$C = C * C_L$

C,A

TF

Eye Buffer,
Current Render
Target

C_L

2D Texture
Coordinates

Slice Direction

Light Buffer,
Bound As Texture

Slice Pass 1

Eye Buffer,
Not Used in
This Pass

TF

$(0,0,0,A)$

Slice Direction

Light Buffer,
Current Render Target

Slice Pass 2

Figure 39-10 Two-Pass Volumetric Shadow Setup

Example 39-3. Two-Pass Volume Rendering with Shadows

1. Clear the eye buffer and initialize the light buffer to the light color C_L . A texture map can be used to initialize the light buffer for creating special effects, such as spotlights.
2. Compute the proxy geometry in object space using Algorithm 39-1. When the dot product of the light and the view directions is positive, set the slice direction to halfway between the light and the view directions, as shown in Figure 39-9a. In this