



Illustration 1: Toon shading

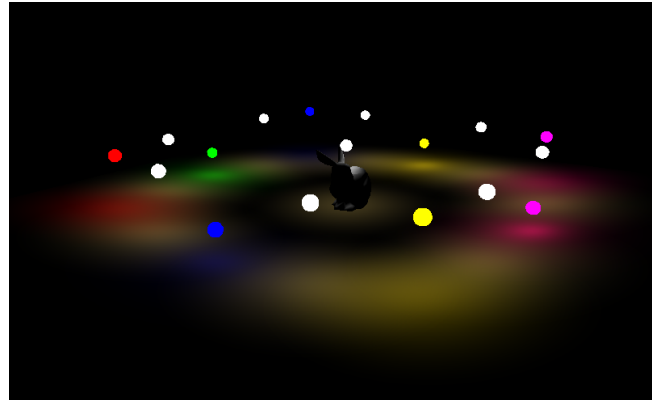


Illustration 5: Větší množství světel



Illustration 2: Environment mapping



Illustration 6: Zrcadlo

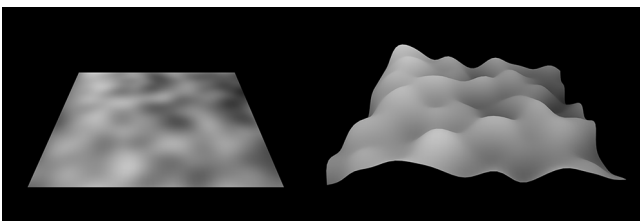


Illustration 3: Procedurální geometrie - terén

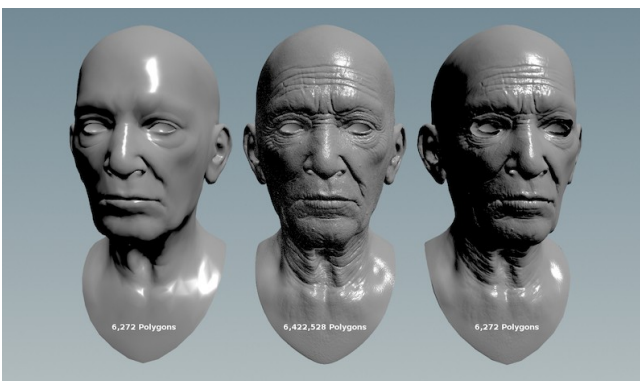


Illustration 4: Normal mapping

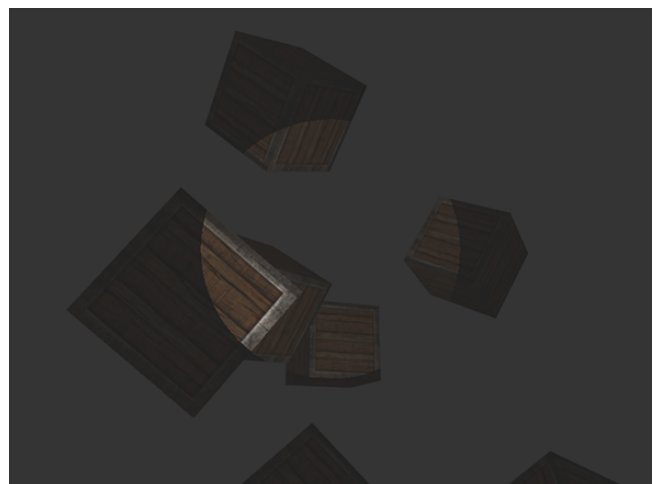
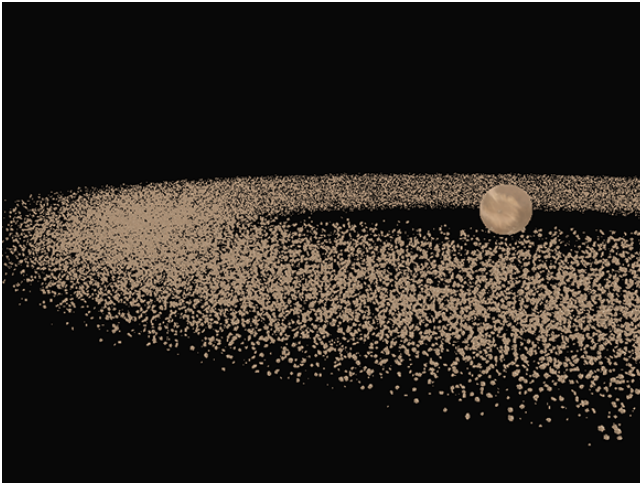
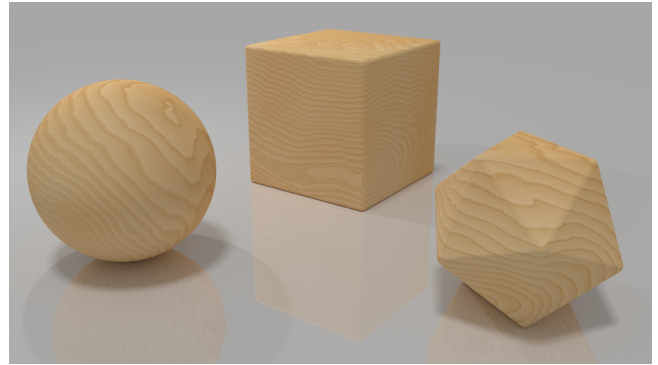


