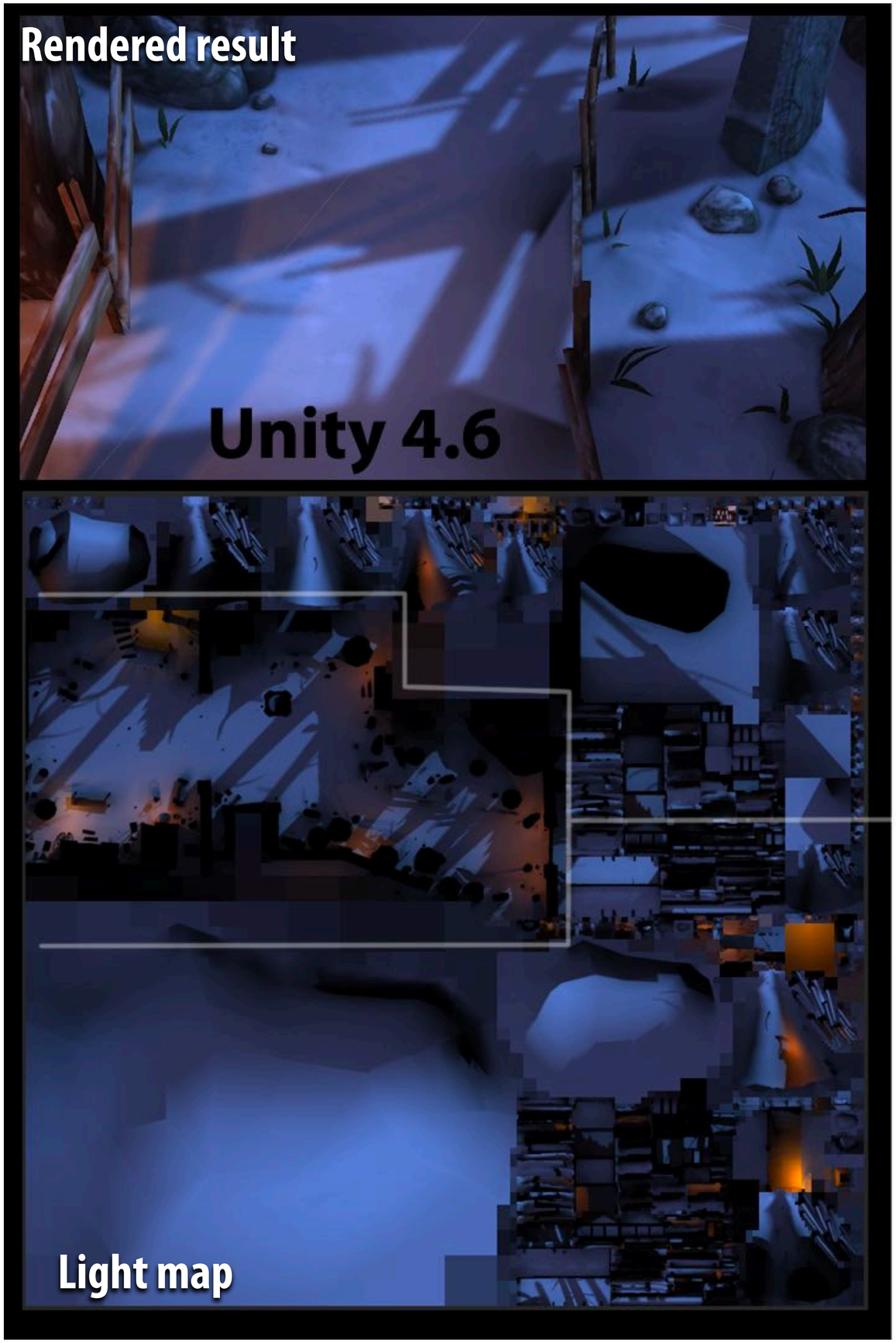


Image credit: Henrik Wann Jensen

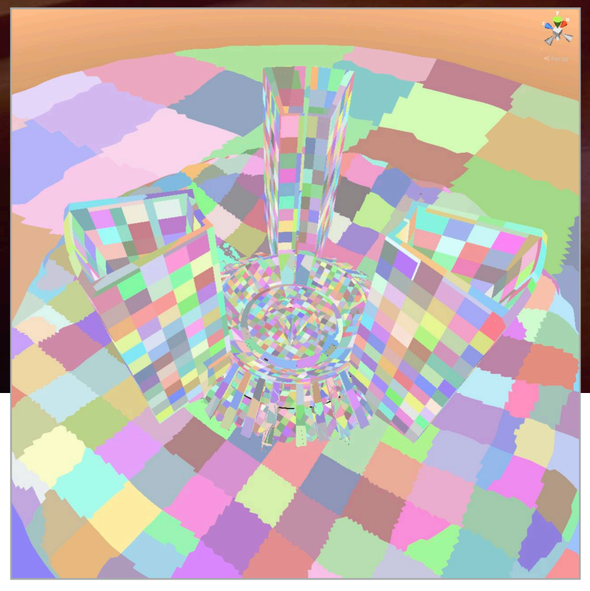
Precomputed lighting

- Precompute lighting for a scene offline (possible for static lights)
  - Offline computations can perform advanced shadowing, inter reflection computations

- "Bake" results of lighting into texture map



Precomputed lighting in Unity Engine

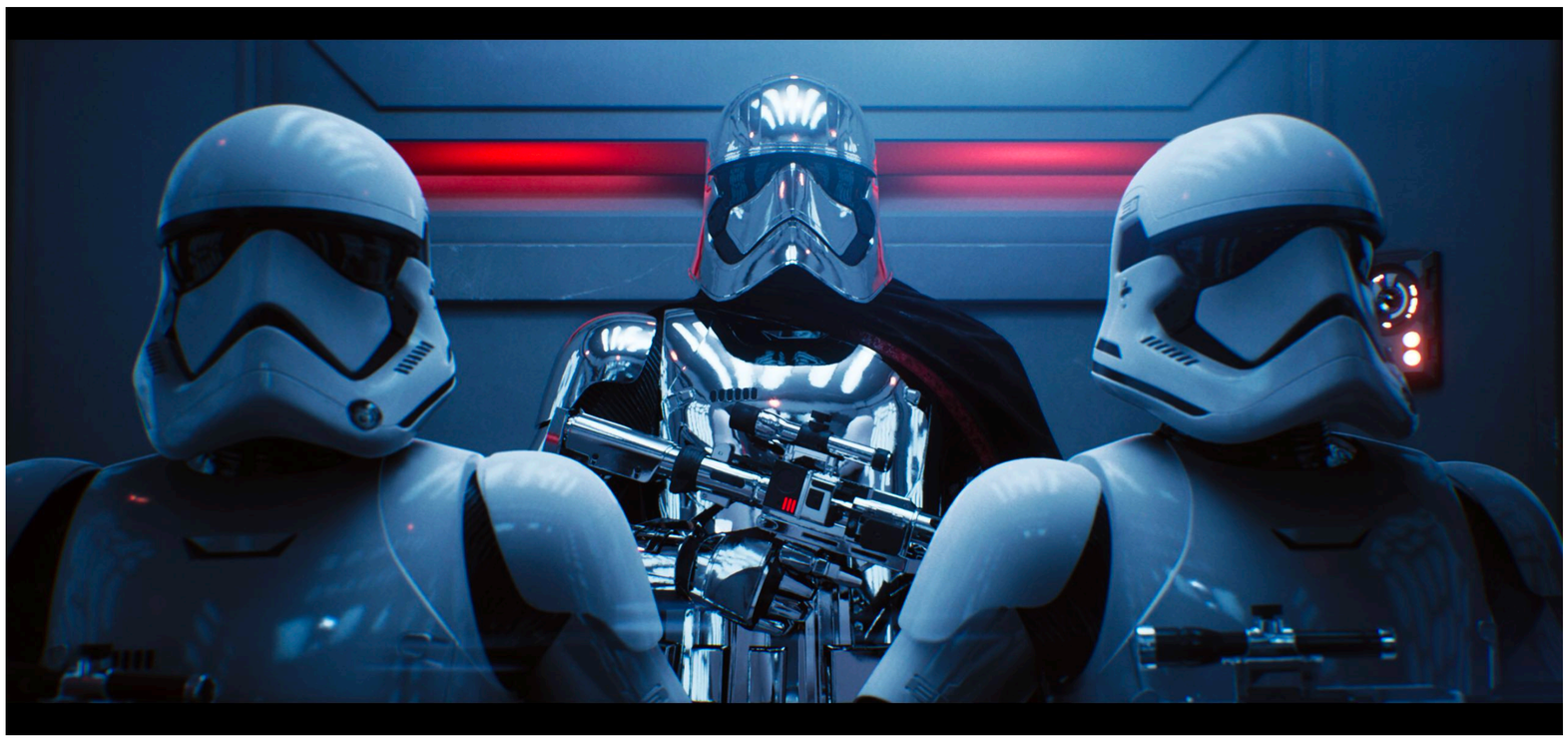


← Visualization of light map texture coordinates

Image credit: Unity / Alex Lovett

Growing interest in real-time ray tracing

- I've just shown you an array of different techniques for approximating different advanced lighting phenomenon using a rasterizer
- Challenges:
  - Different algorithm for each effect (code complexity)
  - Algorithms may not compose
  - They are only approximations to the physically correct solution ("hacks!")
- Traditionally, tracing rays to solve these problems was too costly for real-time use
  - That may be changing soon…



← This image was ray traced in real-time on a (very high end) GPU

Learn more in CS348B!

