

# **EMBREE**

## **HIGH PERFORMANCE RAY TRACING KERNELS**

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# Chapter 1

## Embree Overview

Embree is a collection of high-performance ray tracing kernels, developed at Intel. The target users of Embree are graphics application engineers who want to improve the performance of their photo-realistic rendering application by leveraging Embree's performance-optimized ray tracing kernels. The kernels are optimized for the latest Intel® processors with support for SSE, AVX, AVX2, and AVX-512 instructions. Embree supports runtime code selection to choose the traversal and build algorithms that best matches the instruction set of your CPU. We recommend using Embree through its API to get the highest benefit from future improvements. Embree is released as Open Source under the [Apache 2.0 license](#).

Embree supports applications written with the Intel SPMD Program Compiler (ISPC, <https://ispc.github.io/>) by also providing an ISPC interface to the core ray tracing algorithms. This makes it possible to write a renderer in ISPC that automatically vectorizes and leverages SSE, AVX, AVX2, and AVX-512 instructions. ISPC also supports runtime code selection, thus ISPC will select the best code path for your application.

Embree contains algorithms optimized for incoherent workloads (e.g. Monte Carlo ray tracing algorithms) and coherent workloads (e.g. primary visibility and hard shadow rays).

The single-ray traversal kernels of Embree provide high performance for incoherent workloads and are very easy to integrate into existing rendering applications. Using the stream kernels, even higher performance for incoherent rays is possible, but integration might require significant code changes to the application to use the stream paradigm. In general for coherent workloads, the stream mode with coherent flag set gives the best performance.

Embree also supports dynamic scenes by implementing high-performance two-level spatial index structure construction algorithms.

In addition to the ray tracing kernels, Embree provides some [tutorials](#) to demonstrate how to use the [Embree API](#).

### 1.1 Supported Platforms

Embree supports Windows (32-bit and 64-bit), Linux (64-bit), and macOS (64-bit). The code compiles with the Intel® Compiler, GCC, Clang, and the Microsoft Compiler.

Using the Intel® Compiler improves performance by approximately 10%. Performance also varies across different operating systems, with Linux typically performing best as it supports transparently transitioning to 2MB pages.

Embree is optimized for Intel CPUs supporting SSE, AVX, AVX2, and AVX-512 instructions, and requires at least a CPU with support for SSE2.

## 1.2 Embree Support and Contact

If you encounter bugs please report them via [Embree's GitHub Issue Tracker](#).

For questions and feature requests please write us at [embree\\_support@intel.com](mailto:embree_support@intel.com).

To receive notifications of updates and new features of Embree please subscribe to the [Embree mailing list](#).

## 1.3 Version History

### 1.3.1 New Features in Embree 3.2.0

- Improved watertightness of robust mode.
- Line segments, and other curves are now all contained in a single BVH which improves performance when these are both used in a scene.
- Performance improvement of up to 20% for line segments.
- Bugfix to Embree2 to Embree3 conversion script.
- Added support for Hermite curve basis.
- Semantics of normal buffer for normal oriented curves has changed to simplify usage. Please see documentation for details.
- Using GLFW and imgui in tutorials.

### 1.3.2 New Features in Embree 3.1.0

- Added new normal-oriented curve primitive for ray tracing of grass-like structures.
- Added new grid primitive for ray tracing tessellated and displaced surfaces in very memory efficient manner.
- Fixed bug of ribbon curve intersector when derivative was zero.
- Installing all static libraries when EMBREE\_STATIC\_LIB is enabled.
- Added API functions to access topology of subdivision mesh.
- Reduced memory consumption of instances.
- Improved performance of instances by 8%.
- Reduced memory consumption of curves by up to 2x.
- Up to 5% higher performance on AVX-512 architectures.
- Added native support for multiple curve basis functions. Internal basis conversions are no longer performed, which saves additional memory when multiple bases are used.
- Fixed issue with non thread safe local static variable initialization in VS2013.
- Bugfix in rtcSetNewGeometry. Vertex buffers did not get properly over-located.
- Replaced ImageMagick with OpenImageIO in the tutorials.

### 1.3.3 New Features in Embree 3.0.0

- Switched to a new version of the API which provides improved flexibility but is not backward compatible. Please see “Upgrading from Embree 2 to Embree 3” section of the documentation for upgrade instructions. In particular, we provide a Python script that performs most of the transition work.
- User geometries inside an instanced scene and a top-level scene no longer need to handle the instID field of the ray differently. They both just need to copy the context.instID into the ray.instID field.
- Support for context filter functions that can be assigned to a ray query.

- User geometries can now invoke filter functions using the `rtcFilterIntersection` and `rtcFilterOcclusion` calls.
- Higher flexibility through specifying build quality per scene and geometry.
- Geometry normal uses commonly used right-hand rule from now on.
- Added self-intersection avoidance to ribbon curves and lines. Applications do not have to implement self-intersection workarounds for these primitive types anymore.
- Added support for 4 billion primitives in a single scene.
- Removed the `RTC_MAX_USER_VERTEX_BUFFERS` and `RTC_MAX_INDEX_BUFFERS` limitations.
- Reduced memory consumption by 192 bytes per instance.
- Fixed some performance issues on AVX-512 architectures.
- Individual Contributor License Agreement (ICLA) and Corporate Contributor License Agreement (CCLA) no longer required to contribute to the project.

### 1.3.4 New Features in Embree 2.17.1

- Improved performance of occlusion ray packets by up to 50%.
- Fixed detection of Clang for CMake 3 under MacOSX
- Fixed AVX code compilation issue with GCC 7 compiler caused by explicit use of `vzeroupper` intrinsics.
- Fixed an issue where Clang address sanitizer reported an error in the internal tasking system.
- Added fix to compile on 32 bit Linux distribution.
- Fixed some wrong relative include paths in Embree.
- Improved performance of robust single ray mode by 5%.
- Added `EMBREE_INSTALL_DEPENDENCIES` option (default OFF) to enable installing of Embree dependencies.
- Fixed performance regression for occlusion ray streams.
- Reduced temporary memory requirements of BVH builder for curves and line segments.
- Fixed performance regression for user geometries and packet ray tracing.
- Fixed bug where wrong closest hit was reported for very curvy hair segment.

### 1.3.5 New Features in Embree 2.17.0

- Improved packet ray tracing performance for coherent rays by 10-60% (requires `RTC_INTERSECT_COHERENT` flag).
- Improved ray tracing performance for incoherent rays on AVX-512 architectures by 5%.
- Improved ray tracing performance for streams of incoherent rays by 5-15%.
- Fixed `tbb_debug.lib` linking error under Windows.
- Fast coherent ray stream and packet code paths now also work in robust mode.
- Using less aggressive prefetching for large BVH nodes which results in 1-2% higher ray tracing performance.
- Precompiled binaries have stack-protector enabled, except for traversal kernels. BVH builders can be slightly slower due to this change. If you want stack-protectors disabled please turn off `EMBREE_STACK_PROTECTOR` in cmake and build the binaries yourself.
- When enabling ISAs individually, the 8-wide BVH was previously only available when the AVX ISA was also selected. This issue is now fixed,

and one can enable only AVX2 and still get best performance by using an 8-wide BVH.

- Fixed `rtcOccluded1` and `rtcOccluded1Ex` API functions which were broken in ISPC.
- Providing MSI installer for Windows.

### 1.3.6 New Features in Embree 2.16.5

- Bugfix in the robust triangle intersector that rarely caused NaNs.
- Fixed bug in hybrid traversal kernel when BVH leaf was entered with no active rays. This rarely caused crashes when used with instancing.
- Fixed bug introduced in Embree 2.16.2 which caused instancing not to work properly when a smaller than the native SIMD width was used in ray packet mode.
- Fixed bug in the curve geometry intersector that caused rendering artefacts for Bézier curves with  $p_0=p_1$  and/or  $p_2=p_3$ .
- Fixed bug in the curve geometry intersector that caused hit results with NaNs to be reported.
- Fixed masking bug that caused rare cracks in curve geometry.
- Enabled support for SSE2 in precompiled binaries again.

### 1.3.7 New Features in Embree 2.16.4

- Bugfix in the ribbon intersector for hair primitives. Non-normalized rays caused wrong intersection distance to be reported.

### 1.3.8 New Features in Embree 2.16.3

- Increased accuracy for handling subdivision surfaces. This fixes cracks when using displacement mapping but reduces performance at irregular vertices.
- Fixed a bug where subdivision geometry was not properly updated when modifying only the tessellation rate and vertex array.

### 1.3.9 New Features in Embree 2.16.2

- Fixed bug that caused NULL intersection context in intersection filter when instancing was used.
- Fixed an issue where uv's were outside the triangle (or quad) for very small triangles (or quads). In robust mode we improved the uv calculation to avoid that issue, in fast mode we accept that inconsistency for better performance.
- Changed UV encoding for non-quad subdivision patches to allow a sub-patch UV range of  $[-0.5, 1.5[$ . Using this new encoding one can use finite differences to calculate derivatives if required. Please adjust your code in case you rely on the old encoding.

### 1.3.10 New Features in Embree 2.16.1

- Workaround for compile issues with Visual Studio 2017
- Fixed bug in subdiv code for static scenes when using tessellation levels larger than 50.
- Fixed low performance when adding many geometries to a scene.
- Fixed high memory consumption issue when using instances in dynamic scene (by disabling two level builder for user geometries and instances).

### 1.3.11 New Features in Embree 2.16.0

- Improved multi-segment motion blur support for scenes with different number of time steps per mesh.
- New top level BVH builder that improves build times and BVH quality of two-level BVHs.
- Added support to enable only a single ISA. Previously code was always compiled for SSE2.
- Improved single ray tracing performance for incoherent rays on AVX-512 architectures by 5-10%.
- Improved packet/hybrid ray tracing performance for incoherent rays on AVX-512 architectures by 10-30%.
- Improved stream ray tracing performance for coherent rays in structure-of-pointers layout by 40-70%.
- BVH builder for compact scenes of triangles and quads needs essentially no temporary memory anymore. This doubles the maximal scene size that can be rendered in compact mode.
- Triangles no longer store the geometry normal in fast/default mode which reduces memory consumption by up to 20%.
- Compact mode uses BVH4 now consistently which reduces memory consumption by up to 10%.
- Reduced memory consumption for small scenes (of 10k-100k primitives) and dynamic scenes.
- Improved performance of user geometries and instances through BVH8 support.
- The API supports now specifying the geometry ID of a geometry at construction time. This way matching the geometry ID used by Embree and the application is simplified.
- Fixed a bug that would have caused a failure of the BVH builder for dynamic scenes when run on a machine with more than 1000 threads.
- Fixed a bug that could have been triggered when reaching the maximal number of mappings under Linux (`vm.max_map_count`). This could have happened when creating a large number of small static scenes.
- Added huge page support for Windows and MacOSX (experimental).
- Added support for Visual Studio 2017.
- Removed support for Visual Studio 2012.
- Precompiled binaries now require a CPU supporting at least the SSE4.2 ISA.
- We no longer provide precompiled binaries for 32-bit on Windows.
- Under Windows one now has to use the platform toolset option in CMake to switch to Clang or the Intel® Compiler.
- Fixed a bug for subdivision meshes when using the incoherent scene flag.
- Fixed a bug in the line geometry intersection, that caused reporting an invalid line segment intersection with `primID -1`.
- Buffer stride for vertex buffers of different time steps of triangle and quad meshes have to be identical now.
- Fixed a bug in the curve geometry intersection code when passed a perfect cylinder.

### 1.3.12 New Features in Embree 2.15.0

- Added `rtcCommitJoin` mode that allows thread to join a build operation. When using the internal tasking system this allows Embree to solely use the threads that called `rtcCommitJoin` to build the scene, while previously also normal worker threads participated in the build. You should no longer

use `rtcCommit` to join a build.

- Added `rtcDeviceSetErrorFunction2` API call, which sets an error callback function which additionally gets passed a user provided pointer (`rtcDeviceSetErrorFunction` is now deprecated).
- Added `rtcDeviceSetMemoryMonitorFunction2` API call, which sets a memory monitor callback function which additionally get passed a user provided pointer. (`rtcDeviceSetMemoryMonitorFunction` is now deprecated).
- Build performance for hair geometry improved by up to 2×.
- Standard BVH build performance increased by 5%.
- Added API extension to use internal Morton-code based builder, the standard binned-SAH builder, and the spatial split-based SAH builder.
- Added support for BSpline hair and curves. Embree uses either the Bézier or BSpline basis internally, and converts other curves, which requires more memory during rendering. For reduced memory consumption set the `EMBREE_NATIVE_SPLINE_BASIS` to the basis your application uses (which is set to `BEZIER` by default).
- Setting the number of threads through `tbb::taskscheduler_init` object on the application side is now working properly.
- Windows and Linux releases are build using AVX-512 support.
- Implemented hybrid traversal for hair and line segments for improved ray packet performance.
- AVX-512 code compiles with Clang 4.0.0
- Fixed crash when ray packets were disabled in CMake.

### 1.3.13 New Features in Embree 2.14.0

- Added `ignore_config_files` option to init flags that allows the application to ignore Embree configuration files.
- Face-varying interpolation is now supported for subdivision surfaces.
- Up to 16 user vertex buffers are supported for vertex attribute interpolation.
- Deprecated `rtcSetBoundaryMode` function, please use the new `rtcSetSubdivisionMode` function.
- Added `RTC_SUBDIV_PIN_BOUNDARY` mode for handling boundaries of subdivision meshes.
- Added `RTC_SUBDIV_PIN_ALL` mode to enforce linear interpolation for subdivision meshes.
- Optimized object generation performance for dynamic scenes.
- Reduced memory consumption when using lots of small dynamic objects.
- Fixed bug for subdivision surfaces using low tessellation rates.
- Hair geometry now uses a new ribbon intersector that intersects with ray-facing quads. The new intersector also returns the v-coordinate of the hair intersection, and fixes artefacts at junction points between segments, at the cost of a small performance hit.
- Added `rtcSetBuffer2` function, that additionally gets the number of elements of a buffer. In dynamic scenes, this function allows to quickly change buffer sizes, making it possible to change the number of primitives of a mesh or the number of crease features for subdivision surfaces.
- Added simple ‘viewer\_anim’ tutorial for rendering key frame animations and ‘buildbench’ for measuring BVH (re-)build performance for static and dynamic scenes.
- Added more AVX-512 optimizations for future architectures.

### 1.3.14 New Features in Embree 2.13.0

- Improved performance for compact (but not robust) scenes.
- Added robust mode for motion blurred triangles and quads.
- Added fast dynamic mode for user geometries.
- Up to 20% faster BVH build performance on the second generation Intel® Xeon Phi™ processor codenamed Knights Landing.
- Improved quality of the spatial split builder.
- Improved performance for coherent streams of ray packets (SOA layout), e.g. for fast primary visibility.
- Various bug fixes in tessellation cache, quad-based spatial split builder, etc.

### 1.3.15 New Features in Embree 2.12.0

- Added support for multi-segment motion blur for all primitive types.
- API support for stream of pointers to single rays (`rtcIntersect1Mp` and `rtcOccluded1Mp`)
- Improved BVH refitting performance for dynamic scenes.
- Improved high-quality mode for quads (added spatial split builder for quads)
- Faster dynamic scenes for triangle and quad-based meshes on AVX2 enabled machines.
- Performance and correctness bugfix in optimization for streams of coherent (single) rays.
- Fixed large memory consumption (issue introduced in Embree v2.11.0). If you use Embree v2.11.0 please upgrade to Embree v2.12.0.
- Reduced memory consumption for dynamic scenes containing small meshes.
- Added support to start and affinityize TBB worker threads by passing “`start_threads=1,set_affinity=1`” to `rtcNewDevice`. These settings are recommended on systems with a high thread count.
- `rtcInterpolate2` can now be called within a displacement shader.
- Added initial support for Microsoft’s Parallel Pattern Library (PPL) as tasking system alternative (for optimal performance TBB is highly recommended).
- Updated to TBB 2017 which is released under the Apache v2.0 license.
- Dropped support for Visual Studio 2012 Win32 compiler. Visual Studio 2012 x64 is still supported.

### 1.3.16 New Features in Embree 2.11.0

- Improved performance for streams of coherent (single) rays flagged with `RTC_INTERSECT_COHERENT`. For such coherent ray streams, e.g. primary rays, the performance typically improves by 1.3-2×.
- New spatial split BVH builder for triangles, which is 2-6× faster than the previous version and more memory conservative.
- Improved performance and scalability of all standard BVH builders on systems with large core counts.
- Fixed `rtcGetBounds` for motion blur scenes.
- Thread affinity is now on by default when running on the latest Intel® Xeon Phi™ processor.
- Added AVX-512 support for future Intel® Xeon processors.

### 1.3.17 New Features in Embree 2.10.0

- Added a new curve geometry which renders the sweep surface of a circle along a Bézier curve.
- Intersection filters can update the `tfar` ray distance.
- Geometry types can get disabled at compile time.
- Modified and extended the ray stream API.
- Added new callback mechanism for the ray stream API.
- Improved ray stream performance (up to 5-10%).
- Up to 20% faster morton builder on machines with large core counts.
- Lots of optimizations for the second generation Intel® Xeon Phi™ processor codenamed Knights Landing.
- Added experimental support for compressed BVH nodes (reduces node size to 56-62% of uncompressed size). Compression introduces a typical performance overhead of ~10%.
- Bugfix in backface culling mode. We do now properly cull the backfaces and not the frontfaces.
- Feature freeze for the first generation Intel® Xeon Phi™ coprocessor code-named Knights Corner. We will still maintain and add bug fixes to Embree v2.9.0, but Embree 2.10 and future versions will no longer support it.

### 1.3.18 New Features in Embree 2.9.0

- Improved shadow ray performance (10-100% depending on the scene).
- Added initial support for ray streams (10-30% higher performance depending on ray coherence in the stream).
- Added support to calculate second order derivatives using the `rtcInterpolate2` function.
- Changed the parametrization for triangular subdivision faces to the same scheme used for pentagons.
- Added support to query the Embree configuration using the `rtcDeviceGetParameter` function.

### 1.3.19 New Features in Embree 2.8.1

- Added support for setting per geometry tessellation rate (supported for subdivision and Bézier geometries).
- Added support for motion blurred instances.

### 1.3.20 New Features in Embree 2.8.0

- Added support for line segment geometry.
- Added support for quad geometry (replaces triangle-pairs feature).
- Added support for linear motion blur of user geometries.
- Improved performance through AVX-512 optimizations.
- Improved performance of lazy scene build (when using TBB 4.4 update 2).
- Improved performance through huge page support under linux.

### 1.3.21 New Features in Embree 2.7.1

- Internal tasking system supports cancellation of build operations.
- ISPC mode for robust and compact scenes got significantly faster (implemented hybrid traversal for `bvh4.triangle4v` and `bvh4.triangle4i`).
- Hair rendering got faster as we fixed some issues with the SAH heuristic cost factors.

- BVH8 got slight faster for single ray traversal (improved sorting when hitting more than 4 boxes).
- BVH build performance got up to 30% faster on CPUs with high core counts (improved parallel partition code).
- High quality build mode again working properly (spatial splits had been deactivated in v2.7.0 due to some bug).
- Support for merging two adjacent triangles sharing a common edge into a triangle-pair primitive (can reduce memory consumption and BVH build times by up to 50% for mostly quad-based input meshes).
- Internal cleanups (reduced number of traversal kernels by more templating).
- Reduced stack size requirements of BVH builders.
- Fixed crash for dynamic scenes, triggered by deleting all geometries from the scene.

### 1.3.22 New Features in Embree 2.7.0

- Added device concept to Embree to allow different components of an application to use Embree without interfering with each other.
- Fixed memory leak in twolevel builder used for dynamic scenes.
- Fixed bug in tessellation cache that caused crashes for subdivision surfaces.
- Fixed bug in internal task scheduler that caused deadlocks when using `rtcCommitThread`.
- Improved hit-distance accuracy for thin triangles in robust mode.
- Added support to disable ray packet support in `cmake`.

### 1.3.23 New Features in Embree 2.6.2

- Fixed bug triggered by instantiating motion blur geometry.
- Fixed bug in hit UV coordinates of static subdivision geometries.
- Performance improvements when only changing tessellation levels for subdivision geometry per frame.
- Added ray packet intersectors for subdivision geometry, resulting in improved performance for coherent rays.
- Reduced virtual address space usage for static geometries.
- Fixed some AVX2 code paths when compiling with GCC or Clang.
- Bugfix for subdiv patches with non-matching winding order.
- Bugfix in ISA detection of AVX-512.

### 1.3.24 New Features in Embree 2.6.1

- Major performance improvements for ray tracing subdivision surfaces, e.g. up to 2× faster for scenes where only the tessellation levels are changing per frame, and up to 3× faster for scenes with lots of crease features
- Initial support for architectures supporting the new 16-wide AVX-512 ISA
- Implemented intersection filter callback support for subdivision surfaces
- Added `RTC_IGNORE_INVALID_RAYS` CMake option which makes the ray intersectors more robust against full tree traversal caused by invalid ray inputs (e.g. INF, NaN, etc)

### 1.3.25 New Features in Embree 2.6.0

- Added `rtcInterpolate` function to interpolate per vertex attributes
- Added `rtcSetBoundaryMode` function that can be used to select the boundary handling for subdivision surfaces

- Fixed a traversal bug that caused rays with very small ray direction components to miss geometry
- Performance improvements for the robust traversal mode
- Fixed deadlock when calling `rtcCommit` from multiple threads on same scene

### 1.3.26 New Features in Embree 2.5.1

- On dual socket workstations, the initial BVH build performance almost doubled through a better memory allocation scheme
- Reduced memory usage for subdivision surface objects with crease features
- `rtcCommit` performance is robust against unset “flush to zero” and “denormals are zero” flags. However, enabling these flags in your application is still recommended
- Reduced memory usage for subdivision surfaces with borders and infinitely sharp creases
- Lots of internal cleanups and bug fixes for both Intel® Xeon® and Intel® Xeon Phi™

### 1.3.27 New Features in Embree 2.5.0

- Improved hierarchy build performance on both Intel Xeon and Intel Xeon Phi
- Vastly improved tessellation cache for ray tracing subdivision surfaces
- Added `rtcGetUserData` API call to query per geometry user pointer set through `rtcSetUserData`
- Added support for memory monitor callback functions to track and limit memory consumption
- Added support for progress monitor callback functions to track build progress and cancel long build operations
- BVH builders can be used to build user defined hierarchies inside the application (see tutorial [BVH Builder](#))
- Switched to TBB as default tasking system on Xeon to get even faster hierarchy build times and better integration for applications that also use TBB
- `rtcCommit` can get called from multiple TBB threads to join the hierarchy build operations

### 1.3.28 New Features in Embree 2.4

- Support for Catmull Clark subdivision surfaces (triangle/quad base primitives)
- Support for vector displacements on Catmull Clark subdivision surfaces
- Various bug fixes (e.g. 4-byte alignment of vertex buffers works)

### 1.3.29 New Features in Embree 2.3.3

- BVH builders more robustly handle invalid input data (Intel Xeon processor family)
- Motion blur support for hair geometry (Xeon)
- Improved motion blur performance for triangle geometry (Xeon)
- Improved robust ray tracing mode (Xeon)
- Added `rtcCommitThread` API call for easier integration into existing tasking systems (Xeon and Intel Xeon Phi coprocessor)

- Added support for recording and replaying all `rtcIntersect/rtcOccluded` calls (Xeon and Xeon Phi)

### 1.3.30 New Features in Embree 2.3.2

- Improved mixed AABB/OBB-BVH for hair geometry (Xeon Phi)
- Reduced amount of pre-allocated memory for BVH builders (Xeon Phi)
- New 64-bit Morton code-based BVH builder (Xeon Phi)
- (Enhanced) Morton code-based BVH builders use now tree rotations to improve BVH quality (Xeon Phi)
- Bug fixes (Xeon and Xeon Phi)

### 1.3.31 New Features in Embree 2.3.1

- High quality BVH mode improves spatial splits which result in up to 30% performance improvement for some scenes (Xeon)
- Compile time enabled intersection filter functions do not reduce performance if no intersection filter is used in the scene (Xeon and Xeon Phi)
- Improved ray tracing performance for hair geometry by >20% on Xeon Phi. BVH for hair geometry requires 20% less memory
- BVH8 for AVX/AVX2 targets improves performance for single ray tracing on Haswell by up to 12% and by up to 5% for hybrid (Xeon)
- Memory conservative BVH for Xeon Phi now uses BVH node quantization to lower memory footprint (requires half the memory footprint of the default BVH)

### 1.3.32 New Features in Embree 2.3

- Support for ray tracing hair geometry (Xeon and Xeon Phi)
- Catching errors through error callback function
- Faster hybrid traversal (Xeon and Xeon Phi)
- New memory conservative BVH for Xeon Phi
- Faster Morton code-based builder on Xeon
- Faster binned-SAH builder on Xeon Phi
- Lots of code cleanups/simplifications/improvements (Xeon and Xeon Phi)

### 1.3.33 New Features in Embree 2.2

- Support for motion blur on Xeon Phi
- Support for intersection filter callback functions
- Support for buffer sharing with the application
- Lots of AVX2 optimizations, e.g. ~20% faster 8-wide hybrid traversal
- Experimental support for 8-wide (AVX/AVX2) and 16-wide BVHs (Xeon Phi)

### 1.3.34 New Features in Embree 2.1

- New future proof API with a strong focus on supporting dynamic scenes
- Lots of optimizations for 8-wide AVX2 (Haswell architecture)
- Automatic runtime code selection for SSE, AVX, and AVX2
- Support for user-defined geometry
- New and improved BVH builders:
  - Fast adaptive Morton code-based builder (without SAH-based top-level rebuild)

- Both the SAH and Morton code-based builders got faster (Xeon Phi)
- New variant of the SAH-based builder using triangle pre-splits (Xeon Phi)

### 1.3.35 New Features in Embree 2.0

- Support for the Intel® Xeon Phi™ coprocessor platform
- Support for high-performance “packet” kernels on SSE, AVX, and Xeon Phi
- Integration with the Intel® SPMD Program Compiler (ISPC)
- Instantiation and fast BVH reconstruction
- Example photo-realistic rendering engine for both C++ and ISPC

## 1.4 Acknowledgements

This software is based in part on the work of the Independent JPEG Group.

# Chapter 2

## Installation of Embree

### 2.1 Windows MSI Installer

You can install the Embree library using the Windows MSI installer [embree-3.2.0-x64.msi](#). This will install the 64-bit Embree version by default in Program Files\Intel\Embree v3.2.0 x64.

You have to set the path to the bin folders manually to your PATH environment variable for applications to find Embree.

To compile applications with Embree using CMake, please have a look at the `find_embree` tutorial. To compile this tutorial, you need to set the `embree_DIR` CMake variable of this tutorial to Program Files\Intel\Embree v3.2.0 x64.

To uninstall Embree, open Programs and Features by clicking the Start button, clicking Control Panel, clicking Programs, and then clicking Programs and Features. Select Embree 3.2.0 x64 and uninstall it.

### 2.2 Windows ZIP File

Embree is also delivered as a ZIP file [embree-3.2.0.x64.windows.zip](#). After unpacking this ZIP file, you should set the path to the lib folder manually to your PATH environment variable for applications to find Embree. To compile applications with Embree, you also have to set the Include Directories path in Visual Studio to the include folder of the Embree installation.

If you plan to ship Embree with your application, best use the Embree version from this ZIP file.

### 2.3 Linux RPMs

Uncompress the tar .gz file [embree-3.2.0.x86\\_64.rpm.tar.gz](#) to obtain the individual RPM files:

```
tar xzf embree-3.2.0.x86_64.rpm.tar.gz
```

To install Embree using the RPM packages on your Linux system, type the following:

```
sudo rpm --install embree-lib-3.2.0-1.x86_64.rpm
sudo rpm --install embree-devel-3.2.0-1.noarch.rpm
sudo rpm --install embree-examples-3.2.0-1.x86_64.rpm
```

You also have to install the Intel® Threading Building Blocks (TBB) using yum:

```
sudo yum install tbb.x86_64 tbb-devel.x86_64
```

On Debian-based Linux distributions you first need to convert the RPM files into DEB files using the `alien` tool:

```
sudo apt-get install alien dpkg-dev debhelper build-essential

sudo alien embree-lib-3.2.0-1.x86_64.rpm
sudo alien embree-devel-3.2.0-1.noarch.rpm
sudo alien embree-examples-3.2.0-1.x86_64.rpm

sudo dpkg -i embree-devel_3.2.0-2_all.deb
sudo dpkg -i embree-examples_3.2.0-2_amd64.deb
sudo dpkg -i embree-lib_3.2.0-2_amd64.deb
```

Also install the Intel® Threading Building Blocks (TBB) using `apt-get`:

```
sudo apt-get install libtbb-dev
```

Alternatively you can download the latest TBB version from <https://www.threadingbuildingblocks.org/download> and set the `LD_LIBRARY_PATH` environment variable to point to the TBB library.

