- Instead of creating a ray for each pixel, stochastically determine a subset of pixels to render per frame

manix_small.mhd — Exposure Render
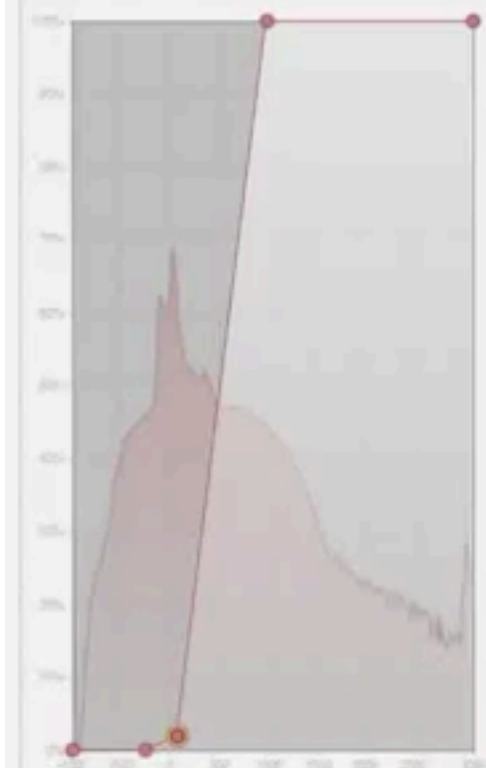
File View Help

Appearance

Appearance Presets

manix_small_demo

Density Scale   0.573
Shading Type   BRDF Only
Gradient Factor   35.947

Transfer Function

Node Selection

Node 3

Node Properties

Intensity   82.45
Opacity   0.019
Diffuse
Specular
Glossiness   0.000
Emission

Appearance Lighting

Camera

Camera Presets

manix_small_demo

Film

Type   HDTV (video)
Film width   400   1920 x 1080   490 x 270
Film height   500   1280 x 720   320 x 180
Exposure   0.00

Aperture

Size   0.000 mm

Projection

Field of view   24.56 deg.

Focus

Type   Automatic
Focal distance   1.86 m

Log

00:12:14 ⓘ 'manix_small_demo' appearance preset saved
00:10:50 ▭ Render canvas resized to: 400 x 500 pixels
00:10:50 ▭ Render canvas resized to: 400 x 50 pixels
00:10:49 ▭ Render canvas resized to: 400 x 576 pixels
00:10:49 ▭ Render canvas resized to: 40 x 576 pixels
00:10:34 ▭ Render canvas resized to: 800 x 600 pixels
00:10:34 ▦ Device memory: 425.37/1248.44 MB
00:10:34 ▶ Rendering started
00:10:34 ▦ Copying gradient magnitude to device
00:10:34 ▦ Copying density volume to device
00:10:34 ▦ Current CUDA runtime version: 4.0
00:10:34 ▦ Current CUDA driver version: 4.0
00:10:34 ▦ Found 2 CUDA enabled device(s)

Statistics

Performance
  Timings
    Render Image   7.95   ms.
    Blur Estimate   0.57   ms.
    Post Process Estimate   0.21   ms.
    De-noise Image   0.14   ms.
  FPS   71.38   Frames/Sec.
  No. Iterations   580   Iterations
Volume
  File   manix_small.mhd
  Bounding Box
    Min   [0.00, 0.00, 0.00]   m
    Max   [0.78, 1.00, 0.78]   m
  Physical Size   250.00 x 322.00 x 250.00 mm
  Resolution   256 x 230 x 256   Voxels
  Spacing   0.98 x 1.40 x 0.98   mm
  No. Voxels   15073280   Voxels
  Density Range   [-1000, 3095]
Memory
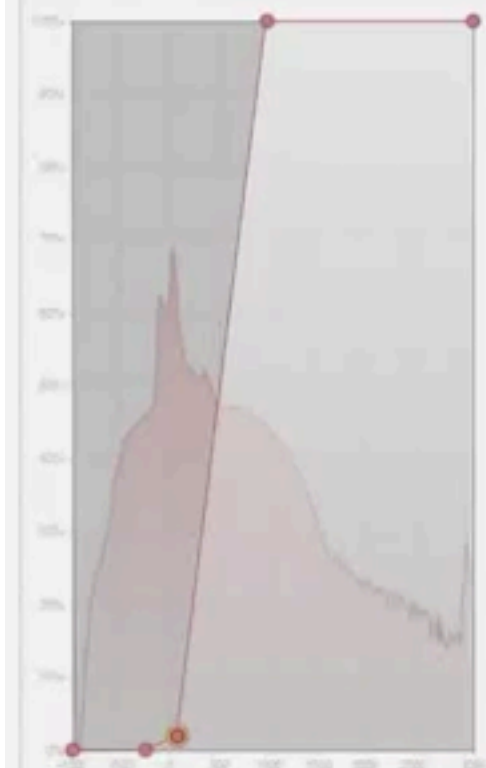 CUDA Memory
    Density Buffer   28.75   MB

manix_small.mhd — Exposure Render

File   View   Help

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manix_small.mhd — Exposure Render

File   View   Help

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Transfer Function

diffuse
specular
emission

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Stochastic Sampling

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