

Figure 9.1: Contrasting perspective-correct and linear interpolation

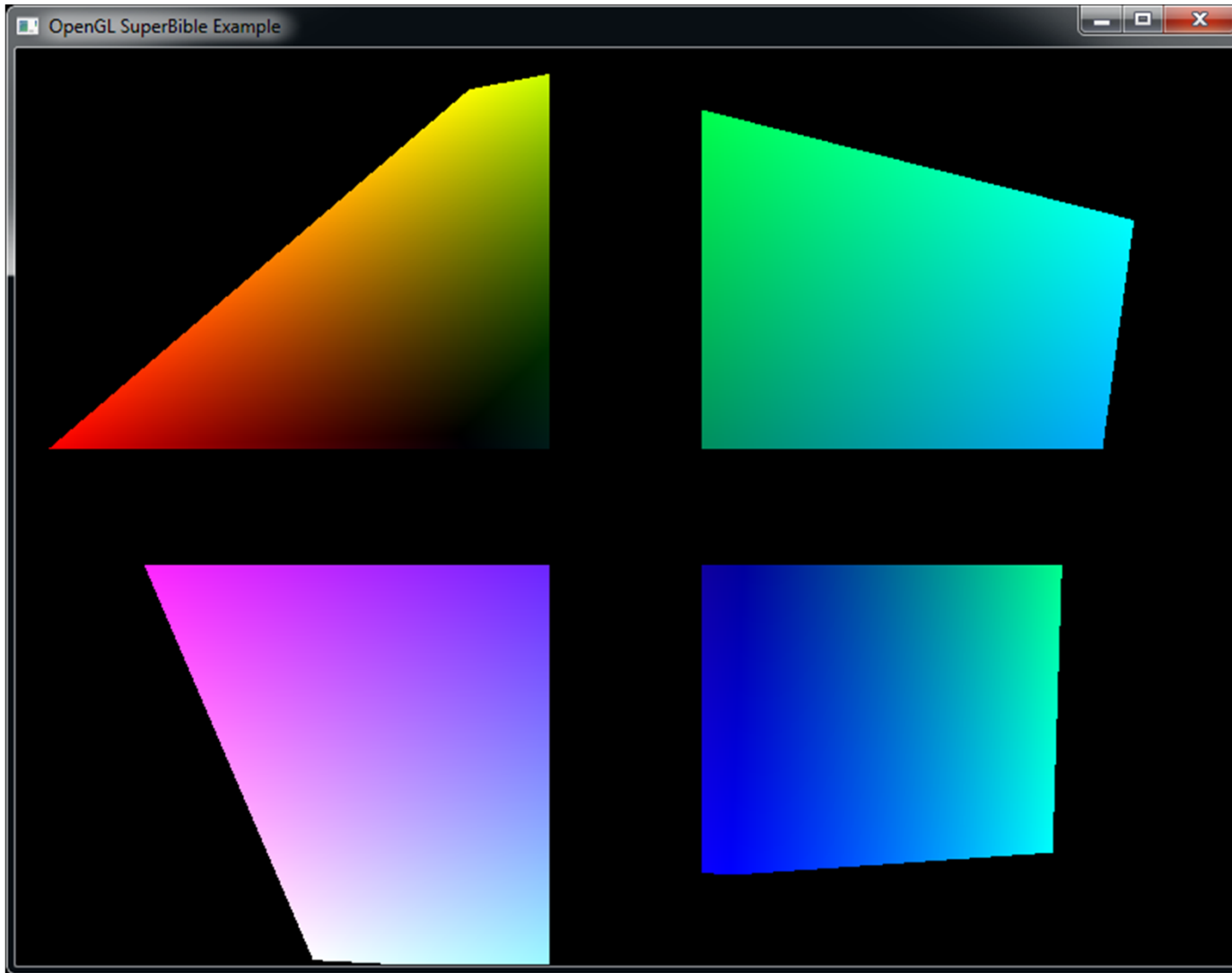


Figure 9.2: Rendering with four different scissor rectangles

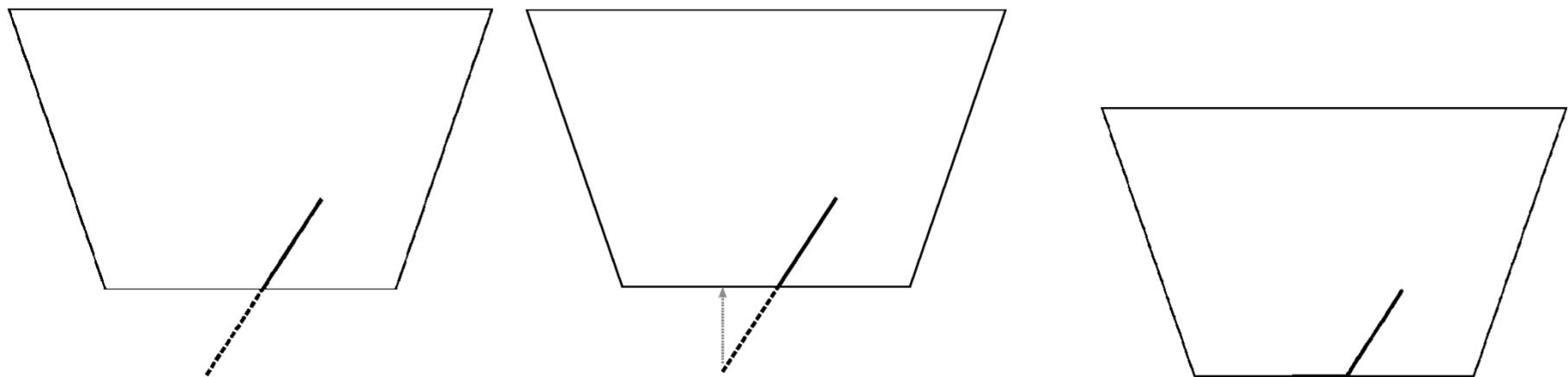


Figure 9.3: Effect of depth clamping at the near plane

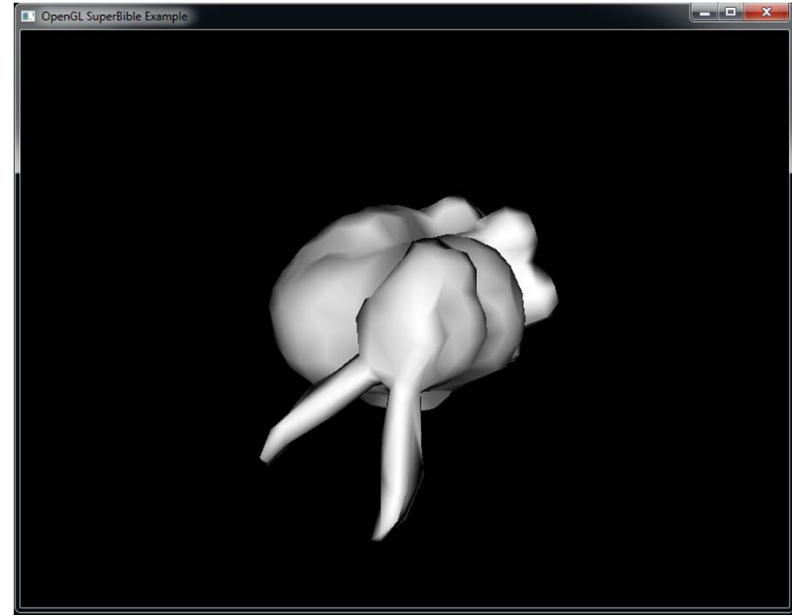
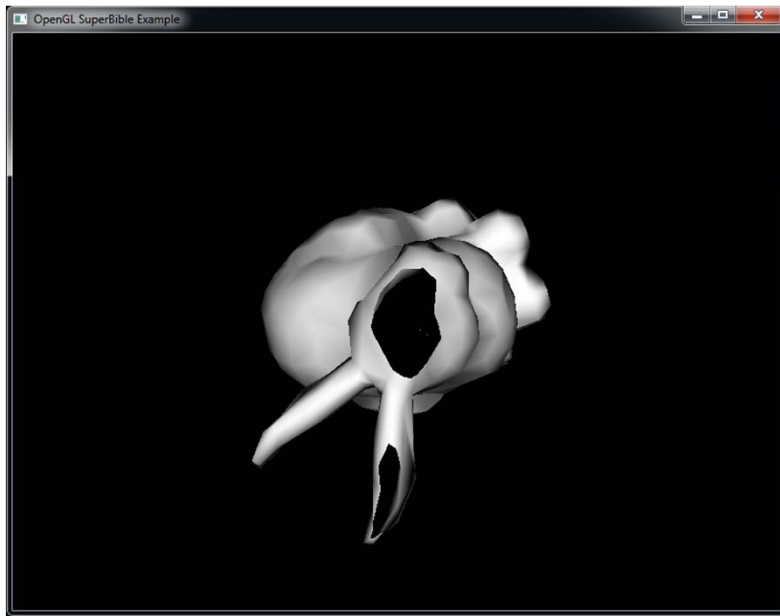


