

User Guide

Soft Shadows

The Soft Shadow sample code program demonstrates a technique for rendering approximated soft shadows efficiently using Pixel Shader 3.0's conditional branching. The program uses conditional branching to apply large percentage-closer filters in the vicinity of shadow boundaries.

For more information on Soft Shadow, refer to the *HLSL Soft Shadow White Paper*.

Soft Shadow Controls

Table 1 lists the controls necessary to manipulate soft shadows.

Table 1. Soft Shadow Controls

Key	Description
Left Mouse Button	Rotate the light-source around the scene
Right Mouse Button	Rotate the camera around the scene
Mouse Wheel	Move the camera forwards and backwards
Shadow Filter Size	Varies the size of the percentage closer filter used to approximate the soft shadow
# Shadow Samples	Varies the number of samples used in the softened shadow estimate. Changing this affects both the quality and the performance of the technique.
Depth/Slope-Scale Bias	These vary biasing factors used to obtain optimal results with shadow mapping
(R)otate	Rotate the head around the y-axis
(W)ireframe	Enable wireframe display
F2	Change Device
Alt + Enter	Toggle Full screen mode
Esc	Exit



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NVIDIA Corporation
2701 San Tomas Expressway
Santa Clara, CA 95050
www.nvidia.com