ANEXO 2. BANCO DE PRUEBAS

Descripción conjunto de escenas de prueba.
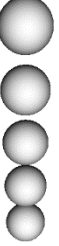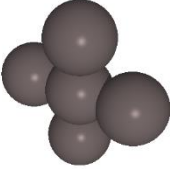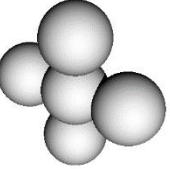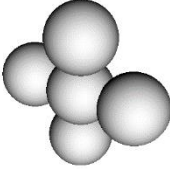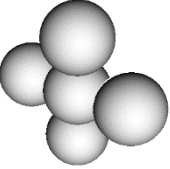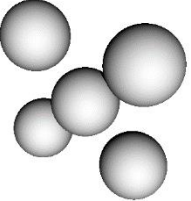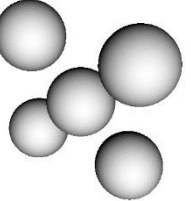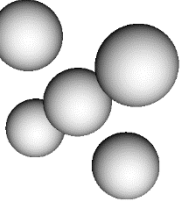
Escena	Primitiva	Centro	Radio	Cara de Arriba
balls0	Esfera	(0.0, 0.0, -0.5)	0.2	NO APLICA
	Esfera	(0.0, 0.0, 0.5)	0.2	NO APLICA
	Esfera	(0.0, 0.0, 0.1)	0.2	NO APLICA
	Esfera	(0.0, 0.0, 0.1)	0.2	NO APLICA
	Esfera	(0.0, 0.0, 0.0)	0.2	NO APLICA
balls1	Esfera	(0.0, 0.0, 0.0)	0.3	NO APLICA
	Esfera	(0.0, 0.0, 0.5)	0.3	NO APLICA
	Esfera	(0.0, 0.0, -0.5)	0.3	NO APLICA
	Esfera	(0.0, 0.5, 0.0)	0.3	NO APLICA
	Esfera	(0.0, -0.5, 0.0)	0.3	NO APLICA
balls2	Esfera	(0.0, 0.5, 0.5)	0.2	NO APLICA
	Esfera	(0.0, 1.0, 0.0)	0.2	NO APLICA
	Esfera	(0.0, -0.5, -0.5)	0.2	NO APLICA
	Esfera	(0.0, -0.5, 0.5)	0.2	NO APLICA
	Esfera	(0.0, -1.0, 0.0)	0.2	NO APLICA
balls3	Esfera	(0.0, 0.0, 0.0)	0.5	NO APLICA
	Esfera	(0.0, 0.5, 0.5)	0.3	NO APLICA
	Esfera	(0.0, -0.5, 0.5)	0.3	NO APLICA
balls4	Esfera	(0.0, 0.5, 0.0)	0.3	NO APLICA
	Esfera	(0.0, 1.0, 0.0)	0.3	NO APLICA
	Esfera	(0.0, -0.5, 0.0)	0.3	NO APLICA
	Esfera	(0.0, -1.0, 0.0)	0.3	NO APLICA
balls5	Esfera	(0.0, 0.5, 0.5)	0.2	NO APLICA

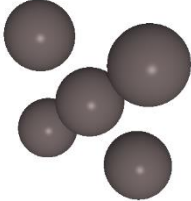| Escena	Primitiva	Centro	Radio	Cara de Arriba
	Esfera	(0.0, -0.5, 0.5)	0.2	NO APLICA