Figure 9.4: A clipped object with and without depth clamping



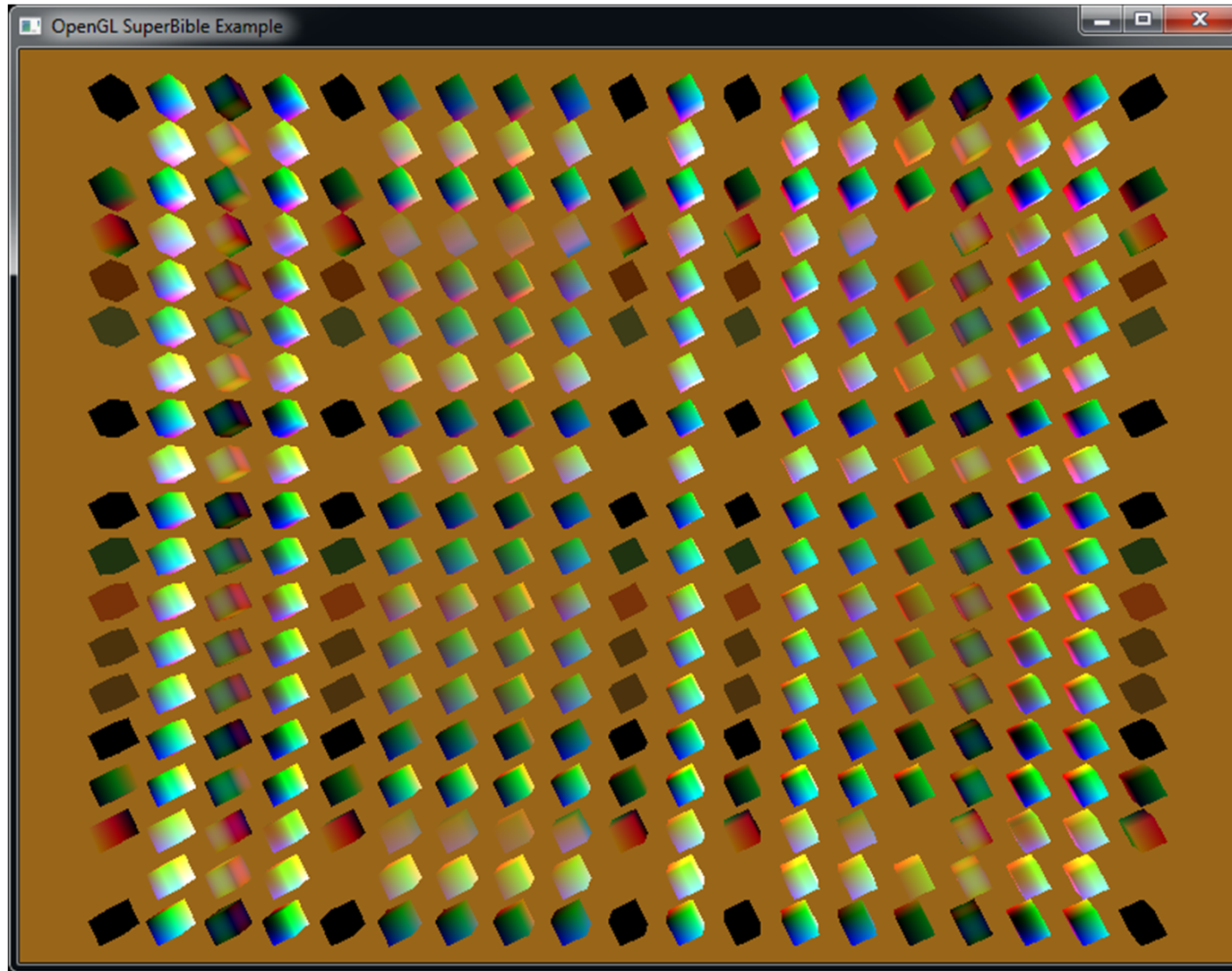


Figure 9.5: All possible combinations of blending functions

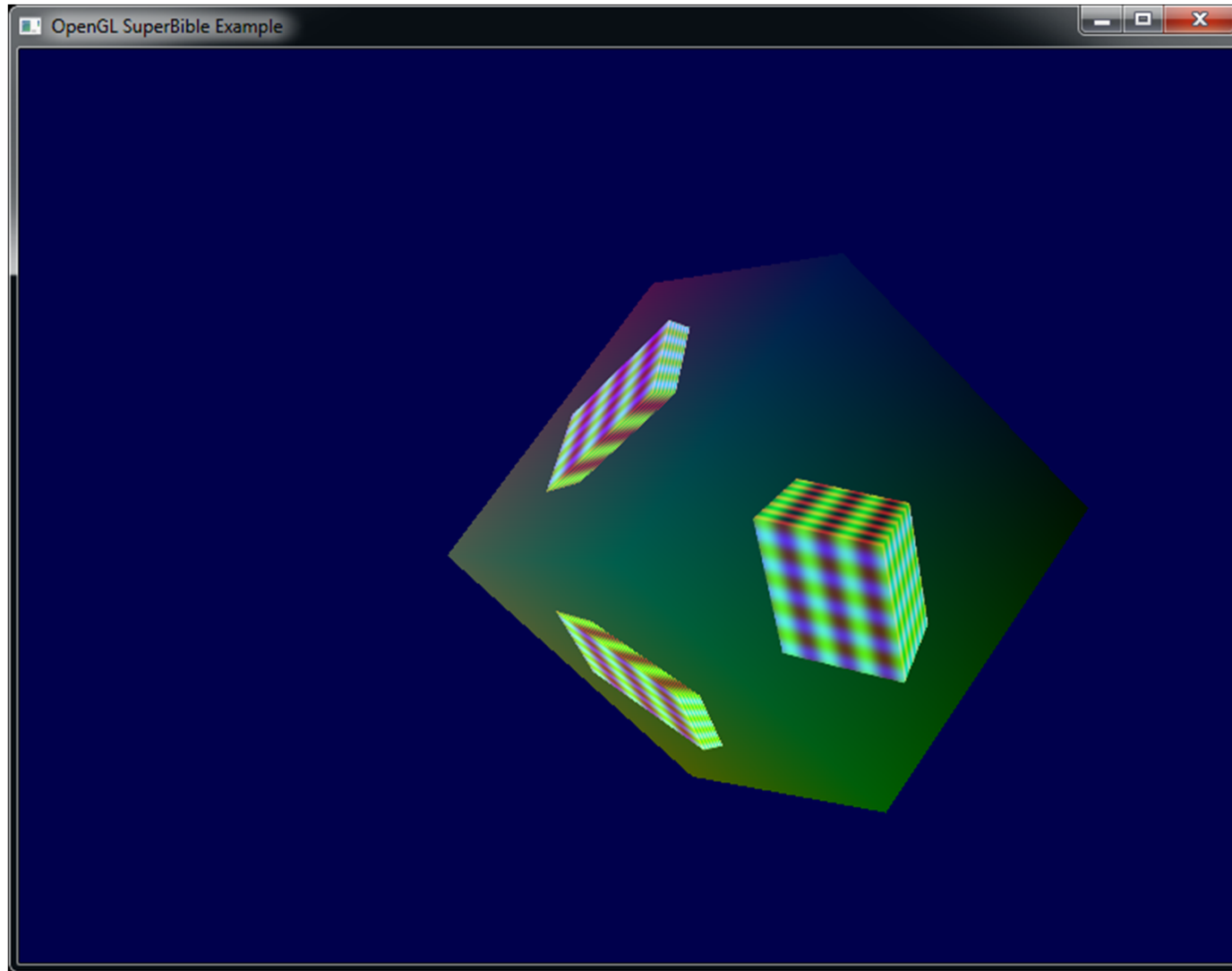


Figure 9.6: Result of rendering into a texture

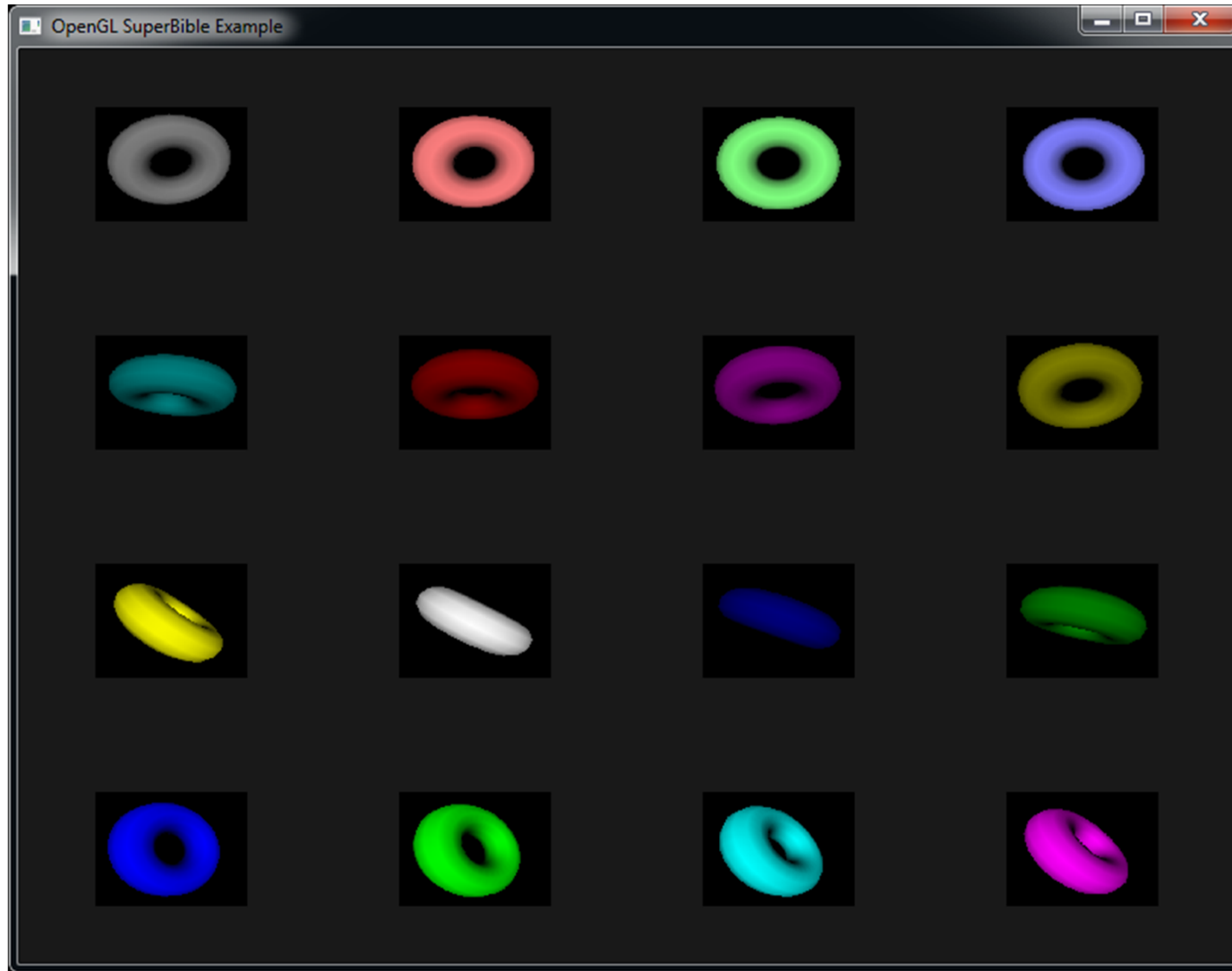


Figure 9.7: Result of the layered rendering example

