

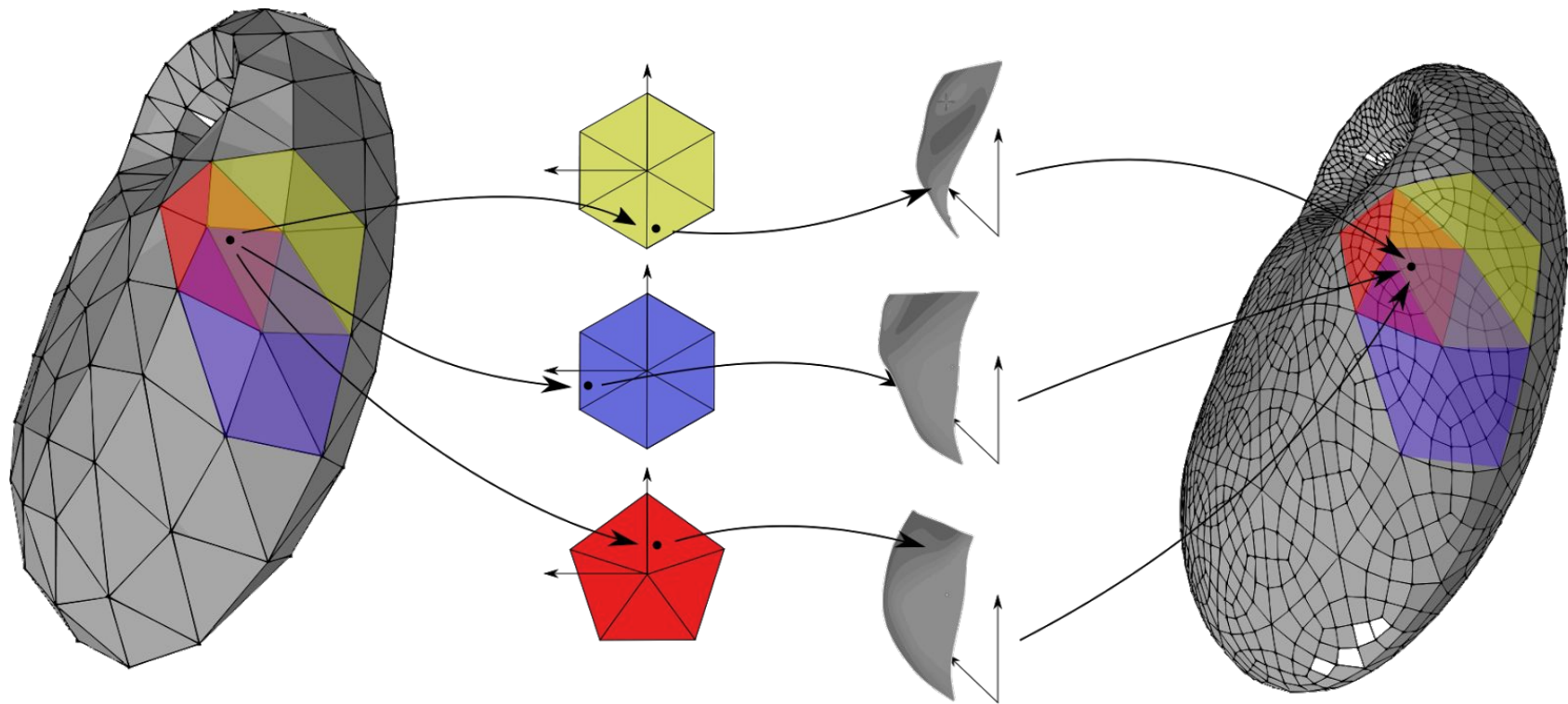
Parameteric Pseudo-Manifolds Using CUDA

Daniel Krupka and Gabriel Naghi

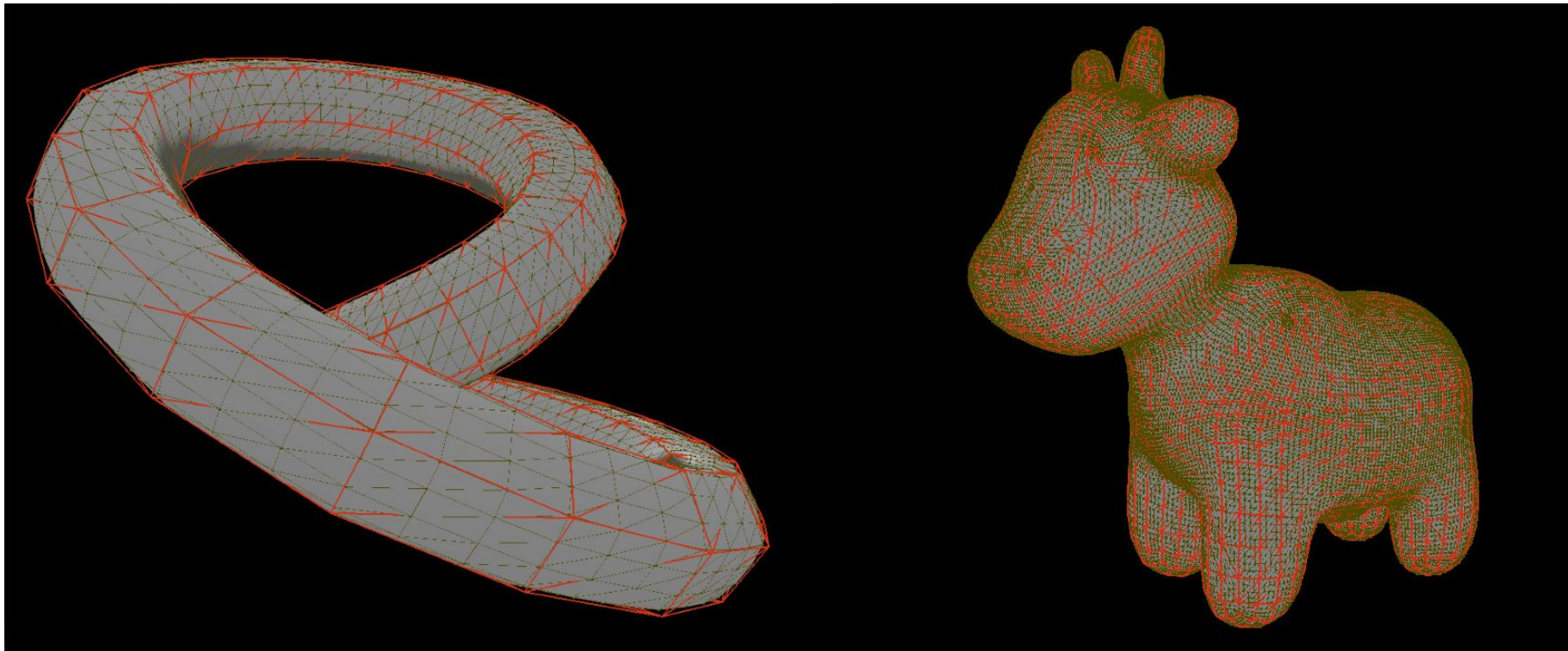
PPMs - A Hybrid Approach

- Method of gluing surface approximations¹
- Assemble Bezier patches into full surface
