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CSE 168: Assignment 2 Rendering Statistics

Scene	Total Render Time	#BVH Nodes includes # of leaves	#BVH Leaves	Max # Triangles Per Leaf	# Rays	# Ray/BV Intersections	# Ray/Triangle Intersections	Avg # Triange Intersections Per Ray	Avg #BV Intersections Per Ray
Teapot	8.4040 seconds	1153	577	1	262144	2615720	338699	1.292	9.9782
Teapot	8.1710 seconds	669	335	2	262144	2209412	338699	1.292	8.4282
Teapot	8.3730 seconds	521	261	3	262144	2115944	338699	1.292	8.0717
Teapot	8.5410 seconds	401	201	4	262144	1990260	338699	1.292	7.5922
Bunny1	4.4500 seconds	138903	69452	1	262144	759480	233292	0.8899	2.8972
Bunny1	4.4660 seconds	75963	37982	2	262144	728200	233292	0.8899	2.7779
Bunny1	4.4700 seconds	63523	31762	3	262144	721118	233292	0.8899	2.75
Bunny1	4.4700 seconds	42693	21347	4	262144	708572	233292	0.8899	2.703
Bunny20	24.8650 seconds	2778041	1389021	1	262144	11156027	543772	2.0743	42.5569
Bunny20	24.0630 seconds	1551749	775875	2	262144	10157778	543772	2.0743	38.7488
Bunny20	24.0990 seconds	1245339	622670	3	262144	9869439	543772	2.0743	37.6489
Bunny20	25.7020 seconds	868433	434217	4	262144	9493982	543772	2.0743	36.2167
Sponza	42.7150 seconds	132907	66454	1	262144	20633614	988900	3.7724	78.711
Sponza	39.3240 seconds	75027	37514	2	262144	17845377	988900	3.7724	68.0747
Sponza	39.9490 seconds	62695	31348	3	262144	17279727	988900	3.7724	65.9169
Sponza	42.7560 seconds	42535	21268	4	262144	16348937	988900	3.7724	62.3662