
PA1 – Playing with Embree

Embree Usage

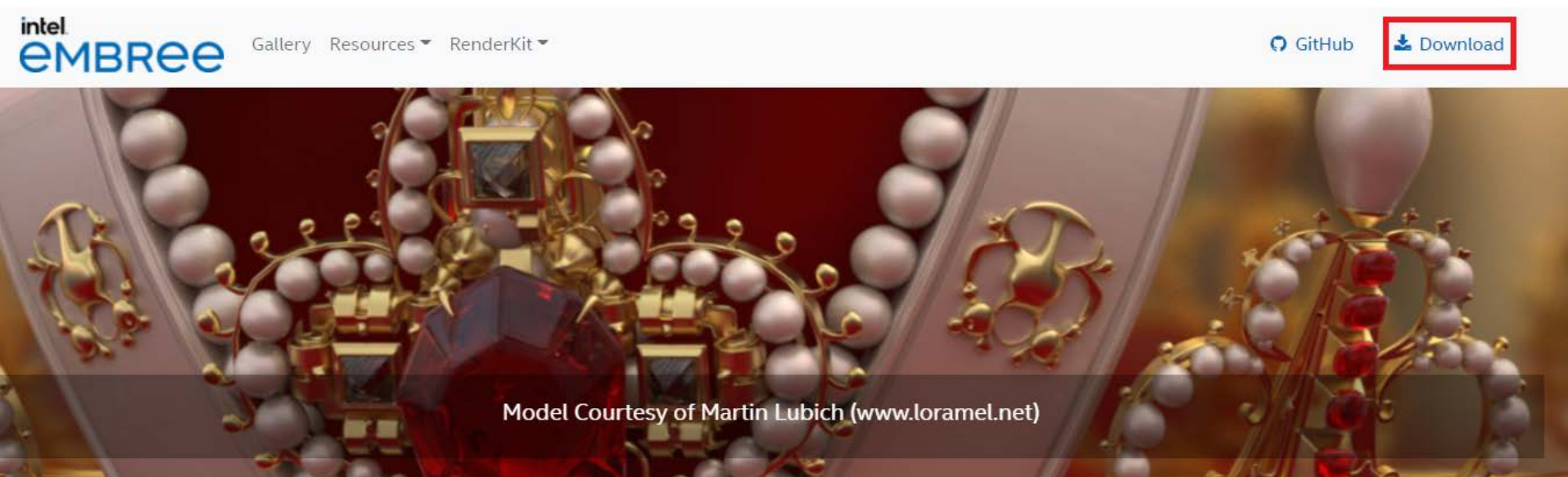
- High performance ray tracing kernel
 - Intel's ray tracing kernel optimized for Intel processors
- Various kind of simulations
 - Lighting, sound, particles, collision detection, etc.)



**Embree: A Kernel Framework for Efficient CPU Ray Tracing
(SIGGRAPH 2014)**

Installation

- Installing Embree Binary
 - Access <https://www.embree.org/>










Installation

Embree v4.1.0 Latest

- Added support for Intel® Data Center GPU Max Series.
- Added ARM64 Linux support.
- Added EMBREE_BACKFACE_CULLING_SPHERES cmake option. The new cmake option defaults to OFF.

▼ Assets 7

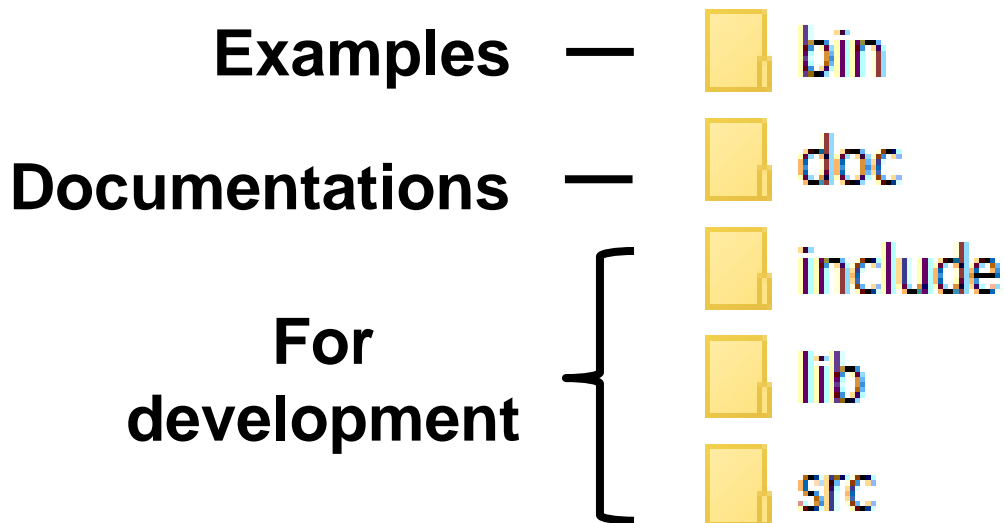
 embree-4.1.0-beta.sycl.x64.windows.zip	66.8 MB	May 12
 embree-4.1.0-beta.sycl.x86_64.linux.tar.gz	117 MB	May 12
 embree-4.1.0.x64.windows.zip	52.7 MB	May 12
 embree-4.1.0.x86_64.linux.tar.gz	78.2 MB	May 12
 embree-4.1.0.x86_64.macosx.zip	61 MB	May 12
 Source code (zip)		May 11
 Source code (tar.gz)		May 11

