INTEL® EMBREE
HIGH PERFORMANCE RAY TRACING KERNELS

Version 3.8.1
March 25, 2020

Contents

Chapter 1

Embree Overview

Intel® Embree is a collection of high-performance ray tracing kernels, developed at Intel. The target users of Intel® Embree are graphics application engineers who want to improve the performance of their photo-realistic rendering application by leveraging Embree's performance-optimized ray tracing kernels. The kernels are optimized for the latest Intel® processors with support for SSE, AVX, AVX2, and AVX-512 instructions. Intel® Embree supports runtime code selection to choose the traversal and build algorithms that best matches the instruction set of your CPU. We recommend using Intel® Embree through its API to get the highest benefit from future improvements. Intel® Embree is released as Open Source under the Apache 2.0 license.

Intel® Embree supports applications written with the Intel® SPMD Program Compiler (ISPC, https://ispc.github.io/) by also providing an ISPC interface to the core ray tracing algorithms. This makes it possible to write a renderer in ISPC that automatically vectorizes and leverages SSE, AVX, AVX2, and AVX-512 instructions. ISPC also supports runtime code selection, thus ISPC will select the best code path for your application.

Intel® Embree contains algorithms optimized for incoherent workloads (e.g. Monte Carlo ray tracing algorithms) and coherent workloads (e.g. primary visibility and hard shadow rays).

The single-ray traversal kernels of Intel® Embree provide high performance for incoherent workloads and are very easy to integrate into existing rendering applications. Using the stream kernels, even higher performance for incoherent rays is possible, but integration might require significant code changes to the application to use the stream paradigm. In general for coherent workloads, the stream mode with coherent flag set gives the best performance.

Intel® Embree also supports dynamic scenes by implementing high-performance two-level spatial index structure construction algorithms.

In addition to the ray tracing kernels, Intel® Embree provides some Embree Tutorials to demonstrate how to use the Embree API.

1.1 Supported Platforms

Embree supports Windows (32-bit and 64-bit), Linux (64-bit), and macOS (64-bit). The code compiles with the Intel® Compiler, GCC, Clang, and the Microsoft Compiler.

Using the Intel® Compiler improves performance by approximately 10%. Performance also varies across different operating systems, with Linux typically performing best as it supports transparently transitioning to 2MB pages.

Embree is optimized for Intel CPUs supporting SSE, AVX, AVX2, and AVX-512 instructions, and requires at least a CPU with support for SSE2.

1.2 Embree Support and Contact

If you encounter bugs please report them via Embree's GitHub Issue Tracker.

For questions and feature requests please write us at `embree_support@intel.com`.

To receive notifications of updates and new features of Embree please subscribe to the Embree mailing list.

1.3 Version History

1.3.1 Embree 3.8.1

New Features:

Fixed Issues:

- Improved performance of round curve rendering by up to 1.8x.
- Bugfix to sphere intersection filter invokation for back hit.
- Fixed wrong assertion that triggered for invalid curves which anyway get filtered out.
- RelWithDebInfo mode no longer enables assertions.
- Fixed an issue in FindTBB.cmake that caused compile error with Debug build under Linux.
- Embree releases no longer provide RPMs for Linux. Please use the RPMs coming with the package manager of your Linux distribution.

1.3.2 Embree 3.8.0

New Features:

- Added collision detection support for user geometries (see rtcCollide API function)
- Passing geomID to user geometry callbacks.

Fixed Issues:

- Bugfix in AVX512VL codepath for rtcIntersect1
- For sphere geometries the intersection filter gets now invoked for front and back hit.
- Fixed some bugs for quaternion motion blur.
- RTCIntersectContext always non-const in Embree API
- Made RTCHit aligned to 16 bytes in Embree API

1.3.3 New Features in Embree 3.7.0

- Added quaternion motion blur for correct interpolation of rotational transformations.
- Fixed wrong bounding calculations when a motion blurred instance did instantiate a motion blurred scene.
- In robust mode the depth test consistently uses tnear <= t <= tfar now in order to robustly continue traversal at a previous hit point in a way that guarentees reaching all hits, even hits at the same place.
- Fixed depth test in robust mode to be precise at tnear and tfar.
- Added next_hit tutorial to demonstrate robustly collecting all hits along a ray using multiple ray queries.
- Implemented robust mode for curves. This has a small performance impact but fixes bounding problems with flat curves.

- Improved quality of motion blur BVH by using linear bounds during binning.
- Implemented issue with motion blur builder where number of time segments for SAH heuristic were counted wrong due to some numerical issues.
- Fixed an accuracy issue with rendering very short fat curves.
- rtcCommitScene can now get called during rendering from multiple threads to lazily build geometry. When TBB is used this causes a much lower overhead than using rtcJoinCommitScene.
- Geometries can now get attached to multiple scenes at the same time, which simplifies mapping general scene graphs to API.
- Updated to TBB 2019.9 for release builds.
- Fixed a bug in the BVH builder for Grid geometries.
- Added macOS Catalina support to Embree releases.

1.3.4 New Features in Embree 3.6.1

- Restored binary compatibility between Embree 3.6 and 3.5 when single-level instancing is used.
- Fixed bug in subgrid intersector
- Removed point query alignment in ISPC header

1.3.5 New Features in Embree 3.6

- Added Catmull-Rom curve types.
- Added support for multi-level instancing.
- Added support for point queries.
- Fixed a bug preventing normal oriented curves being used unless timesteps were specified.
- Fixed bug in external BVH builder when configured for dynamic build.
- Added support for new config flag "user_threads=N" to device initialization which sets the number of threads used by TBB but created by the user.
- Fixed automatic vertex buffer padding when using rtcSetNewGeometry API function.

1.3.6 New Features in Embree 3.5.2

- Added EMBREE_API_NAMESPACE cmake option that allows to put all Embree API functions inside a user defined namespace.
- Added EMBREE_LIBRARY_NAME cmake option that allows to rename the Embree library.
- When Embree is compiled as static library, EMBREE_STATIC_LIB has no longer to get defined before including the Embree API headers.
- Added CPU frequency_level device configuration to allow an application to specify the frequency level it wants to run on. This forces Embree to not use optimizations that may reduce the CPU frequency below that level. By default Embree is configured to the the AVX-heavy frequency level, thus if the application uses solely non-AVX code, configuring the Embree device with "frequency_level=simd128" may give better performance.
- Fixed a bug in the spatial split builder which caused it to fail for scenes with more than 2ˆ24 geometries.

1.3.7 New Features in Embree 3.5.1

- Fixed ray/sphere intersector to work also for non-normalized rays.
- Fixed self intersection avoidance for ray oriented discs when non-normalized rays were used.

- Increased maximal face valence for subdiv patch to 64 and reduced stack size requirement for subdiv patch evaluation.

1.3.8   New Features in Embree 3.5.0

- Changed normal oriented curve definition to fix waving artefacts.
- Fixed bounding issue for normal oriented motion blurred curves.
- Fixed performance issue with motion blurred point geometry.
- Fixed generation of documentation with new pandoc versions.

1.3.9   New Features in Embree 3.4.0

- Added point primitives (spheres, ray-oriented discs, normal-oriented discs).
- Fixed crash triggered by scenes with only invalid primitives.
- Improved robustness of quad/grid-based intersectors.
- Upgraded to TBB 2019.2 for release builds.

1.3.10   New Features in Embree 3.3.0

- Added support for motion blur time range per geometry. This way geometries can appear and disappear during the camera shutter and time steps do not have to start and end at camera shutter interval boundaries.
- Fixed crash with pathtracer when using –triangle-sphere command line.
- Fixed crash with pathtracer when using –shader ao command line.
- Fixed tutorials showing a black window on macOS 10.14 until moved.

1.3.11   New Features in Embree 3.2.4

- Fixed compile issues with ICC 2019.
- Released ZIP files for Windows are now provided in a version linked against Visual Studio 2013 and Visual Studio 2015.

1.3.12   New Features in Embree 3.2.3

- Fixed crash when using curves with RTC_SCENE_FLAG_DYNAMIC combined with RTC_BUILD_QUALITY_MEDIUM.

1.3.13   New Features in Embree 3.2.2

- Fixed intersection distance for unnormalized rays with line segments.
- Removed libmmd.dll dependency in release builds for Windows.
- Fixed detection of AppleClang compiler under MacOSX.

1.3.14   New Features in Embree 3.2.1

- Bugfix in flat mode for hermite curves.
- Added EMBREE_CURVE_SELF_INTERSECTION_AVOIDANCE_FACTOR cmake option to control self intersection avoidance for flat curves.
- Performance fix when instantiating motion blurred scenes. The application should best use two (or more) time steps for an instance that instantiates a motion blurred scene.
- Fixed AVX512 compile issue with GCC 6.1.1.
- Fixed performance issue with rtcGetGeometryUserData when used during rendering.
- Bugfix in length of derivatives for grid geometry.
- Added BVH8 support for motion blurred curves and lines. For some workloads this increases performance by up to 7%.

- Fixed rtcGetGeometryTransform to return the local to world transform.
- Fixed bug in multi segment motion blur that caused missing of perfectly axis aligned geometry.
- Reduced memory consumption of small scenes by 4x.
- Reduced temporal storage of grid builder.

1.3.15 New Features in Embree 3.2.0

- Improved watertightness of robust mode.
- Line segments, and other curves are now all contained in a single BVH which improves performance when these are both used in a scene.
- Performance improvement of up to 20% for line segments.
- Bugfix to Embree2 to Embree3 conversion script.
- Added support for Hermite curve basis.
- Semantics of normal buffer for normal oriented curves has changed to simplify usage. Please see documentation for details.
- Using GLFW and imgui in tutorials.
- Fixed floating point exception in static variable initialization.
- Fixed invalid memory access in rtcGetGeometryTransform for non-motion blur instances.
- Improved self intersection avoidance for flat curves. Transparency rays with tnear set to previous hit distance do not need curve radius based self intersection avoidance as same hit is calculated again. For this reason self intersection avoidance is now only applied to ray origin.

1.3.16 New Features in Embree 3.1.0

- Added new normal-oriented curve primitive for ray tracing of grass-like structures.
- Added new grid primitive for ray tracing tessellated and displaced surfaces in very memory efficient manner.
- Fixed bug of ribbon curve intersector when derivative was zero.
- Installing all static libraries when EMBREE_STATIC_LIB is enabled.
- Added API functions to access topology of subdivision mesh.
- Reduced memory consumption of instances.
- Improved performance of instances by 8%.
- Reduced memory consumption of curves by up to 2x.
- Up to 5% higher performance on AVX-512 architectures.
- Added native support for multiple curve basis functions. Internal basis conversions are no longer performed, which saves additional memory when multiple bases are used.
- Fixed issue with non thread safe local static variable initialization in VS2013.
- Bugfix in rtcSetNewGeometry. Vertex buffers did not get properly overallocated.
- Replaced ImageMagick with OpenImageIO in the tutorials.

1.3.17 New Features in Embree 3.0.0

- Switched to a new version of the API which provides improved flexibility but is not backward compatible. Please see "Upgrading from Embree 2 to Embree 3" section of the documentation for upgrade instructions. In particular, we provide a Python script that performs most of the transition work.
- User geometries inside an instanced scene and a top-level scene no longer need to handle the instID field of the ray differently. They both just need to copy the context.instID into the ray.instID field.

- Support for context filter functions that can be assigned to a ray query.
- User geometries can now invoke filter functions using the rtcFilterIntersection and rtcFilterOcclusion calls.
- Higher flexibility through specifying build quality per scene and geometry.
- Geometry normal uses commonly used right-hand rule from now on.
- Added self-intersection avoidance to ribbon curves and lines. Applications do not have to implement self-intersection workarounds for these primitive types anymore.
- Added support for 4 billion primitives in a single scene.
- Removed the RTC_MAX_USER_VERTEX_BUFFERS and RTC_MAX_INDEX_BUFFERS limitations.
- Reduced memory consumption by 192 bytes per instance.
- Fixed some performance issues on AVX-512 architectures.
- Individual Contributor License Agreement (ICLA) and Corporate Contributor License Agreement (CCLA) no longer required to contribute to the project.

1.3.18   New Features in Embree 2.17.5

- Improved watertightness of robust mode.
- Fixed floating point exception in static variable initialization.
- Fixed AVX512 compile issue with GCC 6.1.1.

1.3.19   New Features in Embree 2.17.4

- Fixed AVX512 compile issue with GCC 7.
- Fixed issue with not thread safe local static variable initialization in VS2013.
- Fixed bug in the 4 and 8-wide packet intersection of instances with multisegment motion blur on AVX-512 architectures.
- Fixed bug in rtcOccluded4/8/16 when only AVX-512 ISA was enabled.

1.3.20   New Features in Embree 2.17.3

- Fixed GCC compile warning in debug mode.
- Fixed bug of ribbon curve intersector when derivative was zero.
- Installing all static libraries when EMBREE_STATIC_LIB is enabled.

1.3.21   New Features in Embree 2.17.2

- Made BVH build of curve geometry deterministic.

1.3.22   New Features in Embree 2.17.1

- Improved performance of occlusion ray packets by up to 50%.
- Fixed detection of Clang for CMake 3 under MacOSX
- Fixed AVX code compilation issue with GCC 7 compiler caused by explicit use of vzeroupper intrinsics.
- Fixed an issue where Clang address sanitizer reported an error in the internal tasking system.
- Added fix to compile on 32 bit Linux distribution.
- Fixed some wrong relative include paths in Embree.
- Improved performance of robust single ray mode by 5%.
- Added EMBREE_INSTALL_DEPENDENCIES option (default OFF) to enable installing of Embree dependencies.
- Fixed performance regression for occlusion ray streams.
- Reduced temporary memory requirements of BVH builder for curves and line segments.

- Fixed performance regression for user geometries and packet ray tracing.
- Fixed bug where wrong closest hit was reported for very curvy hair segment.

1.3.23   New Features in Embree 2.17.0

- Improved packet ray tracing performance for coherent rays by 10-60% (requires RTC_INTERSECT_COHERENT flag).
- Improved ray tracing performance for incoherent rays on AVX-512 architectures by 5%.
- Improved ray tracing performance for streams of incoherent rays by 5-15%.
- Fixed tbb_debug.lib linking error under Windows.
- Fast coherent ray stream and packet code paths now also work in robust mode.
- Using less agressive prefetching for large BVH nodes which results in 1-2% higher ray tracing performance.
- Precompiled binaries have stack-protector enabled, except for traversal kernels. BVH builders can be slightly slower due to this change. If you want stack-protectors disabled please turn off EMBREE_STACK_PROTECTOR in cmake and build the binaries yourself.
- When enabling ISAs individually, the 8-wide BVH was previously only available when the AVX ISA was also selected. This issue is now fixed, and one can enable only AVX2 and still get best performance by using an 8-wide BVH.
- Fixed rtcOccluded1 and rtcOccluded1Ex API functions which were broken in ISPC.
- Providing MSI installer for Windows.

1.3.24   New Features in Embree 2.16.5

- Bugfix in the robust triangle intersector that rarely caused NaNs.
- Fixed bug in hybrid traversal kernel when BVH leaf was entered with no active rays. This rarely caused crashes when used with instancing.
- Fixed bug introduced in Embree 2.16.2 which caused instancing not to work properly when a smaller than the native SIMD width was used in ray packet mode.
- Fixed bug in the curve geometry intersector that caused rendering artefacts for Bézier curves with p0=p1 and/or p2=p3.
- Fixed bug in the curve geometry intersector that caused hit results with NaNs to be reported.
- Fixed masking bug that caused rare cracks in curve geometry.
- Enabled support for SSE2 in precompiled binaries again.

1.3.25   New Features in Embree 2.16.4

- Bugfix in the ribbon intersector for hair primitives. Non-normalized rays caused wrong intersection distance to be reported.

1.3.26   New Features in Embree 2.16.3

- Increased accuracy for handling subdivision surfaces. This fixes cracks when using displacement mapping but reduces performance at irregular vertices.
- Fixed a bug where subdivision geometry was not properly updated when modifying only the tesselation rate and vertex array.

1.3.27 New Features in Embree 2.16.2

- Fixed bug that caused NULL intersection context in intersection filter when instancing was used.
- Fixed an issue where uv's where outside the triangle (or quad) for very small triangles (or quads). In robust mode we improved the uv calculation to avoid that issue, in fast mode we accept that inconsistency for better performance.
- Changed UV encoding for non-quad subdivision patches to allow a sub-patch UV range of [-0.5,1.5[. Using this new encoding one can use finite differences to calculate derivatives if required. Please adjust your code in case you rely on the old encoding.

1.3.28 New Features in Embree 2.16.1

- Workaround for compile issues with Visual Studio 2017
- Fixed bug in subdiv code for static scenes when using tessellation levels larger than 50.
- Fixed low performance when adding many geometries to a scene.
- Fixed high memory consumption issue when using instances in dynamic scene (by disabling two level builder for user geometries and instances).

1.3.29 New Features in Embree 2.16.0

- Improved multi-segment motion blur support for scenes with different number of time steps per mesh.
- New top level BVH builder that improves build times and BVH quality of two-level BVHs.
- Added support to enable only a single ISA. Previously code was always compiled for SSE2.
- Improved single ray tracing performance for incoherent rays on AVX-512 architectures by 5-10%.
- Improved packet/hybrid ray tracing performance for incoherent rays on AVX-512 architectures by 10-30%.
- Improved stream ray tracing performance for coherent rays in structure-of-pointers layout by 40-70%.
- BVH builder for compact scenes of triangles and quads needs essentially no temporary memory anymore. This doubles the maximal scene size that can be rendered in compact mode.
- Triangles no longer store the geometry normal in fast/default mode which reduces memory consumption by up to 20%.
- Compact mode uses BVH4 now consistently which reduces memory consumption by up to 10%.
- Reduced memory consumption for small scenes (of 10k-100k primitives) and dynamic scenes.
- Improved performance of user geometries and instances through BVH8 support.
- The API supports now specifying the geometry ID of a geometry at construction time. This way matching the geometry ID used by Embree and the application is simplified.
- Fixed a bug that would have caused a failure of the BVH builder for dynamic scenes when run on a machine with more then 1000 threads.
- Fixed a bug that could have been triggered when reaching the maximal number of mappings under Linux (vm.max_map_count). This could have happened when creating a large number of small static scenes.
- Added huge page support for Windows and MacOSX (experimental).
- Added support for Visual Studio 2017.

- Removed support for Visual Studio 2012.
- Precompiled binaries now require a CPU supporting at least the SSE4.2 ISA.
- We no longer provide precompiled binaries for 32-bit on Windows.
- Under Windows one now has to use the platform toolset option in CMake to switch to Clang or the Intel® Compiler.
- Fixed a bug for subdivision meshes when using the incoherent scene flag.
- Fixed a bug in the line geometry intersection, that caused reporting an invalid line segment intersection with primID -1.
- Buffer stride for vertex buffers of different time steps of triangle and quad meshes have to be identical now.
- Fixed a bug in the curve geometry intersection code when passed a perfect cylinder.

1.3.30 New Features in Embree 2.15.0

- Added `rtcCommitJoin` mode that allows thread to join a build operation. When using the internal tasking system this allows Embree to solely use the threads that called `rtcCommitJoin` to build the scene, while previously also normal worker threads participated in the build. You should no longer use `rtcCommit` to join a build.
- Added `rtcDeviceSetErrorFunction2` API call, which sets an error callback function which additionally gets passed a user provided pointer (`rtcDeviceSetErrorFunction` is now deprecated).
- Added `rtcDeviceSetMemoryMonitorFunction2` API call, which sets a memory monitor callback function which additionally get passed a user provided pointer. (`rtcDeviceSetMemoryMonitorFunction` is now deprecated).
- Build performance for hair geometry improved by up to 2×.
- Standard BVH build performance increased by 5%.
- Added API extension to use internal Morton-code based builder, the standard binned-SAH builder, and the spatial split-based SAH builder.
- Added support for BSpline hair and curves. Embree uses either the Bézier or BSpline basis internally, and converts other curves, which requires more memory during rendering. For reduced memory consumption set the `EM-BREE_NATIVE_SPLINE_BASIS` to the basis your application uses (which is set to `BEZIER` by default).
- Setting the number of threads through `tbb::taskscheduler_init` object on the application side is now working properly.
- Windows and Linux releases are build using AVX-512 support.
- Implemented hybrid traversal for hair and line segments for improved ray packet performance.
- AVX-512 code compiles with Clang 4.0.0
- Fixed crash when ray packets were disabled in CMake.

1.3.31 New Features in Embree 2.14.0

- Added `ignore_config_files` option to init flags that allows the application to ignore Embree configuration files.
- Face-varying interpolation is now supported for subdivision surfaces.
- Up to 16 user vertex buffers are supported for vertex attribute interpolation.
- Deprecated `rtcSetBoundaryMode` function, please use the new `rtcSetSubdivisionMode` function.
- Added `RTC_SUBDIV_PIN_BOUNDARY` mode for handling boundaries of subdivision meshes.

- Added `RTC_SUBDIV_PIN_ALL` mode to enforce linear interpolation for subdivision meshes.
- Optimized object generation performance for dynamic scenes.
- Reduced memory consumption when using lots of small dynamic objects.
- Fixed bug for subdivision surfaces using low tessellation rates.
- Hair geometry now uses a new ribbon intersector that intersects with ray-facing quads. The new intersector also returns the v-coordinate of the hair intersection, and fixes artefacts at junction points between segments, at the cost of a small performance hit.
- Added `rtcSetBuffer2` function, that additionally gets the number of elements of a buffer. In dynamic scenes, this function allows to quickly change buffer sizes, making it possible to change the number of primitives of a mesh or the number of crease features for subdivision surfaces.
- Added simple 'viewer_anim' tutorial for rendering key frame animations and 'buildbench' for measuring BVH (re-)build performance for static and dynamic scenes.
- Added more AVX-512 optimizations for future architectures.

1.3.32   New Features in Embree 2.13.0

- Improved performance for compact (but not robust) scenes.
- Added robust mode for motion blurred triangles and quads.
- Added fast dynamic mode for user geometries.
- Up to 20% faster BVH build performance on the second generation Intel® Xeon Phi™ processor codenamed Knights Landing.
- Improved quality of the spatial split builder.
- Improved performance for coherent streams of ray packets (SOA layout), e.g. for fast primary visibility.
- Various bug fixes in tessellation cache, quad-based spatial split builder, etc.

1.3.33   New Features in Embree 2.12.0

- Added support for multi-segment motion blur for all primitive types.
- API support for stream of pointers to single rays (`rtcIntersect1Mp` and `rtcOccluded1Mp`)
- Improved BVH refitting performance for dynamic scenes.
- Improved high-quality mode for quads (added spatial split builder for quads)
- Faster dynamic scenes for triangle and quad-based meshes on AVX2 enabled machines.
- Performance and correctness bugfix in optimization for streams of coherent (single) rays.
- Fixed large memory consumption (issue introduced in Embree v2.11.0). If you use Embree v2.11.0 please upgrade to Embree v2.12.0.
- Reduced memory consumption for dynamic scenes containing small meshes.
- Added support to start and affinitize TBB worker threads by passing "`start_threads=1,set_affinity=1`" to `rtcNewDevice`. These settings are recommended on systems with a high thread count.
- `rtcInterpolate2` can now be called within a displacement shader.
- Added initial support for Microsoft's Parallel Pattern Library (PPL) as tasking system alternative (for optimal performance TBB is highly recommended).
- Updated to TBB 2017 which is released under the Apache v2.0 license.
- Dropped support for Visual Studio 2012 Win32 compiler. Visual Studio 2012 x64 is still supported.

1.3.34   New Features in Embree 2.11.0

- Improved performance for streams of coherent (single) rays flagged with `RTC_INTERSECT_COHERENT`. For such coherent ray streams, e.g. primary rays, the performance typically improves by 1.3-2×.
- New spatial split BVH builder for triangles, which is 2-6× faster than the previous version and more memory conservative.
- Improved performance and scalability of all standard BVH builders on systems with large core counts.
- Fixed `rtcGetBounds` for motion blur scenes.
- Thread affinity is now on by default when running on the latest Intel® Xeon Phi™ processor.
- Added AVX-512 support for future Intel® Xeon processors.

1.3.35   New Features in Embree 2.10.0

- Added a new curve geometry which renders the sweep surface of a circle along a Bézier curve.
- Intersection filters can update the `tfar` ray distance.
- Geometry types can get disabled at compile time.
- Modified and extended the ray stream API.
- Added new callback mechanism for the ray stream API.
- Improved ray stream performance (up to 5-10%).
- Up to 20% faster morton builder on machines with large core counts.
- Lots of optimizations for the second generation Intel® Xeon Phi™ processor codenamed Knights Landing.
- Added experimental support for compressed BVH nodes (reduces node size to 56-62% of uncompressed size). Compression introduces a typical performance overhead of ~10%.
- Bugfix in backface culling mode. We do now properly cull the backfaces and not the frontfaces.
- Feature freeze for the first generation Intel® Xeon Phi™ coprocessor codenamed Knights Corner. We will still maintain and add bug fixes to Embree v2.9.0, but Embree 2.10 and future versions will no longer support it.

1.3.36   New Features in Embree 2.9.0

- Improved shadow ray performance (10-100% depending on the scene).
- Added initial support for ray streams (10-30% higher performance depending on ray coherence in the stream).
- Added support to calculate second order derivatives using the `rtcInterpolate2` function.
- Changed the parametrization for triangular subdivision faces to the same scheme used for pentagons.
- Added support to query the Embree configuration using the `rtcDeviceGetParameter` function.

1.3.37   New Features in Embree 2.8.1

- Added support for setting per geometry tessellation rate (supported for subdivision and Bézier geometries).
- Added support for motion blurred instances.

1.3.38   New Features in Embree 2.8.0

- Added support for line segment geometry.
- Added support for quad geometry (replaces triangle-pairs feature).

- Added support for linear motion blur of user geometries.
- Improved performance through AVX-512 optimizations.
- Improved performance of lazy scene build (when using TBB 4.4 update 2).
- Improved performance through huge page support under linux.

1.3.39 New Features in Embree 2.7.1

- Internal tasking system supports cancellation of build operations.
- ISPC mode for robust and compact scenes got significantly faster (implemented hybrid traversal for bvh4.triangle4v and bvh4.triangle4i).
- Hair rendering got faster as we fixed some issues with the SAH heuristic cost factors.
- BVH8 got slight faster for single ray traversal (improved sorting when hitting more than 4 boxes).
- BVH build performance got up to 30% faster on CPUs with high core counts (improved parallel partition code).
- High quality build mode again working properly (spatial splits had been deactivated in v2.7.0 due to some bug).
- Support for merging two adjacent triangles sharing a common edge into a triangle-pair primitive (can reduce memory consumption and BVH build times by up to 50% for mostly quad-based input meshes).
- Internal cleanups (reduced number of traversal kernels by more templating).
- Reduced stack size requirements of BVH builders.
- Fixed crash for dynamic scenes, triggered by deleting all geometries from the scene.

1.3.40 New Features in Embree 2.7.0

- Added device concept to Embree to allow different components of an application to use Embree without interfering with each other.
- Fixed memory leak in twolevel builder used for dynamic scenes.
- Fixed bug in tesselation cache that caused crashes for subdivision surfaces.
- Fixed bug in internal task scheduler that caused deadlocks when using `rtcCommitThread`.
- Improved hit-distance accuracy for thin triangles in robust mode.
- Added support to disable ray packet support in cmake.

1.3.41 New Features in Embree 2.6.2

- Fixed bug triggered by instantiating motion blur geometry.
- Fixed bug in hit UV coordinates of static subdivision geometries.
- Performance improvements when only changing tessellation levels for subdivision geometry per frame.
- Added ray packet intersectors for subdivision geometry, resulting in improved performance for coherent rays.
- Reduced virtual address space usage for static geometries.
- Fixed some AVX2 code paths when compiling with GCC or Clang.
- Bugfix for subdiv patches with non-matching winding order.
- Bugfix in ISA detection of AVX-512.

1.3.42 New Features in Embree 2.6.1

- Major performance improvements for ray tracing subdivision surfaces, e.g. up to 2× faster for scenes where only the tessellation levels are changing per frame, and up to 3× faster for scenes with lots of crease features
- Initial support for architectures supporting the new 16-wide AVX-512 ISA

- Implemented intersection filter callback support for subdivision surfaces
- Added `RTC_IGNORE_INVALID_RAYS` CMake option which makes the ray intersectors more robust against full tree traversal caused by invalid ray inputs (e.g. INF, NaN, etc)

1.3.43   New Features in Embree 2.6.0

- Added `rtcInterpolate` function to interpolate per vertex attributes
- Added `rtcSetBoundaryMode` function that can be used to select the boundary handling for subdivision surfaces
- Fixed a traversal bug that caused rays with very small ray direction components to miss geometry
- Performance improvements for the robust traversal mode
- Fixed deadlock when calling `rtcCommit` from multiple threads on same scene

1.3.44   New Features in Embree 2.5.1

- On dual socket workstations, the initial BVH build performance almost doubled through a better memory allocation scheme
- Reduced memory usage for subdivision surface objects with crease features
- `rtcCommit` performance is robust against unset "flush to zero" and "denormals are zero" flags. However, enabling these flags in your application is still recommended
- Reduced memory usage for subdivision surfaces with borders and infinitely sharp creases
- Lots of internal cleanups and bug fixes for both Intel® Xeon® and Intel® Xeon Phi™

1.3.45   New Features in Embree 2.5.0

- Improved hierarchy build performance on both Intel Xeon and Intel Xeon Phi
- Vastly improved tessellation cache for ray tracing subdivision surfaces
- Added `rtcGetUserData` API call to query per geometry user pointer set through `rtcSetUserData`
- Added support for memory monitor callback functions to track and limit memory consumption
- Added support for progress monitor callback functions to track build progress and cancel long build operations
- BVH builders can be used to build user defined hierarchies inside the application (see tutorial BVH Builder)
- Switched to TBB as default tasking system on Xeon to get even faster hierarchy build times and better integration for applications that also use TBB
- `rtcCommit` can get called from multiple TBB threads to join the hierarchy build operations

1.3.46   New Features in Embree 2.4

- Support for Catmull Clark subdivision surfaces (triangle/quad base primitives)
- Support for vector displacements on Catmull Clark subdivision surfaces
- Various bug fixes (e.g. 4-byte alignment of vertex buffers works)

1.3.47   New Features in Embree 2.3.3

- BVH builders more robustly handle invalid input data (Intel Xeon processor family)
- Motion blur support for hair geometry (Xeon)
- Improved motion blur performance for triangle geometry (Xeon)
- Improved robust ray tracing mode (Xeon)
- Added `rtcCommitThread` API call for easier integration into existing tasking systems (Xeon and Intel Xeon Phi coprocessor)
- Added support for recording and replaying all `rtcIntersect`/`rtcOccluded` calls (Xeon and Xeon Phi)

1.3.48   New Features in Embree 2.3.2

- Improved mixed AABB/OBB-BVH for hair geometry (Xeon Phi)
- Reduced amount of pre-allocated memory for BVH builders (Xeon Phi)
- New 64-bit Morton code-based BVH builder (Xeon Phi)
- (Enhanced) Morton code-based BVH builders use now tree rotations to improve BVH quality (Xeon Phi)
- Bug fixes (Xeon and Xeon Phi)

1.3.49   New Features in Embree 2.3.1

- High quality BVH mode improves spatial splits which result in up to 30% performance improvement for some scenes (Xeon)
- Compile time enabled intersection filter functions do not reduce performance if no intersection filter is used in the scene (Xeon and Xeon Phi)
- Improved ray tracing performance for hair geometry by >20% on Xeon Phi. BVH for hair geometry requires 20% less memory
- BVH8 for AVX/AVX2 targets improves performance for single ray tracing on Haswell by up to 12% and by up to 5% for hybrid (Xeon)
- Memory conservative BVH for Xeon Phi now uses BVH node quantization to lower memory footprint (requires half the memory footprint of the default BVH)

1.3.50   New Features in Embree 2.3

- Support for ray tracing hair geometry (Xeon and Xeon Phi)
- Catching errors through error callback function
- Faster hybrid traversal (Xeon and Xeon Phi)
- New memory conservative BVH for Xeon Phi
- Faster Morton code-based builder on Xeon
- Faster binned-SAH builder on Xeon Phi
- Lots of code cleanups/simplifications/improvements (Xeon and Xeon Phi)

1.3.51   New Features in Embree 2.2

- Support for motion blur on Xeon Phi
- Support for intersection filter callback functions
- Support for buffer sharing with the application
- Lots of AVX2 optimizations, e.g. ~20% faster 8-wide hybrid traversal
- Experimental support for 8-wide (AVX/AVX2) and 16-wide BVHs (Xeon Phi)

1.3.52   New Features in Embree 2.1

- New future proof API with a strong focus on supporting dynamic scenes

- Lots of optimizations for 8-wide AVX2 (Haswell architecture)
- Automatic runtime code selection for SSE, AVX, and AVX2
- Support for user-defined geometry
- New and improved BVH builders:

    - Fast adaptive Morton code-based builder (without SAH-based top-level rebuild)
    - Both the SAH and Morton code-based builders got faster (Xeon Phi)
    - New variant of the SAH-based builder using triangle pre-splits (Xeon Phi)

1.3.53   New Features in Embree 2.0

- Support for the Intel® Xeon Phi™ coprocessor platform
- Support for high-performance "packet" kernels on SSE, AVX, and Xeon Phi
- Integration with the Intel® SPMD Program Compiler (ISPC)
- Instantiation and fast BVH reconstruction
- Example photo-realistic rendering engine for both C++ and ISPC

1.4   Acknowledgements

This software is based in part on the work of the Independent JPEG Group.

