

RTX-Explore

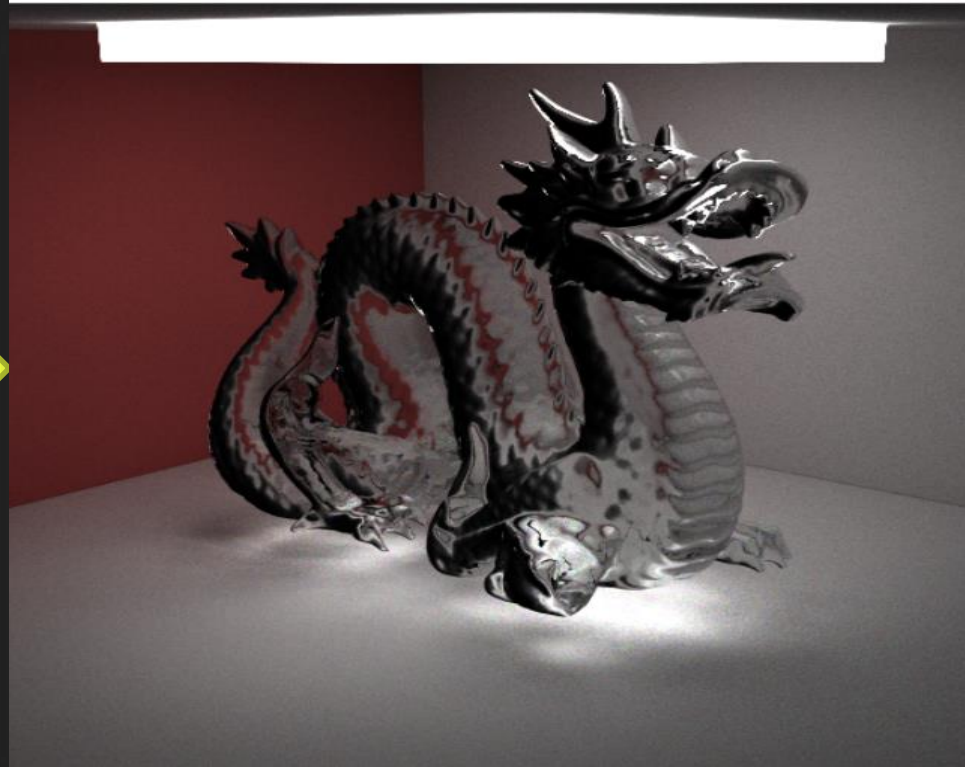
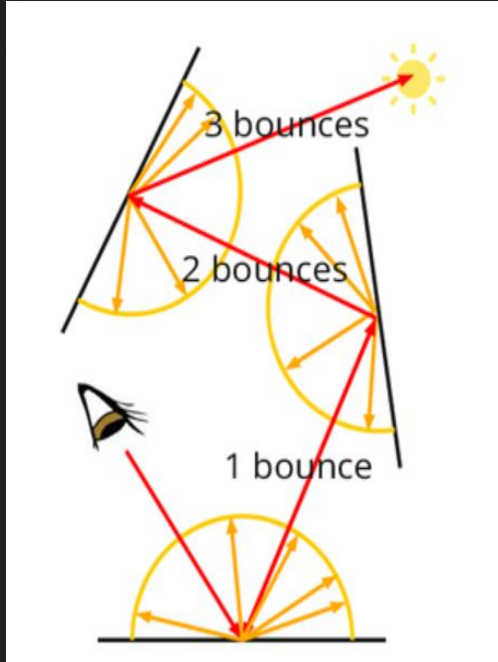
github.com/rtx-on/rtx-explore

