
Subject: survey: accelerated 3D volumetric rendering
Posted by [Rick Towler](#) on Tue, 27 Feb 2001 21:14:59 GMT
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What are peoples experiences with accelerated 3d volumetric rendering. I am sure very high end unix viz workstations have the ability to accelerate volumetric rendering but what about lower end hardware. Is this the domain of high end video adapters only?

In my case we have a Sun Ultra60 with the Creator3d framebuffer and PC's running consumer versions of nvidia's Geforce line. The Creator3d is painfully slow rendering anything. The Geforce cards are quite fast with your standard polygon rendering but volumetric rendering isn't supported in hardware.

Does anyone have any experience with this using nvidia's Quadro line or with 3dLabs cards? What about other platforms?

fwiw, Sun just released the Expert3d lite which does support accelerated volumetric rendering and when bundled runs for \$2000. I guess that is low end....

-Rick Towler
