

Real-time global illumination has become a very important research topic, since it can provide better overall visual quality for many modern video games. Using probes to precompute the lighting information is one of the most popular way. However, original irradiance probes fail to capture the visibility information of the surrounding scene which lead to some light leaking artifact. NVIDIA has proposed a probe based method to solve this problem and this project mainly aims to have a further investigation on it.