Chapter 2

Installation of Embree

2.1 Windows MSI Installer

You can install the Embree library using the Windows MSI installer embree-3.8.1-x64.vc12.msi. This will install the 64-bit Embree version by default in `Program Files\Intel\Embree v3.8.1 x64`.

You have to set the path to the `bin` folders manually to your `PATH` environment variable for applications to find Embree.

To compile applications with Embree using CMake, please have a look at the `find_embree` tutorial. To compile this tutorial, you need to set the `embree_DIR` CMake variable of this tutorial to `Program Files\Intel\Embree v3.8.1 x64`.

To uninstall Embree, open `Programs and Features` by clicking the `Start` button, clicking `Control Panel`, clicking `Programs`, and then clicking `Programs and Features`. Select `Embree 3.8.1 x64` and uninstall it.

2.2 Windows ZIP File

Embree linked against Visual Studio 2013 embree-3.8.1.x64.vc12.windows.zip and Visual Studio 2015 embree-3.8.1.x64.vc14.windows.zip are provided as a ZIP file. After unpacking this ZIP file, you should set the path to the `lib` folder manually to your `PATH` environment variable for applications to find Embree. To compile applications with Embree, you also have to set the `Include Directories` path in Visual Studio to the `include` folder of the Embree installation.

If you plan to ship Embree with your application, best use the Embree version from this ZIP file.

2.3 Linux tar.gz Files

The Linux version of Embree is also delivered as a `tar.gz` file: embree-3.8.1.x86_64.linux.tar.gz. Unpack this file using `tar` and source the provided `embree-vars.sh` (if you are using the bash shell) or `embree-vars.csh` (if you are using the C shell) to set up the environment properly:

```
tar xzf embree-3.8.1.x86_64.linux.tar.gz
source embree-3.8.1.x86_64.linux/embree-vars.sh
```

If you want to ship Embree with your application, best use the Embree version provided in the `tar.gz` file.

We recommend adding a relative `RPATH` to your application that points to the location where Embree (and TBB) can be found, e.g. `$ORIGIN/../lib`.

2.4   macOS PKG Installer

To install the Embree library on your macOS system use the provided package installer inside embree-3.8.1.x86_64.pkg. This will install Embree by default into /opt/local/lib and /opt/local/include directories. The Embree tutorials are installed into the /Applications/Embree3 directory.

You also have to install the Intel® Threading Building Blocks (TBB) using MacPorts:

```
sudo port install tbb
```

Alternatively you can download the latest TBB version from https://www.threadingbuildingblocks.org/download and set the DYLD_LIBRARY_PATH environment variable to point to the TBB library.

To uninstall Embree, execute the uninstaller script /Applications/Embree3/uninstall.command.

2.5   macOS tar.gz file

The macOS version of Embree is also delivered as a tar.gz file: embree-3.8.1.x86_64.macosx.tar.gz. Unpack this file using tar and source the provided embree-vars.sh (if you are using the bash shell) or embree-vars.csh (if you are using the C shell) to set up the environment properly:

```
tar xzf embree-3.8.1.x64.macosx.tar.gz
source embree-3.8.1.x64.macosx/embree-vars.sh
```

If you want to ship Embree with your application, please use the Embree library of the provided tar.gz file. The library name of that Embree library is of the form @rpath/libembree.3.dylib (and similar also for the included TBB library). This ensures that you can add a relative RPATH to your application that points to the location where Embree (and TBB) can be found, e.g. @loader_path/../lib.

Chapter 3

Compiling Embree

We recommend to use CMake to build Embree. Do not enable fast-math optimizations; these might break Embree.

3.1   Linux and macOS

To compile Embree you need a modern C++ compiler that supports C++11. Embree is tested with Intel® Compiler 17.0 (Update 1), Intel® Compiler 16.0 (Update 1), Clang 3.8.0 (supports AVX2), Clang 4.0.0 (supports AVX512) and GCC 5.4.0 (Linux only). If the GCC that comes with your Fedora/Red Hat/CentOS distribution is too old then you can run the provided script `scripts/install_linux_gcc.sh` to locally install a recent GCC into `$HOME/devtools-2`.

Embree supports using the Intel® Threading Building Blocks (TBB) as the tasking system. For performance and flexibility reasons we recommend to use Embree with the Intel® Threading Building Blocks (TBB) and best also use TBB inside your application. Optionally you can disable TBB in Embree through the `EMBREE_TASKING_SYSTEM` CMake variable.

Embree supports the Intel® SPMD Program Compiler (ISPC), which allows straightforward parallelization of an entire renderer. If you do not want to use ISPC then you can disable `EMBREE_ISPC_SUPPORT` in CMake. Otherwise, download and install the ISPC binaries (we have tested ISPC version 1.9.1) from ispc.github.io. After installation, put the path to `ispc` permanently into your `PATH` environment variable or you need to correctly set the `ISPC_EXECUTABLE` variable during CMake configuration.

You additionally have to install CMake 2.8.11 or higher and the developer version of GLUT.

Under macOS, all these dependencies can be installed using MacPorts:

```
sudo port install cmake tbb-devel glfw-devel
```

Depending on your Linux distribution you can install these dependencies using `yum` or `apt-get`. Some of these packages might already be installed or might have slightly different names.

Type the following to install the dependencies using `yum`:

```
sudo yum install cmake
sudo yum install tbb-devel
sudo yum install glfw-devel
```

Type the following to install the dependencies using `apt-get`:

```
sudo apt-get install cmake-curses-gui
sudo apt-get install libtbb-dev
sudo apt-get install libglfw3-dev
```

Finally you can compile Embree using CMake. Create a build directory inside the Embree root directory and execute `ccmake ..` inside this build directory.

```
mkdir build
cd build
ccmake ..
```

Per default CMake will use the compilers specified with the `CC` and `CXX` environment variables. Should you want to use a different compiler, run `cmake` first and set the `CMAKE_CXX_COMPILER` and `CMAKE_C_COMPILER` variables to the desired compiler. For example, to use the Intel® Compiler instead of the default GCC on most Linux machines (`g++` and `gcc`), execute

```
cmake -DCMAKE_CXX_COMPILER=icpc -DCMAKE_C_COMPILER=icc ..
```

Similarly, to use Clang set the variables to `clang++` and `clang`, respectively. Note that the compiler variables cannot be changed anymore after the first run of `cmake` or `ccmake`.

Running `ccmake` will open a dialog where you can perform various configurations as described below in [CMake Configuration](). After having configured Embree, press `c` (for configure) and `g` (for generate) to generate a Makefile and leave the configuration. The code can be compiled by executing make.

```
make
```

The executables will be generated inside the build folder. We recommend to finally install the Embree library and header files on your system. Therefore set the `CMAKE_INSTALL_PREFIX` to `/usr` in cmake and type:

```
sudo make install
```

If you keep the default `CMAKE_INSTALL_PREFIX` of `/usr/local` then you have to make sure the path `/usr/local/lib` is in your `LD_LIBRARY_PATH`.

You can also uninstall Embree again by executing:

```
sudo make uninstall
```

If you cannot install Embree on your system (e.g. when you don't have administrator rights) you need to add embree_root_directory/build to your `LD_LI-BRARY_PATH`.

3.2 Windows

Embree is tested under Windows using the Visual Studio 2017, Visual Studio 2015 (Update 1) compiler (Win32 and x64), Visual Studio 2013 (Update 5) compiler (Win32 and x64), Intel® Compiler 17.0 (Update 1) (Win32 and x64), Intel® Compiler 16.0 (Update 1) (Win32 and x64), and Clang 3.9 (Win32 and x64). Using the Visual Studio 2015 compiler, Visual Studio 2013 compiler, Intel® Compiler, and Clang you can compile Embree for AVX2. To compile Embree for AVX-512 you have to use the Intel® Compiler.

Embree supports using the Intel® Threading Building Blocks (TBB) as the tasking system. For performance and flexibility reasons we recommend to use Embree with the Intel® Threading Building Blocks (TBB) and best also use TBB inside your application. Optionally you can disable TBB in Embree through the `EMBREE_TASKING_SYSTEM` CMake variable.

Embree will either find the Intel® Threading Building Blocks (TBB) installation that comes with the Intel® Compiler, or you can install the binary distribution of TBB directly from [www.threadingbuildingblocks.org]() into a folder named

tbb into your Embree root directory. You also have to make sure that the libraries tbb.dll and tbb_malloc.dll can be found when executing your Embree applications, e.g. by putting the path to these libraries into your PATH environment variable.

Embree supports the Intel® SPMD Program Compiler (ISPC), which allows straightforward parallelization of an entire renderer. When installing ISPC, make sure to download an ISPC version from ispc.github.io that is compatible with your Visual Studio version. There are two ISPC versions, one for Visual Studio 2013 and earlier, and one for Visual Studio 2015 and later. When using the wrong ISPC version you will get link errors. After installation, put the path to ispc. exe permanently into your PATH environment variable or you need to correctly set the ISPC_EXECUTABLE variable during CMake configuration. We have tested ISPC version 1.9.1. If you do not want to use ISPC then you can disable EMBREE_ ISPC_SUPPORT in CMake.

You additionally have to install CMake (version 2.8.11 or higher). Note that you need a native Windows CMake installation, because CMake under Cygwin cannot generate solution files for Visual Studio.

3.2.1   Using the IDE

Run cmake-gui, browse to the Embree sources, set the build directory and click Configure. Now you can select the Generator, e.g. "Visual Studio 12 2013" for a 32-bit build or "Visual Studio 12 2013 Win64" for a 64-bit build.

To use a different compiler than the Microsoft Visual C++ compiler, you additionally need to specify the proper compiler toolset through the option "Optional toolset to use (-T parameter)". E.g. to use Clang for compilation set the toolset to "LLVM-vs2013", to use the Intel® Compiler 2017 for compilation set the toolset to "Intel C++ Compiler 17.0".

Do not change the toolset manually in a solution file (neither through the project properties dialog, nor through the "Use Intel Compiler" project context menu), because then some compiler specific command line options cannot be set by CMake.

Most configuration parameters described in the CMake Configuration can be set under Windows as well. Finally, click "Generate" to create the Visual Studio solution files.

The following CMake options are only available under Windows:

- CMAKE_CONFIGURATION_TYPE: List of generated configurations. Default value is Debug;Release;RelWithDebInfo.

- USE_STATIC_RUNTIME: Use the static version of the C/C++ runtime library. This option is turned OFF by default.

Use the generated Visual Studio solution file embree2.sln to compile the project. To build Embree with support for the AVX2 instruction set you need at least Visual Studio 2013 (Update 4).

We recommend enabling syntax highlighting for the .ispc source and .isph header files. To do so open Visual Studio, go to Tools ⇒ Options ⇒ Text Editor ⇒ File Extension and add the isph and ispc extensions for the "Microsoft Visual C++" editor.

3.2.2   Using the Command Line

Embree can also be configured and built without the IDE using the Visual Studio command prompt:

```
cd path\to\embree
```

```
mkdir build
cd build
cmake -G "Visual Studio 12 2013 Win64" ..
cmake --build . --config Release
```

To use the Intel® Compiler, set the proper toolset, e.g. for Intel Compiler 17.0:

```
cmake -G "Visual Studio 12 2013 Win64" -T "Intel C++ Compiler 17.0" ..
cmake --build . --config Release
```

You can also build only some projects with the `--target` switch. Additional parameters after "`--`" will be passed to `msbuild`. For example, to build the Embree library in parallel use

```
cmake --build . --config Release --target embree -- /m
```

3.3 CMake Configuration

The default CMake configuration in the configuration dialog should be appropriate for most usages. The following list describes all parameters that can be configured in CMake:

- `CMAKE_BUILD_TYPE`: Can be used to switch between Debug mode (Debug), Release mode (Release) (default), and Release mode with enabled assertions and debug symbols (RelWithDebInfo).

- `EMBREE_STACK_PROTECTOR`: Enables protection of return address from buffer overwrites. This option is OFF by default.

- `EMBREE_ISPC_SUPPORT`: Enables ISPC support of Embree. This option is ON by default.

- `EMBREE_STATIC_LIB`: Builds Embree as a static library (OFF by default). Further multiple static libraries are generated for the different ISAs selected (e.g. `embree3.a`, `embree3_sse42.a`, `embree3_avx.a`, `embree3_avx2.a`, `embree3_avx512knl.a`, `embree3_avx512skx.a`). You have to link these libraries in exactly this order of increasing ISA.

- `EMBREE_API_NAMESPACE`: Specifies a namespace name to put all Embree API symbols inside. By default no namespace is used and plain C symbols exported.

- `EMBREE_LIBRARY_NAME`: Specifies the name of the Embree library file created. By default the name embree3 is used.

- `EMBREE_IGNORE_CMAKE_CXX_FLAGS`: When enabled, Embree ignores default CMAKE_CXX_FLAGS. This option is turned ON by default.

- `EMBREE_TUTORIALS`: Enables build of Embree tutorials (default ON).

- `EMBREE_BACKFACE_CULLING`: Enables backface culling, i.e. only surfaces facing a ray can be hit. This option is turned OFF by default.

- `EMBREE_FILTER_FUNCTION`: Enables the intersection filter function feature (ON by default).

- `EMBREE_RAY_MASK`: Enables the ray masking feature (OFF by default).

- `EMBREE_RAY_PACKETS`: Enables ray packet traversal kernels. This feature is turned ON by default. When turned on packet traversal is used internally and packets passed to rtcIntersect4/8/16 are kept intact in callbacks (when the ISA of appropiate width is enabled).

- `EMBREE_IGNORE_INVALID_RAYS`: Makes code robust against the risk of full-tree traversals caused by invalid rays (e.g. rays containing INF/NaN as origins). This option is turned OFF by default.

- `EMBREE_TASKING_SYSTEM`: Chooses between Intel® Threading TBB Building Blocks (TBB), Parallel Patterns Library (PPL) (Windows only), or an internal tasking system (INTERNAL). By default TBB is used.

- `EMBREE_TBB_ROOT`: If Intel® Threading TBB Building Blocks (TBB) is used as a tasking system, search the library in this directory tree.

- `EMBREE_TBB_POSTFIX`: If Intel® Threading TBB Building Blocks (TBB) is used as a tasking system, link to tbb.(so,dll,lib). Defaults to the empty string.

- `EMBREE_TBB_DEBUG_ROOT`: If Intel® Threading TBB Building Blocks (TBB) is used as a tasking system, search the library in this directory tree in Debug mode. Defaults to `EMBREE_TBB_ROOT`.

- `EMBREE_TBB_DEBUG_POSTFIX`: If Intel® Threading TBB Building Blocks (TBB) is used as a tasking system, link to tbb.(so,dll,lib) in Debug mode. Defaults to "_debug".

- `EMBREE_MAX_ISA`: Select highest supported ISA (SSE2, SSE4.2, AVX, AVX2, AVX512KNL, AVX512SKX, or NONE). When set to NONE the EMBREE_ISA_* variables can be used to enable ISAs individually. By default the option is set to AVX2.

- `EMBREE_ISA_SSE2`: Enables SSE2 when EMBREE_MAX_ISA is set to NONE. By default this option is turned OFF.

- `EMBREE_ISA_SSE42`: Enables SSE4.2 when EMBREE_MAX_ISA is set to NONE. By default this option is turned OFF.

- `EMBREE_ISA_AVX`: Enables AVX when EMBREE_MAX_ISA is set to NONE. By default this option is turned OFF.

- `EMBREE_ISA_AVX2`: Enables AVX2 when EMBREE_MAX_ISA is set to NONE. By default this option is turned OFF.

- `EMBREE_ISA_AVX512KNL`: Enables AVX-512 for Xeon Phi when EMBREE_MAX_ISA is set to NONE. By default this option is turned OFF.

- `EMBREE_ISA_AVX512SKX`: Enables AVX-512 for Skylake when EMBREE_MAX_ISA is set to NONE. By default this option is turned OFF.

- `EMBREE_GEOMETRY_TRIANGLE`: Enables support for trianglegeometries (ON by default).

- `EMBREE_GEOMETRY_QUAD`: Enables support for quad geometries (ON by default).

- `EMBREE_GEOMETRY_CURVE`: Enables support for curve geometries (ON by default).

- `EMBREE_GEOMETRY_SUBDIVISION`: Enables support for subdivision geometries (ON by default).

- `EMBREE_GEOMETRY_INSTANCE`: Enables support for instances (ON by default).

- `EMBREE_GEOMETRY_USER`: Enables support for user defined geometries (ON by default).

- `EMBREE_GEOMETRY_POINT`: Enables support for point geometries (ON by default).

- `EMBREE_CURVE_SELF_INTERSECTION_AVOIDANCE_FACTOR`: Specifies a factor that controls the self intersection avoidance feature for flat curves. Flat curve intersections which are closer than curve_radius*`EMBREE_CURVE_SELF_INTERSECTION_AVOIDANCE_FACTOR` to the ray origin are ignored. A value of 0.0f disables self intersection avoidance while 2.0f is the default value.

- `EMBREE_MAX_INSTANCE_LEVEL_COUNT`: Specifies the maximum number of nested instance levels. Should be greater than 0; the default value is 1. Instances nested any deeper than this value will silently disappear in release mode, and cause assertions in debug mode.

Chapter 4

Using Embree

The most convenient way of using Embree is through CMake. Just let CMake find Embree using the FIND_PACKAGE function inside your CMakeLists.txt file:

```
FIND_PACKAGE(embree 3.0 REQUIRED)
```

If you installed Embree using the Linux RPM or macOS PKG installer, this will automatically find Embree. If you used the zip or tar.gz files to extract Embree, you need to set the embree_DIR variable to the folder you extracted Embree to. If you used the Windows MSI installer, you need to set embree_DIR to point to the Embree install location (e.g. C:\Program Files\Intel\Embree3).

The FIND_PACKAGE CMake function will set the EMBREE_INCLUDE_DIRS variable to point to the directory containing the Embree headers. You should add this folder to the include directories of your build:

```
INCLUDE_DIRECTORIES(${EMBREE_INCLUDE_DIRS})
```

Further, the EMBREE_LIBRARY variable will point to the Embree library to link against. Link against Embree the following way:

```
TARGET_LINK_LIBRARIES(application ${EMBREE_LIBRARY})
```

Now please have a look at the Embree Tutorials source code and the Embree API section to get started.

Chapter 5

Embree API

The Embree API is a low-level C99 ray tracing API which can be used to construct 3D scenes and perform ray queries of different types inside these scenes. All API calls carry the prefix rtc (or RTC for types) which stands for **r**ay **t**racing **c**ore.

The API also exists in an ISPC version, which is almost identical but contains additional functions that operate on ray packets with a size of the native SIMD width used by ISPC. For simplicity this document refers to the C99 version of the API functions. For changes when upgrading from the Embree 2 to the current Embree 3 API see Section Upgrading from Embree 2 to Embree 3.

The API supports scenes consisting of different geometry types such as triangle meshes, quad meshes (triangle pairs), grid meshes, flat curves, round curves, oriented curves, subdivision meshes, instances, and user-defined geometries. See Section Scene Object for more information.

Finding the closest hit of a ray segment with the scene (rtcIntersect-type functions), and determining whether any hit between a ray segment and the scene exists (rtcOccluded-type functions) are both supported. The API supports queries for single rays, ray packets, and ray streams. See Section Ray Queries for more information.

The API is designed in an object-oriented manner, e.g. it contains device objects (RTCDevice type), scene objects (RTCScene type), geometry objects (RTC-Geometry type), buffer objects (RTCBuffer type), and BVH objects (RTCBVH type). All objects are reference counted, and handles can be released by calling the appropriate release function (e.g. rtcReleaseDevice) or retained by incrementing the reference count (e.g. rtcRetainDevice). In general, API calls that access the same object are not thread-safe, unless specified differently. However, attaching geometries to the same scene and performing ray queries in a scene is thread-safe.

5.1 Device Object

Embree supports a device concept, which allows different components of the application to use the Embree API without interfering with each other. An application typically first creates a device using the rtcNewDevice function. This device can then be used to construct further objects, such as scenes and geometries. Before the application exits, it should release all devices by invoking rtcReleaseDevice. An application typically creates only a single device. If required differently, it should only use a small number of devices at any given time.

Each user thread has its own error flag per device. If an error occurs when invoking an API function, this flag is set to an error code (if it isn't already set by a previous error). See Section rtcGetDeviceError for information on how to read the error code and Section rtcSetDeviceErrorFunction on how to register a

callback that is invoked for each error encountered. It is recommended to always set a error callback function, to detect all errors.

5.2   Scene Object

A scene is a container for a set of geometries, and contains a spatial acceleration structure which can be used to perform different types of ray queries.

A scene is created using the `rtcNewScene` function call, and released using the `rtcReleaseScene` function call. To populate a scene with geometries use the `rtcAttachGeometry` call, and to detach them use the `rtcDetachGeometry` call. Once all scene geometries are attached, an `rtcCommitScene` call (or `rtcJoinCommitScene` call) will finish the scene description and trigger building of internal data structures. After the scene got committed, it is safe to perform ray queries (see Section Ray Queries) or to query the scene bounding box (see rtcGetSceneBounds and rtcGetSceneLinearBounds).

If scene geometries get modified or attached or detached, the `rtcCommitScene` call must be invoked before performing any further ray queries for the scene; otherwise the effect of the ray query is undefined. The modification of a geometry, committing the scene, and tracing of rays must always happen sequentially, and never at the same time. Any API call that sets a property of the scene or geometries contained in the scene count as scene modification, e.g. including setting of intersection filter functions.

Scene flags can be used to configure a scene to use less memory (RTC_SCENE_FLAG_COMPACT), use more robust traversal algorithms (RTC_SCENE_FLAG_ROBUST), and to optimize for dynamic content. See Section rtcSetSceneFlags for more details.

A build quality can be specified for a scene to balance between acceleration structure build performance and ray query performance. See Section rtcSetSceneBuildQuality for more details on build quality.

5.3   Geometry Object

A new geometry is created using the `rtcNewGeometry` function. Depending on the geometry type, different buffers must be bound (e.g. using `rtcSetSharedGeometryBuffer`) to set up the geometry data. In most cases, binding of a vertex and index buffer is required. The number of primitives and vertices of that geometry is typically inferred from the size of these bound buffers.

Changes to the geometry always must be committed using the `rtcCommitGeometry` call before using the geometry. After committing, a geometry is not included in any scene. A geometry can be added to a scene by using the `rtcAttachGeometry` function (to automatically assign a geometry ID) or using the `rtcAttachGeometryById` function (to specify the geometry ID manually). A geometry can get attached to multiple scenes.

All geometry types support multi-segment motion blur with an arbitrary number of equidistant time steps (in the range of 2 to 129) inside a user specified time range. Each geometry can have a different number of time steps and a different time range. The motion blur geometry is defined by linearly interpolating the geometries of neighboring time steps. To construct a motion blur geometry, first the number of time steps of the geometry must be specified using the `rtcSetGeometryTimeStepCount` function, and then a vertex buffer for each time step must be bound, e.g. using the `rtcSetSharedGeometryBuffer` function. Optionally, a time range defining the start (and end time) of the first (and last) time step can be set using the `rtcSetGeometryTimeRange` function. This feature will also allow geometries to appear and disappear during the camera shutter time if the time range is a sub range of [0,1].

The API supports per-geometry filter callback functions (see `rtcSetGeometryIntersectFilterFunction` and `rtcSetGeometryOccludedFilterFunction`) that are invoked for each intersection found during the `rtcIntersect`-type or `rtcOccluded`-type calls. The former ones are called geometry intersection filter functions, the latter ones geometry occlusion filter functions. These filter functions are designed to be used to ignore intersections outside of a user-defined silhouette of a primitive, e.g. to model tree leaves using transparency textures.

5.4   Ray Queries

The API supports finding the closest hit of a ray segment with the scene (`rtcIntersect`-type functions), and determining whether any hit between a ray segment and the scene exists (`rtcOccluded`-type functions).

Supported are single ray queries (`rtcIntersect1` and `rtcOccluded1`) as well as ray packet queries for ray packets of size 4 (`rtcIntersect4` and `rtcOccluded4`), ray packets of size 8 (`rtcIntersect8` and `rtcOccluded8`), and ray packets of size 16 (`rtcIntersect16` and `rtcOccluded16`).

Ray streams in a variety of layouts are supported as well, such as streams of single rays (`rtcIntersect1M` and `rtcOccluded1M`), streams of pointers to single rays (`rtcIntersect1p` and `rtcOccluded1p`), streams of ray packets (`rtcIntersectNM` and `rtcOccludedNM`), and large packet-like streams in structure of pointer layout (`rtcIntersectNp` and `rtcOccludedNp`).

See Sections rtcIntersect1 and rtcOccluded1 for a detailed description of how to set up and trace a ray.

See tutorial Triangle Geometry for a complete example of how to trace single rays and ray packets. Also have a look at the tutorial Stream Viewer for an example of how to trace ray streams.

5.5   Point Queries

The API supports traversal of the BVH using a point query object that specifies a location and a query radius. For all primitives intersecting the according domain, a user defined callback function is called which allows queries such as finding the closest point on the surface geometries of the scene (see Tutorial Closest Point) or nearest neighbour queries (see Tutorial Voronoi).

See Section [rtcPointQuery] for a detailed description of how to set up point queries.

5.6   Collision Detection

The Embree API also supports collision detection queries between two scenes consisting only of user geometries. Embree only performs broadphase collision detection, the narrow phase detection can be performed through a callback function.

See Section rtcCollide for a detailed description of how to set up collision detection.

Seen tutorial Collision Detection for a complete example of collsion detection being used on a simple cloth solver.

5.7   Miscellaneous

A context filter function, which can be set per ray query is supported (see `rtcInitIntersectContext`). This filter function is designed to change the semantics of the ray query, e.g. to accumulate opacity for transparent shadows, count the number of surfaces along a ray, collect all hits along a ray, etc.

The internal algorithms to build a BVH are exposed through the `RTCBVH` object and `rtcBuildBVH` call. This call makes it possible to build a BVH in a user-specified format over user-specified primitives. See the documentation of the `rtcBuildBVH` call for more details.

For getting the most performance out of Embree, see the Section Performance Recommendations.

Chapter 6

Upgrading from Embree 2 to Embree 3

We decided to introduce an improved API in Embree 3 that is not backward compatible with the Embree 2 API. This step was required to remove various deprecated API functions that accumulated over time, improve extensibility of the API, fix suboptimal design decisions, fix design mistakes (such as incompatible single ray and ray packet layouts), clean up inconsistent naming, and increase flexibility.

To make porting to the new API easy, we provide a conversion script that can do most of the work, and will annotate the code with remaining changes required. The script can be invoked the following way for CPP files:

```
./scripts/cpp-patch.py --patch embree2_to_embree3.patch
  --in infile.cpp --out outfile.cpp
```

When invoked for ISPC files, add the `--ispc` option:

```
./scripts/cpp-patch.py --ispc --patch embree2_to_embree3.patch
  --in infile.ispc --out outfile.ispc
```

Apply the script to each source file of your project that contains Embree API calls or types. The input file and output file can also be identical to perform the patch in-place. Please always backup your original code before running the script, and inspect the code changes done by the script using diff (e.g. `git diff`), to make sure no undesired code locations got changed. Grep the code for comments containing `EMBREE_FIXME` and perform the action described in the comment.

The following changes need to be performed when switching from Embree 2 to Embree 3. Most of these changes are automatically done by the script if not described differently.

We strongly recommend to set an error callback function (see `rtcSetDeviceErrorFunction`) when porting to Embree 3 to detect all runtime errors early.

6.1   Device

- `rtcInit` and `rtcExit` got removed. Please use the device concept using the `rtcNewDevice` and `rtcReleaseDevice` functions instead.

- Functions that conceptually should operate on a device but did not get a device argument got removed. The upgrade script replaces these functions by the proper functions that operate on a device, however, manually propagating the device handle to these function calls might still be required.

6.2   Scene

- The API no longer distinguishes between a static and a dynamic scene. Some users had issues as they wanted to do minor modifications to static scenes, but maintain high traversal performance.

  The new approach gives more flexibility, as each scene is changeable, and build quality settings can be changed on a commit basis to balance between build performance and render performance.

- The `rtcCommitThread` function got removed; use `rtcJoinCommitScene` instead.

- The scene now supports different build quality settings. Please use those instead of the previous way of `RTC_SCENE_STATIC`, `RTC_SCENE_DYNAMIC`, and `RTC_SCENE_HIGH_QUALITY` flags.

6.3   Geometry

- There is now only one `rtcNewGeometry` function to create geometries which gets passed an enum to specify the type of geometry to create. The number of vertices and primitives of the geometries is inferred from the size of data buffers.

- We introduced an object type `RTCGeometry` for all geometries. Previously a geometry was not a standalone object and could only exist inside a scene. The new approach comes with more flexibility and more readable code.

  Operations like `rtcInterpolate` can now be performed on the geometry object directly without the need of a scene. Further, an application can choose to create its geometries independent of a scene, e.g. each time a geometry node is added to its scene graph.

  This modification changed many API functions to get passed one `RTC-Geometry` object instead of a `RTCScene` and `geomID`. The script does all required changed automatically. However, in some cases the script may introduce `rtcGetGeometry(scene, geomID)` calls to retrieve the geometry handle. Best store the geometry handle inside your scene representation (and release it in the destructor) and access the handle directly instead of calling `rtcGetGeometry`.

- Geometries are not included inside a scene anymore but can be attached to a multiple scenes using the `rtcAttachGeomety` or `rtcAttachGeome-tryByID` functions.

- As geometries are separate objects, commit semantics got introduced for them too. Thus geometries must be committed through the `rtcCommit-Geometry` call before getting used. This allows for earlier error checking and pre-calculating internal data per geometry object.

  Such commit points were previously not required in the Embree 2 API. The upgrade script attempts to insert the commits automatically, but cannot do so properly under all circumstances. Thus please check if every `rtcCommitGeometry` call inserted by the script is properly placed, and if a `rtcCommitGeometry` call is placed after a sequence of changes to a geometry.

- Only the latest version of the previous displacement function call (`RTCDis-placementFunc2`) is now supported, and the callback is passed as a structure containing all arguments.

- The deprecated `RTCBoundaryMode` type and `rtcSetBoundaryMode` function got removed and replaced by `RTCSubdivisionMode` enum and the `rtcSetGeometrySubdivisionMode` function. The script does this replacement automatically.

- Ribbon curves and lines now avoid self-intersections automatically The application can be simplified by removing special code paths that previously did the self-intersection handling.

- The previous Embree 2 way of instancing was suboptimal as it required user geometries to update the `instID` field of the ray differently when used inside an instanced scene or inside a top-level scene. The user geometry intersection code now just has to copy the `context.instID` field into the `ray.instID` field to function properly under all circumstances.

- The internal instancing code will update the `context.instID` field properly when entering or leaving an instance. When instancing is implemented manually through user geometries, the code must be modified to set the `context.instID` field properly and no longer pass `instID` through the ray. This change must done manually and cannot be performed by the script.

- We flipped the direction of the geometry normal to the widely used convention that a shape with counter-clockwise layout of vertices has the normal pointing upwards (right-hand rule). Most modeling tools follow that convention.

