Real Time Rendering Engine

Real – Time Graphics
with a modern graphics approach

Flow Render Engine

Rendered scenes

Master's degree final project
Master computing engineering
High performance computing area

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http://www.flowrenderengine.com/

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Josep Jorba Esteve
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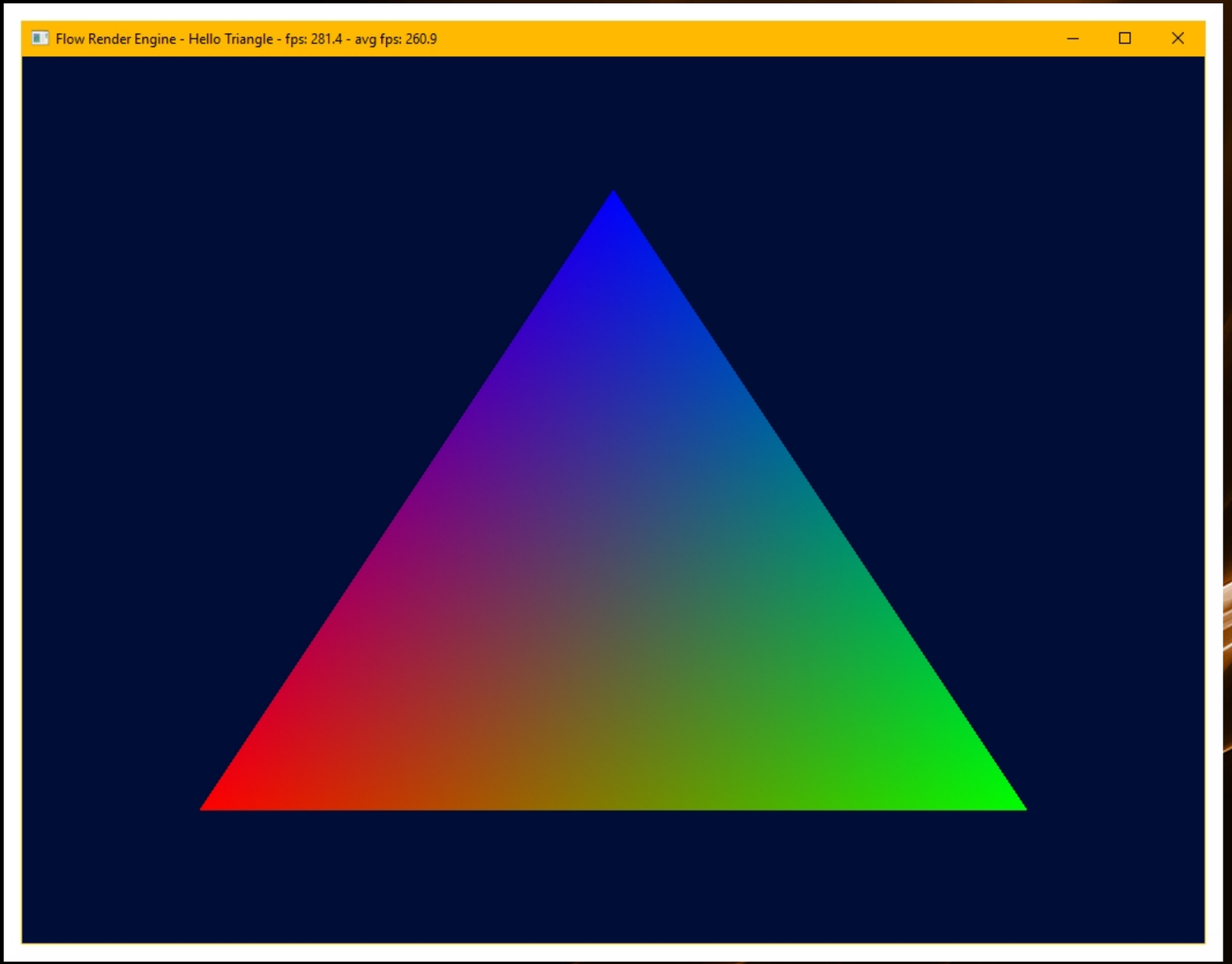
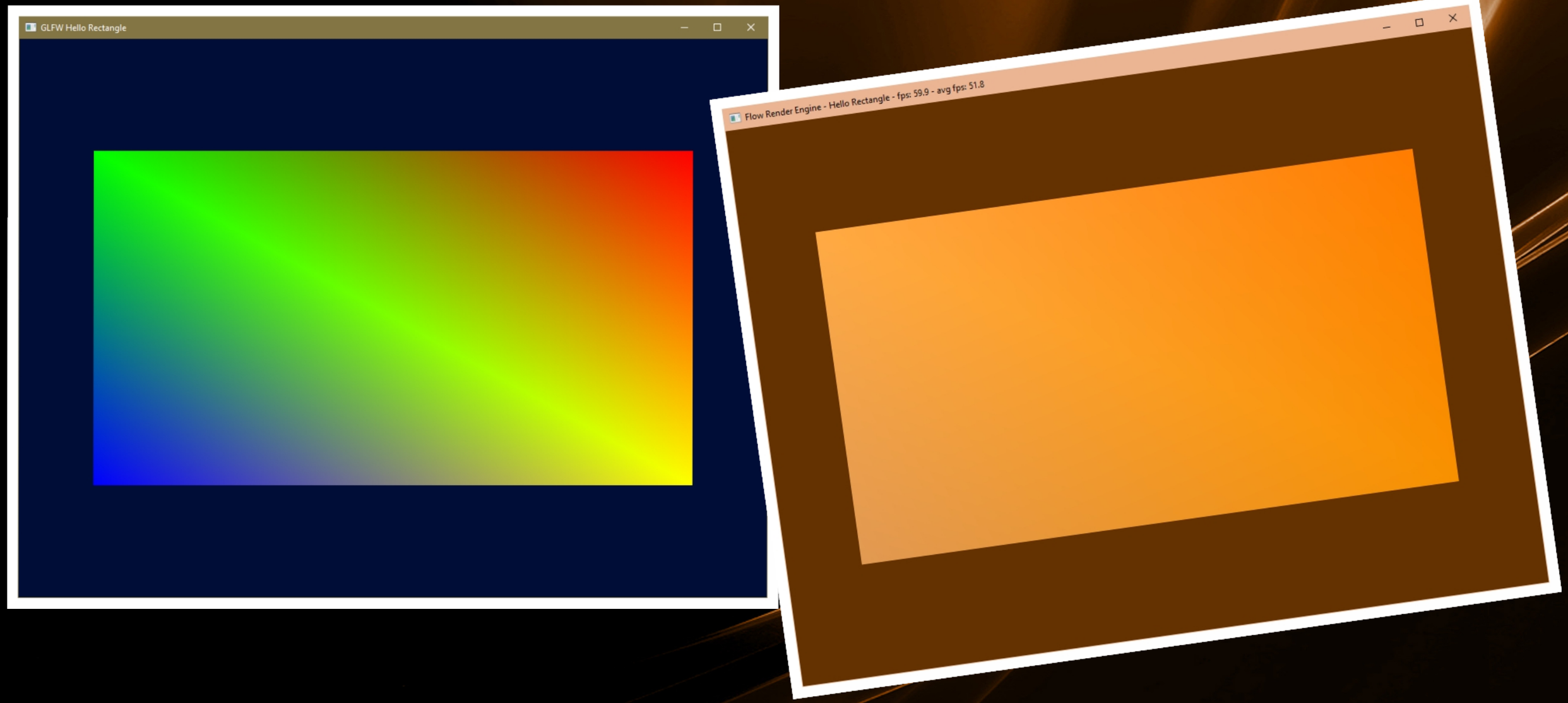
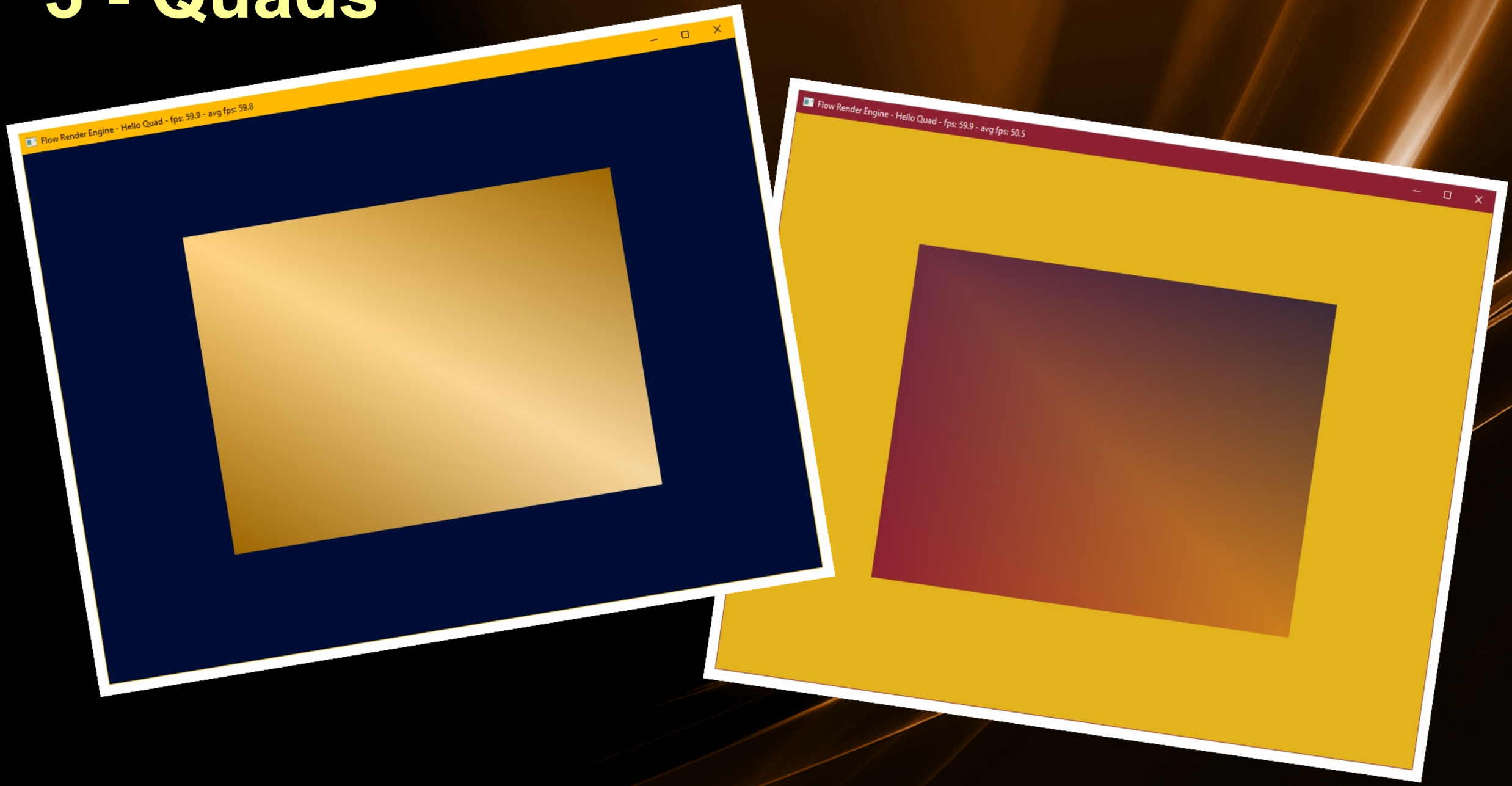
1 - Triangle



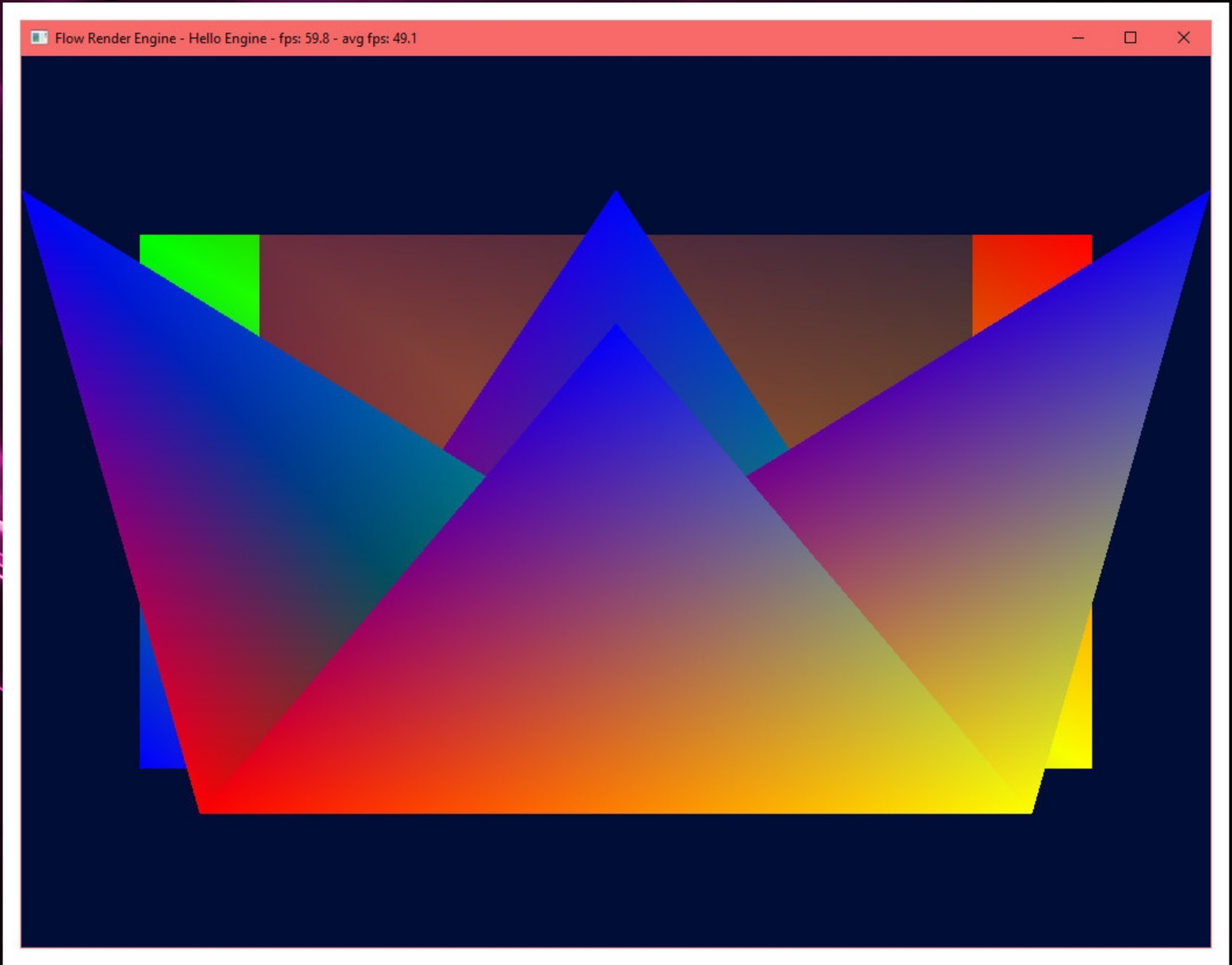
2 - Rectangles



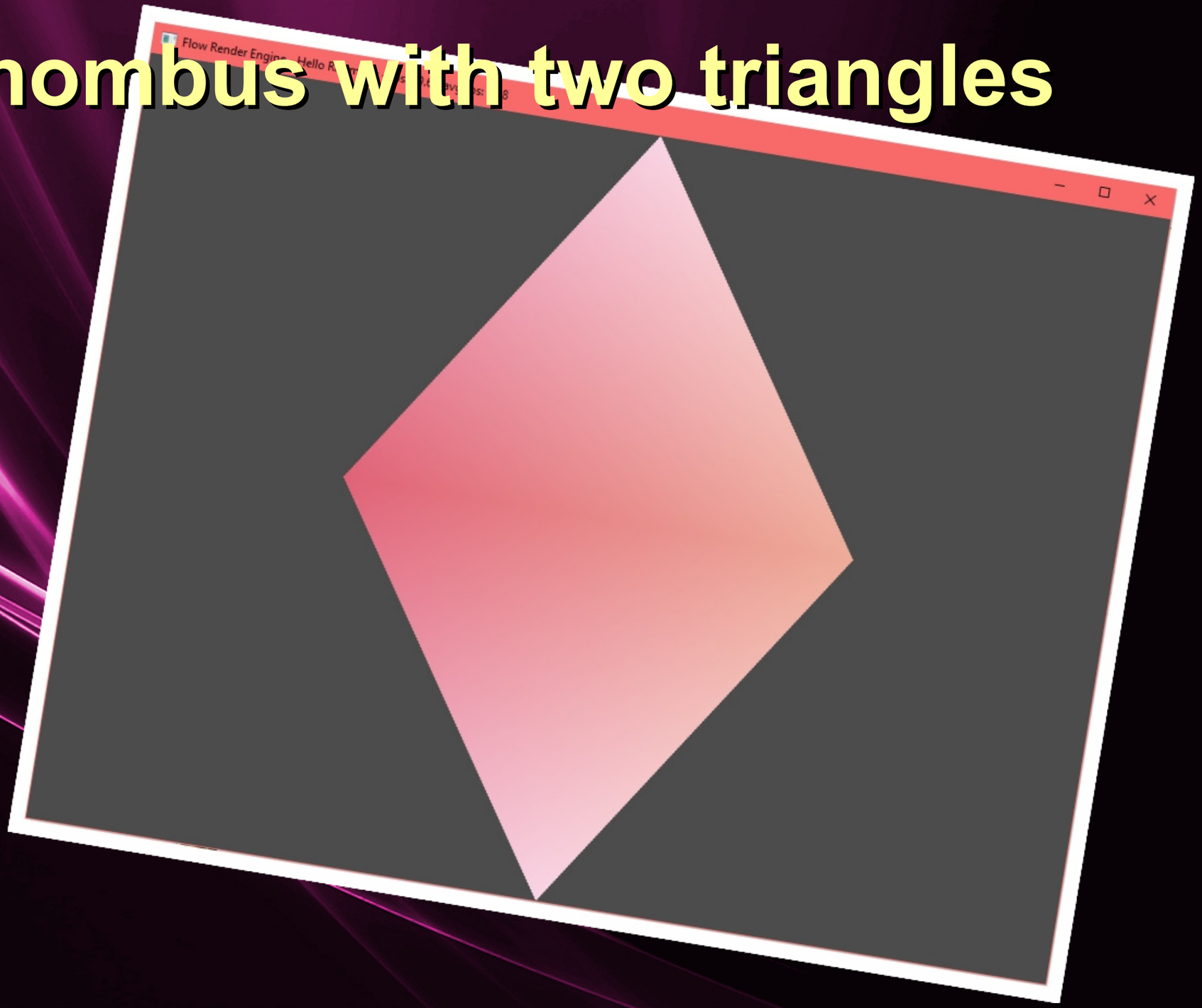
3 - Quads


Flow Render Engine - Hello Quad - fps: 59.9 - avg fps: 59.8
Flow Render Engine - Hello Quad - fps: 59.9 - avg fps: 50.5

