

# RTX-Explore

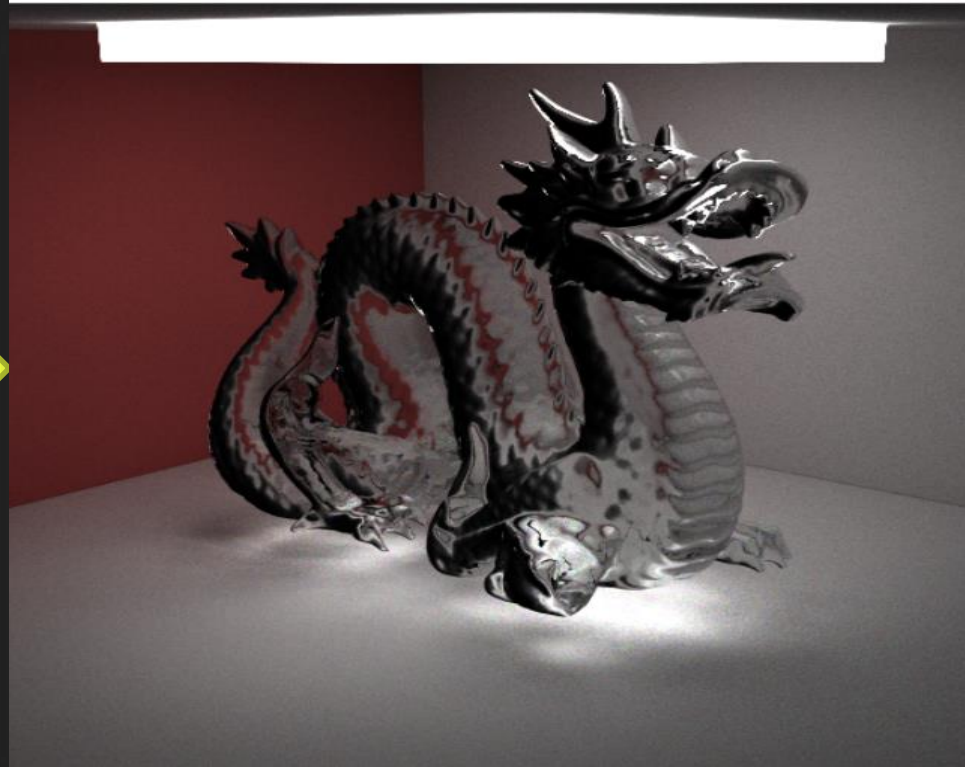
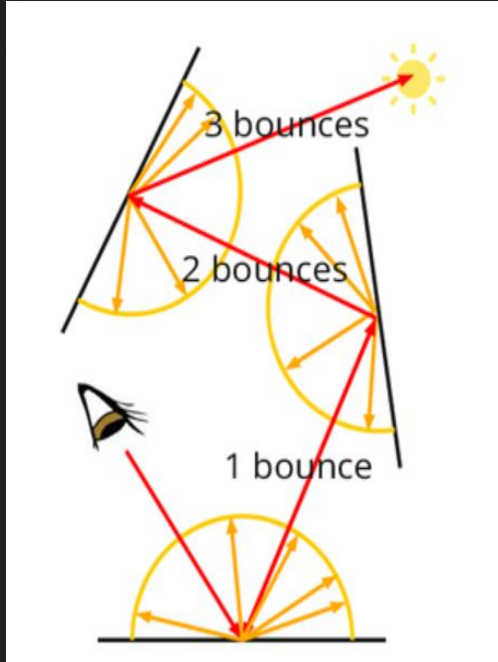
[github.com/rtx-on/rtx-explore](https://github.com/rtx-on/rtx-explore)

