

Distributed OSPRay in VTK

First Light!

https://gitlab.kitware.com/vtk/vtk/merge_requests/4495

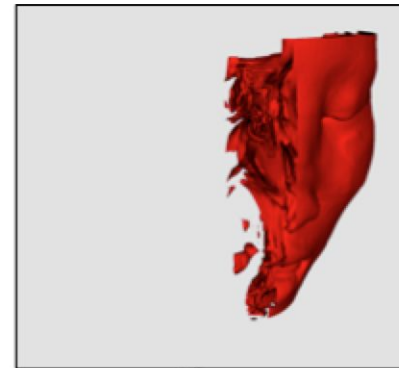
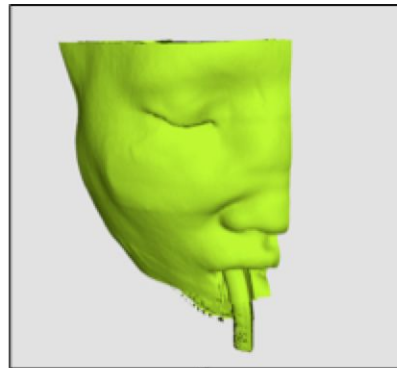
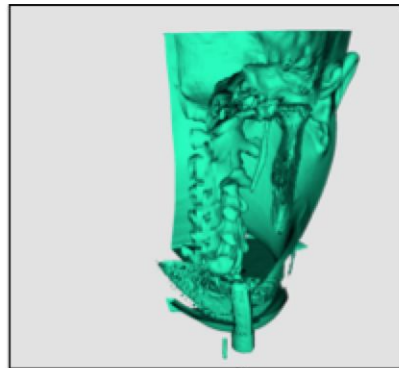
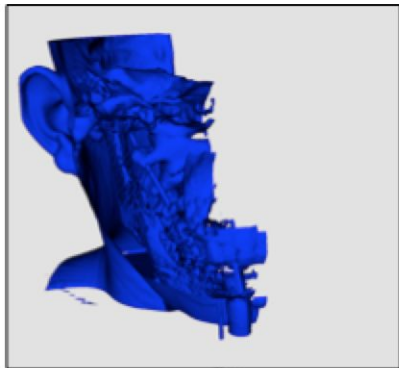


GL or OSP

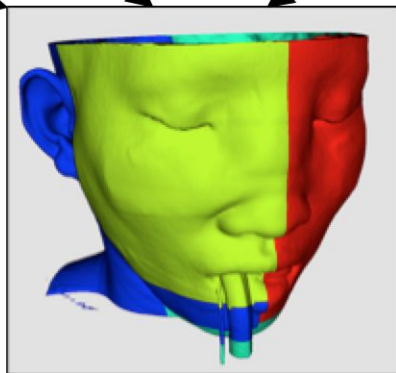
GL or OSP

GL or OSP

GL or OSP

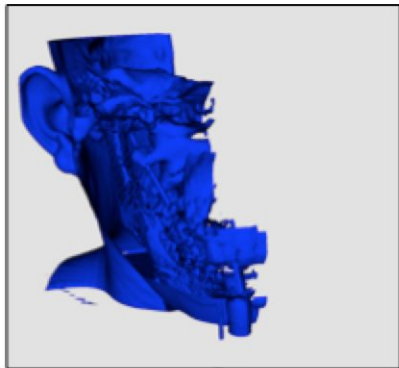


ICET

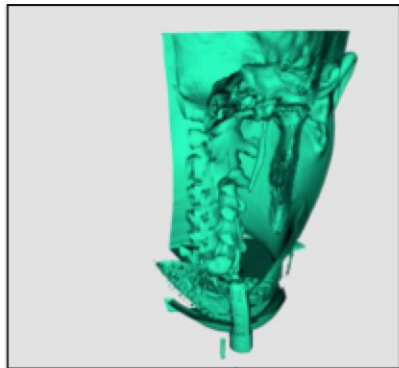


“Sort first within sort last”

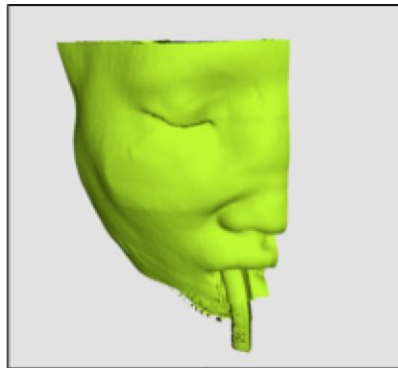
OSP



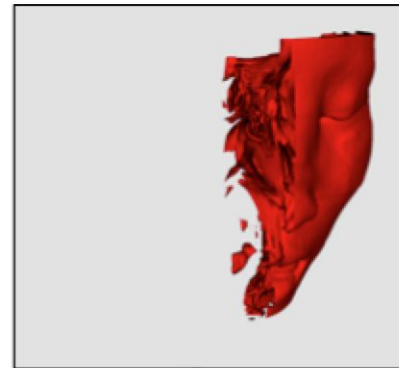
OSP



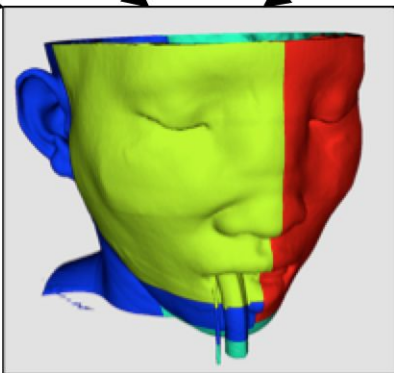
OSP



OSP



osp::MPI_DISTRIBUTED



“?”

