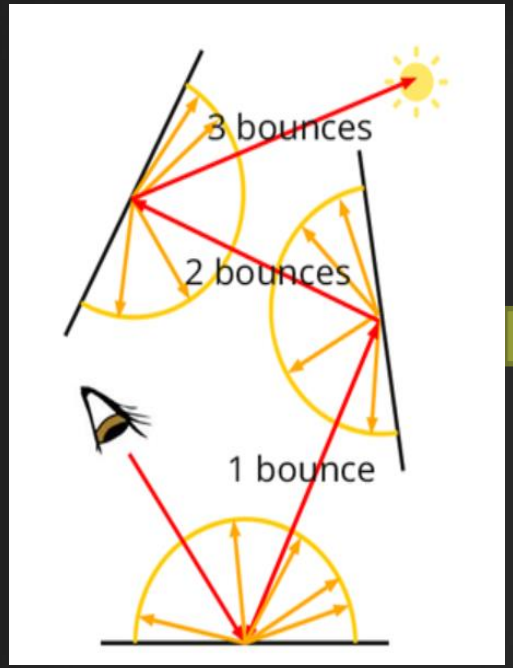
RTX-Explore

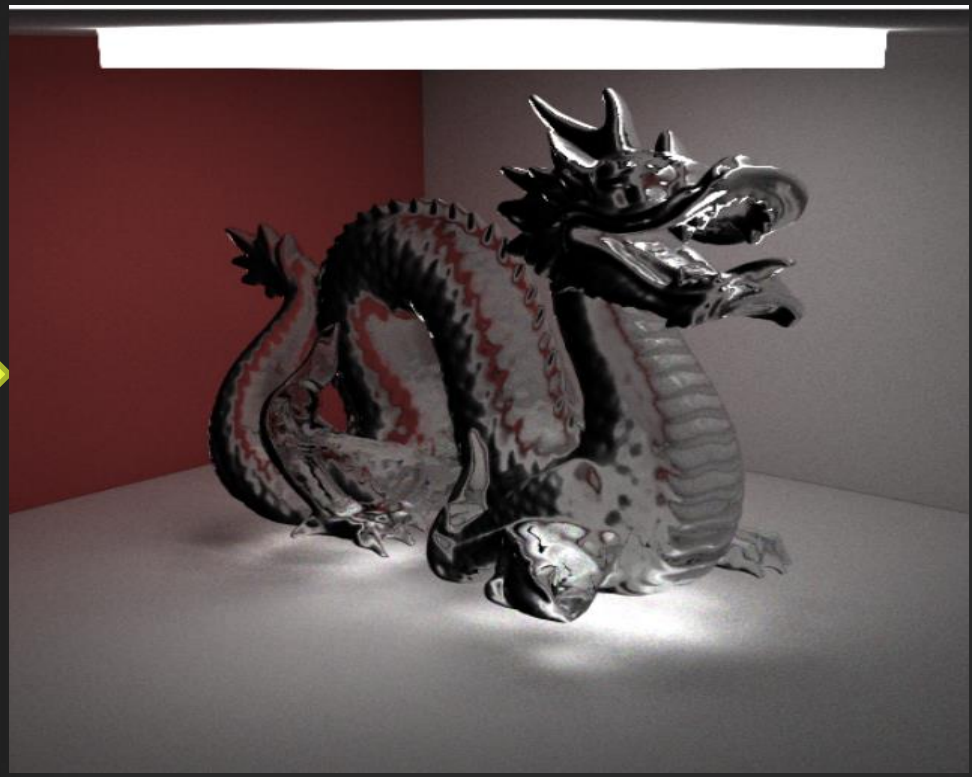
github.com/rtx-on/rtx-explore

