

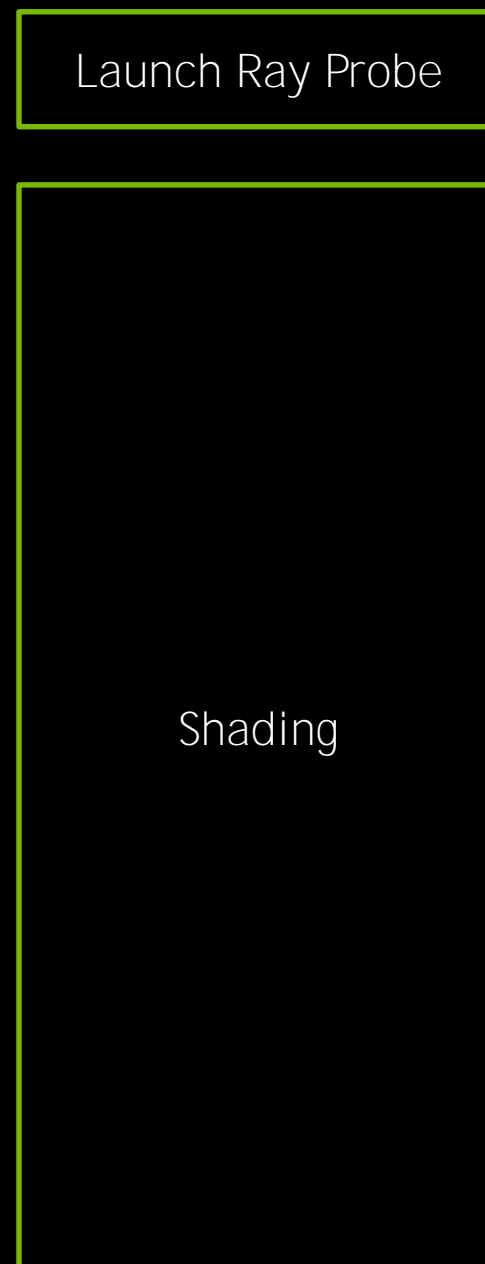
# TURING RAY TRACING WITH RT CORES

Hardware Acceleration Replaces Software Emulation

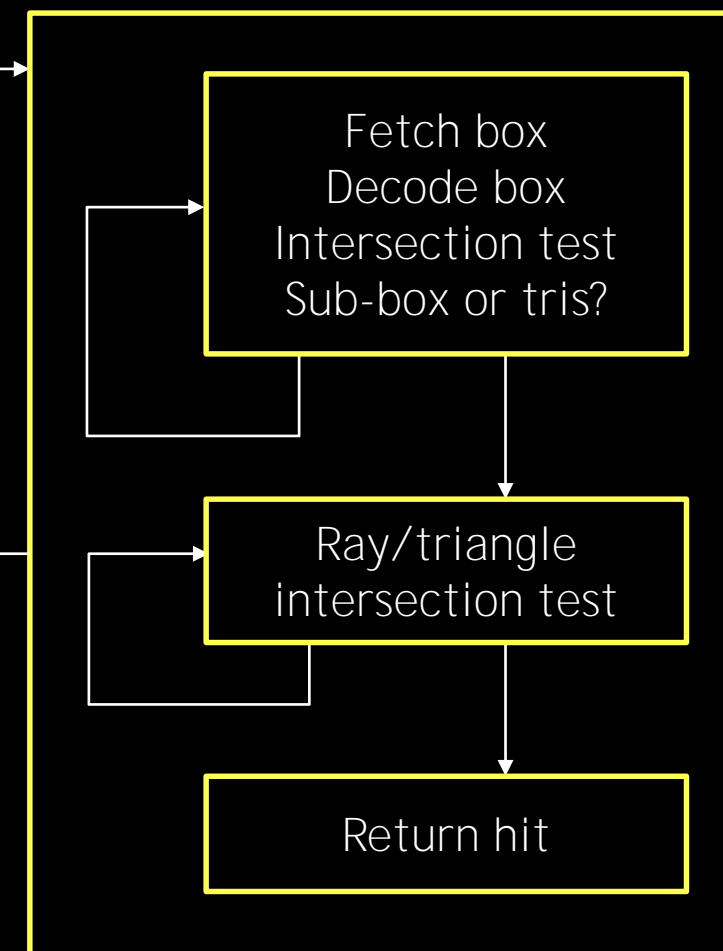
## Turing SM



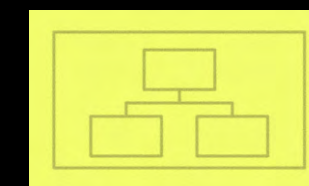
## Shaders



## RT Core



Box  
Intersection  
Evaluators



Triangle  
Intersection  
Evaluators

