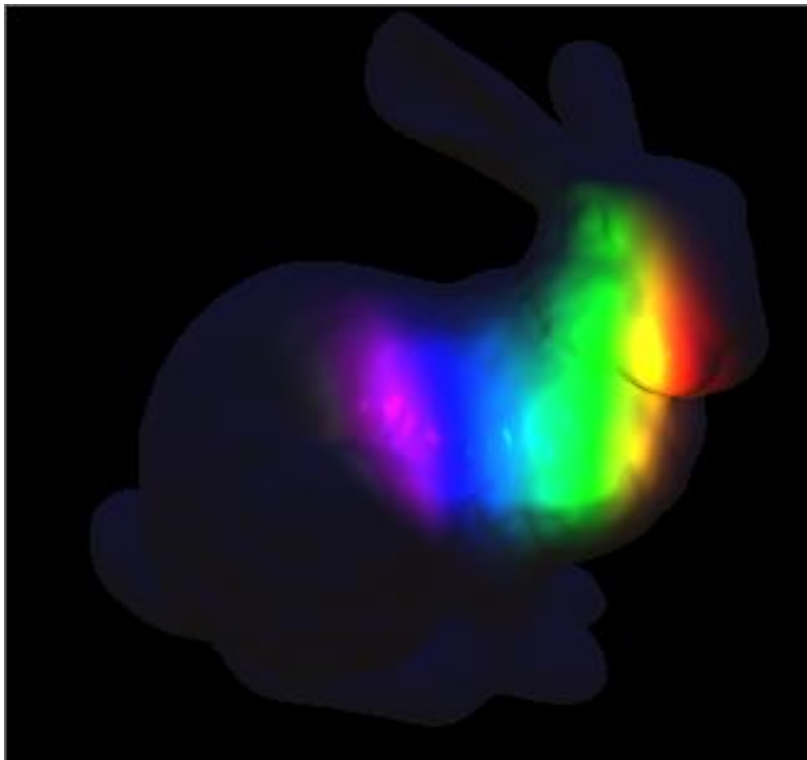
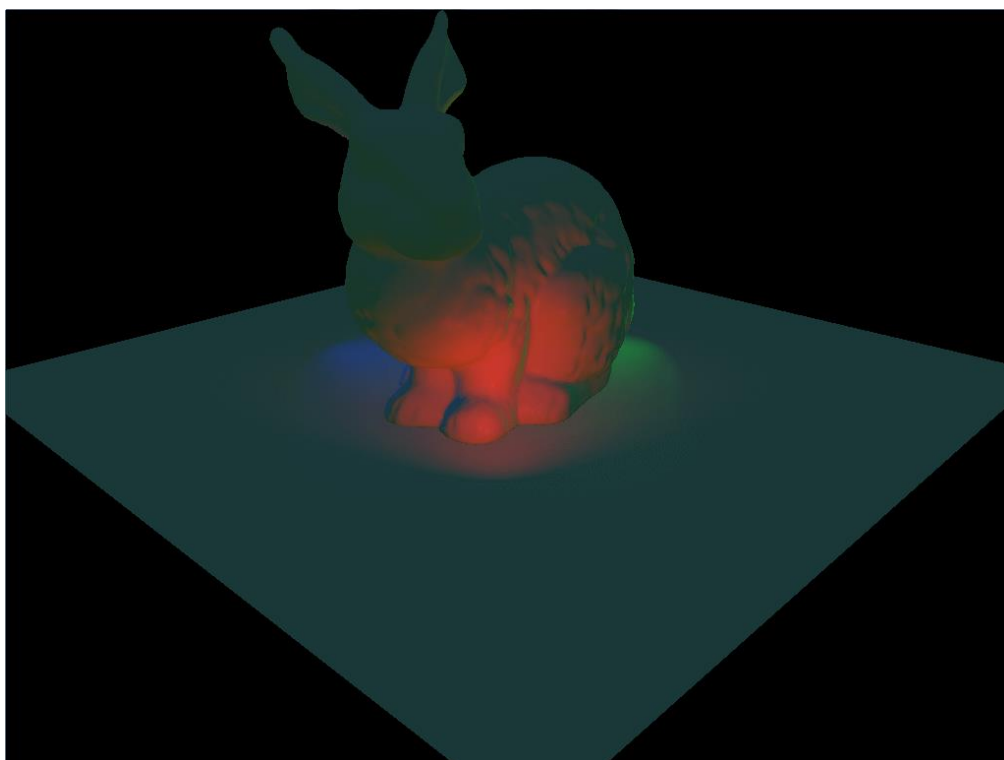
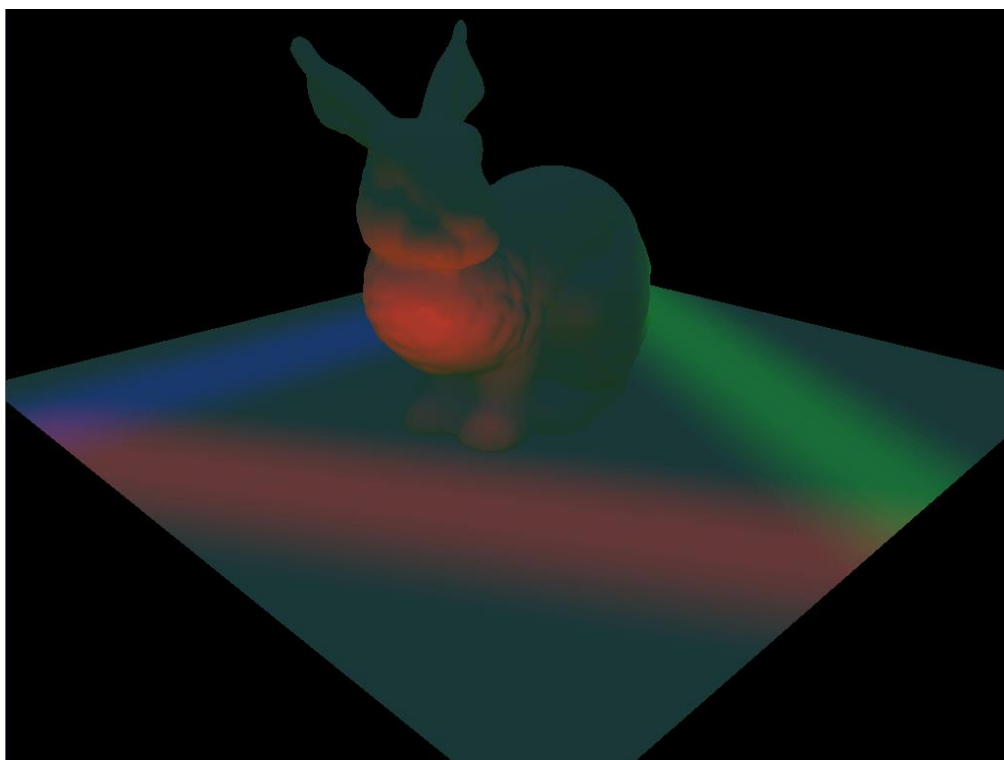
