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Subject: Re: survey: accelerated 3D volumetric rendering  
Posted by [Paul Woodford](#) on Wed, 28 Feb 2001 17:47:45 GMT  
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In article <97j5ma\$d01\$1@canopus.cc.umanitoba.ca>,  
"Richard Tyc" <richt@sbrc.umanitoba.ca> wrote:

> One interesting thing to note: on our dual Pentium III 733Mhz Dell, the real  
> time rendering of volume objects is not that much faster than my single CPU  
> office PC (only a Pentium II 350). I would have thought it was at least 2x  
> faster running the same app, but not so with my simple subjective test.

I once did a IDLgrVolume rendering speed test with a dual-processor  
Windows NT PC, and found almost a 2x speedup when I set the hints  
property to use multiple processors. I think the volume was something  
like 128 x 128 x 32.

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