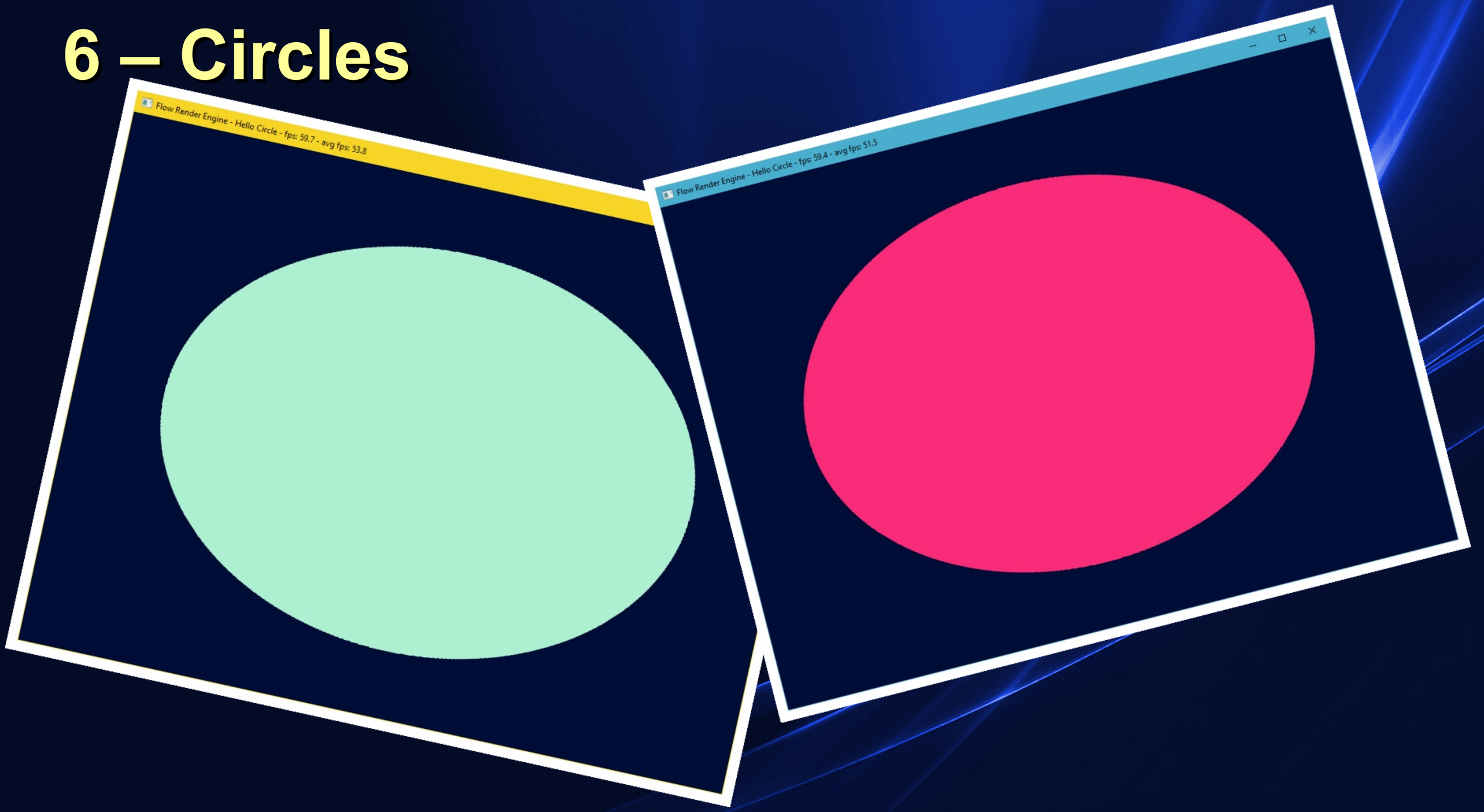
4 – Triangles, quads and rectangles



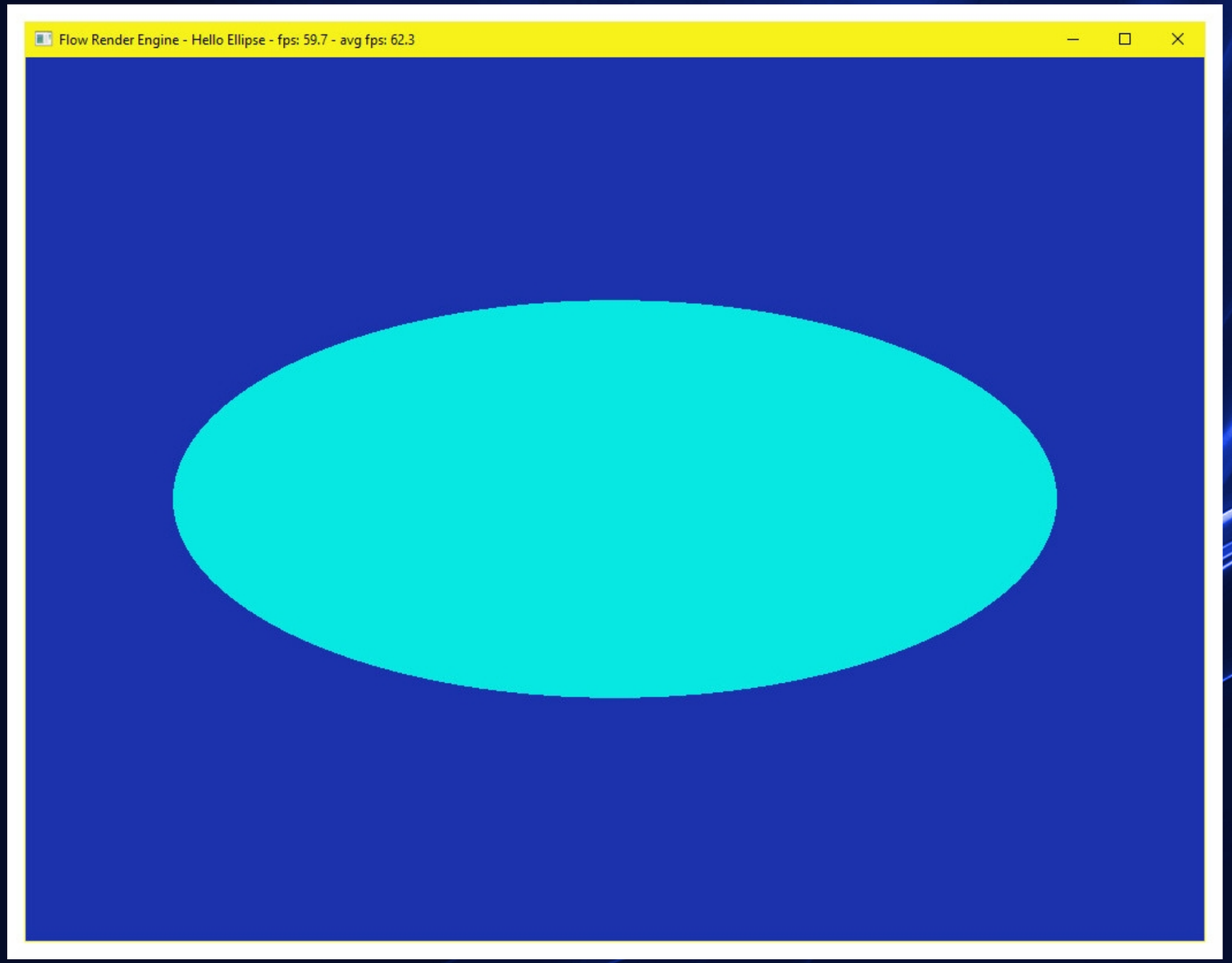
5 – Rhombus with two triangles



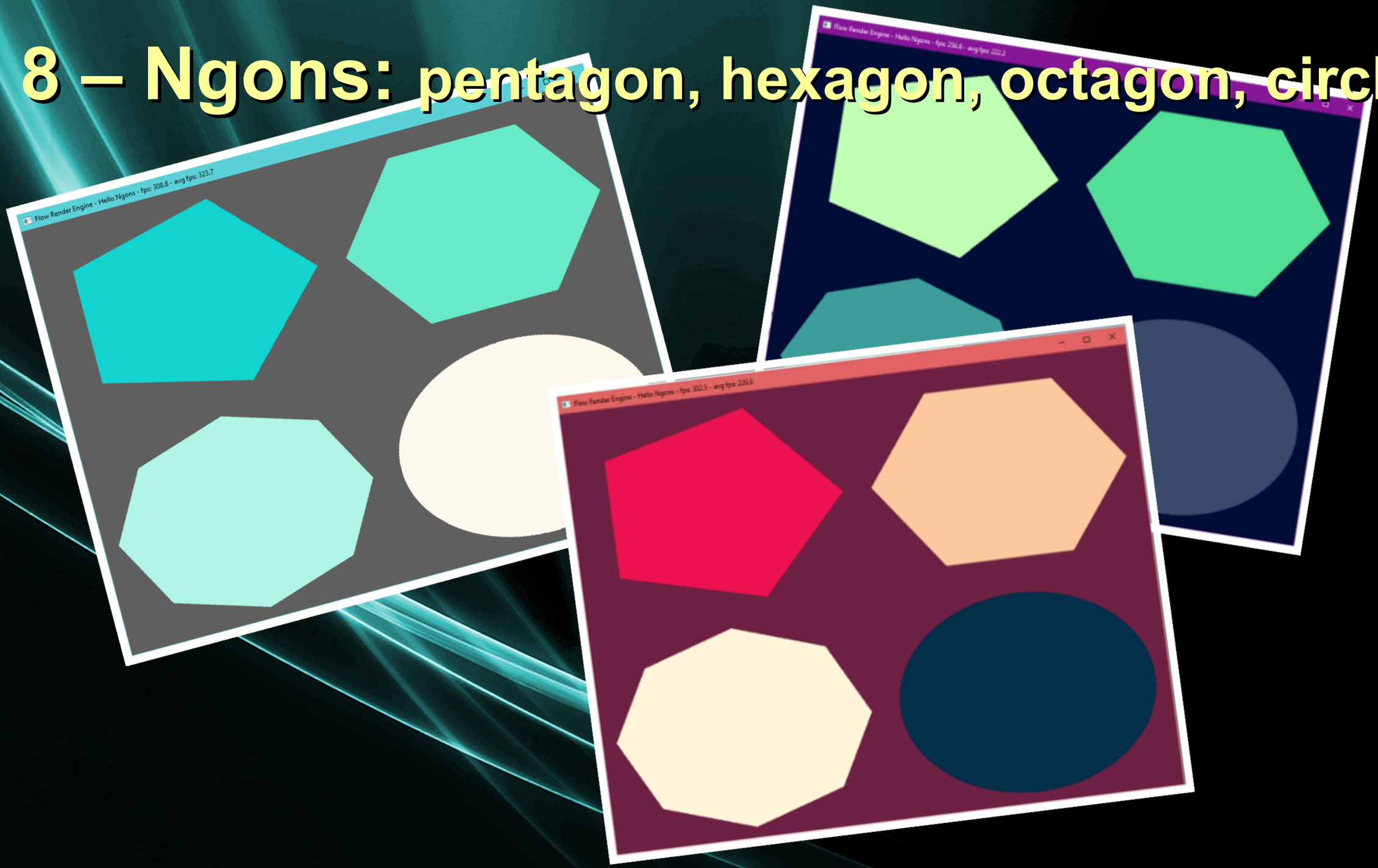
6 – Circles


Flow Render Engine - Hello Circle - fps: 59.7 - avg fps: 53.8
Flow Render Engine - Hello Circle - fps: 59.4 - avg fps: 51.5

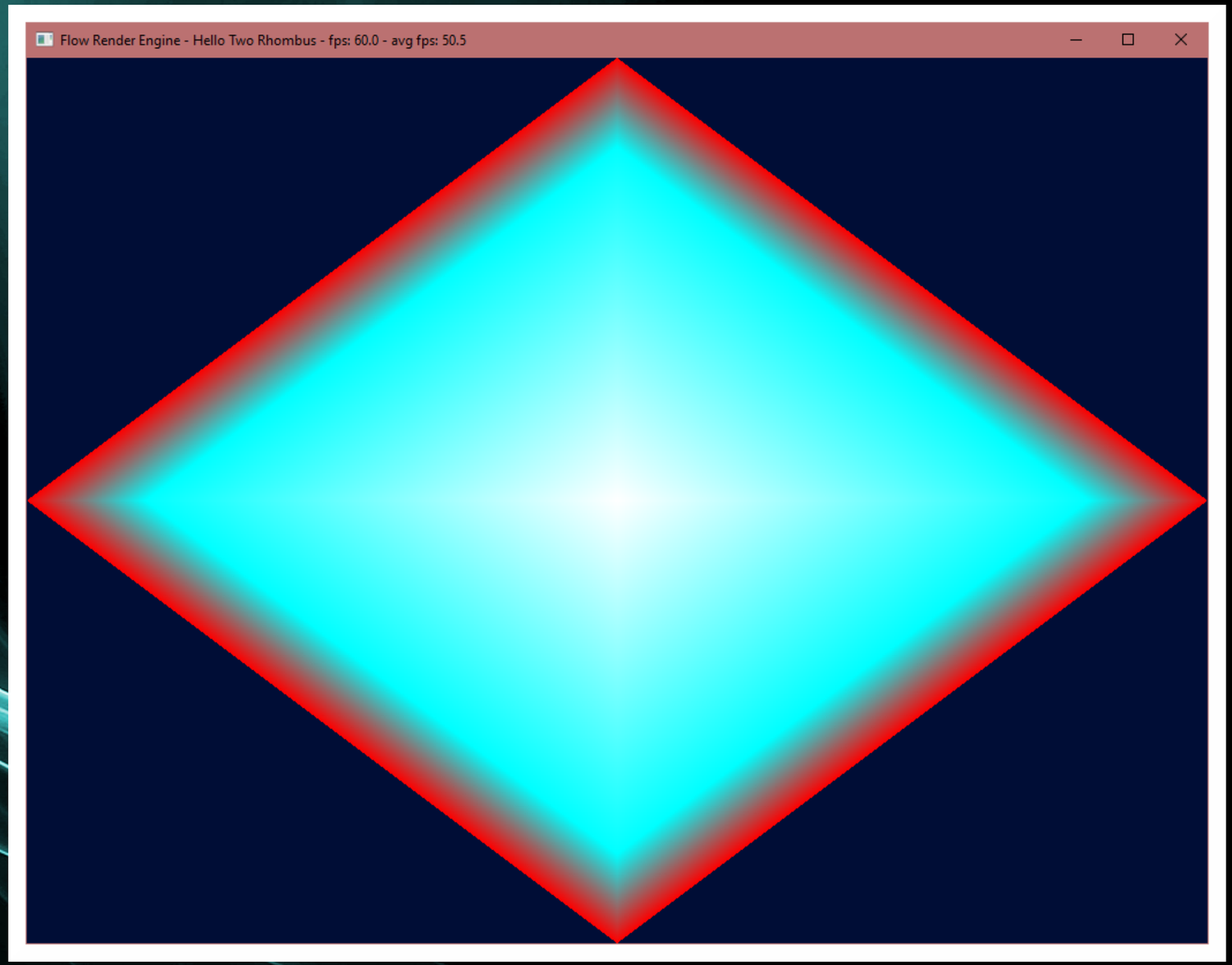
7 – Ellipse



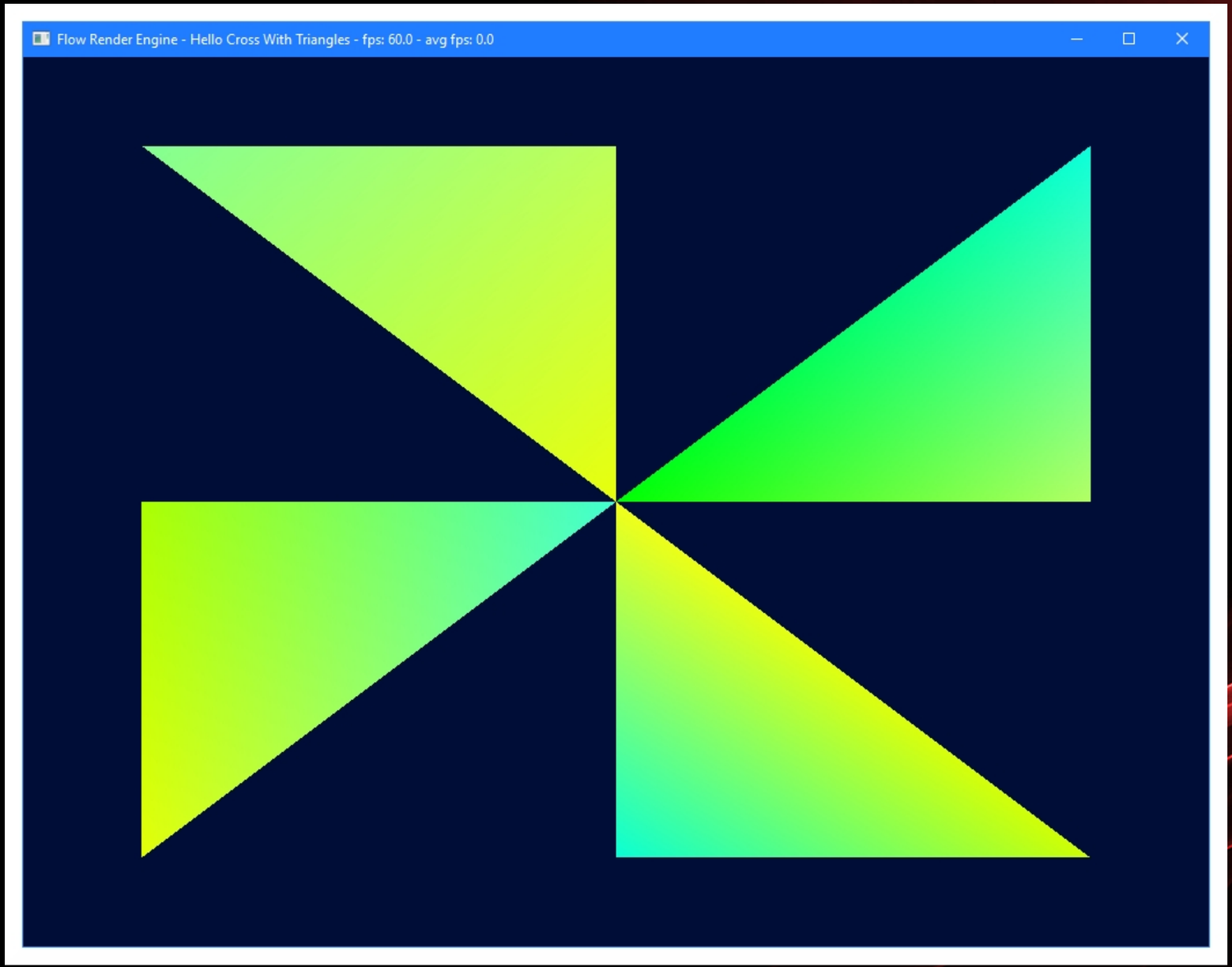
8 – Ngons: pentagon, hexagon, octagon, circle



