Yours
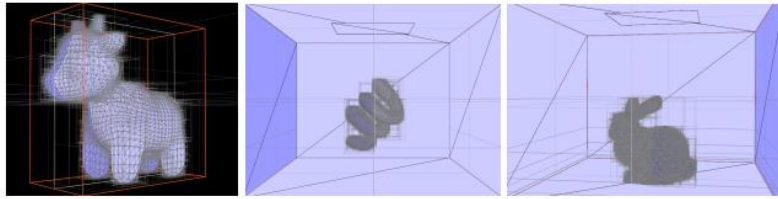


Figure 6: BVHs constructed

Table 1: BVH Construction time(second) with Different Methods

|  | SAH(Default) | Morton Code(CPU) | Morton Code(GPU) |
|---|---|---|---|
| cow.dae | 0.0218 | 0.0047 | 0.0043 |
| CBcoil.dae | 0.0320 | 0.0075 | 0.0057 |
| CBbunny.dae | 0.1446 | 0.0325 | 0.0183 |

Mine(cpui5 + GTX960)

|  | SAH(Default) | Morton Code(CPU) | Morton Code(GPU) |
|---|---|---|---|
| CBbunny.dae | 0.1086 sec | 0.0307 sec | 0.0836 sec |
| Dragon.dae | 0.4872 sec | 0.1424 sec | 0.1389 sec |
| Wall-e | 1.0420 sec | 0.2878 sec | 0.1884 sec |

As you can see, the SAH and the cpu modes is similar, but the gpu mode shows a big difference. Followed your advice, I tested two more complex scene, dragon and wall-e, it shows that you are right! My question is why the gpu mode of mine is slower than yours? (It seems that yours is 4* faster than mine)

Ps: I chose the mode by define different macros, just like the below
/****choose which BVH construction method to use****/
//#define BVH_DEFAULT
#define BVH_MORTON_CODE_CPU
//#define BVH_MORTON_CODE_GPU