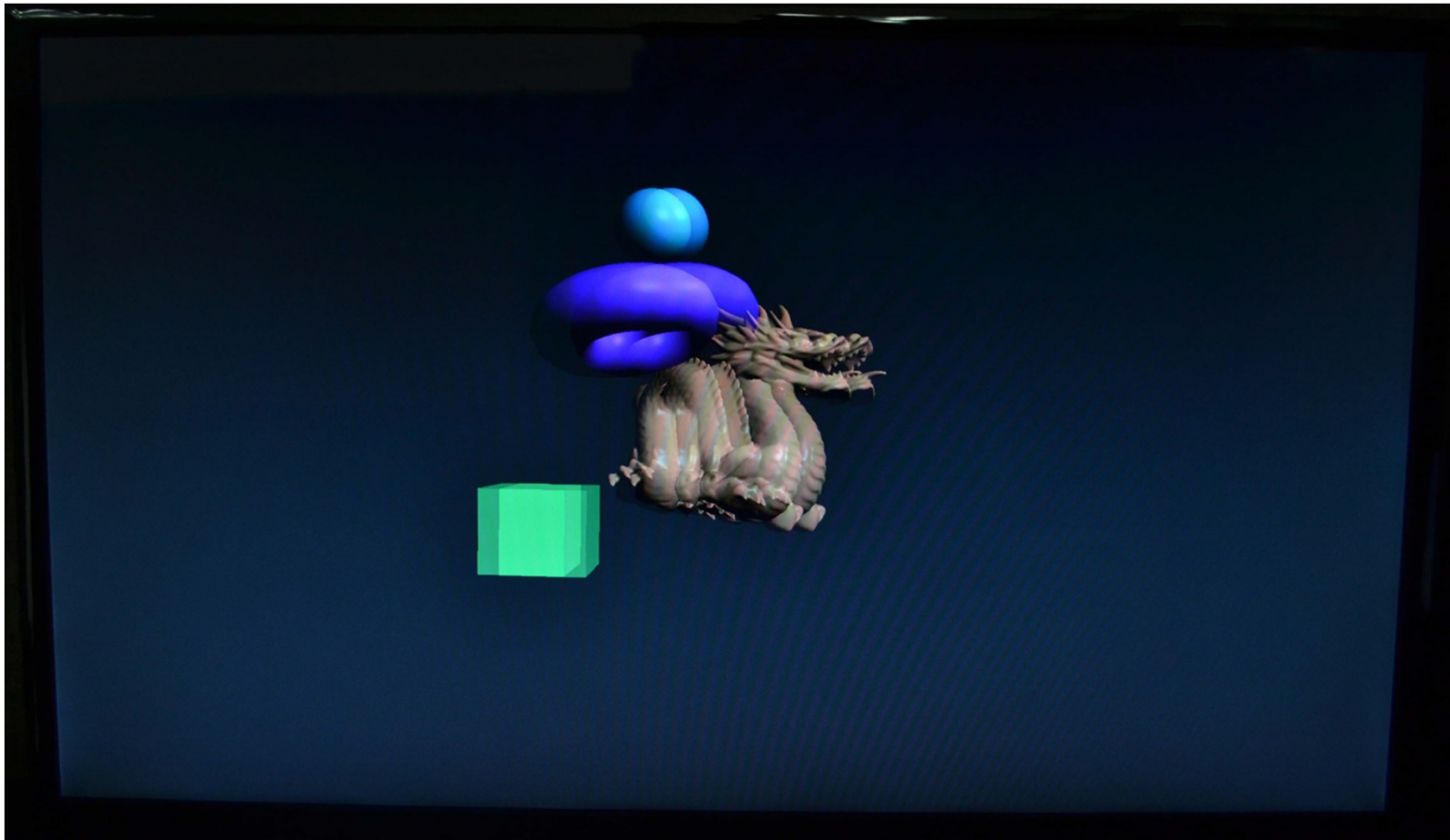


Figure 9.8: Result of stereo rendering to a stereo display

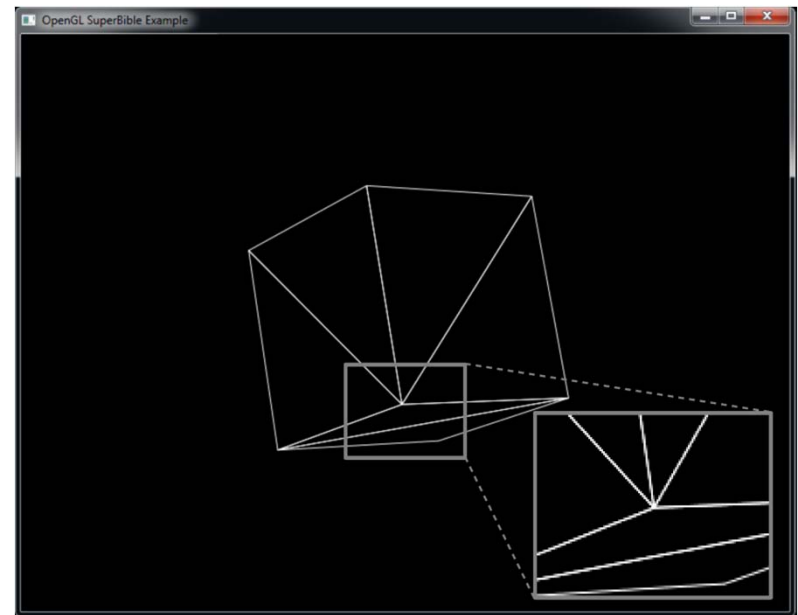
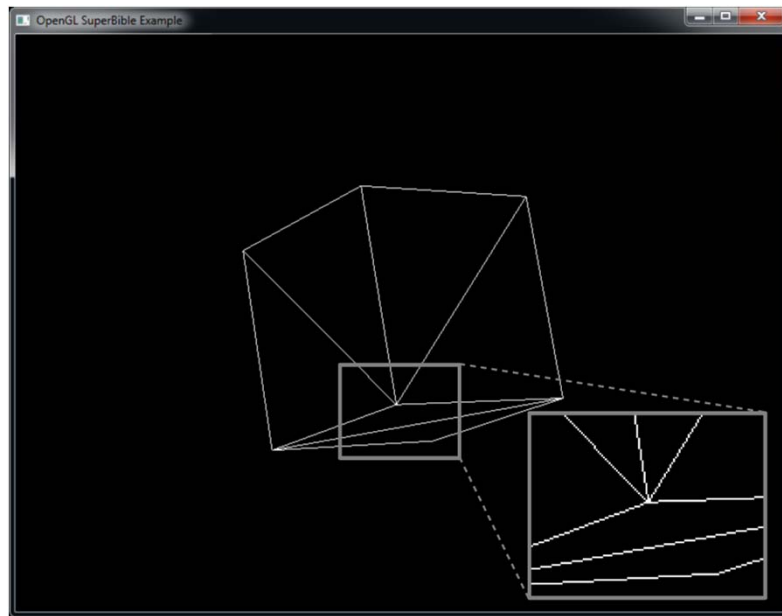


Figure 9.9: Antialiasing using line smoothing

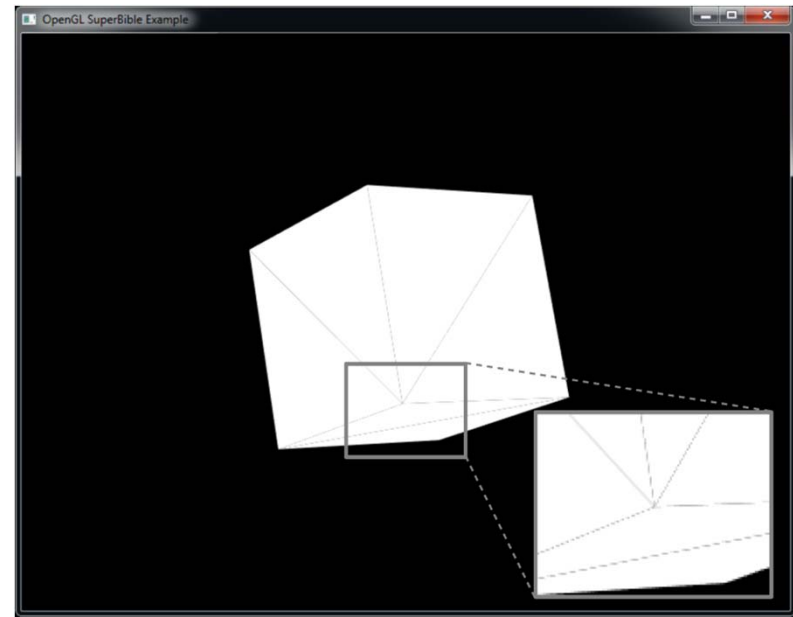
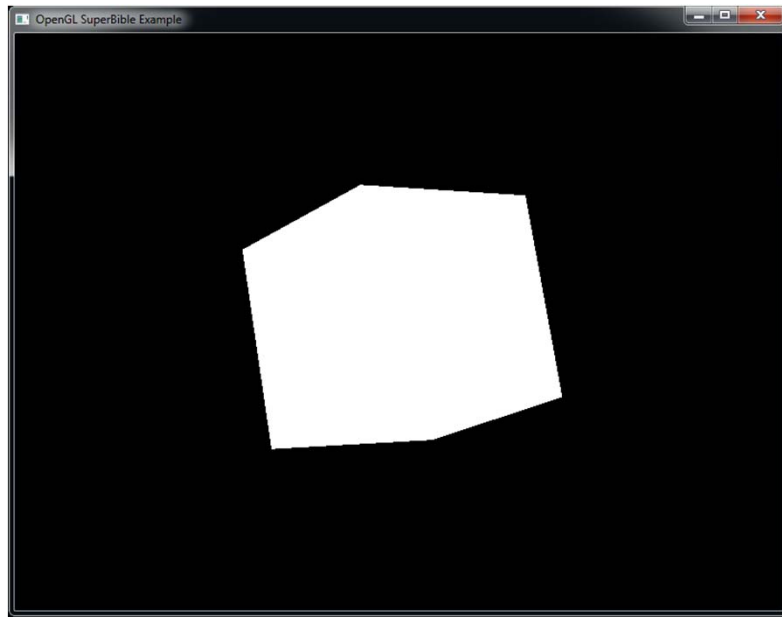


