

Anwendung von Hardware-Raytracing zur Optimierung der Treffererkennung

Bachelorkolloquium

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Gliederung

- Motivation
- Problemstellung
- Konzept
- Realisierung
- Ergebnisse
- Ausblick

Motivation



Problemstellung



Konzept



Konzept

Testszenario 1	Testszenario 2
1 Strahl pro 3D-Modell	24 Strahlen pro 3D-Modell
Single-Threaded	Multithreaded

Realisierung

Wesley -

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Đỗ Thị Ngọc Bích

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Cŭn rŭtj ĩn đŭtj sŭg gēs Bŭg gēs Ōk kē cŭtj ĩn rŭtj Bŭg gēs

Lấy một công cụ, cùng với một số người khác
Còn lại ở một nơi khác để kiểm tra kết quả

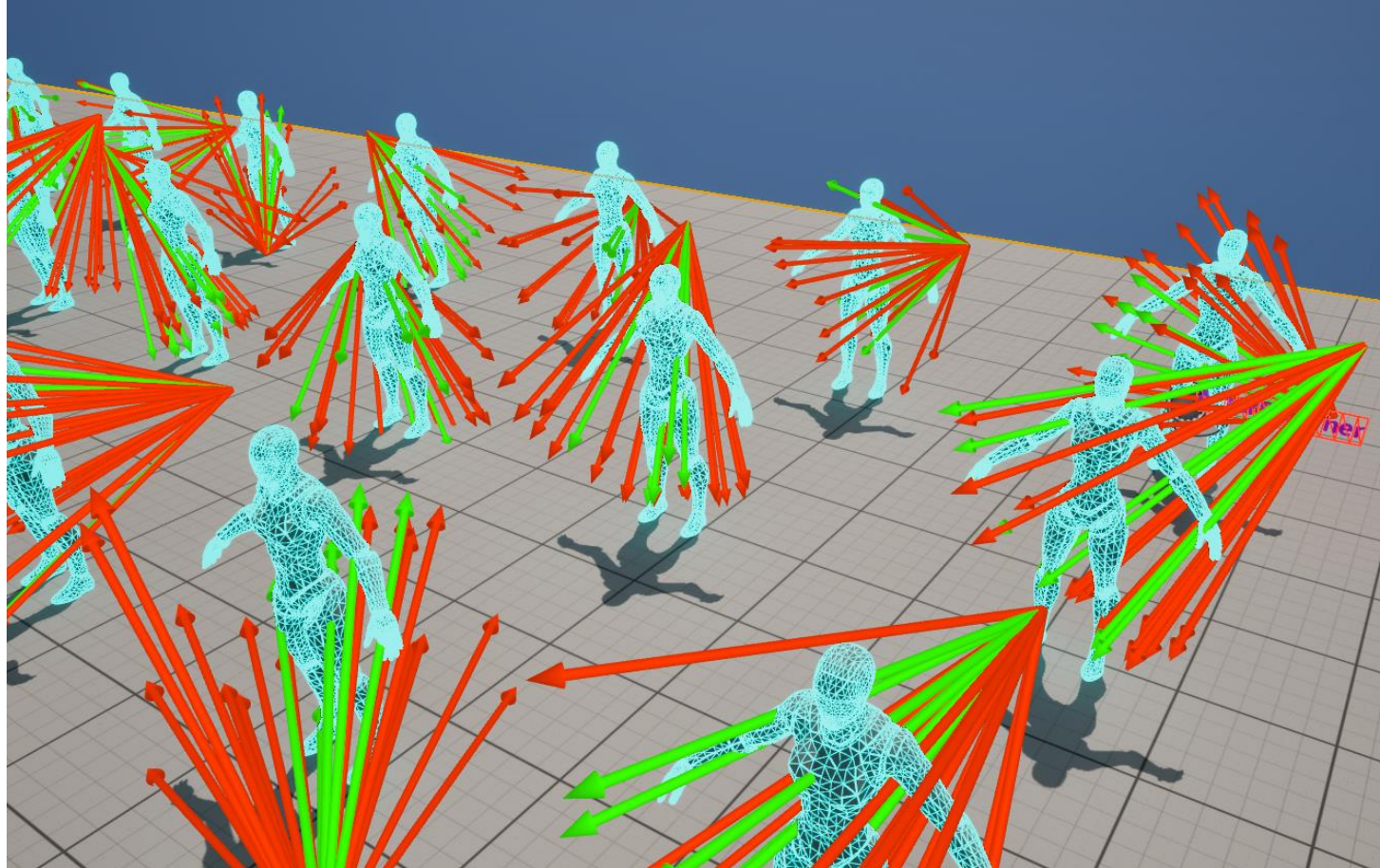
lấy ở ư, ở chỗ này, ở đây

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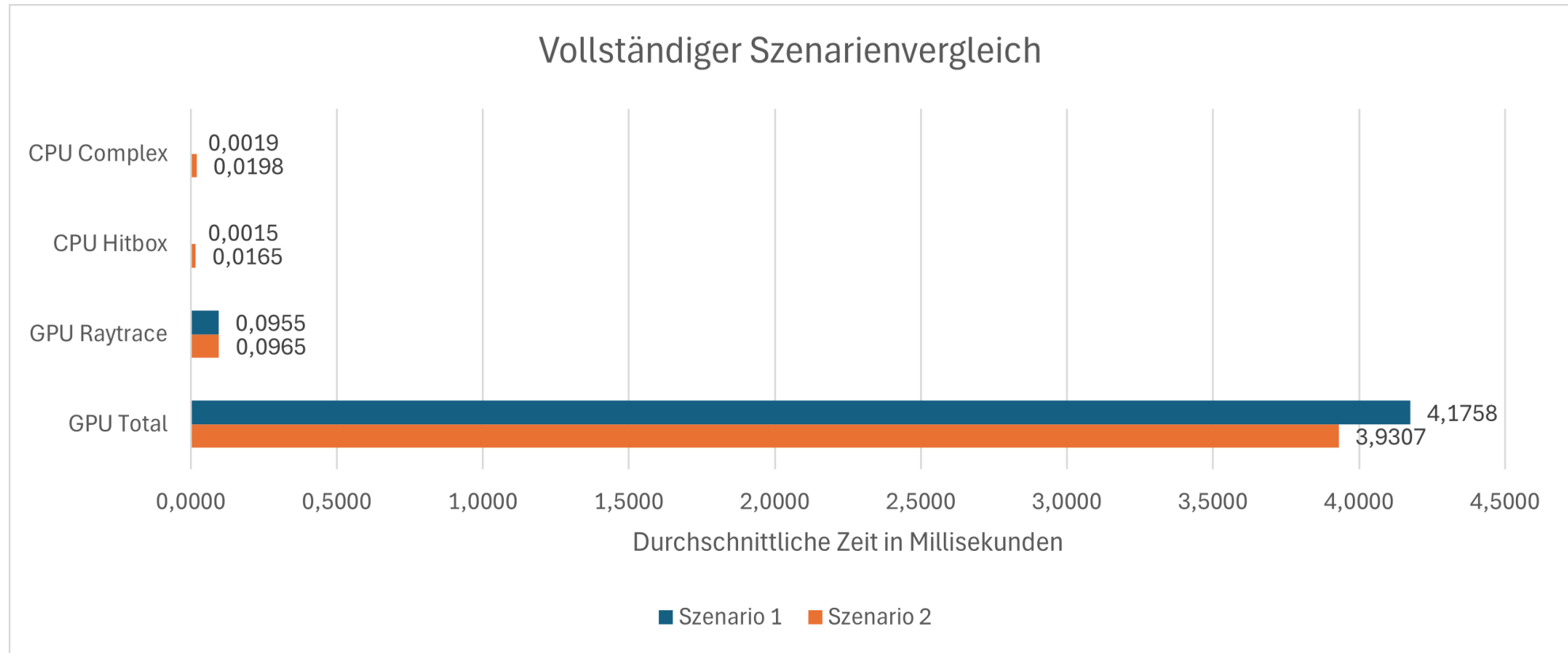
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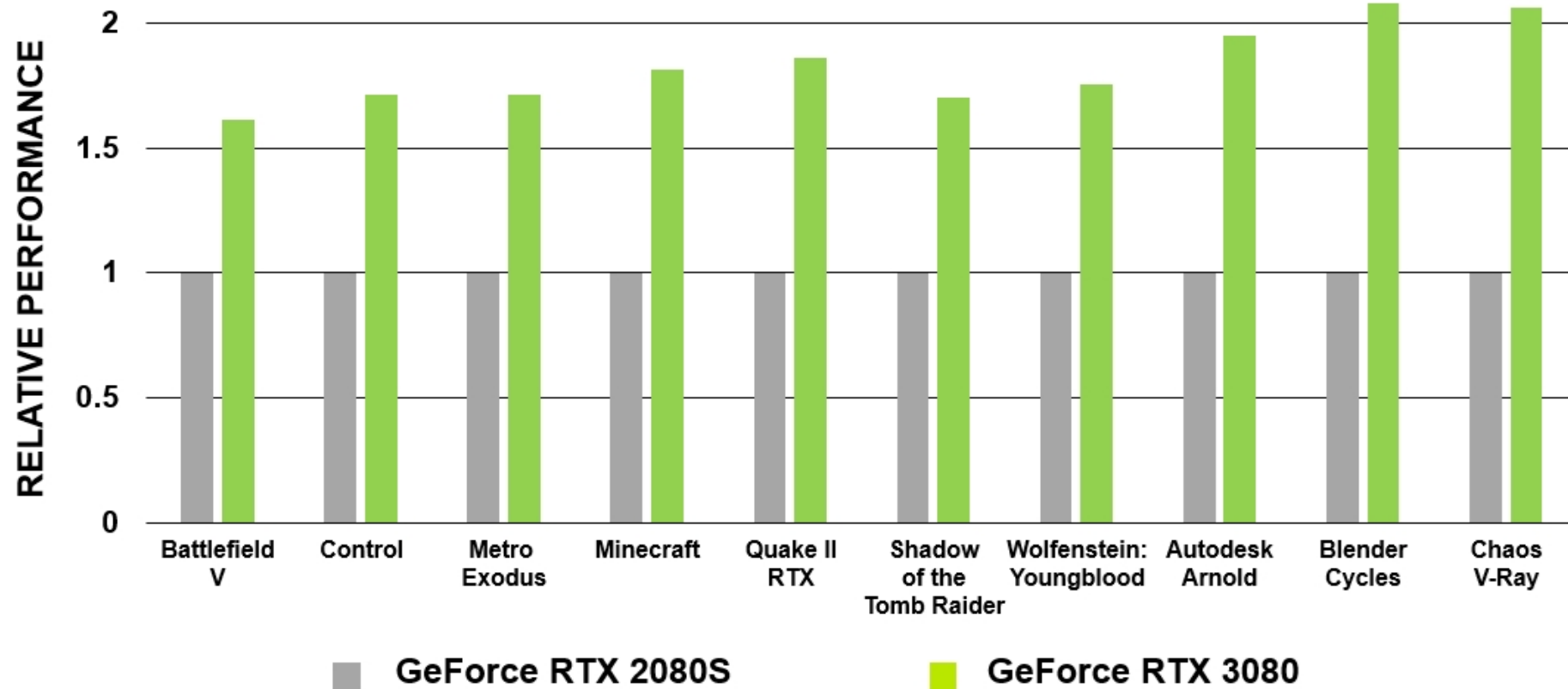
Realisierung