	Esfera	(0.0, 1.0, 0.0)	0.2	NO APLICA
	Esfera	(0.0, -0.5, -0.5)	0.2	NO APLICA
	Esfera	(0.0, 0.5, -0.5)	0.2	NO APLICA
	Esfera	(0.0, -1.0, 0.1)	0.2	NO APLICA
	Esfera	(0.0, 0.0, 0.1)	0.2	NO APLICA
	Esfera	(0.0, 1.0, 0.1)	0.2	NO APLICA
balls6	Esfera	(0.0, -1.0, 0.0)	0.2	NO APLICA
	Esfera	(0.0, 0.0, 0.0)	0.2	NO APLICA
	Esfera	(0.0, 1.0, 0.0)	0.2	NO APLICA
	Esfera	(0.0, 0.0, -1.0)	0.2	NO APLICA
	Esfera	(0.0, 0.5, 0.5)	0.2	NO APLICA
	Esfera	(0.0, 1.0, 0.0)	0.2	NO APLICA
balls7	Esfera	(0.0, -0.5, -0.5)	0.2	NO APLICA
	Esfera	(0.0, -0.5, 0.5)	0.2	NO APLICA
	Esfera	(0.0, -1.0, 0.0)	0.2	NO APLICA
balls8	Esfera	(0.0, 0.0, 0.0)	0.8	NO APLICA
	Esfera	(0.0, -1.0, 0.0)	0.2	NO APLICA
	Esfera	(0.0, -0.5, 0.0)	0.2	NO APLICA
balls9	Esfera	(0.0, 0.0, 0.0)	0.2	NO APLICA
	Esfera	(0.0, 0.5, 0.0)	0.2	NO APLICA
	Esfera	(0.0, 0.0, -0.5)	0.2	NO APLICA
	Esfera	(0.0, 0.0, 0.5)	0.2	NO APLICA
cylinder0	Cilindro	(0.0, 1.0, 0.0)	0.5	(0.0, 0.0, 0.0)
cylinder1	Cilindro	(0.0, 1.0, 0.0)	1.0	(0.0, -0.5, 0.0)

Escena	Primitiva	Centro	Radio	Cara de Arriba
	Cilindro	(0.0, 0.0, 0.1)	1.0	(0.0, 0.0, -0.5)
cylinder2	Cilindro	(0.0, 1.0, 0.0)	1.0	(0.0, -0.5, 0.0)
	Cilindro	(0.0, 0.0, 0.1)	1.0	(0.0, -0.5, -0.5)
	Cilindro	(0.0, 0.0, 0.1)	1.0	(0.0, 0.5, -0.5)
cylinder3	Cilindro	(0.0, 0.0, 0.1)	1.0	(0.0, -0.5, 0.0)
	Cilindro	(0.0, 0.0, 0.1)	1.0	(0.0, 0.0, 0.0)
	Cilindro	(0.0, 0.0, 0.1)	1.0	(0.0, 0.5, 0.0)
	Cilindro	(0.0, 0.0, 0.1)	1.0	(0.0, 1.0, 0.0)
cylinder4	Cilindro	(0.0, 1.0, 0.1)	1.0	(0.0, -0.5, -0.5)
