Physically-Based Reflectance for Games

12:00 - 12:15: Conclusions / Summary

All Presenters

Conclusions

- Reflectance = substance + micro-structure
- Normalized Blinn-Phong good general BRDF
  - Cheap, intuitive parameters, correct highlights
- Antialiasing of BRDFs important
- Use of filtered environment maps increases realism

Here is where the presenters will discuss the results we have presented.

Q&A

Time permitting, we will take questions from the audience here.

Course Web Page

- The latest version of the course notes can be found at

http://www.cs.ucl.ac.uk/staff/J.Kautz/GameCourse/

References

- See course notes appendix for references

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