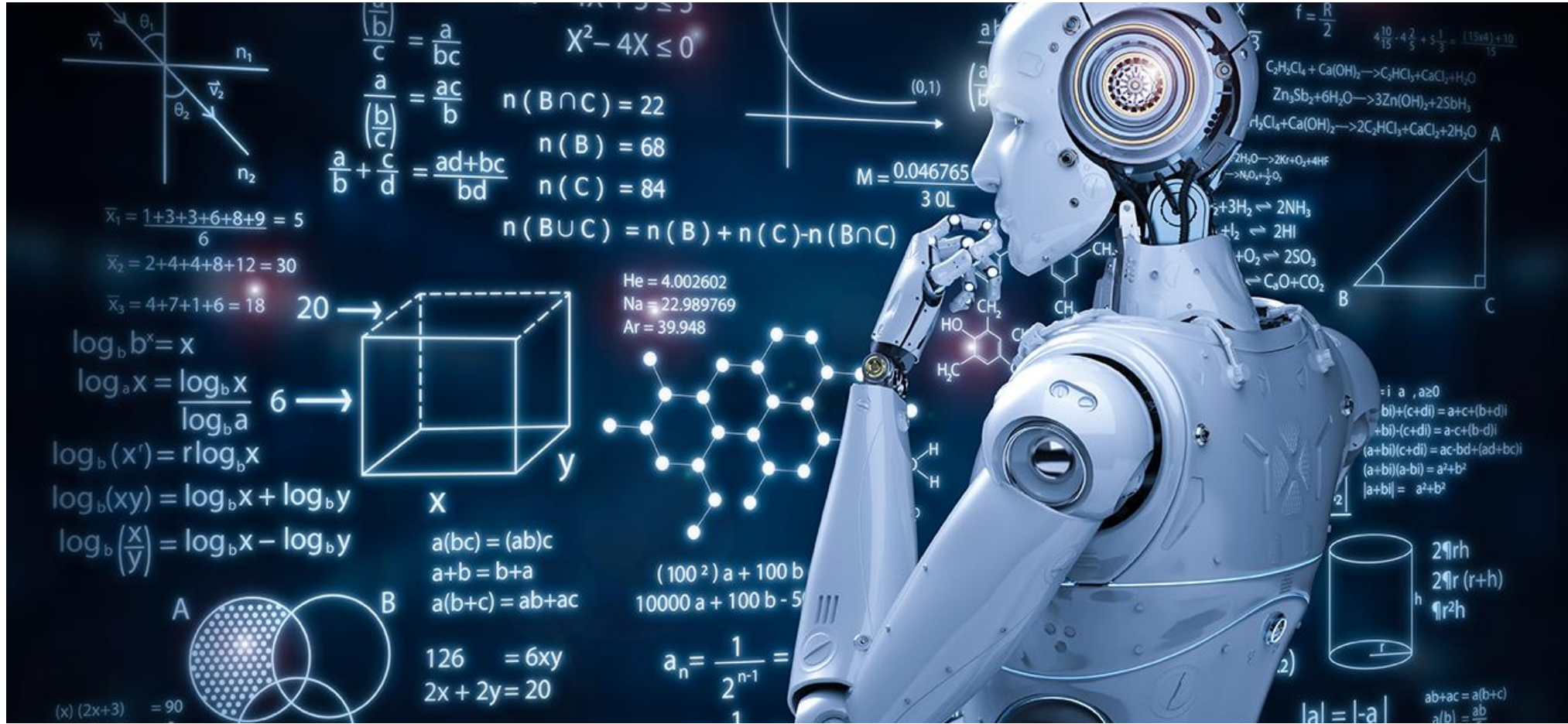
Ergebnisse



Ausblick



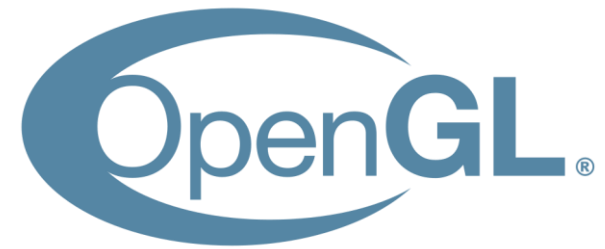
Ausblick

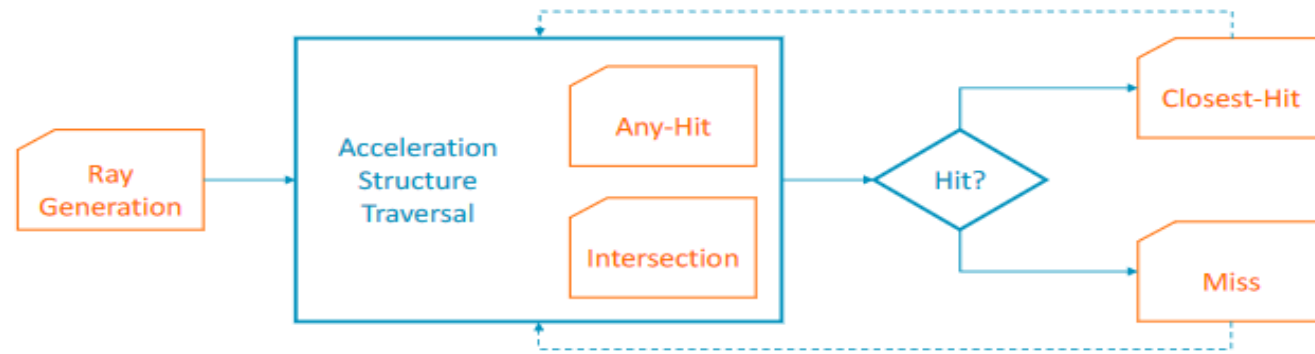


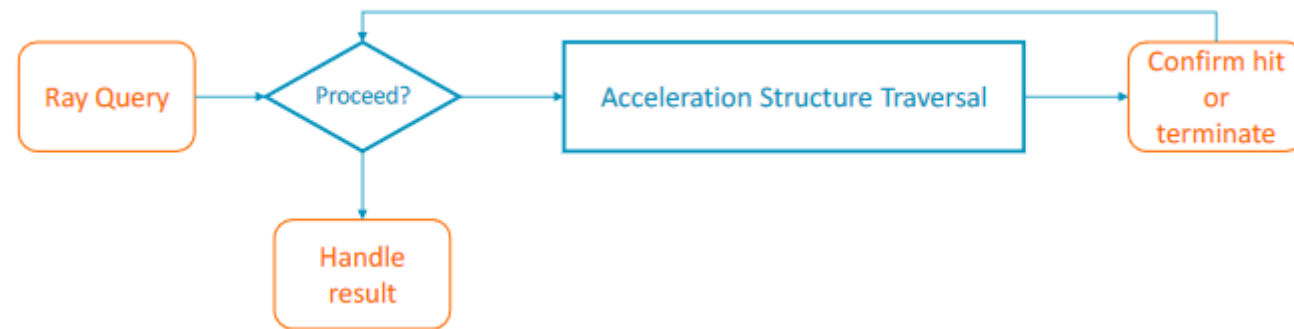
Vielen Dank für Ihre Aufmerksamkeit!
Fragen?