 6 6 people reacted

Binary
for
Win/
Linux/
Mac
Source

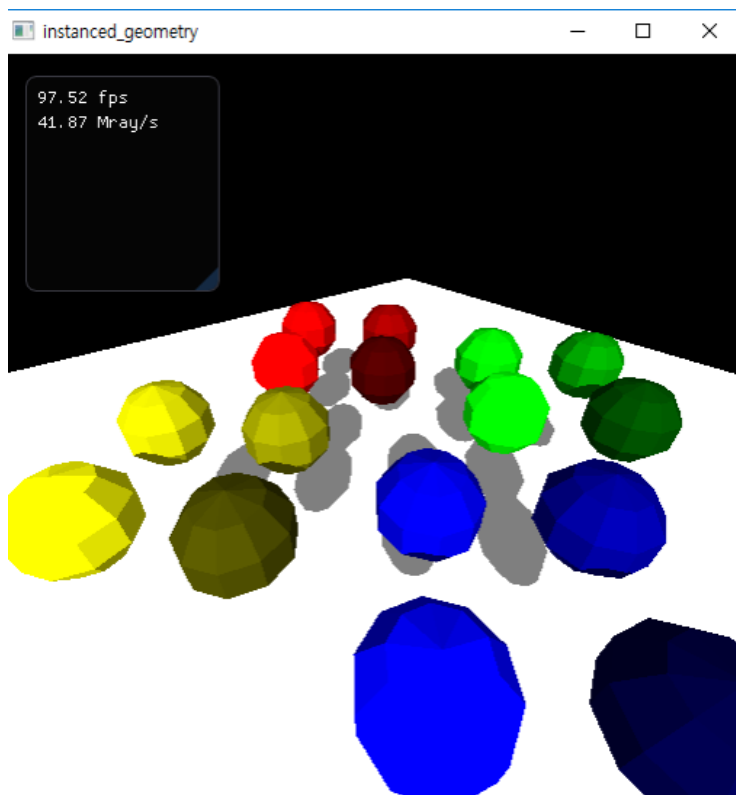
Example : Windows – 64-bit

- Contents of **embree-4.1.0.x64.windows.zip**

