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HPA TT
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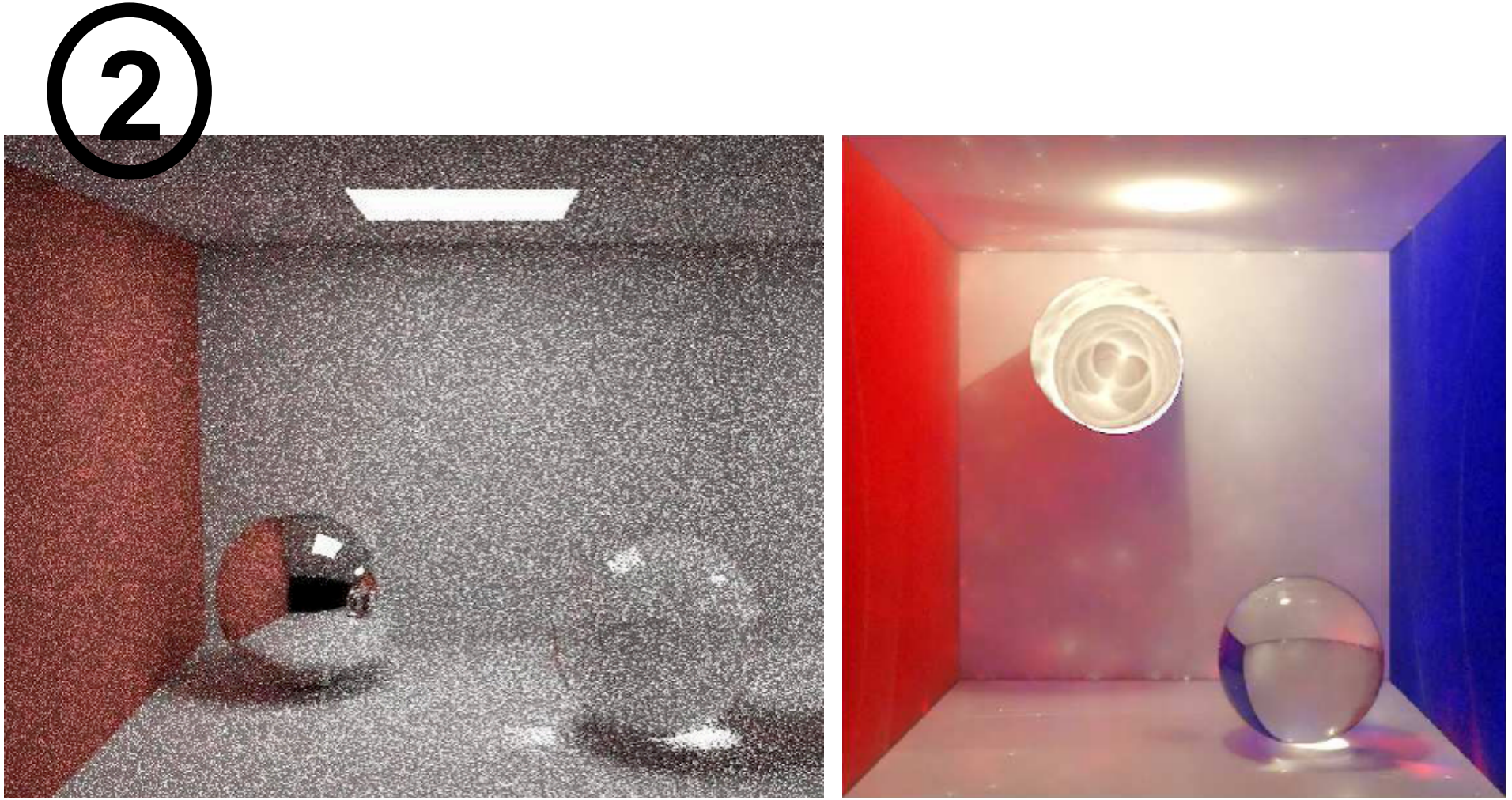
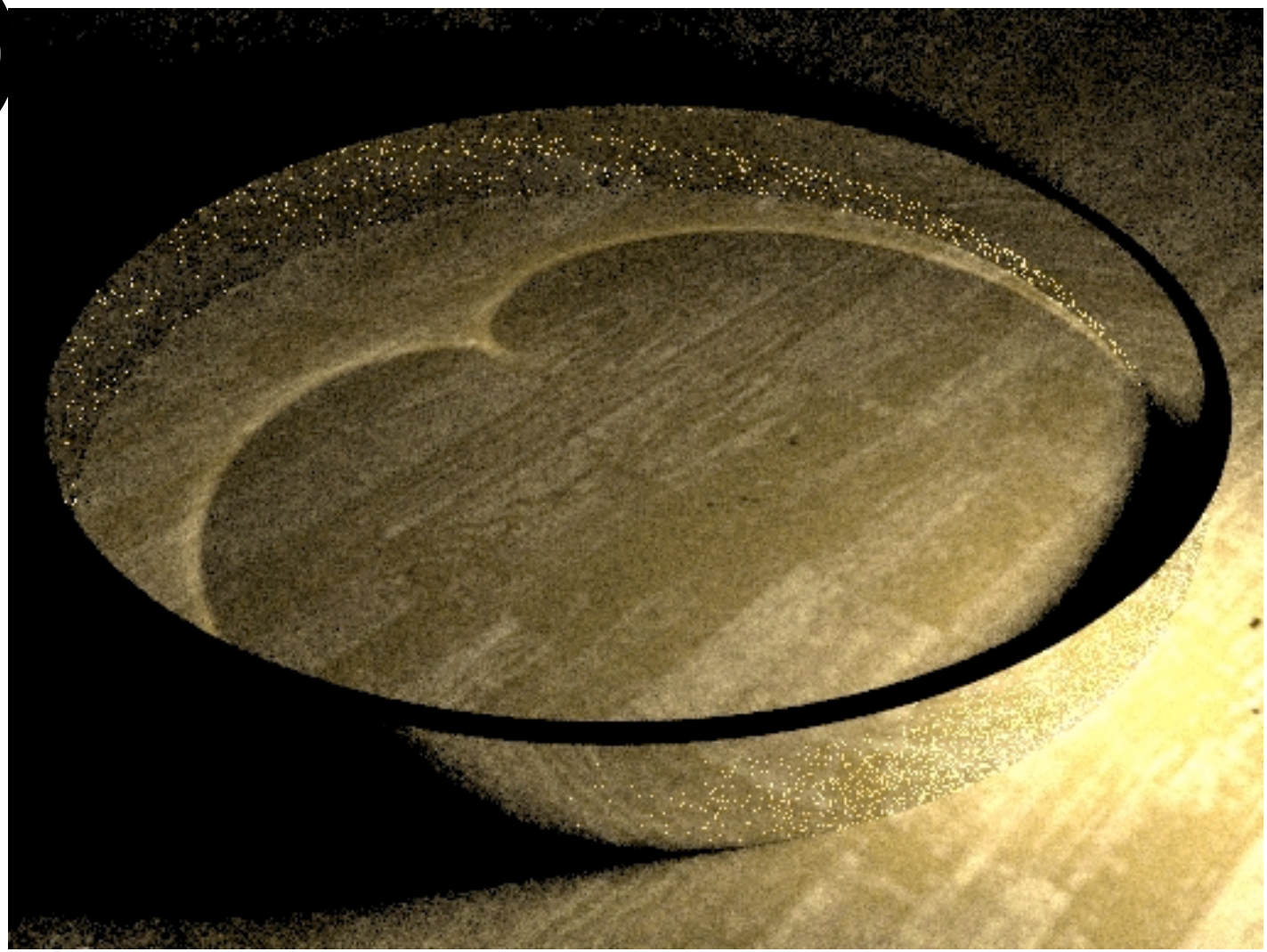
HPA TT

