Distributed OSPRay in VTK

First Light!

https://gitlab.kitware.com/vtk/vtk/merge_requests/4495
OSP has a global view.

“?”

OSPRay has a global view.
Why Important?
An path to solve secondary rays.

processor 0:
data with mirror material

processor 1:
any data

primary ray

secondary ray

miss!

But OSPRay Now has a chance to send rays/data to fix. via GraviT?
With shadows, AO, and materials available - this is now important for HPC.