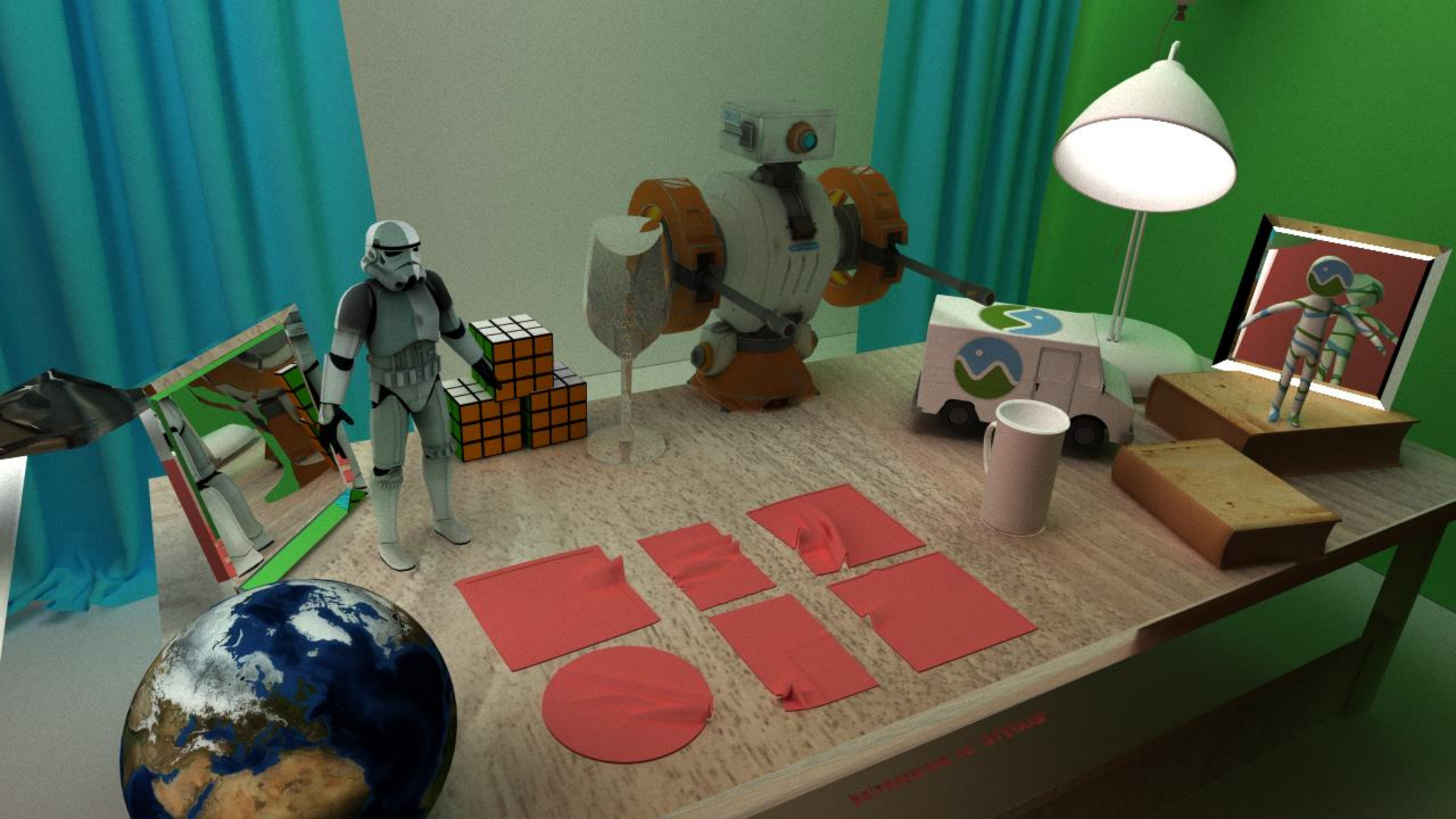
Path Tracer

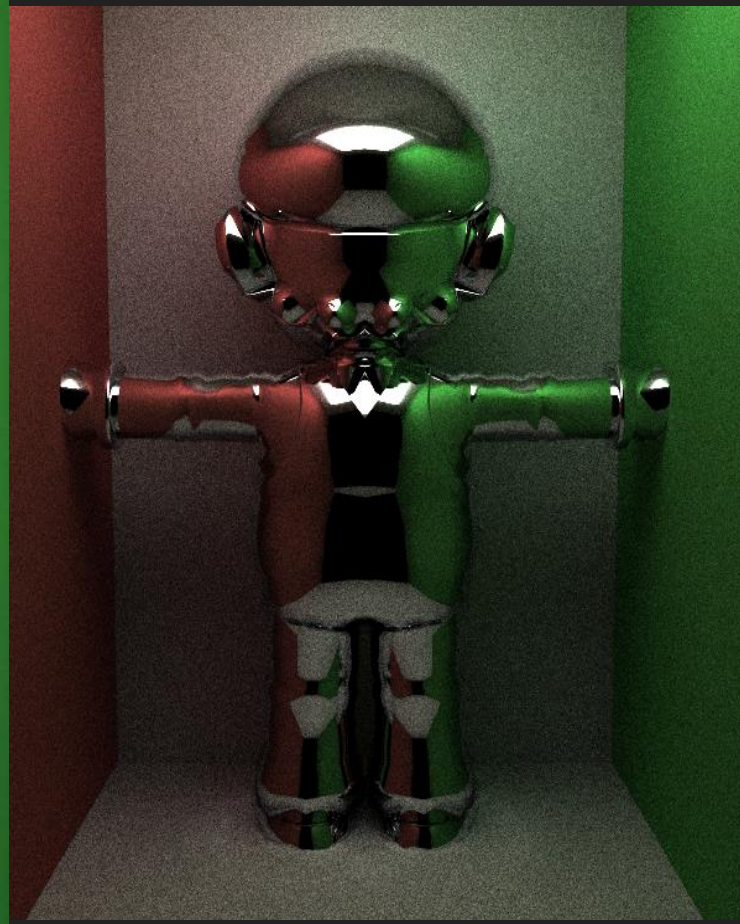
