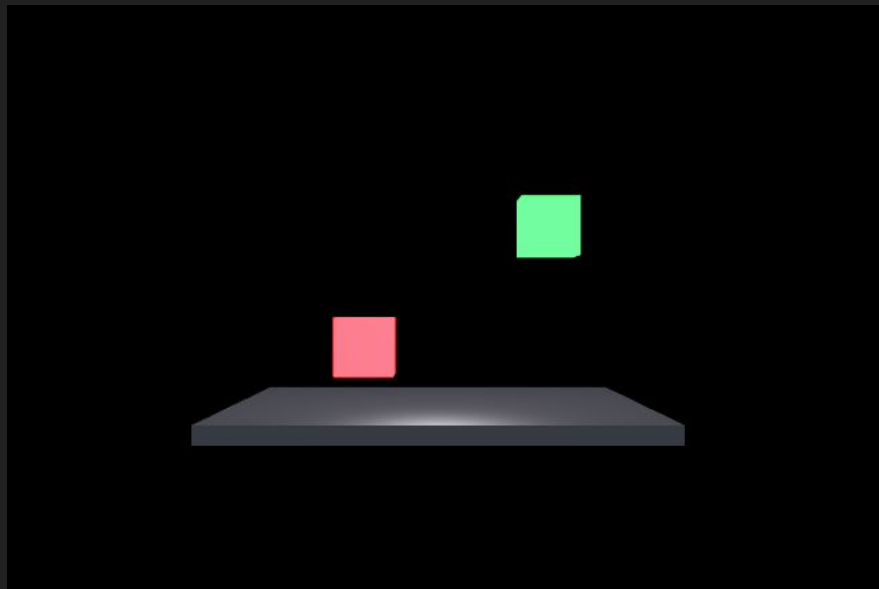


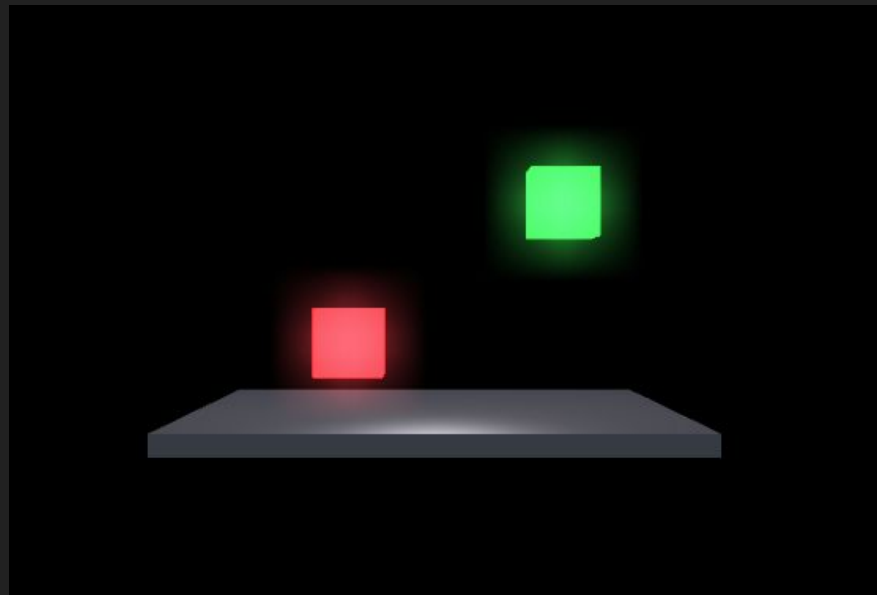
Shader Practice

CM163 Lab 5

Screen Space Bloom Effect



Without bloom



With bloom

Screen Space Bloom Effect

- Three pass shader
 - Pass 0 - Bright pass filter - find the bright pixels
 - `float brightness = dot(col, float3(0.2126, 0.7152, 0.0722));`
 - Pass 1 - Blur pass - Box Blur on Pass 0 output
 - Pass 2 - Combine Pass1 output to the original source image

Heightmap reflection



- Combine Heightmap example code with Cubemap example code