Appendix

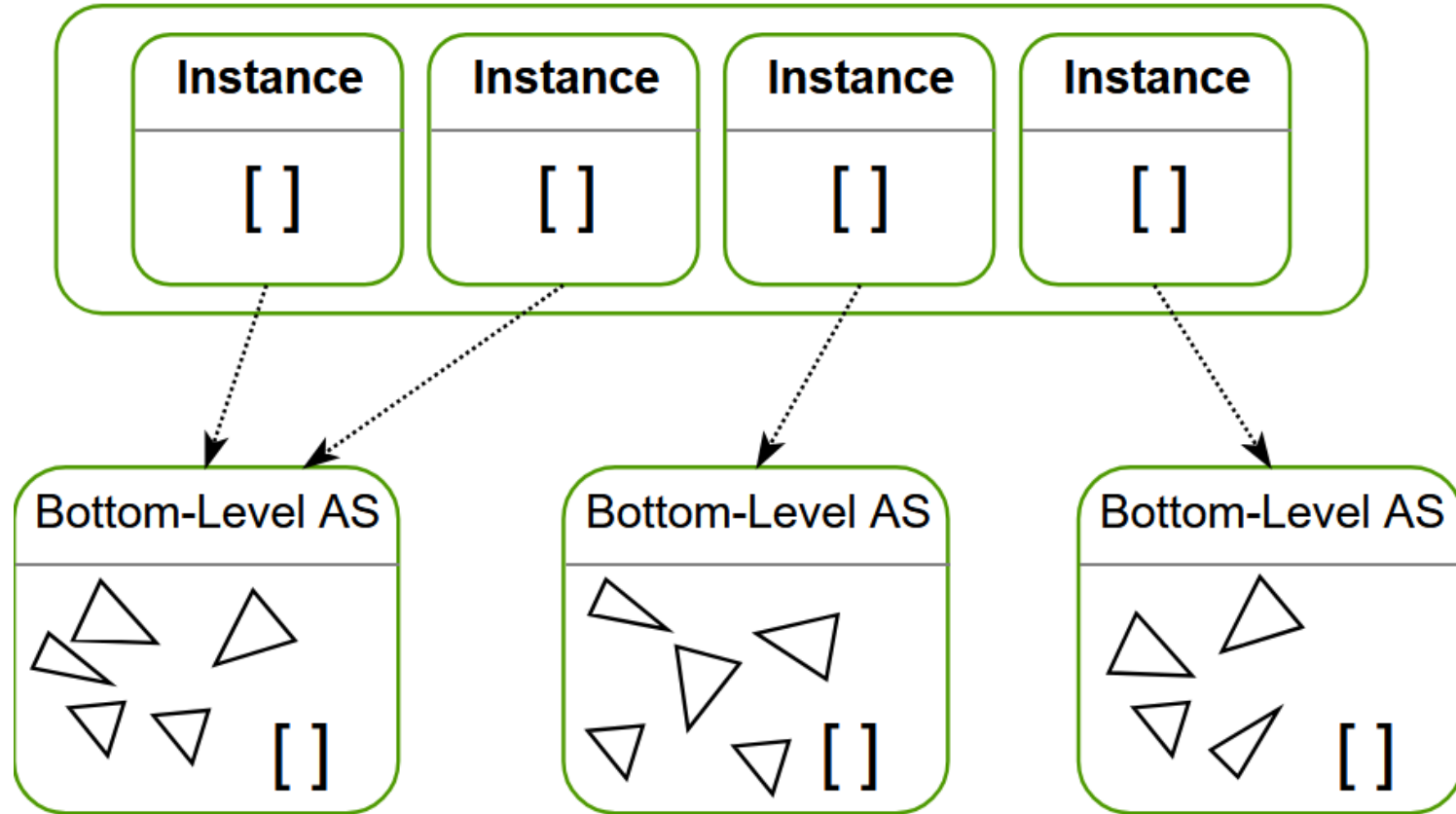
Grundlagen

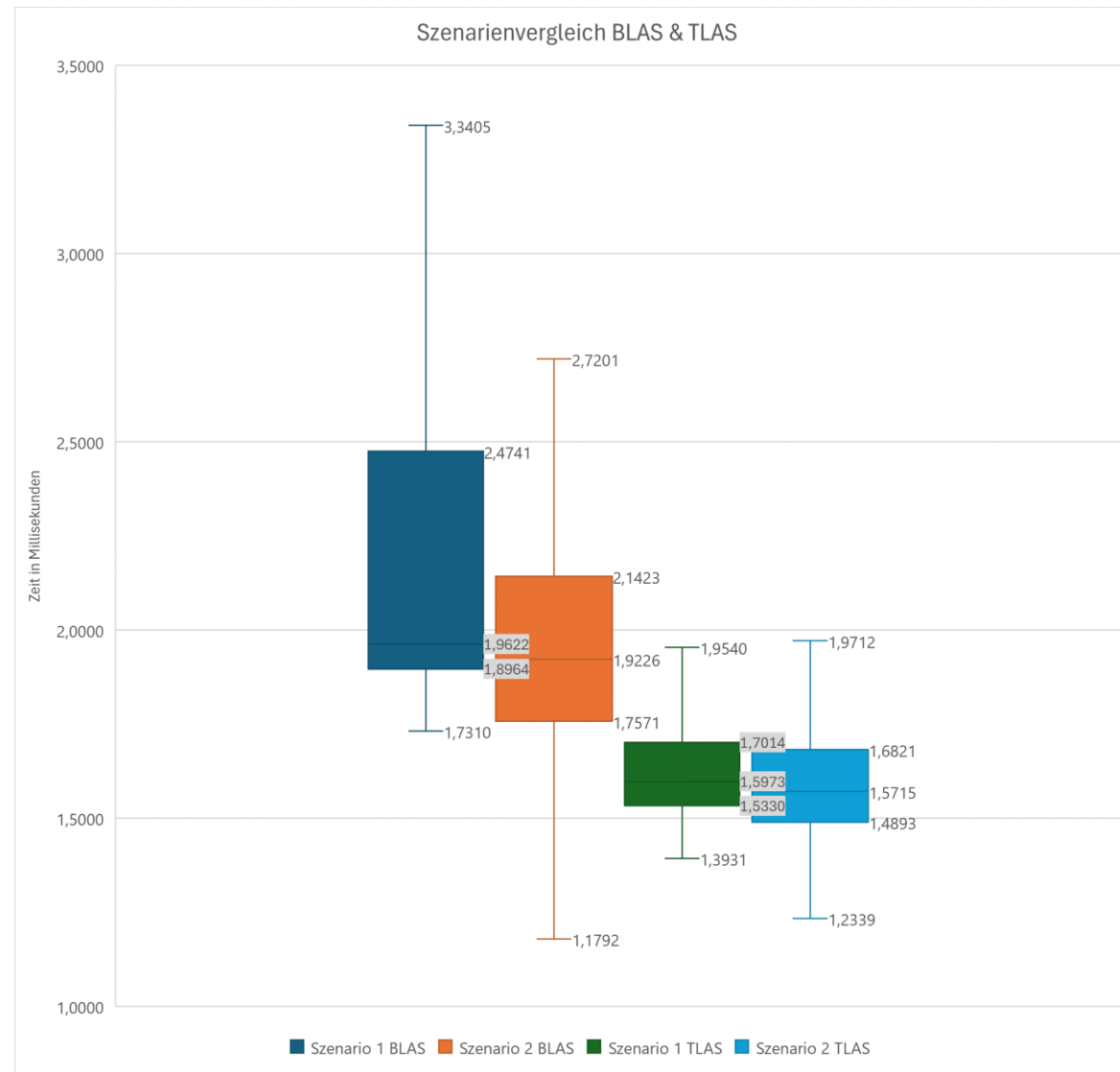


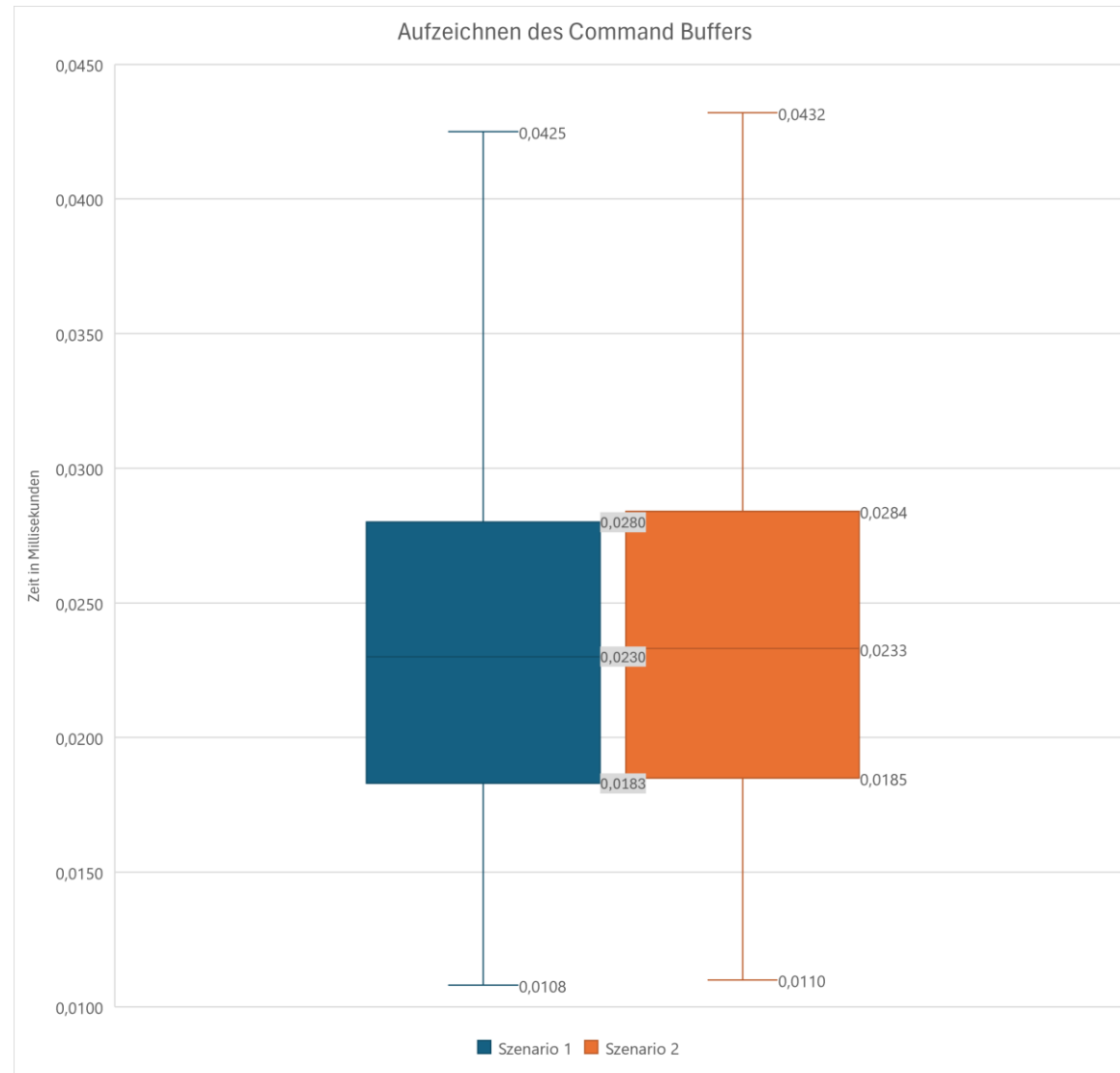


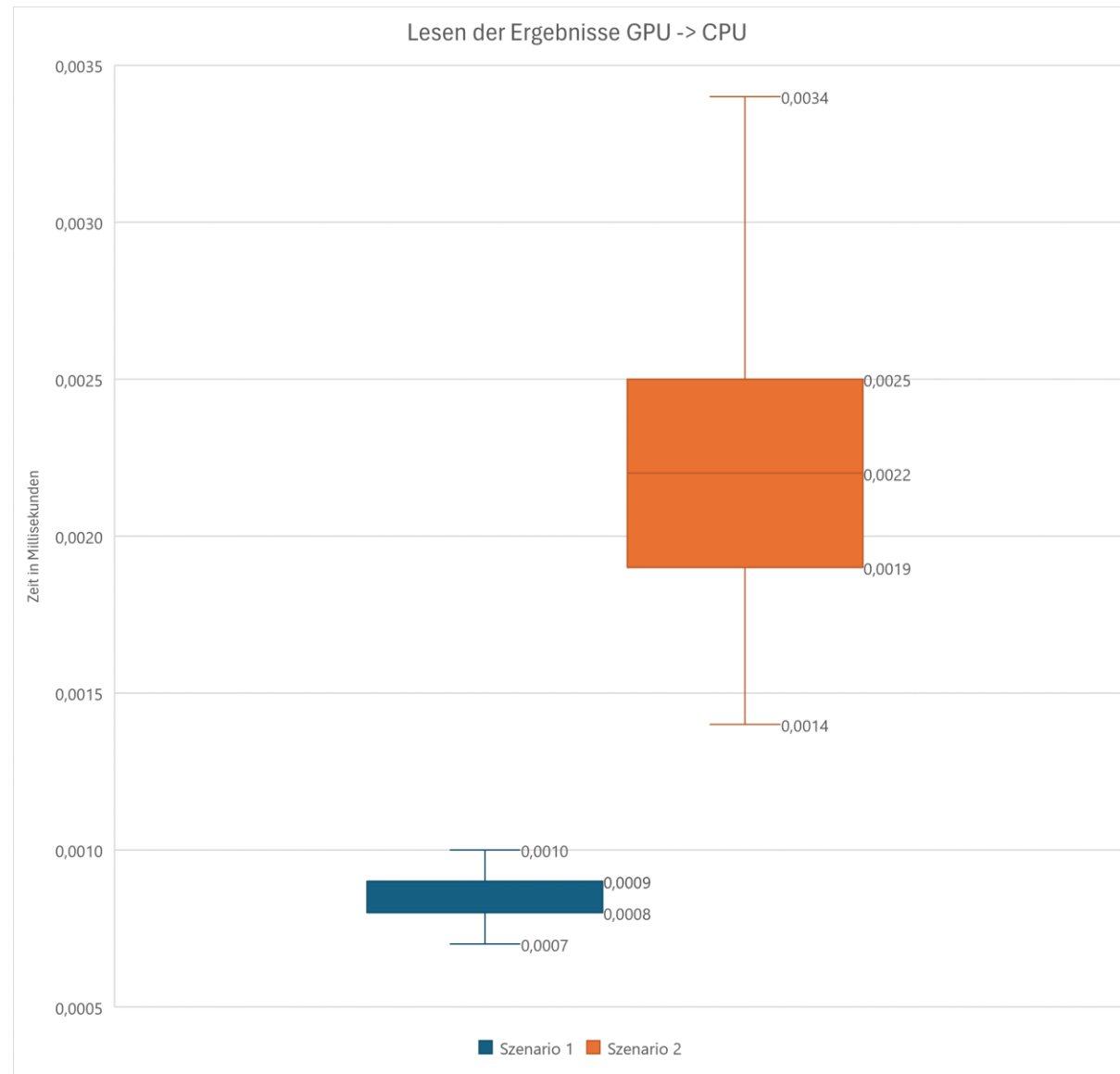


