

**EX1: Geometry Shader Clipping**

		<i>Scene</i>	<i>Sibenik x 10</i>	<i>Sponza x 10</i>	<i>Buddha x 10</i>
		<i>Triangles Clipped</i>	750 k	2.6 M	10 M
<i>GPU</i>	<i>Algorithm</i>				
GeForce GTX 280	Null		0.80 ms	4.90 ms	12.55 ms
	Direct S-H		1.00 ms	5.30 ms	14.20 ms
	Optimized		0.95 ms	5.00 ms	12.60 ms
<b>Clipping Throughput Increase</b>			<b>1.33 x</b>	<b>4.00 x</b>	<b>33.00 x</b>
<b>Net Throughput Increase</b>			<b>1.05 x</b>	<b>1.06 x</b>	<b>1.13 x</b>
GeForce 580	Null		4.70 ms	12.05 ms	42.60 ms
	Direct S-H		3.20 ms	13.75 ms	53.20 ms
	Optimized		3.00 ms	12.20 ms	41.95 ms
<b>Clipping Throughput Increase</b>			N/A	<b>11.33 x</b>	N/A
<b>Net Throughput Increase</b>			<b>1.07 x</b>	<b>1.13 x</b>	<b>1.27 x</b>

**EX2: Ambient Occlusion Volumes**

		<i>Scene</i>	<i>Sibenik</i>	<i>Sponza</i>	<i>Buddha</i>
		<i>Triangles Clipped</i>	750 k	2.6 M	10 M
<i>GPU</i>	<i>Algorithm</i>				
GeForce GTX 280	Null		14.30 ms	44.90 ms	179.60 ms
	Direct S-H		24.30 ms	65.75 ms	185.50 ms
	Optimized		19.65 ms	51.35 ms	185.40 ms
<b>Clipping Throughput Increase</b>			<b>1.87 x</b>	<b>3.23 x</b>	<b>1.02 x</b>
<b>Net Throughput Increase</b>			<b>1.24 x</b>	<b>1.28 x</b>	<b>1.00 x</b>
GeForce 580	Null		38.85 ms	125.95 ms	415.45 ms
	Direct S-H		101.30 ms	248.15 ms	505.00 ms
	Optimized		46.40 ms	140.20 ms	417.85 ms
<b>Clipping Throughput Increase</b>			<b>8.27 x</b>	<b>8.58 x</b>	<b>37.31 x</b>
<b>Net Throughput Increase</b>			<b>2.18 x</b>	<b>1.77 x</b>	<b>1.21 x</b>