Photon Mapper

Final project presentation
Presented by: Bernhard FRITZ
Mathias HÖLZL
Florian TISCHLER
Supervisor: Univ.-Prof. Dr. Matthias Harders
Group: Interactive Graphics and Simulation

What is a photon mapper?

How does photon mapping work?

Difference between previous renderers?
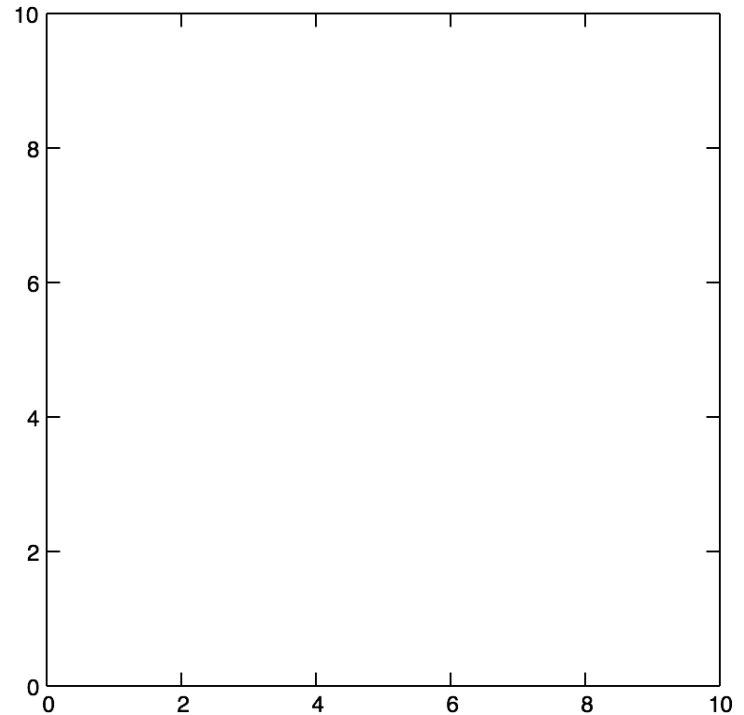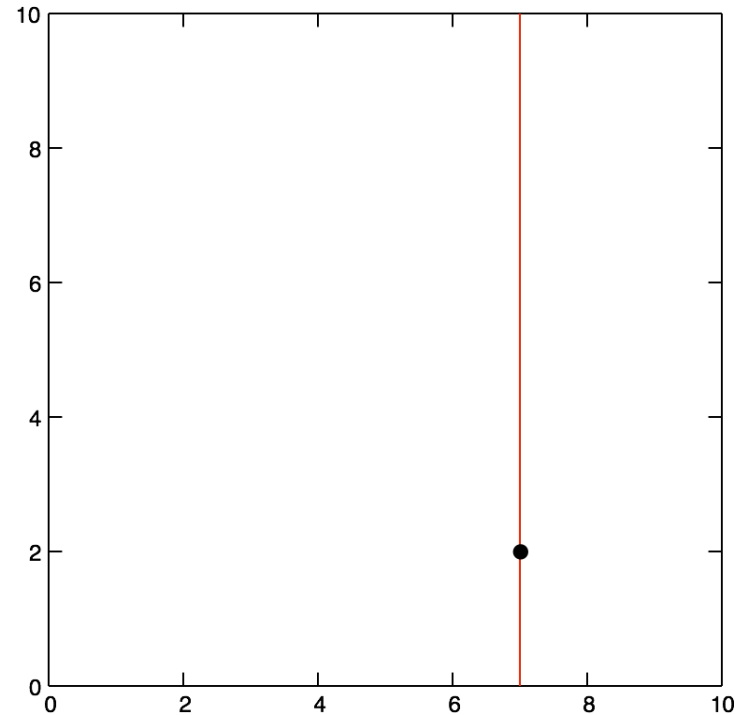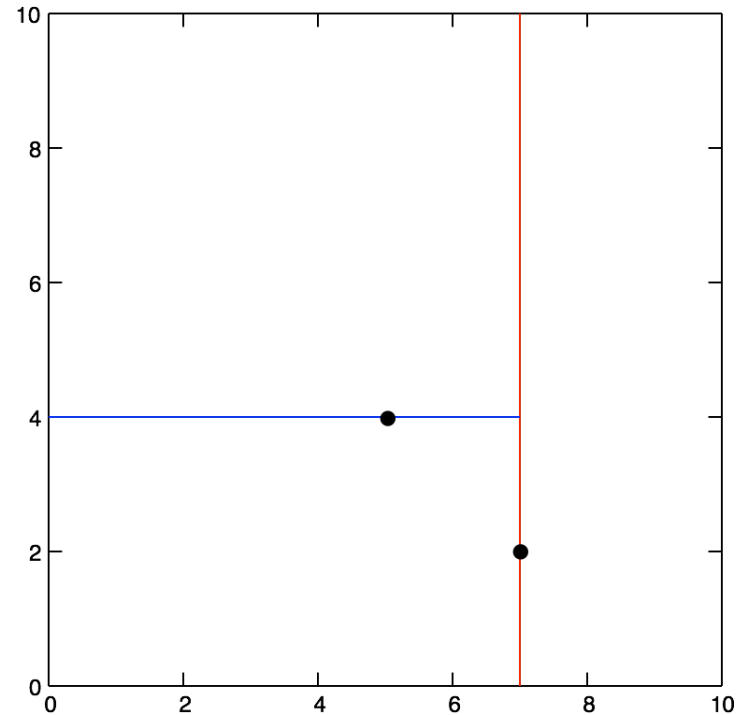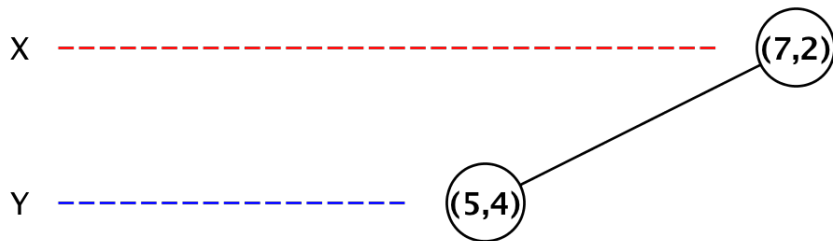
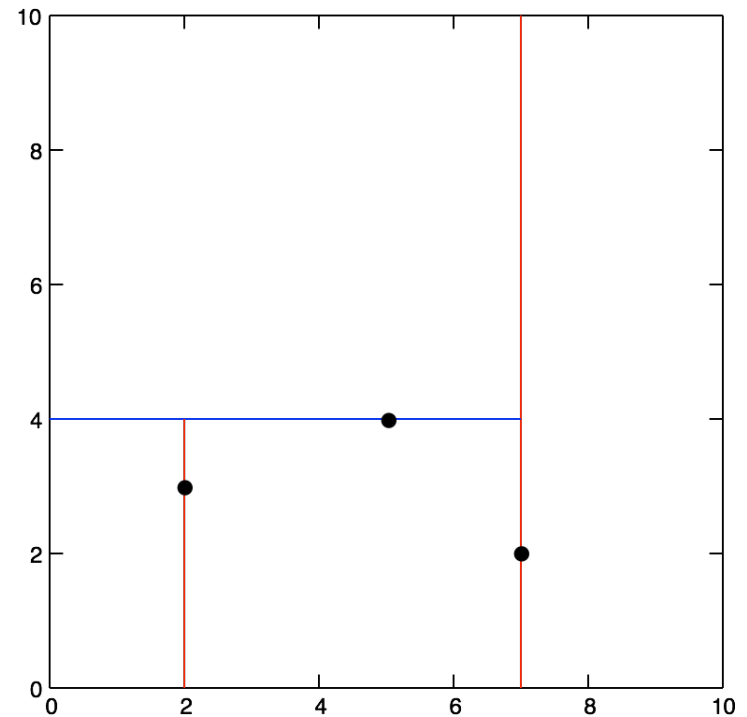# Implementation details

