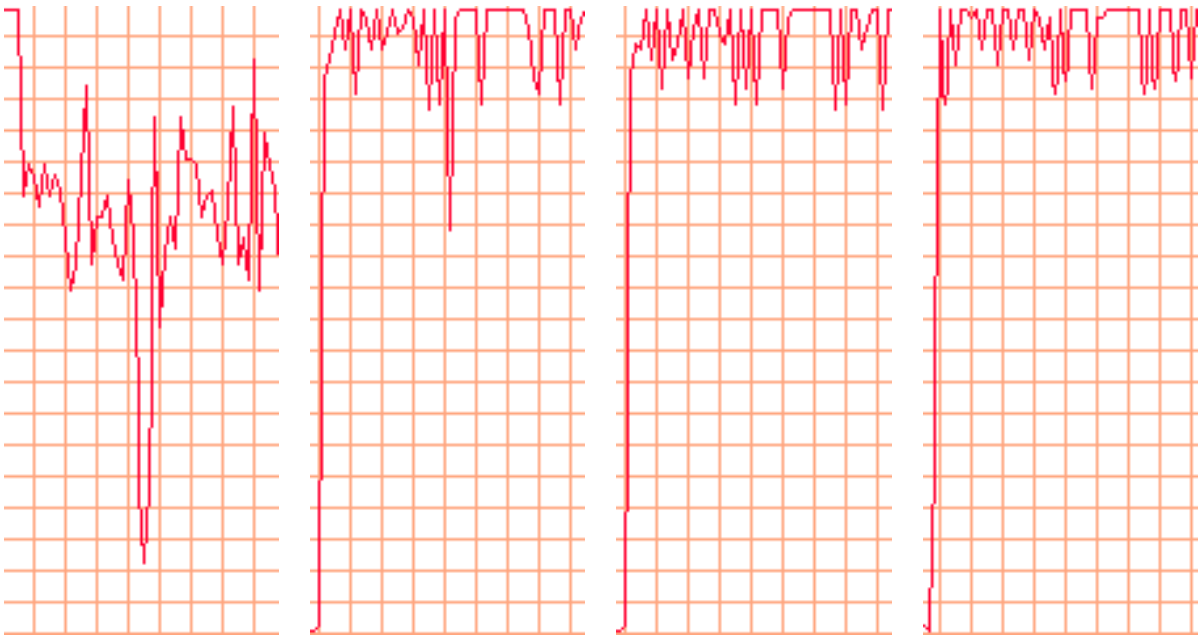
Out of Core Photon-Mapping for Large Buildings
[Additionnal figures]

paper1004



a. b. c. d.

Figure 1: Use of CPU during global illumination for the octagon building according to $MAX\_TMP\_PHOTONS$. An interval on the abscissa represents 5 seconds and an interval on ordinates represents 5% of CPU use: a. With $MAX\_TMP\_PHOTONS = 500$, allocated memory is not sufficient and disks reads and writes reduce CPU efficiency. - b. $MAX\_TMP\_PHOTONS = 5000$, CPU is used more efficiently with some remaining falling off. - c. $MAX\_TMP\_PHOTONS = 10\ 000$, disk is much less required and 100% CPU is used most of the time. - d. $MAX\_TMP\_PHOTONS = 20\ 000$, there is almost no difference than with b. disk accesses cannot be further reduced with this method.