Note that the Embree RPMs are linked against the TBB version coming with CentOS. This older TBB version is missing some features required to get optimal build performance, and does not support building of scenes lazily during rendering. To get a full featured Embree, please install using the `.tar.gz` files, which always ship with the latest TBB version.

Under Linux, Embree is installed by default in the `/usr/lib64` and `/usr/include` directories. This way applications will find Embree automatically. The Embree tutorials are installed into the `/usr/bin/embree3` folder. Specify the full path to the tutorials to start them.

To uninstall Embree, just execute the following:

```
sudo rpm --erase embree-lib-3.2.0-1.x86_64
sudo rpm --erase embree-devel-3.2.0-1.noarch
sudo rpm --erase embree-examples-3.2.0-1.x86_64
```

## 2.4 Linux tar.gz Files

The Linux version of Embree is also delivered as a `.tar.gz` file: [embree-3.2.0.x86\\_64.linux.tar.gz](#). Unpack this file using `tar` and source the provided `embree-vars.sh` (if you are using the bash shell) or `embree-vars.csh` (if you are using the C shell) to set up the environment properly:

```
tar xzf embree-3.2.0.x64.linux.tar.gz
source embree-3.2.0.x64.linux/embree-vars.sh
```

If you want to ship Embree with your application, best use the Embree version provided in the `.tar.gz` file.

We recommend adding a relative `RPATH` to your application that points to the location where Embree (and TBB) can be found, e.g. `$ORIGIN/./lib`.

## 2.5 macOS PKG Installer

To install the Embree library on your macOS system use the provided package installer inside [embree-3.2.0.x86\\_64.dmg](#). This will install Embree by default into `/opt/local/lib` and `/opt/local/include` directories. The Embree tutorials are installed into the `/Applications/Embree3` directory.

You also have to install the Intel® Threading Building Blocks (TBB) using [MacPorts](#):

```
sudo port install tbb
```

Alternatively you can download the latest TBB version from <https://www.threadingbuildingblocks.org/download> and set the `DYLD_LIBRARY_PATH` environment variable to point to the TBB library.

To uninstall Embree, execute the uninstaller script `/Applications/Embree3/uninstall.command`.

## 2.6 macOS tar.gz file

The macOS version of Embree is also delivered as a `tar.gz` file: [embree-3.2.0.x86\\_64.macosx.tar.gz](#). Unpack this file using `tar` and source the provided `embree-vars.sh` (if you are using the bash shell) or `embree-vars.csh` (if you are using the C shell) to set up the environment properly:

```
tar xzf embree-3.2.0.x64.macosx.tar.gz
source embree-3.2.0.x64.macosx/embree-vars.sh
```

If you want to ship Embree with your application, please use the Embree library of the provided `tar.gz` file. The library name of that Embree library is of the form `@rpath/libembree.3.dylib` (and similar also for the included TBB library). This ensures that you can add a relative `RPATH` to your application that points to the location where Embree (and TBB) can be found, e.g. `@loader_path/../lib`.

# Chapter 3

## Compiling Embree

We recommend to use CMake to build Embree. Do not enable fast-math optimizations; these might break Embree.

### 3.1 Linux and macOS

To compile Embree you need a modern C++ compiler that supports C++11. Embree is tested with Intel® Compiler 17.0 (Update 1), Intel® Compiler 16.0 (Update 1), Clang 3.8.0 (supports AVX2), Clang 4.0.0 (supports AVX512) and GCC 5.4.0. If the GCC that comes with your Fedora/Red Hat/CentOS distribution is too old then you can run the provided script `scripts/install_linux_gcc.sh` to locally install a recent GCC into `$HOME/devtools-2`.

Embree supports using the Intel® Threading Building Blocks (TBB) as the tasking system. For performance and flexibility reasons we recommend to use Embree with the Intel® Threading Building Blocks (TBB) and best also use TBB inside your application. Optionally you can disable TBB in Embree through the `EMBREE_TASKING_SYSTEM` CMake variable.

Embree supports the Intel® SPMD Program Compiler (ISPC), which allows straightforward parallelization of an entire renderer. If you do not want to use ISPC then you can disable `EMBREE_ISPC_SUPPORT` in CMake. Otherwise, download and install the ISPC binaries (we have tested ISPC version 1.9.1) from [ispc.github.io](http://ispc.github.io). After installation, put the path to `ispc` permanently into your `PATH` environment variable or you need to correctly set the `ISPC_EXECUTABLE` variable during CMake configuration.

You additionally have to install CMake 2.8.11 or higher and the developer version of GLUT.

Under macOS, all these dependencies can be installed using [MacPorts](#):

```
sudo port install cmake tbb-devel glfw-devel
```

Depending on your Linux distribution you can install these dependencies using `yum` or `apt-get`. Some of these packages might already be installed or might have slightly different names.

Type the following to install the dependencies using `yum`:

```
sudo yum install cmake
sudo yum install tbb-devel
sudo yum install glfw-devel
```

Type the following to install the dependencies using `apt-get`:

```
sudo apt-get install cmake-curses-gui
sudo apt-get install libtbb-dev
sudo apt-get install libglfw3-dev
```

Finally you can compile Embree using CMake. Create a build directory inside the Embree root directory and execute `ccmake ..` inside this build directory.

```
mkdir build
cd build
ccmake ..
```

Per default CMake will use the compilers specified with the `CC` and `CXX` environment variables. Should you want to use a different compiler, run `cmake` first and set the `CMAKE_CXX_COMPILER` and `CMAKE_C_COMPILER` variables to the desired compiler. For example, to use the Intel® Compiler instead of the default GCC on most Linux machines (g++ and gcc), execute

```
cmake -DCMAKE_CXX_COMPILER=icpc -DCMAKE_C_COMPILER=icc ..
```

Similarly, to use Clang set the variables to `clang++` and `clang`, respectively. Note that the compiler variables cannot be changed anymore after the first run of `cmake` or `ccmake`.

Running `ccmake` will open a dialog where you can perform various configurations as described below in [CMake Configuration](#). After having configured Embree, press `c` (for configure) and `g` (for generate) to generate a Makefile and leave the configuration. The code can be compiled by executing `make`.

```
make
```

The executables will be generated inside the build folder. We recommend to finally install the Embree library and header files on your system. Therefore set the `CMAKE_INSTALL_PREFIX` to `/usr` in `cmake` and type:

```
sudo make install
```

If you keep the default `CMAKE_INSTALL_PREFIX` of `/usr/local` then you have to make sure the path `/usr/local/lib` is in your `LD_LIBRARY_PATH`.

You can also uninstall Embree again by executing:

```
sudo make uninstall
```

If you cannot install Embree on your system (e.g. when you don't have administrator rights) you need to add `embree_root_directory/build` to your `LD_LIBRARY_PATH`.

## 3.2 Windows

Embree is tested under Windows using the Visual Studio 2017, Visual Studio 2015 (Update 1) compiler (Win32 and x64), Visual Studio 2013 (Update 5) compiler (Win32 and x64), Intel® Compiler 17.0 (Update 1) (Win32 and x64), Intel® Compiler 16.0 (Update 1) (Win32 and x64), and Clang 3.9 (Win32 and x64). Using the Visual Studio 2015 compiler, Visual Studio 2013 compiler, Intel® Compiler, and Clang you can compile Embree for AVX2. To compile Embree for AVX-512 you have to use the Intel® Compiler.

Embree supports using the Intel® Threading Building Blocks (TBB) as the tasking system. For performance and flexibility reasons we recommend to use Embree with the Intel® Threading Building Blocks (TBB) and best also use TBB inside your application. Optionally you can disable TBB in Embree through the `EMBREE_TASKING_SYSTEM` CMake variable.

Embree will either find the Intel® Threading Building Blocks (TBB) installation that comes with the Intel® Compiler, or you can install the binary distribution of TBB directly from [www.threadingbuildingblocks.org](http://www.threadingbuildingblocks.org) into a folder named

tbb into your Embree root directory. You also have to make sure that the libraries `tbb.dll` and `tbb_malloc.dll` can be found when executing your Embree applications, e.g. by putting the path to these libraries into your `PATH` environment variable.

Embree supports the Intel® SPMD Program Compiler (ISPC), which allows straightforward parallelization of an entire renderer. When installing ISPC, make sure to download an ISPC version from [ispc.github.io](https://ispc.github.io) that is compatible with your Visual Studio version. There are two ISPC versions, one for Visual Studio 2013 and earlier, and one for Visual Studio 2015 and later. When using the wrong ISPC version you will get link errors. After installation, put the path to `ispc.exe` permanently into your `PATH` environment variable or you need to correctly set the `ISPC_EXECUTABLE` variable during CMake configuration. We have tested ISPC version 1.9.1. If you do not want to use ISPC then you can disable `EMBREE_ISPC_SUPPORT` in CMake.

You additionally have to install [CMake](#) (version 2.8.11 or higher). Note that you need a native Windows CMake installation, because CMake under Cygwin cannot generate solution files for Visual Studio.

### 3.2.1 Using the IDE

Run `cmake-gui`, browse to the Embree sources, set the build directory and click Configure. Now you can select the Generator, e.g. “Visual Studio 12 2013” for a 32-bit build or “Visual Studio 12 2013 Win64” for a 64-bit build.

To use a different compiler than the Microsoft Visual C++ compiler, you additionally need to specify the proper compiler toolset through the option “Optional toolset to use (-T parameter)”. E.g. to use Clang for compilation set the toolset to “LLVM-vs2013”, to use the Intel® Compiler 2017 for compilation set the toolset to “Intel C++ Compiler 17.0”.

Do not change the toolset manually in a solution file (neither through the project properties dialog, nor through the “Use Intel Compiler” project context menu), because then some compiler specific command line options cannot be set by CMake.

Most configuration parameters described in the [CMake Configuration](#) can be set under Windows as well. Finally, click “Generate” to create the Visual Studio solution files.

The following CMake options are only available under Windows:

- `CMAKE_CONFIGURATION_TYPE`: List of generated configurations. Default value is `Debug;Release;RelWithDebInfo`.
- `USE_STATIC_RUNTIME`: Use the static version of the C/C++ runtime library. This option is turned OFF by default.

Use the generated Visual Studio solution file `embree2.sln` to compile the project. To build Embree with support for the AVX2 instruction set you need at least Visual Studio 2013 (Update 4).

We recommend enabling syntax highlighting for the `.ispc` source and `.isph` header files. To do so open Visual Studio, go to Tools ⇒ Options ⇒ Text Editor ⇒ File Extension and add the `isph` and `ispc` extensions for the “Microsoft Visual C++” editor.

### 3.2.2 Using the Command Line

Embree can also be configured and built without the IDE using the Visual Studio command prompt:

```
cd path\to\embree
```

```
mkdir build
cd build
cmake -G "Visual Studio 12 2013 Win64" ..
cmake --build . --config Release
```

To use the Intel® Compiler, set the proper toolset, e.g. for Intel Compiler 17.0:

```
cmake -G "Visual Studio 12 2013 Win64" -T "Intel C++ Compiler 17.0" ..
cmake --build . --config Release
```

You can also build only some projects with the `--target` switch. Additional parameters after “--” will be passed to `msbuild`. For example, to build the Embree library in parallel use

```
cmake --build . --config Release --target embree -- /m
```

### 3.3 CMake Configuration

The default CMake configuration in the configuration dialog should be appropriate for most usages. The following list describes all parameters that can be configured in CMake:

- `CMAKE_BUILD_TYPE`: Can be used to switch between Debug mode (Debug), Release mode (Release) (default), and Release mode with enabled assertions and debug symbols (RelWithDebInfo).
- `EMBREE_STACK_PROTECTOR`: Enables protection of return address from buffer overwrites. This option is OFF by default.
- `EMBREE_ISPC_SUPPORT`: Enables ISPC support of Embree. This option is ON by default.
- `EMBREE_STATIC_LIB`: Builds Embree as a static library (OFF by default). When using the statically compiled Embree library, you have to define `ENABLE_STATIC_LIB` before including `rtcore.h` in your application. Further multiple static libraries are generated for the different ISAs selected (e.g. `embree3.a`, `embree3_sse42.a`, `embree3_avx.a`, `embree3_avx2.a`, `embree3_avx512kn1.a`, `embree3_avx512skx.a`). You have to link these libraries in exactly this order of increasing ISA.
- `EMBREE_IGNORE_CMAKE_CXX_FLAGS`: When enabled, Embree ignores default `CMAKE_CXX_FLAGS`. This option is turned ON by default.
- `EMBREE_TUTORIALS`: Enables build of Embree tutorials (default ON).
- `EMBREE_BACKFACE_CULLING`: Enables backface culling, i.e. only surfaces facing a ray can be hit. This option is turned OFF by default.
- `EMBREE_FILTER_FUNCTION`: Enables the intersection filter function feature (ON by default).
- `EMBREE_RAY_MASK`: Enables the ray masking feature (OFF by default).
- `EMBREE_RAY_PACKETS`: Enables ray packet traversal kernels. This feature is turned ON by default. When turned on packet traversal is used internally and packets passed to `rtcIntersect4/8/16` are kept intact in callbacks (when the ISA of appropriate width is enabled).
- `EMBREE_IGNORE_INVALID_RAYS`: Makes code robust against the risk of full-tree traversals caused by invalid rays (e.g. rays containing INF/NaN as origins). This option is turned OFF by default.

- **EMBREE\_TASKING\_SYSTEM**: Chooses between Intel® Threading TBB Building Blocks (TBB), Parallel Patterns Library (PPL) (Windows only), or an internal tasking system (INTERNAL). By default TBB is used.
- **EMBREE\_MAX\_ISA**: Select highest supported ISA (SSE2, SSE4.2, AVX, AVX2, AVX512KNL, AVX512SKX, or NONE). When set to NONE the **EMBREE\_ISA\_\*** variables can be used to enable ISAs individually. By default the option is set to AVX2.
- **EMBREE\_ISA\_SSE2**: Enables SSE2 when **EMBREE\_MAX\_ISA** is set to NONE. By default this option is turned OFF.
- **EMBREE\_ISA\_SSE42**: Enables SSE4.2 when **EMBREE\_MAX\_ISA** is set to NONE. By default this option is turned OFF.
- **EMBREE\_ISA\_AVX**: Enables AVX when **EMBREE\_MAX\_ISA** is set to NONE. By default this option is turned OFF.
- **EMBREE\_ISA\_AVX2**: Enables AVX2 when **EMBREE\_MAX\_ISA** is set to NONE. By default this option is turned OFF.
- **EMBREE\_ISA\_AVX512KNL**: Enables AVX-512 for Xeon Phi when **EMBREE\_MAX\_ISA** is set to NONE. By default this option is turned OFF.
- **EMBREE\_ISA\_AVX512SKX**: Enables AVX-512 for Skylake when **EMBREE\_MAX\_ISA** is set to NONE. By default this option is turned OFF.
- **EMBREE\_GEOMETRY\_TRIANGLE**: Enables support for triangle geometries (ON by default).
- **EMBREE\_GEOMETRY\_QUAD**: Enables support for quad geometries (ON by default).
- **EMBREE\_GEOMETRY\_CURVE**: Enables support for curve geometries (ON by default).
- **EMBREE\_GEOMETRY\_SUBDIVISION**: Enables support for subdivision geometries (ON by default).
- **EMBREE\_GEOMETRY\_INSTANCE**: Enables support for instances (ON by default).
- **EMBREE\_GEOMETRY\_USER**: Enables support for user defined geometries (ON by default).

# Chapter 4

## Using Embree

The most convenient way of using Embree is through CMake. Just let CMake find Embree using the `FIND_PACKAGE` function inside your `CMakeLists.txt` file:

```
FIND_PACKAGE(embree 3.0 REQUIRED)
```

If you installed Embree using the Linux RPM or macOS PKG installer, this will automatically find Embree. If you used the zip or tar .gz files to extract Embree, you need to set the `embree_DIR` variable to the folder you extracted Embree to. If you used the Windows MSI installer, you need to set `embree_DIR` to point to the Embree install location (e.g. `C:\Program Files\Intel\Embree3`).

The `FIND_PACKAGE` CMake function will set the `EMBREE_INCLUDE_DIRS` variable to point to the directory containing the Embree headers. You should add this folder to the include directories of your build:

```
INCLUDE_DIRECTORIES(${EMBREE_INCLUDE_DIRS})
```

Further, the `EMBREE_LIBRARY` variable will point to the Embree library to link against. Link against Embree the following way:

```
TARGET_LINK_LIBRARIES(application ${EMBREE_LIBRARY})
```

Now please have a look at the [Embree Tutorials] source code and the [Embree API](#) section to get started.

# Chapter 5

## Embree API

The Embree API is a low-level C99 ray tracing API which can be used to construct 3D scenes and perform ray queries of different types inside these scenes. All API calls carry the prefix `rtc` (or `RTC` for types) which stands for ray tracing core.

The API also exists in an ISPC version, which is almost identical but contains additional functions that operate on ray packets with a size of the native SIMD width used by ISPC. For simplicity this document refers to the C99 version of the API functions. For changes when upgrading from the Embree 2 to the current Embree 3 API see Section [Upgrading from Embree 2 to Embree 3](#).

The API supports scenes consisting of different geometry types such as triangle meshes, quad meshes (triangle pairs), grid meshes, flat curves, round curves, oriented curves, subdivision meshes, instances, and user-defined geometries. See Section [Scene Object](#) for more information.

Finding the closest hit of a ray segment with the scene (`rtcIntersect`-type functions), and determining whether any hit between a ray segment and the scene exists (`rtcOccluded`-type functions) are both supported. The API supports queries for single rays, ray packets, and ray streams. See Section [Ray Queries](#) for more information.

The API is designed in an object-oriented manner, e.g. it contains device objects (`RTCDevice` type), scene objects (`RTCScene` type), geometry objects (`RTCGeometry` type), buffer objects (`RTCBuffer` type), and BVH objects (`RTCBVH` type). All objects are reference counted, and handles can be released by calling the appropriate release function (e.g. `rtcReleaseDevice`) or retained by incrementing the reference count (e.g. `rtcRetainDevice`). In general, API calls that access the same object are not thread-safe, unless specified differently. However, attaching geometries to the same scene and performing ray queries in a scene is thread-safe.

### 5.1 Device Object

Embree supports a device concept, which allows different components of the application to use the Embree API without interfering with each other. An application typically first creates a device using the [rtcNewDevice](#) function. This device can then be used to construct further objects, such as scenes and geometries. Before the application exits, it should release all devices by invoking [rtcReleaseDevice](#). An application typically creates only a single device. If required differently, it should only use a small number of devices at any given time.

Each user thread has its own error flag per device. If an error occurs when invoking an API function, this flag is set to an error code (if it isn't already set by a previous error). See Section [rtcGetDeviceError](#) for information on how to read the error code and Section [rtcSetDeviceErrorFunction](#) on how to register a

callback that is invoked for each error encountered. It is recommended to always set a error callback function, to detect all errors.

## 5.2 Scene Object

A scene is a container for a set of geometries, and contains a spatial acceleration structure which can be used to perform different types of ray queries.

A scene is created using the `rtcNewScene` function call, and released using the `rtcReleaseScene` function call. To populate a scene with geometries use the `rtcAttachGeometry` call, and to detach them use the `rtcDetachGeometry` call. Once all scene geometries are attached, an `rtcCommitScene` call (or `rtcJoinCommitScene` call) will finish the scene description and trigger building of internal data structures. After the scene got committed, it is safe to perform ray queries (see Section [Ray Queries](#)) or to query the scene bounding box (see [rtcGetSceneBounds](#) and [rtcGetSceneLinearBounds](#)).

If scene geometries get modified or attached or detached, the `rtcCommitScene` call must be invoked before performing any further ray queries for the scene; otherwise the effect of the ray query is undefined. The modification of a geometry, committing the scene, and tracing of rays must always happen sequentially, and never at the same time.

Scene flags can be used to configure a scene to use less memory (`RTC_SCENE_FLAG_COMPACT`), use more robust traversal algorithms (`RTC_SCENE_FLAG_ROBUST`), and to optimize for dynamic content. See Section [rtcSetSceneFlags](#) for more details.

A build quality can be specified for a scene to balance between acceleration structure build performance and ray query performance. See Section [rtcSetSceneBuildQuality](#) for more details on build quality.

## 5.3 Geometry Object

A new geometry is created using the `rtcNewGeometry` function. Depending on the geometry type, different buffers must be bound (e.g. using `rtcSetSharedGeometryBuffer`) to set up the geometry data. In most cases, binding of a vertex and index buffer is required. The number of primitives and vertices of that geometry is typically inferred from the size of these bound buffers.

Changes to the geometry always must be committed using the `rtcCommitGeometry` call before using the geometry. After committing, a geometry is not included in any scene. A geometry can be added to a scene by using the `rtcAttachGeometry` function (to automatically assign a geometry ID) or using the `rtcAttachGeometryById` function (to specify the geometry ID manually). A geometry can only be attached to a single scene at a time.

All geometry types support multi-segment motion blur with an arbitrary number of equidistant time steps (in the range of 2 to 129). Each geometry can have a different number of time steps. The motion blur geometry is defined by linearly interpolating the geometries of neighboring time steps. To construct a motion blur geometry, first the number of time steps of the geometry must be specified using the `rtcSetGeometryTimeStepCount` function, and then a vertex buffer for each time step must be bound, e.g. using the `rtcSetSharedGeometryBuffer` function.

The API supports per-geometry filter callback functions (see `rtcSetGeometryIntersectFilterFunction` and `rtcSetGeometryOccludedFilterFunction`) that are invoked for each intersection found during the `rtcIntersect`-type or `rtcOccluded`-type calls. The former ones are called geometry intersection filter functions, the latter ones geometry occlusion filter functions. These

filter functions are designed to be used to ignore intersections outside of a user-defined silhouette of a primitive, e.g. to model tree leaves using transparency textures.

## 5.4 Ray Queries

The API supports finding the closest hit of a ray segment with the scene (`rtcIntersect`-type functions), and determining whether any hit between a ray segment and the scene exists (`rtcOccluded`-type functions).

Supported are single ray queries (`rtcIntersect1` and `rtcOccluded1`) as well as ray packet queries for ray packets of size 4 (`rtcIntersect4` and `rtcOccluded4`), ray packets of size 8 (`rtcIntersect8` and `rtcOccluded8`), and ray packets of size 16 (`rtcIntersect16` and `rtcOccluded16`).

Ray streams in a variety of layouts are supported as well, such as streams of single rays (`rtcIntersect1M` and `rtcOccluded1M`), streams of pointers to single rays (`rtcIntersect1p` and `rtcOccluded1p`), streams of ray packets (`rtcIntersectNM` and `rtcOccludedNM`), and large packet-like streams in structure of pointer layout (`rtcIntersectNp` and `rtcOccludedNp`).

See Sections [rtcIntersect1](#) and [rtcOccluded1](#) for a detailed description of how to set up and trace a ray.

See tutorial [Triangle Geometry](#) for a complete example of how to trace single rays and ray packets. Also have a look at the tutorial [Stream Viewer](#) for an example of how to trace ray streams.

## 5.5 Miscellaneous

A context filter function, which can be set per ray query is supported (see `rtcInitIntersectContext`). This filter function is designed to change the semantics of the ray query, e.g. to accumulate opacity for transparent shadows, count the number of surfaces along a ray, collect all hits along a ray, etc.

The internal algorithms to build a BVH are exposed through the `RTCBVH` object and `rtcBuildBVH` call. This call makes it possible to build a BVH in a user-specified format over user-specified primitives. See the documentation of the `rtcBuildBVH` call for more details.

For getting the most performance out of Embree, see the Section [Performance Recommendations](#).

## Chapter 6

# Upgrading from Embree 2 to Embree 3

We decided to introduce an improved API in Embree 3 that is not backward compatible with the Embree 2 API. This step was required to remove various deprecated API functions that accumulated over time, improve extensibility of the API, fix suboptimal design decisions, fix design mistakes (such as incompatible single ray and ray packet layouts), clean up inconsistent naming, and increase flexibility.

To make porting to the new API easy, we provide a conversion script that can do most of the work, and will annotate the code with remaining changes required. The script can be invoked the following way for CPP files:

```
./scripts/cpp-patch.py --patch embree2_to_embree3.patch
--in infile.cpp --out outfile.cpp
```

When invoked for ISPC files, add the `--ispc` option:

```
./scripts/cpp-patch.py --ispc --patch embree2_to_embree3.patch
--in infile.ispc --out outfile.ispc
```

Apply the script to each source file of your project that contains Embree API calls or types. The input file and output file can also be identical to perform the patch in-place. Please always backup your original code before running the script, and inspect the code changes done by the script using diff (e.g. `git diff`), to make sure no undesired code locations got changed. Grep the code for comments containing `EMBREE_FIXME` and perform the action described in the comment.

The following changes need to be performed when switching from Embree 2 to Embree 3. Most of these changes are automatically done by the script if not described differently.

We strongly recommend to set an error callback function (see `rtcSetDeviceErrorFunction`) when porting to Embree 3 to detect all runtime errors early.

### 6.1 Device

- `rtcInit` and `rtcExit` got removed. Please use the device concept using the `rtcNewDevice` and `rtcReleaseDevice` functions instead.
- Functions that conceptually should operate on a device but did not get a device argument got removed. The upgrade script replaces these functions by the proper functions that operate on a device, however, manually propagating the device handle to these function calls might still be required.

## 6.2 Scene

- The API no longer distinguishes between a static and a dynamic scene. Some users had issues as they wanted to do minor modifications to static scenes, but maintain high traversal performance.

The new approach gives more flexibility, as each scene is changeable, and build quality settings can be changed on a commit basis to balance between build performance and render performance.

- The `rtcCommitThread` function got removed; use `rtcJoinCommitScene` instead.
- The scene now supports different build quality settings. Please use those instead of the previous way of `RTC_SCENE_STATIC`, `RTC_SCENE_DYNAMIC`, and `RTC_SCENE_HIGH_QUALITY` flags.

## 6.3 Geometry

- There is now only one `rtcNewGeometry` function to create geometries which gets passed an enum to specify the type of geometry to create. The number of vertices and primitives of the geometries is inferred from the size of data buffers.

- We introduced an object type `RTCGeometry` for all geometries. Previously a geometry was not a standalone object and could only exist inside a scene. The new approach comes with more flexibility and more readable code.

Operations like `rtcInterpolate` can now be performed on the geometry object directly without the need of a scene. Further, an application can choose to create its geometries independent of a scene, e.g. each time a geometry node is added to its scene graph.

This modification changed many API functions to get passed one `RTCGeometry` object instead of a `RTCScene` and `geomID`. The script does all required changes automatically. However, in some cases the script may introduce `rtcGetGeometry(scene, geomID)` calls to retrieve the geometry handle. Best store the geometry handle inside your scene representation (and release it in the destructor) and access the handle directly instead of calling `rtcGetGeometry`.

- Geometries are not included inside a scene anymore but can be attached to a single scene using the `rtcAttachGeometry` or `rtcAttachGeometryByID` functions.
- As geometries are separate objects, commit semantics got introduced for them too. Thus geometries must be committed through the `rtcCommitGeometry` call before getting used. This allows for earlier error checking and pre-calculating internal data per geometry object.

Such commit points were previously not required in the Embree 2 API. The upgrade script attempts to insert the commits automatically, but cannot do so properly under all circumstances. Thus please check if every `rtcCommitGeometry` call inserted by the script is properly placed, and if a `rtcCommitGeometry` call is placed after a sequence of changes to a geometry.

- Only the latest version of the previous displacement function call (`RTCDisplacementFunc2`) is now supported, and the callback is passed as a structure containing all arguments.

- The deprecated `RTCBoundaryMode` type and `rtcSetBoundaryMode` function got removed and replaced by `RTCSubdivisionMode` enum and the `rtcSetGeometrySubdivisionMode` function. The script does this replacement automatically.
- Ribbon curves and lines now avoid self-intersections automatically. The application can be simplified by removing special code paths that previously did the self-intersection handling.
- The previous Embree 2 way of instancing was suboptimal as it required user geometries to update the `instID` field of the ray differently when used inside an instanced scene or inside a top-level scene. The user geometry intersection code now just has to copy the `context.instID` field into the `ray.instID` field to function properly under all circumstances.
- The internal instancing code will update the `context.instID` field properly when entering or leaving an instance. When instancing is implemented manually through user geometries, the code must be modified to set the `context.instID` field properly and no longer pass `instID` through the ray. This change must be done manually and cannot be performed by the script.
- We flipped the direction of the geometry normal to the widely used convention that a shape with counter-clockwise layout of vertices has the normal pointing upwards (right-hand rule). Most modeling tools follow that convention.

