



Basics

- 64K Intro, compressed using UPX
- Party: Mekka & Symposium 2000
 - Won 1st place
- Entirely software rendered
- All done in assembly

The Beginning

The slide titled "The Beginning" contains three visual elements. At the top, there is a horizontal row of 12 white human silhouettes of various poses against a black background. Below this row are two small, square rendered scenes. The left scene shows a white human silhouette standing in a dark, tunnel-like environment with a light source on the right. The right scene shows a bright light source in a dark space, creating a lens flare effect.

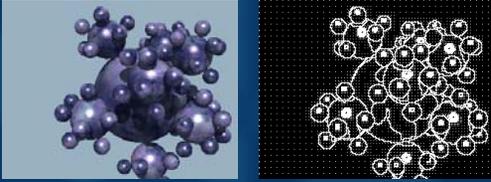
Texture Generation

The slide titled "Texture Generation" displays two rows of five texture samples each. The top row shows a variety of textures including a purple and blue abstract pattern, a bright purple sphere, a dark, grainy texture, a blue and white abstract pattern, and a purple and blue abstract pattern. The bottom row shows a dark, grainy texture, a green and blue abstract pattern, a dark, grainy texture, a dark, grainy texture, and a purple and blue abstract pattern.

Adaptive Ray Tracing

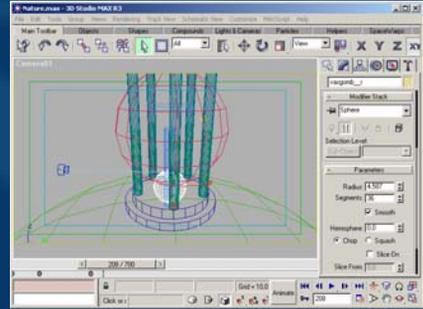
The slide titled "Adaptive Ray Tracing" shows two 10x10 grids. The left grid is a simple 10x10 grid with a black border and a few black squares in the corners. The right grid is a 10x10 grid with a red border and a red grid of squares. The squares in the right grid are shaded with a cross-hatch pattern, indicating areas where ray tracing is performed. The shading is more dense in the center and less dense towards the edges, illustrating adaptive ray tracing.

Adaptive Ray Tracing (cont.)



- 18.4% of pixels are actually ray traced

Development Tools



Parts: Logo



Parts: Hall



Parts: Particles



Parts: Searchlight



Parts: Mirror Box



Parts: Sphereflake



Parts: Temple



Parts: Ocean



More Info

<http://scene.org/dog/downloads.html>

Many thanks to:

'Picard'/Kovács

of exceed