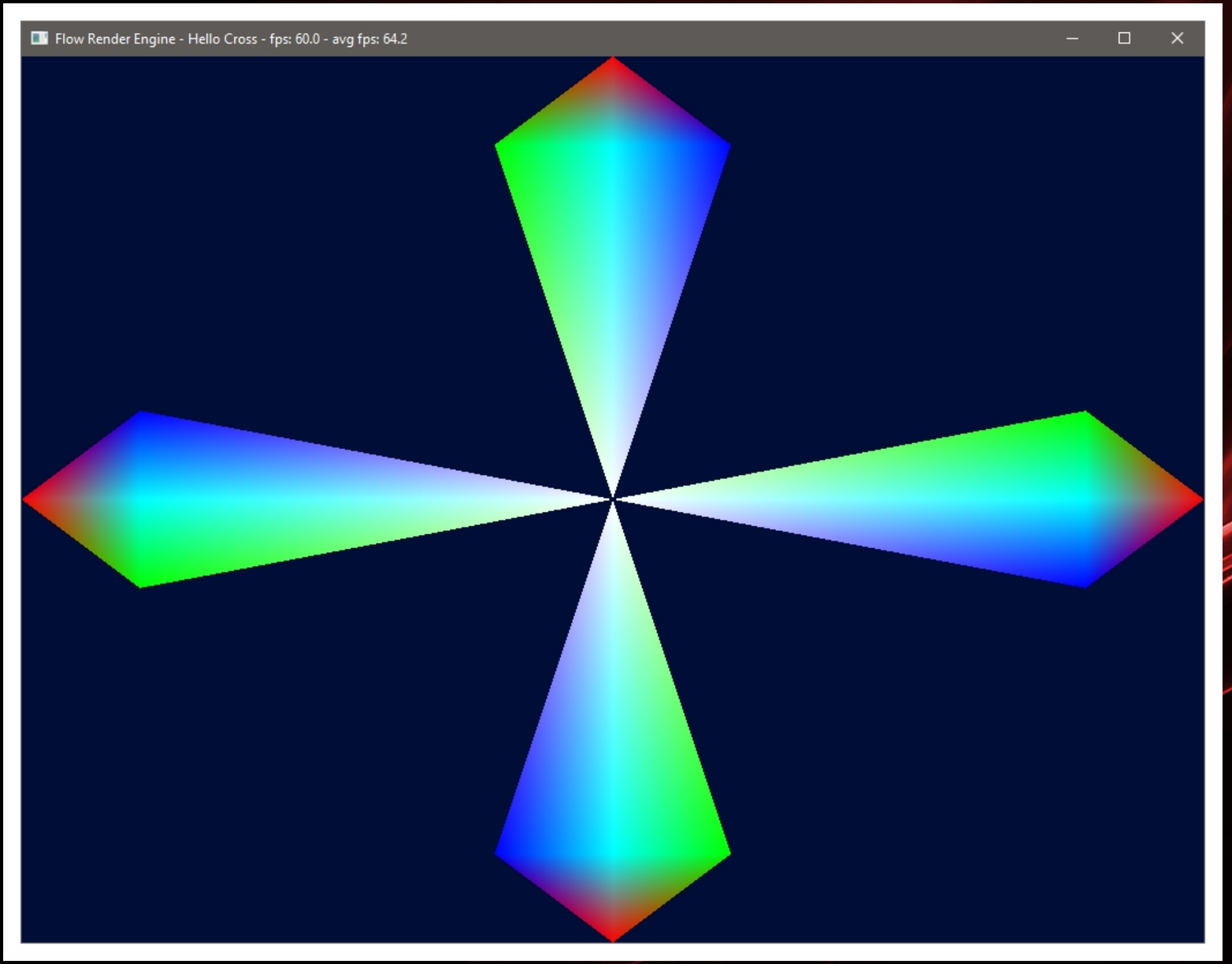
9 – Two Rhombus



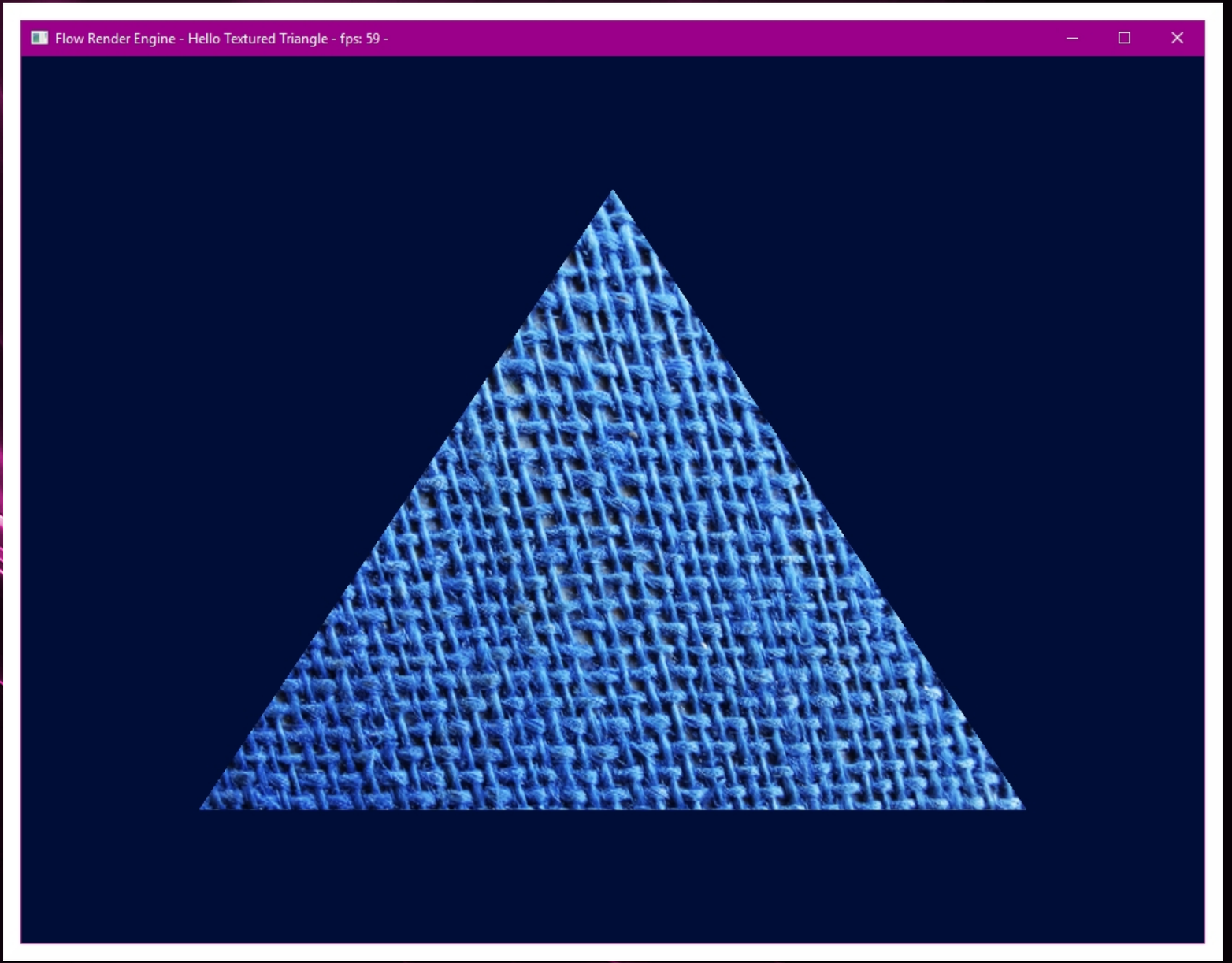
10 – Cross with triangles



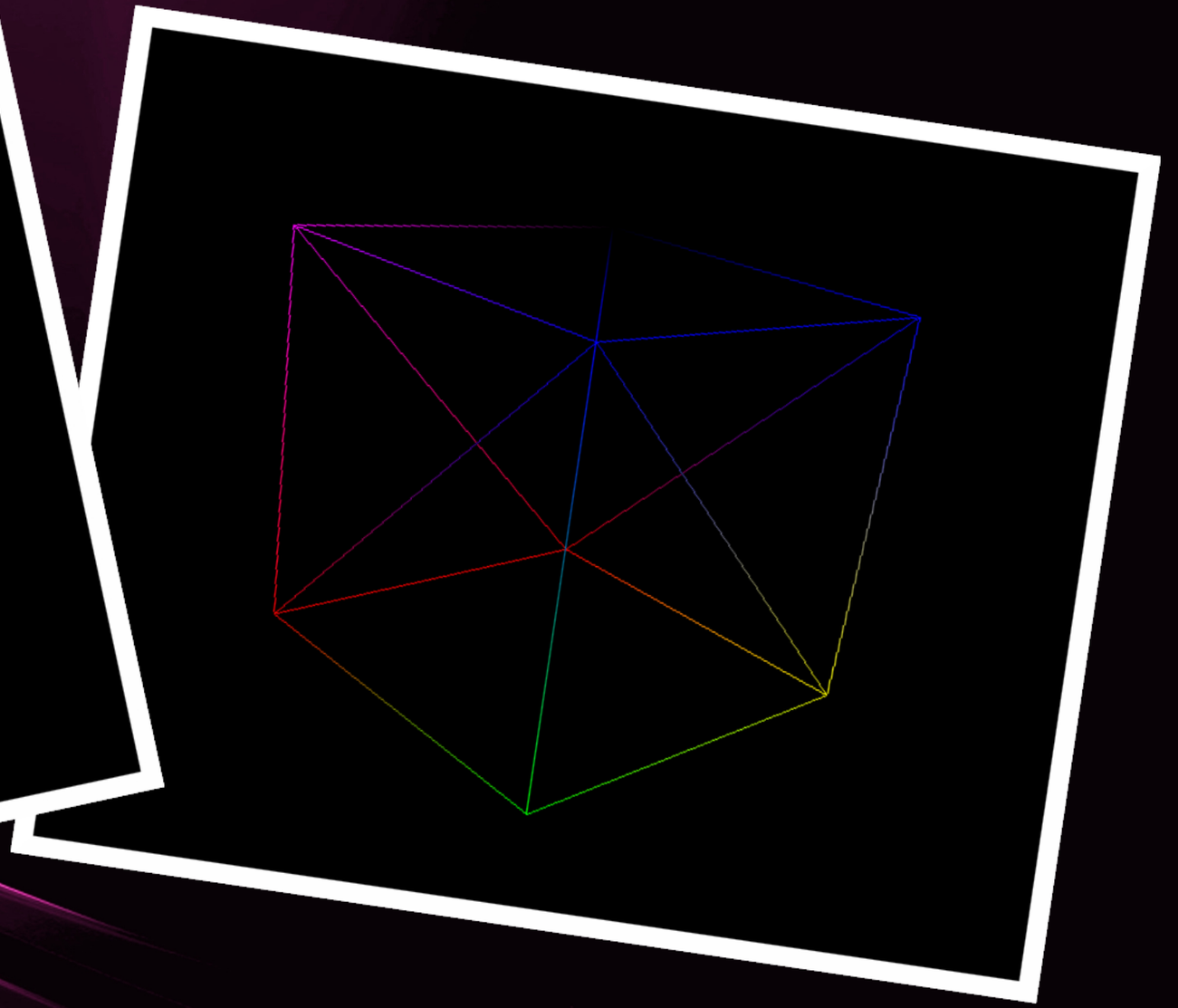
11 – Cross



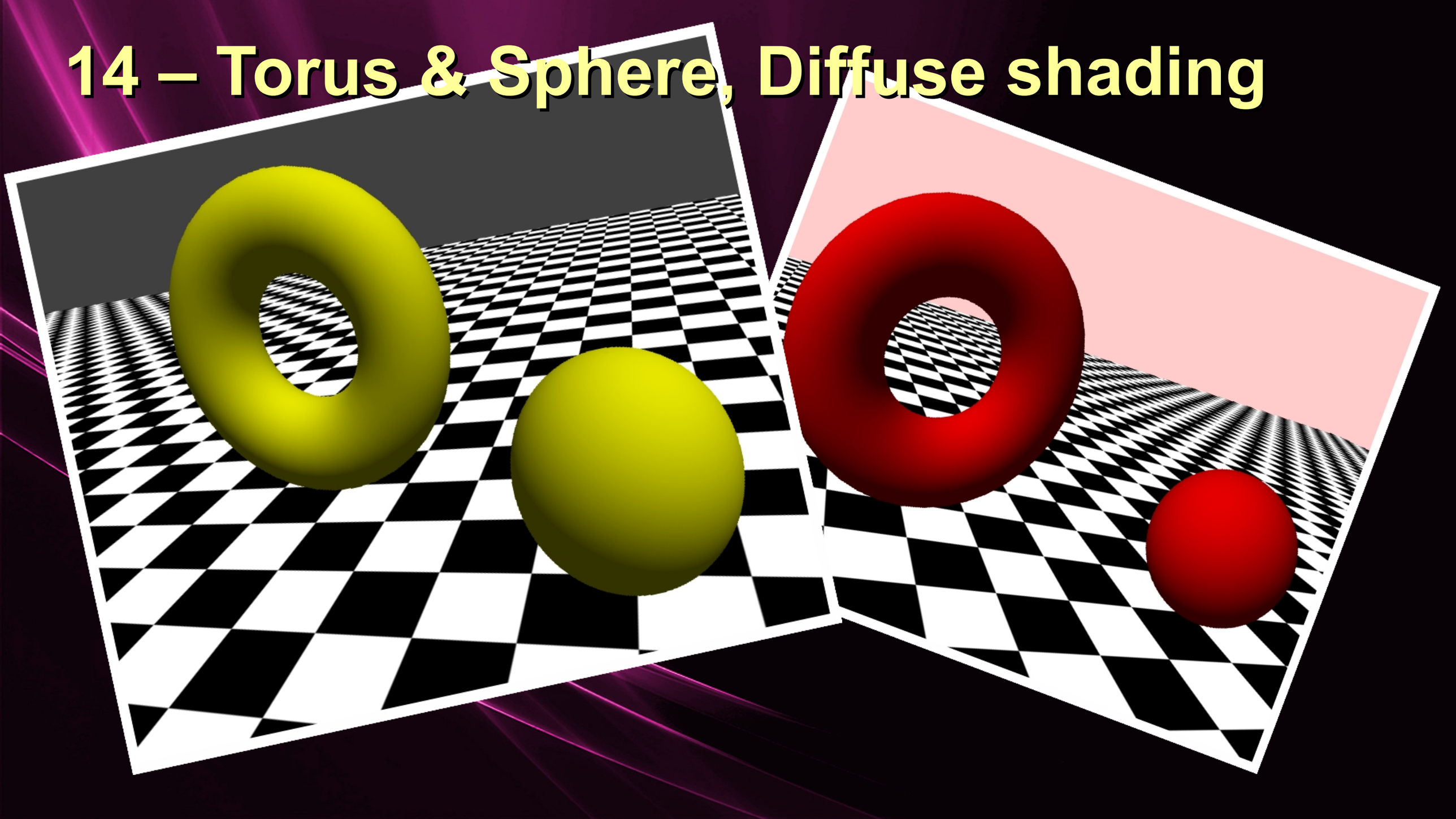
12 – Textured Triangle



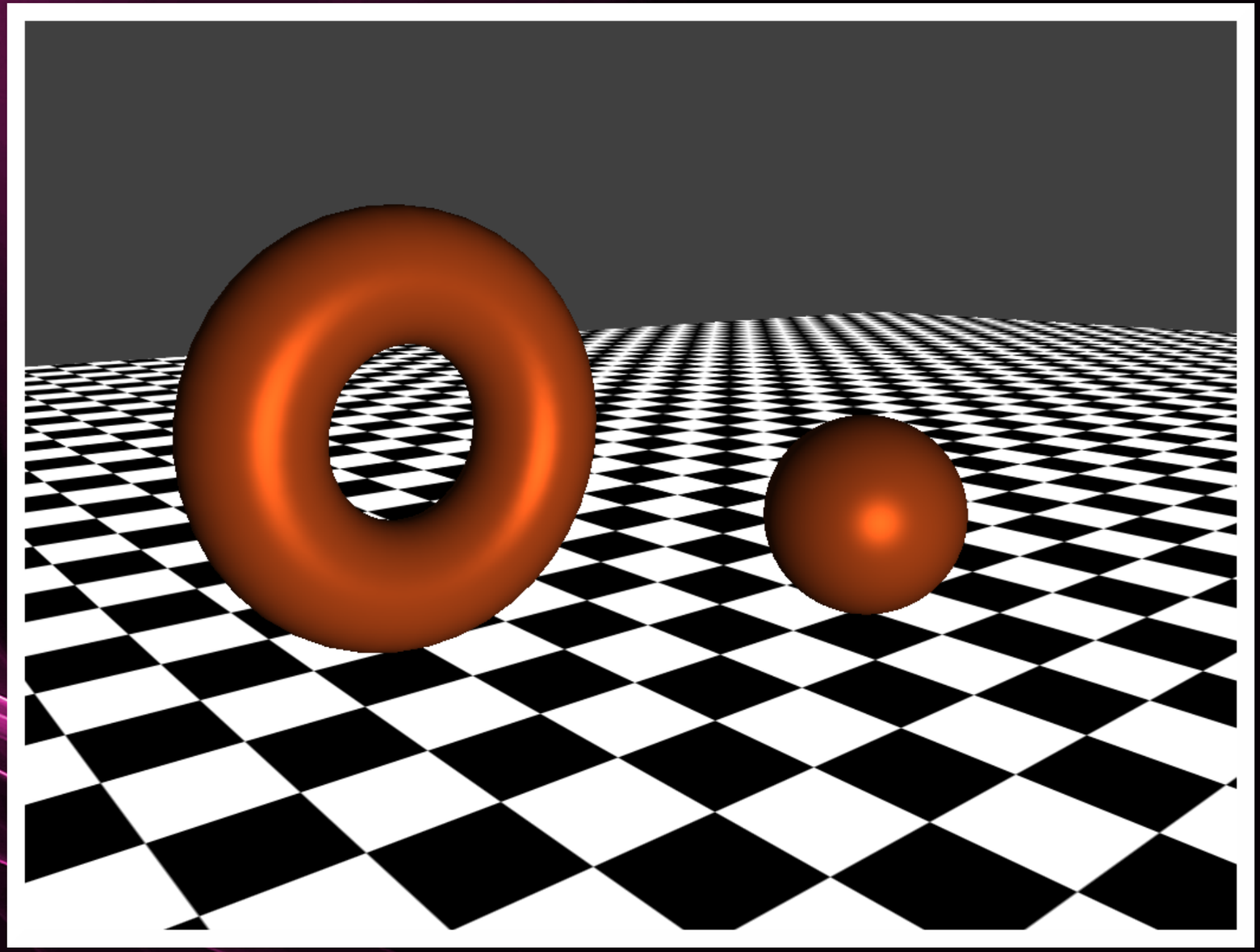
13 – Cube



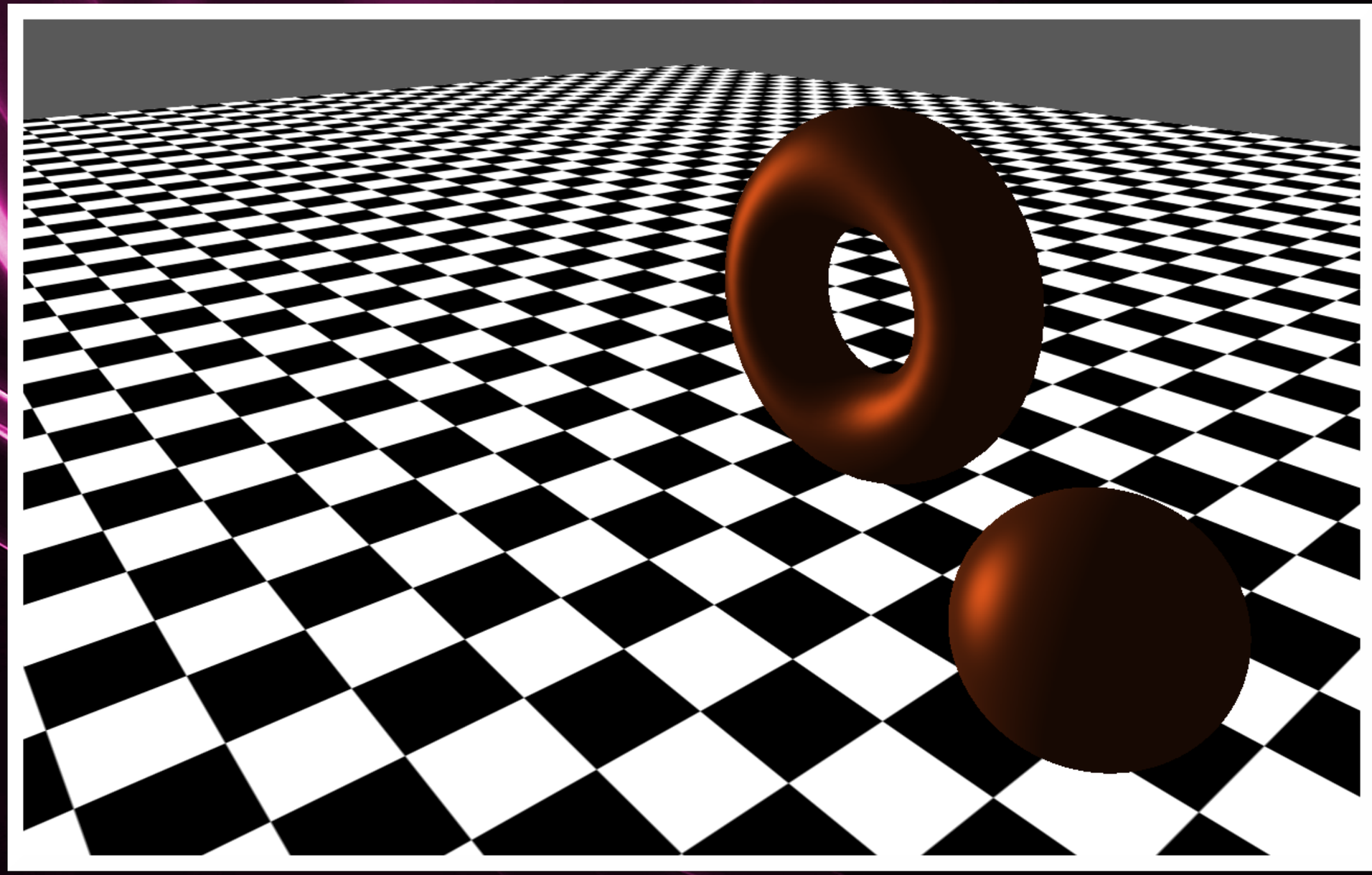
14 – Torus & Sphere, Diffuse shading



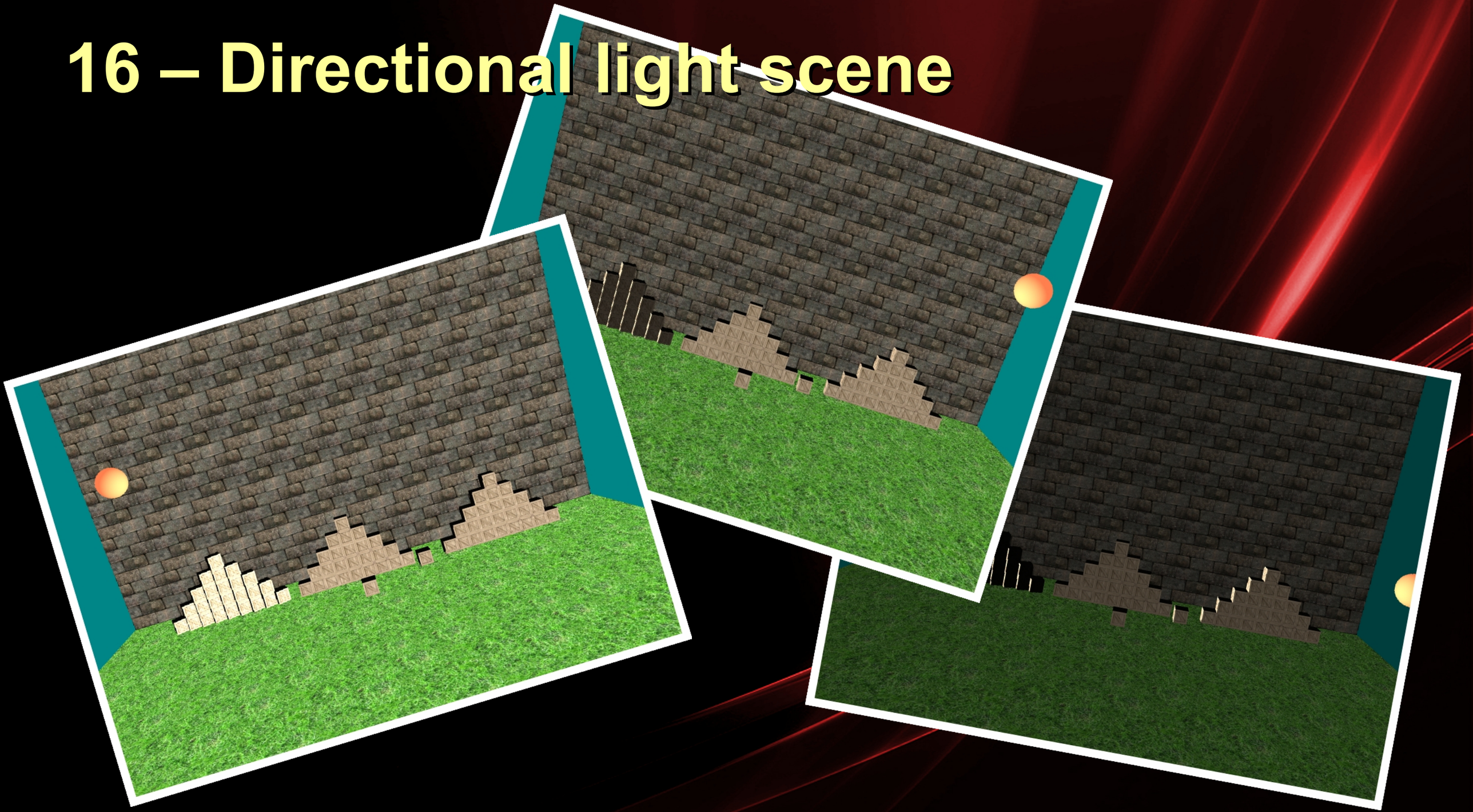
15 – Torus & Sphere, Phong reflection