  The conversion script does not perform this change, thus if required adjust your code to flip `Ng` for triangle, quad, and subdivision surfaces.

6.4 Buffers

- With Embree 3 we are introducing explicit `RTCBuffer` objects. However, you can still use the short way of sharing buffers with Embree through the `rtcSetSharedGeometryBuffer` call.

- The `rtcMapBuffer` and `rtcUnmapBuffer` API calls were removed, and we added the `rtcGetBufferData` call instead.

  Previously the `rtcMapBuffer` call had the semantics of creating an internal buffer when no buffer was shared for the corresponding buffer slot. These invocations of `rtcMapBuffer` must be replaced by an explicit creation of an internally managed buffer using the `rtcNewGeometryBuffer` function.

  The upgrade script cannot always detect if the `rtcMapBuffer` call would create an internal buffer or just map the buffer pointer. Thus check whether the `rtcNewGeometryBuffer` and `rtcGetBufferData` calls are correct after the conversion.

- The `rtcUpdateGeometryBuffer` function now must be called for every buffer that got modified by the application. Note that the conversion script cannot automatically detect each location where a buffer update is now required.

- The buffer type no longer encodes the time step or user vertex buffer index. Now `RTC_VERTEX_BUFFER_TYPE` and additional `slot` specifies the vertex buffer for a specific time step, and `RTC_USER_VERTEX_BUFFER_TYPE` and additional `slot` specifies a vertex attribute.

6.5   Miscellaneous

- The header files for Embree 3 are now inside the `embree3` folder (instead of `embree2` folder) and `libembree.so` is now called `libembree3.so` to be able to install multiple Embree versions side by side. We made the headers C99 compliant.

- All API objects are now reference counted with release functions to decrement and retain functions to increment the reference count (if required).

- Most callback functions no longer get different arguments as input, but a pointer to a structure containing all arguments. This results in more readable code, faster callback invocation (as some arguments do not change between invocations) and is extensible, as new members to the structure can be later added in a backward compatible way (if required).

  The conversion script can convert the definition and declaration of the old callback functions in most cases. Before running the script, make sure that you never type-cast a callback function when assigning it (as this has the danger of assigning a callback function with a wrong type if the conversion did not detect some callbacks as such). If the script does not detect a callback function, make sure the argument types match exactly the types in the header (e.g. write `const int` instead of `int const` or convert the callback manually).

- An intersection context is now required for each ray query invocation. The context should be initialized using the `rtcInitIntersectContext` function.

- The `rtcIntersect`-type functions get as input an `RTCRayHit` type, which is similar to before, but has the ray and hit parts split into two sub-structures.

  The `rtcOccluded`-type functions get as input an `RTCRay` type, which does not contain hit data anymore. When an occlusion is found, the `tfar` element of the ray is set to `-inf`.

  Required code changes cannot be done by the upgrade script and need to be done manually.

- The ray layout for single rays and packets of rays had certain incompatibilities (alignment of `org` and `dir` for single rays caused gaps in the single ray layout that were not in the ray packet layout). This issue never showed up because single rays and ray packets were separate in the system initially. This layout issue is now fixed, and a single ray has the same layout as a ray packet of size 1.

- Previously Embree supported placing additional data at the end of the ray structure, and accessing that data inside user geometry callbacks and filter callback functions.

  With Embree 3 this is no longer supported, and the ray passed to a callback function may be copied to a different memory location. To attach additional data to your ray, simply extend the intersection context with a pointer to that data.

  This change cannot be done by the script. Further, code will still work if you extend the ray as the implementation did not change yet.

- The ray structure now contains an additional `id` and `flags` field. The `id` can be used to store the index of the ray with respect to a ray packet or ray stream. The `flags` is reserved for future use, and currently must be set to 0.

- All previous intersection filter callback variants have been removed, except for the `RTCFilterFuncN` which gets a varying size ray packet as input. The semantics of this filter function type have changed from copying the hit on acceptance to clearing the ray's valid argument in case of non-acceptance. This way, chaining multiple filters is more efficient.

  We kept the guarantee that for `rtcIntersect1/4/8/16` and `rtcOccluded1/4/8/16` calls the packet size and ray order will not change from the initial size and ordering when entering a filter callback.

- We no longer export ISPC-specific symbols. This has the advantage that certain linking issues went away, e.g. it is now possible to link an ISPC application compiled for any combination of ISAs, and link this to an Embree library compiled with a different set of ISAs. Previously the ISAs of the application had to be a subset of the ISAs of Embree, and when the user enabled exactly one ISA, they had to do this in Embree and the application.

- We no longer export the ISPC tasking system, which means that the application has the responsibility to implement the ISPC tasking system itself. ISPC comes with example code on how to do this. This change is not performed by the script and must be done manually.

- Fixed many naming inconsistencies, and changed names of further API functions. All these renamings are properly done by the script and need no further attention.

Chapter 7

Embree API Reference

7.1 rtcNewDevice

NAME

rtcNewDevice - creates a new device

SYNOPSIS

#include <embree3/rtcore.h>

RTCDevice rtcNewDevice(const char* config);

DESCRIPTION

This function creates a new device and returns a handle to this device. The device object is reference counted with an initial reference count of 1. The handle can be released using the rtcReleaseDevice API call.

The device object acts as a class factory for all other object types. All objects created from the device (like scenes, geometries, etc.) hold a reference to the device, thus the device will not be destroyed unless these objects are destroyed first.

Objects are only compatible if they belong to the same device, e.g it is not allowed to create a geometry in one device and attach it to a scene created with a different device.

A configuration string (config argument) can be passed to the device construction. This configuration string can be NULL to use the default configuration.

When creating the device, Embree reads configurations for the device from the following locations in order:

1) config string passed to the rtcNewDevice function
2) .embree3 file in the application folder
3) .embree3 file in the home folder

Settings performed later overwrite previous settings. This way the configuration for the application can be changed globally (either through the rtcNewDevice call or through the .embree3 file in the application folder), and each user has the option to modify the configuration to fit their needs.

The following configuration is supported:

- threads=[int]: Specifies a number of build threads to use. A value of 0 enables all detected hardware threads. By default all hardware threads are used.

- `user_threads=[int]`: Sets the number of user threads that can be used to join and participate in a scene commit using `rtcJoinCommitScene`. The tasking system will only use threads-user_threads many worker threads, thus if the app wants to solely use its threads to commit scenes, just set threads equal to user_threads. This option only has effect with the Intel(R) Threading Building Blocks (TBB) tasking system.

- `set_affinity=[0/1]`: When enabled, build threads are affinitized to hardware threads. This option is disabled by default on standard CPUs, and enabled by default on Xeon Phi Processors.

- `start_threads=[0/1]`: When enabled, the build threads are started up-front. This can be useful for benchmarking to exclude thread creation time. This option is disabled by default.

- `isa=[sse2,sse4.2,avx,avx2,avx512knl,avx512skx]`: Use specified ISA. By default the ISA is selected automatically.

- `max_isa=[sse2,sse4.2,avx,avx2,avx512knl,avx512skx]`: Configures the automated ISA selection to use maximally the specified ISA.

- `hugepages=[0/1]`: Enables or disables usage of huge pages. Under Linux huge pages are used by default but under Windows and macOS they are disabled by default.

- `enable_selockmemoryprivilege=[0/1]`: When set to 1, this enables the `SeLockMemoryPrivilege` privilege with is required to use huge pages on Windows. This option has an effect only under Windows and is ignored on other platforms. See Section Huge Page Support for more details.

- `ignore_config_files=[0/1]`: When set to 1, configuration files are ignored. Default is 0.

- `verbose=[0,1,2,3]`: Sets the verbosity of the output. When set to 0, no output is printed by Embree, when set to a higher level more output is printed. By default Embree does not print anything on the console.

- `frequency_level=[simd128,simd256,simd512]`: Specifies the frequency level the application want to run on, which can be either: a) simd128 for apps that do not use AVX instructions, b) simd256 for apps that use heavy AVX instruction, c) simd512 for apps that use heavy AVX-512 instructions. When some frequency level is specified, Embree will avoid doing optimizations that may reduce the frequency level below the level specified. E.g. if your app does not use AVX instructions setting "frequency_level=simd128" will cause some CPUs to run at highest frequency, which may result in higher application performance. However, this will prevent Embree from using AVX optimizations to achieve higher ray tracing performance, thus applications that trace many rays may still perform better with the default setting of simd256, even though this reduces frequency on some CPUs.

Different configuration options should be separated by commas, e.g.:

```
rtcNewDevice("threads=1,isa=avx");
```

EXIT STATUS

On success returns a handle of the created device. On failure returns `NULL` as device and sets a per-thread error code that can be queried using `rtcGetDeviceError(NULL)`.

SEE ALSO

rtcRetainDevice, rtcReleaseDevice

7.2   rtcRetainDevice

NAME

```
rtcRetainDevice - increments the device reference count
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcRetainDevice(RTCDevice device);
```

DESCRIPTION

Device objects are reference counted. The `rtcRetainDevice` function increments the reference count of the passed device object (`device` argument). This function together with `rtcReleaseDevice` allows to use the internal reference counting in a C++ wrapper class to manage the ownership of the object.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcNewDevice, rtcReleaseDevice

7.3 rtcReleaseDevice

NAME

rtcReleaseDevice - decrements the device reference count

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcReleaseDevice(RTCDevice device);
```

DESCRIPTION

Device objects are reference counted. The `rtcReleaseDevice` function decrements the reference count of the passed device object (`device` argument). When the reference count falls to 0, the device gets destroyed.

All objects created from the device (like scenes, geometries, etc.) hold a reference to the device, thus the device will not get destroyed unless these objects are destroyed first.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcNewDevice, rtcRetainDevice

7.4 rtcGetDeviceProperty

NAME

rtcGetDeviceProperty - queries properties of the device

SYNOPSIS

```
#include <embree3/rtcore.h>

ssize_t rtcGetDeviceProperty(
  RTCDevice device,
  enum RTCDeviceProperty prop
);
```

DESCRIPTION

The rtcGetDeviceProperty function can be used to query properties (prop argument) of a device object (device argument). The returned property is an integer of type ssize_t.

Possible properties to query are:

- RTC_DEVICE_PROPERTY_VERSION: Queries the combined version number (MAJOR.MINOR.PATCH) with two decimal digits per component. E.g. for Embree 2.8.3 the integer 208003 is returned.

- RTC_DEVICE_PROPERTY_VERSION_MAJOR: Queries the major version number of Embree.

- RTC_DEVICE_PROPERTY_VERSION_MINOR: Queries the minor version number of Embree.

- RTC_DEVICE_PROPERTY_VERSION_PATCH: Queries the patch version number of Embree.

- RTC_DEVICE_PROPERTY_NATIVE_RAY4_SUPPORTED: Queries whether the rtcIntersect4 and rtcOccluded4 functions preserve packet size and ray order when invoking callback functions. This is only the case if Embree is compiled with EMBREE_RAY_PACKETS and SSE2 (or SSE4.2) enabled, and if the machine it is running on supports SSE2 (or SSE4.2).

- RTC_DEVICE_PROPERTY_NATIVE_RAY8_SUPPORTED: Queries whether the rtcIntersect8 and rtcOccluded8 functions preserve packet size and ray order when invoking callback functions. This is only the case if Embree is compiled with EMBREE_RAY_PACKETS and AVX (or AVX2) enabled, and if the machine it is running on supports AVX (or AVX2).

- RTC_DEVICE_PROPERTY_NATIVE_RAY16_SUPPORTED: Queries whether the rtcIntersect16 and rtcOccluded16 functions preserve packet size and ray order when invoking callback functions. This is only the case if Embree is compiled with EMBREE_RAY_PACKETS and AVX512SKX (or AVX512KNL) enabled, and if the machine it is running on supports AVX512SKX (or AVX512KNL).

- RTC_DEVICE_PROPERTY_RAY_STREAM_SUPPORTED: Queries whether rtcIntersect1M, rtcIntersect1Mp, rtcIntersectNM, rtcIntersectNp, rtcOccluded1M, rtcOccluded1Mp, rtcOccludedNM, and rtcOccludedNp are supported. This is only the case if Embree is compiled with EMBREE_RAY_PACKETS enabled.

- `RTC_DEVICE_PROPERTY_RAY_MASK_SUPPORTED`: Queries whether ray masks are supported. This is only the case if Embree is compiled with `EMBREE_RAY_MASK` enabled.

- `RTC_DEVICE_PROPERTY_BACKFACE_CULLING_ENABLED`: Queries whether back face culling is enabled. This is only the case if Embree is compiled with `EMBREE_BACKFACE_CULLING` enabled.

- `RTC_DEVICE_PROPERTY_FILTER_FUNCTION_SUPPORTED`: Queries whether filter functions are supported, which is the case if Embree is compiled with `EMBREE_FILTER_FUNCTION` enabled.

- `RTC_DEVICE_PROPERTY_IGNORE_INVALID_RAYS_ENABLED`: Queries whether invalid rays are ignored, which is the case if Embree is compiled with `EMBREE_IGNORE_INVALID_RAYS` enabled.

- `RTC_DEVICE_PROPERTY_TRIANGLE_GEOMETRY_SUPPORTED`: Queries whether triangles are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_TRIANGLE` enabled.

- `RTC_DEVICE_PROPERTY_QUAD_GEOMETRY_SUPPORTED`: Queries whether quads are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_QUAD` enabled.

- `RTC_DEVICE_PROPERTY_SUBDIVISION_GEOMETRY_SUPPORTED`: Queries whether subdivision meshes are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_SUBDIVISION` enabled.

- `RTC_DEVICE_PROPERTY_CURVE_GEOMETRY_SUPPORTED`: Queries whether curves are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_CURVE` enabled.

- `RTC_DEVICE_PROPERTY_POINT_GEOMETRY_SUPPORTED`: Queries whether points are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_POINT` enabled.

- `RTC_DEVICE_PROPERTY_USER_GEOMETRY_SUPPORTED`: Queries whether user geometries are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_USER` enabled.

- `RTC_DEVICE_PROPERTY_TASKING_SYSTEM`: Queries the tasking system Embree is compiled with. Possible return values are:

  0. internal tasking system
  1. Intel Threading Building Blocks (TBB)
  2. Parallel Patterns Library (PPL)

- `RTC_DEVICE_PROPERTY_COMMIT_JOIN_SUPPORTED`: Queries whether `rtcJoinCommitScene` is supported. This is not the case when Embree is compiled with PPL or older versions of TBB.

- `RTC_DEVICE_PROPERTY_PARALLEL_COMMIT_SUPPORTED`: Queries whether `rtcCommitScene` can get invoked from multiple TBB worker threads concurrently. This feature is only supported starting with TBB 2019 Update 9.

EXIT STATUS

On success returns the value of the queried property. For properties returning a boolean value, the return value 0 denotes `false` and 1 denotes `true`.

On failure zero is returned and an error code is set that can be queried using `rtcGetDeviceError`.

7.5 rtcGetDeviceError

NAME

rtcGetDeviceError - returns the error code of the device

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCError rtcGetDeviceError(RTCDevice device);
```

DESCRIPTION

Each thread has its own error code per device. If an error occurs when calling an API function, this error code is set to the occurred error if it stores no previous error. The rtcGetDeviceError function reads and returns the currently stored error and clears the error code. This assures that the returned error code is always the first error occurred since the last invocation of rtcGetDeviceError.

Possible error codes returned by rtcGetDeviceError are:

- RTC_ERROR_NONE: No error occurred.

- RTC_ERROR_UNKNOWN: An unknown error has occurred.

- RTC_ERROR_INVALID_ARGUMENT: An invalid argument was specified.

- RTC_ERROR_INVALID_OPERATION: The operation is not allowed for the specified object.

- RTC_ERROR_OUT_OF_MEMORY: There is not enough memory left to complete the operation.

- RTC_ERROR_UNSUPPORTED_CPU: The CPU is not supported as it does not support the lowest ISA Embree is compiled for.

- RTC_ERROR_CANCELLED: The operation got canceled by a memory monitor callback or progress monitor callback function.

When the device construction fails, rtcNewDevice returns NULL as device. To detect the error code of a such a failed device construction, pass NULL as device to the rtcGetDeviceError function. For all other invocations of rtcGet-DeviceError, a proper device pointer must be specified.

EXIT STATUS

Returns the error code for the device.

SEE ALSO

rtcSetDeviceErrorFunction

7.6 rtcSetDeviceErrorFunction

NAME

rtcSetDeviceErrorFunction - sets an error callback function `for` the device

SYNOPSIS

```
#include <embree3/rtcore.h>

typedef void (*RTCErrorFunction)(
  void* userPtr,
  RTCError code,
  const char* str
);

void rtcSetDeviceErrorFunction(
  RTCDevice device,
  RTCErrorFunction error,
  void* userPtr
);
```

DESCRIPTION

Using the `rtcSetDeviceErrorFunction` call, it is possible to set a callback function (`error` argument) with payload (`userPtr` argument), which is called whenever an error occurs for the specified device (`device` argument).

Only a single callback function can be registered per device, and further invocations overwrite the previously set callback function. Passing `NULL` as function pointer disables the registered callback function.

When the registered callback function is invoked, it gets passed the user-defined payload (`userPtr` argument as specified at registration time), the error code (`code` argument) of the occurred error, as well as a string (`str` argument) that further describes the error.

The error code is also set if an error callback function is registered.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcGetDeviceError

7.7 rtcSetDeviceMemoryMonitorFunction

NAME

```
rtcSetDeviceMemoryMonitorFunction - registers a callback function
  to track memory consumption
```

SYNOPSIS

```
#include <embree3/rtcore.h>

typedef bool (*RTCMemoryMonitorFunction)(
  void* userPtr,
  ssize_t bytes,
  bool post
);

void rtcSetDeviceMemoryMonitorFunction(
  RTCDevice device,
  RTCMemoryMonitorFunction memoryMonitor,
  void* userPtr
);
```

DESCRIPTION

Using the `rtcSetDeviceMemoryMonitorFunction` call, it is possible to register a callback function (memoryMonitor argument) with payload (userPtr argument) for a device (device argument), which is called whenever internal memory is allocated or deallocated by objects of that device. Using this memory monitor callback mechanism, the application can track the memory consumption of an Embree device, and optionally terminate API calls that consume too much memory.

Only a single callback function can be registered per device, and further invocations overwrite the previously set callback function. Passing NULL as function pointer disables the registered callback function.

Once registered, the Embree device will invoke the memory monitor callback function before or after it allocates or frees important memory blocks. The callback function gets passed the payload as specified at registration time (userPtr argument), the number of bytes allocated or deallocated (bytes argument), and whether the callback is invoked after the allocation or deallocation took place (post argument). The callback function might get called from multiple threads concurrently.

The application can track the current memory usage of the Embree device by atomically accumulating the bytes input parameter provided to the callback function. This parameter will be >0 for allocations and <0 for deallocations.

Embree will continue its operation normally when returning true from the callback function. If false is returned, Embree will cancel the current operation with the RTC_ERROR_OUT_OF_MEMORY error code. Issuing multiple cancel requests from different threads is allowed. Canceling will only happen when the callback was called for allocations (bytes > 0), otherwise the cancel request will be ignored.

If a callback to cancel was invoked before the allocation happens (post == false), then the bytes parameter should not be accumulated, as the allocation will never happen. If the callback to cancel was invoked after the allocation happened (post == true), then the bytes parameter should be accumulated, as the allocation properly happened and a deallocation will later free that data block.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcNewDevice

7.8 rtcNewScene

NAME

rtcNewScene - creates a `new` scene

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCScene rtcNewScene(RTCDevice device);
```

DESCRIPTION

This function creates a new scene bound to the specified device (`device` argument), and returns a handle to this scene. The scene object is reference counted with an initial reference count of 1. The scene handle can be released using the `rtcReleaseScene` API call.

EXIT STATUS

On success a scene handle is returned. On failure `NULL` is returned and an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcRetainScene, rtcReleaseScene

7.9 rtcRetainScene

NAME

rtcRetainScene - increments the scene reference count

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcRetainScene(RTCScene scene);
```

DESCRIPTION

Scene objects are reference counted. The rtcRetainScene function increments the reference count of the passed scene object (scene argument). This function together with rtcReleaseScene allows to use the internal reference counting in a C++ wrapper class to handle the ownership of the object.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewScene, rtcReleaseScene

7.10 rtcReleaseScene

NAME

rtcReleaseScene - decrements the scene reference count

SYNOPSIS

#include <embree3/rtcore.h>

void rtcReleaseScene(RTCScene scene);

DESCRIPTION

Scene objects are reference counted. The rtcReleaseScene function decrements the reference count of the passed scene object (scene argument). When the reference count falls to 0, the scene gets destroyed.

The scene holds a reference to all attached geometries, thus if the scene gets destroyed, all geometries get detached and their reference count decremented.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewScene, rtcRetainScene

7.11 rtcAttachGeometry

NAME

rtcAttachGeometry - attaches a geometry to the scene

SYNOPSIS

```
#include <embree3/rtcore.h>

unsigned int rtcAttachGeometry(
  RTCScene scene,
  RTCGeometry geometry
);
```

DESCRIPTION

The rtcAttachGeometry function attaches a geometry (geometry argument) to a scene (scene argument) and assigns a geometry ID to that geometry. All geometries attached to a scene are defined to be included inside the scene. A geometry can get attached to multiplee scene. The geometry ID is unique for the scene, and is used to identify the geometry when hit by a ray during ray queries.

This function is thread-safe, thus multiple threads can attach geometries to a scene in parallel.

The geometry IDs are assigned sequentially, starting from 0, as long as no geometry got detached. If geometries got detached, the implementation will reuse IDs in an implementation dependent way. Consequently sequential assignment is no longer guaranteed, but a compact range of IDs.

These rules allow the application to manage a dynamic array to efficiently map from geometry IDs to its own geometry representation. Alternatively, the application can also use per-geometry user data to map to its geometry representation. See rtcSetGeometryUserData and rtcGetGeometryUserData for more information.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcSetGeometryUserData, rtcGetGeometryUserData

7.12   rtcAttachGeometryByID

NAME

```
rtcAttachGeometryByID - attaches a geometry to the scene
  using a specified geometry ID
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcAttachGeometryByID(
  RTCScene scene,
  RTCGeometry geometry,
  unsigned int geomID
);
```

DESCRIPTION

The `rtcAttachGeometryByID` function attaches a geometry (`geometry` argument) to a scene (`scene` argument) and assigns a user provided geometry ID (`geomID` argument) to that geometry. All geometries attached to a scene are defined to be included inside the scene. A geometry can get attached to multiple scenes. The passed user-defined geometry ID is used to identify the geometry when hit by a ray during ray queries. Using this function, it is possible to share the same IDs to refer to geometries inside the application and Embree.

This function is thread-safe, thus multiple threads can attach geometries to a scene in parallel.

The user-provided geometry ID must be unused in the scene, otherwise the creation of the geometry will fail. Further, the user-provided geometry IDs should be compact, as Embree internally creates a vector which size is equal to the largest geometry ID used. Creating very large geometry IDs for small scenes would thus cause a memory consumption and performance overhead.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcAttachGeometry

7.13 rtcDetachGeometry

NAME

rtcDetachGeometry - detaches a geometry from the scene

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcDetachGeometry(RTCScene scene, unsigned int geomID);
```

DESCRIPTION

This function detaches a geometry identified by its geometry ID (geomID argument) from a scene (scene argument). When detached, the geometry is no longer contained in the scene.

This function is thread-safe, thus multiple threads can detach geometries from a scene at the same time.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcAttachGeometry, rtcAttachGeometryByID

7.14 rtcGetGeometry

NAME

```
rtcGetGeometry - returns the geometry bound to
  the specified geometry ID
```

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCGeometry rtcGetGeometry(RTCScene scene, unsigned int geomID);
```

DESCRIPTION

The `rtcGetGeometry` function returns the geometry that is bound to the specified geometry ID (`geomID` argument) for the specified scene (`scene` argument). This function just looks up the handle and does *not* increment the reference count. If you want to get ownership of the handle, you need to additionally call `rtcRetainGeometry`. For this reason, this function is fast and can be used during rendering. However, it is generally recommended to store the geometry handle inside the application's geometry representation and look up the geometry handle from that representation directly.

EXIT STATUS

On failure `NULL` is returned and an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcAttachGeometry, rtcAttachGeometryByID

7.15 rtcCommitScene

NAME

rtcCommitScene - commits scene changes

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcCommitScene(RTCScene scene);
```

DESCRIPTION

The rtcCommitScene function commits all changes for the specified scene (scene argument). This internally triggers building of a spatial acceleration structure for the scene using all available worker threads. Ray queries can be performed only after committing all scene changes.

If the application uses TBB 2019 Update 9 or later for parallelization of rendering, lazy scene construction during rendering is supported by rtcCommitScene. Therefore rtcCommitScene can get called from multiple TBB worker threads concurrently for the same scene. The rtcCommitScene function will then internally isolate the scene construction using a tbb::isolated_task_group. The alternative approach of using rtcJoinCommitScene which uses an tbb:task_arena internally, is not recommended due to it's high runtime overhead.

If scene geometries get modified or attached or detached, the rtcCommitScene call must be invoked before performing any further ray queries for the scene; otherwise the effect of the ray query is undefined. The modification of a geometry, committing the scene, and tracing of rays must always happen sequentially, and never at the same time. Any API call that sets a property of the scene or geometries contained in the scene count as scene modification, e.g. including setting of intersection filter functions.

The kind of acceleration structure built can be influenced using scene flags (see rtcSetSceneFlags), and the quality can be specified using the rtcSetSceneBuildQuality function.

Embree silently ignores primitives during spatial acceleration structure construction that would cause numerical issues, e.g. primitives containing NaNs, INFs, or values greater than 1.844E18f (as no reasonable calculations can be performed with such values without causing overflows).

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcJoinCommitScene

7.16   rtcJoinCommitScene

NAME

rtcJoinCommitScene - commits the scene from multiple threads

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcJoinCommitScene(RTCScene scene);
```

DESCRIPTION

The rtcJoinCommitScene function commits all changes for the specified scene (scene argument). The scene commit internally triggers building of a spatial acceleration structure for the scene. Ray queries can be performed after scene changes got properly committed.

The rtcJoinCommitScene function can get called from multiple user threads which will all cooperate in the build operation. All threads calling into this function will return from rtcJoinCommitScene after the scene commit is finished. All threads must consistently call rtcJoinCommitScene and not rtcCommitScene.

In contrast to the rtcCommitScene function, the rtcJoinCommitScene function can be called from multiple user threads, while the rtcCommitScene can only get called from multiple TBB worker threads when used concurrently. For optimal performance we strongly recommend using TBB inside the application together with the rtcCommitScene function and to avoid using the rtcJoinCommitScene function.

The rtcJoinCommitScene feature allows a flexible way to lazily create hierarchies during rendering. A thread reaching a not-yet-constructed sub-scene of a two-level scene can generate the sub-scene geometry and call rtcJoinCommitScene on that just generated scene. During construction, further threads reaching the not-yet-built scene can join the build operation by also invoking rtcJoinCommitScene. A thread that calls rtcJoinCommitScene after the build finishes will directly return from the rtcJoinCommitScene call.

Multiple scene commit operations on different scenes can be running at the same time, hence it is possible to commit many small scenes in parallel, distributing the commits to many threads.

When using Embree with the Intel® Threading Building Blocks (which is the default), threads that call rtcJoinCommitScene will join the build operation, but other TBB worker threads might also participate in the build. To avoid thread oversubscription, we recommend using TBB also inside the application. Further, the join mode only works properly starting with TBB v4.4 Update 1. For earlier TBB versions, threads that call rtcJoinCommitScene to join a running build will just trigger the build and wait for the build to finish. Further, old TBB versions with TBB_INTERFACE_VERSION_MAJOR < 8 do not support rtcJoinCommitScene, and invoking this function will result in an error.

When using Embree with the internal tasking system, only threads that call rtcJoinCommitScene will perform the build operation, and no additional worker threads will be scheduled.

When using Embree with the Parallel Patterns Library (PPL), rtcJoinCommitScene is not supported and calling that function will result in an error.

To detect whether rtcJoinCommitScene is supported, use the rtcGetDeviceProperty function.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcCommitScene, rtcGetDeviceProperty

7.17   rtcSetSceneProgressMonitorFunction

NAME

```
rtcSetSceneProgressMonitorFunction - registers a callback
  to track build progress
```

SYNOPSIS

```
#include <embree3/rtcore.h>

typedef bool (*RTCProgressMonitorFunction)(
  void* ptr,
  double n
);

void rtcSetSceneProgressMonitorFunction(
  RTCScene scene,
  RTCProgressMonitorFunction progress,
  void* userPtr
);
```

DESCRIPTION

Embree supports a progress monitor callback mechanism that can be used to report progress of hierarchy build operations and to cancel build operations.

The `rtcSetSceneProgressMonitorFunction` registers a progress monitor callback function (`progress` argument) with payload (`userPtr` argument) for the specified scene (`scene` argument).

Only a single callback function can be registered per scene, and further invocations overwrite the previously set callback function. Passing `NULL` as function pointer disables the registered callback function.

Once registered, Embree will invoke the callback function multiple times during hierarchy build operations of the scene, by passing the payload as set at registration time (`userPtr` argument), and a double in the range $[0, 1]$ which estimates the progress of the operation (n argument). The callback function might be called from multiple threads concurrently.

When returning `true` from the callback function, Embree will continue the build operation normally. When returning `false`, Embree will cancel the build operation with the `RTC_ERROR_CANCELLED` error code. Issuing multiple cancel requests for the same build operation is allowed.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcNewScene

7.18   rtcSetSceneBuildQuality

NAME

```
rtcSetSceneBuildQuality - sets the build quality for
  the scene
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetSceneBuildQuality(
  RTCScene scene,
  enum RTCBuildQuality quality
);
```

DESCRIPTION

The `rtcSetSceneBuildQuality` function sets the build quality (`quality` argument) for the specified scene (`scene` argument). Possible values for the build quality are:

- `RTC_BUILD_QUALITY_LOW`: Create lower quality data structures, e.g. for dynamic scenes. A two-level spatial index structure is built when enabling this mode, which supports fast partial scene updates, and allows for setting a per-geometry build quality through the `rtcSetGeometryBuildQuality` function.

- `RTC_BUILD_QUALITY_MEDIUM`: Default build quality for most usages. Gives a good compromise between build and render performance.

- `RTC_BUILD_QUALITY_HIGH`: Create higher quality data structures for final-frame rendering. For certain geometry types this enables a spatial split BVH.

Selecting a higher build quality results in better rendering performance but slower scene commit times. The default build quality for a scene is `RTC_BUILD_QUALITY_MEDIUM`.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

[rtcSetGeometryBuildQuality](#)

7.19 rtcSetSceneFlags

NAME

rtcSetSceneFlags - sets the flags for the scene

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetSceneFlags(RTCScene scene, enum RTCSceneFlags flags);
```

DESCRIPTION

The rtcSetSceneFlags function sets the scene flags (flags argument) for the specified scene (scene argument). Possible scene flags are:

- RTC_SCENE_FLAG_NONE: No flags set.

- RTC_SCENE_FLAG_DYNAMIC: Provides better build performance for dynamic scenes (but also higher memory consumption).

- RTC_SCENE_FLAG_COMPACT: Uses compact acceleration structures and avoids algorithms that consume much memory.

- RTC_SCENE_FLAG_ROBUST: Uses acceleration structures that allow for robust traversal, and avoids optimizations that reduce arithmetic accuracy. This mode is typically used for avoiding artifacts caused by rays shooting through edges of neighboring primitives.

- RTC_SCENE_FLAG_CONTEXT_FILTER_FUNCTION: Enables support for a filter function inside the intersection context. See Section rtcInitIntersect-Context for more details.

Multiple flags can be enabled using an or operation, e.g. RTC_SCENE_FLAG_ COMPACT | RTC_SCENE_FLAG_ROBUST.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcGetSceneFlags

7.20 rtcGetSceneFlags

NAME

rtcGetSceneFlags - returns the flags of the scene

SYNOPSIS

```
#include <embree3/rtcore.h>

enum RTCSceneFlags rtcGetSceneFlags(RTCScene scene);
```

DESCRIPTION

Queries the flags of a scene. This function can be useful when setting individual flags, e.g. to just set the robust mode without changing other flags the following way:

```
RTCSceneFlags flags = rtcGetSceneFlags(scene);
rtcSetSceneFlags(scene, RTC_SCENE_FLAG_ROBUST | flags);
```

EXIT STATUS

On failure RTC_SCENE_FLAG_NONE is returned and an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcSetSceneFlags

7.21 rtcGetSceneBounds

NAME

rtcGetSceneBounds - returns the axis-aligned bounding box of the scene

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCORE_ALIGN(16) RTCBounds
{
  float lower_x, lower_y, lower_z, align0;
  float upper_x, upper_y, upper_z, align1;
};

void rtcGetSceneBounds(
  RTCScene scene,
  struct RTCBounds* bounds_o
);
```

DESCRIPTION

The `rtcGetSceneBounds` function queries the axis-aligned bounding box of the specified scene (`scene` argument) and stores that bounding box to the provided destination pointer (`bounds_o` argument). The stored bounding box consists of lower and upper bounds for the x, y, and z dimensions as specified by the RTCBounds structure.