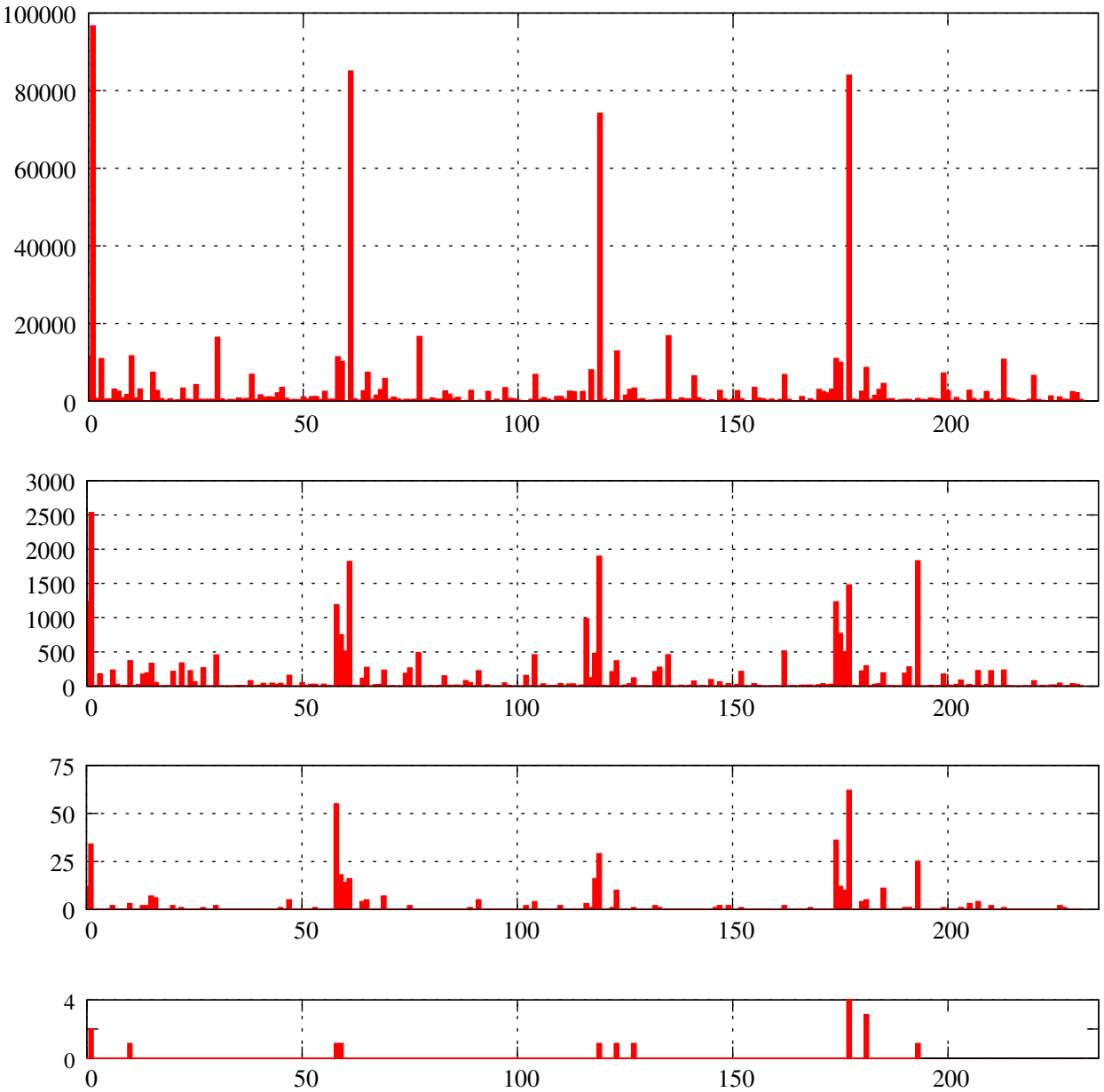


Figure 2: Number of photons processed for each room loaded in memory during computations for our octagon building. Peaks correspond to corridors where a high number of photons enter through portals. We represent only the four first steps (after too less photons remain).

Figure 3: Images from the L-Building.

Figure 4: Images from the Z-Building.

