Vorbesprechung UE

VU Entwurf und Programmierung einer Rendering-Engine

Vorbesprechung UE
Goals of the exercise

- Deepen understanding…
- Course contents are wide-ranging
  - Thus, in the exercise students may focus on specific methods or applications
- Task can be chosen freely
  - Next lecture, we will discuss your ideas and fix the topics
- Implementation framework can be chosen by the student
Problem definition

Three parts

1. Scene generation
2. Optimization technique for, either
   a. Rendering: rendering techniques typically involve the implementation of an acceleration data-structure, e.g. for culling OR
   b. Interaction: For use cases such as CAD tools or point cloud editing interaction performance (picking!) is crucial, also for this case we typically use acceleration data-structures.
3. Rendering

Validation and Documentation

- The implemented technique need to be analyzed in terms of performance
- Hand in a project report via email, two days before your oral exam appointment.
1. Scene Generation

- Use representative scenes to test your project
- For most algorithms, speed-up critically depends on geometric complexity
  - e.g. culling for very small geometries most likely will not result in speed up….
- Often, computationally generated geometry serves as good starting point
  - Sphere, cylinder, cone, hyperboloid, paraboloid,…
    - can be parametrized easily (e.g. by controlling subdivision levels)
  - Generated terrains
  - Randomly generated city
  - Provide mechanism to change parameters such as geometry/scene size
- You can also use real-world scenes or imported scene data, but make sure to test your implementation with
  - either extreme cases
  - or a set of representative test cases
2a. Optimization technique for rendering

- Depending on your use case, choose an appropriate implementation technique
  - For terrain rendering: culling or adaptive subdivision or (any other ideas?)
  - For CAD scenes: culling, gpu culling or optimization techniques for reducing driver overheads
  - For game scenes you might need handle dynamic and static content differently
- Optimizations:
  - Quad-Tree/Oct-tree for simple view-frustum-culling
  - BSP tree for transparent rendering
  - Occlusion culling (2D case would suffice here)
  - Level of detail (e.g. using subdivision surfaces with varying depth)
  - Geometric optimization (e.g. optimizing meshes for cache locality)
  - GPU accelerated computation of draw calls (e.g. compute shader)
  - GPU accelerated culling (e.g. compute shader)
  - Mechanisms for dealing with many many materials…
2b. Optimization technique for interaction

- For interactive applications such as CAD software or point cloud editing software, picking needs to be FAST.
- Optimization data structures could be:
  - Bounding volume hierarchies
  - Kd-Trees
  - Any other ideas...
3. Rendering

..... Of course....

- Your application should provide (simple!) interactive navigation in the scene
  - Don’t put too much effort into that. Setting the camera to interesting viewpoints for example is also sufficient

- What is not important
  - Tuned graphics effects (other lectures handle this well ;))
Benchmarks

- Check your optimization using representative parameters
  - For optimization data-structures most important parameter is: On/off
    - With and without view frustum culling
  - For trees
    - Depth (e.g. how long to subdivide)
    - Kd-Tree parameters

- Provide your benchmarks in the report
- Most important parameters should be demonstrated at Abgabegespräch
  - Basis for discussion...
Results

● Hand in (via email, 2 days before exam)
  ○ Report (2 pages) which describes
    ■ The domain
    ■ The approach
    ■ The used algorithms
    ■ Benchmark results
  ○ The implementation (source code).
  ○ If you want to show your result on our PC, provide a little description how to start it, so we can test it before the exam.

● Report and project will be discussed as part of the oral exam.
● Email to: hs@vrvis.at
Programming environment

- You are free to choose whatever platform you want!!
- Using Aardvark reduces efforts for some tasks
- For other, rather low level tasks a custom application setup is more desireable
  - e.g. when using low level features such as vulkan generated commands…

- For aardvark users (but also project related questions) we provide support via gitter: https://gitter.im/aardvark-platform/RenderingEngineVU
Inspirations for cool projects

● Culling on the GPU using compute shaders to generate
  ○ Instance buffers (matrices, used for instancing geometry)
  ○ Indirect buffers
  ○ Command buffers (vulkan)
● Culling on the CPU
● Multithreaded scene traversal (UE4 style)
● Picking huge scenes
● Low level OpenGL hackery in order to handle huge scenes
  ....
Email with (1 liner) project description and project team to hs@vrvis.at till 28.11.2017

- 1 student
  - Reduced project size, e.g. 2D case, simplified assumptions (2 pages report)

- 2 students
  - General cases include, more in-depth analysis (4 pages report)

- 3 students
  - If you have a really great idea, talk to us..

- Make sure to talk to the LV team if the project is OK (getting too much effort for such projects is easy ;))
Exam and test machine

- Appointments till 25.3.2018 ([hs@vrvis.at](mailto:hs@vrvis.at))
- Email me with 3 possible dates/times 2 weeks before
  - Mo-Fr, 10-11:30, 14:00-16:30
- Email me your report+source code 2 days before the exam
- 1 question regarding the project, 2 questions from the lecture topics
- The exam is should be done in 10mins.
- If you don’t want to carry a laptop to the exam, send us instructions on how to run the program
  - We have a PC WIN10 and Arch Linux, Both GTX 980
Meet us at: https://gitter.im/aardvark-platform/RenderingEngineVU
Further reading

- OpenGL Scene Rendering Techniques:  

- Siggraph BOF, interesting porting work of game engine developers for vulkan: 

- Approaching the Zero Driver Overhead (AZDO talk), Everitt, Sellers, McDonald, Foley, Siggraph, GDC 2014, 
  [https://de.slideshare.net/CassEveritt/approaching-zero-driver-overhead](https://de.slideshare.net/CassEveritt/approaching-zero-driver-overhead)

- OpenGL Efficiency: AZDO overview talk, 

- Optimizing the Graphics Pipeline with Compute, Wihlidal (Frostbite) 2016, 