The conversion script does not perform this change, thus if required adjust your code to flip `Ng` for triangle, quad, and subdivision surfaces.

## 6.4 Buffers

- With Embree 3 we are introducing explicit `RTCBuffer` objects. However, you can still use the short way of sharing buffers with Embree through the `rtcSetSharedGeometryBuffer` call.
- The `rtcMapBuffer` and `rtcUnmapBuffer` API calls were removed, and we added the `rtcGetBufferData` call instead.

Previously the `rtcMapBuffer` call had the semantics of creating an internal buffer when no buffer was shared for the corresponding buffer slot. These invocations of `rtcMapBuffer` must be replaced by an explicit creation of an internally managed buffer using the `rtcNewGeometryBuffer` function.

The upgrade script cannot always detect if the `rtcMapBuffer` call would create an internal buffer or just map the buffer pointer. Thus check whether the `rtcNewGeometryBuffer` and `rtcGetBufferData` calls are correct after the conversion.

- The `rtcUpdateGeometryBuffer` function now must be called for every buffer that got modified by the application. Note that the conversion script cannot automatically detect each location where a buffer update is now required.
- The buffer type no longer encodes the time step or user vertex buffer index. Now `RTC_VERTEX_BUFFER_TYPE` and additional `slot` specifies the vertex buffer for a specific time step, and `RTC_USER_VERTEX_BUFFER_TYPE` and additional `slot` specifies a vertex attribute.

## 6.5 Miscellaneous

- The header files for Embree 3 are now inside the `embree3` folder (instead of `embree2` folder) and `libembree.so` is now called `libembree3.so` to be able to install multiple Embree versions side by side. We made the headers C99 compliant.
- All API objects are now reference counted with release functions to decrement and retain functions to increment the reference count (if required).
- Most callback functions no longer get different arguments as input, but a pointer to a structure containing all arguments. This results in more readable code, faster callback invocation (as some arguments do not change between invocations) and is extensible, as new members to the structure can be later added in a backward compatible way (if required).

The conversion script can convert the definition and declaration of the old callback functions in most cases. Before running the script, make sure that you never type-cast a callback function when assigning it (as this has the danger of assigning a callback function with a wrong type if the conversion did not detect some callbacks as such). If the script does not detect a callback function, make sure the argument types match exactly the types in the header (e.g. write `const int` instead of `int const` or convert the callback manually).

- An intersection context is now required for each ray query invocation. The context should be initialized using the `rtcInitIntersectContext` function.
- The `rtcIntersect`-type functions get as input an `RTCRayHit` type, which is similar to before, but has the ray and hit parts split into two sub-structures.

The `rtcOccluded`-type functions get as input an `RTCRay` type, which does not contain hit data anymore. When an occlusion is found, the `tfar` element of the ray is set to `-inf`.

Required code changes cannot be done by the upgrade script and need to be done manually.

- The ray layout for single rays and packets of rays had certain incompatibilities (alignment of `org` and `dir` for single rays caused gaps in the single ray layout that were not in the ray packet layout). This issue never showed up because single rays and ray packets were separate in the system initially. This layout issue is now fixed, and a single ray has the same layout as a ray packet of size 1.
- Previously Embree supported placing additional data at the end of the ray structure, and accessing that data inside user geometry callbacks and filter callback functions.

With Embree 3 this is no longer supported, and the ray passed to a callback function may be copied to a different memory location. To attach additional data to your ray, simply extend the intersection context with a pointer to that data.

This change cannot be done by the script. Further, code will still work if you extend the ray as the implementation did not change yet.

- The ray structure now contains an additional `id` and `flags` field. The `id` can be used to store the index of the ray with respect to a ray packet or ray stream. The `flags` is reserved for future use, and currently must be set to 0.

- All previous intersection filter callback variants have been removed, except for the `RTCFilterFuncN` which gets a varying size ray packet as input. The semantics of this filter function type have changed from copying the hit on acceptance to clearing the ray's valid argument in case of non-acceptance. This way, chaining multiple filters is more efficient.

We kept the guarantee that for `rtcIntersect1/4/8/16` and `rtcOccluded1/4/8/16` calls the packet size and ray order will not change from the initial size and ordering when entering a filter callback.

- We no longer export ISPC-specific symbols. This has the advantage that certain linking issues went away, e.g. it is now possible to link an ISPC application compiled for any combination of ISAs, and link this to an Embree library compiled with a different set of ISAs. Previously the ISAs of the application had to be a subset of the ISAs of Embree, and when the user enabled exactly one ISA, they had to do this in Embree and the application.
- We no longer export the ISPC tasking system, which means that the application has the responsibility to implement the ISPC tasking system itself. ISPC comes with example code on how to do this. This change is not performed by the script and must be done manually.
- Fixed many naming inconsistencies, and changed names of further API functions. All these renamings are properly done by the script and need no further attention.

# Chapter 7

## Embree API Reference

### 7.1 rtcNewDevice

#### NAME

rtcNewDevice - creates a new device

#### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCDevice rtcNewDevice(const char* config);
```

#### DESCRIPTION

This function creates a new device and returns a handle to this device. The device object is reference counted with an initial reference count of 1. The handle can be released using the `rtcReleaseDevice` API call.

The device object acts as a class factory for all other object types. All objects created from the device (like scenes, geometries, etc.) hold a reference to the device, thus the device will not be destroyed unless these objects are destroyed first.

Objects are only compatible if they belong to the same device, e.g it is not allowed to create a geometry in one device and attach it to a scene created with a different device.

A configuration string (`config` argument) can be passed to the device construction. This configuration string can be `NULL` to use the default configuration.

When creating the device, Embree reads configurations for the device from the following locations in order:

- 1) config string passed to the `rtcNewDevice` function
- 2) `.embree3` file in the application folder
- 3) `.embree3` file in the home folder

Settings performed later overwrite previous settings. This way the configuration for the application can be changed globally (either through the `rtcNewDevice` call or through the `.embree3` file in the application folder), and each user has the option to modify the configuration to fit their needs.

The following configuration is supported:

- `threads=[int]`: Specifies a number of build threads to use. A value of 0 enables all detected hardware threads. By default all hardware threads are used.

- `set_affinity=[0/1]`: When enabled, build threads are affinitized to hardware threads. This option is disabled by default on standard CPUs, and enabled by default on Xeon Phi Processors.
- `start_threads=[0/1]`: When enabled, the build threads are started up-front. This can be useful for benchmarking to exclude thread creation time. This option is disabled by default.
- `isa=[sse2,sse4.2,avx,avx2,avx512kn1,avx512skx]`: Use specified ISA. By default the ISA is selected automatically.
- `max_isa=[sse2,sse4.2,avx,avx2,avx512kn1,avx512skx]`: Configures the automated ISA selection to use maximally the specified ISA.
- `hugepages=[0/1]`: Enables or disables usage of huge pages. Under Linux huge pages are used by default but under Windows and macOS they are disabled by default.
- `enable_selockmemoryprivilege=[0/1]`: When set to 1, this enables the `SeLockMemoryPrivilege` privilege which is required to use huge pages on Windows. This option has an effect only under Windows and is ignored on other platforms. See Section [Huge Page Support](#) for more details.
- `ignore_config_files=[0/1]`: When set to 1, configuration files are ignored. Default is 0.
- `verbose=[0,1,2,3]`: Sets the verbosity of the output. When set to 0, no output is printed by Embree, when set to a higher level more output is printed. By default Embree does not print anything on the console.

Different configuration options should be separated by commas, e.g.:

```
rtcNewDevice("threads=1,isa=avx");
```

## EXIT STATUS

On success returns a handle of the created device. On failure returns `NULL` as device and sets a per-thread error code that can be queried using `rtcDeviceGetError(NULL)`.

## SEE ALSO

[rtcRetainDevice](#), [rtcReleaseDevice](#)

## 7.2 rtcRetainDevice

### NAME

rtcRetainDevice - increments the device reference count

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcRetainDevice(RTCDevice device);
```

### DESCRIPTION

Device objects are reference counted. The `rtcRetainDevice` function increments the reference count of the passed device object (device argument). This function together with `rtcReleaseDevice` allows to use the internal reference counting in a C++ wrapper class to manage the ownership of the object.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewDevice](#), [rtcReleaseDevice](#)

## 7.3 rtcReleaseDevice

### NAME

rtcReleaseDevice - decrements the device reference count

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcReleaseDevice(RTCDevice device);
```

### DESCRIPTION

Device objects are reference counted. The `rtcReleaseDevice` function decrements the reference count of the passed device object (`device` argument). When the reference count falls to 0, the device gets destroyed.

All objects created from the device (like scenes, geometries, etc.) hold a reference to the device, thus the device will not get destroyed unless these objects are destroyed first.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewDevice](#), [rtcRetainDevice](#)

## 7.4 rtcGetDeviceProperty

### NAME

rtcGetDeviceProperty - queries properties of the device

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
ssize_t rtcGetDeviceProperty(  
    RTCDevice device,  
    RTCDeviceProperty prop  
);
```

### DESCRIPTION

The `rtcGetDeviceProperty` function can be used to query properties (prop argument) of a device object (device argument). The returned property is an integer of type `ssize_t`.

Possible properties to query are:

- `RTC_DEVICE_PROPERTY_VERSION`: Queries the combined version number (MAJOR.MINOR.PATCH) with two decimal digits per component. E.g. for Embree 2.8.3 the integer 208003 is returned.
- `RTC_DEVICE_PROPERTY_VERSION_MAJOR`: Queries the major version number of Embree.
- `RTC_DEVICE_PROPERTY_VERSION_MINOR`: Queries the minor version number of Embree.
- `RTC_DEVICE_PROPERTY_VERSION_PATCH`: Queries the patch version number of Embree.
- `RTC_DEVICE_PROPERTY_NATIVE_RAY4_SUPPORTED`: Queries whether the `rtcIntersect4` and `rtcOccluded4` functions preserve packet size and ray order when invoking callback functions. This is only the case if Embree is compiled with `EMBREE_RAY_PACKETS` and SSE2 (or SSE4.2) enabled, and if the machine it is running on supports SSE2 (or SSE4.2).
- `RTC_DEVICE_PROPERTY_NATIVE_RAY8_SUPPORTED`: Queries whether the `rtcIntersect8` and `rtcOccluded8` functions preserve packet size and ray order when invoking callback functions. This is only the case if Embree is compiled with `EMBREE_RAY_PACKETS` and AVX (or AVX2) enabled, and if the machine it is running on supports AVX (or AVX2).
- `RTC_DEVICE_PROPERTY_NATIVE_RAY16_SUPPORTED`: Queries whether the `rtcIntersect16` and `rtcOccluded16` functions preserve packet size and ray order when invoking callback functions. This is only the case if Embree is compiled with `EMBREE_RAY_PACKETS` and AVX512SKX (or AVX512KNL) enabled, and if the machine it is running on supports AVX512SKX (or AVX512KNL).
- `RTC_DEVICE_PROPERTY_RAY_STREAM_SUPPORTED`: Queries whether `rtcIntersect1M`, `rtcIntersect1Mp`, `rtcIntersectNM`, `rtcIntersectNp`, `rtcOccluded1M`, `rtcOccluded1Mp`, `rtcOccludedNM`, and `rtcOccludedNp` are supported. This is only the case if Embree is compiled with `EMBREE_RAY_PACKETS` enabled.

- `RTC_DEVICE_PROPERTY_RAY_MASK_SUPPORTED`: Queries whether ray masks are supported. This is only the case if Embree is compiled with `EMBREE_RAY_MASK` enabled.
- `RTC_DEVICE_PROPERTY_BACKFACE_CULLING_ENABLED`: Queries whether back face culling is enabled. This is only the case if Embree is compiled with `EMBREE_BACKFACE_CULLING` enabled.
- `RTC_DEVICE_PROPERTY_FILTER_FUNCTION_SUPPORTED`: Queries whether filter functions are supported, which is the case if Embree is compiled with `EMBREE_FILTER_FUNCTION` enabled.
- `RTC_DEVICE_PROPERTY_IGNORE_INVALID_RAYS_ENABLED`: Queries whether invalid rays are ignored, which is the case if Embree is compiled with `EMBREE_IGNORE_INVALID_RAYS` enabled.
- `RTC_DEVICE_PROPERTY_TRIANGLE_GEOMETRY_SUPPORTED`: Queries whether triangles are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_TRIANGLE` enabled.
- `RTC_DEVICE_PROPERTY_QUAD_GEOMETRY_SUPPORTED`: Queries whether quads are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_QUAD` enabled.
- `RTC_DEVICE_PROPERTY_SUBDIVISION_GEOMETRY_SUPPORTED`: Queries whether subdivision meshes are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_SUBDIVISION` enabled.
- `RTC_DEVICE_PROPERTY_CURVE_GEOMETRY_SUPPORTED`: Queries whether curves are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_CURVE` enabled.
- `RTC_DEVICE_PROPERTY_USER_GEOMETRY_SUPPORTED`: Queries whether user geometries are supported, which is the case if Embree is compiled with `EMBREE_GEOMETRY_USER` enabled.
- `RTC_DEVICE_PROPERTY_TASKING_SYSTEM`: Queries the tasking system Embree is compiled with. Possible return values are:
  - 0. internal tasking system
  - 1. Intel Threading Building Blocks (TBB)
  - 2. Parallel Patterns Library (PPL)
- `RTC_DEVICE_PROPERTY_COMMIT_JOIN_SUPPORTED`: Queries whether `rtcJoinCommitScene` is supported. This is not the case when Embree is compiled with PPL or older versions of TBB.

## EXIT STATUS

On success returns the value of the queried property. For properties returning a boolean value, the return value 0 denotes false and 1 denotes true.

On failure zero is returned and an error code is set that can be queried using `rtcDeviceGetError`.

## SEE ALSO

[`rtcSetDeviceProperty`]

## 7.5 rtcGetDeviceError

### NAME

`rtcGetDeviceError` - returns the error code of the device

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCError rtcGetDeviceError(RTCDevice device);
```

### DESCRIPTION

Each thread has its own error code per device. If an error occurs when calling an API function, this error code is set to the occurred error if it stores no previous error. The `rtcGetDeviceError` function reads and returns the currently stored error and clears the error code. This assures that the returned error code is always the first error occurred since the last invocation of `rtcGetDeviceError`.

Possible error codes returned by `rtcGetDeviceError` are:

- `RTC_ERROR_NONE`: No error occurred.
- `RTC_ERROR_UNKNOWN`: An unknown error has occurred.
- `RTC_ERROR_INVALID_ARGUMENT`: An invalid argument was specified.
- `RTC_ERROR_INVALID_OPERATION`: The operation is not allowed for the specified object.
- `RTC_ERROR_OUT_OF_MEMORY`: There is not enough memory left to complete the operation.
- `RTC_ERROR_UNSUPPORTED_CPU`: The CPU is not supported as it does not support the lowest ISA Embree is compiled for.
- `RTC_ERROR_CANCELLED`: The operation got canceled by a memory monitor callback or progress monitor callback function.

When the device construction fails, `rtcNewDevice` returns `NULL` as device. To detect the error code of a such a failed device construction, pass `NULL` as device to the `rtcGetDeviceError` function. For all other invocations of `rtcGetDeviceError`, a proper device pointer must be specified.

### EXIT STATUS

Returns the error code for the device.

### SEE ALSO

[rtcSetDeviceErrorFunction](#)

## 7.6 rtcSetDeviceErrorFunction

### NAME

`rtcSetDeviceErrorFunction` - sets an error callback function for the device

### SYNOPSIS

```
#include <embree3/rtcore.h>

typedef void (*RTErrorFunction)(
    void* userPtr,
    RTError code,
    const char* str
);

void rtcSetDeviceErrorFunction(
    RTCDevice device,
    RTErrorFunction error,
    void* userPtr
);
```

### DESCRIPTION

Using the `rtcSetDeviceErrorFunction` call, it is possible to set a callback function (error argument) with payload (`userPtr` argument), which is called whenever an error occurs for the specified device (device argument).

Only a single callback function can be registered per device, and further invocations overwrite the previously set callback function. Passing `NULL` as function pointer disables the registered callback function.

When the registered callback function is invoked, it gets passed the user-defined payload (`userPtr` argument as specified at registration time), the error code (code argument) of the occurred error, as well as a string (`str` argument) that further describes the error.

The error code is also set if an error callback function is registered.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcGetDeviceError](#)

## 7.7 rtcSetDeviceMemoryMonitorFunction

### NAME

`rtcSetDeviceMemoryMonitorFunction` - registers a callback function to track memory consumption

### SYNOPSIS

```
#include <embree3/rtcore.h>

typedef bool (*RTCMemoryMonitorFunction)(
    void* userPtr,
    ssize_t bytes,
    bool post
);

void rtcSetDeviceMemoryMonitorFunction(
    RTCDevice device,
    RTCMemoryMonitorFunction memoryMonitor,
    void* userPtr
);
```

### DESCRIPTION

Using the `rtcSetDeviceMemoryMonitorFunction` call, it is possible to register a callback function (`memoryMonitor` argument) with payload (`userPtr` argument) for a device (`device` argument), which is called whenever internal memory is allocated or deallocated by objects of that device. Using this memory monitor callback mechanism, the application can track the memory consumption of an Embree device, and optionally terminate API calls that consume too much memory.

Only a single callback function can be registered per device, and further invocations overwrite the previously set callback function. Passing `NULL` as function pointer disables the registered callback function.

Once registered, the Embree device will invoke the memory monitor callback function before or after it allocates or frees important memory blocks. The callback function gets passed the payload as specified at registration time (`userPtr` argument), the number of bytes allocated or deallocated (`bytes` argument), and whether the callback is invoked after the allocation or deallocation took place (`post` argument). The callback function might get called from multiple threads concurrently.

The application can track the current memory usage of the Embree device by atomically accumulating the bytes input parameter provided to the callback function. This parameter will be `>0` for allocations and `<0` for deallocations.

Embree will continue its operation normally when returning `true` from the callback function. If `false` is returned, Embree will cancel the current operation with the `RTC_ERROR_OUT_OF_MEMORY` error code. Issuing multiple cancel requests from different threads is allowed. Canceling will only happen when the callback was called for allocations (`bytes > 0`), otherwise the cancel request will be ignored.

If a callback to cancel was invoked before the allocation happens (`post == false`), then the bytes parameter should not be accumulated, as the allocation will never happen. If the callback to cancel was invoked after the allocation happened (`post == true`), then the bytes parameter should be accumulated, as the allocation properly happened and a deallocation will later free that data block.

**EXIT STATUS**

On failure an error code is set that can be queried using `rtcDeviceGetError`.

**SEE ALSO**

[rtcNewDevice](#)

## 7.8 rtcNewScene

### NAME

rtcNewScene - creates a **new** scene

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCScene rtcNewScene(RTCDevice device);
```

### DESCRIPTION

This function creates a new scene bound to the specified device (device argument), and returns a handle to this scene. The scene object is reference counted with an initial reference count of 1. The scene handle can be released using the `rtcReleaseScene` API call.

### EXIT STATUS

On success a scene handle is returned. On failure NULL is returned and an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcRetainScene](#), [rtcReleaseScene](#)

## 7.9 rtcRetainScene

### NAME

rtcRetainScene - increments the scene reference count

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcRetainScene(RTCScene scene);
```

### DESCRIPTION

Scene objects are reference counted. The `rtcRetainScene` function increments the reference count of the passed scene object (`scene` argument). This function together with `rtcReleaseScene` allows to use the internal reference counting in a C++ wrapper class to handle the ownership of the object.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewScene](#), [rtcReleaseScene](#)

## 7.10 rtcReleaseScene

### NAME

rtcReleaseScene - decrements the scene reference count

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcReleaseScene(RTCScene scene);
```

### DESCRIPTION

Scene objects are reference counted. The `rtcReleaseScene` function decrements the reference count of the passed scene object (`scene` argument). When the reference count falls to 0, the scene gets destroyed.

The scene holds a reference to all attached geometries, thus if the scene gets destroyed, all geometries get detached and their reference count decremented.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewScene](#), [rtcRetainScene](#)

## 7.11 rtcAttachGeometry

### NAME

rtcAttachGeometry - attaches a geometry to the scene

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
unsigned int rtcAttachGeometry(  
    RTCScene scene,  
    RTCGeometry geometry  
);
```

### DESCRIPTION

The `rtcAttachGeometry` function attaches a geometry (geometry argument) to a scene (scene argument) and assigns a geometry ID to that geometry. All geometries attached to a scene are defined to be included inside the scene. A geometry can only get attached to a single scene at a given time. However, it is possible to detach and re-attach a geometry to a different scene. The geometry ID is unique for the scene, and is used to identify the geometry when hit by a ray during ray queries.

This function is thread-safe, thus multiple threads can attach geometries to a scene in parallel.

The geometry IDs are assigned sequentially, starting from 0, as long as no geometry got detached. If geometries got detached, the implementation will reuse IDs in an implementation dependent way. Consequently sequential assignment is no longer guaranteed, but a compact range of IDs.

These rules allow the application to manage a dynamic array to efficiently map from geometry IDs to its own geometry representation. Alternatively, the application can also use per-geometry user data to map to its geometry representation. See `rtcSetGeometryUserData` and `rtcGetGeometryUserData` for more information.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcSetGeometryUserData](#), [rtcGetGeometryUserData](#)

## 7.12 `rtcAttachGeometryByID`

### NAME

`rtcAttachGeometryByID` - attaches a geometry to the scene  
using a specified geometry ID

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcAttachGeometryByID(  
    RTCScene scene,  
    RTCGeometry geometry,  
    unsigned int geomID  
);
```

### DESCRIPTION

The `rtcAttachGeometryByID` function attaches a geometry (geometry argument) to a scene (scene argument) and assigns a user provided geometry ID (geomID argument) to that geometry. All geometries attached to a scene are defined to be included inside the scene. A geometry can only get attached to a single scene at a given time. However, it is possible to detach and re-attach a geometry to a different scene. The passed user-defined geometry ID is used to identify the geometry when hit by a ray during ray queries. Using this function, it is possible to share the same IDs to refer to geometries inside the application and Embree.

This function is thread-safe, thus multiple threads can attach geometries to a scene in parallel.

The user-provided geometry ID must be unused in the scene, otherwise the creation of the geometry will fail. Further, the user-provided geometry IDs should be compact, as Embree internally creates a vector which size is equal to the largest geometry ID used. Creating very large geometry IDs for small scenes would thus cause a memory consumption and performance overhead.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcAttachGeometry](#)

## 7.13 rtcDetachGeometry

### NAME

rtcDetachGeometry - detaches a geometry from the scene

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcDetachGeometry(RTCScene scene, unsigned int geomID);
```

### DESCRIPTION

This function detaches a geometry identified by its geometry ID (geomID argument) from a scene (scene argument). When detached, the geometry is no longer contained in the scene.

This function is thread-safe, thus multiple threads can detach geometries from a scene at the same time.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcAttachGeometry](#), [rtcAttachGeometryByID](#)

## 7.14 rtcGetGeometry

### NAME

`rtcGetGeometry` - returns the geometry bound to the specified geometry ID

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCGeometry rtcGetGeometry(RTCScene scene, unsigned int geomID);
```

### DESCRIPTION

The `rtcGetGeometry` function returns the geometry that is bound to the specified geometry ID (`geomID` argument) for the specified scene (`scene` argument). This function just looks up the handle and does *not* increment the reference count. If you want to get ownership of the handle, you need to additionally call `rtcRetainGeometry`. For this reason, this function is fast and can be used during rendering. However, it is generally recommended to store the geometry handle inside the application's geometry representation and look up the geometry handle from that representation directly.

### EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcAttachGeometry](#), [rtcAttachGeometryByID](#)

## 7.15 rtcCommitScene

### NAME

rtcCommitScene - commits scene changes

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcCommitScene(RTCScene scene);
```

### DESCRIPTION

The `rtcCommitScene` function commits all changes for the specified scene (scene argument). This internally triggers building of a spatial acceleration structure for the scene using all available worker threads. Ray queries can be performed only after committing all scene changes.

The kind of acceleration structure built can be influenced using scene flags (see `rtcSetSceneFlags`), and the quality can be specified using the `rtcSetSceneBuildQuality` function.

Embree silently ignores primitives during spatial acceleration structure construction that would cause numerical issues, e.g. primitives containing NaNs, INFs, or values greater than 1.844E18f (as no reasonable calculations can be performed with such values without causing overflows).

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[`rtcCommitJoinScene`]

## 7.16 rtcJoinCommitScene

### NAME

`rtcJoinCommitScene` - commits the scene from multiple threads

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcJoinCommitScene(RTCScene scene);
```

### DESCRIPTION

The `rtcJoinCommitScene` function commits all changes for the specified scene (`scene` argument). In contrast to the `rtcCommitScene` function, the `rtcJoinCommitScene` function can be called from multiple threads, which all cooperate in the same scene commit. All threads will return from this function after the scene commit is finished. All threads must consistently call `rtcJoinCommitScene` and not `rtcCommitScene`.

The scene commit internally triggers building of a spatial acceleration structure for the scene. Ray queries can be performed after scene changes got properly committed.

The `rtcJoinCommitScene` feature allows a flexible way to lazily create hierarchies during rendering. A thread reaching a not-yet-constructed sub-scene of a two-level scene can generate the sub-scene geometry and call `rtcJoinCommitScene` on that just generated scene. During construction, further threads reaching the not-yet-built scene can join the build operation by also invoking `rtcJoinCommitScene`. A thread that calls `rtcJoinCommitScene` after the build finishes will directly return from the `rtcJoinCommitScene` call.

Multiple scene commit operations on different scenes can be running at the same time, hence it is possible to commit many small scenes in parallel, distributing the commits to many threads.

When using Embree with the Intel® Threading Building Blocks (which is the default), threads that call `rtcJoinCommitScene` will join the build operation, but other TBB worker threads might also participate in the build. To avoid thread oversubscription, we recommend using TBB also inside the application. Further, the join mode only works properly starting with TBB v4.4 Update 1. For earlier TBB versions, threads that call `rtcJoinCommitScene` to join a running build will just trigger the build and wait for the build to finish. Further, old TBB versions with `TBB_INTERFACE_VERSION_MAJOR < 8` do not support `rtcJoinCommitScene`, and invoking this function will result in an error.

When using Embree with the internal tasking system, only threads that call `rtcJoinCommitScene` will perform the build operation, and no additional worker threads will be scheduled.

When using Embree with the Parallel Patterns Library (PPL), `rtcJoinCommitScene` is not supported and calling that function will result in an error.

To detect whether `rtcJoinCommitScene` is supported, use the `rtcGetDeviceProperty` function.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcCommitScene](#), [rtcGetDeviceProperty](#)

## 7.17 rtcSetSceneProgressMonitorFunction

### NAME

`rtcSetSceneProgressMonitorFunction` - registers a callback to track build progress

### SYNOPSIS

```
#include <embree3/rtcore.h>

typedef bool (*RTCProgressMonitorFunction)(
    void* ptr,
    double n
);

void rtcSetSceneProgressMonitorFunction(
    RTCScene scene,
    RTCProgressMonitorFunction progress,
    void* userPtr
);
```

### DESCRIPTION

Embree supports a progress monitor callback mechanism that can be used to report progress of hierarchy build operations and to cancel build operations.

The `rtcSetSceneProgressMonitorFunction` registers a progress monitor callback function (progress argument) with payload (userPtr argument) for the specified scene (scene argument).

Only a single callback function can be registered per scene, and further invocations overwrite the previously set callback function. Passing NULL as function pointer disables the registered callback function.

Once registered, Embree will invoke the callback function multiple times during hierarchy build operations of the scene, by passing the payload as set at registration time (userPtr argument), and a double in the range [0, 1] which estimates the progress of the operation (n argument). The callback function might be called from multiple threads concurrently.

