



Rendering with Textures

- bandwidth: $1000 \times 1000 \times 8 \times 3 \times 100$
 pixels texels per pixel bytes per texel fps
 = 2.4 Gb/s

- memory hierarchy:

- Network
- PC disk
- PC mem
- gfx mem
- gfx L2 texture cache
- gfx L1 texture cache

Texture Management