Figure 9.10: Antialiasing using polygon smoothing

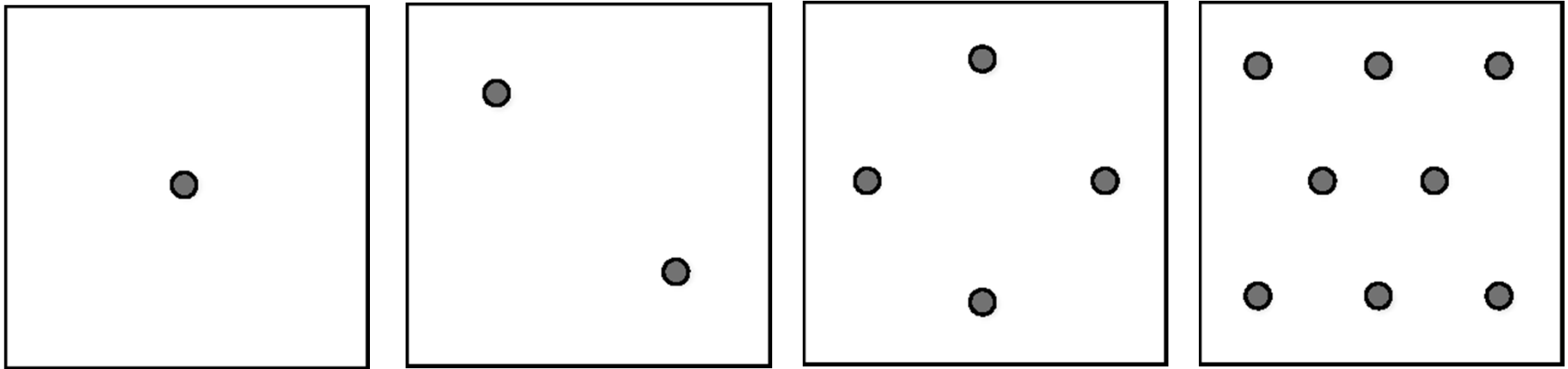


Figure 9.11: Antialiasing sample positions

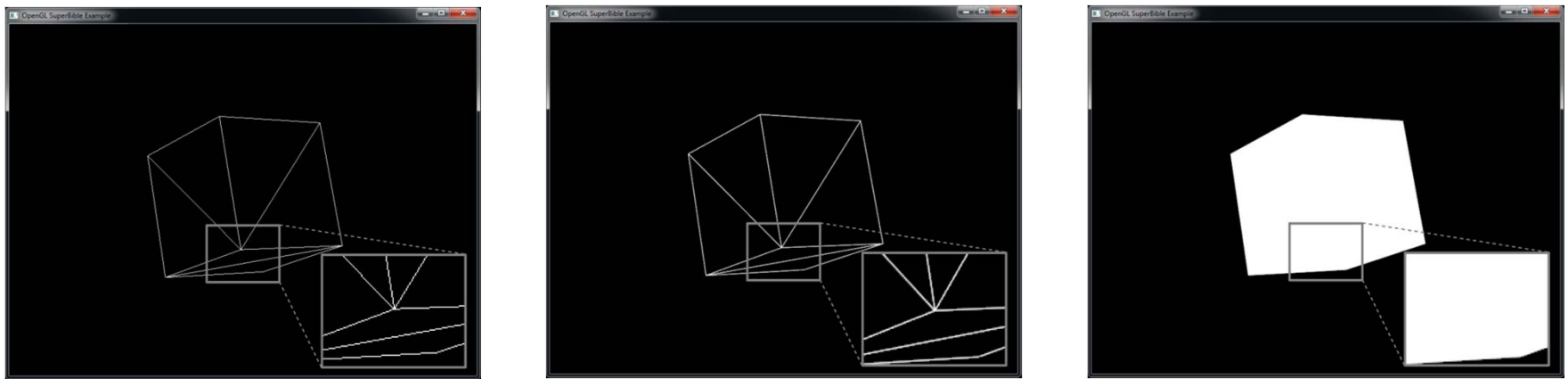


Figure 9.12: No antialiasing (left) and eight-sample antialiasing (center and right)