When returning true from the callback function, Embree will continue the build operation normally. When returning false, Embree will cancel the build operation with the `RTC_ERROR_CANCELLED` error code. Issuing multiple cancel requests for the same build operation is allowed.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewScene](#)

## 7.18 rtcSetSceneBuildQuality

### NAME

`rtcSetSceneBuildQuality` - sets the build quality for the scene

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcSetSceneBuildQuality(
    RTCScene scene,
    enum RTCBuildQuality quality
);
```

### DESCRIPTION

The `rtcSetSceneBuildQuality` function sets the build quality (quality argument) for the specified scene (scene argument). Possible values for the build quality are:

- `RTC_BUILD_QUALITY_LOW`: Create lower quality data structures, e.g. for dynamic scenes. A two-level spatial index structure is built when enabling this mode, which supports fast partial scene updates, and allows for setting a per-geometry build quality through the `rtcSetGeometryBuildQuality` function.
- `RTC_BUILD_QUALITY_MEDIUM`: Default build quality for most usages. Gives a good compromise between build and render performance.
- `RTC_BUILD_QUALITY_HIGH`: Create higher quality data structures for final-frame rendering. For certain geometry types this enables a spatial split BVH.

Selecting a higher build quality results in better rendering performance but slower scene commit times. The default build quality for a scene is `RTC_BUILD_QUALITY_MEDIUM`.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[`rtcGetSceneBuildQuality`], [rtcSetGeometryBuildQuality](#)

## 7.19 rtcSetSceneFlags

### NAME

rtcSetSceneFlags - sets the flags for the scene

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetSceneFlags(RTCScene scene, enum RTCSceneFlags flags);
```

### DESCRIPTION

The `rtcSetSceneFlags` function sets the scene flags (flags argument) for the specified scene (scene argument). Possible scene flags are:

- `RTC_SCENE_FLAG_NONE`: No flags set.
- `RTC_SCENE_FLAG_DYNAMIC`: Provides better build performance for dynamic scenes (but also higher memory consumption).
- `RTC_SCENE_FLAG_COMPACT`: Uses compact acceleration structures and avoids algorithms that consume much memory.
- `RTC_SCENE_FLAG_ROBUST`: Uses acceleration structures that allow for robust traversal, and avoids optimizations that reduce arithmetic accuracy. This mode is typically used for avoiding artifacts caused by rays shooting through edges of neighboring primitives.
- `RTC_SCENE_FLAG_CONTEXT_FILTER_FUNCTION`: Enables support for a filter function inside the intersection context. See Section [rtcInitIntersectContext](#) for more details.

Multiple flags can be enabled using an or operation, e.g. `RTC_SCENE_FLAG_COMPACT | RTC_SCENE_FLAG_ROBUST`.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcGetSceneFlags](#)

## 7.20 rtcGetSceneFlags

### NAME

rtcGetSceneFlags - returns the flags of the scene

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
enum RTCSceneFlags rtcGetSceneFlags(RTCScene scene);
```

### DESCRIPTION

Queries the flags of a scene. This function can be useful when setting individual flags, e.g. to just set the robust mode without changing other flags the following way:

```
RTCSceneFlags flags = rtcGetSceneFlags(scene);  
rtcSetSceneFlags(scene, RTC_SCENE_FLAG_ROBUST | flags);
```

### EXIT STATUS

On failure `RTC_SCENE_FLAG_NONE` is returned and an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcSetSceneFlags](#)

## 7.21 rtcGetSceneBounds

### NAME

rtcGetSceneBounds - returns the axis-aligned bounding box of the scene

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCORE_ALIGN(16) RTCBounds
{
    float lower_x, lower_y, lower_z, align0;
    float upper_x, upper_y, upper_z, align1;
};

void rtcGetSceneBounds(
    RTCScene scene,
    struct RTCBounds* bounds_o
);
```

### DESCRIPTION

The `rtcGetSceneBounds` function queries the axis-aligned bounding box of the specified scene (`scene` argument) and stores that bounding box to the provided destination pointer (`bounds_o` argument). The stored bounding box consists of lower and upper bounds for the x, y, and z dimensions as specified by the `RTCBounds` structure.

The provided destination pointer must be aligned to 16 bytes. The function may be invoked only after committing the scene; otherwise the result is undefined.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcGetSceneLinearBounds](#), [rtcCommitScene](#), [rtcJoinCommitScene](#)

## 7.22 rtcGetSceneLinearBounds

### NAME

`rtcGetSceneLinearBounds` - returns the linear bounds of the scene

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCORE_ALIGN(16) RTCLinearBounds
{
    RTCBounds bounds0;
    RTCBounds bounds1;
};

void rtcGetSceneLinearBounds(
    RTCScene scene,
    struct RTCLinearBounds* bounds_o
);
```

### DESCRIPTION

The `rtcGetSceneLinearBounds` function queries the linear bounds of the specified scene (`scene` argument) and stores them to the provided destination pointer (`bounds_o` argument). The stored linear bounds consist of bounding boxes for time 0 (`bounds0` member) and time 1 (`bounds1` member) as specified by the `RTCLinearBounds` structure. Linearly interpolating these bounds to a specific time `t` yields bounds for the geometry at that time.

The provided destination pointer must be aligned to 16 bytes. The function may be called only after committing the scene, otherwise the result is undefined.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcGetSceneBounds](#), [rtcCommitScene](#), [rtcJoinCommitScene](#)

## 7.23 rtcNewGeometry

### NAME

rtcNewGeometry - creates a **new** geometry object

### SYNOPSIS

```
#include <embree3/rtcore.h>

enum RTCGeometryType
{
    RTC_GEOMETRY_TYPE_TRIANGLE,
    RTC_GEOMETRY_TYPE_QUAD,
    RTC_GEOMETRY_TYPE_SUBDIVISION,
    RTC_GEOMETRY_TYPE_FLAT_LINEAR_CURVE,
    RTC_GEOMETRY_TYPE_ROUND_BEZIER_CURVE,
    RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE,
    RTC_GEOMETRY_TYPE_ROUND_BSPLINE_CURVE,
    RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE,
    RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BEZIER_CURVE,
    RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BSPLINE_CURVE,
    RTC_GEOMETRY_TYPE_GRID,
    RTC_GEOMETRY_TYPE_USER,
    RTC_GEOMETRY_TYPE_INSTANCE
};

RTCGeometry rtcNewGeometry(
    RTCDevice device,
    enum RTCGeometryType type
);
```

### DESCRIPTION

Geometries are objects that represent an array of primitives of the same type. The `rtcNewGeometry` function creates a new geometry of specified type (type argument) bound to the specified device (device argument) and returns a handle to this geometry. The geometry object is reference counted with an initial reference count of 1. The geometry handle can be released using the `rtcReleaseGeometry` API call.

Supported geometry types are triangle meshes (`RTC_GEOMETRY_TYPE_TRIANGLE` type), quad meshes (triangle pairs) (`RTC_GEOMETRY_TYPE_QUAD` type), Catmull-Clark subdivision surfaces (`RTC_GEOMETRY_TYPE_SUBDIVISION` type), curve geometries with different bases (`RTC_GEOMETRY_TYPE_FLAT_LINEAR_CURVE`, `RTC_GEOMETRY_TYPE_ROUND_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_ROUND_BSPLINE_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE`, `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BSPLINE_CURVE` types), grid meshes (`RTC_GEOMETRY_TYPE_GRID`), user-defined geometries (`RTC_GEOMETRY_TYPE_USER`), and instances (`RTC_GEOMETRY_TYPE_INSTANCE`).

The types `RTC_GEOMETRY_TYPE_ROUND_BEZIER_CURVE` and `RTC_GEOMETRY_TYPE_ROUND_BSPLINE_CURVE` will treat the curve as a sweep surface of a varying-radius circle swept tangentially along the curve. The types `RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE` and `RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE` use ray-facing ribbons as a faster-to-intersect approximation.

After construction, geometries are enabled by default and not attached to any scene. Geometries can be disabled (`rtcDisableGeometry` call), and enabled

again (`rtcEnableGeometry` call). A geometry can be attached to a single scene using the `rtcAttachGeometry` call (or `rtcAttachGeometryByID` call), and detached using the `rtcDetachGeometry` call. During attachment, a geometry ID is assigned to the geometry (or assigned by the user when using the `rtcAttachGeometryByID` call), which uniquely identifies the geometry inside that scene. This identifier is returned when primitives of the geometry are hit in later ray queries for the scene.

Geometries can also be modified, including their vertex and index buffers. After modifying a buffer, `rtcUpdateGeometryBuffer` must be called to notify that the buffer got modified.

The application can use the `rtcSetGeometryUserData` function to set a user data pointer to its own geometry representation, and later read out this pointer using the `rtcGetGeometryUserData` function.

After setting up the geometry or modifying it, `rtcCommitGeometry` must be called to finish the geometry setup. After committing the geometry, vertex data interpolation can be performed using the `rtcInterpolate` and `rtcInterpolateN` functions.

A build quality can be specified for a geometry using the `rtcSetGeometryBuildQuality` function, to balance between acceleration structure build performance and ray query performance. The build quality per geometry will be used if a two-level acceleration structure is built internally, which is the case if the `RTC_BUILD_QUALITY_LOW` is set as the scene build quality. See Section [rtcSetSceneBuildQuality](#) for more details.

## EXIT STATUS

On failure `NULL` is returned and an error code is set that can be queried using `rtcDeviceGetError`.

## SEE ALSO

[rtcEnableGeometry](#), [rtcDisableGeometry](#), [rtcAttachGeometry](#), [rtcAttachGeometryByID](#), [rtcUpdateGeometryBuffer](#), [rtcSetGeometryUserData](#), [rtcGetGeometryUserData](#), [rtcCommitGeometry](#), [rtcInterpolate](#), [rtcInterpolateN](#), [rtcSetGeometryBuildQuality](#), [rtcSetSceneBuildQuality](#), [RTC\\_GEOMETRY\\_TYPE\\_TRIANGLE](#), [RTC\\_GEOMETRY\\_TYPE\\_QUAD](#), [RTC\\_GEOMETRY\\_TYPE\\_SUBDIVISION](#), [RTC\\_GEOMETRY\\_TYPE\\_CURVE](#), [RTC\\_GEOMETRY\\_TYPE\\_GRID](#), [RTC\\_GEOMETRY\\_TYPE\\_USER](#), [RTC\\_GEOMETRY\\_TYPE\\_INSTANCE](#)

## 7.24 RTC\_GEOMETRY\_TYPE\_TRIANGLE

### NAME

RTC\_GEOMETRY\_TYPE\_TRIANGLE - triangle geometry type

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCGeometry geometry =  
    rtcNewGeometry(device, RTC_GEOMETRY_TYPE_TRIANGLE);
```

### DESCRIPTION

Triangle meshes are created by passing `RTC_GEOMETRY_TYPE_TRIANGLE` to the `rtcNewGeometry` function call. The triangle indices can be specified by setting an index buffer (`RTC_BUFFER_TYPE_INDEX` type) and the triangle vertices by setting a vertex buffer (`RTC_BUFFER_TYPE_VERTEX` type). See `rtcSetGeometryBuffer` and `rtcSetSharedGeometryBuffer` for more details on how to set buffers. The index buffer contains an array of three 32-bit indices per triangle (`RTC_FORMAT_UINT` format) and the number of primitives is inferred from the size of that buffer. The vertex buffer contains an array of single precision x, y, z floating point coordinates (`RTC_FORMAT_FLOAT3` format), and the number of vertices are inferred from the size of that buffer. The vertex buffer can be at most 16 GB large.

The parametrization of a triangle uses the first vertex  $p_0$  as base point, the vector  $p_1 - p_0$  as  $u$ -direction and the vector  $p_2 - p_0$  as  $v$ -direction. Thus vertex attributes  $t_0, t_1, t_2$  can be linearly interpolated over the triangle the following way:

$$\begin{aligned} t_{uv} &= (1-u-v)*t_0 + u*t_1 + v*t_2 \\ &= t_0 + u*(t_1-t_0) + v*(t_2-t_0) \end{aligned}$$

A triangle whose vertices are laid out counter-clockwise has its geometry normal pointing upwards outside the front face, like illustrated in the following picture:

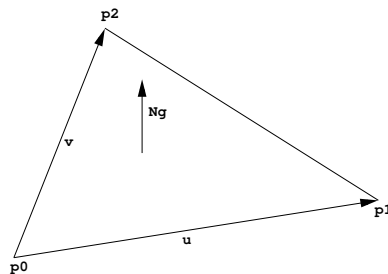


Figure 7.1

For multi-segment motion blur, the number of time steps must be first specified using the `rtcSetGeometryTimeStepCount` call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers have to have the same stride and size.

Also see tutorial [Triangle Geometry](#) for an example of how to create triangle meshes.

### EXIT STATUS

On failure `NULL` is returned and an error code is set that be get queried using `rtcDeviceGetError`.

**SEE ALSO**

[rtcNewGeometry](#)

## 7.25 RTC\_GEOMETRY\_TYPE\_QUAD

### NAME

RTC\_GEOMETRY\_TYPE\_QUAD - quad geometry type

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCGeometry geometry =  
    rtcNewGeometry(device, RTC_GEOMETRY_TYPE_QUAD);
```

### DESCRIPTION

Quad meshes are created by passing `RTC_GEOMETRY_TYPE_QUAD` to the `rtcNewGeometry` function call. The quad indices can be specified by setting an index buffer (`RTC_BUFFER_TYPE_INDEX` type) and the quad vertices by setting a vertex buffer (`RTC_BUFFER_TYPE_VERTEX` type). See `rtcSetGeometryBuffer` and `rtcSetSharedGeometryBuffer` for more details on how to set buffers. The index buffer contains an array of four 32-bit indices per quad (`RTC_FORMAT_UINT` format), and the number of primitives is inferred from the size of that buffer. The vertex buffer contains an array of single precision x, y, z floating point coordinates (`RTC_FORMAT_FLOAT3` format), and the number of vertices is inferred from the size of that buffer. The vertex buffer can be at most 16 GB large.

A quad is internally handled as a pair of two triangles  $v_0, v_1, v_3$  and  $v_2, v_3, v_1$ , with the  $u'/v'$  coordinates of the second triangle corrected by  $u = 1-u'$  and  $v = 1-v'$  to produce a quad parametrization where  $u$  and  $v$  are in the range 0 to 1. Thus the parametrization of a quad uses the first vertex  $p_0$  as base point, and the vector  $p_1 - p_0$  as  $u$ -direction, and  $p_3 - p_0$  as  $v$ -direction. Thus vertex attributes  $t_0, t_1, t_2, t_3$  can be bilinearly interpolated over the quadrilateral the following way:

$$t_{uv} = (1-v)((1-u)*t_0 + u*t_1) + v*((1-u)*t_3 + u*t_2)$$

Mixed triangle/quad meshes are supported by encoding a triangle as a quad, which can be achieved by replicating the last triangle vertex ( $v_0, v_1, v_2 \rightarrow v_0, v_1, v_2, v_2$ ). This way the second triangle is a line (which can never get hit), and the parametrization of the first triangle is compatible with the standard triangle parametrization.

A quad whose vertices are laid out counter-clockwise has its geometry normal pointing upwards outside the front face, like illustrated in the following picture.

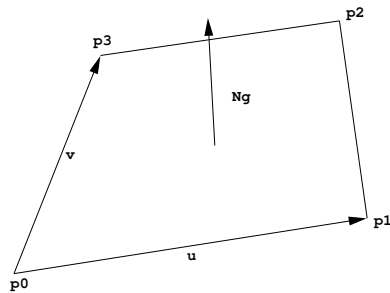


Figure 7.2

For multi-segment motion blur, the number of time steps must be first specified using the `rtcSetGeometryTimeStepCount` call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers must have the same stride and size.

## EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using `rtcDeviceGetError`.

## SEE ALSO

[rtcNewGeometry](#)

## 7.26 RTC\_GEOMETRY\_TYPE\_GRID

### NAME

RTC\_GEOMETRY\_TYPE\_GRID - grid geometry type

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCGeometry geometry =  
    rtcNewGeometry(device, RTC_GEOMETRY_TYPE_GRID);
```

### DESCRIPTION

Grid meshes are created by passing `RTC_GEOMETRY_TYPE_GRID` to the `rtcNewGeometry` function call, and contain an array of grid primitives. This array of grids can be specified by setting up a grid buffer (with `RTC_BUFFER_TYPE_GRID` type and `RTC_FORMAT_GRID` format) and the grid mesh vertices by setting a vertex buffer (`RTC_BUFFER_TYPE_VERTEX` type). See `rtcSetGeometryBuffer` and `rtcSetSharedGeometryBuffer` for more details on how to set buffers. The number of grid primitives in the grid mesh is inferred from the size of the grid buffer.

The vertex buffer contains an array of single precision x, y, z floating point coordinates (`RTC_FORMAT_FLOAT3` format), and the number of vertices is inferred from the size of that buffer.

Each grid in the grid buffer is of the type `RTCGrid`:

```
struct RTCGrid  
{  
    unsigned int startVertexID;  
    unsigned int stride;  
    unsigned short width,height;  
};
```

The `RTCGrid` structure describes a 2D grid of vertices (with respect to the vertex buffer of the grid mesh). The width and height members specify the number of vertices in u and v direction, e.g. setting both width and height to 3 sets up a 3x3 vertex grid. The maximum allowed width and height is 32767. The `startVertexID` specifies the ID of the top-left vertex in the vertex grid, while the `stride` parameter specifies a stride (in number of vertices) used to step to the next row.

A vertex grid of dimensions width and height is treated as a (width-1) x (height-1) grid of quads (triangle-pairs), with the same shared edge handling as for regular quad meshes. However, the u/v coordinates have the uniform range [0..1] for an entire vertex grid. The u direction follows the width of the grid while the v direction the height.

For multi-segment motion blur, the number of time steps must be first specified using the `rtcSetGeometryTimeStepCount` call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers must have the same stride and size.

### EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewGeometry](#)

## 7.27 RTC\_GEOMETRY\_TYPE\_SUBDIVISION

### NAME

RTC\_GEOMETRY\_TYPE\_SUBDIVISION - subdivision geometry type

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCGeometry geometry =  
    rtcNewGeometry(device, RTC_GEOMETRY_TYPE_SUBDIVISION);
```

### DESCRIPTION

Catmull-Clark subdivision meshes are supported, including support for edge creases, vertex creases, holes, non-manifold geometry, and face-varying interpolation. The number of vertices per face can be in the range of 3 to 15 vertices (triangles, quadrilateral, pentagons, etc).

Subdivision meshes are created by passing `RTC_GEOMETRY_TYPE_SUBDIVISION` to the `rtcNewGeometry` function. Various buffers need to be set by the application to set up the subdivision mesh. See `rtcSetGeometryBuffer` and `rtcSetSharedGeometryBuffer` for more details on how to set buffers. The face buffer (`RTC_BUFFER_TYPE_FACE` type and `RTC_FORMAT_UINT` format) contains the number of edges/indices of each face (3 to 15), and the number of faces is inferred from the size of this buffer. The index buffer (`RTC_BUFFER_TYPE_INDEX` type) contains multiple (3 to 15) 32-bit vertex indices (`RTC_FORMAT_UINT` format) for each face, and the number of edges is inferred from the size of this buffer. The vertex buffer (`RTC_BUFFER_TYPE_VERTEX` type) stores an array of single precision x, y, z floating point coordinates (`RTC_FORMAT_FLOAT3` format), and the number of vertices is inferred from the size of this buffer.

Optionally, the application may set additional index buffers using different buffer slots if multiple topologies are required for face-varying interpolation. The standard vertex buffers (`RTC_BUFFER_TYPE_VERTEX`) are always bound to the geometry topology (topology 0) thus use `RTC_BUFFER_TYPE_INDEX` with buffer slot 0. User vertex data interpolation may use different topologies as described later.

Optionally, the application can set up the hole buffer (`RTC_BUFFER_TYPE_HOLE`) which contains an array of 32-bit indices (`RTC_FORMAT_UINT` format) of faces that should be considered non-existing in all topologies. The number of holes is inferred from the size of this buffer.

Optionally, the application can fill the level buffer (`RTC_BUFFER_TYPE_LEVEL`) with a tessellation rate for each of the edges of each face. This buffer must have the same size as the index buffer. The tessellation level is a positive floating point value (`RTC_FORMAT_FLOAT` format) that specifies how many quads along the edge should be generated during tessellation. If no level buffer is specified, a level of 1 is used. The maximally supported edge level is 4096, and larger levels are clamped to that value. Note that edges may be shared between (typically 2) faces. To guarantee a watertight tessellation, the level of these shared edges should be identical. A uniform tessellation rate for an entire subdivision mesh can be set by using the `rtcSetGeometryTessellationRate` function. The existence of a level buffer has precedence over the uniform tessellation rate.

Optionally, the application can fill the sparse edge crease buffers to make edges appear sharper. The edge crease index buffer (`RTC_BUFFER_TYPE_EDGE_CREASE_INDEX`) contains an array of pairs of 32-bit vertex indices (`RTC_FORMAT_UINT2` format) that specify unoriented edges in the geometry topology. The edge crease weight buffer (`RTC_BUFFER_TYPE_EDGE_CREASE_WEIGHT`) stores for each of these crease edges a positive floating point weight (`RTC_FORMAT_FLOAT`

format). The number of edge creases is inferred from the size of these buffers, which has to be identical. The larger a weight, the sharper the edge. Specifying a weight of infinity is supported and marks an edge as infinitely sharp. Storing an edge multiple times with the same crease weight is allowed, but has lower performance. Storing an edge multiple times with different crease weights results in undefined behavior. For a stored edge (i,j), the reverse direction edges (j,i) do not have to be stored, as both are considered the same unoriented edge. Edge crease features are shared between all topologies.

Optionally, the application can fill the sparse vertex crease buffers to make vertices appear sharper. The vertex crease index buffer (RTC\_BUFFER\_TYPE\_VERTEX\_CREASE\_INDEX), contains an array of 32-bit vertex indices (RTC\_FORMAT\_UINT format) to specify a set of vertices from the geometry topology. The vertex crease weight buffer (RTC\_BUFFER\_TYPE\_VERTEX\_CREASE\_WEIGHT) specifies for each of these vertices a positive floating point weight (RTC\_FORMAT\_FLOAT format). The number of vertex creases is inferred from the size of these buffers, and has to be identical. The larger a weight, the sharper the vertex. Specifying a weight of infinity is supported and makes the vertex infinitely sharp. Storing a vertex multiple times with the same crease weight is allowed, but has lower performance. Storing a vertex multiple times with different crease weights results in undefined behavior. Vertex crease features are shared between all topologies.

Subdivision modes can be used to force linear interpolation for parts of the subdivision mesh; see `rtcSetGeometrySubdivisionMode` for more details.

For multi-segment motion blur, the number of time steps must be first specified using the `rtcSetGeometryTimeStepCount` call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers have to have the same stride and size.

Also see tutorial [Subdivision Geometry](#) for an example of how to create subdivision surfaces.

## Parametrization

The parametrization for subdivision faces is different for quadrilaterals and non-quadrilateral faces.

The parametrization of a quadrilateral face uses the first vertex `p0` as base point, and the vector `p1 - p0` as u-direction and `p3 - p0` as v-direction.

The parametrization for all other face types (with number of vertices not equal 4), have a special parametrization where the subpatch ID `n` (of the `n`-th quadrilateral that would be obtained by a single subdivision step) and the local hit location inside this quadrilateral are encoded in the UV coordinates. The following code extracts the sub-patch ID `i` and local UVs of this subpatch:

```
unsigned int l = floorf(0.5f*U);
unsigned int h = floorf(0.5f*V);
unsigned int i = 4*h+1;
float u = 2.0f*fracf(0.5f*U)-0.5f;
float v = 2.0f*fracf(0.5f*V)-0.5f;
```

This encoding allows local subpatch UVs to be in the range  $[-0.5, 1.5[$  thus negative subpatch UVs can be passed to `rtcInterpolate` to sample subpatches slightly out of bounds. This can be useful to calculate derivatives using finite differences if required. The encoding further has the property that one can just move the value `u` (or `v`) on a subpatch by adding `du` (or `dv`) to the special UV encoding as long as it does not fall out of the  $[-0.5, 1.5[$  range.

To smoothly interpolate vertex attributes over the subdivision surface we recommend using the `rtcInterpolate` function, which will apply the standard subdivision rules for interpolation and automatically takes care of the special UV encoding for non-quadrilaterals.

## Face-Varying Data

Face-varying interpolation is supported through multiple topologies per subdivision mesh and binding such topologies to vertex attribute buffers to interpolate. This way, texture coordinates may use a different topology with additional boundaries to construct separate UV regions inside one subdivision mesh.

Each such topology *i* has a separate index buffer (specified using `RTC_BUFFER_TYPE_INDEX` with buffer slot *i*) and separate subdivision mode that can be set using `rtcSetGeometrySubdivisionMode`. A vertex attribute buffer `RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE` bound to a buffer slot *j* can be assigned to use a topology for interpolation using the `rtcSetGeometryVertexAttribute-Topology` call.

The face buffer (`RTC_BUFFER_TYPE_FACE` type) is shared between all topologies, which means that the *n*-th primitive always has the same number of vertices (e.g. being a triangle or a quad) for each topology. However, the indices of the topologies themselves may be different.

## EXIT STATUS

On failure `NULL` is returned and an error code is set that can be queried using `rtcDeviceGetError`.

## SEE ALSO

[rtcNewGeometry](#)

## 7.28 RTC\_GEOMETRY\_TYPE\_CURVE

### NAME

RTC\_GEOMETRY\_TYPE\_FLAT\_LINEAR\_CURVE -  
flat curve geometry with linear basis

RTC\_GEOMETRY\_TYPE\_FLAT\_BEZIER\_CURVE -  
flat curve geometry with cubic Bézier basis

RTC\_GEOMETRY\_TYPE\_FLAT\_BSPLINE\_CURVE -  
flat curve geometry with cubic B-spline basis

RTC\_GEOMETRY\_TYPE\_FLAT\_HERMITE\_CURVE -  
flat curve geometry with cubic Hermite basis

RTC\_GEOMETRY\_TYPE\_NORMAL\_ORIENTED\_BEZIER\_CURVE -  
flat normal oriented curve geometry with cubic Bézier basis

RTC\_GEOMETRY\_TYPE\_NORMAL\_ORIENTED\_BSPLINE\_CURVE -  
flat normal oriented curve geometry with cubic B-spline basis

RTC\_GEOMETRY\_TYPE\_NORMAL\_ORIENTED\_HERMITE\_CURVE -  
flat normal oriented curve geometry with cubic Hermite basis

RTC\_GEOMETRY\_TYPE\_ROUND\_BEZIER\_CURVE -  
sweep surface curve geometry with cubic Bézier basis

RTC\_GEOMETRY\_TYPE\_ROUND\_BSPLINE\_CURVE -  
sweep surface curve geometry with cubic B-spline basis

RTC\_GEOMETRY\_TYPE\_ROUND\_HERMITE\_CURVE -  
sweep surface curve geometry with cubic Hermite basis

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_FLAT_LINEAR_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_FLAT_HERMITE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BEZIER_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_BSPLINE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_HERMITE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_ROUND_BEZIER_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_ROUND_BSPLINE_CURVE);
rtcNewGeometry(device, RTC_GEOMETRY_TYPE_ROUND_HERMITE_CURVE);
```

### DESCRIPTION

Curves with per vertex radii are supported with linear, cubic Bézier, cubic B-spline, and cubic Hermite bases. Such curve geometries are created by passing `RTC_GEOMETRY_TYPE_FLAT_LINEAR_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_BSPLINE_CURVE`, `RTC_GEOMETRY_TYPE_FLAT_HERMITE_CURVE`, `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_FLAT_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_FLAT_BSPLINE_CURVE`,

`RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_FLAT_HERMITE_CURVE`, `RTC_GEOMETRY_TYPE_ROUND_BEZIER_CURVE`, `RTC_GEOMETRY_TYPE_ROUND_BSPLINE_CURVE`, or `RTC_GEOMETRY_TYPE_ROUND_HERMITE_CURVE` to the `rtcNewGeometry` function. The curve indices can be specified through an index buffer (`RTC_BUFFER_TYPE_INDEX`) and the curve vertices through a vertex buffer (`RTC_BUFFER_TYPE_VERTEX`). For the Hermite basis a tangent buffer (`RTC_BUFFER_TYPE_TANGENT`) and for normal oriented curves a normal buffer (`RTC_BUFFER_TYPE_NORMAL`) has to get specified additionally. See `rtcSetGeometryBuffer` and `rtcSetSharedGeometryBuffer` for more details on how to set buffers.

The index buffer contains an array of 32-bit indices (`RTC_FORMAT_UINT` format), each pointing to the first control vertex in the vertex buffer, but also to the first tangent in the tangent buffer, and first normal in the normal buffer if these buffers are present.

The vertex buffer stores each control vertex in the form of a single precision position and radius stored in (x, y, z, r) order in memory (`RTC_FORMAT_FLOAT4` format). The number of vertices is inferred from the size of this buffer. The radii may be smaller than zero but the interpolated radii should always be greater or equal to zero. Similarly, the tangent buffer stores the derivative of each control vertex (x, y, z, r order and `RTC_FORMAT_FLOAT4` format) and the normal buffer stores a single precision normal per control vertex (x, y, z order and `RTC_FORMAT_FLOAT3` format).

For the linear basis the indices point to the first of 2 consecutive control points in the vertex buffer. The first control point is the start and the second control point the end of the line segment. When constructing hair strands in this basis, the end-point can be shared with the start of the next line segment.