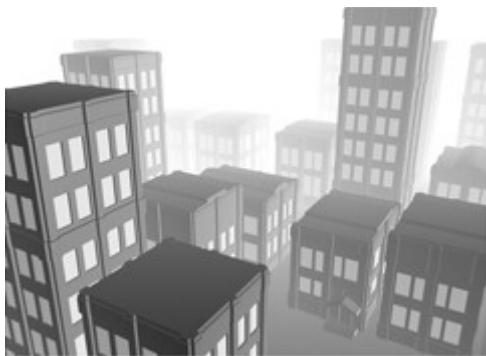
Illustration 7: Kuželové světlo



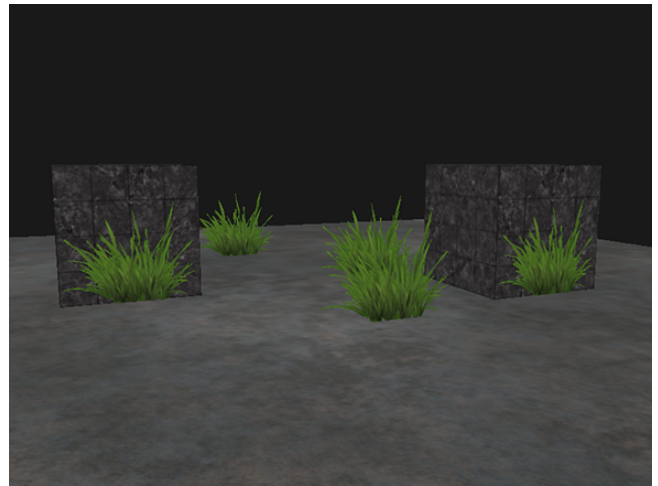
*Illustration 8: Instancování*



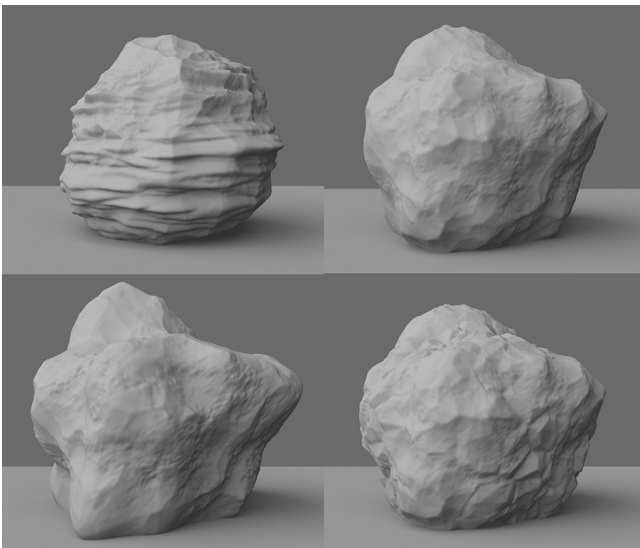
*Illustration 11: Procedurální textura*



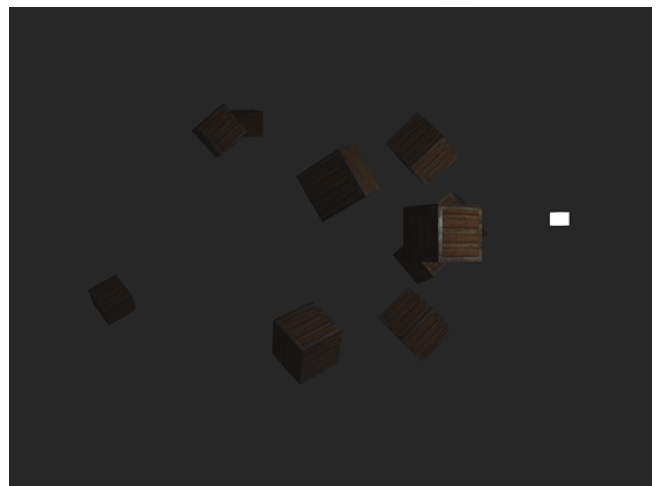
*Illustration 9: Mlha*



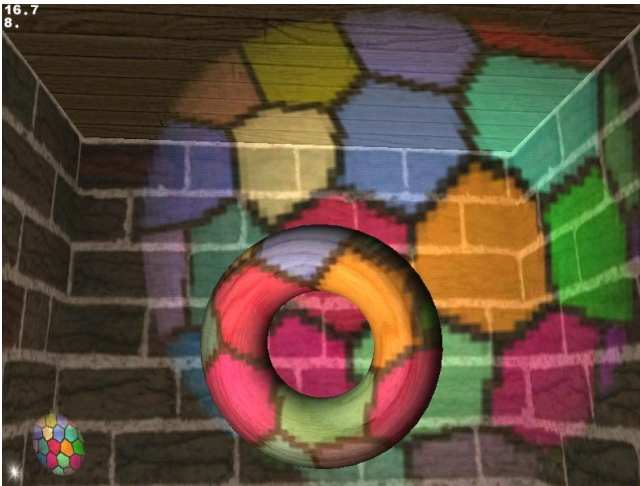
*Illustration 12: Blending a průhlednost*



*Illustration 10: Procedurální geometrie*



*Illustration 13: Útlum světla*



*Illustration 14: Projektivní texturování*