A Brief Introduction to Casting Shadows in OpenGL

1. Get a view from the light source – everything you cannot see must be in a shadow

2. Generate a depth view from the light source

Light Source casting the shadows

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3. Put the eye back where it really belongs. Generate the view. Every time you create a pixel in the scene, compare its 3D location against the depth map. If the camera could not see it, don't allow lighting to be applied to it.