The provided destination pointer must be aligned to 16 bytes. The function may be invoked only after committing the scene; otherwise the result is undefined.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcGetSceneLinearBounds, rtcCommitScene, rtcJoinCommitScene

7.22 rtcGetSceneLinearBounds

NAME

rtcGetSceneLinearBounds - returns the linear bounds of the scene

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCORE_ALIGN(16) RTCLinearBounds
{
  RTCBounds bounds0;
  RTCBounds bounds1;
};

void rtcGetSceneLinearBounds(
  RTCScene scene,
  struct RTCLinearBounds* bounds_o
);
```

DESCRIPTION

The rtcGetSceneLinearBounds function queries the linear bounds of the specified scene (scene argument) and stores them to the provided destination pointer (bounds_o argument). The stored linear bounds consist of bounding boxes for time 0 (bounds0 member) and time 1 (bounds1 member) as specified by the RTCLinearBounds structure. Linearly interpolating these bounds to a specific time t yields bounds for the geometry at that time.

The provided destination pointer must be aligned to 16 bytes. The function may be called only after committing the scene, otherwise the result is undefined.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcGetSceneBounds, rtcCommitScene, rtcJoinCommitScene

7.23 rtcNewGeometry

NAME

```
rtcNewGeometry - creates a new geometry object
```

SYNOPSIS

```
#include <embree3/rtcore.h>

enum RTCGeometryType
{
 RTC_GEOMETRY_TYPE_TRIANGLE,
 RTC_GEOMETRY_TYPE_QUAD,
 RTC_GEOMETRY_TYPE_SUBDIVISION,
 RTC_GEOMETRY_TYPE_FLAT_LINEAR_CURVE,
 RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE,
 RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE,
 RTC_GEOMETRY_TYPE_FLAT_HERMITE_CURVE,
 RTC_GEOMETRY_TYPE_FLAT_CATMULL_ROM_CURVE,
 RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BEZIER_CURVE,
 RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BSPLINE_CURVE,
 RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_HERMITE_CURVE,
 RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_CATMULL_ROM_CURVE,
 RTC_GEOMETRY_TYPE_ROUND_BEZIER_CURVE,
 RTC_GEOMETRY_TYPE_ROUND_BSPLINE_CURVE,
 RTC_GEOMETRY_TYPE_ROUND_HERMITE_CURVE,
 RTC_GEOMETRY_TYPE_ROUND_CATMULL_ROM_CURVE,
 RTC_GEOMETRY_TYPE_GRID,
 RTC_GEOMETRY_TYPE_SPHERE_POINT,
 RTC_GEOMETRY_TYPE_DISC_POINT,
 RTC_GEOMETRY_TYPE_ORIENTED_DISC_POINT,
 RTC_GEOMETRY_TYPE_USER,
 RTC_GEOMETRY_TYPE_INSTANCE
};

RTCGeometry rtcNewGeometry(
  RTCDevice device,
  enum RTCGeometryType type
);
```

DESCRIPTION

Geometries are objects that represent an array of primitives of the same type. The `rtcNewGeometry` function creates a new geometry of specified type (`type` argument) bound to the specified device (`device` argument) and returns a handle to this geometry. The geometry object is reference counted with an initial reference count of 1. The geometry handle can be released using the `rtcReleaseGeometry` API call.

Supported geometry types are triangle meshes (`RTC_GEOMETRY_TYPE_TRIANGLE` type), quad meshes (triangle pairs) (`RTC_GEOMETRY_TYPE_QUAD` type), Catmull-Clark subdivision surfaces (`RTC_GEOMETRY_TYPE_SUBDIVISION` type), curve geometries with different bases (`RTC_GEOMETRY_TYPE_FLAT_LINEAR_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_HERMITE_CURVE`,

`RTC_GEOMETRY_TYPE_FLAT_CATMULL_ROM_CURVE`, `RTC_GEOMETRY_TYPE_NOR-MAL_ORIENTED_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BSPLINE_ CURVE`, `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_HERMITE_CURVE`, `RTC_GEOME-TRY_TYPE_NORMAL_ORIENTED_CATMULL_ROM_CURVE`, `RTC_GEOMETRY_TYPE_ROUND_ BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_ROUND_BSPLINE_CURVE`, `RTC_GEOMETRY_ TYPE_ROUND_HERMITE_CURVE`, `RTC_GEOMETRY_TYPE_ROUND_CATMULL_ROM_CURVE` types) grid meshes (`RTC_GEOMETRY_TYPE_GRID`), point geometries (`RTC_GEOME-TRY_TYPE_SPHERE_POINT`, `RTC_GEOMETRY_TYPE_DISC_POINT`, `RTC_TYPE_ORI-ENTED_DISC_POINT`), user-defined geometries (`RTC_GEOMETRY_TYPE_USER`), and instances (`RTC_GEOMETRY_TYPE_INSTANCE`).

The types `RTC_GEOMETRY_TYPE_ROUND_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_ ROUND_BSPLINE_CURVE`, and `RTC_GEOMETRY_TYPE_ROUND_CATMULL_ROM_CURVE` will treat the curve as a sweep surface of a varying-radius circle swept tangentially along the curve. The types `RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE`, and `RTC_GEOMETRY_TYPE_FLAT_ CATMULL_ROM_CURVE` use ray-facing ribbons as a faster-to-intersect approximation.

After construction, geometries are enabled by default and not attached to any scene. Geometries can be disabled (`rtcDisableGeometry` call), and enabled again (`rtcEnableGeometry` call). A geometry can be attached to multiple scenes using the `rtcAttachGeometry` call (or `rtcAttachGeometryByID` call), and detached using the `rtcDetachGeometry` call. During attachment, a geometry ID is assigned to the geometry (or assigned by the user when using the `rtcAttach-GeometryByID` call), which uniquely identifies the geometry inside that scene. This identifier is returned when primitives of the geometry are hit in later ray queries for the scene.

Geometries can also be modified, including their vertex and index buffers. After modifying a buffer, `rtcUpdateGeometryBuffer` must be called to notify that the buffer got modified.

The application can use the `rtcSetGeometryUserData` function to set a user data pointer to its own geometry representation, and later read out this pointer using the `rtcGetGeometryUserData` function.

After setting up the geometry or modifying it, `rtcCommitGeometry` must be called to finish the geometry setup. After committing the geometry, vertex data interpolation can be performed using the `rtcInterpolate` and `rtcInterpo-lateN` functions.

A build quality can be specified for a geometry using the `rtcSetGeometry-BuildQuality` function, to balance between acceleration structure build performance and ray query performance. The build quality per geometry will be used if a two-level acceleration structure is built internally, which is the case if the `RTC_ BUILD_QUALITY_LOW` is set as the scene build quality. See Section rtcSetSceneB-uildQuality for more details.

EXIT STATUS

On failure `NULL` is returned and an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcEnableGeometry, rtcDisableGeometry, rtcAttachGeometry, rtcAttachGeom-etryByID, rtcUpdateGeometryBuffer, rtcSetGeometryUserData, rtcGetGeome-tryUserData, rtcCommitGeometry, rtcInterpolate, rtcInterpolateN, rtcSetGeome-tryBuildQuality, rtcSetSceneBuildQuality, RTC_GEOMETRY_TYPE_TRIANGLE, RTC_GEOMETRY_TYPE_QUAD, RTC_GEOMETRY_TYPE_SUBDIVISION, RTC_GEOMETRY_TYPE_CURVE, RTC_GEOMETRY_TYPE_GRID, RTC_GEOMETRY_TYPE_POINT, RTC_GEOMETRY_TYPE_USER, RTC_GEOMETRY_TYPE_INSTANCE

7.24 RTC_GEOMETRY_TYPE_TRIANGLE

NAME

RTC_GEOMETRY_TYPE_TRIANGLE - triangle geometry type

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCGeometry geometry =
  rtcNewGeometry(device, RTC_GEOMETRY_TYPE_TRIANGLE);
```

DESCRIPTION

Triangle meshes are created by passing RTC_GEOMETRY_TYPE_TRIANGLE to the rtcNewGeometry function call. The triangle indices can be specified by setting an index buffer (RTC_BUFFER_TYPE_INDEX type) and the triangle vertices by setting a vertex buffer (RTC_BUFFER_TYPE_VERTEX type). See rtcSetGeometryBuffer and rtcSetSharedGeometryBuffer for more details on how to set buffers. The index buffer must contain an array of three 32-bit indices per triangle (RTC_FORMAT_UINT3 format) and the number of primitives is inferred from the size of that buffer. The vertex buffer must contain an array of single precision x, y, z floating point coordinates (RTC_FORMAT_FLOAT3 format), and the number of vertices are inferred from the size of that buffer. The vertex buffer can be at most 16 GB large.

The parametrization of a triangle uses the first vertex p0 as base point, the vector p1 - p0 as u-direction and the vector p2 - p0 as v-direction. Thus vertex attributes t0,t1,t2 can be linearly interpolated over the triangle the following way:

```
t_uv = (1-u-v)*t0 + u*t1 + v*t2
     = t0 + u*(t1-t0) + v*(t2-t0)
```

A triangle whose vertices are laid out counter-clockwise has its geometry normal pointing upwards outside the front face, like illustrated in the following picture:

Figure 7.1

For multi-segment motion blur, the number of time steps must be first specified using the rtcSetGeometryTimeStepCount call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers have to have the same stride and size.

Also see tutorial Triangle Geometry for an example of how to create triangle meshes.

EXIT STATUS

On failure NULL is returned and an error code is set that be get queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry

7.25 RTC_GEOMETRY_TYPE_QUAD

NAME

RTC_GEOMETRY_TYPE_QUAD - quad geometry type

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCGeometry geometry =
  rtcNewGeometry(device, RTC_GEOMETRY_TYPE_QUAD);
```

DESCRIPTION

Quad meshes are created by passing RTC_GEOMETRY_TYPE_QUAD to the rtcNew-Geometry function call. The quad indices can be specified by setting an index buffer (RTC_BUFFER_TYPE_INDEX type) and the quad vertices by setting a vertex buffer (RTC_BUFFER_TYPE_VERTEX type). See rtcSetGeometryBuffer and rtcSetSharedGeometryBuffer for more details on how to set buffers. The index buffer contains an array of four 32-bit indices per quad (RTC_FORMAT_UINT4 format), and the number of primitives is inferred from the size of that buffer. The vertex buffer contains an array of single precision x, y, z floating point coordinates (RTC_FORMAT_FLOAT3 format), and the number of vertices is inferred from the size of that buffer. The vertex buffer can be at most 16 GB large.

A quad is internally handled as a pair of two triangles v0,v1,v3 and v2,v3,v1, with the u'/v' coordinates of the second triangle corrected by u = 1-u' and v = 1-v' to produce a quad parametrization where u and v are in the range 0 to 1. Thus the parametrization of a quad uses the first vertex p0 as base point, and the vector p1 - p0 as u-direction, and p3 - p0 as v-direction. Thus vertex attributes t0,t1,t2,t3 can be bilinearly interpolated over the quadrilateral the following way:

```
t_uv = (1-v)((1-u)*t0 + u*t1) + v*((1-u)*t3 + u*t2)
```

Mixed triangle/quad meshes are supported by encoding a triangle as a quad, which can be achieved by replicating the last triangle vertex (v0,v1,v2 -> v0,v1,v2,v2). This way the second triangle is a line (which can never get hit), and the parametrization of the first triangle is compatible with the standard triangle parametrization.

A quad whose vertices are laid out counter-clockwise has its geometry normal pointing upwards outside the front face, like illustrated in the following picture.
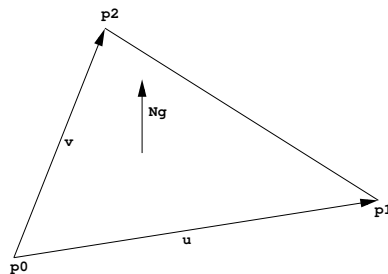

Figure 7.2

For multi-segment motion blur, the number of time steps must be first specified using the rtcSetGeometryTimeStepCount call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers must have the same stride and size.

EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using
`rtcGetDeviceError`.

SEE ALSO

rtcNewGeometry

7.26 RTC_GEOMETRY_TYPE_GRID

NAME

RTC_GEOMETRY_TYPE_GRID - grid geometry type

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCGeometry geometry =
  rtcNewGeometry(device, RTC_GEOMETRY_TYPE_GRID);
```

DESCRIPTION

Grid meshes are created by passing RTC_GEOMETRY_TYPE_GRID to the rtcNew-Geometry function call, and contain an array of grid primitives. This array of grids can be specified by setting up a grid buffer (with RTC_BUFFER_TYPE_GRID type and RTC_FORMAT_GRID format) and the grid mesh vertices by setting a vertex buffer (RTC_BUFFER_TYPE_VERTEX type). See rtcSetGeometryBuffer and rtcSetSharedGeometryBuffer for more details on how to set buffers. The number of grid primitives in the grid mesh is inferred from the size of the grid buffer.

The vertex buffer contains an array of single precision x, y, z floating point coordinates (RTC_FORMAT_FLOAT3 format), and the number of vertices is inferred from the size of that buffer.

Each grid in the grid buffer is of the type RTCGrid:

```
struct RTCGrid
{
  unsigned int startVertexID;
  unsigned int stride;
  unsigned short width,height;
};
```

The RTCGrid structure describes a 2D grid of vertices (with respect to the vertex buffer of the grid mesh). The width and height members specify the number of vertices in u and v direction, e.g. setting both width and height to 3 sets up a 3×3 vertex grid. The maximum allowed width and height is 32767. The startVertexID specifies the ID of the top-left vertex in the vertex grid, while the stride parameter specifies a stride (in number of vertices) used to step to the next row.

A vertex grid of dimensions width and height is treated as a (width-1) x (height-1) grid of quads (triangle-pairs), with the same shared edge handling as for regular quad meshes. However, the u/v coordinates have the uniform range [0..1] for an entire vertex grid. The u direction follows the width of the grid while the v direction the height.
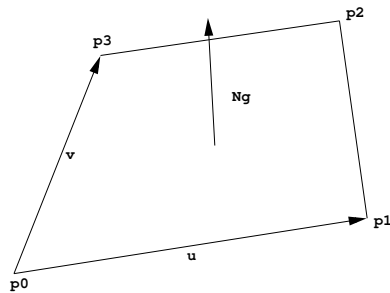
For multi-segment motion blur, the number of time steps must be first specified using the rtcSetGeometryTimeStepCount call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers must have the same stride and size.

EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry

7.27   RTC_GEOMETRY_TYPE_SUBDIVISION

NAME

RTC_GEOMETRY_TYPE_SUBDIVISION - subdivision geometry type

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCGeometry geometry =
  rtcNewGeometry(device, RTC_GEOMETRY_TYPE_SUBDIVISION);
```

DESCRIPTION

Catmull-Clark subdivision meshes are supported, including support for edge creases, vertex creases, holes, non-manifold geometry, and face-varying interpolation. The number of vertices per face can be in the range of 3 to 15 vertices (triangles, quadrilateral, pentagons, etc).

Subdivision meshes are created by passing RTC_GEOMETRY_TYPE_SUBDIVI-SION to the rtcNewGeometry function. Various buffers need to be set by the application to set up the subdivision mesh. See rtcSetGeometryBuffer and rtcSetSharedGeometryBuffer for more details on how to set buffers. The face buffer (RTC_BUFFER_TYPE_FACE type and RTC_FORMAT_UINT format) contains the number of edges/indices of each face (3 to 15), and the number of faces is inferred from the size of this buffer. The index buffer (RTC_BUFFER_TYPE_IN-DEX type) contains multiple (3 to 15) 32-bit vertex indices (RTC_FORMAT_UINT format) for each face, and the number of edges is inferred from the size of this buffer. The vertex buffer (RTC_BUFFER_TYPE_VERTEX type) stores an array of single precision x, y, z floating point coordinates (RTC_FORMAT_FLOAT3 format), and the number of vertices is inferred from the size of this buffer.

Optionally, the application may set additional index buffers using different buffer slots if multiple topologies are required for face-varying interpolation. The standard vertex buffers (RTC_BUFFER_TYPE_VERTEX) are always bound to the geometry topology (topology 0) thus use RTC_BUFFER_TYPE_INDEX with buffer slot 0. User vertex data interpolation may use different topologies as described later.

Optionally, the application can set up the hole buffer (RTC_BUFFER_TYPE_HOLE) which contains an array of 32-bit indices (RTC_FORMAT_UINT format) of faces that should be considered non-existing in all topologies. The number of holes is inferred from the size of this buffer.

Optionally, the application can fill the level buffer (RTC_BUFFER_TYPE_LEVEL) with a tessellation rate for each of the edges of each face. This buffer must have the same size as the index buffer. The tessellation level is a positive floating point value (RTC_FORMAT_FLOAT format) that specifies how many quads along the edge should be generated during tessellation. If no level buffer is specified, a level of 1 is used. The maximally supported edge level is 4096, and larger levels are clamped to that value. Note that edges may be shared between (typically 2) faces. To guarantee a watertight tessellation, the level of these shared edges should be identical. A uniform tessellation rate for an entire subdivision mesh can be set by using the rtcSetGeometryTessellationRate function. The existence of a level buffer has precedence over the uniform tessellation rate.

Optionally, the application can fill the sparse edge crease buffers to make edges appear sharper. The edge crease index buffer (RTC_BUFFER_TYPE_EDGE_CREASE_INDEX) contains an array of pairs of 32-bit vertex indices (RTC_FOR-MAT_UINT2 format) that specify unoriented edges in the geometry topology. The edge crease weight buffer (RTC_BUFFER_TYPE_EDGE_CREASE_WEIGHT) stores for each of these crease edges a positive floating point weight (RTC_FORMAT_FLOAT

format). The number of edge creases is inferred from the size of these buffers, which has to be identical. The larger a weight, the sharper the edge. Specifying a weight of infinity is supported and marks an edge as infinitely sharp. Storing an edge multiple times with the same crease weight is allowed, but has lower performance. Storing an edge multiple times with different crease weights results in undefined behavior. For a stored edge (i,j), the reverse direction edges (j,i) do not have to be stored, as both are considered the same unoriented edge. Edge crease features are shared between all topologies.

Optionally, the application can fill the sparse vertex crease buffers to make vertices appear sharper. The vertex crease index buffer (RTC_BUFFER_TYPE_VERTEX_CREASE_INDEX), contains an array of 32-bit vertex indices (RTC_FORMAT_UINT format) to specify a set of vertices from the geometry topology. The vertex crease weight buffer (RTC_BUFFER_TYPE_VERTEX_CREASE_WEIGHT) specifies for each of these vertices a positive floating point weight (RTC_FORMAT_FLOAT format). The number of vertex creases is inferred from the size of these buffers, and has to be identical. The larger a weight, the sharper the vertex. Specifying a weight of infinity is supported and makes the vertex infinitely sharp. Storing a vertex multiple times with the same crease weight is allowed, but has lower performance. Storing a vertex multiple times with different crease weights results in undefined behavior. Vertex crease features are shared between all topologies.

Subdivision modes can be used to force linear interpolation for parts of the subdivision mesh; see rtcSetGeometrySubdivisionMode for more details.

For multi-segment motion blur, the number of time steps must be first specified using the rtcSetGeometryTimeStepCount call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers have to have the same stride and size.

Also see tutorial Subdivision Geometry for an example of how to create subdivision surfaces.

Parametrization

The parametrization for subdivision faces is different for quadrilaterals and non-quadrilateral faces.

The parametrization of a quadrilateral face uses the first vertex p0 as base point, and the vector p1 - p0 as u-direction and p3 - p0 as v-direction.

The parametrization for all other face types (with number of vertices not equal 4), have a special parametrization where the subpatch ID n (of the n-th quadrilateral that would be obtained by a single subdivision step) and the local hit location inside this quadrilateral are encoded in the UV coordinates. The following code extracts the sub-patch ID i and local UVs of this subpatch:

```
unsigned int l = floorf(0.5f*U);
unsigned int h = floorf(0.5f*V);
unsigned int i = 4*h+l;
float u = 2.0f*fracf(0.5f*U)-0.5f;
float v = 2.0f*fracf(0.5f*V)-0.5f;
```

This encoding allows local subpatch UVs to be in the range [-0.5,1.5[thus negative subpatch UVs can be passed to rtcInterpolate to sample subpatches slightly out of bounds. This can be useful to calculate derivatives using finite differences if required. The encoding further has the property that one can just move the value u (or v) on a subpatch by adding du (or dv) to the special UV encoding as long as it does not fall out of the [-0.5,1.5[range.

To smoothly interpolate vertex attributes over the subdivision surface we recommend using the rtcInterpolate function, which will apply the standard subdivision rules for interpolation and automatically takes care of the special UV encoding for non-quadrilaterals.

Face-Varying Data

Face-varying interpolation is supported through multiple topologies per subdivision mesh and binding such topologies to vertex attribute buffers to interpolate. This way, texture coordinates may use a different topology with additional boundaries to construct separate UV regions inside one subdivision mesh.

Each such topology i has a separate index buffer (specified using RTC_ BUFFER_TYPE_INDEX with buffer slot i) and separate subdivision mode that can be set using rtcSetGeometrySubdivisionMode. A vertex attribute buffer RTC_ BUFFER_TYPE_VERTEX_ATTRIBUTE bound to a buffer slot j can be assigned to use a topology for interpolation using the rtcSetGeometryVertexAttribute-Topology call.

The face buffer (RTC_BUFFER_TYPE_FACE type) is shared between all topologies, which means that the n-th primitive always has the same number of vertices (e.g. being a triangle or a quad) for each topology. However, the indices of the topologies themselves may be different.

EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry

7.28 RTC_GEOMETRY_TYPE_CURVE

NAME

RTC_GEOMETRY_TYPE_FLAT_LINEAR_CURVE -
  flat curve geometry with linear basis

RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE -
  flat curve geometry with cubic Bézier basis

RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE -
  flat curve geometry with cubic B-spline basis

RTC_GEOMETRY_TYPE_FLAT_HERMITE_CURVE -
  flat curve geometry with cubic Hermite basis

RTC_GEOMETRY_TYPE_FLAT_CATMULL_ROM_CURVE -
  flat curve geometry with Catmull-Rom basis

RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BEZIER_CURVE -
  flat normal oriented curve geometry with cubic Bézier basis

RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BSPLINE_CURVE -
  flat normal oriented curve geometry with cubic B-spline basis

RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_HERMITE_CURVE -
  flat normal oriented curve geometry with cubic Hermite basis

RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_CATMULL_ROM_CURVE -
  flat normal oriented curve geometry with Catmull-Rom basis

RTC_GEOMETRY_TYPE_ROUND_BEZIER_CURVE -
  sweep surface curve geometry with cubic Bézier basis

RTC_GEOMETRY_TYPE_ROUND_BSPLINE_CURVE -
  sweep surface curve geometry with cubic B-spline basis

RTC_GEOMETRY_TYPE_ROUND_HERMITE_CURVE -
  sweep surface curve geometry with cubic Hermite basis

RTC_GEOMETRY_TYPE_ROUND_CATMULL_ROM_CURVE -
  sweep surface curve geometry with Catmull-Rom basis

SYNOPSIS

```
#include <embree3/rtcore.h>

rtcNewGeometry(device, RTC_GEOMETRY_TYPE_FLAT_LINEAR_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_FLAT_HERMITE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_FLAT_CATMULL_ROM_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BEZIER_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BSPLINE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_HERMITE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_CATMULL_ROM_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_ROUND_BEZIER_CURVE);
```

```
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_ROUND_BSPLINE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_ROUND_HERMITE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_ROUND_CATMULL_ROM_CURVE);
```

DESCRIPTION

Curves with per vertex radii are supported with linear, cubic Bézier, cubic B-spline, and cubic Hermite bases. Such curve geometries are created by passing `RTC_GEOMETRY_TYPE_FLAT_LINEAR_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_HERMITE_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_CATMULL_ROM_CURVE`, `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_FLAT_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_FLAT_BSPLINE_CURVE`, `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_FLAT_HERMITE_CURVE`, `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_FLAT_CATMULL_ROM_CURVE`, `RTC_GEOMETRY_TYPE_ROUND_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_ROUND_BSPLINE_CURVE`, `RTC_GEOMETRY_TYPE_ROUND_HERMITE_CURVE`, or `RTC_GEOMETRY_TYPE_ROUND_CATMULL_ROM_CURVE` to the `rtcNewGeometry` function. The curve indices can be specified through an index buffer (`RTC_BUFFER_TYPE_INDEX`) and the curve vertices through a vertex buffer (`RTC_BUFFER_TYPE_VERTEX`). For the Hermite basis a tangent buffer (`RTC_BUFFER_TYPE_TANGENT`), normal oriented curves a normal buffer (`RTC_BUFFER_TYPE_NORMAL`), and for normal oriented Hermite curves a normal derivative buffer (`RTC_BUFFER_TYPE_NORMAL_DERIVATIVE`) has to get specified additionally. See `rtcSetGeometryBuffer` and `rtcSetSharedGeometryBuffer` for more details on how to set buffers.

The index buffer contains an array of 32-bit indices (`RTC_FORMAT_UINT` format), each pointing to the first control vertex in the vertex buffer, but also to the first tangent in the tangent buffer, and first normal in the normal buffer if these buffers are present.

The vertex buffer stores each control vertex in the form of a single precision position and radius stored in (x, y, z, r) order in memory (`RTC_FORMAT_FLOAT4` format). The number of vertices is inferred from the size of this buffer. The radii may be smaller than zero but the interpolated radii should always be greater or equal to zero. Similarly, the tangent buffer stores the derivative of each control vertex (x, y, z, r order and `RTC_FORMAT_FLOAT4` format) and the normal buffer stores a single precision normal per control vertex (x, y, z order and `RTC_FORMAT_FLOAT3` format).

For the linear basis the indices point to the first of 2 consecutive control points in the vertex buffer. The first control point is the start and the second control point the end of the line segment. When constructing hair strands in this basis, the end-point can be shared with the start of the next line segment.

For the cubic Bézier basis the indices point to the first of 4 consecutive control points in the vertex buffer. These control points use the cubic Bézier basis, where the first control point represents the start point of the curve, and the 4th control point the end point of the curve. The Bézier basis is interpolating, thus the curve does go exactly through the first and fourth control vertex.

For the cubic B-spline basis the indices point to the first of 4 consecutive control points in the vertex buffer. These control points make up a cardinal cubic B-spline (implicit equidistant knot vector). This basis is not interpolating, thus the curve does in general not go through any of the control points directly. A big advantage of this basis is that 3 control points can be shared for two continuous neighboring curve segments, e.g. the curves (p0,p1,p2,p3) and (p1,p2,p3,p4) are C1 continuous. This feature make this basis a good choise to construct continuous multi-segment curves, as memory consumption can be kept minimal.

For the cubic Hermite basis the indices point to the first of 2 consecutive points in the vertex buffer, and the first of 2 consecutive tangents in the tangent

buffer. These two points and two tangents make up a cubic Hermite curve. This basis is interpolating, thus does exactly go through the first and second control point, and the first order derivative at the begin and end matches exactly the value specified in the tangent buffer. When connecting two segments continuously, the end point and tangent of the previous segment can be shared. Different versions of Catmull-Rom splines can be easily constructed usig the Hermite basis, by calculating a proper tangent buffer from the control points.

For the Catmull-Rom basis the indices point to the first of 4 consecutive control points in the vertex buffer. This basis goes through p1 and p2, with tangents (p2-p0)/2 and (p3-p1)/2.

The `RTC_GEOMETRY_TYPE_FLAT_*` flat mode is a fast mode designed to render distant hair. In this mode the curve is rendered as a connected sequence of ray facing quads. Individual quads are considered to have subpixel size, and zooming onto the curve might show geometric artifacts. The number of quads to subdivide into can be specified through the `rtcSetGeometryTessellation-Rate` function. By default the tessellation rate is 4.

The `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_*` mode is a mode designed to render blades of grass. In this mode a vertex spline has to get specified as for the previous modes, but additionally a normal spline is required. If the Hermite basis is used, the `RTC_BUFFER_TYPE_NORMAL` and `RTC_BUFFER_TYPE_NORMAL_DERIVATIVE` buffers have both to be set.

The curve is rendered as a flat band whose center approximately follows the provided vertex spline, whose half width approximately follows the provided radius spline, and whose normal orientation approximately follows the provided normal spline.

To intersect the normal oriented curve, we perform a newton-raphson style intersection of a ray with a tensor product surface of a linear basis (perpendicular to the curve) and cubic Bézier basis (along the curve). We use a guide curve and its derivatives to construct the control points of that surface. The guide curve is defined by a sweep surface defined by sweeping a line centered at the vertex spline location along the curve. At each parameter value the half width of the line matches the radius spline, and the direction matches the cross product of the normal from the normal spline and tangent of the vertex spline. Note that this construction does not work when the provided normals are parallel to the curve direction. For this reason the provided normals should best be kept as perpendicular to the curve direction as possible.

In the `RTC_GEOMETRY_TYPE_ROUND_*` round mode, a real geometric surface is rendered for the curve, which is more expensive but allows closeup views. This mode renders a sweep surface by sweeping a varying radius circle tangential along the curve. As a limitation, the radius of the curve has to be smaller than the curvature radius of the curve at each location on the curve. The round mode is currently not supported for the linear basis.

The intersection with the curve segment stores the parametric hit location along the curve segment as u-coordinate (range 0 to +1).

For flat curves, the v-coordinate is set to the normalized distance in the range -1 to +1. For normal oriented curves the v-coordinate is in the range 0 to 1. For the linear basis and in round mode the v-coordinate is set to zero.

In flat mode, the geometry normal `Ng` is set to the tangent of the curve at the hit location. In round mode and for normal oriented curves, the geometry normal `Ng` is set to the non-normalized geometric normal of the surface.

For multi-segment motion blur, the number of time steps must be first specified using the `rtcSetGeometryTimeStepCount` call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers must have the same stride and size. For the Hermite basis also a tangent buffer has to be set for each time step and for normal oriented curves a normal buffer has to get specified for each time step.

Also see tutorials Hair and Curves for examples of how to create and use curve geometries.

EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry

7.29 RTC_GEOMETRY_TYPE_POINT

NAME

```
RTC_GEOMETRY_TYPE_SPHERE_POINT -
  point geometry spheres

RTC_GEOMETRY_TYPE_DISC_POINT -
  point geometry with ray-oriented discs

RTC_GEOMETRY_TYPE_ORIENTED_DISC_POINT -
  point geometry with normal-oriented discs
```

SYNOPSIS

```
#include <embree3/rtcore.h>

rtcNewGeometry(device, RTC_GEOMETRY_TYPE_SPHERE_POINT);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_DISC_POINT);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_ORIENTED_DISC_POINT);
```

DESCRIPTION

Points with per vertex radii are supported with sphere, ray-oriented discs, and normal-oriented discs geometric representations. Such point geometries are created by passing RTC_GEOMETRY_TYPE_SPHERE_POINT, RTC_GEOMETRY_TYPE_ DISC_POINT, or RTC_GEOMETRY_TYPE_ORIENTED_DISC_POINT to the rtcNew-Geometry function. The point vertices can be specified t through a vertex buffer (RTC_BUFFER_TYPE_VERTEX). For the normal oriented discs a normal buffer (RTC_BUFFER_TYPE_NORMAL) has to get specified additionally. See rtcSetGe-ometryBuffer and rtcSetSharedGeometryBuffer for more details on how to set buffers.

The vertex buffer stores each control vertex in the form of a single precision position and radius stored in (x, y, z, r) order in memory (RTC_FORMAT_FLOAT4 format). The number of vertices is inferred from the size of this buffer. Similarly, the normal buffer stores a single precision normal per control vertex (x, y, z order and RTC_FORMAT_FLOAT3 format).

In the RTC_GEOMETRY_TYPE_SPHERE_POINT mode, a real geometric surface is rendered for the curve, which is more expensive but allows closeup views.

The RTC_GEOMETRY_TYPE_DISC_POINT flat mode is a fast mode designed to render distant points. In this mode the point is rendered as a ray facing disc.

The RTC_GEOMETRY_TYPE_ORIENTED_DISC_POINT mode is a mode designed as a midpoint geometrically between ray facing discs and spheres. In this mode the point is rendered as a normal oriented disc.

For all point types, only the hit distance and geometry normal is returned as hit information, u and v are set to zero.

For multi-segment motion blur, the number of time steps must be first specified using the rtcSetGeometryTimeStepCount call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers must have the same stride and size.

Also see tutorial [Points] for an example of how to create and use point geometries.

EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry

7.30 RTC_GEOMETRY_TYPE_USER

NAME

RTC_GEOMETRY_TYPE_USER - user geometry type

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCGeometry geometry =
  rtcNewGeometry(device, RTC_GEOMETRY_TYPE_USER);
```

DESCRIPTION

User-defined geometries contain a number of user-defined primitives, just like triangle meshes contain multiple triangles. The shape of the user-defined primitives is specified through registered callback functions, which enable extending Embree with arbitrary types of primitives.

