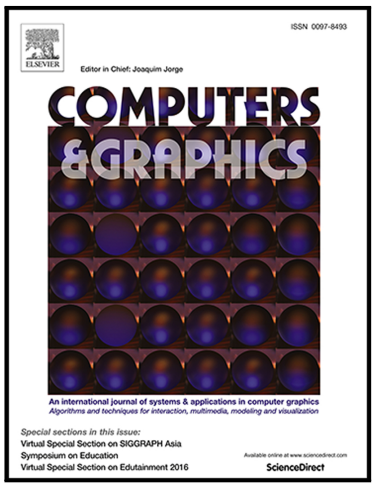

Interactive Screenspace Fragment Rendering for Direct Illumination from Area Lights Using Gradient Aware Subdivision and Radial Basis Function Interpolation

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Highlights

- A deferred multi resolution rendering for direct illumination from area lights
- A sub-fragment visibility test detects discontinuity within a fragment
- A fragment is subdivided by analyzing its gradient of visibility discontinuities
- Fragments are upsampled using Radial Basis Functions to interpolate scattered data
- Our method generates fewer fragments as well as renders better and faster