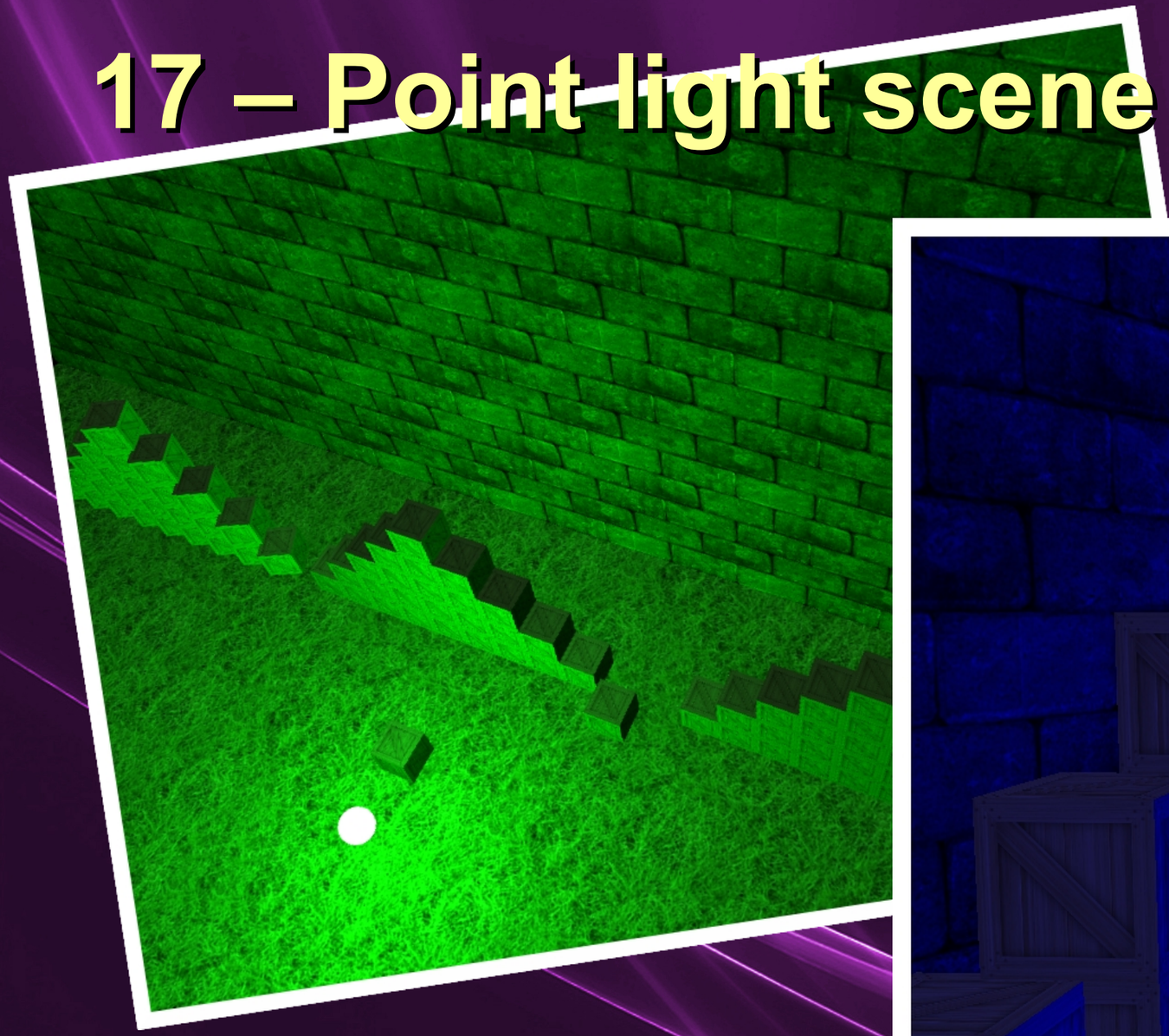
15a – Torus & Sphere, Phong reflection

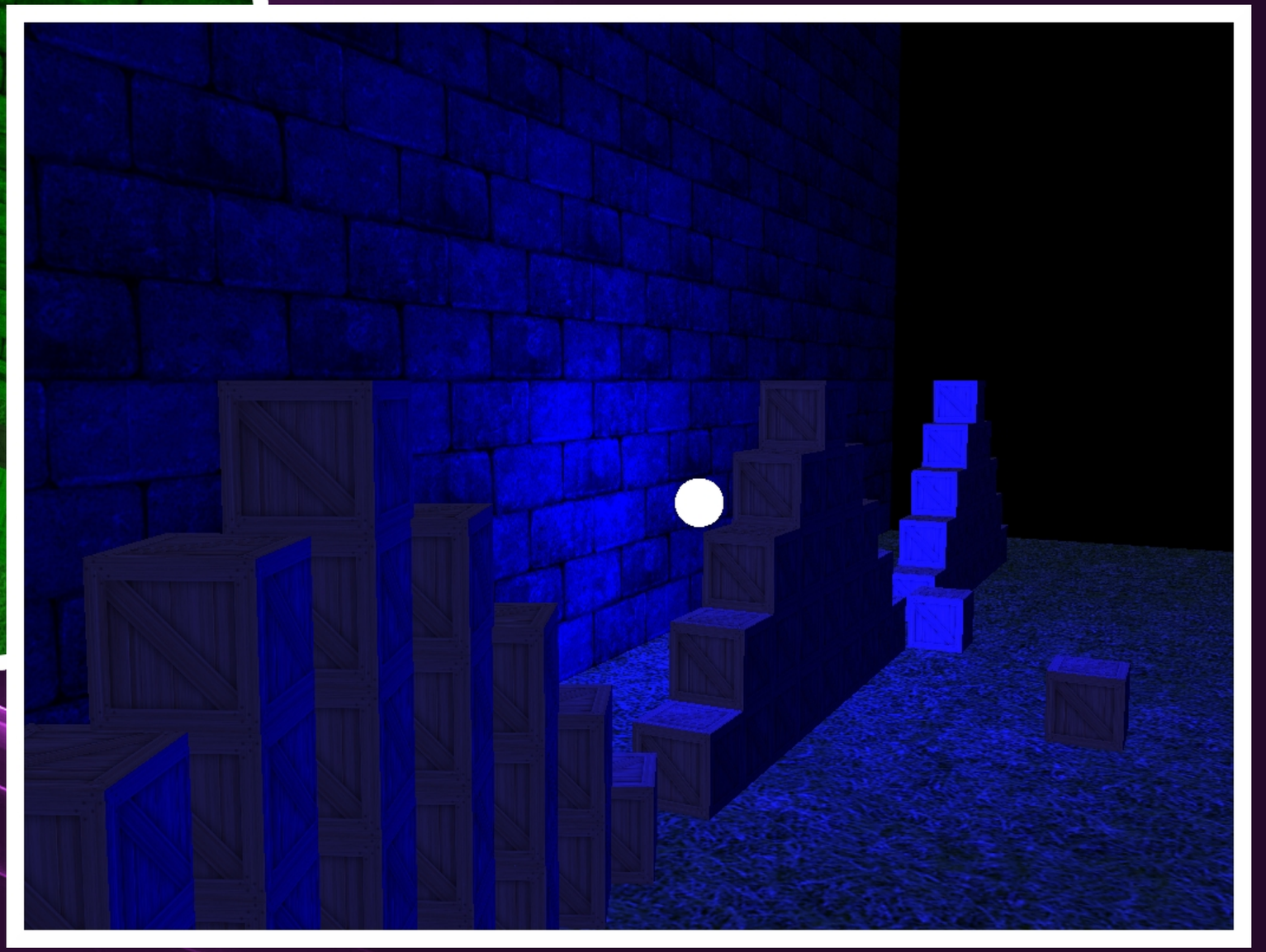


16 – Directional light scene

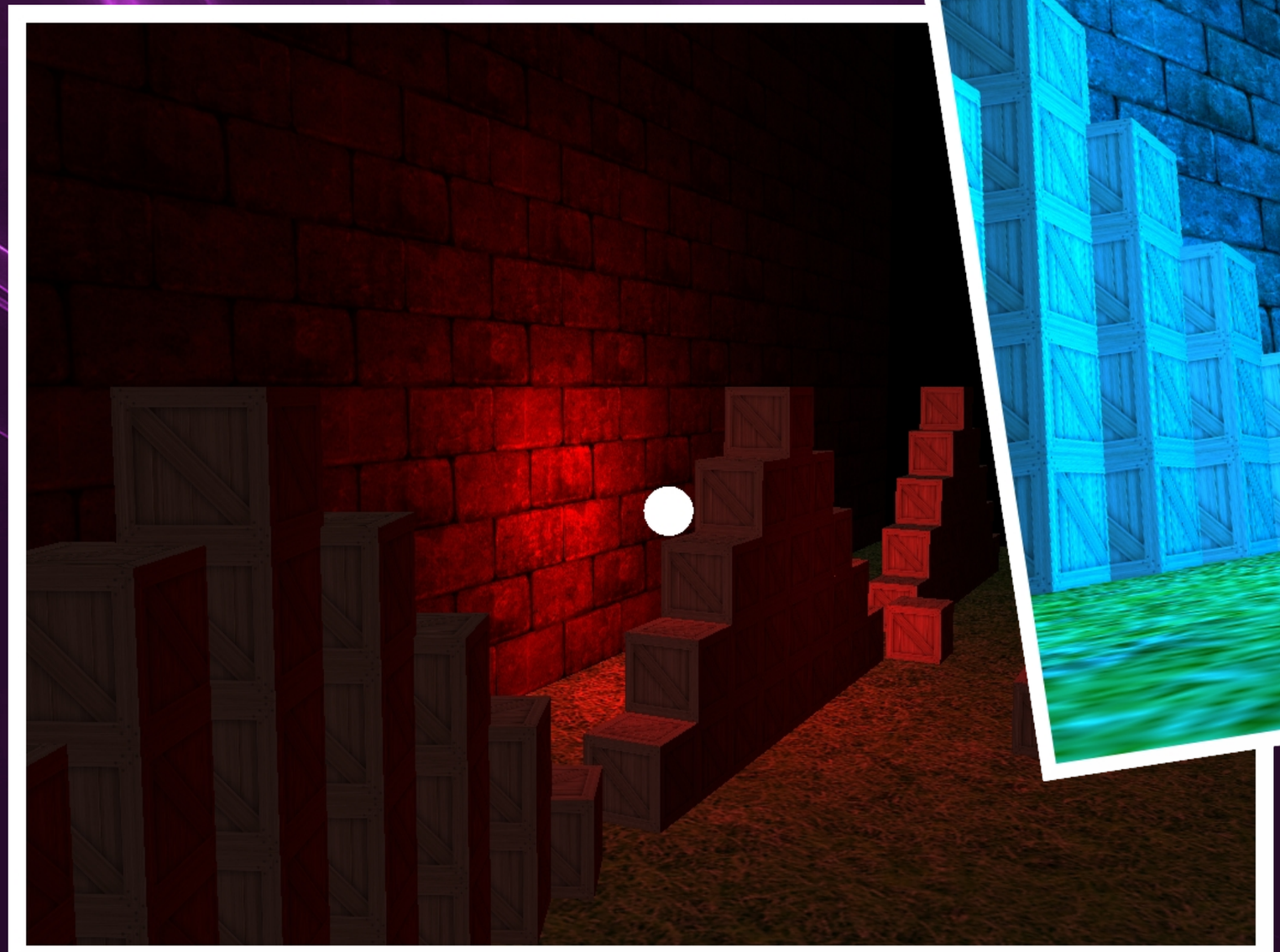


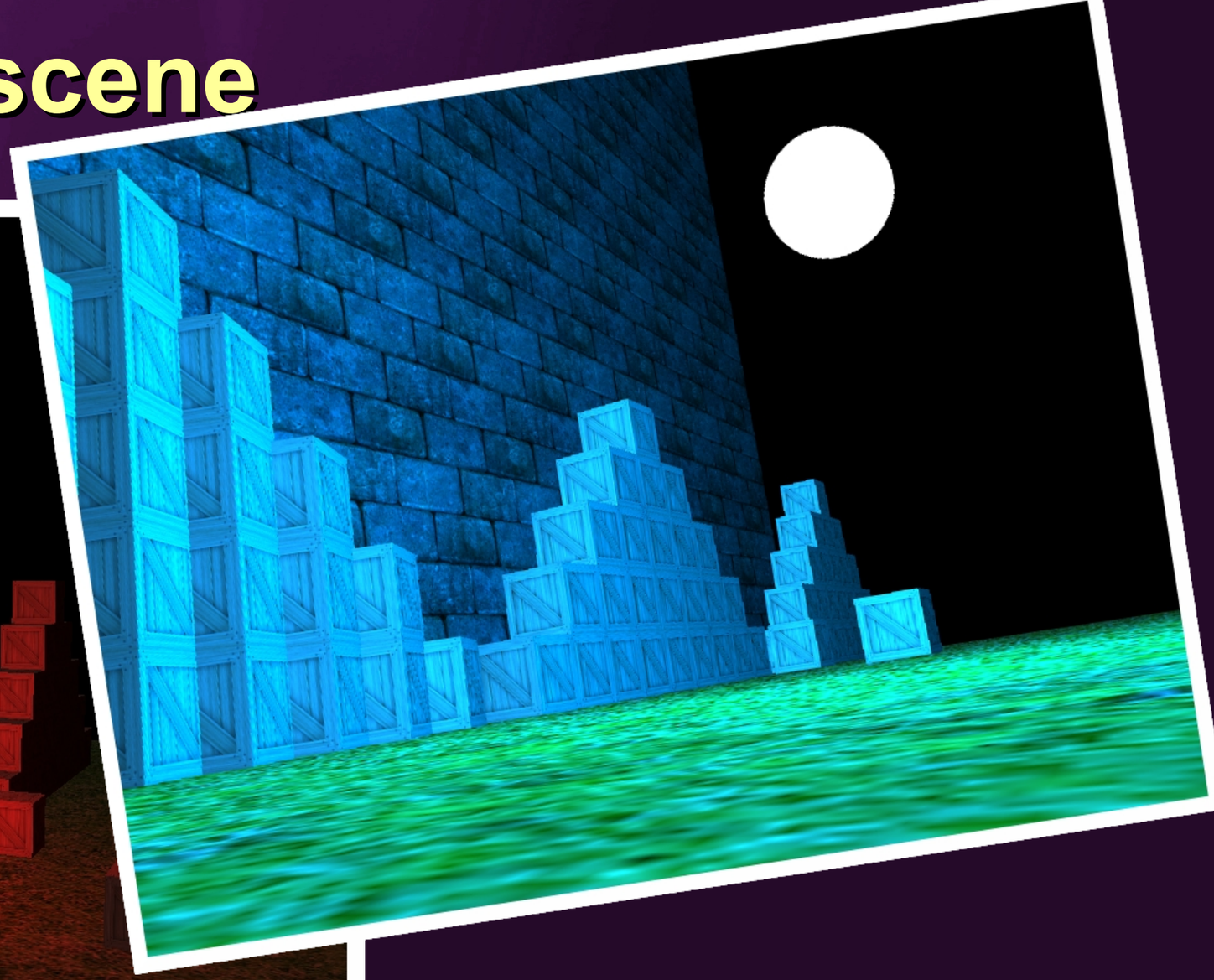
17 – Point light scene



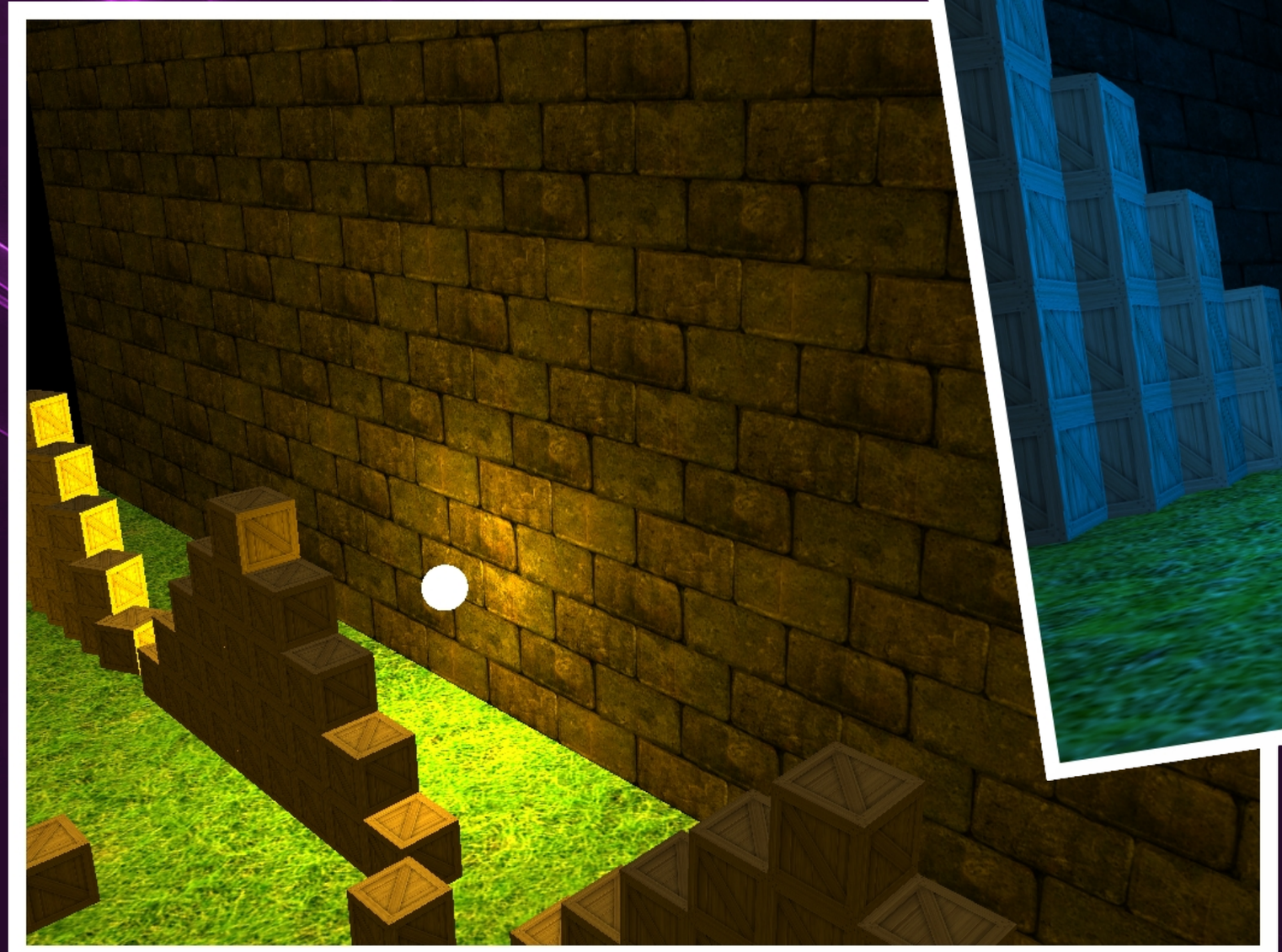


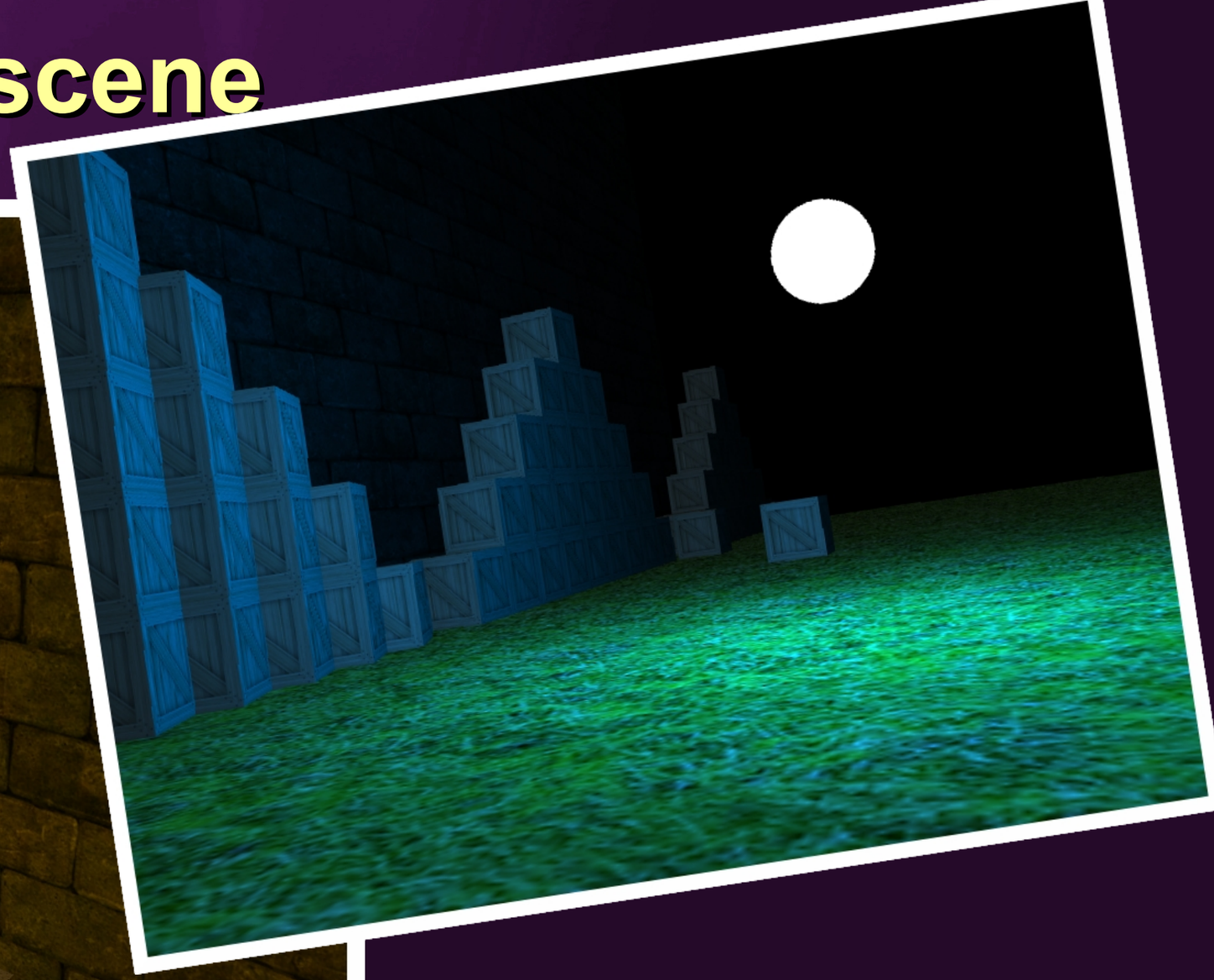
17a – Point light scene



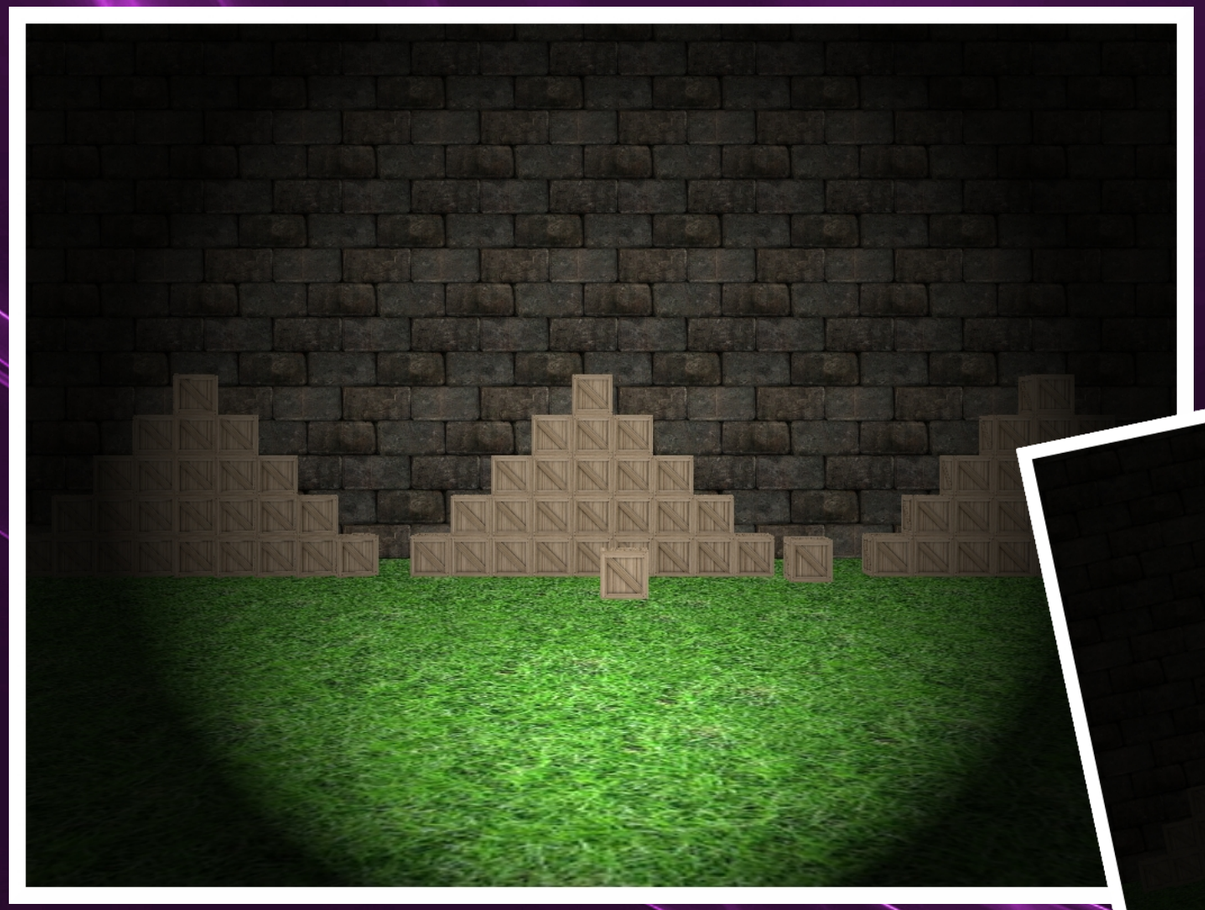


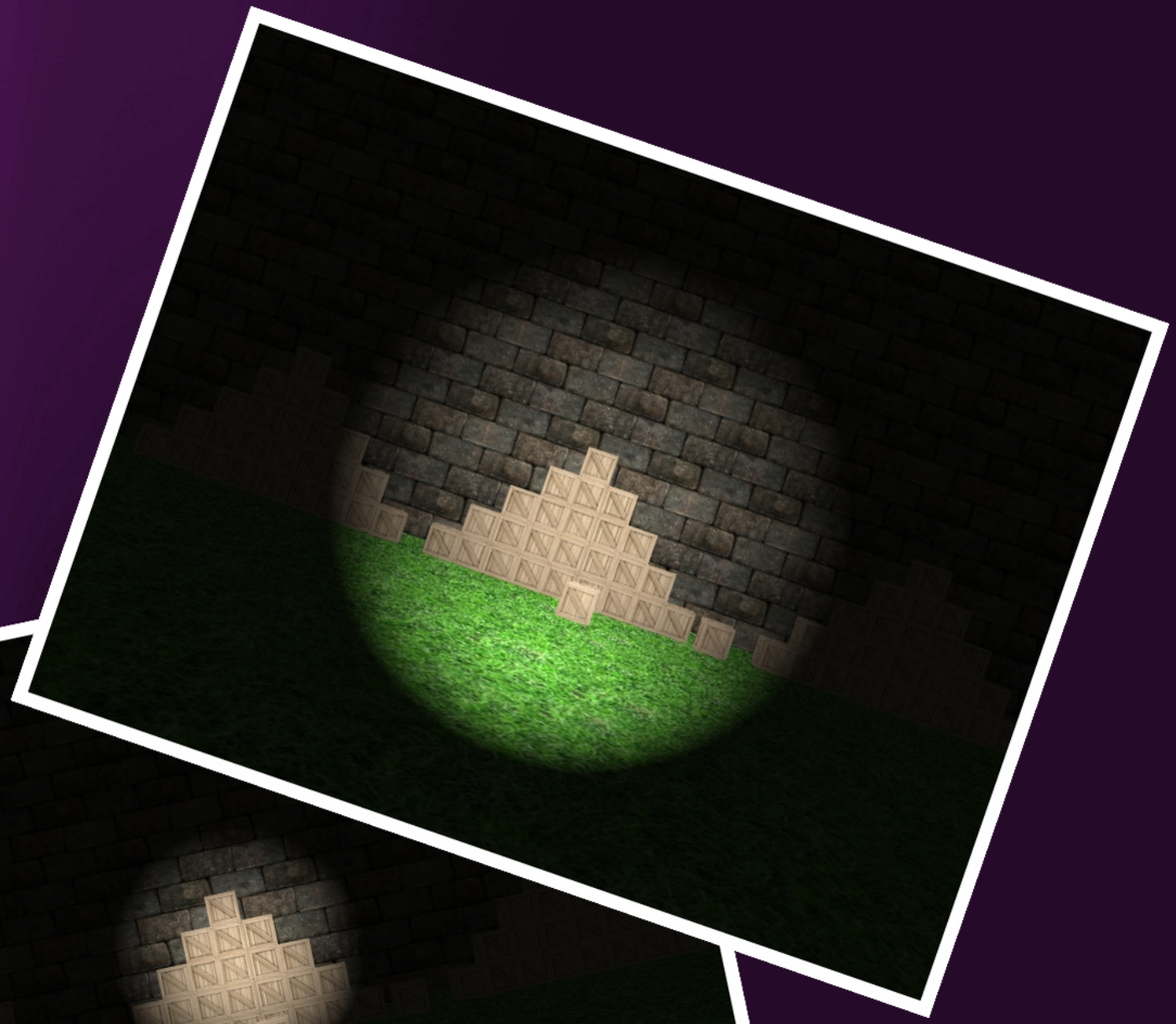
17b – Point light scene