Liam Dugan · Henry Zhu · Ziad Ben Hadj-Alouane

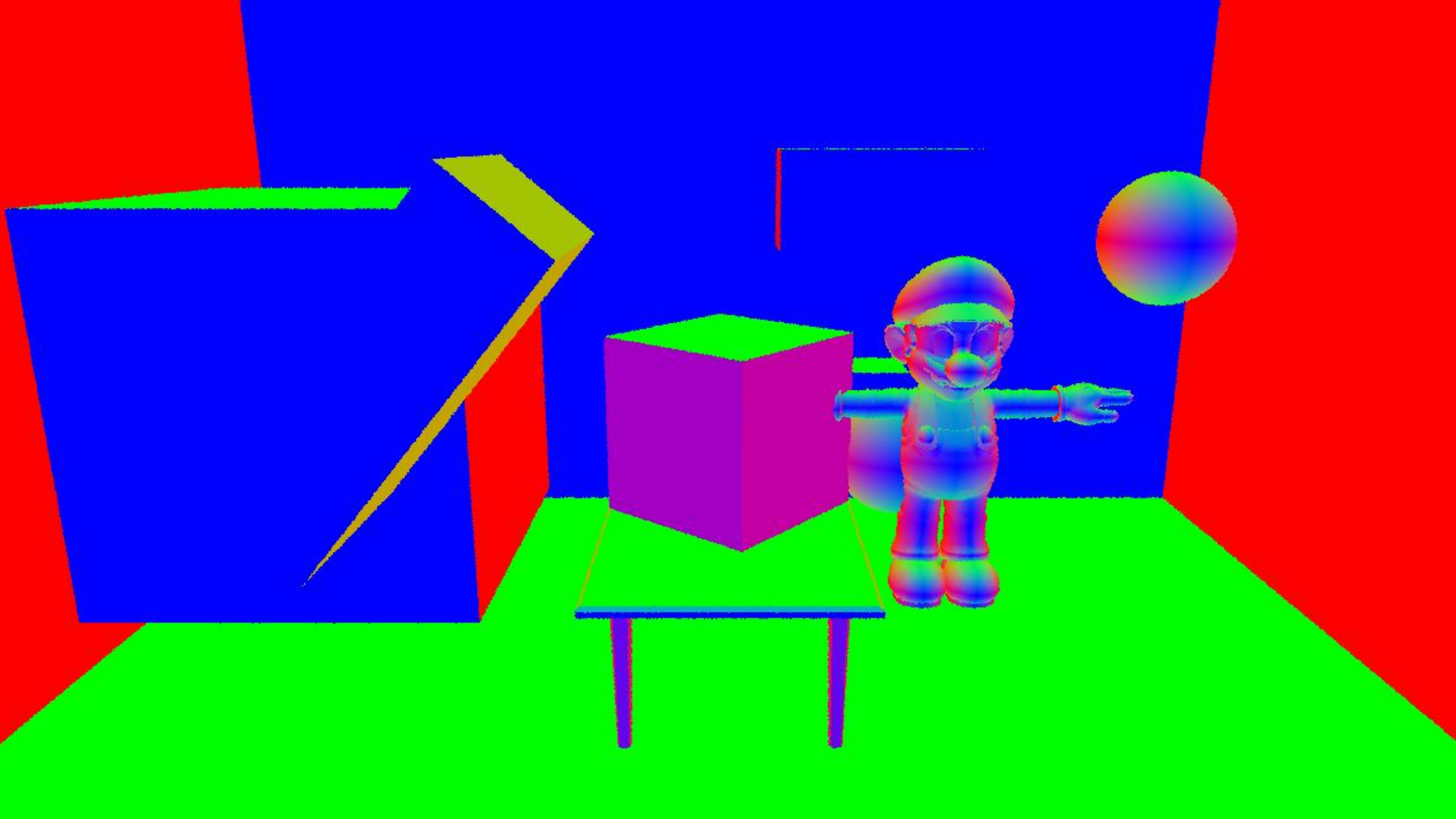
What is a Path Tracer?









