



Título: GPU-based Coherent Ray Traversal for Hybrid Rendering Pipelines

Data: 22/04/2019

Horário: 16:00h

Local: Sala de Seminários - Bloco 952

Resumo:

We present a method that enables the computing of ray tracing intersections aimed towards real time applications. Processing bundles of rays grouped by mesh in a local thread group we can establish a level of coherency that enables us to share mesh data amongst those rays, reducing memory footprint and having minimal context switching.

Banca:

Defesa de Qualificação de Dissertação: Rodolfo Felipe Sganzerla Sabino

Escrito por Secretaria MDCC

Qua, 17 de Abril de 2019 00:00

- Prof. Dr. Creto Augusto Vidal (MDCC/UFC - Orientador)
- Prof. Dr. Joaquim Bento Cavalcante Neto (MDCC/UFC - Coorientador)