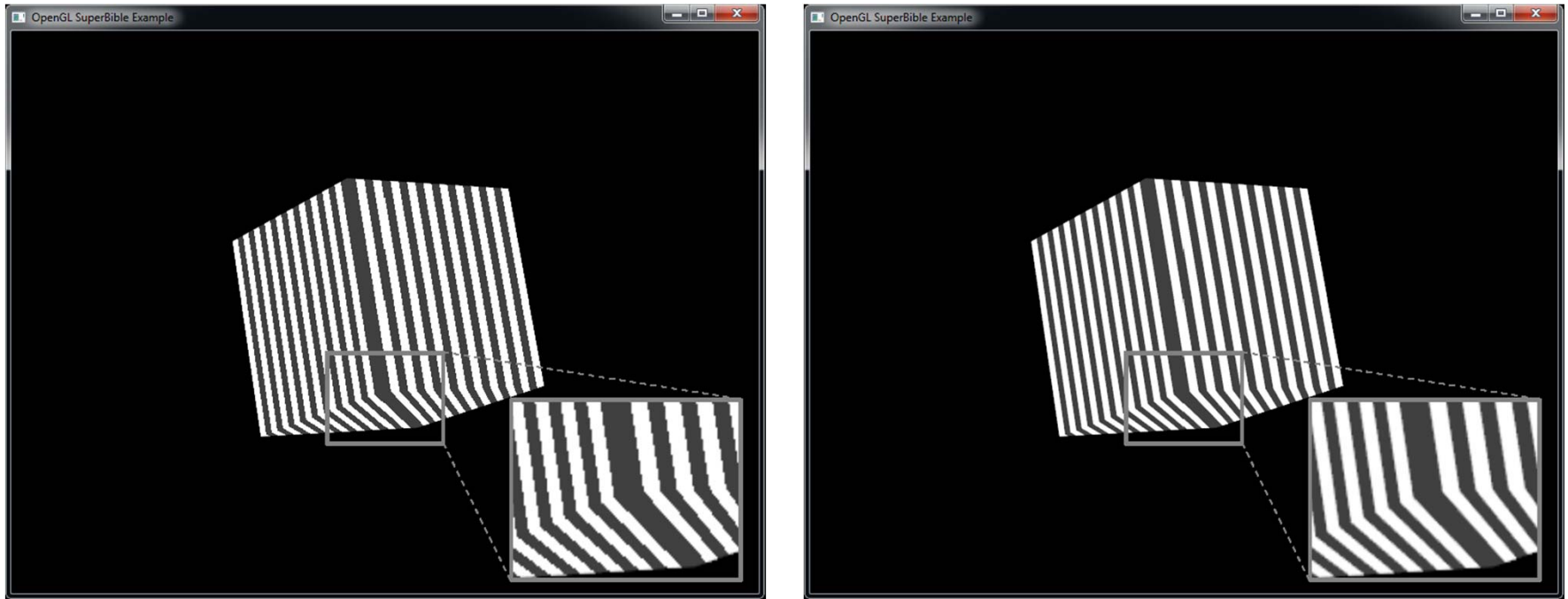


Figure 9.13: Antialiasing of high-frequency shader output

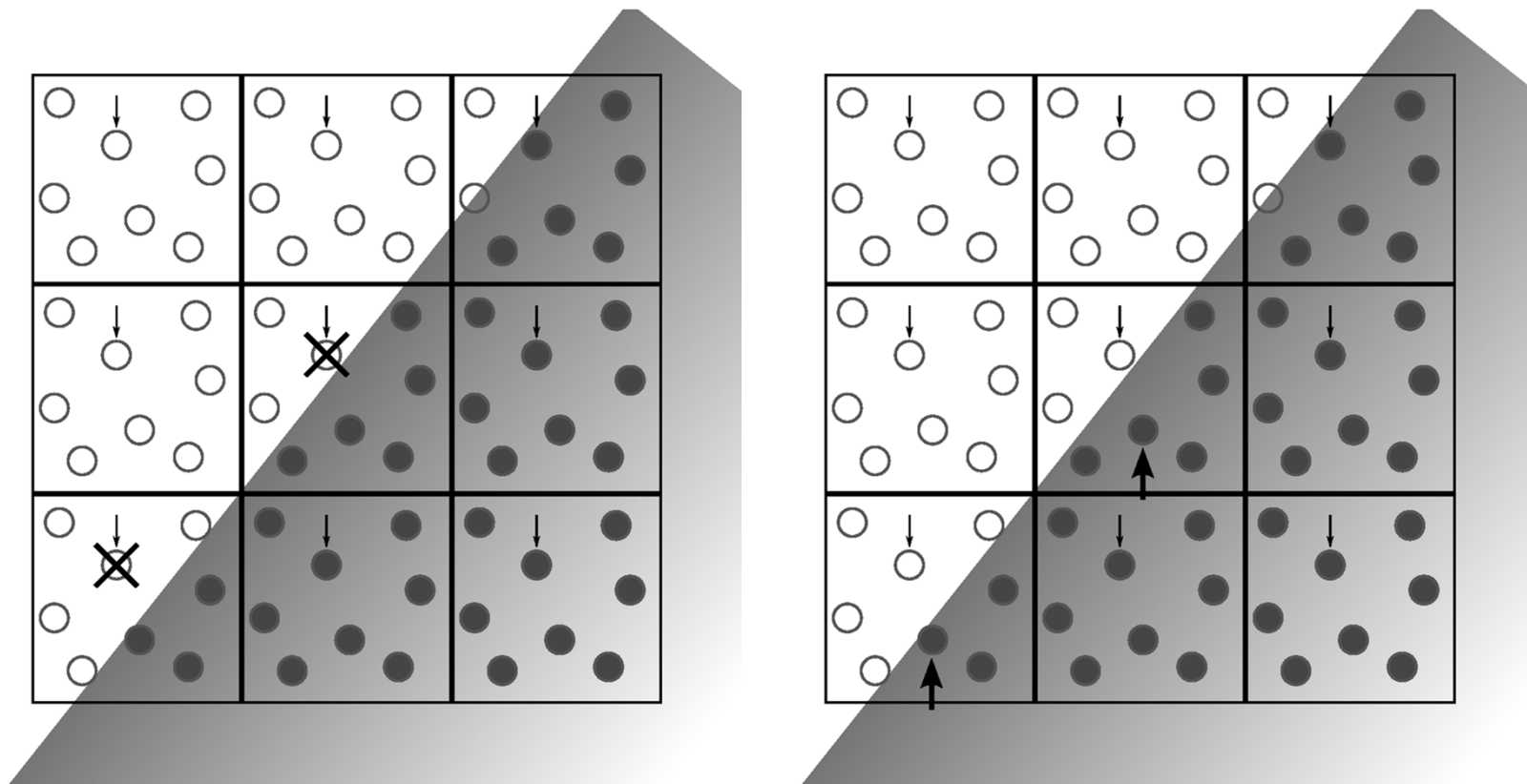


Figure 9.14: Partially covered multi-sampled pixels

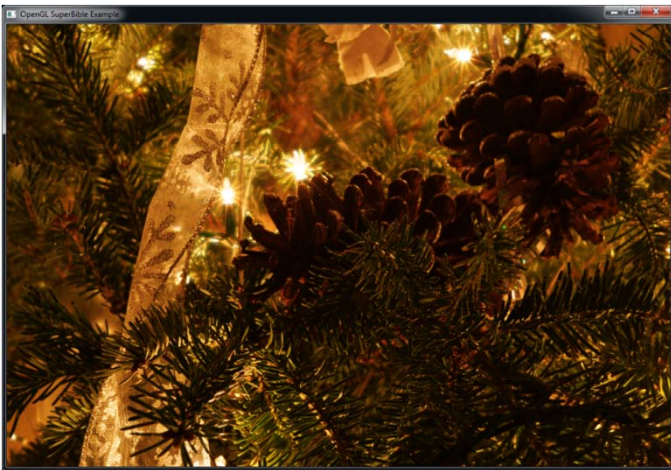


Figure 9.15: Different views of an HDR image

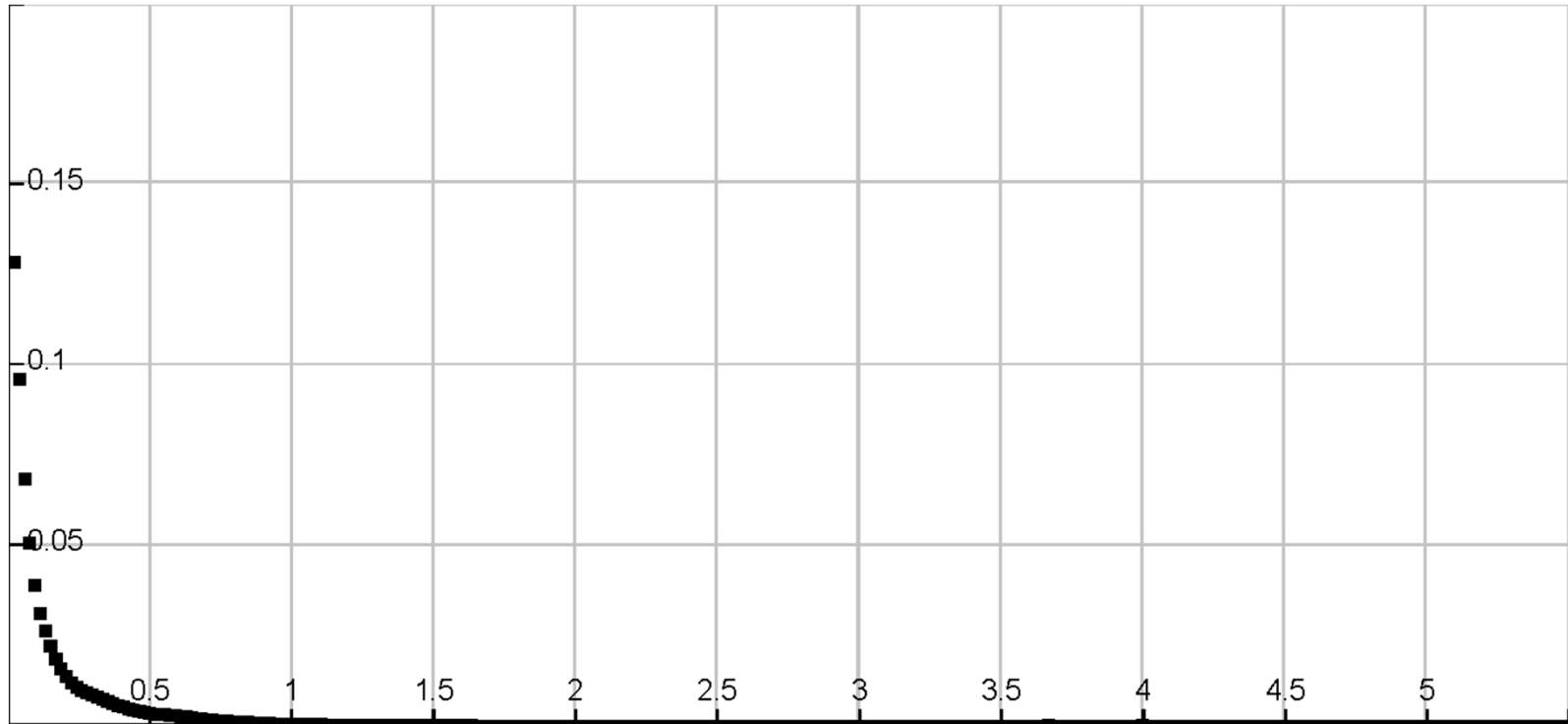


