

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	4140992	676320	2.58	15.7966
Teapot	8.1710 seconds	669	335	2	262144	3666632	744372	2.8396	13.9871
Teapot	8.3730 seconds	521	261	3	262144	3525992	807801	3.0815	13.4506
Teapot	8.5410 seconds	401	201	4	262144	3305336	995187	3.7963	12.6089
Bunny1	4.4500 seconds	138903	69452	1	262144	1268926	256089	0.9769	4.8406
Bunny1	4.4660 seconds	75963	37982	2	262144	1230050	263685	1.0059	4.6923
Bunny1	4.4700 seconds	63523	31762	3	262144	1217088	271923	1.0373	4.6428
Bunny1	4.4700 seconds	42693	21347	4	262144	1192690	295474	1.1271	4.5498
Bunny20	24.8650 seconds	2778041	1389021	1	262144	19878280	1347795	5.1414	75.8296
Bunny20	24.0630 seconds	1551753	775877	2	262144	18615496	1612530	6.1513	71.0125
Bunny20	24.0990 seconds	1245343	622672	3	262144	18113938	1908663	7.281	69.0992
Bunny20	25.7020 seconds	868433	434217	4	262144	17417504	2544567	9.7068	66.4425
Sponza	42.7150 seconds	132907	66454	1	262144	35167778	3180800	12.1338	134.1544
Sponza	39.3240 seconds	75027	37514	2	262144	32094392	3465943	13.2215	122.4304
Sponza	39.9490 seconds	62695	31348	3	262144	31282248	3834671	14.6281	119.3323
Sponza	42.7560 seconds	42535	21268	4	262144	29753636	5020619	19.1521	113.5011