Surface Effects and Combinations

Draw Objects Sorted by Texture

Spherical Environment mapping for static surface reflections is supported by Candera. The texture coordinate of the Spheremap will be calculated dynamically in the Shader depending on the position of the camera. Furthermore the spheremap texture can still be mixed with additional textures (multitexturing) like specular maps for shiny surfaces.

Consider using textures for storing (intermediate) results of expensive shader calculations. Texture lookups might be faster than arithmetic calculations.

Revision #4
Created 2023-02-20 05:06:49 UTC by Tsuyoshi.Kato
Updated 2024-07-31 23:17:53 UTC by Tsuyoshi.Kato