

# A shader for simultaneous ambient occlusion and edge detection for reverse engineering

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## Abstract

© Published under licence by IOP Publishing Ltd. We have presented real-time post-processing shader, which produces the effect of ambient occlusion and edge detection at the same time. The shader is written in two versions: in Pixel Bender 2.5 (for test purposes) and in AGAL (for real-time rendering). The algorithm is simple to implement and can be easily extended to other higher-level shader languages. It uses only depth texture without screenspace normal texture and without additional noise texture, which is key component of a rendering pipeline of most of known screenspace ambient occlusion algorithms.

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