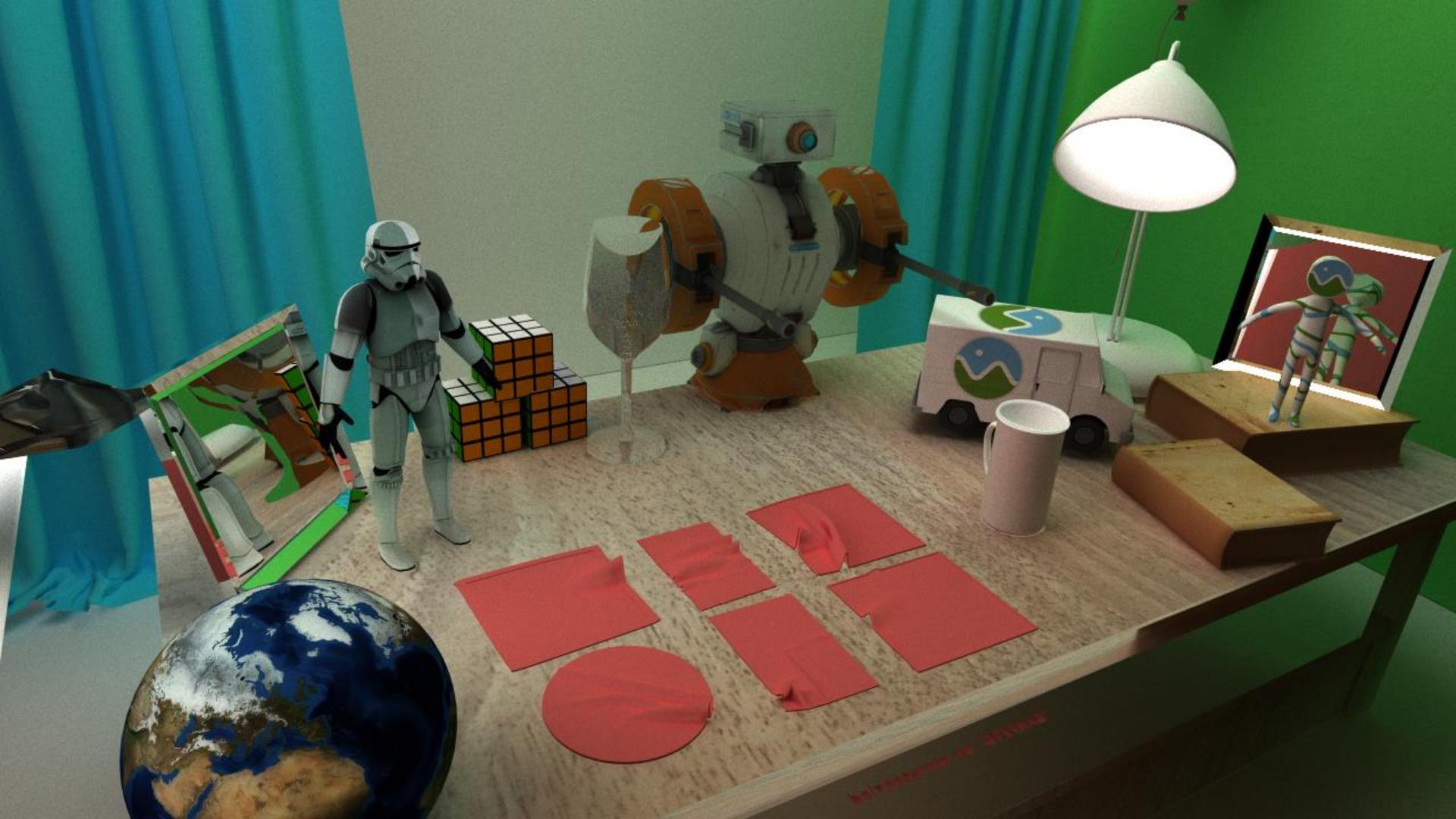


## Path Tracer

Liam Dugan · Henry Zhu · Ziad Ben Hadj-Alouane

# What is a Path Tracer?



