

IGME-750 Game Engine Design and Development
Assignment 1 – Simple SLERP using Intrinsics
Due: Before Class, Wednesday, February 27, 2019

OBJECTIVE

Work with and profile the intrinsic system for simple mathematical concepts.

DESCRIPTION

You will build two versions of the SLERP function. You may use the code provided in the Intel MathX libraries as needed, but do not use the DirectX math classes. Build a version of SLERP that does not use intrinsics and a version of SLERP that does (along with `__m128` variables). Create a program that does a reasonable amount of computations using your SLERPs such that you can profile. Demonstrate the speed-up in computation using intrinsics.

DELIVERABLES

You will turn in the code from your experiment as well as screen grabs/reports from the profiler with your analysis.