4 area light samples
(high variance in irradiance estimate)

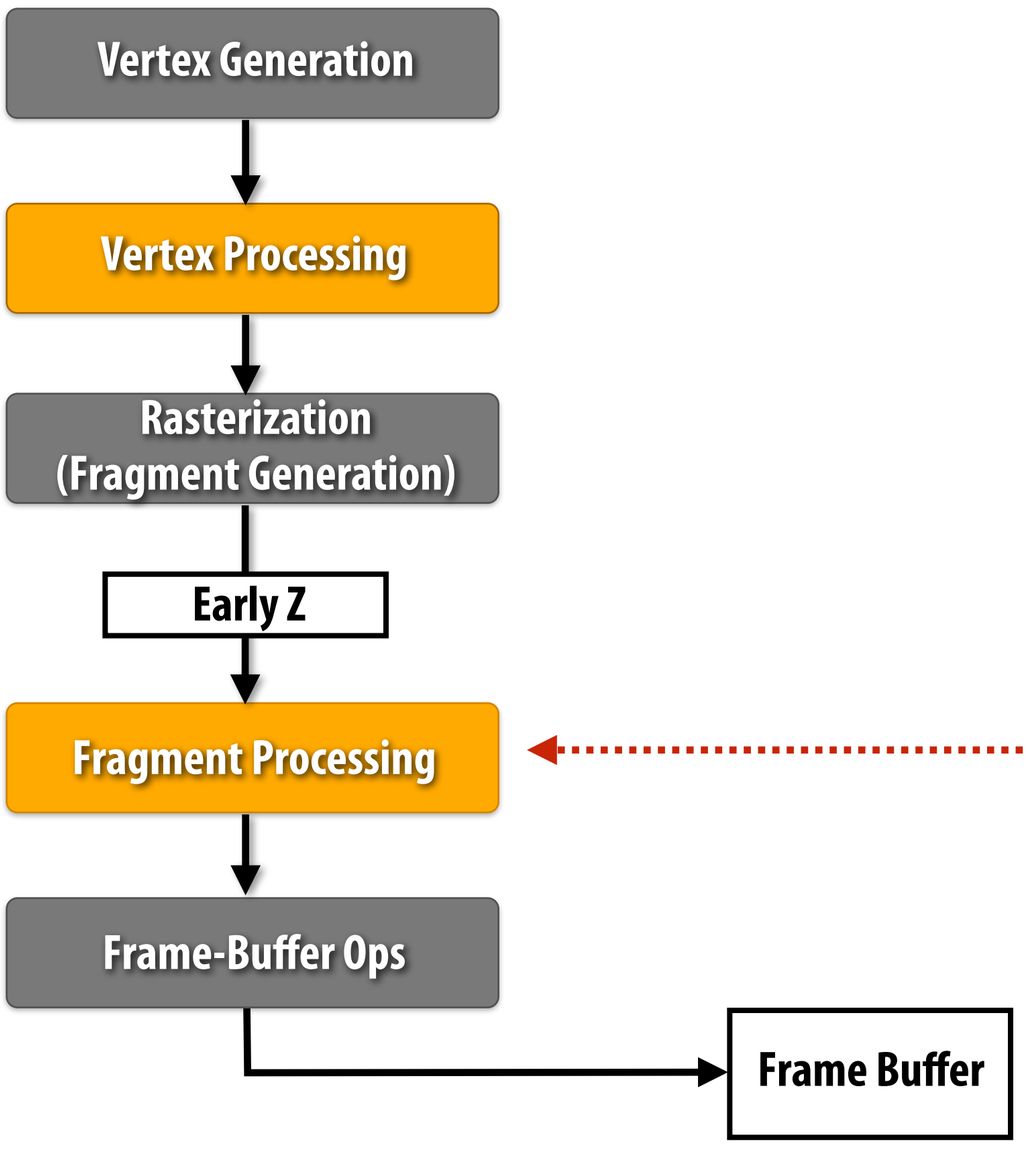
16 area light samples
(lower variance in irradiance estimate)

Ray tracing performance challenge

To simulate advanced effects in a ray tracer, renderer must trace many rays per pixel to reduce variance (noise)

Deferred Shading

The graphics pipeline



"Forward" rendering

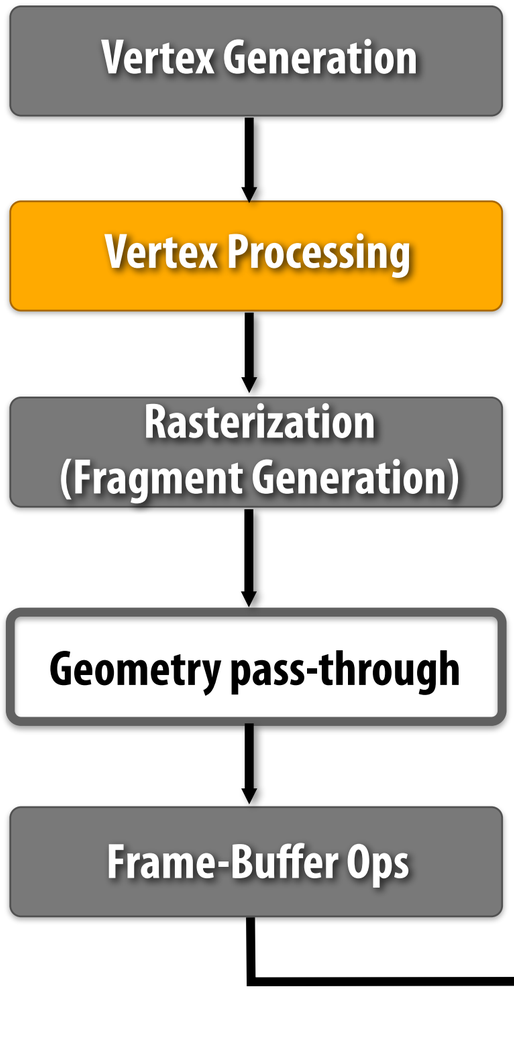
Typical use of fragment processing stage: evaluate application-defined function from surface inputs to surface color (reflectance)

Deferred shading: two steps

Step 1: Do not use traditional pipeline to generate RGB image

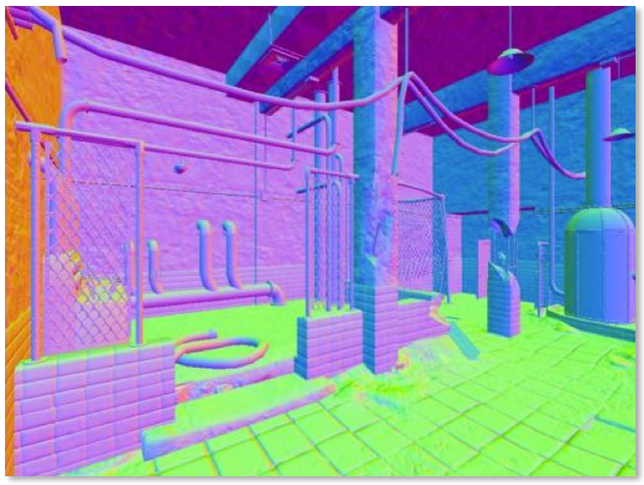
Fragment shader now outputs surface properties (future shading inputs)
(e.g., position, normal, material diffuse color, specular color)

Rendering output is a screen-size 2D buffer representing information about the surface geometry visible at each pixel (called a "g-buffer", for geometry buffer)

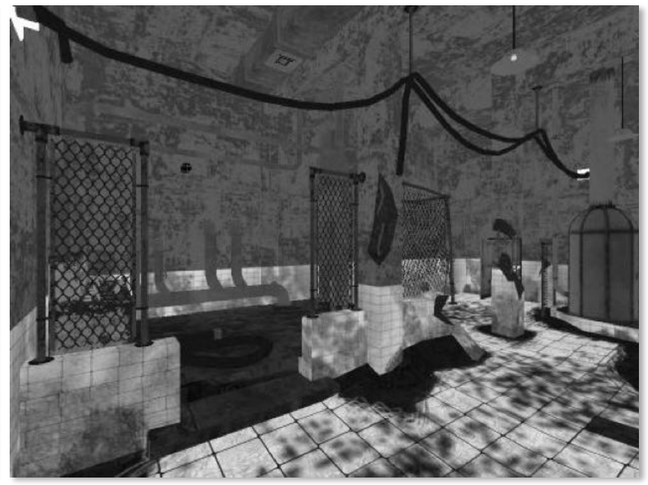


Albedo (Reflectance)

Depth



Normal

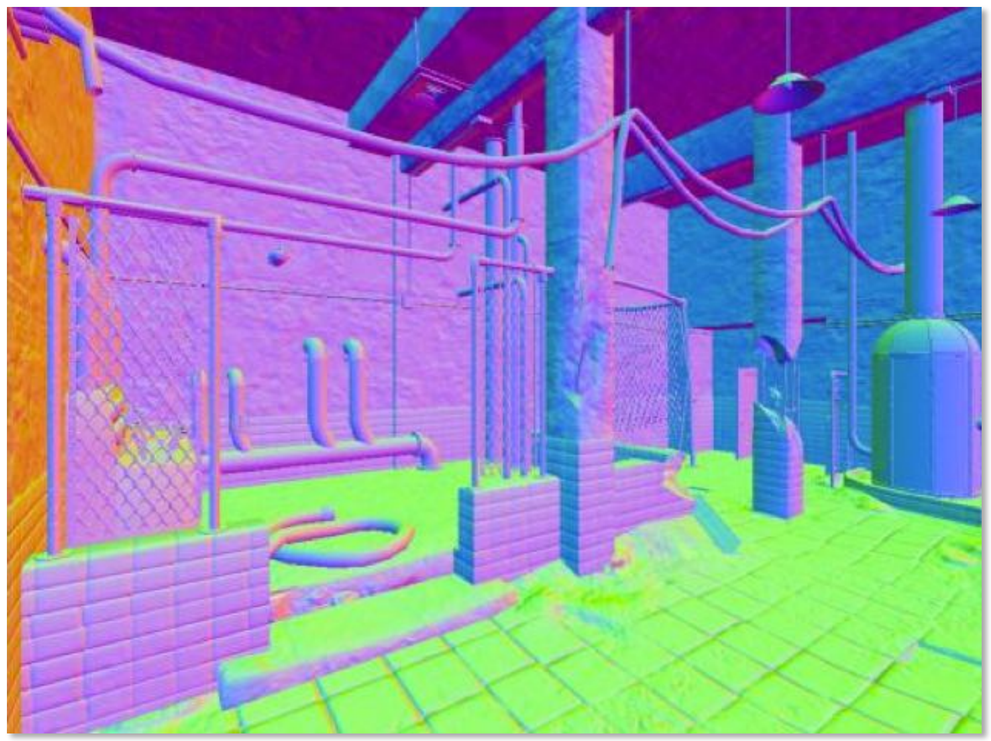


Specular

G-buffer = "geometry" buffer

Albedo (Reflectance)

Depth



Normal

Specular

Image Credit: J. Klint, "Deferred Rendering in Leadworks Engine"

Example G-buffer layout

Graphics pipeline configured to render to four RGBA output buffers + depth (32-bits per pixel, per buffer)

R8	G8	B8	A8	
Depth 24bpp			Stencil	DS
Lighting Accumulation RGB			Intensity	RT0
Normal X (FP16)		Normal Y (FP16)		RT1
Motion Vectors XY		Spec-Power	Spec-Intensity	RT2
Diffuse Albedo RGB			Sun-Occlusion	RT3

Source: W. Engel, "Light-Prepass Renderer Mark III" SIGGRAPH 2009 Talks

Intuitive to consider G-buffer as one big render target with "fat" pixels
In the example above: 32 x 5 =160 bits = 20 bytes per pixel

96-160 bits per pixel is common in games

Compressed G-buffer layout

G-buffer layout in Bungie's Destiny (2014)

8	8	8	8	
Albedo Color RGB			Ambient Occlusion	RT0
Normal XYZ * (Biased Specular Smoothness)			Material ID	RT1
Depth			Stencil	DS

- **Material information is compressed using indirection**
  - Store material ID in G-buffer
  - Material parameters other than albedo (specular shape/roughness/color) stored in table indexed by material ID

