User Guide

GLSL Pseudo Instancing

DEVELOPMENT

What Is This?

The GLSL Pseudo Instancing sample demonstrates a technique to speed-up the rendering of instanced geometry under GLSL. The technique relies upon the very efficient in-lining of persistent vertex attributes in OpenGL

For more detailed description of the technique, please see glsl_pseudo_instancing.doc.

Table 1. Keyboard Commands

Key	Description
I	Toggle pseudo-instancing technique
1	Decrease the mesh complexity of each instance
2	Increase the mesh complexity of each instance
3	Decrease the number of instances drawn per frame
4	Increase the number of instances drawn per frame
Drag with Left Mouse Button	Spin instances around
Drag with Left Mouse Button + Control	Move viewer in and out
Drag with Left Mouse Button + Control	Move viewer left, right, up and down
SPACE	Toggle spinning
Esc, Q	Exit

Known Bugs

Sample does not destruct OpenGL resources on exit.

NVIDIA Corporation
2701 San Tomas Expressway
Santa Clara, CA 95050
www.nvidia.com