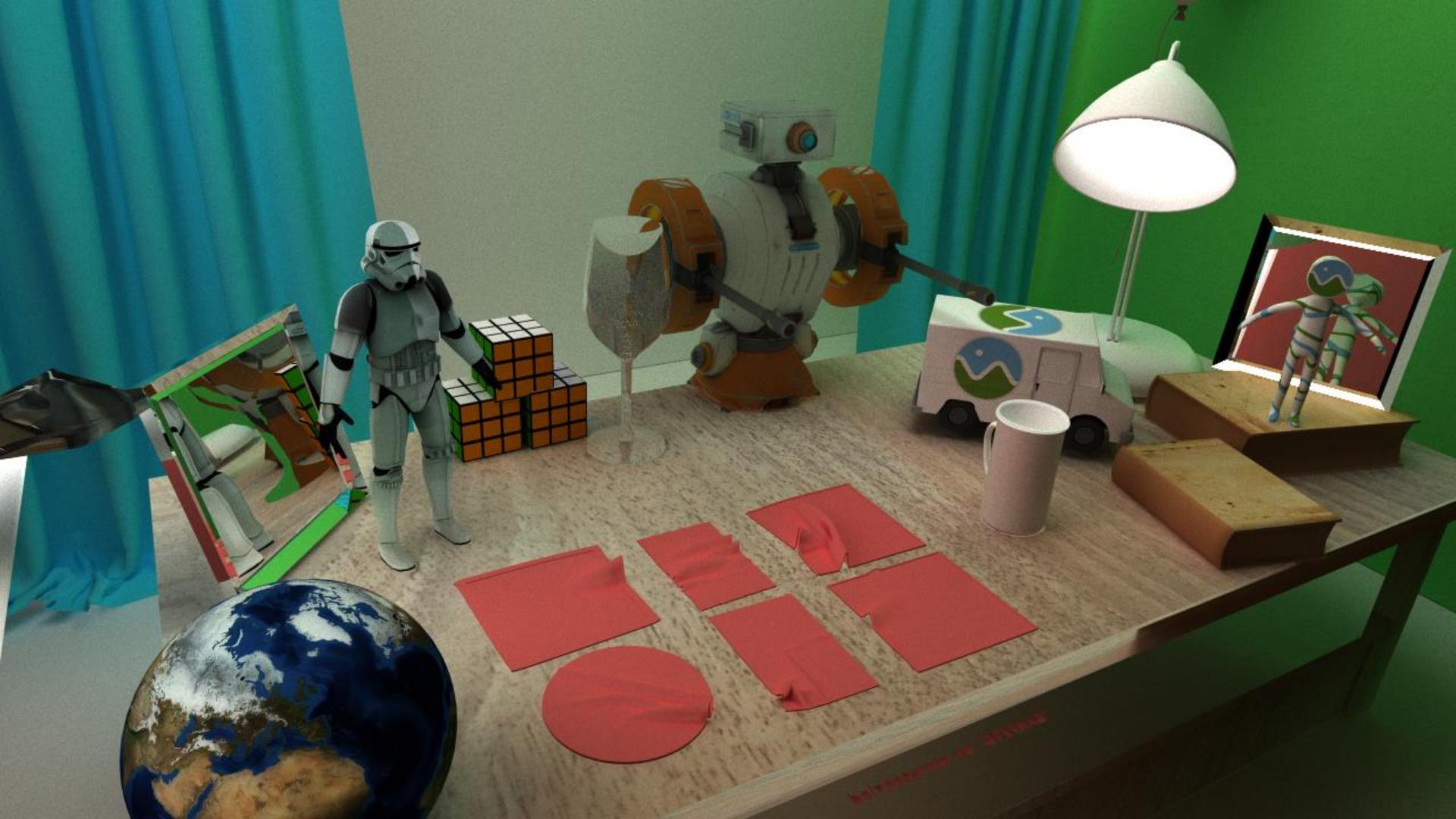


Path Tracer

Liam Dugan · Henry Zhu · Ziad Ben Hadj-Alouane

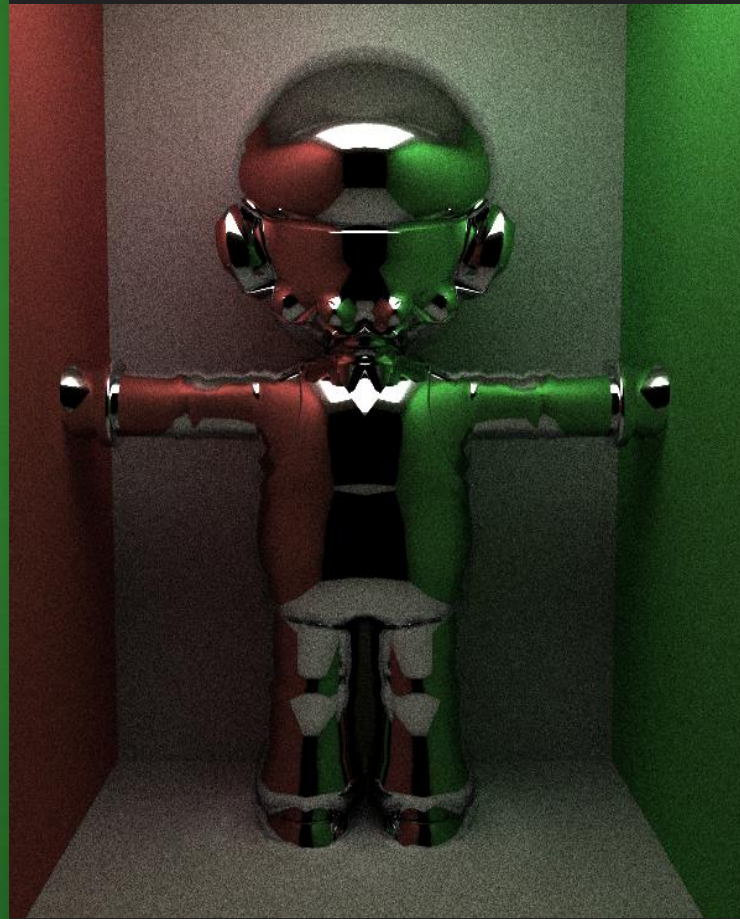
What is a Path Tracer?