Example material ID visualization

Source: N Tatarchuk: SIGGRAPH 2014 Courses, Matt Hoffman

Two-pass deferred shading algorithm

- **Pass 1: G-buffer generation pass**
  - Render complete scene geometry using traditional pipeline
  - Write visible geometry information to G-buffer

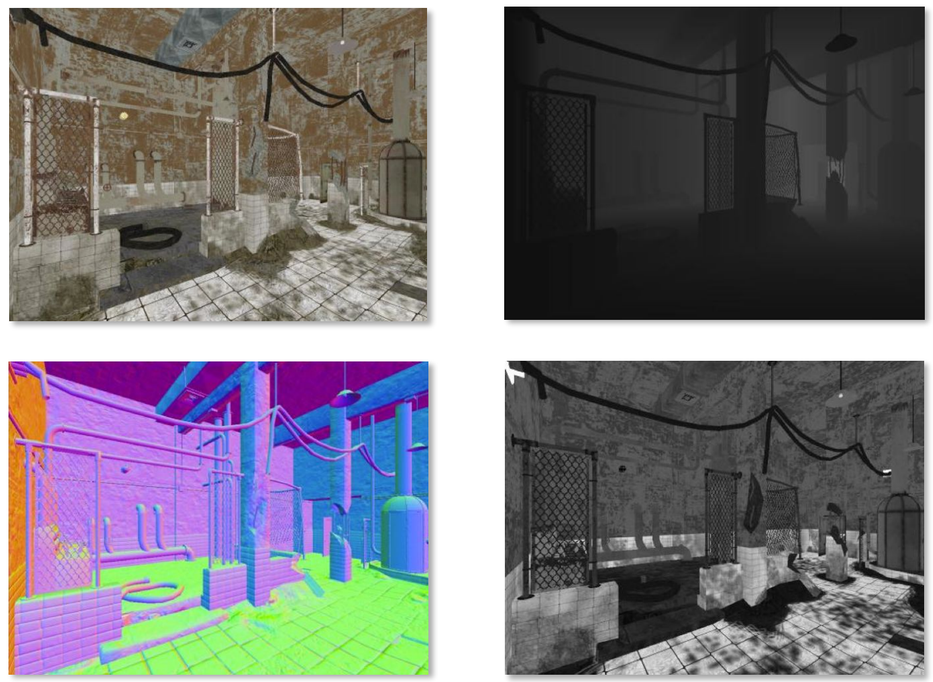
After all geometry processing is done…

- **Pass 2: shading/lighting pass**

  For each G-buffer sample (x,y):
  - Read G-buffer data for current sample (x,y)
  - Compute shading by accumulating contribution to reflectance of all lights
  - Output final surface color for sample (x,y)

Shading/lighting computations are "deferred" until all geometry processing is complete…

G-buffer Inputs



Final Image

Image Credit: J. Klint, "Deferred Rendering in Leadworks Engine"

Why is deferred shading so popular in modern games?

Motivation: why deferred shading?

- **Two performance reasons:**

- **Shading is expensive: deferred shading shades only visible fragments**
  - **Exactly one shade per output screen sample, regardless of the number of triangles in the scene (minimal amount of work + predictable shading performance that is independent of scene size or triangle submission order)**

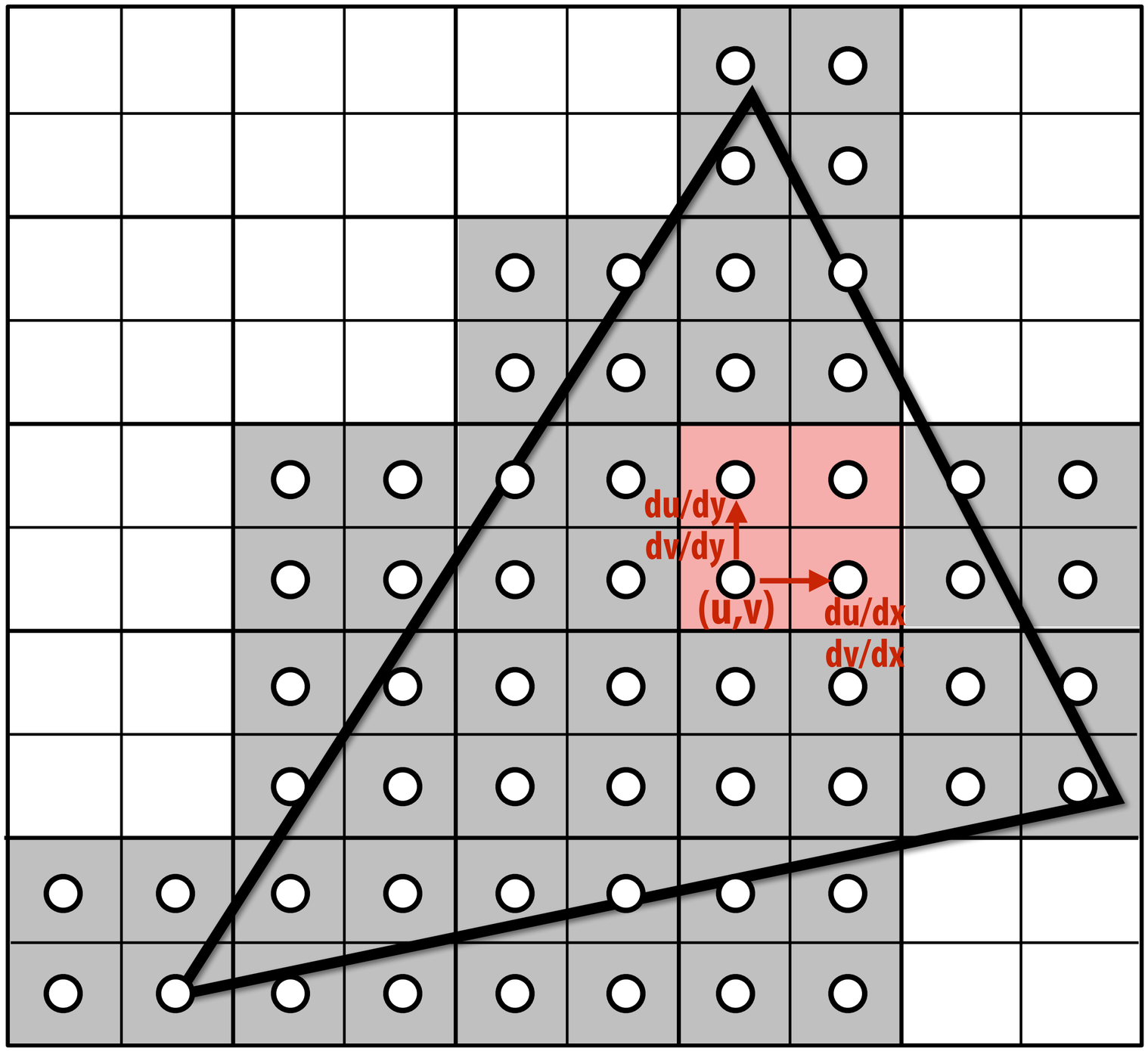
- **Forward rendering shades small triangles inefficiently**

GPUs shade at the granularity of 2x2 fragments

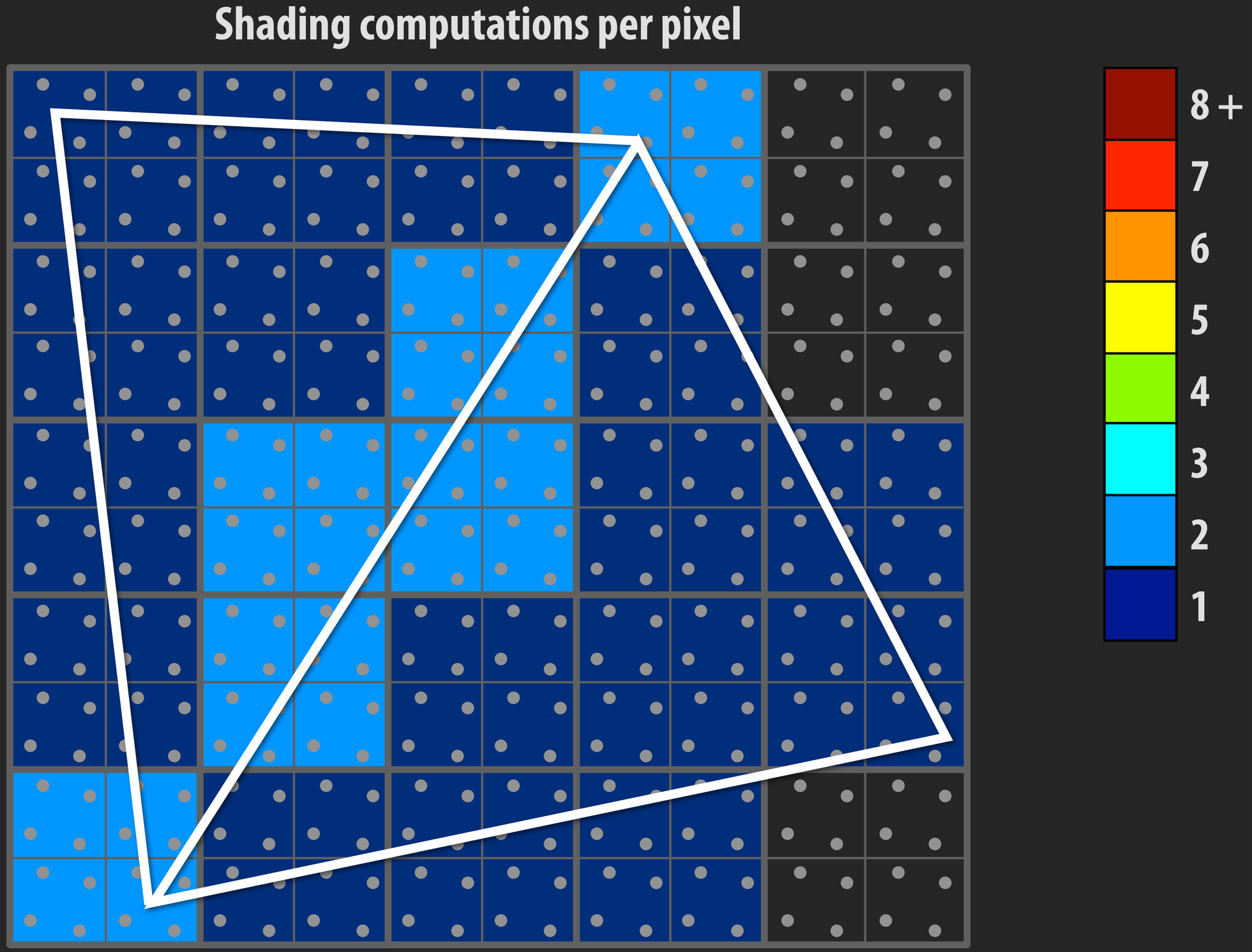
("quad fragment" is the minimum granularity of rasterization output and shading)

Enables cheap computation of texture coordinate differentials
(cheap: derivative computation leverages shading work that must be done by adjacent fragment anyway)