User-defined geometries are created by passing RTC_GEOMETRY_TYPE_USER to the rtcNewGeometry function call. One has to set the number of primitives (see rtcSetGeometryUserPrimitiveCount), a user data pointer (see rtcSetGeometryUserData), a bounding function closure (see rtcSetGeometryBoundsFunction), as well as user-defined intersect (see rtcSetGeometryIntersectFunction) and occluded (see rtcSetGeometryOccludedFunction) callback functions. The bounding function is used to query the bounds of all time steps of a user primitive, while the intersect and occluded callback functions are called to intersect the primitive with a ray. The user data pointer is passed to each callback invocation and can be used to point to the application's representation of the user geometry.

The creation of a user geometry typically looks the following:

```
RTCGeometry geometry = rtcNewGeometry(device, RTC_GEOMETRY_TYPE_USER);
rtcSetGeometryUserPrimitiveCount(geometry, numPrimitives);
rtcSetGeometryUserData(geometry, userGeometryRepresentation);
rtcSetGeometryBoundsFunction(geometry, boundsFunction);
rtcSetGeometryIntersectFunction(geometry, intersectFunction);
rtcSetGeometryOccludedFunction(geometry, occludedFunction);
```

Please have a look at the rtcSetGeometryBoundsFunction, rtcSetGeometryIntersectFunction, and rtcSetGeometryOccludedFunction functions on the implementation of the callback functions.

See tutorial User Geometry for an example of how to use the user-defined geometries.

EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry, rtcSetGeometryUserPrimitiveCount, rtcSetGeometryUserData, rtcSetGeometryBoundsFunction, rtcSetGeometryIntersectFunction, rtcSetGeometryOccludedFunction

7.31   RTC_GEOMETRY_TYPE_INSTANCE

NAME

RTC_GEOMETRY_TYPE_INSTANCE - instance geometry type

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCGeometry geometry =
    rtcNewGeometry(device, RTC_GEOMETRY_TYPE_INSTANCE);
```

DESCRIPTION

Embree supports instancing of scenes using affine transformations (3×3 matrix plus translation). As the instanced scene is stored only a single time, even if instanced to multiple locations, this feature can be used to create very complex scenes with small memory footprint.

Embree supports both single-level instancing and multi-level instancing. The maximum instance nesting depth is RTC_MAX_INSTANCE_LEVEL_COUNT; it can be configured at compile-time using the constant EMBREE_MAX_INSTANCE_LEVEL_ COUNT. Users should adapt this constant to their needs: instances nested any deeper are silently ignored in release mode, and cause assertions in debug mode.

Instances are created by passing RTC_GEOMETRY_TYPE_INSTANCE to the rtc-NewGeometry function call. The instanced scene can be set using the rtcSet-GeometryInstancedScene call, and the affine transformation can be set using the rtcSetGeometryTransform function.

Please note that rtcCommitScene on the instanced scene should be called first, followed by rtcCommitGeometry on the instance, followed by rtcCommitScene for the top-level scene containing the instance.

If a ray hits the instance, the geomID and primID members of the hit are set to the geometry ID and primitive ID of the hit primitive in the instanced scene, and the instID member of the hit is set to the geometry ID of the instance in the top-level scene.

The instancing scheme can also be implemented using user geometries. To achieve this, the user geometry code should set the instID member of the intersection context to the geometry ID of the instance, then trace the transformed ray, and finally set the instID field of the intersection context again to -1. The instID field is copied automatically by each primitive intersector into the instID field of the hit structure when the primitive is hit. See the User Geometry tutorial for an example.

For multi-segment motion blur, the number of time steps must be first specified using the rtcSetGeometryTimeStepCount function. Then a transformation for each time step can be specified using the rtcSetGeometryTransform function.

See tutorials Instanced Geometry and Multi Level Instancing for examples of how to use instances.

EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry, rtcSetGeometryInstancedScene, rtcSetGeometryTransform

7.32 rtcRetainGeometry

NAME

rtcRetainGeometry - increments the geometry reference count

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcRetainGeometry(RTCGeometry geometry);
```

DESCRIPTION

Geometry objects are reference counted. The rtcRetainGeometry function increments the reference count of the passed geometry object (geometry argument). This function together with rtcReleaseGeometry allows to use the internal reference counting in a C++ wrapper class to handle the ownership of the object.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry, rtcReleaseGeometry

7.33   rtcReleaseGeometry

NAME

rtcReleaseGeometry - decrements the geometry reference count

SYNOPSIS

#include <embree3/rtcore.h>

void rtcReleaseGeometry(RTCGeometry geometry);

DESCRIPTION

Geometry objects are reference counted. The rtcReleaseGeometry function decrements the reference count of the passed geometry object (geometry argument). When the reference count falls to 0, the geometry gets destroyed.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry, rtcRetainGeometry

7.34 rtcCommitGeometry

NAME

rtcCommitGeometry - commits geometry changes

SYNOPSIS

#include <embree3/rtcore.h>

void rtcCommitGeometry(RTCGeometry geometry);

DESCRIPTION

The rtcCommitGeometry function is used to commit all geometry changes per-
formed to a geometry (geometry parameter). After a geometry gets modified,
this function must be called to properly update the internal state of the geometry
to perform interpolations using rtcInterpolate or to commit a scene contain-
ing the geometry using rtcCommitScene.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcInterpolate, rtcCommitScene

7.35   rtcEnableGeometry

NAME

rtcEnableGeometry - enables the geometry

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcEnableGeometry(RTCGeometry geometry);
```

DESCRIPTION

The rtcEnableGeometry function enables the specified geometry (geometry argument). Only enabled geometries are rendered. Each geometry is enabled by default at construction time.

After enabling a geometry, the scene containing that geometry must be committed using rtcCommitScene for the change to have effect.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry, rtcDisableGeometry, rtcCommitScene

7.36   rtcDisableGeometry

NAME

```
rtcDisableGeometry - disables the geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcDisableGeometry(RTCGeometry geometry);
```

DESCRIPTION

The `rtcDisableGeometry` function disables the specified geometry (`geometry` argument). A disabled geometry is not rendered. Each geometry is enabled by default at construction time.

After disabling a geometry, the scene containing that geometry must be committed using `rtcCommitScene` for the change to have effect.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcNewGeometry, rtcEnableGeometry, rtcCommitScene

7.37   rtcSetGeometryTimeStepCount

NAME

```
rtcSetGeometryTimeStepCount - sets the number of time steps of the
  geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryTimeStepCount(
  RTCGeometry geometry,
  unsigned int timeStepCount
);
```

DESCRIPTION

The `rtcSetGeometryTimeStepCount` function sets the number of time steps for multi-segment motion blur (`timeStepCount` parameter) of the specified geometry (`geometry` parameter).

For triangle meshes (`RTC_GEOMETRY_TYPE_TRIANGLE`), quad meshes (`RTC_GEOMETRY_TYPE_QUAD`), curves (`RTC_GEOMETRY_TYPE_CURVE`), points (`RTC_GEOMETRY_TYPE_POINT`), and subdivision geometries (`RTC_GEOMETRY_TYPE_SUBDIVISION`), the number of time steps directly corresponds to the number of vertex buffer slots available (`RTC_BUFFER_TYPE_VERTEX` buffer type). For these geometries, one vertex buffer per time step must be specified when creating multi-segment motion blur geometries.

For instance geometries (`RTC_GEOMETRY_TYPE_INSTANCE`), a transformation must be specified for each time step (see `rtcSetGeometryTransform`).

For user geometries, the registered bounding callback function must provide a bounding box per primitive and time step, and the intersection and occlusion callback functions should properly intersect the motion-blurred geometry at the ray time.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcNewGeometry, rtcSetGeometryTimeRange

7.38   rtcSetGeometryTimeRange

NAME

rtcSetGeometryTimeRange - sets the time range `for` a motion blur geometry

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryTimeRange(
  RTCGeometry geometry,
  float startTime,
  float endTime
);
```

DESCRIPTION

The `rtcSetGeometryTimeRange` function sets a time range which defines the start (and end time) of the first (and last) time step of a motion blur geometry. The time range is defined relative to the camera shutter interval [0,1] but it can be arbitrary. Thus the startTime can be smaller, equal, or larger 0, indicating a geometry whose animation definition start before, at, or after the camera shutter opens. Similar the endTime can be smaller, equal, or larger than 1, indicating a geometry whose animation definition ends after, at, or before the camera shutter closes. The startTime has to be smaller or equal to the endTime.

   The default time range when this function is not called is the entire camera shutter [0,1]. For best performance at most one time segment of the piece wise linear definition of the motion should fall outside the shutter window to the left and to the right. Thus do not set the startTime or endTime too far outside the [0,1] interval for best performance.

   This time range feature will also allow geometries to appear and disappear during the camera shutter time if the specified time range is a sub range of [0,1].

   Please also have a look at the `rtcSetGeometryTimeStepCount` function to see how to define the time steps for the specified time range.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcSetGeometryTimeStepCount

7.39 rtcSetGeometryVertexAttributeCount

NAME

rtcSetGeometryVertexAttributeCount - sets the number of vertex
  attributes of the geometry

SYNOPSIS

#include <embree3/rtcore.h>

void rtcSetGeometryVertexAttributeCount(
  RTCGeometry geometry,
  unsigned int vertexAttributeCount
);

DESCRIPTION

The rtcSetGeometryVertexAttributeCount function sets the number of slots (vertexAttributeCount parameter) for vertex attribute buffers (RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE) that can be used for the specified geometry (geometry parameter).

This function is supported only for triangle meshes (RTC_GEOMETRY_TYPE_TRIANGLE), quad meshes (RTC_GEOMETRY_TYPE_QUAD), curves (RTC_GEOMETRY_TYPE_CURVE), points (RTC_GEOMETRY_TYPE_POINT), and subdivision geometries (RTC_GEOMETRY_TYPE_SUBDIVISION).

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewGeometry, [RTCBufferType]

7.40   rtcSetGeometryMask

NAME

rtcSetGeometryMask - sets the geometry mask

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryMask(
  RTCGeometry geometry,
  unsigned int mask
);
```

DESCRIPTION

The `rtcSetGeometryMask` function sets a 32-bit geometry mask (`mask` argument) for the specified geometry (`geometry` argument).

This geometry mask is used together with the ray mask stored inside the `mask` field of the ray. The primitives of the geometry are hit by the ray only if the bitwise and operation of the geometry mask with the ray mask is not 0. This feature can be used to disable selected geometries for specifically tagged rays, e.g. to disable shadow casting for certain geometries.

Ray masks are disabled in Embree by default at compile time, and can be enabled through the `EMBREE_RAY_MASK` parameter in CMake. One can query whether ray masks are enabled by querying the `RTC_DEVICE_PROPERTY_RAY_MASK_SUPPORTED` device property using `rtcGetDeviceProperty`.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

RTCRay, rtcGetDeviceProperty

7.41   rtcSetGeometryBuildQuality

NAME

rtcSetGeometryBuildQuality - sets the build quality `for` the geometry

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryBuildQuality(
  RTCGeometry geometry,
  enum RTCBuildQuality quality
);
```

DESCRIPTION

The `rtcSetGeometryBuildQuality` function sets the build quality (`quality` argument) for the specified geometry (`geometry` argument). The per-geometry build quality is only a hint and may be ignored. Embree currently uses the per-geometry build quality when the scene build quality is set to `RTC_BUILD_QUALITY_LOW`. In this mode a two-level acceleration structure is build, and geometries build a separate acceleration structure using the geometry build quality. The per-geometry build quality can be one of:

- `RTC_BUILD_QUALITY_LOW`: Creates lower quality data structures, e.g. for dynamic scenes.

- `RTC_BUILD_QUALITY_MEDIUM`: Default build quality for most usages. Gives a good compromise between build and render performance.

- `RTC_BUILD_QUALITY_HIGH`: Creates higher quality data structures for final-frame rendering. Enables a spatial split builder for certain primitive types.

- `RTC_BUILD_QUALITY_REFIT`: Uses a BVH refitting approach when changing only the vertex buffer.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcSetSceneBuildQuality

7.42   rtcSetGeometryBuffer

NAME

rtcSetGeometryBuffer - assigns a view of a buffer to the geometry

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryBuffer(
  RTCGeometry geometry,
  enum RTCBufferType type,
  unsigned int slot,
  enum RTCFormat format,
  RTCBuffer buffer,
  size_t byteOffset,
  size_t byteStride,
  size_t itemCount
);
```

DESCRIPTION

The rtcSetGeometryBuffer function binds a view of a buffer object (buffer argument) to a geometry buffer type and slot (type and slot argument) of the specified geometry (geometry argument).

One can specify the start of the first buffer element in bytes (byteOffset argument), the byte stride between individual buffer elements (byteStride argument), the format of the buffer elements (format argument), and the number of elements to bind (itemCount).

The start address (byteOffset argument) and stride (byteStride argument) must be both aligned to 4 bytes, otherwise the rtcSetGeometryBuffer function will fail.

After successful completion of this function, the geometry will hold a reference to the buffer object.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcSetSharedGeometryBuffer, rtcSetNewGeometryBuffer

7.43   rtcSetSharedGeometryBuffer

NAME

rtcSetSharedGeometryBuffer - assigns a view of a shared data buffer
  to a geometry

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetSharedGeometryBuffer(
  RTCGeometry geometry,
  enum RTCBufferType type,
  unsigned int slot,
  enum RTCFormat format,
  const void* ptr,
  size_t byteOffset,
  size_t byteStride,
  size_t itemCount
);
```

DESCRIPTION

The `rtcSetSharedGeometryBuffer` function binds a view of a shared user-managed data buffer (`ptr` argument) to a geometry buffer type and slot (`type` and `slot` argument) of the specified geometry (`geometry` argument).

One can specify the start of the first buffer element in bytes (`byteOffset` argument), the byte stride between individual buffer elements (`byteStride` argument), the format of the buffer elements (`format` argument), and the number of elements to bind (`itemCount`).

The start address (`byteOffset` argument) and stride (`byteStride` argument) must be both aligned to 4 bytes; otherwise the `rtcSetGeometryBuffer` function will fail.

When the buffer will be used as a vertex buffer (`RTC_BUFFER_TYPE_VER-TEX` and `RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE`), the last buffer element must be readable using 16-byte SSE load instructions, thus padding the last element is required for certain layouts. E.g. a standard `float3` vertex buffer layout should add storage for at least one more float to the end of the buffer.

The buffer data must remain valid for as long as the buffer may be used, and the user is responsible for freeing the buffer data when no longer required.

Sharing buffers can significantly reduce the memory required by the application, thus we recommend using this feature. When enabling the `RTC_SCENE_COMPACT` scene flag, the spatial index structures index into the vertex buffer, resulting in even higher memory savings.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcSetGeometryBuffer, rtcSetNewGeometryBuffer

7.44 rtcSetNewGeometryBuffer

NAME

```
rtcSetNewGeometryBuffer - creates and assigns a new data buffer to
  the geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void* rtcSetNewGeometryBuffer(
  RTCGeometry geometry,
  enum RTCBufferType type,
  unsigned int slot,
  enum RTCFormat format,
  size_t byteStride,
  size_t itemCount
);
```

DESCRIPTION

The `rtcSetNewGeometryBuffer` function creates a new data buffer of specified format (`format` argument), byte stride (`byteStride` argument), and number of items (`itemCount` argument), and assigns it to a geometry buffer slot (`type` and `slot` argument) of the specified geometry (`geometry` argument). The buffer data is managed internally and automatically freed when the geometry is destroyed.

The byte stride (`byteStride` argument) must be aligned to 4 bytes; otherwise the `rtcSetNewGeometryBuffer` function will fail.

The allocated buffer will be automatically over-allocated slightly when used as a vertex buffer, where a requirement is that each buffer element should be readable using 16-byte SSE load instructions.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcSetGeometryBuffer, rtcSetSharedGeometryBuffer

7.45   rtcGetGeometryBufferData

NAME

```
rtcGetGeometryBufferData - gets pointer to
  the first buffer view element
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void* rtcGetGeometryBufferData(
  RTCGeometry geometry,
  enum RTCBufferType type,
  unsigned int slot
);
```

DESCRIPTION

The `rtcGetGeometryBufferData` function returns a pointer to the first element of the buffer view attached to the specified buffer type and slot (`type` and `slot` argument) of the geometry (`geometry` argument).

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcSetGeometryBuffer, rtcSetSharedGeometryBuffer, rtcSetNewGeometryBuffer

7.46   rtcUpdateGeometryBuffer

NAME

```
rtcUpdateGeometryBuffer - marks a buffer view bound to the geometry
  as modified
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcUpdateGeometryBuffer(
  RTCGeometry geometry,
  enum RTCBufferType type,
  unsigned int slot
);
```

DESCRIPTION

The `rtcUpdateGeometryBuffer` function marks the buffer view bound to the specified buffer type and slot (`type` and `slot` argument) of a geometry (`geometry` argument) as modified.

If a data buffer is changed by the application, the `rtcUpdateGeometryBuffer` call must be invoked for that buffer. Each buffer view assigned to a buffer slot is initially marked as modified, thus this function needs to be called only when doing buffer modifications after the first `rtcCommitScene`.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcNewGeometry, rtcCommitScene

7.47   rtcSetGeometryIntersectFilterFunction

NAME

```
rtcSetGeometryIntersectFilterFunction - sets the intersection filter
  for the geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCFilterFunctionNArguments
{
  int* valid;
  void* geometryUserPtr;
  const struct RTCIntersectContext* context;
  struct RTCRayN* ray;
  struct RTCHitN* hit;
  unsigned int N;
};

typedef void (*RTCFilterFunctionN)(
  const struct RTCFilterFunctionNArguments* args
);

void rtcSetGeometryIntersectFilterFunction(
  RTCGeometry geometry,
  RTCFilterFunctionN filter
);
```

DESCRIPTION

The `rtcSetGeometryIntersectFilterFunction` function registers an intersection filter callback function (`filter` argument) for the specified geometry (`geometry` argument).

Only a single callback function can be registered per geometry, and further invocations overwrite the previously set callback function. Passing `NULL` as function pointer disables the registered callback function.

The registered intersection filter function is invoked for every hit encountered during the `rtcIntersect`-type ray queries and can accept or reject that hit. The feature can be used to define a silhouette for a primitive and reject hits that are outside the silhouette. E.g. a tree leaf could be modeled with an alpha texture that decides whether hit points lie inside or outside the leaf.

If the `RTC_BUILD_QUALITY_HIGH` mode is set, the filter functions may be called multiple times for the same primitive hit. Further, rays hitting exactly the edge might also report two hits for the same surface. For certain use cases, the application may have to work around this limitation by collecting already reported hits (`geomID`/`primID` pairs) and ignoring duplicates.

The filter function callback of type `RTCFilterFunctionN` gets passed a number of arguments through the `RTCFilterFunctionNArguments` structure. The `valid` parameter of that structure points to an integer valid mask (0 means invalid and -1 means valid). The `geometryUserPtr` member is a user pointer optionally set per geometry through the `rtcSetGeometryUserData` function. The `context` member points to the intersection context passed to the ray query function. The `ray` parameter points to N rays in SOA layout. The `hit` parameter points to N hits in SOA layout to test. The N parameter is the number of rays and hits in `ray` and `hit`. The hit distance is provided as the `tfar` value of the ray. If

the hit geometry is instanced, the `instID` member of the ray is valid, and the ray and the potential hit are in object space.

The filter callback function has the task to check for each valid ray whether it wants to accept or reject the corresponding hit. To reject a hit, the filter callback function just has to write `0` to the integer valid mask of the corresponding ray. To accept the hit, it just has to leave the valid mask set to `-1`. The filter function is further allowed to change the hit and decrease the `tfar` value of the ray but it should not modify other ray data nor any inactive components of the ray or hit.

When performing ray queries using `rtcIntersect1`, it is guaranteed that the packet size is 1 when the callback is invoked. When performing ray queries using the `rtcIntersect4/8/16` functions, it is not generally guaranteed that the ray packet size (and order of rays inside the packet) passed to the callback matches the initial ray packet. However, under some circumstances these properties are guaranteed, and whether this is the case can be queried using `rtcGetDevice-Property`. When performing ray queries using the stream API such as `rtcIntersect1M`, `rtcIntersect1Mp`, `rtcIntersectNM`, or `rtcIntersectNp` the order of rays and ray packet size of the callback function might change to either 1, 4, 8, or 16.

For many usage scenarios, repacking and re-ordering of rays does not cause difficulties in implementing the callback function. However, algorithms that need to extend the ray with additional data must use the `rayID` component of the ray to identify the original ray to access the per-ray data.

The implementation of the filter function can choose to implement a single code path that uses the ray access helper functions `RTCRay_XXX` and hit access helper functions `RTCHit_XXX` to access ray and hit data. Alternatively the code can branch to optimized implementations for specific sizes of `N` and cast the `ray` and `hit` inputs to the proper packet types.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcSetGeometryOccludedFilterFunction

7.48   rtcSetGeometryOccludedFilterFunction

NAME

```
rtcSetGeometryOccludedFilterFunction - sets the occlusion filter
  for the geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryOccludedFilterFunction(
  RTCGeometry geometry,
  RTCFilterFunctionN filter
);
```

DESCRIPTION

The `rtcSetGeometryOccludedFilterFunction` function registers an occlusion filter callback function (`filter` argument) for the specified geometry (`geometry` argument).

Only a single callback function can be registered per geometry, and further invocations overwrite the previously set callback function. Passing `NULL` as function pointer disables the registered callback function.

The registered intersection filter function is invoked for every hit encountered during the `rtcOccluded`-type ray queries and can accept or reject that hit. The feature can be used to define a silhouette for a primitive and reject hits that are outside the silhouette. E.g. a tree leaf could be modeled with an alpha texture that decides whether hit points lie inside or outside the leaf.

Please see the description of the `rtcSetGeometryIntersectFilterFunction` for a description of the filter callback function.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcSetGeometryIntersectFilterFunction

7.49   rtcFilterIntersection

NAME

rtcFilterIntersection - invokes the intersection filter function

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcFilterIntersection(
  const struct RTCIntersectFunctionNArguments* args,
  const struct RTCFilterFunctionNArguments* filterArgs
);
```

DESCRIPTION

The rtcFilterIntersection function can be called inside an RTCIntersect-
FunctionN callback function to invoke the intersection filter registered to the
geometry and stored inside the context. For this an RTCFilterFunctionNArgu-
ments structure must be created (see rtcSetGeometryIntersectFilterFunc-
tion) which basically consists of a valid mask, a hit packet to filter, the corre-
sponding ray packet, and the packet size. After the invocation of rtcFilterIn-
tersection, only rays that are still valid (valid mask set to -1) should update a
hit.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will
not set any error flags on failure.

SEE ALSO

rtcFilterOcclusion, rtcSetGeometryIntersectFunction

7.50 rtcFilterOcclusion

NAME

rtcFilterOcclusion - invokes the occlusion filter function

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcFilterOcclusion(
  const struct RTCOccludedFunctionNArguments* args,
  const struct RTCFilterFunctionNArguments* filterArgs
);
```

DESCRIPTION

The rtcFilterOcclusion function can be called inside an RTCOccludedFunctionN callback function to invoke the occlusion filter registered to the geometry and stored inside the context. For this an RTCFilterFunctionNArguments structure must be created (see rtcSetGeometryIntersectFilterFunction) which basically consists of a valid mask, a hit packet to filter, the corresponding ray packet, and the packet size. After the invocation of rtcFilterOcclusion only rays that are still valid (valid mask set to -1) should signal an occlusion.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcFilterIntersection, rtcSetGeometryOccludedFunction

7.51 rtcSetGeometryUserData

NAME

```
rtcSetGeometryUserData - sets the user-defined data pointer of the
  geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryUserData(RTCGeometry geometry, void* userPtr);
```

DESCRIPTION

The rtcSetGeometryUserData function sets the user-defined data pointer (userPtr argument) for a geometry (geometry argument). This user data pointer is intended to be pointing to the application's representation of the geometry, and is passed to various callback functions. The application can use this pointer inside the callback functions to access its geometry representation.

The rtcGetGeometryUserData function can be used to query an already set user data pointer of a geometry.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcGetGeometryUserData

7.52 rtcGetGeometryUserData

NAME

```
rtcGetGeometryUserData - returns the user data pointer
  of the geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void* rtcGetGeometryUserData(RTCGeometry geometry);
```

DESCRIPTION

The rtcGetGeometryUserData function queries the user data pointer previously set with rtcSetGeometryUserData. When rtcSetGeometryUserData was not called yet, NULL is returned.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcSetGeometryUserData

7.53   rtcSetGeometryUserPrimitiveCount

NAME

```
rtcSetGeometryUserPrimitiveCount - sets the number of primitives
  of a user-defined geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryUserPrimitiveCount(
  RTCGeometry geometry,
  unsigned int userPrimitiveCount
);
```

DESCRIPTION

The `rtcSetGeometryUserPrimitiveCount` function sets the number of user-defined primitives (`userPrimitiveCount` parameter) of the specified user-defined geometry (`geometry` parameter).

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

RTC_GEOMETRY_TYPE_USER

7.54 rtcSetGeometryBoundsFunction

NAME

```
rtcSetGeometryBoundsFunction - sets a callback to query the
  bounding box of user-defined primitives
```

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCBoundsFunctionArguments
{
  void* geometryUserPtr;
  unsigned int primID;
  unsigned int timeStep;
  struct RTCBounds* bounds_o;
};

typedef void (*RTCBoundsFunction)(
  const struct RTCBoundsFunctionArguments* args
);

void rtcSetGeometryBoundsFunction(
  RTCGeometry geometry,
  RTCBoundsFunction bounds,
  void* userPtr
);
```

DESCRIPTION

The rtcSetGeometryBoundsFunction function registers a bounding box call-
back function (bounds argument) with payload (userPtr argument) for the spec-
ified user geometry (geometry argument).

 Only a single callback function can be registered per geometry, and further
invocations overwrite the previously set callback function. Passing NULL as func-
tion pointer disables the registered callback function.

 The registered bounding box callback function is invoked to calculate axis-
aligned bounding boxes of the primitives of the user-defined geometry dur-
ing spatial acceleration structure construction. The bounding box callback of
RTCBoundsFunction type is invoked with a pointer to a structure of type RTCBounds-
FunctionArguments which contains various arguments, such as: the user data
of the geometry (geometryUserPtr member), the ID of the primitive to calculate
the bounds for (primID member), the time step at which to calculate the bounds
(timeStep member), and a memory location to write the calculated bound to
(bounds_o member).

 In a typical usage scenario one would store a pointer to the internal repre-
sentation of the user geometry object using rtcSetGeometryUserData. The
callback function can then read that pointer from the geometryUserPtr field
and calculate the proper bounding box for the requested primitive and time, and
store that bounding box to the destination structure (bounds_o member).

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

RTC_GEOMETRY_TYPE_USER

7.55 rtcSetGeometryIntersectFunction

NAME

rtcSetGeometryIntersectFunction - sets the callback function to
  intersect a user geometry

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCIntersectFunctionNArguments
{
  int* valid;
  void* geometryUserPtr;
  unsigned int primID;
  struct RTCIntersectContext* context;
  struct RTCRayHitN* rayhit;
  unsigned int N;
  unsigned int geomID;
};

typedef void (*RTCIntersectFunctionN)(
  const struct RTCIntersectFunctionNArguments* args
);

void rtcSetGeometryIntersectFunction(
  RTCGeometry geometry,
  RTCIntersectFunctionN intersect
);
```

DESCRIPTION

The rtcSetGeometryIntersectFunction function registers a ray/primitive in-
tersection callback function (intersect argument) for the specified user geom-
etry (geometry argument).

Only a single callback function can be registered per geometry and further
invocations overwrite the previously set callback function. Passing NULL as func-
tion pointer disables the registered callback function.

The registered callback function is invoked by rtcIntersect-type ray queries
to calculate the intersection of a ray packet of variable size with one user-defined
primitive. The callback function of type RTCIntersectFunctionN gets passed
a number of arguments through the RTCIntersectFunctionNArguments struc-
ture. The value N specifies the ray packet size, valid points to an array of
integers that specify whether the corresponding ray is valid (-1) or invalid (0),
the geometryUserPtr member points to the geometry user data previously set
through rtcSetGeometryUserData, the context member points to the inter-
section context passed to the ray query, the rayhit member points to a ray and
hit packet of variable size N, and the geomID and primID member identifies the
geometry ID and primitive ID of the primitive to intersect.

The ray component of the rayhit structure contains valid data, in particular
the tfar value is the current closest hit distance found. All data inside the hit
component of the rayhit structure are undefined and should not be read by the
function.

The task of the callback function is to intersect each active ray from the ray
packet with the specified user primitive. If the user-defined primitive is missed
by a ray of the ray packet, the function should return without modifying the ray

or hit. If an intersection of the user-defined primitive with the ray was found in the valid range (from `tnear` to `tfar`), it should update the hit distance of the ray (`tfar` member) and the hit (u, v, Ng, `instID`, `geomID`, `primID` members). In particular, the currently intersected instance is stored in the `instID` field of the intersection context, which must be deep copied into the `instID` member of the hit.

As a primitive might have multiple intersections with a ray, the intersection filter function needs to be invoked by the user geometry intersection callback for each encountered intersection, if filtering of intersections is desired. This can be achieved through the `rtcFilterIntersection` call.

Within the user geometry intersect function, it is safe to trace new rays and create new scenes and geometries.

When performing ray queries using `rtcIntersect1`, it is guaranteed that the packet size is 1 when the callback is invoked. When performing ray queries using the `rtcIntersect4/8/16` functions, it is not generally guaranteed that the ray packet size (and order of rays inside the packet) passed to the callback matches the initial ray packet. However, under some circumstances these properties are guaranteed, and whether this is the case can be queried using `rtcGetDevice-Property`. When performing ray queries using the stream API such as `rtcIntersect1M`, `rtcIntersect1Mp`, `rtcIntersectNM`, or `rtcIntersectNp` the order of rays and ray packet size of the callback function might change to either 1, 4, 8, or 16.