Figure 9.16: Histogram of levels for treelights.ktx





Figure 9.17: Naïve tone mapping by clamping

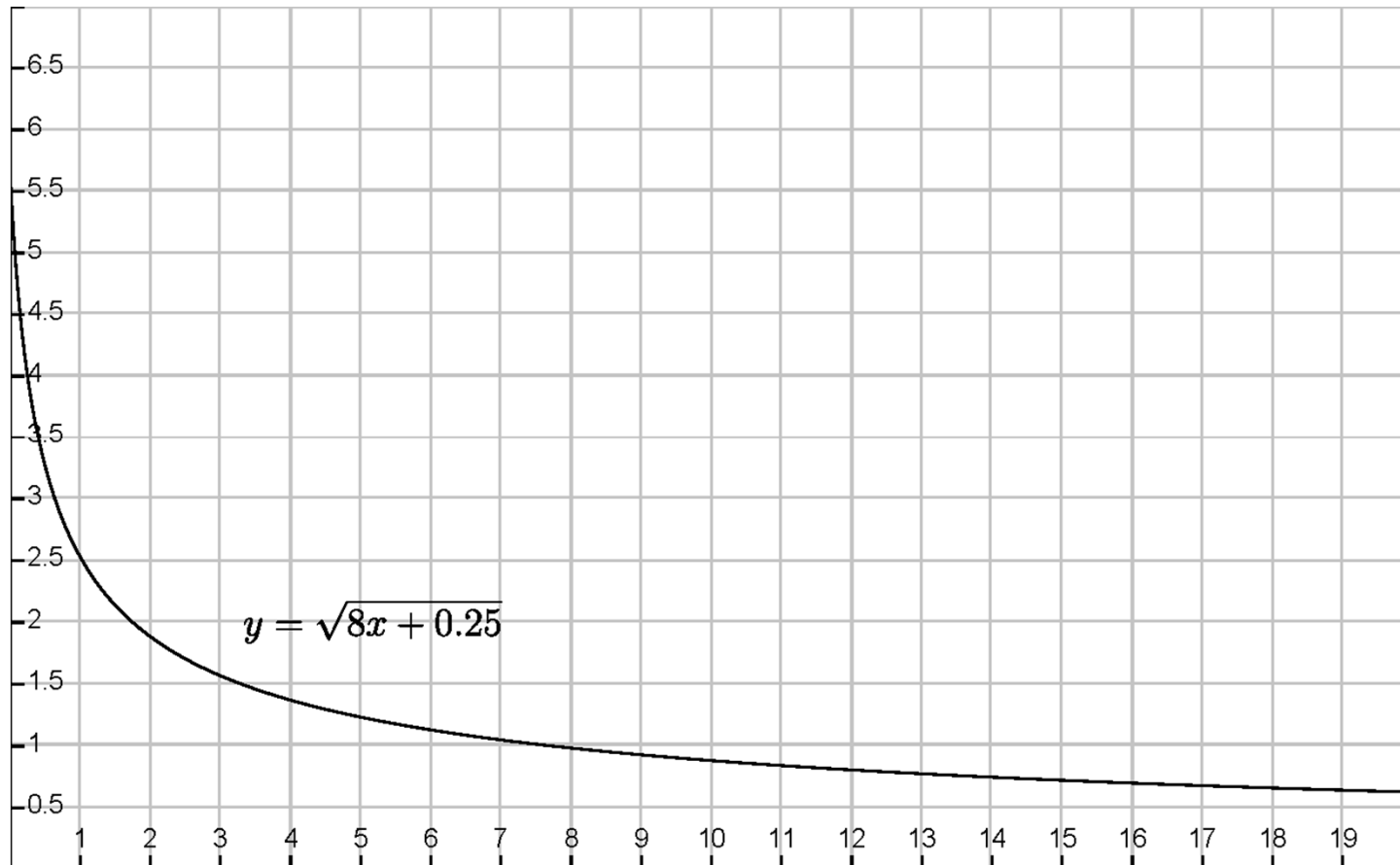


Figure 9.18: Transfer curve for adaptive tone mapping



Figure 9.19: Result of adaptive tone-mapping program



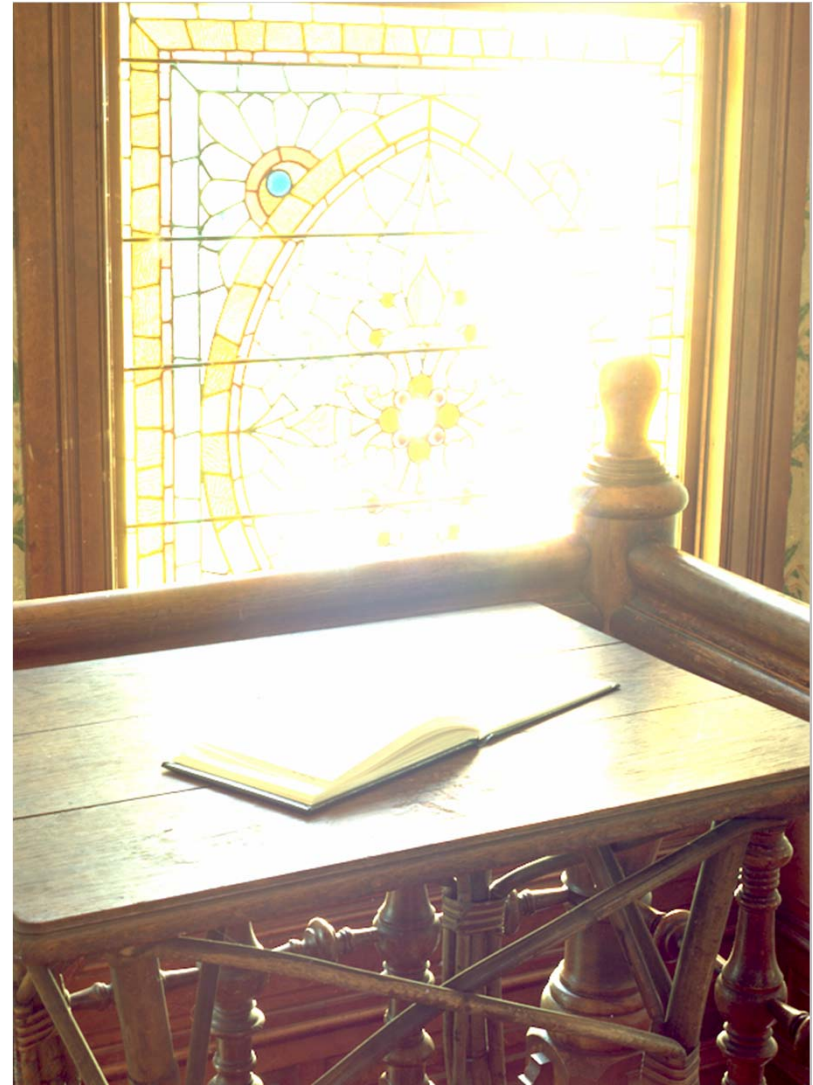
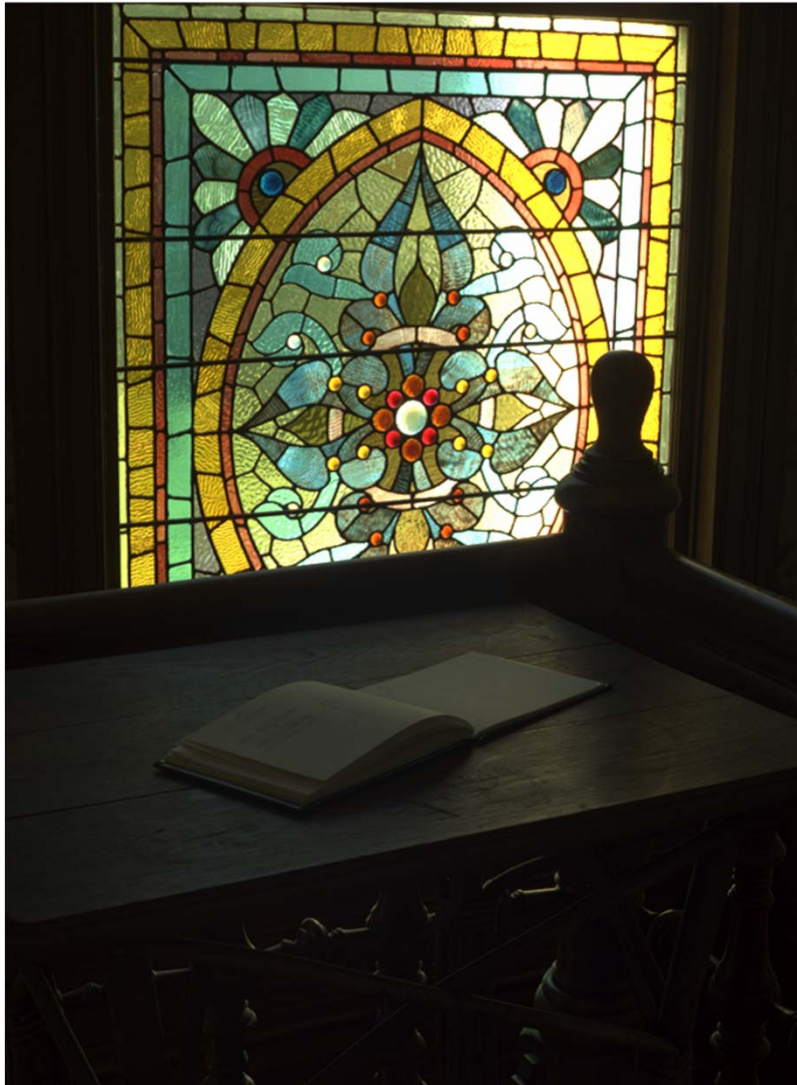


