

Accelerating 3D Gaussian Ray Tracing with Ellipsoid-Based Kd-trees

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Table 1. Selected camera views for rendering performance comparison(2340 x 1080 pixels).

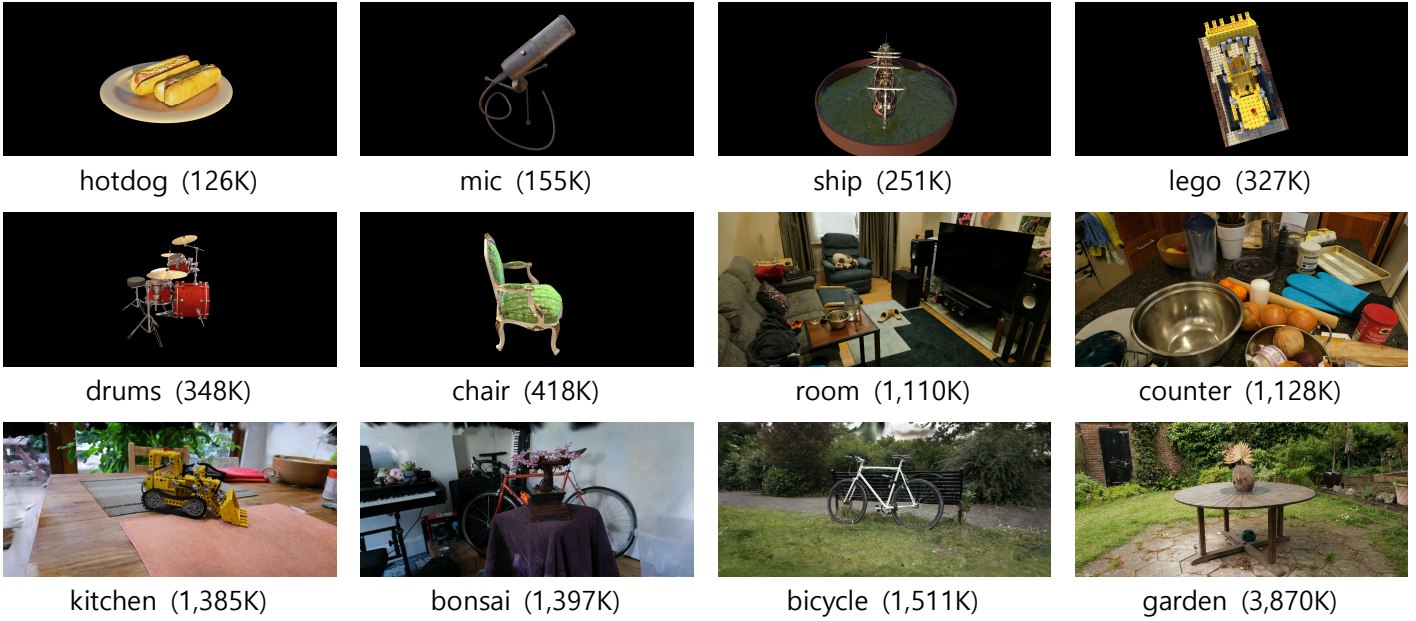


Figure 1. Per-pixel tree traversal costs. The number of ray intersections processed during pixel shading for triangulated(BVH) and analytic(Ellipsoid-based kd-tree) ellipsoids is color-coded.

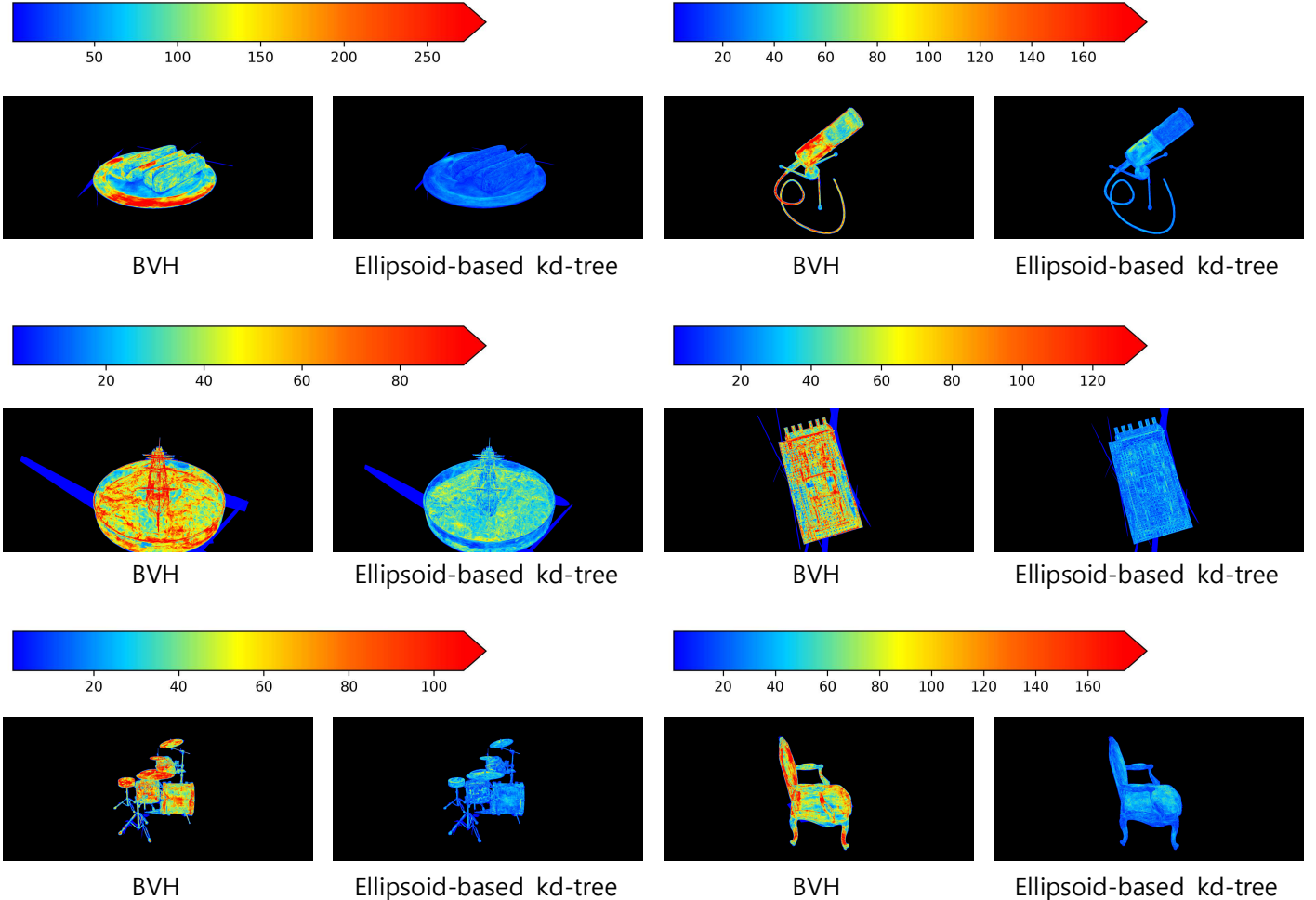


Figure 1. Per-pixel tree traversal costs(continued).