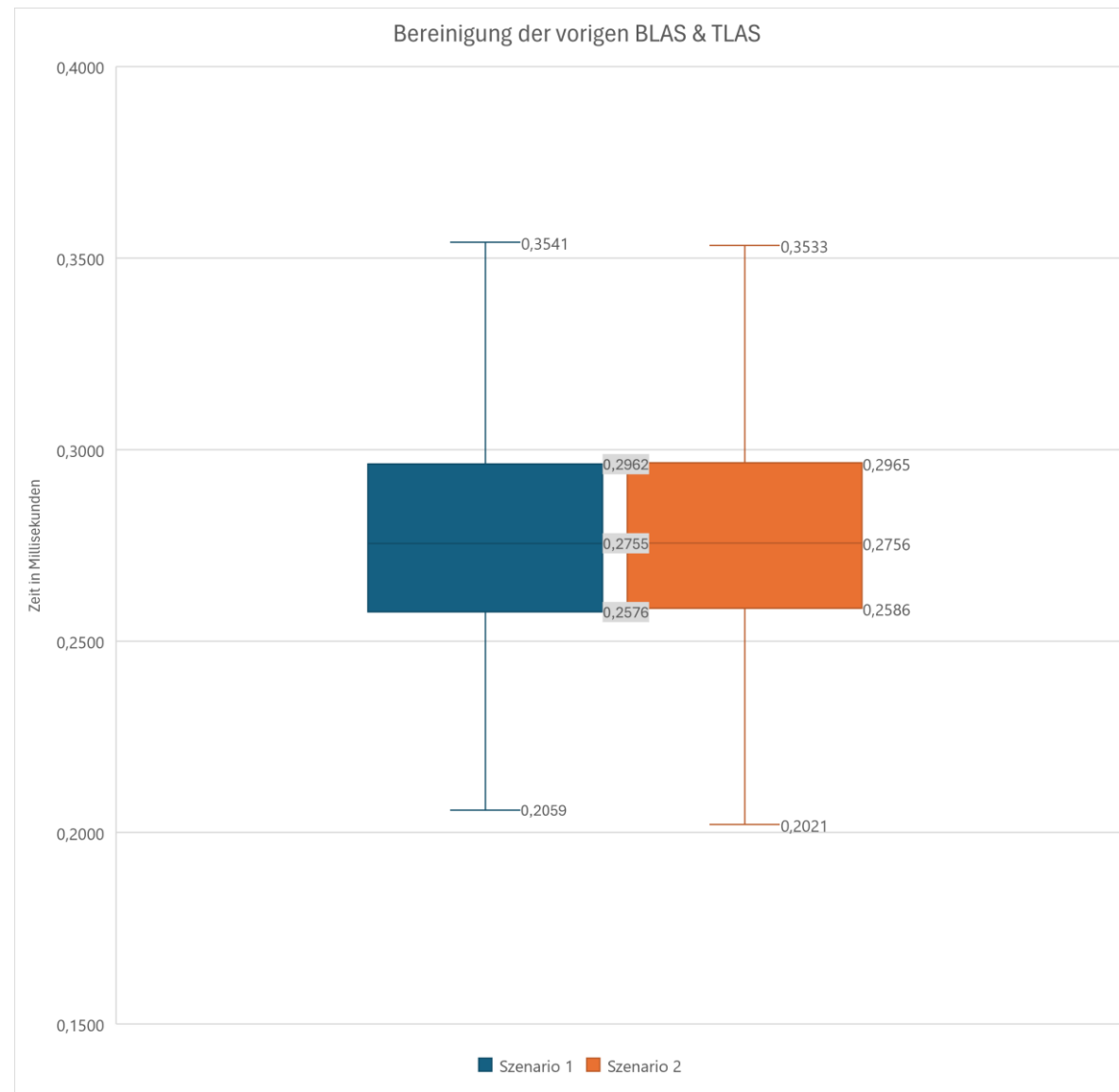
Top Level

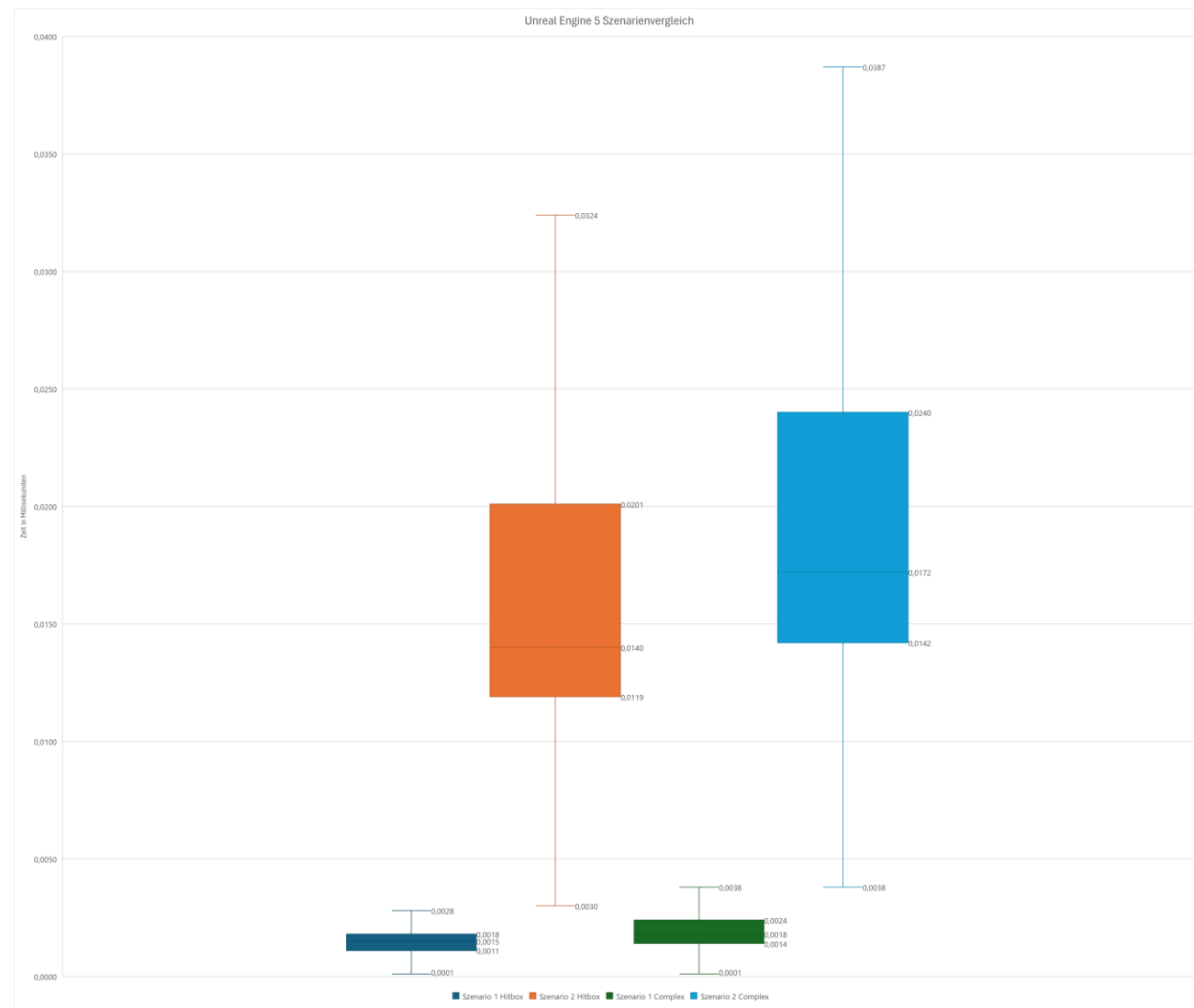








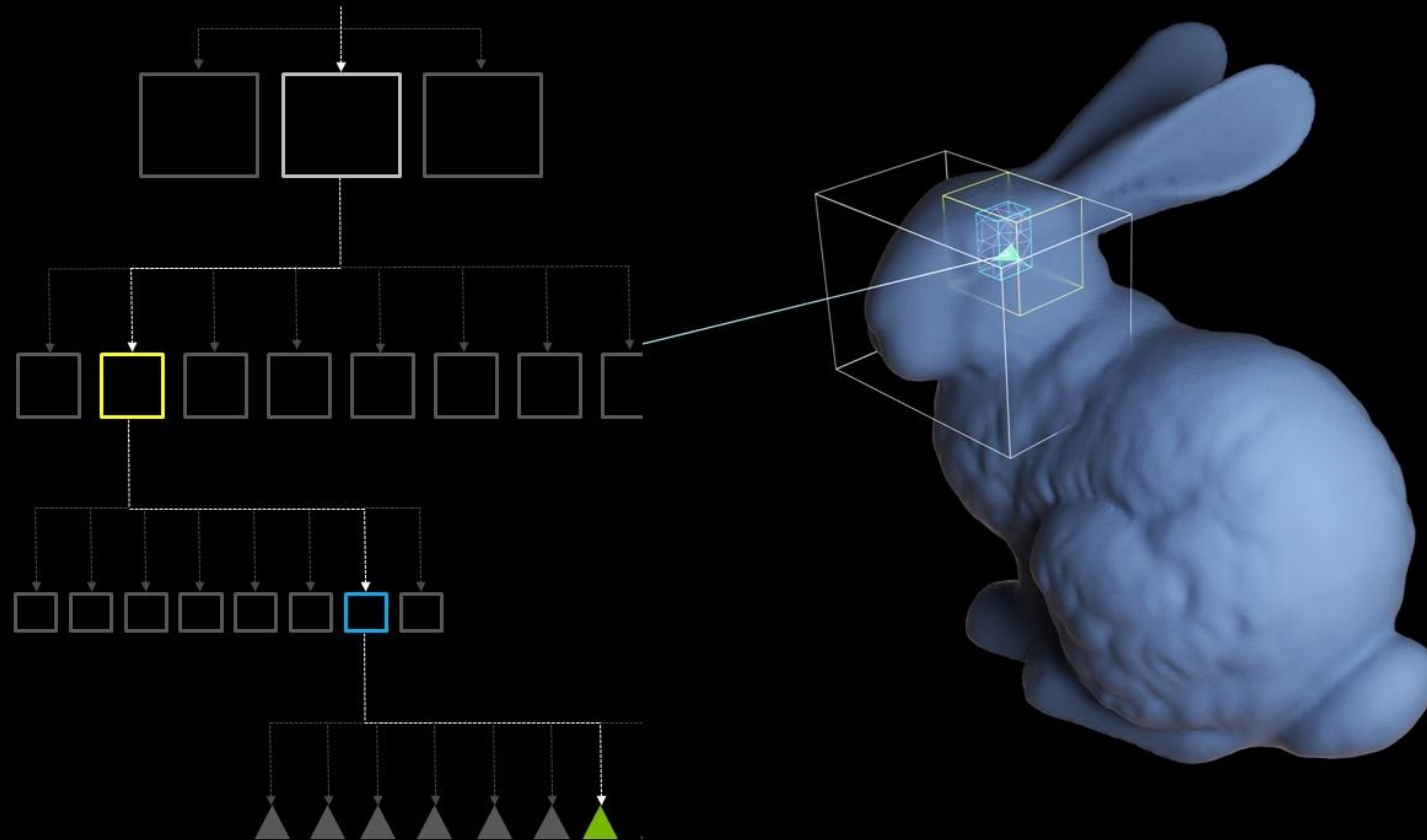


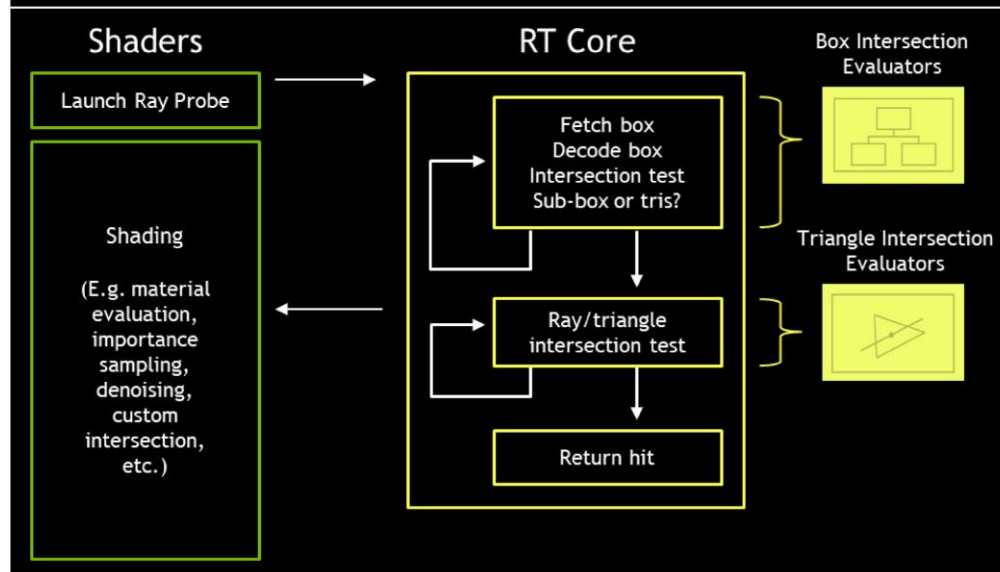