Figure 9.20: The effect of light bloom on an image



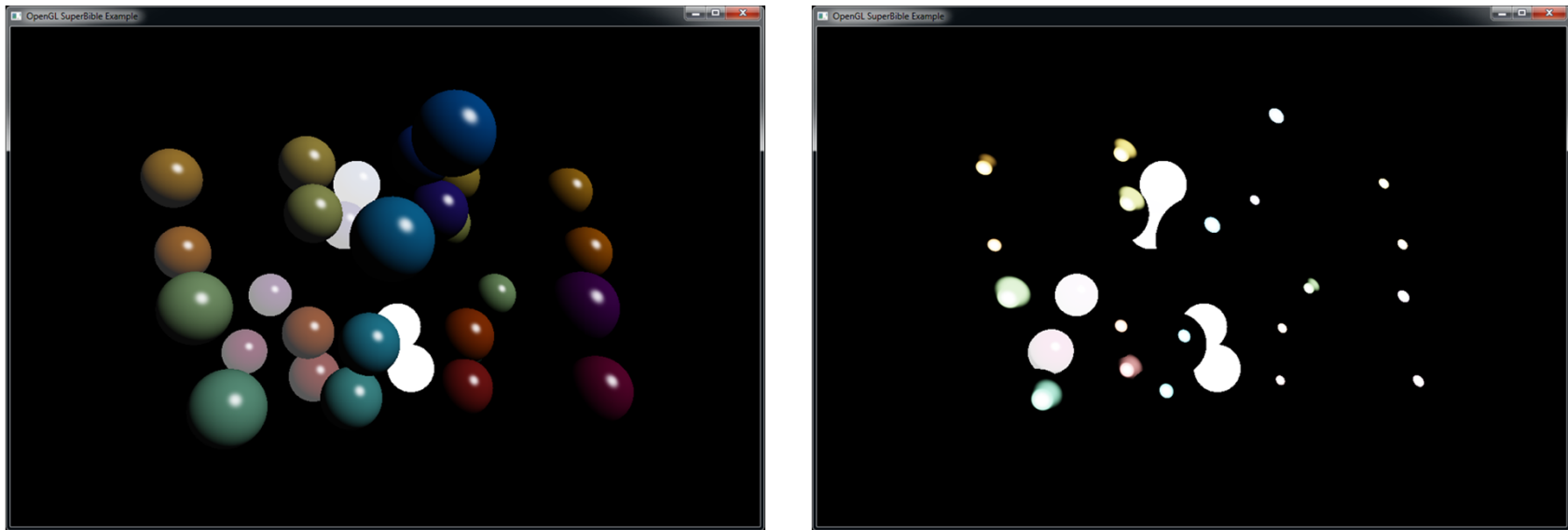


Figure 9.21: Original and thresholded output for bloom example

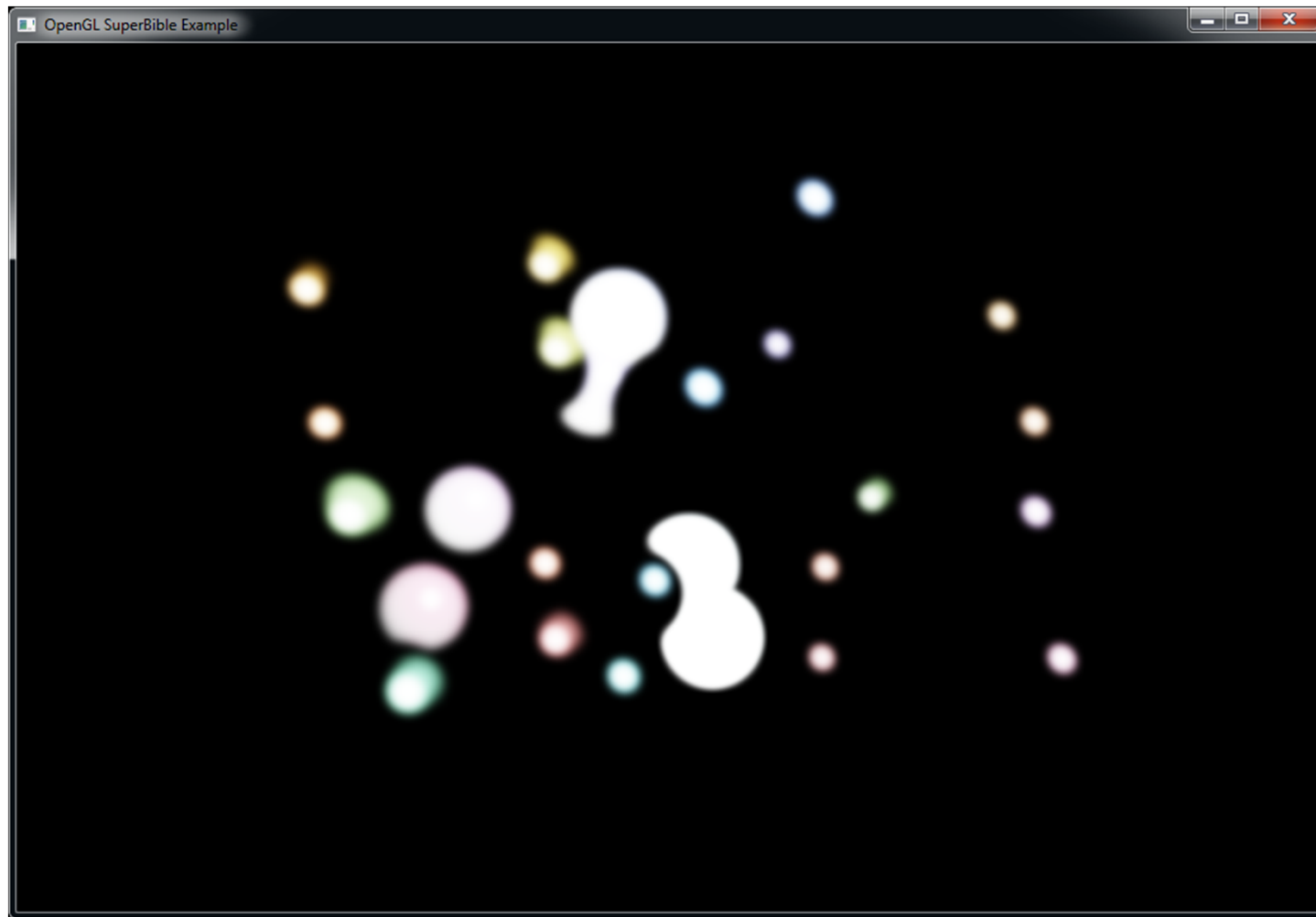


Figure 9.22: Blurred thresholded bloom colors

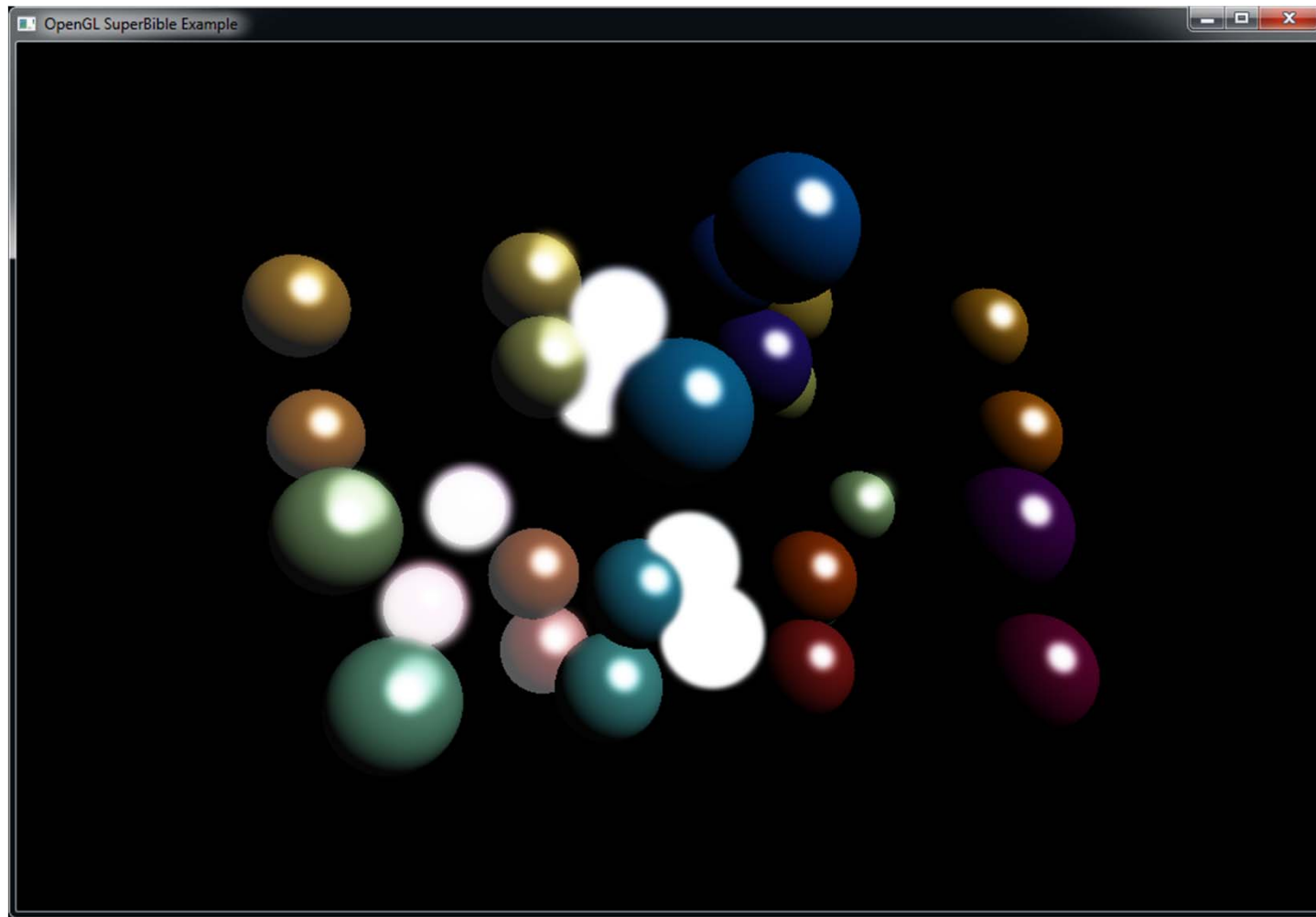


Figure 9.23: Result of the bloom program

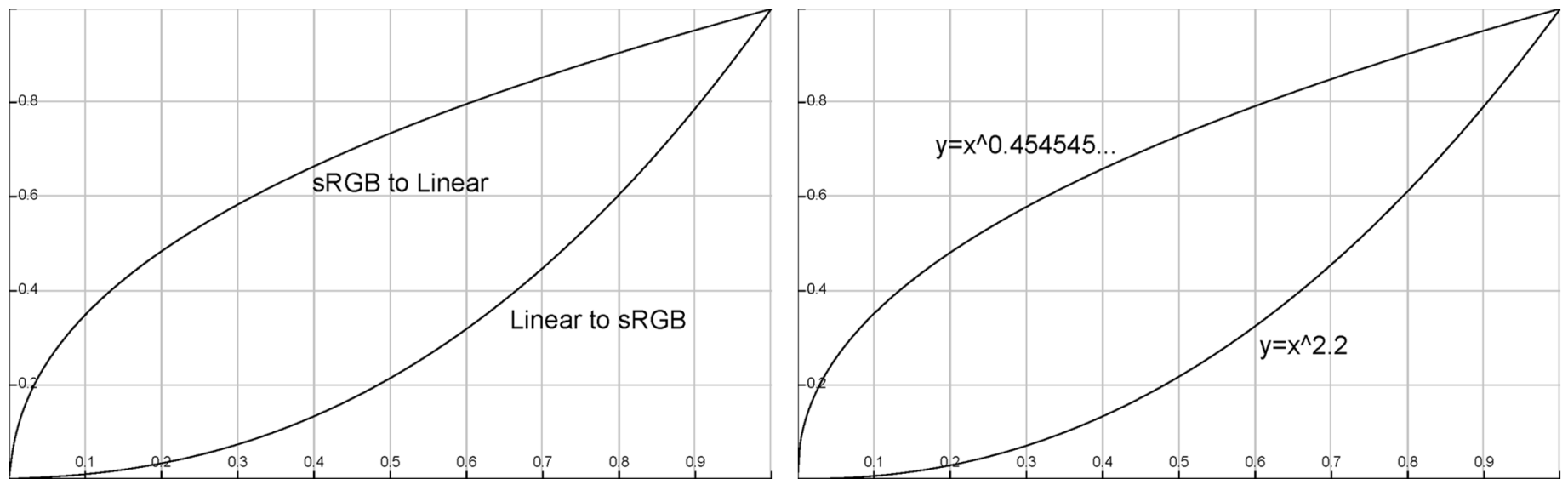


Figure 9.24: Gamma curves for sRGB and simple powers