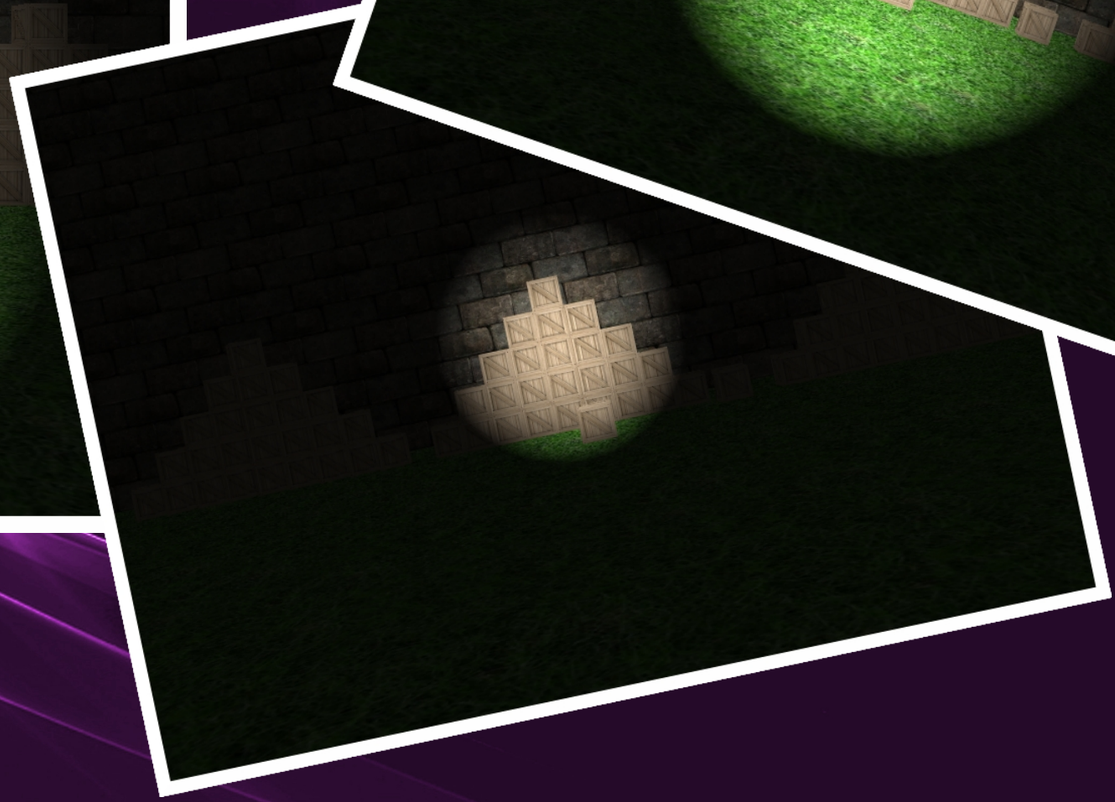




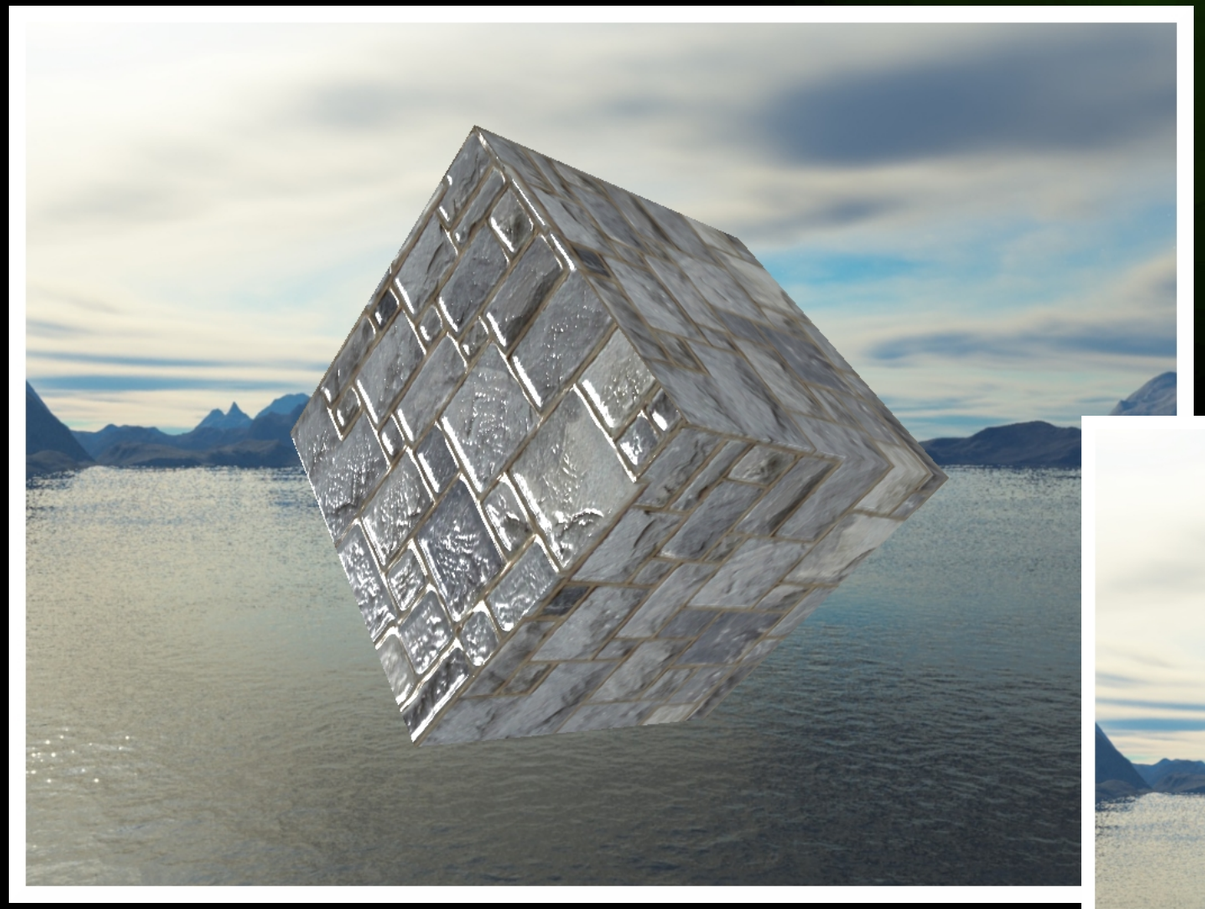
18 – Spot light scene

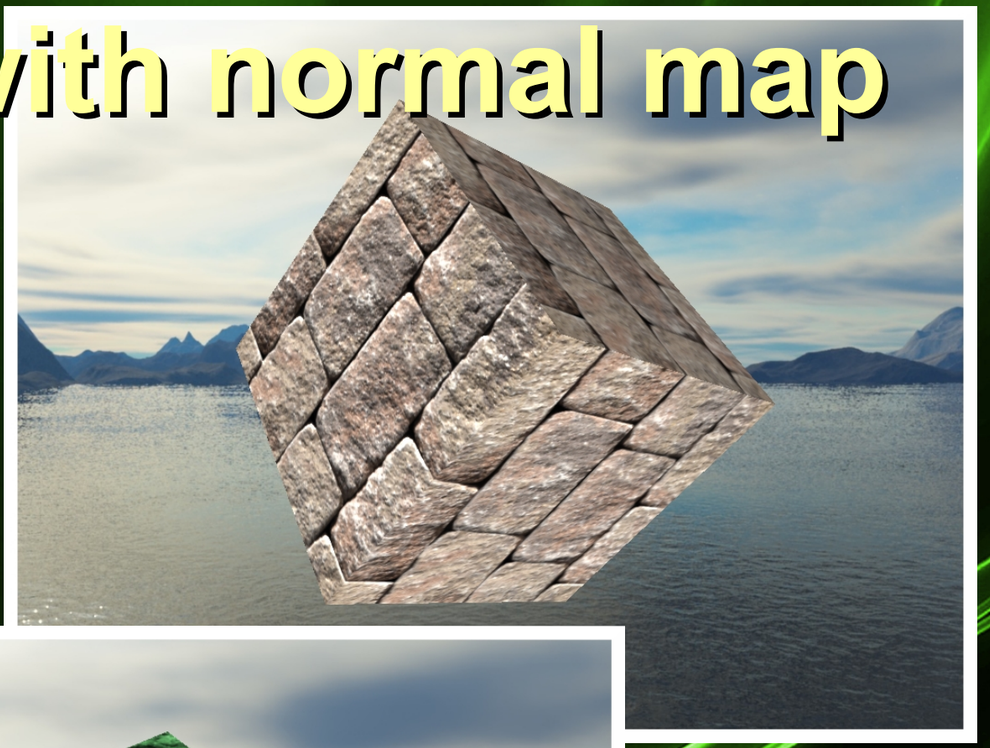


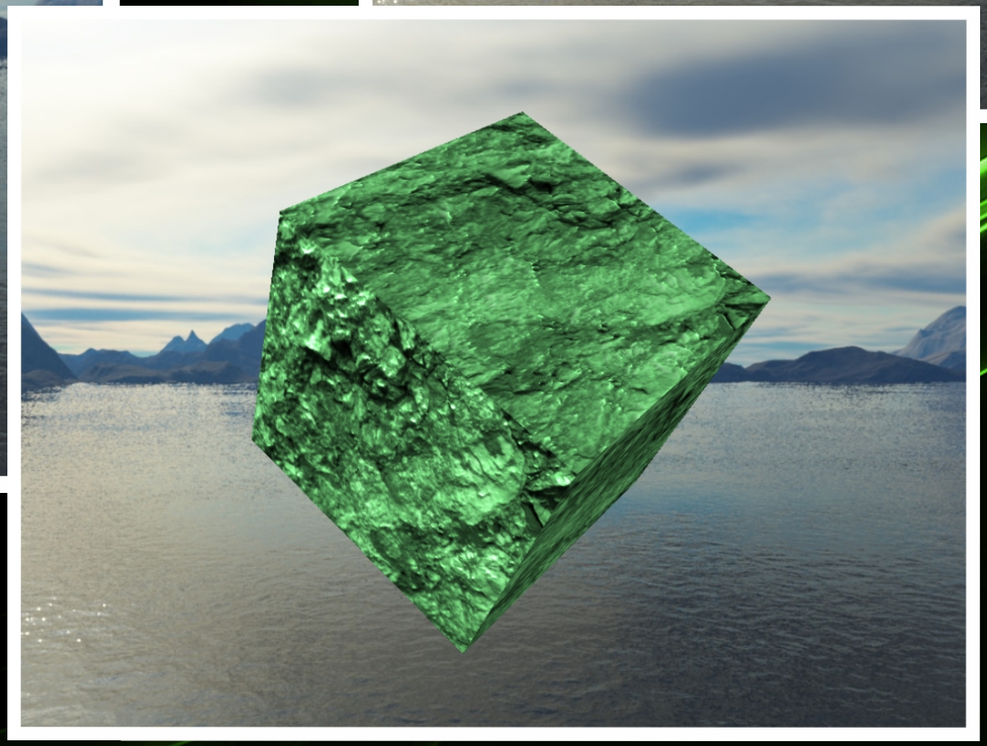




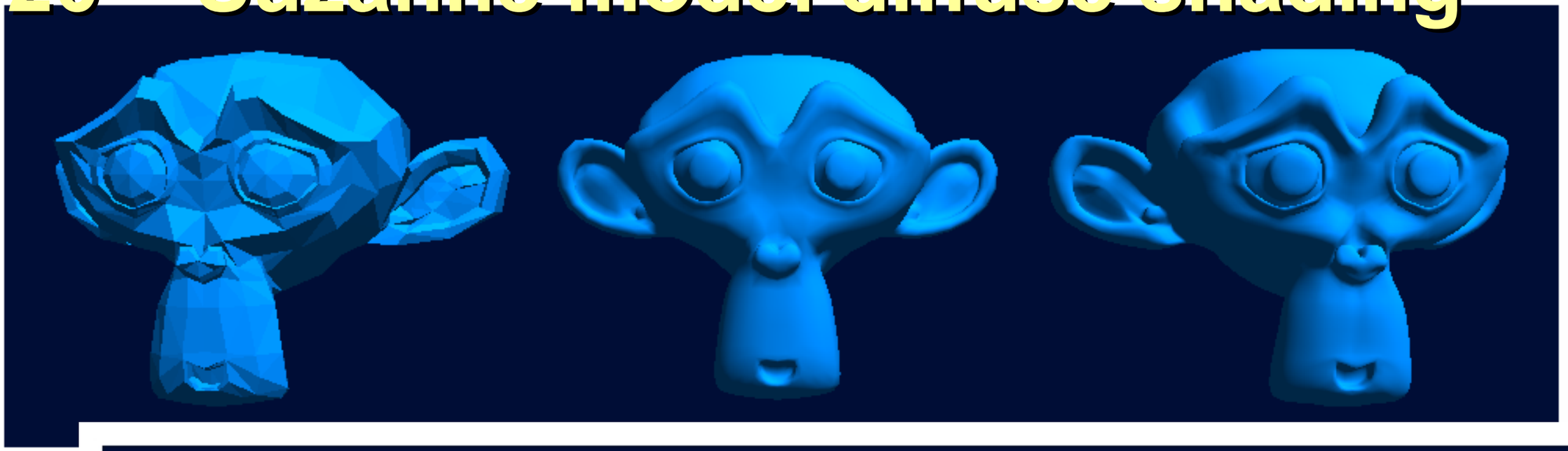
19 – Skybox and cube with normal map

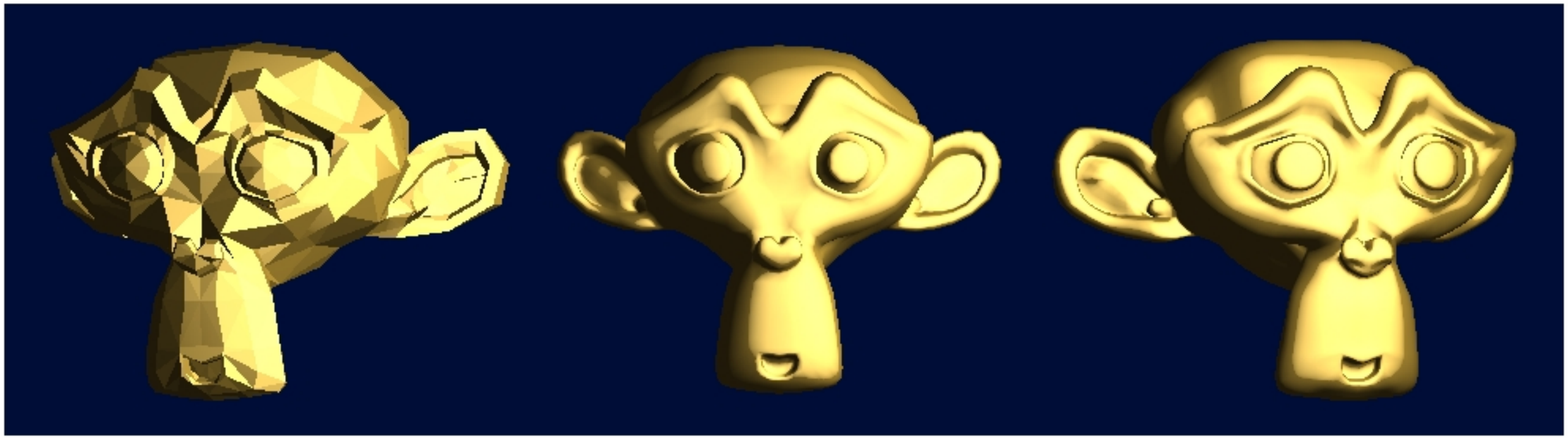




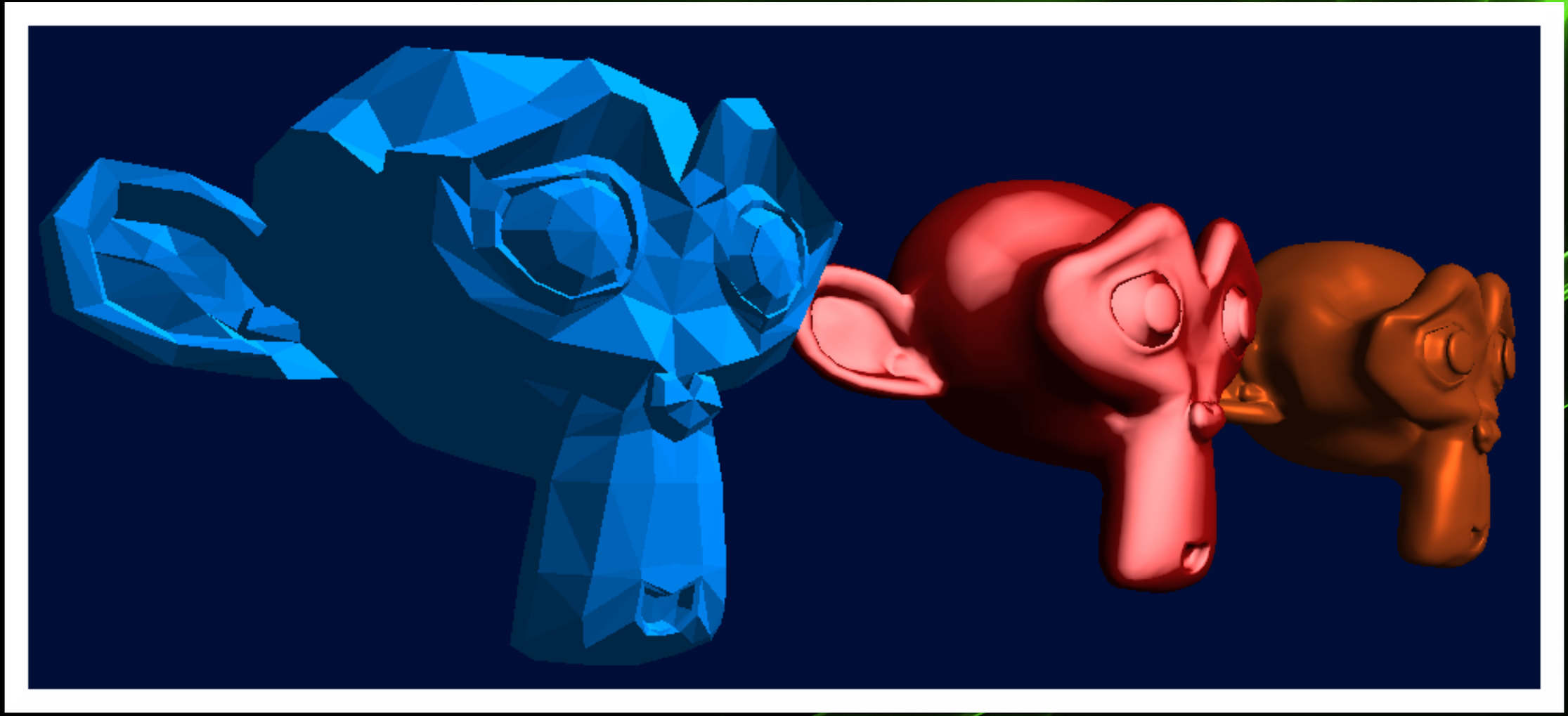


20 – Suzanne model diffuse shading

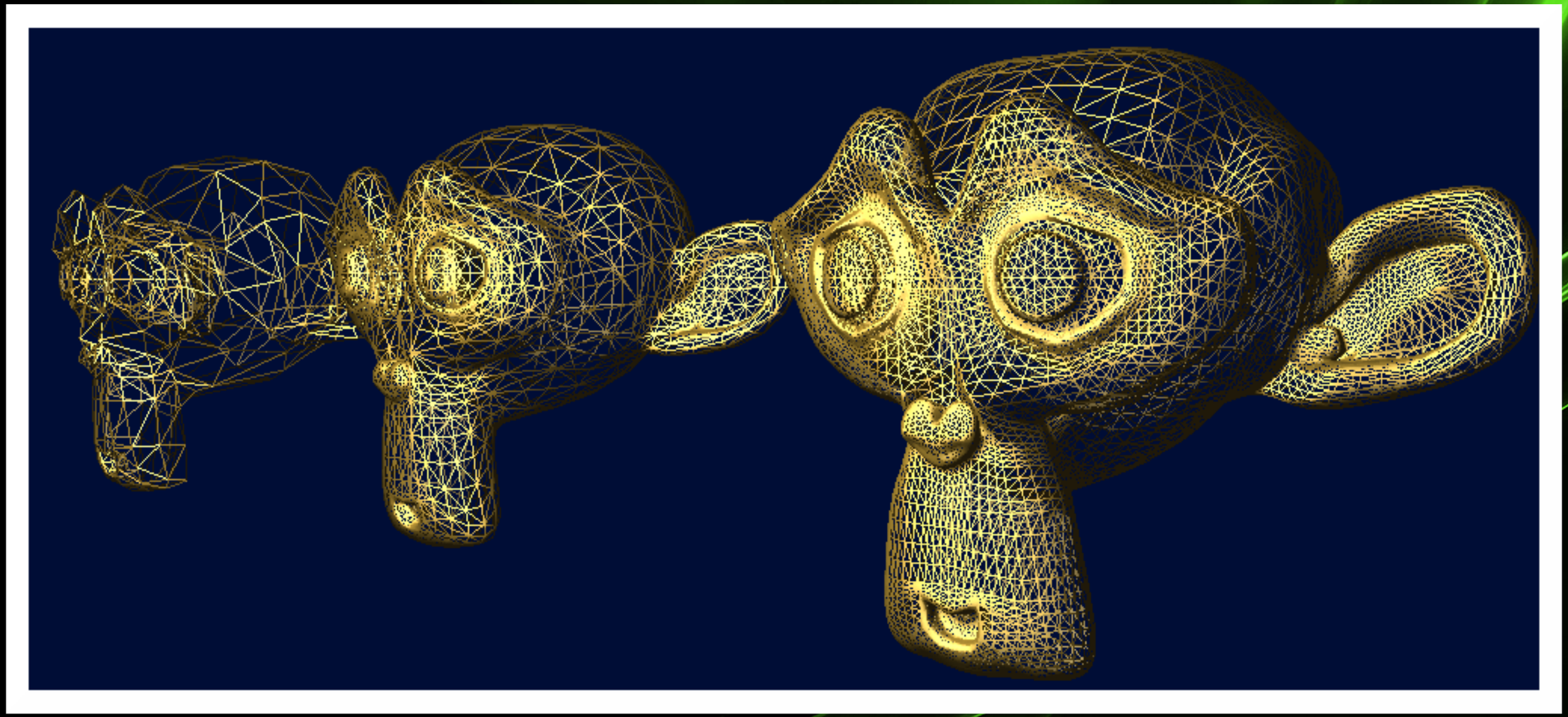