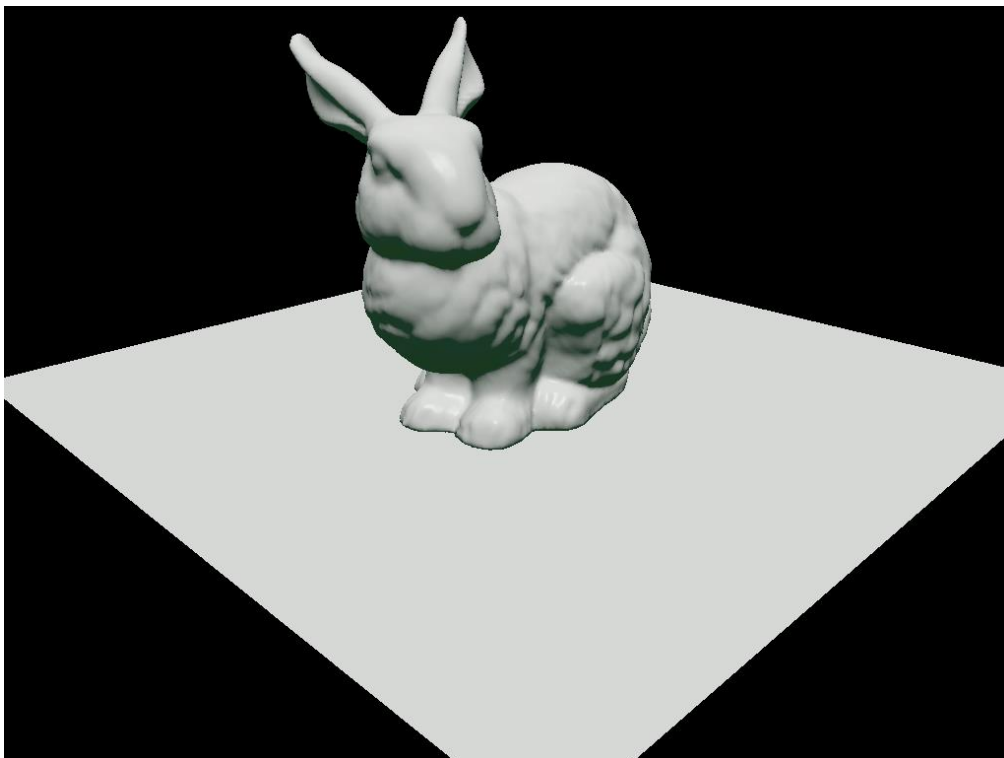
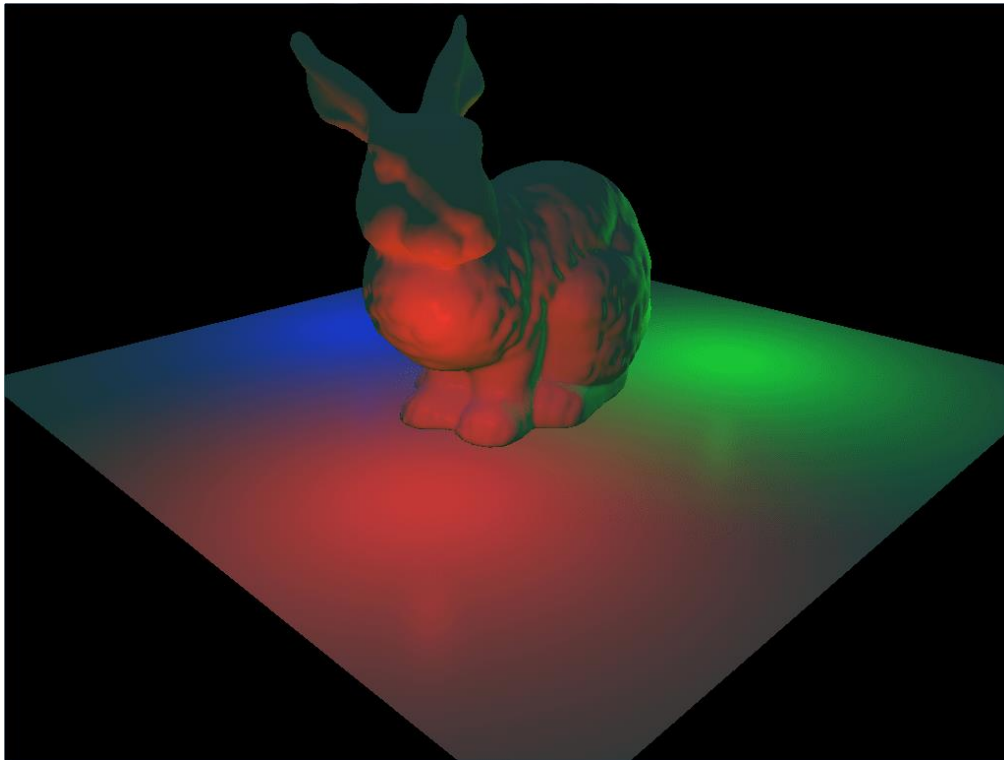
