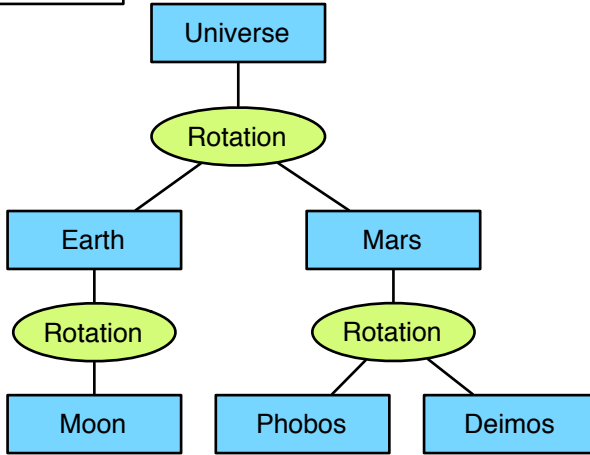


SCENEGRAPH



3D Grafik

CAVE Rendering Framework

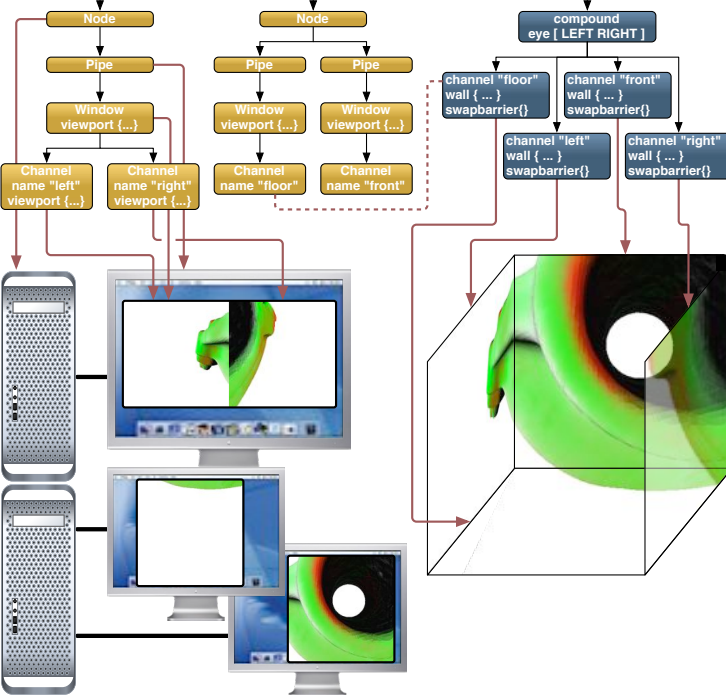
Schnittstelle

EQUALIZER

Resources

Config

Resource Usage



Paralleles Rendering