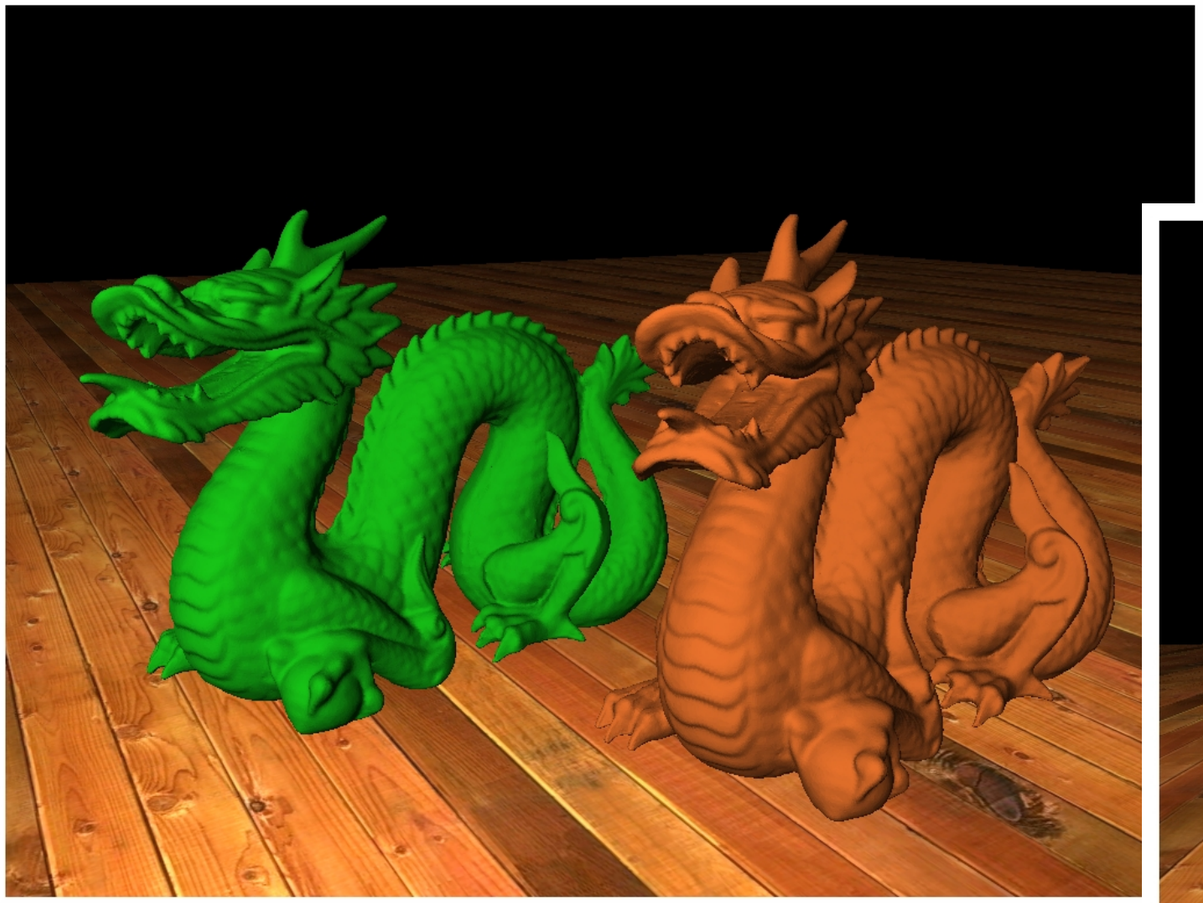
20a – Suzanne model diffuse shading

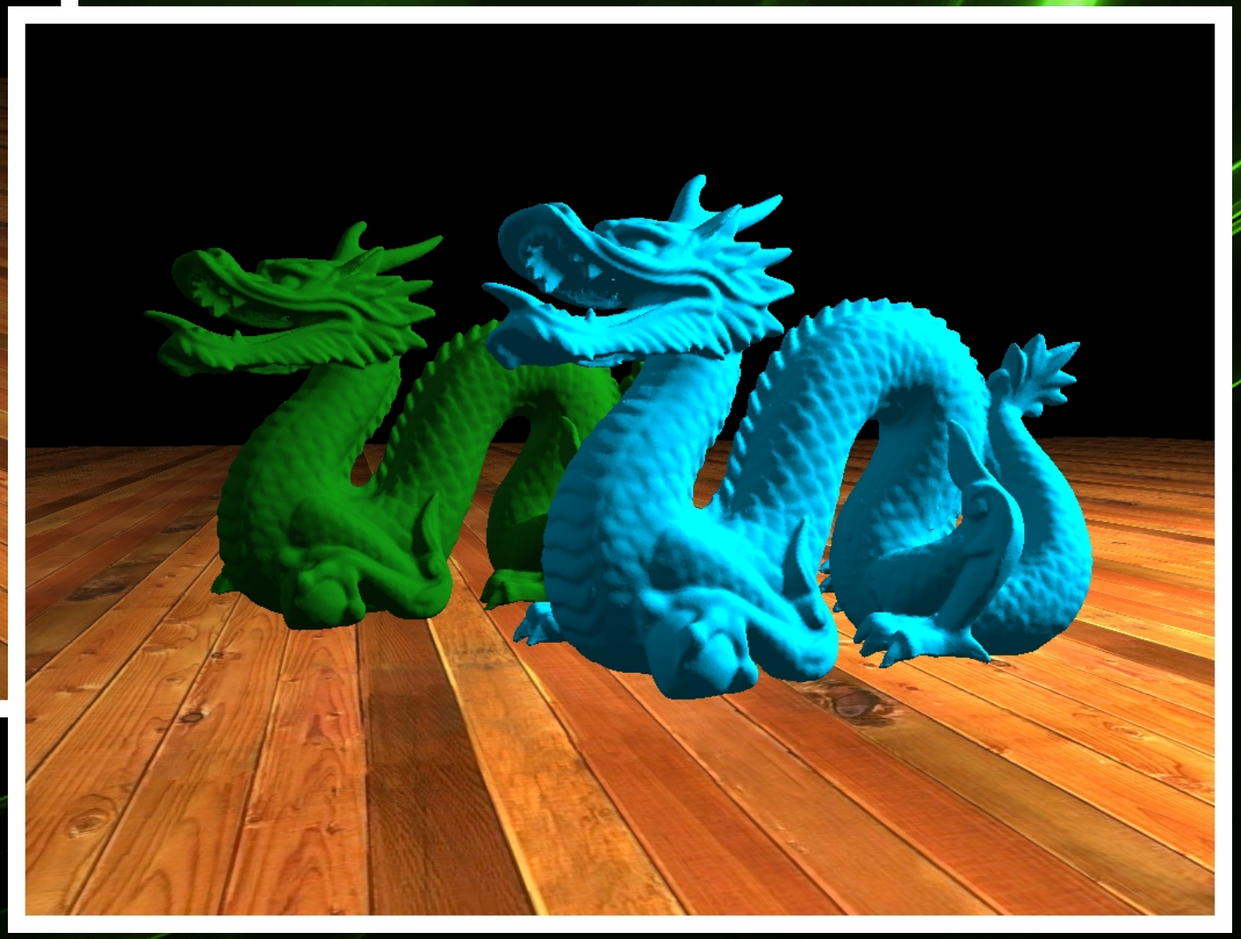


20b – Suzanne model wireframe

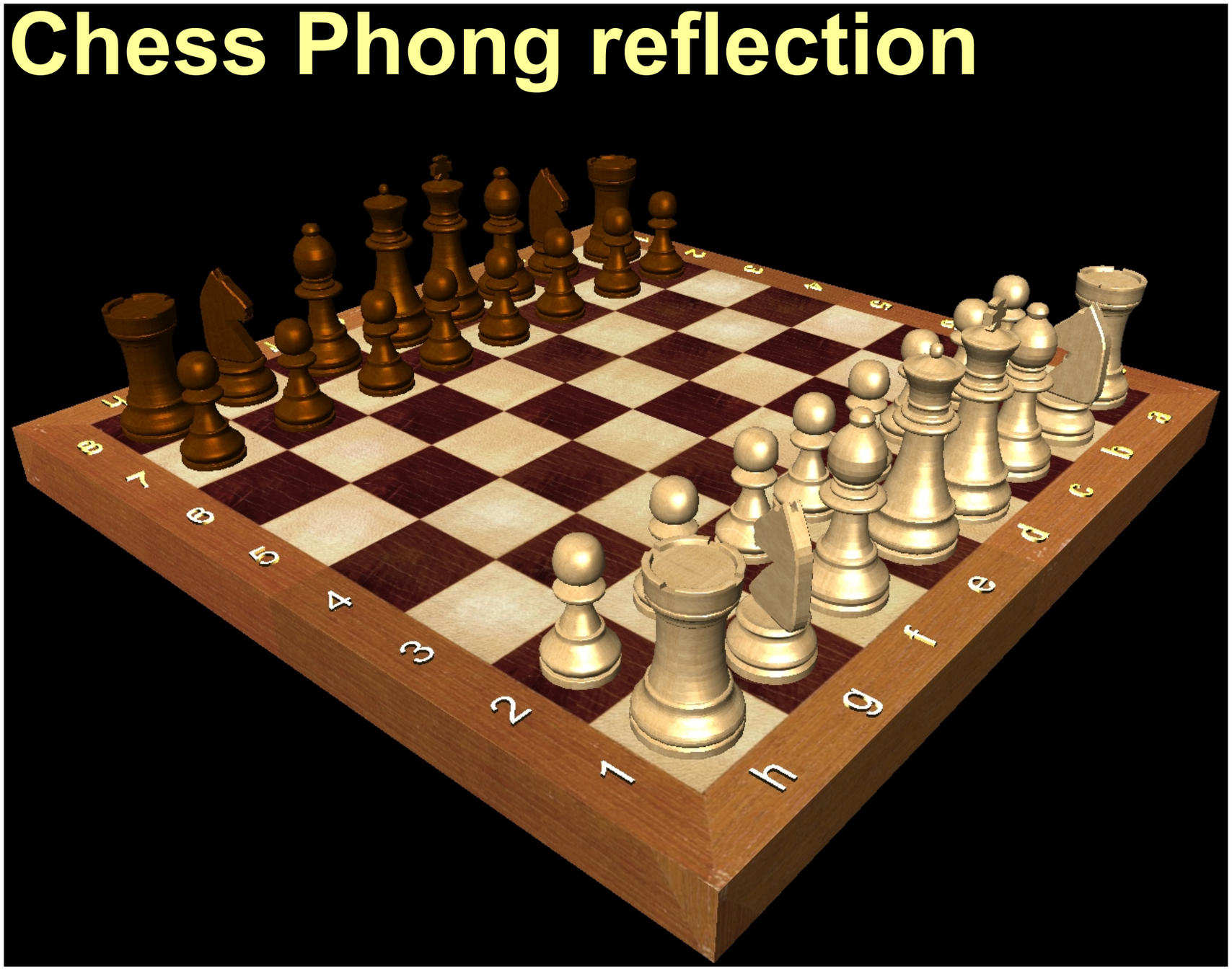


21 – Stanford dragon diffuse shading





22 – Chess Phong reflection



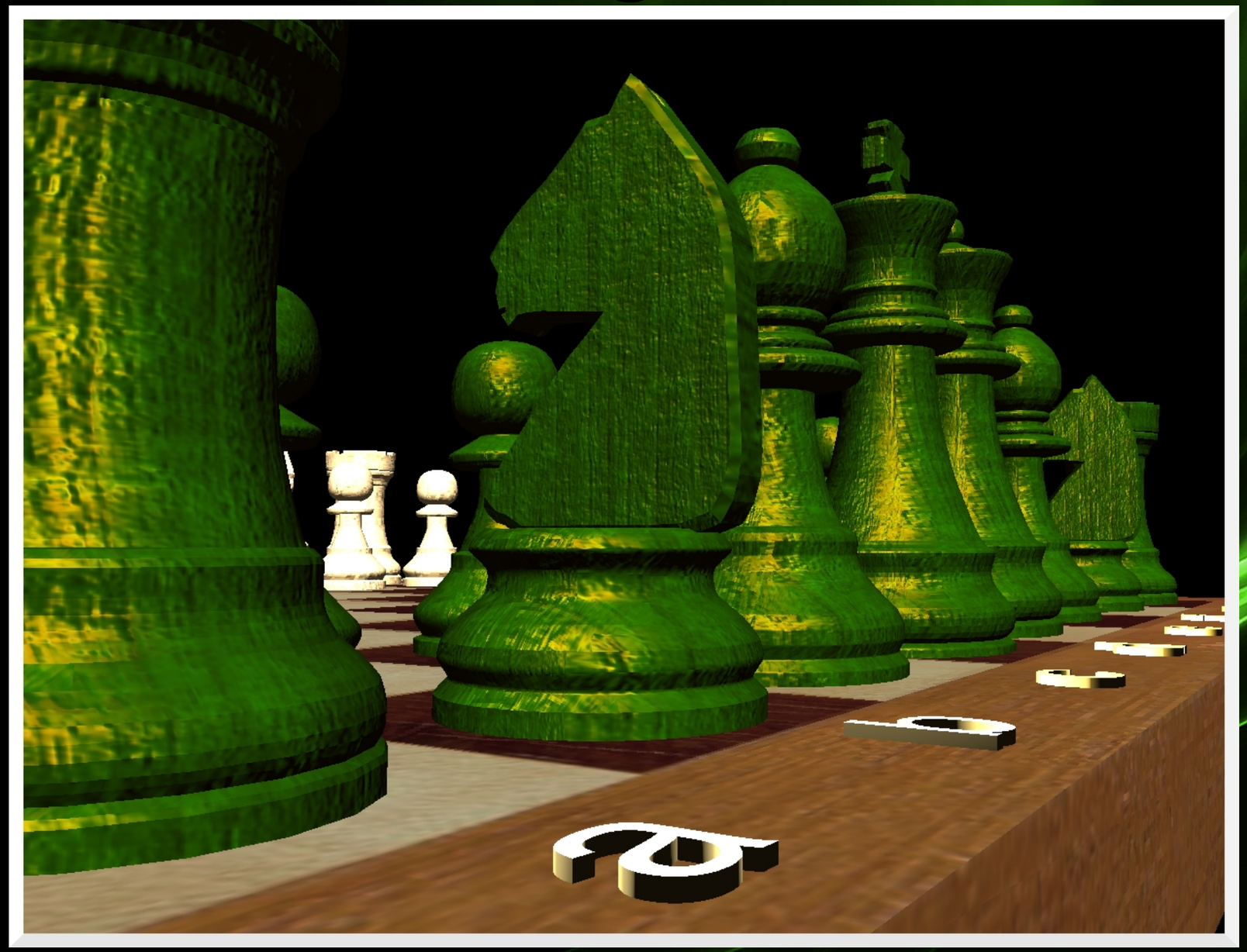
22a – Chess Phong reflection

22b – Chess Phong reflection

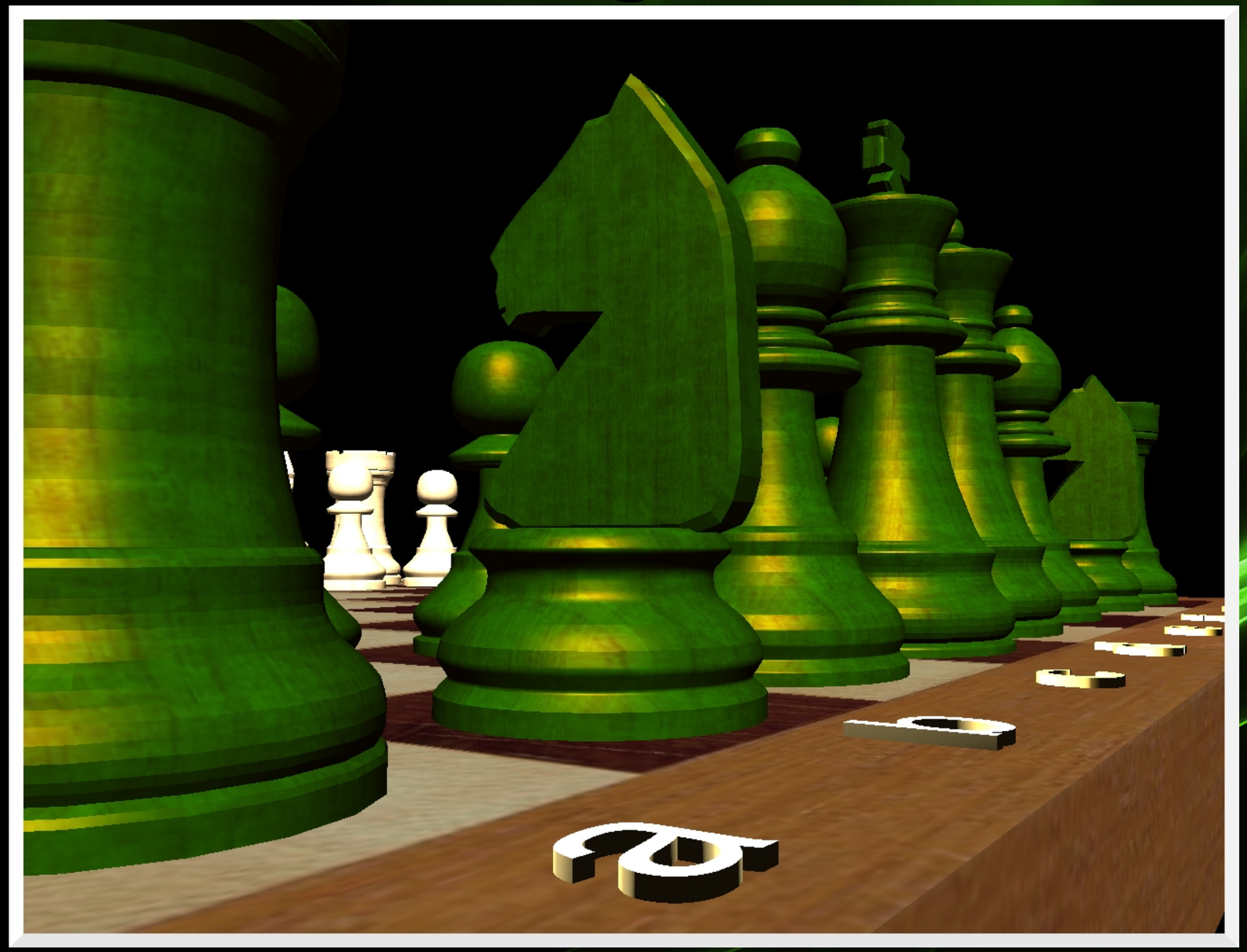
22c – Chess Phong reflection

23 – Chess Phong reflection&Normal map

