Imposters

Billboards or point sprites are quite often used as "imposters" pretending to be a 3D geometry by showing a 2D image that is always facing the camera.

Candera supports both, Billboards and Point Sprites to achieve three-dimensional impressions by showing camera aligned two-dimensional images.

In order to relief distinction between Billboards and Point Sprites see following comparison:

- Billboards support rectangular dimension and non-uniform scale.
- Billboards support different rotation techniques (see Alignment), whereas Point Sprites are always screen aligned.
- Point Sprites have a performance advantage due to less geometry (one instead of 4 vertices).

Overall recommendation: Use Point Sprites for spherical shapes like particles, lens flares, sparkles, dust which are screen aligned. \ Further, use Billboards for world up oriented clouds, text, or yaw axis aligned trees, and signs, etc.

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