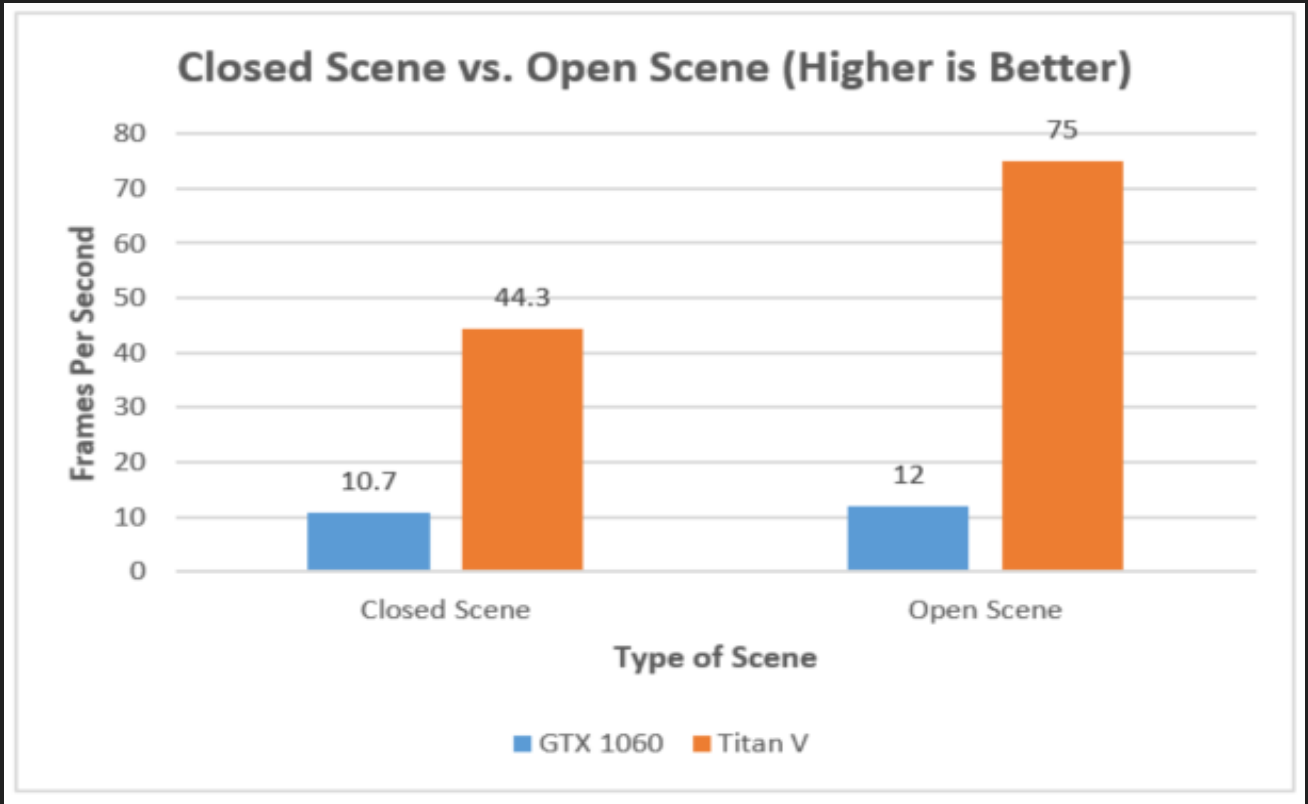


Features

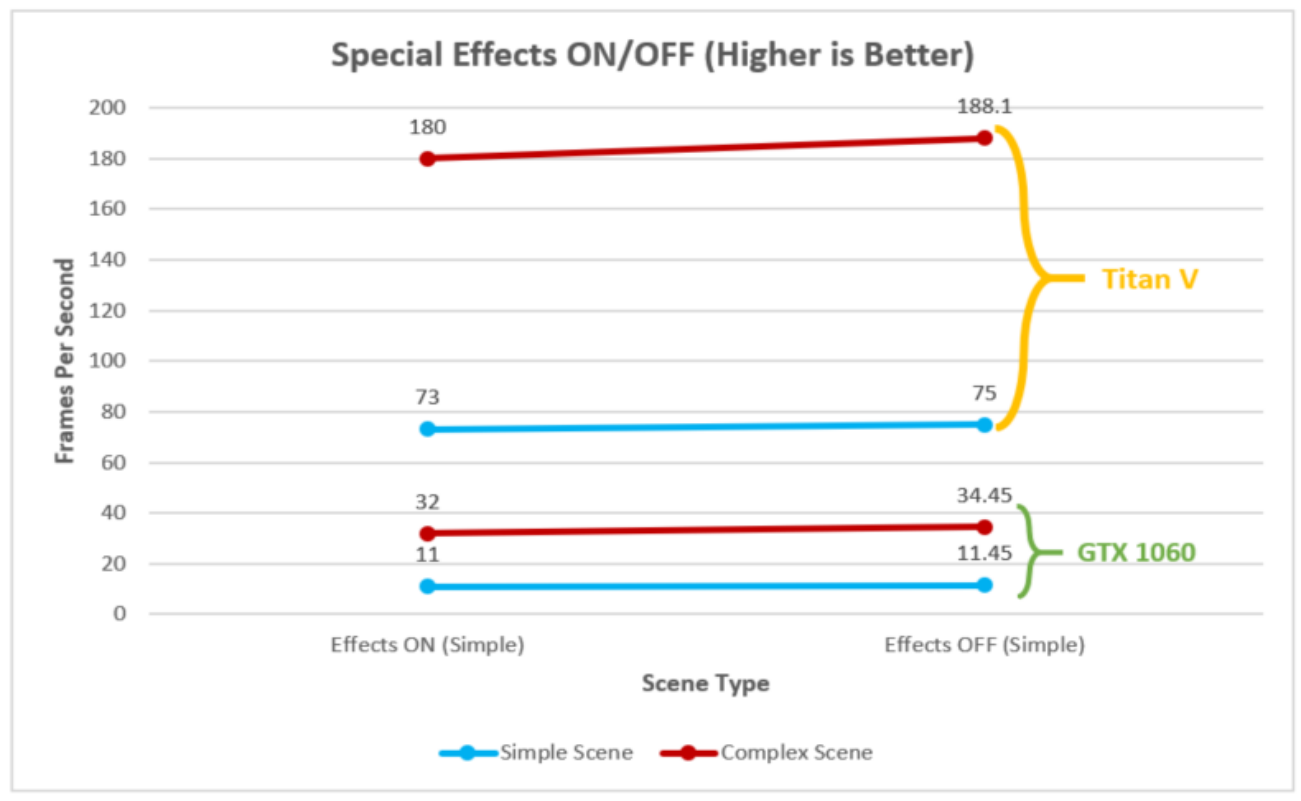
1. glTF scenes & .obj meshes loading
2. Texture loading & normal mapping
3. Materials - Diffuse/specular/dispersive/transmittive
4. Subsurface Scattering
5. Scene Building with GUI
6. Anti-aliasing & depth of field