All quad fragments are shaded independently
(communication is between fragments in a quad fragment, no communication required between quad fragments)



Implication: multiple fragments get shaded for pixels near triangle boundaries

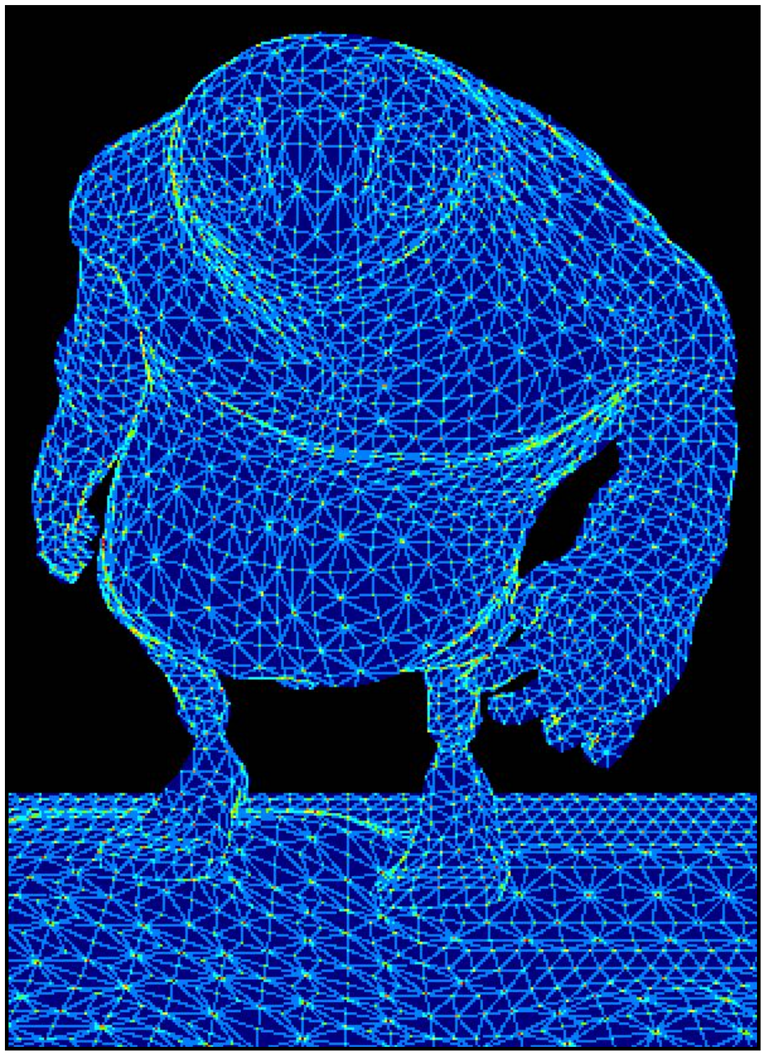


Small triangles result in extra shading

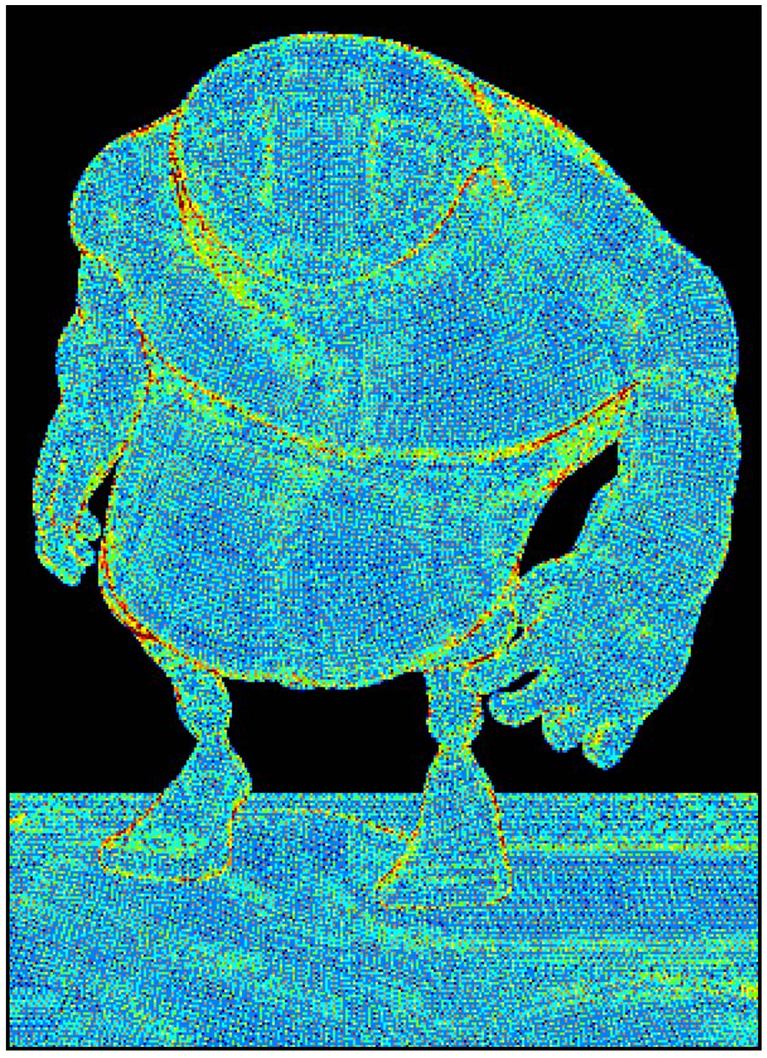
Shaded quad fragments per pixel

(early-z is enabled + scene rendered in approximate front-to-back order to minimize extra shading due to overdraw)

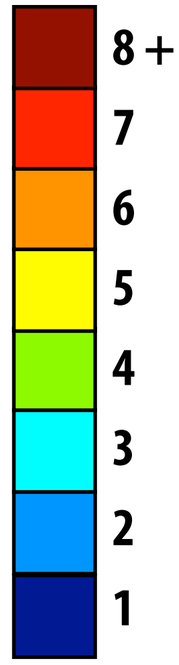
100 pixel-area triangles



10 pixel-area triangles



1 pixel-area triangles



Want to sample appearance approximately once per surface per pixel (assuming correct texture filtering)

But graphics pipeline generates at least one appearance sample per triangle per pixel (actually more, considering quad fragments)

Motivation: why deferred shading?

- Shade only visible surface fragments
- Forward rendering shades small triangles inefficiently (quad-fragment granularity)
- Scalability to increasingly complex lighting environments

1000 lights

[J. Andersson, SIGGRAPH 2009 Beyond Programmable shading course talk]

Forward rendering: naive multiple-light shader

```
struct LightDefinition {
  int type;
  ...
}

// uniform values (read-only inputs to all fragments)
uniform sampler2D myTex;
uniform sampler2DArray myEnvMaps[MAX_NUM_LIGHTS];
uniform sampler2DArray myShadowMaps[MAX_NUM_LIGHTS];
LightDefinition  lightList[MAX_NUM_LIGHTS];
int numLights;

// fragment shader receives surface normal and texture coords uv
in vec3 norm;
in vec3 uv;
out vec4 fragColor;

void main() {
  vec3 kd = texture(myTex, uv);
  vec4 result = vec4(0, 0, 0, 0);
  for (int i=0; i<numLights; i++) {
     result += …   // eval contribution of light to surface reflectance here
  }

  fragColor = result;  // output color of fragment shader
}
```

Rendering as a triple “for” loop

Naive forward rasterization-based renderer:

```
initialize z_closest[] to INFINITY                  // store closest-surface-so-far for all samples
initialize color[]                                  // store scene color for all samples
bind all relevant light data in buffers: light descriptors, shadow maps, etc.
for each triangle t in scene:                       // loop 1: triangles
    t_proj = project_triangle(t)
    for each sample s in frame buffer:              // loop 2: visibility samples
        if (t_proj covers s)
            for each light l in scene:              // loop 3: lights
                accumulate contribution of light l to surface appearance
            if (depth of t at s is closer than z_closest[s])
                update z_closest[s] and color[s]
```

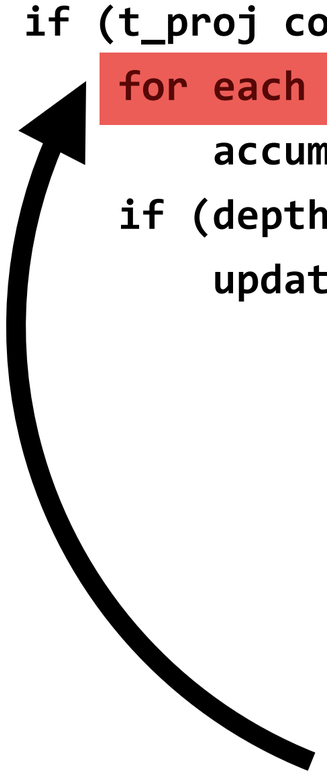
Triangles are outermost loop:

Efficient rasterization techniques (tiled, hierarchical, bounding boxes) serve to reduce T x S complexity of finding covered samples.

Rendering as a triple “for” loop

Naive forward rasterization-based renderer:

```
initialize z_closest[] to INFINITY              // store closest surface-so-far for all samples
initialize color[]                              // store scene color for all samples
bind all relevant shadow maps, etc.
for each triangle t in scene:                   // loop 1: triangles
    t_proj = project_triangle(t)
    for each sample s in frame buffer:          // loop 2: visibility samples
        if (t_proj covers s)
            for each light l in scene:          // loop 3: lights
                accumulate contribution of light l to surface appearance
            if (depth of t at s is closer than z_closest[s])
                update z_closest[s] and color[s]
```



F x L loop: # fragments x # lights

In practice: not all lights illuminate all surfaces

Would like to be more efficient in computing these interactions
(just like we were efficient computing triangle/visibility sample interactions)

Naive many-light shader with culling

```
struct LightDefinition {
  int type;
  ...
}

// uniform values (read-only inputs to all fragments)
uniform sampler2D myTex;
uniform sampler2DArray myEnvMaps[MAX_NUM_LIGHTS];
uniform sampler2DArray myShadowMaps[MAX_NUM_LIGHTS];
LightDefinition  lightList[MAX_NUM_LIGHTS];
int numLights;

// fragment shader receives surface normal and texture coords uv
in vec3 norm;
in vec3 uv;
out vec4 fragColor;

void shader() {
  vec3 kd = texture(myTex, uv);
  vec4 result = float4(0, 0, 0, 0);
  for (int i=0; i<numLights; i++) {
      if (this fragment is illuminated by current light) {
         if (lightList[i].type == SPOTLIGHT)
            result += // eval contribution of light here
         else if (lightList[i].type == POINTLIGHT)
            result += // eval contribution of light here
         else if ...
      }
  }
  fragColor = result;  // output color
}
```

Large footprint:

Assets for all lights (shadow maps, environment maps, etc.) must be allocated and bound to pipeline

SIMD execution divergence:

1. **Different outcomes for "is illuminated" predicate**
2. **Different logic to perform predicate (based on light type)**
3. **Different logic in loop body (based on light type, shadowed/unshadowed, etc.)**

Work inefficient:

Predicate evaluated for each fragment/light pair:

O(F x L) work

F = number of fragments

L = number of lights

Forward rendering: techniques for scaling to many lights

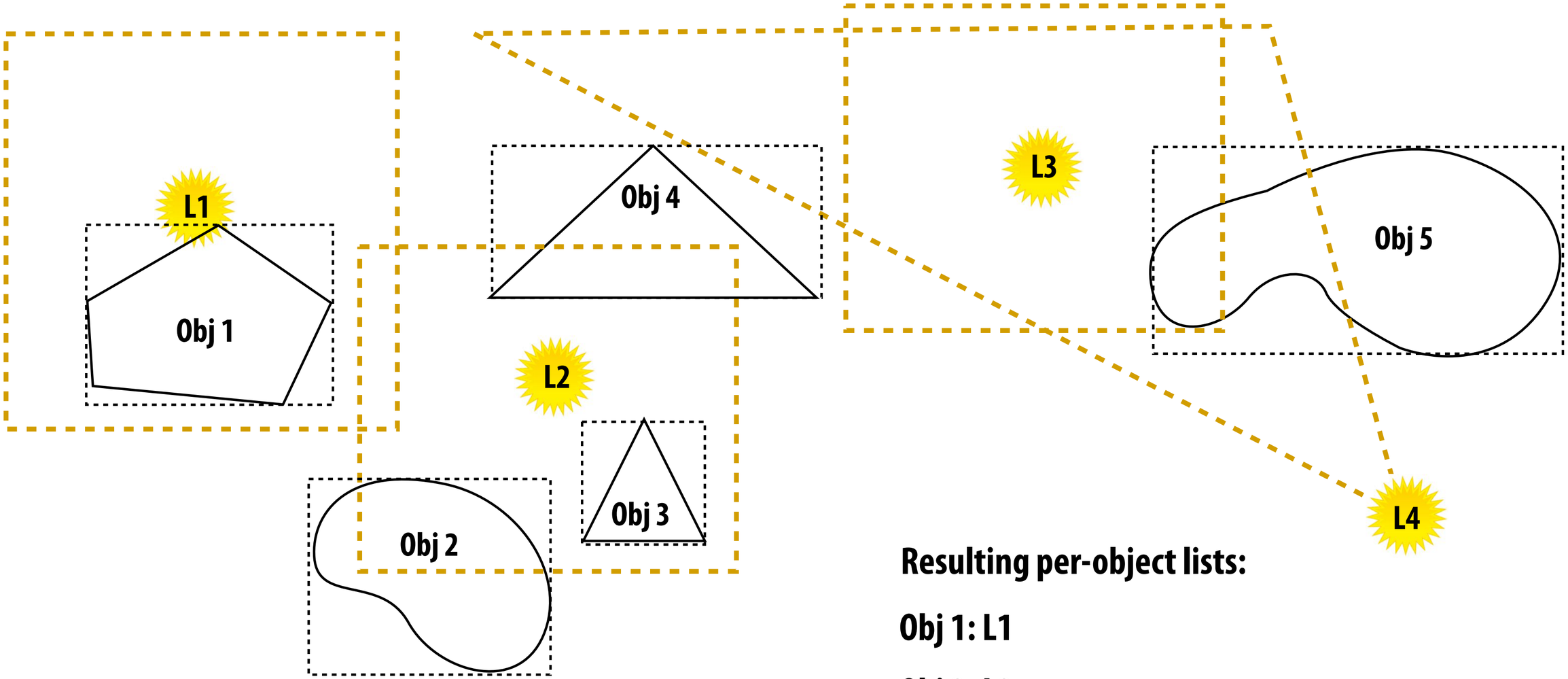
- Goal: avoid performing F x L "is-illuminated" checks

- One solution: application maintains per-object light lists
  - Each scene object maintains list of lights that illuminate it
  - CPU computes this list each frame by intersecting light volumes with scene geometry

  (light-geometry interactions computed per light-object pair, not light-fragment pair)

Light lists

Example: compute lists based on conservative bounding volumes for lights and scene objects



Resulting per-object lists:

Obj 1: L1

Obj 2: L2

Obj 3: L2

Obj 4: L2, L4

Obj 5: L3, L4

Recall: rendering as a triple for-loop

Naive forward rasterization-based renderer:

```
initialize z_closest[] to INFINITY              // store closest surface-so-far for all samples
initialize color[]                              // store scene color for all samples
bind all relevant shadow maps, etc.
for each triangle t in scene:                   // loop 1: triangles
    t_proj = project_triangle(t)
    for each sample s in frame buffer:          // loop 2: visibility samples
        if (t_proj covers s)
            for each light l in scene:          // loop 3: lights
                accumulate contribution of light l to surface appearance
            if (depth of t at s is closer than z_closest[s])
                update z_closest[s] and color[s]
```

Reordering triangles for light coherence

In this example, shader code is specialized to use exactly 4 lights:

```
initialize z_closest[] to INFINITY                  // store closest surface-so-far for all samples
initialize color[]                                  // store scene color for all samples
bind all relevant shadow maps, etc.
for each group of triangles with the same number of lights:    // loop 0: groups of triangles
    bind specific shader for number of lights
    for each triangle t in group:                          // loop 1: triangles
        t_proj = project_triangle(t)
        for each sample s in frame buffer:                 // loop 2: visibility samples
            if (t_proj covers s)
                for lights 0 through 3:                    // loop 3: lights (specialized for 4 lights)
                    accumulate contribution of light l to surface appearance
                if (depth of t at s is closer than z_closest[s])
                    update z_closest[s] and color[s]
```

Forward rendering: techniques for scaling to many lights

- Application maintains light lists
  - Computed conservatively per frame
- Option 1: draw scene in many small batches
  - First generate data structures for all lights: e.g., shadow maps
  - Before drawing each object, only send data for relevant lights to graphics pipeline
  - Programmer writes different variants of shader that are specialized for different numbers of lights (4-light version, 8-light version…)
    - Implications:
      - Good: very efficient shaders with fewer conditionals
      - Bad: many "small" draw commands to sent to GPUs

“Multi-pass” rendering for light coherence

```
initialize z_closest[] to INFINITY                  // store closest surface-so-far for all samples
initialize color[]                                  // store scene color for all samples
assume z buffer is initialized using a z prepass.
for each light l in scene:                                  // loop 1: lights
   bind single light shader specific to current light type
   bind relevant shadow map, etc.
   for each triangle t lit by light:                        // loop 2: triangles
      t_proj = project_triangle(t)
      for each sample s in frame buffer:                    // loop 3: visibility samples
         if (t_proj covers s)
            accumulate contribution of light l to surface appearance   // specialized to 1 light
            if (depth of t == z_closest[s])
               update color[s]
```

Reorder loops: draw scene once per light

Each pass, only draw triangles illuminated by current light (per-light object lists)

Shader accumulates illumination of visible fragments from current light into frame buffer

Forward rendering: techniques for scaling to many lights

- **Application maintains light lists**
- **Option 1: draw scene in many small batches**
  - First generate data structures for all lights: e.g., shadow maps
  - Compute per-object light lists, before drawing each object, only bind data for relevant lights
  - Precompile specialized shaders for different sets of bound lights (4-light version, etc…)
  - For each object:
    - Render object with specialized shader for relevant lights
  - Good: can use specialized fragment shader for current type/number of lights
  - Bad: many draw comments to GPU (draw command = single object, or small group of objects with the same number of lights)

Stream over scene geometry

- **Option 2: multi-pass rendering**
  - Compute per-light lists (for each light, compute illuminated objects)
  - For each light:
    - Compute necessary data structures (e.g., shadow maps)
    - Render scene with additive blending (only render geometry illuminated by light)
  - Good: Minimal footprint for light data
  - Good: can use specialized fragment shader for current type/number of lights
  - Bad: significant overheads: redundant geometry processing, many G-buffer accesses, redundant execution of common shading sub-expressions in fragment shader

Stream over lights

Basic many light deferred shading algorithm

```
initialize z_closest[] to INFINITY                  // store closest-surface-so-far for all samples
initialize gbuffer[]                                // store surface information for all samples
for each triangle t in scene:                       // loop 1: triangles
    t_proj = project_triangle(t)
    for each sample s in frame buffer:              // loop 2: visibility samples
        if (t_proj covers s)
            emit geometry information
            if (depth of t at s is closer than z_closest[s])
                update z_closest[s] and gbuffer[s]
```

Phase 1: Generate G-buffer

```
initialize color[]                                  // store color for all samples
for each light in scene:                            // loop 1: lights
    bind single light shader specific to current light type
    bind relevant shadow map, etc.
    for each sample s in frame buffer:              // loop 2: visibility samples
        load gbuffer[s]
        accumulate contribution of current light to surface appearance into color[s]
```

Phase 2: Shade G-buffer

- **Good**
  - Only process scene geometry once (only in phase 1)
  - Outer loop of phase 2 is over lights:
    - Avoids light data footprint issues (stream over lights)
    - Continues to avoid divergent execution in fragment shader
  - Recall other deferred benefits: only shade visibility samples (and no more)
- **Bad?**

Basic many light deferred shading algorithm

```
initialize z_closest[] to INFINITY                  // store closest-surface-so-far for all samples
initialize gbuffer[]                                // store surface information for all samples
for each triangle t in scene:                       // loop 1: triangles
    t_proj = project_triangle(t)
    for each sample s in frame buffer:              // loop 2: visibility samples
        if (t_proj covers s)
                emit geometry information
            if (depth of t at s is closer than z_closest[s])
                update z_closest[s] and gbuffer[s]

initialize color[]                                  // store color for all samples
for each light in scene:                            // loop 1: lights
    bind single light shader specific to current light type
    bind relevant shadow map, etc.
    for each sample s in frame buffer:              // loop 2: visibility samples
            load gbuffer[s]
            accumulate contribution of current light to surface appearance into color[s]
```