cylinder5	Cilindro	(1.0, 0.0, 0.1)	1.0	(0.0, 0.5, 0.0)
	Cilindro	(-1, 0.0, 0.1)	1.0	(0.0, -0.5, 0.0)
	Cilindro	(1.0, 1.0, 0.0)	1.0	(0.0, 0.5, 0.0)
	Cilindro	(-1, 1.0, 0.0)	1.0	(0.0, 0.0, -0.5)
cylinder6	Cilindro	(0.0, 1.0, 0.0)	1.0	(0.0, -0.5, 0.5)
	Cilindro	(0.0, 1.0, 0.0)	1.0	(0.0, -0.5, -0.5)
both0	Cilindro	(0.0, 0.0, 0.1)	0.5	(0.0, 0.0, 0.0)
	Esfera	(0.0, 0.5, 0.0)	0.5	NO APLICA
	Esfera	(0.0, 0.0, 0.1)	0.5	NO APLICA
	Esfera	(0.0, -0.5, 0.0)	0.5	NO APLICA
both1	Cilindro	(0.0, 0.0, 0.1)	0.5	(0.0, 0.0, 0.0)
	Esfera	(0.0, 0.0, 0.1)	0.5	NO APLICA
both2	Cilindro	(0.0, 0.0, 0.1)	0.3	(0.0, 0.0, 0.0)
	Esfera	(0.0, 0.0, 0.1)	0.3	NO APLICA
	Cilindro	(0.0, 0.0, 0.1)	0.3	(0.0, 1.0, 0.1)
both3	Cilindro	(0.0, 0.0, 0.1)	0.3	(0.0, 0.0, -1.0)

Escena	Primitiva	Centro	Radio	Cara de Arriba
	Esfera	(0.0, 0.0, 0.1)	0.3	NO APLICA
	Cilindro	(0.0, 0.0, 0.1)	0.3	(0.0, 1.0, 0.1)
	Esfera	(0.0, 0.0, 0.1)	0.3	NO APLICA
both4	Cilindro	(0.0, 0.0, 0.1)	0.3	(0.0, 0.0, -1.0)
	Cilindro	(0.0, 0.0, 0.1)	0.3	(0.0, 1.0, 0.1)
	Esfera	(0.0, 1.0, 0.1)	0.3	NO APLICA
	Cilindro	(0.0, 1.0, 0.1)	0.3	(0.0, -1.0, 0.1)
both5	Cilindro	(0.0, 0.0, 0.1)	0.3	(0.0, 0.0, -1.0)
	Cilindro	(0.0, 0.0, 0.1)	0.3	(0.0, 1.0, 0.1)
	Esfera	(0.0, 1.0, 0.1)	0.3	NO APLICA
	Cilindro	(0.0, 1.0, 0.1)	0.3	(0.0, -1.0, 0.1)
	Cilindro	(0.0, 1.0, 0.1)	0.3	(0.0, 0.0, -1.0)
both6	Cilindro	(0.0, 0.0, 0.1)	0.3	(0.0, 0.0, -1.0)
	Cilindro	(0.0, 0.0, 0.1)	0.3	(0.0, 1.0, 0.1)
	Esfera	(0.0, 1.0, 0.1)	0.3	NO APLICA
