Alpha Demonstration
Sparse Virtual Texturing

Team 2. Boeing
CSE 498, Collaborative Design

James Drallos
Adam Starks
Patrick Ohren
Alexander Kobylarek

Department of Computer Science and Engineering
Michigan State University

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Project Overview

- Plug-in for OpenSceneGraph
  - Visual Quality
  - Flexibility
  - Performance

- OpenSceneGraph Application
  - Showcase Plug-in
  - Demonstrate Implementation
Architecture Illustrated

OpenSceneGraph Visual Application

Sparse Virtual Texturing Plug-in

Database (Managed by OSG)

Readback Shader

Texture

GPU Memory

Indirection Shader
What’s left to do?

• Render with scene texture.
• Implement bi-linear filtering.
• Convert library into an OSG plug-in.
• Add support for multi-threading.
• Format application to use library directly.