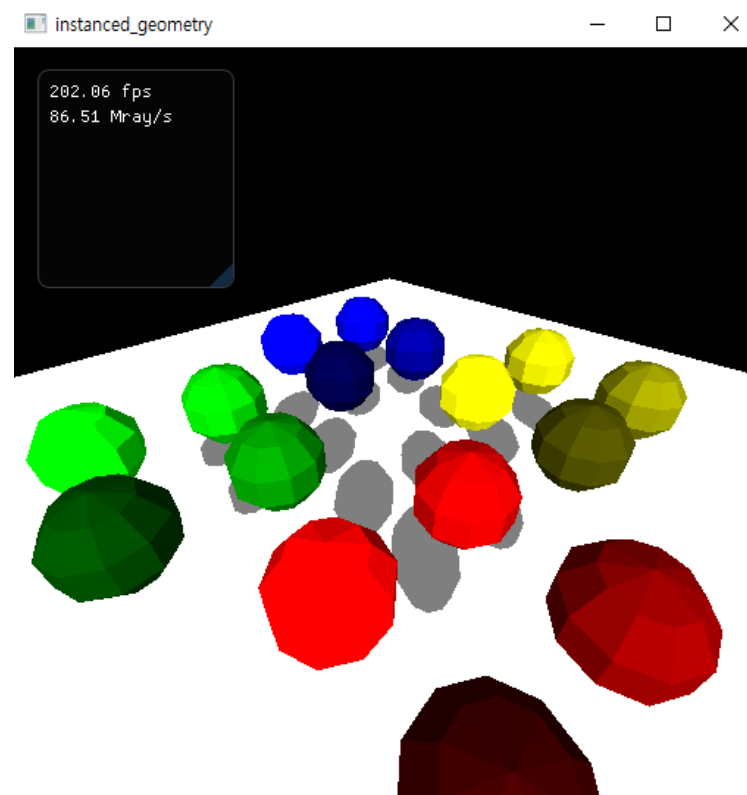


Playing with Embree

- Play with some examples



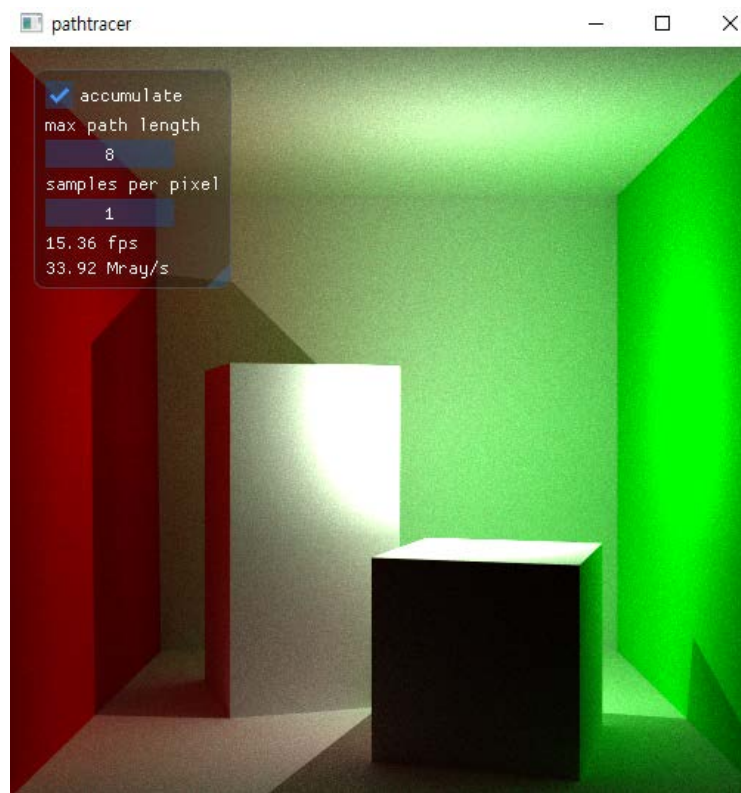
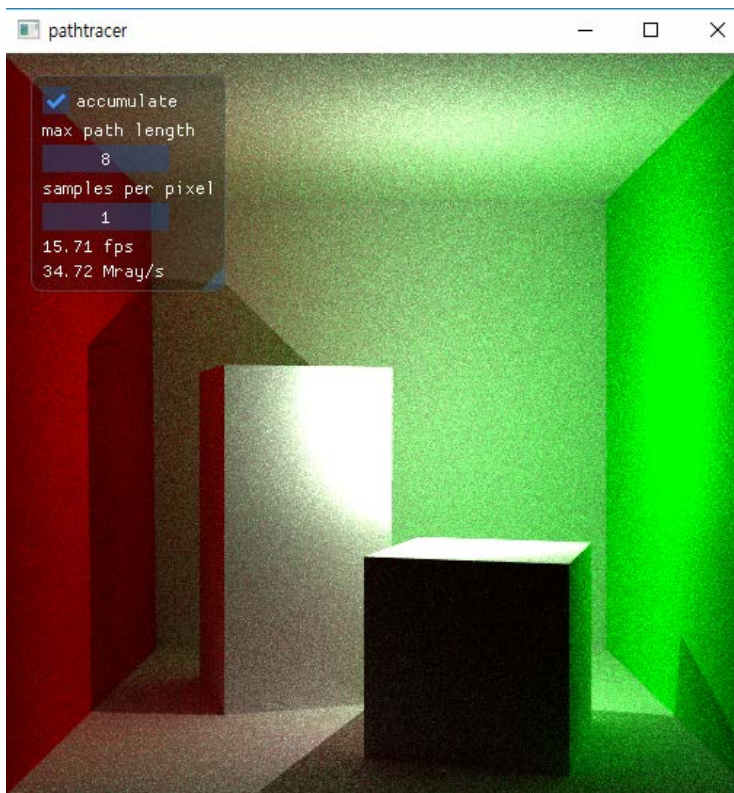
Instance_geometry