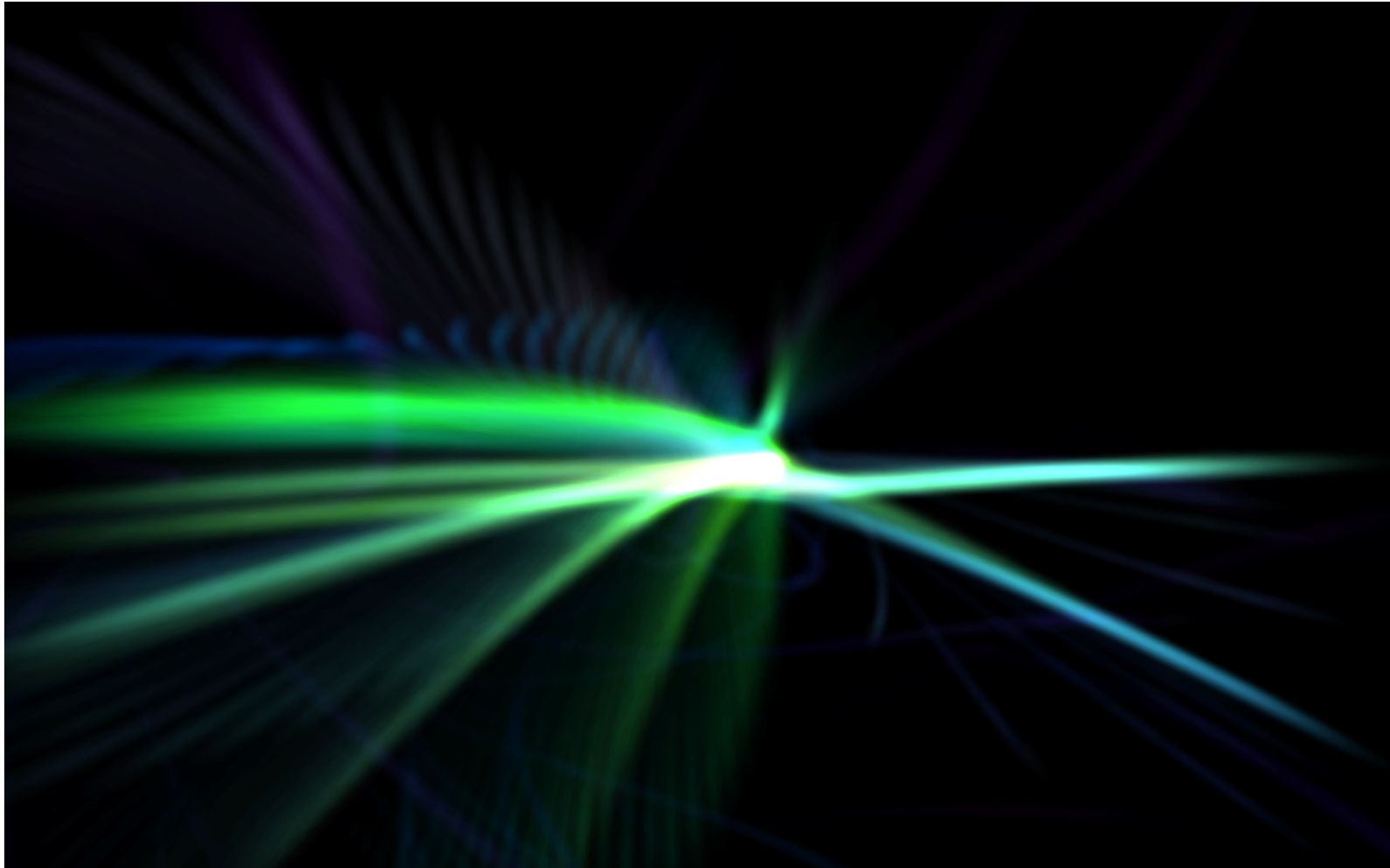


Figure 9.25: A particle effect in the flurry screen saver



Figure 9.26: The star texture map



Figure 9.27: Flying through space with point sprites

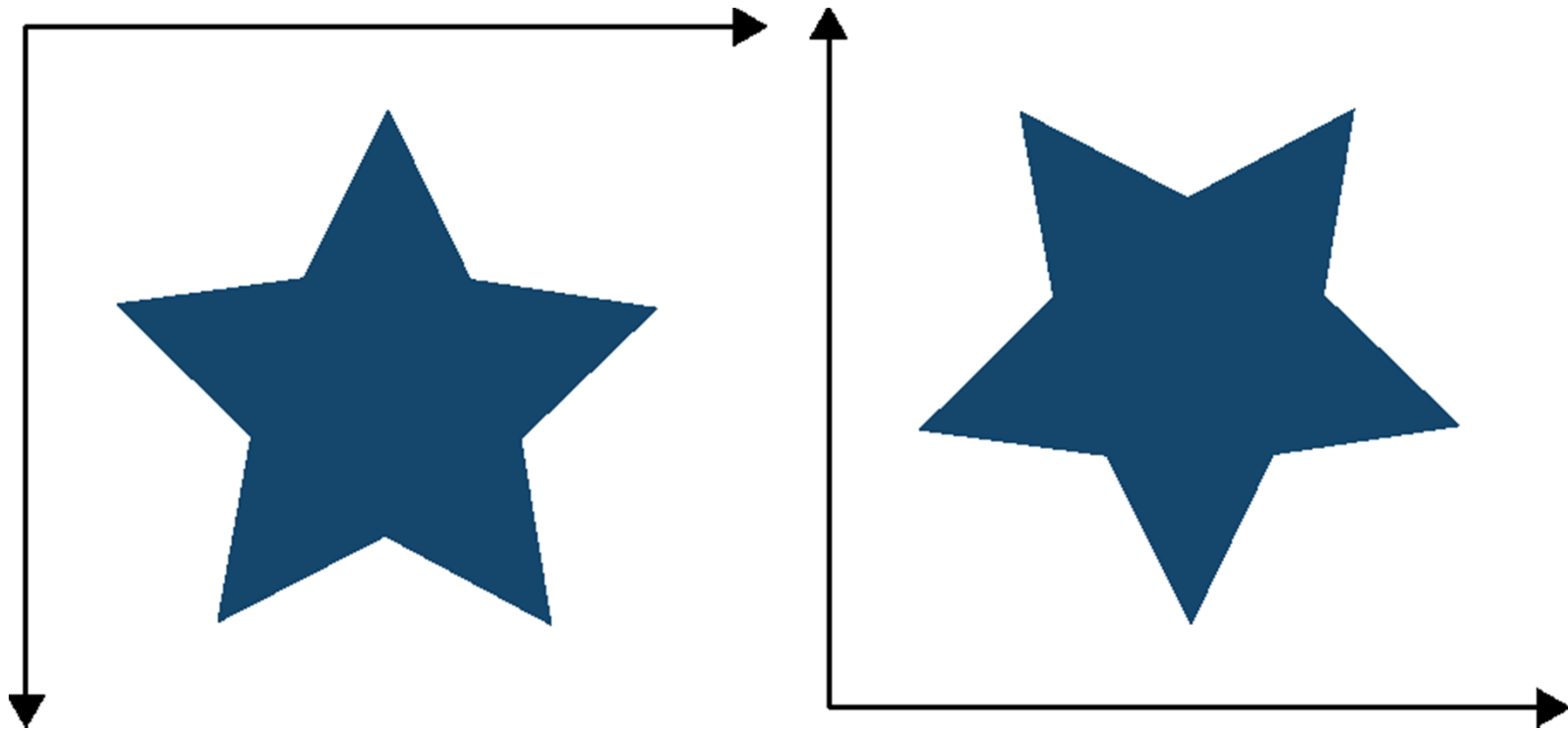


Figure 9.28: Two potential orientations of textures on a point sprite



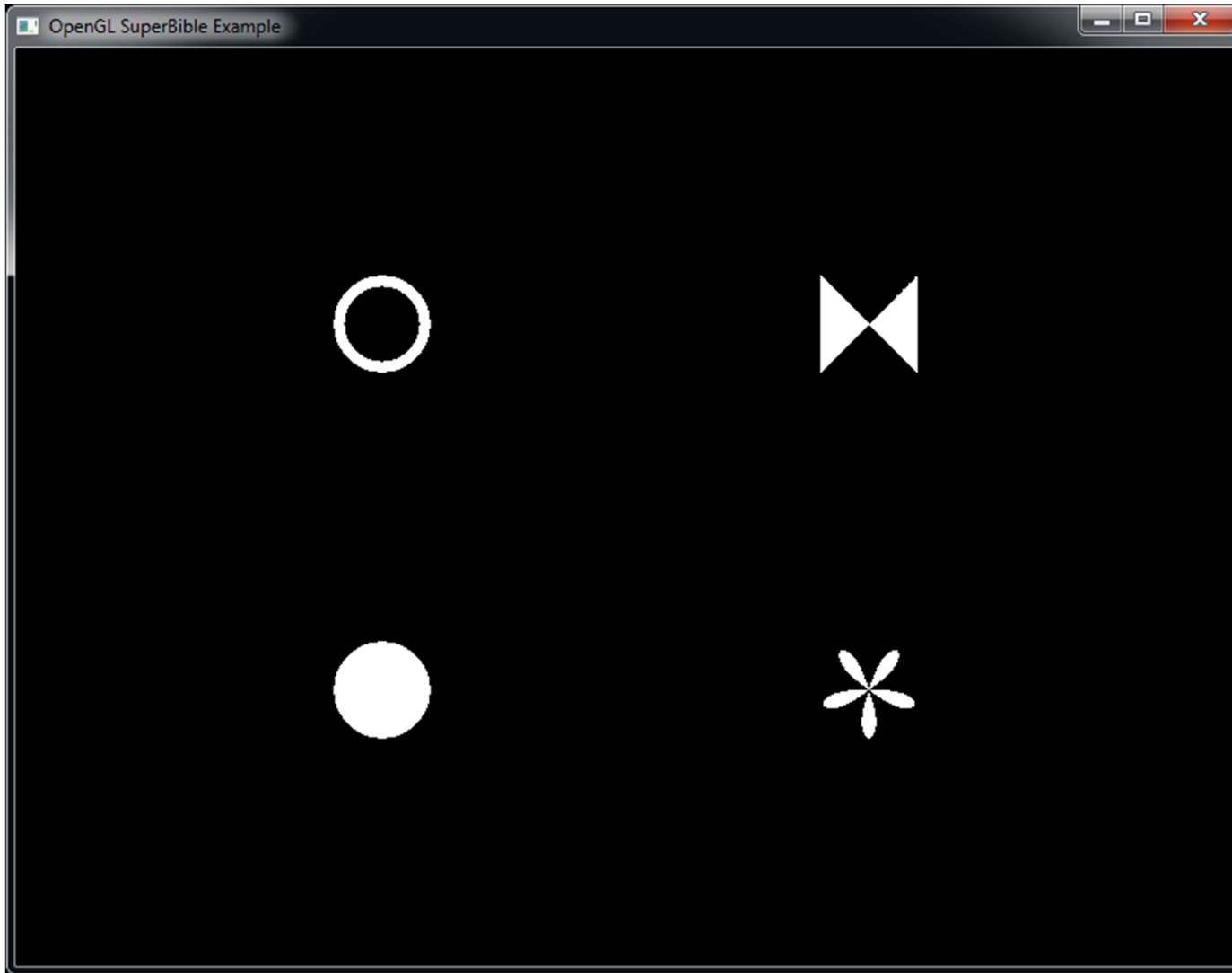


Figure 9.29: Analytically generated point sprite shapes