PLAY CANVAS

MARCH 2021 UPDATE
Content Picks
PlayCanvas Powers Snap Games - Over 100M Players
Engine Updates
PlayCanvas Runtime Lightmapper
Current system:
- Punctual lights baked into lightmaps
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New system:
- Bake ‘soft directional’ (jittered N times and accumulated into lightmap)
- Skylight (sampled N times from random directions and accumulated into lightmap)
- Lightmap denoised with Bilateral Filter
Clustered Lighting

Scene Stats:
- 254 point light sources
- 256 meshes

Current Forward Renderer:
- ~35ms / frame on GPU*

Clustered Lighting:
- Lights encoded in textures
- Light indices assigned to clusters and encoded in texture
- Multiple of 4 lights per cell act on each fragment
- ~3ms / frame on GPU*
Tools Updates
Import Full Model Hierarchy
TextMesh: 3D Text Creation
Introducing ShEd - PlayCanvas Shader Editor
Thanks for listening!

PlayCanvas Editor - https://playcanvas.com
PlayCanvas glTF Viewer - https://playcanvas.com/viewer
PlayCanvas Engine - https://github.com/playcanvas/engine
PCUI - https://github.com/playcanvas/pcui