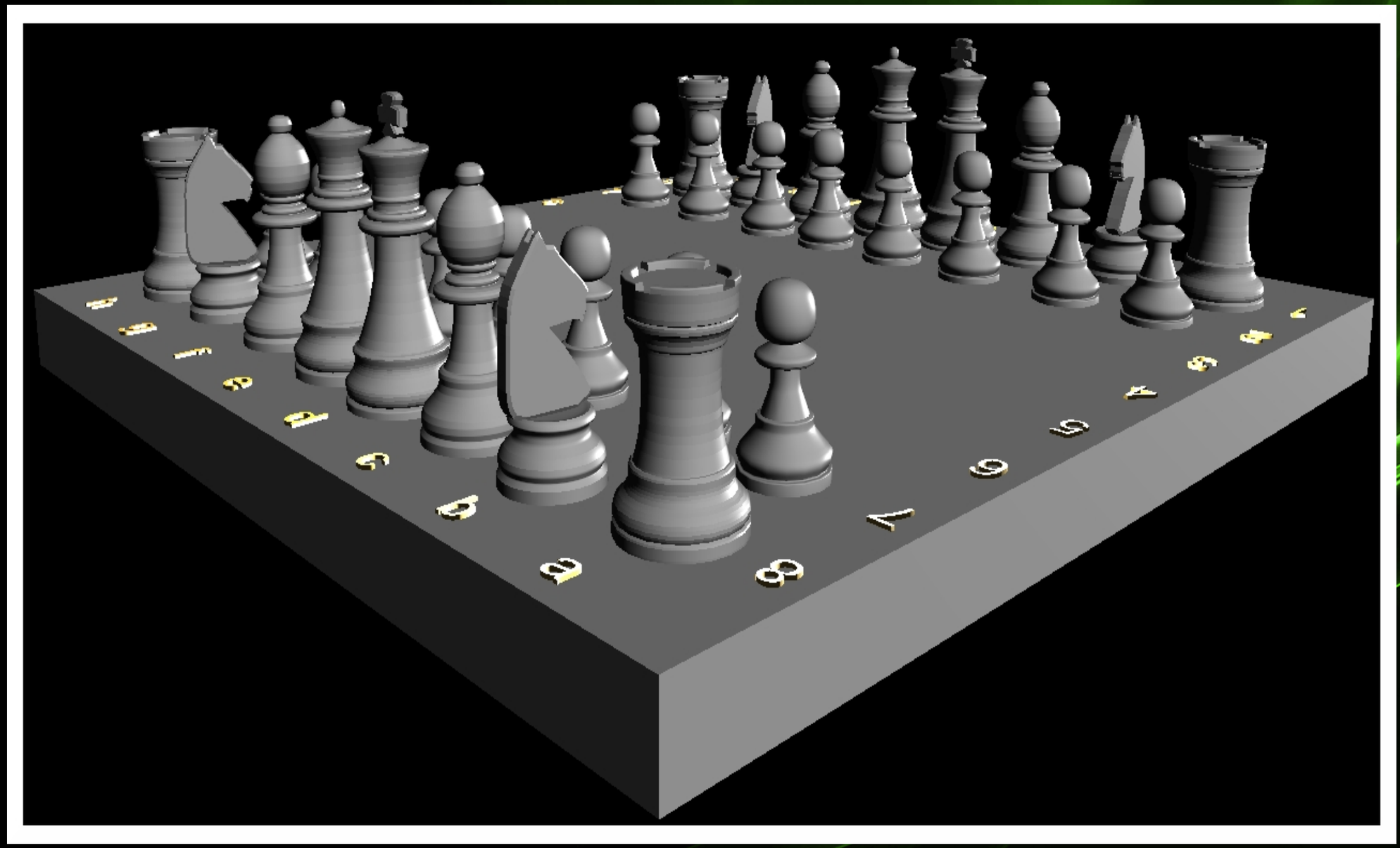
23a – Chess Phong reflection&Normal map



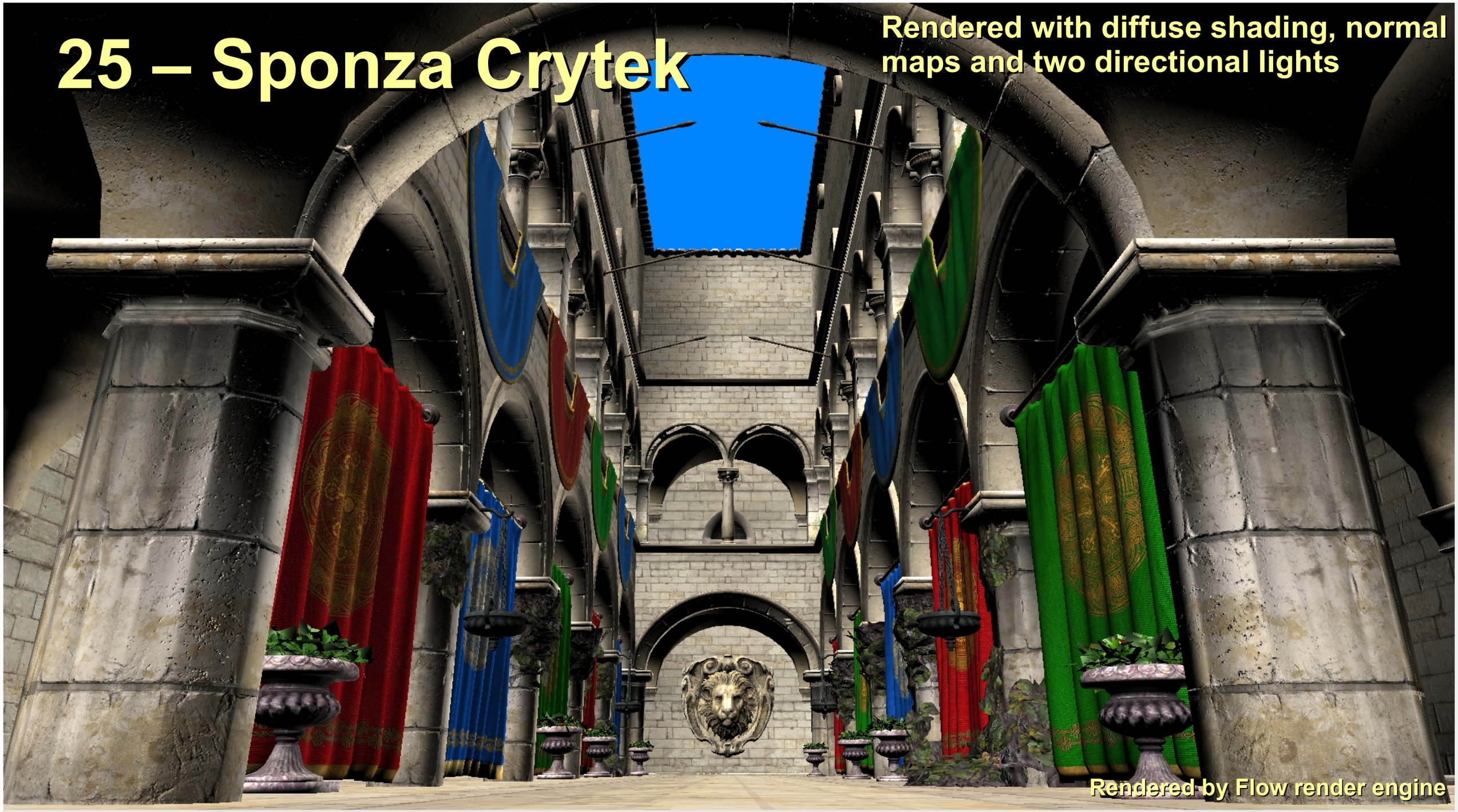
23a – Chess Phong reflection



24 – Chess Phong reflection&no textures



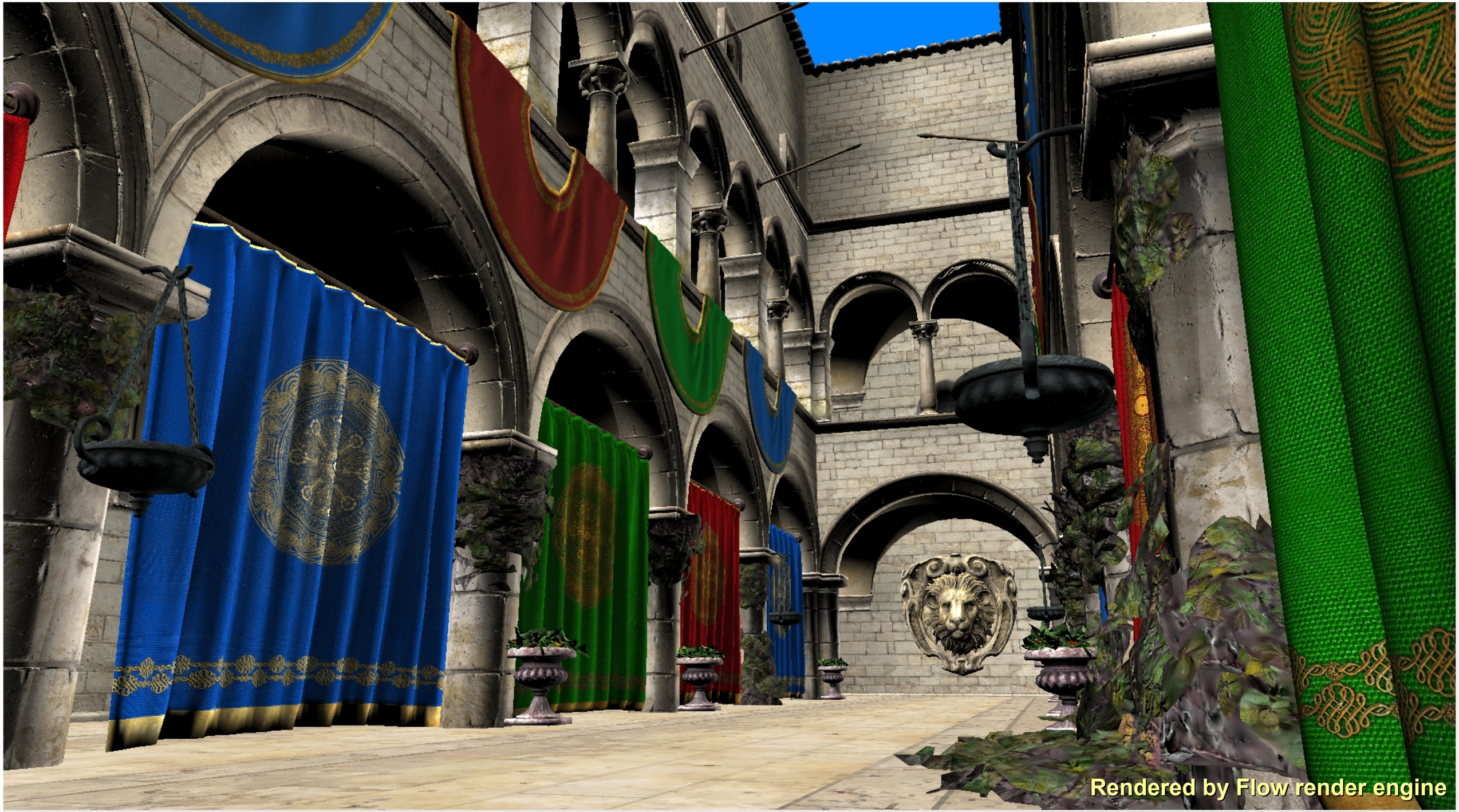
25 – Sponza Crytek

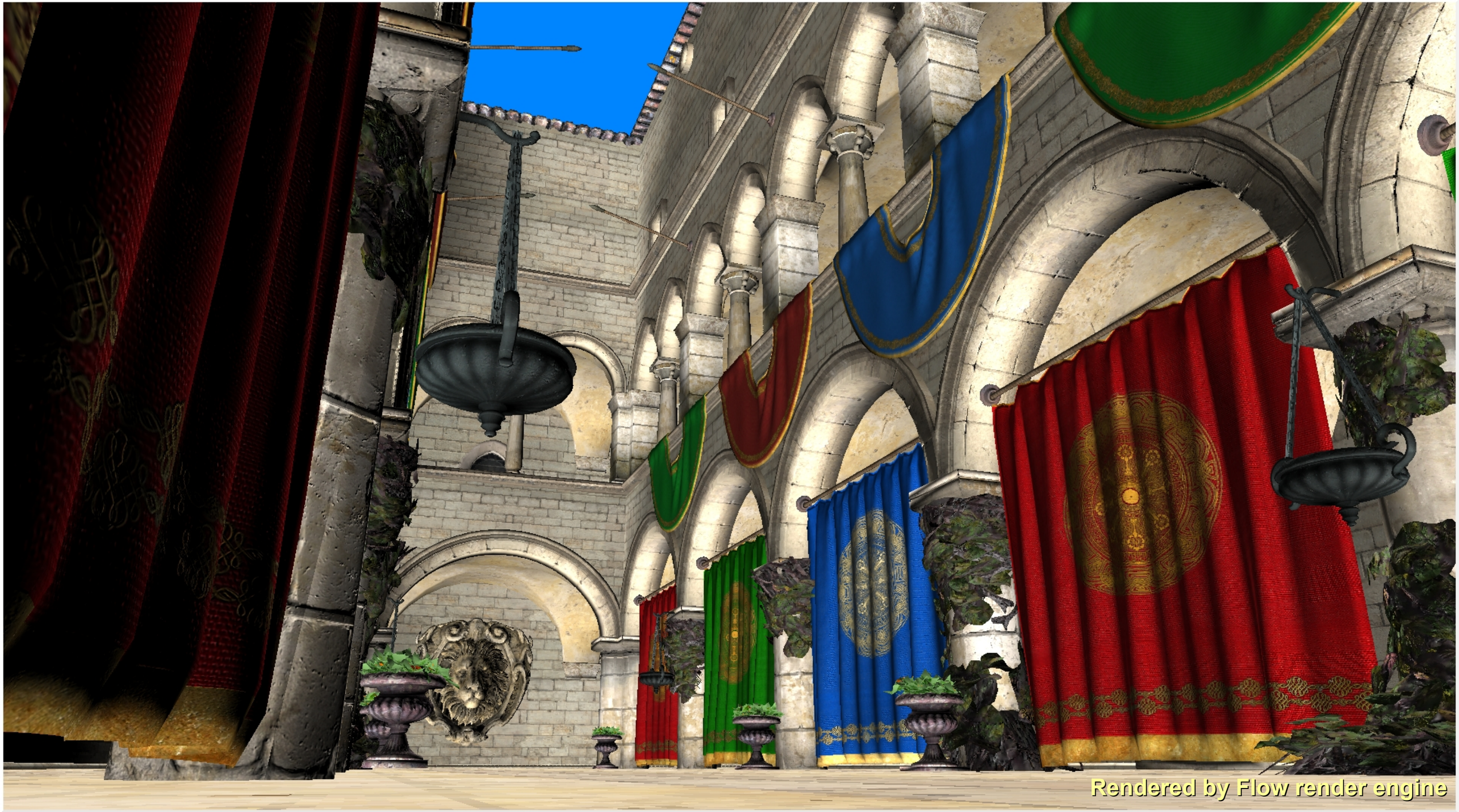


Rendered with diffuse shading, normal maps and two directional lights

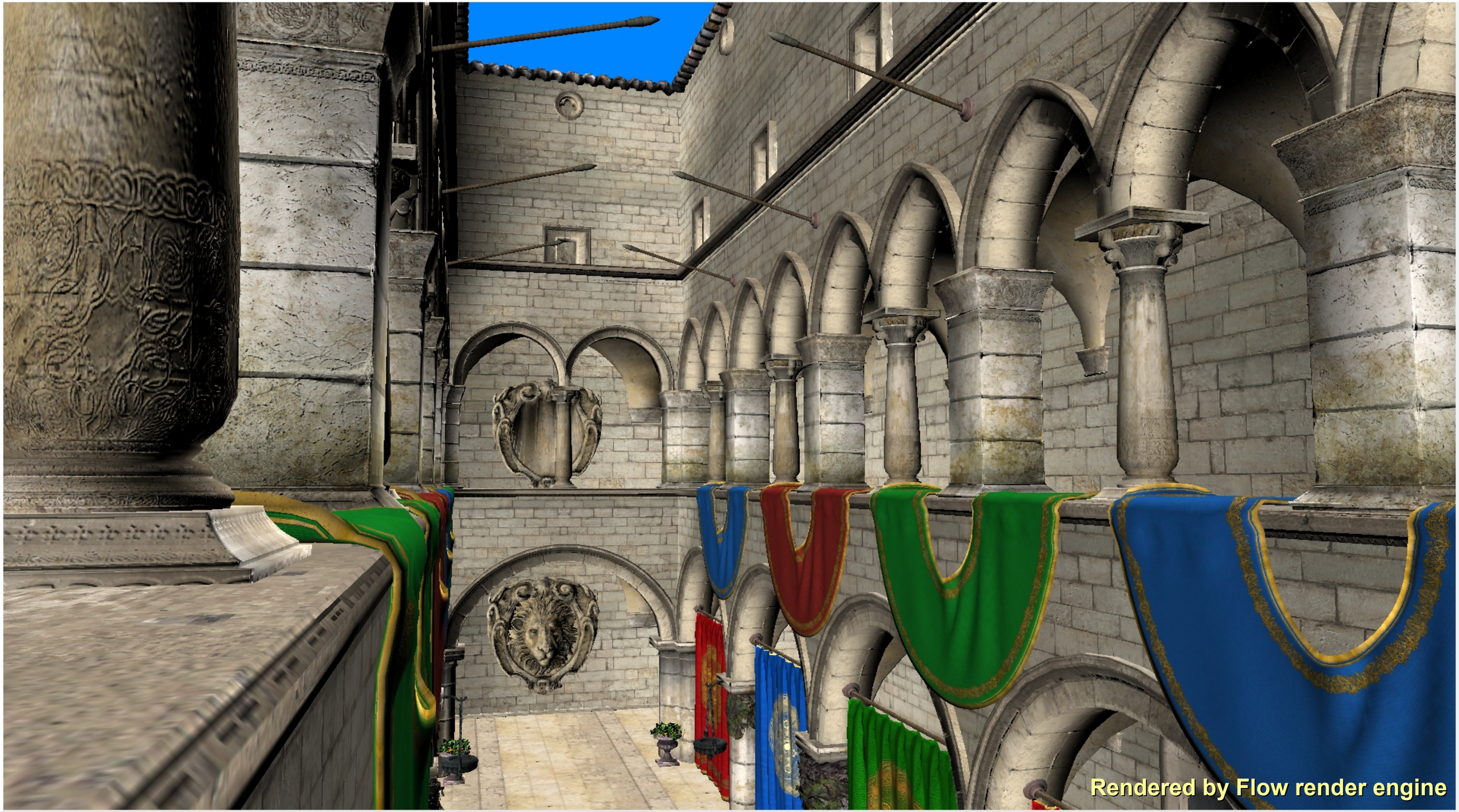
Rendered by Flow render engine

Rendered by Flow render engine