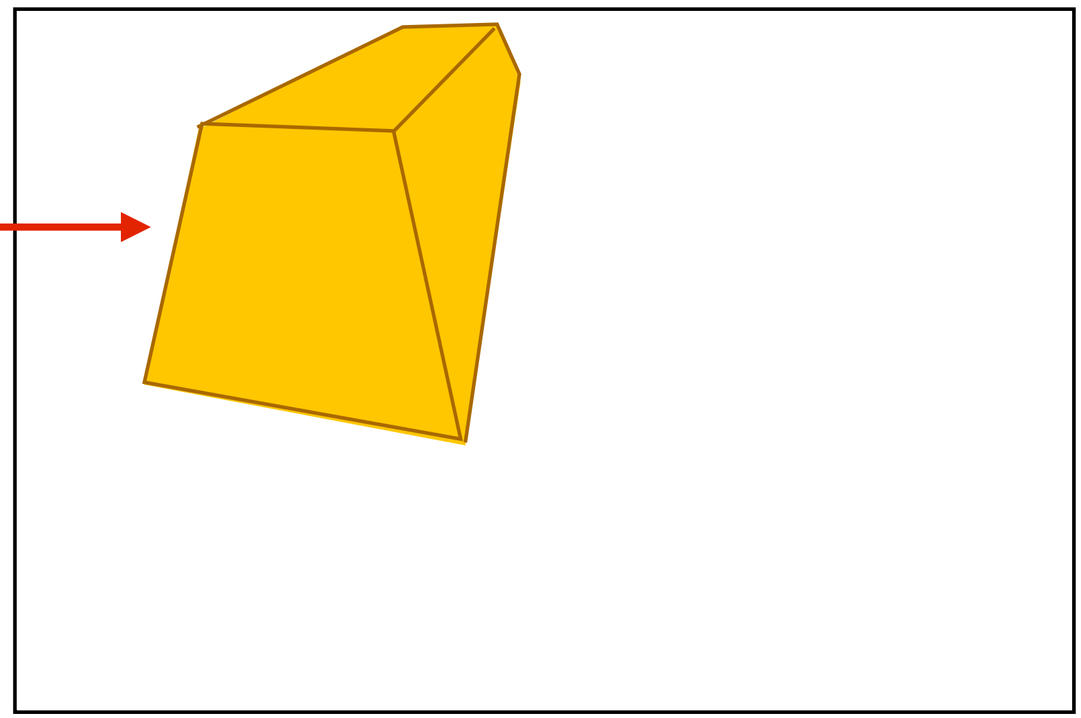
- **Bad:**
  - High G-buffer footprint: G-buffer has large footprint (especially when G-buffer is supersampled!)
  - High bandwidth costs (read G-buffer each pass, output to frame buffer)
  - Exactly one shading computation per frame-buffer sample
    - Does not support transparency (need multiple fragments per pixel)
    - Supersampling for anti-aliasing becomes expensive

Reducing deferred shading bandwidth costs

- **Only perform shading computations for G-buffer samples illuminated by light**
  - Technique 1: rasterize geometry of light volume (only generate fragments for covered G-buffer samples)
    - Light-fragment interaction predicate is evaluated by rasterizer, not in shader
  - Technique 2: CPU computes screen-aligned quad covered by light volume, renders quad
  - Many other techniques for culling light/G-buffer sample interactions

Light volume geometry

If volume is convex, rendering only the front-facing triangles of the light volume will generate fragments in the yellow shaded region
(these are the only g-buffer samples that can be effected by the light)



Scene with 256 lights

Visualization of light-sample interaction count

Per-light culling is performed using a screen-aligned quad per light
(depth of quad is nearest point in light volume: early Z will cull fragments behind scene geometry)

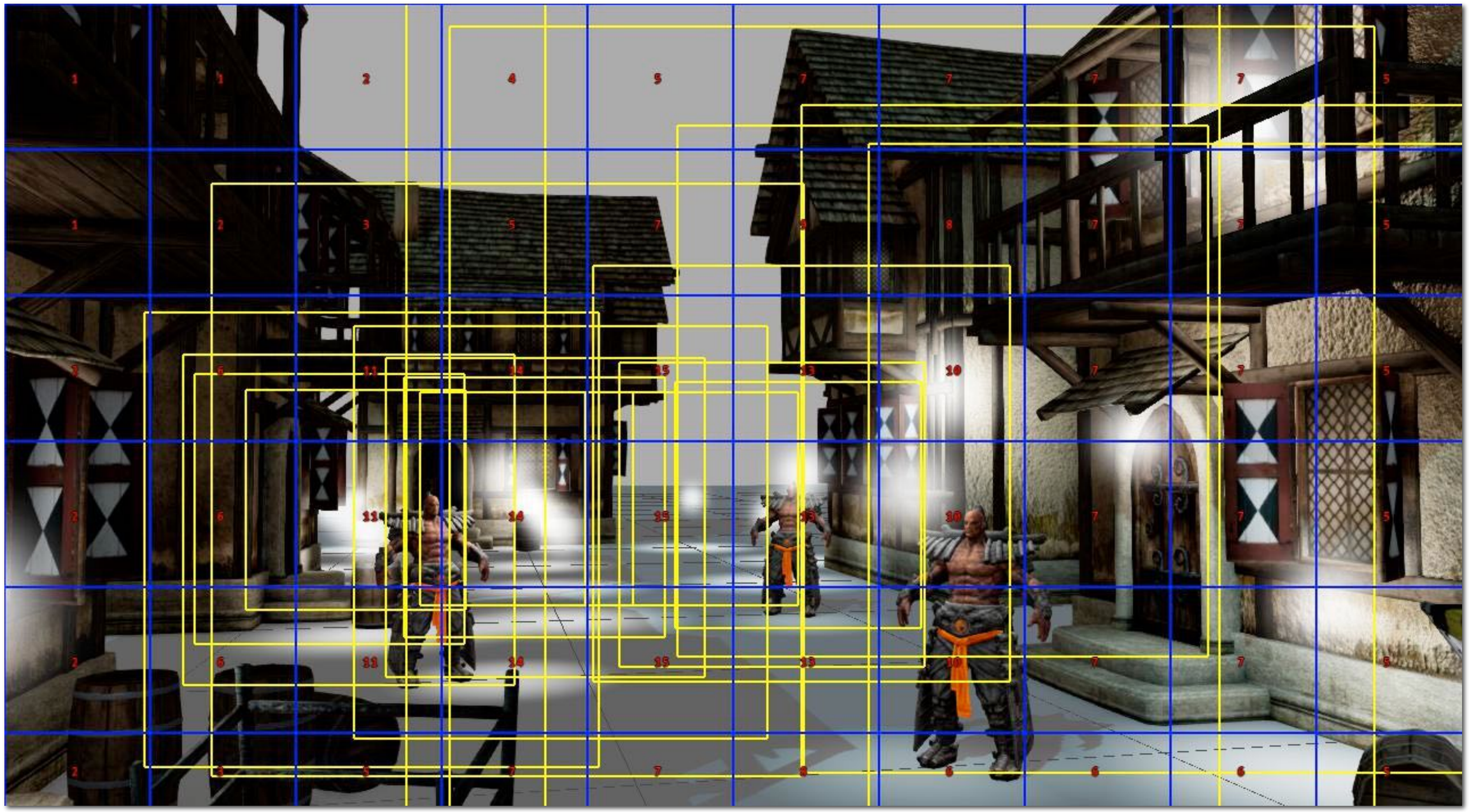
Number of lights evaluated per G-buffer sample
(scene contains 1024 point lights)

Image Credit: A. Lauritzen

Screen tiled-based light culling

Main idea: build list of lights that effect each screen tile (not each object)

Project light volume, then intersect in 2D with tiles



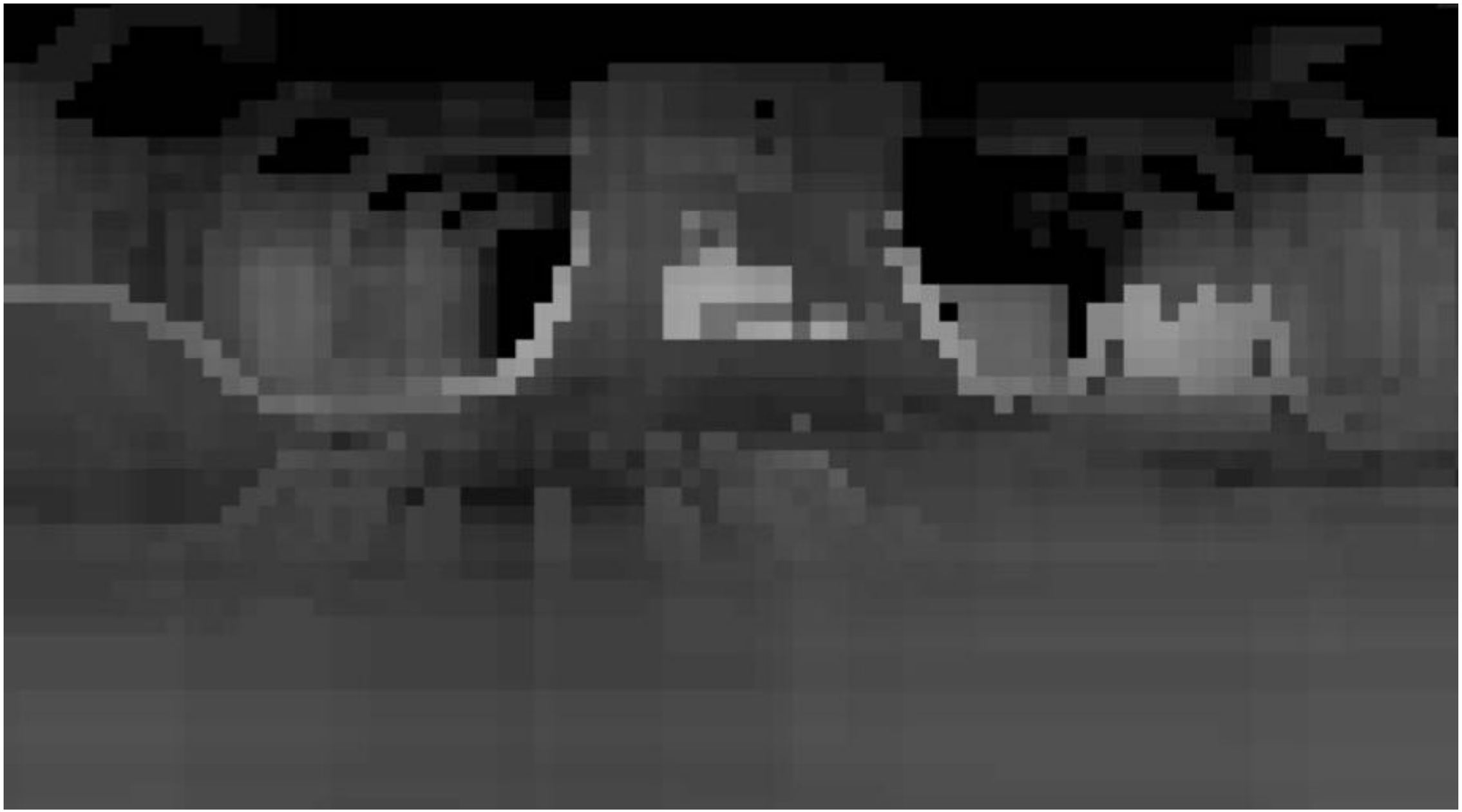
Yellow boxes: screen-aligned light volume bounding boxes

Blue boxes: screen tile boundaries

Image credit: HMREngine: http://www.hmrengine.com/blog/?p=399

Tile-based deferred shading: better light culling efficiency

(16x16 granularity of light culling is apparent in figure)



Number of lights evaluated per G-buffer sample

(scene contains 1024 point lights)