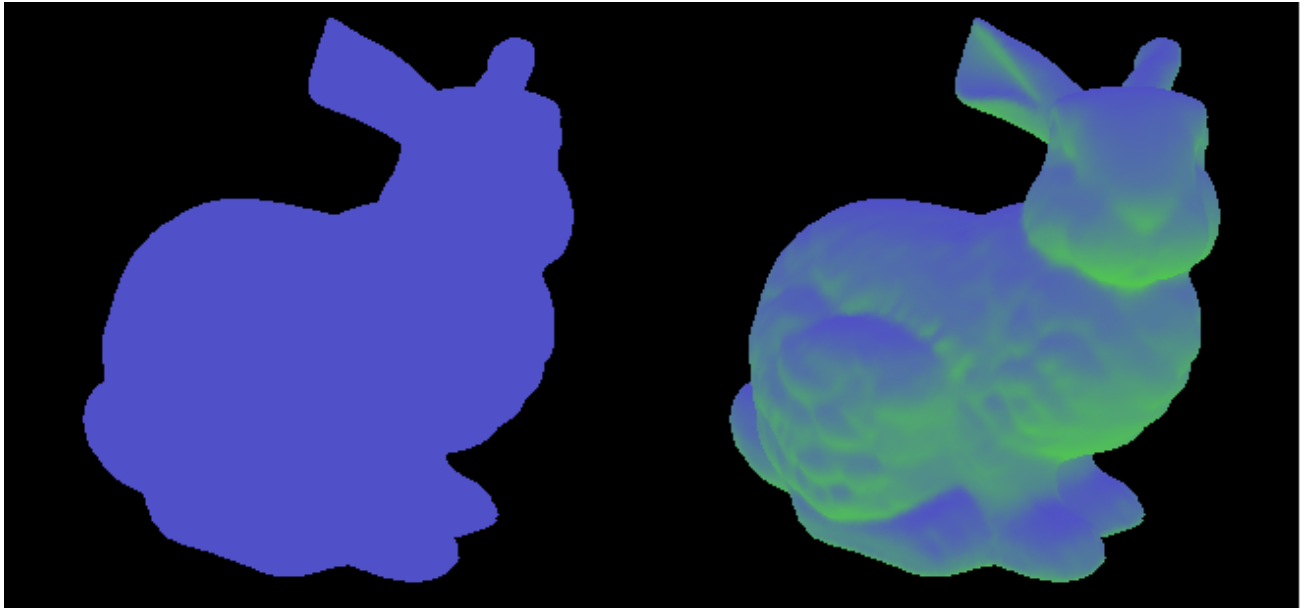


Chapter 1, Forward Lighting

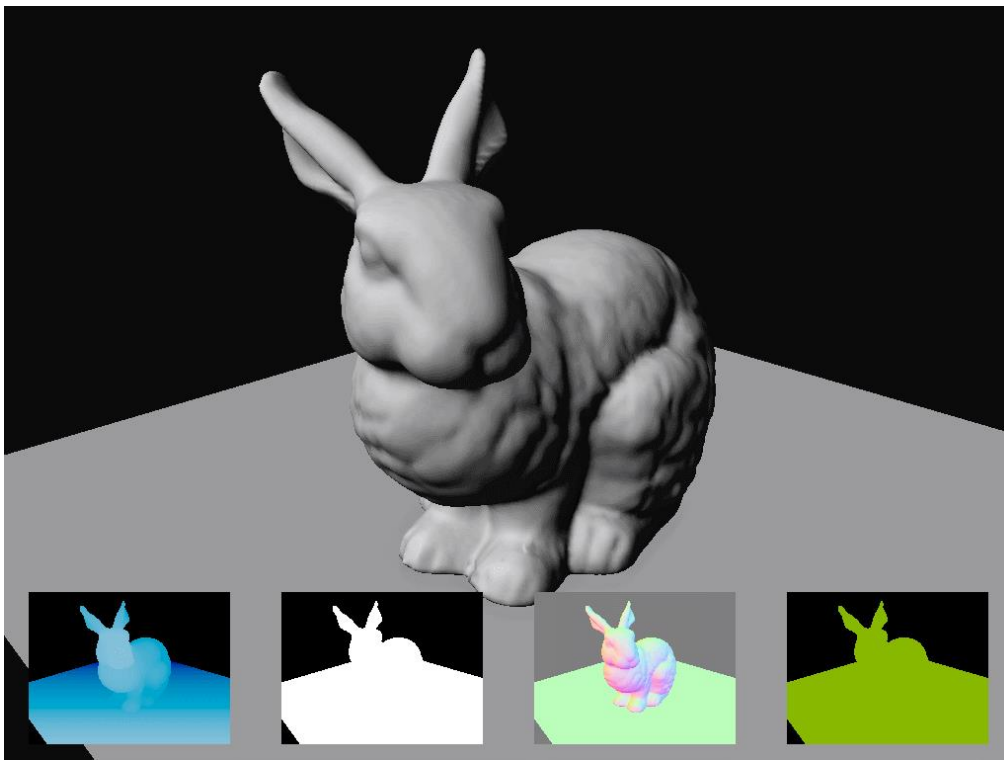