Instance_geometry_ispc

Playing with Embree

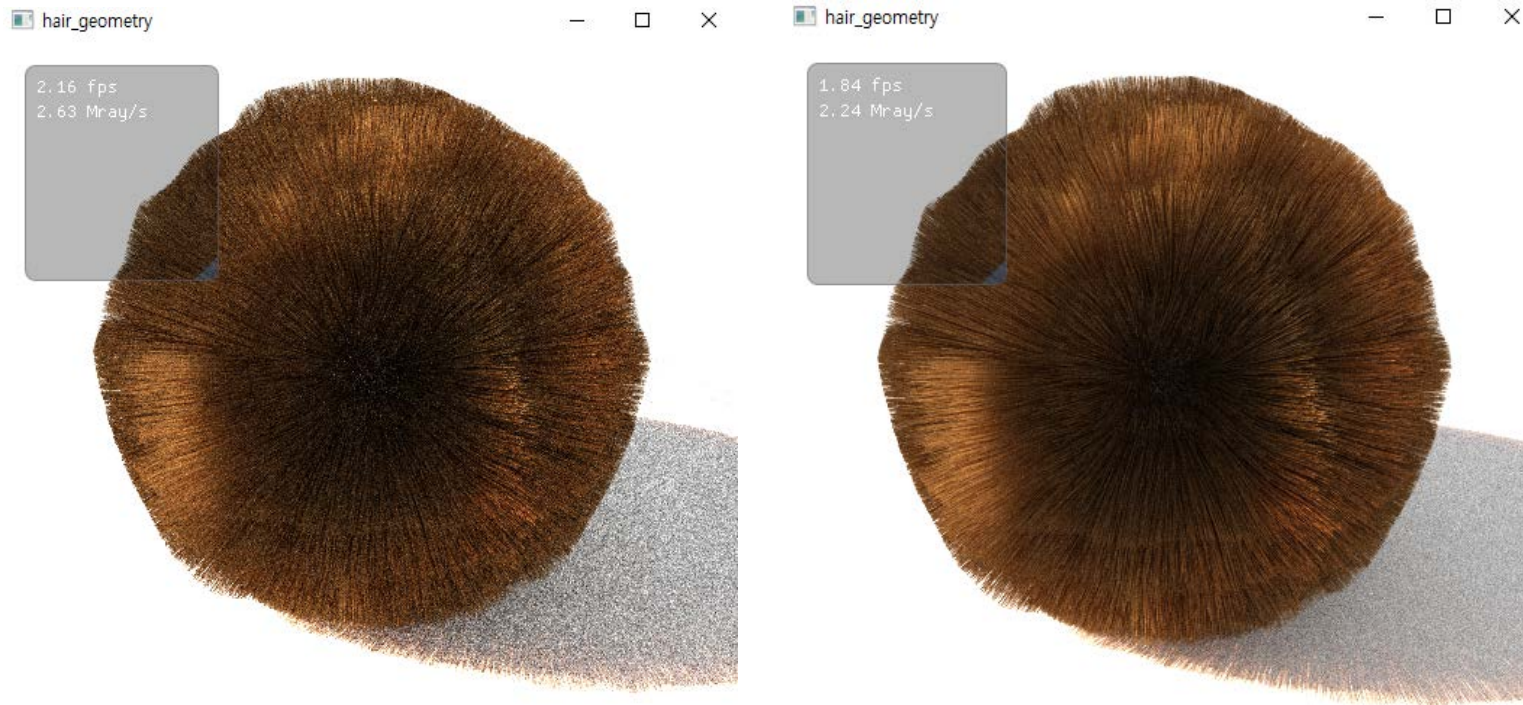
- Play with some examples



path_tracer; how the scene changes when time passes?

Playing with Embree

- Play with some examples



hair_geometry; how the scene changes when time passes?

Playing with Embree

- See how it changes when time passes
- Interact with the scene
 - Drag mouse ...
- Submit screenshots of following projects:
 - pathtracer
 - quaternion_motion_blur
 - voronoi