For many usage scenarios, repacking and re-ordering of rays does not cause difficulties in implementing the callback function. However, algorithms that need to extend the ray with additional data must use the `rayID` component of the ray to identify the original ray to access the per-ray data.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcSetGeometryOccludedFunction, rtcSetGeometryUserData, rtcFilterIntersection

7.56 rtcSetGeometryOccludedFunction

NAME

```
rtcSetGeometryOccludedFunction - sets the callback function to
  test a user geometry for occlusion
```

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCOccludedFunctionNArguments
{
  int* valid;
  void* geometryUserPtr;
  unsigned int primID;
  struct RTCIntersectContext* context;
  struct RTCRayN* ray;
  unsigned int N;
  unsigned int geomID;
};

typedef void (*RTCOccludedFunctionN)(
  const struct RTCOccludedFunctionNArguments* args
);

void rtcSetGeometryOccludedFunction(
  RTCGeometry geometry,
  RTCOccludedFunctionN filter
);
```

DESCRIPTION

The rtcSetGeometryOccludedFunction function registers a ray/primitive occlusion callback function (filter argument) for the specified user geometry (geometry argument).

Only a single callback function can be registered per geometry, and further invocations overwrite the previously set callback function. Passing NULL as function pointer disables the registered callback function.

The registered callback function is invoked by rtcOccluded-type ray queries to test whether the rays of a packet of variable size are occluded by a user-defined primitive. The callback function of type RTCOccludedFunctionN gets passed a number of arguments through the RTCOccludedFunctionNArguments structure. The value N specifies the ray packet size, valid points to an array of integers which specify whether the corresponding ray is valid (-1) or invalid (0), the geometryUserPtr member points to the geometry user data previously set through rtcSetGeometryUserData, the context member points to the intersection context passed to the ray query, the ray member points to a ray packet of variable size N, and the geomID and primID member identifies the geometry ID and primitive ID of the primitive to intersect.

The task of the callback function is to intersect each active ray from the ray packet with the specified user primitive. If the user-defined primitive is missed by a ray of the ray packet, the function should return without modifying the ray. If an intersection of the user-defined primitive with the ray was found in the valid range (from tnear to tfar), it should set the tfar member of the ray to -inf.

As a primitive might have multiple intersections with a ray, the occlusion filter function needs to be invoked by the user geometry occlusion callback for each encountered intersection, if filtering of intersections is desired. This can be achieved through the `rtcFilterOcclusion` call.

Within the user geometry occlusion function, it is safe to trace new rays and create new scenes and geometries.

When performing ray queries using `rtcOccluded1`, it is guaranteed that the packet size is 1 when the callback is invoked. When performing ray queries using the `rtcOccluded4/8/16` functions, it is not generally guaranteed that the ray packet size (and order of rays inside the packet) passed to the callback matches the initial ray packet. However, under some circumstances these properties are guaranteed, and whether this is the case can be queried using `rtcGetDevice-Property`. When performing ray queries using the stream API such as `rtcOccluded1M`, `rtcOccluded1Mp`, `rtcOccludedNM`, or `rtcOccludedNp` the order of rays and ray packet size of the callback function might change to either 1, 4, 8, or 16.

For many usage scenarios, repacking and re-ordering of rays does not cause difficulties in implementing the callback function. However, algorithms that need to extend the ray with additional data must use the `rayID` component of the ray to identify the original ray to access the per-ray data.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcSetGeometryIntersectFunction, rtcSetGeometryUserData, rtcFilterOcclusion

7.57   rtcSetGeometryPointQueryFunction

NAME

```
rtcSetGeometryPointQueryFunction - sets the point query callback function
  for a geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCPointQueryFunctionArguments
{
  // the (world space) query object that was passed as an argument of rtcPointQuery.
  struct RTCPointQuery* query;

  // used for user input/output data. Will not be read or modified internally.
  void* userPtr;

  // primitive and geometry ID of primitive
  unsigned int  primID;
  unsigned int  geomID;

  // the context with transformation and instance ID stack
  struct RTCPointQueryContext* context;

  // scaling factor indicating whether the current instance transformation
  // is a similarity transformation.
  float similarityScale;
};

typedef bool (*RTCPointQueryFunction)(
  struct RTCPointQueryFunctionArguments* args
);

void rtcSetGeometryPointQueryFunction(
  RTCGeometry geometry,
  RTCPointQueryFunction queryFunc
);
```

DESCRIPTION

The rtcSetGeometryPointQueryFunction function registers a point query callback function (queryFunc argument) for the specified geometry (geometry argument).

Only a single callback function can be registered per geometry and further invocations overwrite the previously set callback function. Passing NULL as function pointer disables the registered callback function.

The registered callback function is invoked by [rtcPointQuery] for every primitive of the geometry that intersects the corresponding point query domain. The callback function of type RTCPointQueryFunction gets passed a number of arguments through the RTCPointQueryFunctionArguments structure. The query object is the original point query object passed into [rtcPointQuery], usrPtr is an arbitrary pointer to pass input into and store results of the callback function. The primID, geomID and context (see rtcInitPointQueryContext for details) can be used to identify the geometry data of the primitive.

A `RTCPointQueryFunction` can also be passed directly as an argument to [rtcPointQuery]. In this case the callback is invoked for all primitives in the scene that intersect the query domain. If a callback function is passed as an argument to [rtcPointQuery] and (a potentially different) callback function is set for a geometry with rtcSetGeometryPointQueryFunction both callback functions are invoked and the callback function passed to [rtcPointQuery] will be called before the geometry specific callback function.

If instancing is used, the parameter `simliarityScale` indicates whether the current instance transform (top element of the stack in `context`) is a similarity transformation or not. Similarity transformations are composed of translation, rotation and uniform scaling and if a matrix M defines a similarity transformation, there is a scaling factor D such that for all x,y: dist(Mx, My) = D * dist(x, y). In this case the parameter `scalingFactor` is this scaling factor D and otherwise it is 0. A valid similarity scale (`similarityScale` > 0) allows to compute distance information in instance space and scale the distances into world space (for example, to update the query radius, see below) by dividing the instance space distance with the similarity scale. If the current instance transform is not a similarity transform (`similarityScale` is 0), the distance computation has to be performed in world space to ensure correctness. In this case the instance to world transformations given with the `context` should be used to transform the primitive data into world space. Otherwise, the query location can be transformed into instance space which can be more efficient. If there is no instance transform, the similarity scale is 1.

The callback function will potentially be called for primitives outside the query domain for two resons: First, the callback is invoked for all primitives inside a BVH leaf node since no geometry data of primitives is determined internally and therefore individual primitives are not culled (only their (aggregated) bounding boxes). Second, in case non similarity transformations are used, the resulting ellipsoidal query domain (in instance space) is approximated by its axis aligned bounding box internally and therefore inner nodes that do not intersect the original domain might intersect the approximative bounding box which results in unneccessary callbacks. In any case, the callbacks are conservative, i.e. if a primitive is inside the query domain a callback will be invoked but the reverse is not neccessarily true.

For efficiency, the radius of the `query` object can be decreased (in world space) inside the callback function to improve culling of geometry during BVH traversal. If the query radius was updated, the callback function should return `true` to issue an update of internal traversal information. Increasing the radius or modifying the time or position of the query results in undefined behaviour.

Within the callback function, it is safe to call [rtcPointQuery] again, for example when implementing instancing manually. In this case the instance transformation should be pushed onto the stack in `context`. Embree will internally compute the point query information in instance space using the top element of the stack in `context` when [rtcPointQuery] is called.

For a reference implementation of a closest point traversal of triangle meshes using instancing and user defined instancing see the tutorial [ClosestPoint].

SEE ALSO

[rtcPointQuery], rtcInitPointQueryContext

7.58 rtcSetGeometryInstancedScene

NAME

```
rtcSetGeometryInstancedScene - sets the instanced scene of
  an instance geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryInstancedScene(
  RTCGeometry geometry,
  RTCScene scene
);
```

DESCRIPTION

The `rtcSetGeometryInstancedScene` function sets the instanced scene (`scene` argument) of the specified instance geometry (`geometry` argument).

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

[RTC_GEOMETRY_TYPE_INSTANCE](), [rtcSetGeometryTransform]()

7.59 rtcSetGeometryTransform

NAME

```
rtcSetGeometryTransform - sets the transformation for a particular
  time step of an instance geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryTransform(
  RTCGeometry geometry,
  unsigned int timeStep,
  enum RTCFormat format,
  const float* xfm
);
```

DESCRIPTION

The `rtcSetGeometryTransform` function sets the local-to-world affine transformation (`xfm` parameter) of an instance geometry (`geometry` parameter) for a particular time step (`timeStep` parameter). The transformation is specified as a 3×4 matrix (3×3 linear transformation plus translation), for which the following formats (`format` parameter) are supported:

- `RTC_FORMAT_FLOAT3X4_ROW_MAJOR`: The 3×4 float matrix is laid out in row-major form.

- `RTC_FORMAT_FLOAT3X4_COLUMN_MAJOR`: The 3×4 float matrix is laid out in column-major form.

- `RTC_FORMAT_FLOAT4X4_COLUMN_MAJOR`: The 3×4 float matrix is laid out in column-major form as a 4×4 homogeneous matrix with the last row being equal to (0, 0, 0, 1).

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

[RTC_GEOMETRY_TYPE_INSTANCE](#)

7.60   rtcSetGeometryTransformQuaternion

NAME

rtcSetGeometryTransformQuaternion - sets the transformation for a particular
  time step of an instance geometry as a decomposition of the
  transformation matrix using quaternions to represent the rotation.

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryTransformQuaternion(
  RTCGeometry geometry,
  unsigned int timeStep,
  const struct RTCQuaternionDecomposition* qd
);
```

DESCRIPTION

The rtcSetGeometryTransformQuaternion function sets the local-to-world
affine transformation (qd parameter) of an instance geometry (geometry pa-
rameter) for a particular time step (timeStep parameter). The transformation
is specified as a RTCQuaternionDecomposition, which is a decomposition of an
affine transformation that represents the rotational component of an affine trans-
formation as a quaternion. This allows interpolating rotational transformations
exactly using spherical linear interpolation (such as a turning wheel).

For more information about the decomposition see RTCQuaternionDecompo-
sition. The quaternion given in the RTCQuaternionDecomposition struct will
be normalized internally.

For correct results, the transformation matrices for all time steps must be
set either using rtcSetGeometryTransform or rtcSetGeometryTransfor-
mQuaternion. Mixing both representations is not allowed. Spherical linear
interpolation will be used, iff the transformation matizes are set with rtcSet-
GeometryTransformQuaternion.

For an example of this feature see the tutorial Quaternion Motion Blur.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcInitQuaternionDecomposition, rtcSetGeometryTransform

7.61   rtcGetGeometryTransform

NAME

rtcGetGeometryTransform - returns the interpolated instance
  transformation for the specified time

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcGetGeometryTransform(
  RTCGeometry geometry,
  float time,
  enum RTCFormat format,
  void* xfm
);
```

DESCRIPTION

The rtcGetGeometryTransform function returns the interpolated local to world
transformation (xfm parameter) of an instance geometry (geometry parameter)
for a particular time (time parameter in range $[0, 1]$) in the specified format (for-
mat parameter).

Possible formats for the returned matrix are:

- RTC_FORMAT_FLOAT3X4_ROW_MAJOR: The 3×4 float matrix is laid out in
  row-major form.

- RTC_FORMAT_FLOAT3X4_COLUMN_MAJOR: The 3×4 float matrix is laid out
  in column-major form.

- RTC_FORMAT_FLOAT4X4_COLUMN_MAJOR: The 3×4 float matrix is laid out
  in column-major form as a 4×4 homogeneous matrix with last row equal
  to (0, 0, 0, 1).

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

RTC_GEOMETRY_TYPE_INSTANCE, rtcSetGeometryTransform

7.62   rtcSetGeometryTessellationRate

NAME

rtcSetGeometryTessellationRate - sets the tessellation rate of the
  geometry

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryTessellationRate(
  RTCGeometry geometry,
  float tessellationRate
);
```

DESCRIPTION

The rtcSetGeometryTessellationRate function sets the tessellation rate (tessellationRate argument) for the specified geometry (geometry argument). The tessellation rate can only be set for flat curves and subdivision geometries. For curves, the tessellation rate specifies the number of ray-facing quads per curve segment. For subdivision surfaces, the tessellation rate specifies the number of quads along each edge.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

RTC_GEOMETRY_TYPE_CURVE, RTC_GEOMETRY_TYPE_SUBDIVISION

7.63   rtcSetGeometryTopologyCount

NAME

```
rtcSetGeometryTopologyCount - sets the number of topologies of
  a subdivision geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryTopologyCount(
  RTCGeometry geometry,
  unsigned int topologyCount
);
```

DESCRIPTION

The `rtcSetGeometryTopologyCount` function sets the number of topologies (`topologyCount` parameter) for the specified subdivision geometry (`geometry` parameter). The number of topologies of a subdivision geometry must be greater or equal to 1.

To use multiple topologies, first the number of topologies must be specified, then the individual topologies can be configured using `rtcSetGeometrySub-divisionMode` and by setting an index buffer (`RTC_BUFFER_TYPE_INDEX`) using the topology ID as the buffer slot.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

RTC_GEOMETRY_TYPE_SUBDIVISION, rtcSetGeometrySubdivisionMode

7.64   rtcSetGeometrySubdivisionMode

NAME

```
rtcSetGeometrySubdivisionMode - sets the subdivision mode
  of a subdivision geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometrySubdivisionMode(
  RTCGeometry geometry,
  unsigned int topologyID,
  enum RTCSubdivisionMode mode
);
```

DESCRIPTION

The `rtcSetGeometrySubdivisionMode` function sets the subdivision mode (`mode` parameter) for the topology (`topologyID` parameter) of the specified subdivision geometry (`geometry` parameter).

The subdivision modes can be used to force linear interpolation for certain parts of the subdivision mesh:

- `RTC_SUBDIVISION_MODE_NO_BOUNDARY`: Boundary patches are ignored. This way each rendered patch has a full set of control vertices.

- `RTC_SUBDIVISION_MODE_SMOOTH_BOUNDARY`: The sequence of boundary control points are used to generate a smooth B-spline boundary curve (default mode).

- `RTC_SUBDIVISION_MODE_PIN_CORNERS`: Corner vertices are pinned to their location during subdivision.

- `RTC_SUBDIVISION_MODE_PIN_BOUNDARY`: All vertices at the border are pinned to their location during subdivision. This way the boundary is interpolated linearly. This mode is typically used for texturing to also map texels at the border of the texture to the mesh.

- `RTC_SUBDIVISION_MODE_PIN_ALL`: All vertices at the border are pinned to their location during subdivision. This way all patches are linearly interpolated.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

RTC_GEOMETRY_TYPE_SUBDIVISION

7.65   rtcSetGeometryVertexAttributeTopology

NAME

```
rtcSetGeometryVertexAttributeTopology - binds a vertex
  attribute to a topology of the geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetGeometryVertexAttributeTopology(
  RTCGeometry geometry,
  unsigned int vertexAttributeID,
  unsigned int topologyID
);
```

DESCRIPTION

The `rtcSetGeometryVertexAttributeTopology` function binds a vertex at-
tribute buffer slot (`vertexAttributeID` argument) to a topology (`topologyID`
argument) for the specified subdivision geometry (`geometry` argument). Stan-
dard vertex buffers are always bound to the default topology (topology 0) and
cannot be bound differently. A vertex attribute buffer always uses the topology
it is bound to when used in the `rtcInterpolate` and `rtcInterpolateN` calls.

  A topology with ID `i` consists of a subdivision mode set through `rtcSetGe-
ometrySubdivisionMode` and the index buffer bound to the index buffer slot `i`.
This index buffer can assign indices for each face of the subdivision geometry
that are different to the indices of the default topology. These new indices can
for example be used to introduce additional borders into the subdivision mesh to
map multiple textures onto one subdivision geometry.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcSetGeometrySubdivisionMode, rtcInterpolate, rtcInterpolateN

7.66   rtcSetGeometryDisplacementFunction

NAME

```
rtcSetGeometryDisplacementFunction - sets the displacement function
  for a subdivision geometry
```

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCDisplacementFunctionNArguments
{
  void* geometryUserPtr;
  RTCGeometry geometry;
  unsigned int primID;
  unsigned int timeStep;
  const float* u;
  const float* v;
  const float* Ng_x;
  const float* Ng_y;
  const float* Ng_z;
  float* P_x;
  float* P_y;
  float* P_z;
  unsigned int N;
};

typedef void (*RTCDisplacementFunctionN)(
    const struct RTCDisplacementFunctionNArguments* args
);

void rtcSetGeometryDisplacementFunction(
  RTCGeometry geometry,
  RTCDisplacementFunctionN displacement
);
```

DESCRIPTION

The rtcSetGeometryDisplacementFunction function registers a displacement
callback function (displacement argument) for the specified subdivision geom-
etry (geometry argument).

Only a single callback function can be registered per geometry, and further
invocations overwrite the previously set callback function. Passing NULL as func-
tion pointer disables the registered callback function.

The registered displacement callback function is invoked to displace points
on the subdivision geometry during spatial acceleration structure construction,
during the rtcCommitScene call.

The callback function of type RTCDisplacementFunctionN is invoked with a
number of arguments stored inside the RTCDisplacementFunctionNArguments
structure. The provided user data pointer of the geometry (geometryUserPtr
member) can be used to point to the application's representation of the subdivi-
sion mesh. A number N of points to displace are specified in a structure of array
layout. For each point to displace, the local patch UV coordinates (u and v ar-
rays), the normalized geometry normal (Ng_x, Ng_y, and Ng_z arrays), and the
position (P_x, P_y, and P_z arrays) are provided. The task of the displacement
function is to use this information and change the position data.

The geometry handle (`geometry` member) and primitive ID (`primID` member) of the patch to displace are additionally provided as well as the time step `timeStep`, which can be important if the displacement is time-dependent and motion blur is used.

All passed arrays must be aligned to 64 bytes and properly padded to make wide vector processing inside the displacement function easily possible.

Also see tutorial Displacement Geometry for an example of how to use the displacement mapping functions.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

RTC_GEOMETRY_TYPE_SUBDIVISION

7.67   rtcGetGeometryFirstHalfEdge

NAME

rtcGetGeometryFirstHalfEdge - returns the first half edge of a face

SYNOPSIS

```
#include <embree3/rtcore.h>

unsigned int rtcGetGeometryFirstHalfEdge(
  RTCGeometry geometry,
  unsigned int faceID
);
```

DESCRIPTION

The `rtcGetGeometryFirstHalfEdge` function returns the ID of the first half edge belonging to the specified face (`faceID` argument). For instance in the following example the first half edge of face `f1` is `e4`.
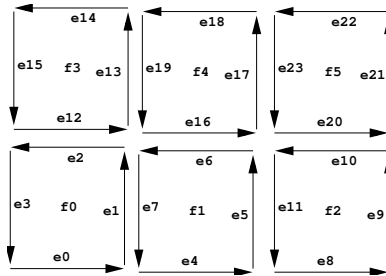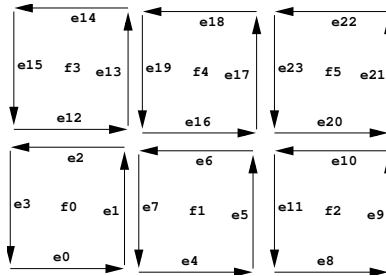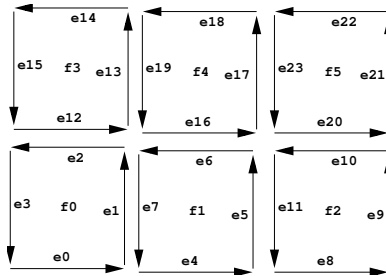

Figure 7.3

This function can only be used for subdivision geometries. As all topologies of a subdivision geometry share the same face buffer the function does not depend on the topology ID.

Here f0 to f7 are 8 quadrilateral faces with 4 vertices each. The edges e0 to e23 of these faces are shown with their orientation. For each face the ID of the edges corresponds to the slots the face occupies in the index array of the geometry. E.g. as the indices of face f1 start at location 4 of the index array, the first edge is edge e4, the next edge e5, etc.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcGetGeometryFirstHalfEdge, rtcGetGeometryFace, rtcGetGeometryOpposite-HalfEdge, rtcGetGeometryNextHalfEdge, rtcGetGeometryPreviousHalfEdge

7.68   rtcGetGeometryFace

NAME

rtcGetGeometryFace - returns the face of some half edge

SYNOPSIS

```
#include <embree3/rtcore.h>

unsigned int rtcGetGeometryFace(
  RTCGeometry geometry,
  unsigned int edgeID
);
```

DESCRIPTION

The `rtcGetGeometryFace` function returns the ID of the face the specified half edge (`edgeID` argument) belongs to. For instance in the following example the face `f1` is returned for edges `e4`, `e5`, `e6`, and `e7`.
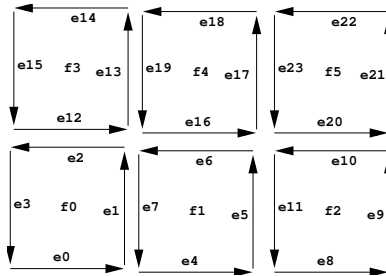

Figure 7.4

     This function can only be used for subdivision geometries. As all topologies of a subdivision geometry share the same face buffer the function does not depend on the topology ID.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcGetGeometryFirstHalfEdge, rtcGetGeometryFace, rtcGetGeometryOpposite-HalfEdge, rtcGetGeometryNextHalfEdge, rtcGetGeometryPreviousHalfEdge

7.69 rtcGetGeometryNextHalfEdge

NAME

rtcGetGeometryNextHalfEdge - returns the next half edge

SYNOPSIS

```
#include <embree3/rtcore.h>

unsigned int rtcGetGeometryNextHalfEdge(
  RTCGeometry geometry,
  unsigned int edgeID
);
```

DESCRIPTION

The rtcGetGeometryNextHalfEdge function returns the ID of the next half edge of the specified half edge (edgeID argument). For instance in the following example the next half edge of e10 is e11.

Figure 7.5

This function can only be used for subdivision geometries. As all topologies of a subdivision geometry share the same face buffer the function does not depend on the topology ID.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcGetGeometryFirstHalfEdge, rtcGetGeometryFace, rtcGetGeometryOpposite-HalfEdge, rtcGetGeometryNextHalfEdge, rtcGetGeometryPreviousHalfEdge

7.70 rtcGetGeometryPreviousHalfEdge

NAME

rtcGetGeometryPreviousHalfEdge - returns the previous half edge

SYNOPSIS

```
#include <embree3/rtcore.h>

unsigned int rtcGetGeometryPreviousHalfEdge(
  RTCGeometry geometry,
  unsigned int edgeID
);
```

DESCRIPTION

The rtcGetGeometryPreviousHalfEdge function returns the ID of the previous half edge of the specified half edge (edgeID argument). For instance in the following example the previous half edge of e6 is e5.

Figure 7.6

This function can only be used for subdivision geometries. As all topologies of a subdivision geometry share the same face buffer the function does not depend on the topology ID.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcGetGeometryFirstHalfEdge, rtcGetGeometryFace, rtcGetGeometryOpposite-HalfEdge, rtcGetGeometryNextHalfEdge, rtcGetGeometryPreviousHalfEdge

7.71 rtcGetGeometryOppositeHalfEdge

NAME

rtcGetGeometryOppositeHalfEdge - returns the opposite half edge

SYNOPSIS

```
#include <embree3/rtcore.h>

unsigned int rtcGetGeometryOppositeHalfEdge(
  RTCGeometry geometry,
  unsigned int topologyID,
  unsigned int edgeID
);
```

DESCRIPTION

The rtcGetGeometryOppositeHalfEdge function returns the ID of the opposite half edge of the specified half edge (edgeID argument) in the specified topology (topologyID argument). For instance in the following example the opposite half edge of e6 is e16.
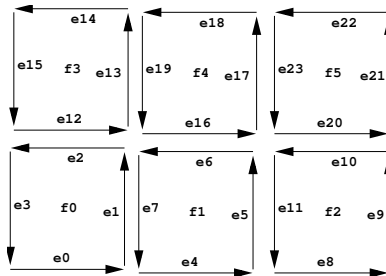
Figure 7.7

An opposite half edge does not exist if the specified half edge has either no neighboring face, or more than 2 neighboring faces. In these cases the function just returns the same edge edgeID again.

This function can only be used for subdivision geometries. The function depends on the topology as the topologies of a subdivision geometry have different index buffers assigned.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcGetGeometryFirstHalfEdge, rtcGetGeometryFace, rtcGetGeometryOpposite-HalfEdge, rtcGetGeometryNextHalfEdge, rtcGetGeometryPreviousHalfEdge

7.72   rtcInterpolate

NAME

```
rtcInterpolate - interpolates vertex attributes
```

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCInterpolateArguments
{
  RTCGeometry geometry;
  unsigned int primID;
  float u;
  float v;
  enum RTCBufferType bufferType;
  unsigned int bufferSlot;
  float* P;
  float* dPdu;
  float* dPdv;
  float* ddPdudu;
  float* ddPdvdv;
  float* ddPdudv;
  unsigned int valueCount;
};

void rtcInterpolate(
  const struct RTCInterpolateArguments* args
);
```

DESCRIPTION

The rtcInterpolate function smoothly interpolates per-vertex data over the ge-
ometry. This interpolation is supported for triangle meshes, quad meshes, curve
geometries, and subdivision geometries. Apart from interpolating the vertex at-
tribute itself, it is also possible to get the first and second order derivatives of
that value. This interpolation ignores displacements of subdivision surfaces and
always interpolates the underlying base surface.

The rtcInterpolate call gets passed a number of arguments inside a struc-
ture of type RTCInterpolateArguments. For some geometry (geometry param-
eter) this function smoothly interpolates the per-vertex data stored inside the
specified geometry buffer (bufferType and bufferSlot parameters) to the u/v
location (u and v parameters) of the primitive (primID parameter). The num-
ber of floating point values to interpolate and store to the destination arrays can
be specified using the valueCount parameter. As interpolation buffer, one can
specify vertex buffers (RTC_BUFFER_TYPE_VERTEX) and vertex attribute buffers
(RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE) as well.

The rtcInterpolate call stores valueCount number of interpolated float-
ing point values to the memory location pointed to by P. One can avoid storing
the interpolated value by setting P to NULL.

The first order derivative of the interpolation by u and v are stored at the
dPdu and dPdv memory locations. One can avoid storing first order derivatives
by setting both dPdu and dPdv to NULL.

The second order derivatives are stored at the ddPdudu, ddPdvdv, and ddP-
dudv memory locations. One can avoid storing second order derivatives by set-
ting these three pointers to NULL.

To use `rtcInterpolate` for a geometry, all changes to that geometry must be properly committed using `rtcCommitGeometry`.

All input buffers and output arrays must be padded to 16 bytes, as the implementation uses 16-byte SSE instructions to read and write into these buffers.

See tutorial Interpolation for an example of using the `rtcInterpolate` function.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcInterpolateN

7.73 rtcInterpolateN

NAME

rtcInterpolateN - performs N interpolations of vertex attribute data

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCInterpolateNArguments
{
  RTCGeometry geometry;
  const void* valid;
  const unsigned int* primIDs;
  const float* u;
  const float* v;
  unsigned int N;
  enum RTCBufferType bufferType;
  unsigned int bufferSlot;
  float* P;
  float* dPdu;
  float* dPdv;
  float* ddPdudu;
  float* ddPdvdv;
  float* ddPdudv;
  unsigned int valueCount;
};

void rtcInterpolateN(
  const struct RTCInterpolateNArguments* args
);
```

DESCRIPTION

The rtcInterpolateN is similar to rtcInterpolate, but performs N many interpolations at once. It additionally gets an array of u/v coordinates and a valid mask (valid parameter) that specifies which of these coordinates are valid. The valid mask points to N integers, and a value of -1 denotes valid and 0 invalid. If the valid pointer is NULL all elements are considers valid. The destination arrays are filled in structure of array (SOA) layout. The value N must be divisible by 4.

To use rtcInterpolateN for a geometry, all changes to that geometry must be properly committed using rtcCommitGeometry.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcInterpolate

7.74 rtcNewBuffer

NAME

```
rtcNewBuffer - creates a new data buffer
```

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCBuffer rtcNewBuffer(
  RTCDevice device,
  size_t byteSize
);
```

DESCRIPTION

The `rtcNewBuffer` function creates a new data buffer object of specified size in bytes (`byteSize` argument) that is bound to the specified device (`device` argument). The buffer object is reference counted with an initial reference count of 1. The returned buffer object can be released using the `rtcReleaseBuffer` API call. The specified number of bytes are allocated at buffer construction time and deallocated when the buffer is destroyed.

When the buffer will be used as a vertex buffer (`RTC_BUFFER_TYPE_VER-TEX` and `RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE`), the last buffer element must be readable using 16-byte SSE load instructions, thus padding the last element is required for certain layouts. E.g. a standard `float3` vertex buffer layout should add storage for at least one more float to the end of the buffer.

EXIT STATUS

On failure `NULL` is returned and an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcRetainBuffer, rtcReleaseBuffer

7.75 rtcNewSharedBuffer

NAME

rtcNewSharedBuffer - creates a new shared data buffer

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCBuffer rtcNewSharedBuffer(
  RTCDevice device,
  void* ptr,
  size_t byteSize
);
```

DESCRIPTION

The rtcNewSharedBuffer function creates a new shared data buffer object
bound to the specified device (device argument). The buffer object is refer-
ence counted with an initial reference count of 1. The buffer can be released
using the rtcReleaseBuffer function.

   At construction time, the pointer to the user-managed buffer data (ptr ar-
gument) including its size in bytes (byteSize argument) is provided to create
the buffer. At buffer construction time no buffer data is allocated, but the buffer
data provided by the application is used. The buffer data must remain valid for
as long as the buffer may be used, and the user is responsible to free the buffer
data when no longer required.

   When the buffer will be used as a vertex buffer (RTC_BUFFER_TYPE_VER-
TEX and RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE), the last buffer element must
be readable using 16-byte SSE load instructions, thus padding the last element is
required for certain layouts. E.g. a standard float3 vertex buffer layout should
add storage for at least one more float to the end of the buffer.

   The data pointer (ptr argument) must be aligned to 4 bytes; otherwise the
rtcNewSharedBuffer function will fail.

EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using
rtcGetDeviceError.

SEE ALSO

rtcRetainBuffer, rtcReleaseBuffer

7.76 rtcRetainBuffer

NAME

rtcRetainBuffer - increments the buffer reference count

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcRetainBuffer(RTCBuffer buffer);
```

DESCRIPTION

Buffer objects are reference counted. The rtcRetainBuffer function incre-ments the reference count of the passed buffer object (buffer argument). This function together with rtcReleaseBuffer allows to use the internal reference counting in a C++ wrapper class to handle the ownership of the object.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewBuffer, rtcReleaseBuffer

7.77   rtcReleaseBuffer

NAME

rtcReleaseBuffer - decrements the buffer reference count

SYNOPSIS

#include <embree3/rtcore.h>

void rtcReleaseBuffer(RTCBuffer buffer);

DESCRIPTION

Buffer objects are reference counted. The rtcReleaseBuffer function decrements the reference count of the passed buffer object (buffer argument). When the reference count falls to 0, the buffer gets destroyed.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewBuffer, rtcRetainBuffer

7.78   rtcGetBufferData

NAME

rtcGetBufferData - gets a pointer to the buffer data

SYNOPSIS

#include <embree3/rtcore.h>

void* rtcGetBufferData(RTCBuffer buffer);

DESCRIPTION

The rtcGetBufferData function returns a pointer to the buffer data of the specified buffer object (buffer argument).

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewBuffer

7.79   RTCRay

NAME

RTCRay - single ray structure

SYNOPSIS

```
#include <embree3/rtcore_ray.h>

struct RTC_ALIGN(16) RTCRay
{
  float org_x;        // x coordinate of ray origin
  float org_y;        // y coordinate of ray origin
  float org_z;        // z coordinate of ray origin
  float tnear;        // start of ray segment

  float dir_x;        // x coordinate of ray direction
  float dir_y;        // y coordinate of ray direction
  float dir_z;        // z coordinate of ray direction
  float time;         // time of this ray for motion blur

  float tfar;         // end of ray segment (set to hit distance)
  unsigned int mask;  // ray mask
  unsigned int id;    // ray ID
  unsigned int flags; // ray flags
};
```

DESCRIPTION

The RTCRay structure defines the ray layout for a single ray. The ray contains the origin (org_x, org_y, org_z members), direction vector (dir_x, dir_y, dir_z members), and ray segment (tnear and tfar members). The ray direction does not have to be normalized, and only the parameter range specified by the tnear/tfar interval is considered valid.

The ray segment must be in the range $[0, \infty]$, thus ranges that start behind the ray origin are not allowed, but ranges can reach to infinity. For rays inside a ray stream, tfar < tnear identifies an inactive ray.

The ray further contains a motion blur time in the range $[0, 1]$ (time member), a ray mask (mask member), a ray ID (id member), and ray flags (flags member). The ray mask can be used to mask out some geometries for some rays (see rtcSetGeometryMask for more details). The ray ID can be used to identify a ray inside a callback function, even if the order of rays inside a ray packet or stream has changed. The ray flags are reserved.

