

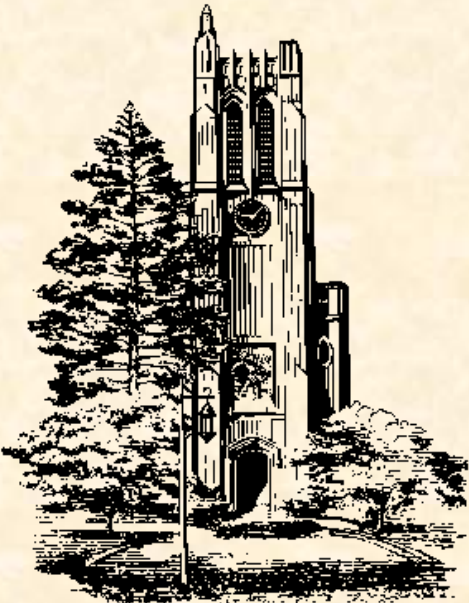
# Alpha Demonstration Sparse Virtual Texturing

Team 2. Boeing  
CSE 498, Collaborative Design

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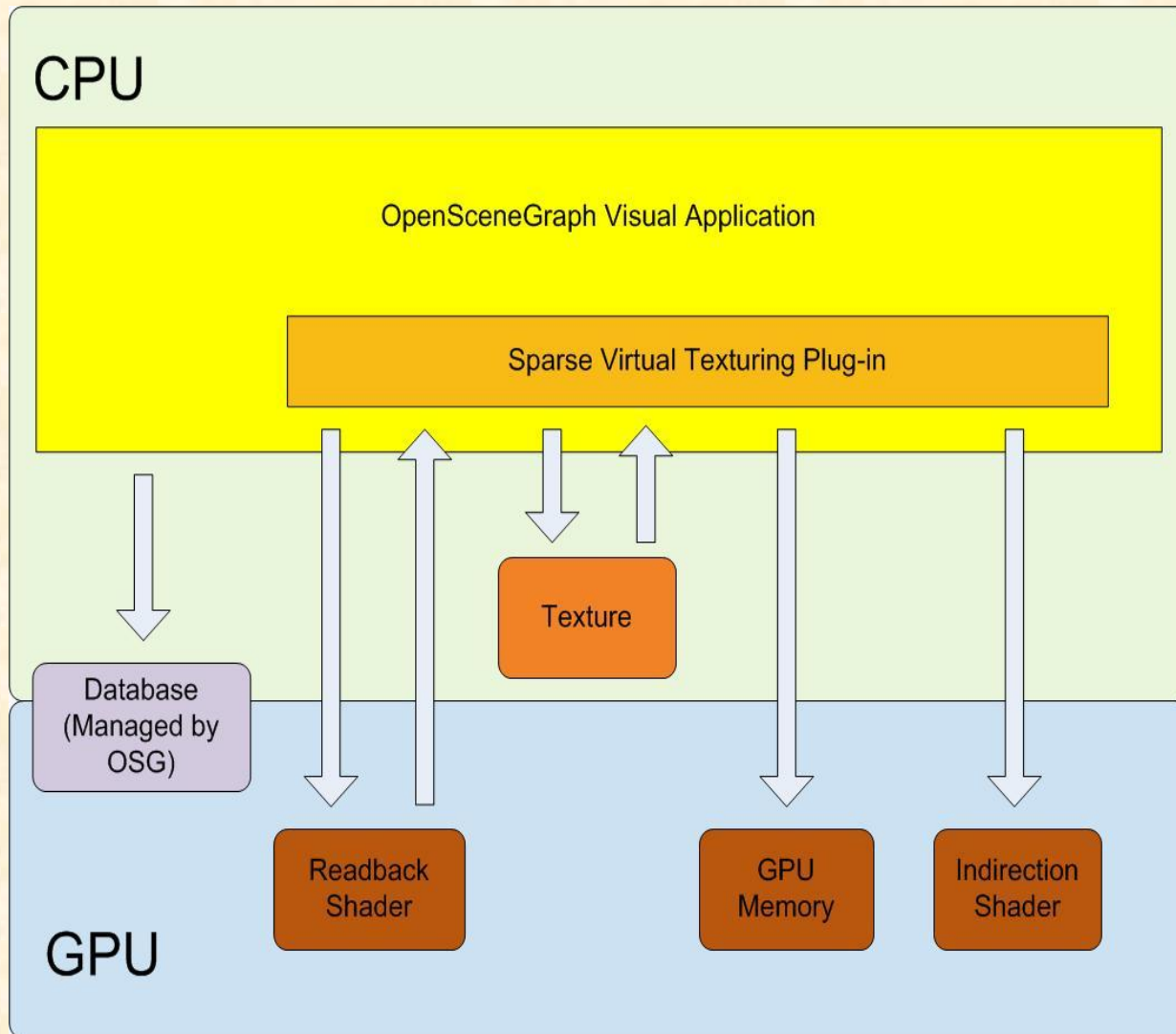
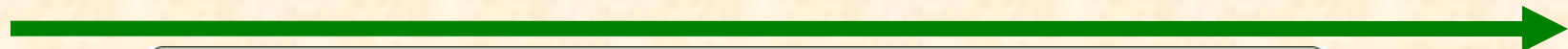
# Project Overview

