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Unit: Personal Inquiry

Annotated Reference List

Bavoil, L, Sainz, M. 2008. *Screen Space Ambient Occlusion*. Available from: <http://developer.download.nvidia.com/SDK/10.5/direct3d/Source/ScreenSpaceAO/doc/ScreenSpaceAO.pdf>. [Accessed 12 May 2010]

I used this paper during the research on the SSAO algorithms. It has an overview on Nvidia's implementation of their horizon based SSAO algorithm.

Blinn, J. 1996. *Jim Blinn's Corner: A Trip Down the Graphics Pipeline*. San Francisco: Morgan Kaufmann Publisher

This probably has been the most useful resource as the algorithms that Jim Blinn explains in his book are the ones that I have implemented to recreate the graphic pipeline in my plugin.

Quilez, Iñigo. 2007. *Screen space ambient occlusion*. Available from: <http://iquilezles.org/www/articles/ssao/ssao.htm>. [Accessed 2 May 2010]

In this website I found the SSAO algorithm that I have implemented in the plugin.

Kindercrasher. 2008. Iñigo Quilez. Available from: http://www.youtube.com/watch?v=0Qh_JK_cpdl [Accessed 12 May 2010]

This video is the first demo in which Iñigo Quilez implemented the algorithm that I have used in my plugin.

Mittring, M. 2007. *Finding Next Gen: Cryengine 2*, 113-115. Available from: http://ati.amd.com/developer/SIGGRAPH07/Chapter8-Mittring-Finding_NextGen_CryEngine2.pdf [Accessed 12 May 2010]

In this paper appears for the first time the SSAO algorithm. It is a technical paper on the techniques applied in the game Crysis.

Shoaff, William D. (2000). *The Perspective Space to Clip Space Map*. Available from: <http://cs.fit.edu/~wds/classes/graphics/PTOC/ptoc/ptoc.html>. [Accessed 12 May 2010]

This was a very useful resource while programming the transformations of the graphics pipeline.