Image Credit: A. Lauritzen

Challenge: anti-aliasing geometry in a deferred renderer

Supersampling in a deferred shading system

- In assignment 1, you anti-aliased rendering via supersampling
  - Stored N color samples and N depth samples per pixel

- Deferred shading makes supersampling challenging due to large amount of information that must be stored per pixel
  - 3840 x 2160 (4K display)
  - 8 samples per pixel
  - 20 bytes per G-buffer sample

  = 670MB G-buffer

  (80 GB/sec of memory bandwidth just to read and write the G-buffer at 30 fps)

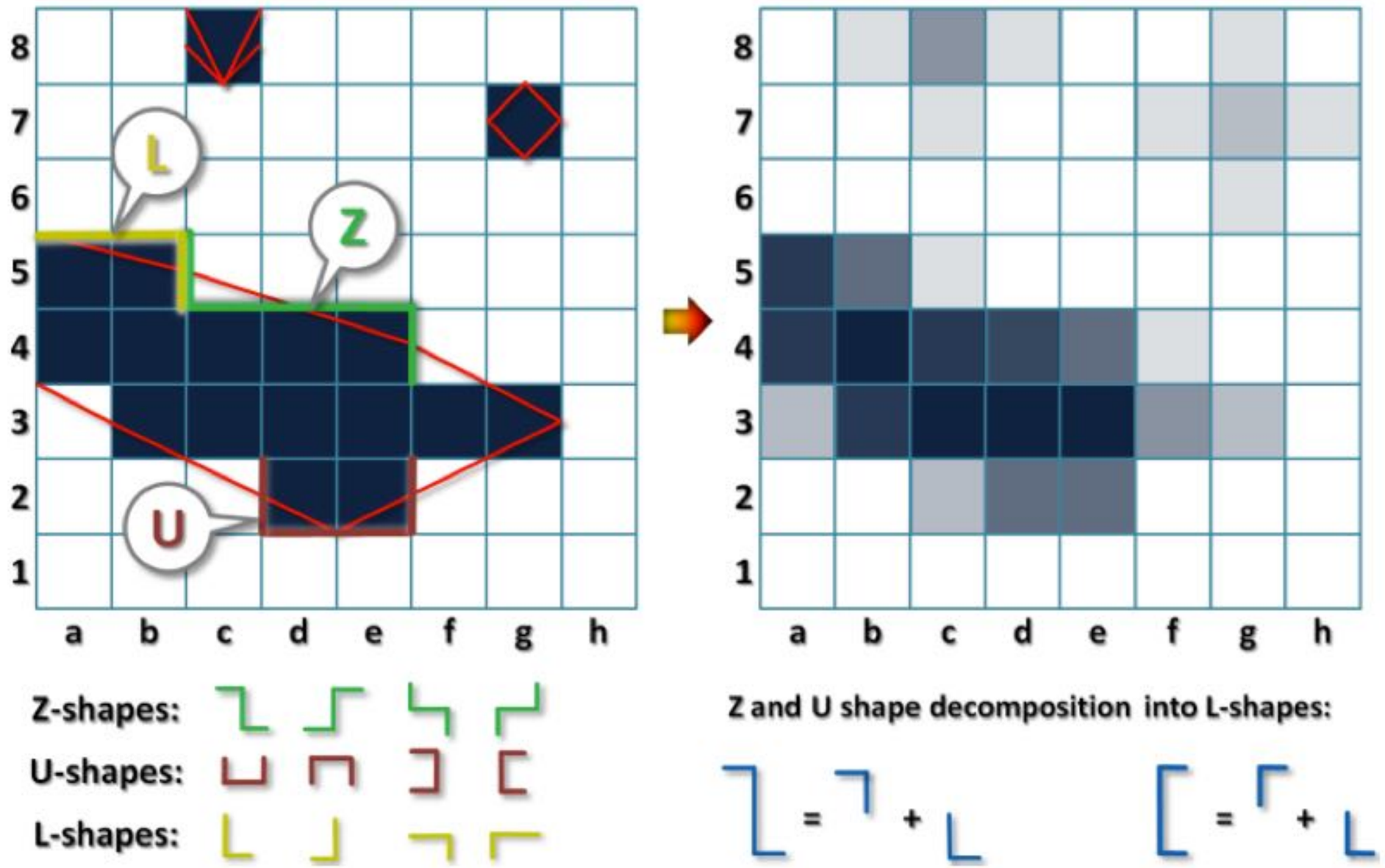
Morphological anti-aliasing (MLAA)

[Reshetov 09]

Detect careful designed patterns in rendered image

For detected patterns, blend neighboring pixels according to a few simple rules

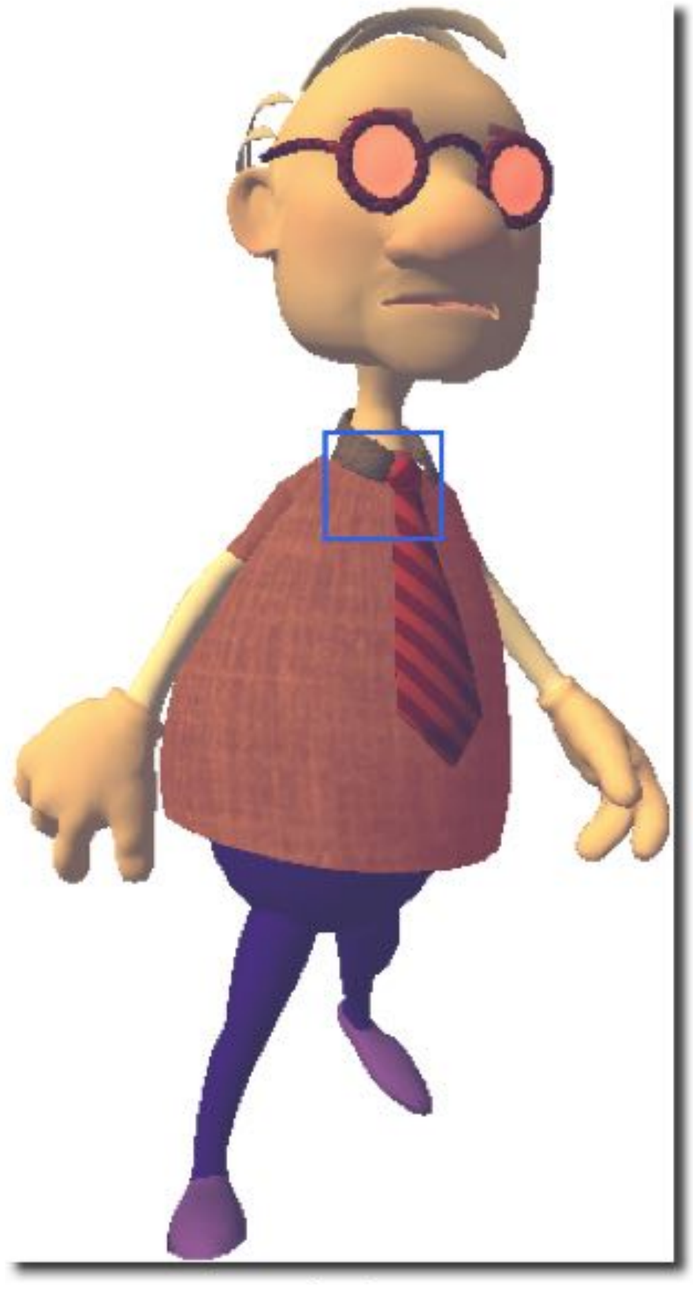
(“hallucinate” a smooth edge.. it’s a hack!)



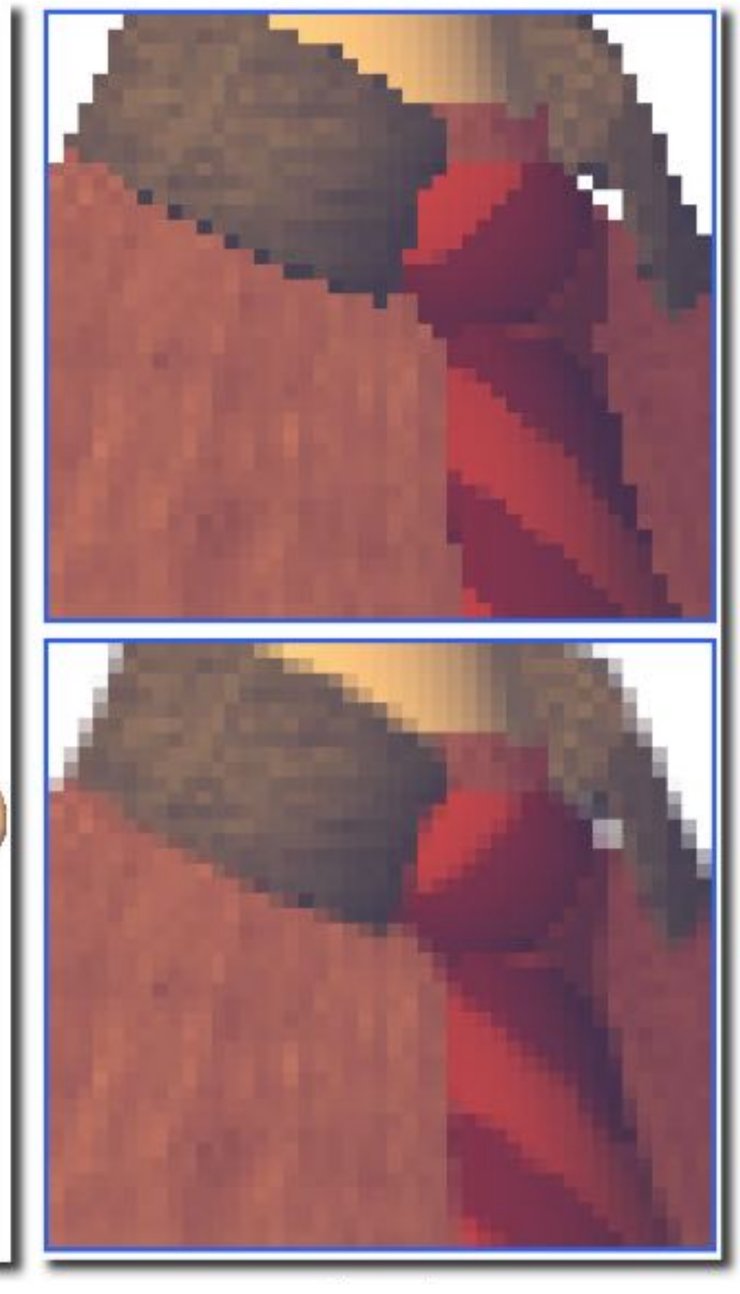
Note: modern interest in replacing MLAA patterns with DNN-based anti-aliasing.