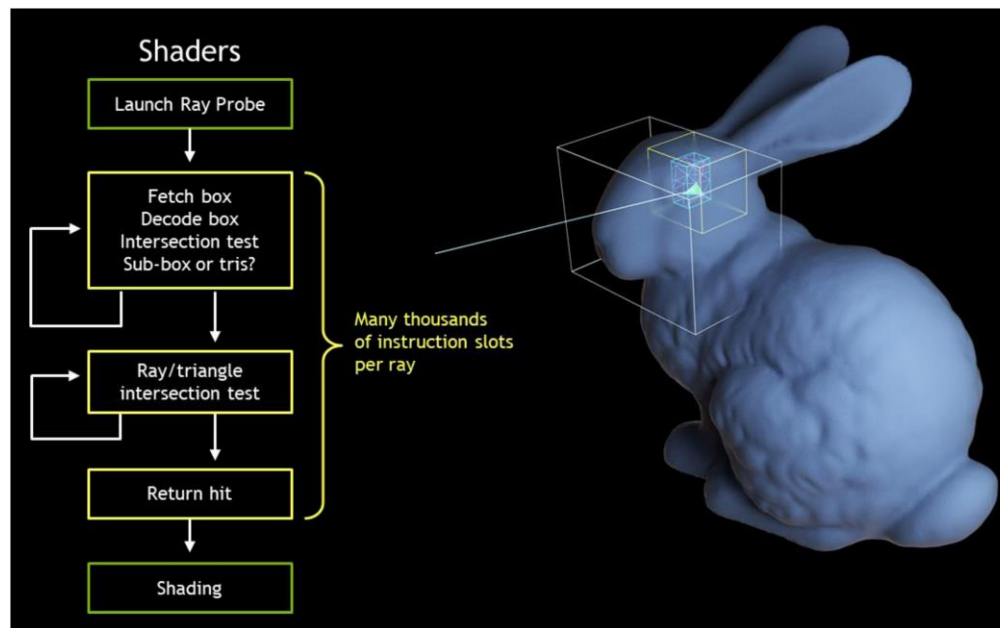




BVH ALGORITHM

Step 4





Quellen

- https://counterstrike.fandom.com/wiki/Hitbox?file=Hitboxes_comparison_old_new.png
- <https://www.youtube.com/watch?v=1EuZEmoRU4A>
- <https://www.nvidia.com/content/PDF/nvidia-ampere-ga-102-gpu-architecture-whitepaper-v2.1.pdf>
- <https://www.informatec.com/de/machine-learning-maschinelles-lernen>
- https://en.wikipedia.org/wiki/File:Vulkan_API_logo.svg
- <https://de.m.wikipedia.org/wiki/Datei:Opengl-logo.svg>
- <https://www.unrealengine.com/en-US/branding>