Overview

- Micropolygons and Textures represent two techniques which give a spectrum of rendering styles
- Texture can be used with Micropoly's
- Shade-First vs. Shade-Last/Deferred Shading Issues Apply
  – We won't concentrate on these issues, since they were covered in the last debate

What We Consider

- Micropolygons - micropolygon rendering as described in the Reyes Paper (< 2 pixel size triangles)
- Texturemaps - Reality Engine style rendering (~25 pixel triangles)
- We Restrict Ourselves to the Next Five Years

Debate Issues

- Economics
- Architectural Complexity
- Performance
- Achievable Detail

•Overarching Issues:

•Future Trends

•Real Time vs. High Detail