The embree3/rtcore_ray.h header additionally defines the same ray structure in structure of array (SOA) layout for API functions accepting ray packets of size 4 (RTCRay4 type), size 8 (RTCRay8 type), and size 16 (RTCRay16 type). The header additionally defines an RTCRayNt template for ray packets of an arbitrary compile-time size.

EXIT STATUS

SEE ALSO

RTCHit

7.80 RTCHit

NAME

RTCHit - single hit structure

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCHit
{
  float Ng_x;                              // x coordinate of geometry normal
  float Ng_y;                              // y coordinate of geometry normal
  float Ng_z;                              // z coordinate of geometry normal

  float u;                                 // barycentric u coordinate of hit
  float v;                                 // barycentric v coordinate of hit

  unsigned int primID;                     // geometry ID
  unsigned int geomID;                     // primitive ID
  unsigned int instID[RTC_MAX_INSTANCE_LEVEL_COUNT]; // instance ID
};
```

DESCRIPTION

The RTCHit type defines the type of a ray/primitive intersection result. The hit contains the unnormalized geometric normal in object space at the hit location (Ng_x, Ng_y, Ng_z members), the barycentric u/v coordinates of the hit (u and v members), as well as the primitive ID (primID member), geometry ID (geomID member), and instance ID stack (instID member) of the hit. The parametric intersection distance is not stored inside the hit, but stored inside the tfar member of the ray.

The embree3/rtcore_ray.h header additionally defines the same hit structure in structure of array (SOA) layout for hit packets of size 4 (RTCHit4 type), size 8 (RTCHit8 type), and size 16 (RTCHit16 type). The header additionally defines an RTCHitNt template for hit packets of an arbitrary compile-time size.

EXIT STATUS

SEE ALSO

RTCRay, [Multi-Level Instancing]

7.81 RTCRayHit

NAME

RTCRayHit - combined single ray/hit structure

SYNOPSIS

```
#include <embree3/rtcore_ray.h>

struct RTCORE_ALIGN(16) RTCRayHit
{
  struct RTCRay ray;
  struct RTCHit hit;
};
```

DESCRIPTION

The RTCRayHit structure is used as input for the rtcIntersect-type functions and stores the ray to intersect and some hit fields that hold the intersection result afterwards.

The embree3/rtcore_ray.h header additionally defines the same ray/hit structure in structure of array (SOA) layout for API functions accepting ray packets of size 4 (RTCRayHit4 type), size 8 (RTCRayHit8 type), and size 16 (RTCRayHit16 type). The header additionally defines an RTCRayHitNt template to generate ray/hit packets of an arbitrary compile-time size.

EXIT STATUS

SEE ALSO

RTCRay, RTCHit

7.82   RTCRayN

NAME

```
RTCRayN - ray packet of runtime size
```

SYNOPSIS

```
#include <embree3/rtcore_ray.h>

struct RTCRayN;

float& RTCRayN_org_x(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_org_y(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_org_z(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_tnear(RTCRayN* ray, unsigned int N, unsigned int i);

float& RTCRayN_dir_x(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_dir_y(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_dir_z(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_time (RTCRayN* ray, unsigned int N, unsigned int i);

float&        RTCRayN_tfar (RTCRayN* ray, unsigned int N, unsigned int i);
unsigned int& RTCRayN_mask (RTCRayN* ray, unsigned int N, unsigned int i);
unsigned int& RTCRayN_id   (RTCRayN* ray, unsigned int N, unsigned int i);
unsigned int& RTCRayN_flags(RTCRayN* ray, unsigned int N, unsigned int i);
```

DESCRIPTION

When the ray packet size is not known at compile time (e.g. when Embree returns a ray packet in the `RTCFilterFuncN` callback function), Embree uses the RTCRayN type for ray packets. These ray packets can only have sizes of 1, 4, 8, or 16. No other packet size will be used.

You can either implement different special code paths for each of these possible packet sizes and cast the ray to the appropriate ray packet type, or implement one general code path that uses the RTCRayN_XXX helper functions to access the ray packet components.

These helper functions get a pointer to the ray packet (`ray` argument), the packet size (`N` argument), and returns a reference to a component (e.g. x-component of origin) of the the i-th ray of the packet (`i` argument).

EXIT STATUS

SEE ALSO

[RTCHitN](#)

7.83 RTCHitN

NAME

RTCHitN - hit packet of runtime size

SYNOPSIS

```
#include <embree3/rtcore.h>

struct HitN;

float& RTCHitN_Ng_x(RTCHitN* hit, unsigned int N, unsigned int i);
float& RTCHitN_Ng_y(RTCHitN* hit, unsigned int N, unsigned int i);
float& RTCHitN_Ng_z(RTCHitN* hit, unsigned int N, unsigned int i);

float& RTCHitN_u(RTCHitN* hit, unsigned int N, unsigned int i);
float& RTCHitN_v(RTCHitN* hit, unsigned int N, unsigned int i);

unsigned& RTCHitN_primID(RTCHitN* hit, unsigned int N, unsigned int i);
unsigned& RTCHitN_geomID(RTCHitN* hit, unsigned int N, unsigned int i);
unsigned& RTCHitN_instID(RTCHitN* hit, unsigned int N, unsigned int i, unsigned int level);
```

DESCRIPTION

When the hit packet size is not known at compile time (e.g. when Embree returns
a hit packet in the RTCFilterFuncN callback function), Embree uses the RTCHitN
type for hit packets. These hit packets can only have sizes of 1, 4, 8, or 16. No
other packet size will be used.

   You can either implement different special code paths for each of these possi-
ble packet sizes and cast the hit to the appropriate hit packet type, or implement
one general code path that uses the RTCHitN_XXX helper functions to access hit
packet components.

   These helper functions get a pointer to the hit packet (hit argument), the
packet size (N argument), and returns a reference to a component (e.g. x compo-
nent of Ng) of the the i-th hit of the packet (i argument).

EXIT STATUS

SEE ALSO

RTCRayN

7.84 RTCRayHitN

NAME

RTCRayHitN - combined ray/hit packet of runtime size

SYNOPSIS

```
#include <embree3/rtcore_ray.h>

struct RTCRayHitN;

struct RTCRayN* RTCRayHitN_RayN(struct RTCRayHitN* rayhit, unsigned int N);
struct RTCHitN* RTCRayHitN_HitN(struct RTCRayHitN* rayhit, unsigned int N);
```

DESCRIPTION

When the packet size of a ray/hit structure is not known at compile time (e.g. when Embree returns a ray/hit packet in the RTCIntersectFunctionN callback function), Embree uses the RTCRayHitN type for ray packets. These ray/hit packets can only have sizes of 1, 4, 8, or 16. No other packet size will be used.

You can either implement different special code paths for each of these possible packet sizes and cast the ray/hit to the appropriate ray/hit packet type, or extract the RTCRayN and RTCHitN components using the rtcGetRayN and rtcGetHitN helper functions and use the RTCRayN_XXX and RTCHitN_XXX functions to access the ray and hit parts of the structure.

EXIT STATUS

SEE ALSO

RTCHitN

7.85   rtcInitIntersectContext

NAME

rtcInitIntersectContext - initializes the intersection context

SYNOPSIS

```
#include <embree3/rtcore.h>

enum RTCIntersectContextFlags
{
  RTC_INTERSECT_CONTEXT_FLAG_NONE,
  RTC_INTERSECT_CONTEXT_FLAG_INCOHERENT,
  RTC_INTERSECT_CONTEXT_FLAG_COHERENT,
};

struct RTCIntersectContext
{
  enum RTCIntersectContextFlags flags;
  RTCFilterFunctionN filter;
  #if RTC_MAX_INSTANCE_LEVEL_COUNT > 1
  unsigned int instStackSize;
  #endif
  unsigned int instID[RTC_MAX_INSTANCE_LEVEL_COUNT];
};

void rtcInitIntersectContext(
  struct RTCIntersectContext* context
);
```

DESCRIPTION

A per ray-query intersection context (RTCIntersectContext type) is supported
that can be used to configure intersection flags (flags member), specify a filter
callback function (filter member), specify the chain of IDs of the current in-
stance (instID and instStackSize members), and to attach arbitrary data to
the query (e.g. per ray data).

The rtcInitIntersectContext function initializes the context to default
values and should be called to initialize every intersection context. This function
gets inlined, which minimizes overhead and allows for compiler optimizations.

The intersection context flag can be used to tune the behavior of the traversal
algorithm. Using the RTC_INTERSECT_CONTEXT_FLAG_INCOHERENT flags uses
an optimized traversal algorithm for incoherent rays (default), while RTC_IN-
TERSECT_CONTEXT_FLAG_COHERENT uses an optimized traversal algorithm for
coherent rays (e.g. primary camera rays).

Best primary ray performance can be obtained by using the ray stream API
and setting the intersect context flag to RTC_INTERSECT_CONTEXT_FLAG_CO-
HERENT. For secondary rays, it is typically better to use the RTC_INTERSECT_
CONTEXT_FLAG_INCOHERENT flag, unless the rays are known to be very coherent
too (e.g. for primary transparency rays).

A filter function can be specified inside the context. This filter function is
invoked as a second filter stage after the per-geometry intersect or occluded filter
function is invoked. Only rays that passed the first filter stage are valid in this
second filter stage. Having such a per ray-query filter function can be useful
to implement modifications of the behavior of the query, such as collecting all
hits or accumulating transparencies. The support for the context filter function

must be enabled for a scene by using the `RTC_SCENE_FLAG_CONTEXT_FILTER_FUNCTION` scene flag.

It is guaranteed that the pointer to the intersection context passed to a ray query is directly passed to the registered callback functions. This way it is possible to attach arbitrary data to the end of the intersection context, such as a per-ray payload.

Please note that the ray pointer is not guaranteed to be passed to the callback functions, thus reading additional data from the ray pointer passed to callbacks is not possible.

EXIT STATUS

No error code is set by this function.

SEE ALSO

rtcIntersect1, rtcOccluded1

7.86 rtcIntersect1

NAME

```
rtcIntersect1 - finds the closest hit for a single ray
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersect1(
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRayHit* rayhit
);
```

DESCRIPTION

The `rtcIntersect1` function finds the closest hit of a single ray with the scene (`scene` argument). The provided ray/hit structure (`rayhit` argument) contains the ray to intersect and some hit output fields that are filled when a hit is found.

The user has to initialize the ray origin (`org` ray member), ray direction (`dir` ray member), ray segment (`tnear`, `tfar` ray members), and set the ray flags to 0 (`flags` ray member). If the scene contains motion blur geometries, also the ray time (`time` ray member) must be initialized to a value in the range $[0, 1]$. If ray masks are enabled at compile time, the ray mask (`mask` ray member) must be initialized as well. The ray segment has to be in the range $[0, \infty]$, thus ranges that start behind the ray origin are not valid, but ranges can reach to infinity. See Section RTCRay for the ray layout description.

The geometry ID (`geomID` hit member) of the hit data must be initialized to `RTC_INVALID_GEOMETRY_ID` (-1).

Further, an intersection context for the ray query function must be created and initialized (see `rtcInitIntersectContext`).

When no intersection is found, the ray/hit data is not updated. When an intersection is found, the hit distance is written into the `tfar` member of the ray and all hit data is set, such as unnormalized geometry normal in object space (`Ng` hit member), local hit coordinates (`u`, `v` hit member), instance ID stack (`instID` hit member), geometry ID (`geomID` hit member), and primitive ID (`primID` hit member). See Section RTCHit for the hit layout description.

If the instance ID stack has a prefix of values not equal to `RTC_INVALID_GEOMETRY_ID`, the instance ID on each level corresponds to the geometry ID of the hit instance of the higher-level scene, the geometry ID corresponds to the hit geometry inside the hit instanced scene, and the primitive ID corresponds to the n-th primitive of that geometry.

If level 0 of the instance ID stack is equal to `RTC_INVALID_GEOMETRY_ID`, the geometry ID corresponds to the hit geometry inside the top-level scene, and the primitive ID corresponds to the n-th primitive of that geometry.

The implementation makes no guarantees that primitives whose hit distance is exactly at (or very close to) `tnear` or `tfar` are hit or missed. If you want to exclude intersections at `tnear` just pass a slightly enlarged `tnear`, and if you want to include intersections at `tfar` pass a slightly enlarged `tfar`.

The intersection context (`context` argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The ray pointer passed to callback functions is not guaranteed to be identical to the original ray provided. To extend the ray with additional data to be accessed in callback functions, use the intersection context.

The ray/hit structure must be aligned to 16 bytes.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcOccluded1, RTCRayHit, RTCRay, RTCHit

7.87 rtcOccluded1

NAME

rtcOccluded1 - finds any hit for a single ray

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcOccluded1(
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRay* ray
);
```

DESCRIPTION

The rtcOccluded1 function checks for a single ray (ray argument) whether there is any hit with the scene (scene argument).

The user must initialize the ray origin (org ray member), ray direction (dir ray member), ray segment (tnear, tfar ray members), and must set the ray flags to 0 (flags ray member). If the scene contains motion blur geometries, also the ray time (time ray member) must be initialized to a value in the range $[0, 1]$. If ray masks are enabled at compile time, the ray mask (mask ray member) must be initialized as well. The ray segment must be in the range $[0, \infty]$, thus ranges that start behind the ray origin are not valid, but ranges can reach to infinity. See Section RTCRay for the ray layout description.

When no intersection is found, the ray data is not updated. In case a hit was found, the tfar component of the ray is set to -inf.

The implementation makes no guarantees that primitives whose hit distance is exactly at (or very close to) tnear or tfar are hit or missed. If you want to exclude intersections at tnear just pass a slightly enlarged tnear, and if you want to include intersections at tfar pass a slightly enlarged tfar.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section RTCIntersectContext for more information.

The ray pointer passed to callback functions is not guaranteed to be identical to the original ray provided. To extend the ray with additional data to be accessed in callback functions, use the intersection context.

The ray must be aligned to 16 bytes.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcOccluded1, RTCRay

7.88 rtcIntersect4/8/16

NAME

```
rtcIntersect4/8/16 - finds the closest hits for a ray packet
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersect4(
  const int* valid,
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRayHit4* rayhit
);

void rtcIntersect8(
  const int* valid,
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRayHit8* rayhit
);

void rtcIntersect16(
  const int* valid,
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRayHit16* rayhit
);
```

DESCRIPTION

The rtcIntersect4/8/16 functions finds the closest hits for a ray packet of size
4, 8, or 16 (rayhit argument) with the scene (scene argument). The ray/hit input
contains a ray packet and hit packet. See Section rtcIntersect1 for a description
of how to set up and trace rays.

A ray valid mask must be provided (valid argument) which stores one 32-bit
integer (-1 means valid and 0 invalid) per ray in the packet. Only active rays are
processed, and hit data of inactive rays is not changed.

The intersection context (context argument) can specify flags to optimize
traversal and a filter callback function to be invoked for every intersection. Fur-
ther, the pointer to the intersection context is propagated to callback functions
invoked during traversal and can thus be used to extend the ray with additional
data. See Section RTCIntersectContext for more information.

The ray pointer passed to callback functions is not guaranteed to be identical
to the original ray provided. To extend the ray with additional data to be accessed
in callback functions, use the intersection context.

The implementation of these functions is guaranteed to invoke callback func-
tions always with the same ray packet size and ordering of rays as specified ini-
tially.

For rtcIntersect4 the ray packet must be aligned to 16 bytes, for rtcIn-
tersect8 the alignment must be 32 bytes, and for rtcIntersect16 the align-
ment must be 64 bytes.

The rtcIntersect4, rtcIntersect8 and rtcIntersect16 functions may
change the ray packet size and ray order when calling back into intersect filter
functions or user geometry callbacks. Under some conditions the application can

assume packets to stay intakt, which can determined by querying the `RTC_DE-VICE_PROPERTY_NATIVE_RAY4_SUPPORTED`, `RTC_DEVICE_PROPERTY_NATIVE_RAY8_SUPPORTED`, `RTC_DEVICE_PROPERTY_NATIVE_RAY16_SUPPORTED` properties through the `rtcGetDeviceProperty` function. See rtcGetDeviceProperty for more information.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcOccluded4/8/16

7.89   rtcOccluded4/8/16

NAME

```
rtcOccluded4/8/16 - finds any hits for a ray packet
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcOccluded4(
  const int* valid,
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRay4* ray
);

void rtcOccluded8(
  const int* valid,
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRay8* ray
);

void rtcOccluded16(
  const int* valid,
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRay16* ray
);
```

DESCRIPTION

The `rtcOccluded4/8/16` functions checks for each active ray of the ray packet
of size 4, 8, or 16 (`ray` argument) whether there is any hit with the scene (`scene`
argument). See Section rtcOccluded1 for a description of how to set up and trace
occlusion rays.

A ray valid mask must be provided (`valid` argument) which stores one 32-bit
integer (-1 means valid and 0 invalid) per ray in the packet. Only active rays are
processed, and hit data of inactive rays is not changed.

The intersection context (`context` argument) can specify flags to optimize
traversal and a filter callback function to be invoked for every intersection. Fur-
ther, the pointer to the intersection context is propagated to callback functions
invoked during traversal and can thus be used to extend the ray with additional
data. See Section `RTCIntersectContext` for more information.

The ray pointer passed to callback functions is not guaranteed to be identical
to the original ray provided. To extend the ray with additional data to be accessed
in callback functions, use the intersection context.

The implementation of these functions is guaranteed to invoke callback func-
tions always with the same ray packet size and ordering of rays as specified ini-
tially.

For `rtcOccluded4` the ray packet must be aligned to 16 bytes, for `rtcOc-
cluded8` the alignment must be 32 bytes, and for `rtcOccluded16` the alignment
must be 64 bytes.

The `rtcOccluded4`, `rtcOccluded8` and `rtcOccluded16` functions may change
the ray packet size and ray order when calling back into intersect filter func-
tions or user geometry callbacks. Under some conditions the application can

assume packets to stay intakt, which can determined by querying the `RTC_DE-`
`VICE_PROPERTY_NATIVE_RAY4_SUPPORTED`, `RTC_DEVICE_PROPERTY_NATIVE_`
`RAY8_SUPPORTED`, `RTC_DEVICE_PROPERTY_NATIVE_RAY16_SUPPORTED` proper-
ties through the `rtcGetDeviceProperty` function. See rtcGetDeviceProperty
for more information.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will
not set any error flags on failure.

SEE ALSO

rtcOccluded4/8/16

7.90 rtcIntersect1M

NAME

```
rtcIntersect1M - finds the closest hits for a stream of M single
  rays
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersect1M(
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRayHit* rayhit,
  unsigned int M,
  size_t byteStride
);
```

DESCRIPTION

The rtcIntersect1M function finds the closest hits for a stream of M single rays (rayhit argument) with the scene (scene argument). The rayhit argument points to an array of ray and hit data with specified byte stride (byteStride argument) between the ray/hit structures. See Section rtcIntersect1 for a description of how to set up and trace rays.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section RTCIntersectContext for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the rayID component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its tnear value is larger than its tfar value.

The stream size M can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcOccluded1M

7.91 rtcOccluded1M

NAME

rtcOccluded1M - finds any hits `for` a stream of M single rays

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcOccluded1M(
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRay* ray,
  unsigned int M,
  size_t byteStride
);
```

DESCRIPTION

The `rtcOccluded1M` function checks whether there are any hits for a stream of M single rays (`ray` argument) with the scene (`scene` argument). The `ray` argument points to an array of rays with specified byte stride (`byteStride` argument) between the rays. See Section rtcOccluded1 for a description of how to set up and trace occlusion rays.

The intersection context (`context` argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the `rayID` component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The stream size M can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcIntersect1M

7.92   rtcIntersect1Mp

NAME

```
rtcIntersect1Mp - finds the closest hits for a stream of M pointers
  to single rays
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersect1Mp(
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRayHit** rayhit,
  unsigned int M
);
```

DESCRIPTION

The rtcIntersect1Mp function finds the closest hits for a stream of M single rays (rayhit argument) with the scene (scene argument). The rayhit argument points to an array of pointers to the individual ray/hit structures. See Section rtcIntersect1 for a description of how to set up and trace a ray.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section RTCIntersectContext for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the rayID component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its tnear value is larger than its tfar value.

The stream size M can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcOccluded1Mp

7.93 rtcOccluded1Mp

NAME

```
rtcOccluded1Mp - find any hits for a stream of M pointers to
  single rays
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcOccluded1M(
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRay** ray,
  unsigned int M
);
```

DESCRIPTION

The rtcOccluded1Mp function checks whether there are any hits for a stream of M single rays (ray argument) with the scene (scene argument). The ray argument points to an array of pointers to rays. Section rtcOccluded1 for a description of how to set up and trace a occlusion rays.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section RTCIntersectContext for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the rayID component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its tnear value is larger than its tfar value.

The stream size M can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcIntersect1Mp

7.94   rtcIntersectNM

NAME

```
rtcIntersectNM - finds the closest hits for a stream of M
  ray packets of size N
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersectNM(
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRayHitN* rayhit,
  unsigned int N,
  unsigned int M,
  size_t byteStride
);
```

DESCRIPTION

The rtcIntersectNM function finds the closest hits for a stream of M ray packets (rayhit argument) of size N with the scene (scene argument). The rays argument points to an array of ray and hit packets with specified byte stride (byteStride argument) between the ray/hit packets. See Section rtcIntersect1 for a description of how to set up and trace rays.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section RTCIntersectContext for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the rayID component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its tnear value is larger than its tfar value.

The packet size N must be larger than 0, and the stream size M can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcOccludedNM

7.95   rtcOccludedNM

NAME

```
rtcOccludedNM - finds any hits for a stream of M ray packets of
  size N
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcOccludedNM(
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRayN* ray,
  unsigned int N,
  unsigned int M,
  size_t byteStride
);
```

DESCRIPTION

The `rtcOccludedNM` function checks whether there are any hits for a stream of M ray packets (`ray` argument) of size `N` with the scene (`scene` argument). The `ray` argument points to an array of ray packets with specified byte stride (`byteStride` argument) between the ray packets. See Section rtcOccluded1 for a description of how to set up and trace occlusion rays.

The intersection context (`context` argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the `rayID` component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The packet size `N` must be larger than 0, and the stream size `M` can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcIntersectNM

7.96   rtcIntersectNp

NAME

```
rtcIntersectNp - finds the closest hits for a SOA ray stream of
  size N
```

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersectNp(
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRayHitNp* rayhit,
  unsigned int N
);
```

DESCRIPTION

The `rtcIntersectNp` function finds the closest hits for a SOA ray stream (`rays` argument) of size `N` (basically a large ray packet) with the scene (`scene` argument). The `rayhit` argument points to two structures of pointers with one pointer for each ray and hit component. Each of these pointers points to an array with the ray or hit component data for each ray or hit. This way the individual components of the SOA ray stream do not need to be stored sequentially in memory, which makes it possible to have large varying size ray packets in SOA layout. See Section rtcIntersect1 for a description of how to set up and trace rays.

The intersection context (`context` argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the `rayID` component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The stream size `N` can be an arbitrary positive integer including 0. Each ray component array must be aligned to 16 bytes.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcOccludedNp

7.97 rtcOccludedNp

NAME

rtcOccludedNp - finds any hits for a SOA ray stream of size N

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcOccludedNp(
  RTCScene scene,
  struct RTCIntersectContext* context,
  struct RTCRayNp* ray,
  unsigned int N
);
```

DESCRIPTION

The rtcOccludedNp function checks whether there are any hits for a SOA ray stream (ray argument) of size N (basically a large ray packet) with the scene (scene argument). The ray argument points to a structure of pointers with one pointer for each ray component. Each of these pointers points to an array with the ray component data for each ray. This way the individual components of the SOA ray stream do not need to be stored sequentially in memory, which makes it possible to have large varying size ray packets in SOA layout. See Section rtcOccluded1 for a description of how to set up and trace occlusion rays.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section RTCIntersectContext for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the rayID component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its tnear value is larger than its tfar value.

The stream size N can be an arbitrary positive integer including 0. Each ray component array must be aligned to 16 bytes.

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcIntersectNp

7.98   rtcInitPointQueryContext

NAME

```
rtcInitPointQueryContext - initializes the context information (e.g.
  stack of (multilevel-)instance transformations) for point queries
```

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTC_ALIGN(16) RTCPointQueryContext
{
  // accumulated 4x4 column major matrices from world to instance space.
  float world2inst[RTC_MAX_INSTANCE_LEVEL_COUNT][16];

  // accumulated 4x4 column major matrices from instance to world space.
  float inst2world[RTC_MAX_INSTANCE_LEVEL_COUNT][16];

  // instance ids.
  unsigned int instID[RTC_MAX_INSTANCE_LEVEL_COUNT];

  // number of instances currently on the stack.
  unsigned int instStackSize;
};

void rtcInitPointQueryContext(
  struct RTCPointQueryContext* context
);
```

DESCRIPTION

A stack (`RTCPointQueryContext` type) which stores the IDs and instance trans-
formations during a BVH traversal for a point query. The transformations are
assumed to be affine transformations (3×3 matrix plus translation) and therefore
the last column is ignored (see RTC_GEOMETRY_TYPE_INSTANCE for details).

   The `rtcInitPointContext` function initializes the context to default values
and should be called for initialization.

   The context will be passed as an argument to the point query callback func-
tion (see rtcSetGeometryPointQueryFunction) and should be used to pass in-
stance information down the instancing chain for user defined instancing (see
tutorial [ClosestPoint] for a reference implementation of point queries with user
defined instancing).

   The context is an necessary argument to [rtcPointQuery] and Embree inter-
nally uses the topmost instance tranformation of the stack to transform the point
query into instance space.

EXIT STATUS

No error code is set by this function.

SEE ALSO

[rtcPointQuery], rtcSetGeometryPointQueryFunction

rtcPointQuery

NAME

```
rtcPointQuery - traverses the BVH with a point query object
```

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTC_ALIGN(16) RTCPointQuery
{
  // location of the query
  float x;
  float y;
  float z;

  // radius and time of the query
  float radius;
  float time;
};

void rtcPointQuery(
  RTCScene scene,
  struct RTCPointQuery* query,
  struct RTCPointQueryContext* context,
  struct RTCPointQueryFunction* queryFunc,
  void* userPtr
);
```

DESCRIPTION

The `rtcPointQuery` function traverses the BVH using a `RTCPointQuery` object
(`query` argument) and calls a user defined callback function (e.g `queryFunc` argu-
ment) for each primitive of the scene (`scene` argument) that intersects the query
domain.

The user has to initialize the query location (`x`, `y` and `z` member) and query
radius in the range $[0, \infty]$. If the scene contains motion blur geometries, also the
query time (`time` member) must be initialized to a value in the range $[0, 1]$.

Further, a `RTCPointQueryContext` (`context` argument) must be created and
initialized. It contains ID and transformation information of the instancing hier-
archy if (multilevel-)instancing is used. See rtcInitPointQueryContext for further
information.

For every primitive that intersects the query domain, the callback function
(`queryFunc` argument) is called, in which distance computations to the primitive
can be implemented. The user will be provided with the primID and geomID
of the according primitive, however, the geometry information (e.g. triangle in-
dex and vertex data) has to be determined manually. The `userPtr` argument
can be used to input geometry data of the scene or output results of the point
query (e.g. closest point currently found on surface geometry (see tutorial [Clos-
estPoint])).

The parameter `queryFunc` is optional and can be NULL, in which case the
callback function is not invoked. However, a callback function can still get at-
tached to a specific `RTCGeometry` object using rtcSetGeometryPointQueryFunc-
tion. If a callback function is attached to a geometry and (a potentially different)
callback function is passed as an argument to `rtcPointQuery`, both functions
are called for the primitives of the according geometries.

The query radius can be decreased inside the callback function, which allows to efficiently cull parts of the scene during BVH traversal. Increasing the query radius and modifying time or location of the query will result in undefined behaviour.

The callback function will be called for all primitives in a leaf node of the BVH even if the primitive is outside the query domain, since Embree does not gather geometry information of primitives internally.

Point queries can be used with (multilevel)-instancing. However, care has to be taken when the instance transformation contains anisotropic scaling or sheering. In these cases distance computations have to be performed in world space to ensure correctness and the ellipsoidal query domain (in instance space) will be approximated with its axis aligned bounding box interally. Therefore, the callback function might be invoked even for primitives in inner BVH nodes that do not intersect the query domain. See rtcSetGeometryPointQueryFunction for details.

The point query structure must be aligned to 16 bytes.

SUPPORTED PRIMITIVES

Currenly, all primitive types are supported by the point query API except of points (see RTC_GEOMETRY_TYPE_POINT), curves (see RTC_GEOMETRY_TYPE_CURVE) and sudivision surfaces (see [RTC_GEOMETRY_SUBDIVISION]).

EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

SEE ALSO

rtcSetGeometryPointQueryFunction, rtcInitPointQueryContext

7.99 rtcCollide

NAME

```
rtcCollide - intersects one BVH with another
```

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCCollision {
  unsigned int geomID0, primID0;
  unsigned int geomID1, primID1;
};

typedef void (*RTCCollideFunc) (
  void* userPtr,
  RTCCollision* collisions,
  size_t num_collisions);

void rtcCollide (
    RTCScene hscene0,
    RTCScene hscene1,
    RTCCollideFunc callback,
    void* userPtr
);
```

DESCRIPTION

The rtcCollide function intersects the BVH of hscene0 with the BVH of scene
hscene1 and calls a user defined callback function (e.g callback argument) for
each pair of intersecting primitives between the two scenes. A user defined data
pointer (userPtr argument) can also be passed in.

For every pair of primitives that may intersect each other, the callback func-
tion (callback argument) is called. The user will be provided with the primID's
and geomID's of multiple potentially intersecting primitive pairs. Currently,
only scene entirely composed of user geometries are supported, thus the user
is expected to implement a primitive/primitive intersection to filter out false pos-
itives in the callback function. The userPtr argument can be used to input ge-
ometry data of the scene or output results of the intersection query.

SUPPORTED PRIMITIVES

Currently, the only supported type is the user geometry type (see RTC_GEOMETRY_TYPE_USER).

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

7.100   rtcNewBVH

NAME

rtcNewBVH - creates a new BVH object

SYNOPSIS

```
#include <embree3/rtcore.h>

RTCBVH rtcNewBVH(RTCDevice device);
```

DESCRIPTION

This function creates a new BVH object and returns a handle to this BVH. The BVH object is reference counted with an initial reference count of 1. The handle can be released using the `rtcReleaseBVH` API call.

The BVH object can be used to build a BVH in a user-specified format over user-specified primitives. See the documentation of the `rtcBuildBVH` call for more details.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcRetainBVH, rtcReleaseBVH, rtcBuildBVH

7.101   rtcRetainBVH

NAME

rtcRetainBVH - increments the BVH reference count

SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcRetainBVH(RTCBVH bvh);
```

DESCRIPTION

BVH objects are reference counted. The rtcRetainBVH function increments the
reference count of the passed BVH object (bvh argument). This function together
with rtcReleaseBVH allows to use the internal reference counting in a C++ wrap-
per class to handle the ownership of the object.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewBVH, rtcReleaseBVH

7.102 rtcReleaseBVH

NAME

rtcReleaseBVH - decrements the BVH reference count

SYNOPSIS

#include <embree3/rtcore.h>

void rtcReleaseBVH(RTCBVH bvh);

DESCRIPTION

BVH objects are reference counted. The rtcReleaseBVH function decrements the reference count of the passed BVH object (bvh argument). When the reference count falls to 0, the BVH gets destroyed.

EXIT STATUS

On failure an error code is set that can be queried using rtcGetDeviceError.

SEE ALSO

rtcNewBVH, rtcRetainBVH

7.103   rtcBuildBVH

NAME

```
rtcBuildBVH - builds a BVH
```

SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTC_ALIGN(32) RTCBuildPrimitive
{
  float lower_x, lower_y, lower_z;
  unsigned int geomID;
  float upper_x, upper_y, upper_z;
  unsigned int primID;
};

typedef void* (*RTCCreateNodeFunction) (
  RTCThreadLocalAllocator allocator,
  unsigned int childCount,
  void* userPtr
);

typedef void (*RTCSetNodeChildrenFunction) (
  void* nodePtr,
  void** children,
  unsigned int childCount,
  void* userPtr
);

typedef void (*RTCSetNodeBoundsFunction) (
  void* nodePtr,
  const struct RTCBounds** bounds,
  unsigned int childCount,
  void* userPtr
);

typedef void* (*RTCCreateLeafFunction) (
  RTCThreadLocalAllocator allocator,
  const struct RTCBuildPrimitive* primitives,
  size_t primitiveCount,
  void* userPtr
);

typedef void (*RTCSplitPrimitiveFunction) (
  const struct RTCBuildPrimitive* primitive,
  unsigned int dimension,
  float position,
  struct RTCBounds* leftBounds,
  struct RTCBounds* rightBounds,
  void* userPtr
);

typedef bool (*RTCProgressMonitorFunction)(
  void* userPtr, double n
);
```

```
enum RTCBuildFlags
{
  RTC_BUILD_FLAG_NONE,
  RTC_BUILD_FLAG_DYNAMIC
};

struct RTCBuildArguments
{
  size_t byteSize;

  enum RTCBuildQuality buildQuality;
  enum RTCBuildFlags buildFlags;
  unsigned int maxBranchingFactor;
  unsigned int maxDepth;
  unsigned int sahBlockSize;
  unsigned int minLeafSize;
  unsigned int maxLeafSize;
  float traversalCost;
  float intersectionCost;

  RTCBVH bvh;
  struct RTCBuildPrimitive* primitives;
  size_t primitiveCount;
  size_t primitiveArrayCapacity;

  RTCCreateNodeFunction createNode;
  RTCSetNodeChildrenFunction setNodeChildren;
  RTCSetNodeBoundsFunction setNodeBounds;
  RTCCreateLeafFunction createLeaf;
  RTCSplitPrimitiveFunction splitPrimitive;
  RTCProgressMonitorFunction buildProgress;
  void* userPtr;
};

struct RTCBuildArguments rtcDefaultBuildArguments();

void* rtcBuildBVH(
  const struct RTCBuildArguments* args
);
```

DESCRIPTION

The `rtcBuildBVH` function can be used to build a BVH in a user-defined format over arbitrary primitives. All arguments to the function are provided through the `RTCBuildArguments` structure. The first member of that structure must be set to the size of the structure in bytes (`bytesSize` member) which allows future extensions of the structure. It is recommended to initialize the build arguments structure using the `rtcDefaultBuildArguments` function.