	Cilindro	(0.0, 1.0, 0.1)	0.3	(0.0, -1.0, 0.1)
	Cilindro	(0.0, 1.0, 0.1)	0.3	(0.0, 0.0, -1.0)
	Esfera	(0.0, 1.0, 0.1)	0.3	NO APLICA
	Esfera	(0.0, 1.5, 1.5)	0.5	NO APLICA

Resultados de las escenas a las que se les ha hecho proceso de *rendering* tanto en *software* como en *hardware*.
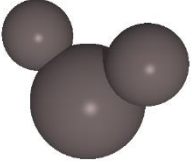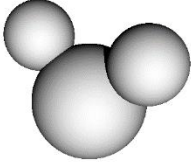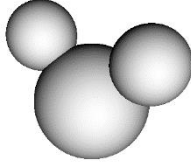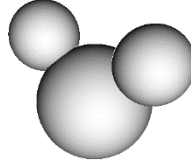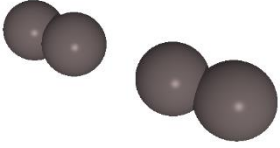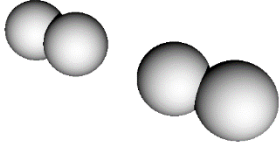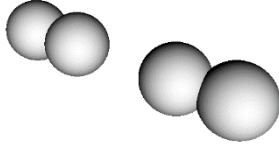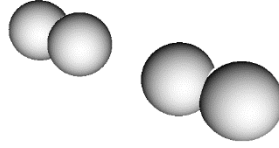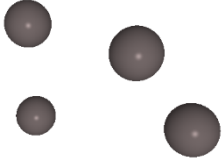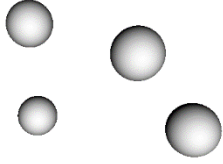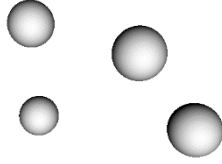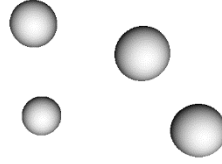
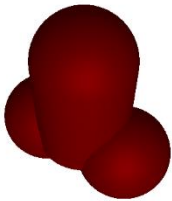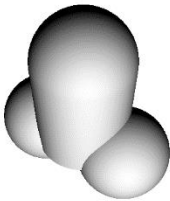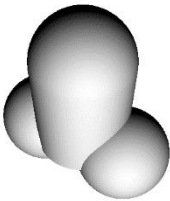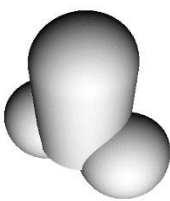| Escena	*Software* Opción 1[1]	*Software* Opción 2[2]	*Software* Opción 3[3]	*Hardware*[4]
balls0				
balls1				
balls2				
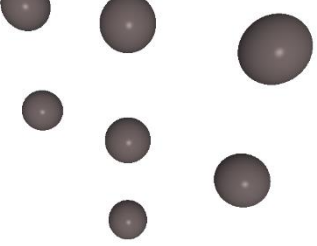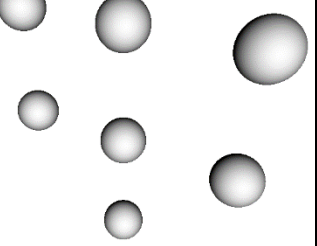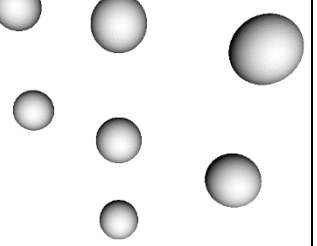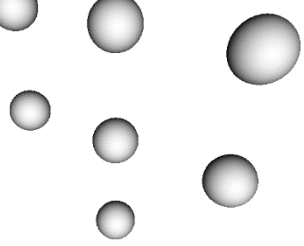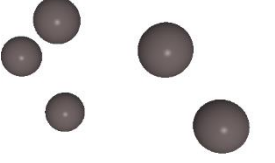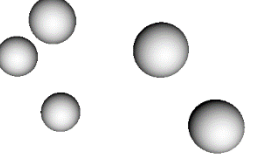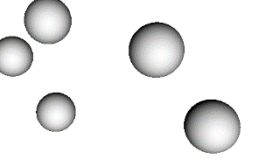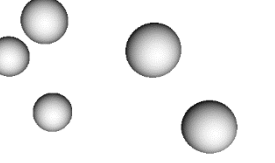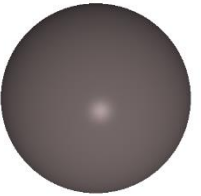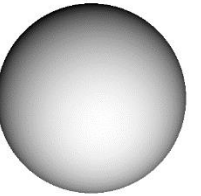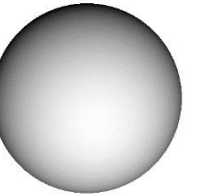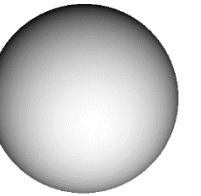
