

Parallel Rendering

Molnar, Cox, Ellsworth, and Fuchs.
**“A Sorting Classification of Parallel
Rendering.” *IEEE Computer Graphics
and Applications*. July, 1994.**



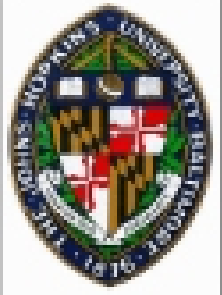
Why Parallelism

Applications need:

- High frame rates
- High resolution
- Large geometric models
- Stereo
- Antialiasing
- etc.

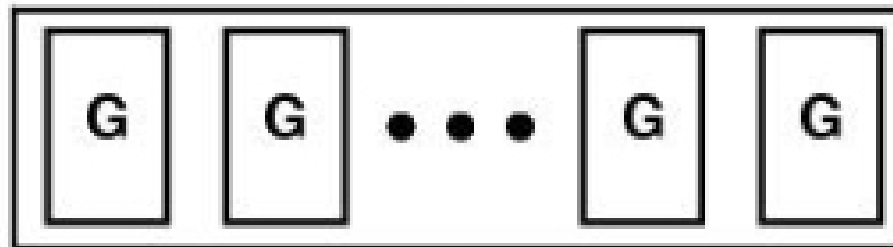
Performance implications:

- Hundreds of MFLOPS compute power
- Gigabytes per second memory bandwidth

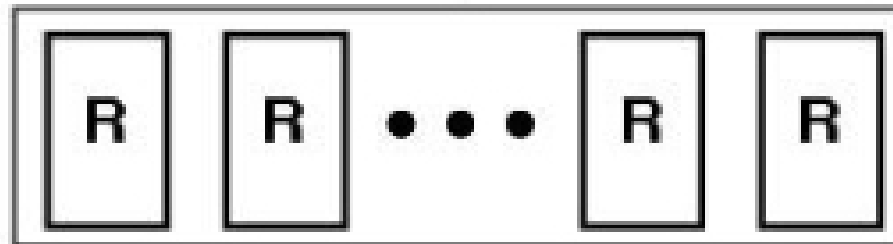


Stages of Parallelism

Graphics database traversal



Geometry processing



Rasterization



Display