For the cubic Bézier basis the indices point to the first of 4 consecutive control points in the vertex buffer. These control points use the cubic Bézier basis, where the first control point represents the start point of the curve, and the 4th control point the end point of the curve. The Bézier basis is interpolating, thus the curve does go exactly through the first and fourth control vertex.

For the cubic B-spline basis the indices point to the first of 4 consecutive control points in the vertex buffer. These control points make up a cardinal cubic B-spline (implicit equidistant knot vector). This basis is not interpolating, thus the curve does in general not go through any of the control points directly. A big advantage of this basis is that 3 control points can be shared for two continuous neighboring curve segments, e.g. the curves (p0,p1,p2,p3) and (p1,p2,p3,p4) are C1 continuous. This feature make this basis a good choice to construct continuous multi-segment curves, as memory consumption can be kept minimal.

For the cubic Hermite basis the indices point to the first of 2 consecutive points in the vertex buffer, and the first of 2 consecutive tangents in the tangent buffer. These two points and two tangents make up a cubic Hermite curve. This basis is interpolating, thus does exactly go through the first and second control point, and the first order derivative at the begin and end matches exactly the value specified in the tangent buffer. When connecting two segments continuously, the end point and tangent of the previous segment can be shared. Different versions of Catmull-Rom splines can be easily constructed using the Hermite basis, by calculating a proper tangent buffer from the control points.

The `RTC_GEOMETRY_TYPE_FLAT_*` flat mode is a fast mode designed to render distant hair. In this mode the curve is rendered as a connected sequence of ray facing quads. Individual quads are considered to have subpixel size, and zooming onto the curve might show geometric artifacts. The number of quads to subdivide into can be specified through the `rtcSetGeometryTessellationRate` function. By default the tessellation rate is 4.

The `RTC_GEOMETRY_TYPE_NORMAL_ORIENTED_*` mode is a mode designed to render blades of grass. In this mode the curve is rendered as a flat band whose center exactly follows the provided vertex spline, whose half width approxi-

mately follows the provided radius spline, and whose orientation follows the provided normals. For normal oriented curves, the indices point to the first of 2 consecutive normals in the normal buffer. The normal of the constructed curve will match the direction of the first normal at the beginning, and the direction of the second normal at the end of the curve. Please note that this layout of the normal buffer is independent of the used basis for the curve itself. For the cubic B-spline and cubic Hermite basis the stride from the first control vertex of the first and the next segment is typically 1, thus the normal buffer is compact and the curves share the normal at the begin and end. However, for the cubic Bézier basis, the stride is typically 3, thus begin and end normal cannot get shared. We recommend using the Hermite basis instead of the Bézier basis, as it allows a more compact layout.

To intersect the normal oriented curve, we perform a newton-raphson style intersection of a ray with a tensor product surface of a linear basis (perpendicular to the curve) and cubic Bézier basis (along the curve). We construct the 8 control points of this surface in Bézier basis by calculating a normalized direction  $d01 = \text{normalize}(v1 - v0, n0)$  and  $d23 = \text{normalize}(v3 - v2, n1)$ . These directions are perpendicular to the tangent direction of the center curve and first and second specified normal. The 8 control vertices of the surface are constructed as:

```
p00 = v0 - r0*d01, p10 = v0 + r0*d01
p01 = v1 - r1*d01, p11 = v1 + r1*d01
p02 = v2 - r2*d23, p12 = v2 + r2*d23
p03 = v3 - r3*d23, p13 = v3 + r3*d23
```

The center of this curve exactly follows the specified center spline, the normal at the start (and end) exactly match the first (and second) specified normal, and the half width exactly matches the evaluated radius spline at the start (and end). In-between the radius and orientation of the curve changes smoothly. Note that the construction does not work when the provided normals are parallel to the curve direction, as then no well defined perpendicular direction  $d01$  or  $d23$  are defined. For this reason thus the provided normals should best be kept as perpendicular to the curve direction as possible.

In the `RTC_GEOMETRY_TYPE_ROUND_*` round mode, a real geometric surface is rendered for the curve, which is more expensive but allows closeup views. This mode renders a sweep surface by sweeping a varying radius circle tangential along the curve. As a limitation, the radius of the curve has to be smaller than the curvature radius of the curve at each location on the curve. The round mode is currently not supported for the linear basis.

The intersection with the curve segment stores the parametric hit location along the curve segment as  $u$ -coordinate (range 0 to +1).

For Bézier, B-spline, and Hermite curves, the  $v$ -coordinate is set to the normalized distance in the range -1 to +1. For the linear basis and in round mode the  $v$ -coordinate is set to zero.

In flat mode, the geometry normal  $Ng$  is set to the tangent of the curve at the hit location. In round mode and for normal oriented curves, the geometry normal  $Ng$  is set to the non-normalized geometric normal of the surface.

For multi-segment motion blur, the number of time steps must be first specified using the `rtcSetGeometryTimeStepCount` call. Then a vertex buffer for each time step can be set using different buffer slots, and all these buffers must have the same stride and size. For the Hermite basis also a tangent buffer has to be set for each time step and for normal oriented curves a normal buffer has to get specified for each time step.

Also see tutorials [Hair](#) and [Curves](#) for examples of how to create and use curve geometries.

## EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using `rtcDeviceGetError`.

## SEE ALSO

[rtcNewGeometry](#)

## 7.29 RTC\_GEOMETRY\_TYPE\_USER

### NAME

RTC\_GEOMETRY\_TYPE\_USER - user geometry type

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCGeometry geometry =  
    rtcNewGeometry(device, RTC_GEOMETRY_TYPE_USER);
```

### DESCRIPTION

User-defined geometries contain a number of user-defined primitives, just like triangle meshes contain multiple triangles. The shape of the user-defined primitives is specified through registered callback functions, which enable extending Embree with arbitrary types of primitives.

User-defined geometries are created by passing `RTC_GEOMETRY_TYPE_USER` to the `rtcNewGeometry` function call. One has to set the number of primitives (see `rtcSetGeometryUserPrimitiveCount`), a user data pointer (see `rtcSetGeometryUserData`), a bounding function closure (see `rtcSetGeometryBoundsFunction`), as well as user-defined intersect (see `rtcSetGeometryIntersectFunction`) and occluded (see `rtcSetGeometryOccludedFunction`) callback functions. The bounding function is used to query the bounds of all time steps of a user primitive, while the intersect and occluded callback functions are called to intersect the primitive with a ray. The user data pointer is passed to each callback invocation and can be used to point to the application's representation of the user geometry.

The creation of a user geometry typically looks the following:

```
RTCGeometry geometry = rtcNewGeometry(device, RTC_GEOMETRY_TYPE_USER);  
rtcSetGeometryUserPrimitiveCount(geometry, numPrimitives);  
rtcSetGeometryUserData(geometry, userGeometryRepresentation);  
rtcSetGeometryBoundsFunction(geometry, boundsFunction);  
rtcSetGeometryIntersectFunction(geometry, intersectFunction);  
rtcSetGeometryOccludedFunction(geometry, occludedFunction);
```

Please have a look at the `rtcSetGeometryBoundsFunction`, `rtcSetGeometryIntersectFunction`, and `rtcSetGeometryOccludedFunction` functions on the implementation of the callback functions.

See tutorial [User Geometry](#) for an example of how to use the user-defined geometries.

### EXIT STATUS

On failure `NULL` is returned and an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewGeometry](#), [rtcSetGeometryUserPrimitiveCount](#), [rtcSetGeometryUserData](#), [rtcSetGeometryBoundsFunction](#), [rtcSetGeometryIntersectFunction](#), [rtcSetGeometryOccludedFunction](#)

## 7.30 RTC\_GEOMETRY\_TYPE\_INSTANCE

### NAME

RTC\_GEOMETRY\_TYPE\_INSTANCE - instance geometry type

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCGeometry geometry =  
    rtcNewGeometry(device, RTC_GEOMETRY_TYPE_INSTANCE);
```

### DESCRIPTION

Embree supports instancing of scenes using affine transformations (3x3 matrix plus translation). As the instanced scene is stored only a single time, even if instanced to multiple locations, this feature can be used to create very complex scenes with small memory footprint. Only single-level instancing is supported natively by Embree, however, multi-level instancing can be manually implemented through user geometries.

Instances are created by passing `RTC_GEOMETRY_TYPE_INSTANCE` to the `rtcNewGeometry` function call. The instanced scene can be set using the `rtcSetGeometryInstancedScene` call, and the affine transformation can be set using the `rtcSetGeometryTransform` function.

Please note that `rtcCommitScene` on the instanced scene should be called first, followed by `rtcCommitGeometry` on the instance, followed by `rtcCommitScene` for the top-level scene containing the instance.

If a ray hits the instance, the `geomID` and `primID` members of the hit are set to the geometry ID and primitive ID of the hit primitive in the instanced scene, and the `instID` member of the hit is set to the geometry ID of the instance in the top-level scene.

The instancing scheme can also be implemented using user geometries. To achieve this, the user geometry code should set the `instID` member of the intersection context to the geometry ID of the instance, then trace the transformed ray, and finally set the `instID` field of the intersection context again to -1. The `instID` field is copied automatically by each primitive intersector into the `instID` field of the hit structure when the primitive is hit. See the [User Geometry](#) tutorial for an example.

For multi-segment motion blur, the number of time steps must be first specified using the `rtcSetGeometryTimeStepCount` function. Then a transformation for each time step can be specified using the `rtcSetGeometryTransform` function.

See tutorial [Instanced Geometry](#) for an example of how to use instances.

### EXIT STATUS

On failure NULL is returned and an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewGeometry](#), [rtcSetGeometryInstancedScene](#), [rtcSetGeometryTransform](#)

## 7.31 rtcRetainGeometry

### NAME

rtcRetainGeometry - increments the geometry reference count

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcRetainGeometry(RTCGeometry geometry);
```

### DESCRIPTION

Geometry objects are reference counted. The `rtcRetainGeometry` function increments the reference count of the passed geometry object (`geometry` argument). This function together with `rtcReleaseGeometry` allows to use the internal reference counting in a C++ wrapper class to handle the ownership of the object.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewGeometry](#), [rtcReleaseGeometry](#)

## 7.32 rtcReleaseGeometry

### NAME

rtcReleaseGeometry - decrements the geometry reference count

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcReleaseGeometry(RTCGeometry geometry);
```

### DESCRIPTION

Geometry objects are reference counted. The `rtcReleaseGeometry` function decrements the reference count of the passed geometry object (`geometry` argument). When the reference count falls to 0, the geometry gets destroyed.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewGeometry](#), [rtcRetainGeometry](#)

## 7.33 rtcCommitGeometry

### NAME

rtcCommitGeometry - commits geometry changes

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcCommitGeometry(RTCGeometry geometry);
```

### DESCRIPTION

The `rtcCommitGeometry` function is used to commit all geometry changes performed to a geometry (geometry parameter). After a geometry gets modified, this function must be called to properly update the internal state of the geometry to perform interpolations using `rtcInterpolate` or to commit a scene containing the geometry using `rtcCommitScene`.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcInterpolate](#), [rtcCommitScene](#)

## 7.34 `rtcEnableGeometry`

### NAME

`rtcEnableGeometry` - enables the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcEnableGeometry(RTCGeometry geometry);
```

### DESCRIPTION

The `rtcEnableGeometry` function enables the specified geometry (`geometry` argument). Only enabled geometries are rendered. Each geometry is enabled by default at construction time.

After enabling a geometry, the scene containing that geometry must be committed using `rtcCommitScene` for the change to have effect.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewGeometry](#), [rtcDisableGeometry](#), [rtcCommitScene](#)

## 7.35 rtcDisableGeometry

### NAME

rtcDisableGeometry - disables the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcDisableGeometry(RTCGeometry geometry);
```

### DESCRIPTION

The `rtcDisableGeometry` function disables the specified geometry (`geometry` argument). A disabled geometry is not rendered. Each geometry is enabled by default at construction time.

After disabling a geometry, the scene containing that geometry must be committed using `rtcCommitScene` for the change to have effect.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewGeometry](#), [rtcEnableGeometry](#), [rtcCommitScene](#)

## 7.36 `rtcSetGeometryTimeStepCount`

### NAME

`rtcSetGeometryTimeStepCount` - sets the number of time steps of the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryTimeStepCount(  
    RTCGeometry geometry,  
    unsigned int timeStepCount  
);
```

### DESCRIPTION

The `rtcSetGeometryTimeStepCount` function sets the number of time steps for multi-segment motion blur (`timeStepCount` parameter) of the specified geometry (`geometry` parameter).

For triangle meshes (`RTC_GEOMETRY_TYPE_TRIANGLE`), quad meshes (`RTC_GEOMETRY_TYPE_QUAD`), curves (`RTC_GEOMETRY_TYPE_CURVE`), and subdivision geometries (`RTC_GEOMETRY_TYPE_SUBDIVISION`), the number of time steps directly corresponds to the number of vertex buffer slots available (`RTC_BUFFER_TYPE_VERTEX` buffer type). For these geometries, one vertex buffer per time step must be specified when creating multi-segment motion blur geometries.

For instance geometries (`RTC_GEOMETRY_TYPE_INSTANCE`), a transformation must be specified for each time step (see `rtcSetGeometryTransform`).

For user geometries, the registered bounding callback function must provide a bounding box per primitive and time step, and the intersection and occlusion callback functions should properly intersect the motion-blurred geometry at the ray time.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewGeometry](#)

## 7.37 `rtcSetGeometryVertexAttributeCount`

### NAME

`rtcSetGeometryVertexAttributeCount` - sets the number of vertex attributes of the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryVertexAttributeCount(  
    RTCGeometry geometry,  
    unsigned int vertexAttributeCount  
);
```

### DESCRIPTION

The `rtcSetGeometryVertexAttributeCount` function sets the number of slots (`vertexAttributeCount` parameter) for vertex attribute buffers (`RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE`) that can be used for the specified geometry (`geometry` parameter).

This function is supported only for triangle meshes (`RTC_GEOMETRY_TYPE_TRIANGLE`), quad meshes (`RTC_GEOMETRY_TYPE_QUAD`), curves (`RTC_GEOMETRY_TYPE_CURVE`), and subdivision geometries (`RTC_GEOMETRY_TYPE_SUBDIVISION`).

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewGeometry](#), [`RTCBufferType`]

## 7.38 rtcSetGeometryMask

### NAME

rtcSetGeometryMask - sets the geometry mask

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryMask(  
    RTCGeometry geometry,  
    unsigned int mask  
);
```

### DESCRIPTION

The `rtcSetGeometryMask` function sets a 32-bit geometry mask (mask argument) for the specified geometry (geometry argument).

This geometry mask is used together with the ray mask stored inside the mask field of the ray. The primitives of the geometry are hit by the ray only if the bitwise and operation of the geometry mask with the ray mask is not 0. This feature can be used to disable selected geometries for specifically tagged rays, e.g. to disable shadow casting for certain geometries.

Ray masks are disabled in Embree by default at compile time, and can be enabled through the `EMBREE_RAY_MASK` parameter in CMake. One can query whether ray masks are enabled by querying the `RTC_DEVICE_PROPERTY_RAY_MASK_SUPPORTED` device property using `rtcGetDeviceProperty`.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[RTCRay](#), [rtcGetDeviceProperty](#)

## 7.39 rtcSetGeometryBuildQuality

### NAME

`rtcSetGeometryBuildQuality` - sets the build quality for the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryBuildQuality(  
    RTCGeometry geometry,  
    enum RTCBuildQuality quality  
);
```

### DESCRIPTION

The `rtcSetGeometryBuildQuality` function sets the build quality (quality argument) for the specified geometry (geometry argument). The per-geometry build quality is only a hint and may be ignored. Embree currently uses the per-geometry build quality when the scene build quality is set to `RTC_BUILD_QUALITY_LOW`. In this mode a two-level acceleration structure is build, and geometries build a separate acceleration structure using the geometry build quality. The per-geometry build quality can be one of:

- `RTC_BUILD_QUALITY_LOW`: Creates lower quality data structures, e.g. for dynamic scenes.
- `RTC_BUILD_QUALITY_MEDIUM`: Default build quality for most usages. Gives a good compromise between build and render performance.
- `RTC_BUILD_QUALITY_HIGH`: Creates higher quality data structures for final-frame rendering. Enables a spatial split builder for certain primitive types.
- `RTC_BUILD_QUALITY_REFIT`: Uses a BVH refitting approach when changing only the vertex buffer.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcSetSceneBuildQuality](#)

## 7.40 rtcSetGeometryBuffer

### NAME

`rtcSetGeometryBuffer` - assigns a view of a buffer to the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryBuffer(  
    RTCGeometry geometry,  
    enum RTCBufferType type,  
    unsigned int slot,  
    enum RTCFormat format,  
    RTCBuffer buffer,  
    size_t byteOffset,  
    size_t byteStride,  
    size_t itemCount  
);
```

### DESCRIPTION

The `rtcSetGeometryBuffer` function binds a view of a buffer object (`buffer` argument) to a geometry buffer type and slot (`type` and `slot` argument) of the specified geometry (`geometry` argument).

One can specify the start of the first buffer element in bytes (`byteOffset` argument), the byte stride between individual buffer elements (`byteStride` argument), the format of the buffer elements (`format` argument), and the number of elements to bind (`itemCount`).

The start address (`byteOffset` argument) and stride (`byteStride` argument) must be both aligned to 4 bytes, otherwise the `rtcSetGeometryBuffer` function will fail.

After successful completion of this function, the geometry will hold a reference to the buffer object.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcSetSharedGeometryBuffer](#), [rtcSetNewGeometryBuffer](#)

## 7.41 rtcSetSharedGeometryBuffer

### NAME

`rtcSetSharedGeometryBuffer` - assigns a view of a shared data buffer to a geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetSharedGeometryBuffer(  
    RTCGeometry geometry,  
    enum RTCBufferType type,  
    unsigned int slot,  
    enum RTCFormat format,  
    const void* ptr,  
    size_t byteOffset,  
    size_t byteStride,  
    size_t itemCount  
);
```

### DESCRIPTION

The `rtcSetSharedGeometryBuffer` function binds a view of a shared user-managed data buffer (`ptr` argument) to a geometry buffer type and slot (`type` and `slot` argument) of the specified geometry (`geometry` argument).

One can specify the start of the first buffer element in bytes (`byteOffset` argument), the byte stride between individual buffer elements (`byteStride` argument), the format of the buffer elements (`format` argument), and the number of elements to bind (`itemCount`).

The start address (`byteOffset` argument) and stride (`byteStride` argument) must be both aligned to 4 bytes; otherwise the `rtcSetGeometryBuffer` function will fail.

When the buffer will be used as a vertex buffer (`RTC_BUFFER_TYPE_VERTEX` and `RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE`), the last buffer element must be readable using 16-byte SSE load instructions, thus padding the last element is required for certain layouts. E.g. a standard `float3` vertex buffer layout should add storage for at least one more float to the end of the buffer.

The buffer data must remain valid for as long as the buffer may be used, and the user is responsible for freeing the buffer data when no longer required.

Sharing buffers can significantly reduce the memory required by the application, thus we recommend using this feature. When enabling the `RTC_SCENE_COMPACT` scene flag, the spatial index structures index into the vertex buffer, resulting in even higher memory savings.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcSetGeometryBuffer](#), [rtcSetNewGeometryBuffer](#)

## 7.42 rtcSetNewGeometryBuffer

### NAME

`rtcSetNewGeometryBuffer` - creates and assigns a new data buffer to the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>

void* rtcSetNewGeometryBuffer(
    RTCGeometry geometry,
    enum RTCBufferType type,
    unsigned int slot,
    enum RTCFormat format,
    size_t byteStride,
    size_t itemCount
);
```

### DESCRIPTION

The `rtcSetNewGeometryBuffer` function creates a new data buffer of specified format (format argument), byte stride (byteStride argument), and number of items (itemCount argument), and assigns it to a geometry buffer slot (type and slot argument) of the specified geometry (geometry argument). The buffer data is managed internally and automatically freed when the geometry is destroyed.

The byte stride (byteStride argument) must be aligned to 4 bytes; otherwise the `rtcSetNewGeometryBuffer` function will fail.

The allocated buffer will be automatically over-allocated slightly when used as a vertex buffer, where a requirement is that each buffer element should be readable using 16-byte SSE load instructions.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcSetGeometryBuffer](#), [rtcSetSharedGeometryBuffer](#)

## 7.43 rtcGetGeometryBufferData

### NAME

rtcGetGeometryBufferData - gets pointer to the first buffer view element

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void* rtcGetGeometryBufferData(  
    RTCGeometry geometry,  
    enum RTCBufferType type,  
    unsigned int slot  
);
```

### DESCRIPTION

The `rtcGetGeometryBufferData` function returns a pointer to the first element of the buffer view attached to the specified buffer type and slot (type and slot argument) of the geometry (geometry argument).

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcSetGeometryBuffer](#), [rtcSetSharedGeometryBuffer](#), [rtcSetNewGeometryBuffer](#)

## 7.44 rtcUpdateGeometryBuffer

### NAME

`rtcUpdateGeometryBuffer` - marks a buffer view bound to the geometry as modified

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcUpdateGeometryBuffer(
    RTCGeometry geometry,
    enum RTCBufferType type,
    unsigned int slot
);
```

### DESCRIPTION

The `rtcUpdateGeometryBuffer` function marks the buffer view bound to the specified buffer type and slot (type and slot argument) of a geometry (geometry argument) as modified.

If a data buffer is changed by the application, the `rtcUpdateGeometryBuffer` call must be invoked for that buffer. Each buffer view assigned to a buffer slot is initially marked as modified, thus this function needs to be called only when doing buffer modifications after the first `rtcCommitScene`.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewGeometry](#), [rtcCommitScene](#)

## 7.45 rtcSetGeometryIntersectFilterFunction

### NAME

`rtcSetGeometryIntersectFilterFunction` - sets the intersection filter  
for the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCFilterFunctionNArguments
{
    int* valid;
    void* geometryUserPtr;
    const struct RTCIntersectContext* context;
    struct RTCRayN* ray;
    struct RTCHitN* hit;
    unsigned int N;
};

typedef void (*RTCFilterFunctionN)(
    const struct RTCFilterFunctionNArguments* args
);

void rtcSetGeometryIntersectFilterFunction(
    RTCGeometry geometry,
    RTCFilterFunctionN filter
);
```

### DESCRIPTION

The `rtcSetGeometryIntersectFilterFunction` function registers an intersection filter callback function (filter argument) for the specified geometry (geometry argument).

Only a single callback function can be registered per geometry, and further invocations overwrite the previously set callback function. Passing NULL as function pointer disables the registered callback function.

The registered intersection filter function is invoked for every hit encountered during the `rtcIntersect`-type ray queries and can accept or reject that hit. The feature can be used to define a silhouette for a primitive and reject hits that are outside the silhouette. E.g. a tree leaf could be modeled with an alpha texture that decides whether hit points lie inside or outside the leaf.

If the `RTC_SCENE_HIGH_QUALITY` mode is set, the filter functions may be called multiple times for the same primitive hit. Further, rays hitting exactly the edge might also report two hits for the same surface. For certain use cases, the application may have to work around this limitation by collecting already reported hits (geomID/primID pairs) and ignoring duplicates.

The filter function callback of type `RTCFilterFunctionN` gets passed a number of arguments through the `RTCFilterFunctionNArguments` structure. The `valid` parameter of that structure points to an integer valid mask (0 means invalid and -1 means valid). The `geometryUserPtr` member is a user pointer optionally set per geometry through the `rtcSetGeometryUserData` function. The `context` member points to the intersection context passed to the ray query function. The `ray` parameter points to N rays in SOA layout. The `hit` parameter points to N hits in SOA layout to test. The `N` parameter is the number of rays and hits in `ray` and `hit`. The hit distance is provided as the `tfar` value of the ray. If

the hit geometry is instanced, the `instID` member of the ray is valid, and the ray and the potential hit are in object space.

The filter callback function has the task to check for each valid ray whether it wants to accept or reject the corresponding hit. To reject a hit, the filter callback function just has to write 0 to the integer valid mask of the corresponding ray. To accept the hit, it just has to leave the valid mask set to -1. The filter function is further allowed to change the hit and decrease the `tFar` value of the ray but it should not modify other ray data nor any inactive components of the ray or hit.

When performing ray queries using `rtcIntersect1`, it is guaranteed that the packet size is 1 when the callback is invoked. When performing ray queries using the `rtcIntersect4/8/16` functions, it is not generally guaranteed that the ray packet size (and order of rays inside the packet) passed to the callback matches the initial ray packet. However, under some circumstances these properties are guaranteed, and whether this is the case can be queried using `rtcGetDeviceProperty`. When performing ray queries using the stream API such as `rtcIntersect1M`, `rtcIntersect1Mp`, `rtcIntersectNM`, or `rtcIntersectNp` the order of rays and ray packet size of the callback function might change to either 1, 4, 8, or 16.

For many usage scenarios, repacking and re-ordering of rays does not cause difficulties in implementing the callback function. However, algorithms that need to extend the ray with additional data must use the `rayID` component of the ray to identify the original ray to access the per-ray data.

The implementation of the filter function can choose to implement a single code path that uses the ray access helper functions `RTCray_XXX` and hit access helper functions `RTCHit_XXX` to access ray and hit data. Alternatively the code can branch to optimized implementations for specific sizes of `N` and cast the ray and hit inputs to the proper packet types.

## EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

## SEE ALSO

[rtcSetGeometryOccludedFilterFunction](#)

## 7.46 `rtcSetGeometryOccludedFilterFunction`

### NAME

`rtcSetGeometryOccludedFilterFunction` - sets the occlusion filter for the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryOccludedFilterFunction(  
    RTCGeometry geometry,  
    RTCFilterFunctionN filter  
);
```

### DESCRIPTION

The `rtcSetGeometryOccludedFilterFunction` function registers an occlusion filter callback function (`filter` argument) for the specified geometry (`geometry` argument).

Only a single callback function can be registered per geometry, and further invocations overwrite the previously set callback function. Passing `NULL` as function pointer disables the registered callback function.

The registered intersection filter function is invoked for every hit encountered during the `rtcOccluded`-type ray queries and can accept or reject that hit. The feature can be used to define a silhouette for a primitive and reject hits that are outside the silhouette. E.g. a tree leaf could be modeled with an alpha texture that decides whether hit points lie inside or outside the leaf.

Please see the description of the `rtcSetGeometryIntersectFilterFunction` for a description of the filter callback function.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcSetGeometryIntersectFilterFunction](#)

## 7.47 rtcFilterIntersection

### NAME

`rtcFilterIntersection` - invokes the intersection filter function

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcFilterIntersection(
    const struct RTCIntersectFunctionNArguments* args,
    const struct RTCFilterFunctionNArguments* filterArgs
);
```

### DESCRIPTION

The `rtcFilterIntersection` function can be called inside an `RTCIntersectFunctionN` callback function to invoke the intersection filter registered to the geometry and stored inside the context. For this an `RTCFilterFunctionNArguments` structure must be created (see `rtcSetGeometryIntersectFilterFunction`) which basically consists of a valid mask, a hit packet to filter, the corresponding ray packet, and the packet size. After the invocation of `rtcFilterIntersection`, only rays that are still valid (valid mask set to -1) should update a hit.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcFilterOcclusion](#), [rtcSetGeometryIntersectFunction](#)

## 7.48 rtcFilterOcclusion

### NAME

`rtcFilterOcclusion` - invokes the occlusion filter function

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcFilterOcclusion(
    const struct RTCOccludedFunctionNArguments* args,
    const struct RTCFilterFunctionNArguments* filterArgs
);
```

### DESCRIPTION

The `rtcFilterOcclusion` function can be called inside an `RTCOccludedFunctionN` callback function to invoke the occlusion filter registered to the geometry and stored inside the context. For this an `RTCFilterFunctionNArguments` structure must be created (see `rtcSetGeometryIntersectFilterFunction`) which basically consists of a valid mask, a hit packet to filter, the corresponding ray packet, and the packet size. After the invocation of `rtcFilterOcclusion` only rays that are still valid (valid mask set to -1) should signal an occlusion.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcFilterIntersection](#), [rtcSetGeometryOccludedFunction](#)

## 7.49 rtcSetGeometryUserData

### NAME

`rtcSetGeometryUserData` - sets the user-defined data pointer of the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryUserData(RTCGeometry geometry, void* userPtr);
```

### DESCRIPTION

The `rtcSetGeometryUserData` function sets the user-defined data pointer (`userPtr` argument) for a geometry (`geometry` argument). This user data pointer is intended to be pointing to the application's representation of the geometry, and is passed to various callback functions. The application can use this pointer inside the callback functions to access its geometry representation.

The `rtcGetGeometryUserData` function can be used to query an already set user data pointer of a geometry.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcGetGeometryUserData](#)

## 7.50 `rtcGetGeometryUserData`

### NAME

`rtcGetGeometryUserData` - returns the user data pointer of the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void* rtcGetGeometryUserData(RTCGeometry geometry);
```

### DESCRIPTION

The `rtcGetGeometryUserData` function queries the user data pointer previously set with `rtcSetGeometryUserData`. When `rtcSetGeometryUserData` was not called yet, NULL is returned.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcSetGeometryUserData](#)

## 7.51 rtcSetGeometryUserPrimitiveCount

### NAME

`rtcSetGeometryUserPrimitiveCount` - sets the number of primitives of a user-defined geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryUserPrimitiveCount(  
    RTCGeometry geometry,  
    unsigned int userPrimitiveCount  
);
```

### DESCRIPTION

The `rtcSetGeometryUserPrimitiveCount` function sets the number of user-defined primitives (`userPrimitiveCount` parameter) of the specified user-defined geometry (`geometry` parameter).

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[RTC\\_GEOMETRY\\_TYPE\\_USER](#)

## 7.52 rtcSetGeometryBoundsFunction

### NAME

`rtcSetGeometryBoundsFunction` - sets a callback to query the bounding box of user-defined primitives

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCBoundsFunctionArguments
{
    void* geometryUserPtr;
    unsigned int primID;
    unsigned int timeStep;
    struct RTCBounds* bounds_o;
};

typedef void (*RTCBoundsFunction)(
    const struct RTCBoundsFunctionArguments* args
);

void rtcSetGeometryBoundsFunction(
    RTCGeometry geometry,
    RTCBoundsFunction bounds,
    void* userPtr
);
```

### DESCRIPTION

The `rtcSetGeometryBoundsFunction` function registers a bounding box callback function (bounds argument) with payload (userPtr argument) for the specified user geometry (geometry argument).

