

RTXGI SDK

Defines.h Types.h

Math.h Random.h

DDGIVolumeDesc

Configuration Variables

DDGIVolumeResources

ID3D12DescriptorHeap* DescriptorHeap

ID3D12RootSignature* RootSignature

ID3D12Resource* ConstantBuffer

ID3D12Resource* ProbeRTRadianceTexture

ID3D12Resource* ProbeIrradianceTexture ID3D12Resource* ProbeDistanceTexture

ID3D12Resource* ProbeOffsetsTexture

PipelineStateObject* RadianceBlendingComputePSO

PipelineStateObject* DistanceBlendingComputePSO PipelineStateObject* BorderRowUpdateComputePSO

PipelineStateObject* ProbeOptimizerComputePSO

PipelineStateObject* BorderColumnUpdateComputePSO

DDGIVolume

DDGIVolume(string name)

Create(DDGIVolumeDesc)

Update()

UpdateProbes(ID3D12GraphicsCommandList4*)

OptimizeProbes (ID3D12GraphicsCommandList4*)
Destroy()

DDGIVolumeDesc

DDGIVolumeResources

Algorithm 2

Algorithm 3

Shader Code

Common Functions for all RTXGI algorithms

DDGI

Common Functions for DDGI Volume Probes

DDGI Defines and Structures

Irradiance Sampling Functions

DDGI Probe Irradiance & Distance Blending

DDGI Probe Border Update

DDGI Probe Position Optimizer