KD-Tree

Inserting 2D (x,y) coordinates:
(7,2) (5,4) (2,3) (9,6) (4,7) (8,1)

KD-Tree

Inserting 2D (x,y) coordinates:
(7,2) (5,4) (2,3) (9,6) (4,7) (8,1)

X - (7,2)
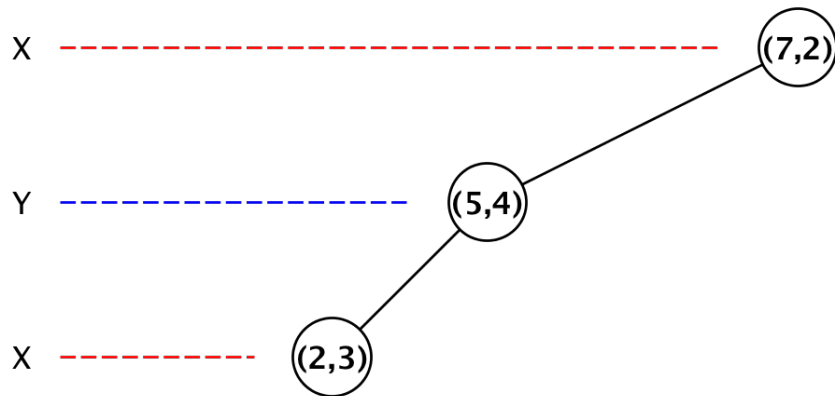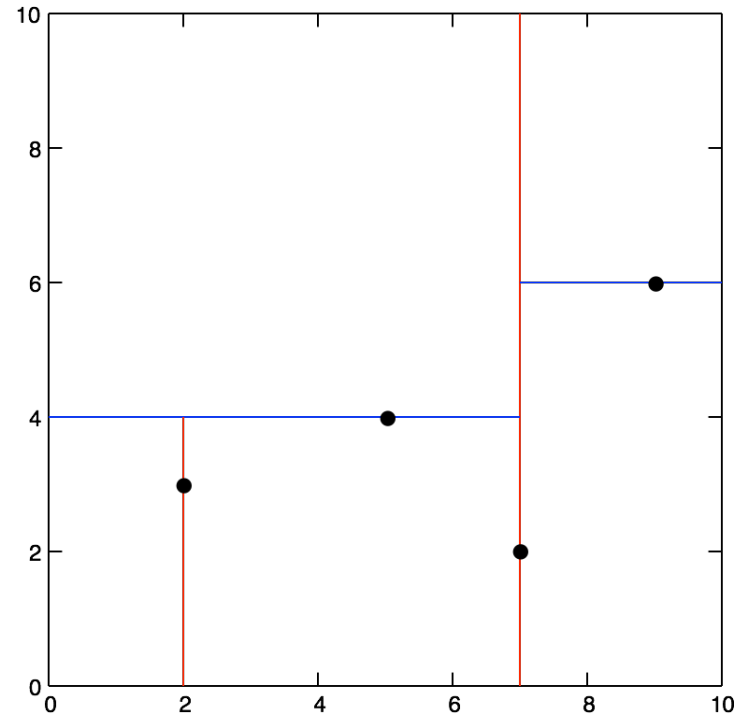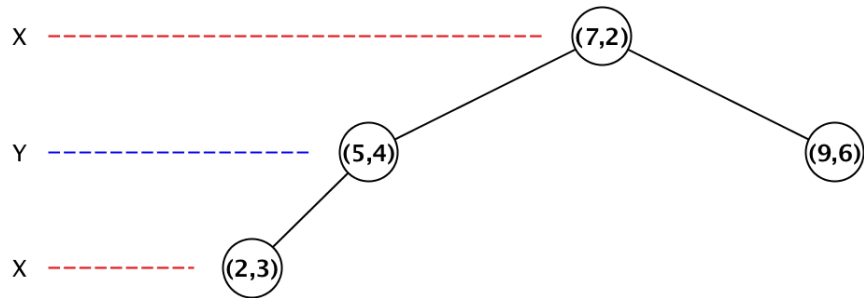
KD-Tree

Inserting 2D (x,y) coordinates:
(7,2) (5,4) (2,3) (9,6) (4,7) (8,1)

KD-Tree

Inserting 2D (x,y) coordinates:
(7,2) (5,4) (2,3) (9,6) (4,7) (8,1)