- Bonus features
 - Not iterative, re. Subsurf
 - Random access
 - Separate topology from data
- Parallelizable by patch + sampling point

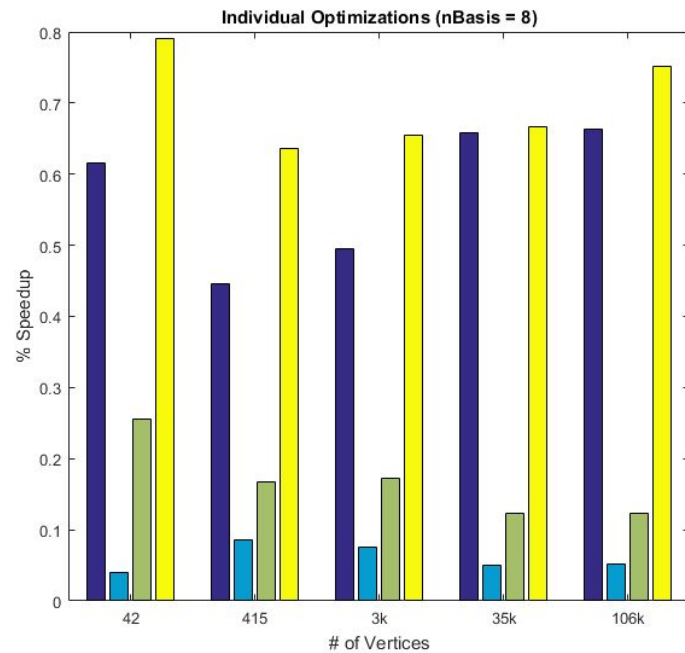
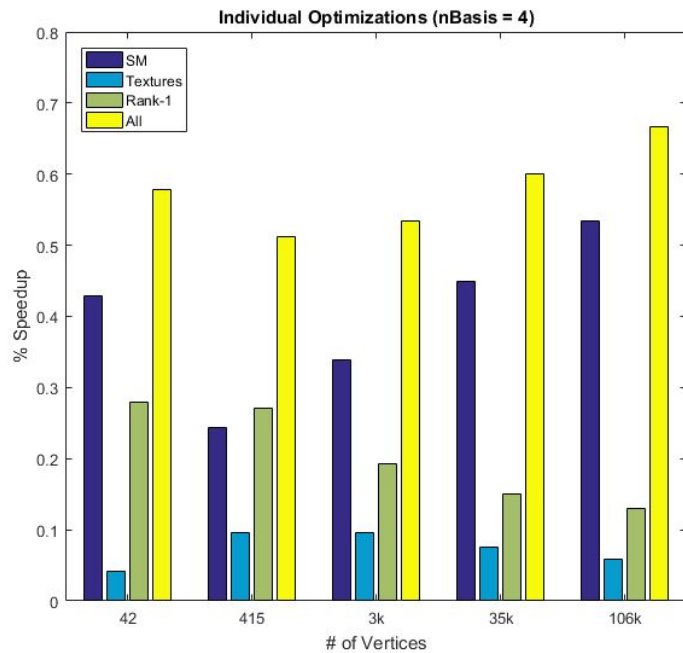
PPMs Illustrated



