

Faculty of Mathematics and Physics
Charles University in Prague
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Graphics for Games

Lab 09.2 – UE4 – CSM (Cascaded Shadow Maps)

Resources

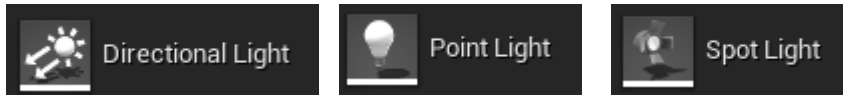
Links

- [UE4 CSM](#) – Epic's casted Shadows
- [Example video 1](#)
- [Theory](#)

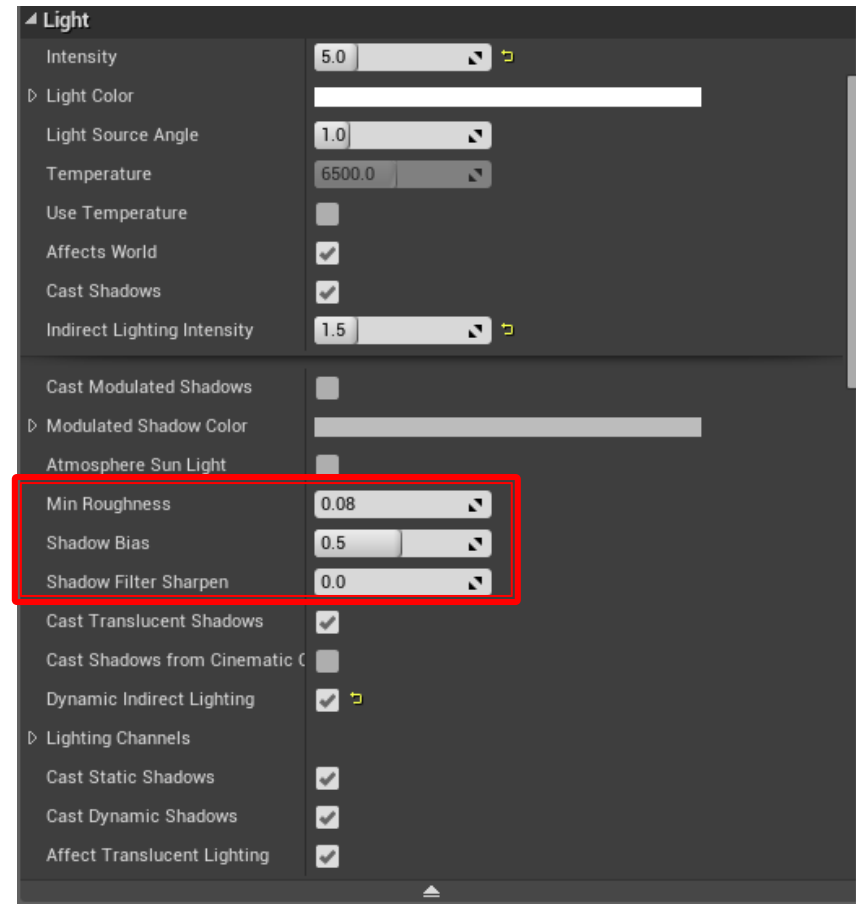
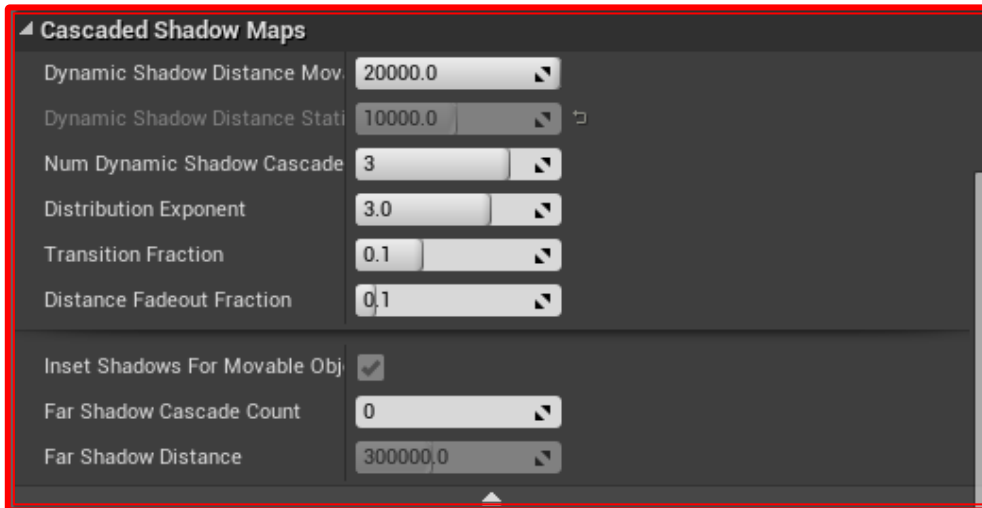
CSM – Cascaded Shadow Maps

