VRcontext

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VRCONTEXT AND INTEL ENHANCE VISUALIZATION OF COMPLEX MODELS WITH REAL-TIME RAY TRACING

HOUSTON (June 17, 2008) – At the Research@Intel Day event last week, VRcontext and Intel demonstrated an advanced parallel ray tracer that renders massive 3D models in real time and with absolute scalability.

Ray tracing, a technique that generates images by tracing the path of light through pixels in an image plane, produces a very high level of photorealism by simulating a wide variety of optical effects, such as reflection and refraction. The computational power it requires used to make ray tracing unsuitable for rendering real-time virtual environments, but VRcontext now uses multi-core processors from Intel to render models containing one hundred million polygons at a speed of 80 frames per second.

Users have immediate access to life-like 3-D environments and more natural ways to interact with their devices; and it is anticipated that within two to three years, real-time ray tracing servers will allow PDAs and other hand-held devices with limited processing capabilities to display high-quality images and large environments instantly.

About VRcontext
VRcontext (www.vrcontext.com) is a privately owned company that develops virtual reality software applications for the oil and gas, process, energy, and homeland security markets.

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