Morphological anti-aliasing (MLAA)

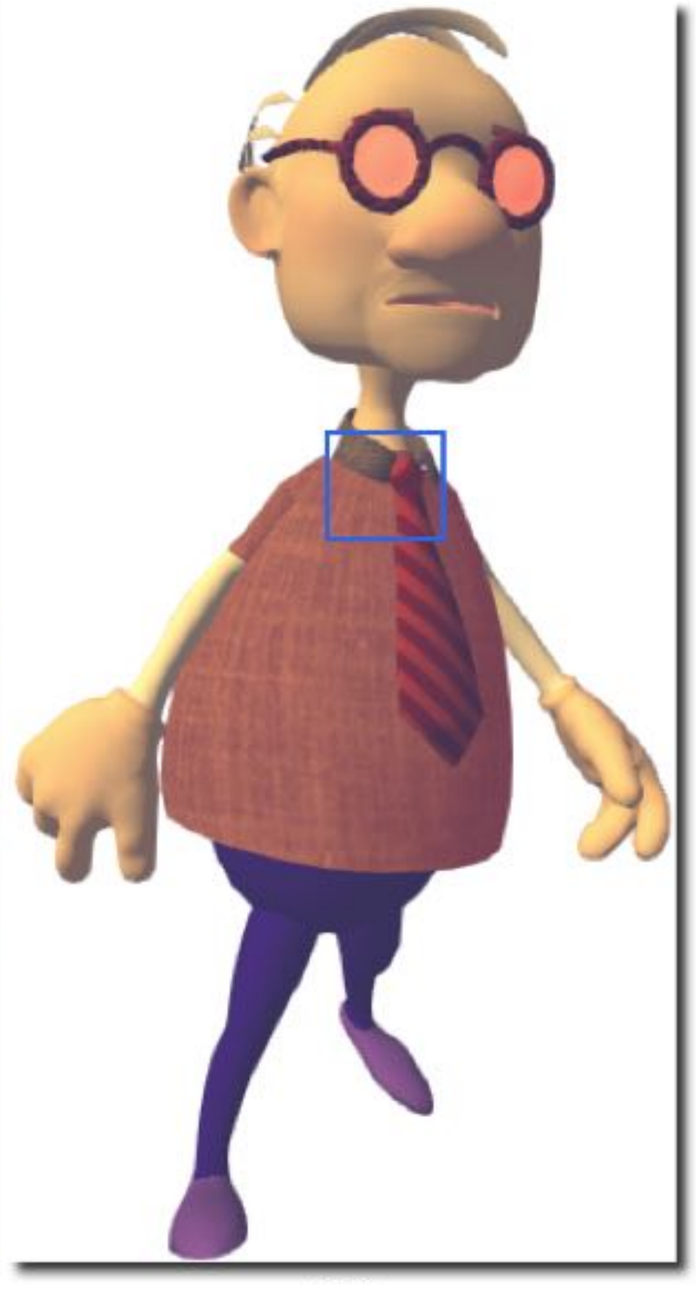
[Reshetov 09]



Aliased image
(one shading sample per pixel)



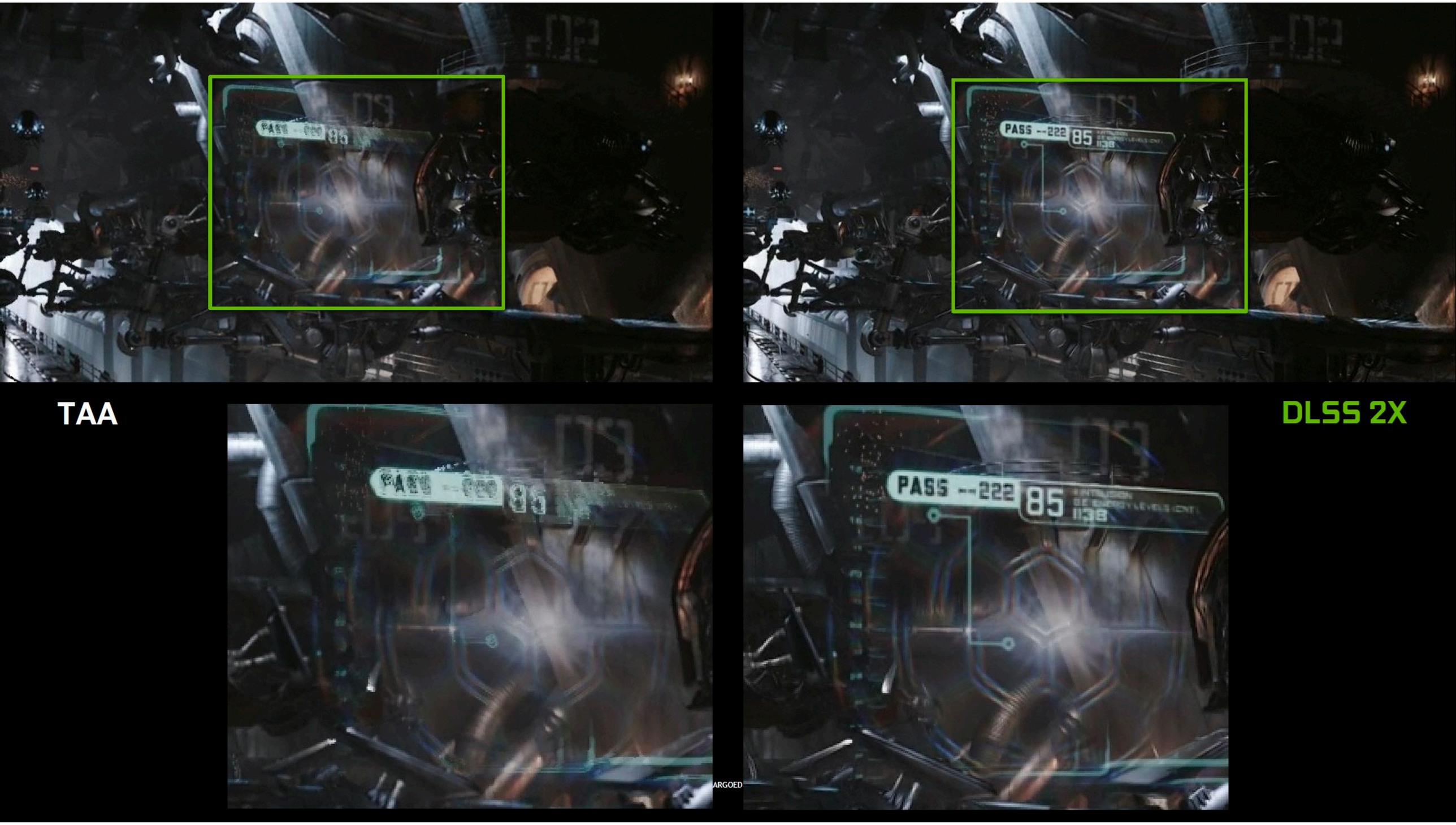
Zoomed views
(top: aliased, bottom: after MLAA)



After filtering using MLAA

Modern trend: learn anti-aliasing functions

Use modern image processing deep networks to reduce aliasing artifacts from rendered images.



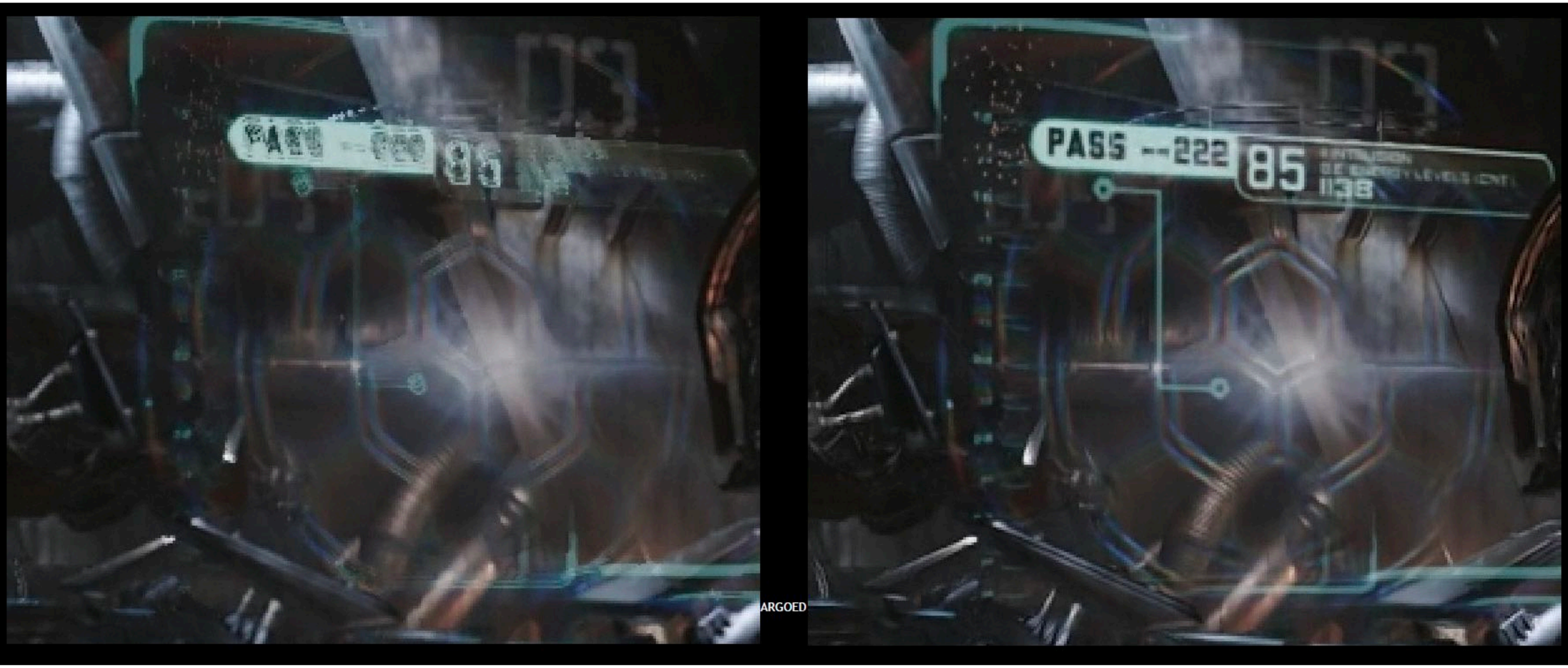
https://wccftech.com/nvidia-dlss-explained-nvidia-ngx/

Learn anti-aliasing functions

Use modern image processing deep networks to reduce aliasing artifacts from rendered images.

Traditional Heuristic (TXAA)

Learned AA (DLSS)



https://wccftech.com/nvidia-dlss-explained-nvidia-ngx/

Summary: deferred shading

- Very popular technique in modern games
- Creative use of graphics pipeline
  - Create a G-buffer, not a final image
- Two major motivations
  - Convenience and simplicity of separating geometry processing logic/ costs from shading costs
  - Potential for high performance under complex lighting and shading conditions
    - Shade only once per sample despite triangle overlap
    - Often more amenable to "screen-space shading techniques"
      - e.g., screen space ambient occlusion