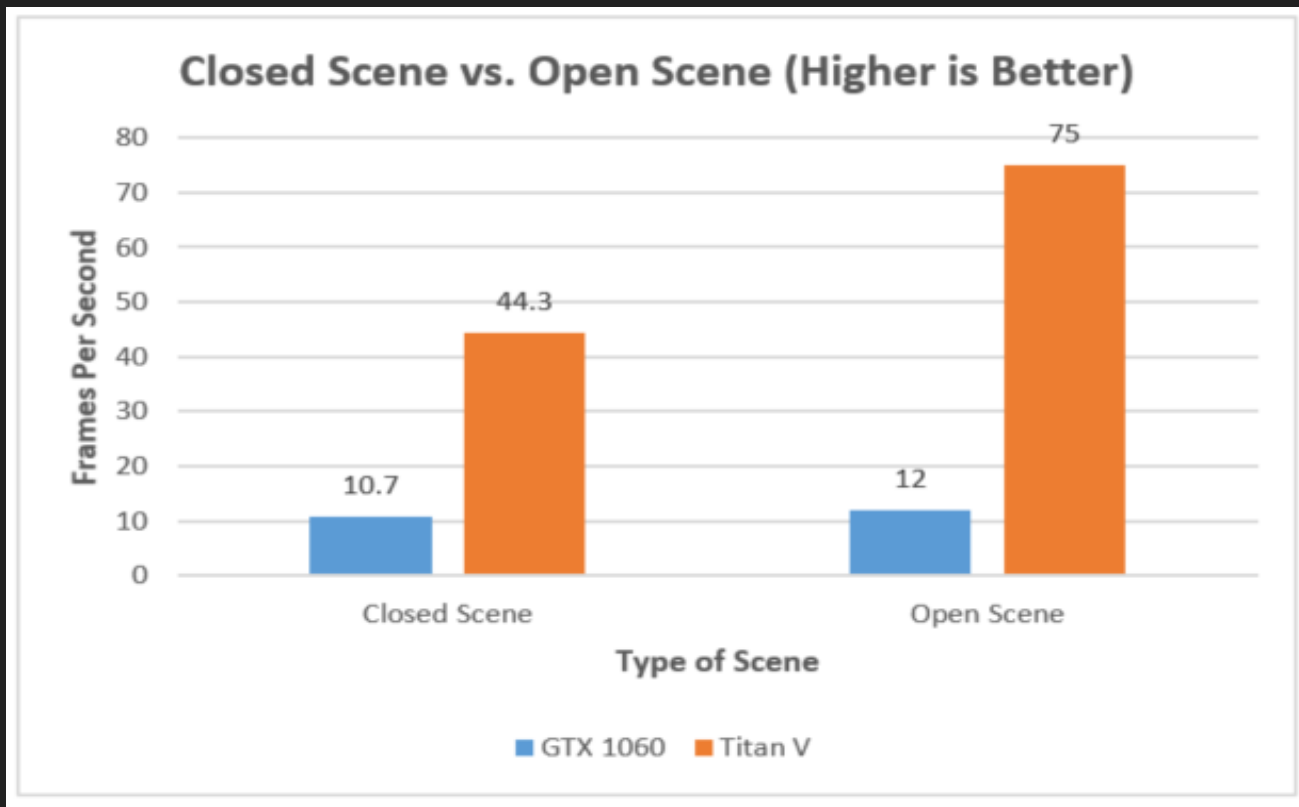


Features

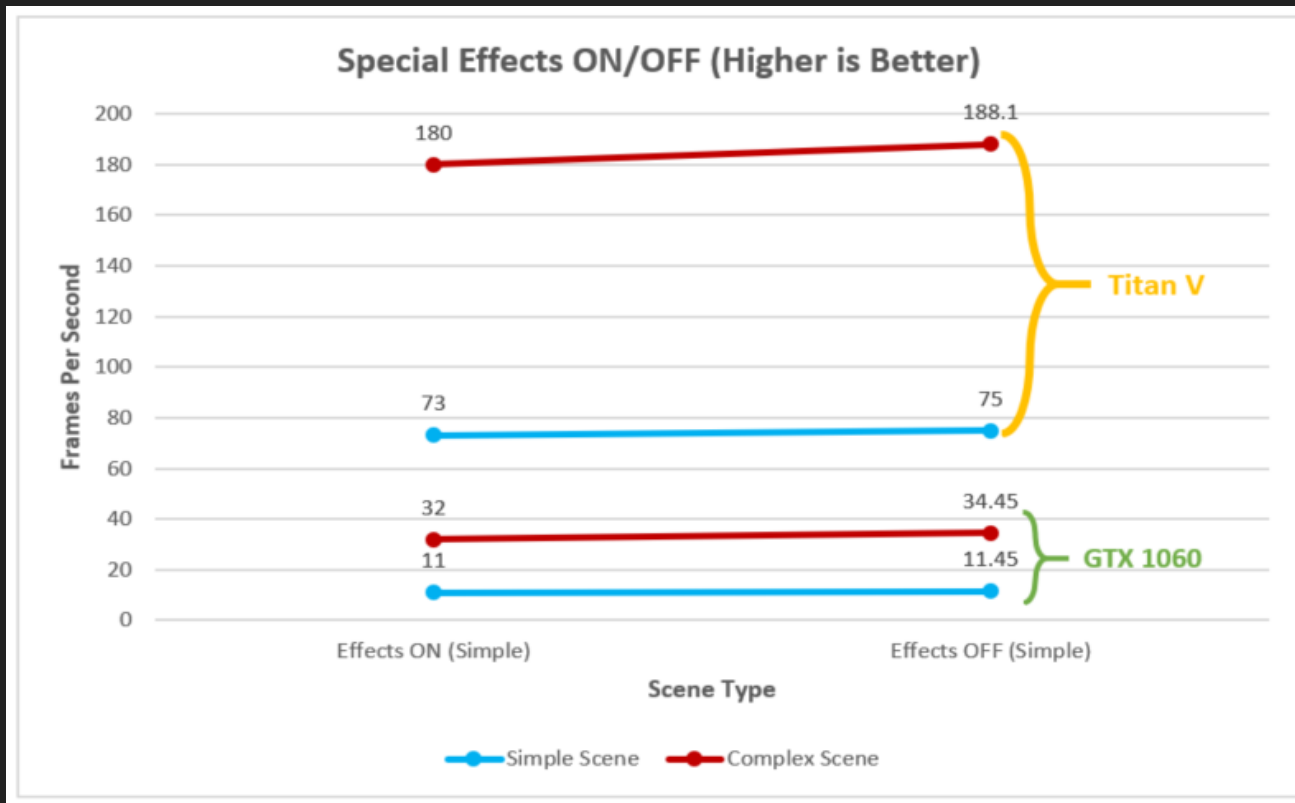
1. **glTF** scenes & **.obj** meshes loading
2. **Texture** loading & **normal mapping**
3. **Materials** - Diffuse/specular/dispersive/transmittive
4. **Subsurface Scattering**
5. Scene Building with **GUI**
6. **Anti-aliasing** & **depth of field**

