INTRODUCING
GVDB SPARSE VOLUMES

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SIMULATION IN MOTION PICTURES

Increasing detail and complexity..
THE SOLUTION: VOXELS

Simulations are easier to perform on voxels
OPENVDB: SPARSE VOLUMES
Ken Museth, Lead Developer of OpenVDB

Ken Museth, VDB: High-resolution sparse volumes with dynamic topology, Transactions on Graphics, 2013
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NVIDIA® GVDB SPARSE VOLUMES

Volume rendering 5GB surface in GVDB in 5 seconds

Data Property of DreamWorks Animation
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Each Blue Brick is $8^3 = 512$ voxels. Total Size: $3344 \times 568 \times 3384 = 5.5$ GB (24 GB dense)
What is GVDB?

NVIDIA® GVDB is a GPU-based framework for VBD data structures inspired by the award-winning software library OpenVDB used for motion picture visual effects and modelling, with tools to enable full volume compute operations and high quality raytracing.
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High Quality Raytracing

NVIDIA® GVDB integrates with NVIDIA® OptiX to deliver efficient, generalized raytracing of sparse volumes with global illumination.

GVDB Raytracing on GPU is 10x-30x faster than CPU rendering
NVIDIA® GVDB with NVIDIA® OptiX integration enables interactive editing of materials and lighting of volumes.
NVIDIA® GVDB direct raytracing of level set surfaces and volumetric data with CUDA kernels.
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Compatibility with OpenVDB

Features:

- Spatial layout and numerical values identical to OpenVDB
- Uses fast VBX cache format internally, yet able to translate to and from OpenVDB files
- Run-time configuration of VDB topology
Sparse volume compute operations are supported with CUDA using a single kernel launch over *all* bricks.

User-created kernels can easily access neighbors.
NVIDIA® GVDB Sparse Volumes
API Library Usage

Example Host code:

```c
#include "cuda_gvdb.cuh"

gvdb.SetCudaDevice ( devid ); // Optional

gvdb.Initialize (); // Start GVDB

gvdb.LoadVBX ( scnpath ); // Load volume

// Screen pixels

gvdb.AddRenderBuf ( 0, w, h, 4 );

cuModuleGetFunction ( &cuRaycastKernel, cuCustom, "my_raycast_kernel" )

// Custom render

gvdb.RenderKernel ( cuRaycastKernel );

unsigned char* buf = malloc ( w*h*4 );

gvdb.ReadRenderBuf ( 0, buf );

save_png ( "out.png", buf, w, h, 4 );
```

Example Kernel code:

```c
__global__ void raycast_kernel ( uchar4* outBuf )
{
    int x = blockIdx.x * blockDim.x + threadIdx.x;
    int y = blockIdx.y * blockDim.y + threadIdx.y;
    if ( x >= scn.width || y >= scn.height ) return;

    rayMarch ( gvdb.top_lev, 0, scn.campos, rdir, hit, norm ); // Trace ray into GVDB

    if ( hit.x != NOHIT ) {
        float3 R = normalize ( reflect3 ( eyedir, norm ) );
        float clr = tex3D ( envmap, R.xy );
    } else {
        clr = make_float3 ( 0.0, 0.0, 0.1 );
    }

    outBuf [ y*scn.width + x ] = make_uchar4(
        clr.x*255, clr.y*255, clr.z*255, 255 );
}
```

NVIDIA® GVDB is focused on motion picture developers.
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Upcoming Release

API Library with multiple samples

Based on CUDA

Integration with OpenVDB and NVIDIA® OPTIX

Open Source with BSD 3-clause License

Available in late September 2016
“GVDB is a new rendering engine for VDB data, uniquely suited for NVIDIA GPUs and perfectly complements the CPU-based OpenVDB standard while improving on performance. I am excited to take part in the future adoption of GVDB in the open-source community for visual FX.”

— Dr. Ken Museth, Lead Developer of OpenVDB (DreamWorks Animation & SpaceX)
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Application Areas

Scientific Visualization

Motion Pictures

3D Printing

See GTC 2016 talk: Raytracing Scientific Data in NVIDIA OptiX with GVDB Sparse Volumes