All image are taken at reso 1024\*768 in Profile mode

Ratio fixed at 8^3

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Dataset**  **And Format** | **Resolution** | **Standard Ray Casting** | | | **Our Method** | | |
| **Simulation** | **Rendering** | **Overall** |  | **Rendering** | **Overall** |
| **MetaBall**  (isosurface)  R32G32B32A32 | 256\*256\*256 | *1484(CPU)*  *17811(GPU)* | *87(CPU)*  *16370(GPU)* | *37\*fps* | *2027(CPU)*  *18057(GPU)* | *146(CPU)*  *1086(GPU)* | *85\*fps* |
| 384\*384\*384 | *2550(CPU)*  *60395(GPU)* | *191(CPU)*  *25015(GPU)* | *17\*fps* | *2417(CPU)*  *60002(GPU)* | *460(CPU)*  *1559(GPU)* | *27\*fps* |
| **MetaBall**  (accumulative)  R32G32B32A32 | 256\*256\*256 | *1492(CPU)*  *18005(GPU)* | *186(CPU)*  *23060(GPU)* | *30\*fps* | *767(CPU)*  *17945(GPU)* | *112(CPU)*  *2263(GPU)* | *78\*fps* |
| 384\*384\*384 | *2419(CPU)*  *60481(GPU)* | *171(CPU)*  *36704(GPU)* | *14\*fps* | *1319(CPU)*  *60081(GPU)* | *1709(CPU)*  *3324(GPU)* | *27\*fps* |
| **TSDF**  from Kinect  R16G16 & R10G10B10A2 | 384\*384\*384 | *1129(CPU)*  *7116(GPU)* | *702(CPU)*  *10769(GPU)* | *51\*fps* | *6139(CPU)*  *7728(GPU)* | *1776(CPU)*  *5393(GPU)* | *70\*fps* |
| 512\*512\*512 | *1291(CPU)*  *16904(GPU)* | *912(CPU)*  *15099(GPU)* | *23\*fps* | *1614(CPU)*  *18056(GPU)* | *137(CPU)*  *7326(GPU)* | *40\*fps* |

For meatball(iso) clean flag volume take 19cpu 12gpu for ratio8^3 at 384^3