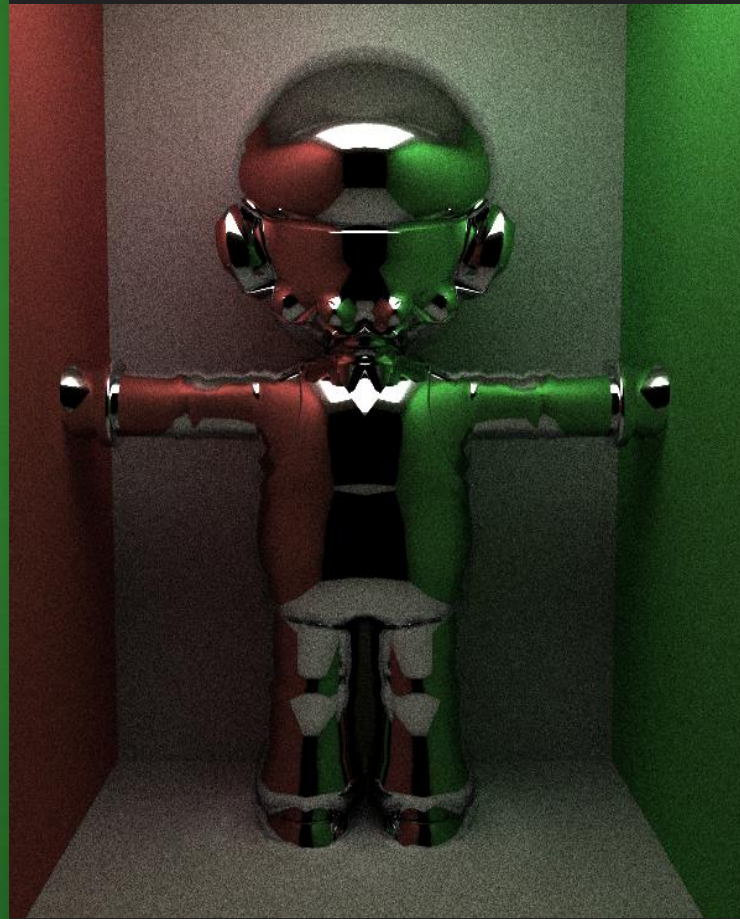


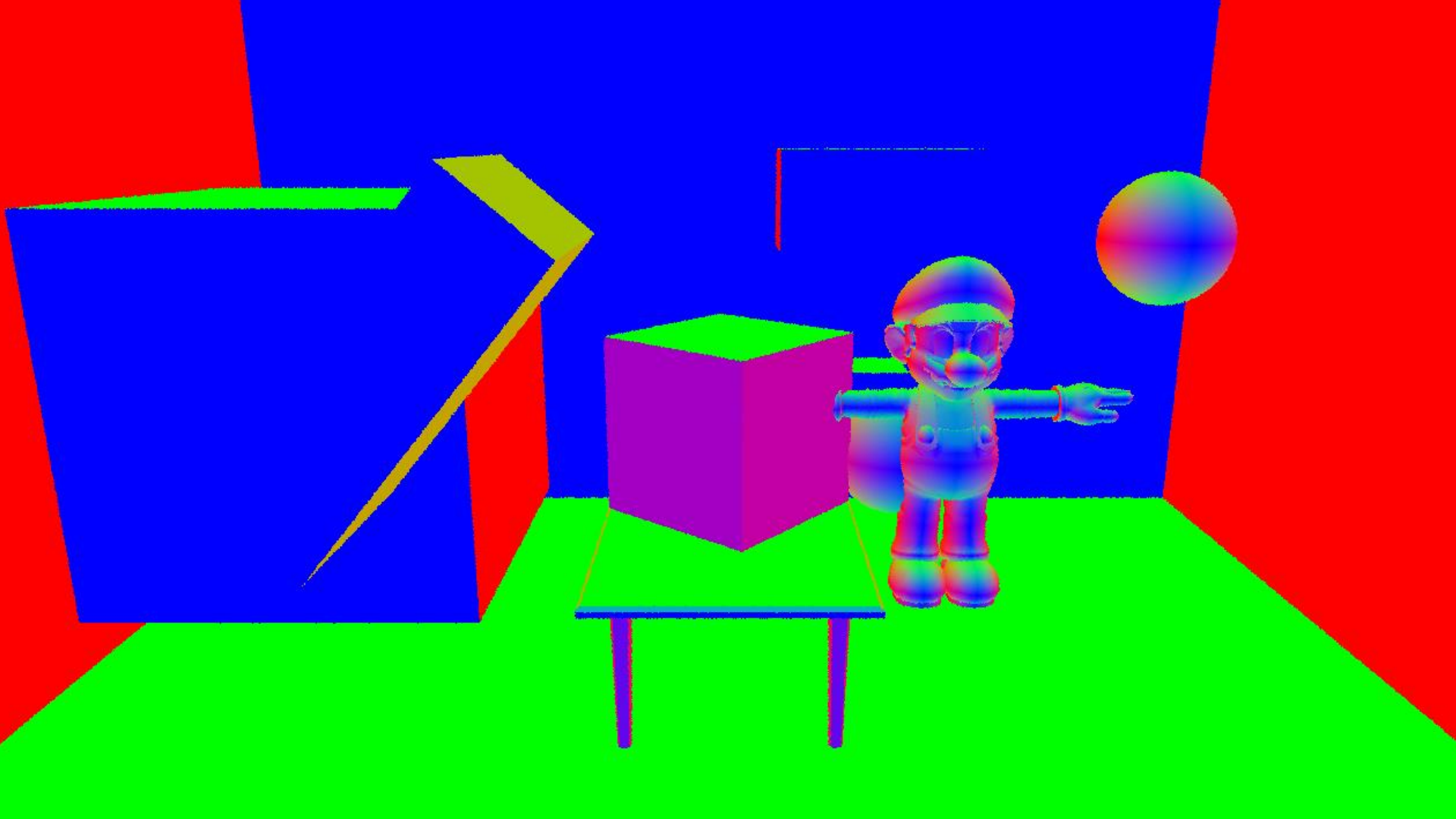












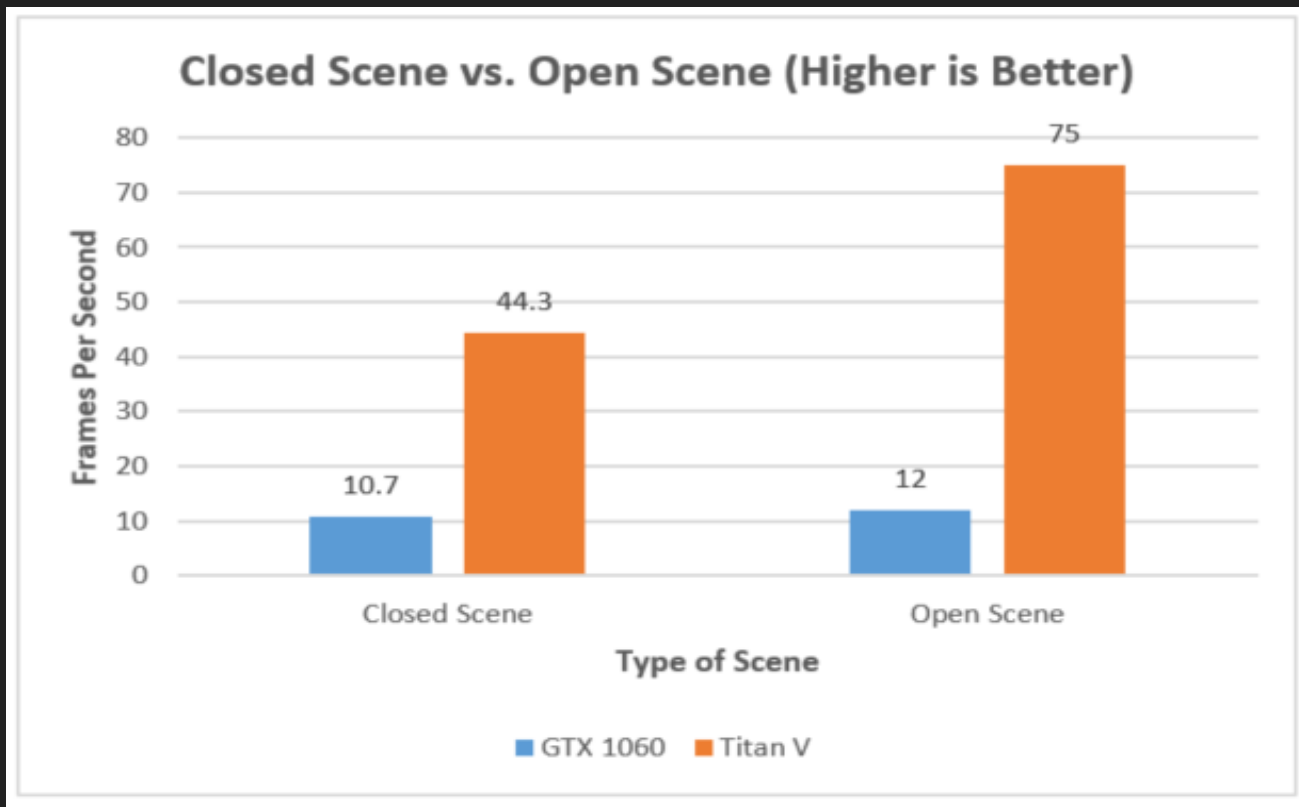
