IrradianceVolume Sample

See Also

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This sample donated by ATI Technologies (www.ati.com) builds upon the PRT Demo Sample and adds preprocessing of the scene to create a volume of radiance samples stored in an octree. This technique allows a PRT object to use the local lighting environment as it moves through a scene. This sample includes a default data set for user experimentation but can be changed to use your own data sets.

The sample is both a subset and an extension of the content presented at GDC. It does not include any support for gradients and does conventional trilinear interpolation. The PRT object is rendered using compression, which means the constant requirements are drastically reduced from the numbers on slide 46 - they are identical to the requirements in the PRTDemo sample (the slides can be found on the developer web site at www.ati.com).

The GDC slides can be found at:

Irradiance Volumes for Games

Oat, Chris Oat (ATI Research). ATI Technologies, GDC 2005.

Path

Source	*SDK root*\Samples\C++\Direct3D\IrradianceVolume
Executable	*SDK root*\Samples\C++\Direct3D\Bin*x86 or x64*\IrradianceVolume.exe

⊟ See Also

Precomputed Radiance Transfer (Direct3D 9)
PRT Equations (Direct3D 9)