



## Release Notes

GVDB 1.1      3/24/2018

GVDB 1.1 is a maintenance release primarily to overcome limitations of GVDB 1.0 and to demonstrate new samples making use of these features.

- Multiple GVDB objects now allowed per process
- Multiple samples may now have OptiX support with a generic interface
- Dynamic topology on GPU for greatly improved performance of topology changes
- Significant improvements to performance and accuracy of GatherDensity/LevelSet
- Voxel read/write now uses texture objects, instead of texture references, to enable read/write to and from multiple channels in any user kernel
- Rendering density and color may come from any input channel
- Fixes to depth buffers, see the gDepthMap sample
- Grid transforms allow for rendering with arbitrary rotation, scaling and translation
- Better context management with StartCuda
- GVDB functions are now context-safe to enable multi-gpu usage
- Improved build system with cmake
- Updated Programming Guide 1.1 to reflect new changes

GDB 1.0      5/1/2017

- First release.
- Rendering with trilinear and volumetric sampling
- OptiX integration and raytracing
- Texture references for custom user compute and render kernels
- Support for one object per process, and one channel per volume

Revision History	Version	Author	Date
Created	1.0	Rama Hoetzlein	5/1/2017
Revised	1.1	Rama Hoetzlein	3/24/2018