[1] Imagen a color por defecto.
[2] Imagen en escala de grises.
[3] Imagen en escala de grises sin sombra.
[4] Imagen generada en *FPGA*.
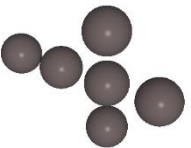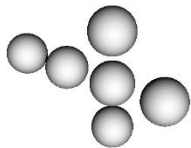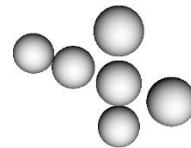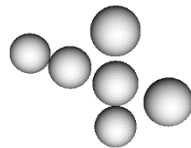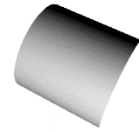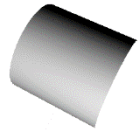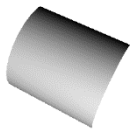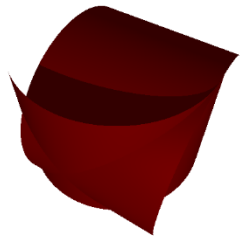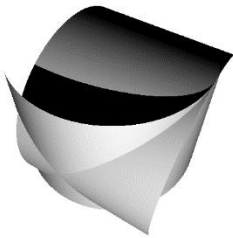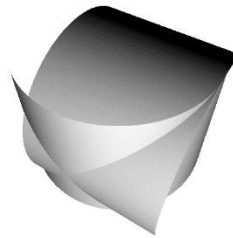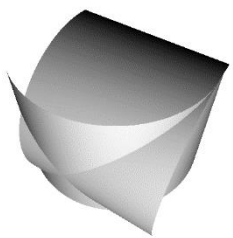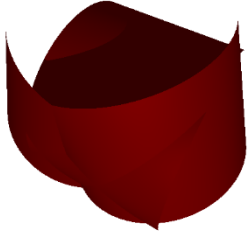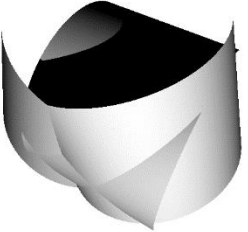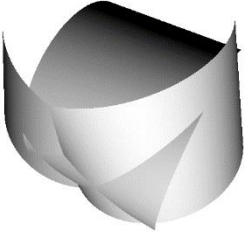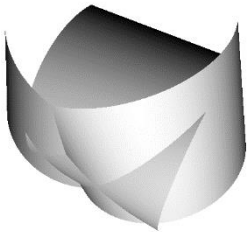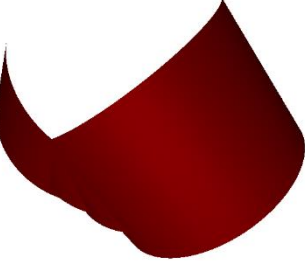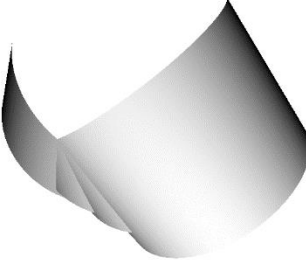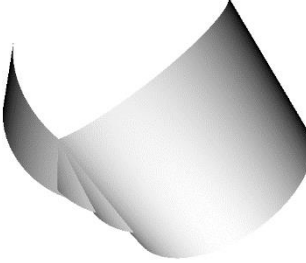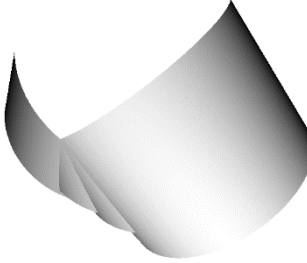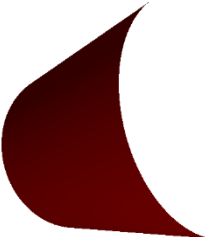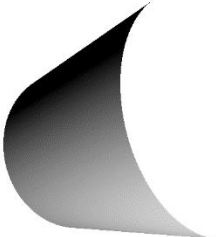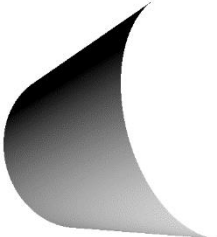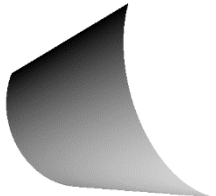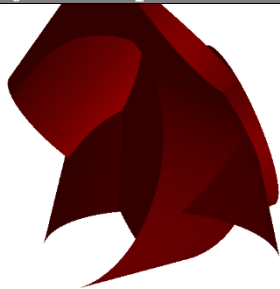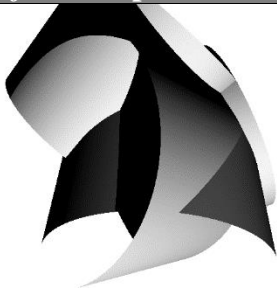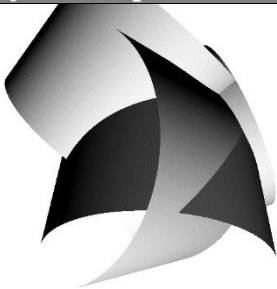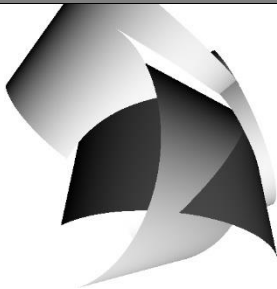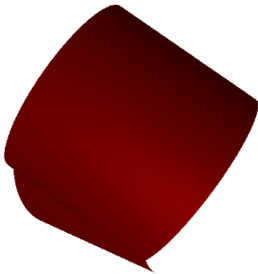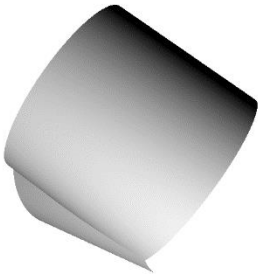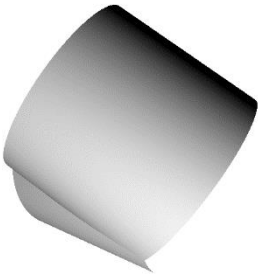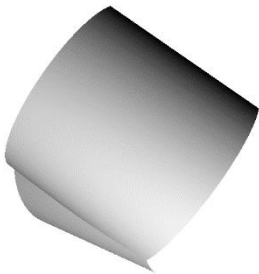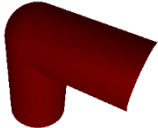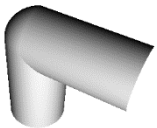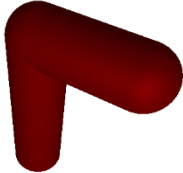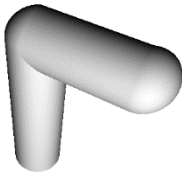