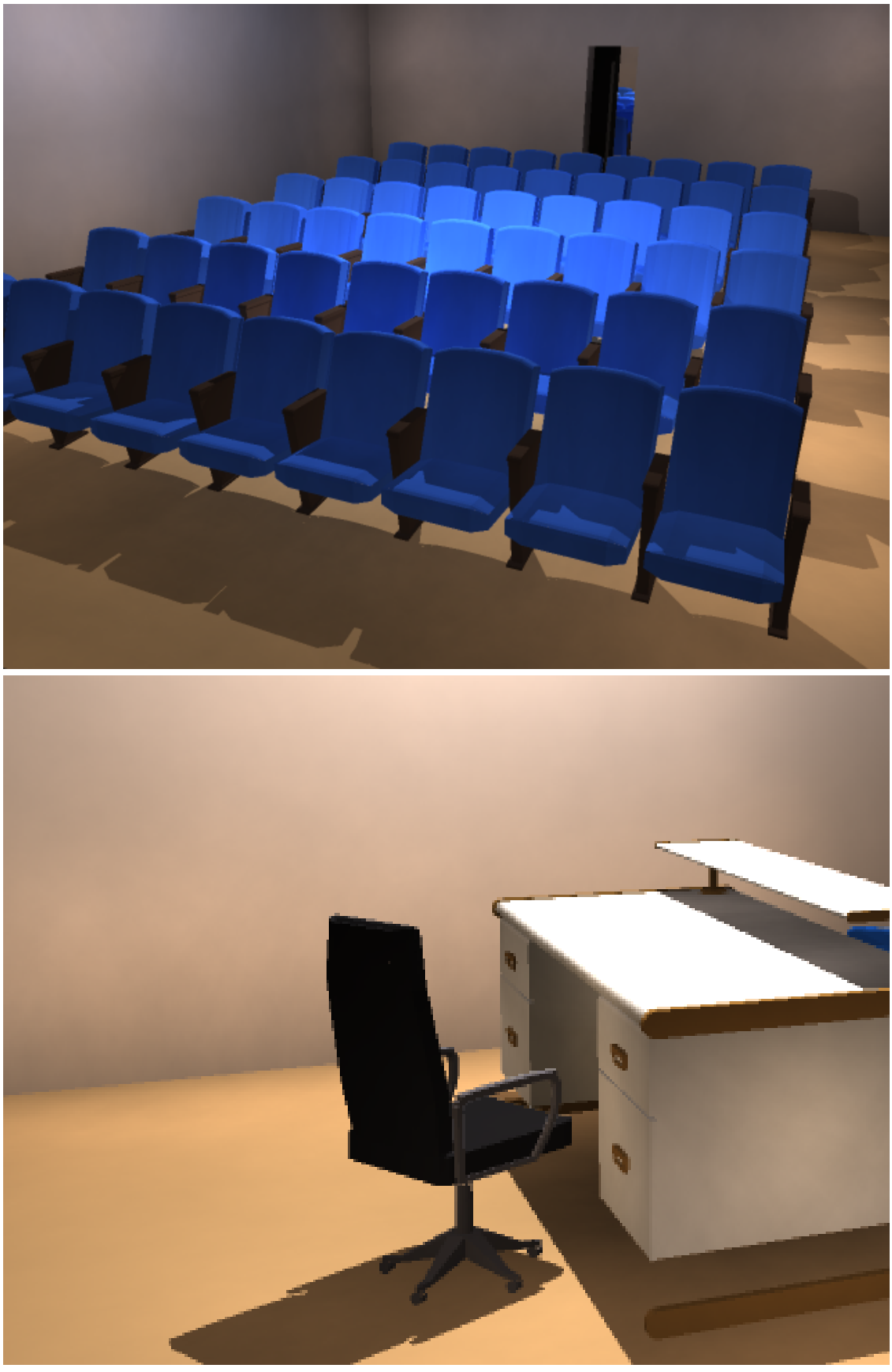


Figure 5: Images from our octagon building.

Figure 6: Image from our octagon building.