# Features

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

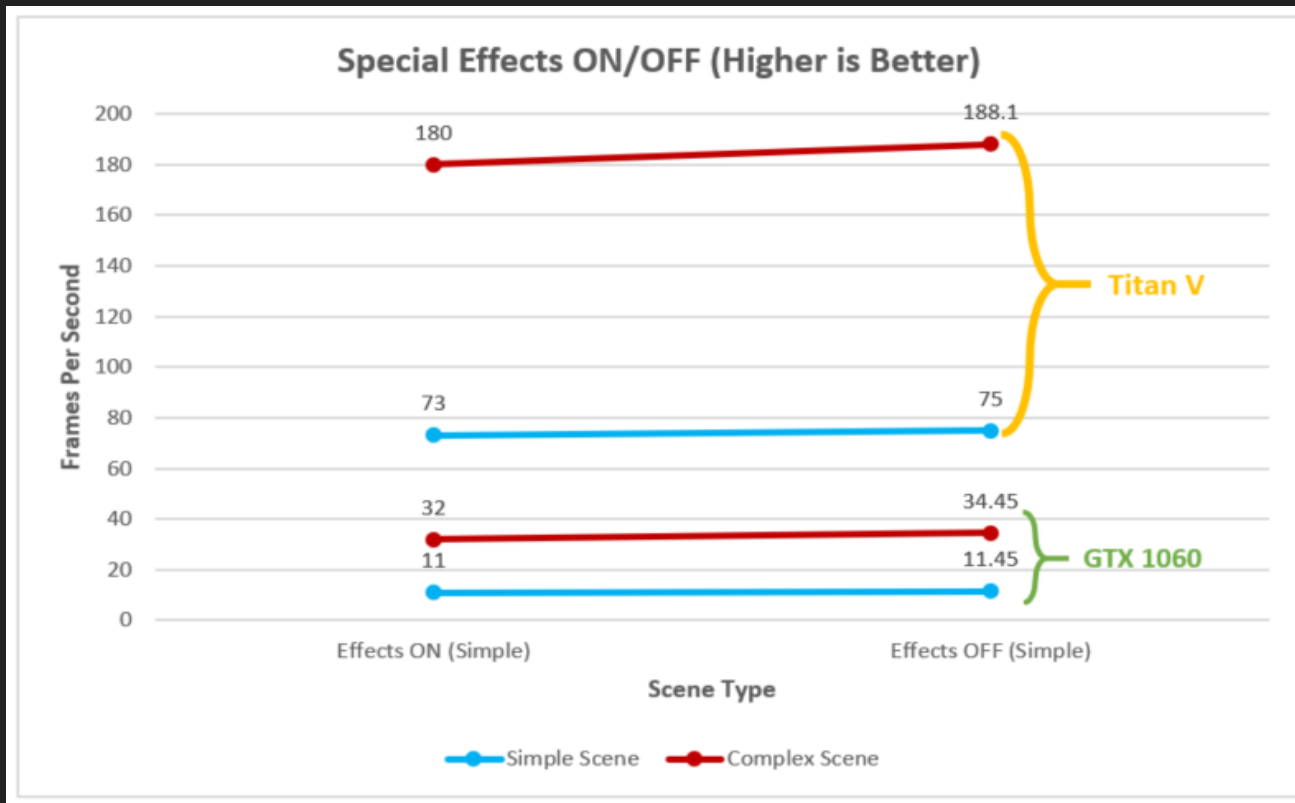


Live Demo:  
Release Code at  
[github.com/rtx-on/rtx-  
explore/releases](https://github.com/rtx-on/rtx-explore/releases)

