

Contents

	Acknowledgments	ix
	Figure Credits	xi
1	Introduction	1
1.1	Scope of this Lecture	1
1.1.1	Base-line Rendering	4
1.1.2	Higher-level Structure	5
1.2	Related Topics Beyond the Scope	5
2	History	7
3	GPU-based Glyph Ray Casting	11
3.1	Fragment-based Ray Casting	12
3.2	Silhouette Approximation	16
3.2.1	Bounding Boxes	17
3.2.2	Spheres	20
3.3	Geometry Generation	22
3.3.1	Bounding Box	22
3.3.2	Quad Primitive	23
3.3.3	Point Primitive	24
3.3.4	GPU-side Generated Quad Primitive	25
4	Acceleration Strategies	29
4.1	Optimized Data Upload	30
4.1.1	Vertex Arrays	30
4.1.2	Vertex Buffer Objects	32
4.1.3	Shader Storage Buffer Objects	35
4.2	Support Geometry Generation	40
4.3	Particle Culling Techniques	42
4.3.1	Occlusion Queries for Gridded Data	42
4.3.2	Manual Early-Z Test	46

5	Data Structures	49
5.1	Uniform Grids for Molecular Dynamics Data	49
5.1.1	Template-based Instancing	50
5.1.2	Algorithm	51
5.2	Hierarchical Data Structures	58
5.2.1	Implicit Hierarchy	59
5.2.2	Position Coordinate Quantization	61
6	Efficient Nearest Neighbor Search on the GPU	65
7	Improved Visual Quality	71
7.1	Deferred Shading	72
7.2	Ambient Occlusion	74
8	Application-driven Abstractions	83
8.1	Spline Representations	84
8.2	Particle Surfaces	90
8.3	Clustering and Aggregation	95
9	Summary and Outlook	99
	Bibliography	101
	Authors' Biographies	109