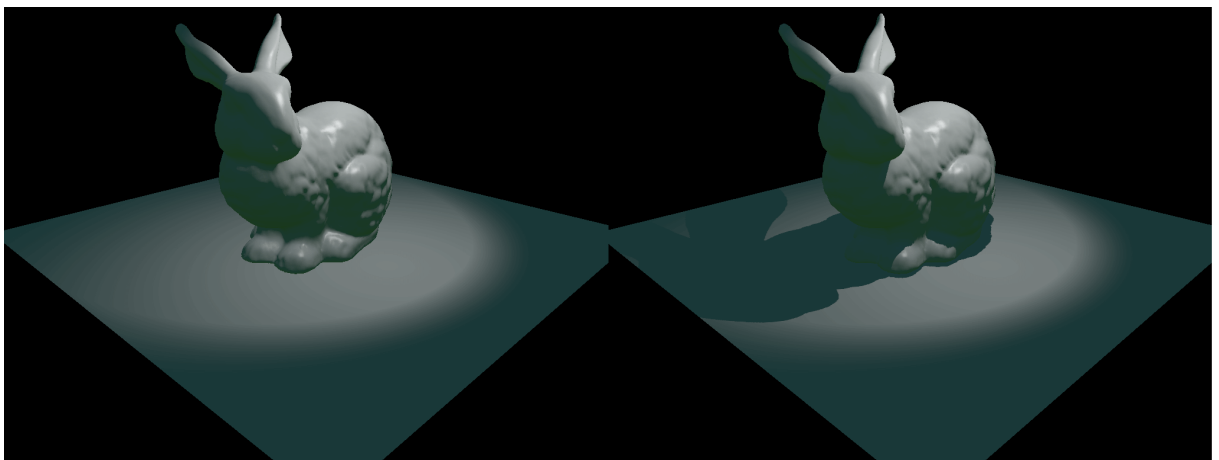
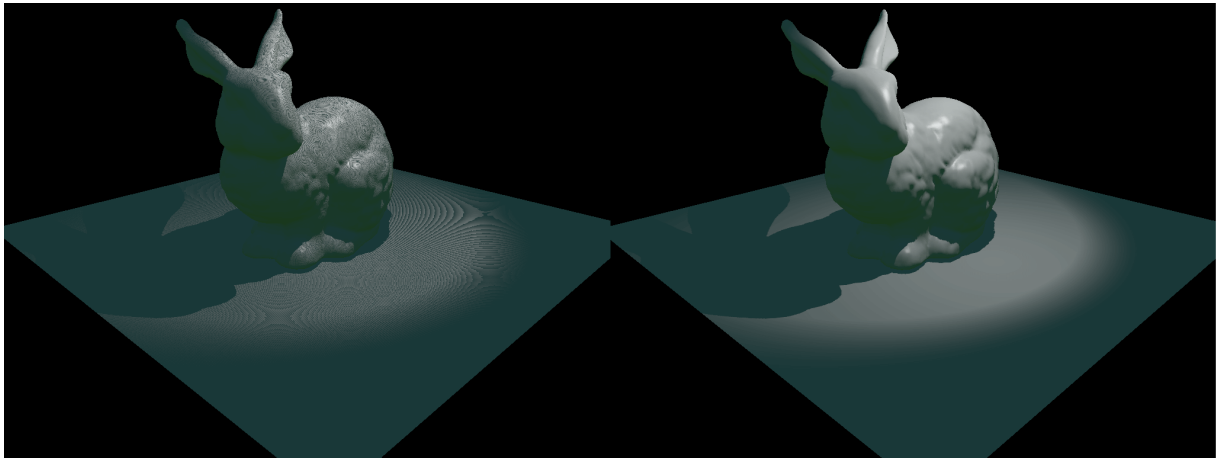




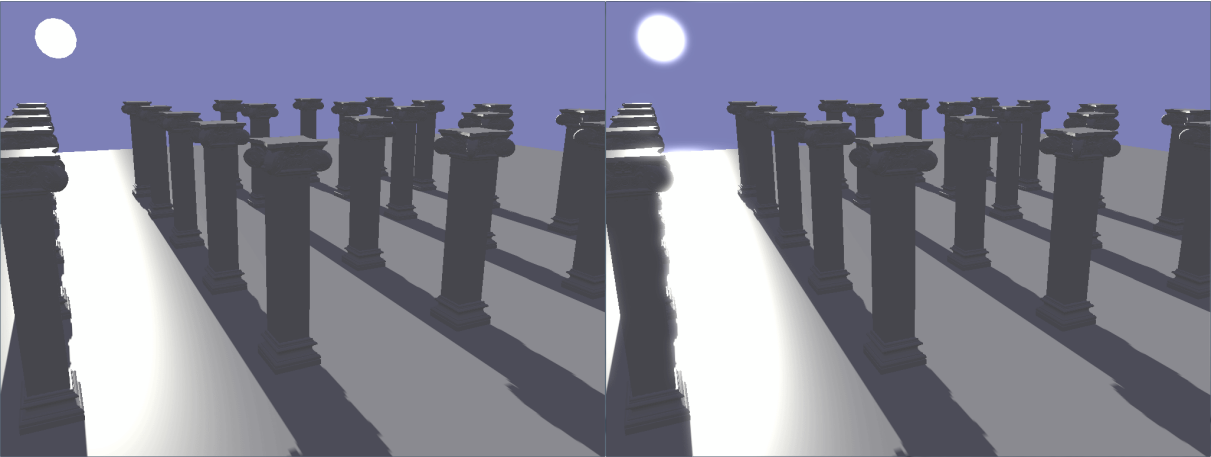
