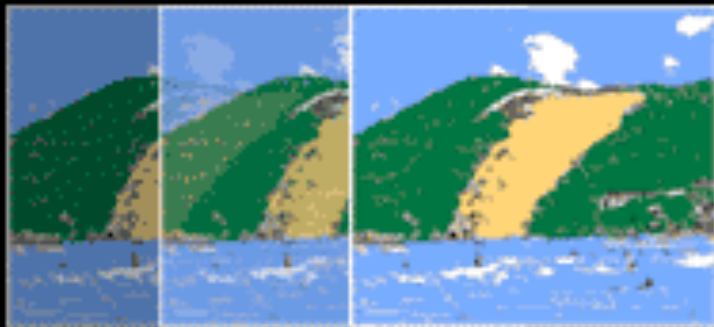


# GPU-Based Volume Rendering of Unstructured Grids

Module 6:  
Conclusion

João L. D. Comba

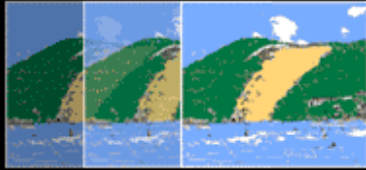
UFRGS



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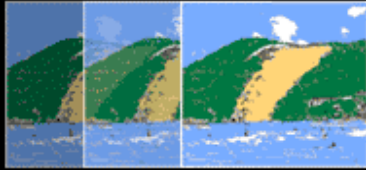
XVIII Brazilian Symposium on Computer Graphics and Image Processing



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# What we saw today

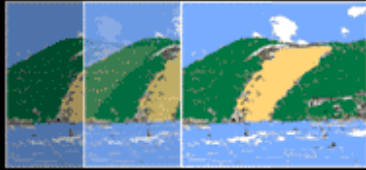
- Summary of solutions for Volume Rendering problems using GPUs
  - Span different architectures
  - Other people work
  - Our own experience:
    - Several papers published on this field
    - More to come (hopefully)



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# What we saw today

- Programming GPUs not easy:
  - Computational Framework is different
  - Hard to use it well
  - Hard to use it. (drivers, lack of documentation, etc)
  - Exciting, we can do with a PC box today what we could only do with very expensive machines



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# What we saw today

- Open exciting perspectives for other interesting problems:

## Dynamic or Time-Varying Problems