Live Demo:
Release Code at
github.com/rtx-on/rtx-explore/releases

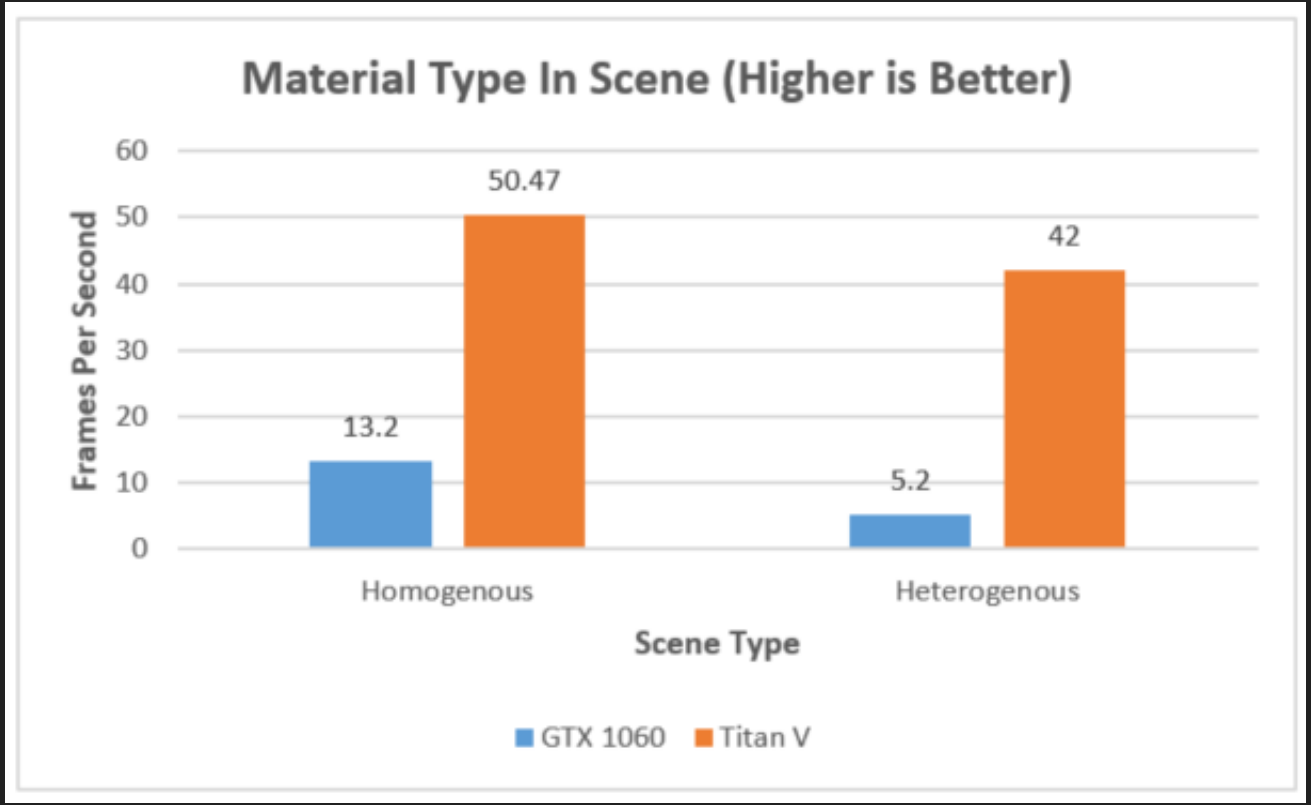
Closed vs. Open scenes



