REAL TIME RAY TRACING
OFFLINE QUALITY – REAL TIME SPEED

THE NEW PV-4D PBRT ENGINE FEATURES

- Production quality rendering
- From minutes to milliseconds
- All CPU based – no need for special hardware
- No limits in texture or geometry size
- State-of-the-art geometry handling (compiler, traversal, intersection)
- Full HDR pipeline
- HQ texture filtering
- HQ anti-aliasing
HIGH QUALITY CAD VISUALIZATION

- ~ 25 million triangles
- Resolution: 2800 × 1050
- Full ray differentials
- HQ texture and normalmap filtering
- Un-compressed textures (up to 4 k × 4 k)
- 16 × anti-aliasing
- Mitchell-netravali-filter reconstruction
- > 10 fps on average on 32 Sandy Bridge cores

KEYFRAME ANIMATION
(DYN. FAIRY WITH SHADOWS)

- ~ 170 000 triangles (< 5 ms rebuild)
- Resolution: 2800 × 1050
- Full ray differentials
- HQ texture and normalmap filtering
- Un-compressed textures (up to 2 k × 2 k)
- 8 × anti-aliasing
- Cone-filter reconstruction
- > 60 fps on average