Live Demo:
Release Code at
[github.com/rtx-on/rtx-
explore/releases](https://github.com/rtx-on/rtx-explore/releases)

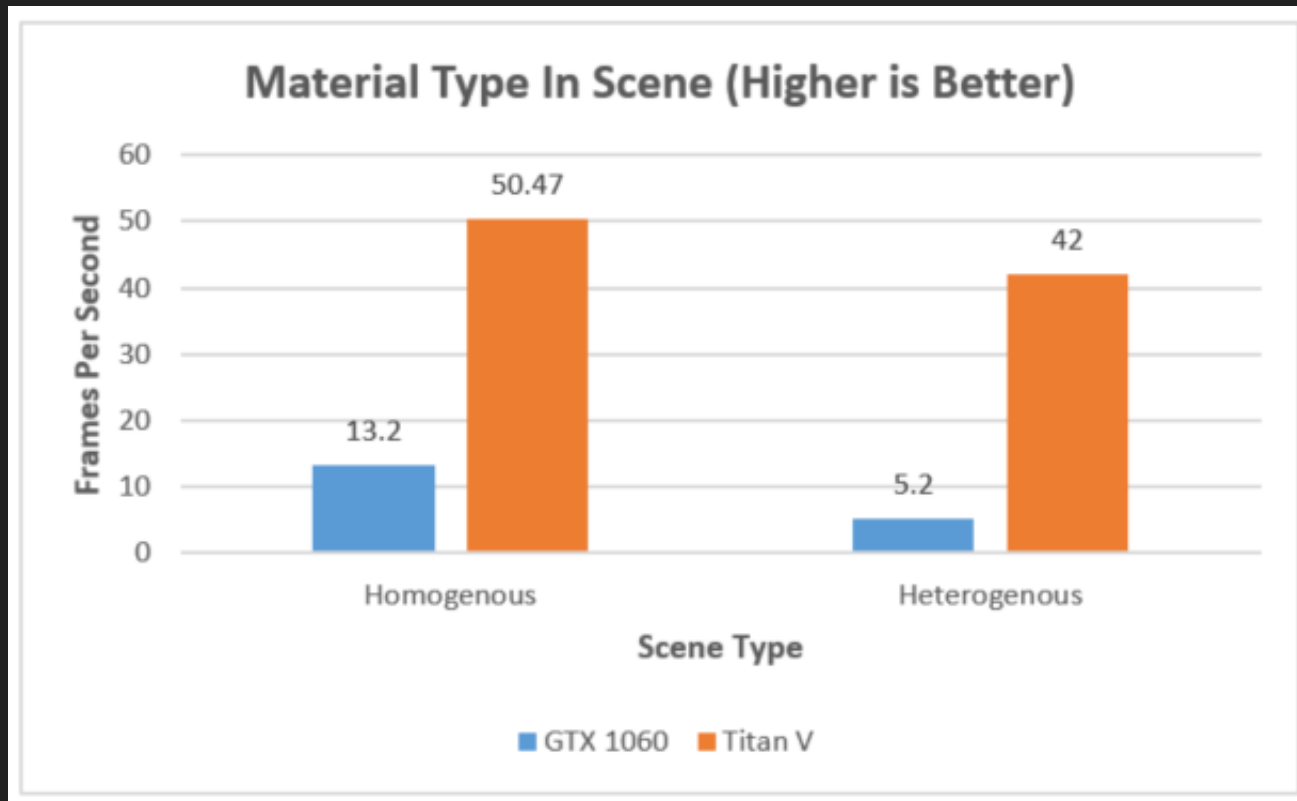
Closed vs. Open scenes



