Post-processing effects
Morten Paludeder
Post-processing effect?

- Render the scene as normal
- Don't project to the screen, save
- Apply shaders
- Project the outcome
Techniques

- Color grading
- Antialiasing
- Bloom
- Motion blur
- Lens flare
- Depth of field
- ...and tons more
Bloom
Bloom

- Specify what should glow
- Create a glow source texture
- Two-step image convolution
- Blend source texture on the original
Depth of field

- Applies blur to scene based on a central point (focal region)
- Three layers: near, far, focal
Bokeh
Depth of Field with bokeh

- Render the scene
- Depth + blur generation
- Bokeh point extraction
- Regular DoF
- Combine the two
Quality time

Skyrim ultron
ENB
Thanks for listening!
Sources

- https://en.wikipedia.org/wiki/High-dynamic-range_imaging
- https://mynameismjp.wordpress.com/2011/02/28/bokeh/