   The `rtcBuildBVH` function gets passed the BVH to build (bvh member), the array of primitives (`primitives` member), the capacity of that array (`primitiveArrayCapacity` member), the number of primitives stored inside the array (`primitiveCount` member), callback function pointers, and a user-defined pointer (`userPtr` member) that is passed to all callback functions when invoked. The `primitives` array can be freed by the application after the BVH is built. All callback functions are typically called from multiple threads, thus their imple-

mentation must be thread-safe.

Four callback functions must be registered, which are invoked during build to create BVH nodes (`createNode` member), to set the pointers to all children (`setNodeChildren` member), to set the bounding boxes of all children (`setNodeBounds` member), and to create a leaf node (`createLeaf` member).

The function pointer to the primitive split function (`splitPrimitive` member) may be NULL, however, then no spatial splitting in high quality mode is possible. The function pointer used to report the build progress (`buildProgress` member) is optional and may also be NULL.

Further, some build settings are passed to configure the BVH build. Using the build quality settings (`buildQuality` member), one can select between a faster, low quality build which is good for dynamic scenes, and a standard quality build for static scenes. One can also specify the desired maximum branching factor of the BVH (`maxBranchingFactor` member), the maximum depth the BVH should have (`maxDepth` member), the block size for the SAH heuristic (`sahBlockSize` member), the minimum and maximum leaf size (`minLeafSize` and `maxLeafSize` member), and the estimated costs of one traversal step and one primitive intersection (`traversalCost` and `intersectionCost` members). When enabling the `RTC_BUILD_FLAG_DYNAMIC` build flags (`buildFlags` member), re-build performance for dynamic scenes is improved at the cost of higher memory requirements.

To spatially split primitives in high quality mode, the builder needs extra space at the end of the build primitive array to store splitted primitives. The total capacity of the build primitive array is passed using the `primitiveArray-Capacity` member, and should be about twice the number of primitives when using spatial splits.

The `RTCCreateNodeFunc` and `RTCCreateLeafFunc` callbacks are passed a thread local allocator object that should be used for fast allocation of nodes using the `rtcThreadLocalAlloc` function. We strongly recommend using this allocation mechanism, as alternative approaches like standard `malloc` can be over 10× slower. The allocator object passed to the create callbacks may be used only inside the current thread. Memory allocated using `rtcThreadLocalAlloc` is automatically freed when the RTCBVH object is deleted. If you use your own memory allocation scheme you have to free the memory yourself when the RTCBVH object is no longer used.

The `RTCCreateNodeFunc` callback additionally gets the number of children for this node in the range from 2 to `maxBranchingFactor` (`childCount` argument).

The `RTCSetNodeChildFunc` callback function gets a pointer to the node as input (`nodePtr` argument), an array of pointers to the children (`childPtrs` argument), and the size of this array (`childCount` argument).

The `RTCSetNodeBoundsFunc` callback function gets a pointer to the node as input (`nodePtr` argument), an array of pointers to the bounding boxes of the children (`bounds` argument), and the size of this array (`childCount` argument).

The `RTCCreateLeafFunc` callback additionally gets an array of primitives as input (`primitives` argument), and the size of this array (`primitiveCount` argument). The callback should read the `geomID` and `primID` members from the passed primitives to construct the leaf.

The `RTCSplitPrimitiveFunc` callback is invoked in high quality mode to split a primitive (`primitive` argument) at the specified position (`position` argument) and dimension (`dimension` argument). The callback should return bounds of the clipped left and right parts of the primitive (`leftBounds` and `rightBounds` arguments).

The `RTCProgressMonitorFunction` callback function is called with the estimated completion rate n in the range $[0, 1]$. Returning `true` from the callback lets the build continue; returning `false` cancels the build.

EXIT STATUS

On failure an error code is set that can be queried using `rtcGetDeviceError`.

SEE ALSO

rtcNewBVH

7.104 RTCQuaternionDecomposition

NAME

RTCQuaternionDecomposition - structure that represents a quaternion
  decomposition of an affine transformation

SYNOPSIS

```
struct RTCQuaternionDecomposition
{
  float scale_x, scale_y, scale_z;
  float skew_xy, skew_xz, skew_yz;
  float shift_x, shift_y, shift_z;
  float quaternion_r, quaternion_i, quaternion_j, quaternion_k;
  float translation_x, translation_y, translation_z;
};
```

DESCRIPTION

The struct `RTCQuaternionDecomposition` represents an affine transformation
decomposed into three parts. An upper triangular scaling/skew/shift matrix

$$S = \begin{pmatrix} scale_x & skew_{xy} & skew_{xz} & shift_x \\ 0 & scale_y & skew_{yz} & shift_y \\ 0 & 0 & scale_z & shift_z \\ 0 & 0 & 0 & 1 \end{pmatrix},$$

a translation matrix

$$T = \begin{pmatrix} 1 & 0 & 0 & translation_x \\ 0 & 1 & 0 & translation_y \\ 0 & 0 & 1 & translation_z \\ 0 & 0 & 0 & 1 \end{pmatrix},$$

and a rotation matrix R, represented as a quaternion

$quaternion_r + quaternion_i \mathbf{i} + quaternion_j \mathbf{i} + quaternion_k \mathbf{k}$

where $\mathbf{i}$, $\mathbf{j}$ $\mathbf{k}$ are the imaginary quaternion units. The passed quaternion will
be normalized internally.

The affine transformation matrix corresponding to a `RTCQuaternionDecompo-`
`sition` is TRS and a point $p = (p_x, p_y, p_z, 1)^T$ will be transformed as

$$p' = T\ R\ S\ p.$$

The functions `rtcInitQuaternionDecomposition`, `rtcQuaternionDecom-`
`positionSetQuaternion`, `rtcQuaternionDecompositionSetScale`, `rtcQuater-`
`nionDecompositionSetSkew`, `rtcQuaternionDecompositionSetShift`, and
`rtcQuaternionDecompositionSetTranslation` allow to set the fields of the
structure more conveniently.

EXIT STATUS

No error code is set by this function.

SEE ALSO

[rtcSetGeometryTransformQuaternion](), [rtcInitQuaternionDecomposition]()

7.105   rtcInitQuaternionDecomposition

NAME

rtcInitQuaternionDecomposition - initializes quaternion decomposition

SYNOPSIS

```
void rtcInitQuaternionDecomposition(
  struct RTCQuaternionDecomposition* qd
);
```

DESCRIPTION

The rtcInitQuaternionDecomposition function initializes a RTCQuaternion-Decomposition structure to represent an identity transformation.

EXIT STATUS

No error code is set by this function.

SEE ALSO

rtcSetGeometryTransformQuaternion, RTCQuaternionDecomposition

Chapter 8

Performance Recommendations

8.1 MXCSR control and status register

It is strongly recommended to have the `Flush to Zero` and `Denormals are Zero` mode of the MXCSR control and status register enabled for each thread before calling the `rtcIntersect`-type and `rtcOccluded`-type functions. Otherwise, under some circumstances special handling of denormalized floating point numbers can significantly reduce application and Embree performance. When using Embree together with the Intel® Threading Building Blocks, it is sufficient to execute the following code at the beginning of the application main thread (before the creation of the `tbb::task_scheduler_init` object):

```
#include <xmmintrin.h>
#include <pmmintrin.h>
...
_MM_SET_FLUSH_ZERO_MODE(_MM_FLUSH_ZERO_ON);
_MM_SET_DENORMALS_ZERO_MODE(_MM_DENORMALS_ZERO_ON);
```

If using a different tasking system, make sure each rendering thread has the proper mode set.

8.2 Thread Creation and Affinity Settings

Tasking systems like TBB create worker threads on demand, which will add a runtime overhead for the very first `rtcCommitScene` call. In case you want to benchmark the scene build time, you should start the threads at application startup. You can let Embree start TBB threads by passing `start_threads=1` to the `cfg` parameter of `rtcNewDevice`.

On machines with a high thread count (e.g. dual-socket Xeon or Xeon Phi machines), affinitizing TBB worker threads increases build and rendering performance. You can let Embree affinitize TBB worker threads by passing `set_affinity=1` to the `cfg` parameter of `rtcNewDevice`. By default, threads are not affinitized by Embree with the exception of Xeon Phi Processors where they are affinitized by default.

All Embree tutorials automatically start and affinitize TBB worker threads by passing `start_threads=1,set_affinity=1` to `rtcNewDevice`.

8.3   Fast Coherent Rays

For getting the highest performance for highly coherent rays, e.g. primary or hard shadow rays, it is recommended to use packets or streams of single rays/packets with setting the `RTC_INTERSECT_CONTEXT_FLAG_COHERENT` flag in the `RTCIntersectContext` passed to the `rtcIntersect`/`rtcOccluded` calls. The total number of rays in a coherent stream of ray packets should be around 64, e.g. 8 times 8-wide packets, or 4 times 16-wide packets. The rays inside each packet should be grouped as coherent as possible.

8.4   Huge Page Support

It is recommended to use huge pages under Linux to increase rendering performance. Embree supports 2MB huge pages under Windows, Linux, and macOS. Under Linux huge page support is enabled by default, and under Windows and macOS disabled by default. Huge page support can be enabled in Embree by passing `hugepages=1` to `rtcNewDevice` or disabled by passing `hugepages=0` to `rtcNewDevice`.

We recommend using 2MB huge pages with Embree under Linux as this improves ray tracing performance by about 5-10%. Under Windows using huge pages requires the application to run in elevated mode which is a security issue, thus likely not an option for most use cases. Under macOS huge pages are rarely available as memory tends to get quickly fragmented, thus we do not recommend using huge pages on macOS.

8.4.1   Huge Pages under Linux

Linux supports transparent huge pages and explicit huge pages. To enable transparent huge page support under Linux, execute the following as root:

```
echo always > /sys/kernel/mm/transparent_hugepage/enabled
```

When transparent huge pages are enabled, the kernel tries to merge 4KB pages to 2MB pages when possible as a background job. Many Linux distributions have transparent huge pages enabled by default. See the following webpage for more information on transparent huge pages under Linux. In this mode each application, including your rendering application based on Embree, will automatically tend to use huge pages.

Using transparent huge pages, the transitioning from 4KB to 2MB pages might take some time. For that reason Embree also supports allocating 2MB pages directly when a huge page pool is configured. Such a pool can be configured by writing some number of huge pages to allocate to `/proc/sys/vm/nr_overcommit_hugepages` as root user. E.g. to configure 2GB of address space for huge page allocation, execute the following as root:

```
echo 1000 > /proc/sys/vm/nr_overcommit_hugepages
```

See the following webpage for more information on huge pages under Linux.

8.4.2   Huge Pages under Windows

To use huge pages under Windows, the current user must have the "Lock pages in memory" (SeLockMemoryPrivilege) assigned. This can be configured through the "Local Security Policy" application, by adding a user to "Local Policies" -> "User Rights Assignment" -> "Lock pages in memory". You have to log out and in again for this change to take effect.

Further, your application must be executed as an elevated process ("Run as administrator") and the "SeLockMemoryPrivilege" must be explicitly enabled by your application. Example code on how to enable this privilege can be found in the "common/sys/alloc.cpp" file of Embree. Alternatively, Embree will try to enable this privilege when passing `enable_selockmemoryprivilege=1` to `rtcNewDevice`. Further, huge pages should be enabled in Embree by passing `hugepages=1` to `rtcNewDevice`.

When the system has been running for a while, physical memory gets fragmented, which can slow down the allocation of huge pages significantly under Windows.

8.4.3   Huge Pages under macOS

To use huge pages under macOS you have to pass `hugepages=1` to `rtcNewDevice` to enable that feature in Embree.

When the system has been running for a while, physical memory gets quickly fragmented, and causes huge page allocations to fail. For this reason, huge pages are not very useful under macOS in practice.

8.5   Avoid store-to-load forwarding issues with single rays

We recommend to use a single SSE store to set up the `org` and `tnear` components, and a single SSE store to set up the `dir` and `time` components of a single ray (`RTCRay` type). Storing these values using scalar stores causes a store-to-load forwarding penalty because Embree is reading these components using SSE loads later on.

Chapter 9

Embree Tutorials

Embree comes with a set of tutorials aimed at helping users understand how Embree can be used and extended. There is a very basic minimal that can be compiled as both C and C++, which should get new users started quickly. All other tutorials exist in an ISPC and C++ version to demonstrate the two versions of the API. Look for files named `tutorialname_device.ispc` for the ISPC implementation of the tutorial, and files named `tutorialname_device.cpp` for the single ray C++ version of the tutorial. To start the C++ version use the `tutorialname` executables, to start the ISPC version use the `tutorialname_ispc` executables. All tutorials can print available command line options using the `--help` command line parameter.

For all tutorials except minimal, you can select an initial camera using the `--vp` (camera position), `--vi` (camera look-at point), `--vu` (camera up vector), and `--fov` (vertical field of view) command line parameters:

```
./triangle_geometry --vp 10 10 10 --vi 0 0 0
```

You can select the initial window size using the `--size` command line parameter, or start the tutorials in full screen using the `--fullscreen` parameter:

```
./triangle_geometry --size 1024 1024
./triangle_geometry --fullscreen
```

The initialization string for the Embree device (`rtcNewDevice` call) can be passed to the ray tracing core through the `--rtcore` command line parameter, e.g.:

```
./triangle_geometry --rtcore verbose=2,threads=1
```

The navigation in the interactive display mode follows the camera orbit model, where the camera revolves around the current center of interest. With the left mouse button you can rotate around the center of interest (the point initially set with `--vi`). Holding Control pressed while clicking the left mouse button rotates the camera around its location. You can also use the arrow keys for navigation.

You can use the following keys:

F1 Default shading
F2 Gray EyeLight shading
F3 Traces occlusion rays only.
F4 UV Coordinate visualization
F5 Geometry normal visualization
F6 Geometry ID visualization
F7 Geometry ID and Primitive ID visualization

F8 Simple shading with 16 rays per pixel for benchmarking.
F9 Switches to render cost visualization. Pressing again reduces brightness.
F10 Switches to render cost visualization. Pressing again increases brightness.
f Enters or leaves full screen mode.
c Prints camera parameters.
ESC Exits the tutorial.
q Exits the tutorial.

9.1   Minimal

This tutorial is designed to get new users started with Embree. It can be compiled as both C and C++. It demonstrates how to initialize a device and scene, and how to intersect rays with the scene. There is no image output to keep the tutorial as simple as possible.

9.2   Triangle Geometry
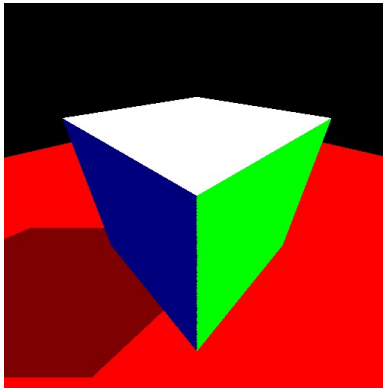
Figure 9.1

This tutorial demonstrates the creation of a static cube and ground plane using triangle meshes. It also demonstrates the use of the `rtcIntersect1` and `rtcOccluded1` functions to render primary visibility and hard shadows. The cube sides are colored based on the ID of the hit primitive.

9.3   Dynamic Scene
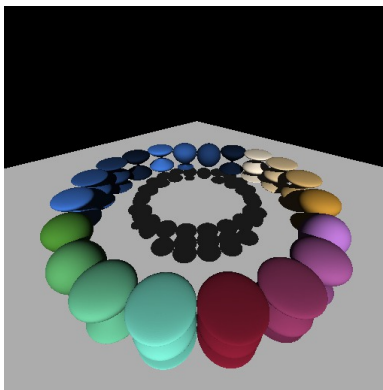
Figure 9.2

This tutorial demonstrates the creation of a dynamic scene, consisting of several deforming spheres. Half of the spheres use the `RTC_BUILD_QUALITY_REFIT`

geometry build quality, which allows Embree to use a refitting strategy for these spheres, the other half uses the `RTC_BUILD_QUALITY_LOW` geometry build quality, causing a high performance rebuild of their spatial data structure each frame. The spheres are colored based on the ID of the hit sphere geometry.

9.4   Multi Scene Geometry
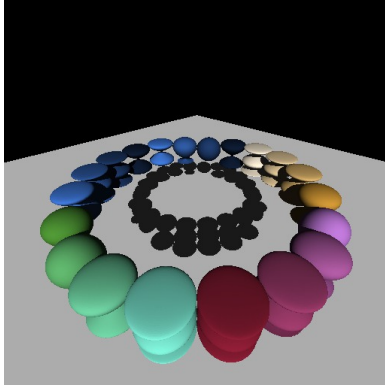
Figure 9.3

This tutorial demonstrates the creation of multiple scenes sharing the same geometry objects. Here, three scenes are built. One with all the dynamic spheres of the Dynamic Scene test and two others each with half. The ground plane is shared by all three scenes. The space bar is used to cycle the scene chosen for rendering.

9.5   User Geometry
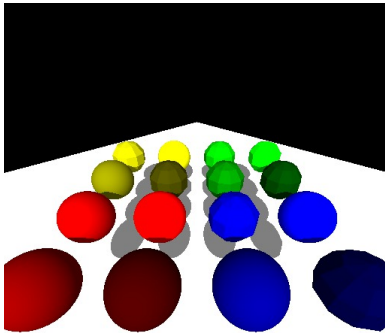
Figure 9.4

This tutorial shows the use of user-defined geometry, to re-implement instancing, and to add analytic spheres. A two-level scene is created, with a triangle mesh as ground plane, and several user geometries that instance other scenes with a small number of spheres of different kinds. The spheres are colored using the instance ID and geometry ID of the hit sphere, to demonstrate how the same geometry instanced in different ways can be distinguished.

9.6   Viewer

Figure 9.5

This tutorial demonstrates a simple OBJ viewer that traces primary visibility rays only. A scene consisting of multiple meshes is created, each mesh sharing the index and vertex buffer with the application. It also demonstrates how to support additional per-vertex data, such as shading normals.

You need to specify an OBJ file at the command line for this tutorial to work:

```
./viewer -i model.obj
```

9.7   Stream Viewer
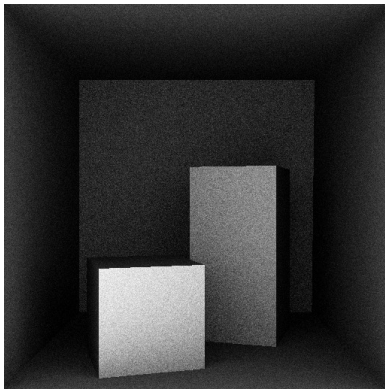
Figure 9.6

This tutorial is a simple OBJ viewer that demonstrates the use of ray streams. You need to specify an OBJ file at the command line for this tutorial to work:

```
./viewer_stream -i model.obj
```

9.8   Intersection Filter

This tutorial demonstrates the use of filter callback functions to efficiently implement transparent objects. The filter function used for primary rays lets the ray pass through the geometry if it is entirely transparent. Otherwise, the shading loop handles the transparency properly, by potentially shooting secondary rays. The filter function used for shadow rays accumulates the transparency of all surfaces along the ray, and terminates traversal if an opaque occluder is hit.
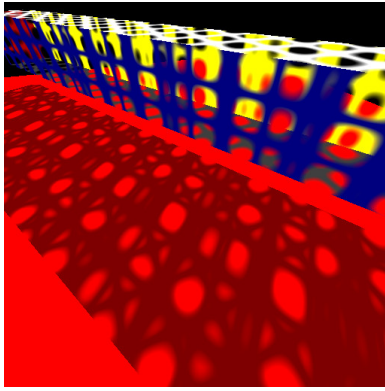
Figure 9.7

9.9   Instanced Geometry
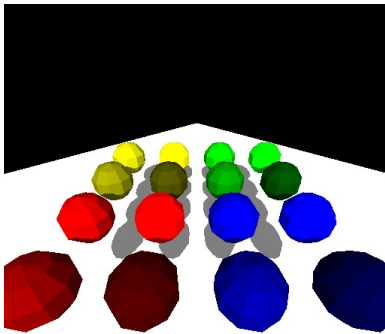
Figure 9.8

This tutorial demonstrates the in-build instancing feature of Embree, by instancing a number of other scenes built from triangulated spheres. The spheres are again colored using the instance ID and geometry ID of the hit sphere, to demonstrate how the same geometry instanced in different ways can be distinguished.

9.10   Multi Level Instancing
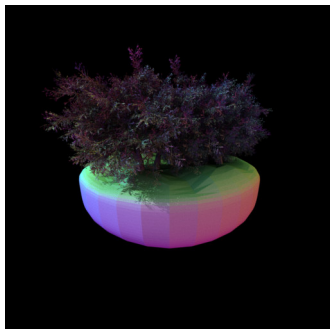
Figure 9.9

This tutorial demonstrates multi-level instancing, i.e., nesting instances into instances. To enable the tutorial, set the compile-time variable EMBREE_MAX_ INSTANCE_LEVEL_COUNT to a value other than the default 1. This variable is available in the code as RTC_MAX_INSTANCE_LEVEL_COUNT.

The renderer uses a basic path tracing approach, and the image will progressively refine over time. There are two levels of instances in this scene: mul-

tiple instances of the same tree nest instances of a twig. Intersections on up to RTC_MAX_INSTANCE_LEVEL_COUNT nested levels of instances work out of the box. Users may obtain the *instance ID stack* for a given hitpoint from the instID member. During shading, the instance ID stack is used to accumulate normal transformation matrices for each hit. The tutorial visualizes transformed normals as colors.

9.11 Path Tracer

Figure 9.10

This tutorial is a simple path tracer, based on the viewer tutorial.

You need to specify an OBJ file and light source at the command line for this tutorial to work:

```
./pathtracer -i model.obj --ambientlight 1 1 1
```

As example models we provide the "Austrian Imperial Crown" model by Martin Lubich and the "Asian Dragon" model from the Stanford 3D Scanning Repository.

crown.zip
asian_dragon.zip
To render these models execute the following:

```
./pathtracer -c crown/crown.ecs
./pathtracer -c asian_dragon/asian_dragon.ecs
```

9.12 Hair

Figure 9.11

This tutorial demonstrates the use of the hair geometry to render a hairball.

9.13 Curve Geometry
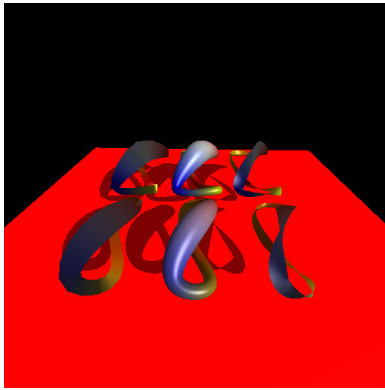
Figure 9.12

This tutorial demonstrates the use of the B-Spline and Catmull-Rom curve geometries.

9.14 Subdivision Geometry
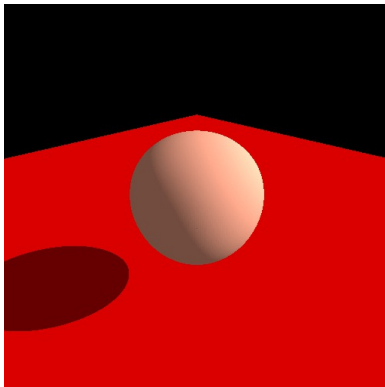
Figure 9.13

This tutorial demonstrates the use of Catmull-Clark subdivision surfaces.

9.15 Displacement Geometry
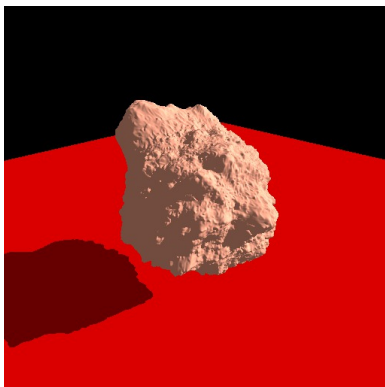
Figure 9.14

This tutorial demonstrates the use of Catmull-Clark subdivision surfaces with procedural displacement mapping using a constant edge tessellation level.

9.16   Grid Geometry
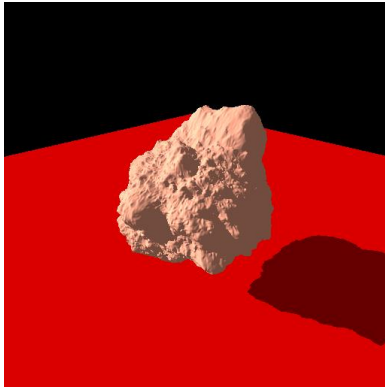
This tutorial demonstrates the use of the memory efficient grid primitive to handle highly tessellated and displaced geometry.

9.17   Point Geometry
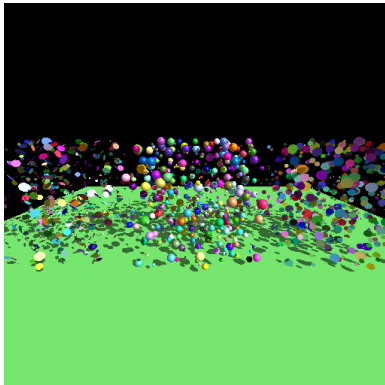
This tutorial demonstrates the use of the three representations of point geometry.

9.18   Motion Blur Geometry
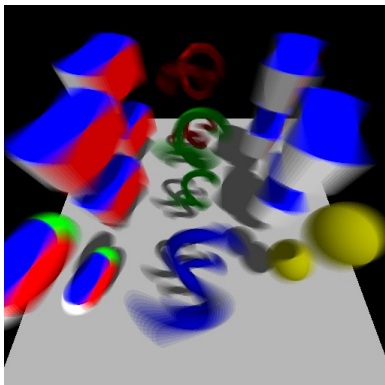
This tutorial demonstrates rendering of motion blur using the multi-segment motion blur feature. Shown is motion blur of a triangle mesh, quad mesh, subdivision surface, line segments, hair geometry, Bézier curves, instantiated triangle mesh where the instance moves, instantiated quad mesh where the instance and the quads move, and user geometry.

The number of time steps used can be configured using the `--time-steps <int>` and `--time-steps2 <int>` command line parameters, and the geometry can be rendered at a specific time using the the `--time <float>` command line parameter.

9.19   Quaternion Motion Blur
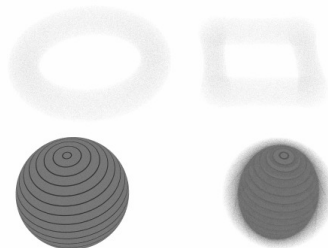
Figure 9.18

This tutorial demonstrates rendering of motion blur using quaternion interpolation. Shown is motion blur using spherical linear interpolation of the rotational component of the instance transformation on the left and simple linear interpolation of the instance transformation on the right. The number of time steps can be modified as well.

9.20   Interpolation
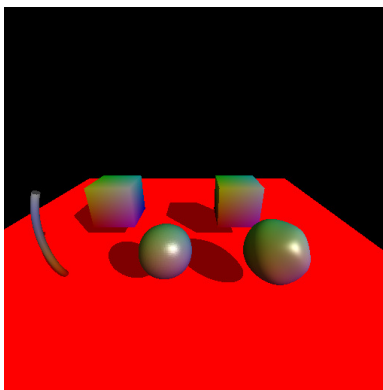
Figure 9.19

This tutorial demonstrates interpolation of user-defined per-vertex data.

9.21   Closest Point
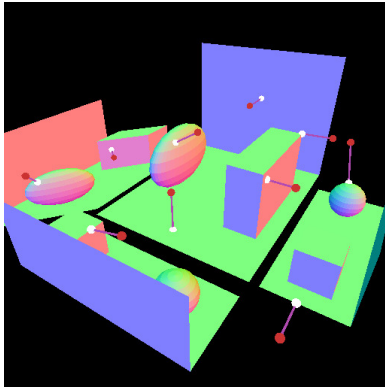
Figure 9.20

This tutorial demonstrates a use-case of the point query API. The scene consists of a simple collection of objects that are instanced and for several point in the scene (red points) the closest point on the surfaces of the scene are computed (white points). The closest point functionality is implemented for Embree internal and for user-defined instancing. The tutorial also illustrates how to handle instance transformations that are not similarity transforms.

9.22   Voronoi
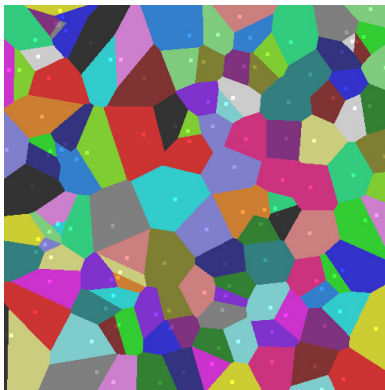
Figure 9.21

This tutorial demonstrates how to implement nearest neighbour lookups using the point query API. Several colored points are located on a plane and the corresponding voroni regions are illustrated.

9.23   Collision Detection

This tutorial demonstrates how to implement collision detection using the collide API. A simple cloth solver is setup to collide with a sphere.

The cloth can be reset with the space bar. The sim stepped once with n and continuous simulation started and paused with p.
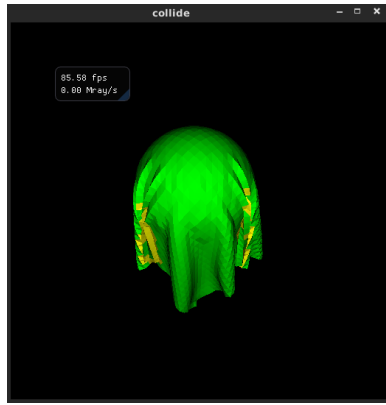
Figure 9.22

9.24 BVH Builder

This tutorial demonstrates how to use the templated hierarchy builders of Embree to build a bounding volume hierarchy with a user-defined memory layout using a high-quality SAH builder using spatial splits, a standard SAH builder, and a very fast Morton builder.

9.25 BVH Access

This tutorial demonstrates how to access the internal triangle acceleration structure build by Embree. Please be aware that the internal Embree data structures might change between Embree updates.

9.26 Find Embree

This tutorial demonstrates how to use the `FIND_PACKAGE` CMake feature to use an installed Embree. Under Linux and macOS the tutorial finds the Embree installation automatically, under Windows the `embree_DIR` CMake variable must be set to the following folder of the Embree installation: `C:\Program Files\Intel\Embree3`.

9.27 Next Hit

This tutorial demonstrates how to robustly enumerate all hits along the ray using multiple ray queries and an intersection filter function. To improve performance, the tutorial also supports collecting the next N hits in a single ray query.