OSPRay has a global view.

Why Important?

An path to solve secondary rays.



processor 0 :
data with mirror
material

secondary ray

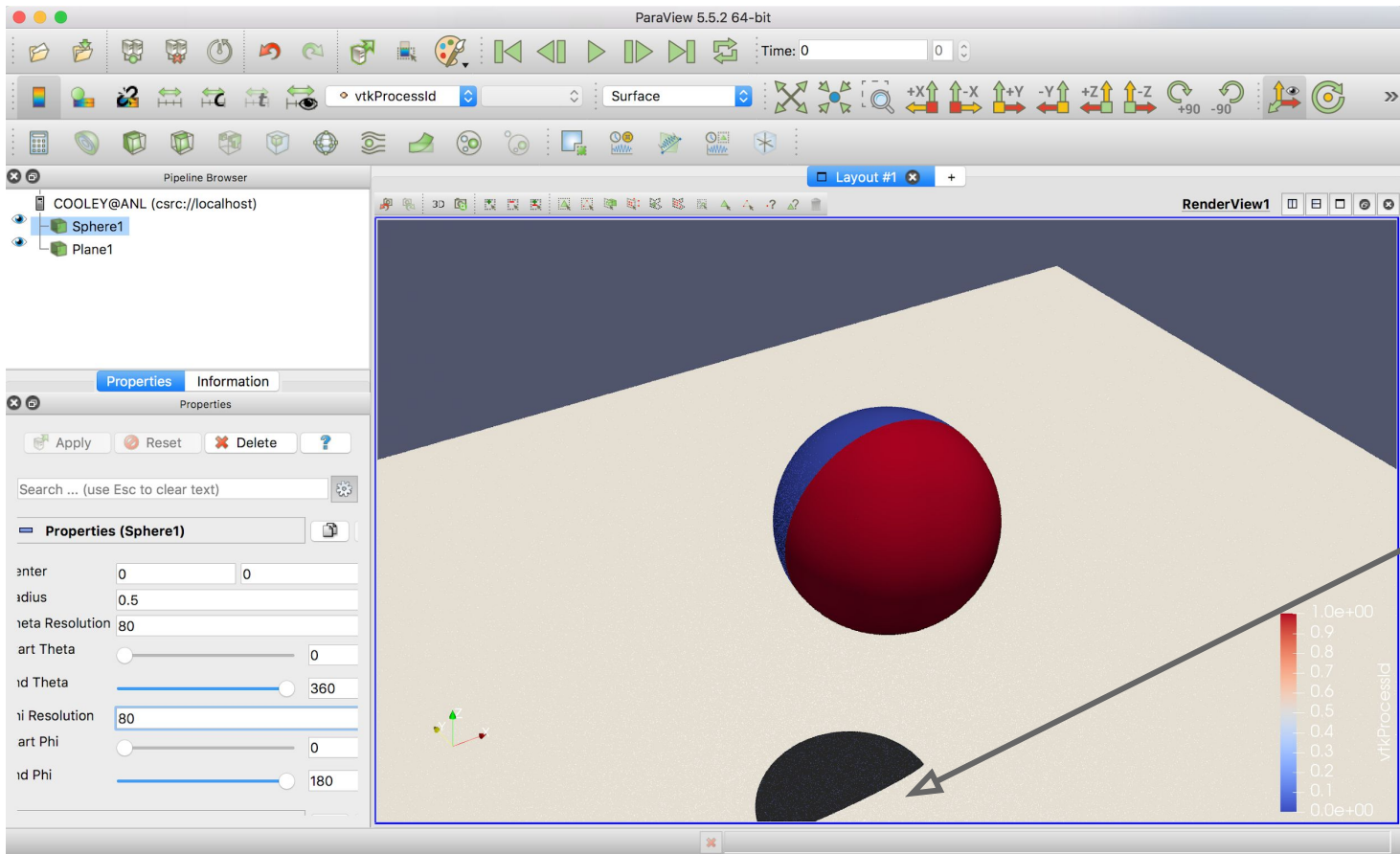


processor 1:
any data

miss!

But OSPRay
Now has a
chance to
send
rays/data to
fix.
via GraviT?

primary ray



With shadows, AO, and materials available - this is now important for HPC.