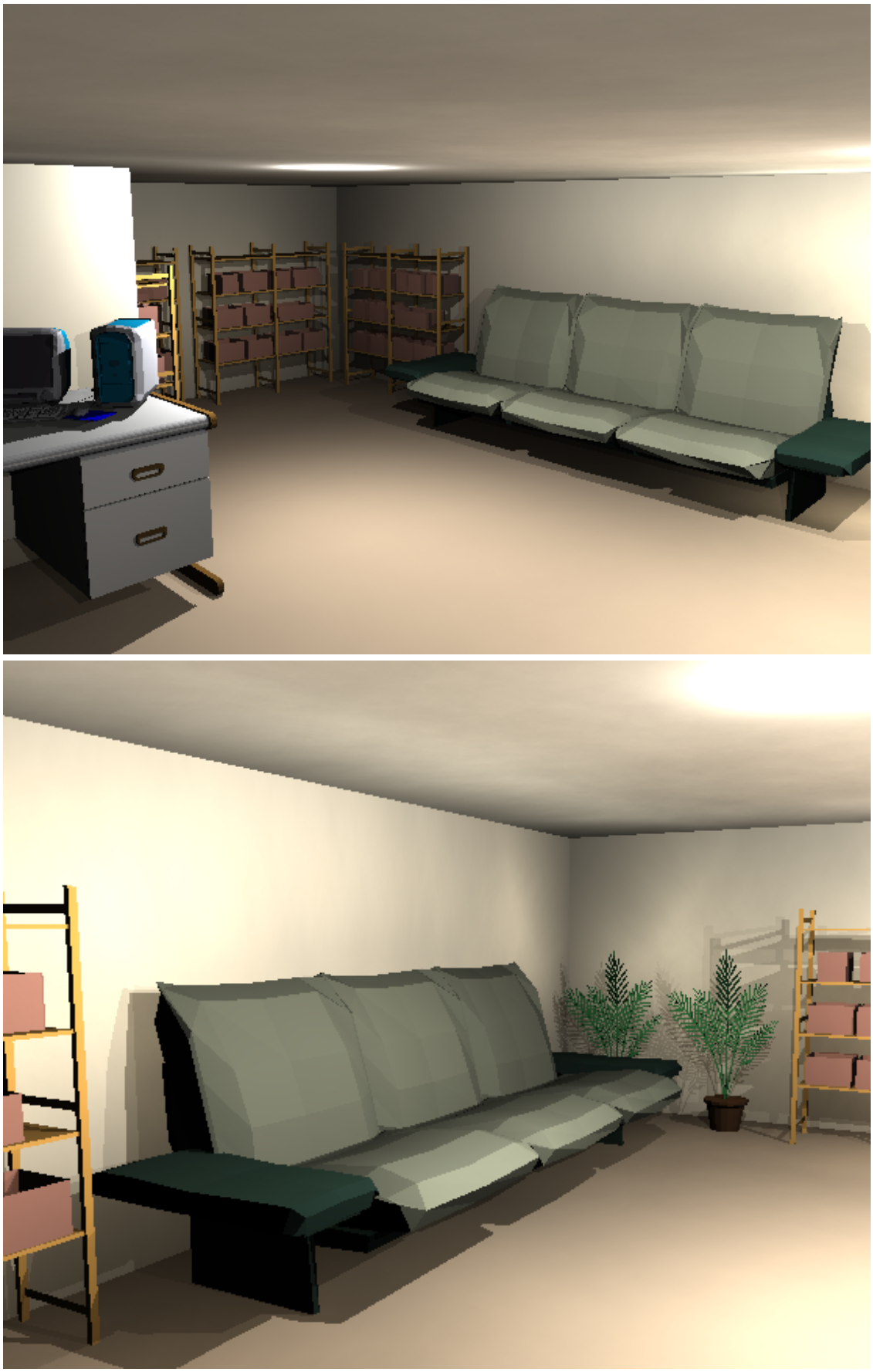


Figure 7: Images from the Tower_100 building.

Figure 8: Images from the Tower_100 building.