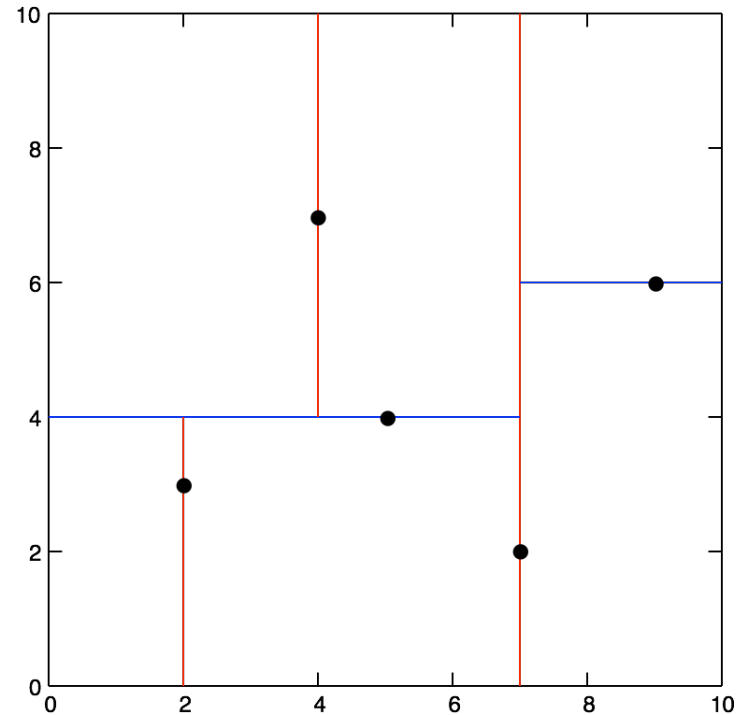# KD-Tree

Inserting 2D (x,y) coordinates:
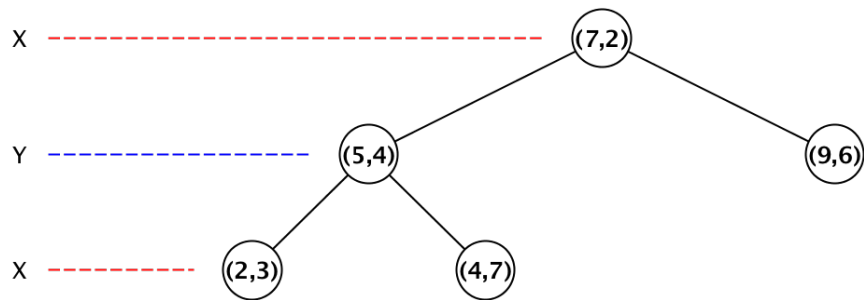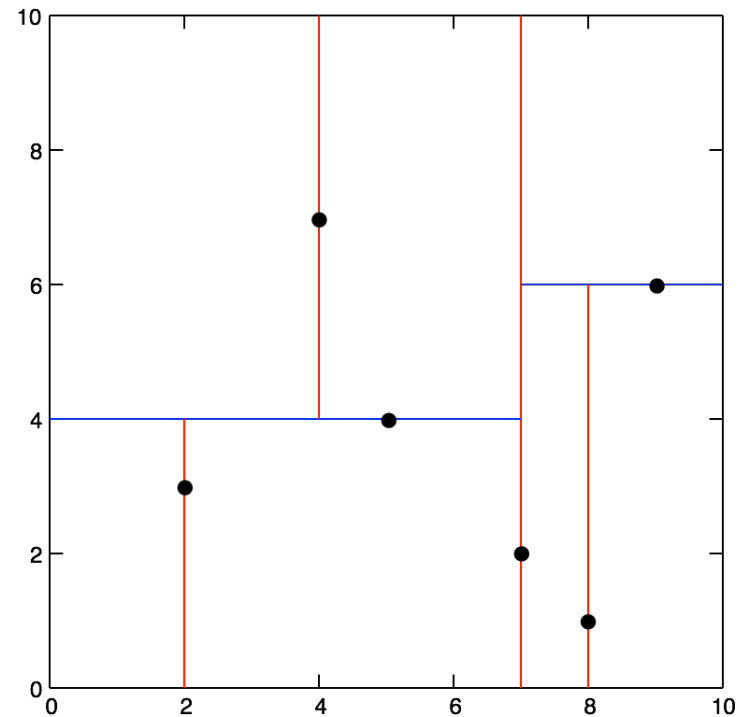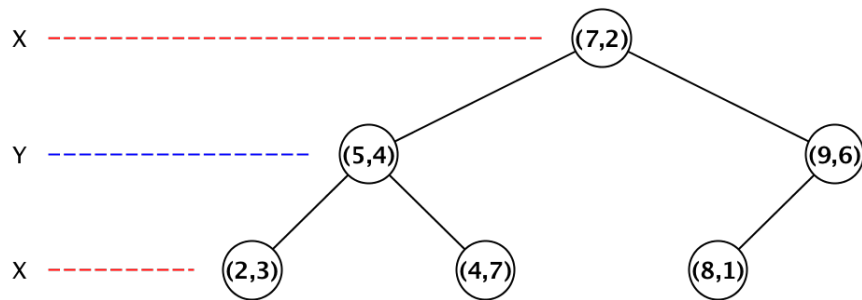(7,2) (5,4) (2,3) (9,6) (4,7) (8,1)