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- Plug-in for OpenSceneGraph
  - Visual Quality
  - Flexibility
  - Performance
- OpenSceneGraph Application
  - Showcase Plug-in
  - Demonstrate Implementation

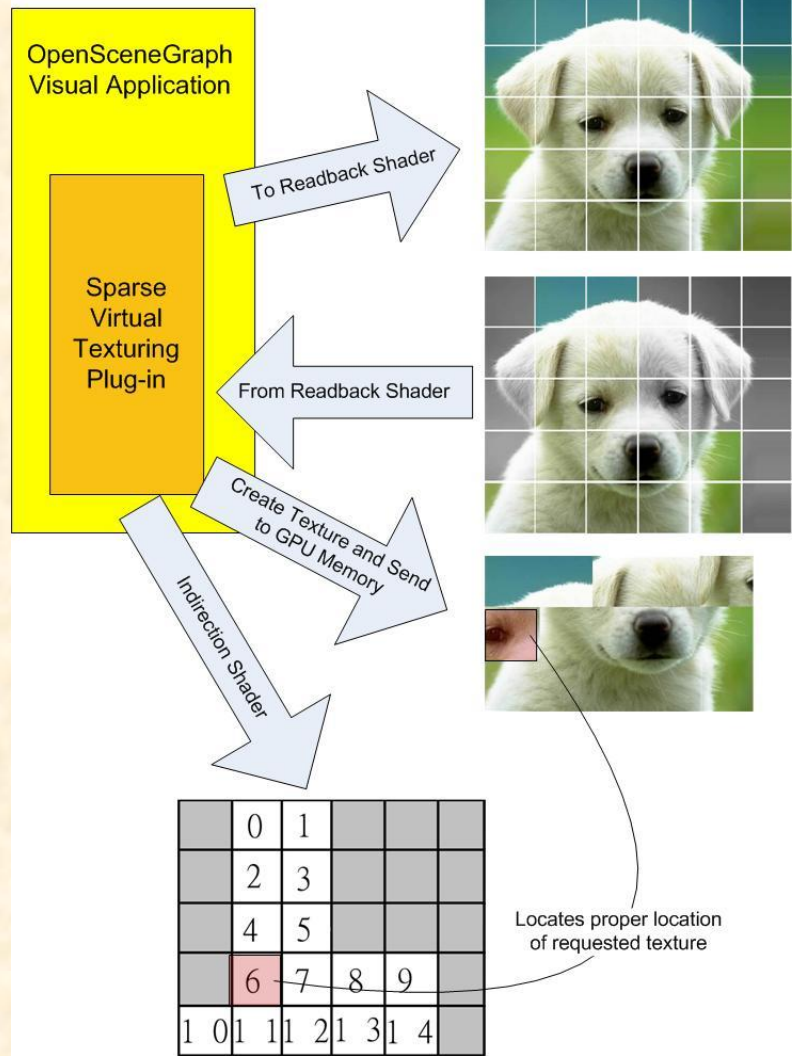


# Architecture Illustrated



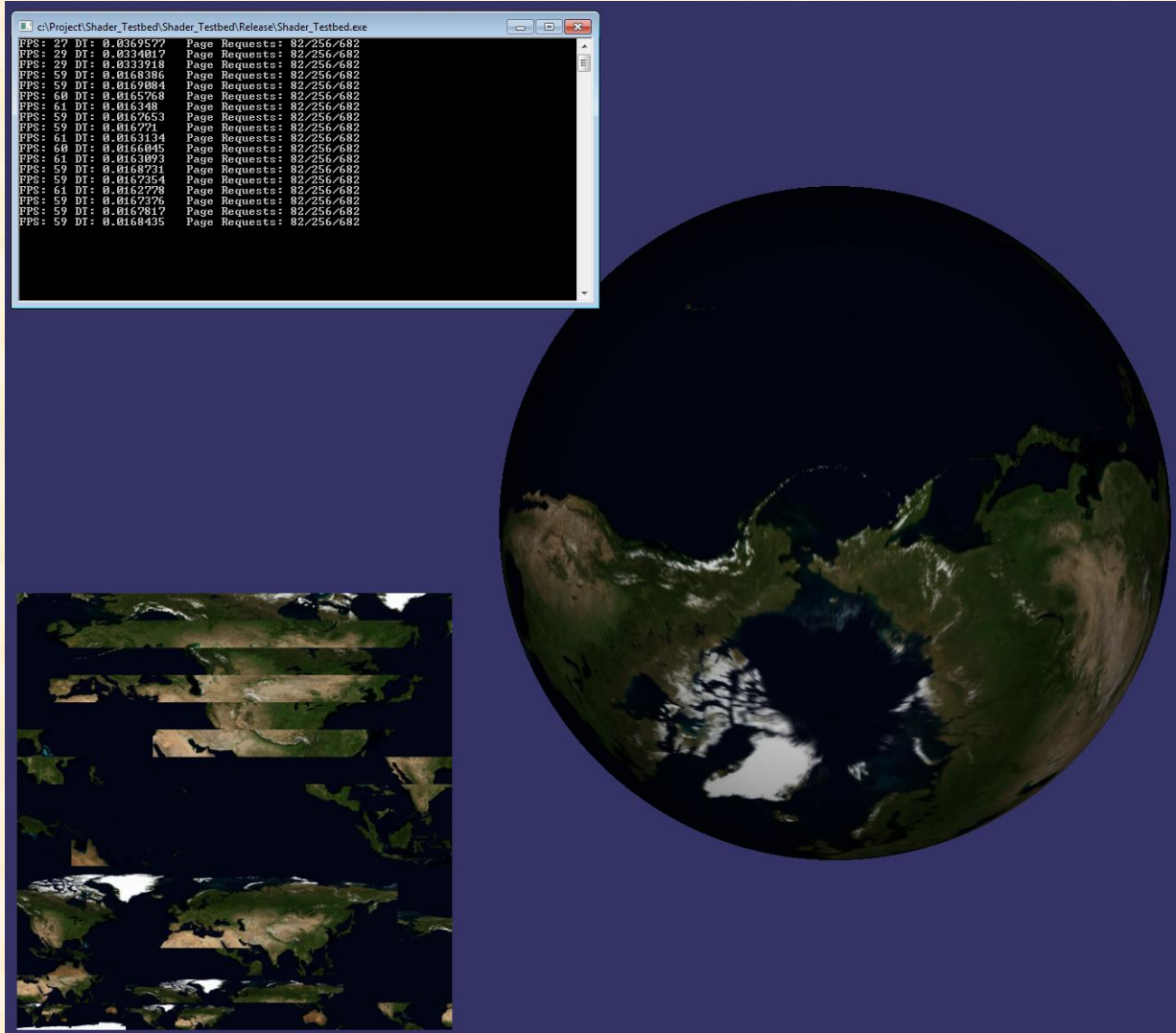


# Architecture Illustrated



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# Screen Shot



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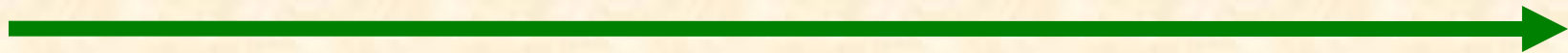
# Screen Shot



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# What's left to do?



- Render with scene texture.
- Implement bi-linear filtering.
- Convert library into an OSG plug-in.
- Add support for multi-threading.
- Format application to use library directly.