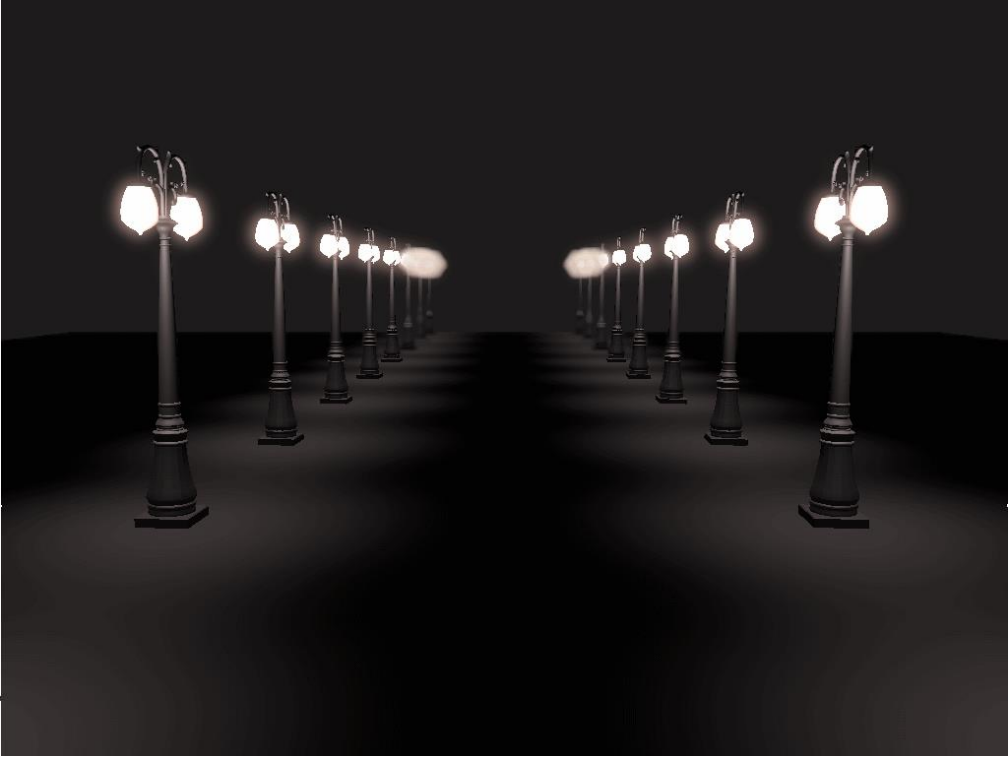
Chapter 2, Deferred Shading



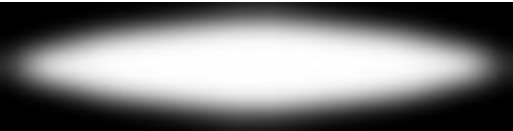
