

16 GPU Compute Programming

The Starter Project



The starter project



Facing backwards

Winding Order and Culling



Rendering with incorrect winding order

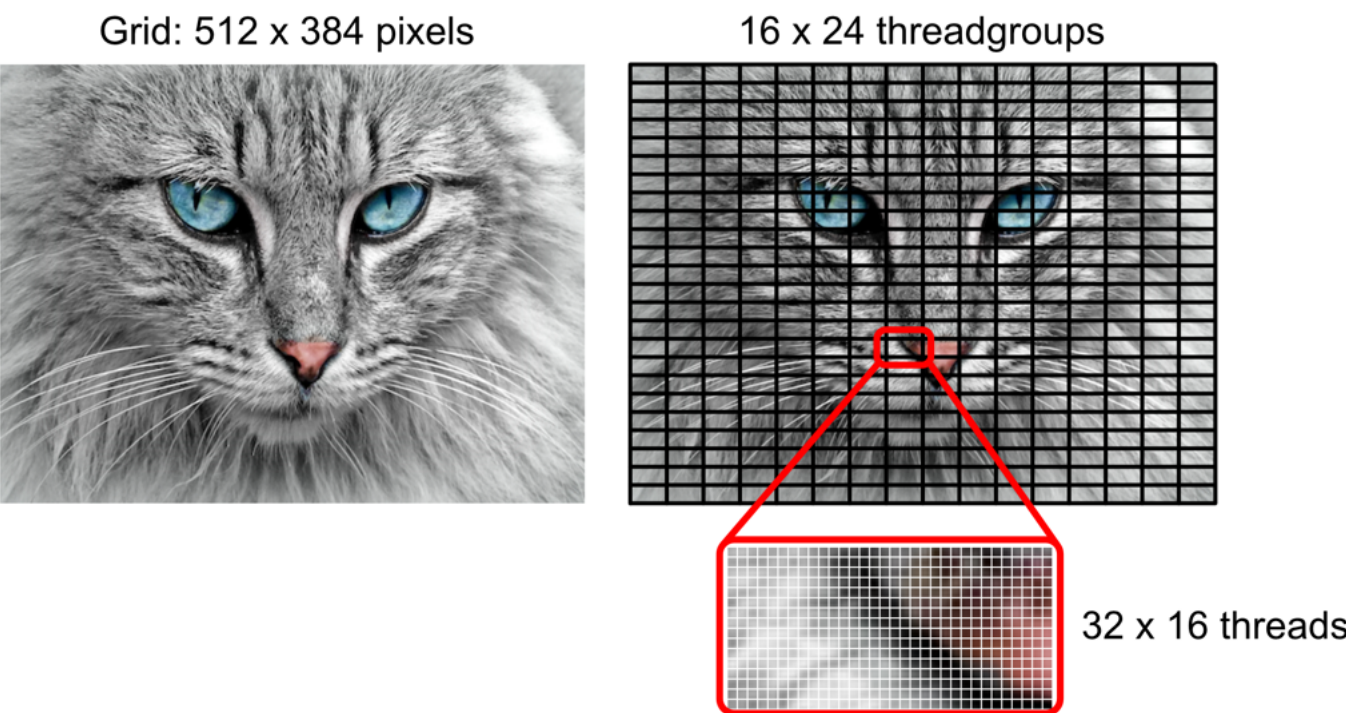
Reversing the Model on the CPU



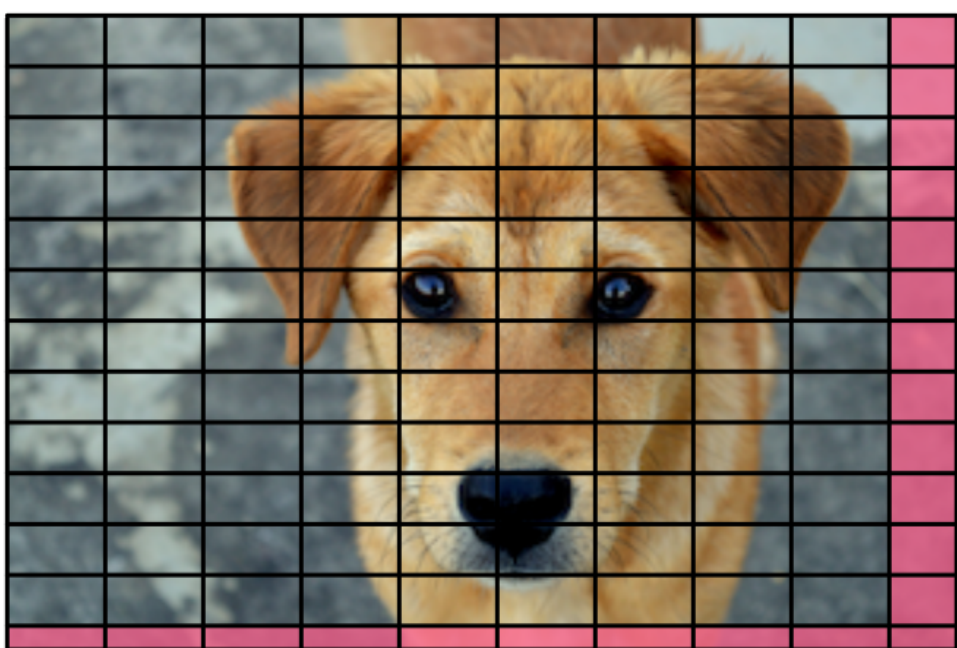
A right-handed gnome

Compute Processing

Threads and Threadgroups