Only a single callback function can be registered per geometry, and further invocations overwrite the previously set callback function. Passing NULL as function pointer disables the registered callback function.

The registered bounding box callback function is invoked to calculate axis-aligned bounding boxes of the primitives of the user-defined geometry during spatial acceleration structure construction. The bounding box callback of `RTCBoundsFunction` type is invoked with a pointer to a structure of type `RTCBoundsFunctionArguments` which contains various arguments, such as: the user data of the geometry (`geometryUserPtr` member), the ID of the primitive to calculate the bounds for (`primID` member), the time step at which to calculate the bounds (`timeStep` member), and a memory location to write the calculated bound to (`bounds_o` member).

In a typical usage scenario one would store a pointer to the internal representation of the user geometry object using `rtcSetGeometryUserData`. The callback function can then read that pointer from the `geometryUserPtr` field and calculate the proper bounding box for the requested primitive and time, and store that bounding box to the destination structure (`bounds_o` member).

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

**SEE ALSO**

[RTC\\_GEOMETRY\\_TYPE\\_USER](#)

## 7.53 rtcSetGeometryIntersectFunction

### NAME

`rtcSetGeometryIntersectFunction` - sets the callback function to intersect a user geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCIntersectFunctionNArguments
{
    int* valid;
    void* geometryUserPtr;
    unsigned int primID;
    struct RTCIntersectContext* context;
    struct RTCRayHitN* rayhit;
    unsigned int N;
};

typedef void (*RTCIntersectFunctionN)(
    const struct RTCIntersectFunctionNArguments* args
);

void rtcSetGeometryIntersectFunction(
    RTCGeometry geometry,
    RTCIntersectFunctionN intersect
);
```

### DESCRIPTION

The `rtcSetGeometryIntersectFunction` function registers a ray/primitive intersection callback function (intersect argument) for the specified user geometry (geometry argument).

Only a single callback function can be registered per geometry and further invocations overwrite the previously set callback function. Passing NULL as function pointer disables the registered callback function.

The registered callback function is invoked by `rtcIntersect`-type ray queries to calculate the intersection of a ray packet of variable size with one user-defined primitive. The callback function of type `RTCIntersectFunctionN` gets passed a number of arguments through the `RTCIntersectFunctionNArguments` structure. The value `N` specifies the ray packet size, `valid` points to an array of integers that specify whether the corresponding ray is valid (-1) or invalid (0), the `geometryUserPtr` member points to the geometry user data previously set through `rtcSetGeometryUserData`, the `context` member points to the intersection context passed to the ray query, the `rayhit` member points to a ray and hit packet of variable size `N`, and the `primID` member identifies the primitive ID of the primitive to intersect.

The ray component of the `rayhit` structure contains valid data, in particular the `tfar` value is the current closest hit distance found. All data inside the hit component of the `rayhit` structure are undefined and should not be read by the function.

The task of the callback function is to intersect each active ray from the ray packet with the specified user primitive. If the user-defined primitive is missed by a ray of the ray packet, the function should return without modifying the ray or hit. If an intersection of the user-defined primitive with the ray was found

in the valid range (from `tnear` to `tfar`), it should update the hit distance of the ray (`tfar` member) and the hit (`u`, `v`, `Ng`, `instID`, `geomID`, `primID` members). In particular, the currently intersected instance is stored in the `instID` field of the intersection context, which must be copied into the `instID` member of the hit.

As a primitive might have multiple intersections with a ray, the intersection filter function needs to be invoked by the user geometry intersection callback for each encountered intersection, if filtering of intersections is desired. This can be achieved through the `rtcFilterIntersection` call.

Within the user geometry intersect function, it is safe to trace new rays and create new scenes and geometries.

When performing ray queries using `rtcIntersect1`, it is guaranteed that the packet size is 1 when the callback is invoked. When performing ray queries using the `rtcIntersect4/8/16` functions, it is not generally guaranteed that the ray packet size (and order of rays inside the packet) passed to the callback matches the initial ray packet. However, under some circumstances these properties are guaranteed, and whether this is the case can be queried using `rtcGetDeviceProperty`. When performing ray queries using the stream API such as `rtcIntersect1M`, `rtcIntersect1Mp`, `rtcIntersectNM`, or `rtcIntersectNp` the order of rays and ray packet size of the callback function might change to either 1, 4, 8, or 16.

For many usage scenarios, repacking and re-ordering of rays does not cause difficulties in implementing the callback function. However, algorithms that need to extend the ray with additional data must use the `rayID` component of the ray to identify the original ray to access the per-ray data.

## EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

## SEE ALSO

[rtcSetGeometryOccludedFunction](#), [rtcSetGeometryUserData](#), [rtcFilterIntersection](#)

## 7.54 rtcSetGeometryOccludedFunction

### NAME

`rtcSetGeometryOccludedFunction` - sets the callback function to test a user geometry for occlusion

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCOccludedFunctionNArguments
{
    int* valid;
    void* geometryUserPtr;
    unsigned int primID;
    struct RTCIntersectContext* context;
    struct RTCRayN* ray;
    unsigned int N;
};

typedef void (*RTCOccludedFunctionN)(
    const struct RTCOccludedFunctionNArguments* args
);

void rtcSetGeometryOccludedFunction(
    RTCGeometry geometry,
    RTCOccludedFunctionN filter
);
```

### DESCRIPTION

The `rtcSetGeometryOccludedFunction` function registers a ray/primitive occlusion callback function (filter argument) for the specified user geometry (geometry argument).

Only a single callback function can be registered per geometry, and further invocations overwrite the previously set callback function. Passing NULL as function pointer disables the registered callback function.

The registered callback function is invoked by `rtcOccluded`-type ray queries to test whether the rays of a packet of variable size are occluded by a user-defined primitive. The callback function of type `RTCOccludedFunctionN` gets passed a number of arguments through the `RTCOccludedFunctionNArguments` structure. The value `N` specifies the ray packet size, `valid` points to an array of integers which specify whether the corresponding ray is valid (-1) or invalid (0), the `geometryUserPtr` member points to the geometry user data previously set through `rtcSetGeometryUserData`, the `context` member points to the intersection context passed to the ray query, the `ray` member points to a ray packet of variable size `N`, and the `primID` member identifies the primitive ID of the primitive to test for occlusion.

The task of the callback function is to intersect each active ray from the ray packet with the specified user primitive. If the user-defined primitive is missed by a ray of the ray packet, the function should return without modifying the ray. If an intersection of the user-defined primitive with the ray was found in the valid range (from `tnear` to `tfar`), it should set the `tfar` member of the ray to `-inf`.

As a primitive might have multiple intersections with a ray, the occlusion filter function needs to be invoked by the user geometry occlusion callback for

each encountered intersection, if filtering of intersections is desired. This can be achieved through the `rtcFilterOcclusion` call.

Within the user geometry occlusion function, it is safe to trace new rays and create new scenes and geometries.

When performing ray queries using `rtcOccluded1`, it is guaranteed that the packet size is 1 when the callback is invoked. When performing ray queries using the `rtcOccluded4/8/16` functions, it is not generally guaranteed that the ray packet size (and order of rays inside the packet) passed to the callback matches the initial ray packet. However, under some circumstances these properties are guaranteed, and whether this is the case can be queried using `rtcGetDeviceProperty`. When performing ray queries using the stream API such as `rtcOccluded1M`, `rtcOccluded1Mp`, `rtcOccludedNM`, or `rtcOccludedNp` the order of rays and ray packet size of the callback function might change to either 1, 4, 8, or 16.

For many usage scenarios, repacking and re-ordering of rays does not cause difficulties in implementing the callback function. However, algorithms that need to extend the ray with additional data must use the `rayID` component of the ray to identify the original ray to access the per-ray data.

## EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

## SEE ALSO

[rtcSetGeometryIntersectFunction](#), [rtcSetGeometryUserData](#), [rtcFilterOcclusion](#)

## 7.55 rtcSetGeometryInstancedScene

### NAME

`rtcSetGeometryInstancedScene` - sets the instanced scene of an instance geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryInstancedScene(  
    RTCGeometry geometry,  
    RTCScene scene  
);
```

### DESCRIPTION

The `rtcSetGeometryInstancedScene` function sets the instanced scene (`scene` argument) of the specified instance geometry (`geometry` argument).

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[RTC\\_GEOMETRY\\_TYPE\\_INSTANCE](#), [rtcSetGeometryTransform](#)

## 7.56 rtcSetGeometryTransform

### NAME

`rtcSetGeometryTransform` - sets the transformation for a particular time step of an instance geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryTransform(  
    RTCGeometry geometry,  
    unsigned int timeStep,  
    enum RTCFormat format,  
    const float* xfm  
);
```

### DESCRIPTION

The `rtcSetGeometryTransform` function sets the local-to-world affine transformation (`xfm` parameter) of an instance geometry (`geometry` parameter) for a particular time step (`timeStep` parameter). The transformation is specified as a 3×4 matrix (3×3 linear transformation plus translation), for which the following formats (`format` parameter) are supported:

- `RTC_FORMAT_FLOAT3X4_ROW_MAJOR`: The 3×4 float matrix is laid out in row-major form.
- `RTC_FORMAT_FLOAT3X4_COLUMN_MAJOR`: The 3×4 float matrix is laid out in column-major form.
- `RTC_FORMAT_FLOAT4X4_COLUMN_MAJOR`: The 3×4 float matrix is laid out in column-major form as a 4×4 homogeneous matrix with the last row being equal to (0, 0, 0, 1).

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[RTC\\_GEOMETRY\\_TYPE\\_INSTANCE](#)

## 7.57 rtcGetGeometryTransform

### NAME

`rtcGetGeometryTransform` - returns the interpolated instance transformation for the specified time

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcGetGeometryTransform(  
    RTCGeometry geometry,  
    float time,  
    enum RTCFormat format,  
    void* xfm  
);
```

### DESCRIPTION

The `rtcGetGeometryTransform` function returns the interpolated local to world transformation (`xfm` parameter) of an instance geometry (`geometry` parameter) for a particular time (`time` parameter in range  $[0, 1]$ ) in the specified format (`format` parameter).

Possible formats for the returned matrix are:

- `RTC_FORMAT_FLOAT3X4_ROW_MAJOR`: The 3×4 float matrix is laid out in row-major form.
- `RTC_FORMAT_FLOAT3X4_COLUMN_MAJOR`: The 3×4 float matrix is laid out in column-major form.
- `RTC_FORMAT_FLOAT4X4_COLUMN_MAJOR`: The 3×4 float matrix is laid out in column-major form as a 4×4 homogeneous matrix with last row equal to (0, 0, 0, 1).

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[RTC\\_GEOMETRY\\_TYPE\\_INSTANCE](#), [rtcSetGeometryTransform](#)

## 7.58 `rtcSetGeometryTessellationRate`

### NAME

`rtcSetGeometryTessellationRate` - sets the tessellation rate of the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryTessellationRate(  
    RTCGeometry geometry,  
    float tessellationRate  
);
```

### DESCRIPTION

The `rtcSetGeometryTessellationRate` function sets the tessellation rate (`tessellationRate` argument) for the specified geometry (`geometry` argument). The tessellation rate can only be set for flat curves and subdivision geometries. For curves, the tessellation rate specifies the number of ray-facing quads per curve segment. For subdivision surfaces, the tessellation rate specifies the number of quads along each edge.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[RTC\\_GEOMETRY\\_TYPE\\_CURVE](#), [RTC\\_GEOMETRY\\_TYPE\\_SUBDIVISION](#)

## 7.59 rtcSetGeometryTopologyCount

### NAME

`rtcSetGeometryTopologyCount` - sets the number of topologies of a subdivision geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryTopologyCount(  
    RTCGeometry geometry,  
    unsigned int topologyCount  
);
```

### DESCRIPTION

The `rtcSetGeometryTopologyCount` function sets the number of topologies (`topologyCount` parameter) for the specified subdivision geometry (`geometry` parameter). The number of topologies of a subdivision geometry must be greater or equal to 1.

To use multiple topologies, first the number of topologies must be specified, then the individual topologies can be configured using `rtcSetGeometrySubdivisionMode` and by setting an index buffer (`RTC_BUFFER_TYPE_INDEX`) using the topology ID as the buffer slot.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[RTC\\_GEOMETRY\\_TYPE\\_SUBDIVISION](#), [rtcSetGeometrySubdivisionMode](#)

## 7.60 rtcSetGeometrySubdivisionMode

### NAME

`rtcSetGeometrySubdivisionMode` - sets the subdivision mode of a subdivision geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometrySubdivisionMode(  
    RTCGeometry geometry,  
    unsigned int topologyID,  
    enum RTCSubdivisionMode mode  
);
```

### DESCRIPTION

The `rtcSetGeometrySubdivisionMode` function sets the subdivision mode (mode parameter) for the topology (topologyID parameter) of the specified subdivision geometry (geometry parameter).

The subdivision modes can be used to force linear interpolation for certain parts of the subdivision mesh:

- `RTC_SUBDIVISION_MODE_NO_BOUNDARY`: Boundary patches are ignored. This way each rendered patch has a full set of control vertices.
- `RTC_SUBDIVISION_MODE_SMOOTH_BOUNDARY`: The sequence of boundary control points are used to generate a smooth B-spline boundary curve (default mode).
- `RTC_SUBDIVISION_MODE_PIN_CORNERS`: Corner vertices are pinned to their location during subdivision.
- `RTC_SUBDIVISION_MODE_PIN_BOUNDARY`: All vertices at the border are pinned to their location during subdivision. This way the boundary is interpolated linearly. This mode is typically used for texturing to also map texels at the border of the texture to the mesh.
- `RTC_SUBDIVISION_MODE_PIN_ALL`: All vertices at the border are pinned to their location during subdivision. This way all patches are linearly interpolated.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[RTC\\_GEOMETRY\\_TYPE\\_SUBDIVISION](#)

## 7.61 `rtcSetGeometryVertexAttributeTopology`

### NAME

`rtcSetGeometryVertexAttributeTopology` - binds a vertex attribute to a topology of the geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcSetGeometryVertexAttributeTopology(  
    RTCGeometry geometry,  
    unsigned int vertexAttributeID,  
    unsigned int topologyID  
);
```

### DESCRIPTION

The `rtcSetGeometryVertexAttributeTopology` function binds a vertex attribute buffer slot (`vertexAttributeID` argument) to a topology (`topologyID` argument) for the specified subdivision geometry (`geometry` argument). Standard vertex buffers are always bound to the default topology (topology 0) and cannot be bound differently. A vertex attribute buffer always uses the topology it is bound to when used in the `rtcInterpolate` and `rtcInterpolateN` calls.

A topology with ID `i` consists of a subdivision mode set through `rtcSetGeometrySubdivisionMode` and the index buffer bound to the index buffer slot `i`. This index buffer can assign indices for each face of the subdivision geometry that are different to the indices of the default topology. These new indices can for example be used to introduce additional borders into the subdivision mesh to map multiple textures onto one subdivision geometry.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcSetGeometrySubdivisionMode](#), [rtcInterpolate](#), [rtcInterpolateN](#)

## 7.62 rtcSetGeometryDisplacementFunction

### NAME

`rtcSetGeometryDisplacementFunction` - sets the displacement function for a subdivision geometry

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCDisplacementFunctionNArguments
{
    void* geometryUserPtr;
    RTCGeometry geometry;
    unsigned int primID;
    unsigned int timeStep;
    const float* u;
    const float* v;
    const float* Ng_x;
    const float* Ng_y;
    const float* Ng_z;
    float* P_x;
    float* P_y;
    float* P_z;
    unsigned int N;
};

typedef void (*RTCDisplacementFunctionN)(
    const struct RTCDisplacementFunctionNArguments* args
);

void rtcSetGeometryDisplacementFunction(
    RTCGeometry geometry,
    RTCDisplacementFunctionN displacement
);
```

### DESCRIPTION

The `rtcSetGeometryDisplacementFunction` function registers a displacement callback function (displacement argument) for the specified subdivision geometry (geometry argument).

Only a single callback function can be registered per geometry, and further invocations overwrite the previously set callback function. Passing `NULL` as function pointer disables the registered callback function.

The registered displacement callback function is invoked to displace points on the subdivision geometry during spatial acceleration structure construction, during the `rtcCommitScene` call.

The callback function of type `RTCDisplacementFunctionN` is invoked with a number of arguments stored inside the `RTCDisplacementFunctionNArguments` structure. The provided user data pointer of the geometry (`geometryUserPtr` member) can be used to point to the application's representation of the subdivision mesh. A number `N` of points to displace are specified in a structure of array layout. For each point to displace, the local patch UV coordinates (`u` and `v` arrays), the normalized geometry normal (`Ng_x`, `Ng_y`, and `Ng_z` arrays), and the position (`P_x`, `P_y`, and `P_z` arrays) are provided. The task of the displacement function is to use this information and change the position data.

The geometry handle (geometry member) and primitive ID (primID member) of the patch to displace are additionally provided as well as the time step timeStep, which can be important if the displacement is time-dependent and motion blur is used.

All passed arrays must be aligned to 64 bytes and properly padded to make wide vector processing inside the displacement function easily possible.

Also see tutorial [Displacement Geometry](#) for an example of how to use the displacement mapping functions.

## EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

## SEE ALSO

[RTC\\_GEOMETRY\\_TYPE\\_SUBDIVISION](#)

## 7.63 rtcGetGeometryFirstHalfEdge

### NAME

rtcGetGeometryFirstHalfEdge - returns the first half edge of a face

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
unsigned int rtcGetGeometryFirstHalfEdge(
    RTCGeometry geometry,
    unsigned int faceID
);
```

### DESCRIPTION

The `rtcGetGeometryFirstHalfEdge` function returns the ID of the first half edge belonging to the specified face (`faceID` argument). For instance in the following example the first half edge of face `f1` is `e4`.

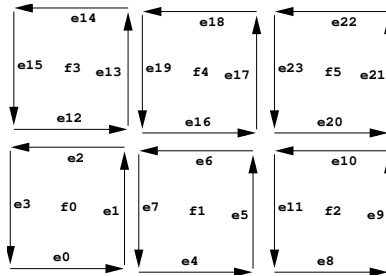


Figure 7.3

This function can only be used for subdivision geometries. As all topologies of a subdivision geometry share the same face buffer the function does not depend on the topology ID.

Here `f0` to `f7` are 8 quadrilateral faces with 4 vertices each. The edges `e0` to `e23` of these faces are shown with their orientation. For each face the ID of the edges corresponds to the slots the face occupies in the index array of the geometry. E.g. as the indices of face `f1` start at location 4 of the index array, the first edge is edge `e4`, the next edge `e5`, etc.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcGetGeometryFirstHalfEdge](#), [rtcGetGeometryFace](#), [rtcGetGeometryOppositeHalfEdge](#), [rtcGetGeometryNextHalfEdge](#), [rtcGetGeometryPreviousHalfEdge](#)

## 7.64 rtcGetGeometryFace

### NAME

rtcGetGeometryFace - returns the face of some half edge

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
unsigned int rtcGetGeometryFace(
    RTCGeometry geometry,
    unsigned int edgeID
);
```

### DESCRIPTION

The `rtcGetGeometryFace` function returns the ID of the face the specified half edge (edgeID argument) belongs to. For instance in the following example the face f1 is returned for edges e4, e5, e6, and e7.

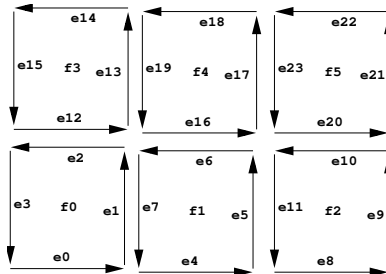


Figure 7.4

This function can only be used for subdivision geometries. As all topologies of a subdivision geometry share the same face buffer the function does not depend on the topology ID.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcGetGeometryFirstHalfEdge](#), [rtcGetGeometryFace](#), [rtcGetGeometryOppositeHalfEdge](#), [rtcGetGeometryNextHalfEdge](#), [rtcGetGeometryPreviousHalfEdge](#)

## 7.65 rtcGetGeometryNextHalfEdge

### NAME

rtcGetGeometryNextHalfEdge - returns the next half edge

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
unsigned int rtcGetGeometryNextHalfEdge(
    RTCGeometry geometry,
    unsigned int edgeID
);
```

### DESCRIPTION

The `rtcGetGeometryNextHalfEdge` function returns the ID of the next half edge of the specified half edge (`edgeID` argument). For instance in the following example the next half edge of `e10` is `e11`.

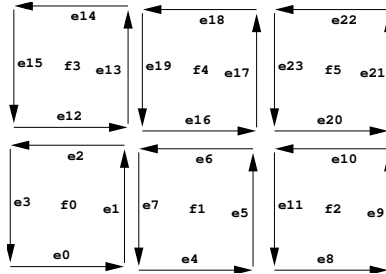


Figure 7.5

This function can only be used for subdivision geometries. As all topologies of a subdivision geometry share the same face buffer the function does not depend on the topology ID.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcGetGeometryFirstHalfEdge](#), [rtcGetGeometryFace](#), [rtcGetGeometryOppositeHalfEdge](#), [rtcGetGeometryNextHalfEdge](#), [rtcGetGeometryPreviousHalfEdge](#)

## 7.66 rtcGetGeometryPreviousHalfEdge

### NAME

rtcGetGeometryPreviousHalfEdge - returns the previous half edge

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
unsigned int rtcGetGeometryPreviousHalfEdge(
    RTCGeometry geometry,
    unsigned int edgeID
);
```

### DESCRIPTION

The rtcGetGeometryPreviousHalfEdge function returns the ID of the previous half edge of the specified half edge (edgeID argument). For instance in the following example the previous half edge of e6 is e5.

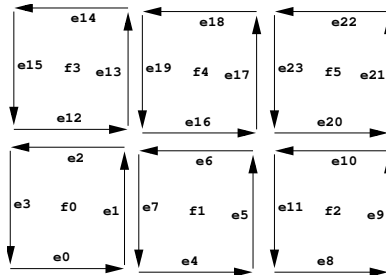


Figure 7.6

This function can only be used for subdivision geometries. As all topologies of a subdivision geometry share the same face buffer the function does not depend on the topology ID.

### EXIT STATUS

On failure an error code is set that can be queried using rtcDeviceGetError.

### SEE ALSO

[rtcGetGeometryFirstHalfEdge](#), [rtcGetGeometryFace](#), [rtcGetGeometryOppositeHalfEdge](#), [rtcGetGeometryNextHalfEdge](#), [rtcGetGeometryPreviousHalfEdge](#)

## 7.67 rtcGetGeometryOppositeHalfEdge

### NAME

rtcGetGeometryOppositeHalfEdge - returns the opposite half edge

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
unsigned int rtcGetGeometryOppositeHalfEdge(
    RTCGeometry geometry,
    unsigned int topologyID,
    unsigned int edgeID
);
```

### DESCRIPTION

The `rtcGetGeometryOppositeHalfEdge` function returns the ID of the opposite half edge of the specified half edge (`edgeID` argument) in the specified topology (`topologyID` argument). For instance in the following example the opposite half edge of `e6` is `e16`.

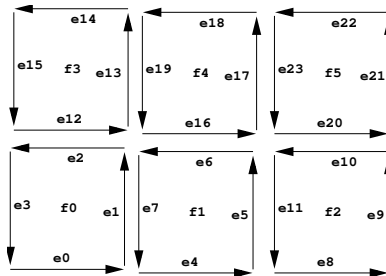


Figure 7.7

An opposite half edge does not exist if the specified half edge has either no neighboring face, or more than 2 neighboring faces. In these cases the function just returns the same edge `edgeID` again.

This function can only be used for subdivision geometries. The function depends on the topology as the topologies of a subdivision geometry have different index buffers assigned.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcGetGeometryFirstHalfEdge](#), [rtcGetGeometryFace](#), [rtcGetGeometryOppositeHalfEdge](#), [rtcGetGeometryNextHalfEdge](#), [rtcGetGeometryPreviousHalfEdge](#)

## 7.68 rtcInterpolate

### NAME

rtcInterpolate - interpolates vertex attributes

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCInterpolateArguments
{
    RTCGeometry geometry;
    unsigned int primID;
    float u;
    float v;
    enum RTCBufferType bufferType;
    unsigned int bufferSlot;
    float* P;
    float* dPdu;
    float* dPdv;
    float* ddPdudu;
    float* ddPdvdv;
    float* ddPdudv;
    unsigned int valueCount;
};

void rtcInterpolate(
    const struct RTCInterpolateArguments* args
);
```

### DESCRIPTION

The `rtcInterpolate` function smoothly interpolates per-vertex data over the geometry. This interpolation is supported for triangle meshes, quad meshes, curve geometries, and subdivision geometries. Apart from interpolating the vertex attribute itself, it is also possible to get the first and second order derivatives of that value. This interpolation ignores displacements of subdivision surfaces and always interpolates the underlying base surface.

The `rtcInterpolate` call gets passed a number of arguments inside a structure of type `RTCInterpolateArguments`. For some geometry (geometry parameter) this function smoothly interpolates the per-vertex data stored inside the specified geometry buffer (`bufferType` and `bufferSlot` parameters) to the *u/v* location (*u* and *v* parameters) of the primitive (`primID` parameter). The number of floating point values to interpolate and store to the destination arrays can be specified using the `valueCount` parameter. As interpolation buffer, one can specify vertex buffers (`RTC_BUFFER_TYPE_VERTEX`) and vertex attribute buffers (`RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE`) as well.

The `rtcInterpolate` call stores `valueCount` number of interpolated floating point values to the memory location pointed to by *P*. One can avoid storing the interpolated value by setting *P* to `NULL`.

The first order derivative of the interpolation by *u* and *v* are stored at the `dPdu` and `dPdv` memory locations. One can avoid storing first order derivatives by setting both `dPdu` and `dPdv` to `NULL`.

The second order derivatives are stored at the `ddPdudu`, `ddPdvdv`, and `ddPdudv` memory locations. One can avoid storing second order derivatives by setting these three pointers to `NULL`.

To use `rtcInterpolate` for a geometry, all changes to that geometry must be properly committed using `rtcCommitGeometry`.

All input buffers and output arrays must be padded to 16 bytes, as the implementation uses 16-byte SSE instructions to read and write into these buffers.

See tutorial [Interpolation](#) for an example of using the `rtcInterpolate` function.

## EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

## SEE ALSO

[rtcInterpolateN](#)

## 7.69 rtcInterpolateN

### NAME

rtcInterpolateN - performs N interpolations of vertex attribute data

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCInterpolateNArguments
{
    RTCGeometry geometry;
    const void* valid;
    const unsigned int* primIDs;
    const float* u;
    const float* v;
    unsigned int N;
    enum RTCBufferType bufferType;
    unsigned int bufferSlot;
    float* P;
    float* dPdu;
    float* dPdv;
    float* ddPdudu;
    float* ddPdvdv;
    float* ddPdudv;
    unsigned int valueCount;
};

void rtcInterpolateN(
    const struct RTCInterpolateNArguments* args
);
```

### DESCRIPTION

The `rtcInterpolateN` is similar to `rtcInterpolate`, but performs N many interpolations at once. It additionally gets an array of u/v coordinates and a valid mask (`valid` parameter) that specifies which of these coordinates are valid. The valid mask points to N integers, and a value of -1 denotes valid and 0 invalid. If the valid pointer is NULL all elements are considered valid. The destination arrays are filled in structure of array (SOA) layout. The value N must be divisible by 4.

To use `rtcInterpolateN` for a geometry, all changes to that geometry must be properly committed using `rtcCommitGeometry`.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcInterpolate](#)

## 7.70 rtcNewBuffer

### NAME

`rtcNewBuffer` - creates a new data buffer

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCBuffer rtcNewBuffer(  
    RTCDevice device,  
    size_t byteSize  
);
```

### DESCRIPTION

The `rtcNewBuffer` function creates a new data buffer object of specified size in bytes (`byteSize` argument) that is bound to the specified device (`device` argument). The buffer object is reference counted with an initial reference count of 1. The returned buffer object can be released using the `rtcReleaseBuffer` API call. The specified number of bytes are allocated at buffer construction time and deallocated when the buffer is destroyed.

When the buffer will be used as a vertex buffer (`RTC_BUFFER_TYPE_VERTEX` and `RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE`), the last buffer element must be readable using 16-byte SSE load instructions, thus padding the last element is required for certain layouts. E.g. a standard `float3` vertex buffer layout should add storage for at least one more float to the end of the buffer.

### EXIT STATUS

On failure `NULL` is returned and an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcRetainBuffer](#), [rtcReleaseBuffer](#)

## 7.71 rtcNewSharedBuffer

### NAME

`rtcNewSharedBuffer` - creates a `new` shared data buffer

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCBuffer rtcNewSharedBuffer(  
    RTCDevice device,  
    void* ptr,  
    size_t byteSize  
);
```

### DESCRIPTION

The `rtcNewSharedBuffer` function creates a new shared data buffer object bound to the specified device (`device` argument). The buffer object is reference counted with an initial reference count of 1. The buffer can be released using the `rtcReleaseBuffer` function.

At construction time, the pointer to the user-managed buffer data (`ptr` argument) including its size in bytes (`byteSize` argument) is provided to create the buffer. At buffer construction time no buffer data is allocated, but the buffer data provided be the application is used. The buffer data must remain valid for as long as the buffer may be used, and the user is responsible to free the buffer data when no longer required.

When the buffer will be used as a vertex buffer (`RTC_BUFFER_TYPE_VERTEX` and `RTC_BUFFER_TYPE_VERTEX_ATTRIBUTE`), the last buffer element must be readable using 16-byte SSE load instructions, thus padding the last element is required for certain layouts. E.g. a standard `float3` vertex buffer layout should add storage for at least one more float to the end of the buffer.

The data pointer (`ptr` argument) must be aligned to 4 bytes; otherwise the `rtcNewSharedBuffer` function will fail.

### EXIT STATUS

On failure `NULL` is returned and an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcRetainBuffer](#), [rtcReleaseBuffer](#)

## 7.72 rtcRetainBuffer

### NAME

rtcRetainBuffer - increments the buffer reference count

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcRetainBuffer(RTCBuffer buffer);
```

### DESCRIPTION

Buffer objects are reference counted. The `rtcRetainBuffer` function increments the reference count of the passed buffer object (`buffer` argument). This function together with `rtcReleaseBuffer` allows to use the internal reference counting in a C++ wrapper class to handle the ownership of the object.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewBuffer](#), [rtcReleaseBuffer](#)

## 7.73 rtcReleaseBuffer

### NAME

rtcReleaseBuffer - decrements the buffer reference count

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcReleaseBuffer(RTCBuffer buffer);
```

### DESCRIPTION

Buffer objects are reference counted. The `rtcReleaseBuffer` function decrements the reference count of the passed buffer object (`buffer` argument). When the reference count falls to 0, the buffer gets destroyed.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewBuffer](#), [rtcRetainBuffer](#)

## 7.74 rtcGetBufferData

### NAME

rtcGetBufferData - gets a pointer to the buffer data

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void* rtcGetBufferData(RTCBuffer buffer);
```

### DESCRIPTION

The `rtcGetBufferData` function returns a pointer to the buffer data of the specified buffer object (`buffer` argument).

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewBuffer](#)

## 7.75 RTCRay

### NAME

RTCRay - single ray structure

### SYNOPSIS

```
#include <embree3/rtcore_ray.h>

struct RTC_ALIGN(16) RTCRay
{
    float org_x;           // x coordinate of ray origin
    float org_y;           // y coordinate of ray origin
    float org_z;           // z coordinate of ray origin
    float tnear;           // start of ray segment

    float dir_x;           // x coordinate of ray direction
    float dir_y;           // y coordinate of ray direction
    float dir_z;           // z coordinate of ray direction
    float time;            // time of this ray for motion blur

    float tfar;            // end of ray segment (set to hit distance)
    unsigned int mask;     // ray mask
    unsigned int id;       // ray ID
    unsigned int flags;    // ray flags
};
```

### DESCRIPTION

The RTCRay structure defines the ray layout for a single ray. The ray contains the origin (`org_x`, `org_y`, `org_z` members), direction vector (`dir_x`, `dir_y`, `dir_z` members), and ray segment (`tnear` and `tfar` members). The ray direction does not have to be normalized, and only the parameter range specified by the `tnear`/`tfar` interval is considered valid.

The ray segment must be in the range  $[0, \infty]$ , thus ranges that start behind the ray origin are not allowed, but ranges can reach to infinity. For rays inside a ray stream, `tfar < tnear` identifies an inactive ray.

The ray further contains a motion blur time in the range  $[0, 1]$  (time member), a ray mask (`mask` member), a ray ID (`id` member), and ray flags (`flags` member). The ray mask can be used to mask out some geometries for some rays (see `rtcSetGeometryMask` for more details). The ray ID can be used to identify a ray inside a callback function, even if the order of rays inside a ray packet or stream has changed. The ray flags are reserved.

The `embree3/rtcore_ray.h` header additionally defines the same ray structure in structure of array (SOA) layout for API functions accepting ray packets of size 4 (RTCRay4 type), size 8 (RTCRay8 type), and size 16 (RTCRay16 type). The header additionally defines an `RTCRayNt` template for ray packets of an arbitrary compile-time size.

### EXIT STATUS

### SEE ALSO

[RTCHit](#)

## 7.76 RTCHit

### NAME

RTCHit - single hit structure

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTCHit
{
    float Ng_x;           // x coordinate of geometry normal
    float Ng_y;           // y coordinate of geometry normal
    float Ng_z;           // z coordinate of geometry normal

    float u;              // barycentric u coordinate of hit
    float v;              // barycentric v coordinate of hit

    unsigned int primID; // geometry ID
    unsigned int geomID; // primitive ID
    unsigned int instID[RTC_MAX_INSTANCE_LEVEL_COUNT]; // instance ID
};
```

### DESCRIPTION

The RTCHit type defines the type of a ray/primitive intersection result. The hit contains the unnormalized geometric normal in object space at the hit location (Ng\_x, Ng\_y, Ng\_z members), the barycentric u/v coordinates of the hit (u and v members), as well as the primitive ID (primID member), geometry ID (geomID member), and instance ID (instID member) of the hit. The parametric intersection distance is not stored inside the hit, but stored inside the tfar member of the ray.

The embree3/rtcore\_ray.h header additionally defines the same hit structure in structure of array (SOA) layout for hit packets of size 4 (RTCHit4 type), size 8 (RTCHit8 type), and size 16 (RTCHit16 type). The header additionally defines an RTCHitNt template for hit packets of an arbitrary compile-time size.

### EXIT STATUS

### SEE ALSO

[RTCRay](#)

## 7.77 RTCRayHit

### NAME

RTCRayHit - combined single ray/hit structure

### SYNOPSIS

```
#include <embree3/rtcore_ray.h>

struct RTCORE_ALIGN(16) RTCRayHit
{
    struct RTCRay ray;
    struct RTCHit hit;
};
```

### DESCRIPTION

The RTCRayHit structure is used as input for the `rtcIntersect`-type functions and stores the ray to intersect and some hit fields that hold the intersection result afterwards.

The `embree3/rtcore_ray.h` header additionally defines the same ray/hit structure in structure of array (SOA) layout for API functions accepting ray packets of size 4 (RTCRayHit4 type), size 8 (RTCRayHit8 type), and size 16 (RTCRayHit16 type). The header additionally defines an `RTCRayHitNt` template to generate ray/hit packets of an arbitrary compile-time size.

### EXIT STATUS

### SEE ALSO

[RTCRay](#), [RTCHit](#)

## 7.78 RTCRayN

### NAME

RTCRayN - ray packet of runtime size

### SYNOPSIS

```
#include <embree3/rtcore_ray.h>
```

```
struct RTCRayN;
```

```
float& RTCRayN_org_x(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_org_y(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_org_z(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_tnear(RTCRayN* ray, unsigned int N, unsigned int i);

float& RTCRayN_dir_x(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_dir_y(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_dir_z(RTCRayN* ray, unsigned int N, unsigned int i);
float& RTCRayN_time (RTCRayN* ray, unsigned int N, unsigned int i);

float&          RTCRayN_tfar (RTCRayN* ray, unsigned int N, unsigned int i);
unsigned int& RTCRayN_mask (RTCRayN* ray, unsigned int N, unsigned int i);
unsigned int& RTCRayN_id   (RTCRayN* ray, unsigned int N, unsigned int i);
unsigned int& RTCRayN_flags(RTCRayN* ray, unsigned int N, unsigned int i);
```

### DESCRIPTION

When the ray packet size is not known at compile time (e.g. when Embree returns a ray packet in the `RTCFilterFuncN` callback function), Embree uses the `RTCRayN` type for ray packets. These ray packets can only have sizes of 1, 4, 8, or 16. No other packet size will be used.

You can either implement different special code paths for each of these possible packet sizes and cast the ray to the appropriate ray packet type, or implement one general code path that uses the `RTCRayN_XXX` helper functions to access the ray packet components.

These helper functions get a pointer to the ray packet (`ray` argument), the packet size (`N` argument), and returns a reference to a component (e.g. x-component of origin) of the the *i*-th ray of the packet (*i* argument).

### EXIT STATUS

### SEE ALSO

[RTCHitN](#)

## 7.79 RTCHitN

### NAME

RTCHitN - hit packet of runtime size

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct HitN;

float& RTCHitN_Ng_x(RTCHitN* hit, unsigned int N, unsigned int i);
float& RTCHitN_Ng_y(RTCHitN* hit, unsigned int N, unsigned int i);
float& RTCHitN_Ng_z(RTCHitN* hit, unsigned int N, unsigned int i);

float& RTCHitN_u(RTCHitN* hit, unsigned int N, unsigned int i);
float& RTCHitN_v(RTCHitN* hit, unsigned int N, unsigned int i);

unsigned& RTCHitN_primID(RTCHitN* hit, unsigned int N, unsigned int i);
unsigned& RTCHitN_geomID(RTCHitN* hit, unsigned int N, unsigned int i);
unsigned& RTCHitN_instID(RTCHitN* hit, unsigned int N, unsigned int i, unsigned int l);
```

### DESCRIPTION

When the hit packet size is not known at compile time (e.g. when Embree returns a hit packet in the `RTCFilterFuncN` callback function), Embree uses the `RTCHitN` type for hit packets. These hit packets can only have sizes of 1, 4, 8, or 16. No other packet size will be used.

You can either implement different special code paths for each of these possible packet sizes and cast the hit to the appropriate hit packet type, or implement one general code path that uses the `RTCHitN_XXX` helper functions to access hit packet components.

These helper functions get a pointer to the hit packet (`hit` argument), the packet size (`N` argument), and returns a reference to a component (e.g. `x` component of `Ng`) of the `i`-th hit of the packet (`i` argument).

### EXIT STATUS

### SEE ALSO

[RTCRayN](#)

## 7.80 RTCRayHitN

### NAME

RTCRayHitN - combined ray/hit packet of runtime size

### SYNOPSIS

```
#include <embree3/rtcore_ray.h>
```

```
struct RTCRayHitN;
```

```
struct RTCRayN* RTCRayHitN_RayN(struct RTCRayHitN* rayhit, unsigned int N);  
struct RTCHitN* RTCRayHitN_HitN(struct RTCRayHitN* rayhit, unsigned int N);
```

### DESCRIPTION

When the packet size of a ray/hit structure is not known at compile time (e.g. when Embree returns a ray/hit packet in the `RTCIntersectFunctionN` callback function), Embree uses the `RTCRayHitN` type for ray packets. These ray/hit packets can only have sizes of 1, 4, 8, or 16. No other packet size will be used.

You can either implement different special code paths for each of these possible packet sizes and cast the ray/hit to the appropriate ray/hit packet type, or extract the `RTCRayN` and `RTCHitN` components using the `rtcGetRayN` and `rtcGetHitN` helper functions and use the `RTCRayN_XXX` and `RTCHitN_XXX` functions to access the ray and hit parts of the structure.

### EXIT STATUS

### SEE ALSO

[RTCHitN](#)

## 7.81 rtcInitIntersectContext

### NAME

`rtcInitIntersectContext` - initializes the intersection context

### SYNOPSIS

```
#include <embree3/rtcore.h>

enum RTCIntersectContextFlags
{
    RTC_INTERSECT_CONTEXT_FLAG_NONE,
    RTC_INTERSECT_CONTEXT_FLAG_INCOHERENT,
    RTC_INTERSECT_CONTEXT_FLAG_COHERENT,
};

struct RTCIntersectContext
{
    enum RTCIntersectContextFlags flags;
    RTCFilterFunctionN filter;
    unsigned int instID[RTC_MAX_INSTANCE_LEVEL_COUNT];
};

void rtcInitIntersectContext(
    struct RTCIntersectContext* context
);
```

### DESCRIPTION

A per ray-query intersection context (`RTCIntersectContext` type) is supported that can be used to configure intersection flags (flags member), specify a filter callback function (filter member), specify the ID of the current instance (instID member), and to attach arbitrary data to the query (e.g. per ray data).

The `rtcInitIntersectContext` function initializes the context to default values and should be called to initialize every intersection context. This function gets inlined, which minimizes overhead and allows for compiler optimizations.

The intersection context flag can be used to tune the behavior of the traversal algorithm. Using the `RTC_INTERSECT_CONTEXT_FLAG_INCOHERENT` flag uses an optimized traversal algorithm for incoherent rays (default), while `RTC_INTERSECT_CONTEXT_FLAG_COHERENT` uses an optimized traversal algorithm for coherent rays (e.g. primary camera rays).

Best primary ray performance can be obtained by using the ray stream API and setting the intersect context flag to `RTC_INTERSECT_CONTEXT_FLAG_COHERENT`. For secondary rays, it is typically better to use the `RTC_INTERSECT_CONTEXT_FLAG_INCOHERENT` flag, unless the rays are known to be very coherent too (e.g. for primary transparency rays).

A filter function can be specified inside the context. This filter function is invoked as a second filter stage after the per-geometry intersect or occluded filter function is invoked. Only rays that passed the first filter stage are valid in this second filter stage. Having such a per ray-query filter function can be useful to implement modifications of the behavior of the query, such as collecting all hits or accumulating transparencies. The support for the context filter function must be enabled for a scene by using the `RTC_SCENE_FLAG_CONTEXT_FILTER_FUNCTION` scene flag.

It is guaranteed that the pointer to the intersection context passed to a ray query is directly passed to the registered callback functions. This way it is pos-

sible to attach arbitrary data to the end of the intersection context, such as a per-ray payload.

Please note that the ray pointer is not guaranteed to be passed to the callback functions, thus reading additional data from the ray pointer passed to callbacks is not possible.

### EXIT STATUS

No error code is set by this function.

### SEE ALSO

[rtcIntersect1](#), [rtcOccluded1](#)

## 7.82 rtcIntersect1

### NAME

rtcIntersect1 - finds the closest hit for a single ray

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersect1(
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRayHit* rayhit
);
```

### DESCRIPTION

The `rtcIntersect1` function finds the closest hit of a single ray with the scene (scene argument). The provided ray/hit structure (rayhit argument) contains the ray to intersect and some hit output fields that are filled when a hit is found.

The user has to initialize the ray origin (org ray member), ray direction (dir ray member), ray segment (tnear, tfar ray members), and set the ray flags to 0 (flags ray member). If the scene contains motion blur geometries, also the ray time (time ray member) must be initialized to a value in the range  $[0, 1]$ . If ray masks are enabled at compile time, the ray mask (mask ray member) must be initialized as well. The ray segment has to be in the range  $[0, \infty]$ , thus ranges that start behind the ray origin are not valid, but ranges can reach to infinity. See Section [RTCRay](#) for the ray layout description.

The instance ID (instID hit member) and geometry ID (geomID hit member) of the hit data must be initialized to `RTC_INVALID_GEOMETRY_ID` (-1).

Further, an intersection context for the ray query function must be created and initialized (see `rtcInitIntersectContext`).

When no intersection is found, the ray/hit data is not updated. When an intersection is found, the hit distance is written into the `tfar` member of the ray and all hit data is set, such as unnormalized geometry normal in object space (Ng hit member), local hit coordinates (u, v hit member), instance ID (instID hit member), geometry ID (geomID hit member), and primitive ID (primID hit member). See Section [RTCHit](#) for the hit layout description.

If the instance ID was set (thus it is not equal to `RTC_INVALID_GEOMETRY_ID`), the instance ID corresponds to the geometry ID of the hit instance of the top-level scene, the geometry ID corresponds to the hit geometry inside the hit instanced scene, and the primitive ID corresponds to the n-th primitive of that geometry.

If the instance ID was not set (thus it is still equal to `RTC_INVALID_GEOMETRY_ID`), the geometry ID corresponds to the hit geometry inside the scene, and the primitive ID corresponds to the n-th primitive of that geometry.

The implementation makes no guarantees that primitives whose hit distance is exactly at (or very close to) `tnear` or `tfar` are hit or missed. If you want to exclude intersections at `tnear` just pass a slightly enlarged `tnear`, and if you want to include intersections at `tfar` pass a slightly enlarged `tfar`.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The ray pointer passed to callback functions is not guaranteed to be identical to the original ray provided. To extend the ray with additional data to be accessed in callback functions, use the intersection context.

The ray/hit structure must be aligned to 16 bytes.

## EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

## SEE ALSO

[rtcOccluded1](#), [RTCRayHit](#), [RTCRay](#), [RTCHit](#)

## 7.83 rtcOccluded1

### NAME

rtcOccluded1 - finds any hit for a single ray

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcOccluded1(
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRay* ray
);
```

### DESCRIPTION

The `rtcOccluded1` function checks for a single ray (`ray` argument) whether there is any hit with the scene (`scene` argument).

The user must initialize the ray origin (`org` ray member), ray direction (`dir` ray member), ray segment (`tnear`, `tfar` ray members), and must set the ray flags to 0 (`flags` ray member). If the scene contains motion blur geometries, also the ray time (`time` ray member) must be initialized to a value in the range  $[0, 1]$ . If ray masks are enabled at compile time, the ray mask (`mask` ray member) must be initialized as well. The ray segment must be in the range  $[0, \infty]$ , thus ranges that start behind the ray origin are not valid, but ranges can reach to infinity. See Section [RTCRay](#) for the ray layout description.

When no intersection is found, the ray data is not updated. In case a hit was found, the `tfar` component of the ray is set to `-inf`.

The implementation makes no guarantees that primitives whose hit distance is exactly at (or very close to) `tnear` or `tfar` are hit or missed. If you want to exclude intersections at `tnear` just pass a slightly enlarged `tnear`, and if you want to include intersections at `tfar` pass a slightly enlarged `tfar`.

The intersection context (`context` argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section [RTCIntersectContext](#) for more information.

The ray pointer passed to callback functions is not guaranteed to be identical to the original ray provided. To extend the ray with additional data to be accessed in callback functions, use the intersection context.

The ray must be aligned to 16 bytes.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcOccluded1](#), [RTCRay](#)

## 7.84 rtcIntersect4/8/16

### NAME

rtcIntersect4/8/16 - finds the closest hits for a ray packet

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersect4(
    const int* valid,
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRayHit4* rayhit
);

void rtcIntersect8(
    const int* valid,
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRayHit8* rayhit
);

void rtcIntersect16(
    const int* valid,
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRayHit16* rayhit
);
```

### DESCRIPTION

The `rtcIntersect4/8/16` functions find the closest hits for a ray packet of size 4, 8, or 16 (`rayhit` argument) with the scene (`scene` argument). The ray/hit input contains a ray packet and hit packet. See Section [rtcIntersect1](#) for a description of how to set up and trace rays.

A ray valid mask must be provided (`valid` argument) which stores one 32-bit integer (-1 means valid and 0 invalid) per ray in the packet. Only active rays are processed, and hit data of inactive rays is not changed.

The intersection context (`context` argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The ray pointer passed to callback functions is not guaranteed to be identical to the original ray provided. To extend the ray with additional data to be accessed in callback functions, use the intersection context.

The implementation of these functions is guaranteed to invoke callback functions always with the same ray packet size and ordering of rays as specified initially.

For `rtcIntersect4` the ray packet must be aligned to 16 bytes, for `rtcIntersect8` the alignment must be 32 bytes, and for `rtcIntersect16` the alignment must be 64 bytes.

The `rtcIntersect4`, `rtcIntersect8` and `rtcIntersect16` functions may change the ray packet size and ray order when calling back into intersect filter functions or user geometry callbacks. Under some conditions the application can

assume packets to stay intact, which can be determined by querying the `RTC_DEVICE_PROPERTY_NATIVE_RAY4_SUPPORTED`, `RTC_DEVICE_PROPERTY_NATIVE_RAY8_SUPPORTED`, `RTC_DEVICE_PROPERTY_NATIVE_RAY16_SUPPORTED` properties through the `rtcGetDeviceProperty` function. See [rtcGetDeviceProperty](#) for more information.

## EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

## SEE ALSO

[rtcOccluded4/8/16](#)

## 7.85 rtcOccluded4/8/16

### NAME

rtcOccluded4/8/16 - finds any hits for a ray packet

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcOccluded4(
    const int* valid,
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRay4* ray
);

void rtcOccluded8(
    const int* valid,
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRay8* ray
);

void rtcOccluded16(
    const int* valid,
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRay16* ray
);
```

### DESCRIPTION

The `rtcOccluded4/8/16` functions checks for each active ray of the ray packet of size 4, 8, or 16 (ray argument) whether there is any hit with the scene (scene argument). See Section [rtcOccluded1](#) for a description of how to set up and trace occlusion rays.

A ray valid mask must be provided (`valid` argument) which stores one 32-bit integer (-1 means valid and 0 invalid) per ray in the packet. Only active rays are processed, and hit data of inactive rays is not changed.

The intersection context (`context` argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The ray pointer passed to callback functions is not guaranteed to be identical to the original ray provided. To extend the ray with additional data to be accessed in callback functions, use the intersection context.

The implementation of these functions is guaranteed to invoke callback functions always with the same ray packet size and ordering of rays as specified initially.

For `rtcOccluded4` the ray packet must be aligned to 16 bytes, for `rtcOccluded8` the alignment must be 32 bytes, and for `rtcOccluded16` the alignment must be 64 bytes.

The `rtcOccluded4`, `rtcOccluded8` and `rtcOccluded16` functions may change the ray packet size and ray order when calling back into intersect filter functions or user geometry callbacks. Under some conditions the application can

assume packets to stay intact, which can be determined by querying the `RTC_DEVICE_PROPERTY_NATIVE_RAY4_SUPPORTED`, `RTC_DEVICE_PROPERTY_NATIVE_RAY8_SUPPORTED`, `RTC_DEVICE_PROPERTY_NATIVE_RAY16_SUPPORTED` properties through the `rtcGetDeviceProperty` function. See [rtcGetDeviceProperty](#) for more information.

## EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

## SEE ALSO

[rtcOccluded4/8/16](#)

## 7.86 rtcIntersect1M

### NAME

`rtcIntersect1M` - finds the closest hits for a stream of `M` single rays

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersect1M(
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRayHit* rayhit,
    unsigned int M,
    size_t byteStride
);
```

### DESCRIPTION

The `rtcIntersect1M` function finds the closest hits for a stream of `M` single rays (`rayhit` argument) with the scene (`scene` argument). The `rayhit` argument points to an array of ray and hit data with specified byte stride (`byteStride` argument) between the ray/hit structures. See Section [rtcIntersect1](#) for a description of how to set up and trace rays.

The intersection context (`context` argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the `rayID` component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The stream size `M` can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcOccluded1M](#)

## 7.87 rtcOccluded1M

### NAME

rtcOccluded1M - finds any hits for a stream of M single rays

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcOccluded1M(  
    RTCScene scene,  
    struct RTCIntersectContext* context,  
    struct RTCRay* ray,  
    unsigned int M,  
    size_t byteStride  
);
```

### DESCRIPTION

The `rtcOccluded1M` function checks whether there are any hits for a stream of M single rays (ray argument) with the scene (scene argument). The ray argument points to an array of rays with specified byte stride (byteStride argument) between the rays. See Section [rtcOccluded1](#) for a description of how to set up and trace occlusion rays.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the rayID component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The stream size M can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcIntersect1M](#)

## 7.88 rtcIntersect1Mp

### NAME

`rtcIntersect1Mp` - finds the closest hits for a stream of `M` pointers to single rays

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersect1Mp(
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRayHit** rayhit,
    unsigned int M
);
```

### DESCRIPTION

The `rtcIntersect1Mp` function finds the closest hits for a stream of `M` single rays (`rayhit` argument) with the scene (`scene` argument). The `rayhit` argument points to an array of pointers to the individual ray/hit structures. See Section [rtcIntersect1](#) for a description of how to set up and trace a ray.

The intersection context (`context` argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the `rayID` component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The stream size `M` can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcOccluded1Mp](#)

## 7.89 rtcOccluded1Mp

### NAME

rtcOccluded1Mp - find any hits for a stream of M pointers to single rays

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcOccluded1M(
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRay** ray,
    unsigned int M
);
```

### DESCRIPTION

The `rtcOccluded1Mp` function checks whether there are any hits for a stream of M single rays (ray argument) with the scene (scene argument). The ray argument points to an array of pointers to rays. Section [rtcOccluded1](#) for a description of how to set up and trace a occlusion rays.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the rayID component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The stream size M can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcIntersect1Mp](#)

## 7.90 rtcIntersectNM

### NAME

`rtcIntersectNM` - finds the closest hits for a stream of `M` ray packets of size `N`

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersectNM(
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRayHitN* rayhit,
    unsigned int N,
    unsigned int M,
    size_t byteStride
);
```

### DESCRIPTION

The `rtcIntersectNM` function finds the closest hits for a stream of `M` ray packets (rayhit argument) of size `N` with the scene (scene argument). The rays argument points to an array of ray and hit packets with specified byte stride (byteStride argument) between the ray/hit packets. See Section [rtcIntersect1](#) for a description of how to set up and trace rays.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the `rayID` component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The packet size `N` must be larger than 0, and the stream size `M` can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcOccludedNM](#)

## 7.91 rtcOccludedNM

### NAME

rtcOccludedNM - finds any hits for a stream of M ray packets of size N

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcOccludedNM(
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRayN* ray,
    unsigned int N,
    unsigned int M,
    size_t byteStride
);
```

### DESCRIPTION

The `rtcOccludedNM` function checks whether there are any hits for a stream of M ray packets (ray argument) of size N with the scene (scene argument). The ray argument points to an array of ray packets with specified byte stride (byteStride argument) between the ray packets. See Section [rtcOccluded1](#) for a description of how to set up and trace occlusion rays.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the `rayID` component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The packet size N must be larger than 0, and the stream size M can be an arbitrary positive integer including 0. Each ray must be aligned to 16 bytes.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcIntersectNM](#)

## 7.92 rtcIntersectNp

### NAME

`rtcIntersectNp` - finds the closest hits for a SOA ray stream of size N

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcIntersectNp(
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRayHitNp* rayhit,
    unsigned int N
);
```

### DESCRIPTION

The `rtcIntersectNp` function finds the closest hits for a SOA ray stream (rays argument) of size N (basically a large ray packet) with the scene (scene argument). The `rayhit` argument points to two structures of pointers with one pointer for each ray and hit component. Each of these pointers points to an array with the ray or hit component data for each ray or hit. This way the individual components of the SOA ray stream do not need to be stored sequentially in memory, which makes it possible to have large varying size ray packets in SOA layout. See Section [rtcIntersect1](#) for a description of how to set up and trace rays.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the `rayID` component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The stream size N can be an arbitrary positive integer including 0. Each ray component array must be aligned to 16 bytes.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcOccludedNp](#)

## 7.93 rtcOccludedNp

### NAME

rtcOccludedNp - finds any hits for a SOA ray stream of size N

### SYNOPSIS

```
#include <embree3/rtcore.h>

void rtcOccludedNp(
    RTCScene scene,
    struct RTCIntersectContext* context,
    struct RTCRayNp* ray,
    unsigned int N
);
```

### DESCRIPTION

The `rtcOccludedNp` function checks whether there are any hits for a SOA ray stream (ray argument) of size N (basically a large ray packet) with the scene (scene argument). The ray argument points to a structure of pointers with one pointer for each ray component. Each of these pointers points to an array with the ray component data for each ray. This way the individual components of the SOA ray stream do not need to be stored sequentially in memory, which makes it possible to have large varying size ray packets in SOA layout. See Section [rtcOccluded1](#) for a description of how to set up and trace occlusion rays.

The intersection context (context argument) can specify flags to optimize traversal and a filter callback function to be invoked for every intersection. Further, the pointer to the intersection context is propagated to callback functions invoked during traversal and can thus be used to extend the ray with additional data. See Section `RTCIntersectContext` for more information.

The implementation of the stream ray query functions may re-order rays arbitrarily and re-pack rays into ray packets of different size. For this reason, callback functions may be invoked with an arbitrary packet size (of size 1, 4, 8, or 16) and different ordering as specified initially. For this reason, one may have to use the `rayID` component of the ray to identify the original ray, e.g. to access a per-ray payload.

A ray in a ray stream is considered inactive if its `tnear` value is larger than its `tfar` value.

The stream size N can be an arbitrary positive integer including 0. Each ray component array must be aligned to 16 bytes.

### EXIT STATUS

For performance reasons this function does not do any error checks, thus will not set any error flags on failure.

### SEE ALSO

[rtcIntersectNp](#)

## 7.94 rtcNewBVH

### NAME

rtcNewBVH - creates a **new** BVH object

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
RTCBVH rtcNewBVH(RTCDevice device);
```

### DESCRIPTION

This function creates a new BVH object and returns a handle to this BVH. The BVH object is reference counted with an initial reference count of 1. The handle can be released using the `rtcReleaseBVH` API call.