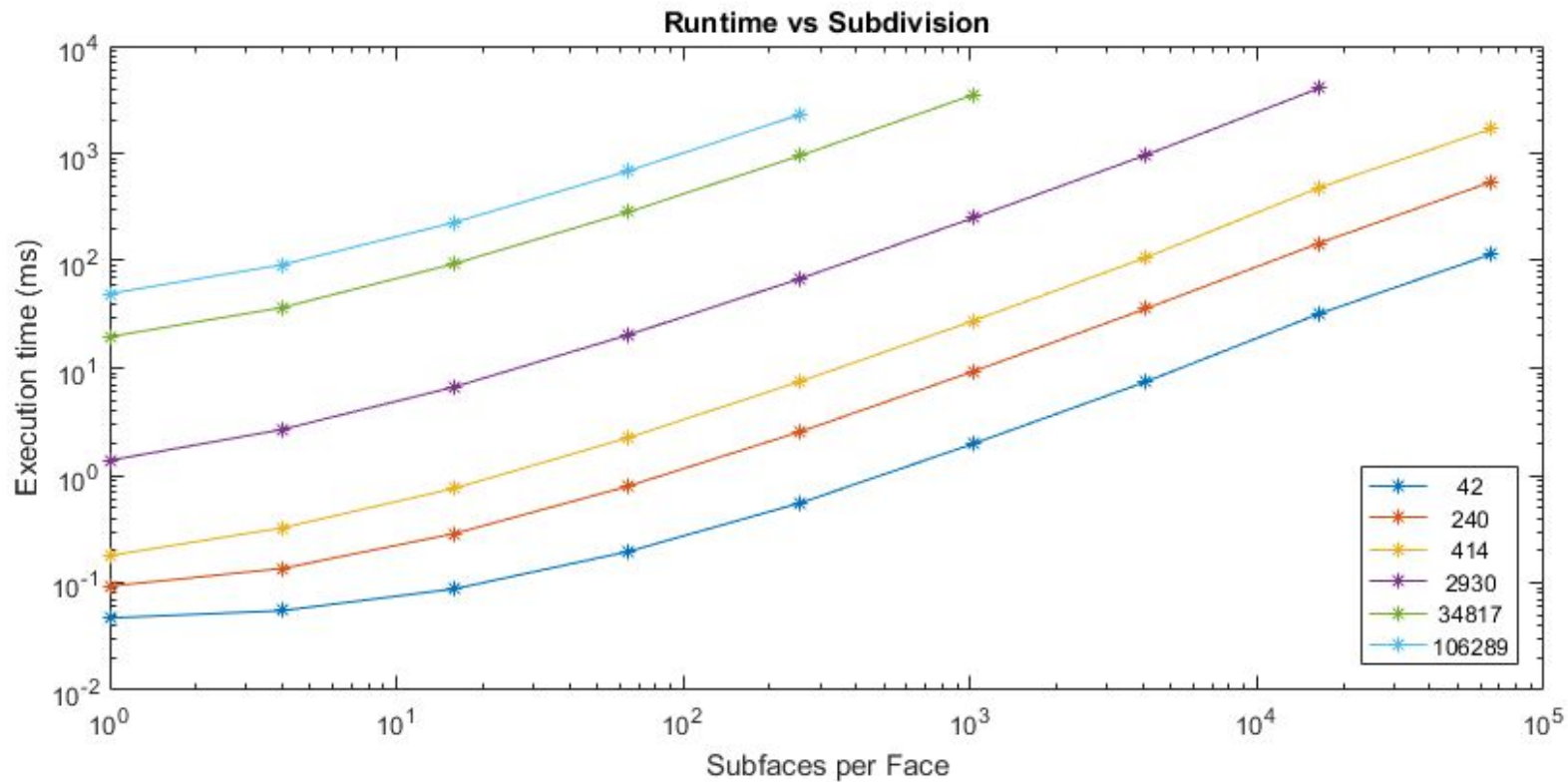
Demo



Optimizations



Performance



Afterthoughts

- “Real” physics integration
- Sufficient for real-time?