Contents

Preface xv

Part I Graphics and Rendering 1

Chapter 1 Fast Computation of Tight-Fitting Oriented Bounding Boxes 3
Thomas Larsson Linus Källberg
  1.1 Introduction 3
  1.2 Algorithm 4
  1.3 Evaluation 10
  1.4 Optimization Using SIMD Instructions 16
  1.5 Discussion and Future Work 17

Chapter 2 Modeling, Lighting, and Rendering Techniques for Volumetric Clouds 21
Frank Kane
  2.1 Modeling Cloud Formation 22
  2.2 Cloud Lighting Techniques 27
  2.3 Cloud Rendering Techniques 30

Chapter 3 Simulation of Night-Vision and Infrared Sensors 45
Frank Kane
  3.1 The Physics of the Infrared 45
  3.2 Simulating Infrared Sensor Effects 49
  3.3 Night-Vision Goggle Simulation 51
Chapter 4  Screen-Space Classification for Efficient Deferred Shading  

*Balor Knight Matthew Ritchie George Parrish*

- 4.1 Introduction  
- 4.2 Overview of Method  
- 4.3 Depth-Related Classification  
- 4.4 Pixel Classification  
- 4.5 Combining Classification Results  
- 4.6 Index Buffer Generation  
- 4.7 Tile Rendering  
- 4.8 Shader Management  
- 4.9 Platform Specifics  
- 4.10 Optimizations  
- 4.11 Performance Comparison

Chapter 5  Delaying OpenGL Calls  

*Patrick Cozzi*

- 5.1 Introduction  
- 5.2 Motivation  
- 5.3 Possible Implementations  
- 5.4 Delayed Calls Implementation  
- 5.5 Implementation Notes  
- 5.6 Improved Flexibility  
- 5.7 Concluding Remarks

Chapter 6  A Framework for GLSL Engine Uniforms  

*Patrick Cozzi*

- 6.1 Introduction  
- 6.2 Motivation  
- 6.3 Implementation  
- 6.4 Beyond GLSL Built-in Uniforms  
- 6.5 Implementation Tips  
- 6.6 Concluding Remarks
Chapter 7  A Spatial and Temporal Coherence Framework for Real-Time Graphics
Michał Drobot  
7.1 Introduction 98  
7.2 The Spatiotemporal Framework 100  
7.3 Applications 109  
7.4 Future Work 115

Chapter 8  Implementing a Fast DDOF Solver  
Holger Grün  
8.1 Introduction 119  
8.2 Modifying the Basic CR Solver 123  
8.3 Results 131

Chapter 9  Automatic Dynamic Stereoscopic 3D  
Jason Hughes  
9.1 General Problems in S3D 135  
9.2 Problems in S3D Unique to Games 138  
9.3 Dynamic Controls 140  
9.4 A Simple Dynamic S3D Camera 141  
9.5 Content-Adaptive Feedback 143

Chapter 10  Practical Stereo Rendering  
Matthew Johnson  
10.1 Introduction to Stereo 3D 151  
10.2 Overview of Stereo Displays 152  
10.3 Introduction to Rendering Stereo 153  
10.4 The Mathematics of Stereo Views and Projection 154  
10.5 Using Geometry Shader to Render Stereo Pairs 159

Chapter 11  Making 3D Stereoscopic Games  
Sébastien Schertenleib  
11.1 Introduction 163  
11.2 How Stereoscopic 3D Works 163  
11.3 How to Set Up the Virtual 3D Cameras 164  
11.4 Safe Area 166  
11.5 Technical Considerations 169  
11.6 Same Scene, Both Eyes, and How to Optimize 169  
11.7 Scene Traversal 172
Chapter 19  An Egocentric Motion Management System  

Michael Ramsey  

19.1 Fundamental Components of the ECMMS  
19.2 Collision Sensors  
19.3 Query Space  
19.4 Modeling the Environment  
19.5 The ECMMS Architecture  
19.6 Modeling an ECMMS-Enabled Agent  
19.7 Generating a Behavior Model with the ECMMS  
19.8 Animation Validation  
19.9 A Single Agent Behavioral Response Algorithm and Example  

Chapter 20  Pointer Patching Assets  

Jason Hughes  

20.1 Introduction  
20.2 Overview of the Technique  
20.3 A Brief Example  

Chapter 21  Data-Driven Sound Pack Loading and Organization  

Simon Franco  

21.1 Introduction  
21.2 Constructing a Sound Map  
21.3 Constructing Sound Packs by Analyzing the Event Table  
21.4 Constructing and Using Sound Loading Triggers  
21.5 Conclusion  

Chapter 22  GPGPU Cloth Simulation Using GLSL, OpenCL, and CUDA  

Marco Fratarcangeli  

22.1 Introduction  
22.2 Numerical Algorithm  
22.3 Collision Handling  
22.4 CPU Implementation  
22.5 GPU Implementations
26.6 Page Management in the Memory Manager 422
26.7 OSAPI Ideas 425

Chapter 27 Simple Remote Heaps 427
Jason Hughes
27.1 Introduction 427
27.2 Bitwise Remote Heap 428
27.3 Blockwise Remote Heap 430
27.4 Testing Results 435

Chapter 28 A Cache-Aware Hybrid Sorter 437
Manny Ko
28.1 Stream Splitting 438
28.2 Substream Sorting 440
28.3 Stream Merging and Loser Tree 442
28.4 Multicore Implementation 445
28.5 Conclusion 446
Appendix 447

Chapter 29 Thread Communication Techniques 449
Julien Hamaide
29.1 Latency and Threading 449
29.2 Single Writer, Single Reader 450
29.3 The Aggregator 453
29.4 The Dispatcher 455
29.5 The Gateway 455
29.6 Debugging 456

Chapter 30 A Cross-Platform Multithreading Framework 457
Martin Fleisz
30.1 Threading 457
30.2 Synchronization Objects 459
30.3 Limitations 471
30.4 Future Extensions 473

Chapter 31 Producer-Consumer Queues 475
Matthew Johnson
31.1 Introduction 475
31.2 Multithreading Overview 477
31.3 A First Approach: Using Win32 Semaphores and Critical Sections 477
31.4 A Second Approach: Lock-Free Algorithms 482
31.5 Processor Architecture Overview and Memory Models 483
31.6 Lock-Free Algorithm Design 486
31.7 Lock-Free Implementation of a Free List 487
31.8 Lock-Free Implementation of a Queue 491
31.9 Interprocess Communication 496

Contributor Biographies 499

Index 509