

Line-Sweep Screen-Space Ambient Occlusion

Figure 1: *teaser*

Abstract

Categories and Subject Descriptors (according to ACM CCS): I.3.7 [Computer Graphics]: Computer Graphics—Color, shading, shadowing, and texture

1. Introduction

Plop [Tim12] the incredible machine! Le oldie [TW10]

References

- [Tim12] TIMONEN V.: Low-Complexity Intervisibility in Height Fields. *Computer Graphics Forum* 31, 8 (2012), 2348–2362. 1
- [TW10] TIMONEN V., WESTERHOLM J.: Scalable Height Field Self-Shadowing. *Computer Graphics Forum (Proceedings of Eurographics 2010)* 29, 2 (May 2010), 723–731. 1