# Closed vs. Open scenes

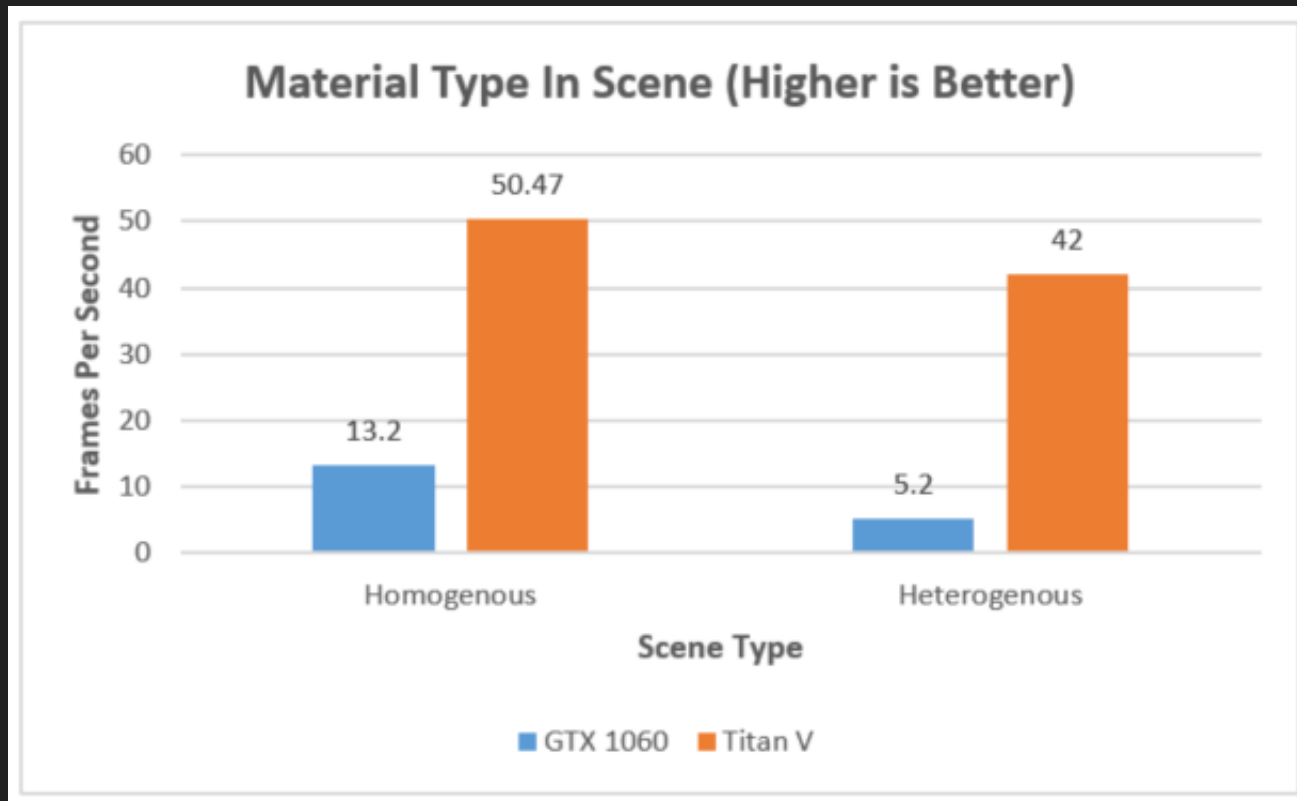


# Special Effects

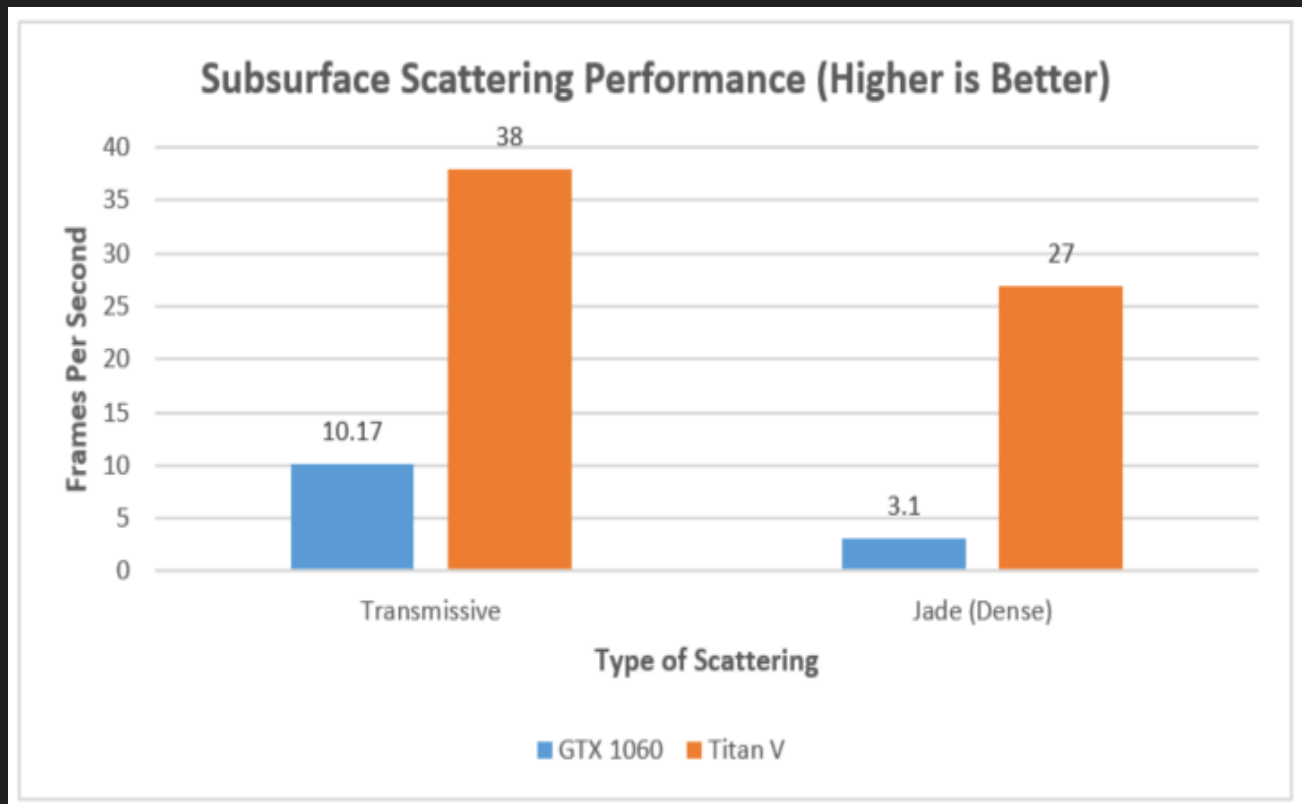




# Material Types



# Subsurface Scattering



# Shortcomings

1. DirectX12 **optimizations**
2. **Comparison** to ray traced/rasterized scenes
3. **More effects** in addition to subsurface scattering and AA
4. **Multithreading** loading & rendering



# Thank you!

## RTX-Explore

[github.com/rtx-on/rtx-explore](https://github.com/rtx-on/rtx-explore)



## Path Tracer