KD-Tree

Inserting 2D (x,y) coordinates:
(7,2) (5,4) (2,3) (9,6) (4,7) (8,1)
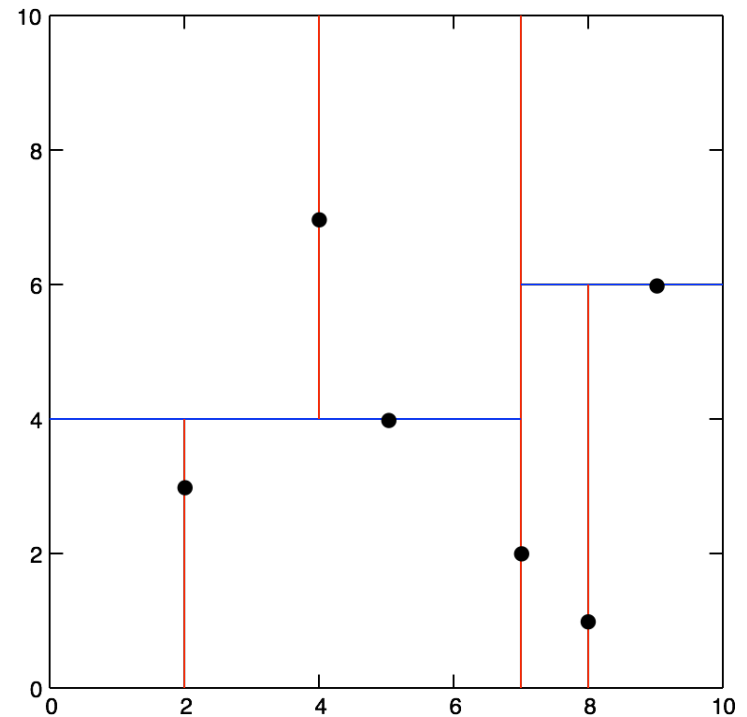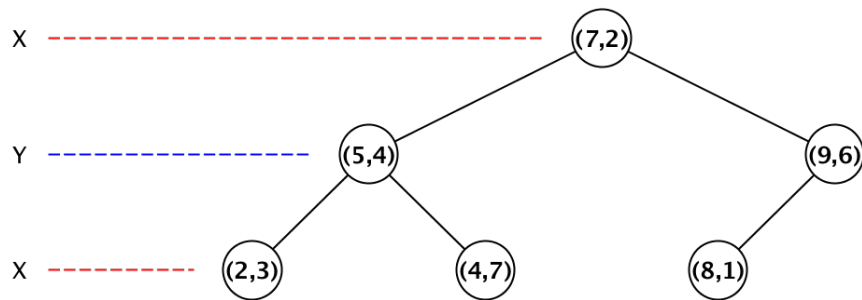
KD-Tree

Inserting 2D (x,y) coordinates:
(7,2) (5,4) (2,3) (9,6) (4,7) (8,1)

KD-Tree

Inserting 2D (x,y) coordinates:
(7,2) (5,4) (2,3) (9,6) (4,7) (8,1)

Appropriate parallelization of algorithms

Libraries and resources to be mentioned

Result