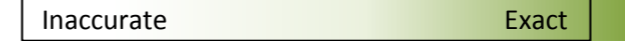
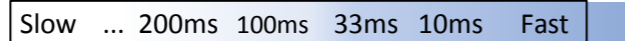


Scene	Belgium <i>Architecture</i> 687,054 tris			City <i>Alpha</i> 9,624 tris			House <i>Architecture</i> 28,886 tris			Trees <i>Foliage</i> 148,101 tris			Secret War <i>Video Game</i> 1,445,620 tris			Sibenik <i>Architecture</i> 240,090 tris			Sponza <i>Architecture</i> 199,362 tris			Suburb <i>Worst Case</i> 2,688 tris			
	Method, samples	GF 280 (ms)	GF 480 (ms)	Error (σ')	GF 280 (ms)	GF 480 (ms)	Error (σ')	GF 280 (ms)	GF 480 (ms)	Error (σ')	GF 280 (ms)	GF 480 (ms)	Error (σ')	GF 280 (ms)	GF 480 (ms)	Error (σ')	GF 280 (ms)	GF 480 (ms)	Error (σ')	GF 280 (ms)	GF 480 (ms)	Error (σ')	GF 280 (ms)	GF 480 (ms)	Error (σ')
Ray Trace	5000	490803.0	490803.0	0.00	603202.0	603202.0	0.00	283226.0	283226.0	0.00	691334.0	691334.0	0.00	556228.0	556228.0	0.00	514959.4	514959.4	0.00	642571.0	642571.0	0.00	401222.0	401222.0	0.00
	1941	190687.0	190687.0	0.35	234515.0	234515.0	0.65	109923.0	109923.0	0.23	270322.0	270322.0	0.28	216142.0	216142.0	0.89	200163.7	200163.7	0.57048	249890.0	249890.0	0.45	155504.0	155504.0	1.05
	292	28779.9	28779.9	1.02	35372.4	35372.4	1.47	16574.2	16574.2	0.60	40803.0	40803.0	0.80	32564.8	32564.8	2.07	30220.5	30220.5	1.49404	37627.1	37627.1	1.12	23439.2	23439.2	2.19
	1	156.4	156.4	6.83	167.9	167.9	6.06	87.7	87.7	2.88	195.0	195.0	6.06	161.1	161.1	9.38	155.3	155.3	6.40968	180.9	180.9	3.50	130.7	130.7	8.98
AOV (new)	1	77.7	16.9	0.59	137.3	46.3	0.46	25.9	9.5	0.27	100.3	19.4	2.03	31.2	12.9	0.43	62.9	23.6	0.51684	110.1	36.3	0.28	31.7	22.2	0.65
	1/3 ² · 5 ²	41.6	5.7	1.03	20.5	7.2	0.51	7.2	2.3	0.69	38.0	6.9	2.40	21.3	6.4	0.73	54.0	4.6	0.93845	32.2	7.0	0.61	5.2	4.7	0.68
	1/5 ² · 5 ²	28.1	2.2	1.55	8.9	3.4	0.72	5.6	1.5	0.78	28.7	4.7	2.74	18.9	5.5	0.88	37.4	3.2	1.16105	21.8	4.0	0.72	2.8	2.8	0.74
	1/15 ² · 5 ²	11.9	2.6	2.28	2.9	1.2	1.10	2.9	1.0	0.90	12.8	2.8	3.14	4.6	4.9	1.16	17.4	1.9	1.59577	10.2	2.0	0.88	1.4	1.5	0.85
Volumetric	1024	895.4	347.3	2.19	1035.3	496.3	3.96	473.7	401.6	1.20	742.8	386.2	4.32	954.8	395.8	1.62	936.2	431.2	6.79809	967.9	431.2	1.49	1050.1	1049.0	1.34
	256	224.3	223.4	2.50	259.3	258.6	4.75	119.0	118.9	1.47	186.8	186.0	4.98	252.1	238.4	2.55	234.8	242.5	2.37686	242.9	242.5	2.03	265.2	263.4	2.28
	32	29.3	29.3	4.11	33.6	33.7	7.03	15.6	16.6	2.42	24.4	24.3	6.35	31.0	31.8	4.74	30.6	32.5	5.6291	238.6	32.5	2.39	34.4	34.6	4.29
	1	3.1	2.0	6.65	3.2	2.0	12.89	1.7	2.0	4.58	2.4	1.9	12.26	3.1	1.9	9.94	23.4	2.0	10.1938	3.1	2.0	8.93	3.2	3.1	11.36
Crytek	16 · 4 ²	15.6	6.1	4.34	15.6	6.1	3.82	12.8	6.1	1.68	14.3	6.1	2.98	15.6	100.3	2.85	14.8	6.1	2.91351	15.7	6.1	2.81	15.5	6.1	2.76

Color Key:



All scenes rendered at 1280x720 resolution

AOV results are for static geometry. The cost of dynamic geometry may be higher or lower depending on bandwidth/compute ratio for the GPU

AOV, Volumetric, and Crytek times are for NVIDIA GeForce GT 280 and GeForce GTX 480. Ray trace times are for dual quad-core Intel Core2 processors.

GPU algorithms include some overhead for filling the GPU pipeline; in the context of a full rendering pipeline they have a lower incremental cost

Times do not include rendering G-buffer, do include any post-blur

"Color = good"