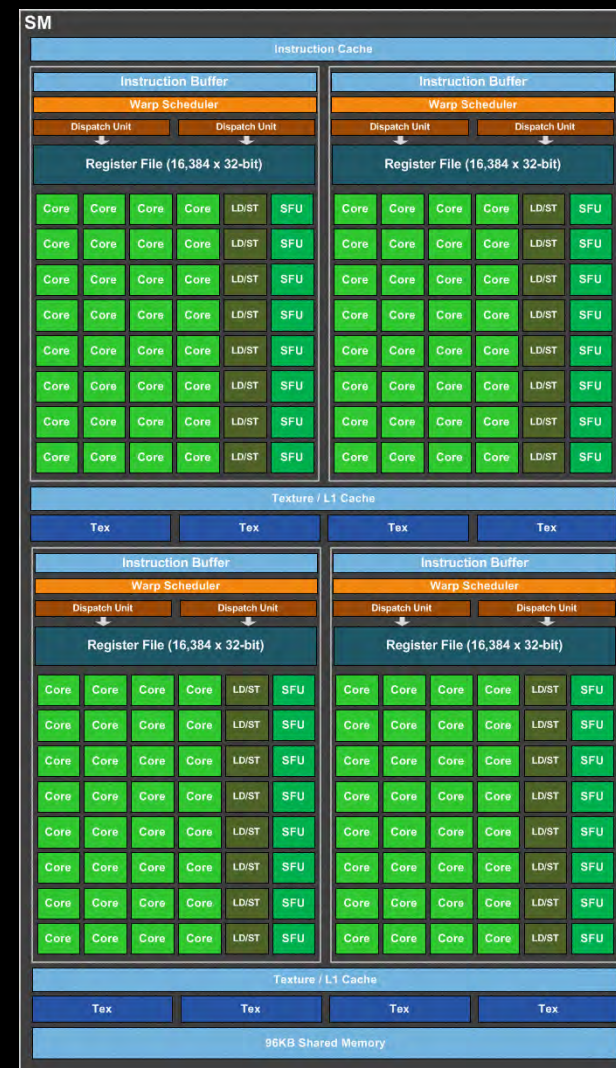


# RAY TRACING TODAY

## Software Emulation for BVH Search

### Pascal SM



### Shaders