Escena	*Software* Opción 1[1]	*Software* Opción 2[2]	*Software* Opción 3[3]	*Hardware*[4]
balls3				
balls4				
balls5				
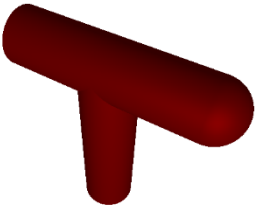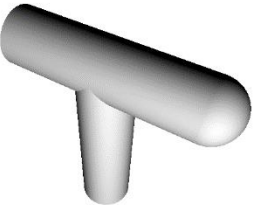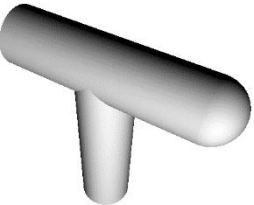
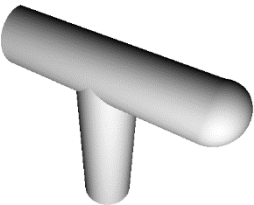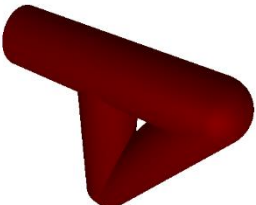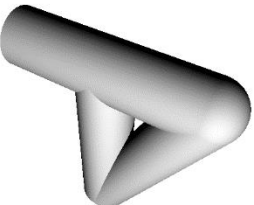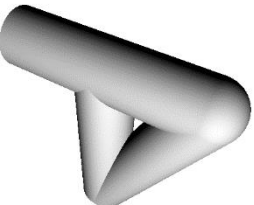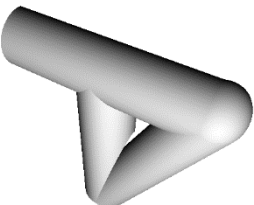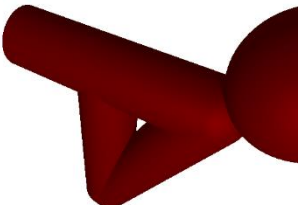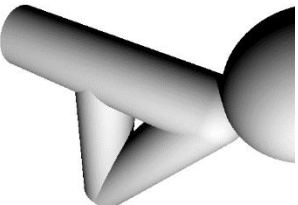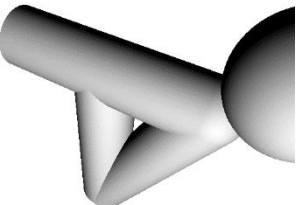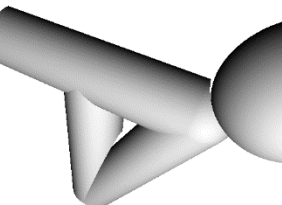| Escena	*Software* Opción 1[1]	*Software* Opción 2[2]	*Software* Opción 3[3]	*Hardware*[4]
balls6				
balls7				
balls8				

Escena	*Software* Opción 1[1]	*Software* Opción 2[2]	*Software* Opción 3[3]	*Hardware*[4]
balls9				
cylinder 0				
cylinder 1				

Escena	*Software* Opción 1[1]	*Software* Opción 2[2]	*Software* Opción 3[3]	*Hardware*[4]
cylinder 2				
cylinder 3				
cylinder 4				

Escena	*Software* Opción 1[1]	*Software* Opción 2[2]	*Software* Opción 3[3]	*Hardware*[4]
cylinder 5				
cylinder 6				
both0				

Escena	*Software* Opción 1[1]	*Software* Opción 2[2]	*Software* Opción 3[3]	*Hardware*[4]
both1				
both2				
both3				

Escena	*Software* Opción 1[1]	*Software* Opción 2[2]	*Software* Opción 3[3]	*Hardware*[4]
both4				
both5				
both6				