

A Review on Light Shafts Rendering for Indoor Scenes

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Abstract : Rendering light shafts is one of the important topics in computer gaming and interactive applications. The methods and models that are used to generate light shafts play crucial role to make a scene more realistic in computer graphics. This article discusses the image-based shadows and geometric-based shadows that contribute in generating volumetric shadows and light shafts, depending on ray tracing, radiosity, and ray marching technique. The main aim of this study is to provide researchers with background on a progress of light scattering methods so as to make it available for them to determine the technique best suited to their goals. It is also hoped that our classification helps researchers find solutions to the shortcomings of each method.

Keywords : shaft of lights, realistic images, image-based, and geometric-based

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