

Accepted Manuscript

Progressive Ray Casting for Volumetric Models on Mobile Devices

Jesús Díaz-García, Pere Brunet, Isabel Navazo, Pere-Pau Vázquez

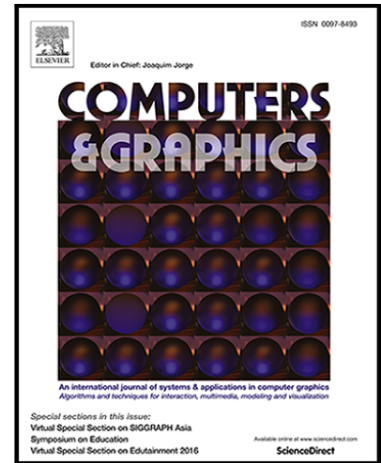
PII: S0097-8493(18)30030-X
DOI: [10.1016/j.cag.2018.02.007](https://doi.org/10.1016/j.cag.2018.02.007)
Reference: CAG 2915

To appear in: *Computers & Graphics*

Received date: 27 November 2017
Revised date: 31 January 2018
Accepted date: 23 February 2018

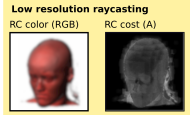
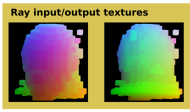
Please cite this article as: Jesús Díaz-García, Pere Brunet, Isabel Navazo, Pere-Pau Vázquez, Progressive Ray Casting for Volumetric Models on Mobile Devices, *Computers & Graphics* (2018), doi: [10.1016/j.cag.2018.02.007](https://doi.org/10.1016/j.cag.2018.02.007)

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

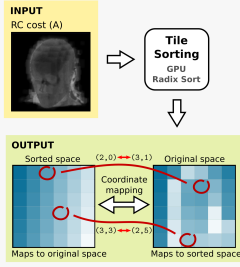


1) Low Resolution RC

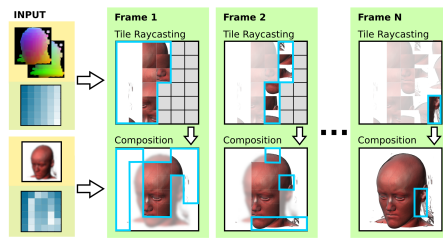
- Vertex / Fragment shaders
- While the user makes camera changes

**2) Tile Sorting**

- Compute shaders
- Done once, each time the camera stops

**3) Progressive High Resolution RC**

- Vertex / Fragment shaders
- After sorted, the screen tiles are rendered progressively over subsequent frames



ACCEPTED MANUSCRIPT

Download English Version:

<https://daneshyari.com/en/article/6876776>

Download Persian Version:

<https://daneshyari.com/article/6876776>

[Daneshyari.com](https://daneshyari.com)