Chapter 3, Shadow Mapping

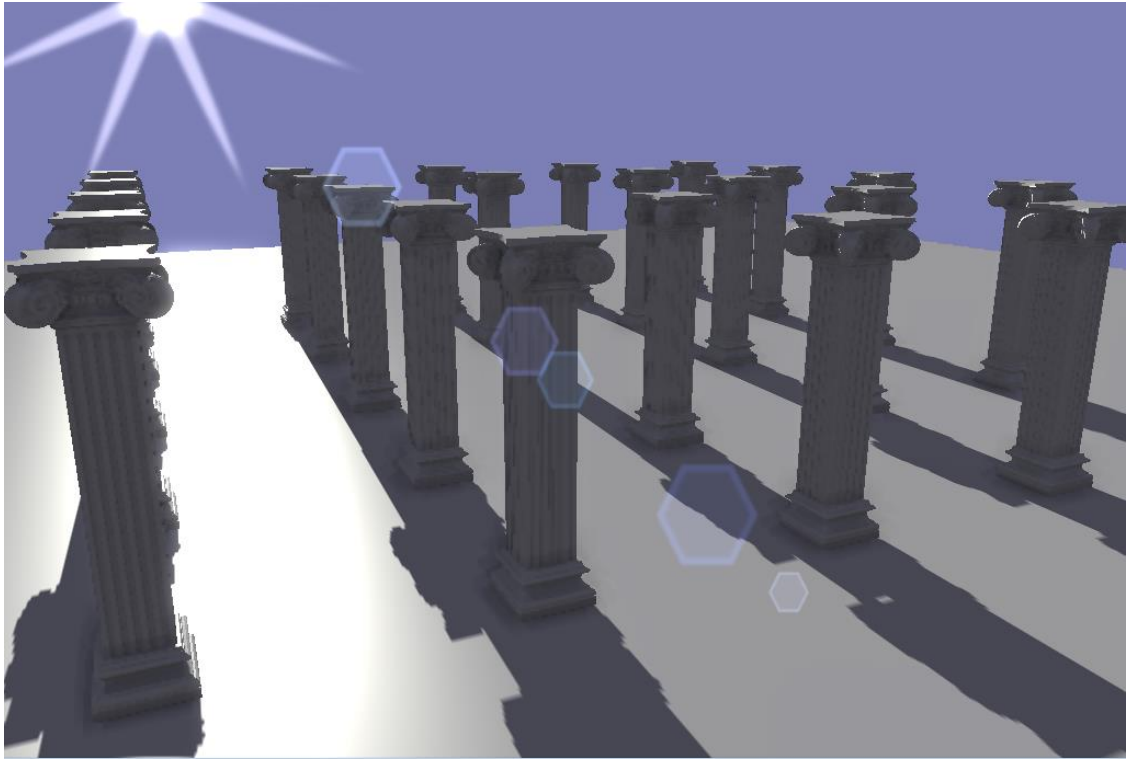


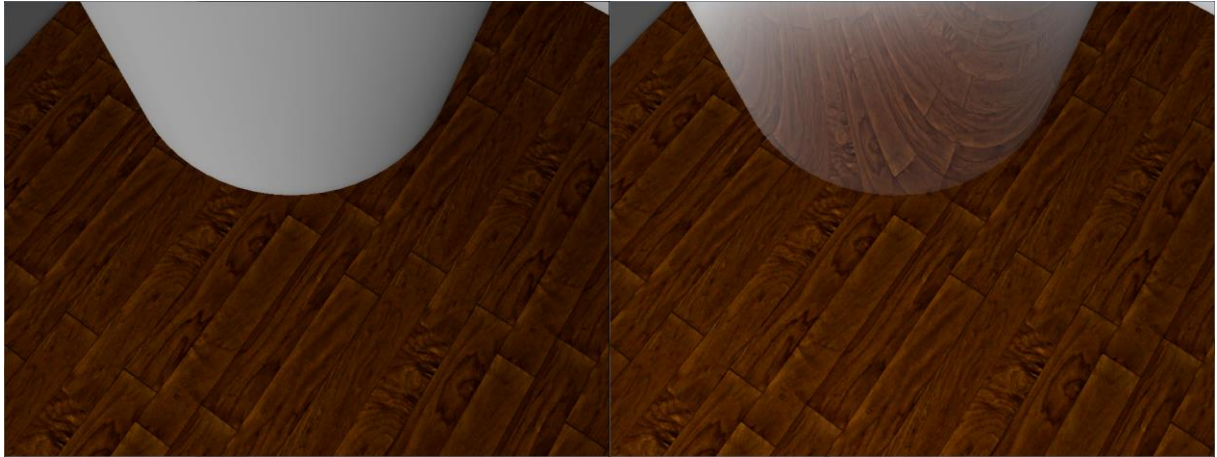
Chapter 4, Postprocessing



Chapter 5, Screen Space Effects







Chapter 6, Environment Effects