FERTILISERS AND FEEDING STUFFS

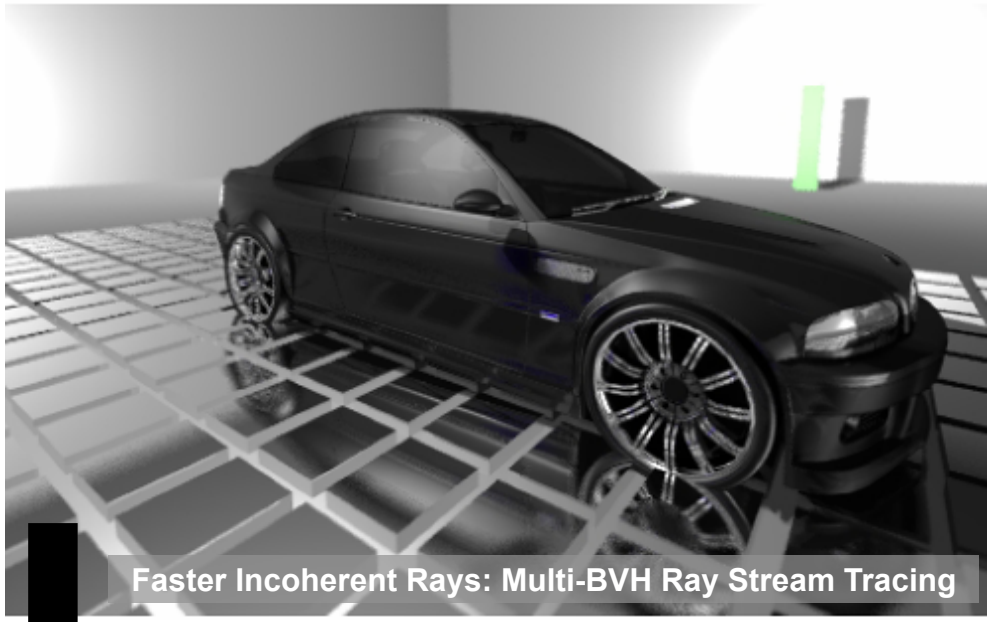
1


2

2



3
Understanding the Efficiency of Ray Traversal on GPUs


Faster Incoherent Rays: Multi-BVH Ray Stream Tracing

Real-Time KD-Tree Construction on Graphics Hardware

3

## Realism in real-time will require…

1. Some genres rely on realism for their ‘suspension of disbelief’.

   ➔ Gamers pay for real-time realism. So aim for games.

2. Better algorithms.

   ➔ Something between PT and MLT. Aim for next 6 years. Be realistic.

3. Better users.

   ➔ Applied science. Combine without the pressure of invention.

   ➔ Rely on game developers.

$$\sigma = 1 / \sqrt{N}$$