Steps

1. Add (edit) some light



2. Tweak CSM on the light



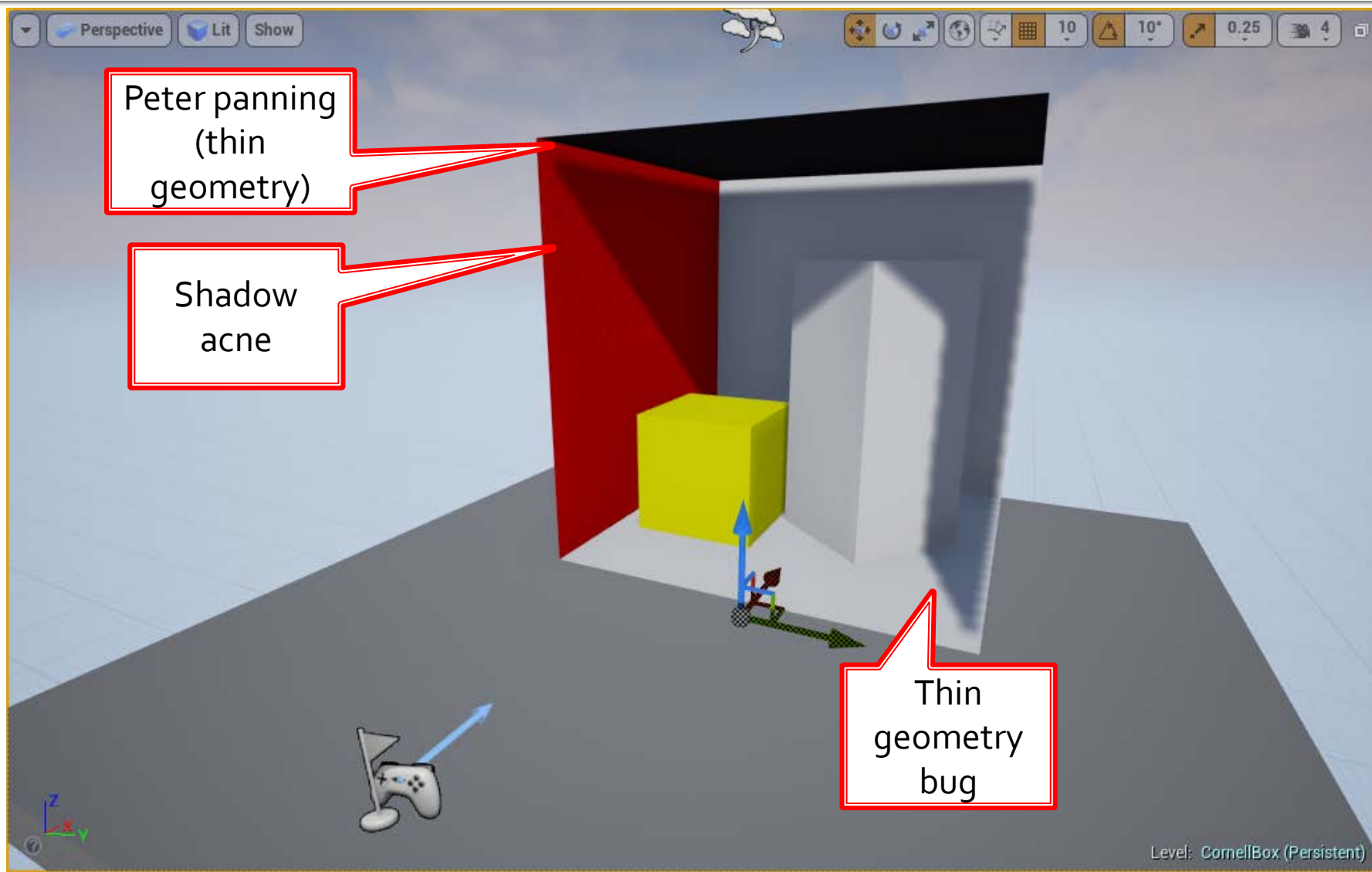
CSM – Cascaded Shadow Maps

Example

- CornellBox
 - Contains two maps
 - CornellBox -> standard baked lighting
 - CornellBox-LPV -> enabled LPV
- Things to try
 - Observe shadow acne
 - Tweak Shadow Bias / Filter Sharpen
 - Change shadow distance
 - Move further / closer, observe changes
 - Change exponent for better shades
 - Note it behaves the same regardless the map version

CSM – Cascaded Shadow Maps

CornellBox



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CornellBox