The BVH object can be used to build a BVH in a user-specified format over user-specified primitives. See the documentation of the `rtcBuildBVH` call for more details.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcRetainBVH](#), [rtcReleaseBVH](#), [rtcBuildBVH](#)

## 7.95 rtcRetainBVH

### NAME

rtcRetainBVH - increments the BVH reference count

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcRetainBVH(RTCBVH bvh);
```

### DESCRIPTION

BVH objects are reference counted. The `rtcRetainBVH` function increments the reference count of the passed BVH object (`bvh` argument). This function together with `rtcReleaseBVH` allows to use the internal reference counting in a C++ wrapper class to handle the ownership of the object.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewBVH](#), [rtcReleaseBVH](#)

## 7.96 rtcReleaseBVH

### NAME

rtcReleaseBVH - decrements the BVH reference count

### SYNOPSIS

```
#include <embree3/rtcore.h>
```

```
void rtcReleaseBVH(RTCBVH bvh);
```

### DESCRIPTION

BVH objects are reference counted. The `rtcReleaseBVH` function decrements the reference count of the passed BVH object (`bvh` argument). When the reference count falls to 0, the BVH gets destroyed.

### EXIT STATUS

On failure an error code is set that can be queried using `rtcDeviceGetError`.

### SEE ALSO

[rtcNewBVH](#), [rtcRetainBVH](#)

## 7.97 rtcBuildBVH

### NAME

rtcBuildBVH - builds a BVH

### SYNOPSIS

```
#include <embree3/rtcore.h>

struct RTC_ALIGN(32) RTCBuildPrimitive
{
    float lower_x, lower_y, lower_z;
    unsigned int geomID;
    float upper_x, upper_y, upper_z;
    unsigned int primID;
};

typedef void* (*RTCCreateNodeFunction) (
    RTCThreadLocalAllocator allocator,
    unsigned int childCount,
    void* userPtr
);

typedef void (*RTCSetNodeChildrenFunction) (
    void* nodePtr,
    void** children,
    unsigned int childCount,
    void* userPtr
);

typedef void (*RTCSetNodeBoundsFunction) (
    void* nodePtr,
    const struct RTCBounds** bounds,
    unsigned int childCount,
    void* userPtr
);

typedef void* (*RTCCreateLeafFunction) (
    RTCThreadLocalAllocator allocator,
    const struct RTCBuildPrimitive* primitives,
    size_t primitiveCount,
    void* userPtr
);

typedef void (*RTCSplitPrimitiveFunction) (
    const struct RTCBuildPrimitive* primitive,
    unsigned int dimension,
    float position,
    struct RTCBounds* leftBounds,
    struct RTCBounds* rightBounds,
    void* userPtr
);

typedef bool (*RTCProgressMonitorFunction)(
    void* userPtr, double n
);
```

```
enum RTCBuildFlags
{
    RTC_BUILD_FLAG_NONE,
    RTC_BUILD_FLAG_DYNAMIC
};

struct RTCBuildArguments
{
    size_t byteSize;

    enum RTCBuildQuality buildQuality;
    enum RTCBuildFlags buildFlags;
    unsigned int maxBranchingFactor;
    unsigned int maxDepth;
    unsigned int sahBlockSize;
    unsigned int minLeafSize;
    unsigned int maxLeafSize;
    float traversalCost;
    float intersectionCost;

    RTCBVH bvh;
    struct RTCBuildPrimitive* primitives;
    size_t primitiveCount;
    size_t primitiveArrayCapacity;

    RTCCreateNodeFunction createNode;
    RTCSetNodeChildrenFunction setNodeChildren;
    RTCSetNodeBoundsFunction setNodeBounds;
    RTCCreateLeafFunction createLeaf;
    RTCSplitPrimitiveFunction splitPrimitive;
    RTCProgressMonitorFunction buildProgress;
    void* userPtr;
};

struct RTCBuildArguments rtcDefaultBuildArguments();

void* rtcBuildBVH(
    const struct RTCBuildArguments* args
);
```

## DESCRIPTION

The `rtcBuildBVH` function can be used to build a BVH in a user-defined format over arbitrary primitives. All arguments to the function are provided through the `RTCBuildArguments` structure. The first member of that structure must be set to the size of the structure in bytes (`byteSize` member) which allows future extensions of the structure. It is recommended to initialize the build arguments structure using the `rtcDefaultBuildArguments` function.

The `rtcBuildBVH` function gets passed the BVH to build (`bvh` member), the array of primitives (`primitives` member), the capacity of that array (`primitiveArrayCapacity` member), the number of primitives stored inside the array (`primitiveCount` member), callback function pointers, and a user-defined pointer (`userPtr` member) that is passed to all callback functions when invoked. The primitives array can be freed by the application after the BVH is built. All callback functions are typically called from multiple threads, thus their imple-

mentation must be thread-safe.

Four callback functions must be registered, which are invoked during build to create BVH nodes (`createNode` member), to set the pointers to all children (`setNodeChildren` member), to set the bounding boxes of all children (`setNodeBounds` member), and to create a leaf node (`createLeaf` member).

The function pointer to the primitive split function (`splitPrimitive` member) may be NULL, however, then no spatial splitting in high quality mode is possible. The function pointer used to report the build progress (`buildProgress` member) is optional and may also be NULL.

Further, some build settings are passed to configure the BVH build. Using the build quality settings (`buildQuality` member), one can select between a faster, low quality build which is good for dynamic scenes, and a standard quality build for static scenes. One can also specify the desired maximum branching factor of the BVH (`maxBranchingFactor` member), the maximum depth the BVH should have (`maxDepth` member), the block size for the SAH heuristic (`sahBlockSize` member), the minimum and maximum leaf size (`minLeafSize` and `maxLeafSize` member), and the estimated costs of one traversal step and one primitive intersection (`traversalCost` and `intersectionCost` members). When enabling the `RTC_BUILD_FLAG_DYNAMIC` build flags (`buildFlags` member), re-build performance for dynamic scenes is improved at the cost of higher memory requirements.

To spatially split primitives in high quality mode, the builder needs extra space at the end of the build primitive array to store splitted primitives. The total capacity of the build primitive array is passed using the `primitiveArrayCapacity` member, and should be about twice the number of primitives when using spatial splits.

The `RTCCreateNodeFunc` and `RTCCreateLeafFunc` callbacks are passed a thread local allocator object that should be used for fast allocation of nodes using the `rtcThreadLocalAlloc` function. We strongly recommend using this allocation mechanism, as alternative approaches like standard `malloc` can be over 10× slower. The allocator object passed to the create callbacks may be used only inside the current thread. Memory allocated using `rtcThreadLocalAlloc` is automatically freed when the `RTCBVH` object is deleted. If you use your own memory allocation scheme you have to free the memory yourself when the `RTCBVH` object is no longer used.

The `RTCCreateNodeFunc` callback additionally gets the number of children for this node in the range from 2 to `maxBranchingFactor` (`childCount` argument).

The `RTCSetNodeChildFunc` callback function gets a pointer to the node as input (`nodePtr` argument), an array of pointers to the children (`childPtrs` argument), and the size of this array (`childCount` argument).

The `RTCSetNodeBoundsFunc` callback function gets a pointer to the node as input (`nodePtr` argument), an array of pointers to the bounding boxes of the children (`bounds` argument), and the size of this array (`childCount` argument).

The `RTCCreateLeafFunc` callback additionally gets an array of primitives as input (`primitives` argument), and the size of this array (`primitiveCount` argument). The callback should read the `geomID` and `primID` members from the passed primitives to construct the leaf.

The `RTCSplitPrimitiveFunc` callback is invoked in high quality mode to split a primitive (`primitive` argument) at the specified position (`position` argument) and dimension (`dimension` argument). The callback should return bounds of the clipped left and right parts of the primitive (`leftBounds` and `rightBounds` arguments).

The `RTCProgressMonitorFunction` callback function is called with the estimated completion rate `n` in the range `[0, 1]`. Returning `true` from the callback lets the build continue; returning `false` cancels the build.

**EXIT STATUS**

On failure an error code is set that can be queried using `rtcDeviceGetError`.

**SEE ALSO**

[rtcNewBVH](#)

# Chapter 8

## Performance Recommendations

### 8.1 MXCSR control and status register

It is strongly recommended to have the `Flush to Zero` and `Denormals are Zero` mode of the MXCSR control and status register enabled for each thread before calling the `rtcIntersect`-type and `rtcOccluded`-type functions. Otherwise, under some circumstances special handling of denormalized floating point numbers can significantly reduce application and Embree performance. When using Embree together with the Intel® Threading Building Blocks, it is sufficient to execute the following code at the beginning of the application main thread (before the creation of the `tbb::task_scheduler_init` object):

```
#include <xmmintrin.h>
#include <pmmintrin.h>
...
_MM_SET_FLUSH_ZERO_MODE(_MM_FLUSH_ZERO_ON);
_MM_SET_DENORMALS_ZERO_MODE(_MM_DENORMALS_ZERO_ON);
```

If using a different tasking system, make sure each rendering thread has the proper mode set.

### 8.2 Thread Creation and Affinity Settings

Tasking systems like TBB create worker threads on demand, which will add a runtime overhead for the very first `rtcCommitScene` call. In case you want to benchmark the scene build time, you should start the threads at application startup. You can let Embree start TBB threads by passing `start_threads=1` to the `cfg` parameter of `rtcNewDevice`.

On machines with a high thread count (e.g. dual-socket Xeon or Xeon Phi machines), affinitizing TBB worker threads increases build and rendering performance. You can let Embree affinitize TBB worker threads by passing `set_affinity=1` to the `cfg` parameter of `rtcNewDevice`. By default, threads are not affinitized by Embree with the exception of Xeon Phi Processors where they are affinitized by default.

All Embree tutorials automatically start and affinitize TBB worker threads by passing `start_threads=1, set_affinity=1` to `rtcNewDevice`.

## 8.3 Fast Coherent Rays

For getting the highest performance for highly coherent rays, e.g. primary or hard shadow rays, it is recommended to use packets or streams of single rays/packets with setting the `RTC_INTERSECT_CONTEXT_FLAG_COHERENT` flag in the `RtcIntersectContext` passed to the `rtcIntersect/rtcOccluded` calls. The total number of rays in a coherent stream of ray packets should be around 64, e.g. 8 times 8-wide packets, or 4 times 16-wide packets. The rays inside each packet should be grouped as coherent as possible.

## 8.4 Huge Page Support

It is recommended to use huge pages under Linux to increase rendering performance. Embree supports 2MB huge pages under Windows, Linux, and macOS. Under Linux huge page support is enabled by default, and under Windows and macOS disabled by default. Huge page support can be enabled in Embree by passing `hugepages=1` to `rtcNewDevice` or disabled by passing `hugepages=0` to `rtcNewDevice`.

We recommend using 2MB huge pages with Embree under Linux as this improves ray tracing performance by about 5-10%. Under Windows using huge pages requires the application to run in elevated mode which is a security issue, thus likely not an option for most use cases. Under macOS huge pages are rarely available as memory tends to get quickly fragmented, thus we do not recommend using huge pages on macOS.

### 8.4.1 Huge Pages under Linux

Linux supports transparent huge pages and explicit huge pages. To enable transparent huge page support under Linux, execute the following as root:

```
echo always > /sys/kernel/mm/transparent_hugepage/enabled
```

When transparent huge pages are enabled, the kernel tries to merge 4KB pages to 2MB pages when possible as a background job. Many Linux distributions have transparent huge pages enabled by default. See the following webpage for more information on [transparent huge pages under Linux](#). In this mode each application, including your rendering application based on Embree, will automatically tend to use huge pages.

Using transparent huge pages, the transitioning from 4KB to 2MB pages might take some time. For that reason Embree also supports allocating 2MB pages directly when a huge page pool is configured. Such a pool can be configured by writing some number of huge pages to allocate to `/proc/sys/vm/nr_overcommit_hugepages` as root user. E.g. to configure 2GB of address space for huge page allocation, execute the following as root:

```
echo 1000 > /proc/sys/vm/nr_overcommit_hugepages
```

See the following webpage for more information on [huge pages under Linux](#).

### 8.4.2 Huge Pages under Windows

To use huge pages under Windows, the current user must have the “Lock pages in memory” (`SeLockMemoryPrivilege`) assigned. This can be configured through the “Local Security Policy” application, by adding a user to “Local Policies” -> “User Rights Assignment” -> “Lock pages in memory”. You have to log out and in again for this change to take effect.

Further, your application must be executed as an elevated process (“Run as administrator”) and the “SeLockMemoryPrivilege” must be explicitly enabled by your application. Example code on how to enable this privilege can be found in the “common/sys/alloc.cpp” file of Embree. Alternatively, Embree will try to enable this privilege when passing `enable_selockmemoryprivilege=1` to `rtcNewDevice`. Further, huge pages should be enabled in Embree by passing `hugepages=1` to `rtcNewDevice`.

When the system has been running for a while, physical memory gets fragmented, which can slow down the allocation of huge pages significantly under Windows.

### 8.4.3 Huge Pages under macOS

To use huge pages under macOS you have to pass `hugepages=1` to `rtcNewDevice` to enable that feature in Embree.

When the system has been running for a while, physical memory gets quickly fragmented, and causes huge page allocations to fail. For this reason, huge pages are not very useful under macOS in practice.

## 8.5 Avoid store-to-load forwarding issues with single rays

We recommend to use a single SSE store to set up the `org` and `tnear` components, and a single SSE store to set up the `dir` and `time` components of a single ray (RTCRay type). Storing these values using scalar stores causes a store-to-load forwarding penalty because Embree is reading these components using SSE loads later on.

# Chapter 9

## Embree Tutorials

Embree comes with a set of tutorials aimed at helping users understand how Embree can be used and extended. All tutorials exist in an ISPC and C++ version to demonstrate the two versions of the API. Look for files named `tutorialname_device.ispc` for the ISPC implementation of the tutorial, and files named `tutorialname_device.cpp` for the single ray C++ version of the tutorial. To start the C++ version use the `tutorialname` executables, to start the ISPC version use the `tutorialname_ispc` executables. All tutorials can print available command line options using the `--help` command line parameter.

For all tutorials, you can select an initial camera using the `--vp` (camera position), `--vi` (camera look-at point), `--vu` (camera up vector), and `--fov` (vertical field of view) command line parameters:

```
./triangle_geometry --vp 10 10 10 --vi 0 0 0
```

You can select the initial window size using the `--size` command line parameter, or start the tutorials in full screen using the `--fullscreen` parameter:

```
./triangle_geometry --size 1024 1024
./triangle_geometry --fullscreen
```

The initialization string for the Embree device (`rtcNewDevice` call) can be passed to the ray tracing core through the `--rtcore` command line parameter, e.g.:

```
./triangle_geometry --rtcore verbose=2,threads=1,accel=bvh4.triangle1
```

The navigation in the interactive display mode follows the camera orbit model, where the camera revolves around the current center of interest. With the left mouse button you can rotate around the center of interest (the point initially set with `--vi`). Holding Control pressed while clicking the left mouse button rotates the camera around its location. You can also use the arrow keys for navigation.

You can use the following keys:

- F1 Default shading
- F2 Gray EyeLight shading
- F3 Traces occlusion rays only.
- F4 UV Coordinate visualization
- F5 Geometry normal visualization
- F6 Geometry ID visualization
- F7 Geometry ID and Primitive ID visualization
- F8 Simple shading with 16 rays per pixel for benchmarking.

F9 Switches to render cost visualization. Pressing again reduces brightness.  
F10 Switches to render cost visualization. Pressing again increases brightness.  
f Enters or leaves full screen mode.  
c Prints camera parameters.  
ESC Exits the tutorial.  
q Exits the tutorial.

## 9.1 Triangle Geometry

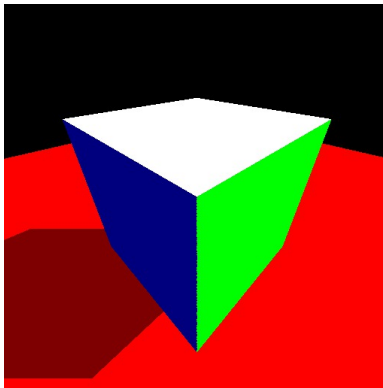


Figure 9.1

This tutorial demonstrates the creation of a static cube and ground plane using triangle meshes. It also demonstrates the use of the `rtcIntersect1` and `rtcOccluded1` functions to render primary visibility and hard shadows. The cube sides are colored based on the ID of the hit primitive.

## 9.2 Dynamic Scene

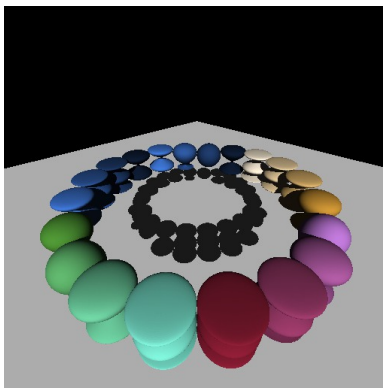


Figure 9.2

This tutorial demonstrates the creation of a dynamic scene, consisting of several deforming spheres. Half of the spheres use the `RTC_BUILD_QUALITY_REFIT` geometry build quality, which allows Embree to use a refitting strategy for these spheres, the other half uses the `RTC_BUILD_QUALITY_LOW` geometry build quality, causing a high performance rebuild of their spatial data structure each frame. The spheres are colored based on the ID of the hit sphere geometry.

## 9.3 User Geometry

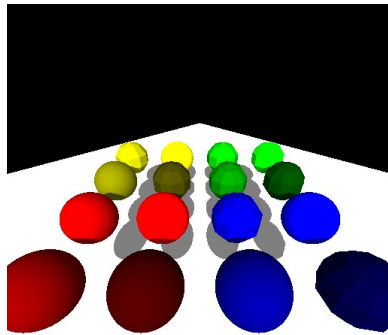


Figure 9.3

This tutorial shows the use of user-defined geometry, to re-implement instancing, and to add analytic spheres. A two-level scene is created, with a triangle mesh as ground plane, and several user geometries that instance other scenes with a small number of spheres of different kinds. The spheres are colored using the instance ID and geometry ID of the hit sphere, to demonstrate how the same geometry instanced in different ways can be distinguished.

## 9.4 Viewer



Figure 9.4

This tutorial demonstrates a simple OBJ viewer that traces primary visibility rays only. A scene consisting of multiple meshes is created, each mesh sharing the index and vertex buffer with the application. It also demonstrates how to support additional per-vertex data, such as shading normals.

You need to specify an OBJ file at the command line for this tutorial to work:

```
./viewer -i model.obj
```

## 9.5 Stream Viewer

This tutorial is a simple OBJ viewer that demonstrates the use of ray streams. You need to specify an OBJ file at the command line for this tutorial to work:

```
./viewer_stream -i model.obj
```

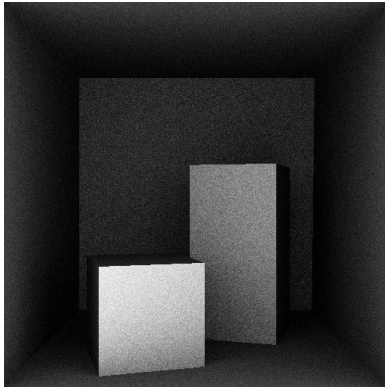


Figure 9.5

## 9.6 Instanced Geometry

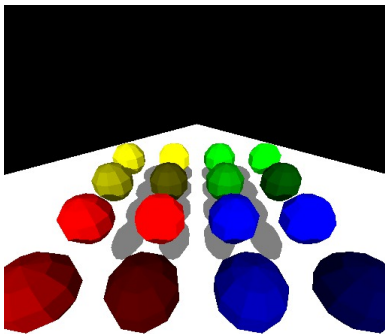


Figure 9.6

This tutorial demonstrates the in-built instancing feature of Embree, by instancing a number of other scenes built from triangulated spheres. The spheres are again colored using the instance ID and geometry ID of the hit sphere, to demonstrate how the same geometry instanced in different ways can be distinguished.

## 9.7 Intersection Filter

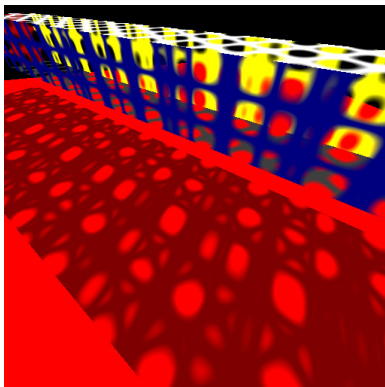


Figure 9.7

This tutorial demonstrates the use of filter callback functions to efficiently implement transparent objects. The filter function used for primary rays lets the ray pass through the geometry if it is entirely transparent. Otherwise, the shading loop handles the transparency properly, by potentially shooting secondary

rays. The filter function used for shadow rays accumulates the transparency of all surfaces along the ray, and terminates traversal if an opaque occluder is hit.

## 9.8 Path Tracer



Figure 9.8

This tutorial is a simple path tracer, based on the viewer tutorial.

You need to specify an OBJ file and light source at the command line for this tutorial to work:

```
./pathtracer -i model.obj --ambientlight 1 1 1
```

As example models we provide the “Austrian Imperial Crown” model by [Martin Lubich](#) and the “Asian Dragon” model from the [Stanford 3D Scanning Repository](#).

[crown.zip](#)

[asian\\_dragon.zip](#)

To render these models execute the following:

```
./pathtracer -c crown/crown.ecs
```

```
./pathtracer -c asian_dragon/asian_dragon.ecs
```

## 9.9 Hair



Figure 9.9

This tutorial demonstrates the use of the hair geometry to render a hairball.

## 9.10 Bézier Curves

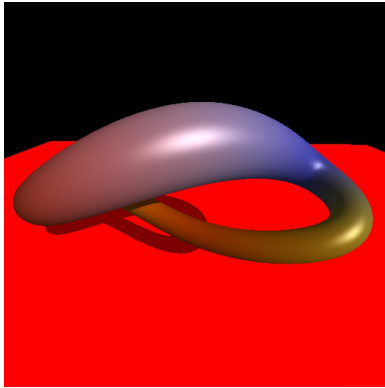


Figure 9.10

This tutorial demonstrates the use of the Bézier curve geometry.

## 9.11 Subdivision Geometry

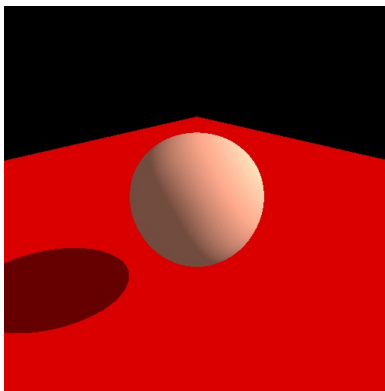


Figure 9.11

This tutorial demonstrates the use of Catmull-Clark subdivision surfaces.

## 9.12 Displacement Geometry

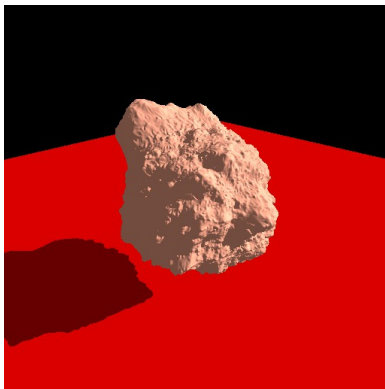


Figure 9.12

This tutorial demonstrates the use of Catmull-Clark subdivision surfaces with procedural displacement mapping using a constant edge tessellation level.

## 9.13 Grid Geometry

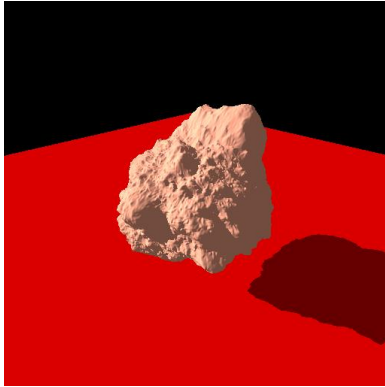


Figure 9.13

This tutorial demonstrates the use of the memory efficient grid primitive to handle highly tessellated and displaced geometry.

## 9.14 Motion Blur Geometry

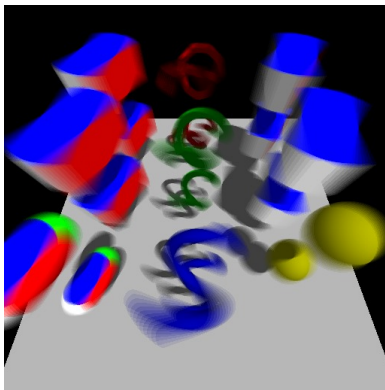


Figure 9.14

This tutorial demonstrates rendering of motion blur using the multi-segment motion blur feature. Shown is motion blur of a triangle mesh, quad mesh, subdivision surface, line segments, hair geometry, Bézier curves, instantiated triangle mesh where the instance moves, instantiated quad mesh where the instance and the quads move, and user geometry.

The number of time steps used can be configured using the `--time-steps <int>` and `--time-steps2 <int>` command line parameters, and the geometry can be rendered at a specific time using the `--time <float>` command line parameter.

## 9.15 Interpolation

This tutorial demonstrates interpolation of user-defined per-vertex data.

## 9.16 BVH Builder

This tutorial demonstrates how to use the templated hierarchy builders of Embree to build a bounding volume hierarchy with a user-defined memory layout using a high-quality SAH builder using spatial splits, a standard SAH builder, and a very fast Morton builder.

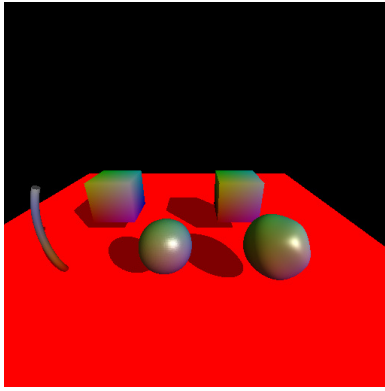


Figure 9.15

## 9.17 BVH Access

This tutorial demonstrates how to access the internal triangle acceleration structure build by Embree. Please be aware that the internal Embree data structures might change between Embree updates.

## 9.18 Find Embree

This tutorial demonstrates how to use the `FIND_PACKAGE` CMake feature to use an installed Embree. Under Linux and macOS the tutorial finds the Embree installation automatically, under Windows the `embree_DIR` CMake variable must be set to the following folder of the Embree installation: `C:\Program Files\Intel\Embree3`.

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