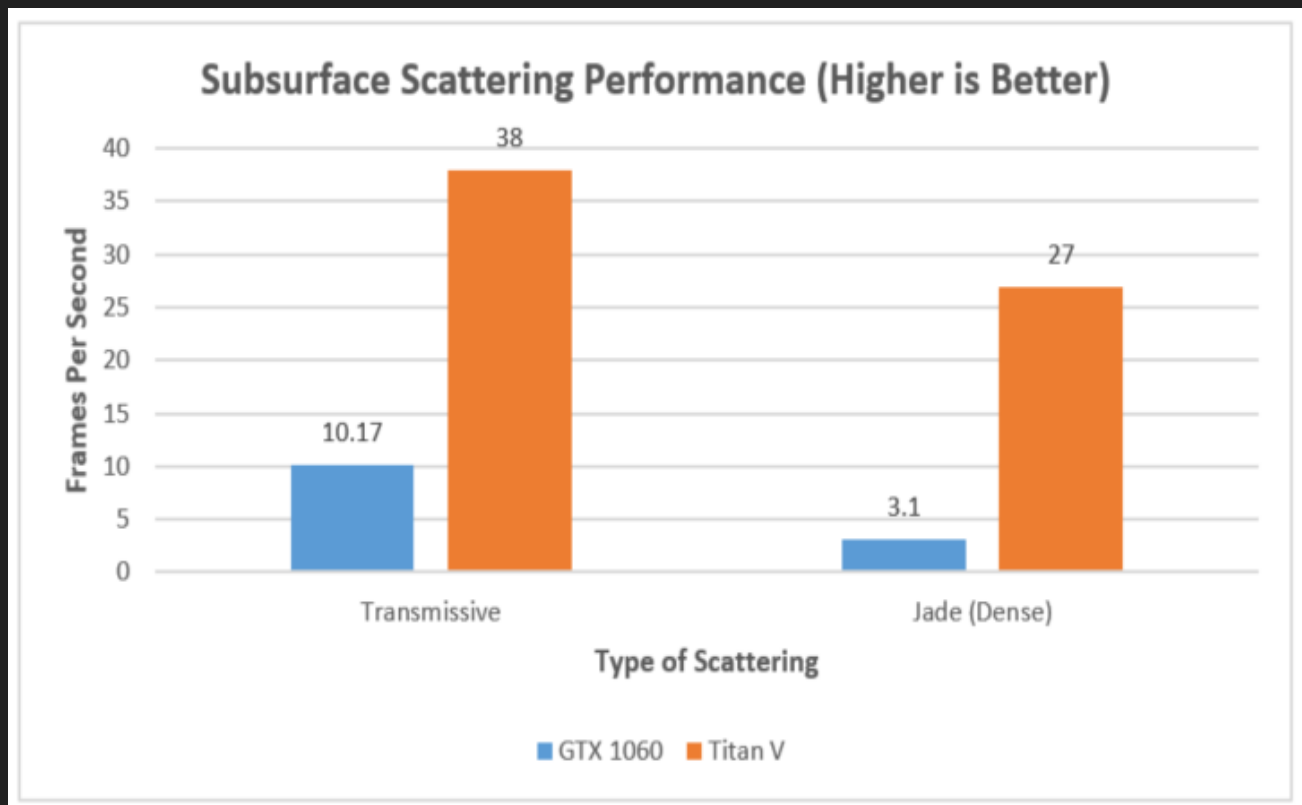
Special Effects



Material Types



Subsurface Scattering



Thank you!

RTX-Explore

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