

Modules 7 - Skyboxes and Shadow Maps

Extended Resources

- ❖ This article outlines the steps needed to create a Cube Map in WebGL and how to use that to then create a Skybox:

<https://webglfundamentals.org/webgl/lessons/webgl-skybox.html>

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- ❖ This article explains the double rendering approach used to create a Shadow Map in real-time in WebGL:

<https://www.chinedufn.com/webgl-shadow-mapping-tutorial/>