Rendered by Flow render engine


Rendered by Flow render engine

Rendered by Flow render engine

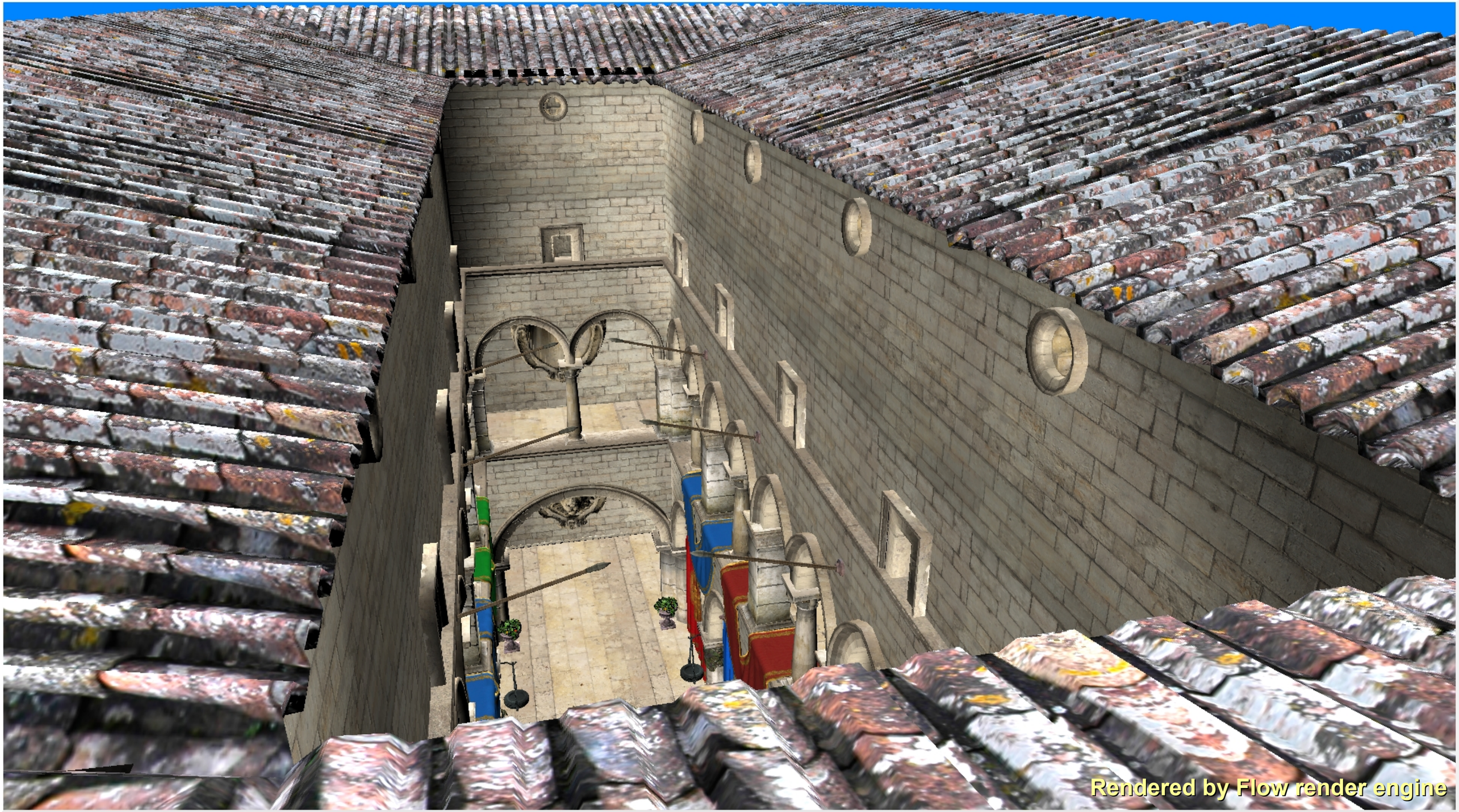

Rendered by Flow render engine

Rendered by Flow render engine

Rendered by Flow render engine

Rendered by Flow render engine

Rendered by Flow render engine


Rendered by Flow render engine

Flow Render Engine
Real-Time Rendering Engine
with a modern graphics approach

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