TECHNISCHE UNIVERSITÄT WIEN
Institut für Computergraphik und Algorithmen
Arbeitsbereich für Computergraphik

OESTERREICHISCHE COMPUTER GESELLSCHAFT
AUSTRIAN COMPUTER SOCIETY

laden gemeinsam zum

GASTVORTRAG

Ari Silvennoinen & Otso Mäkinen

Umbra Software

"Visibility in video games"

Ari Silvennoinen

Abstract:

In this talk we present an ensemble of common visibility algorithms found in modern video games. We consider both offline and online visibility algorithms and discuss the tradeoffs between different methods from a video game perspective. The widespread availability of hardware occlusion queries has lead to increased interest in online occlusion culling and together with and overview of an hierarchical occlusion query algorithm we will consider some common pitfalls related to hardware occlusion queries in depth.

Biography:

Ari Silvennoinen is a Principal Programmer at Umbra Software where he has been focused on the research and development of Umbra's visibility optimization middleware since the company was founded in 2006. Ari has over 8 years of graphics programming experience and he has been working closely with numerous state-of-the-art game engines giving him a broad perspective of practical visibility algorithms.

Datum: 27. April 2010 14:30 Uhr s.t.
Ort: TU Wien, Favoritenstr. 9, Stiege 1, 5. Stock, Seminarraum E186