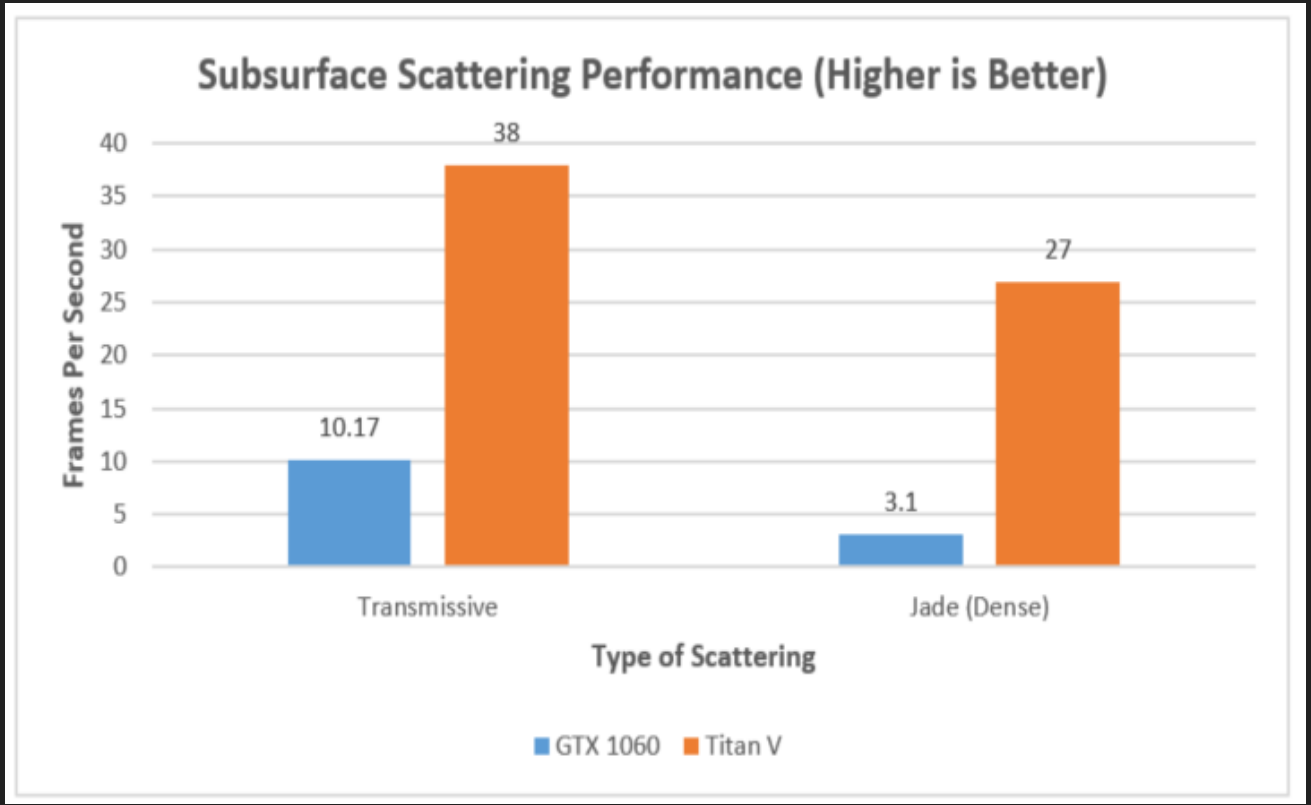
Special Effects



Material Types



Subsurface Scattering



Thank you!

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