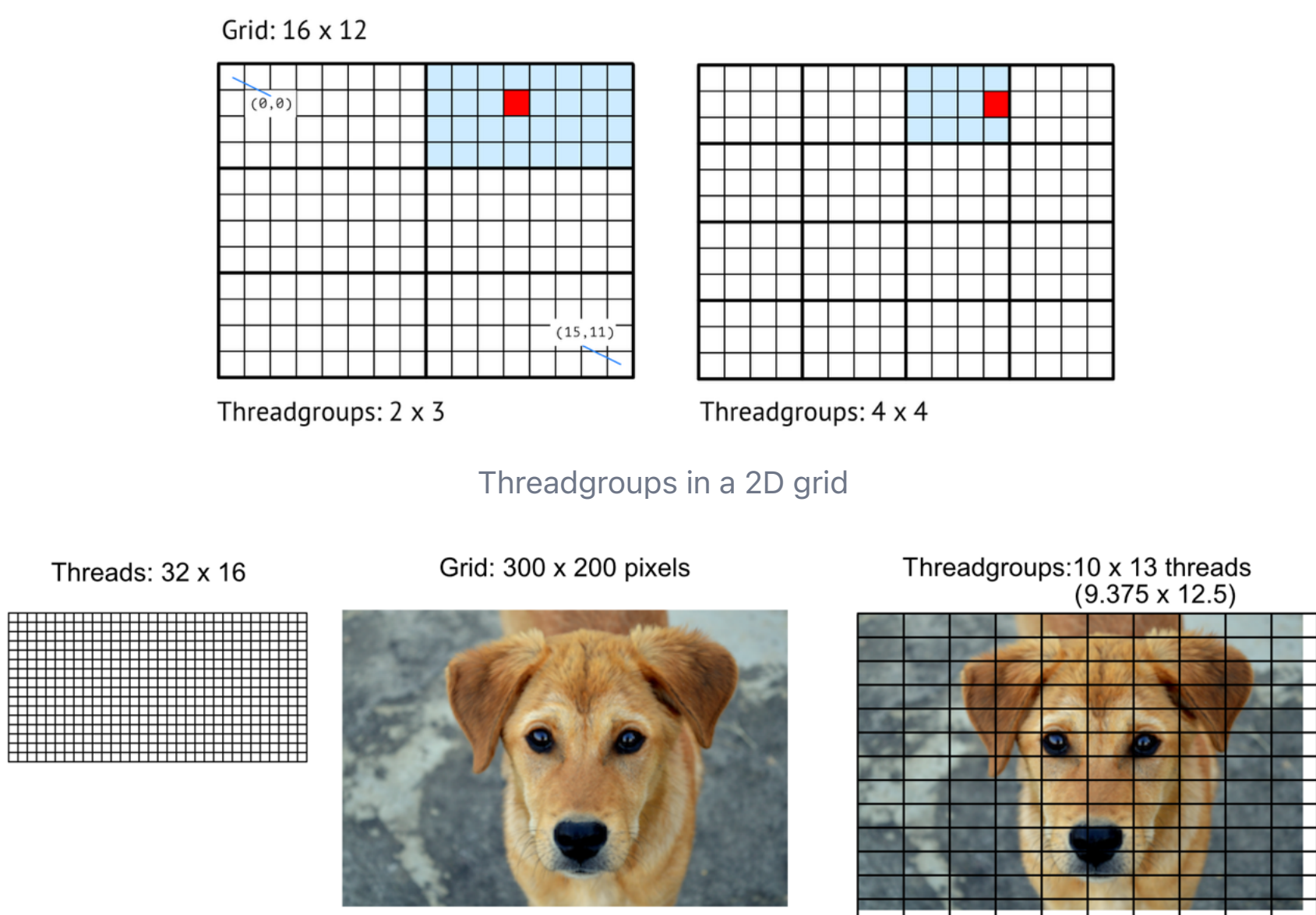


Threads and threadgroups



Non-uniform threadgroups

Threadgroups per Grid



Underutilized threads

Reversing the Gnome Using GPU Compute Processing

Setting up Threadgroups

Performing Code After Completing GPU Execution

The Kernel Function



A right-handed gnome

Atomic Functions